



*A single-track, multitake recorder
for WING™*

User Guide

Ver 1.4

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Introduction

wmultitake development started from the need to record small pieces on WING, and having to manage over and over routing changes when one records a session with data coming from another session and a local input. This requires a lot of settings changes before being able to just hit the 'record' button, especially when after a take, another take is implying exchanging SD cards and having to review or change the routing settings.

One of the goals was to get close to the simplicity of operation of the older Portastudio™ 4Track recorders I used a long time ago, still benefitting from what the WING can offer in terms of recording capacity and playback/monitoring quality.

The Program

The basic principle is to perform one **take**¹ at a time from a single input, and progressively build a multitrack recording for a later mix. The arbitrary restriction to a single input/track at a time makes it a multi-take recorder, and not a multitrack recorder per se. The resulting session is nevertheless a multitrack recording, with separate stems that can be rearranged or mixed using all the capabilities the WING has to offer.

wmultitake runs as a small standalone Windows² application that connects to your WING in order to automate the necessary routing changes and other settings based on your choice of options so you can record one track at a time and automatically bounce the previously recorded tracks from one SD card to the other when adding a new take with a single click on a button.

All intermediate sessions created on both SD cards are kept; This is a deliberate choice that enables you to save intermediate data if needed. You can therefore incrementally record up to 32 tracks.

The two SD cards recorders are used, you will therefore need to have two fat32 formatted SD cards with enough recording room, mounted in your W-Live extension card slots.

The first recording take always goes to SD 1.

The following paragraphs explain the program interface and what each button/option enables.

WARNING

Although **wmultitake** is a relatively simple program, it modifies your WING settings and even if the program saves and restore your WING state, it is recommended you backup your WING to a snap file.

It is also expected you know how to use the WING mixing console, routing and SD cards when using **wmultitake**.

¹ In this document, a "take" is a single input recording, or recording one or two tracks depending on the characteristics of the input source which can be Mono, Stereo, or Mid/Side.

² Windows only, or through using Wine on some MacOS/Linux systems.

Program Setup

wmultitake is very simple to install and run under Windows.

Simply drag the zip package to a directory of your choice and unzip. You will find a single .exe file (the program) and its documentation. No other files are necessary. You can simply run the program. You may be requested to authorize the program to run through your firewall; this is normal for programs using network communications.

Windows GUI

When running the program, the following application displays the application window as shown below.



Only one instance of the program should be running at any time. The program can be minimized Windows taskbar, will remain active and will show as an icon.

Connect

The first thing you will have to do is connect to your WING by clicking on the '**Connect**' button. The area right to the button will display the IP address at which a WING desk has been found on your network. Your WING needs to be in the same local network³ as your computer running the application is. Once connected, the '**Connect**' button will show '**Running..**', indicating a WING has been found and ongoing TCP communication with the desk.

Upon your first successful connection to your WING, its full state is saved to a binary file named *wmultitake.snb*. When you quit the program, this file is used to restore your WING to the state it was before you ran the application.

³ In a /24 subnetwork, providing a range of 254 local network addresses. If your WING is not in that subnetwork, but still reachable on the network, you will have to type in its IP and click on 'Connect' to establish the communication.

Once communication with your WING is established, the following options are available:

‘RST’

RST resets a number of options and states in the program, enabling you to cancel choices already made and start from a clean slate.

‘Max Tracks’

Max Tracks [8, 16, 32] sets the number of tracks sessions will generate when being recorded on your SD cards. This enables optimizing the size of recordings for low track counts sessions. SD cards sessions can be 8, 16 or 32 tracks. If you plan to only use 6 tracks, you will naturally choose a value of 8 for **Max Tracks**. If, however, your next take would require more tracks beyond the initial value set for **Max Tracks**, you can change the setting at any time, until you reach the maximum of 32 tracks being recorded.

‘Input’

Input [LCL 1-8, Aux 1-8, USB 1-8, MOD 1-8, AES50 A to C 1-8, and Play 1-4] offers a large choice of sources for **wmultitake** to record from. The restriction to the range 1-8 for some of the **Input** categories is a design choice to limit the complexity of the program GUI.

You will typically use LCL 1-8 or Aux 1-8 to record new takes from a local microphone or line-in signals. Selecting an **Input** type will enable you, when possible, to set a gain value for the input. This is typically needed for microphone, in order to get enough signal strength in your recording.

Depending on the type of **input**, your take will result in 1 track being recorded (**Input** is type **Mono**), or 2 tracks being recorded (**Input** is type **Stereo** or **Mid/Side**).

You can also customize some of the **Input** source attributes such as *name*, *color* and *icon*, in order to recognized it easily further down in your work. This is done using the **Custom** button (see later in this document)

‘Gain’

Gain [---, -2.5-45, -3-45.5] is available for **Input** families LCL, and AES50-A, -B or -C. WING does not provide preamp gain adjustment for other input sources. When applicable, the input signal strength can be visualized using the WING source routing screen and selecting your input source, as shown below for a microphone connected to local input 5 for example as shown in the screenshot next page.

You will want a good/strong signal without clipping.

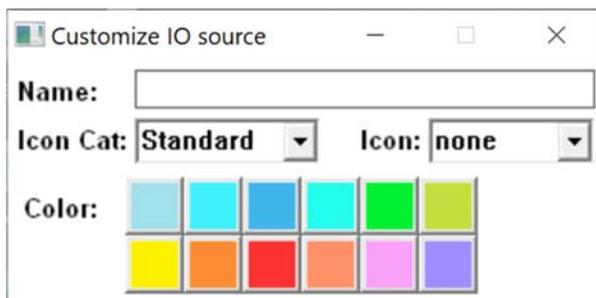
Remember that recording on W-Live SD cards is always pre-anything, and post-gain (if it exists). Your recordings will always give you the raw data you have provided for recording, and any effect or correction to your recordings should be applied when mixing/playback an SD card session using the WING audio engine.



Adjusting the gain for LCL in 5

'Custom'

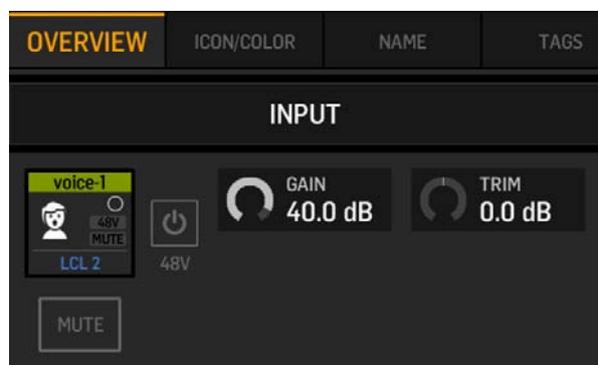
Custom is used to associate specific attributes with the chosen **Input** source. The source *name*, *icon*, and *color* can be set. These attributes will carry on from SD card to SD card as you record new tracks by pressing on Add Take. The same attributes will also be used for displaying tracks on the console when monitoring is used (with the **Monitor** button), or when playing/mixing the already recorded set of tracks using the **Play Set** button. In order to customize these 3 attributes, a new window opens when you click, as shown below.



You can type in a **name** (of up to 16 characters), select an icon using the two combo menus **Icon Cat** (category) and **Icon** (icon within that category), and a **color** matching the WING channel strip coloring capabilities.

When done, the *name*, *icon*, and *color* are saved when you quit the custom Windows (by clicking on the x in the window toolbar). The attributes are then assigned to the **Input** source selected and used with the next take.

In the screen on the right, we have set input source **LCL 2** with a gain of **40dB**, and customized it with a **yellow** color, the name **voice-1** and icon category **Mic**, and icon name **Male**.



‘Monitor’

Monitor [Off, Main, Alt] lets you hear previously recorded or selected tracks and your own recording during your take, so you work in better conditions. **Monitor** can direct the existing and recorded tracks to be audible using the *MAIN* or the *ALT* channel groups. You can then adjust the channel settings for each individual track and your own new track while recording it. This is similar to a standard mix being made as you play tracks, except routing of SD tracks and your **Input** will be automatically set by the program so you don’t have to deal with the laborious settings/changes as you progress in your multiple takes. In ver 1.4, **Monitor** defaults to *MAIN*, which seems a better/more conventional option.

‘Start from SD2 session’/S#/#T

There are times when you need some support for recording your very first take, for example recording a voice. Rather than doing it ‘a Capella’, it is a lot easier recording with some background support. This is possible through playing an SD 2 card session with recording your first take. You simply select an existing **Session** on SD 2 (**S#**), set the number of tracks **#T** to what you need from the session for your take, and click on the **Start from SD2 session** button. The button will show a green indicator (see picture) showing you will use tracks from an SD 2 session with your next take.



This is possible only when recording the first take of a series.

‘Review’

Review is an optional kind of ‘*pause before actual recording starts*’ state that does just that... pause before recording starts. Although totally optional, this button enables you to verify routing settings for your next take, or modify some options if you need.

When engaged, the **Review** button will display an *orange* indicator (see picture), showing pause will be in effect before your next recording. You can dis-engage it if you feel comfortable with the default routing options proposed by the program.



'Add Take'

Add Take is a recording button. It will add a new take to your existing tracks, creating 1 or 2 new tracks (depending on the **Input** type) in the recording SD card session and copying the previously recorded or selected tracks from the reading SD card session.

When recording is active, the **Add Take** button will show a *red* indicator (see right picture below).

If in pause state before recording, it will show a *blue* color indicator (see below). You will need to press on **Review** to exit the pause state and actively record your take. The Add track indicator will then turn *red*.

As you record your new take, the tracks you may have selected or previously recorded will play along. Your new recording will not stop when these playing tracks end, but only when you decide your new track should stop, using the **Stop/Next** button.

Although not recommended, you can change **Input** or adjust the input **Gain** during recording if needed.



'StopNext'

StopNext stops the current recording and set the program state to (virtually) switch SD cards and bounce data in order to prepare for a possible next or new take.

If needed, you can change **Input** or adjust **Gain** or any source customization in between takes.

'Kill Take'

Kill Take stops the current recording if one goes on and tells the program to forget about the previous/current recording. So, if you were recording onto SD 2, adding a track from a local input, That recording will still exist on the SD card, but the next time you record using the **Add Take** button, SD 2 will again be the recording card for a new session, using the same local input (if you haven't changed that) and its customized attributes to record the next take.

'Play Set

Play Set enables you to mix the last set of session recordings made from SD 1 or SD 2, ensuring the existing tracks and their customized attributes if they exist are populated to channel strips 1...32. **Play Set** uses the setting you chose for **Monitor**, or *MAIN* if **Monitor** is *OFF*. You can stop at any time during your mix and continue to add tracks using **Add Take** or redo the last recorded track by pressing consecutively **Kill Take** and **Add Take**.

Done recording, then What?

After you recorded one or more takes, the last recorded session on SD1 or SD2 will contain your complete set. You can use this last session as multitrack input for mixing with WING, use a mixing/automation tool such as **WingWLiveAutoMate**⁴ to benefit from the large set of WING effects and WING audio engines while mixing with full automation capabilities, or import the session in the DAW of your choice for mixing at your computer.

As mentioned earlier in this document, **wmultitake** does not remove/delete any SD recording session for the cards; this is a deliberate choice that enables you to use any intermediate take as initial material in your record/mixing work, or simply to keep all takes if that's your choice. You can delete these intermediate sessions using the SD CARD A or SD CARD B screens on WING and use the delete option, or taking the SD cards to an SD computer slot and use the computer to delete appropriate files. Deleting an SD card file may not be recoverable if you make a mistake, so be careful in deleting session files.

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⁴ See <https://x32ram.com> for more details.