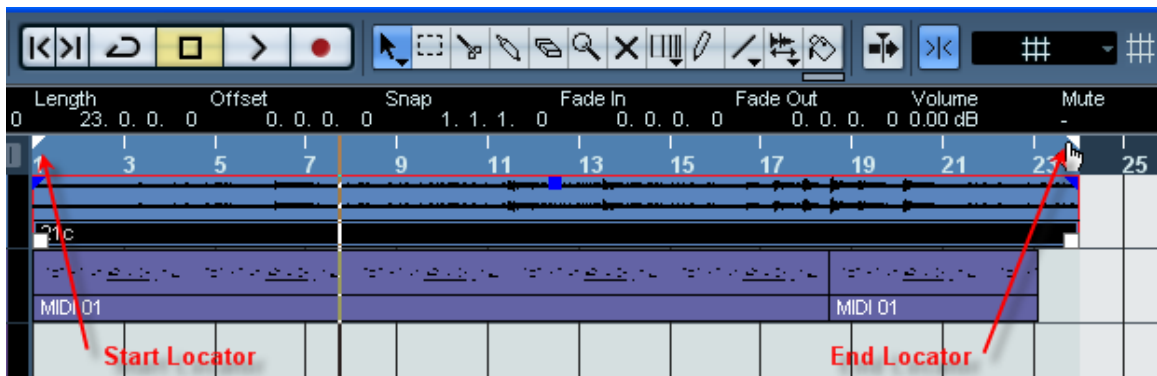


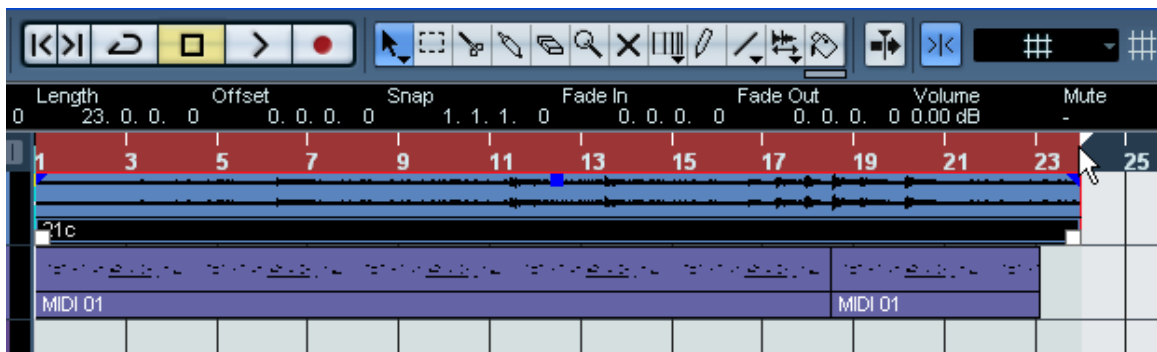
How to Mix down to an audio file in Cubase 4

1. Set up the left and right locators to encompass the area that you want to mix down.



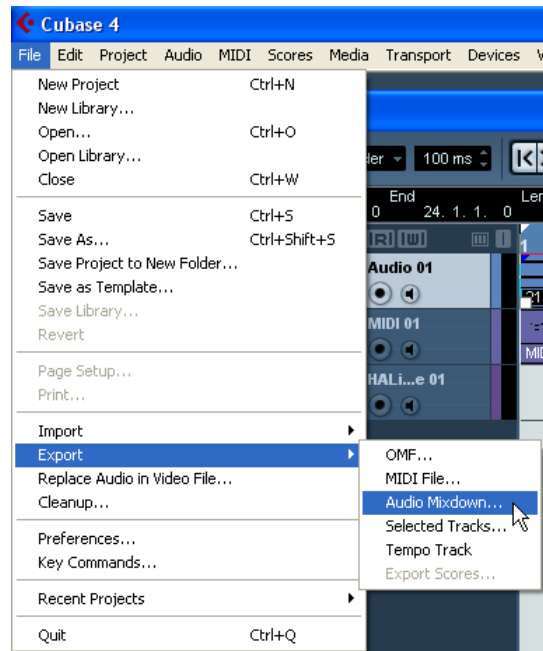
Correct locator placement

Be sure that the left and right locators are in the correct position. If they are not, you will get an error during export. The picture below shows the locators in the wrong position. Notice the red field in the ruler.

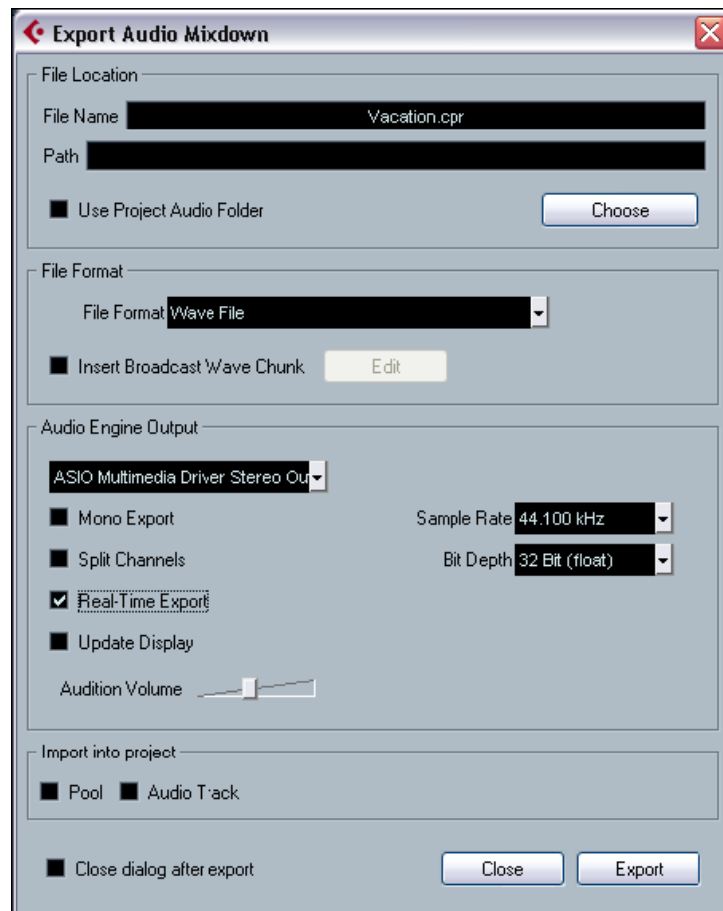


Incorrect locator placement

2. Set up your tracks, so that they play back the way you want. This includes muting unwanted tracks or parts, making manual mixer settings and/or activating the R (Read) automation buttons for some or all mixer channels.
3. Pull down the File menu and select "Audio Mixdown..." from the Export submenu.



The Export Audio Mixdown dialog appears.



The available settings and options differ depending on the selected file format

4. Enter a name for the mixdown file in the File name field and specify a path where you want the mixdown to be saved. Alternatively, you can activate the option “Use Project Audio Folder”. This saves the mixdown file in the Project Audio folder.
5. Select the bus or channel you want to mix down with the Outputs pop-up menu. This lists all output busses and channels in the active project.
6. Activate the Split Channels option, if you want to export all channels as mono files.
7. Select a file format with the File Format pop-up menu.
8. Make additional settings for the file to be created. This includes selecting sample rate, bit depth, etc. The available options depend on the selected file format.
9. If you want to automatically import the resulting audio file back into Cubase, activate the checkboxes in the “Import to” section. If you activate the “Pool” checkbox, a clip referring to the file will appear in the Pool. Activating the “Audio Track” checkbox as well will create an audio event that plays the clip, and place it on a new audio track, starting at the left locator.

→ The Import options are only available if you have selected an uncompressed file format.
10. If you activate Real-Time Export, the export will happen in real time, i.e. the process will take the same time as regular playback. Some VST plug-ins require this to have time to update correctly during the mixdown – consult the plug-in manufacturers if uncertain.
 - Cubase: When Real-Time Export is activated, the exported audio will be played back via the Control Room. The fader below the Real-Time Export checkbox allows you to adjust the Control Room volume. Note that if the Control Room is deactivated, the Audition Volume slider will not be available
11. If you activate Update Display, the meters will be updated during the export process. This allows you to check for clipping, for example.
12. Click Export. A dialog with a progress bar is displayed while the audio file is created. If you change your mind during the file creation, you can click the Abort button to abort the operation.

- If the option “Close dialog after export” is activated, the dialog will be closed, otherwise it will be left open.
- If you have activated any of the “Import to” options, the file will be imported back into the project. When playing back the re-imported file in Cubase, remember to mute the original tracks so that you really hear the correct file.