Michael Kusalaba – Studio One Quick Start Guide

Notes:
To save your recording once you are done with the session, you must export the session to the desktop and save it to a USB drive. Once the computer is rebooted, all recordings will be deleted.

If you bring your own guitar, unplug the cable going to the Fender guitar, likewise if you bring your own bass, use the cable going to the library’s bass.

**Power up sequence:**

1. Turn on the Pre-Sonus mixing board, power switch is on the back right of the unit.

2. Turn on the headphone amplifier using the on / off switch on the cord.

3. Turn on the studio monitor speakers on the back left side of the speakers. Press the monitor mute button on the headphone amp to mute the studio monitors.

**The power down sequence is reversed:**

1. Turn off the monitor speakers
2. Turn off the headphone amp
3. Turn off the mixing board
4. Leave the keyboard on
To record

Refer to the picture below to see what the Presonus mixer should look like, pressing the appropriate buttons, making sure they are lit up.

*Make sure these buttons are lit on the mixer: USB button on the left hand side, the 15/16 button above the channel fader, and the 3 buttons on the right hand side.

1. Click on the Studio One icon on the computer desktop. Click on the ‘Create New Song’ icon.
2. Enter the song title, and approximate song length. Leave the other settings as the default. Enter the time signature and tempo now or change it later if needed. Click OK.

3. Go to the ‘Track’ menu in the upper left of the main screen, and click on Add Tracks.
There are 2 different types you can create: Audio or Instrument. Options to change: Name, Type, Input.

**Name:** can be anything you want.

**Type:**
- Choose **Audio** for guitar, bass, drums, vocals
- Choose **Instrument** to use the Launchkey keyboard.

If it is an Audio track, it is important to specify the correct Input channel as one of the following:
- Channel 1 The SE – X1S microphone for vocals
- Channel 2 The Shure SM57 mic
- Channel 3 Guitar
- Channel 4 Bass
- Channels 9 and 10 Alesis Stereo Electronic Drums

For the keyboard, change the Input to **LaunchKey | Any**. Choose either ‘New Instrument’ (most often) or ‘Existing Instrument,’ which may have options available if you have already added keyboard tracks.

*The keyboard may not work until a sound is dragged to the track from the instrument menu on the right hand side of the screen.*
4. To hear the metronome, click the icon at the bottom of the screen and set the tempo/time signature.

5. Arm the track to record by clicking the red record button on the individual track in the upper left of the main window. To record, click the white circle at the bottom of the main screen.

   * When recording other tracks, make sure to unclick the red record button on the individual tracks. Otherwise you will record over the tracks that have already been completed. Always keep the monitor blue button lit.

6. When done, click the stop button. Rewind and listen back by hitting the play button.

   *If you don’t like a track, re-record over it. Delete an unwanted track by going to the Edit menu in the upper left corner of the main screen and clicking Undo Record.

7. Add effects in the EDIT window:
   1. Go to the right hand pane that shows effects, instruments, etc. and click on effects.
   2. Scroll through the list to find the effect that you want. Reverb is a popular effect.
   3. Click on the effect and drag it to the individual track in the mix window. (The Amplitude effect is great when recording dry guitar parts and want to add amp simulation)

8. It is recommended to only use effects AFTER you record a track, as the effects will be on the recorded parts. The sound cannot be altered once this is done. Record the parts dry, then add effects later.
   1. Edit or change effects altogether by going to the Mix Window in the lower right hand corner of the screen.
2. Click on the number of the track in the lower left hand corner of the screen.

7. Click on the Instruments tab for keyboard sounds. Click on the Effects tab for Reverb, Amplitude, etc.

8. To access Effects later, click the track number to expand the channel, then click on the Effect or Instrument you want to edit.

9. **Mixing Down:** Set the start and end points.
   1. Click the ‘Song’ menu at the top of the screen and select ‘Song Setup.’
   2. Change the ‘Song Start’ and ‘Song End’ to the preferred start and end times. Click OK. Start and End markers should appear above the tracks.
3. Go to the ‘Song’ menu and select ‘Export Mixdown.’ Name the song under File Name, save it to the Desktop so that the mixed down wave file will be on the computer desktop once mixed.

**WARNING:** Do not do this with headphones on, as it is a loud popping noise. Format should be a Wave file, 16 bit 44.1kHz Export range.

**Troubleshooting:**

**Can’t hear the sound of the instrument that you are trying to record:** Make sure that the channel input is set correctly for the instrument that you are recording, and that both the record and monitor icons are lit. These are in the upper left hand corner of the main window.

**Can’t hear previously recorded tracks:** Make sure that the monitor icon are lit on the channels of the recorded tracks. These are in the upper left hand corner of the main window.

**Can’t hear the headphones or studio monitor speakers:** Make sure that the Pre-Sonus headphone monitor amplifier is turned on, and that the Monitor Mute button is not lit.