

# Studio One Notes

Good mixing advice 9.11.1

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## Most Used

F1 The Manual      F2 Editor      F3 Console      F4 Inspector      F5 Browser  
Shift + Opt + R RecordPanel

F3 Console: see visibility toggles along left edge, incl *Inputs* = big meters

Recording: see Inputs lower left of Console

Arrange tracks in Console with Apple + drag

Switching Tools from Toolbar: press 1, 2, 3, 4, 5, etc

Snap toggle with Snap button (little one under "Arrange" in toolbar) or N  
or Shift+cursor to temporarily disengage

Zoom Zoom Full: Opt+Z      Zoom In: E      Zoom Out: W      Zoom Out Vertical: Shft+W

**Saving** a stereo file (PCM or Compressed formats): *Song > Export Mixdown*

Finding a **tempo** by tapping: Set Tempo mode to *Don't Follow*. Tap on the word Tempo.

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## Event Editing

Cutting/Breaking      Use Little Knife cursor from just above tracks window

Volume of an Event/Clip      See small tab at top middle of event. Drag up or down.

Snapping      A little blue button. Options under "Adaptive"  
Snapping Defeat      Shift + drag defeats it.

Scrolling      Scroll wheel works in the black strip

Listen to edit in a loop      1) Select range with range tool  
2) Shift + P      3) Click Loop (below?)

Duplicate an Event      Select. Then press D

Merge + Render Events      Select them. Then Cmd + B (or is it Ctl +B ?)  
(Ignores volume, pan and inserts)

Sliding sound sideways in an event      Click + Opt + Apple

Nudge an event      Alt + <>      or Alt + Cmd to nudge to a bar

Strip silence button on toolbar would remove snare from kick track!

Press F to make the tracks scroll by behind the play head when playing.

Refresh an event that has been edited by another program –

Rt Click on the file name in Browser (F5) and select Refresh  
in the Studio One "Browser", go to the "Pool", right-click in the "Pool" and choose  
"Copy External Files." This will bring all referenced audio files that particular song  
needs, into it's "Media Folder". So if a hard drive is removed that had dependent  
audio files, this would no longer be an issue.

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## Event Bending (Time warp!)

Check the **Show Bend Markers** box in the **Bend panel** or **Event** context menu to show or hide Bend Markers.

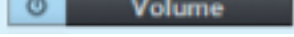
Auto way: select the event and then Detect Transients.

To manually insert Bend Markers, switch to the **Bend** tool, then float the mouse over any Audio Event and click where you would like to insert the Bend Marker. Double-click on any Bend Marker with the Bend tool to remove it; any effect the Marker had on the audio will be undone. With the Bend tool selected, click-and-drag on any Bend Marker to manually manipulate the audio left or right on the timeline. Doing so will stretch or compress the audio surrounding the Bend Marker, and the Bend Marker will display a left- or right-facing flag at the bottom, indicating the direction in which it has been moved. If the audio is stretched, the waveform will be colored red, with the intensity of the color increasing the more the audio is stretched. If the audio is compressed, the waveform will be colored green.

Time Warp

Alt + Opt + Drag the edge (find transients first?)

## Automation

Click on the Automation Parameter display >  which is labeled "Display: Off" by default, to reveal the available automation envelopes for a Track. ("Display: Off" indicates that the events on the Track will be displayed, instead of an automation envelope.) Volume and Pan automation envelopes are available by default on every Audio Track. Select a parameter from the list to view and edit the automation envelope, or click on Add/Remove to open the Automation menu for the Track.

Show Automation

Select a track and press A

or view via the **Show Automation** button 

at top of the **Track Column in the Arrange** (main) view .

or **Rt Clk on Track > Expand Envelopes**

- Automation appears in separate tracks

Delete a Point

Sel with arrow and press Delete key

Multiple Points Select

Drag with arrow around points to select

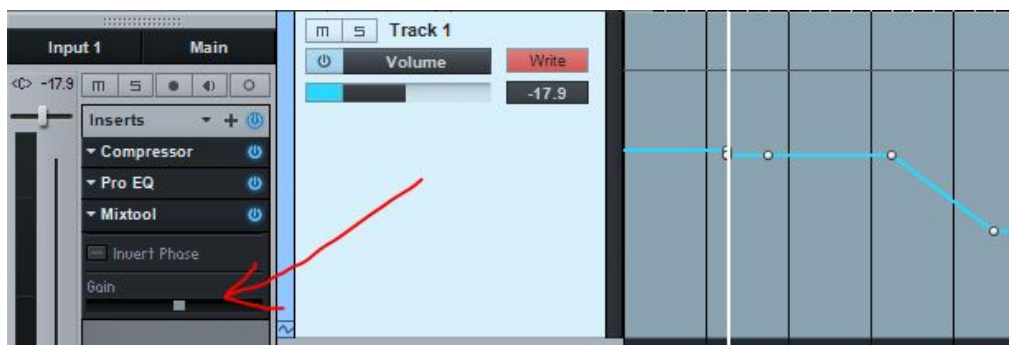
"Read"

Means it will use the automation, not ignore it

Moving All Automation Points At Once

A) Use the gain/trim knob on the last plug if it has one. In the above case, the MixTool isn't really necessary because ProEQ has it's own gain knob.

B) But if the last plugin in your chain doesn't have an output gain/trim knob, insert a **MixTool** as the last insert plug on the track and trim/gain it all globally manually at will without editing any automation.



Automation Grouping

You can select automation tracks (safe way is to use inspector and touch the fader button)

And paste them into one new automation track. Then you can use the "transformer" box. Seed the video on the S! website.

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## Applying Effects

Effects On	1) Select Event      2) Inspector F4 3) Event FX tab > <i>Enable</i> (Render it? 6.11.4)
Effects keep open in own window	P in button upper right
Create an FX Channel	a) drag effect to Send Device Rack b) drag the effect to the Console c) Rt Clk in the black space in the Console
Duplicate an FX chain	Click menu arrow at top of device rack. > Save Preset. Drag drop "insert device header" to Browser
Compare Effects settings	Compare button in upper right (left?) Compares it to the last setting.
<b>Bounce</b> an Event/Track	Select all you want. Apple + B
Bounce and render track	Will apply effects except volume and pan: Rt Click on Track > <i>Transfer to RA</i> Check <i>Preserve Realtime</i> to enable undo later.
Bounce all individual tracks	Song > Export Stems
Browser Notes	Pool is where all project files are put automatically. There is also a folder created for each song. To bring a file into the song's media folder, Rt Clk in Pool
Browser Refresh	Control + Rt Click in Browser > <i>Refresh</i>
Browser New Tab	Find the folder and drag it to the top bar in the browser.
<b>MIDI</b> Device Setup	Preferences > External Device > Add
MIDI Track Setup	Tracks > Add Instrument Track Browser > Instruments Tab, Then dragdrop to track Press the Record enable button to hear instrument as you play
MIDI Change Instruments	After setup, simply click on another patch in the Browser.
MIDI play options	Chase or Cut Long Notes. (Play if started mid note) SO > <i>Options</i> > <i>Advanced</i> > <i>MIDI</i>
MIDI – Wave to MIDI	1) Engage Melodyne in SO 2) Drag event to an instrument track
MIDI - Export	Rt Click on the part > or Drag and drop to file Browser
MIDI – Bounce to wave	Select MIDI track. Event File Menu > <b>Bounce</b> or Cmd + B (original part will be muted.)
MIDI Merge	Select 2 or more MIDI events: Event > Merge Events
MIDI Editing	Open Editor (F2), click on Actions > Transpose (ect)

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<b>Layers – Recording</b>	Enable loop, set the loop start/stop marker on the top. Record. Remember to set > Options > Takes to Layers before recording
Layers – Selecting Comps	Show Layers Use Opt+Click and hold to listen to/preview/solo a layer. Cursor changes to + when over a layer. Drag to select phrase. Use Shift+ click to select without the snap on.
Audio Parts	A collection of events, that are treated as one event in the track, but can be edited separately in the Audio Editor window.
Bus Channel	Always stereo. Use for drums, BG vocals etc.. Assign tracks to it. See button on top of track volume. Shows up as separate channel in console for effects.
Bus Channel Create	Rt Click blank spot on Console. > Add Bus On a selected channel, Output > Bus
FX Channel	Mono – Sends in each channel will send to it. For reverbs, choruses, etc. Created when you make a send, or...
Folder Tracks	Collections such as all the drum tracks. Saves screen space. Select all. Then Rt Clk > <i>Pack Folder</i> . or Drag Drop a track into an existing folder. Can contain audio, MIDI, automation, etc tracks.
Groups	Edits done to one event/track are done to all. Channels are edited proportionately. Pan not included. Select tracks. Rt Click > Create an edit group To override, hold Option while editing to temporarily suspend group editing.
Save Solo	Channel will always play when another channel is soloed. Shift + Click on the Solo button. Turns green. (FX channels do this automatically!)
Solo Off Global	Apple (Ctrl) + any solo button. another Ctrl + any solo button resets it back!
Comps	Solo track    Option + drag over (?) Double Click on a clip to have it move up. Then grab the crossfade and drag for different placement

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**Recording** •*To record from built in mic:* Use AudioMIDI utility, click on Built In Mic and set or at least notice the sample rate and bits (these must be set the same in S1), use + button and set up an "Aggregate Device", name it above, click select boxes by Built In Mic and Built in Output  
Then open S1. Choose *Create a New Song*  
Options for setting sample rate and bit-depth appear on right. Set them, or...  
Open *Preferences* and set the sample rate and bits there.  
Then open *Song > Song Setup* and choose your new *aggregate* option.  
Do the usual choosing input and output channels.  
Create a new Audio track, choose the input to record from, and press the record arm button (circle in rectangle)

## Recording Troubleshooting

- If no input option is showing, try "Hide Automation"
- If an instrument track seems to arm itself, when you don't want it to be armed  
*Options > Instrument Input Follows Selection* (you want it off)

## Hardware Setup

- 1) Song > *Song Setup*
- 2) Select Options (Audio Setup tab) to choose the interface to use.
- 3) Then Audio Device
- 4) Then add mono inputs, one horizontal line for each input.  
The top row is the available inputs on the interface (Mackie)  
Each row you add is an input in the software.
- 5) Then you will be able to pick which input to use on each track.  
Click on the 2<sup>nd</sup> box up from the track vol slider in the console.

## Problem Getting It To Record?

Hold the Record button down longer, or even hold it for a while!  
Mackie mixer must be turned on first, then Studio One booted.  
Use the Mac Preferences and set the audio input there too.  
Try clicking on Record Panel options back and forth once.  
Shift + Option + R

## Record Panel

Bring up with Shift + Opt + R  
Set Record to Layers for comping

## Track New

T or +

## Track Duplicate

Select track. Then from Dropdown Track menu  
or Control + Drag

## Tempo Track

See icon of T in a circle arrow.

## Time Signature

Click on the numbers.

## Automation

In Console, at bottom, *Auto Off* means automation off.

## Console Size

Shift + F3 or Maximize button on top.  
You can also drag the dividers.

## Clip counter

Number shows in red on top of meters.

## K System

System of establishing dynamic range for general categories of products, such as Jazz, Classical, etc. See 9.4.4  
Control + Click on an output meter to set.

## Metronome

Press C key to toggle the **click track** on and off.  
Clicking the metronome word is supposed to do the same.  
Click the arrow icon above *Metronome* to set the options.

Delete unused files option: IIRC, open the browser, go to pool, and rt click  
You can copy and paste the automation points from one track to another.