

## **Recording Studio**

The following Help Topics are available:

[Introduction](#) to Recording Studio

[Screen Areas & Controls](#)

[Procedures](#)

For Help on Help, Press F1

## Welcome to the Recording Studio!

The **MusicStar Recording Studio** is a multitrack recording system which allows you to create songs by recording each instrument yourself, just as it is done in a professional recording studio! For example, you could record a piano part, then go back and record a bass part while you listen back to the piano part you previously recorded. By continuing this layering process you can produce an entire song by yourself!

Under your control, there are five tracks designed for distinct tasks. On tracks 1 through 3, you can select from 128 different instrument sounds from Accordion to Zither. Track 4 has been specially designed to record drums and percussion. Lastly, Recording Studio has a special Digital Audio track which allows you to record your voice, an acoustic instrument such as a saxophone, or any other audible sound, with a microphone. You can also record any line device instrument, such as an electric guitar or electric piano.

[Recording a Song...](#)

## Screen Areas & Controls

[Song Control Area](#)

[Track Controls](#)

[Digital Audio](#)

[Settings](#)

[Transport Control](#)

## **Song Control Area**

### **Save**

Pressing the Save button presents a dialog box for naming and saving the current song file to disk.

[\*Saving A File...\*](#)

### **Load**

Pressing the Load button presents a dialog box for selecting a song file you wish to load.

[\*Loading a File...\*](#)

### **Clear**

Pressing the Clear button will clear the recording console memory for a new song. If the current song has not been saved, a dialog box will first appear asking if you would like to save it.

## Track Controls

The **Recording Studio** Console has four separate tracks for recording music from your **MusicStar** keyboard and one digital audio track for recording from a microphone or line device. Each track contains displays and controls as follows:

[Record Enable](#)

[Mute](#)

[Solo](#)

[Instrument Selection](#)

[Volume Slider](#)

[VU Meters](#)

## Record Enable

Pressing the **Record** Enable button selects the track for recording. You can record on only one track at a time, selecting from Tracks 1 through 4 or the Digital Audio track. A red indicator light on the **Record** Enable button will turn on when a track has been selected.

When selecting from Tracks 1 through 4, your keyboard will play and record the sound of the [Instrument selected](#) on that track. When selecting Digital Audio you will be recording with your microphone or line device.

Note: You must have a track selected to record in order to hear any sound from your keyboard.

[Recording a Song...](#)

[Recording Digital Audio...](#)

## **Mute**

Pressing the Mute button silences playback of that track. Temporarily Muting a track allows you to more easily hear what is going on in other tracks when you are creating a song. A red light will indicate that the track has been muted. You can mute more than one track at a time.

## **Solo**

Pressing the Solo button mutes all other tracks, isolating the selected track. This feature provides a quick way to listen back to just one track to check for mistakes, etc. A red light will indicate that the track is in Solo mode. You can only solo one track at a time.



## Instrument Selection

Pressing the Instrument arrows selects the instrument to be used for the current track. There are 128 different instrument sounds to choose from.

[Selecting an Instrument...](#)

## **Volume Slider**

Moving the Volume Slider adjusts the volume for that track.

[Changing Volume...](#)

## **VU Meters**

The VU Meter is a column of LEDs that flash to indicate playback and/or record levels.

## Digital Audio Section

The Digital Audio section can be used to record from a microphone or a line input device, such as a synthesizer or tape recorder. You can record your voice or break out that old dusty saxophone and record your performance.

The [Record Enable](#), [Mute](#), and [Solo](#) buttons and [Volume Slider](#) work the same as they do on tracks 1-4.

## Settings

### Pitch

Pressing the Pitch arrows will transpose the music's pitch on tracks 1-3 up or down. The increments are one semitone up to +\24 semitones (two octaves). This feature is helpful for transposing a song into a key that is easier to sing in.

Note: This function does not affect the digital audio track. It is recommended that you select the desired pitch before you record a digital audio part.

[Changing Pitch...](#)

### Tempo

Pressing the Tempo arrows will speed up or slow down the song tempo.

Note: This function does not affect the digital audio track. It is recommended that you select the desired tempo before you record a digital audio part.

[Changing Tempo](#)

## Transport Control Buttons

[Rewind](#), [Stop](#), [Play](#), [Record](#), [Pause](#), and [Fast Forward](#) buttons resemble those found on a standard tape deck and operate very similarly.

## **Rewind**

A single click on the rewind button scrolls back the current time by a small increment, typically a second or two. If you hold the mouse button down the current time scrolls back faster.

## **Stop**

The Stop button stops playback or recording.



## **Play**

The Play button begins playback of the song.

## **Record**

The Record button begins recording on the track that has been selected for recording.

## **Pause**

The Pause button momentarily stops recording or playback. To resume, click on the Pause button again.

## **Fast Forward**

A single click on the forward button scrolls forward the current time by a small increment, typically a second or two. If you hold the mouse button down the current time scrolls forward faster.

## **Procedures**

[Loading a Song](#)

[Playing a Song](#)

[Recording a Song](#)

[Recording Drums](#)

[Recording Digital Audio](#)

[Saving a Song](#)

[Selecting an Instrument](#)

[Changing Volume](#)

[Changing Tempo](#)

[Changing Pitch](#)

## Loading A Song

Press the Load button in the Song section of the Recording Studio console. A dialog box will appear allowing you to select a song.

To load a song:

1. Press the Load button.
2. In the File Load dialog, choose the correct [file\\_Type](#) (default .STR) and navigate to the directory where the desired song is located.
3. Select the song and click OK.

## Playing A Song

Press the Play button in the [Transport Control](#) section of the recording console. The song will begin playing from the beginning. To begin playing from a certain location in the song, use the Fast Forward and Rewind buttons to get to the location and then press the Play button.

## Recording A Song

**Recording Studio** is designed to record music on tracks 1-3, drums on track 4, and vocals or other audible sound, or a line device on the Digital Audio Track.

As you get more familiar with **Recording Studio**, you will develop your own recording techniques, but to start off, you may want to follow this example:

In professional recording situations, the rhythm of a song is usually the first to be recorded. The rhythm is the backbone, the foundation of the song. All of the other parts are built up on the rhythm. The following recording sequence is recommended:

1. Record Drums on track 4.
2. Record a Bass part on track 1.
3. Now that you have a strong foundation upon which to build, on track 2, record an instrument that will add body to the song, such as a piano, organ or strings. This instrument will usually be playing chords.
4. On track 3, record a lead melody part. Choose a prominent instrument such as a guitar, sax, trumpet... anything you want, be creative!
5. On the Digital Audio track, record your voice or other audible sounds.

**Remember**, this is only one way of recording a song. There are no rules, so feel free to experiment!

[Recording Music...](#)

[Recording Drums...](#)

[Recording Digital Audio...](#)



## Recording Music Tracks

To Record Music on Tracks 1-3.

1. Select a track to record on by pressing the **Record Enable** button in the track control area of the desired track.
2. Select an Instrument using the Instrument Selection arrows in the track control area of the selected track.
3. Press the **Record** button in the Transport Control section of the recording console.
4. Listen for four clicks of the metronome, then begin playing.
5. When you are finished recording, press the stop button. The song will rewind automatically. Press the play button to hear your recording.

## Recording Drums

Drums are recorded on **Track 4**. When Track 4's Record button has been turned on, each of the notes on the **MusicStar** keyboard will play a different drum sound.

### MusicStar Drum Sound Key Assignments:

		Middle C			
C1	Bass Drum 1	C2	High-Mid Tom	C3	High Bongo
C#1	Side Stick	C#2	Crash Cymbal 1	C#3	Low Bongo
D1	Acoustic Snare	D2	High Tom	D3	Mute High Conga
D#1	Hand Clap	D#2	Ride Cymbal 1	D#3	Open High Conga
E1	Electric Snare	E2	Chinese Cymbal	E3	Low Conga
F1	Low Floor Tom	F2	Ride Bell	F3	High Timbale
F#1	Closed Hi-Hat	F#2	Tambourine	F#3	Low Timbale
G1	Hi Floor Tom	G2	Splash Cymbal	G3	High Agogo
G#1	Pedal Hi-Hat	G#	Cowbell	G#3	Low Agogo
		2			
A1	Low Tom	A2	Crash Cymbal 2	A3	Cabasa
A#1	Open Hi Hat	A#2	Vibraslap	A#3	Maracas
B1	Low-Mid Tom	B2	Ride Cymbal 2	B3	Short Whistle
				C4	Long Whistle

### To Record Drums:

1. Press the **Record Enable** button in the [track control](#) area of track 4.
2. Press the **Record** button in the [Transport Control](#) section of the recording console.
3. Listen for four clicks of the metronome, then begin playing.
4. When you are finished recording, press the stop button. The song will rewind automatically. Press the play button to hear your recording.

## Recording Digital Audio

Before Recording Digital Audio:

- A) You must have a microphone or a line device, such as a synthesizer, physically connected to your sound card.
- B) Microphone (mic) and/or line should be selected in the record section of your mixer, and the mic and/or line levels should be adjusted to a good recording level. The mixer is located in a separate software program which you received with your sound card. It can be accessed from Windows Program Manager. If you are having difficulties recording Digital Audio in **MusicStar** you may want to test your hardware setup with your sound card's software.
- C) Make sure you have available [Disk Space](#). (2.5 megabytes of disk space per minute of recording.)

**Note:** Recording Studio Digital Audio does not work if you are running DOS 6.0 Double Space. If you compressed your hard disk with Double Space, you must decompress it before recording.

(Refer to your sound card documentation for additional information on recording Digital Audio on your PC.)

To Record Digital Audio:

1. Press the [Record Enable](#) button in the [Digital Audio section](#).
2. Press the [Record](#) button in the [Transport Control](#) section of the recording console.
3. Listen for four clicks of the metronome, then begin recording.
4. When you are finished recording, press the stop button. The song will rewind automatically. Press the play button to hear your recording.

## Disk Space

Recording Digital Audio on a computer can take up large amounts of disk space. The amount of space needed depends upon the sampling rate, bit resolution and length of recording time.

For most sound cards, **MusicStar** records Digital Audio files at a rate of 22Mhz with 16 bit resolution. This means that one minute of Digital Audio recording will take up 2.5 megabytes of disk space on your hard drive. Eight bit sound cards will take half as much space, however the sound quality will not be as good.

## Saving A Song

To Save a Song:

Press the Save button in the Song section of the Recording Studio console. A dialog box will appear allowing you to save the current song under the same name or to enter a new name for the song.

To save the song under the current name:

1. Press the **Save** button.
2. Press **OK**.
3. Press **Yes** to overwrite the existing file.

To save the song under a new name:

1. Press the **Save** button.
2. Type in a new name.
3. Select an appropriate [File Type](#).
4. Press **OK**.

## Selecting an Instrument

Click on the arrows to change the instrument sound to be used by the track. Click and hold an arrow button to move through the instruments faster. Refer to your manual for a list of the 128 possible instruments to choose from.

Track 4 is permanently set to record drum and percussion sounds.

To hear the instruments you must first select the track by pressing the [Record enable](#) button.

## **Changing Volume**

To change the volume level of a track:

1. Place your mouse pointer on the desired slider.
2. Hold the left mouse button and drag the slider up or down.

## **Changing Tempo**

To change the tempo of the song click on one of the Tempo arrows. The up arrow will make the tempo faster, the down arrow will make the tempo slower. Click and hold an arrow to change the tempo value faster.



## Changing Pitch

To change the pitch of the song click on one of the Pitch arrows. The up arrow will make the pitch higher, the down arrow will make the pitch lower. Click and hold an arrow to change the pitch value faster. Pitch can be changed +/- 24 semitones.

**Note:** Changing Pitch will effect the instrument tracks only, and will not effect the Digital Audio track. Therefore, it is best to change pitch before recording Digital Audio. For example, you may record the instruments for a song, and then, while recording vocals on the Digital Audio track, discover that the accompanying music is somewhat out of your vocal range. In this situation, you can adjust the pitch up or down to accommodate your vocal range and then record vocals again.

## File Types: Saving

**MusicStar™ Recording Studio** supports the following file types.

.STR - MusicStar™ File Format - This is the type you should use when saving a file, unless you are planning to use the file in another MIDI application. In that case, you will want to use .ORC, .MID or .RMI as the file type.

.ORC - MIDI Orchestrator™ File Format - Use this file type when you are planning to open the file in MIDI Orchestrator - a MIDI software sequencing application from Voyetra Technologies, which is packaged with many sound cards.

**IMPORTANT:** .ORC Format will not save Digital Audio Information.

.MID - Standard MIDI File Format - This popular format is used by most standard sequencing programs. Use this file type when you are planning to open the file in another PC MIDI application.

**IMPORTANT:** When saving a file in .MID format, make sure that no tracks are in Solo or Mute. .MID Format will not save Digital Audio Information.

.RMI - RIFF MIDI File Format - This is a Microsoft standard MIDI format that is used in various Microsoft applications.

**IMPORTANT:** .RMI Format will not save Digital Audio Information.

## File Types: Loading

**MusicStar™ Recording Studio** supports the following file types.

.STR - MusicStar™ File Format - This is the type you should use when loading files that were created in MusicStar Recording Studio or Jam Session.

.ORC - MIDI Orchestrator™ File Format - Use this file type when you are loading a file that was created and saved in MIDI Orchestrator - a MIDI software sequencing application from Voyetra Technologies, which is packaged with many sound cards.

.MID - Standard MIDI File Format - This popular format is used by most standard sequencing programs. Use this file type when you are loading a file that was created in another PC MIDI application and was saved in the Standard MIDI File Format.

.RMI - RIFF MIDI File Format - This is a Microsoft standard MIDI format that is used in various Microsoft applications.

**IMPORTANT:** When Loading a file with a file type of .ORC, .MID, or .RMI, only Tracks 1 through 4 will be loaded. All data on Track 4 will be mapped to play drums.

