The Recording Setup App

User Guide

v1.0

www.TheRecordingSetupApp.com

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1. System Requirements

1.1 OS

- **Windows**

- Windows 10.

- **Mac**

- OS X 10.10 (Yosemite) and later.

- **iOS**

- iOS 11.0 and later.

- **Android**

- Android 5.0 (Lollipop) and later.

1.2 Hardware

- Minimum screen resolution of 1024x600.

- A minimum screen size of 5 inches is recommended to be comfortable on touchscreen devices.

2. Installation

Install the application from the relevant app store:

- Windows (PC)

- macOS (Mac)

- iOS (iPhone/iPad)

- Android (Smartphone/Tablet)

3. The Recording Setup App directory structure

Upon starting the application for the first time, one master folder with subfolders will be created in the following location, depending on your operating system:

- **Windows**
- /Users/*UserName*/Documents/The Recording Setup App

- **macOS**
- /Users/*UserName*/Pictures/The Recording Setup App

- **iOS**
- On My iPhone (iPad)/The Recording Setup App/The Recording Setup App

- **Android**
- Internal storage/The Recording Setup App

The Recording Setup App directory structure is as follows:

The Recording Setup App

    ↳ Microphone Locker

        ↳ Microphones

        ↳ Microphone Frequency Responses

        ↳ Microphone IDs

    ↳ Projects

    ↳ Templates

Folder descriptions:

- **The Recording Setup App**

- The master folder that includes all the app's subfolders.

- **Microphone Locker**

- Includes the three following subfolders:

- **Microphones**

- Includes all the microphone images (see *How to prepare the Microphone Locker* on *page 9*).

- **Microphone Frequency Responses**

- Includes all the microphones' frequency response images (see *Microphone ID* on *page 12*).

- **Microphone IDs**

- Includes all the microphones' ID files (see *Microphone ID* on *page 12*).

- **Projects**

- Includes all the user's project folders that have been created upon a file export:

  Every file exported from the app (images from the Main and Notes sections, microphone list and notepad text files, saved project files) will be placed in a folder that's automatically given the same name as the project. This will have been defined through the *project name* panel of the Notes section (see *page 34*).

- If the folder does not exist, it will be created. If the folder was already created during a previous export, the files it contains that share the same name and extension with the ones that are about to be exported will be replaced.

- **Templates**

- The *Templates* folder can be used to place saved project files (.trsa_save) and retrieve them as templates from the Loading panel (see *page 40*).

NOTES:

- The directory structure and the folders' names (except the user's project folders) must not be changed in any way.

- On Windows, macOS and Android systems, those folders and their content will remain untouched upon updating, uninstalling and re-installing the app. On iOS however, the *The Recording Setup App* master folder will be deleted each time the app is uninstalled. Ensure backup of this folder before undertaking such action (see next point).

- **File transfer procedure on iOS:**

  On iOS systems, the entire *The Recording Setup App* master folder must be copied from the device to a computer in order to add and retrieve content to and from it. Follow the following steps in order to back up the *The Recording Setup App* master folder before uninstalling the app, and to add and retrieve images to and from it:

- With your iPhone or iPad plugged to your computer, open a new finder window. You will now be able to access your device in the *Locations* section on the left-hand side.

- To reveal the *The Recording Setup App* master folder, go to the *Files* tab and click the arrow next to the *The Recording Setup App* sandbox directory.

- Click and drag the *The Recording Setup App* master folder to your computer.

- Place your microphone and frequency response images in the corresponding subfolders (see *page 3*).

- In order to update its content, click and drag the *The Recording Setup App* master folder from your computer to the app's sandbox directory on your device.

4. The Recording Setup App interface

- The application is made up of three **sections**: the Home, Main, and Notes sections (see *page 15, 22,* and *32* respectively).

- The Home section is made up of two **pages** while the Main and Notes sections can be made up of one or several pages, depending on the setup of the project.

- The **navigation between the pages** within a section is done by clicking and dragging the bottom left (previous page) or bottom right (next page) corner of the screen.

- The **navigation between the sections** is done via the **menu bar** located at the bottom of the screen. The menu bar can be hidden by double-clicking on it. Click and drag the bottom of the screen to make it reappear.

- The **buttons** on the menu bar will change depending on the section of the app. Refer to the parts of this guide dedicated to the relevant sections for full reference (*page 15*, *22*, 32).

- In order to prevent unwanted actions, some of the buttons require you to press and hold until a color change occurs. This will be described in the relevant sections of this guide.

- The application features two **shelves** that can receive microphones. One is in the Home section and contains all the microphones included in the *Microphones* folder; the other is in the Main section and will receive all the microphones selected for the project.

- Both shelves are accessible by either double-clicking or dragging to the right the wooden strip located on the left side of the screen. The shelves can be hidden back by double-clicking the same spot.

5. How to prepare the Microphone Locker

Follow the procedure below to prepare and import your microphone images into the app:

- Download the images of your microphones from the web.

  Look for the following characteristics:

- The size and file format of the images do not matter since they will be scaled down and converted to PNG later on; simply get the picture with the best possible resolution (no blurry or pixelated images).

- The microphone's dimension and proportion must be respected (no stretched images).

- The microphone should have a plain color background so it can be easily removed later on. A PNG file with no background is the best option but is rarely available.

- The microphone should be standing upright. If not, it will have to be rotated later on.

- Gather the following specifications for each of your microphones.

  This information can be found in the microphone's manual or technical/specification sheet, on the microphone manufacturer's website or other online resources:

- The microphone's length or height in millimeters (mm) – required

- The microphone's model name – optional

- The microphone's type (Dynamic | Ribbon | Tube Condenser | Condenser | Electret) – optional[1]

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[1] Required if you wish for the phantom power icon to appear when condenser and electret microphones are used (see *page 26*).

- The microphone's polar pattern(s) (Omnidirectional | Bidirectional / Figure-8 | Cardioid | Supercardioid | Hypercardioid | Shotgun | combination of the previous) – optional

- The microphone's frequency response in Hertz (Hz) – optional

- The image of the microphone's frequency response chart/diagram – optional

- Go to the *Microphone Locker* section of *therecordingsetupapp.com* and use the converter to input each one of your microphones' length/height in millimeters (mm) and retrieve the corresponding value in pixels (px). Make a note of the values for future reference.

- Use a photo editing software or online service[2] to edit the microphone images to fit in the app. Make the adjustments in the following order:

- Remove the background of the microphone.

- Rotate the microphone if necessary to ensure it is upright.

- Crop the image so only the microphone remains.

- Scale the image's height according to the microphone's previously calculated length/height in pixels (px). Maintain the aspect ratio between the width and the height of the image.

- Export the resulting image as a PNG file (.png) and name it with the model of the microphone.

- Place all of your microphone images into the *Microphones* folder that was created upon the first startup of the app (see *page 3*).

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[2] See the Microphone Locker section of The Recording Setup app website for recommendations and tutorials.

- The next time the application is started, the shelf from the Home section will show all of your microphones in alphabetical order.

6. Microphone ID

Microphone ID files (.id) are located in the *Microphone IDs* folder (see *page 3*). A microphone ID file is automatically created for each microphone located in the *Microphones* folder. Each microphone ID contains all the technical specifications about the microphone that will be displayed in the app. Each file will initially contain only the microphone's model (derived from the name of the microphone's image it is attached to). Other textual specifications must be manually entered within the app for each microphone.

Here are the four specifications that can be added:

- **Microphone type**

- The type must be selected among the following five options (the spelling and the use of capital letters must be respected): **Dynamic** | **Ribbon** | **Tube Condenser** | **Condenser** | **Electret**.

- The microphone type must be filled in in order for the phantom power icon to appear in the Notes section when condenser and electret microphones are used (see *Phantom power icon* on *page 36*).

- **Microphone polar pattern**

- The polar pattern should be one or a combination of the following: **Omnidirectional** | **Bidirectional** or **Figure-8** | **Cardioid** | **Supercardioid** | **Hypercardioid** | **Shotgun**.

- For multi-pattern microphones, use the following formatting: Pattern 1 / Pattern 2 / …

- **Microphone frequency response**

- The frequency response should be written in Hertz (Hz) with the following formatting:

  20 - 20,000 Hz.

- **Microphone frequency response chart/diagram**

- The image must contain the strict minimum (no superfluous borders or text).

- The image's width must be resized to 1000 pixels (px) while maintaining the aspect ratio.

- The image must be exported as a PNG file (.png). It must have the exact same name as the microphone it is taken from and it must be placed into the *Microphone Frequency Responses* folder.

Apart from the microphone type, which plays a role in the app (see above), the following procedure is only required if you wish to have all your microphones' textual specifications displayed in the app:

- From the Home section, either double-click or drag fully to the right the wooden strip that is located on the left side of the screen in order to reveal the microphone shelf as well as the microphone list and specification panel[3].

- Select the microphone you wish to add information to by clicking on it or its name in the microphone list (the microphone becomes semi-transparent and its name turns orange in the microphone list).

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[3] The option must be turned on (default) in the Options panel for the microphone specification panel to be displayed (see *page 30*).

- Once the microphone is selected and its name appears in the *Model* field of the specification panel, click the blank space next to the specification title to input the relevant information.

- In order to add the same specification to several microphones at once, select all the microphones that share the same specification (they will all become semi-transparent and their name will be orange in the microphone list but only the name of the last selected microphone will be displayed on the specification panel), then click the appropriate field to input the relevant information. Finally, press the *RESET* button located in the menu bar until it turns to white in order to unselect all the microphones at once and add specific information to a single mic again.

- The specifications provided for a given microphone will be displayed on the specification panel whenever that microphone is selected.

- Microphone ID files are automatically updated with the user's input on the microphone specification panel.

- Microphone ID files must not be renamed nor moved to another location.

- To erase all the textual specifications attached to a given microphone, go to the *Microphone IDs* folder (see *page 3*) and delete the microphone's ID file. A new ID file will be created for that microphone the next time the app starts.

7. Home section

7.1 Features

- The Home section is the application's landing page.

- It is accessible from the *HOME* button located in the menu bar of every section.

- It is made of a second page that is accessible by clicking in the bottom left corner and dragging to the right side of the screen.

- **From this section you can:**

- Select the instruments relevant to the project – s*ee page 16*.

- Remove all the instances of an instrument at once – s*ee page 17*.

- Select the microphones to use in the project – s*ee page 18*.

- Access and add technical specifications to the microphones – *see page 12*.

- Select the accessories to use in the project – see *page 19*.

- Remove all the instances of an accessory at once – s*ee page 19*.

- **From this section's menu you can:**

- Access the Options panel – s*ee page 42*.

- Access the Tools panel – s*ee page 41*.

- Display and export the equipment list – s*ee page 20*.

- Save the current project – *see page 40*.

- Access the Loading panel – *see page 40*.

- Reset all the selected microphones – s*ee page 21*.

- Reset the entire project – s*ee page 21*.

7.2 Instrument selection/removal

7.2.1 Instrument selection

- To add an instrument to the Main section, click on the instrument button.

- The name of the selected instrument will be displayed on the information panel in the upper left corner.

- A white border will appear around the instrument button to indicate that the instrument is in use.

- The instrument's table will be added to the Notes section.

- Each instrument has its own initial position in the Main section. However, if this position is already taken by another instrument, the newly added instrument will be placed in one of the available spots on the same page. If there is no space left, a new page in the Main section will be created to receive the instrument.

- Click the instrument button again to add more copies of the same instrument. The name of the instrument will be updated with its number added to it. This will be reflected on the information panel of the Home and Main sections as well as in the instrument's table of the Notes section.

- A red border around an instrument button indicates that the maximum number of that instrument has been reached.

- There can be a maximum of five of each instrument. The only exceptions are these: there can be ten vocals, two drums and two grand pianos.

7.2.2 Instrument removal

- To remove every copy of an instrument from the Main section, press and hold the instrument button until the white or red border disappears.

- This will also remove the table for each copy of the instrument from the Notes section.

- If some microphones or accessories are automatically miking the instruments to be removed (if they sit within the instruments' *miking zone* and their name appears in the instruments' table), those microphones will be put back onto the shelf of the Main section while the accessories will be put back on top of one another next to the information panel of the first page of the Main section. Both the microphones and accessories' rotation and vertical inversion will be reset.

- If, as a result of an instrument removal, a page from the Main or the Notes section has no instruments in it, that page will be deleted (except if it is the first). The microphones that might be sitting on that Main section's page will be put back onto the shelf of the Main section while the accessories will be put back on top of one another next to the information panel of the first page of the Main section. Both the microphones and accessories' rotation and vertical inversion will be reset.

- To remove a copy of an instrument, double-click on it from the Main section (see *page 25*).

7.3 Microphone selection

- From the Home section, either double-click or drag to the right the wooden strip that is located on the left side of the screen in order to reveal the microphone shelf.

- For the microphone list and specification panel[4] to appear, the shelf must be fully dragged to the right.

- Scroll the microphone list with the up and down arrow keys or by dragging it up and down.

- Select a microphone by clicking on it or its name in the microphone list. The selected microphone becomes semi-transparent and its name turns orange.

- If the specification panel is revealed and the technical specifications for the selected microphone have been added as described on *page 13*, those will be displayed. If several microphones are selected, the technical specifications of the last selected microphone will be displayed.

- To deselect a microphone, click again on it or its name in the microphone list. The microphone becomes opaque again and its name turns back to white.

- All the selected microphones will be sent onto the shelf of the Main section the next time you go there. They will be assigned a position on the shelf based on the order of selection.

- To get several copies of the same microphone, follow the process that takes place on the Main section and that is described on *page 27*.

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[4] The option must be turned on (default) in the Options panel for the microphone specification panel to be displayed (see *page 30*).

7.4 Accessory selection/removal

7.4.1 Accessory selection

- To add an accessory to the Main section, click on its accessory button.

- The name of the selected accessory is displayed on the information panel in the upper left corner.

- A white border appears around the accessory button to indicate that the accessory is in use.

- The selected accessory will be placed next to the information panel in the upper right corner of the Main section. Any subsequent accessory will be placed in the same spot, on top of the previous one.

- Click the accessory button again to add more copies of the same accessory. The name of the accessory will be updated with its number added to it. This will be reflected on the information panel of the Home and Main sections.

- A red border around an accessory button indicates that the maximum number of that accessory has been reached.

- There can be a maximum of eight of each accessory.

7.4.2 Accessory removal

- To remove every copy of an accessory from the Main section, press and hold the accessory button until the white or red border disappears.

- If the accessories were automatically miking instruments (if they sat within the instruments' *miking zone* and their names appeared in the instruments' table), their names will be removed from the instruments' table in the Notes section.

- If other accessories or microphones were also miking the same instruments, the order of their names in the instruments' table will shift accordingly.

- To remove a copy of an accessory, double-click on it from the Main section (see *page 28*).

7.5 Equipment list

- Clicking on the *LIST* button located in the menu bar of the Home section will display the list of all the microphones and accessories selected for the project; that is, all the microphones and accessories that were sent to the Main section.

- The microphones' and accessories' names are separated and arranged in alphabetical order, and the number of copies (if more than one) is added between parentheses.

- To export the equipment list as a TXT file (.txt), press and hold the *LIST* button until it turns yellow.

- The resulting file will be exported in the current project's folder that is located or will be automatically created in the *Projects* folder (see *page 3*).

- The file will automatically be given the name which is on the project name panel of the Notes section (see *page 34*).

- If a file with the same name and extension already exists in that folder, it will be replaced.

- The file should be opened with a text editor or viewer capable of rendering formatted text.

7.6 Home section reset

- The Home section *RESET* button located in the section's menu bar has two distinct behaviors depending on the elements displayed on screen.

- When the microphone list is not displayed, the *RESET* button acts as the current project master reset. It will reset every change made to the project; effectively starting back to when the app last launched.

- When the microphone list is displayed (microphone shelf fully dragged to the right), the *RESET* button will only deselect all the currently selected microphones at once.

- The *RESET* button is white in off-state mode and turns red as soon as a change is made in the project.

- The *RESET* button must be pressed for one second in order to prevent unwanted reset. The return to white confirms the reset.

8. Main section

8.1 Features

- The Main section features all the instruments, microphones and accessories selected for the project.

- It is accessible from the *GO* button located in the menu bar of every section.

- The Main section is initially made up of one page only, but more pages are automatically created as instruments are added or moved past the right side of the screen.

- To go to the next page of the Main section, click in the bottom right corner and drag to the left side of the screen.

- Conversely, to go to the previous page, click in the bottom left corner and drag to the right side of the screen.

- To go to the last page of the Main section, double-click in the bottom right corner of the screen.

- Conversely, to go to the first page, double-click in the bottom left corner of the screen.

- Performing those actions will display the current page's number on the information panel in the upper right corner of the screen.

- **From this section you can:**

- Position the selected instruments – *see page 24.*

- Remove an individual instrument – *see page 25.*

- Position the selected microphones and automatically fill in the instrument tables – s*ee page 26* and *29.*

- Duplicate microphones – *see page 27.*

- Reset and remove microphones – *see page 27.*

- Position the selected accessories and automatically fill in the instrument tables – s*ee page 28* and *29.*

- Remove an individual accessory – *see page 28.*

• **From this section's menu you can:**

- Export the pages of the Main section – *see page 30.*

- Reset all the microphones and accessories used in the Main section – *see page 31.*

8.2 Instrument positioning

- Each instrument has its own initial position in the Main section. However, if this position is already taken by another instrument, the newly added instrument will be placed in one of the available spots on the same page. If there is no space left, a new page in the Main section will be created to receive the instrument.

- **Click an instrument for one second and drag** it to move it. This will also put the instrument in the foreground relative to the other instruments, microphones and accessories that sit on the same page.

- **Moving instruments to the next or previous page:** Dragging an instrument and releasing it past the right side of the screen will move the instrument to the next page. This page will be created if it did not already exist. Conversely, releasing an instrument past the left side of the screen will move the instrument to the previous page (except if the current page is the first).

- If there are no instruments on a page due to one of the previously described moves, that page will be deleted (except if it is the first). The microphones that might be sitting there will be put back onto the shelf of the Main section while the accessories will be put back on top of one another next to the information panel of the first page of the Main section. Both the microphones and accessories' rotation and vertical inversion will be reset.

- **Rotation:** On touchscreen devices, press and hold the instrument with one finger and use another finger to drag from top to bottom (or the opposite) next to the instrument. On keyboard and mouse, click and hold down the mouse button on the instrument and press the letter *R*. Each key press will rotate the instrument by 45° to the right.

- **Vertical inversion:** Dragging an instrument and releasing it past the top of the screen will invert it vertically. This feature is made to offer more possibilities in term of instrument positioning.

NOTE:

- If some microphones or accessories are miking an instrument (if they sit within the instrument's *miking zone* and their name appears in the instrument's table), they will also be dragged, rotated and vertically inverted along with that instrument.

8.3 Instrument removal

- Double-click an instrument to remove it from the Main section.
- This will also remove the instrument's table from the Notes section.
- If some microphones or accessories are automatically miking the instruments to be removed (if they sit within the instrument's *miking zone* and their name appears in the instrument's table), those microphones will be put back onto the shelf of the Main section while the accessories will be put back on top of one another next to the information panel of the first page of the Main section. Both the microphones' and accessories' rotation and vertical inversion will be reset.
- If the instrument to be removed is the last one on a page of the Main section, that page will be deleted (except if it is the first). The microphones that might be sitting there will be put back onto the shelf of the Main section while the accessories will be put back on top of one another next to the information panel of the first page of the Main section. Both the microphones' and accessories' rotation and vertical inversion will be reset.

- In parallel, if the table of the instrument to be removed is the last one on a page of the Notes section, that page will be deleted (except if it is the first).

- To remove every copy of an instrument, press and hold the instrument's button from the Home section (see *page 17*).

8.4 Microphone positioning

- From the Main section, either double-click or drag to the right the wooden strip that is located on the left side of the screen in order to reveal the microphone shelf.

- **Click and drag** a microphone to move it. This will also put the microphone in the foreground relative to the other microphones, instruments and accessories that sit on the same page.

- **Moving microphones to the next or previous page:** Leave the microphones on the shelf before going to the next or previous page.

- **Rotation:** On touchscreen devices, press and hold the microphone with one finger and use another finger to drag from top to bottom (or the opposite) next to the microphone. On keyboard and mouse, click and hold down the mouse button on the microphone and press the letter *R*. Each key press will rotate the microphone by 45° to the right.

- **Vertical inversion:** Dragging a microphone and releasing it past the top of the screen will invert it vertically. This feature is made to offer more possibilities in term of microphone positioning.

8.5 Microphone duplication

- To duplicate a microphone, press and hold the microphone while it is sitting on the shelf until a white border blinks around it. This will start to drag a copy of the duplicated microphone.

- The duplicate microphone will be automatically assigned a position next to the last microphone on the shelf of the Main section.

- There can be a maximum of eight of each microphone.

8.6 Microphone reset

8.6.1 Total reset

- To remove a microphone from the Main section and send it back onto the shelf of the Home section, double-click the microphone while it is sitting on the shelf.

- This will reset the microphone's rotation and vertical inversion.

- If the microphone is a duplicate, it will be erased.

8.6.2 Semi reset

- Double-clicking a microphone that sits on a page of the Main section will send it back onto the shelf of the Main section.

- This will reset the microphone's rotation and vertical inversion as well as removing its name from the instrument's table.

- If other microphones or accessories were also miking the same instrument, the order of their names in the instrument's table will shift accordingly.

8.7 Accessory positioning

- **Click and drag** an accessory to move it. This will also put the accessory in the foreground relative to the other accessories, microphones and instruments that sit on the same page.

- **Moving accessories to the next or previous page:** Dragging an accessory and releasing it past the left/right side of the screen will move it to the previous/next page if that page exists.

- **Rotation:** On touchscreen devices, press and hold the accessory with one finger and use another finger to make a short drag from top to bottom (or the opposite) next to the accessory. On keyboard and mouse, click and hold down the mouse button on the accessory and press the letter *R*. Each key press will rotate the accessory by 45° to the right.

- **Vertical inversion:** Dragging an accessory and releasing it past the top of the screen will invert it vertically. This feature is made to offer more possibilities in term of accessory positioning.

8.8 Accessory removal

- Double-click an accessory to remove it from the Main section.

- If the accessory was automatically miking an instrument (if it sat within the instrument's *miking zone* and its name appeared in the instrument's table), its name will be removed from the instrument's table in the Notes section.

- If other accessories or microphones were also miking the same instrument, the order of their name in the instrument's table will shift accordingly.

- To remove every copy of an accessory, press and hold the accessory button from the Home section (see *page 19*).

8.9 Automatic instrument miking:

- Every instrument in the app has its own area (referred to as the "*miking zone*") in which microphones and accessories can be placed to automatically fill the instrument's table.

- The *miking zones* are invisible by default but can be made visible from the Options panel accessible by clicking the *OPT* button located in the menu bar of the Home section (see *page 42*).

- Each instrument table can hold up to four microphones/accessories. The drum kit can have up to four microphones/accessories per drum + four room mics.

- Automatic miking will be indicated by a white border surrounding the microphones/accessories.

- If two instruments are so close to each other that their *miking zone* overlap, the name of the microphone/accessory will be added to the table of the instrument that was last selected.

- In order to add the name of the microphone/accessory to another close instrument, click and hold that instrument until a white border appears, then release it. You can now drag and drop the microphone/accessory back onto that instrument.

- As soon as a click down is made onto a microphone/accessory that is automatically miking an instrument, its name will be removed from the instrument's table. If other microphones/accessories were also miking the same instrument, the order of their name in the instrument's table will shift accordingly.

8.10 Main section export

- To export the currently displayed page of the Main section as a PNG file (.png), click on the *EXPT* button located in the section's menu bar. The button will turn yellow before turning back to white when the export process is complete. This process must be repeated for every page of the Main section.

- The resulting file(s) will be exported in the current project's folder that is located or will be automatically created in the *Projects* folder (see *page 3*).

- The file(s) will automatically be given the name which is on the project name panel of the Notes section (see *page 34*).

- If a file with the same name and extension already exists in that folder, it will be replaced.

- You have the option to display or hide the name of the instruments and microphones on the exported images. These options are on by default and can be toggled off from the Options panel accessible by clicking the *OPT* button located in the menu bar of the Home section (see *page 42*).

NOTE:

- The resolution of the exported images can be set from the Options panel (see *page 43*).

8.11 Main section reset

- The Main section *RESET* button located in the section's menu bar will reset every microphone and accessory of the Main section. The microphones will be sent back onto the Main section's shelf, while the accessories will be put back on top of one another next to the information panel of the first page of the Main section. Both the microphones' and accessories' rotation and vertical inversion will be reset. The name of the microphones and accessories that were automatically miking instruments will be removed from the instruments' table.
- The button is white in off-state mode and turns red as soon as a microphone is dropped out of the shelf or an accessory is moved.
- The button must be pressed for one second in order to prevent unwanted reset. The return to white confirms the reset.

9. Notes Section

9.1 Features

- The Notes section features all the instrument tables, the project name panel and a notepad for notes taking.

- It is accessible from the *NOTES* button located in the menu bar of every page.

- The Notes section is initially made up of one page only but more pages are automatically created as instruments are added to the Main section.

- To go to the next page of the Notes section, click in the bottom right corner and drag to the left side of the screen.

- Conversely, to go to the previous page, click in the bottom left corner and drag to the right side of the screen.

- To go to the last page of the Notes section, double-click in the bottom right corner of the screen.

- Conversely, to go to the first page, double-click in the bottom left corner of the screen.

- Performing those actions will display the current page's number on the information panel in the upper right corner of the screen.

- **From this section you can:**

- Set the project name – *see page 34*.

- Access and edit the instrument tables – *see page 34*.

- Take accompanying notes – *see page 37*.

- **From this section's menu you can:**

- Toggle between microphone/accessory names and input names display – *see page 35*.

- Export the pages of the Notes section – *see page 38.*

- Export the notes – *see page 37.*

- Reset the instrument tables and notepad – *see page 39.*

9.2 Project name

- The project name can be set from the top panel of the Notes section that initially states *Give me a name.*

- Click the panel to enter your value. Only letters, numbers and spaces are allowed.

- The project name will be used to name the folder that is automatically created in the *Projects* folder whenever a file is exported (*see pages 20, 30, 37, 38*). If that folder was already created during a previous file export, the new files will be exported there.

- The project name will also serve as a basis for the name given to every exported file within that folder.

9.3 Instrument tables

- Instrument tables are automatically created when the instruments are selected from the Home section and sent to the Main section. They are removed when their respective instrument is removed from the Main section.

- An instrument table can hold up to four microphone/accessory names and their respective input.

- The tables are automatically filled with the name of the microphones and accessories that are miking those instruments on the Main section. Refer to *page 29* for a full description of the automatic miking process.

- The tables can also be filled in manually to make any custom modification; see points *9.3.2* and *9.3.3* below.

- In order to indicate that phantom power is required for condenser and electret microphones, their names will be green if the microphone type has been defined in the

microphone ID files as described on *page 13*. The name of dynamic, ribbon and tube condenser microphones is white.

- As an additional reminder, a green *+48v* icon will appear next to the information panel of the Notes section whenever a condenser or electret microphone is used (see *page 36*).

- This "phantom power formatting" will also be applied when a DI box is in use.

9.3.1 Show and edit microphone/accessory inputs

- The name of the inputs associated with each microphone/accessory of every instrument table can be manually entered in order to reflect the labelling of your recording setup.

- Click the *IN's* button located in the menu bar of the Notes section. Instead of the microphone/accessory names, the instrument tables will display the name of the inputs associated with each one of those microphones/accessories.

- To enter the name of an input, click the corresponding field and input your value.

- To display the microphone/accessory names again, click on the *MICS* button located in the menu bar of the Notes section.

9.3.2 Edit instrument names

- The name of the instruments can be modified by double-clicking the field in the table and entering your value.

- The new name of the instrument will be displayed on the information panel of the Main section when that instrument is selected.

- Double-clicking the field again will restore the initial instrument's name.

9.3.3 Input microphone/accessory names manually

- Microphone/accessory names can be manually entered in the instrument tables by double-clicking the relevant field.

- As soon as a field is double-clicked to receive the user's input, it will no longer be automatically filled in during the automatic miking process (see *page 29*). Double-click the field again to restore that feature.

- In order to indicate that the microphone/accessory whose name has been manually entered requires phantom power, click and hold in the relevant field until the microphone's/accessory's name turns green. This will also trigger the apparition of the phantom power icon.

- Click and hold in that field again to restore the initial formatting.

9.4 Phantom power icon

- As a reminder of the need for phantom power, a green *+48v* icon will appear next to the information panel of the Notes section as soon as a condenser/electret microphone or a DI box is used on an instrument (see *page 29*). Concurrently, the name of those microphones/DI boxes in the instrument's table will be green.

- For this feature to work with microphones, the microphone type must have been defined in the microphone ID files (see *page 12*).

- Alternatively, follow the procedure described in point *9.3.3* above to trigger that function manually.

- The icon will disappear as soon as the name of the last condenser/electret microphone or DI box is removed from the table.

9.5 Notepad

- The notepad is accessible from the *PAD* button located in the menu bar of the Notes section.

- It allows for the writing of accompanying notes and their export as a TXT file (.txt).

- Click on the notepad to start filling it.

- To export the file, press and hold the *PAD* button until it turns yellow.

- The resulting file will be exported in the current project's folder that is located or will be automatically created in the *Projects* folder (see *page 3*).

- The file will automatically be given the name which is on the project name panel of the Notes section (see *page 34*).

- If a file with the same name and extension already exists in that folder, it will be replaced.

- The file should be opened with a text editor or viewer capable of rendering formatted text.

9.6 Notes section export

- To export the currently displayed page of the Notes section as a PNG file (.png), click on the *EXPT* button located in the section's menu bar. The button will turn yellow before turning back to white when the export process is complete. This process must be repeated for every page of the Notes section.

- The resulting file(s) will be exported in the current project's folder that is located or will be automatically created in the *Projects* folder (see *page 3*).

- The file(s) will automatically be given the name which is on the project name panel of the Notes section (see *page 34*).

- If a file with the same name and extension already exists in that folder, it will be replaced.

- You have the option to export the full graphic version of the Notes section as it is displayed in the app, or to export a light version suitable for printing. The full version is the default option which can be changed from the Options panel accessible by clicking the *OPT* button located in the menu bar of the Home section (see *page 43*).

NOTE:

- The resolution of the exported images can be set from the Options panel (see *page 43*).

9.7 Notes section reset

- The Notes section *RESET* button located in the section's menu bar will reset every instrument tables and the notepad.

- The name of the instruments will be reset, the name of the microphones/accessories and their input will be removed, the table fields that have been double-clicked will be reset to automatic filling, and the notepad will be emptied. Only the project name will remain untouched.

- The button is white in off-state mode and turns red as soon as the notepad is filled in or a change is made to an instrument table.

- The button must be pressed for one second in order to prevent unwanted reset. The return to white confirms the reset.

10. Save and load a project/template

10.1 Save a project/template

- To save all the changes made to the current project, press and hold the *SAVE* button located in the menu bar of the Home section until it turns yellow.

- The saved project file (.trsa_save) will be exported in the current project's folder that is located or will be automatically created in the *Projects* folder (see *page 3*).

- The file will automatically be given the name which is on the project name panel of the Notes section (see *page 34*).

- If a project file with the same name already exists in that folder, it will be replaced.

- Saved project files can be renamed and/or moved to the *Templates* folder in order to make room for other project files to be saved within the same project's folder.

10.2 Load a project/template

- To load a saved project or template, display the Loading panel by clicking on the *LOAD* button located in the menu bar of the Home section.

- The Loading panel displays the lists of the saved project files (.trsa_save) contained in the *Projects* and *Templates* folders as well as their subfolders.

- A maximum of ten saved project files can be displayed for each folder. The lists are arranged in alphabetical order. To display and load any subsequent saved project files, remove the previous files from the folder(s).

- Saved project files can be opened on devices other than the one used to create them. However, the layout may slightly differ from the original setup depending on the difference in screen size and resolution between the devices.

11. Tools

The application features a set of audio engineering calculation tools that can be accessed from the Tools panel by clicking the *TOOLS* button located in the menu bar of the Home section.

11.1 Delay time calculator

- This tool calculates various delay times in milliseconds (ms) from a beats per minute (bpm) value.
- The resulting values can then be input into time-based effects such as delay and reverb units to tie the effect to the tempo of a song.
- Enter a *BPM* value then click on the desired note division to output the resulting *Delay Time*.
- Click the *Dotted* button to get the dotted value of the selected note division.

11.2 Ms-to-samples converter

- This tool converts milliseconds (ms) to samples and vice versa based on a given sample rate in kilohertz (kHz).
- This is used to make latency-based conversions that may be required to time-align audio sources.
- Enter a *Sample Rate* value in kHz first, then either input a *Milliseconds* or *Samples* value to get its converted value.

12. Options

- The Options panel is accessible from the *OPT* button located in the menu bar of the Home section.

- The navigation between pages of the Options panel is made by clicking the white arrows located at the top of the panel.

- The following options can be toggled on and off:

12.1 Microphone Info

- Display or hide the microphone specification panel on the Home section when the shelf is entirely visible (fully dragged to the right).

12.2 Miking Zones

- Display or hide the area around instruments in which microphones and accessories can be placed to automatically fill the instruments' table.

12.3 Instrument Names

- Display of hide the name of the instruments on the images exported from the Main section.

12.4 Microphone Names

- Display of hide the name of the microphones on the images exported from the Main section.

12.5 Notes Section Full Export

- Export the full or light (printable) graphic version of the pages from the Notes section.

12.6 Hide Menu

- Display or hide the menu bar of every section. If the menu bar is hidden, click and drag the bottom of the screen to make it appear.

12.7 Resolution

- On Windows and macOS: Switch between HIGH (default) and NORMAL resolution.
- On Android and iOS: Switch between HIGH, NORMAL (default), and LOW resolution.
- The selected resolution will be used at the next startup.

12.8 Image Quality

- Set the quality of the exported images. Switch between BEST (default), MEDIUM, and LOW.

12.9 Animation

- Turn the animations in the app on and off.

12.10 Fullscreen (Windows/macOS only)

- Turn full-screen mode on and off.
- The selected mode will be used at the next startup.
- Press the Esc key to exit full-screen mode.

13. Troubleshooting

13.1 File export error on Android

- If the application closes upon a file exportation, make sure the application is given
  storage permission:
  Go to *Settings –> Applications –> The Recording Setup App –> App permissions* and
  make sure *Storage* is checked.

13.2 Slow performance

- Lower the resolution of the app if you're experiencing latency problems (see *page 43*).

- Alternatively, turn off the Animation option (see *page 43*).

13.3 Miscellaneous

- The phantom power icon doesn't show up when condenser or electret microphones
  are used.

- Make sure the microphone type in the microphone ID files is filled correctly (see *page
  12*). The spelling and the use of capital letters must be as follows: Condenser | Electret.

- A field of an instrument table is not automatically filled in when a microphone or
  accessory is positioned on that instrument.

- Make sure that field has not been double-clicked in order to manually input a
  microphone's or accessory's name (see *page 36*). If so, double-click it again to restore
  the automatic-filling feature.

NOTICES

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