NT1 5TH GENERATION

STUDIO CONDENSER MICROPHONE

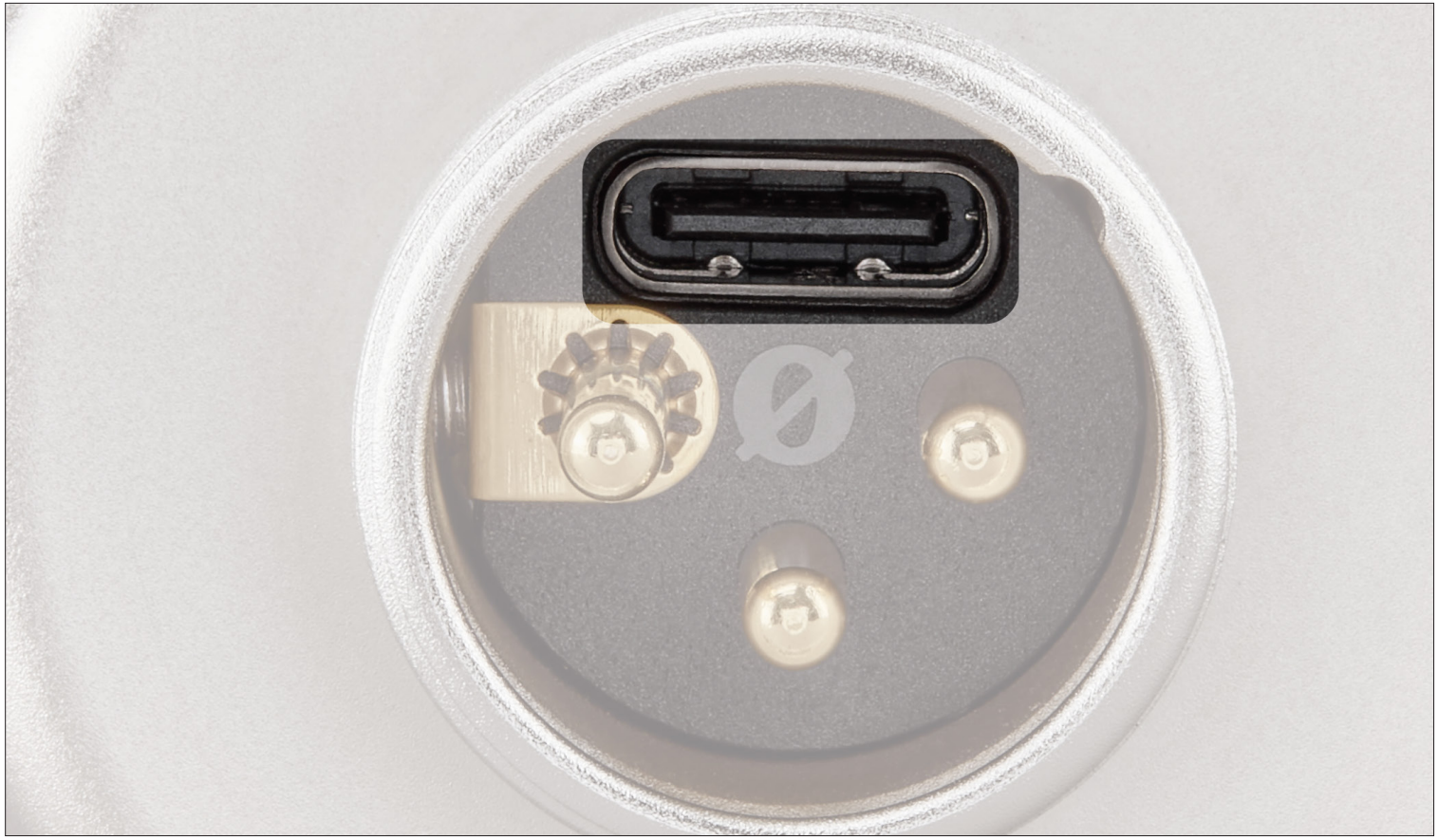
32-BIT FLOAT GUIDE | REAPER 6.75 | WINDOWS

STEP 1

Download and install the ASIO driver.

a. Close all other apps and programs, even Windows control panels, that may be accessing your sound settings to ensure they don't conflict with the ASIO driver.

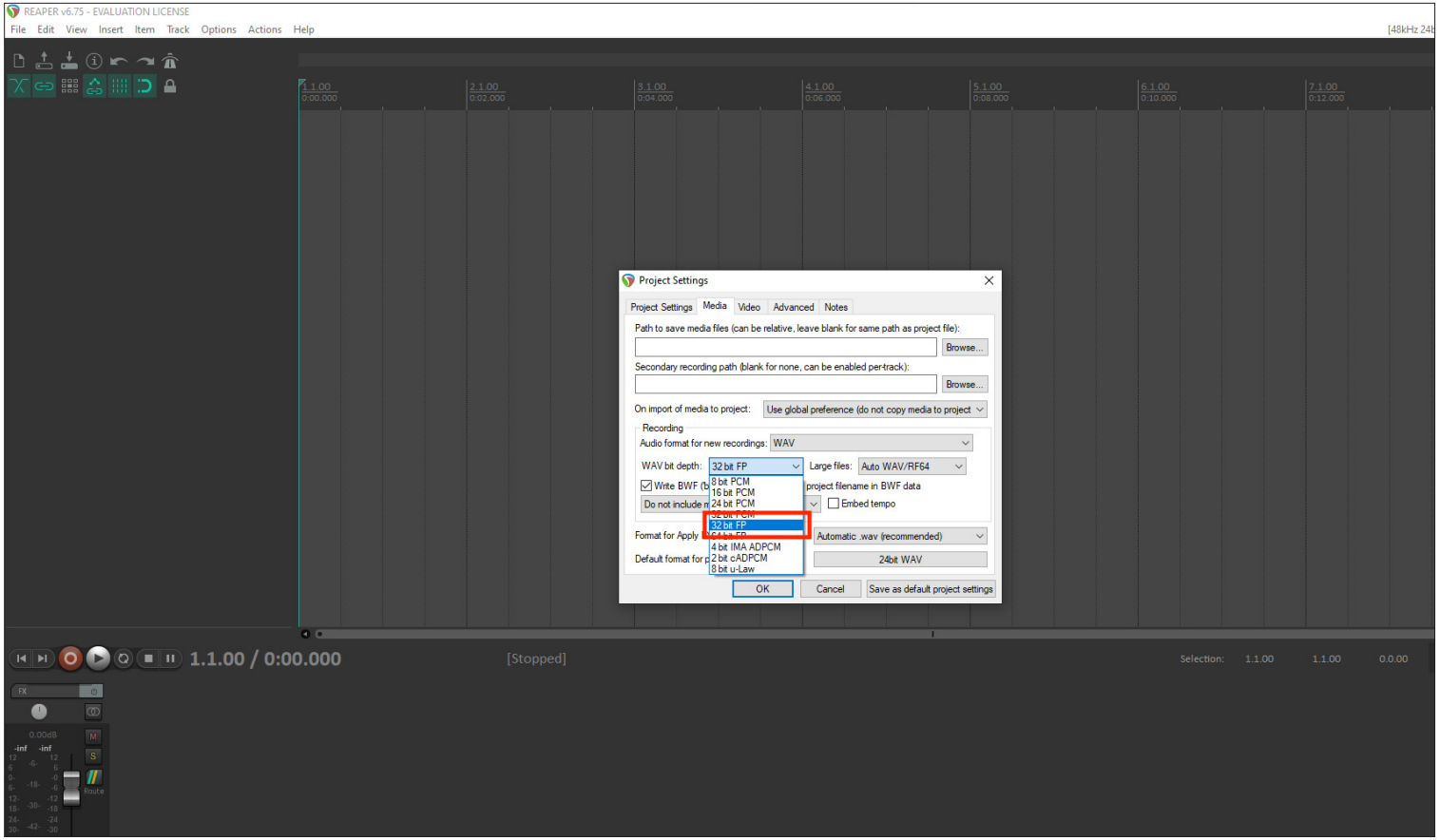
b. Connect your NT1 5th Generation to your computer via the included USB-C to USB-C cable. If your computer doesn't have a USB-C port, you'll need to use a USB-A to USB-C cable such as the SC18 instead.



STEP 2

Open Reaper.

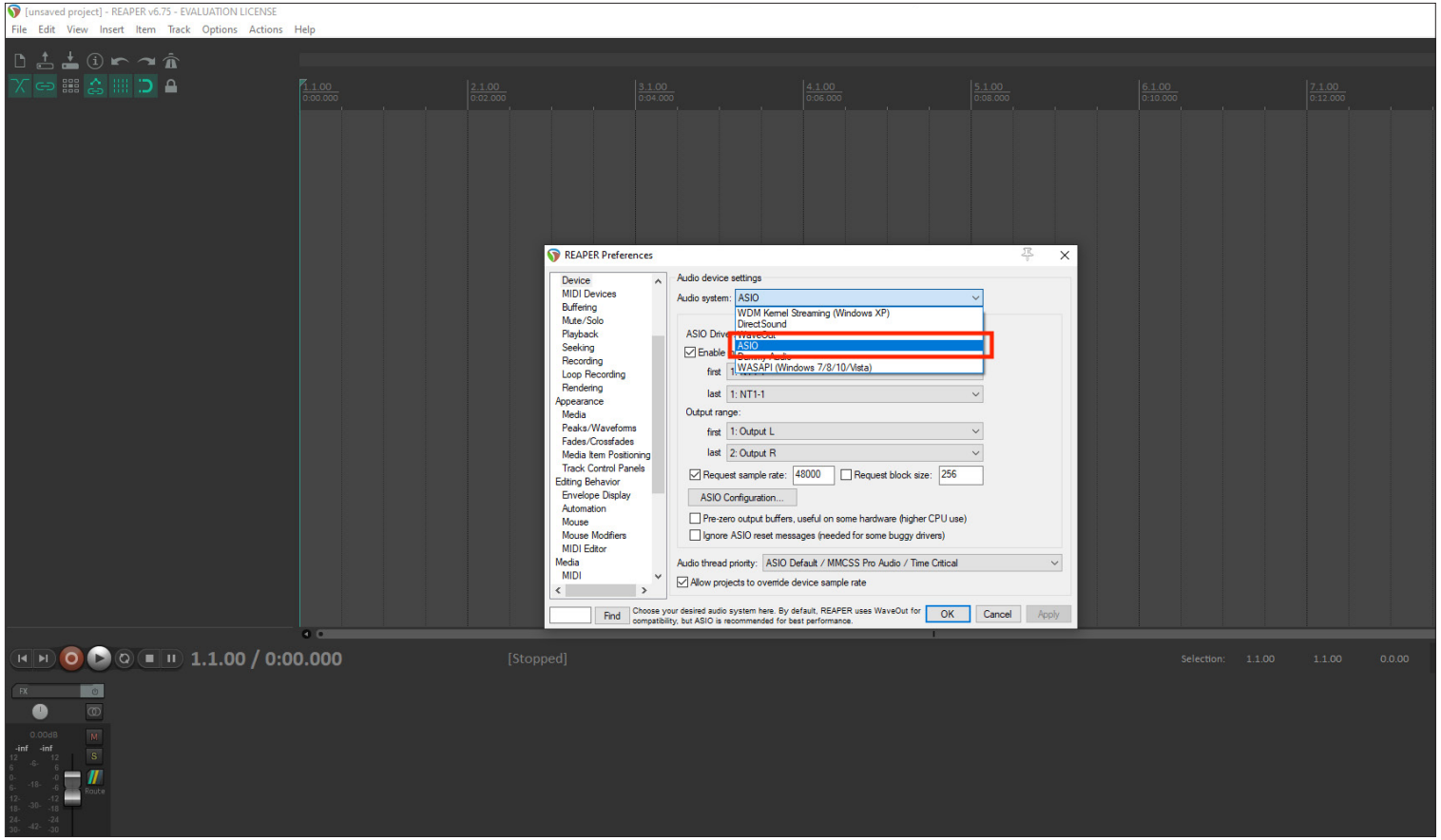
a. Navigate to ‘File’ > ‘Project Settings’ > ‘Media’ > ‘Recording’ and under the ‘WAV bit depth’ dropdown, select ‘32 bit FP’.



STEP 3

Navigate to ‘Options’ > ‘Preferences’ > ‘Audio’ > ‘Device’.

a. Under the ‘Audio System’ dropdown, select ‘ASIO’.

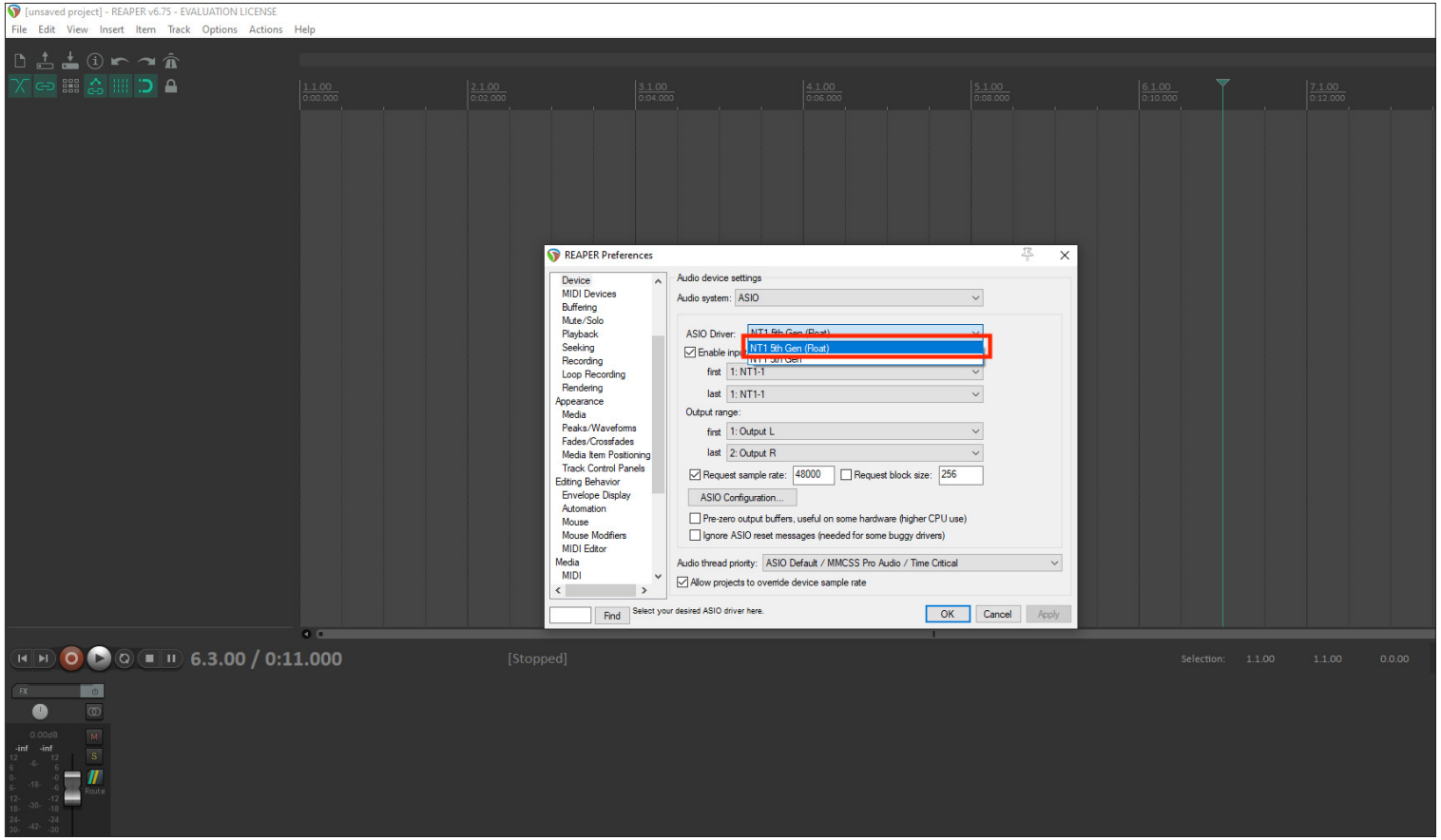


STEP 3 CONTINUED

b. Under the ‘ASIO Driver’ dropdown, select NT1 5th Gen (Float)’. If you have multiple USB audio inputs connected to your computer, they will show up as options in the ‘first’ and ‘last’ dropdown menus.

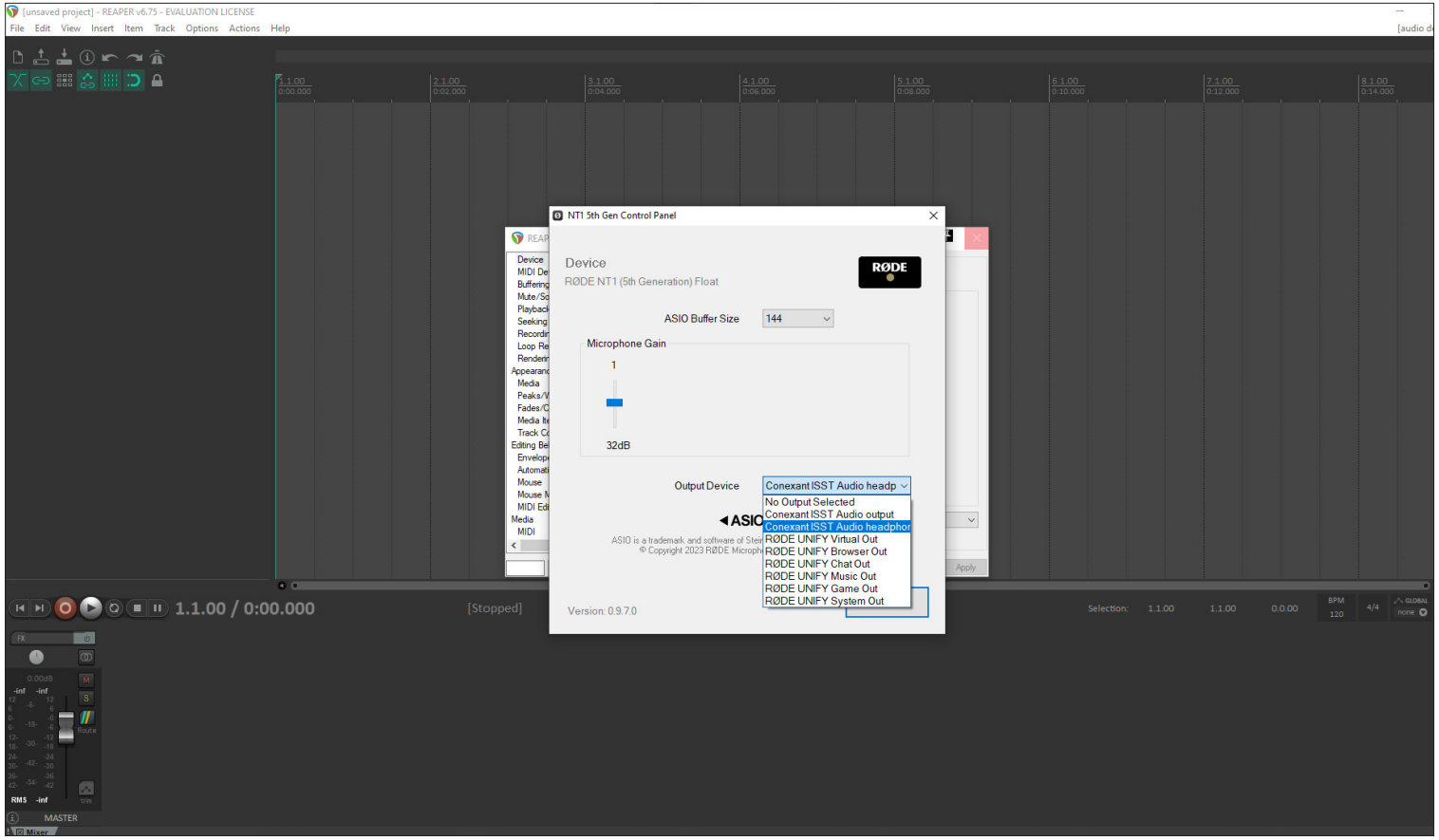
c. To set your sample rate, ensure the ‘Request sample rate’ box is ticked and type your desired sample rate in the box next to it (type ‘48000’ for 48kHz, for instance).

NOTE: You can select up to 192kHz, but many Windows computers and laptops have integrated sound cards that can’t play back sample rates higher than 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.



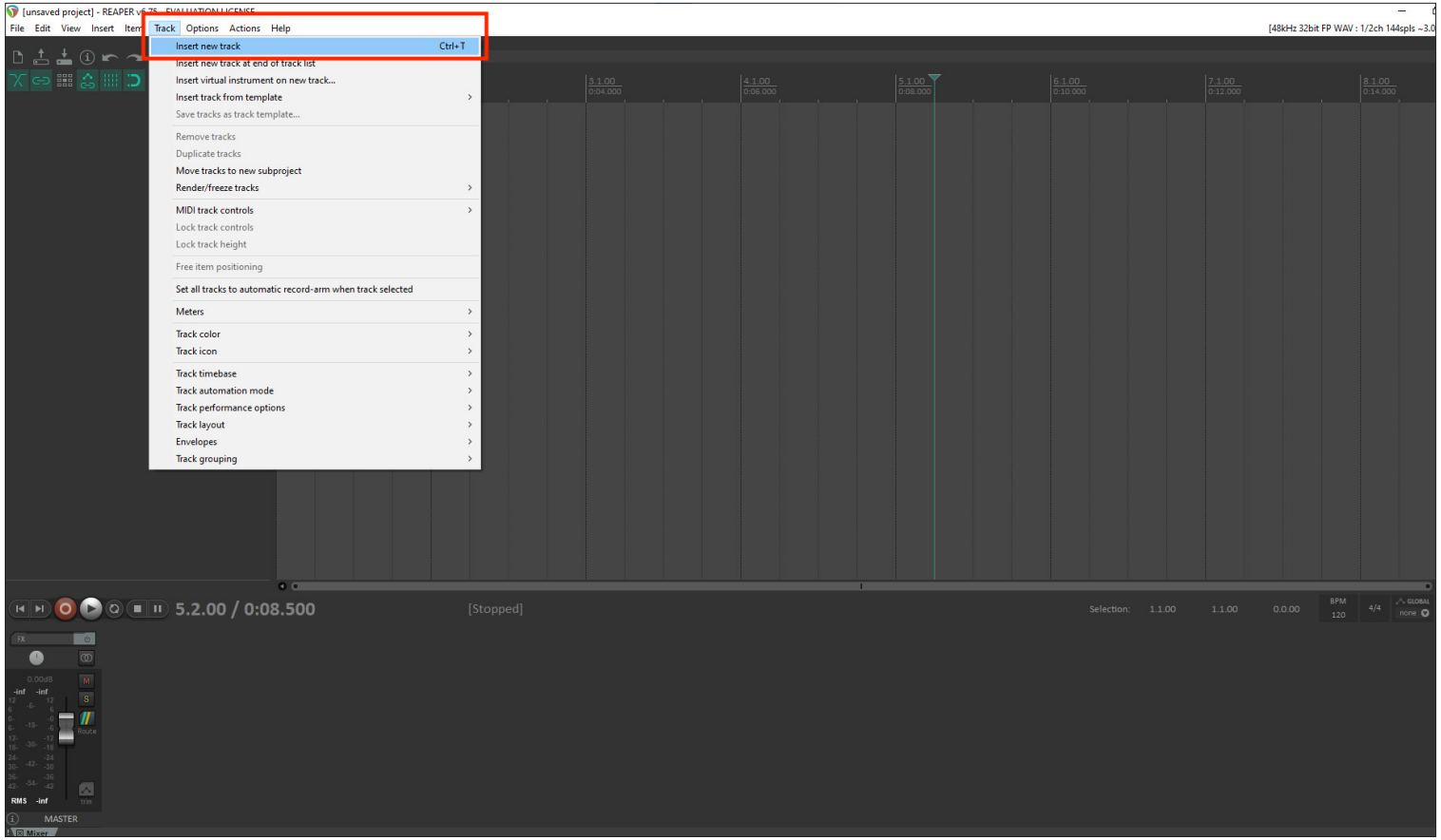
STEP 3 CONTINUED

d. Click ‘ASIO Configuration’ and, under the ‘Output Device’ dropdown, select your headphones or other monitoring output. Here, you can also adjust the microphone’s input gain and buffer size.



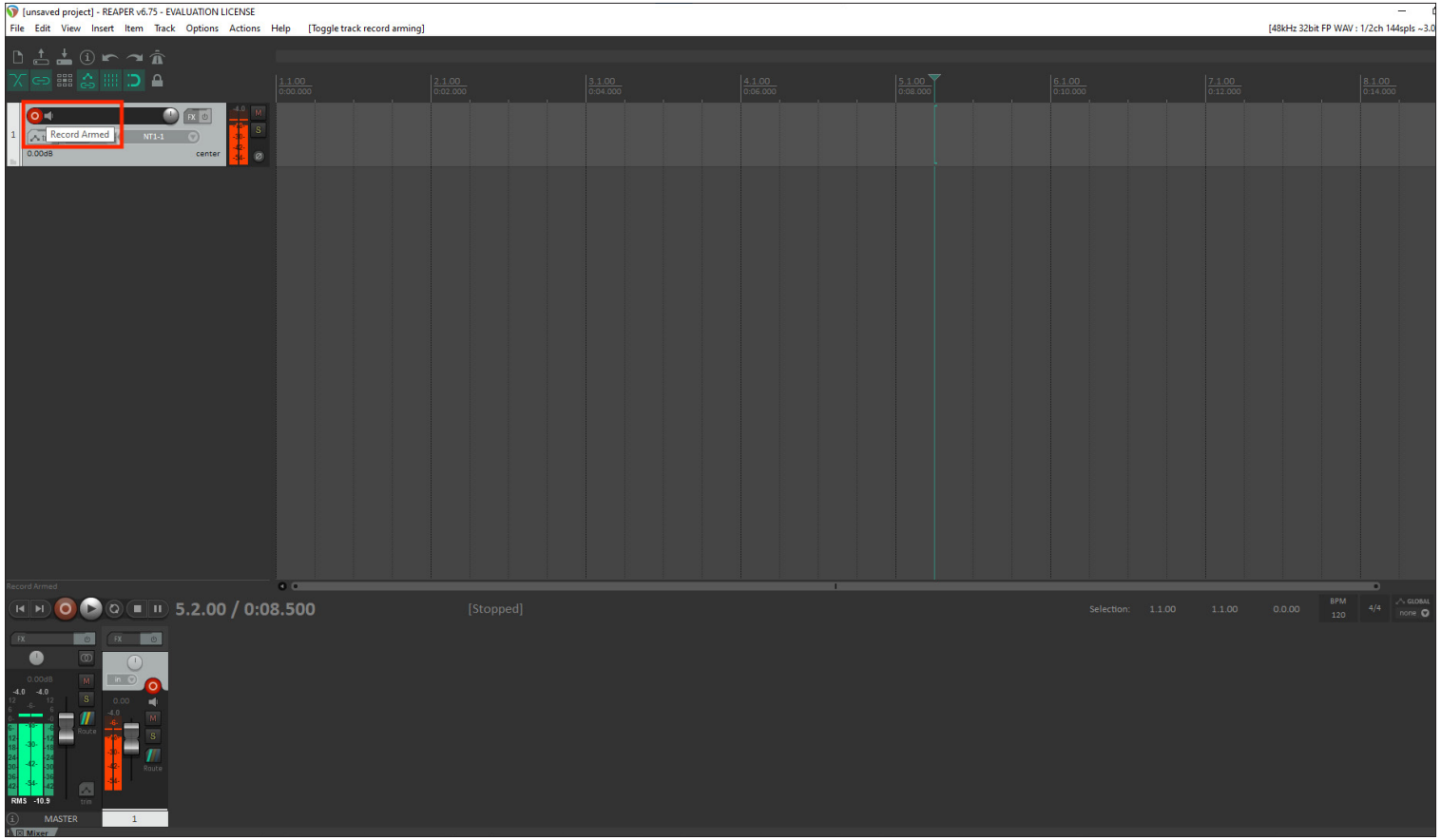
STEP 4

Create an audio track by navigating to ‘Track’ > ‘Insert New Track’.



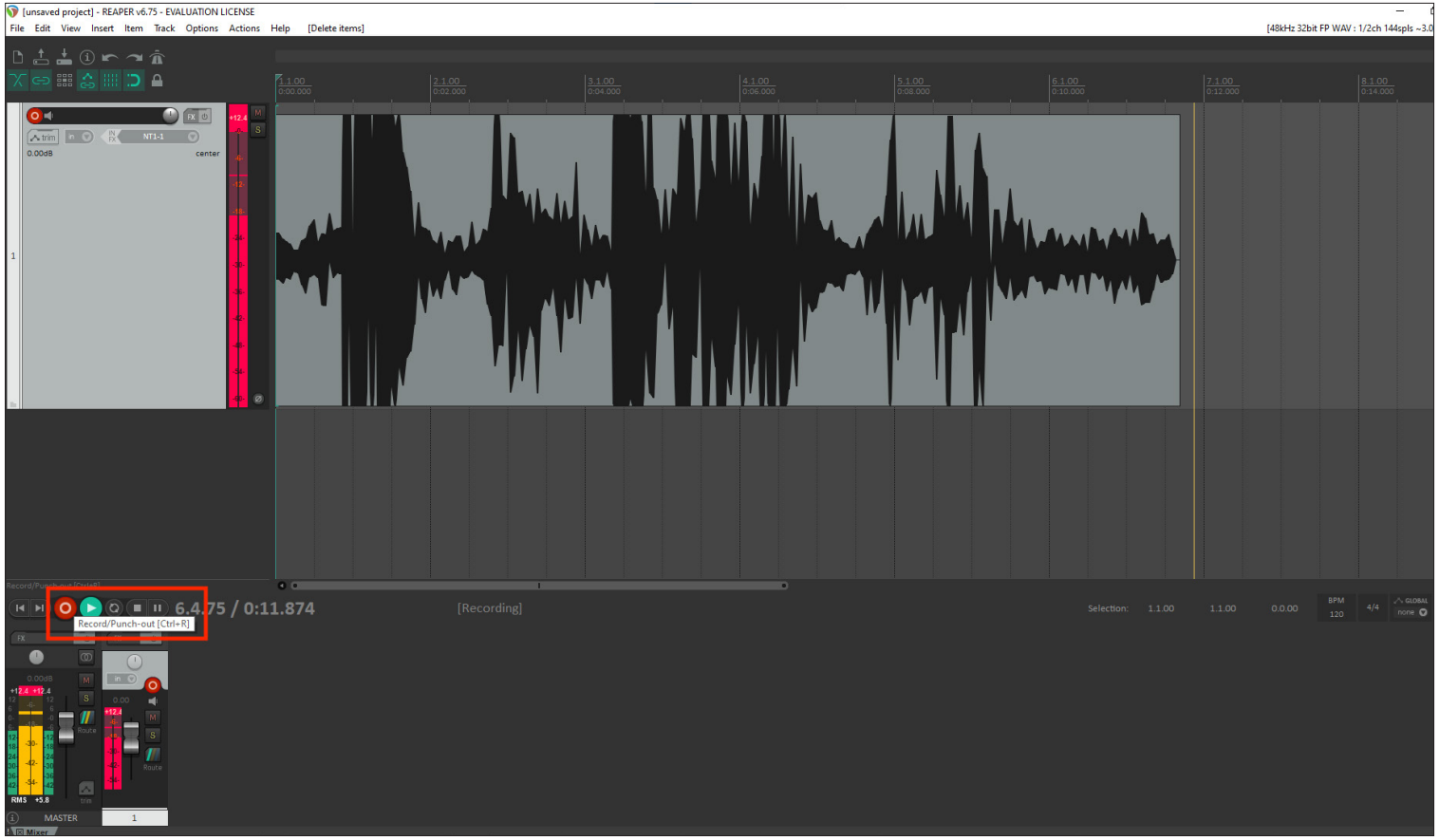
STEP 4 CONTINUED

a. On your Audio Track, on the far left of the screen, click the ‘Record Arm/Disarm’ button.



STEP 5

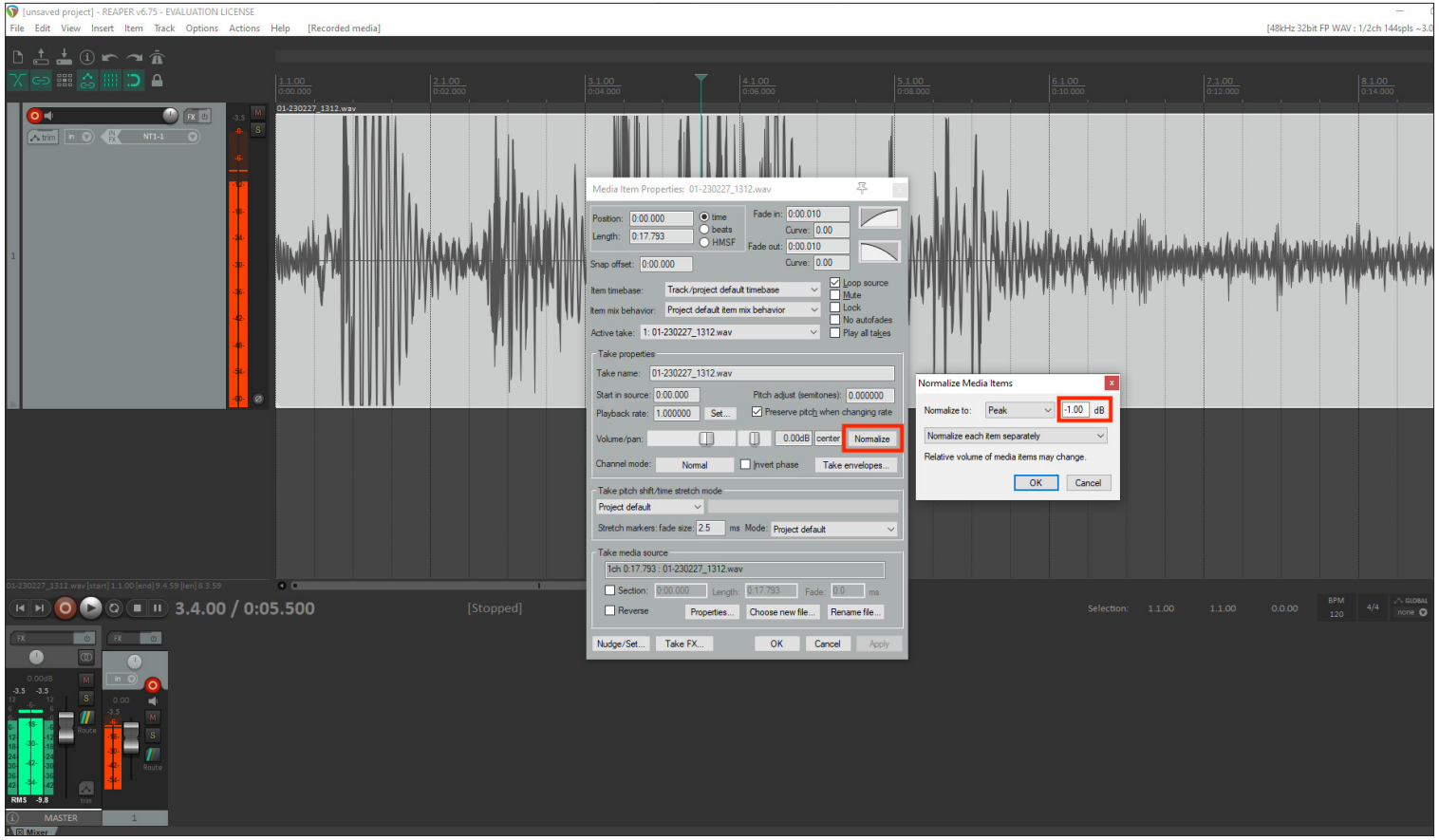
Click on the ‘Record’ button near the bottom left of the screen to begin recording your performance. Hit ‘Stop’ to end your recording.



STEP 6

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. To do this, right-click the waveform of the audio you just recorded, select 'Item Properties' and navigate to 'Take Properties' > 'Volume/pan' > 'Normalize' and click 'OK'.

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



STEP 7

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.