Our company does not provide support for Cubase LE. Please refer to the Cubase LE help menu for instructions about how to use the application.

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## **Conventions used in this manual**

The following conventions are used in this manual.

- Information shown on the computer display is written like this: "OK".
- Additional information is provided as necessary as tips, notes and cautions.

#### TIP

These are tips about how to use the unit.

### NOTE

These provide additional explanations and describe special cases.

### CAUTION

Failure to follow these instructions could result in injury, damage to equipment or lost recording data, for example.

## Note about trademarks

- TASCAM is a trademark of TEAC CORPORATION, registered in the U.S. and other countries.
- Microsoft and Windows are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.
- Mac is trademarks of Apple Inc.
- Cubase and VST are registered trademark of Steinberg Media Technologies GmbH.





• Other company names, product names and logos in this document are the trademarks or registered trademarks of their respective owners.

## Installing the software

To obtain Cubase LE, you must download the software from the Steinberg website.

In order to always allow you to use the latest version, the software is provided as a download.

Cubase LE can be used on both Windows and Mac operating systems.

### **Downloading Cubase LE**

- 1. Access it at the following URL. http://www.steinberg.net
- 2. You must have a MySteinberg account in order to download Cubase LE. If you do not already have an account, follow these procedures to create one. If you already have an account, login to MySteinberg and skip to step 7.
- 3. Create a MySteinberg account. Click "MySteinberg" at the top right of the screen.



� CUBASE 🕩 NUENDO → SEQUEL 🏷 WAVELAB VST AUDIO I/O CONTROLLERS APPS

4. When the "Welcome to MySteinberg" screen opens, click "Create account" at the bottom the screen.

	Home	Shop	Products	Sup
Welcome to MySteinberg				
Log in or create account				
Email or usemame				
Password				
			Forgot passv	vord?
Log in >> New to MySteinberg?				
Create account				

- 5. Follow the instructions given on screen and input information to create an account.
- After you create an account, an email should arrive from "MySteinberg Account Info". Click "To activate your MySteinberg account please click here" in the message to open the login screen. Input your email address and password to log in to MySteinberg.

Welcome to MySteinberg		
Log in or create account		
Email or username		
	$\supset$	
Password		

7. Click "Enter Download Access Code".

	Home Shop Products Su	pport Artists News & Events Company
My Products My Profile My Support My Forum	My Newsletter	Language: English 😒
My products		masayuki.nakamura@teac.jp Lõg out
Register eLicenser / software Enter Download Access Code	Reactivate	Register hardware

8. Enter the access code.

A sticker with your personal access code is attached to the license card included with the TASCAM product. After entering this access code, click "Continue".

Registration	masayuki.nakamura@teac.jp Log out
Register eLicenser / software & Enter Download Access Code	
Enter your eLicenser number, Download Access Code or an already used Activation Code:	
Where do I find this information?	
Cancel Continue	

 If the access code is confirmed successfully, downloading will become possible. Click the Windows version if you are using Windows or the Mac version if you are using Mac.



10. An activation code that is necessary to begin using Cubase LE will appear on the screen. An activation code that is necessary to begin using Cubase LE will appear on the screen.

Anti-unting Onder		HS6ZY 2K312 S002F	
	Not yet activated	770 IMIP NHIO 1435 BCLA	
How to a	ctivate your product.		
	carate year product.		
	carato your product.		

#### NOTE

#### The activation code will also be sent by email.

11. Downloading could take more than 20 minutes. After downloading finishes, click "Finish".

### **Installing Cubase LE**

#### Windows

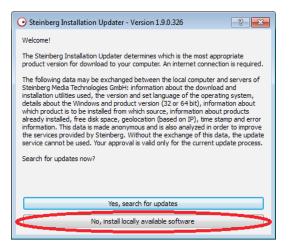
- 1. The downloaded file will be in zip format. Uncompress the zip file to create a "Cubase LE 8" folder. Double-click "Start\_Center.exe" inside this folder.
- 2. When the installer starts, the language is set to English. Move the cursor to "English" in the middle of the screen to open a pull-down menu and select the desired language.



3. Follow the instructions on the screen to open the installation screen. Next, click the "Install" button in the middle of the screen to start installation.



4. When the pop-up message appears, click "No, install locally available software".



- 5. Follow the instructions on the screen, and click the "Install" button at the bottom right to start installation on the hard disk. (Installation could take several minutes.)
- 6. Click the "Finish" button to complete installation.



#### Mac

1. The downloaded file will be in disk image (.dmg) format. Double-click the dmg file to open a Cubase LE disk image. Double-click "Start Center".



2. When the installer starts, the language is set to English. Move the cursor to "English" in the middle of the screen to open a pull-down menu and select the desired language.



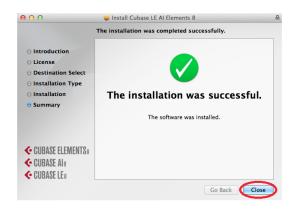
3. Follow the instructions on the screen to open the installation screen. Next, click the "Install" button in the middle of the screen to start installation.



4. When the pop-up message appears, click "No, install locally available software".

O O Steinberg Installation Updater - Version 1.9.0.344
Welcome! The Steinberg Installation Updater determines which is the most appropriate product version for download to your computer. An internet connection is
required. The following data may be exchanged between the local computer and servers of Steinberg Media Technologies CmbH: information about the download and installation utilities used, the version and set language of the operating system, details about the Windows and product version (32 or 64 bit), information about which product is to be installed from which source, information about products already installed, free disk space, geolocation (based on IP), time stamp and error information. This data is made anonymous and is also analyzed in order to improve the services provided by Steinberg. Without the exchange of this data, the update service cannot be used. Your approval is valid only for the current update process.
Search for updates now?
Yes, search for updates
No, install locally available software

- 5. Follow the instructions on the screen, and click the "Install" button at the bottom right to start installation on the hard disk. (Installation could take several minutes.)
- 6. After installation completes, click the "Close" button.



### Activating the software

Cubase LE requires activation in order to identify authorized users. The software cannot be used without being activated. An Internet connection is necessary for activation.

### **Activating Cubase LE**

#### Windows

1. Double-click the "Cubase LE AI Elements 8" icon created on the desktop or select "Cubase LE AI Elements 8" from the start menu to launch Cubase LE.

	Remote Desktop Connection
	Snipping Tool
	Cubase LE AI Elements 8 64bit
25	All Programs
Cubase LE AI Elements 8	Search programs and files

When a pop-up message appears, click "Activate Cubase LE  $8 \hdots$  "

🔆 Cubase LE	<b>×</b>
Cubase LE 8 can be used without permanent activation for another 30 days and the program can be started 300 r	nore time(s).
Activate Cubase LE 8 Try Cubase LE 8 Show Activation Code	

2. When a screen where you can enter the activation code appears, enter the activation code in the input field.

An Internet connection is required to successfully finish the license activation Code House Text Head Strength	Activation (	Lode	
activation process.			
*****			
	ctivation Cod	de:	
	_		
	_		

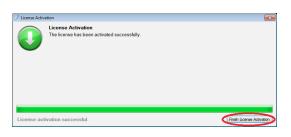
#### NOTE

The activation code is shown below the access code on the MySteinberg screen. It will also be sent by email.

3. When "Cubase LE 8" appears at the bottom of the screen, click the "Activate license" button.

🧷 Enter Activatio	on Code	×
Enter Activation	Please enter a license activation code into the text fields below. An Internet connection is required to successfully finish the license activation process.	
Encirication		
Cubase Steinberg		
	Cancel License Activation CActivate Lice	ense

4. After completing activation, click the "Finish license activation" button.



#### Mac

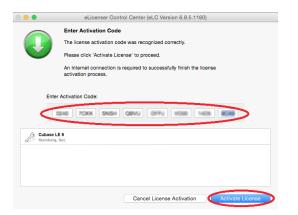
1. Open the Applications folder in the Finder, and double-click the "Cubase LE AI Elements 8" icon to launch Cubase LE.



2. When a pop-up message appears, click "Activate Cubase LE 8..."



3. When a screen where you can enter the activation code appears, enter the activation code in the input field. After entering it, click the "Activate license" button at the bottom right.



4. After completing activation, click the "Finish license activation" button.

License Activation The license has been activated successfully.

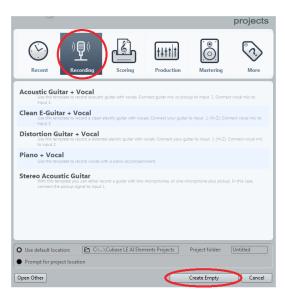
## **Recording and playback**

The settings for Cubase LE are the same on both Windows and Mac operating systems. The following examples show screens from Windows 7 when using a US-2x2.

Basic procedures to prepare for recording are explained below. Please refer to the Cubase LE help menu for detailed information about functions and operations.

#### **Preparing for use**

1. Launch Cubase LE. When the "Steinberg Hub" that assists in starting projects opens, click "Recording" and then "Create Empty".



When you do this, an empty project screen like the one shown below will open.



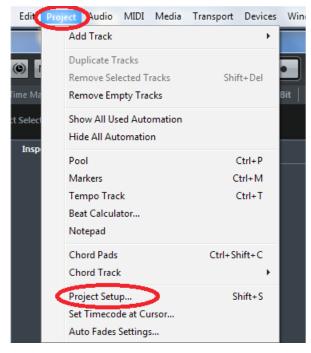
#### NOTE

Various default project templates for recording different types of music are available in the Steinberg Hub. In this

case, we have created an empty project in order to explain how to use Cubase LE.

#### TIP

A project is a unit for working on the creation of a single piece of music. You can create multiple projects, and save, load and make settings for each one separately. To change projects settings, open the "Project" menu from the menu bar and select "Project Setup".



On the Project Setup screen you can change the sample rate, bit resolution and other settings that affect the entire project.

🔶 Project Setup	×
	Author
	Company
0:00:00:00	Start
0:10:00:00	Length
30 fps 💌	Frame Rate Get From Video
Bars+Beats 💌	Display Format
0:00:00:00	Display Offset
0	Bar Offset
44.100 kHz 💌	Sample Rate
16 Bit 💌	Bit Resolution
Wave File 💌	Record File Type
Equal Power	Stereo Pan Law
+6 dB 👻	Volume Max
Help	OK Cancel

2. Set the ASIO driver so that Cubase LE can input and output through an external device. Open the Devices menu from the menu bar and select "Device Setup".

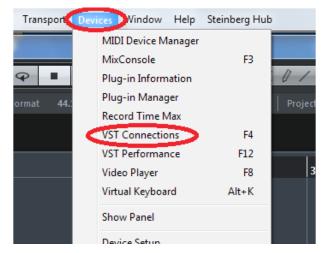
Transport	Device	s Window	Help	Steinberg Hub	
	N	/IDI Device M	lanager		
	N	lixConsole		F3	_
<b>@</b>	P	lug-in Inform	nation		01
ormat 44.	P	lug-in Manag	ger		Project
	R	ecord Time N	Лах		
	v	ST Connectio	ons	F4	
	v	ST Performa	nce	F12	
	v	ideo Player		F8	3
	v	ïrtual Keyboa	rd	Alt+K	
	s	how Panel			
		evice Setup	>		

3. Select "VST Audio System" on the left side, and select the audio interface from the ASIO Driver menu on the right side ("US-2x2 & US-4x4" in this example). After selection, click the "OK" button.

+ - H	VST Audio System
Devices	US-2x2 & US-4x4   ASIO Driver
	Release Driver when Application is in Background
Record Time Max	Input Latency: 5.805 ms
Video	Output Latency: 15.714 ms
VST Audio System	ASIO-Guard Latency: 23.220 ms
OF COMPANY CONTRACT	HW Sample Rate: 44.100 kHz
VST System Link	HW Pull Up/Down: Off
	Advanced Options <u>Set to Defaults</u>
	Activate ASIO-Guard
	Normal Audio Priority
	Activate Steinberg Audio Power Scheme
	2 Seconds Disk Preload
	Adjust for Record Latency
	0 Samples     Record Shift       Help     Reset

4. Make input and output audio port settings. These settings connect Cubase LE with the audio ports of the audio interface being used ("US-2x2" in this example).

Open the Devices menu from the menu bar and select "VST Connections".



5. Click the "Inputs" tab on the VST Connections screen. The "Stereo In" bus is available by default. In its Device Port field (shown in yellow) pull-downs on the right, select US-2x2 input ports. In this case, select the US-2x2 "In 01" port for Stereo In Left and the "In 02" port for Stereo In Right.

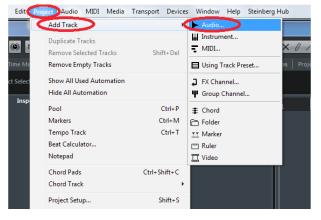
¢			VST Connections - Inputs	
Inputs Outp	outs			
⊞ All	Add Bus	Presets -	<b>. .</b>	
Bus Name	Speakers	Audio Device	Device Port	
🖃 📫 Stereo In	Stereo	US-2x2 & US-4x4		
Left			US-2x2 In 01	
-o Right			US-2x2 In 02	

6. Click the "Outputs" tab in order to set the output audio ports in the same way. The "Stereo Out" bus is available by default. In its Device Port field (shown in blue) pull-downs on the right, select US-2x2 output ports. In this case, select the US-2x2 "Out 01" port for Stereo Out Left and the "Out 02" port for Stereo Out Right.

¢			VST Connections - Ou	utputs
Inputs Outp	uts			
⊞ E All	Add Bus	Presets -		
Bus Name	Speakers	Audio Device	Device Port	Click
🗄 📫 Stereo Out	Stereo	US-2x2 & US-4x4		Click
			US-2x2 Out 01	
Right			US-2x2 Out 02	

#### NOTE

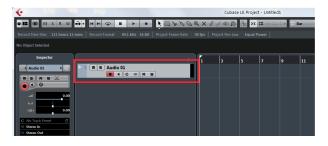
- The number of channels shown in the Device Port pull-downs depends on the audio interface used.
- An audio signal path is called a "bus".
- To use multiple busses with Cubase LE, click the "Add Bus" button to add busses. For example, when using an audio interface with four input channels, you can add another Stereo In bus to the Inputs tab and record a total of four input channels simultaneously by selecting ports 03 and 04 in the Device Port fields.
- 7. Next, create audio tracks for recording. Open the "Project" menu from the menu bar and select "Add Track" followed by "Audio...".



8. We will add a stereo track in this example. On the "Add Audio Track" screen, confirm that the "Configuration" is set to "Stereo" and click the "Add Track" button.

Count Configuration Speakers Track Name Browse 1 Stereo LR Add Track Cance	🔆 Add Audio Track					
Browse 1 Stereo - LR Add Track Cance		Count	Configuration	Speakers	Track Name	
	Browse	1 0	Stereo 👻			Add Track Cane

An audio track is added as shown below.



#### TIP

By default, the inputs and outputs of created tracks will be assigned to the previously set Stereo In and Stereo Out busses. If you want to assign a track to a different bus, use the pull-down menus in the Inspector to change it.





### **Recording audio**

We will record to the previously created track.

- 1. In order to record to a track, it must be record-enabled. Click the black circle (Record Enable) button under the track name (Audio 01) so that it lights red. This enables recording for this track.
- 2. During recording, it is necessary to listen to the Cubase LE input sound (sound of performance been recorded). Click the speaker icon (Monitor) button next to the Record Enable button so that it lights orange. When the Monitor button is lit, you can hear the input sound.



3. Try inputting sound into the audio interface that you are using. The meters to the right move in response to the volume.



4. Click the round black Record button among the transport controls at the top of the screen. When you do this, the Record button will light red, the Playback button next to it will light green and recording will start.



During recording, tracks that are being recorded become red and audio waveforms are shown as they are recorded.



5. To stop recording, click the square black (Stop) button.



#### NOTE

A song can be created by recording multiple tracks one after another.

#### TIP

- After recording a track, we recommend that you click its Record Enable button to disable recording on it in order to avoid accidentally recording to it again when recording a different track.
- We recommend saving projects frequently to avoid loss of recording data. To save a project, open the File menu from the menu bar and select "Save".

#### **Playing audio**

Next, we will play the recorded track.

 Click the Record Enable button to disable recording on it (button becomes unlit) in order to avoid accidentally recording over it. Click the Monitor button (making it unlit) to output the playback sound rather than the input sound.



2. Click the Rewind button to return to the beginning of the project.



3. Click the Play button to start playback from the beginning.



During playback, the meters move in response to the volume of the audio playing back.

▶ 1 <b>m s</b> Audio 01	
	ш

4. Click the Stop button to stop playback.

#### TIP

Balancing track volumes using the Inspector becomes tedious when numerous tracks are playing back. The MixConsole is convenient for such times. Open the Devices menu from the menu bar and select "MixConsole" to open the MixConsole.

