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.
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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.



� CUBASE I> NUENDO → SEQUEL >, WAVELAB VST AUDIO I/O CONTROLLERS APPS

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

| Home | Shop | Products | Sup |
|------|------|--------------|--------------------|
| | | | |
| | | | |
| | | | |
| | | | |
| | | Porgot passw | 0107 |
| | | | |
| | Home | Home Shop | Home Shop Products |

- 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.

| Weideline to mystemberg | congooge, engion 🦋 |
|--------------------------|--------------------|
| Log in or create account | |
| Email or username | |
| | |
| Password | |

7. Click "Enter Download Access Code".

| | Home Shop Products Su | ipport Artists News & Events Company |
|---|-----------------------|--------------------------------------|
| My Products My Profile My Support My Forum | My Newsletter | Language: English 😔 |
| My products | | masayuki.nakamura@teac.jp Log.out |
| Register elicenser / software Enter Download Access Code | Reactivate | Register hardware |

8. Enter the access code.

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

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

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.



 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".

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".



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



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



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

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

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



Activating the software

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

Activating Cubase LE

Windows

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

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

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

| 🔆 Cubase LE | - ×- |
|--|-------------|
| Cubase LE 8 can be used without permanent activation for another 30 days and the program can be started 300 mc | re time(s). |
| Activate Cubase LE 8 D Try Cubase LE 8 Show Activation Code | |

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

| 2 Enter Activation Code | | | | |
|---|---|-------|--|--|
| Please enter a license activation code into the text fields below. An Internet connection is required to successfully finish the license activation process. | | | | |
| Enter Activation | Code: ####=####=#####=####=####=#####=#####=#### | | | |
| 1 | Cancel License Activation Activate License | cense | | |

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.

| 7 Enter Activation Code | | | |
|---|---------------------------|------|--|
| Please enter a license activation code into the text fields below. An Internet connection is required to successfully finish the license activation process. | | | |
| Enter Activation | cooe: | | |
| Cubase LE 8 Steinberg, Sel | | | |
| | Cancel License Activation | ense | |

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



Mac OS X

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



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



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



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

| | License Activation The license has been activated successfully. |
|------------------|---|
| License activati | Finish License Activation |

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

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



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



NOTE

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

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

TIP

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



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

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

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

| Transport | Devic | es | Window | Help | Steinberg Hub | |
|------------|-------|------|-------------|--------|---------------|---------|
| | | MID | I Device M | anager | | |
| | | Mix | Console | | F3 | |
| @ | | Plug | g-in Inform | ation | | 01 |
| ormat 44.1 | | Plug | g-in Manag | ler | | Project |
| | | Rec | ord Time N | 1ax | | |
| | | VST | Connectio | ns | F4 | |
| | 1 | VST | Performar | ice | F12 | |
| | | Vide | eo Player | | F8 | 3 |
| | | Virt | ual Keyboa | rd | Alt+K | |
| | : | Sho | w Panel | | | |
| | | Dev | ice Setup | \geq | | |

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.

| + - 14 | VST Audio System | | |
|-------------------------|--|--|--|
| Devices | SIO Driver | | |
| MIDI MIDI Port Setup | Release Driver when Application is in Background | | |
| Record Time Max | Input Latency: 5.805 ms | | |
| | Output Latency: 15.714 ms | | |
| VST Audio System | ASIO-Guard Latency: 23.220 ms | | |
| Contract of Contract | HW Sample Rate: 44.100 kHz | | |
| VST System Link | HW Pull Up/Down: Off | | |
| | Advanced Options Set to Defaults | | |
| | Activate Multi-Processing | | |
| | Activate ASIO-Guard | | |
| | ASIO-Guard Level: • Iow O normal • high | | |
| | Normal Audio Priority | | |
| | Activate Steinberg Audio Power Scheme | | |
| | 2 Seconds Disk Preload | | |
| | Adjust for Record Latency | | |
| | 0 Samples Record Shift | | |
| | Help Reset Apply | | |

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

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



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

| _ | | | | |
|-----|---------------|----------|-----------------|-------------------------|
| | ¢ | | VS | ST Connections - Inputs |
| | Inputs Outp | uts | | |
| | ⊞ All | Add Bus | Presets - | |
| | Bus Name | Speakers | Audio Device | Device Port |
| | 🗄 🕩 Stereo In | Stereo | US-2x2 & US-4x4 | |
| il. | ····-o Left | | | US-2x2 In 01 |
| Ш | -o Right | | < | US-2x2 In 02 |
| | | | | |

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

| | • | | VS | T Connections - Output | ts |
|---|----------------|----------|-----------------|------------------------|-------|
| | Inputs Outp | uts | | | |
| I | ⊞⊟ All | Add Bus | Presets - | - + - | |
| I | Bus Name | Speakers | Audio Device | Device Port | Click |
| I | 🗄 🕩 Stereo Out | Stereo | US-2x2 & US-4x4 | | Click |
| l | | | < | US-2x2 Out 01 | > |
| I | o Right | | < | US-2x2 Out 02 | |
| U | | | | | |

NOTE

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



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

| Add Audio Track | | | | | |
|-----------------|-------|---------------|----------|------------|------------------|
| | Count | Configuration | Speakers | Track Name | |
| Browse | 1 | Stereo 👻 | | | Add Track Cancel |

An audio track is added as shown below.



TIP

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





Recording audio

We will record to the previously created track.

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



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



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



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



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



NOTE

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

TIP

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

Playing audio

Next, we will play the recorded track.

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



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



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



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

| ▶ 1 m s Audio 01 | |
|------------------|---|
| | Π |
| | |
| | |

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.

