

NT1 5TH GENERATION

STUDIO CONDENSER MICROPHONE

32-BIT FLOAT GUIDE | REAPER 6.71. | MAC

STEP 1

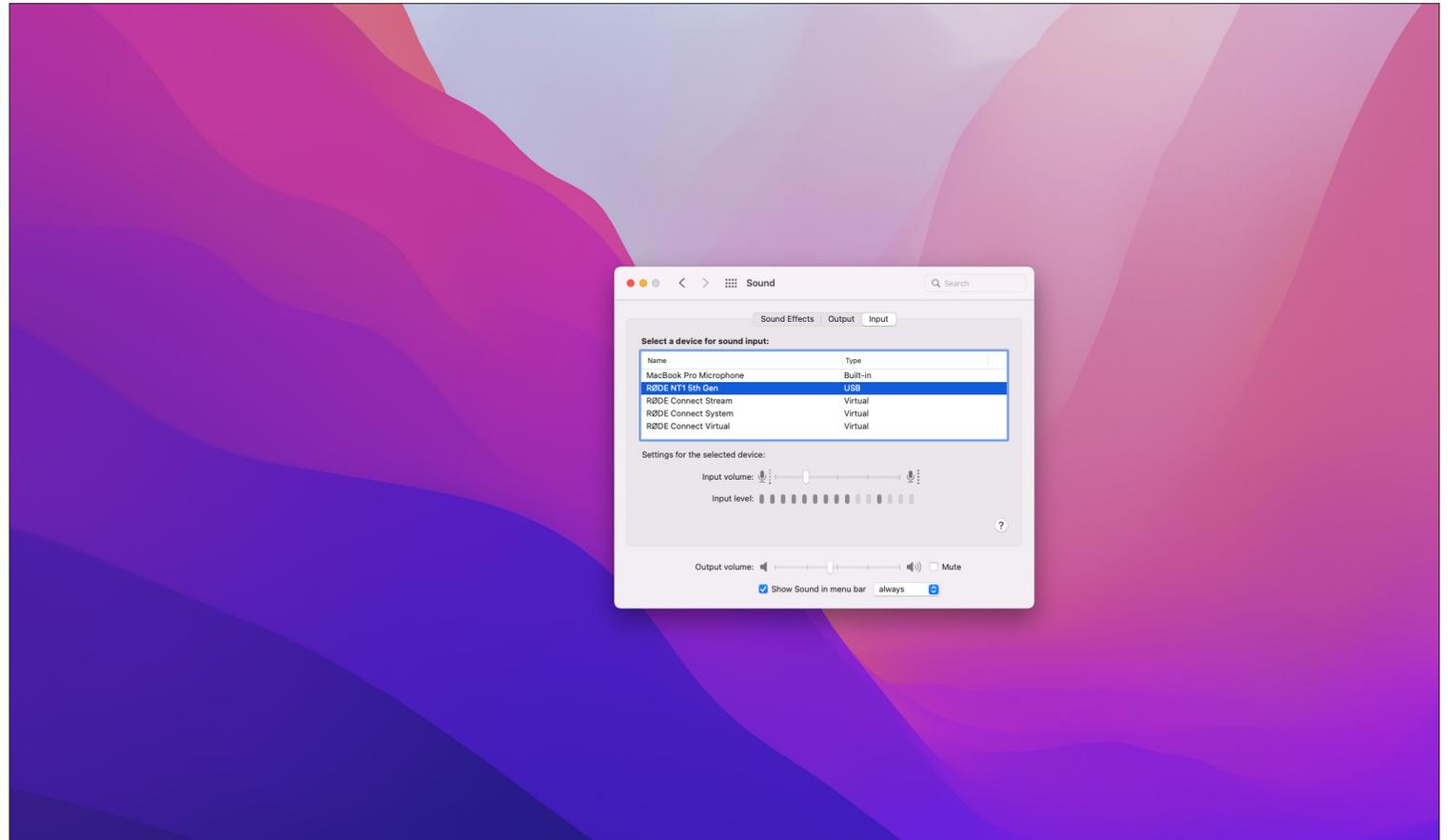
Connect your NT1 5th Generation to your computer via the included USB-C to USB-C cable. If your computer doesn't have a USB-C port, you'll need to use a USB-A to USB-C cable such as the SC18 instead.



STEP 2

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.

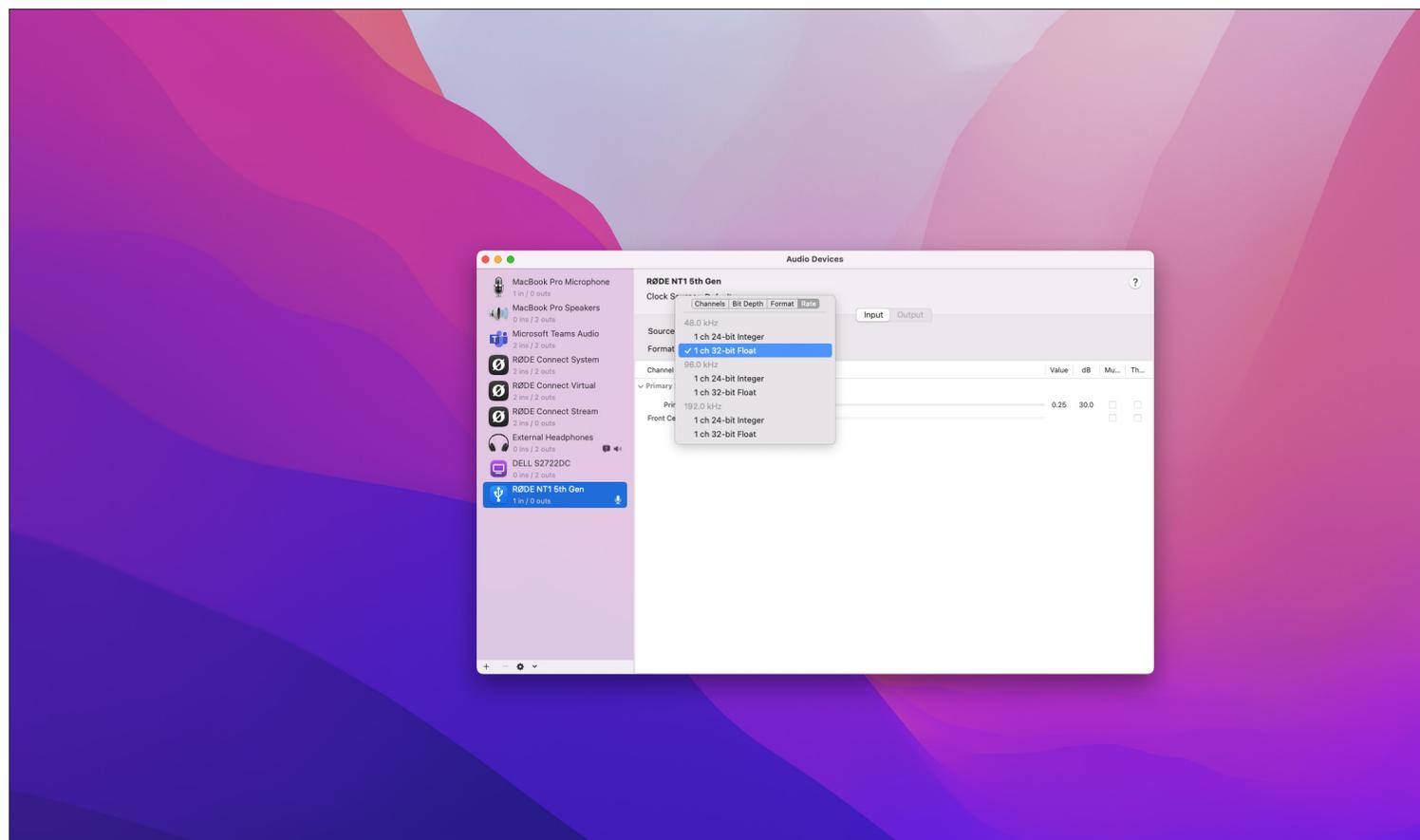


STEP 3

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 bit-depth for your NT1 5th Gen input. We recommend selecting 48kHz / 32-bit float.

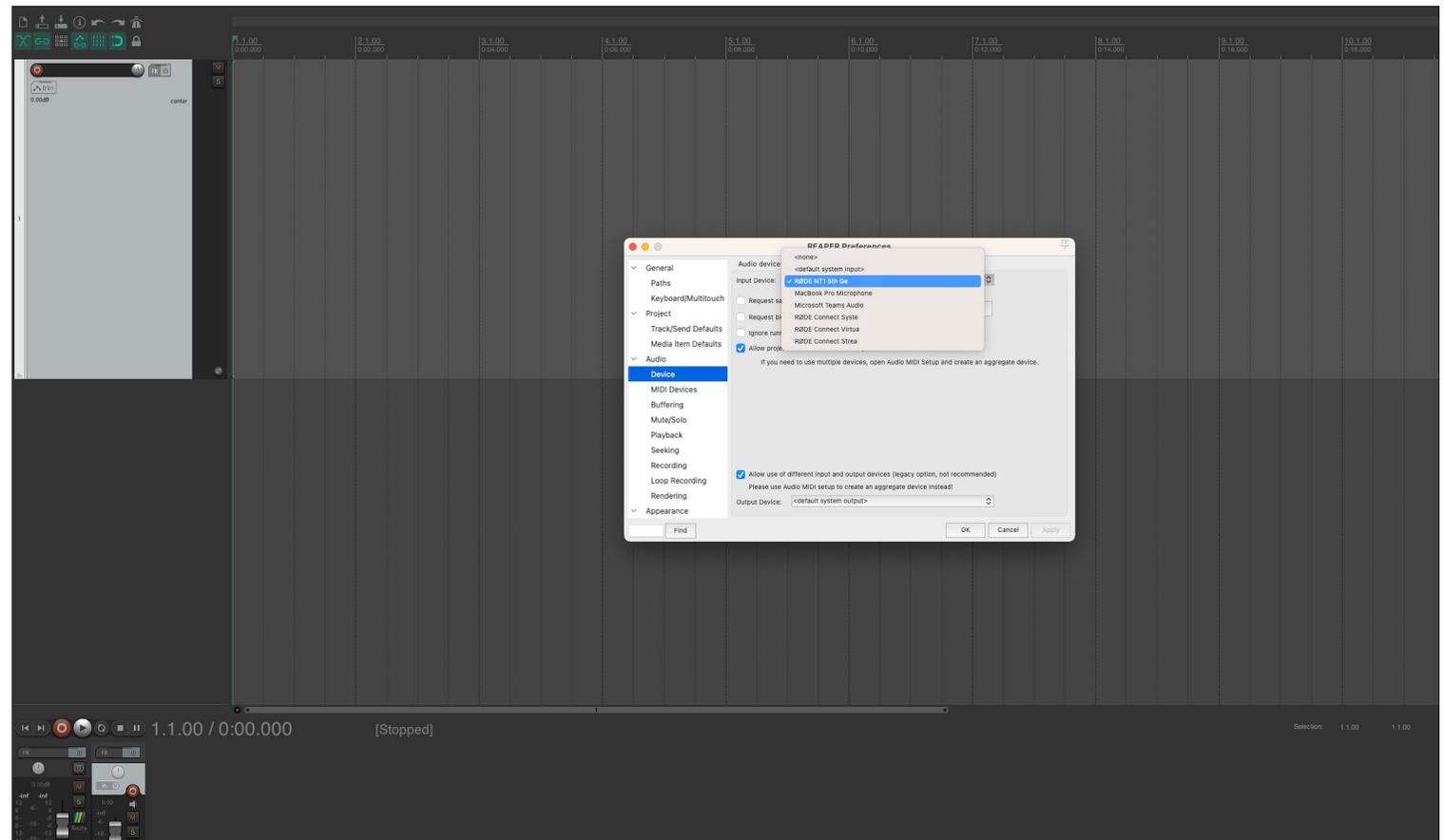
NOTE: You can select up to 192kHz/32-bit, but most computers (including Apple MacBooks and most Windows laptops) have integrated sound cards that can't play back sample rates higher than 96kHz (for modern MacBook Pro laptops) or 48kHz. This means that your audio will still be recorded at this incredibly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



STEP 4

Open a new session in Reaper and, from the top toolbar, navigate to 'Reaper' > 'Settings' > 'Audio' > 'Device'.

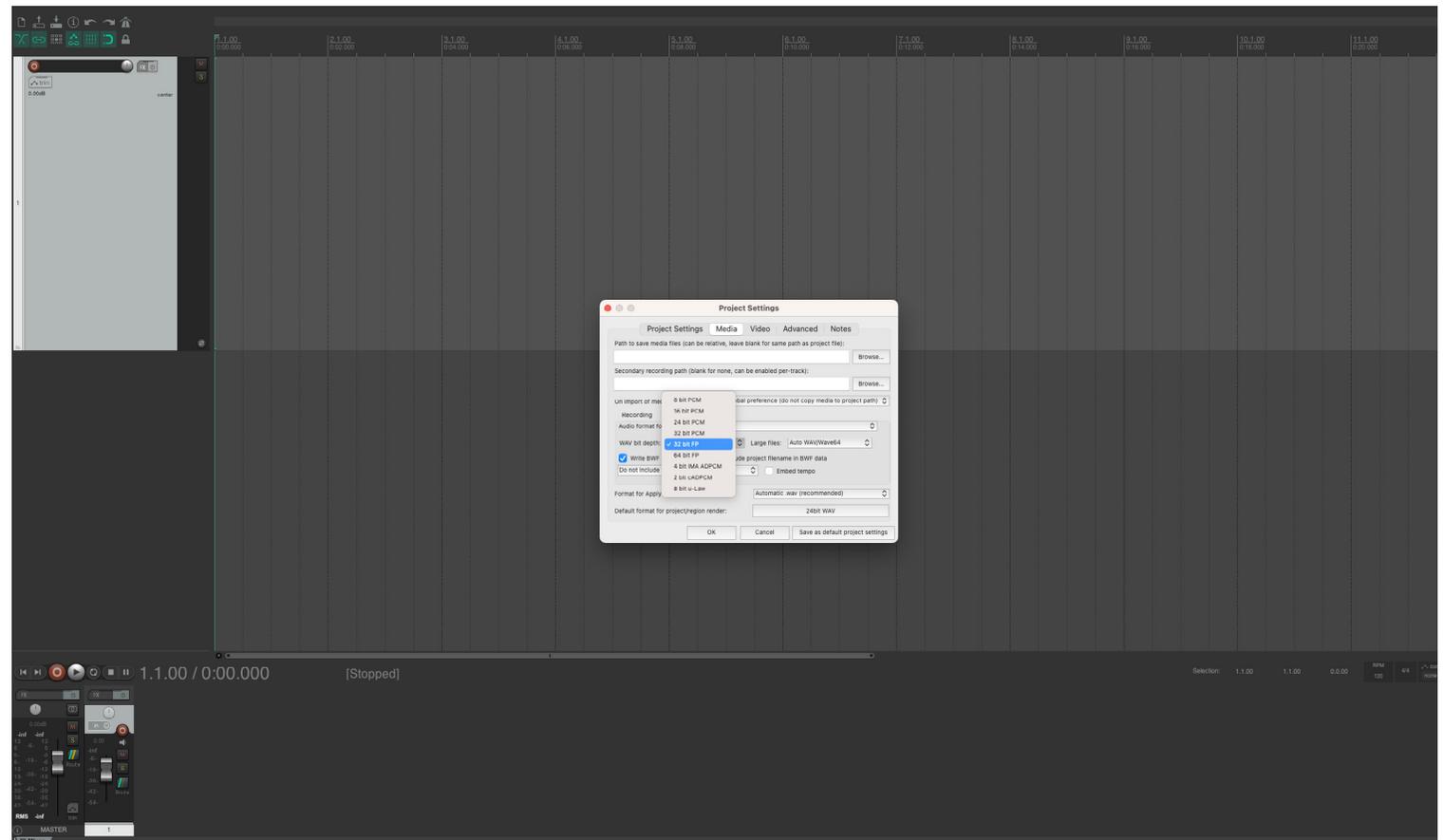
- a. Click the 'Input Device' dropdown and select 'RØDE NT1 5th Gen'. Click 'OK'.



STEP 5

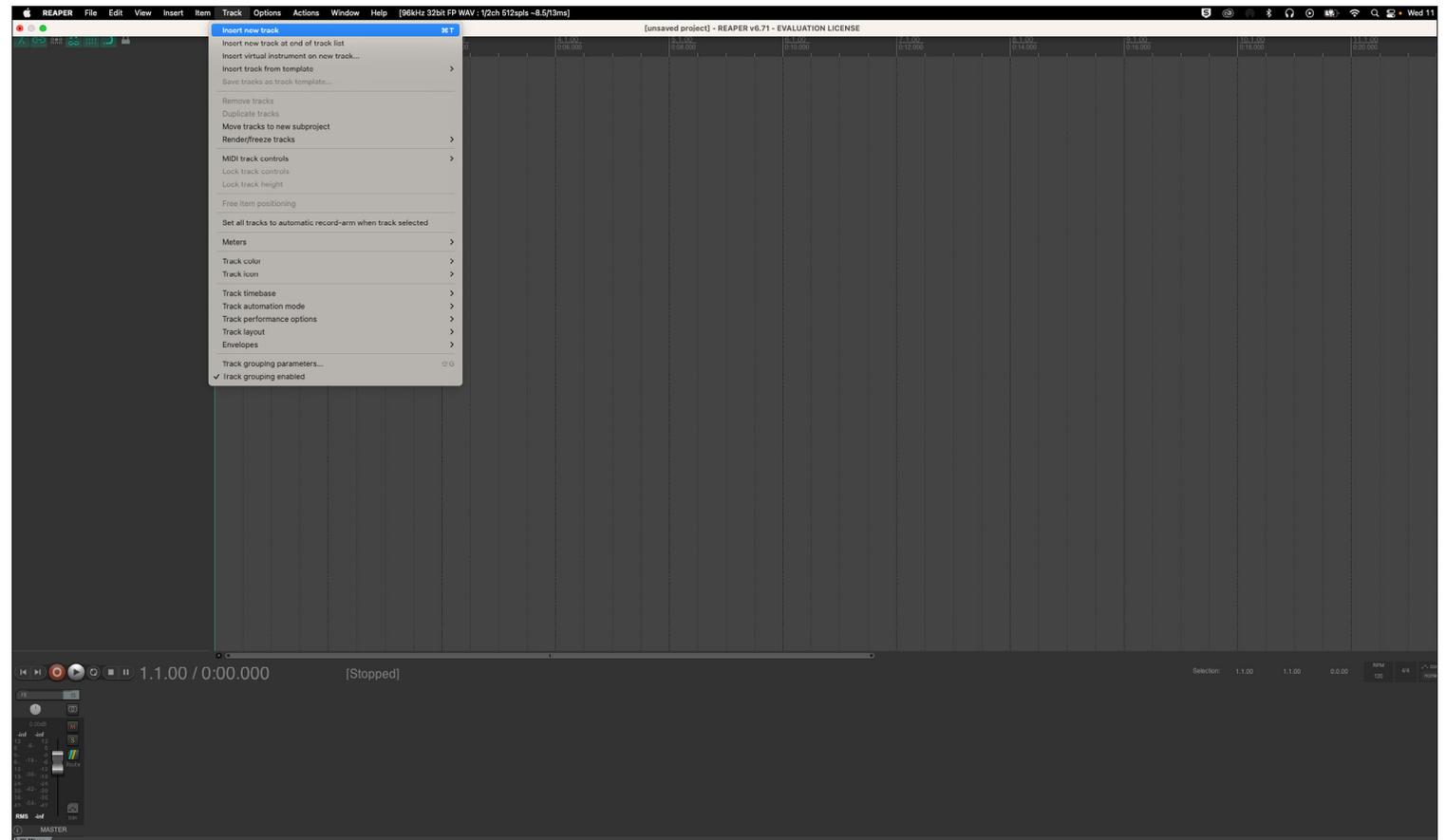
From the top toolbar, navigate to 'File' > 'Project Settings' > 'Media'.

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



STEP 6

Exit the menu and create an audio track by navigating to 'Track' > 'Insert New Track'.



STEP 6 CONTINUED

- a. On your Audio Track, on the far left of the screen, click the 'Record Arm/Disarm' button.



STEP 7

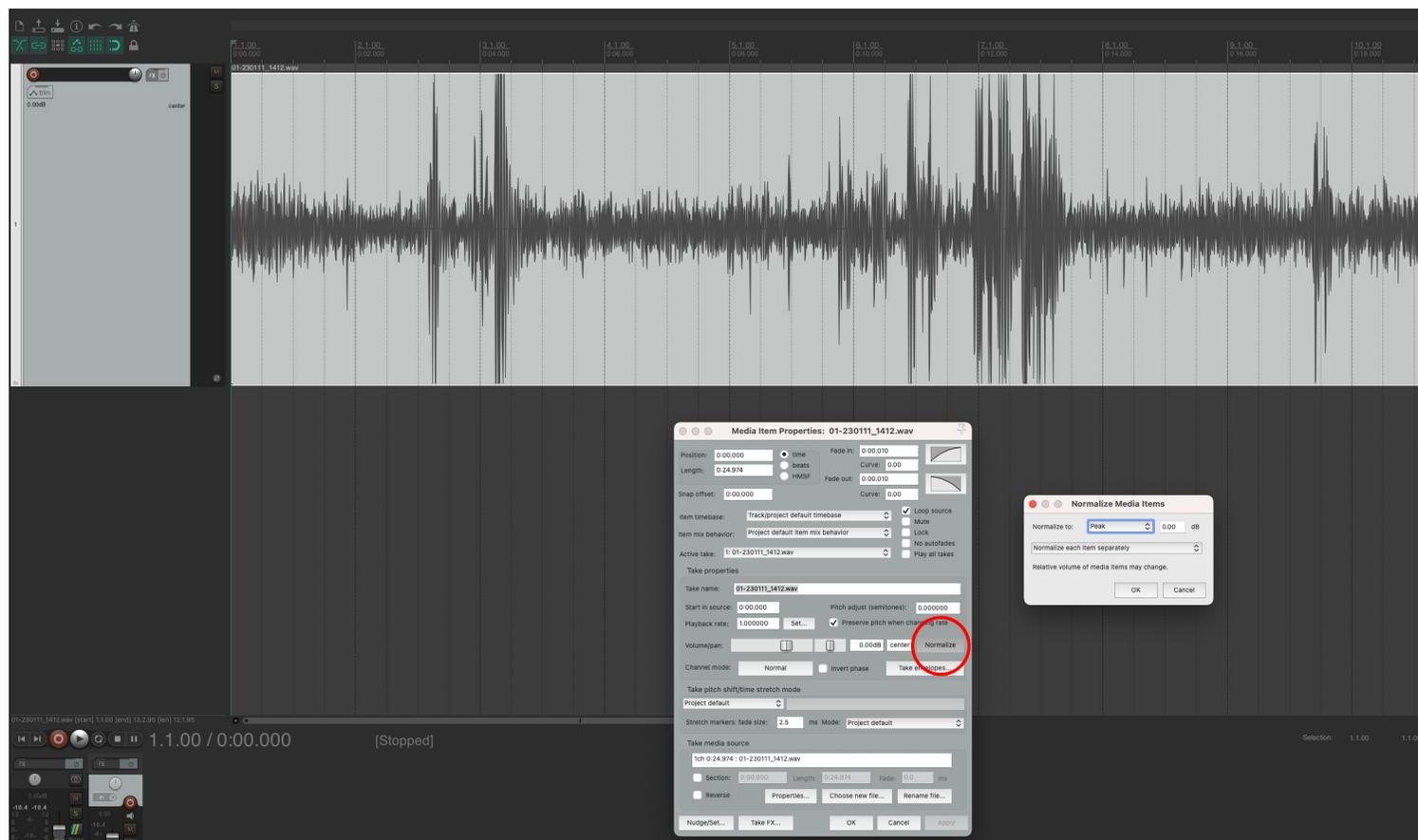
Click on the 'Record' button near the bottom left of the screen to begin recording your performance. Hit 'Stop' to end your recording.



STEP 8

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, right-click the waveform of the audio you just recorded, select 'Item Properties' and navigate to 'Take Properties' > 'Volume/pan' > 'Normalize' and click 'OK'.

NOTE: If you'd like the loudest section of your audio to be below 0dB, you can adjust this in the 'Normalize Media Items' pop-up window by changing the '0.0dB' value to a lower value (-3.0dB, for instance).



STEP 9

After normalizing, you will notice the track's waveform has decreased in size and the previously 'clipped' audio information is still intact.

NOTE: This post-recording gain adjustment can also be applied to tracks that are too quiet by following the same process.

