

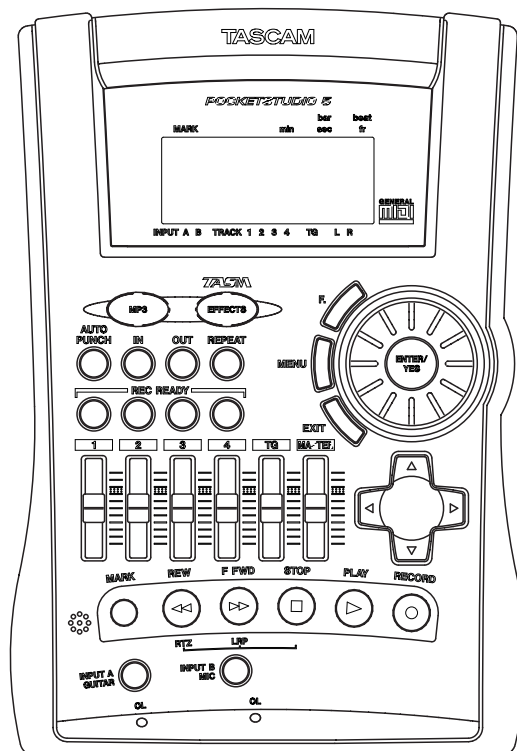
TASCAM

TEAC Professional Division

D00649020A

POCKETSTUDIO 5

4-Track Recorder/MIDI Arranger/MP3 Encoder



GETTING STARTED



CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN



CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

This appliance has a serial number located on the rear panel. Please record the model number and serial number and retain them for your records.

Model number _____
Serial number _____

WARNING: TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.

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Welcome to the TASCAM Pocketstudio 5. This exciting device allows you to record yourself and friends, and to build up a multitrack recording and mix down to a stereo mix, adding effects such as reverb and delay, just like a professional recording studio.

All of the recording and mixing is done digitally, in memory, so the Pocketstudio 5 has no tapes or discs to wear out or replace. It uses easily-obtainable, reusable CompactFlash™ cards, which hold a large amount of data.

If the card becomes full, you can connect the Pocketstudio 5 to your computer, and store the data from the Pocketstudio 5 on your computer's hard disk.

The Pocketstudio 5 uses the MP3 format to record and store the finished mix files, allowing you to share your finished files with a whole world of other musicians using the Internet.

In addition to being able to record your voice and instruments, the Pocketstudio 5 also contains a full MIDI (GM standard) tone generator. You can use this tone generator to produce backing tracks for your music using a wide variety of patterns supplied with the Pocketstudio 5, or you can import standard MIDI files and play over the top of them.

About this manual

This manual is intended to get you started and working easily with your Pocketstudio 5.

It does not contain all the information about the Pocketstudio 5. You can find more detailed explanations of many of the functions, as well as lists of effects in the *Reference Manual* contained on the CD-ROM which comes with your Pocketstudio 5.

To read this manual, which is in PDF format, you will need a copy of Adobe Acrobat Reader 5.0 (or the full Adobe Acrobat 5.0 program). Your computer may already have this software installed. If it does not, there is a copy of the Acrobat Reader 5.0 installer provided on the CD-ROM.

You should refer to the “electronic” manual (which of course, you can print out, should you wish to do so), for detailed explanations of some of the functions which are described in this quick manual.

Read through this manual for an overview of the Pocketstudio 5.

1, “Welcome” This section.

2, “About multitrack recording” With special reference to the Pocketstudio 5

3, “Parts of the Pocketstudio 5” And some notes on menu, etc. operations. READ THIS SECTION, otherwise the rest of the manual, and the Pocketstudio 5 itself will not make sense!

4, “Basic use of the Pocketstudio 5” Some basic functions explained. READ THIS to learn what the Pocketstudio 5 can do for you.

5, “Your first song using the Pocketstudio 5” An example song. We strongly suggest that you work through this example to learn the way of working with the Pocketstudio 5 to create music.

6, “Managing songs and data on your Pocketstudio 5” Songs, memory cards and connection to your computer.

What's in the box?

When you open the Pocketstudio 5 package, you should also find in the box:

- The Pocketstudio 5 itself, with a CompactFlash card installed.
- An AC adaptor
- A stereo headphone/microphone headset

- This guide (*Getting Started*)
- A CD-ROM containing the *Reference Manual*, reader software, and various utilities and data to help you with the Pocketstudio 5

If any of these items are missing, or appear damaged, contact your TASCAM dealer.

Powering up the Pocketstudio 5

The Pocketstudio 5 has two methods of receiving power: from six dry-cell batteries, or from the supplied AC adaptor.

The on/off switch is located on the “rear panel”, together with the AC adaptor input, the USB jack and the **MIDI IN** jack.

Slide the switch towards the AC adaptor jack (**ON** is towards the center) to turn on the Pocketstudio 5. The

display lights and a welcome message appears briefly before the home screen is shown.

NOTE

In this manual, we use the term “top panel” to refer to the main colored control surface with the display and the control keys, “front panel” to refer to the surface with the input jacks and level controls, and “rear panel” to refer to the surface with the MIDI, USB and power connector and switches.

The AC adaptor

When using the Pocketstudio 5 with the AC adaptor:

Make sure that you only use the Pocketstudio 5 with the AC adaptor supplied with it. If you use any other AC adaptor, there is a serious risk of damage to the Pocketstudio 5.

Make sure that the voltage of your AC supply matches the voltage requirements printed on the Pocketstudio 5 AC adaptor. If you are in any doubt, consult a qualified expert.

Disconnect the AC adaptor from the power supply when you are not using it, but note the following:

Even when the Pocketstudio 5 is plugged into the AC adaptor, there is a slight drain on the batteries.

If the Pocketstudio 5 becomes unplugged from the AC power supply, the batteries will be used unless the power is turned off.

In order to avoid draining the batteries by mistake, always turn off the power on the Pocketstudio 5 before disconnecting the adaptor.

NOTE

There is a hook on the bottom of the unit. You should loop the power cord round this hook to prevent the Pocketstudio 5 from becoming accidentally disconnected from the power when you are using it.

Using batteries

When using batteries with the Pocketstudio 5, note the following:

- The Pocketstudio 5 requires six AA-type batteries.
- Always remove and replace batteries with the power to the Pocketstudio 5 turned **off**.
- Always use the same type of batteries in the Pocketstudio 5 at one time. We strongly recommend the use of alkaline batteries. Standard manganese batteries are not suitable for use with the Pocketstudio 5, as they will not provide sufficient battery life for use of the unit.
- Although you can use Ni-MH rechargeable batteries (Ni-Cad batteries will not give sufficient life), you must make sure that all such batteries are charged together when replacing the batteries.

Always follow the maker’s instructions when charging these batteries. You cannot use the Pocketstudio 5 as a charger for these batteries.

- Do not mix different types of batteries, and do not mix old and new batteries together.
- Always make sure that the batteries are the right way round (+ and –) as shown by the markings in the battery compartment.

If the batteries drop below a usable voltage, the Pocketstudio 5 shows **Low Battery!** on the display. If you see this message, do not attempt to use the Pocketstudio 5 (there is a risk of losing your work) replace the batteries as soon as possible and/or connect the Pocketstudio 5 to the power supply, using the AC adaptor.

Even if you already know something about multi-track recording, you may find it useful to read this section in order to refresh your memory regarding the basic concepts involved in producing a recording.

Cards and memory

The Pocketstudio 5 stores all information on standard CompactFlash™ (CF) cards. Using a USB connection to a computer, the Pocketstudio 5 containing the CF card can be used as a hard disk and files transferred to and from a personal computer.

This explanation has been written specially with the Pocketstudio 5 in mind, and some of the ways in which you work with a Pocketstudio 5 are slightly different to the way in which you would work with a tape recorder, for example.

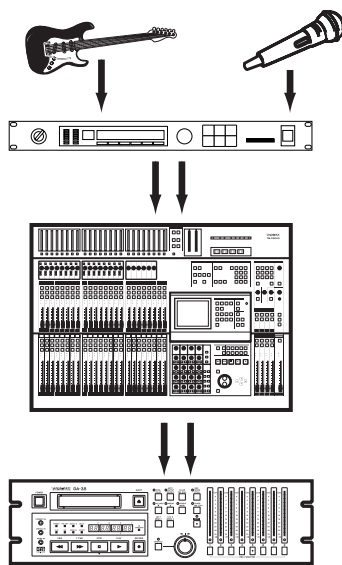
A 32 MB card is supplied with the unit. Any other cards must be formatted before use and some files copied onto it before it can be used by the Pocketstudio 5. See “Managing songs and data on your Pocketstudio 5” on page 23 for further details.

Multi-track recording

You are already familiar with stereo, the standard for the overwhelming majority of music produced today, which produces a realistic 3D audio image from two speakers. Each sound source in the stereo image is precisely placed (*panned*) and at the correct volume relative to the rest.

In order to produce this effect of a sound which is similar to the one you would hear in real life, there are two different ways of working: live recording and *multitracking*. In live recording, microphones are set up around the artistes and the performance is recorded directly to a stereo recorder, as it actually takes place.

In multitrack recording, the sound is built up a layer at a time (*tracking*), usually starting with the rhythmic instruments, and adding others one or two at a later time (*overdubbing*).



Working with multitrack has the advantage that if the lead vocalist, for example, makes a mistake in the final chorus, the whole band doesn't have to be re-record the whole song. Only the lead vocals have to be re-recorded (and probably not even for the whole song).

The Pocketstudio 5 has four tracks you can use for recording, labelled **1** through **4**.

Tone generator rhythm In the Pocketstudio 5, the rhythm instruments (drums, bass, chords) can be replaced by the built-in tone generator playing rhythm patterns. Later, if you want to replace these instruments with real ones, or add a real sound to the synthesized sound, you can do this.

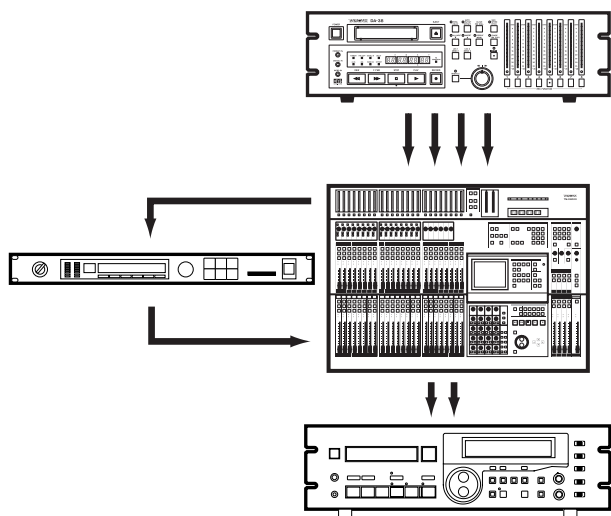
Tone generator MIDI files Another way of achieving the same effect with the Pocketstudio 5 is to take a standard MIDI data file containing the notes of the backing for a song and play this as a backing track to your singing or solo instrumental work (like karaoke).

Punching If part of a recording is not perfect, it is possible to play back the recording up to the point where the mistake occurs, re-record over the mistake and then stop recording. This is called *punching*. The Pocketstudio 5 allows you to *punch in* and *punch out* to correct the little mistakes that creep into all recordings (nobody's perfect).

Mixdown Once all the layers are recorded, they are mixed to stereo (*mixdown*) and the levels and pan positions are adjusted so that they sound the way you want them.

2 – About multitrack recording

In a recording studio, the usual mixdown device is an analog or digital stereo tape recorder (or sometimes a CD recorder).



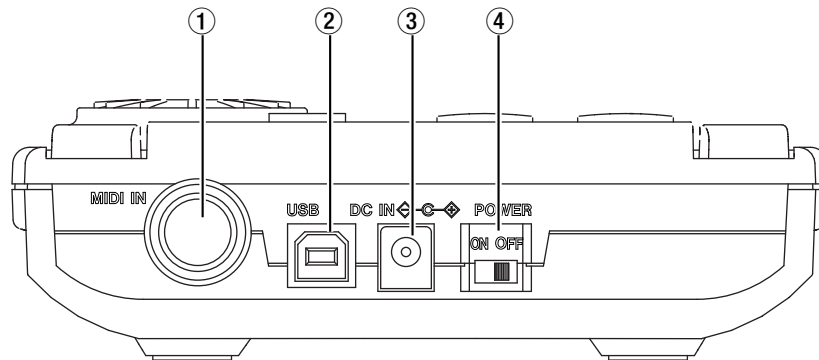
On the Pocketstudio 5, the mix is made to an MP3 file inside the Pocketstudio 5 itself. No cables or external equipment are needed, and you can share the resulting mix with friends immediately, as the sound is digitized, ready for storing and transmitting using a personal computer.

Effects Either when recording or when mixing down, effects are often added to the *dry* recorded sound to add life and interest to the recording.

The Pocketstudio 5 provides you with a wide range of effects which help to give your recordings a professional touch.

Special guitar and bass-based effects are available for input A, and vocal-type (and drum) effects for input B, with a reverb being available for all recorded tracks at mixdown. In addition, the tone generator has its own flexible reverb and chorus effects, to add a wide range of different colors to your recording.

Rear panel



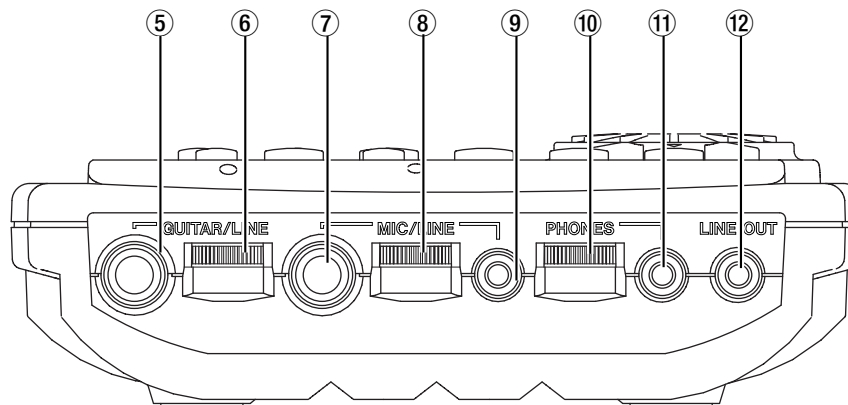
- ① **MIDI IN jack** Use this to connect a MIDI instrument to control the Pocketstudio 5's internal tone generator.
- ② **USB port** Use a standard USB cable to connect this port to a suitably-equipped computer.
- ③ **AC adapter jack** Use only the supplied AC adaptor with this jack.

- ④ **Power switch** Turn the Pocketstudio 5 on (left) and off (right) with this switch.

NOTE

Remember to disconnect any headphones, instruments, etc. or to turn the volume down, when turning the Pocketstudio 5 on and off.

Front panel



- ⑤ **GUITAR/LINE input** Use this 1/4" input to connect either a guitar or a line-level input (synthesizer, etc.).
- ⑥ **Guitar/line input level control** Use this to adjust the level of the signal fed through the guitar/line input. Turn to the right to increase, and to the left to decrease volume.
- ⑦ **MIC/LINE input 1/4" jack** Connect either a microphone or a line-level input (1/4" jack) to this input.
- ⑧ **Microphone input level control** Use this to adjust the level of the signal fed through either of the microphone inputs (or the built-in micro-

phone). Turn to the right to increase, and to the left to decrease volume.

- ⑨ **MIC/LINE mini-jack** Connect a suitable microphone (such as the one integrated with the supplied headset) to this jack.

NOTE

The terms "guitar" and "microphone" are used for convenience. It is possible to connect other sound sources to these inputs, if you make the correct switch settings (see "Right panel" on page 8). However, you can never connect a guitar to the "microphone" input, or a microphone to the "guitar" input.

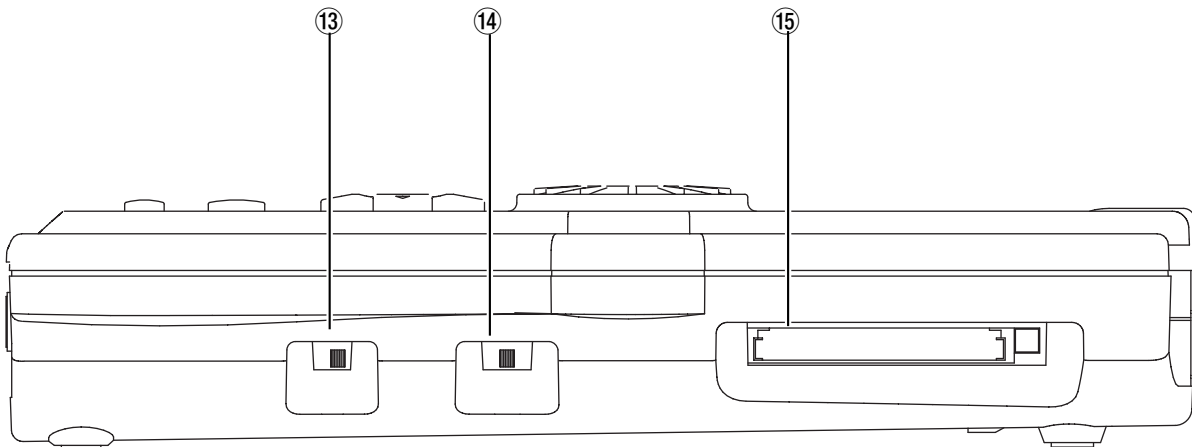
- ⑩ **PHONES level control** Turn this to the right to increase the headphone volume, and to the left to decrease the volume.

3 – Parts of the Pocketstudio 5

⑪ **PHONES jack** Connect a pair of stereo headphones (such as the ones integrated with the supplied headset) to this jack. An adaptor (not supplied) may be required in the case of some headphones.

⑫ **LINE OUT** This is a stereo 3.5 mm jack that is used to connect to other audio equipment such as a tape recorder, MD recorder, etc. It provides output at standard –10 dBV levels.

Right panel



⑬ **GUITAR/LINE selector** Slide this switch to the left (**GUITAR**) to select an electric guitar (or bass) as the source for the guitar input ⑤. Slide it to the right (**LINE**) to select another type of line input (synthesizer, CD player, etc.).

⑭ **Mic selector** Slide this switch to the left position (**BUILT IN**) to use the built-in microphone, or to use a microphone such as the supplied headset microphone connected to the microphone mini-jack ⑦. Switch to **MIC** for a dynamic microphone connected through the microphone 1/4" jack ⑨, and to the right (**LINE**) to use a line input (synthesizer, CD

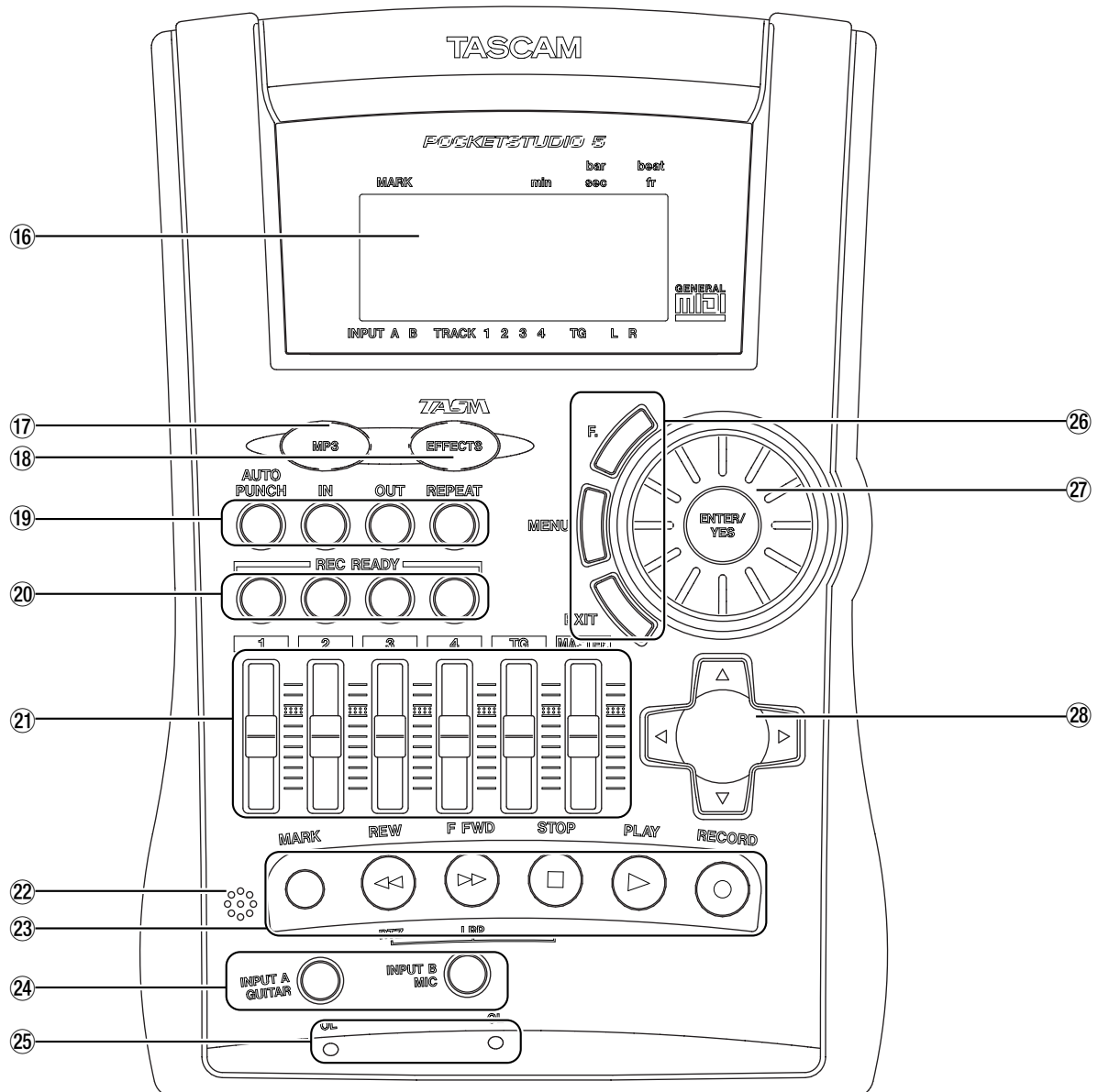
player, etc.) connected to the 1/4" microphone jack ⑨.

NOTE

If a microphone is connected to the microphone mini-jack, this takes priority over the built-in microphone, which is then disabled.

⑮ **Card slot** Use this slot with the supplied CF card, and other similar compatible cards (use Type I cards only). Push the card in firmly to *mount* it and push the eject button to the right of the slot (arrowed) to *unmount* it.

Top panel



①⑥ **Display** The display shows you the current status of the song, etc. as well as the menu choices to set up and use your Pocketstudio 5.

①⑦ **MP3 key** Use this key when mixing down to a stereo MP3 file (lights red) or playing back an MP3 file (lights green). When unlit, the Pocketstudio 5 is recording tracks or bouncing.

①⑧ **EFFECTS key** Use this key to set up and use the Pocketstudio 5's built-in effects units.

①⑨ **Advanced transport keys** Use these keys to set repeat points, and automated punch operations.

②⑩ **REC READY keys** Used with the four audio tracks of the Pocketstudio 5 to assign the sources to the tracks, to check these assignments, and so on.

②① **Faders** The four track faders (1 through 4) are used to adjust the playback volume of the four audio tracks. The **TG** fader adjusts the overall volume of the built-in MIDI tone generator (that's what "TG" stands for!), and the **MASTER** fader adjusts the overall level of the overall signal. Pull the faders away from you to reduce the volume, and push them away from you to increase the volume. The *nominal* position, with no cut or boost, is marked about two-thirds of the way up.

②② **Built-in microphone** If you do not have an external microphone available, you can use this microphone to record "guide" tracks, etc. The quality will be improved, though, if you use an external microphone, such as the one included as part of the supplied headset.

3 – Parts of the Pocketstudio 5

②③ **Transport keys** These keys act in much the same way as an ordinary tape recorder's keys. There is no pause key (none is necessary with a device like the Pocketstudio 5). There is, however, an extra key which you will not find on a tape recorder, the **MARK** key, which allows you to set and return to preset points throughout your song. See "Marks" on page 14.

②④ **Source keys** These keys are used to select and confirm the assignment of the source to the recording tracks.

②⑤ **OL indicators** If you are recording and these indicators light, the signal you are recording is too loud (the inputs are OverLoaded = **OL**). Turn down the volume on the source, if possible, or adjust the

input level with the Pocketstudio 5's own controls (⑥ and ⑧).

②⑥ **Menu navigation keys** These keys allow you to jump to a pre-defined menu (**F.**), to switch between the menu and the "home" screens (**MENU**) and to move up a level from a menu setting (**EXIT**).

②⑦ **Wheel and ENTER/YES** This forms a key part of the operation of the Pocketstudio 5. Turn the wheel to change a value, and the **ENTER/YES** key to confirm the setting of that value.

TIP

Press and hold the **ENTER** key for a few seconds to turn on the display backlight if it is off, or turn it off if it is on.

②⑧ **Cursor Pad** This is actually four keys in one. Use this control to navigate around the screens.

Navigating around the Pocketstudio 5

The way in which you use the Pocketstudio 5 is straightforward and easy.

You should learn the basic principles of operating described here. Very soon you will find that using the

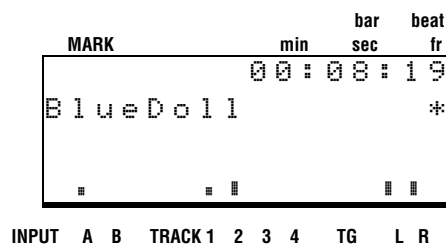
Pocketstudio 5 becomes second nature, and you can carry out complex operations without having to think about them.

The "home" screen

The display is where you see what's going on and where you pick options. It's backlit¹, so you can read it even in poor lighting conditions.

The *home screen* shows the current status of the Pocketstudio 5.

1. Turn the backlight on and off by pressing and holding the **ENTER** key.



The top row of this screen shows any mark that has been set, as well as the current playback position in the song.

On the next line is the name of the currently-loaded song (up to eight characters).

At the right of the next line is an asterisk (*) which appears on the screen whenever the Pocketstudio 5 reads data from the card or writes data to it (similar to the hard disk access light on a computer).

NOTE

Never remove the card from the Pocketstudio 5 while this indicator is shown on the display, or you will corrupt the data on the card, making it unusable.

Below this are the meters. There are two input level meters: **A** shows the level of the signal fed through the guitar input and **B** shows the level of the microphone input before they have gone through the EQ and effects.

NOTE

Since the EQ and effects can add a significant amount of volume to the signals, you should not rely on these meters for the final level being sent to the track.

The levels of the four audio tracks being played back are shown on the four track meters before they have been through the EQ and the faders, as well as for the tone generator (TG). Finally, the L and R master output levels are shown at the right of the screen.

The menus

To enter the other functions of the Pocketstudio 5, press the **MENU** key. A screen similar to the one below appears (if it does not, press the **EXIT** key until it does).

◆CARD	TG
EQ	PATTERN
PAN	TUNER
REVERB	SYSTEM

Use the wheel or the cursor pad to move up and down through the list of menus. Use the left and right keys of the cursor pad (◀ and ▶) to move between the two columns.

Press the **ENTER/YES** key to enter any of the main menus.

The wheel

The wheel is the way to set values and confirm them. You may find it easiest to support the Pocketstudio 5 in your right hand, and use your right thumb to turn the wheel.

If you do this, you'll find that the “yes” or “confirm” **ENTER/YES** key, in the middle of the wheel, lies readily under your thumb.

You'll soon find yourself getting used to this control.

Enter and exit (“Yes” and “no”)

Often, to go down a level of menu or to answer “yes” to an “Are you sure?” question, press the **ENTER/YES** key in the center of the wheel, as explained above.

If you need to go up a menu level, or to answer “no” to a question, use the **EXIT** key, below and to the left of the wheel.

However, sometimes a sub-menu is marked with a ◻ symbol at the right of the screen. In this case, you must use the right arrow ▶ of the cursor pad (not **ENTER**) to enter the menu. The **EXIT** key (not the left arrow) is still used to exit from the sub-menu.

MENU

It is often useful for you to be able to change between the home screen (“The “home” screen” on page 10) and the menu screen where you are working.

The **MENU** key allows you to change easily between the menu screen and the home screen. Use this key to jump back to the home screen from a menu screen, or to the main menu screen from the home screen.

Function key

You may find that you are using a certain menu screen a lot, and you find it inconvenient to keep navigating back to this screen all the time. You can set up the **F** key as a short cut to the screen you want.

To set the short cut, press and hold down the **F** key for a few seconds. The display then shows a list of the different items that can be assigned to the **F** key.

Use the cursor pad to select the item, and the **ENTER/YES** key to confirm the selection.

Now pressing and releasing the **F** key will jump to the screen you have just chosen.

3 – Parts of the Pocketstudio 5

The cursor pad

The cursor pad is used to navigate around the screens—left and right and up and down.

Sometimes a screen will show an up (⤴) or a down (⤵) mark or both (⤴⤵) at the bottom right of the display which indicates that more options are available before the current screen, or after the current screen, or both before and after the current screen. Use the

cursor keys to scroll through to these “invisible” options.

Note that although it seems as though the center of the cursor pad can be pressed, you are not really pressing the center—the Pocketstudio 5 thinks that you have always pressed one of the arrow keys first.

Naming songs, etc.

You can store songs, effect settings, etc. and you can name them for future reference.

To do this, use the ◀ and ▶ keys as cursor keys to move the (underline) cursor left and right along the space for the name.

Use the wheel to select the characters for the name.

Select the letters, numbers and punctuation to use in the name from the following list:

space	<	>	+	,	-																					
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?	@										
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	
[¥]	^	-																						
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	
	→	←																								

After a name has been written, you usually move the cursor to the screen position where you select the memory area to store your song or settings, etc., use the wheel to select the memory area, and then press **ENTER** to store the song or settings for later.

NOTE

Some characters may not be supported or may produce strange results when you use them in names for files which are later to be read on a computer.

```
Patch :MyBass1
Write to UA-35

Write>>[ENTER]
```

Playback When you press the **PLAY** key, playback starts from the point shown in the top right of the home screen. The **PLAY** key lights when playback is taking place.

Stopping Pressing **STOP** stops playback or recording (note that there is no pause function). It also stops fast “winding” (see below).

Recording To record, make sure that at least one **REC READY** indicator is flashing (see “Patching and routing on the Pocketstudio 5” on page 13), press and hold down the **RECORD** key and press the **PLAY** key. Recording then starts on the track(s) with flashing **REC READY** indicators. The **RECORD** key lights while recording is taking place. When you press the **STOP** key to stop the recording, the **RECORD** key flashes for a short time while the recorded data is stored.

NOTE

*Never turn off the power to the Pocketstudio 5 while the **RECORD** key is flashing after a recording operation. If you do, the recorded data will be corrupted, and you may lose not just the music you have just recorded, but also the rest of the song.*

TIP

*You can also “drop into” record mode while playing back, as long as at least one **REC READY** indicator is flashing. While the **PLAY** key is lit, press the **RECORD** key, which lights, and recording starts on the tracks with flashing **REC READY** indicators.*

*“Drop out” of recording while pressing the **PLAY** key alone while recording is taking place (the **RECORD** key is lit).*

Fast forward and rewind The fast forward (**F FWD**) and rewind (**REW**) keys take you backwards and forwards through the songs in a very similar way to a tape recorder, but note the following:

- Pressing and holding one of these keys while playback is stopped or playing back (but not recording) takes you backwards or forwards (depending on the key pressed) with playback muted, and you can read the current playback position on the display of the top right of the home screen. When you release the key, the “winding” continues (to the end of the song for forward, or to the zero point for rewind). Press **STOP** to stop the wind operation or **PLAY** to start playback from the current location.
- Pressing and releasing either of these keys briefly while playback is stopped or playing back (but not recording) will move to the previous or next mark position (including the IN and OUT points). If no mark positions have been set behind the current playback position, the playback position will be set to the start (**REW**) of the song. See below for details of how to set and use the marks.

Special location (RTZ) If you press and hold the **STOP** key and then press the **REW** key, the playback position returns to the zero point.

Special location (LRP) If you press and hold the **STOP** key and then press the **F FWD** key, the playback position moves to the point at which recording last started (“LRP” stands for “Last Recording Position”).

Patching and routing on the Pocketstudio 5

These are very important concepts in the multitrack world. Basically, they refer to the same thing—the way in which signals reach their destination.

In a large recording studio, signals are often *patched* (that is, passed through a patchbay, looking like an old-fashioned telephone switchboard) and connected using patch cords. Even in the case of modern all-in-one units like the Pocketstudio 5 which have no physical patchbay, we still use the term “patching” to

describe the joining of signals inside an audio system.

In the case of the Pocketstudio 5, since there are four tracks that can be used for recording, and only two inputs, there must be a way of *routing* or *assigning* (other words for patching) the signals at the two inputs to reach the tracks where you will actually be recording.

4 – Basic use of the Pocketstudio 5

Routing an input to a track

When you want to route one of the two inputs to a track, press and hold either the **GIUITAR IN** key or the **MIC IN** key.

Any track **REC READY** keys which are assigned to this input flash rapidly while you are holding down the input key (slow flashing means that the track is armed ready for recording).

Initially, tracks 1 and 2 are assigned to the guitar input, and tracks 3 and 4 are assigned to the microphone input (since the microphone and guitar effectors both have a stereo output, it makes sense to record on more than one track at a time).

Press a track key again to unpatch the input from the track (the key does not light).

Note that the tracks are initially assigned in pairs, so that if you press one **REC READY** of an unused pair, both indicators of that pair start to flash. To record on just one track, press one of the list tracks of a pair.

You can see that you can assign an input to more than one track at the same time, but you cannot assign both inputs to one track at the same time. Neither can you assign an input to all four tracks at once.

If you have selected a line input on both the microphone and guitar inputs so that you can record the left and right channels of a stereo instrument, you can assign these to the 1+2 and 3+4 track pairs (not to 1+3 or 1+4 or 2+3, etc.).

Track bouncing

The Pocketstudio 5 allows *track bouncing* (setting the playback of two or more tracks as inputs to another track or tracks).

See “Track bouncing” on page 26 of the reference manual for details.

Routing on mixdown

When mixing down a multitrack recording, all four tracks, as well as the stereo outputs of the internal MIDI tone generator, are routed to the stereo outputs, and the four tracks may also use the internal reverb unit.

The MIDI tone generator can use its own reverb and chorus units, which cannot be used by the audio tracks.

Marks

The “extra” **MARK** key is used to set and clear marks which you can use to find your way quickly round the song.

You can set up to eight marks, plus the special IN and OUT marks.

See “Marks” on page 23 of the reference manual for details of how to use these functions.

Punch recording

One of the most useful features of recording with a unit such as the Pocketstudio 5 is the ability to perform *punch recording*. This allows you to correct only a small part of your recording without having to re-record the whole of the song.

See “Punch recording” on page 24 of the reference manual for details of how to carry out such punch operations.

Editing data

You can copy and paste, as well as delete, audio data from your songs. See “Editing data” on page 31 of the reference manual for details.

5 – Your first song using the Pocketstudio 5

This does not pretend to explain every possible function of the Pocketstudio 5, but it will guide you through the first steps in making a recording.

We'll assume that you are going to use the built-in tone generator to give your song a backing track of at least drums and bass and that you will be playing rhythm and lead guitar and singing.

Before you start recording

Find yourself a quiet area where you won't be disturbed while you're recording.

We will assume that you are using the headset (stereo headphones and microphone) that came with the Pocketstudio 5. Plug the red plug (microphone) into

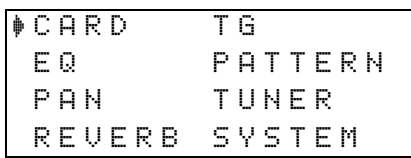
the smaller (3.5 mm) microphone jack, and the black plug into the headphone jack.

Turn the headphone level control ⑩ to about half-way.

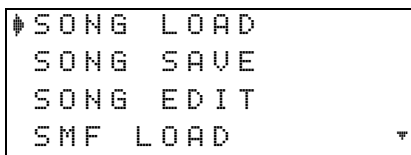
Setting up a new song to record into

The Pocketstudio 5 card comes with a song already recorded out of the box. However, you will probably want to make your own song. Here's how you do it:

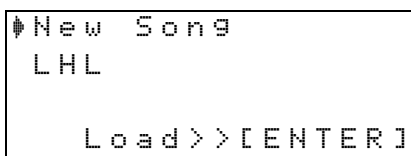
- 1 From the home screen, which you see after turning on the Pocketstudio 5, press **MENU**.



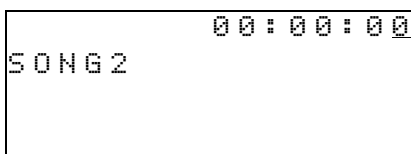
- 2 The cursor should be at **CARD**. Press **ENTER**.



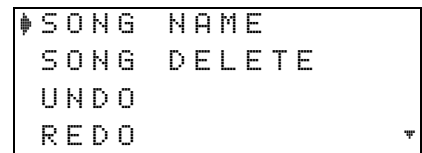
- 3 With the cursor at **SONG LOAD**, press **ENTER** again:



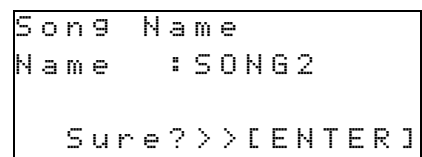
- 4 With the cursor at **New Song**, press **ENTER**. An asterisk (*) flashes briefly at the right of the screen to show that the card is accessed, and the display then shows the home screen, with **SONG2** (your new song) ready for recording.



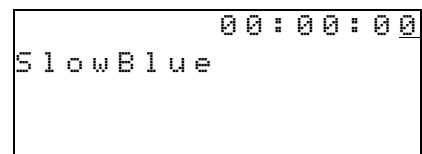
- 5 You can now rename the song. Press **MENU**, and select the **CARD** menu (press **ENTER** again). Use the cursor keys to move down to **SONG EDIT** and press **ENTER**.



- 6 With the cursor at **SONG NAME**, press **ENTER** again.



- 7 Use the cursor pad and wheel to edit the song name (see "Naming songs, etc." on page 12) and then press **ENTER**, followed by **MENU**. The home screen now shows your song title.



NOTE

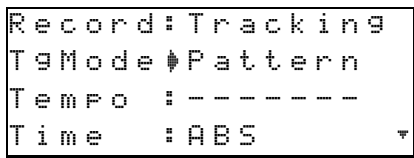
When you connect the Pocketstudio 5 to a computer (see "Managing songs and data on your Pocketstudio 5" on page 23), the song folder will still appear as **SONGx** where **x** is the original song number. However, the name of the song will be included in the folder. You should also see the Reference Manual for further details.

5 – Your first song using the Pocketstudio 5

Setting up the rhythm

The first thing to do is to set the tone generator to the “pattern” setting.

- 1 From the “home” screen, press **MENU** and then enter the **SYSTEM** menu.



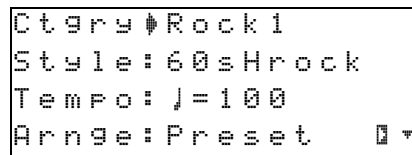
```
Record: Tracking
TgMode: Pattern
Tempo: -----
Time: ABS
```

- 2 Use the cursor to move to **TgMode**, and the wheel to select **PATTERN**.

TIP

While you are in the **SYSTEM** menu, you may decide that you want to think in terms of bars and beats, not minutes and seconds. Set the **Time** parameter to **Bars/Beats** if you want to work this way (see “Choosing the time type” on page 22 of the reference manual).

Selecting the pattern From the home screen, press the **MENU** key, and enter the **PATTERN** menu.



```
Category: Rock 1
Style: 60s Hrock
Tempo: J=100
Arrange: Preset
```

Select a category and style to use as a backing.

You can also adjust the structure of the song, arranging fills, intro, verses, etc. into the order that fits your song, and you can also adjust the chord changes throughout the song, as well as adjusting the relative levels, pan positions, etc. of the instruments.

See the reference manual describing the use of patterns (“Patterns on the Pocketstudio 5” on page 7) for full details of how to do these operations.

Start playback using the **PLAY** ► key.

Bring up the **TG** and **MASTER** faders to their nominal positions so that the meters show some life, and adjust the headphone volume using the headphone level control (10) until it is comfortable. Do not use the **TG** or the **MASTER** faders to adjust the monitoring level in the headphones.

Adding the rhythm guitar

The first thing to do is to make sure your guitar is in tune. Happily, the Pocketstudio 5 contains a tuner—you don’t need other equipment.

- 1 Connect the guitar to the Pocketstudio 5.

Make sure the switch on the right of the Pocketstudio 5 (13) is set to the **GUITAR** position. Plug your guitar into the Pocketstudio 5’s **GUITAR IN** jack.

NOTE

NEVER plug your guitar amplifier speaker output into the Pocketstudio 5. If you do, will almost certainly damage the Pocketstudio 5 and your guitar amplifier. You may have an output marked **LINE OUT** on your amplifier. If such a jack exists, you may use that, but you must make sure that the selector switch on the Pocketstudio 5 is set to **LINE** and not **GUITAR** (even though the instrument you are playing is a guitar!).

- 2 Assign the **GUITAR IN** to track 1.

Press and hold the **INPUT A GUITAR** key and make sure the **REC READY** lights for tracks 1 and 2 flash rapidly (you will be recording on tracks 1 and 2 in stereo).

- 3 Adjust the levels. Make sure that your guitar’s pickup volume and tone controls are set to the level you want.

NOTE

If you have exceptionally powerful pickups on your guitar, you may find that the red **OL** indicator by the **INPUT A** key flashes on loud passages. This means that you are overloading the input stages of the Pocketstudio 5, and you should reduce the input level using the **GUITAR/LINE** control.

Make sure the Pocketstudio 5 is showing its home screen (“The “home” screen” on page 10). You’ve already adjusted the **MASTER** fader, haven’t you?

NOTE

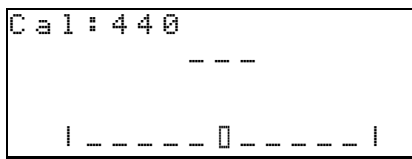
Bringing up track 1 fader here does not affect the level of the signal being recorded—it sets the relative level of the sound from track 1 that you hear through the headphones (or LINE OUT).

Adjust the guitar input level ⑥ so that when you play the guitar in the way you will be playing when you are recording, the meter (INPUT A) is in the top part of the bottom line of the display.

Tuning the guitar

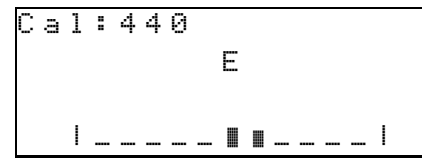
- 1 Tune the guitar. Since you're playing along with the tone generator, you should be in tune with your "backing band"!

From the home screen, press MENU. Use the cursor pad to navigate to the TUNER menu and press ENTER/YES again.



- 2 The top line of the screen indicates the reference tuning (the frequency of the A below middle C). Leave this at 440 when playing along with the Pocketstudio 5's tone generator. If you are recording with an instrument which does not follow this standard, you may want to adjust this value, otherwise leave it alone.
- 3 Play any single string on the guitar. The Pocketstudio 5 makes its best guess of the note that the string is tuned to, and displays this note, and a graphical display showing whether the string is sharp or flat. This

screen shows an E string which is slightly sharp.



In this case, you should flatten the note (loosen the string) slightly until only the center box is filled when you play the string.

- 4 Repeat the process one string at a time until all strings are tuned.

NOTE

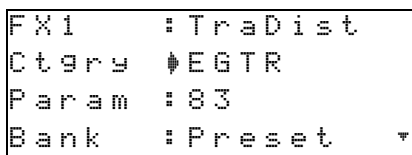
If you do not see any indication on the screen when you play the guitar, check that (i) the guitar pickup is switched on and the guitar volume is correctly set, and (ii) that the GUITAR/LINE LEVEL control ⑤ is also correctly set.

If the string pitch is midway between two notes (for instance, between E and Eb, both note names are shown alternately in the second line of the display.

- 5 Exit the tuner function by pressing EXIT.

Adding a guitar effect

- 1 Press the EFFECTS key so a screen similar to the one below is displayed:



- 2 If the top line shows FX2 rather than FX1, press the EFFECTS key once more to change it.
- 3 Use the cursor pad to move to the program setting and select a guitar effect (a full list of these patches can be found in the reference manual).

Note that there are four categories of effects available for input A: electric guitar

(EGTR), acoustic guitar (AGTR), bass effects (BASS) and other miscellaneous settings (ELSE)¹. Use the wheel to choose the appropriate category.

- 4 Each setting has one parameter (Param) that may be adjusted, which is the most "meaningful" parameter for each setting. The exact way in which the sound is affected by this parameter depends on the selected effect.
- 5 As well as the preset (Preset) bank of effects, you can also store your own effect settings (User). The Bank parameter allows

1. Currently, the only "else" setting is a thru setting. This may change with future releases of the Pocketstudio 5 software.

5 – Your first song using the Pocketstudio 5

you to choose which bank you will select the effect from.

- 6 Set the input and output levels (In Lev and Out Lev) for the effect (from 0 to 127).

```
In Lev:100
OutLev:100
Switch:on
Write :0
```

- 7 Switch the effect on or off (make sure the effect is turned on, otherwise you won't

hear any effect). Also note that you will hear no effect

- 8 The last setting allows you to store your parameter settings to a user area which you can then name for easy recall. See the reference manual for details.

NOTE

If you push and hold the **EFFECTS** key for a couple of seconds, you change between the key being lit and unlit. When the key is unlit, both effects (FX1 and FX2) are disabled, even if the Switch setting is set to on for either effect. The **EFFECTS** key status does not affect the third reverb effects unit (see "Mixdown" on page 20) or the tone generator's internal effector.

Adding EQ

- 1 Press the MENU key so that you see the main menu, and then use the cursor pad and ENTER key to enter the EQ menu.

```
Func   :EQ      00
Source  TR1
LowGain: 0dB
LowFreq:100Hz
```

You can apply EQ to the recorded tracks, or to the tone generator (left and right separately) or to the inputs. Here, of course, we'll be making EQ settings on the guitar input (A).

TIP

Some people prefer to record with no EQ and to add it at the mixdown stage. There are no rules about this—it's your choice!

- 2 Move the cursor to the second line of the display, and turn the wheel until the Source field shows InputA.

- 3 Adjust the bass. Move the cursor down to the third line to change the amount of bass boost or cut (from -12dB (full cut) to 12dB (full boost) in decibel steps, and to the fourth line to change the frequency of the bass EQ band (from 30Hz to 1.6kHz in 31 steps).

- 4 Adjust the treble. Move the cursor down to the bottom of the screen (the fifth line) to change the amount of treble boost or cut (from -12dB (full cut) to 12dB (full boost) in decibel steps, and to the sixth line to change the frequency of the treble EQ band (between 1.7kHz and 18kHz in 31 steps).

NOTE

If you add too much gain to the low and/or high EQ bands, the input may overload, but this will not be visible on the meters or on the OL indicators. You must use your ears to judge if the sound is distorted or not.

Saving the song

You may wonder why you need to save the song at this stage—after all, nothing's been recorded yet.

Even so, all the settings you have made to the tone generator, to the effects and to the EQ, etc. can still be stored for later recall. If you were to turn off the Pocketstudio 5 now, you would lose all of these settings! To avoid such a catastrophe:

- 1 Press the MENU key, and select the CARD menu.

- 2 Select the SONG SAVE menu item and press ENTER:

```
Save Current?
Sure?>>[ENTER]
```

The display shows:

```
Song Save
Are you sure ?
Sure?>>[ENTER]
```

- 3 Press **ENTER** once again to save the data before you start recording.

NOTE

Audio data is saved every time you stop recording. This is shown by the **RECORD** key flashing after recording has stopped, and the display showing a flashing asterisk. However, when the audio data is written to the

card, any changes you have made to the tone generator, EQ or effect settings, etc. are **not** stored to the card along with the audio data.

For this reason, you should use the song save procedure described here on a regular basis to make sure that none of your work gets lost if you are making changes to the song settings.

Making the recording

At last, we can start the recording!

- 1 Practice your playing. Press the **REW** ◀◀ key to locate to the start of the song, and then the **PLAY** ▶ key to start the rhythm. Play along to get the feel of the piece. Adjust the tempo and the level, etc. of the backing tracks as necessary.
- 2 Make your first recording. Rewind the song to the start (◀◀) and press the **REC READY** key of track 1 so that it starts to flash. Press and hold down the **RECORD** key (●) and then press the **PLAY** key (▶). The track's **REC READY** key lights steadily. Press **STOP** when you've finished recording and wait

until the **RECORD** key stops flashing before doing anything else.

Repeat this recording process as often as you want—unlike a tape recorder, there is no delay when you rewind to the start. Don't worry about getting it perfect just yet, but make sure that you have the chords you want in at least roughly the right places!

NOTE

Turn off the track's **REC READY** light when you want to listen to what you've recorded, and turn it on again when you want to record. Remember to turn it off before you record the next track, or you'll undo all your hard work so far!

Adding vocals

- 1 Now we'll move onto the vocals. If you haven't plugged it in already, your headset microphone (red plug) should be plugged into the microphone input jack ⑨ and the mic/line selection switch ⑭ should be set to the **BUILT IN** position (this works both for the built-in microphone or any microphone connected to the mini-jack). Use the **MIC** position if you have a dynamic microphone connected to the 1/4" jack.

TIP

You can use the built-in microphone ⑫, and switch the selection switch to the **BUILT IN** position, but the sound quality will not be so good as using the headset microphone. You can also use your favorite microphone instead of the headset microphone, but it may be simpler to use the headset here.

Unplug your guitar, and turn down the input level of **INPUT A**, so that you won't record any unwanted noise from that input while you are singing.

- 2 Assign the microphone to track 3. Press and hold down the **INPUT B MIC** key, and press the **REC READY** for track 4 to turn it off so that track 3's **REC READY** light is the only one flashing rapidly.

Speak into the microphone and adjust the level as required using the microphone level control ⑧. Use the **INPUT B** meter to adjust the input level.

- 3 Assign a vocal effect to the microphone signal, using the **EFFECTS** key as you did earlier for the guitar ("Adding a guitar effect" on page 17). Remember that the input here is **input B**, not **A**. A different set of effects is available for this input (as it's unlikely that you'll want a vintage tube stack sound on your vocals!).
- 4 Adjust the EQ for your voice as you did for the guitar.
- 5 Start playback from the start of the song and adjust the level of the recorded guitar on track 1 and 2.

5 – Your first song using the Pocketstudio 5

- 6 **Rewind to the start and record your vocals.** It's unlikely that you'll get them completely right first time, so you will probably want to use the Pocketstudio 5's auto punch facility

to make them perfect! See “Punch recording” on page 14 for details of how to correct your mistakes.

Adding the lead guitar

When you've done recorded the vocals, you can add the lead guitar line.

We only have one track left, track 4, so we'll have to use that for the guitar line.

To start with, turn down the input volume for the microphone, and turn off the routing for the **B** input to track 3 (press the **INPUT B** key and press the **REC READY** key for track 3).

- 1 **Assign the guitar input (A) to track 4 (press and hold down INPUT A and make sure that REC READY 4 is the only REC READY key that is flashing rapidly.**
- 2 **Adjust the input volume and the volume of your guitar. Add an effect for the lead sound (see “Adding a guitar effect” on page 17) for how to do this.**

- 3 **Add EQ as necessary (see “Adding EQ” on page 18).**
- 4 **Press the PLAY key to start playing back the song from the start, and use the track faders to adjust the relative levels of the two previous recordings (the rhythm guitar on tracks 1 and 2, and the vocals on track 3).**
- 5 **Play the guitar lead line along with the tracks you recorded earlier.**

TIP

Most people find it useful to use the mark features (“Marks” on page 14) as well as the automated punch facilities (“Punch recording” on page 14) when recording overdubs like guitar solos.

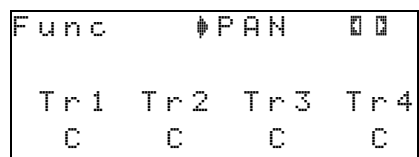
Also, if you want to add extra parts, you may want to do some track bouncing. See “Track bouncing” on page 14 and “Track bouncing” on page 26 of the Reference Manual for some details regarding this.

Mixdown

The final stage in recording a song is the mixdown.

- 1 **Disconnect the guitar and microphone and set the input volume controls to the minimum.**
- 2 **By default, the stereo picture is: tracks 1 and 3 are panned hard left, and tracks 2 and 4 are panned hard right. It's usual to have a more central vocal and lead instrument, but the rhythm guitar (tracks 1 and 2) can probably be left unchanged.**

From the main menu, select the **PAN** menu:



- 3 **Move the cursor to the bottom line and select track 3. Use the wheel to move this track (the vocals) to the center (you can go through L63—full left, through C (center) to R63—**

hard right. Play back the recording as you do it, so that you get the right position.

Do the same for track 4 (and tracks 1 and 2, if you like) so that all your recorded tracks sound right with each other and with the tone generator tracks.

TIP

You can also adjust the pan position of the parts of the tone generator backing. See the section on Patterns for full details.

- 4 **If you want to add more EQ to the recorded tracks, this is a good time to do it. You can also add EQ to the left and right outputs of the tone generator independently. From the PAN menu, move the cursor to the top of the screen, and press ◀.**

Select **TR1** through **TR4** for the four tracks, or **TG_L** and **TG_R** for the two tone generator outputs. Follow the directions in “Adding EQ” on page 18 for details of how to make the EQ settings.

- 5 Add the master reverb (reverberation) effect. From the EQ screen, press ◀ to get to the reverb (REU) screen:

```

Func  REU  00
SendTr1: 100
SendTr2: 100
SendTr3: 100
    
```

In this screen, you can set the *send level* (the level of the signal sent to the reverb unit) for the two inputs, and the four recorded tracks. You can also set the master send level (SendMat).

All values are between 0 and 127. Use the cursor keys to scroll to the appropriate line, and the wheel to set the send level.

NOTE

The tone generator instruments use a different reverb unit, completely separate from this one.

In addition to the send levels, the *return level* (the amount that the reverb feeds into the stereo mix) can also be set (RtrnLev).

- 6 There are four parameters you can use to tailor the reverb sound to your own distinctive sound:

Time: the time that it takes the reverb sound to die away. A longer time simulates a larger space (a cathedral has a longer reverb time than a small room). The time can be set from 0.1 seconds to 5 seconds.

PreDly (pre-delay): the time between the signal entering the reverb, and the start of the reverb. Sound takes time to travel, and if it has to travel a long way to the first wall (imagine a drum kit in the middle of a large warehouse), the reverb sound will take some time before it starts. The pre-delay time can be set from 1 to 200 milliseconds.

HiCut (high-cut): how much of the treble sound is reflected in the reverb. A bare room will sound “live” with lots of damping, but a furnished room will produce a more mellow

sound with the treble frequencies filtered out. With this setting, the lower the value, the more “live” the reverb space will sound. Values from 1 to 100.

Density: how “complicated” the sound is. A space with large flat walls will produce a less complex “dense” sound than a rough-walled or irregularly-shaped space (back to the cathedral again). Set this from –80 to 80.

- 7 When you’ve got the sound to your liking, press the MP3 key so that it flashes red (to show it’s in the recording mode).

```

NewMix
Load>>[ENTER]
    
```

- 8 Use the wheel to select a new MP3 file (NewMix) or an existing MP3 to overwrite, and press ENTER. The MP3 key then lights solid red, and the Pocketstudio 5 shows the home screen.

Press PLAY and then RECORD, and use the faders to adjust the levels while the song is playing, if necessary. These level changes will be recorded to the stereo MP3 file.

- 9 Press STOP. The RECORD key flashes as the mix is written to card, and then the MP3 key flashes and then lights green.

TIP

You do not need to start recording immediately at the start of the song, if you want to avoid mixing a count-in, etc. You can start playback and press RECORD where you want to start the mixdown.

- 10 To replay the MP3 mix file when the MP3 key is lit green, the transport keys now control the playback of the mixed MP3 file, not the multitrack song.

For more details concerning the mixdown and the MP3 capabilities of the Pocketstudio 5, consult the *Reference Manual*.

5 – Your first song using the Pocketstudio 5

Transfer to computer

Of course, you want to be able to share your work with others, and the best way to do that is using a computer.

Read the section on “Managing songs and data on your Pocketstudio 5” on page 23 for details of how to connect the Pocketstudio 5 to a computer and transfer files.

When you have an MP3 file on the computer, you can transfer it to any digital audio player capable of accepting 128kbps MP3 files, or put it on an Internet Web site, so that the results of your hard work are ready for the world to listen to!

6 – Managing songs and data on your Pocketstudio 5

When you connect the Pocketstudio 5 to a computer, you can transfer data such as the following between the Pocketstudio 5 and your computer.

- Song data (audio, effect settings, MIDI backing settings, etc.)
- Stereo MP3 files: the files that you have mixed yourself on the Pocketstudio 5 as well as other MP3 stereo files from other sources.
- Standard MIDI files which you can use as backing data for “karaoke” playing and singing.
- Additional MIDI backing patterns and effect settings as these become available through the TASCAM Web site, or from other sources.

Also note that if you are using a new CF card with the Pocketstudio 5, you will need to format the card (see “Before you start using a new CF card” on page 24).

The computer must have one compatible USB port available for use with the Pocketstudio 5 (if all ports are being used by a mouse, keyboard, etc., you can add a USB hub to expand the number of ports available to you).

NOTE

The majority of modern computers have USB ports which are compatible with the USB interface fitted to the Pocketstudio 5. A very few older computers may have older versions of USB hardware (host controllers) which are not compatible with the hardware on the Pocketstudio 5.

Your Pocketstudio 5 can be used with any of the following computer operating systems.

- Microsoft Windows 98 SE (Second Edition)
- Microsoft Windows Me
- Microsoft Windows 2000 (Workstation and Professional)
- Microsoft Windows XP (Home and Professional)
- Mac OS 8.5 and greater (up to Mac OS 9.0)

The Pocketstudio 5 **cannot** be used with Microsoft Windows 95, Microsoft Windows 98 (first edition), or Microsoft Windows NT (any version).

It will not currently work with Mac OS 9 or above (including Mac OS X).

Managing songs

All song management and editing operations are accessed through the **CARD** menu.

Naming songs To name the current song loaded into memory, from the main menu, enter the **CARD** menu, and scroll down to **SONG EDIT**. Press **ENTER**.

```
▶ SONG NAME
  SONG DELETE
  UNDO
  REDO
```

Scroll the cursor to **Song Name** and press **ENTER** to edit the name of the current song loaded into memory.

```
Song Name
Name : KotoJazz

Sure?>>[ENTER]
```

Edit the song name (see “Naming songs, etc.” on page 12) and press **ENTER** when you have finished.

NOTE

This does not rename the song folder on the card, but renames the “zero-length” file inside the song folder. See the Reference Manual for details.

Take care that you only always use letters, numbers and dash (–) in filenames. If you use any other characters, you may not be able to read the card on a computer.

Deleting a song from the card To delete a song from the card, enter the **CARD** menu and scroll down to **Song Delete**. Press **ENTER**:

```
SONG NAME
▶ SONG DELETE
  UNDO
  REDO
```

Scroll to the song you want to delete and press **ENTER**. The song (tracks, settings, and mix) is deleted from the card.

```
▶ KotoRock
  RedGrass

Sure?>>[ENTER]
```

NOTE

There is no undo operation available here. If you delete a song from the card, there is no “escape hatch”. Always be sure that you have backed up your song to PC (or that you really do not want that song any more) before you delete it from the card.

6 – Managing songs and data on your Pocketstudio 5

Using CF cards

The 32 MB card which is supplied with your Pocketstudio 5 allows you to record up to 10 minutes of 4-track material (as well as allowing you to produce the stereo mix for these tracks).

Although you can back up cards to the computer quickly and easily using the USB connection, as described below (and then reuse the cards), you may

sometimes want to expand the capabilities of your Pocketstudio 5 by purchasing another CF card with more capacity. You can use CF cards up to 128 MB in size.

Note that it is currently not possible to use the CF-size hard disk drives which are available.

Before you start using a new CF card

Before you use a new CF card with the Pocketstudio 5, it must be formatted.

NOTE

When you format a card on the Pocketstudio 5, it doesn't just format the card, but it also adds the folders described in "Pocketstudio files" on page 26. For this reason, you should always format a new card on a Pocketstudio 5, not a computer.

To format a card:

- 1 **Take out any existing card from the Pocketstudio 5 and replace it with the new card. Note that the Pocketstudio 5 will report a number of messages as you put in the new card, because there is no data on this unformatted card. Don't worry about these messages.**
- 2 **From the main menu, select CARD, and move the cursor down to the Card FORMAT option. Press ENTER.**

```
Card Format
Sure?>>[ENTER]
```

- 3 **Press ENTER/YES to format the card.**

DO NOT press any keys or remove the card while formatting is taking place (it only takes a few seconds).

- 4 **After formatting, the Pocketstudio 5 asks if you want to create a new song on the card. In most cases, you will want to create a new song, so answer YES (ENTER) to this. The new song will be called SONG1.**

- 5 **When the screen returns to the home screen, you can start remove the card or start pressing keys on the Pocketstudio 5.**

Press EXIT to leave the screen without formatting.

- 6 **When the card is formatted, you must copy at least the pattern file PATTERN.001 from your computer's CD-ROM to the Pocketstudio 5. See "Connecting the Pocketstudio 5 to a computer" on page 25 and "Pocketstudio files" on page 26 for further details.**

Checking how full the card has become

To get an idea of how much space remains on the card:

- 1 **From the main menu, select the CARD menu, move the cursor down to CARD SPACE and press ENTER:**

```
Card Space
■■■■■■■■■■
Used : 4 MByte
Space: 25 MByte
```

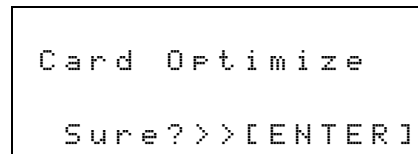
- 2 **Press EXIT to exit from this screen.**

6 – Managing songs and data on your Pocketstudio 5

Optimizing a card

When you record or edit a song, the data may not live in a continuous block on the card. No damage will occur to your data or to the Pocketstudio 5 if you do not perform the optimization technique described here, but you may find that some operations are a little slow if you do not do this.

- 1 From the main menu, select the **CARD menu**, move the cursor down to **CARD OPTIMIZE** and press **ENTER**:



- 2 Press **EXIT** to leave this screen.

TIP

If you find that you have less room on a card than you expect, you can use this operation to clean up unnecessary data, and create more usable space on your card.

Connecting the Pocketstudio 5 to a computer

- 1 Make sure that the computer is switched on and that you are logged into the computer.
- 2 With the Pocketstudio 5 turned off and with a card inserted, connect the larger (A) end of a USB cable to the computer, and the smaller (B) end to the Pocketstudio 5.
- 3 Press **ENTER/YES** and hold it down while you turn on the Pocketstudio 5. The display shows **USB MODE**. After a short time, the

contents of the card appear as a disk on your computer.

For Windows machines, the Pocketstudio 5 will usually appear as the first free drive available after your hard disk and CD drive (probably E:).

On Macintosh machines, the Pocketstudio 5 will appear as a disk called **POCKET_5**.

Disconnecting the Pocketstudio 5

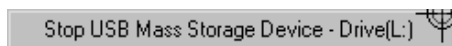
Windows 98(SE) With Windows 98 SE, simply unplug the Pocketstudio 5 from the computer.

Windows Me/Windows 2000/Windows XP With Windows Me, Windows 2000 and Windows XP, the procedure is a little more complex.

In the system tray (typically at the bottom right of the screen), you see an icon picture of a PC card and an arrow.



Left-click this icon to show a popup bar:



Click this popup bar to allow the Pocketstudio 5 to be removed from the computer. When the panel telling

you it is safe to remove the Pocketstudio 5 appears, unplug the USB cable.

If a panel telling you that it is not safe to remove the Pocketstudio 5 appears, do not remove the Pocketstudio 5. Close all programs and windows that are accessing the files on the card and try again.

Macintosh When removing the Pocketstudio 5 from a Macintosh system, drag the disk icon to the trash, or press **Command-E** (eject). When the icon has disappeared from your desktop, you can disconnect the Pocketstudio 5.

Exiting USB mode (any system) Turn off the Pocketstudio 5, wait a few seconds, and turn it on again to exit USB mode.

6 – Managing songs and data on your Pocketstudio 5

Pocketstudio files

The Pocketstudio 5 keeps its files in special locations, which must not be changed.

See the *Reference Manual* for details of these locations and settings.

How to share your Pocketstudio 5 files

Thanks to the Pocketstudio 5 and the Internet, you can now share your files round the world.

Not only can you share your finished mixes, but you can send your projects in progress round the world and make recordings together with musicians you've never even met!

For example, if you feel that your latest song would really be enhanced by some Latin American percussion, you could find, through the Internet, a fellow Pocketstudio 5 owner playing such instruments and living in Brazil, for example.

Sending the tracks (and MIDI backing) of the song to the percussion player allows him to overdub the percussion parts and return them to you. All you need is the Pocketstudio 5, your computer, an Internet connection and a mail and browser program.

To help you and all the other Pocketstudio 5 owners around the world, TASCAM has set up a Web page on the main TASCAM Web site (www.tascam.com) where you can register your details (name, contact details, the region where you live, the instrument(s) that you play, the type of music you enjoy, etc.) and search for like-minded musicians to work with you on your projects.

Some notes on keeping files

Always back up your songs as often as you can to your computer by copying them from the card to your computer's hard disk drive. You stand less risk of losing important data (and maybe hours of hard work) that way.

You may also want to keep different versions of your songs. Perhaps you feel that one player's interpretation of a part on your song is better than another's,

and you want to keep the two versions for comparison before you make the final mix.

Although the filenames you use on the Pocketstudio 5 are restricted to eight characters, you can use longer names on your computer. Remember to change them back to eight characters when you put them back on the Pocketstudio 5.

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POCKETSTUDIO 5

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