

# Deck Tutorial: Recording in Deck 3.5

## Introduction

In this tutorial, you'll learn how to create a session and record audio into Deck. You can record an entire track at once, or record just a portion of a track. You can also record several tracks simultaneously (useful if you wish to record individuals in a band playing at the same time) or record tracks one at a time, then play them back together (for example, to “overdub” yourself playing several parts).

Deck's tracks are shown as horizontal “rows” stacked on top of each other in the Tracks window.

## Recording an Entire Track v. Punching In

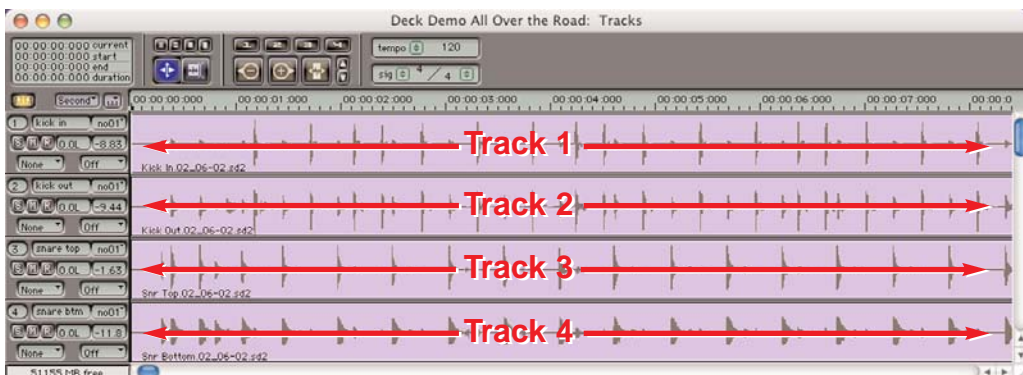
In many cases, you'll want to record only a portion of a track. For example, if you record an entire track perfectly except for one or two measures, it's far more efficient to re-record just those measures than to re-record the entire track.

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## About Multi-Track Recording in Deck

Like a multi-track tape recorder, Deck has the capability to record different audio sources on separate tracks. The various audio tracks are kept separate, and you can adjust their respective volume, pan, and effects independently.

Setting recording to begin at a specific location in the track is called “punching in”. Setting recording to end at a certain point is called “punching out”. If you choose to punch in, you must also punch out, and vice-versa. To record from the beginning of the track and punch out at a specific location, set the punch in point to 00:00:00:00 and set the punch out point as usual. To punch in at a certain point and then record until the end of the track, set the punch in point normally and set the punch out point at a very high number; use the Stop button to cease recording when you're finished.



To learn more about punching in and out with Deck, see page 28 in your Deck User's Guide.

## Using Third-Party Audio Hardware

If you're using a third-party audio card, your connections and settings may vary from the ones described here. Watch for notes in these instructions that pertain directly to third-party hardware, and refer to your Deck manual and your audio hardware's documentation for more information.

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## Recording into Deck

You'll follow five main steps to record into Deck.

- I. Connect your audio source to your Mac.
- II. Prepare your Mac for recording.
- III. Prepare Deck for recording.
- IV. Set recording levels.
- V. Record, using punch in/out if necessary.

### Section I: Connect your Audio Source

1. If speakers are connected to the Mac, lower their volume.
2. Connect your audio source's outputs to the Mac's audio input (the 1/8 inch jack on the back of your Mac indicated by a small picture of a microphone). In most cases, the audio source is the output(s) of a mixer or preamp.

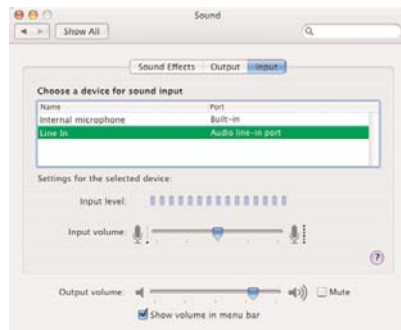


*If you're using a third-party audio interface instead of the Mac's built-in audio hardware, connect your audio source to the interface's inputs instead.*

3. If speakers are connected, their volume can be raised now.

### Section II: Prepare your Mac

1. From the Apple menu in the upper left corner of your screen, System Preferences.
2. Click the Sound icon to display information about your Mac's sound capabilities. Sound information is shown.
3. In the Sound preference pane, click the Input tab.
4. Choose "Line In" as the desired device for sound input.

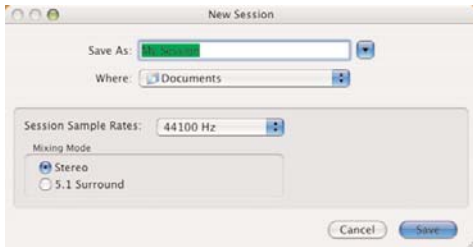


*If you're using a third-party audio card, be sure to select it in the Sound Preference pane instead of "Line In". In addition, some audio hardware interfaces include a control panel or utility that must be configured prior to recording & playing back audio. You may need to make additional settings in Deck. To do so, choose Hardware Configuration and/or Hardware Options from the Options menu. See your Deck User's Guide for more information.*

5. Choose Quit from the File menu (⌘-Q), to close the System Preferences.

### Section III: Prepare Deck for Recording

1. Launch Deck.
2. Choose New from the File menu.



Creating and saving your session is the first step to recording in Deck

3. Choose 44100 Hz from the Session Sample Rates pop-up menu. This sets the session sample rate to the same value as your hardware's sample rate. These two values must be the same.

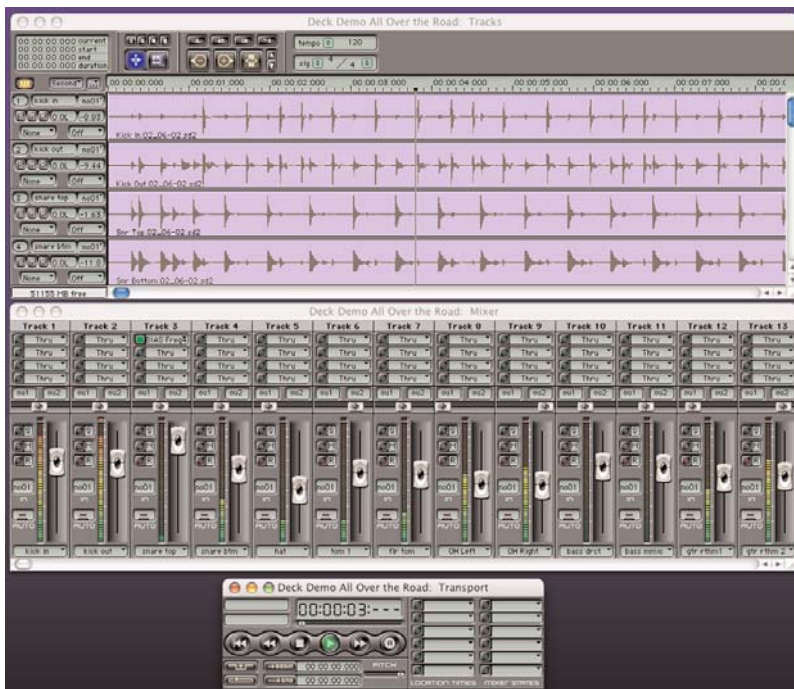
4. Choose a location for the new session and give it a name.
5. Click Save.
6. From the Windows menu, open the Transport, Mixer, and Tracks windows. These three windows are shown below.

### Section IV: Set Recording Levels

1. Choose Hardware Options from the Options menu.
2. Move the Input Level slider about halfway up – this is a good starting point, but keep in mind that you may need to return to this step to fine-tune your recording level.



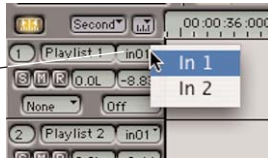
*If you're using a third-party audio hardware interface, you can ignore this step. This setting affects input level for the built-in 1/8" input and microphone.*



The three main windows you'll use in Deck are the Tracks, Mixer, and Transport

- Click the Input Selector pop-up menu to choose which input on your audio hardware will be routed to this track. To make a stereo recording, select another audio input on a second track in addition.

The Input Selector pop-up menu determines which input on your audio hardware will be routed to this track



- Click the “R” (Record) button to record-enable the track. The “R” button turns red in both the Tracks and Mixer windows. Audio input will now be monitored on this track. If you’re making a stereo recording, record-enable the second track as well.
- Click the Mixer window to bring it to the foreground.

Clip Indicator



- Play your source.
- While playing, watch the level meters for the track(s) to which you’ll be recording. Adjust the track’s input level so that it is as high as possible without clipping. To adjust Deck’s input level, change the output level of your audio source (for instance, raise or lower your mixer’s outputs). Clipping is indicated by a small clip indicator at the top of the meter. If the indicator turns red, clipping has

occurred. Lower your input level, click the indicator to turn the clipping indicator off, and try again.

- Adjust the track’s monitoring volume by moving its volume fader. The monitoring volume does not affect the input level; it changes only the amount of amplification the signal receives when it is sent to your speakers.

### If you’re punching in/out...

...follow these steps, if not, skip to “Section V: Recording”...

- In the Tracks window, click at the point where you wish to begin recording. For example, if you wish to re-record a measure, click at the beginning of that measure.



Click in a track, or in the timeline to designate where you would like to start recording

- In the Transport, click the Begin button to set the punch in point.



- In the Tracks window, click at the point where you wish to end recording.
- In the Transport, click the End button to set the punch out point. Alternately, you can click and

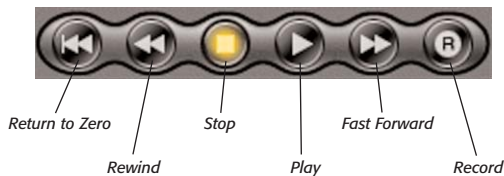
drag on the begin/end counters to change their values.

12. In the Transport, click the punch in/out button to enable it. (If the button is already enabled, don't click it.)

the stereo field. Then, you'll automate the mix, making the volume and pan values change over time — for example, to make a track louder during a solo section, or to move a sound smoothly across the stereo field. See the next tutorial, “Automating a Mix,” for more information.

## Section V: Recording

1. Click in the Tracks window at the location where you would like playback and recording (unless you're punching in) to begin. Alternately, you can click and drag in the Transport's main counter to set the location.
2. Press the record button in the Transport. Deck is now in record mode.



3. Press the Play button to begin recording. The counter rolls, and audio is recorded.
4. When you're done recording, press the Stop button. Recording and playback stop. To hear what you just recorded, press the Rewind button in the Transport to return to the beginning of your recording, then press Play.

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## Conclusion

Now that your audio has been recorded, you can create and automate a multi-track mix. When you create the mix, you'll set volume and pan levels for your tracks, making them louder or softer and placing the sound in