

32-BIT FLOAT RECORDING GUIDE | ABLETON LIVE 11.2 | MAC



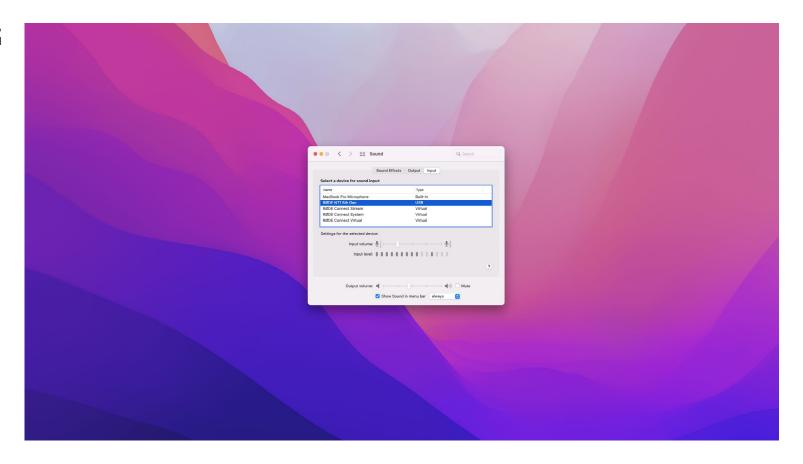
Connect your NT1 5th Generation to your computer via the included USB-C to USB-C cable. If your computer doesn't have a USB-C port, you'll need to use a USB-A to USB-C cable such as the SC18 instead.





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.

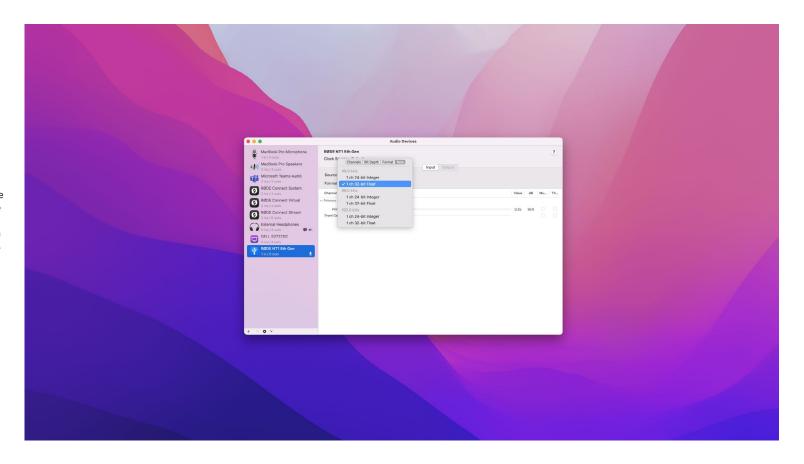




Navigate to 'Applications' > 'Utilities' > 'Audio MIDI Setup' and select 'RØDE NT1 5th Gen'. You'll notice the volume slider here under 'Primary' will reflect the 'Input Level' we set in the previous step.

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

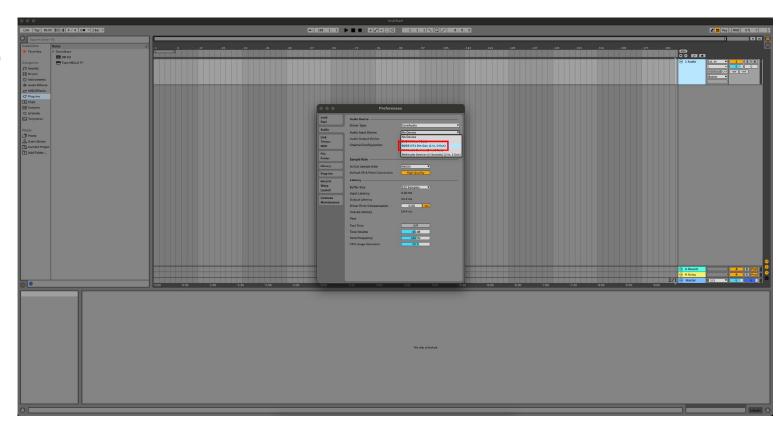
NOTE: You can select up to 192kHz/32-bit, but most computers (including Apple MacBooks and most Windows laptops) have integrated sound cards that can't play back sample rates higher than 96kHz (for modern MacBook Pro laptops) or 48kHz. This means that your audio will still be recorded at this incredibly 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.





Open a new session in Ableton Live and navigate to 'Live' > 'Preferences' > 'Audio'.

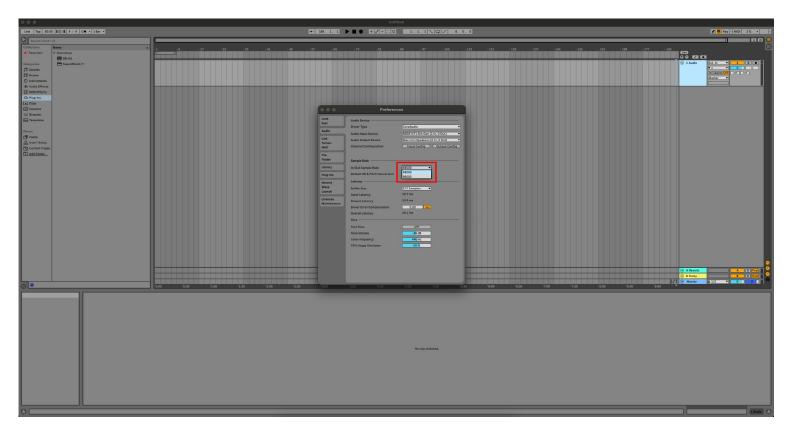
a. Click the 'Audio Input Device' dropdown and select 'RØDE NT1 5th Gen'.





# **STEP 4 (CONTINUED)**

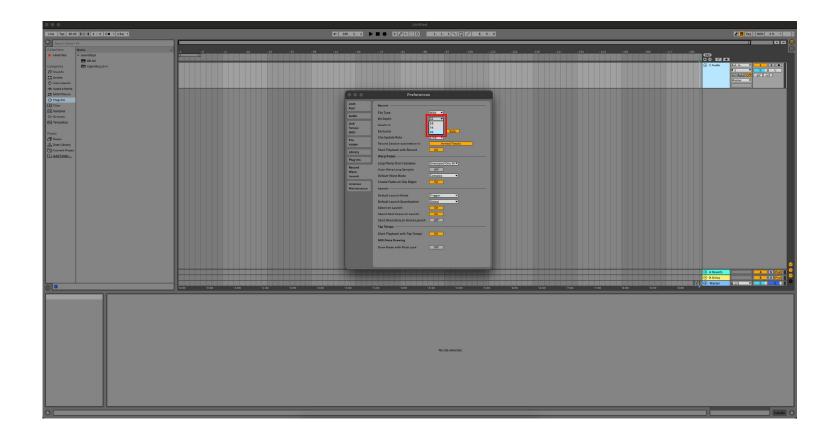
b. Click the 'In/Out Sample Rate' dropdown and select the same sample rate you chose in step 3.In this example, we've chosen 48000Hz (48kHz).





Still in the 'Preferences' menu, navigate to the 'Record Warp Launch' tab.

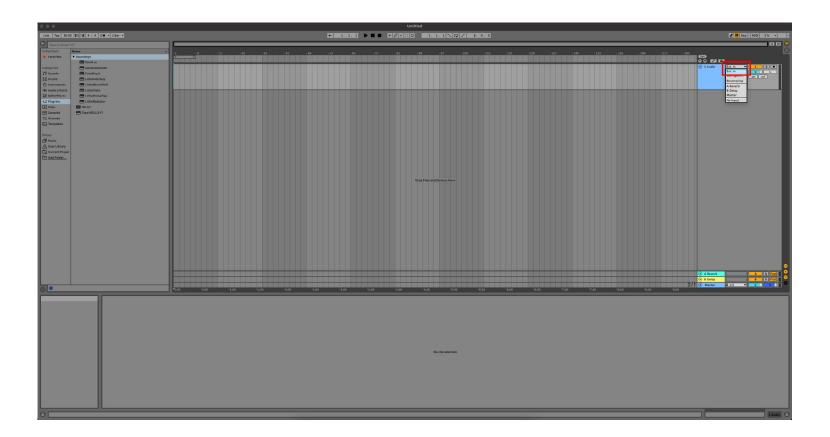
a. Under the 'Bit Depth' dropdown, select '32-bit'.





Exit the menu and create an audio track (if you don't already have one) by navigating to 'Create' > 'Insert Audio Track' in the top toolbar.

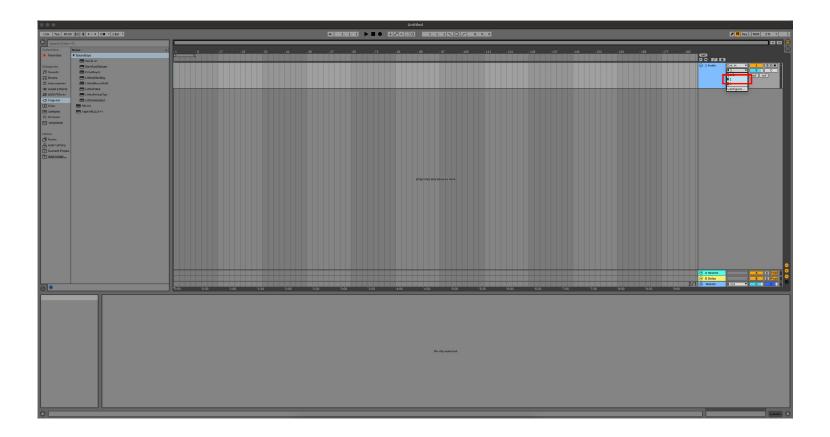
a. On your Audio Track, on the far right of the screen (in Arrangement View), click the first dropdown menu and select 'Ext. In'.





# **STEP 6 (CONTINUED)**

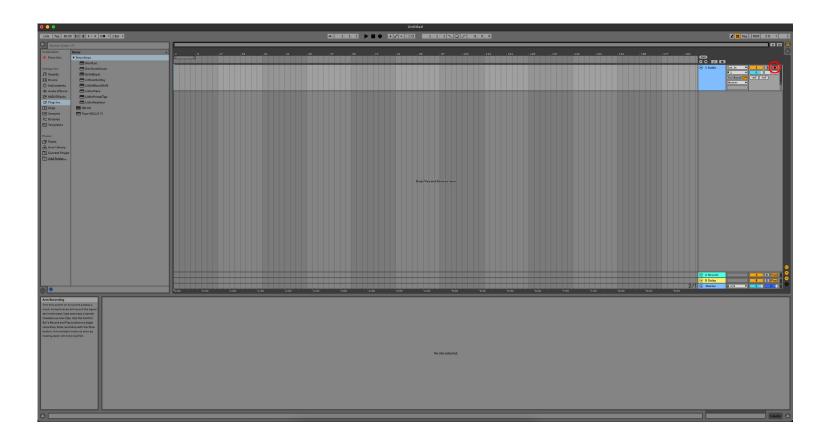
 Click the dropdown menu below this and ensure Channel 1 is selected.





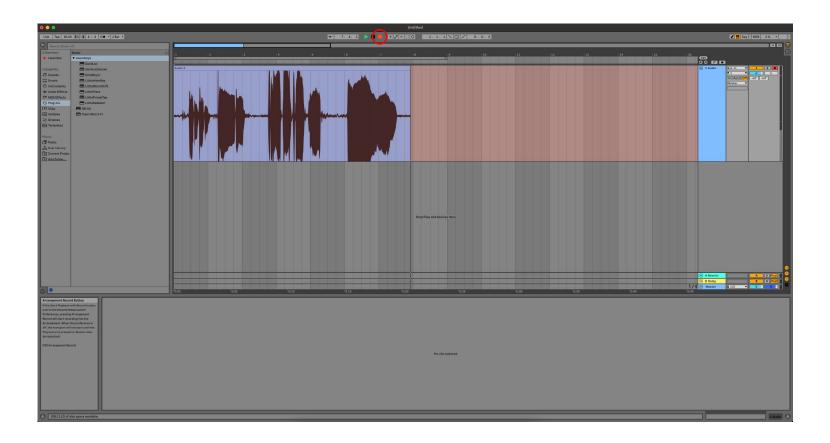
# STEP 6 (CONTINUED)

c. Click the 'Arm Recording' button so that it turns red. This arms your track, ready for recording.





Click on the 'Arrangement Record Button' at the top of the screen to begin recording your performance. Hit 'Stop' to end your recording.





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, select the audio track you just recorded, and in the Audio tools panel, adjust the 'Clip Gain' level.

 You will notice the track's waveform decrease in size with the previous clipped audio information still intact.

**NOTE:** This post-recording gain adjustment can also be applied to tracks that are too quiet. You can simply bring the gain up to the required level without the risk of boosting noise in your recording.

