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Getting Started

In this section we will cover how to download T7, any associated plugins and demo songs

Downloading and Installation

The T7 software can be downloaded from our website: www.tracktion.com. You can download a free trial version, or purchase it on-line from the website.

Enter an e-mail address and password, and then select and download the appropriate version of T7.

Windows Installation

For Windows machines, run the installer, and the Setup Wiizard will guide you through the installation as follows:

Choose an installation location, or just select the default location highlighted.
The installation will begin.

Read and accept the end-user license agreement.

When the installation is complete, run T7 by selecting the installed T7 desktop icon, or by selecting it from the list of programs. Initially, T7 will run in trial demo mode.

If you purchased a valid license, select “Unlock” to be redirected to logon to our website with your e-mail address and the password you created previously. T7 will then be authorized automatically.
OSX Installation

For OSX, download the .dmg file onto your desktop.

Click on it to open up this menu. Then click and drag the Tracktion 7 icon and drop it into the Applications folder icon.

Tracktion 7 is now available in your applications folder.

Select Tracktion 7 and a warning dialog may appear. Click open.
Read and accept the end-user license agreement.

Initially, T7 will run in trial demo mode.
If you purchased a valid license, select “Unlock” to be redirected to logon to our website with your e-mail address and the password you created previously. T7 will then be authorized automatically.
First-Run Setup Assistant

In this section we will run through the first-run setup assistant

When launching T7 for the first time, you will notice the ‘first run setup assistant’ on the left hand side of the interface.

This setup assistant can be hidden and reopened at any time regardless of whether it is completed or not.

We recommend following each step so the assistant can quickly configure your system - adding visual aids where appropriate.

Below we will step through each item in the setup list and review in further detail.
Setup Audio Device
Settings -> Audio Devices

Note: Ensure all audio device drivers are installed:

**Windows/Linux** operating systems require specific device drivers that are provided by your audio interface manufacturer – we recommend ASIO drivers for windows – if you do not have an asio driver, try this free one: www.ASIO4all.com.

**For OSX**, no additional drivers are required.

Any available device/drivers will be shown – pressing the ‘test’ button will play a tone out of the selected output – this helps if the drivers have names such as ‘USB Codec’ that may not seem relevant to your hardware (not all drivers are custom named by a manufacturer).

Aggregating devices is possible at a driver level – in OSX, this is done in Core Audio, and on Windows/Linux it is handled in the driver (most manufacturers don’t provide aggregation in their drivers in which case, use the ASIO4ALL driver mentioned above).

**Sample Rate** can be selected – hardware device/driver provide the available sample rates.
**Audio Buffer size** – this is a key setting as it controls the amount of latency (see latency description below) associated with your audio I/O. The optimum audio buffer size is system dependent – a powerful computer will be able to run extremely low buffer sizes. This number may need to be increased during a project as more of the system resources are being used up by processing such as virtual instruments, high track count and/or effects DSP. We have built some useful tools into T7 to help with system resources – more on that later.

The ‘Channels’ area will display all available I/O streams presented by your audio device driver.

Clicking on the ‘Enabled’ will toggle the selection between enabled/disabled. If a stream is disabled, then it will not be available in your edit – this can be useful if your interface offers extensive I/O count that are not being utilized (for example ADAT expansions). If you do not see all the expected I/O’s in the list, ensure you do not have the ‘show only enabled devices’ button active.

Clicking on the stream name – such as ‘Output 1+2’ – will display the properties for this selection in the lower part of the screen, where you can make additional changes such as custom name, stereo/mono etc (more on this later).

If your device has multiple outputs, you can choose which pair will be the default stereo output by choosing the ‘default wave output’. This selection will route all your tracks to this pair of outputs unless you choose to route to an alternate destination (more on this later).
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Output Properties:

Input Properties A:

Input Properties B:

**Note:** What is “Latency?” Latency is the time it takes for a sound to travel from its source (for example your voice), through your audio interface into T7, through any processing and back out the audio interface to your listening device (speakers/headphones). Although the time taken is very small and measured in milliseconds, if you are playing an instrument such as a guitar, you can perceive even very small delays which can negatively impact a performance. Most audio hardware devices will have a zero-latency monitoring path to avoid this – be sure to check your hardware user manual to see what features are available. T7’s default settings are such that a recording input is not passed through to the output – this is because most hardware will handle the monitoring path – if you would like to monitor through T7, ensure the ‘live input monitoring’ option is selected for the input (see page 26).

**Note:** ‘Reset Audio Devices’ button can be used to return to default settings – this is useful if you are experiencing problems with audio devices, as it can return all states to a known setup.
Setup MIDI Devices

Settings -> MIDI Devices

**Note:** Ensure all MIDI device drivers are installed – Windows/Linux operating systems require specific device drivers that are typically provided by your MIDI interface manufacturer.

All available devices will appear in the device list - if you do not see your device check driver installation and or connection and press the 'refresh MIDI device list' to rescan.

Clicking on the device will allow you to access additional parameters in the properties panel - including naming the device - see below:

**Input Parameters**

**Output Parameters**
Scan For Plugins

Adding plugins to T7 is very simple – once the plugin has been installed (check plugin installation guides for detailed guidance), you can perform a scan – T7 will then look for the plugin files, launch and test them before adding to the accepted plugin list. This process is designed to improve the stability of the application – as plugins can occasionally be incompatible or unstable.

NOTE: Bit depth – the bit depth of your plugins must match the bit depth of T7 – for example if you are running the 32bit version of T7, then this will only run 32 bit plugins. Most new plugins are available in both 32/64 bit versions whereas older ones are typically only 32 bit.

In the diagram below, you will notice the ‘scanning and sorting’ button – press this and make a selection to commence a scan. Some plugins may fail to load – this might be a mismatching bit rate, or detected instability – and an initial scan may take a few minutes depending on the number of plugins you have installed.

Once a plugin has successfully been scanned, it will appear in the plugin list and will then be available for use in your edits.
Scan For Loops

Similar to the plugin scan, you can also scan for loop databases installed on your system. This is less critical than for the plugins, as there are numerous ways to locate and add loops to your edits – plus loops do not introduce any instability so there is no testing process.
Download a Demo Song

Demo songs can be easily downloaded from the first run wizard, and they can be found at tracktion.com -> my account -> my downloads.

Once the file is downloaded, simply drag and drop it anywhere onto T7 to import it - the file is an ‘archive’ which contains all the necessary files.

In the ‘Projects’ tab, double click on the edit to open it.

**Note:** Archives can be made of projects or edits - these are very useful if you wish to relocate, share or backup your work. The process of creating an archive gathers all the referenced material and makes copies to a single file - this file can then be moved and imported easily.
Visit the Marketplace

Tracktion’s Marketplace is an integrated content discovery and delivery portal designed to assist in the process of adding plugins, instruments, loops and more as efficiently as possible.

More than just an online store, we have built Marketplace to be smart – making the process of installing plugins faster and easier. With new content being added all the time, if you are looking for new inspiration, your journey starts here. No need to put on a frock and drive to the end of town, you can shop right here in your jammies,
Opening a Project

In this section we will explore a demo project and discover the various key areas of the user interface

Note: Popup Help

When you first run T7, the pop up help tool is active by default - this allows you to hover over features/controls and a popup window will appear with guidance. You can adjust the settings for the popup help in ‘Menu’ -> ‘Help’. T7 is always offering advice even when the popup help is turned off – as you mouse over areas tips will be displayed in the top right hand corner of the screen.

For this section we will be looking at the demo session ‘Static Observer’ - if you have not downloaded the project, simply visit the ‘my downloads’ area of your account on the main website – there you will find a link to download the archive. Once downloaded, drag the archive anywhere onto the Tracktion user interface to import the session. On the ‘projects’ tab, click on the ‘Static Observer’ project and then double click on the edit to open it.

Below is the full screen image of the ‘Static Observer’ edit

Tip: keyboard shortcut to expand all tracks to fit screen: function F8. To view more keyboard shortcuts go to ‘settings’ -> ‘keyboard shortcuts’

The ‘edit’ page is logically laid out with a left to right workflow – inputs on the left, editing in the middle and mixing/routing on the right. Across the top of the screen you can find global features such as timeline, tempo and marker tracks while across the bottom of the screen are the menu, properties panel and transport. All versions of Tracktion utilize the same single screen paradigm, allowing you to quickly access all the features needed for any given task.
The area of the screen can be minimized allowing you to choose the appropriate layout of the interface depending on tasks at hand – these controls are highlighted below:

The collection of buttons in the top right hand corner of the screen show/hide the tempo track, marker track, track inputs, mixer area and properties panel – the buttons are arranged to match the visual orientation of the panels being controlled.

The tab in the top left hand corner of the screen shows/hides the browser panel – and can also be used to reorient the panel by dragging the tab to either side or top of the screen.

The button found in the menu area is used to switch between ‘slimline’ or standard view for the properties/transport panel.
Menu/Properties/Transport Panel

The image below shows the different sections of the lower control panel – highlighting the individual regions for the menu, properties panel and transport.

**Menu Section**

The menu section groups together common settings – this is where to look for creating new tracks (tracks menu), changing the timecode view from bars/beats to SMPTE (Timecode menu), activating the click track (click track menu), accessing the log file to send to support (Help menu) or exporting your edit to an MP3 file (Export menu).

**Properties Panel**

The properties panel will always display relevant information for whatever is selected – the above example is for an audio clip. This functionality is known as ‘object oriented’ and is extremely useful as it presents all the common tools right when you need them – and does not overload the user interface with too much information, plus, does not bury important features in menus. This programming style was pioneered by Larry Tesler (Apple Chief Scientist) as part of his ‘modeless’ concepts – (Jules cites Larry as one of his main inspirations).
Transport Section

The transport section is used to define the edits global tempo, time signature and playback recording properties. Clicking on different areas of this section will display additional information in the ‘properties panel’. You can drag plugins to the master L/R output (the Master Mix plugin is used in the image above).
Mixer Panel

T7’s mixer panel at the right of the Edit page is unique in that it is inline with your tracks, rather than the more-common vertical layout. This design ensures you never get lost when navigating a larger edit.

The mixer is completely modular – you can drag new plugins anywhere into the mixer by dragging the ‘new plugin chevron’ – see image below.

Clicking on elements in the mixer will present controls in the properties panel, and double clicking on third party plugins will launch their GUI. Elements can be moved at any time, and you are completely free to choose the order of all the processing – including volume/pan controls (you can have multiple volume/pan controls on a track).
Starting a New Project

In this section we will start a new project and edit covering common workflow such as recording audio or MIDI and using loops

To start a new project, go to the ‘Projects’ tab and choose ‘New Project’ from the menu area - this will open a dialog box where you can choose a name and location for the project:

![New Project dialog box]

**Tip:** if you have typical setups for your edits - for example you may have all channels from your audio interface routed to new tracks - then you can save your edit as a template from the ‘save’ menu. Next time you create a new project you can use the template as a starting point to save time.
Creating the project will also create an edit – to open the edit, double click on the edit name to launch – highlighted below:

Note: A project can contain any number of edits – you can freely create new edits and quickly copy edits – allowing you to ideate and experiment with ease. Click on the edit name to access these features and more in the properties panel.
The default edit will look like this:

Choosing an input for recording is simple click on the shaded arrow beneath the track name to show the input list. You can select any available audio inputs (the names of the inputs can be changed in the settings tab under ‘audio devices’), MIDI inputs (the names of the inputs can be changed in the settings tab under ‘MIDI devices’), or other tracks (more on this later).

For this example we are selecting an audio input - the input icon will update to look like the image below. You will be able to see any incoming signal in the metering (both in the input icon and expanded in the properties panel). The input is not activated until the ‘record arm’ button is pressed - the red dot area of the icon.

And the properties panel will now show detailed information about the input device:

There are a couple of important features to note here:
‘Treat As Stereo Channel Pair’ allows you to switch adjacent inputs from stereo to mono - if your audio interface has 2 inputs, switch this to mono if you are recording a mono signal such as vocal or guitar.
‘Live Input Monitoring’ allows you to monitor a recording through Tracktion’s audio engine – by default this is INACTIVE as most audio interfaces offer zero latency monitoring:

Pressing the ‘record arm’ button in the input icon will arm the input for recording – this allows you to have several inputs configured in your edit, but only those that are ‘record armed’ will actually record when the recording commences. Before recording, it is a good idea to check your signal levels – try playing as loud as you will during your performance to ensure the input does not clip – adjust the gain at the signal source (for example mic preamp) such that your signals approach zero dB on the meters, but do not clip.

To commence recording, press the record button in the transport section:
Tip: an input can be dragged to any other track input area to save time. You can record any type of input to any track – you could even record MIDI and audio to the same track if desired – although with no limitations on track count, it would be better to record to discreet tracks.

Recording MIDI is very similar – the only significant difference is that MIDI is only data and is used to trigger sounds from an instrument which is typically a ‘virtual instrument’ (VI). The input is selected in the same way as described above – however you must also load a VI onto the track – to do this, drag the ‘new plugin’ icon to the track mixer area:

As you hover the icon over the mixer area, you will notice you can place it in any position in the signal chain – any items in the mixer area can be freely moved by dragging at any time. Releasing the icon will bring up the plugin selector menu where you can locate the desired virtual instrument.
Double clicking on the instrument will open its general user interface (GUI) if available.

**Tip:** you can set the MIDI input to automatically quantize – helpful if you are not an accomplished keyboard player – click on the input icon and choose your level of quantize from the properties panel.

### Authorizing a Plugin

Initially, plugins available from tracktion.com will run in “Demo Mode” and need to be authorized. The following example shows our “Master Mix” plugin. Click on the “Unlock” button at the far right.

As if by magic, another menu will appear, allowing you to enter your e-mail address and password for our website. If the plugin has been correctly purchased, the authorization will be approved.
Editing

In this section we will learn how to edit clips

**Tip:** Here are some really useful editing keyboard shortcuts:

- Split clip at cursor position: ‘/’
- Zoom in selection: ‘option/alt shift drag’
- Zoom out selection: ‘option/alt shift click’
- Scroll: mouse wheel while cursor is over track input or mixer area
- Zoom horizontal: mouse wheel over edit area
- Zoom vertical: control mouse wheel over edit area
- Fit all tracks to screen: Function F8

Editing Audio

As part of the modeless operation in T7, all the necessary editing tools can be found at the clip level. You will notice various editing tools nested in the top bar of the audio clip. Secondary controls can also be found in the properties panel when a clip is selected.
Moves the clip boundary - use this to trim the clip boundary WITHOUT moving the audio position.

Slips the audio within clip - use this to move the position of the audio AND the clip boundary.

Fade in or tape start FX handle - drag in to set time, press control click to select FX.
Moves the clip boundary - use this to move the clip boundaries WITHOUT moving the audio position

Slips the audio within clip - use this to move the position of the audio WITHIN the clip boundary

Loop clip - click to engage and then drag the clip boundary to desired length

Link clip - click and drag to create a linked clone of the clip

Clip FX - click to open clip FX editor allowing layered processing on the clip
Racks

In this section we will explore the rack environment

Racks are an extremely creative tool within T7, allowing you to create combinations of processing, linking instruments freely and routing flexibly.

To create a rack, or recall a preset rack, drag the ‘new plugin’ icon to your track and then select from the ‘racks’ menu.

Plugins or instruments can be dragged into the rack and connected using the virtual patch cables – they can then be routed to any number of tracks – plus saved for easy recall. MIDI and audio can both be routed and all I/Os’ are shown for multi channel plugins.

Common uses for racks are as follows:

**Sound design**: load multiple virtual instruments and add DSP to the signal chain allows the user to create layered soundscapes

**Recallable FX chains**: create your favorite combination of processing – for example a vocal processing chain for a particular singer - and recall it at the touch of a button

**Complex routing**: route single instruments to multiple destinations for creative mix processing.
Mixing

In this section we will explore the modular mixing capabilities

The mixer in T7 is completely modular – allowing you to total freedom to design the signal flow. Simply drag elements of the mixer to move them and/or drag the new plugin icon to add elements:

Selecting any single element will display detailed information in the properties panel and double clicking will launch the plugins user interface where available.

Plugins can be added to the master bus by dragging the new plugin icon to the ‘master plugins’ area:
Automating plugins is very easy – simply drag the small ‘A’ found at the end of each track to the desired mixer element you wish to automate:

This will then create an ‘automation lane’ in the edit area – double click anywhere on the line to add nodes – then drag nodes to change values.

The red ‘M’ and green ‘S’ buttons in the mixer area are ‘Mute’ and ‘Solo’ respectively – these allow you to quickly isolate tracks for monitoring.
Completing a Project

In this section we will learn how to export an edit to a file type, backup or move a project

When you are satisfied with your edit and you would like to export it as a file – for example and MP3 – all you need to do is choose the ‘export’ menu and then ‘render to a file’. This will launch a window where you can set your preferences such as file type, sample rate and bit depth:

Archiving a project or edit is an important tool – this will gather copies of all the information and assets associated with the project/edit and compress into a single file. This file can then be moved easily – either for storage or sharing with a band mate. To unpack an archived file, simply drag anywhere onto the T7 user interface.

To archive an edit, within the edit screen select the ‘export’ menu -> ‘create an archive of this edit’. Plus the edit can be selected in the ‘Projects’ tab and archive option appears in the properties panel. Projects are archived by selecting in the ‘Projects’ tab and properties panel.