

# Cubase LE Quick Start Guide

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 OS and OS X are trademarks of Apple Inc.
- Cubase and VST are registered trademarks of Steinberg Media Technologies GmbH. ASIO is a 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.

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## 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.

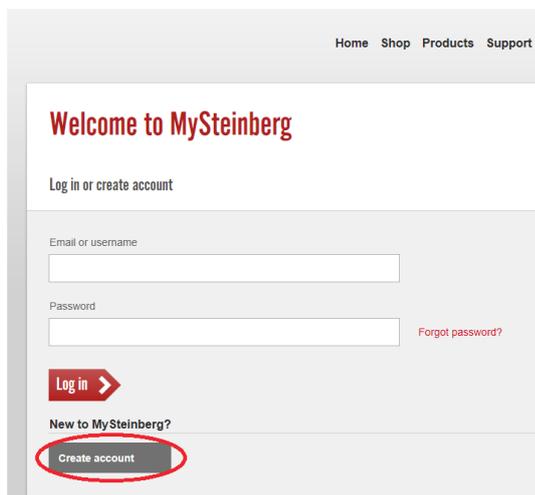
Cubase LE can be used on both Windows and Mac OS X operating systems.

## Downloading Cubase LE

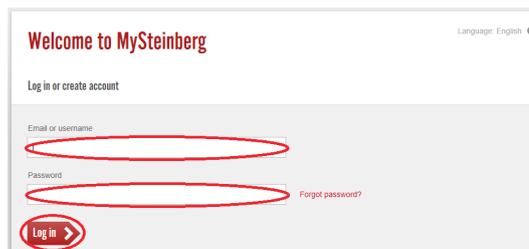
1. Access it at the following URL.  
<http://www.steinberg.net>
2. You must have a MySteinberg account in order to download Cubase LE. If you do not already have an account, follow these procedures to create one. If you already have an account, login to MySteinberg and skip to step 7.
3. Create a MySteinberg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



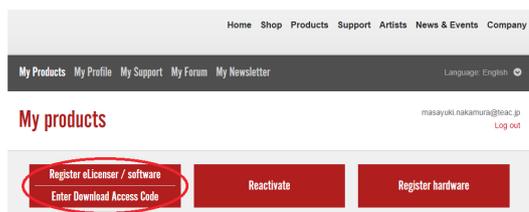
4. When the "Welcome to MySteinberg" screen opens, click "Create account" at the bottom the screen.



5. Follow the instructions given on screen and input information to create an account.
6. 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.

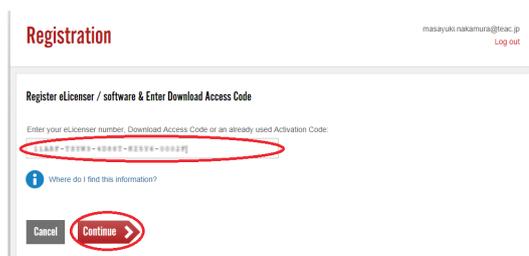


7. Click "Enter Download Access Code".



8. Enter the access code.

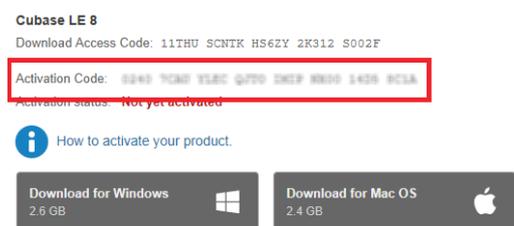
A sticker with your personal access code is attached to the license card included with the TASCAM product. After entering this access code, click "Continue".



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



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.



### NOTE

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

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

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## Installing Cubase LE

### ■ Windows

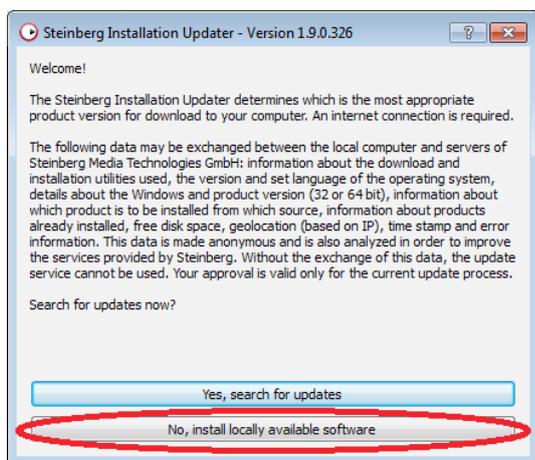
1. The downloaded file will be in zip format. Uncompress the zip file to create a "Cubase LE 8" folder. Double-click "Start\_Center.exe" inside this folder.
2. When the installer starts, the language is set to English. Move the cursor to "English" in the middle of the screen to open a pull-down menu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



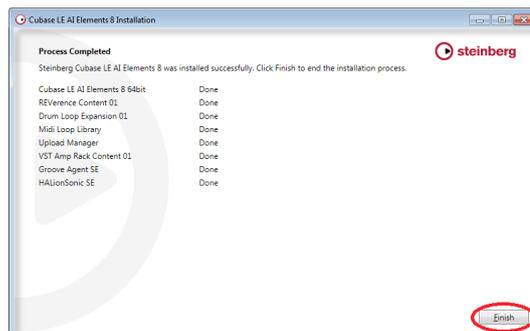
3. Follow the instructions on the screen to open the installation screen. Next, click the "Install" button in the middle of the screen to start installation.



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 OS X

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.

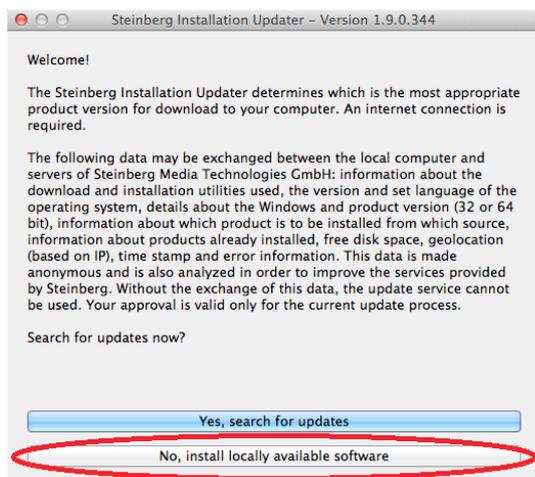


3. Follow the instructions on the screen to open the installation screen. Next, click the "Install" button in the middle of the screen to start installation.

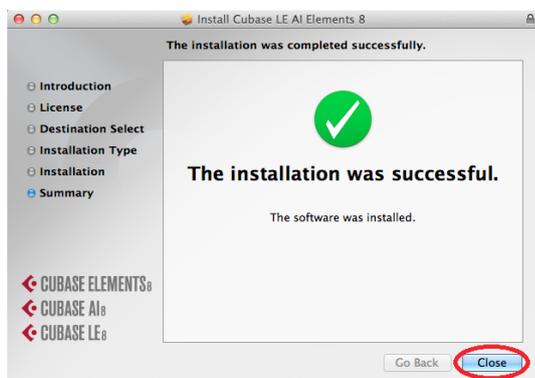


4. When the pop-up message appears, click "No, install locally available software".

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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.



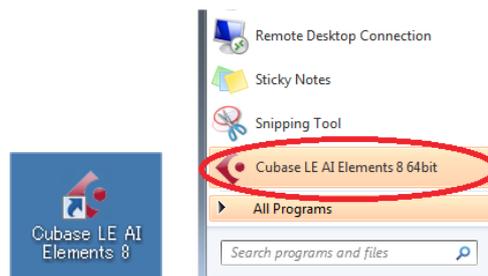
## Activating the software

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.

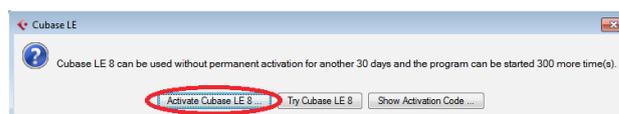
## Activating Cubase LE

### ■ Windows

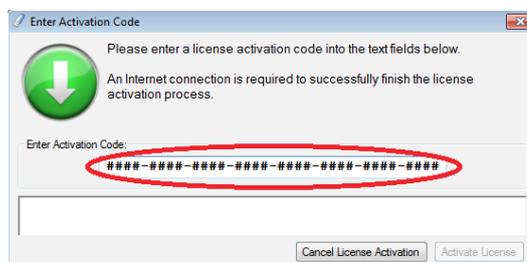
1. Double-click the "Cubase LE AI Elements 8" icon created on the desktop or select "Cubase LE AI Elements 8" from the start menu to launch Cubase LE.



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



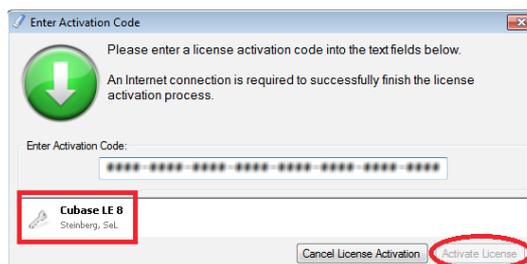
2. When a screen where you can enter the activation code appears, enter the activation code in the input field.



### NOTE

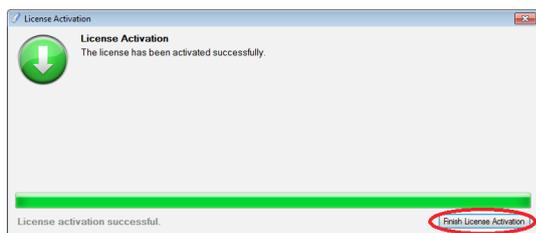
*The activation code is shown below the access code on the MySteinberg screen. It will also be sent by email.*

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



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



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

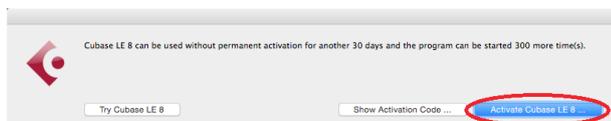


## Mac OS X

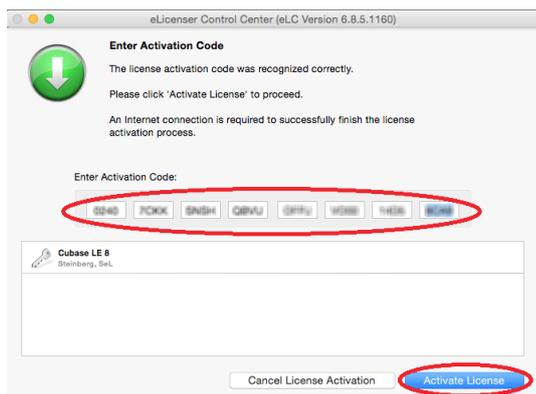
- Open the Applications folder in the Finder, and double-click the "Cubase LE AI Elements 8" icon to launch Cubase LE.



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



- 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.



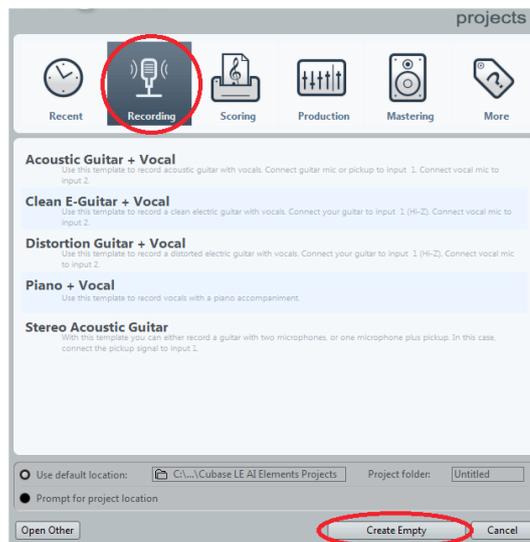
## Recording and playback

The settings for Cubase LE are the same on both Windows and Mac OS X 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

- 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

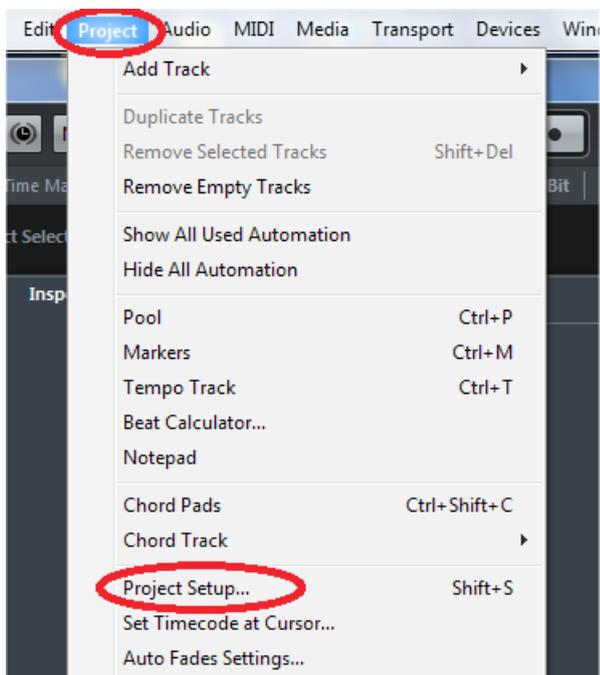
Various default project templates for recording different types of music are available in the Steinberg Hub. In this

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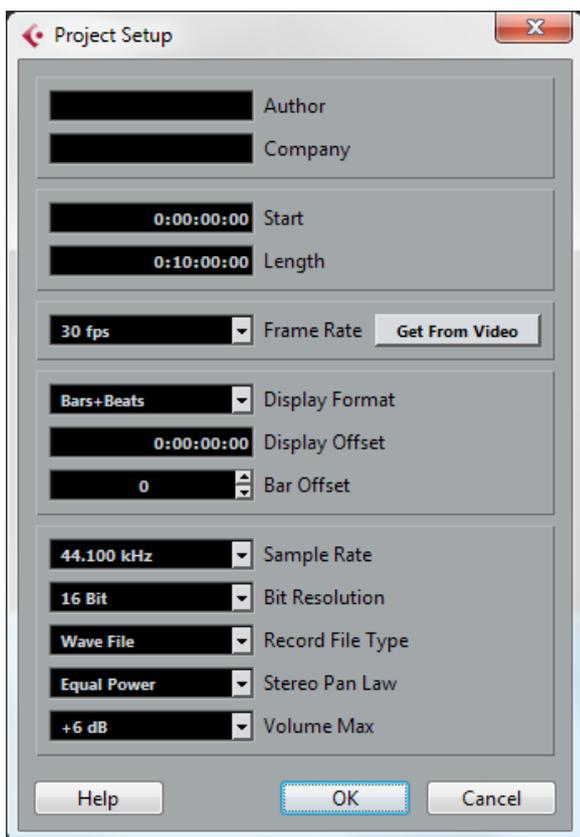
case, we have created an empty project in order to explain how to use Cubase LE.

## TIP

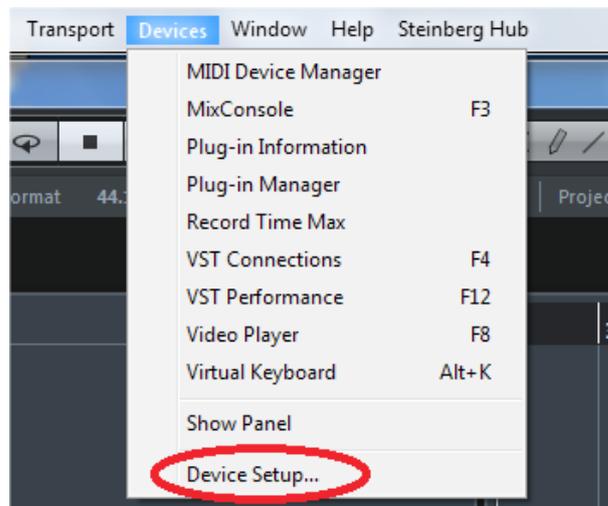
A project is a unit for working on the creation of a single piece of music. You can create multiple projects, and save, load and make settings for each one separately. To change projects settings, open the "Project" menu from the menu bar and select "Project Setup".



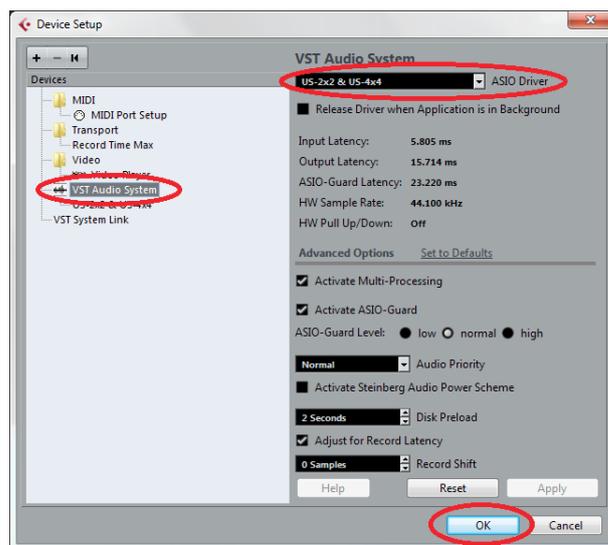
On the Project Setup screen you can change the sample rate, bit resolution and other settings that affect the entire project.



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".

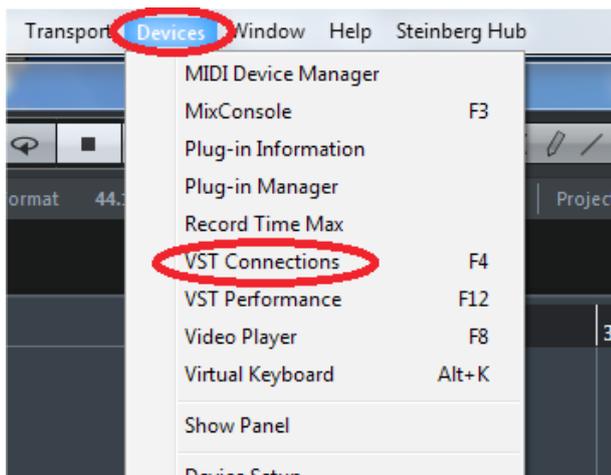


3. Select "VST Audio System" on the left side, and select the audio interface from the ASIO Driver menu on the right side ("US-2x2 & US-4x4" in this example). After selection, click the "OK" button.

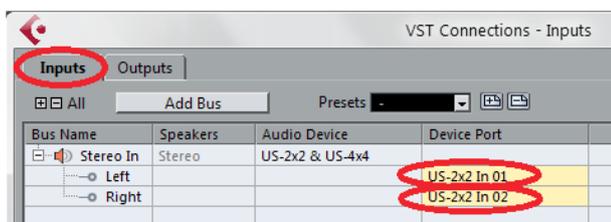


4. Make input and output audio port settings. These settings connect Cubase LE with the audio ports of the audio interface being used ("US-2x2" in this example). Open the Devices menu from the menu bar and select "VST Connections".

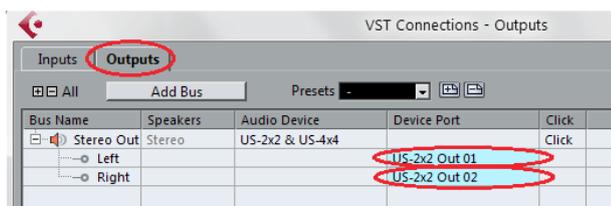
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- Click the "Inputs" tab on the VST Connections screen. The "Stereo In" bus is available by default. In its Device Port field (shown in yellow) pull-downs on the right, select US-2x2 input ports. In this case, select the US-2x2 "In 01" port for Stereo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



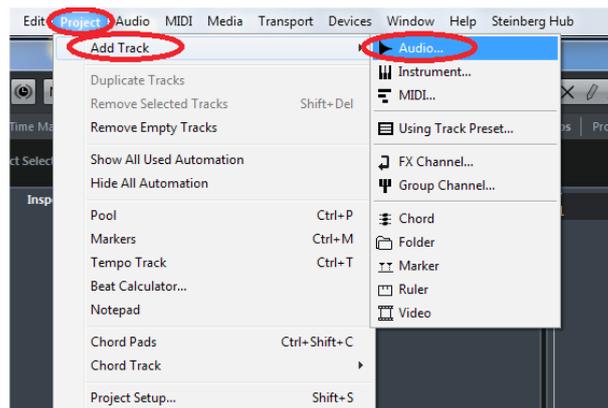
- Click the "Outputs" tab in order to set the output audio ports in the same way. The "Stereo Out" bus is available by default. In its Device Port field (shown in blue) pull-downs on the right, select US-2x2 output ports. In this case, select the US-2x2 "Out 01" port for Stereo Out Left and the "Out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



## 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.

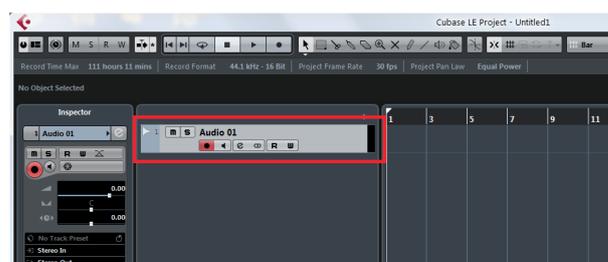
- Next, create audio tracks for recording. Open the "Project" menu from the menu bar and select "Add Track" followed by "Audio..."



- 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.

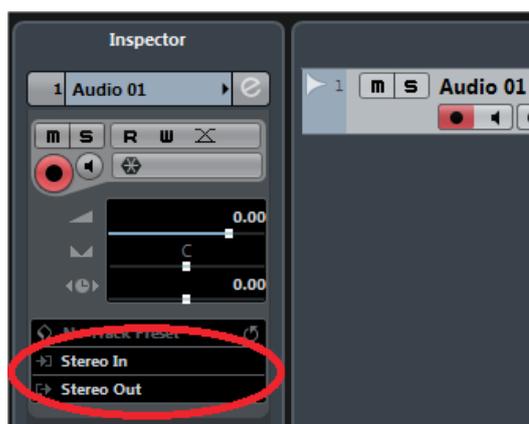


An audio track is added as shown below.



## 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.



This completes preparation. Next, we will record.

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## 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.



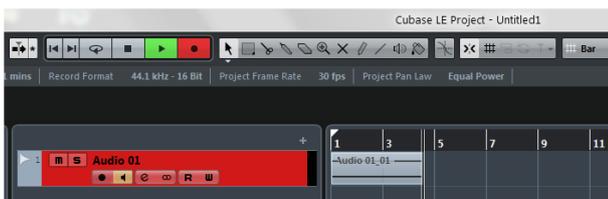
3. Try inputting sound into the audio interface that you are using. The meters to the right move in response to the volume.



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.

1. 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.



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.

