

MXL Recording Software Manual

Getting Started

The MXL Recording software is most likely the easiest and fastest way to start recording on your computer with the MXL USB.006. It is designed for beginner users but with enough quality that professionals will find it to be a great tool as well. This manual will help get users started recording audio in no time.

1. After following the installation process locate and double click the MXL icon on your desktop.
2. Make sure you have an MXL .006 UB mic plugged into a USB port on your computer. The program will automatically detect the mic is plugged in and show you the specified codec in the top of the window. (Note without the mic plugged in the record button will not be active)
3. When you first open the program a new file you will be created by default. Just press the record button and speak or sing into the mic.



4. To stop the recording click the stop button once.



5. To hear what you have recorded just click the play button. (If you can not hear anything at this point skip ahead to the setting section)

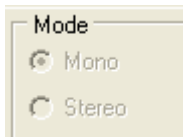


6. To navigate through the audio file use the scroll bar at the bottom of the screen. The left is the beginning of the file and the right is the end.



If you like the beginning of the file and not the end you can just record over it by positioning the cursor where you want the new audio to start and hit record.

7. To record in stereo you must have two microphones plugged in. Only then will the grayed out option become active.



Getting the right recording level

To avoid feedback and echoing the software does not include active play through/software monitoring. To set the level you will have to use trial and error and also watch the meters. While the program is recording the level meters on the right hand side of the screen will be active. The V/U meter is an average display of the audio level. The Peak meter is to help avoid clipping. If the peak meter goes to the top and turns red you know that your recorded audio will be clipped and include undesired distortion.

Saving audio files

1. Once you are happy with the audio that you have recorded you can save the file by clicking on File>Save or Save As.
2. If the file has been saved before clicking Save will update the previously saved file.
3. By clicking “save as” you can choose the location you want the file saved to.
4. The files will be saved in .WAV format only as of this version.

New File

1. To start a new file just click on File in the upper left hand of the screen and choose ‘New’

Opening Files

1. MXL recorder will open and play any files in .WAV format. To do this click on File in the upper left hand of the screen and choose ‘Open’. However you cannot open a stereo file and record in mono.

Selection and Looping

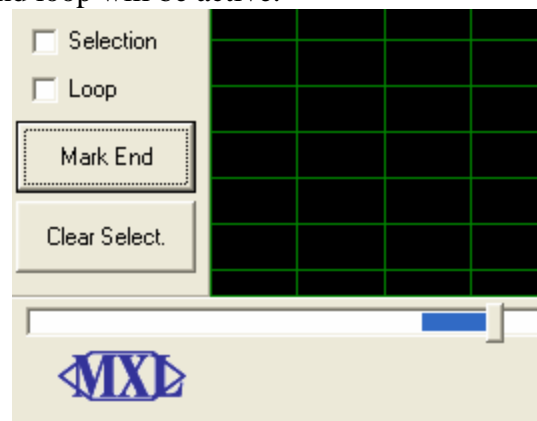
1. To use the selection feature move the cursor or play the file to the location you want the selection to begin and click the “Mark Begin” button



2. Next locate the point you want the selection to end by using the cursor or playing the audio file. When you get to there click the same button as before which is now labeled as “Mark End”



3. There will now be a highlighted selection in the scroll bar and the boxes for selection and loop will be active.



4. To play just that selection check the selection box and click play. The audio will playback that portion of the file once and stop.
5. To loop the selection select both check boxes, selection and loop, and click play. That portion of the audio will now repeat continuously until stop is clicked.
6. By checking only the loop box and not the selection box the entire audio file will loop continuously.

7. To create a new selection click the clear selection box and repeat the steps above.

Settings

1. The MXL Recorder is setup to automatically detect you audio settings through windows and display them at the top of the screen.



2. The input format is the Sample Rate and Bit Depth. They are set to the same standards of quality as a CD recording. As of this version they are not user definable.
3. The Recording device will always show up as the USB Audio Codec as long as the MXL USB .006 Mic is plugged in. If the mic is not plugged in then you will not be able to record.
4. The playback device is where the audio will be played back through once it is recorded. This will default to whatever your current settings are under Windows. If it says USB Audio Codec under the Playback Window you will have to change the settings in the “Control Panel” of Windows to your sound card hear the audio played back. To do this go to the Control panel and select “Sounds and Audio Devices” Select the Audio tab and the top of the screen. Under the drop down window of the Sound Playback choose your computers sound card. Be sure to hit “Apply” to make the changes go into effect.