

## TUTORIAL: Cubase LE #1: How to create a session, choose a recording device, and record audio.

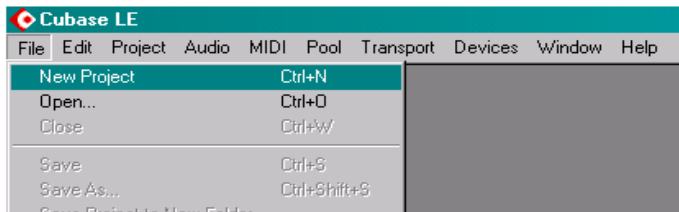
To get audio recorded into Cubase LE, there are several different settings that must be made. Follow these simple steps to get going. You may wish to print this tutorial for easy reference while working.

### Initial Setup

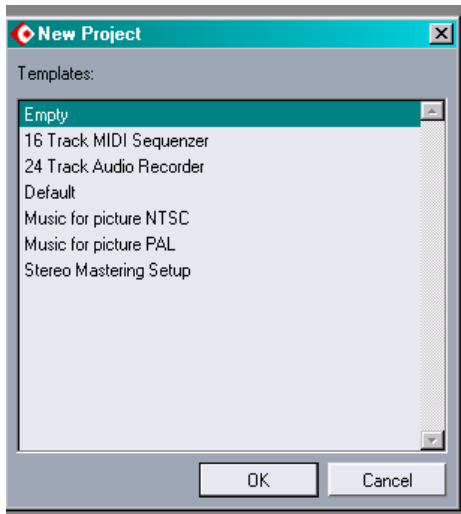
1. Make sure that your interface and/or soundcard (hereafter, I/SC) is properly installed and has the latest drivers. The latest drivers will be available at the interface manufacturer's website.
2. Make sure your audio source is connected to your interface, and that you are getting signal to it. You can check this by looking at the signal lights on your interface, or by checking the hardware mixer included with the driver installation. And remember, condenser mics need phantom power (+48V)!

### Opening a New Project in Cubase

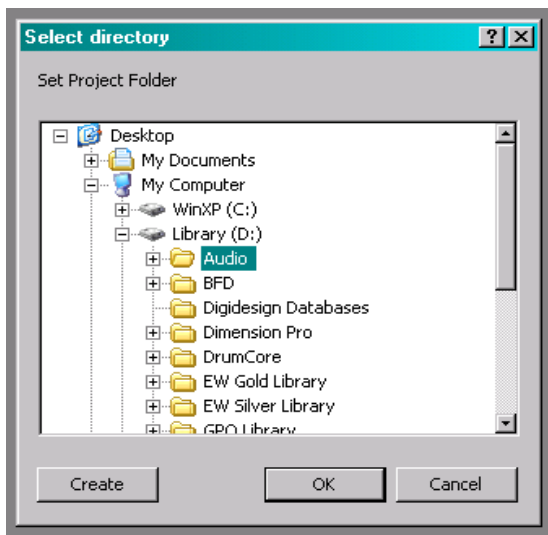
1. Launch Cubase LE. Go to the File menu and choose New Project.



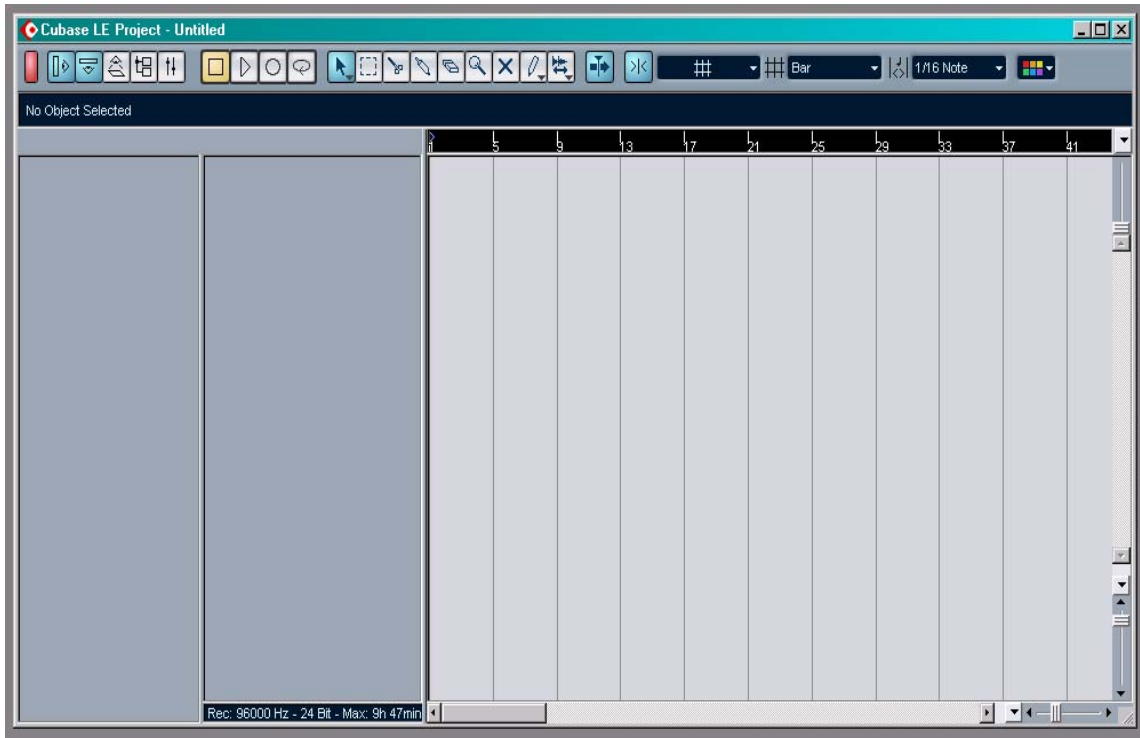
2. In the New Project window, you will be asked to select a template. For now, highlight "Empty" and press "OK."



3. You will now see the Select directory window. It contains a large section in which you need to Set your Project Folder. Browse and choose a location, then press "OK." Remember this location so you can find your session later!



4. You will now see a window pop up with several sections, and across the top it will read "Cubase LE Project - Untitled."

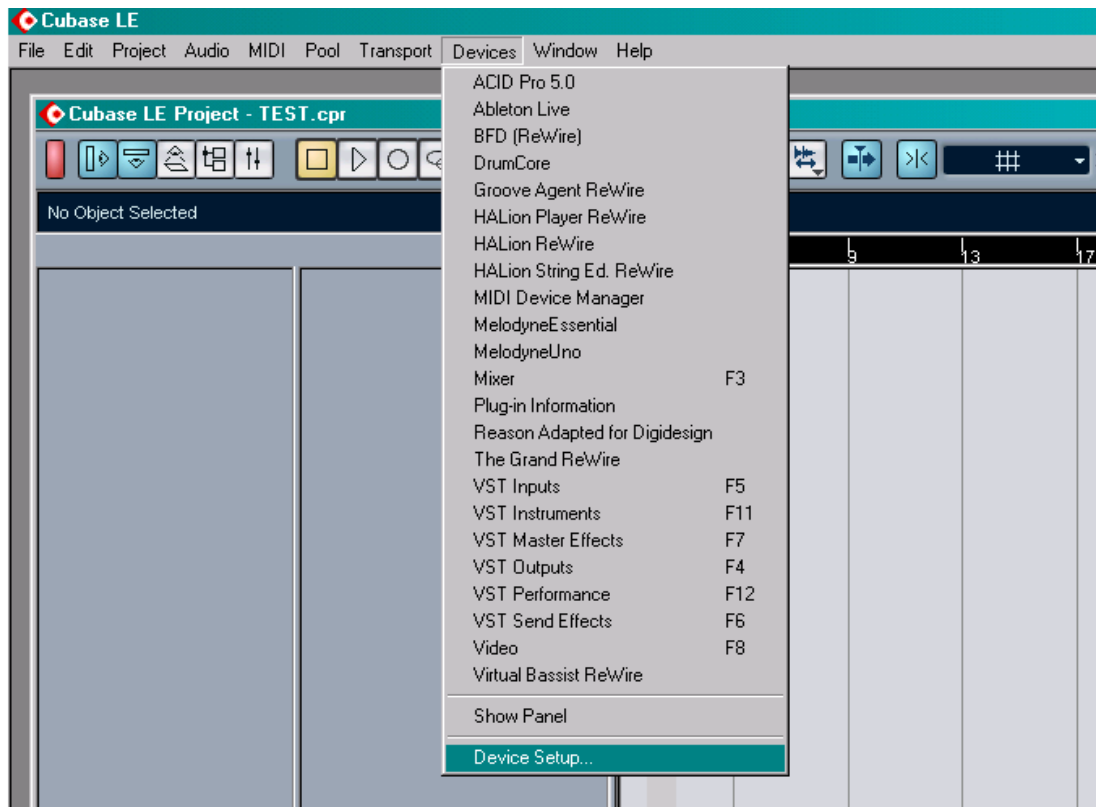


5. Go to the File menu and select "Save As...." The Save As window will pop up. Under the directory listed in the "Look In" menu, you should see the same location from step 3. Give the file a unique\* name and press "Save." In the listed directory, you will now have a session file (extension .cpr) and an Audio folder (this is where your audio files will go). We have named our file "TEST."

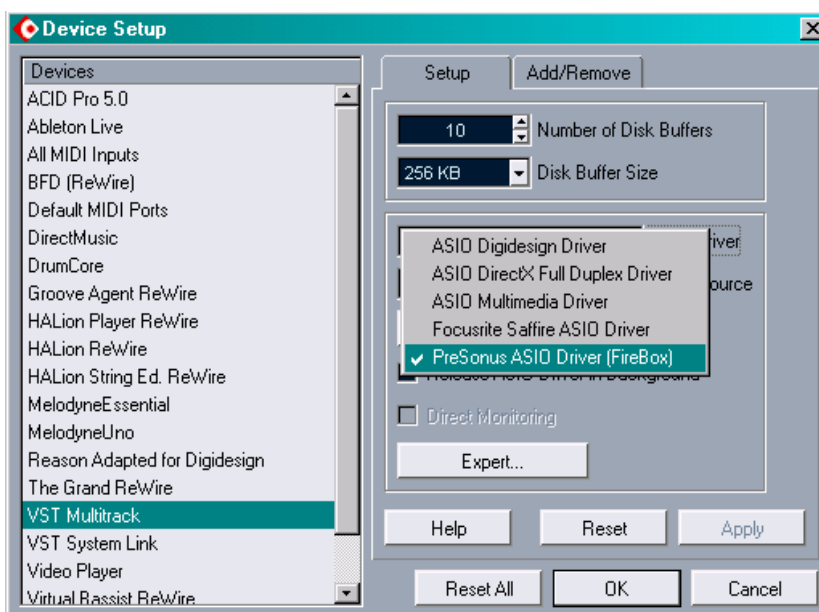
\* "Untitled" is NOT a unique name. Ideally, you should give your project the same name as the title of your song, or some other name, such as "Audio Test 1."

## Selecting Your Audio Device in Cubase

1. With your newly created session open, go to the Devices menu and choose Device Setup.

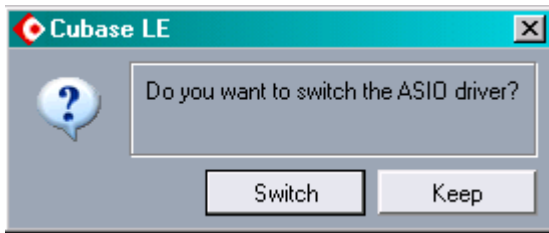


2. Go to VST Multitrack. Under ASIO Driver, select your I/SC driver. The name may appear slightly longer than expected. We will be using a PreSonus FireBox.



3. After selecting the device, choose "Switch" when asked if you you

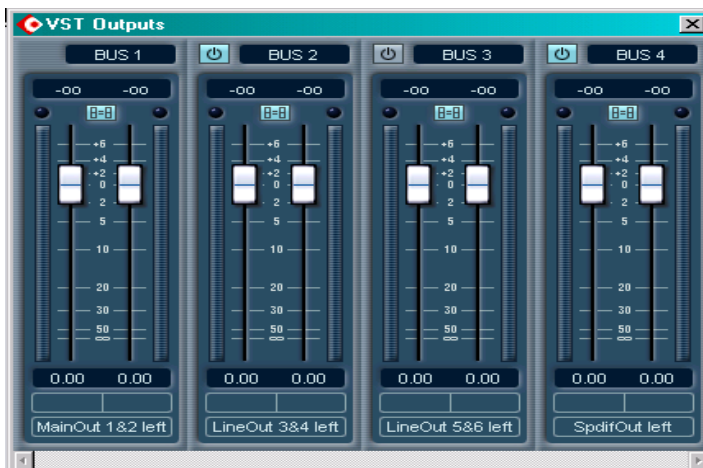
want to switch your ASIO driver. Press OK.



4. Go to Devices again and select VST Inputs. You should now see all of your available inputs from your I/SC. When the Active button is blue, the corresponding input pair will be able to be used. In this case, only the analog inputs 1 and 2 and the S/PDIF inputs are active.



5. Go to Devices, then VST Outputs, and make sure all of the output ports on your I/SC show up. Activate each output bus (the little blue light next to the bus name) as needed. In this case, only Outputs 5 and 6 are inactive.

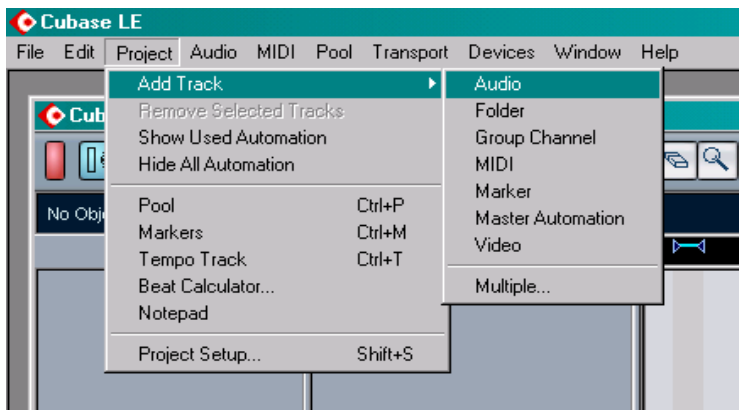


6. You may wish to restart Cubase at this point. Upon restarting, your

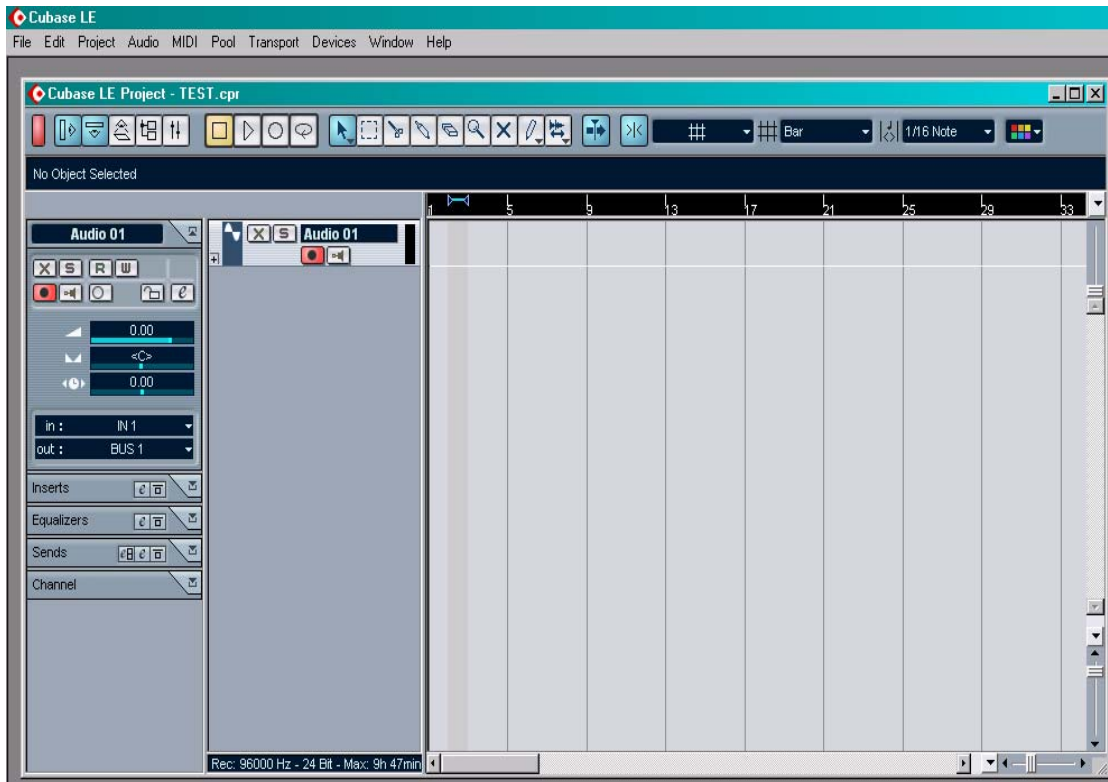
changes will fully take effect. Additionally, your I/SC may need to be tested; this is normal. Proceed with the testing to make sure it passes. When you restart Cubase, go to File then Open and navigate to your saved session; highlight it and press OK.

Now Let's Record!

1. Create an audio track. Go to the Project menu, then Add Track, and choose Audio.



2. You should see an audio track show up in the project window. It will look something like this:

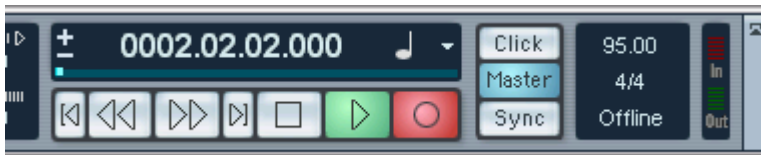


Please see page 50 (and all of Chapter 3) in the Operation manual for explanations of each section and button of this window.

3. In the Inspector, under the main page, you will see two rows, one marked "in:" for input, and the other, "out:" for output. Set the input to whatever input channels that you want (input channels, as you recall, are determined and activated in the VST Inputs window). To use the main outputs, leave out set on BUS 1. The case above has input 1 and outputs 1 and 2 selected.
4. At this point, once everything is selected and set up correctly, you can record-enable your track by pressing the circular "Enable Record" button in the Inspector until it turns red. In the above picture, it already is.
5. Now, send signal from your audio source. You should see the green level meter on your track move up and down with your signal.



6. Press the circular record button on the transport so it turns red...



...and enjoy recording!

NOTICE: This tutorial is provided as a supplement to the Operation Manual. It contains consensed information to get you started immediately. It is NOT intended as a substitute for the manual.