

NT1 5TH GENERATION

STUDIO CONDENSER MICROPHONE

32-BIT FLOAT GUIDE | PRO TOOLS ULTIMATE 2022.12.0 | MAC

STEP 1

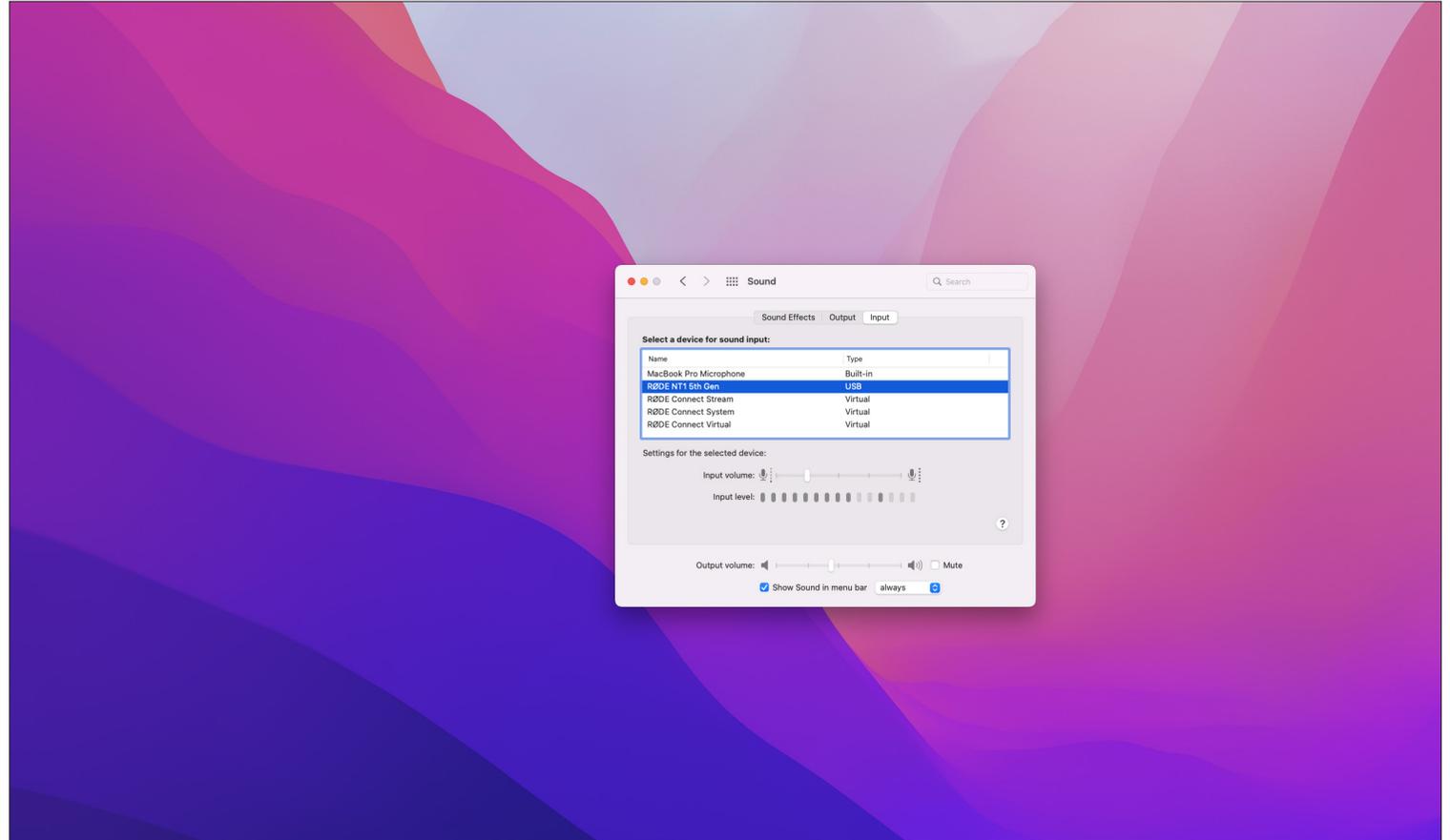
Connect your NT1 5th Generation to your computer via the included USB-C to USB-C cable. If your computer doesn't have a USB-C port, you'll need to use a USB-A to USB-C cable such as the SC18 instead.



STEP 2

Access your sound settings by navigating to 'System Preferences' > 'Sound' > 'Input' and select 'RØDE NT1 5th Gen'. You can also access this settings panel by clicking the speaker icon in your toolbar and selecting 'Sound Preferences'.

- a. Increase the volume slider until the 'Input Level' meter is getting to around 75% full when you're playing or performing the loudest sound.

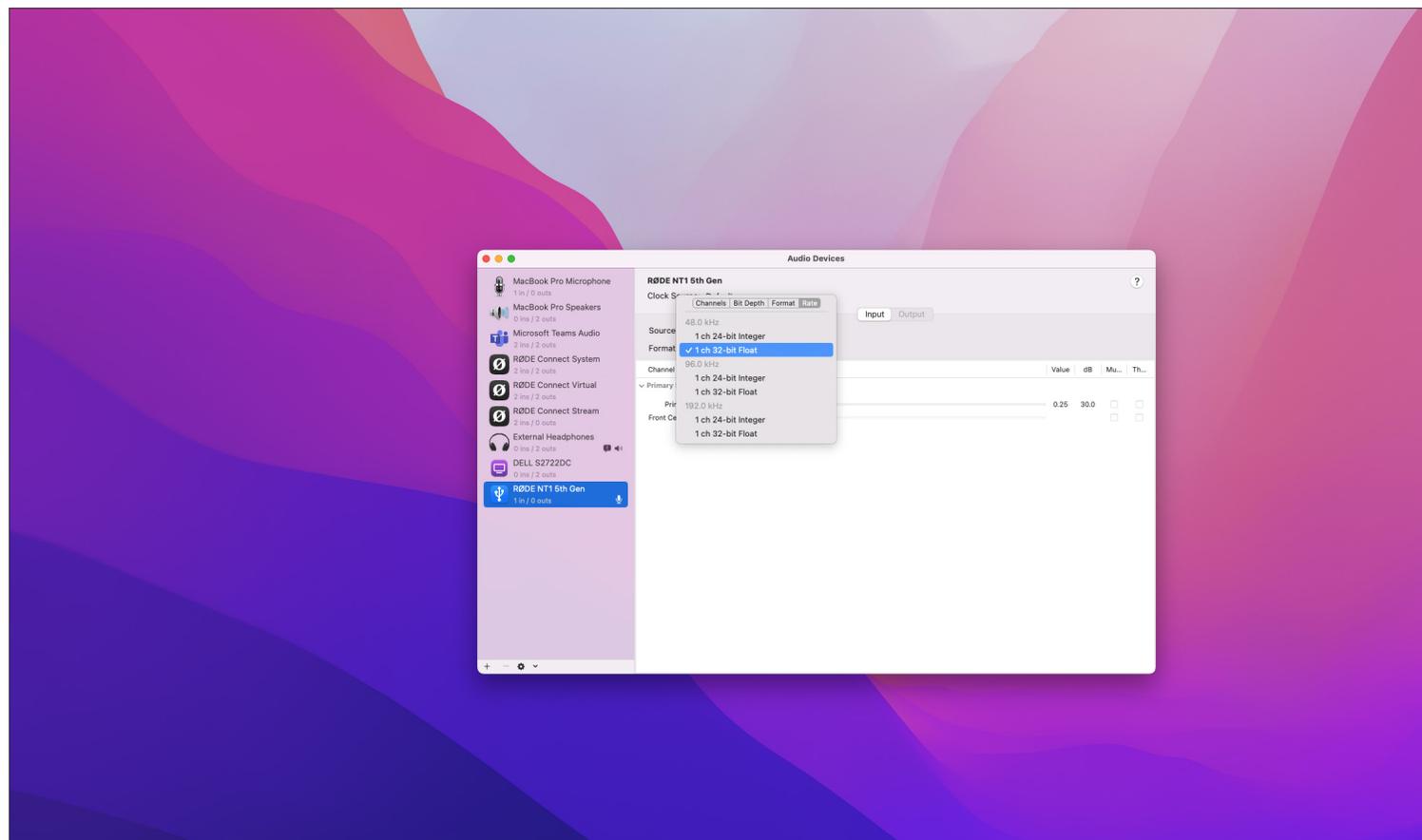


STEP 3

Navigate to 'Applications' > 'Utilities' > 'Audio MIDI Setup' and select 'RØDE NT1 5th Gen'. You'll notice the volume slider here under 'Primary' will reflect the 'Input Level' we set in the previous step.

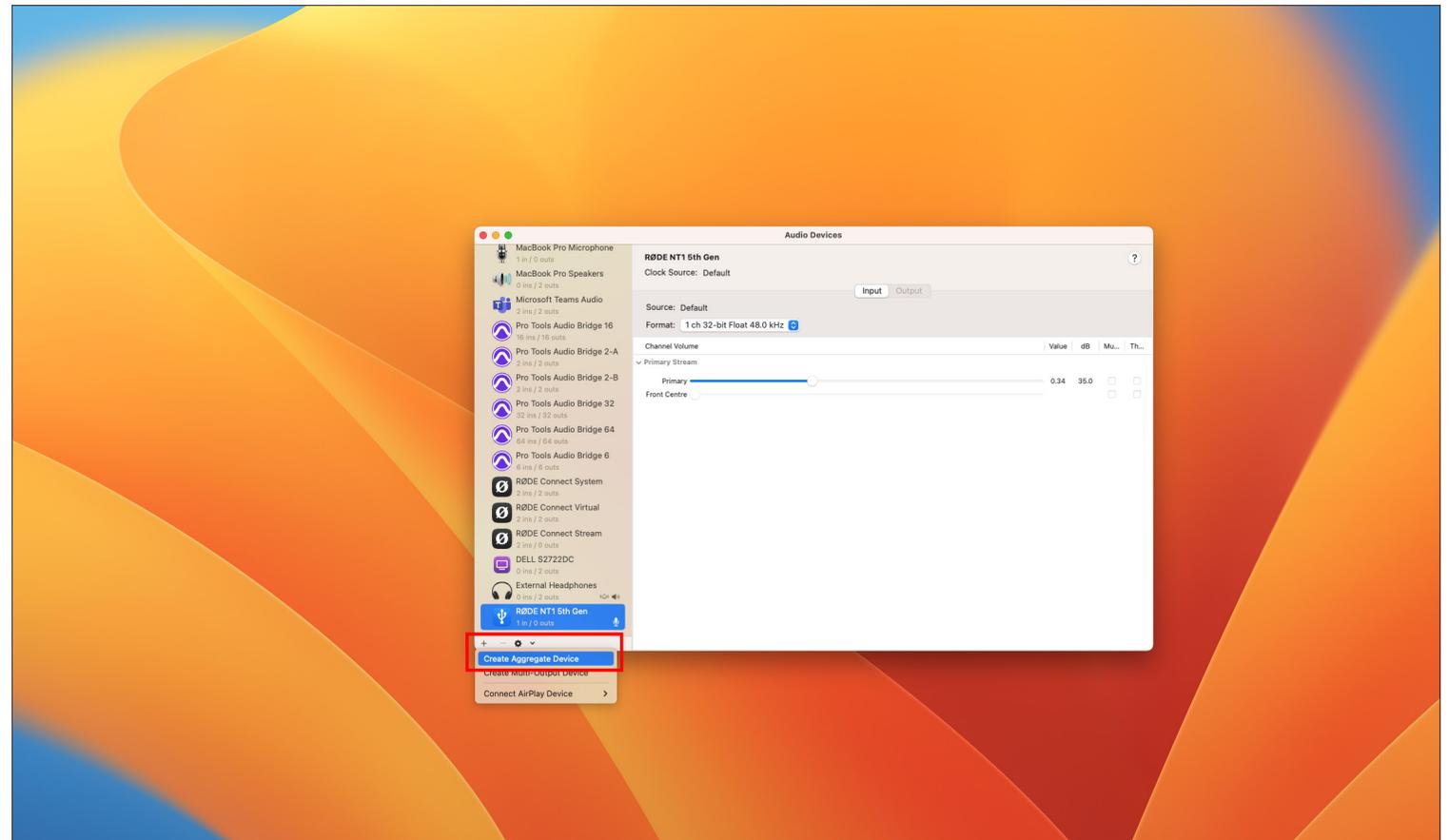
- a. Click the 'Format' dropdown in order to select the sample rate and bit-depth for your NT1 5th Gen input. We recommend selecting 48kHz / 32-bit float.

NOTE: You can select up to 192kHz/32-bit, but most computers (including Apple MacBooks and most Windows laptops) have integrated sound cards that can't play back sample rates higher than 96kHz (for modern MacBook Pro laptops) or 48kHz. This means that your audio will still be recorded at this incredibly high sample rate into your DAW, but you will not be able to monitor or play back this audio via headphones plugged into your device. We suggest recording at a standard 48Khz, unless your project specifically requires a higher sample rate.



STEP 4

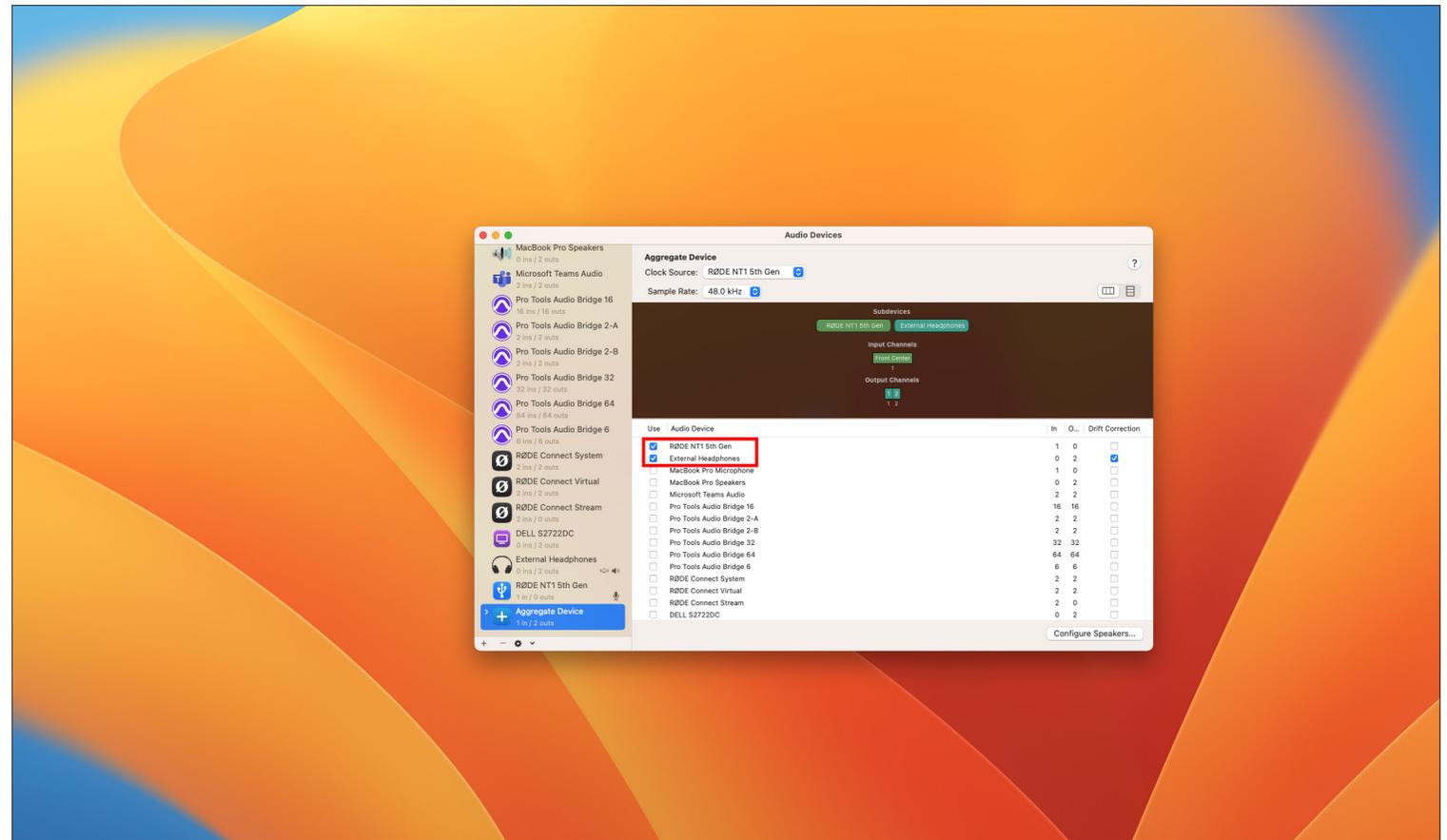
Still in the 'Audio MIDI Setup' window, click the '+' button in the bottom left of the window and select 'Create Aggregate Device'.



STEP 4 (CONTINUED)

- a. Under the 'Use' column, select 'RØDE NT1 5th Gen' as well as the headphones or monitor speakers you'll be using. Close the window.

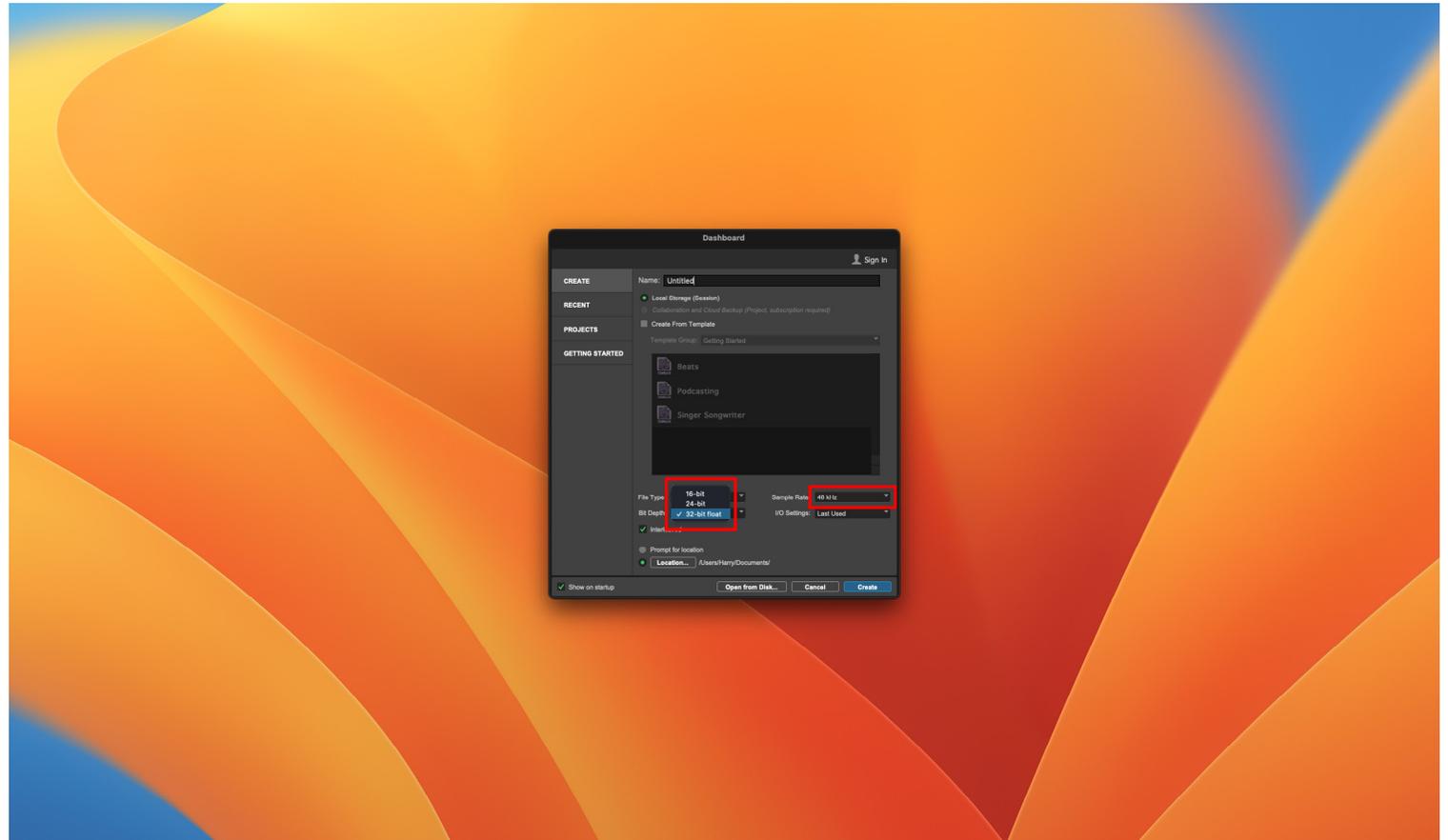
NOTE: If you have your headphones plugged directly into your Mac, select 'External Headphones'. If you're using an audio interface such as the AI-1, select 'RØDE AI-1'.



STEP 5

Open Pro Tools and click 'Create' on the top-left of the Dashboard that pops up.

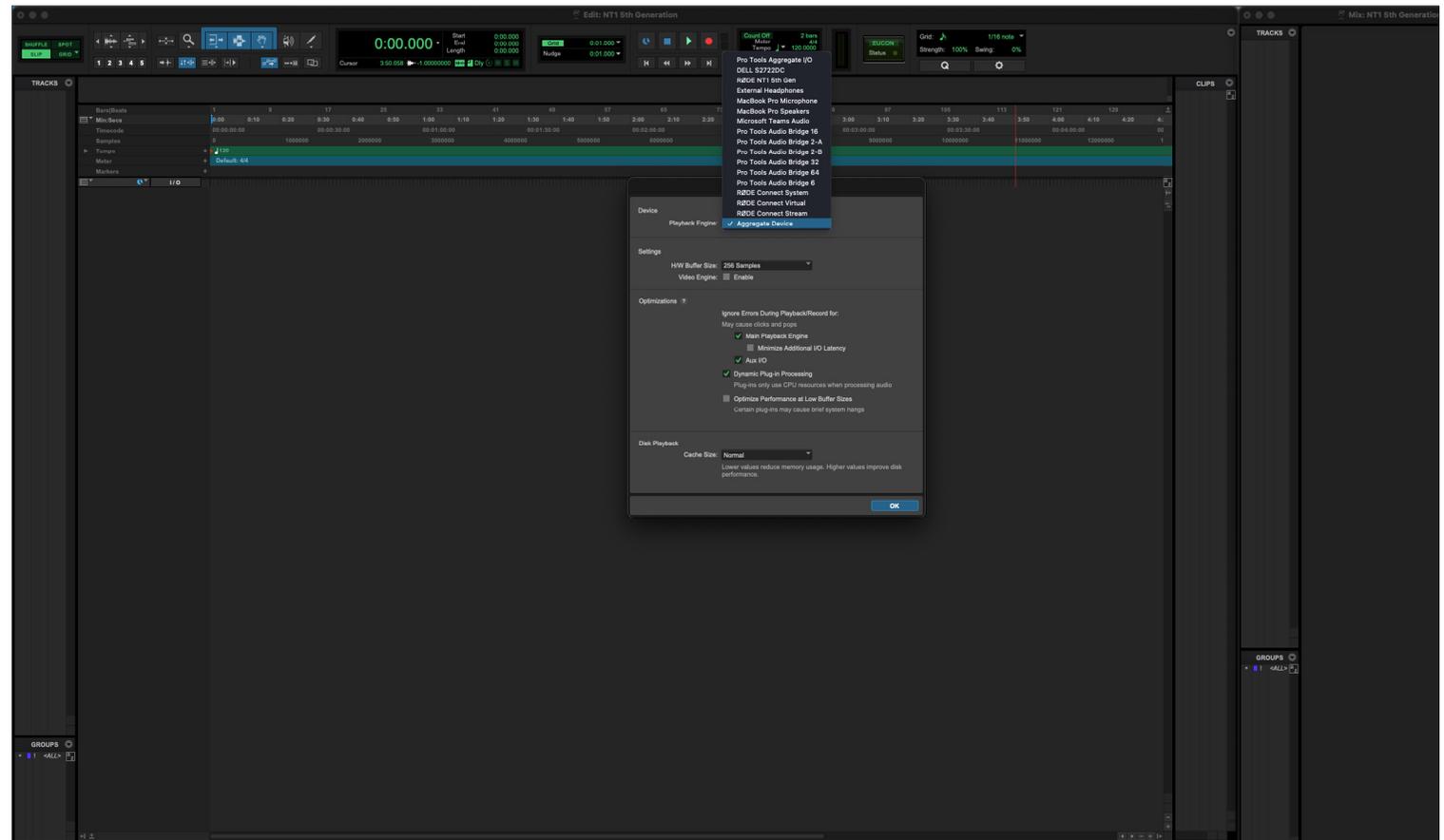
- a. Under the 'Bit Depth' dropdown, select '32-bit Float'.
- b. Under the 'Sample Rate' dropdown, select the same sample rate you chose in your Audio MIDI Setup (in this case, 48 kHz).
- c. Click 'Create' in the bottom-right of the window.



STEP 6

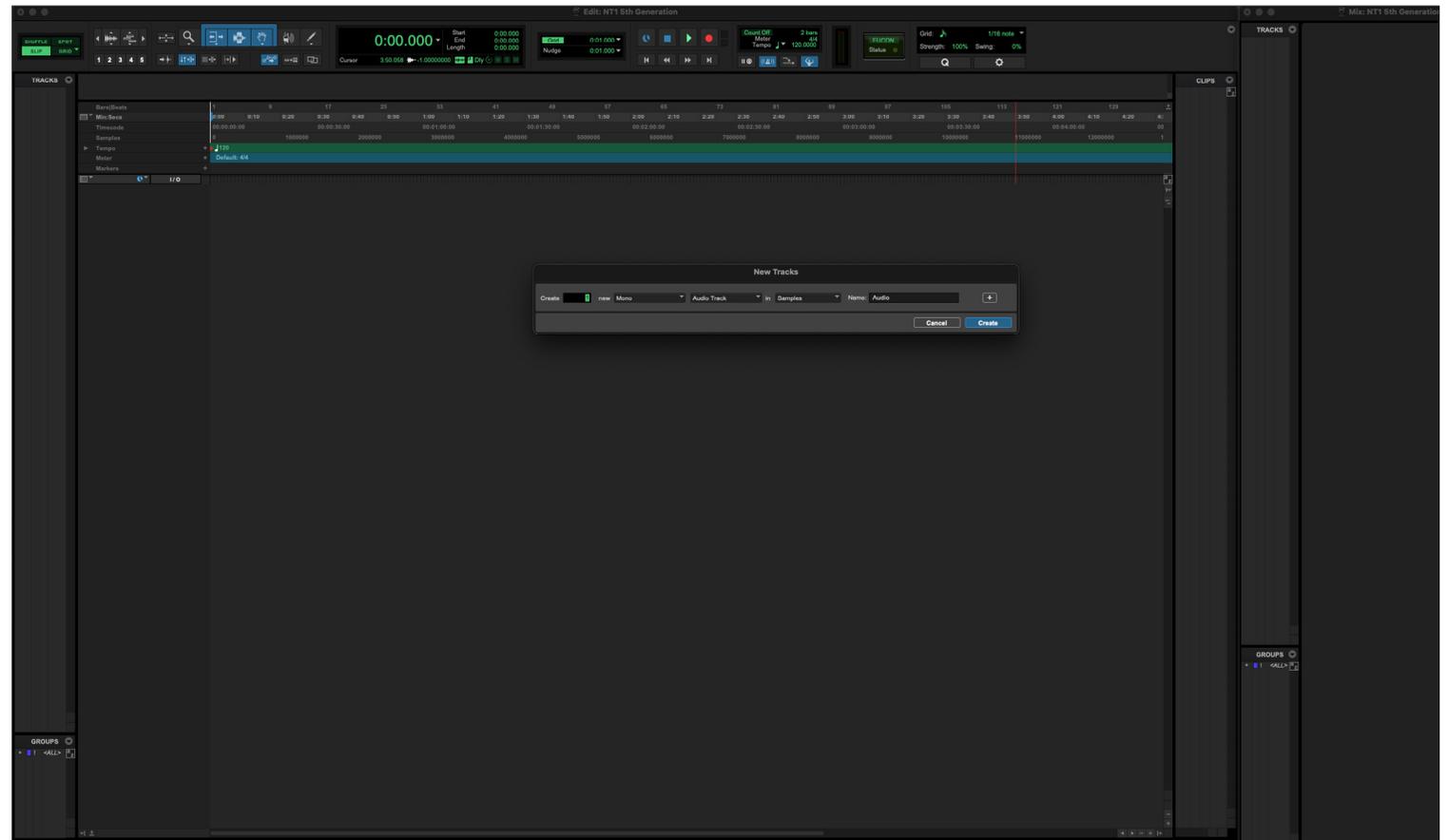
From the top toolbar, navigate to 'Setup' > 'Playback Engine' and under the 'Playback Engine' select 'Aggregate Device' – (if you renamed your aggregate device in step 4, select this name instead).

- a. Click 'Yes' on the pop-up window. This will save and close your project in order to set the new playback engine.
- b. Click 'OK' to close the settings panel and automatically re-open your project.



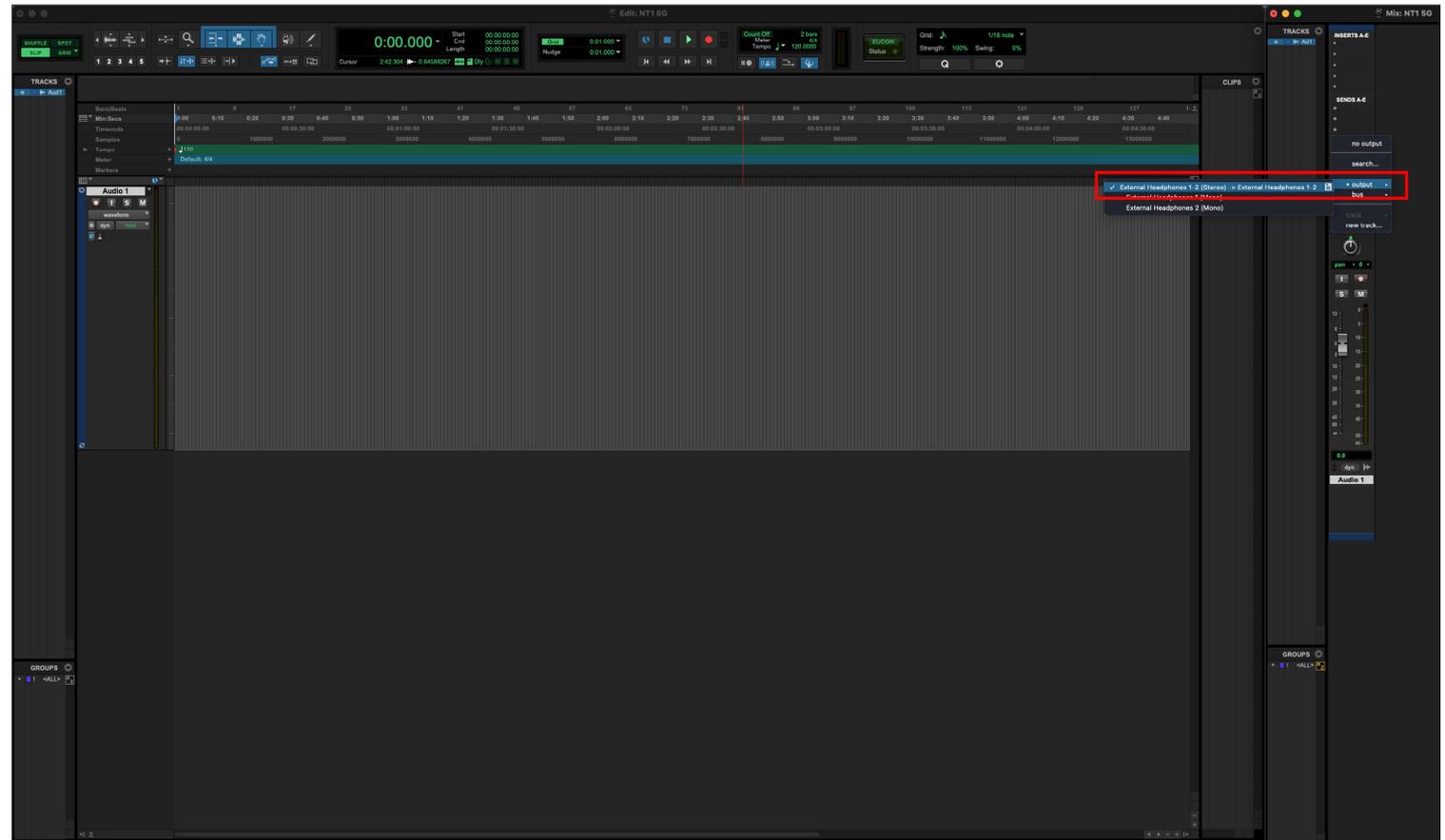
STEP 7

From the top toolbar, navigate to 'Track' > 'New' and click 'Create'.



STEP 8 (CONTINUED)

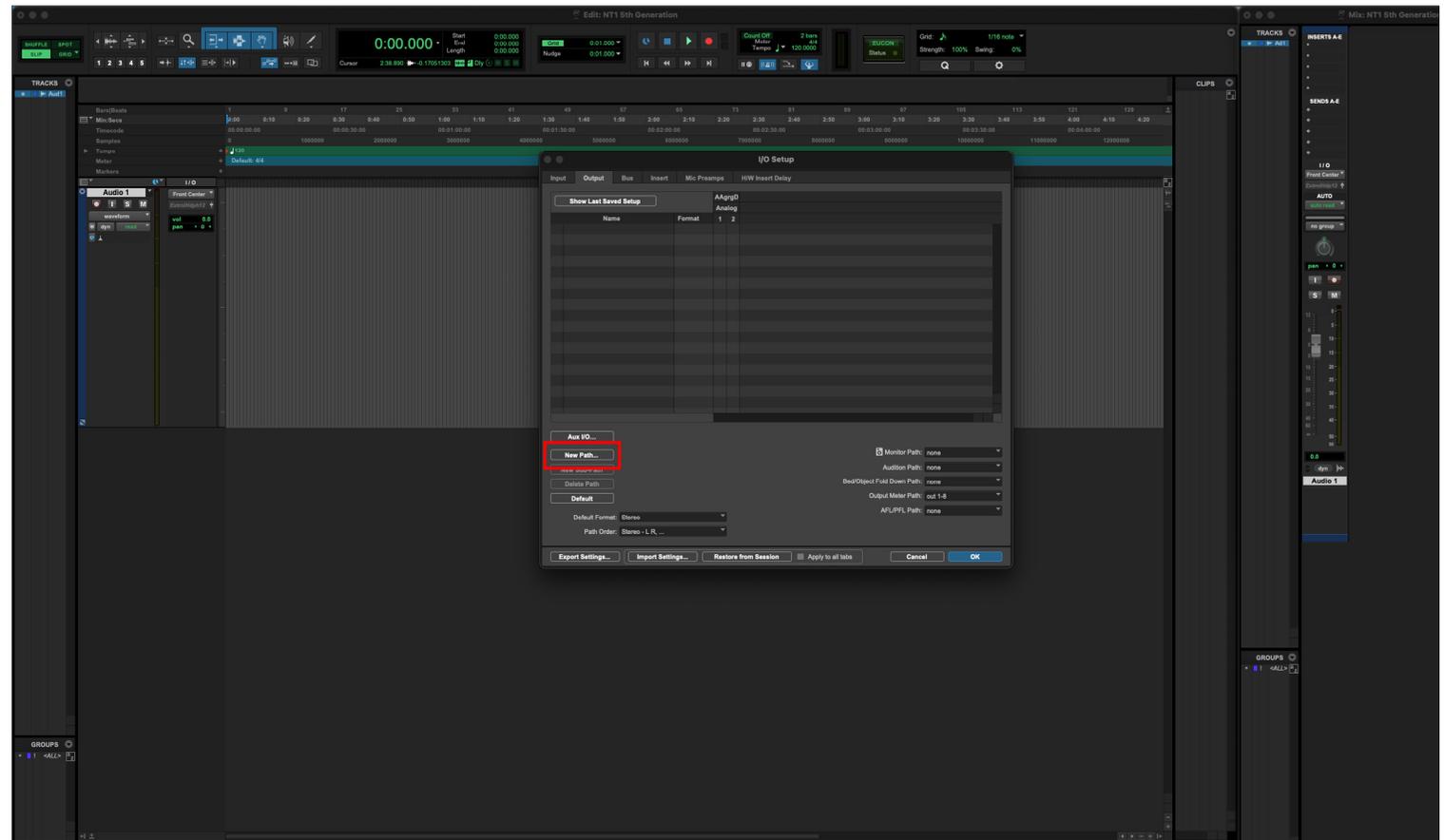
- a. In the dropdown below this, select 'Output' > 'External Headphones 1-2 (Stereo)' – (or the name of the headphones or speakers you included in your aggregate device in step 4a).



STEP 9

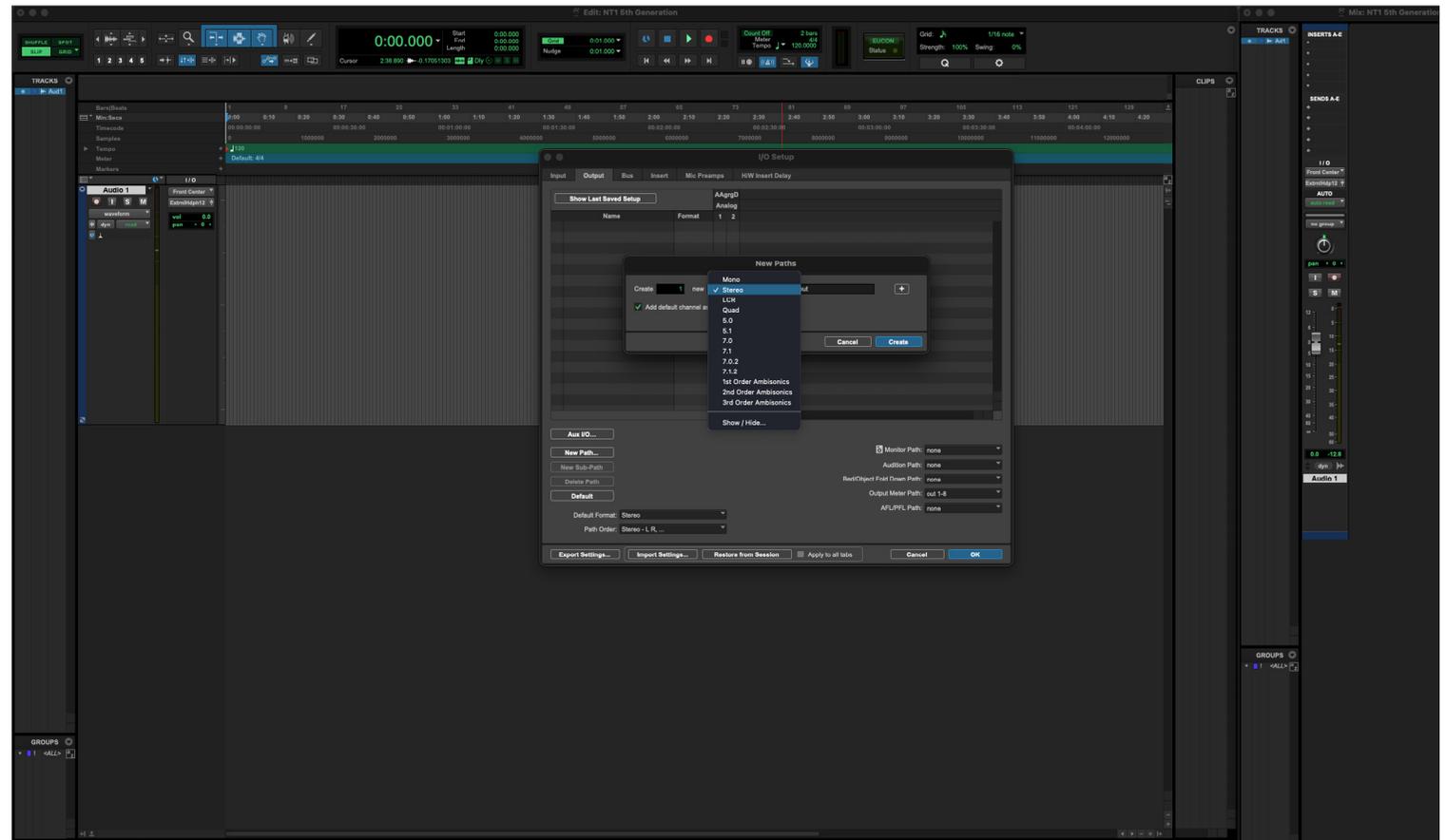
By default, the headphones or speakers you chose to include in your aggregate device in step 4a will appear in the above step, but if they don't, you can follow this process to set them up.

- a. From the top toolbar, navigate to 'Setup' > 'I/O' > 'Output' and click 'New Path' on the bottom left of the window.



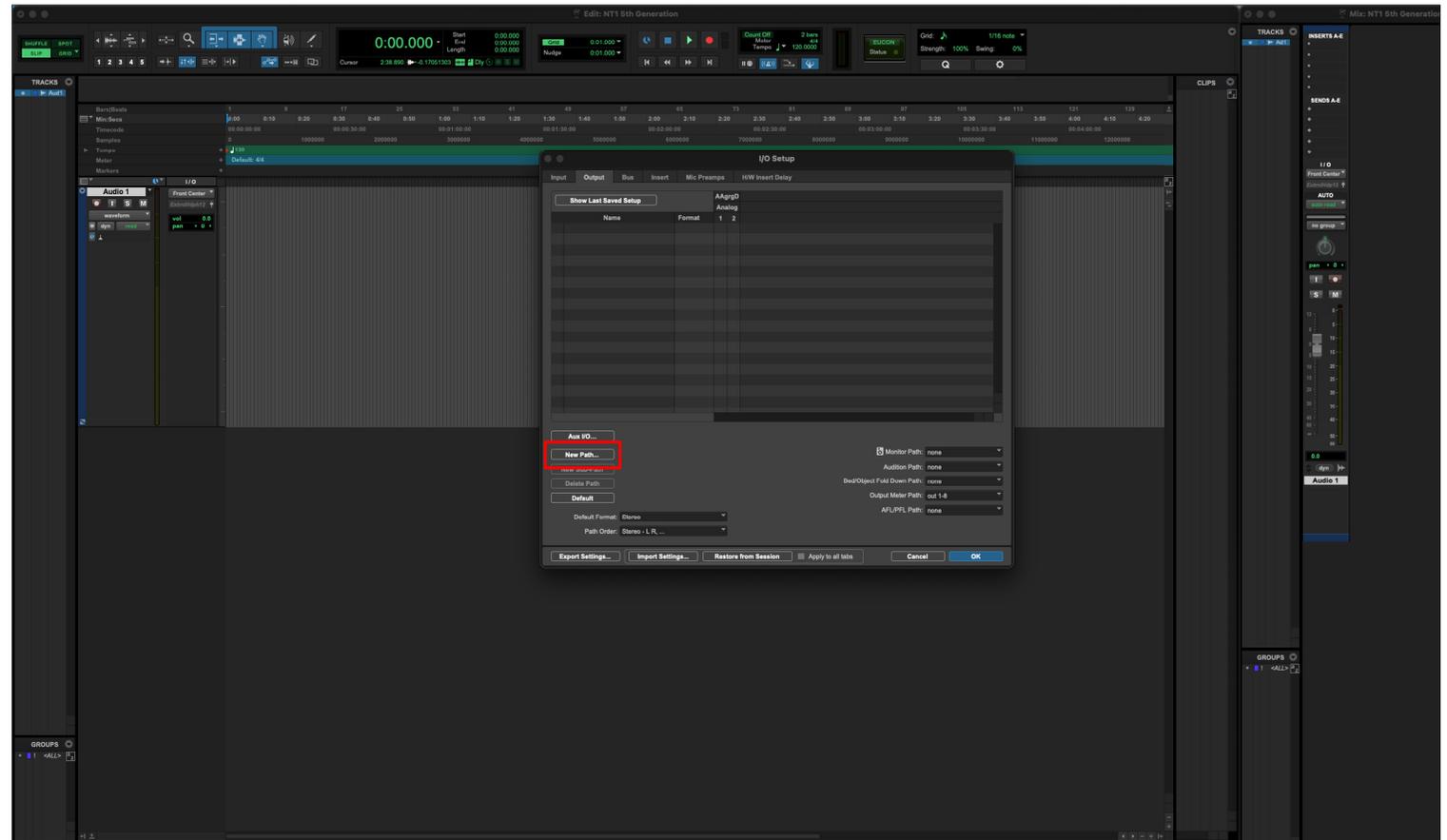
STEP 9 (CONTINUED)

- b. Under the 'new' dropdown, select 'Stereo' and click 'Create'.



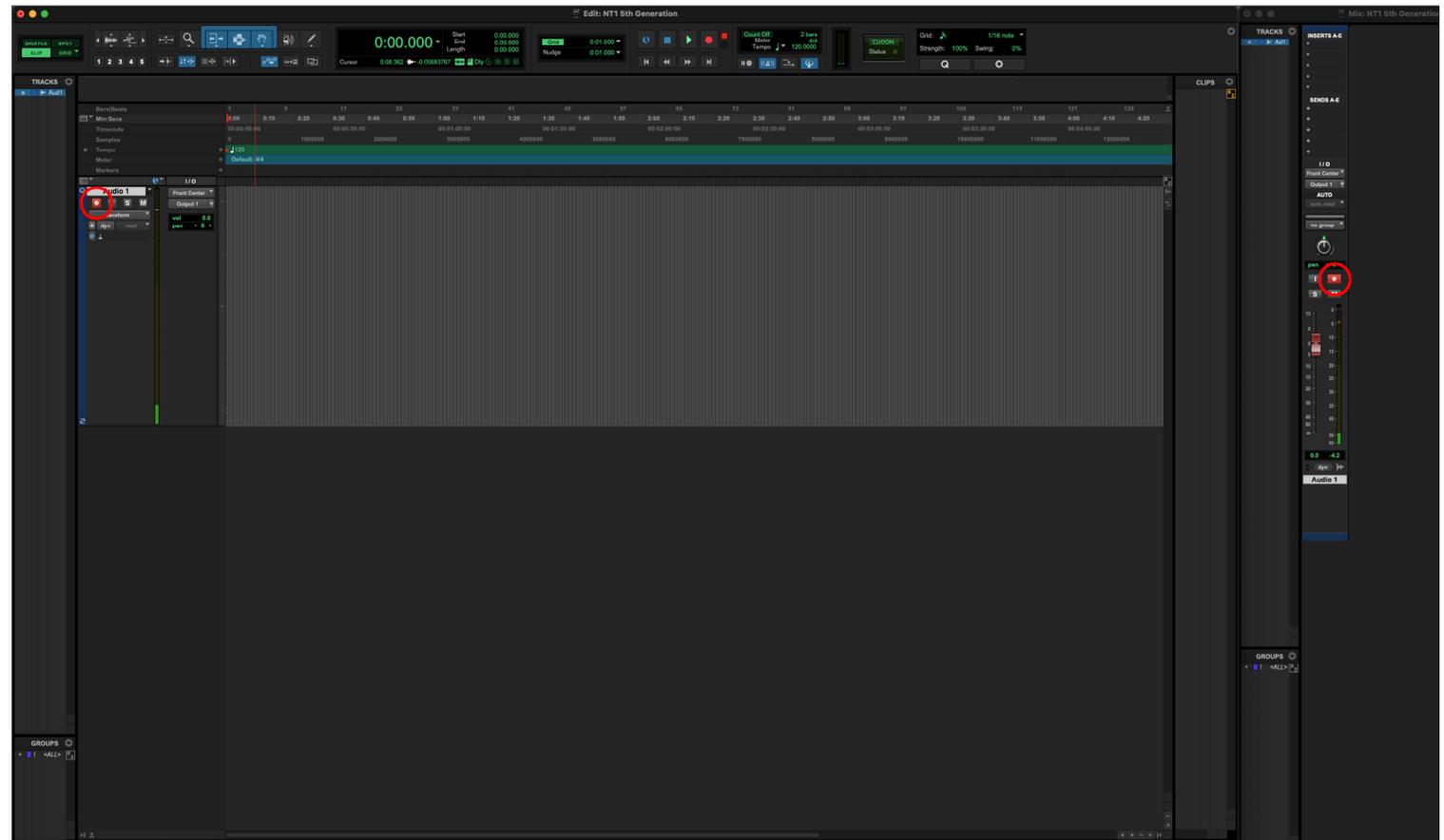
STEP 9 (CONTINUED)

- c. Under the 'Monitor Path' dropdown on the bottom right of the window, select 'Output (Stereo)' – (if you named your output path anything but the default, select this name instead).
- d. Click 'OK' to close the 'I/O' window.



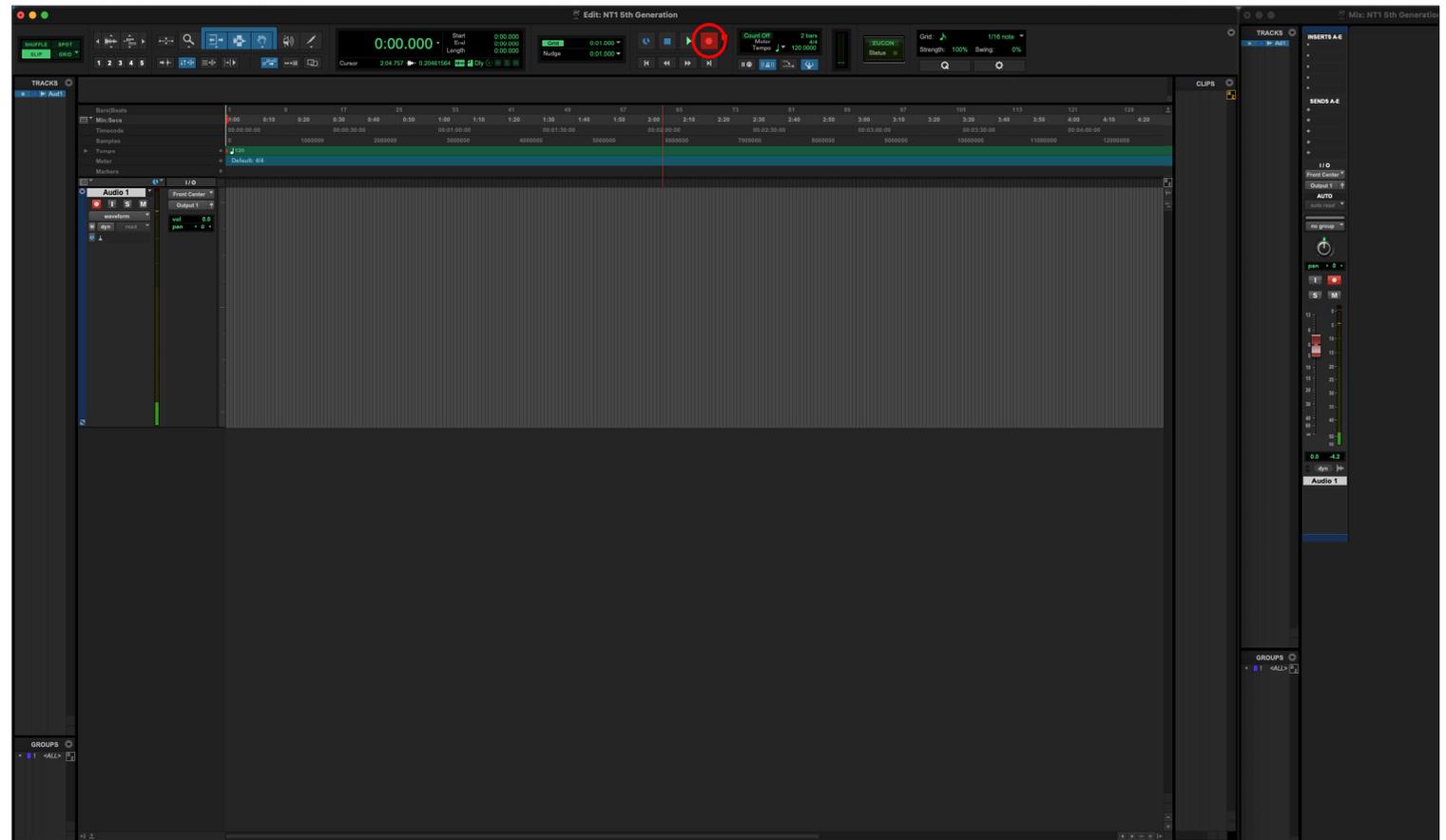
STEP 10

Click the 'Track Record Enable' button on your track so that it starts blinking red.



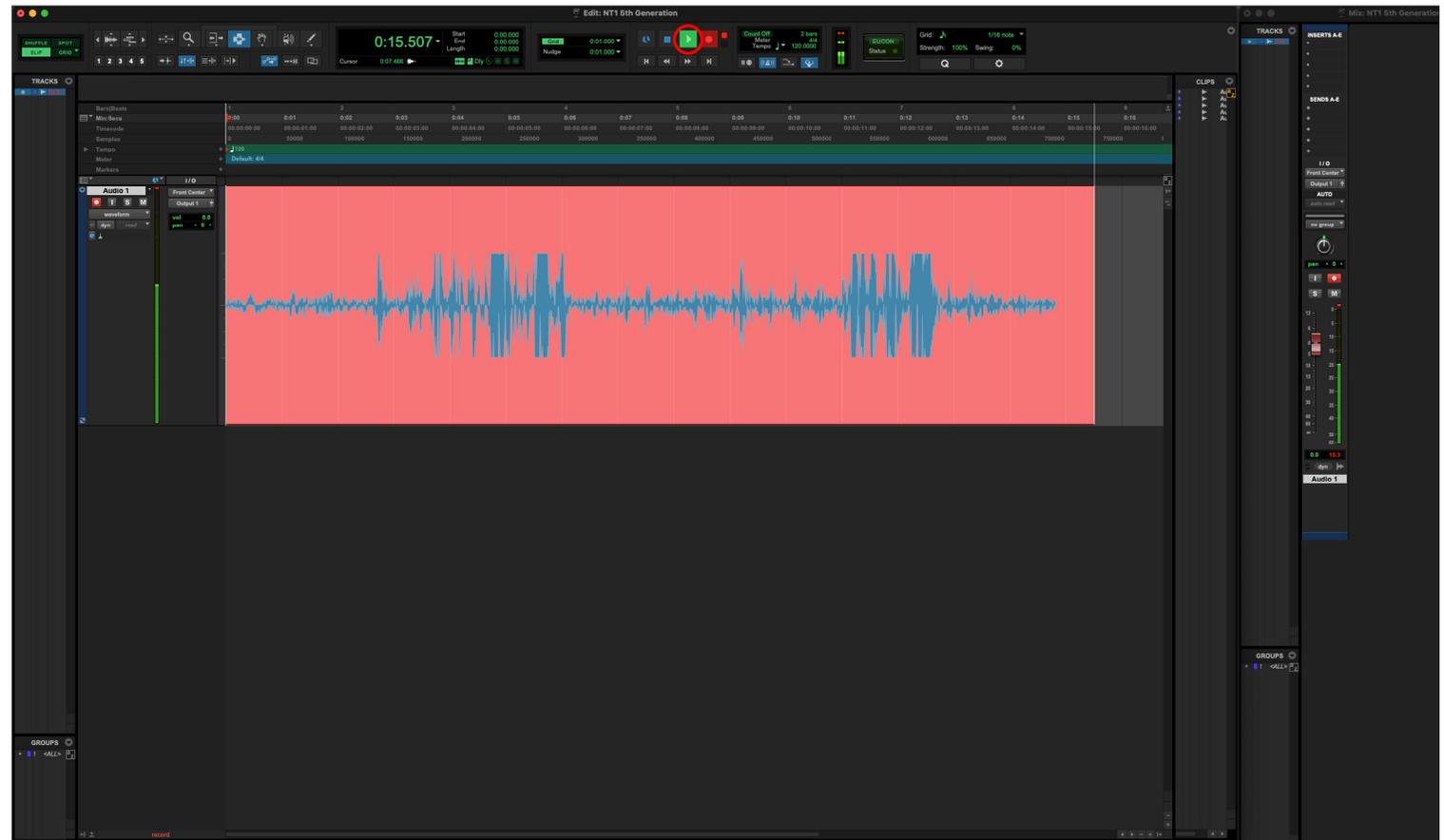
STEP 10 CONTINUED

- a. Do the same for the 'Record Enable' button at the top-centre of your window.



STEP 10

- b. Click 'Play' to begin recording your performance and hit 'Stop' to end your recording session.

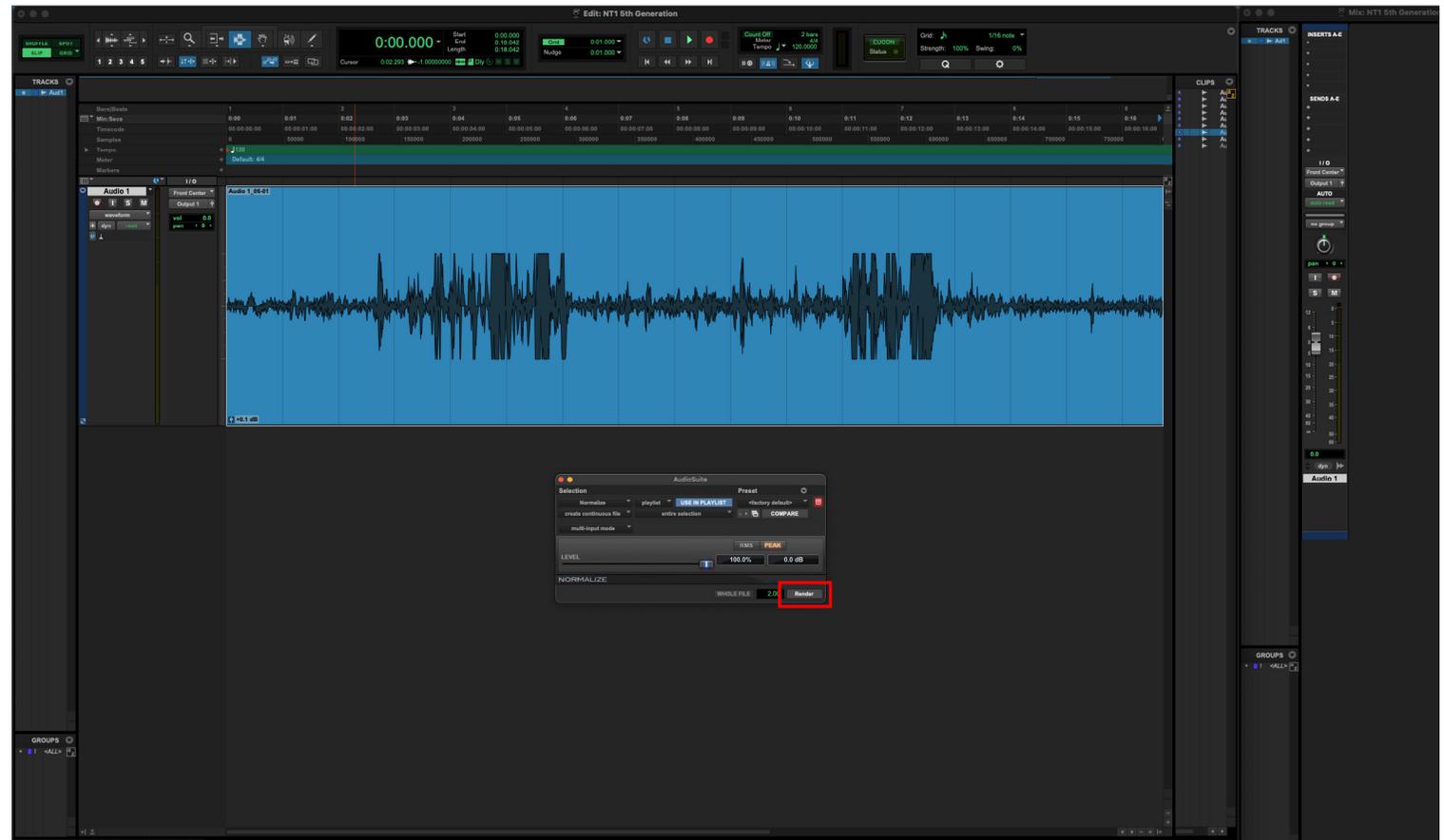


STEP 11

If your audio clipped while recording, rather than having to re-record the track, you can simply adjust it afterwards to the appropriate level. This is the key benefit of 32-bit float recording.

- a. To do this, double-click on the audio file you recorded to select it all, and then from the top toolbar navigate to 'AudioSuite' > 'Other' > 'Normalize' and click 'Render'.

NOTE: If you'd like the loudest section of your audio to be below 0dB, you can adjust this in the 'Normalize' pop-up window by changing the '0.0dB' value to a lower value (-3.0dB, for instance).



STEP 12

After normalizing, you will notice the track's waveform has decreased in size and the previously 'clipped' audio information is still intact.

NOTE: This post-recording gain adjustment can also be applied to tracks that are too quiet by following the same process.

