

# TASCAM

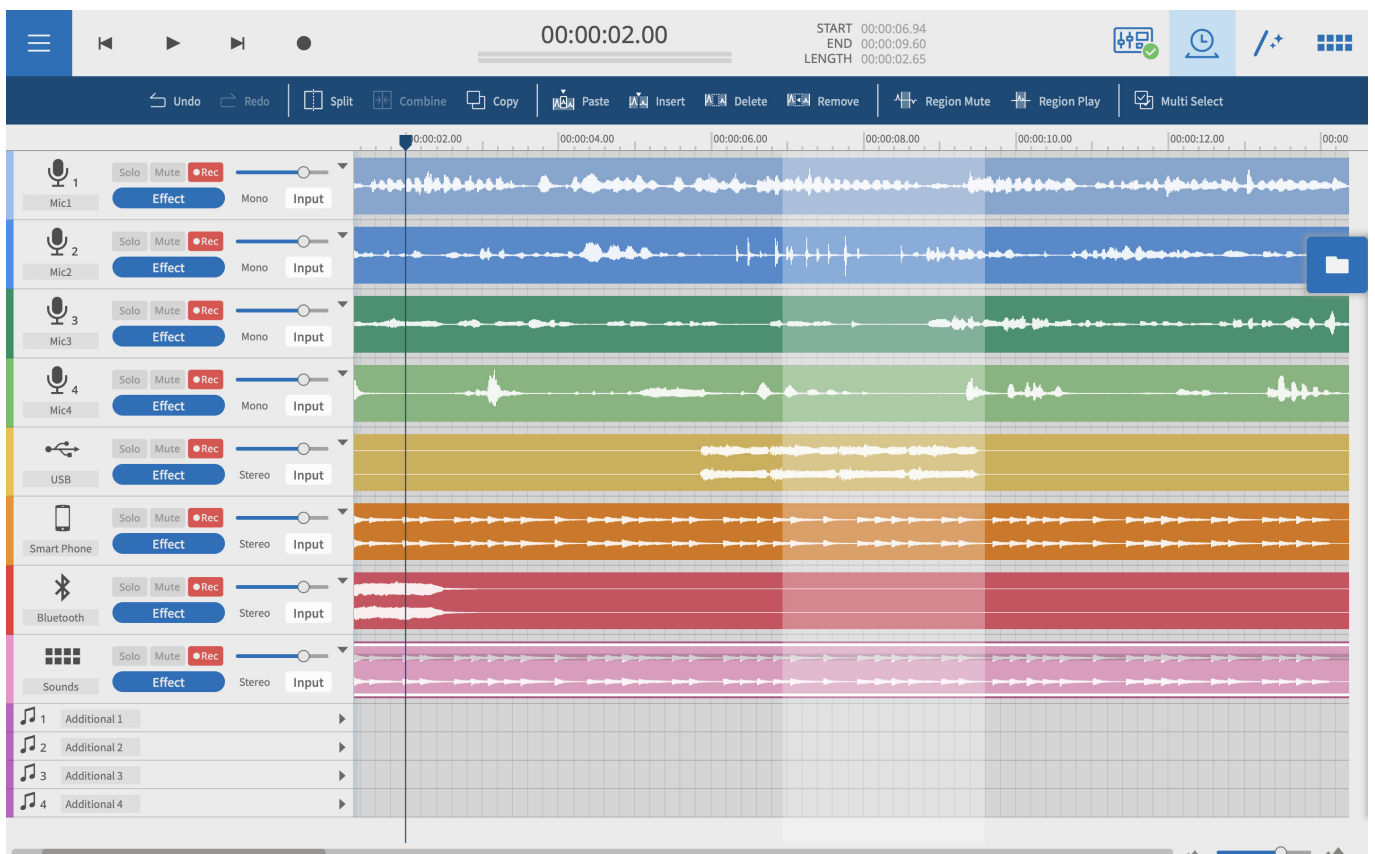
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# TASCAM 播客编辑器

用户手册  
USER'S MANUAL

中文

ENGLISH



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TASCAM 播客编辑器 可与 TASCAM Mixcast 一同使用以编辑录音并将已在计算机上编辑或创建的声音和背景音乐分配到 Mixcast sound pad。

使用本软件前，请阅读软件使用许可协议并同意其条款。

## 概述

- 简单易用的波形编辑器
- 可通过一个步骤将 TASCAM Mixcast 捕获的录音添加到音轨中
- 专用画面可用于将声音和功能分配给 sound pad
- 具有录制功能，可进行单曲输入等设置
- 输出选项包括用于播客的 MP3 和 WAV 文件以及支持为视频发布站点创建静止图像的 MP4 文件
- 简化连接和上传到选定托管服务的功能
- 支持 Windows、macOS、iOS 和 iPadOS 设备（参见第 4 页的“操作环境”。）
- 使用 Mixcast4 时无需安装驱动程序

## 本手册内的相关规定

本手册中包含下列相关规定：

- 智能手机、平板电脑和计算机被称为“设备”。
- 本软件名为“TASCAM 播客编辑器”。
- 将本软件与智能手机或平板电脑一起使用时，请在阅读说明时进行以下替换。
  - 单击 → 点击
  - 双击 → 双击
  - 右键单击 → 按住（在 macOS 上按住 Control 点击）
  - 向左 / 向右 / 向上 / 向下滑动 → 向左 / 向右 / 向上 / 向下滑动
- 在计算机屏幕上显示的信息如下所示：“OK”。
- 本文档中提到的“iOS”也包括“iPadOS”。
- 必要时，通过“提示”、“注释”和“注意”标题提供附加信息。

### 提示

是关于如何使用软件的提示。

### 注释

提供补充说明和阐述特殊情况。

### 注意

如果不遵守这些说明，可能引起数据丢失。

### ⚠ 注意

如果不遵守这些说明，可能引起人身伤害。

本手册仅提供有关产品的信息，仅用于举例说明，并不表示对侵犯第三方知识产权和与其相关权利提供任何担保。对于因使用这些产品而侵犯第三方知识产权或其发生的行为，TEAC 公司将不承担任何责任。

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## 操作环境

关于支持的操作系统的最新信息，请查阅 TEAC 全球网站 (<https://teac-global.com/>)。

### 注意

使用满足以下条件的标准系统设置确认每个操作系统的操作。但即使使用满足以下条件的系统，亦不能保证所有操作。

## Windows

### 所支持的操作系统

Windows 11  
Windows 10 64 位  
(版本 1909 “2019 年 11 月更新” 或更高版本)

### 计算机硬件的要求

配有 USB 2.0 (或更高版本) 的 Windows 计算机  
· 使用 TASCAM 驱动程序时 (ASIO) 时  
(无法保证在 ARM64 CPU 上的运行)

### 显示分辨率

1280×800 或更高 (推荐 1920×1080 或更高)

## Mac

### 所支持的操作系统

macOS Monterey (版本 12)  
macOS Big Sur (版本 11)  
macOS Catalina (版本 10.15)

### 计算机硬件的要求

配有 USB 2.0 (或更高版本) 端口的 Mac

### 显示分辨率

1280×800 或更高 (推荐 1920×1080 或更高)

## iOS/iPadOS 设备

iOS 15 / iPadOS 15  
iOS 14 / iPadOS 14  
iOS 13 / iPadOS 13

## 支持的格式

wav、bwf、aiff、aif、flac、ogg、mp3、wma、asf、wm、aac  
(支持的格式亦取决于操作系统。)

## 安装 TASCAM 播客编辑器

### 注释

可免费下载和安装应用程序。可在适用于 iOS 和 iPadOS 的 App Store、Windows / macOS 版可从 TASCAM 的网站免费安装。

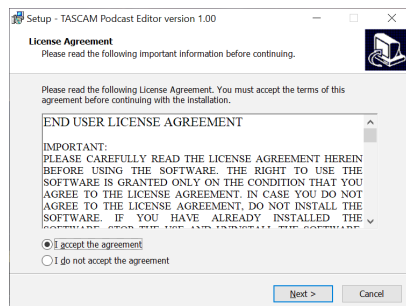
## Windows

1. 从 TEAC 网站 ([https://tascam.cn/cn/product/tascam\\_podcast\\_editor/download](https://tascam.cn/cn/product/tascam_podcast_editor/download)) 下载最新版本的 TASCAM 播客编辑器，并将其保存在所使用的计算机上。
2. 在计算机桌面或其他位置解压缩保存的 TASCAM 播客编辑器 (zip 文件)。
3. 在解压缩后出现的文件夹中，双击“TASCAM\_Podcast\_EditorCN\_xxx.exe” (xxx 为版本号) 文件以启动安装软件。

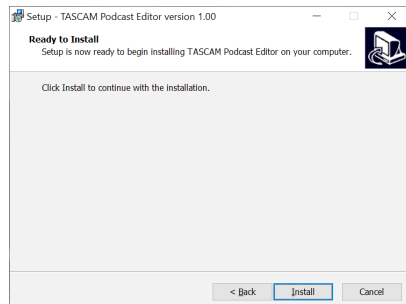
### 注释

如果您打开一个 zip 文件但未对其进行解压缩，那么在执行双击打开的文件夹中的 exe 文件时，安装程序将不会启动。右键单击此 zip 文件，选择“全部提取”以将其解压缩，然后重试。

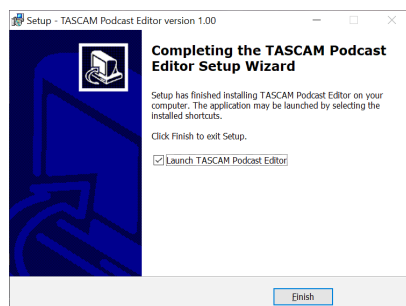
4. 当出现安全性警告或用户账户控制画面时，单击“是”按钮。
5. 阅读用户许可协议的内容，如果您同意这些条款，请选择“我接受此协议内容”。  
然后，单击“下一步”按钮。



6. 接下来，单击“安装”按钮。



7. 安装完成后，将显示以下画面。  
单击“完成”按钮。



这样就完成了本软件的安装。

## Mac

### 注释

根据 Gatekeeper 的设置，安装过程中可能会显示警告消息。有关 Gatekeeper 的信息，请参见第 6 页的“使用 Gatekeeper”。

1. 从 TEAC 网站 ([https://tascam.cn/cn/product/tascam\\_podcast\\_editor/download](https://tascam.cn/cn/product/tascam_podcast_editor/download)) 下载适用于所有操作系统的最新版本 TASCAM 播客编辑器，并将其保存在所使用的计算机上。
2. 双击“PodcastEditorCN\_xxx.dmg”（xxx 为软件版本号），它是 TASCAM 播客编辑器保存的磁盘镜像文件。然后，双击打开的文件夹中的“Podcast Editor.pkg”。

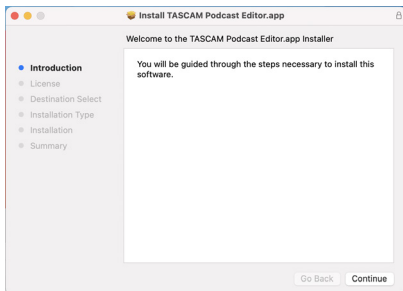


PodcastEditor\_Installer.pkg

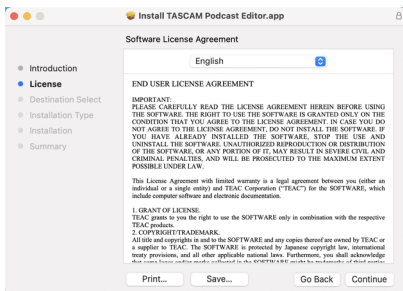
### 注释

根据计算机的设置，下载的 zip 文件可能未自动解压缩。在这种情况下，请先解压缩 zip 文件，然后双击磁盘映像文件。

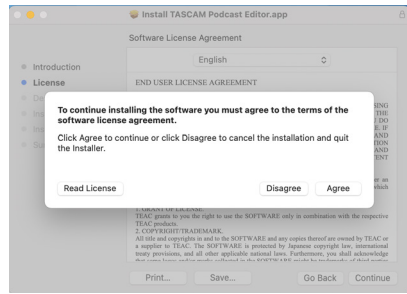
3. 安装程序启动后，单击“继续”按钮。



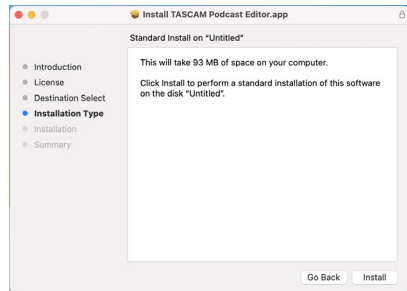
4. 接下来，选择所需的语言，然后单击“继续”按钮。



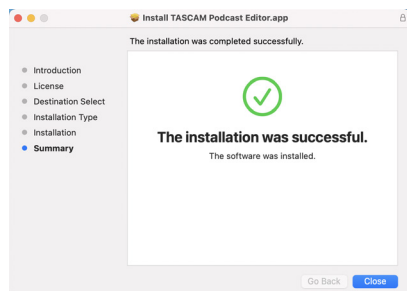
5. 单击“阅读许可证”按钮，然后检查软件许可协议的内容。如果您同意许可证的内容，请单击“同意”。



6. 接下来，单击“安装”按钮开始安装。



7. 安装完成后，将显示以下画面。单击“关闭”按钮。



这样就完成了本软件的安装。

## 使用 Gatekeeper

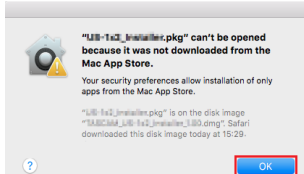
使用 macOS 时，根据 Gatekeeper 安全功能设置，在安装过程中可能会出现警告消息。

解决方案取决于显示的警告消息。

有关详细信息，请参见以下说明。

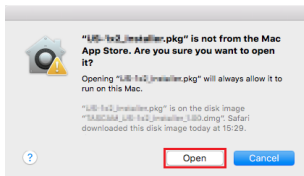
### 当 Gatekeeper 设置为“允许从 Mac App Store 下载应用程序”时

- 可能显示以下安全警告：“无法打开 ‘Podcast Editor.pkg’，因为该安装包不是从 Mac App Store 下载的。”



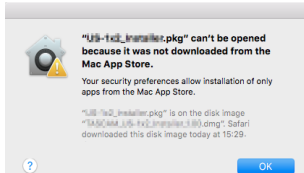
在这种情况下，单击“确定”按钮关闭消息。然后，按住 Control 键单击（或右键单击）文件，并在菜单中单击“打开”。

- “无法打开 ‘Podcast Editor.pkg’，因为该安装包不是从 Mac App Store 下载。您确定要打开它吗？”出现时，单击“打开”按钮。



当 Gatekeeper 设置是“允许从 Mac App Store 下载应用程序”以外的其他内容时，也可能出现此警告消息。

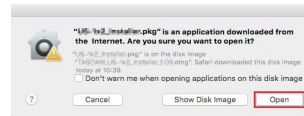
- 该文件可能仍无法打开，并且“因 ‘Podcast Editor.pkg’ 不是从 Mac App Store 下载而无法打开该安装包。”可能会再次出现。



在这种情况下，请将文件从其所在的文件夹复制到桌面或其他文件夹，然后将其打开。或者，将 Gatekeeper 设置更改为“允许从以下位置下载的应用程序：Mac App Store 和已确认的开发商”，然后再次尝试打开它。

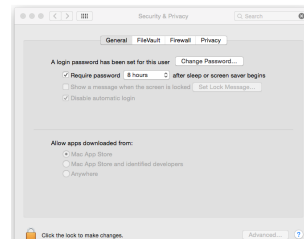
### 当 Gatekeeper 设置并非“允许从 Mac App Store 下载应用程序”时


- 可能显示以下安全警告：“PodcastEditorCN\_xxx.dmg（xxx 为软件版本号）是从网络下载的应用程序。您确定要打开它吗？”在这种情况下，单击“打开”按钮。



### 更改 Gatekeeper 设置

- 要更改 Gatekeeper 设置，请从 Apple 菜单中打开系统偏好设置，或在 Finder 中打开应用程序窗口并单击 System Preferences.app。然后，打开“安全和隐私”窗格的“常规”页面，并更改“允许从以下位置下载的应用程序：”一项。要更改此设置，必须单击左下方的锁定图标 (🔒)，然后输入密码以解锁设置。



当您单击  按钮或键入 command-Q 关闭系统偏好设置或单击“显示全部”以关闭打开的窗格时，此设置将再次锁定。

#### 注意

更改 Gatekeeper 设置可能会导致安全风险。如果您更改了 Gatekeeper 设置以降低安全性（使用较低的设置之一），请在安装此软件后将其设置为原始设置。

## iOS/iPadOS 设备

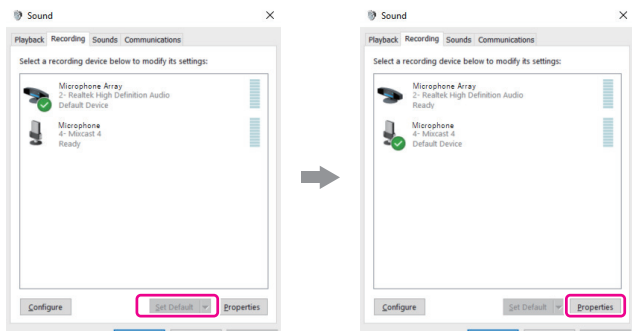
- 在 iOS/iPadOS 设备的 App Store 上搜索“TASCAM 播客编辑器”。然后，下载并安装该应用程序。
- 请注意，您将承担与互联网连接相关的传输费用。

## 使用 Windows 时的声音设置

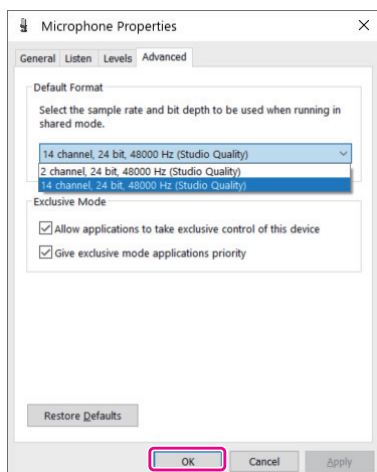
在 Windows 下使用 TASCAM Mixcast 时，连接后，在启动软件之前执行以下步骤进行声音设置。

### 声音设置

1. 打开 Windows 的开始 > 设置 > 系统 > 声音 > 声音控制面板。
2. 选择录音选项卡，并选择“麦克风 (Mixcast 4)”，单击“设置默认值 (S)”。  
确认“麦克风 (Mixcast 4)”旁边有一个勾选号 (✓)，然后单击“属性 (P)”。



3. 在麦克风属性画面，打开高级选项卡并将“默认格式”设置为“14 声道，24 位，48000 Hz”，然后单击“确定”按钮。



- 要使用本软件或其他支持多声道的软件，请选择 14- 声道设置。
- 使用 OBS Studio 或其他支持 2- 声道音频设备的应用程序时，请选择 2- 声道设置。

这样就完成了声音设置。

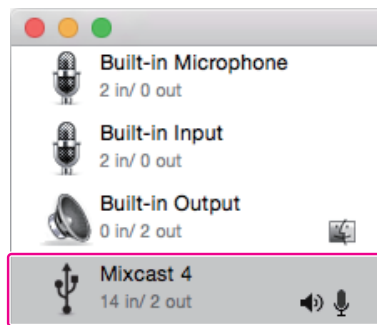
启动本软件。

## 与 macOS 一起使用（音频设置）

在 macOS 下使用 TASCAM Mixcast 时，连接后，在启动软件之前执行以下步骤进行声音设置。

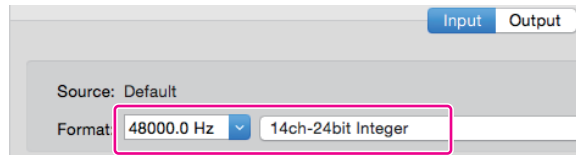
### 音频设置

1. 在 Launchpad 的“其他”或“实用工具”文件夹中打开“音频 MIDI 设置”应用程序，从 Finder 的新应用程序窗口打开。
2. 将侧栏中显示的“Mixcast 4”设置为声音输入 / 输出（麦克风 / 扬声器）设备。



- 不要启用“通过此设备播放警报和声音效果”。

3. 确认“输入”设置为“14 声道”，如下图所示。



这样就完成了音频设置。

启动本软件。

## 与 iOS/iPadOS 设备配合使用

iOS 或 iPadOS 无需音频设置。

## TASCAM 播客编辑器概述

当连接到互联网时，会在启动此软件时显示通知。

### 注释

选中“不再显示相同的消息”复选框，以防止在下次启动时显示相同的消息。

## 自动软件更新功能

当连接到互联网时，如果有新版本的软件发布，启动时会出现以下自动更新通知。



### ① 立即更新

单击此按钮可使用最新版本的软件。

### ② 稍后更新

如果您想稍后更新，请单击此按钮关闭更新窗口。

### ③ 不再显示相同的消息

选中“不再显示相同的消息”复选框，以防止在下次启动时显示相同的消息。

## TASCAM 播客编辑器画面概述

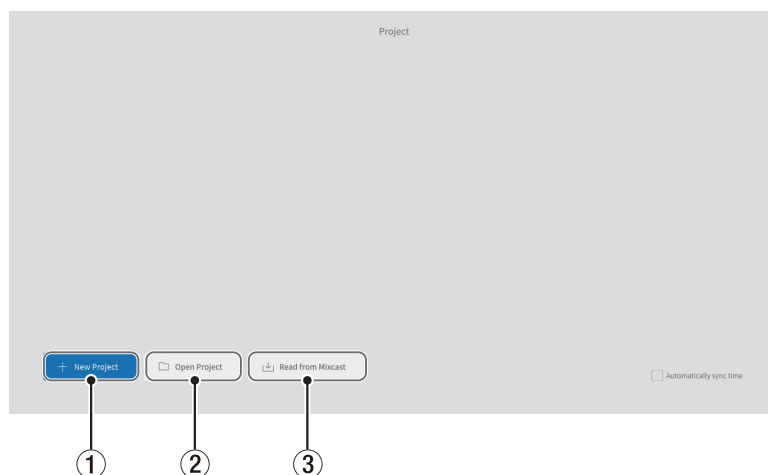
### 注释

- 本软件制作的录音集保存为“项目”。
- 通常，本文档中显示的画面来自计算机。画面在 iOS 和 iPadOS 设备上的显示可能有所不同。

## 项目画面

### 初始项目画面

如果尚未创建项目，将显示如下画面。



### ① 新建项目

用于新建项目。

### ② 打开项目

用于选择一个现有的项目。 (\*.tpe 文件)

### 注释

要在 iOS 和 iPadOS 设备上创建项目，请参见第 20 页。

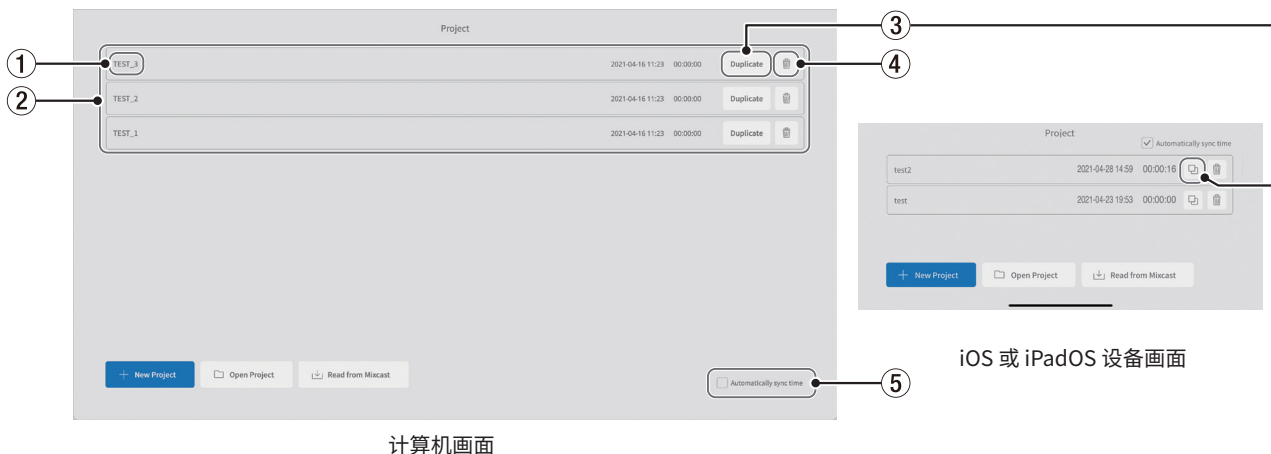
### ③ 从 Mixcast 读取 / 读取 Mixcast 文件

- 从 Mixcast 读取（已连接 Mixcast 4 时）  
用于选择 Mixcast 中录制在 SD 卡上的播客文件并将其加载到本软件。
- 读取 Mixcast 文件（未连接 Mixcast 4 时）  
用于选择保存在设备上的播客文件并将其加载到本软件。



## 常规项目画面

显示已创建的项目。双击现有项目的名称将其打开。



计算机画面

iOS 或 iPadOS 设备画面

### ① 项目名

已创建项目的名称。

### ② 项目列表

显示已创建的项目列表。

### ③ 复制项目

复制时输入项目名称。

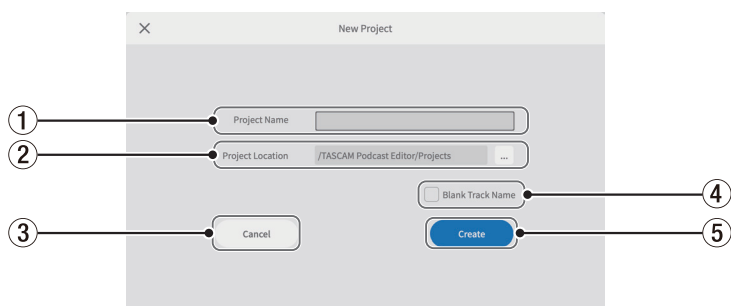
### ④ 删除项目

亦可用于删除项目中的音频和其他数据。

### ⑤ 自动同步时间

选中此框以将 TASCAM Mixcast 使用的日期和时间与计算机使用的日期和时间同步。

## 新建项目画面



### ① 项目名

创建项目时输入项目的名称\*。

\* 推荐长度约为 20 个数字和英文字母。

### ② 项目位置

使用计算机时可更改保存位置。

### ③ 取消

返回到上一画面。

### ④ 空白曲目名称

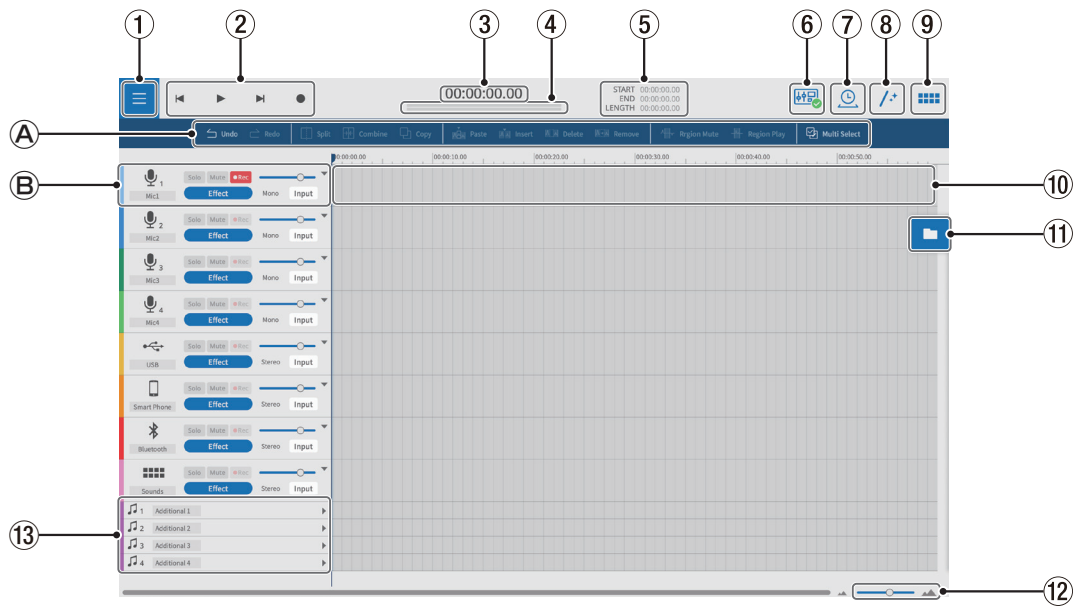
选中此框以将波形编辑画面上显示的音轨名(⑥)留空，以便根据需要进行输入。

(麦克风符号和其他图标无法更改。)

### ⑤ 创建

用于创建项目。

## 波形编辑画面



### ① 编辑工具

用于编辑单个音轨的波形。

### ② 音轨控制

用于设置输入音轨。

### ③ 菜单按钮

用于打开菜单。

### ④ 走带控制

用于开始和停止播放 (▶/■)，跳到项目的开始 (◀) 和结束 (▶) 以及录制 (●)。

### ⑤ 时间计数器

显示当前光标位置。

### ⑥ 电平表

显示来自 Mixcast 的输入电平或播放输出电平。

### ⑦ 开始 / 结束 / 长度时间

显示所选间隔的开始位置、结束位置和长度。

### ⑧ Mixcast 连接图标

当通过 USB 连接的 Mixcast 被正确识别时显示该图标。

### ⑨ 时间扩展

可通过调整其末端来缩短或延长单个片段或多个片段。

- 将根据长度的变化调整播放速度。

### ⑩ 自动

只需单击一下，即可自动降低噪音并调整整个项目麦克风之间的音量差异。

### ⑪ Sound Pad

例如，利用它来设置 Mixcast 上 Sound Pad 的效果声音。

### ⑫ 音轨视图

显示录制片段。

### ⑬ 文件浏览器

项目中加载的文件分别显示在 Podcast 和 Sound Pad 文件夹中。

### ⑭ 放大 / 缩小

用于在时间轴上放大 / 缩小波形。

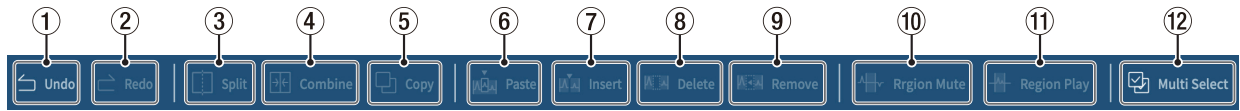
幅度轴不可放大 / 缩小。

### ⑮ 附加音轨

这些额外音轨可用于各种应用。

与其他音轨不同，这些音轨可在单声道和立体声之间切换。

## 编辑工具



### ① 撤销

用于撤销最近的操作。

### ② 重做

用于重做最近的操作。

### ③ 拆分

您可以随时拆分所选片段。

### ④ 合并

选择要合并的片段后，按此按钮进行合并。启用多选(⑫)可以选择多个片段。(片段之间的间隙将保持静音。)

### 提示

- 两个相邻片段靠得更近，它们将会合并在一起。实现片段的无缝隙合并。
- 通过选择一个音轨，可以将该音轨中所有片段在合并为一个片段时的时间位置保留下来。
- 在 Windows 中按“Ctrl”或在 macOS 中按“Command”亦可进行多项选择。

### ⑤ 复制

用于复制片段和选定的间隔。

### ⑥ 粘贴

用于将复制的内容粘贴到所需位置。  
与插入(⑦)不同，粘贴不会更改其他片段的位置。

### ⑦ 插入

用于在所需位置插入片段。

### ⑧ 删除

用于删除选定的片段或间隔。  
与移除(⑨)不同，删除的部分会变成间隙。

### ⑨ 移除

用于移除选定的片段。

### ⑩ 片段静音

用于使选定的间隔静音。  
用于消除录制中突然出现的噪音。

### ⑪ 片段播放

用于使选定间隔之外的所有内容静音。  
有效应用于静音选定间隔之外的片段。

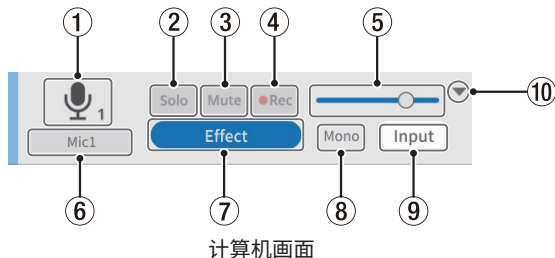
### ⑫ 多选

激活此选项以启用多个片段和音轨的选择。  
(打开时，“多选”背景会突出显示。)

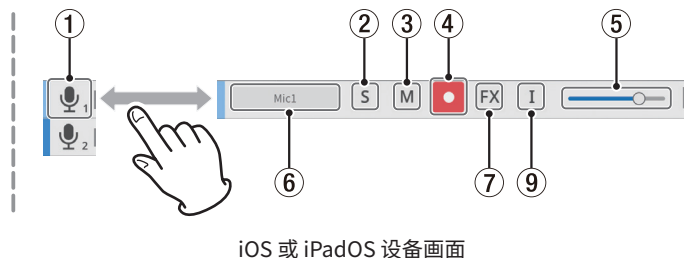
## 播放控制

### 注释

在 iOS 和 iPadOS 设备上，从音轨图标滑动以显示这些控件。



计算机画面



iOS 或 iPadOS 设备画面

### ① 音轨图标

显示 Mixcast 单元的 INPUT 图标。

### ② 独奏按钮

用于使其他音轨静音，从而在播放期间仅监控所选曲目。再次选择此项以将其禁用。  
(此操作不会影响导出的文件。)

### ③ 静音按钮

用于使所选音轨静音。再次选择此项以将其禁用。  
(此操作不会影响导出的文件。)

### ④ REC 按钮

已启用录制 (●REC 或 ●) 的音轨将被录音。连接 Mixcast 后，将默认启用。

### ⑤ 音量滑块

左右滑动可调整整体音轨音量。  
(这会影响到导出的文件。)

### ⑥ 音轨名称

如果未在新建项目画面(第9页)上的空白音轨名称(④)中勾选，将根据 Mixcast 输入显示名称。  
双击名称区域以启用更改名称。

### ⑦ 效果设置按钮

可将效果应用于音轨。  
如果您喜欢的 VST3 (Windows /macOS)/ 音频组件 (macOS) 插件进行设置，便可使用本软件中包含的效果。  
(请参见第 18 页的“效果”。)

### ⑧ 音轨类型

显示输入音轨是单声道还是立体声。

- 音轨 1-4：单声道
- 音轨 5-8：立体声

(可以根据需要设置附加音轨。)

### ⑨ 输入设置按钮

当连接到 Mixcast 时，输入将自动设置如下，且不会显示该按钮。

音轨 1：麦克风 1	音轨 5：USB
音轨 2：麦克风 2	音轨 6：智能手机
音轨 3：麦克风 3	音轨 7：蓝牙
音轨 4：麦克风 4	音轨 8：声音

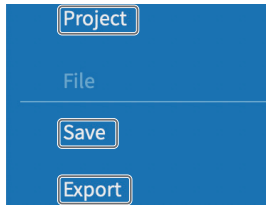
当连接到其他音频接口或其他设备时，根据需要进行这些设置。

### ⑩ 打开 / 关闭

关闭此部分可以查看整个项目的更多内容。关闭时仍可识别波形。

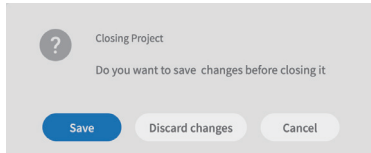
## 菜单

可以从波形编辑画面打开菜单 (1)。



### 项目

项目画面将重新打开。在返回项目画面之前，会出现一条关于保存的消息。



请“保存”当前项目或“放弃更改”。

## 文件部分

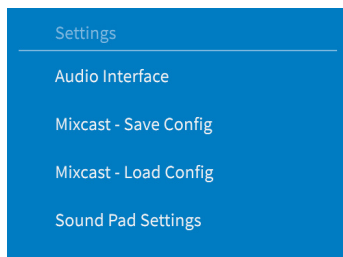
### 保存

将保存已编辑的项目。

### 导出

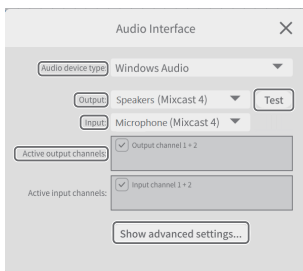
输出为各种应用程序创建的项目。(请参见“导出播客文件”。)

## 设置部分

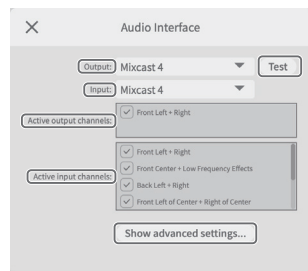


## 音频接口

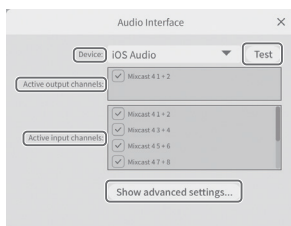
显示的内容取决于所使用的操作系统。为输出和输入设置选择 Mixcast。



Windows



Mac



iOS/iPadOS

## 注释

即使是在 Mixcast 已设置为输出和输入设置后，如果 USB 数据线断开并重新连接或 Mixcast 重新启动，则必须再次进行音频接口设置。

- **音频设备类型**  
(macOS、iOS 和 iPadOS 不需要)

### Windows

- Windows 音频  
通常选择此项。
- Windows 音频 (独占模式)  
此模式使本软件可独享 Windows 音频。
- ASIO  
选择此项以使用 ASIO 驱动程序。

### iOS/iPadOS

- iOS 音频  
通常选择此项。
- **输出 / 输入** (iOS/iPadOS 不需要)  
将两者均设置为“Mixcast”。
- **激活输出声道**  
确认  复选标记显示于项目旁边。
- **激活输入声道**  
确认  复选标记显示于项目旁边。
- **测试**  
将输出测试音以检查与 Mixcast 的连接。
- **显示高级设置 ...**  
显示以下附加设置。
  - 设置采样频率。
  - 可以选择音频缓冲区的大小。

### Mixcast - 保存配置

会在指定位置保存各种设置，包括在 Mixcast 上分配的 sound pad。

但 Mixcast “音频设置”中的“线路电平输出”将保存为“关闭”。

- 将创建文件夹并以它们在项目中保存的日期和时间 (yyyymmdd\_hhmmss) 命名。

### Mixcast - 加载配置

选择保存时创建的文件夹。

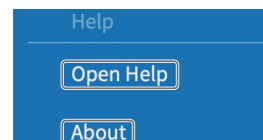
## 注释

要在 iOS 和 iPadOS 设备上使用“Mixcast - 保存配置”或“Mixcast - 加载配置”，请参见第 20 页。

## Sound Pad 设置

通过启用设置，可以在分配 sound pad 时对其进行标准化，从而平衡分配 sound pad 的播放音量。

## 帮助部分



### 打开帮助

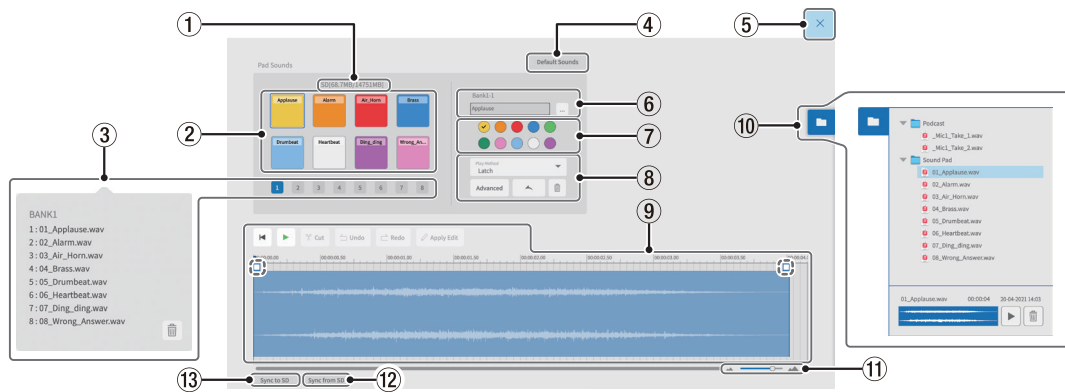
将访问本手册的最新版本 (pdf)。

### 关于

会显示有关本软件的版本和其他信息。

## Sound pad 设置

从波形编辑画面打开 sound pad (9)。(使用 iOS 或 iPadOS 设备时,另请参见第 20 页。)



### ① SD 卡容量

将 Mixcast 设备中 SD 卡的容量显示为剩余 / 总空间。

### ② Sound Pad

单击 sound pad 进行设置。(每个 sound pad 的设置将单独打开。)

- 在 Windows 和 macOS 上,可以通过将所需的声文件拖放到 sound pad 上来进行设置。

#### 提示

- 亦可以从文件浏览器 (10) 拖放。此外,音色库和 sound pad 编号 (6) 附近的“...”可打开设备的文件浏览器。可用于选择要分配给 sound pad 的声文件。
- 支持的格式 (当操作系统亦支持时) wav、bwf、aiff、aif、flac、ogg、mp3、wma、asf、wm、aac
- 通过启用菜单 > Sound Pad 设置 > “分配 sound pad 时进行标准化”,声音将在分配到 sound pad 时进行标准化。

### ③ 音色库选择

可以选择音色库 1-8。  
(借助于 8 个音色库中的 8 个 sound pad,可进行 64 种设置。)

#### 注释

右键单击音色库编号以查看分配给该音色库中每个 sound pad 的声文件列表。  
单击该 图标可移除分配给该音色库中 sound pad 的所有文件。

### ④ 默认声音

这八个样本预设声音分配到音色库 1。使用 USB 数据线连接 Mixcast,并在使用“默认声音”之前确认显示已连接的图标。

#### 注意

如果已为 Mixcast 上的音色库 1 进行了 sound pad 设置,则使用“默认声音”将覆盖该音色库。

### ⑤ 关闭按钮

用于关闭 Sound Pad 设置画面并重新打开波形编辑画面。

### ⑥ 音色库和 sound pad 编号

- 显示当前所选音色库和 sound pad 的编号。
- Sound pad 上声文件的名称显示在字段内。  
(可直接更改该文件名 (只能使用数字和英文字母。))
- 字段右侧的“...”可打开参考文件夹,可用于加载声文件。

### ⑦ Sound pad 颜色选择

用于设置 Mixcast 上的 sound pad 的颜色。

### ⑧ 播放方式设置

- 高级  
可选择以下 sound pad 播放的高级功能。  
(亦可在 Mixcast 上设置完成此类设置。)
- None : 未设置高级选项。
- Bleep : 用于设置掩蔽 (哔哔声) 声音。  
(所有其他输入声音将被静音。)
- Effect : 用于在 Mixcast 输入上应用设置效果 (混响或声音变化)。

### ● 播放方式设置

在 Mixcast 上按下 sound pad 时使用的播放方式可以设置为以下六种类型之一。

Latch	按一次开始播放,再次按下停止播放。再按一次从头开始播放。如果不做任何操作,文件将在停止之前播放到结尾。
Pause	按一次开始播放,再次按下暂停播放。再次按下可恢复播放。如果不做任何操作,文件将在停止之前播放到结尾。
RePlay	按一次开始播放。再次按下可从头开始播放。如果不做任何操作,文件将在停止之前播放到结尾。
One Shot	按一次开始播放。该文件将播放到结尾。要在播放过程中停止,请按住 sound pad 按钮。
Repeat	按一次开始播放,再次按下停止播放。再次按下从头开始播放。如果不做任何操作,文件将重复播放。
Touch	仅在按下 sound pad 时才会播放声音。

### ● 导入

声音和设置将导入分配到 Mixcast 相对应的音色库/sound pad。

这对于将直接录制到 Mixcast 上的 sound pad 设置和声音导入到选定的 sound pad 十分方便。

### ● 导出

将此应用程序中设置的声音和设置应用于 Mixcast 相对应的音色库/sound pad。

仅传输所选 sound pad 的文件,因此比“同步到 SD”更节省时间。

“导入”和“导出”功能也支持仅对 sound pad 颜色和播放方式做出更改。

使用 USB 数据线连接 Mixcast,在使用“导入”或“导出”功能前确认已显示连接的图标。

### ● (垃圾箱)

用于删除选定的 sound pad 数据。

#### 注释

根据需要设置在 Mixcast 上设置的 sound pad 颜色 (7) 和播放方式 (6)。

### ⑨ Sound pad 编辑区

可轻松编辑分配到 sound pad 的声文件的波形。  
使用 Cut 剪切选定的间隔并消除间隙。拖动波形的开始 / 结束点 (以虚线显示) 以设置淡入 / 淡出。  
完成编辑后,使用 Apply Edit 应用更改。


音量调节条 可用于设置 sound pad 播放音量。此设置值也可以在 Mixcast 上设置,然后共享用于操作。

默认:OdB

设置范围: -inf - +10dB

注: Mixcast4 (版本 1.30 及更高版本)

- 在 iOS 和 iPadOS 设备上
  - 点击 图标打开编辑区。

- 点击  图标关闭编辑区。

#### ⑩ 文件浏览器

项目中加载的声音文件分别显示在播客文件和 sound pad 文件的文件夹中。

#### ⑪ 放大 / 缩小

用于在时间轴上放大 / 缩小波形。幅度轴不可放大 / 缩小。

#### ⑫ 从 SD 同步

用于使本软件与 Mixcast 上的 sound pad 设置相匹配。

使用 USB 数据线连接 Mixcast，并在使用“从 SD 同步”之前确认显示已连接的图标。

#### ⑬ 同步到 SD

用于将本软件的 sound pad 设置应用到 Mixcast。

使用 USB 数据线连接 Mixcast，并在使用“同步到 SD”之前确认显示已连接的图标。

## 项目创建流程

在参考 Mixcast 操作手册和所用计算机、平板电脑或智能手机参考手册的同时，连接 Mixcast。  
当确认连接时，Mixcast 连接图标 (6) 将出现在波形编辑画面上。

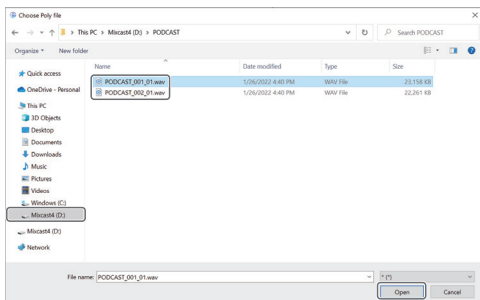
### 从 Mixcast 加载播客文件

1. 单击项目画面上的“从 Mixcast 读取”。  
要在不使用 USB 数据线连接 Mixcast 的情况下加载本地保存的录制文件，请单击“读取 Mixcast 文件”并从保存位置选择录制文件。

#### 注释

使用 iOS 或 iPadOS 设备时，请参见第 20 页的“使用 iOS 或 iPadOS 设备操作”。

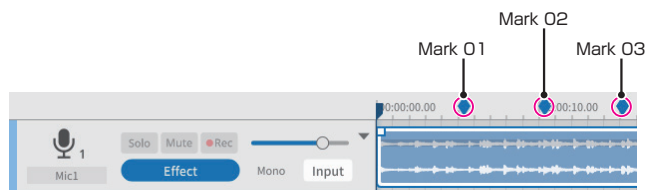
2. 将显示保存在 Mixcast 上的播客文件。选择要编辑的文件，然后单击“打开 (O)”按钮。



#### 注释

如果播客文件大小超过 4 GB，它将被分成多个文件（命名为“podcastname\_02.wav”和“podcastname\_03.wav”）。选择这些文件中的任何一个将同时加载它们。（将创建单独的片段。）

3. 加载所选文件完成后，将使用该文件的名称创建一个新项目，并打开波形编辑画面。
  - 若要更改项目名称，请提前更改 Mixcast 上的文件名，或单击项目画面上的“复制”更改文件名并创建不同名称的复制项目。
  - 在 Mixcast 上添加标记的点将显示在时间线上。



#### 注释

如果在 Mixcast 上创建的播客的文件名包含以下任何符号，则它们可能无法正确应用于项目名称。

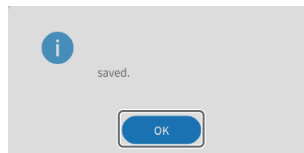
示例符号

@ # & % ~ + =

\* 推荐长度约为 20 个数字和英文字母。

## 与 Mixcast 和录制同步

1. 启动本软件，然后在项目画面上单击“新建项目”。
2. 当新建项目画面打开时，输入“项目名”并单击“创建”。
3. 将创建一个新项目并打开波形编辑画面。  
使用波形编辑画面上的电平表 (4) 检查来自 Mixcast 的输入。\*  
\* 如果无法确认输入，请参见第 26 页的“如何解决”中的“连接问题”。
4. 按下 Mixcast 的 **REC/PAUSE** [●] 按钮开始与软件同步的录制。
  - 开始和停止录制将与 Mixcast 同步。亦可使用本软件进行操作。（在这种情况下，Mixcast 将不会同步。）
5. 按下 Mixcast 的 **STOP** [■] 按钮停止与软件同步的录制。
6. 要保存录制的播客文件，请单击菜单中的“保存”。
7. 当出现以下消息时，单击“确定”。



## 编辑现有项目

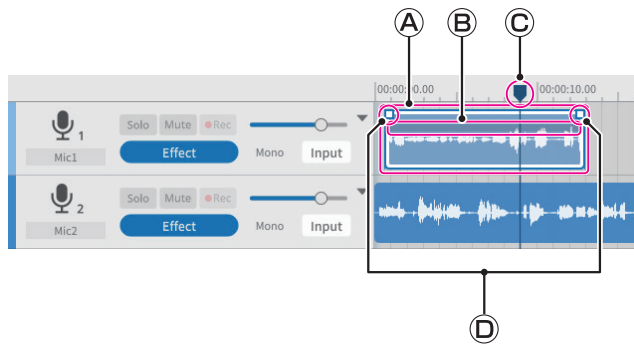
### 编辑片段

可以编辑选定的片段以及 START 和 END 点之间的选定间隔，包括复制和删除片段。

- 在波形编辑画面文件浏览器 (11) 或标准操作系统文件浏览器中，可以选择“.wav”文件并将其拖到音轨视图 (10) 中以将他们作为片段进行加载。

### 选择和移动片段

- 单击一个片段以选中 \* 它。所选片段将显示为带白框。
- 右键单击该片段进入音量调节模式，显示片段音量调节条。  
\* 在 Windows 中按“Ctrl”或在 macOS 中按“Command”亦可选择多个片段。



#### A 片段选择框

当选择一个片段并且鼠标在它的上半部分之上时，光标将变成一个手型。

此时，可以拖动选择框中的片段将其向左或向右移动或移动到音轨视图中的不同音轨。

- 单击片段选择框的开始或结束边缘并拖动它以进行剪辑。剪辑可用于仅更改其起点和 / 或终点，而非移动片段。(片段不能长于原始 WAV 文件。)

#### B 片段音量调节条

右键单击一个片段，将其置于音量调节模式。例如，单击另一个片段可退出此模式。

在此模式下，可拖动片段音量调节条，以此仅调节该片段的音量。在此模式下无法移动片段。

#### C 当前位置指示灯

将通过单击时间刻度显示区域或任何其他不在片段内的部分进行设置。此外，将鼠标光标移动到时间刻度上的指示灯附近会将光标更改为左右箭头。

#### D 淡入 / 淡出点

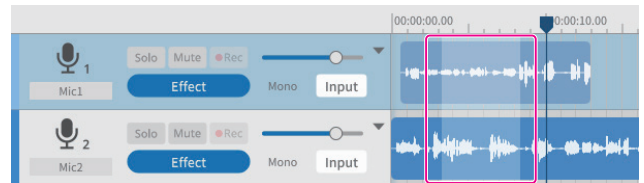
可通过将光标移动到这些点并左右拖动来调整淡入 / 淡出位置。

### 指定 START 和 END (编辑间隔)

可以指定起点和终点之间的间隔。

可以在此时间间隔内对片段使用编辑命令，包括复制和删除。

- 在音轨视图中的时间轴附近拖动鼠标，将范围的起点和终点设置为该间隔的起点和终点。(间隔会更亮显示。)
- 间隔也可设置为片段下半部分的位置。



### 编辑工具

可以使用编辑工具处理由片段 (编辑范围) 中的起点和终点设置的间隔。(可以使用画面顶部的按钮选择编辑工具。)

也可以使用操作系统支持的快捷键 \*。

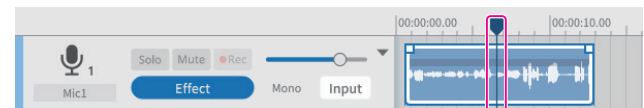
(使用指定编辑范围的命令时，该命令仅影响所选片段。)

\* 快捷键操作在 Windows 中显示为“Ctrl”，在 macOS 中显示为“Command”。

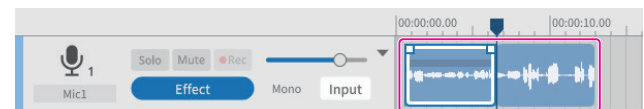
- 拆分 (3) (Ctrl/Command+E)

目标：选定的片段或音轨

将在当前光标位置处进行拆分。



拆分前



拆分后

- 合并 (4) (Ctrl/Command+U)

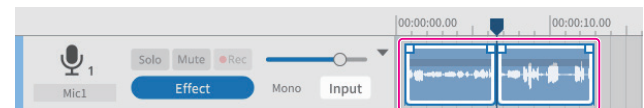
目标：同一音轨的片段

选择要合并的两个或多个片段。

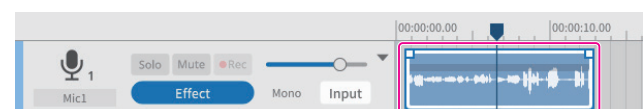
使用多选工具选择要合并的多个片段。

按下“Ctrl”或“Command”键时亦可进行多项选择。

(片段之间的间隙将保持静音。)



合并前



合并后

### 提示

将两个相邻片段拖得更近，它们将合并在一起。实现片段的无间隙合并。



● 复制 (⑤) (Ctrl/Command+C)

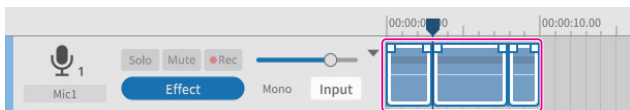
目标：选定的范围或片段  
复制的片段保存到剪贴板，可以粘贴或插入。

● 粘贴 (⑥) (Ctrl/Command+Shift+V)

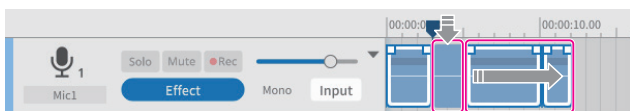
目标：所选音轨 / 片段中的当前光标位置  
将从当前光标位置开始粘贴剪贴板中保存的数据。  
将从粘贴点开始覆盖该片段。

● 插入 (⑦) (Ctrl/Command+V)

目标：所选音轨 / 片段中的当前光标位置  
将从当前光标位置开始插入剪贴板中保存的数据。  
插入点右侧的片段将自动进一步向右移动。



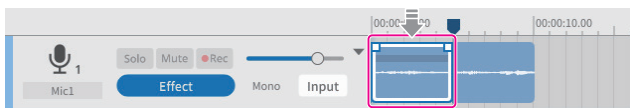
插入前



插入后

● 删除 (⑧) (Ctrl/Command+Shift+X), 或 (Delete)

目标：选定的范围或音轨 / 片段  
将删除选定间隔、音轨和片段中的数据。  
与移除不同，删除的数据不会保存到剪贴板。  
此外，所删除间隔右侧的片段不会向前移动。



删除前



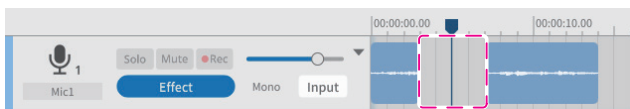
删除后

● 移除 (⑨) (Ctrl/Command+X)

目标：选定的范围或音轨 / 片段  
将移除选定间隔、音轨和片段。  
将移除选定间隔、音轨和片段中的数据并将其保存在剪贴板中。  
通常只有移除后剩下的部分才会向前移动。时间线后面出现的单独片段不会向前移动。



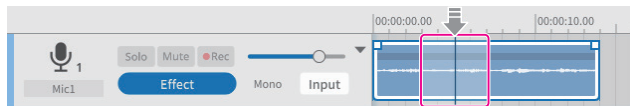
移除前 (选定片段)



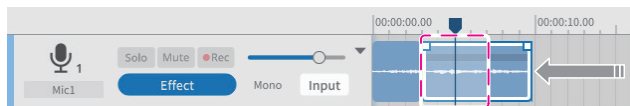
移除后 (选定片段)

**提示**

如果此功能用于选定的间隔而不指定音轨或片段，它将应用于所有音轨。在这种情况下，稍后出现的单独片段将向前移动。



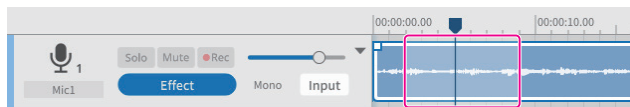
移除前 (具有选定间隔的片段)



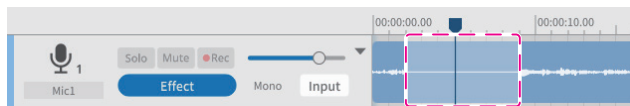
移除后 (具有选定间隔的片段)

● 片段静音 (⑩)

目标：选定的间隔  
用于使选定的间隔静音。  
用于消除录制中突然出现的噪音。



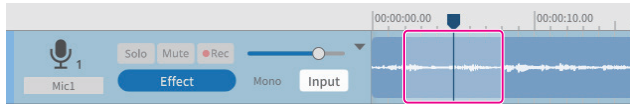
片段静音前



片段静音后

● 片段播放 (选定间隔之外的部分静音) (⑪)

目标：选定间隔外的区域  
使选定间隔之外的部分静音。  
可应用于静音片段的开头和结尾。



使用片段播放之前



使用片段播放之后

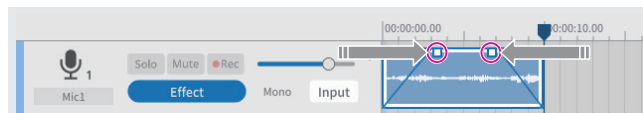
● 多选 (⑫)

目标：片段和音轨  
可以选择多个音轨 / 片段。

**设置淡入和淡出**

将光标与开始 / 结束点片段选择框上的淡入 / 淡出点对齐，将其更改为手动工具。

可通过左右拖动这些点来设置淡入 / 淡出位置。

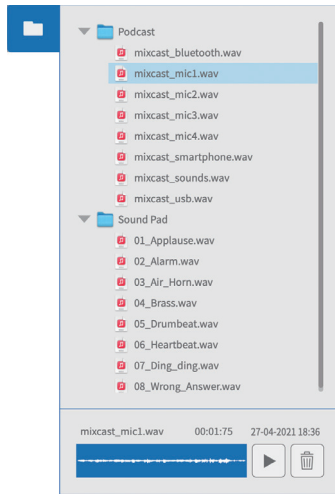


## 文件浏览器概述

使用本软件创建的每个项目都会生成以下文件夹，并将项目中使用的声音文件复制到其中。

- 播客文件夹
- Sound Pad 文件夹

### 文件夹结构

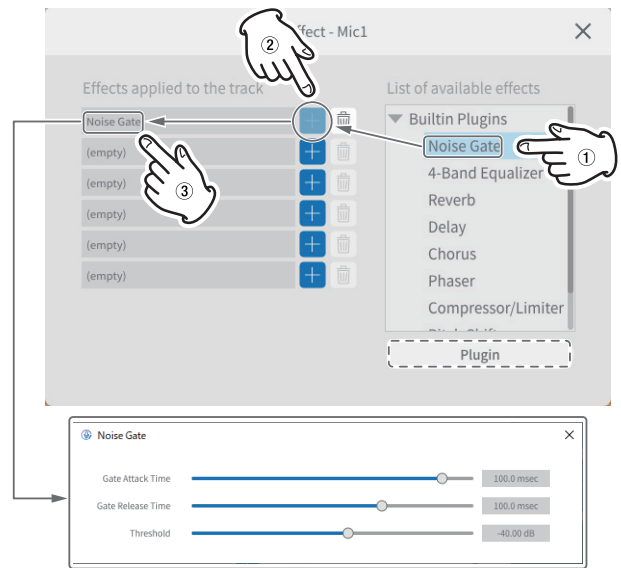


### 浏览器操作

- 播放声音文件  
按下 ▶ 按钮播放所选文件。
- 删除声音文件  
按下 🗑️ 按钮删除所选文件。
- 拖放声音文件  
可将文件拖放到波形编辑画面的音轨和 Sound Pad 画面的 sound pad 上。

## 效果

每个音轨最多可设置 6 种效果。  
(以下示例显示了麦克风 1 的效果设置。)



从右侧的列表 (①) 中选择以下效果，然后按下 + 按钮 (②) 将它们应用到左侧的列表 (③) 中。

单击左侧列表中的一个效果 [③] 以打开设置和可调整的项目。

- 噪声门  
可消除不需要的混响和噪音。
- 4- 波段均衡器  
可以实现 4 个波段的均衡。
- 混响  
可用于设置和调整混响效果。
- 延迟  
可用于设置和调整回声效果。
- 合唱  
可用于设置和调整合奏效果。
- 相位器  
可用于设置和调整相位变化的音调。
- 压缩器 / 限幅器  
可用于设置和调整音量变化。
- 变调器  
可用于调整音高。
- 低 / 高通滤波器  
设置用于噪声抑制的频率。

### 使用插件 (Windows/macOS)

可在所用的计算机上搜索和选择 VST3 插件。

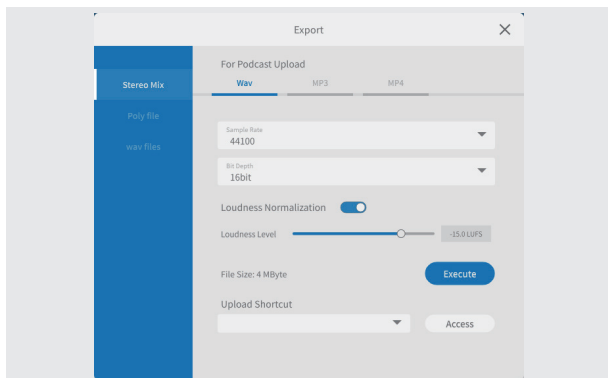
1. 按下上图虚线中的插件按钮打开插件选择画面。
2. 按下插件画面上的“选项…”按钮，然后按下“扫描新的或更新的 VST3 插件”打开扫描画面。
3. 按下扫描画面上的“扫描”按钮，在所用的计算机上搜索插件。当画面上出现“VST3 插件”时，选择所需的插件。

## 导出播客文件

可为各种应用程序导出已创建的项目。  
在波形编辑画面上选择“导出”将打开如下所示的导出画面。

### 立体声混音

将输出所有音轨的立体声混音，便于上传给接收方。



#### ● 有关播客上传

Wav/MP3/MP4 输出格式

可进行以下设置。(根据应用程序选择一项。)

输出格式	wav	MP3	MP4*
采样频率	44100 Hz	44100 Hz	44100 Hz
	48000 Hz	48000 Hz	48000 Hz
位深	16 位	--	--
	24 位	--	--
比特率	--	128 kbps	128 kbps
	--	192 kbps	192 kbps
	--	256 kbps	--
视频	--	--	360 p
	--	--	480 p
	--	--	720 p

\* 如果选择 MP4, 则可以将静止图像放入右侧虚线的“图片”区域。

#### ● 响度常态化

要使用响度常态化功能, 请将开关向右移动到开启位置。(默认设置为开启。)

#### ● 响度等级

当响度常态化功能开启时, 可以调整等级。可在调节条上调整滑块, 或者可以覆盖显示的值。

- 对于许多上传站点 -16 到 -14 LUFS 属于正常值。

#### ● 执行按钮

将导出具有所选设置的内容。

执行时, 可以选择播客文件的保存位置。将其保存在所需位置。

#### ● 上传快捷方式

可以存储正在使用的接收方的 URL。

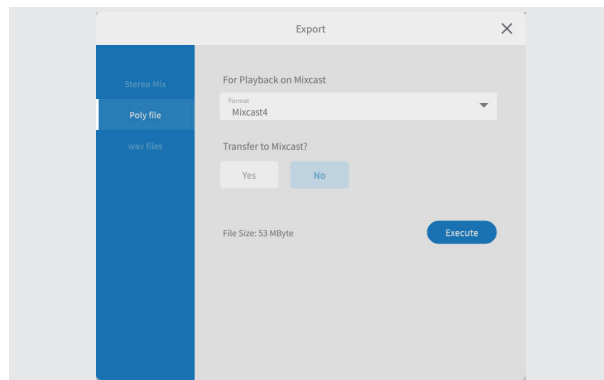
允许快速访问所用的上传站点。

### 注释

附加音轨也将包含在立体声混音中。

## Poly 文件

会将编辑过的音轨转换为可以在 Mixcast 上播放的格式。



#### ● 用于在 Mixcast 上播放

##### ● 格式

可以选择 poly 文件格式。

选项: Mixcast\*

\* 连接 Mixcast 时, 将自动确认且无法更改。

##### ● 转移到 Mixcast ?

是 / 否

选择“是”将转换后的 poly 文件传输到 Mixcast。

(如果未连接 Mixcast, 则不能选择“是”。)

##### ● 执行按钮

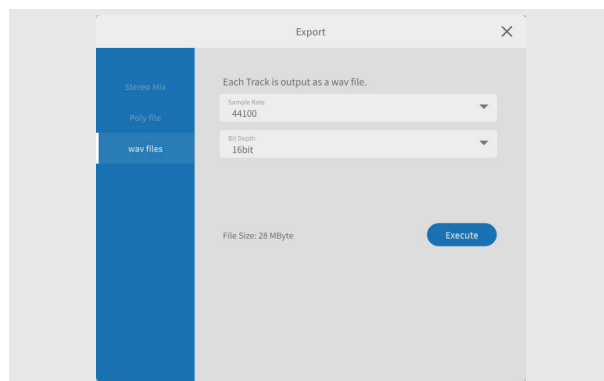
将导出具有所选设置的内容。

### 注释

附加音轨也将包含在 poly 文件的立体声混音中。

## Wav 文件

会将每个音轨输出为单独的文件, 以便在 DAW 或其他软件中对其进行编辑。



#### ● 每个音轨都输出为 wav 文件。

##### ● 采样频率

可选择以下频率。

选项: 44100 Hz、48000 Hz

##### ● 位深

可选择以下位深。

选项: 16 位、24 位

##### ● 执行按钮

将导出具有所选设置的内容。

## 使用 iOS 或 iPadOS 设备操作

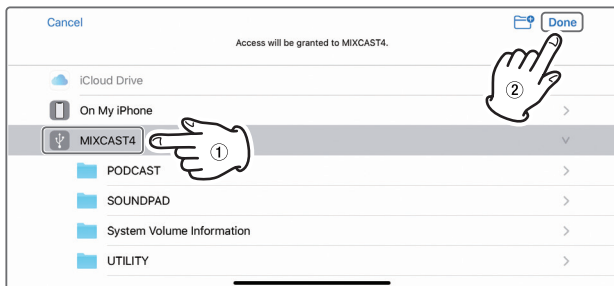
### 注释

在这些示例中，我们将 iOS 13 的画面用于 iOS/iPadOS 设备。

### iOS/iPadOS 项目创建流程

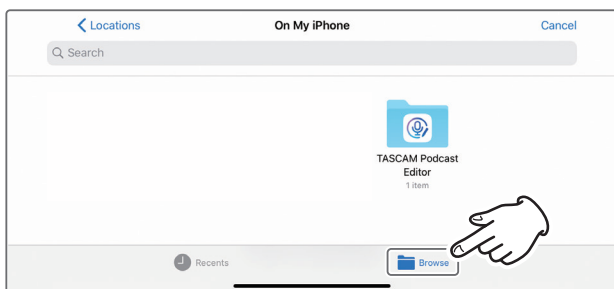
按照以下步骤从连接到 iOS/iPadOS 设备的 Mixcast 加载播客文件并创建项目。

当在 iOS/iPadOS 设备上执行“从 Mixcast 读取”时，如第 15 页的“从 Mixcast 加载播客文件”流程所述，将出现一个请求外部存储（Mixcast4）访问权限的画面，如下所示。

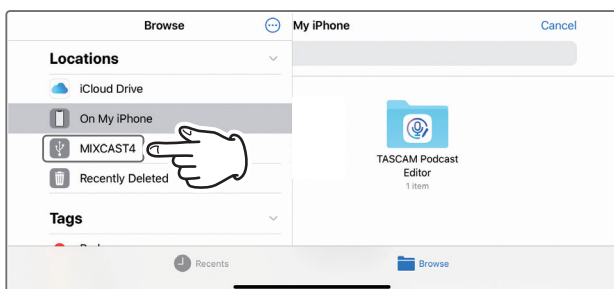


选择“MIXCAST4”并点击画面上的“完成”。

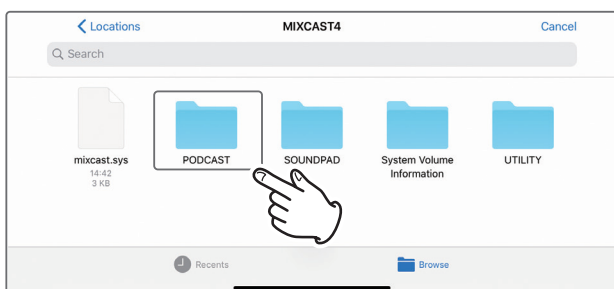
1. 下一步，点击“浏览”。



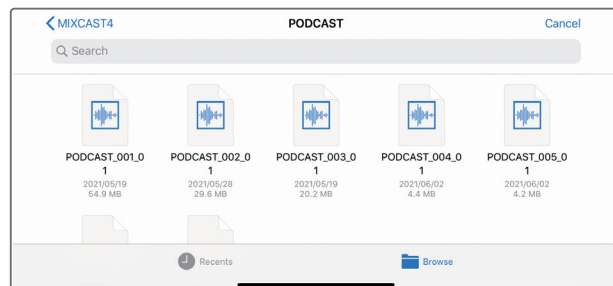
2. 在浏览位置点击“MIXCAST4”。



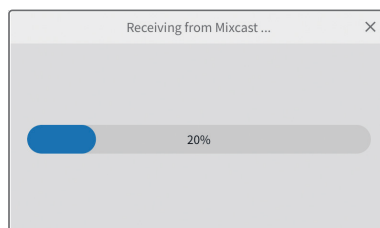
3. 将显示保存在 Mixcast 上的录制文件夹。点击“PODCAST”文件夹。



4. 在文件夹中选择并点击所需的播客文件。




5. 加载播客文件时会出现一个进度条。



- 选定的播客文件加载完成后，将使用该文件的名称创建一个新项目。

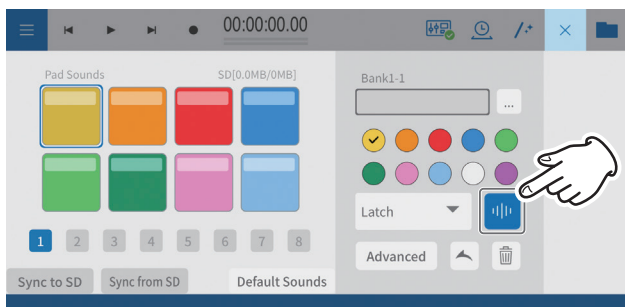
## 关于加载播客文件的注意事项

- 加载 1 GB 左右的播客文件大约需要三分钟。
- 加载播客文件时请勿进行任何其他操作。
- 选定的播客文件加载完成后，将使用该文件的名称创建一个新项目，并打开波形编辑画面。  
示例：PODCAST\_001.wav
- 要更改项目名称，请提前更改 Mixcast 上的播客文件名。或者，单击波形编辑画面菜单中的“项目”以返回常规项目画面。然后，单击播客文件名的  复制图标以创建具有不同名称的复制项目。

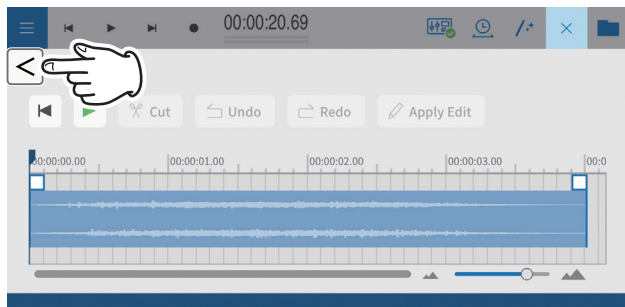
## Sound pad 编辑区

按照以下步骤在连接的 iOS 或 iPadOS 设备上打开 Sound pad 编辑区域。

1. 点击  Sound Pad 设置图标。



2. 将打开 Sound pad 编辑区域。  
点击  图标关闭 Sound pad 编辑区域。



- Sound pad 编辑区域的操作与第 13 页的“Sound pad 设置”相同。

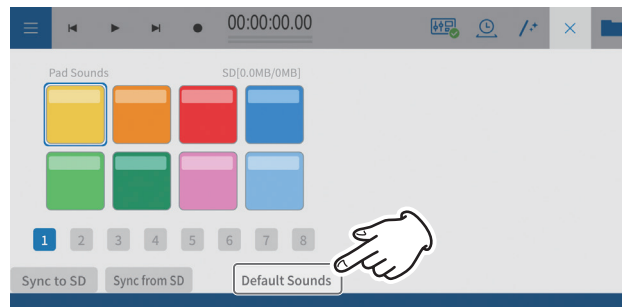
## 使用“默认声音”功能

此功能会将样本 sound pad 声音传输到连接到 iOS 或 iPadOS 设备的 Mixcast 中的 SD 卡，并将其设置为音色库 1。使用 USB 数据线连接 Mixcast，并在使用“默认声音”之前确认显示已连接的图标。

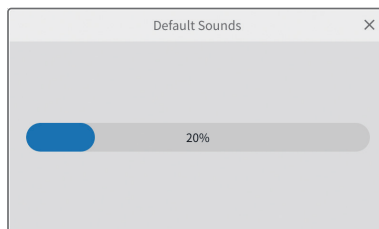
### 注意

如果已为 Mixcast 上的音色库 1 进行了 sound pad 设置，则使用“默认声音”将覆盖该音色库。

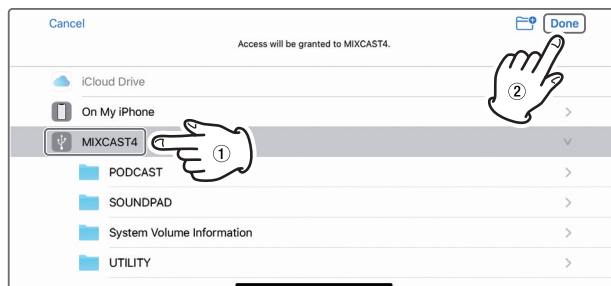
1. 在 iOS 或 iPadOS 设备上的 Sound pad 编辑区域中点击“默认声音”。



2. 将打开“默认声音”加载画面。

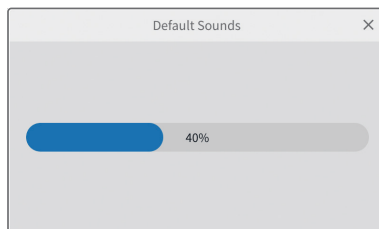


3. 稍等片刻后，将打开以下画面。  
将打开一个寻求访问外部存储（Mixcast4）权限的画面。

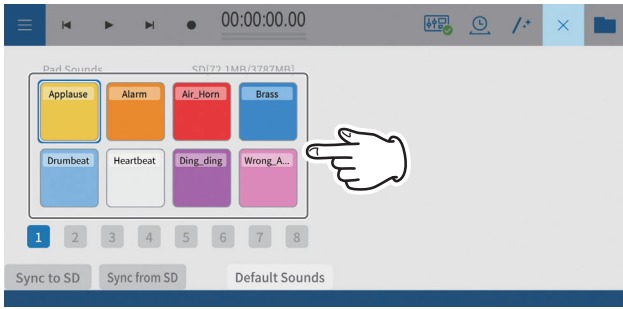


选择“ MIXCAST4”并点击画面上的“完成”。

4. “默认声音”将传输到 Mixcast。  
传输过程中会出现进度条。



5. “默认声音”传输完成后，音色库 1 将按照与 iOS 或 iPadOS 设备上的 Sound pad 编辑区域中的 Mixcast 相同的方式进行设置。

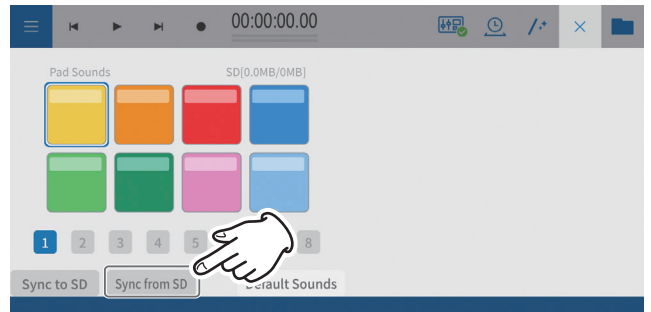


## 使用“从 SD 同步”功能

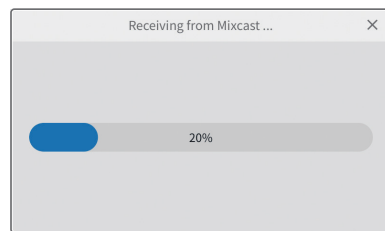
用于使本软件与 Mixcast 上的 sound pad 设置相匹配。

使用 USB 数据线连接 Mixcast，并在使用“从 SD 同步”之前确认显示 Mixcast 已连接的图标。

1. 在 iOS 或 iPadOS 设备上的 sound pad 编辑区域中点击“从 SD 同步”。

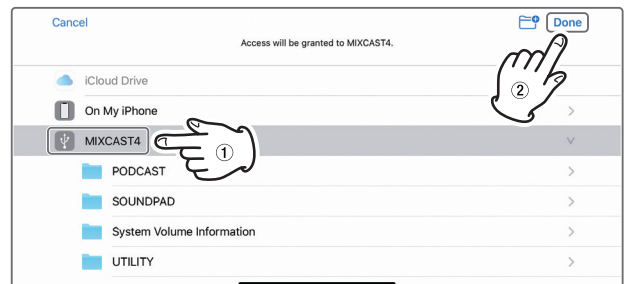


2. 将打开“从 SD 同步”加载画面。



3. 稍等片刻后，将打开以下画面。

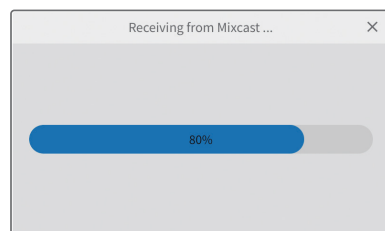
将打开一个寻求访问外部存储（Mixcast4）权限的画面。



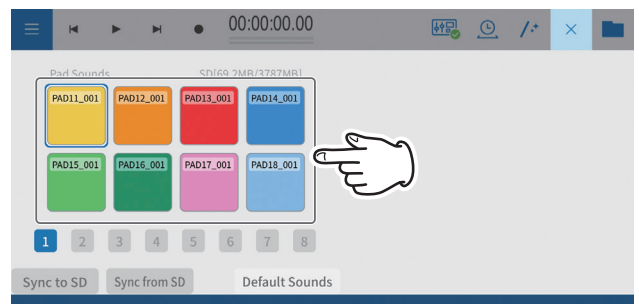
选择“MIXCAST4”并点击画面上的“完成”。

4. 将从 Mixcast 加载 sound pad 设置。

加载时会出现进度条。



5. 使用“从 SD 同步”加载完成后，它将显示在 iOS 或 iPadOS 设备的画面上。



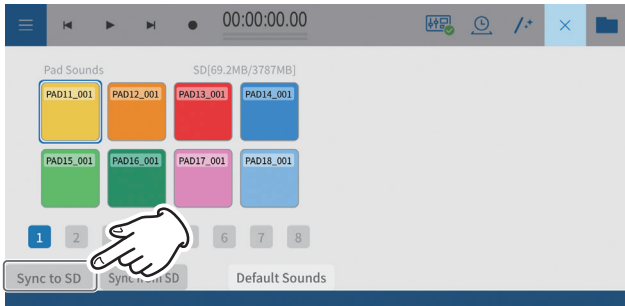
将显示 Mixcast 的 sound pad 设置。

## 使用“同步到 SD”功能

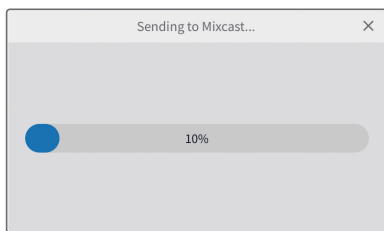
用于将本软件的 sound pad 设置应用到 Mixcast。

使用 USB 数据线连接 Mixcast, 并在使用“同步到 SD”之前确认显示 Mixcast 已连接的图标。

1. 在 iOS 或 iPadOS 设备上的 sound pad 编辑区域中点击“同步到 SD”。

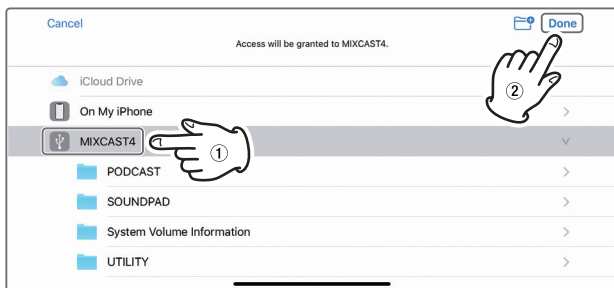


2. 将打开“同步到 SD”传输画面。



3. 稍等片刻后, 将打开以下画面。

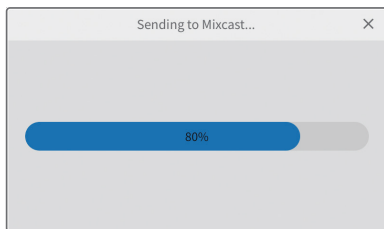
将打开一个寻求访问外部存储 (Mixcast4) 权限的画面。



选择“MIXCAST4”并点击画面上的“完成”。

4. Sound pad 设置将传输到 Mixcast。

传输过程中会出现进度条。



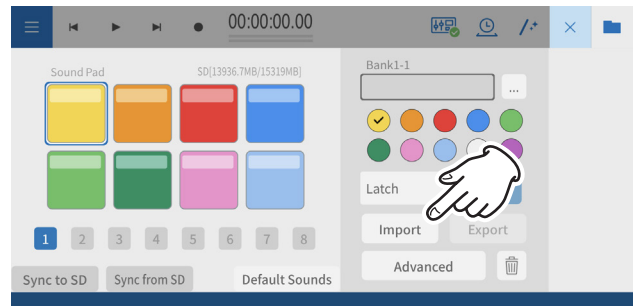
传输完成后, 本软件的 sound pad 设置将应用于 Mixcast。

## 使用“导入”功能

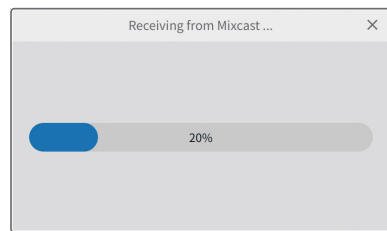
将 Mixcast 上的 sound pad 设置应用于在本软件中选择的 sound pad。

使用 USB 数据线连接 Mixcast, 在使用“导入”功能前确认已显示连接的图标。

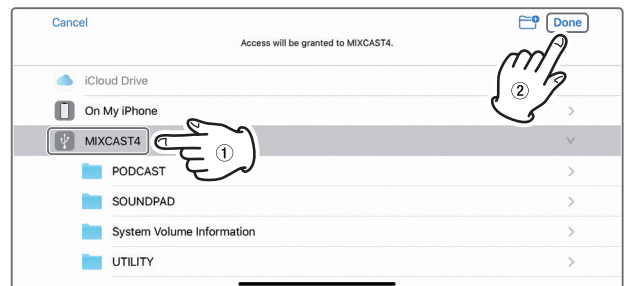
1. 在 iOS/iPadOS 设备上的 sound pad 编辑区域中点击“导入”。



导入过程中会出现进度条。



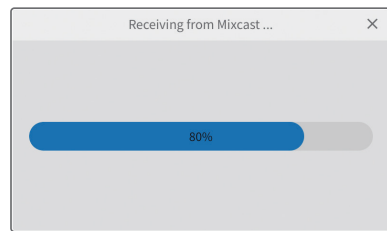
2. 将打开一个寻求访问外部存储(Mixcast4)权限的画面。



选择“MIXCAST4”并点击画面上的“完成”。

从 Mixcast 加载 sound pad 设置。

加载过程中会出现进度条。



导入完成后, 将显示在 iOS/iPadOS 设备的画面上。

将显示 Mixcast 的 sound pad 设置。

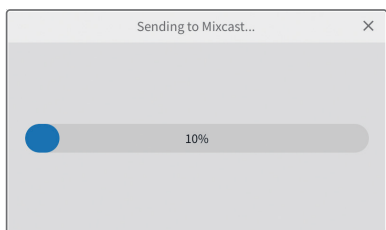
## 使用“导出”功能

将来自该软件的 sound pad 设置应用于 Mixcast 的 sound pad。使用 USB 数据线连接 Mixcast, 在使用“导出”功能前确认已显示连接的图标。

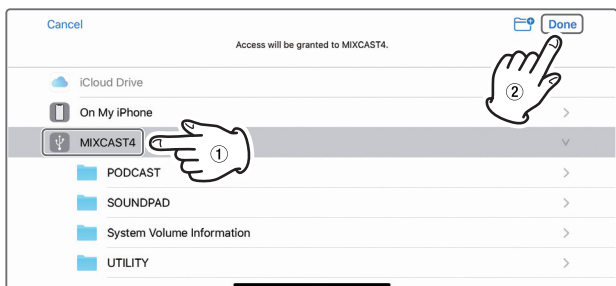
1. 在 iOS/iPadOS 设备的 sound pad 编辑区域中点击“导出”。



使用 USB 数据线连接 Mixcast, 在使用“导出”功能前确认已显示连接的图标。



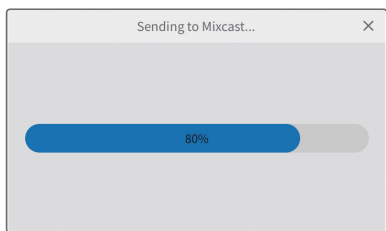
2. 将打开一个寻求访问外部存储(Mixcast4)权限的画面。



选择“MIXCAST4”并点击画面上的“完成”。

Sound pad 设置将传输到 Mixcast。

传输过程中会出现进度条。

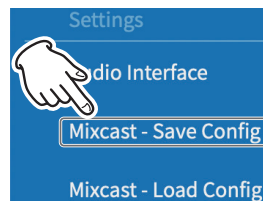


传输完成后, 本软件的 sound pad 设置将应用于 Mixcast。

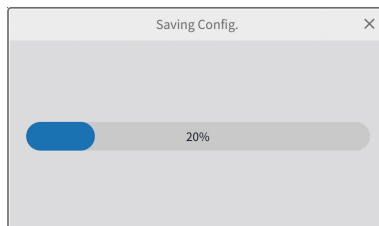
## 使用“Mixcast - 保存配置”功能

按照以下步骤保存连接到 iOS 或 iPadOS 设备的 Mixcast 的各种设置。使用 USB 数据线连接 Mixcast, 并在在使用“Mixcast - 保存配置”之前确认显示已连接图标。

1. 在 iOS 或 iPadOS 设备的波形编辑画面上点击“Mixcast - 保存配置”。

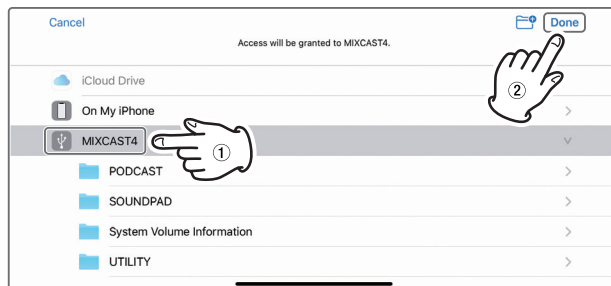


2. 将打开 Mixcast 加载画面。



3. 稍等片刻后, 将打开以下画面。

将打开一个寻求访问外部存储 (Mixcast4) 权限的画面。

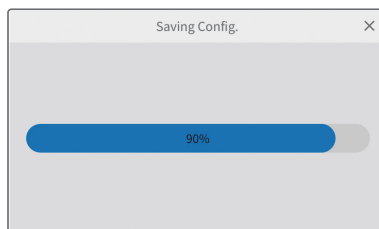


选择“MIXCAST4”并点击画面上的“完成”。

4. Mixcast 的各种设置将以“yyyymmdd\_hhmmss” (日期和时间)

格式命名的文件夹形式保存在项目内的 Mixcast 文件夹中。

保存时会出现进度条。

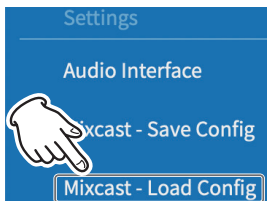




## 使用“Mixcast - 加载配置”功能

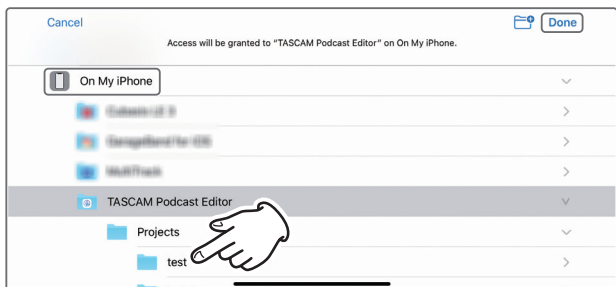
按照以下步骤加载保存在 Mixcast 中的各种设置。  
使用 USB 数据线连接 Mixcast，并在使用“Mixcast - 加载配置”之前确认显示已连接图标。

1. 在 iOS 或 iPadOS 设备的波形编辑画面上点击“Mixcast - 加载配置”。

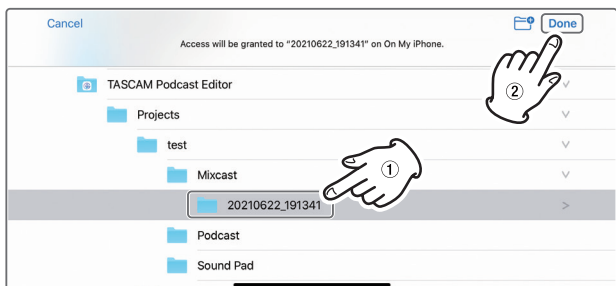


2. 稍等片刻后，将打开以下画面。

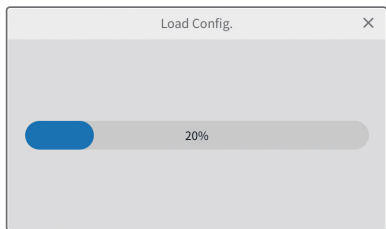
### 2-1. 选择保存各种 Mixcast 设置的项目文件夹。



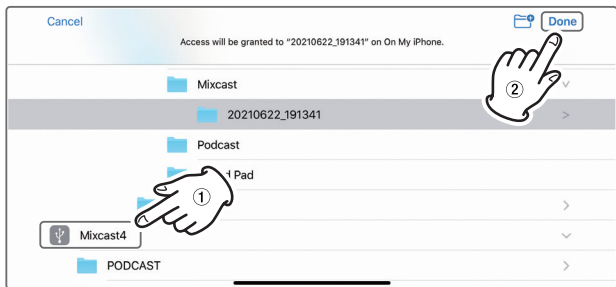
### 2-2. 选择保存时生成的名为“yyyymmdd\_hhmmss”（日期和时间）的文件夹，然后点击画面上的“完成”。



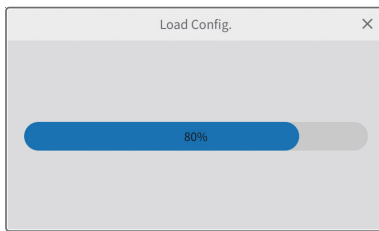
### 2-3. 将打开 Mixcast 的各种设置的加载画面。



### 2-4. 然后，选择“MIXCAST4”并点击画面上的“完成”。



3. 将传输保存在 Mixcast 上的设置。  
传输过程中会出现进度条。

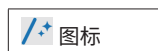


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## 实用功能

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### 自动



按下波形编辑画面上的自动按钮，只需一次操作，即可降低噪音并调整整个项目的麦克风之间的音量差异。

- 执行过程中会出现进度条。  
执行后，具有多个片段的音轨上的片段将被合并。

---

### 时间扩展



按波形编辑画面上的时间扩展按钮激活时间扩展模式。可通过调整其末端来缩短或延长单个片段或多个片段。

- 激活时间扩展后，会突出显示图标背景。
- 播放速度将根据片段长度而变化。  
执行后，具有多个片段的音轨上的片段将被合并。

---

### 响度常态化

通过将音量自动降低到一定程度，可以消除播客传播平台上内容的声音差异。在导出时预先考虑所需的音量可以实现更好地编辑。

使用波形编辑画面菜单中的导出 > 立体声混音项目导出已编辑的文件时，打开响度常态化开关以在保存时自动优化整个项目的音量变化。（默认设置为开启。）

---

### 自动同步时间

如果选中项目画面上的自动同步时间复选框，当连接 Mixcast 时，其日期和时间将自动更正并与计算机或其他设备的日期和时间同步。

---

### Mixcast 设置 - 保存配置

- 通过从菜单中选择“Mixcast 设置 - 保存配置”，Mixcast 的各种设置将以日期和时间命名的文件夹形式保存在当前项目的特定位置。
  - 文件夹名称：yyyyymmdd\_hhmmss

---

### Mixcast 设置 - 加载配置

- 通过从菜单中选择“Mixcast 设置 - 加载配置”，可以在列表中查看已保存的各种 Mixcast 设置。  
从保存的文件夹列表中选择所需的文件夹。  
选中后，将应用于 Mixcast。

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## 如何解决

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### 连接问题

- **使用 ASIO 驱动程序进行输入和输出 (Windows)**  
从 TASCAM 网站下载 Mixcast ASIO 驱动程序（适用于 Windows 10）。
- **在直播时录制 (例如，使用 OBS Studio)**  
将 Windows 声音设置为 2 声道。  
将菜单 > 音频接口 > 音频设备类型设置为“ASIO”（请参见第 12 页）。  
(请参见上一项有关 ASIO 驱动程序的内容。)
- **如果只能选择输入 1 和输入 2**  
可能未启用 14- 声道输入。检查设置（请参见第 7 页）。
  - Windows: 声音设置
  - macOS: 音频设置 (音频 MIDI 设置)
- **如果 sound pad 的声音记录在音轨 1 (麦克风 1) 上 (Windows/Mac)**  
可能未启用 14- 声道输入。检查设置（请参见第 7 页）。
  - Windows: 声音设置
  - macOS: 音频设置 (音频 MIDI 设置)
- **如果计算机没有 USB C 型端口 (Windows/Mac)**  
使用随附 USB 数据线一端的适配器转换为 A 型或准备单独的 A 型转 C 型 USB 数据线。（使用符合两者标准的产品。）
- **连接到 Lightning 接口 (iOS/iPadOS)**  
准备一个正版的苹果 Lightning 端口转 USB 相机适配器和符合标准的 A 型转 C 型数据线。
- **如果与 Mixcast 的 USB 连接结束时出现达到峰值的噪音 (各操作系统)**  
当音频接口设置从 Mixcast 切换到另一个设备时，连接到该设备的扬声器的输出可能会被麦克风输入接收，从而导致反馈回路。  
在断开 USB 设备之前退出本软件

## 播客输出

### ● 将已创建的播客上传到主机（各操作系统）

选择波形编辑画面 > 菜单 > 导出菜单 > 立体声混音，然后选择符合上传要求的格式。

使用“格式：mp3”和“响度等级：-15 LUFS”对于大多数播客主机来说应该没有问题。

而且，将“上传快捷方式”设置为上传 URL 将使访问更简单。

## 项目问题

### ● 使用不同的名称保存（各操作系统）

复制项目并使用所需名称保存。

### ● 更改项目名称（各操作系统）

使用项目画面上的“复制”，并根据需要设置项目名称。

如果不需要原始项目，请使用垃圾箱图标将其删除。

### ● 轻松上传在 Mixcast 上录制的播客（各操作系统）

请按照以下步骤上传。

1. 使用“从 Mixcast 读取”
2. 使用“自动”增强整体音频
3. 使用“导出（立体声混音）”输出混音
4. 使用“上传快捷方式”上传

### ● 使用 iOS/iPadOS 编辑在 Mac 上创建的项目

（本软件必须安装在正在使用的 iPhone/iPad 上。）

1. 打开 Finder > 文件 > TASCAM 播客编辑器 > 项目，使用 AirDrop 将要编辑的项目文件夹传输到 iPhone/iPad。
2. 在 iPhone/iPad 上，选择“文件”并将其保存在 TASCAM 播客编辑器 > 项目中。
3. 启动本软件，使用“打开项目”打开保存的项目。  
（“\*.tpe”文件）

## 其他问题

### ● 阻止资源管理器频繁启动（Windows）

与 Mixcast 之间传输文件时，会访问本机中的 SD 卡。

在 Windows 的设置 > 设备 > 自动播放中，将“可移动驱动器”设置为“不执行操作”。

### ● 仅更改记录波形的一部分的音量（各操作系统）

使用拆分将要更改的片段与其前后的部分分开。然后，右键单击（Windows 操作系统）或 Control+ 单击（macOS）或按住（iOS/iPadOS）该片段以激活音量调节模式。

设置显示的“片段音量调节条”以调节音量。

### ● 防止录制电子邮件传送声音和其他通知（Windows）

将波形编辑画面 > 菜单 > 音频接口 > 音频设备类型设置为“Windows 音频（独占）”。

这将使播客编辑器单独使用音频，因此将不会被输出浏览器产生的声音。

### ● 更改音轨图标

无法更改这些图标。图标设置为与 TASCAM Mixcast 上的图标相对应。（可以更改音轨名称。）

### ● 如果音频接口没有输入

- 检查正在使用的音频接口的连接和设置。
- 当通过 USB 数据线连接到 Mixcast 时，确认 Mixcast 连接图标 (⑥) 显示在波形编辑画面上（请参见第 10 页）。
- 打开本软件的菜单，在“设置”中选择“音频接口”，确认“输出”和“输入”选择了正在使用的音频接口。

### ● 如果无法从 Mixcast 中听到播放声音

从菜单中，选择设置 > 音频接口。如果“输出”项目设置为“Mixcast 4”，播放声音将输入到 Mixcast USB 声道（请参见第 12 页）。

可以检查软件的播放声音是否为 USB 声道的输入。

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TASCAM Podcast Editor can be used together with a TASCAM Mixcast to edit recordings and to assign sounds and background music that have been edited or created on a computer to the Mixcast sound pads.

**Before using this software, read the Software Use License Agreement and agree to its terms.**

## Overview

- Waveform editor that is simple and easy to use
- Recordings captured by the TASCAM Mixcast can be added to tracks with a single action
- Dedicated screen can be used to assign sounds and functions to sound pads
- With recording functions, individual track input and other settings can be made
- Output options include MP3 and WAV files for podcasts and MP4 files that enable the creation of still images for video posting sites
- Functions that simplify connecting and uploading to selected hosting services
- Support for Windows, macOS, iOS and iPadOS devices (See Operating environment on page 29.)
- Driver installation is unnecessary when using a Mixcast 4

## Conventions used in this manual

In this manual, we use the following conventions:

- Smartphones, tablets and computers are called "devices".
- This software is called "TASCAM Podcast Editor".
- When using this software with, smartphone or tablet, please make the following substitutions when reading the instructions.
  - Click → Tap
  - Double-click → Double-tap
  - Right-click → Press and hold (Control-click on macOS)
  - Slide left/right/up/down → Swipe left/right/up/down
- Information shown on a computer display is written like this: **"OK"**.
- References to "iOS" in this document also include "iPadOS".
- As necessary, additional information is provided under TIP, NOTE and CAUTION headings.

### TIP

These are tips about how to use the software.

### NOTE

These provide additional explanations and describe special cases.

### ATTENTION

Failure to follow these instructions could result in data loss, for example.

### CAUTION

Failure to follow these instructions could result in injury.

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## Operating environment

Check the TEAC Global Site (<https://teac-global.com/>) for the latest information about supported operating systems.

### ATTENTION

Operation with each OS was confirmed with standard system setups that met the following conditions.  
Even using systems that meet the following conditions, however, all operations are not guaranteed.

## Windows

### Supported operating systems

Windows 11  
Windows 10 64 bit  
(Version 1909 (“November 2019 Update” or later)

### Computer hardware requirements

Windows computer with a USB 2.0 (or higher)  
• When using the TASCAM driver (ASIO)  
(Operation with ARM64 CPUs not guaranteed)

### Display resolution

1280×800 or higher (1920×1080 or higher recommended)

## Mac

### Supported operating systems

macOS Monterey (Version 12)  
macOS Big Sur (version 11)  
macOS Catalina (version 10.15)

### Computer hardware requirements

Mac with a USB 2.0 (or higher) port

### Display resolution

1280×800 or higher (1920×1080 or higher recommended)

## iOS/iPadOS devices

iOS 15 / iPadOS 15  
iOS 14 / iPadOS 14  
iOS 13 / iPadOS 13

## Supported formats

wav, bwf, aiff, aif, flac, ogg, mp3, wma, asf, wm, aac  
(The supported formats depend also on the OS.)

## Installing TASCAM Podcast Editor

### NOTE

Apps can be downloaded and installed for free. They are available on the App Store for iOS and iPadOS, and the TASCAM website for Windows, macOS.

## Windows

1. Download the latest version of TASCAM Podcast Editor from the TEAC Site ([https://tascam.cn/cn/product/tascam\\_podcast\\_editor/download](https://tascam.cn/cn/product/tascam_podcast_editor/download)), and save it on the computer being used.
2. Extract the saved TASCAM Podcast Editor (zip file) on the computer desktop or another location.
3. Double-click the “TASCAM\_Podcast\_EditorCN\_xxx.exe” (xxx is the version number) file in the folder that appears after extraction to launch the installation software.

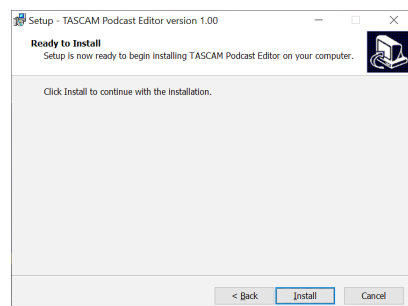
### NOTE

If you open a zip file without extracting it and execute the exe file in the folder opened by double-clicking, the installer will not launch. Right-click the zip file and select “Extract All”, for example, to extract it and then try again.

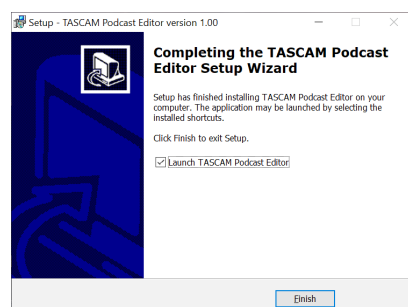
4. When a Security Warning or User Account Control screen appears, click the “Yes” button.
5. Read the contents of the User License Agreement, and select “I accept the agreement” if you agree to the terms.  
Then, click the “Next” button.



6. Next, click the “Install” button.



7. The following screen appears when installation has completed. Click the “Finish” button.



This completes the installation of this software.

## Mac

### NOTE

Depending on the Gatekeeper setting, a warning message might appear during installation. Please see Working with Gatekeeper on page 31 for information about Gatekeeper.

1. Download the latest version of TASCAM Podcast Editor for the operating system being used from the TEAC Site ([https://tascam.cn/cn/product/tascam\\_podcast\\_editor/download](https://tascam.cn/cn/product/tascam_podcast_editor/download)), and save it on the computer being used.
2. Double-click "PodcastEditorCN\_xxx.dmg" (xxx is the software version number), which is the saved disk image file for TASCAM Podcast Editor. Then, double-click "Podcast Editor.pkg" in the folder that opens.

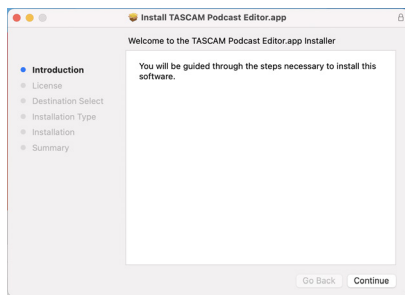


PodcastEditor\_Installer.pkg

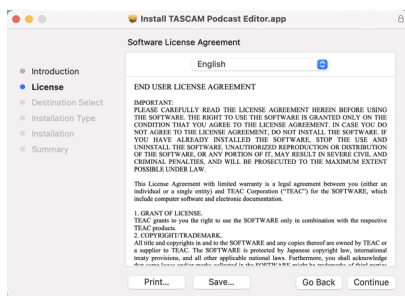
### NOTE

Depending on the computer's settings, the downloaded zip file might not have been extracted automatically. In this case, extract the zip file first and then double-click the disk image file.

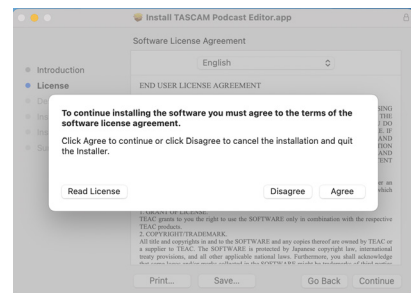
3. When the installer starts, click the "Continue" button.



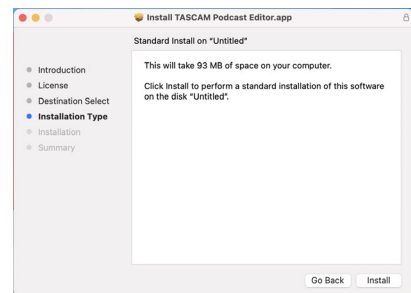
4. Next, select the desired language and click the "Continue" button.



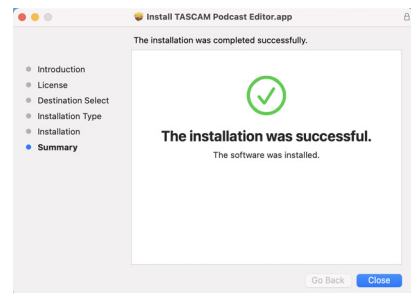
5. Click the "Read License" button and check the contents of the Software License Agreement. If you agree to the contents of the license, click "Agree".  
Then, click the "Next" button.



6. Next, click the "Install" button to start installation.



7. The following screen appears when installation has completed. Click the "Close" button.



This completes the installation of this software.

## Working with Gatekeeper

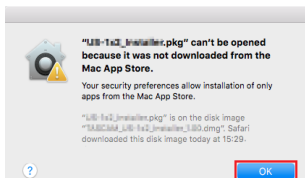
When using macOS, depending on the Gatekeeper security function setting, a warning message might appear during installation.

The solution depends on the warning message shown.

See the following explanations for details.

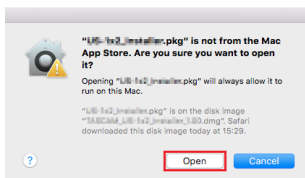
### When the Gatekeeper setting is “Allow applications downloaded from: the Mac App Store”

- The following security warning might be shown: “Podcast Editor.pkg’ can’t be opened because it was not downloaded from the Mac App Store.”



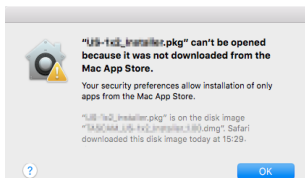
In this case, click the “OK” button to close the message. Then, control-click (or right-click) the file and click “Open” in the menu.

- When the “Podcast Editor.pkg’ can’t be opened because it was not downloaded from the Mac App Store. Are you sure you want to open it?” security warning message appears, click the “Open” button.



This warning message might also appear when the Gatekeeper setting is something other than “Allow applications downloaded from: the Mac App Store.”

- The file still might not open and “Podcast Editor. pkg’ can’t be opened because it was not downloaded from the Mac App Store.” might appear again.



In this case, copy the file from the folder where it is to the desktop or another folder, and then open it. Alternatively, change the Gatekeeper settings to “Allow applications downloaded from: the Mac App Store and identified developers” and try opening it again.

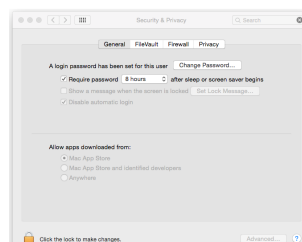
### When the Gatekeeper setting is not “Allow applications downloaded from: the Mac App Store”

- The following security warning might be shown: “Podcast EditorCN\_xxx.dmg (xxx is the software version number) is an application downloaded from the Internet. Are you sure you want to open it?” In this case, click the “Open” button.



### Changing the Gatekeeper setting

- To change the Gatekeeper setting, open the System Preferences from the Apple menu, or open an Application window in the Finder and click System Preferences.app. Then, open the “General” page of the “Security & Privacy” pane, and change the “Allow apps downloaded from:” item. To change this, you must click the lock icon (🔒) at the bottom left and enter a password to unlock the settings.



This setting will lock again when you click the 🔒 button or type command-Q to close the System Preferences or when you click “Show All” to close the open pane.

### ATTENTION

Changing the Gatekeeper settings could result in security risks. If you changed the Gatekeeper setting to decrease security (use one of the lower settings), set it back to the original setting after installing this software.

### iOS/iPadOS devices

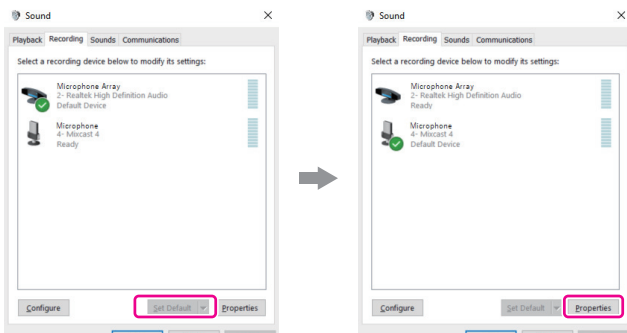
- Search for “TASCAM 播客编辑器” on the App Store for iOS/iPadOS devices. Then, download and install the app.
- Please be aware that you are responsible for any transmission costs related to Internet connection.

## Sound settings when using with Windows

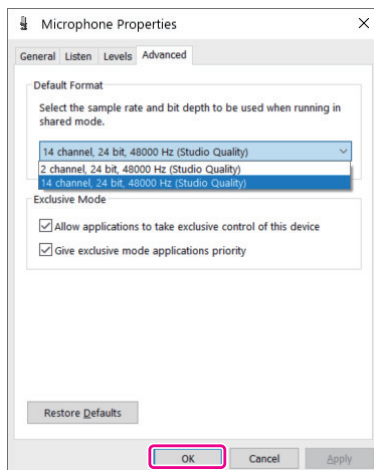
When using a TASCAM Mixcast with Windows, after connecting it, conduct the following steps to make Sound settings before launching the software.

### Sound settings

1. Open Windows Start > Settings > System > Sound > Sound Control Panel.
2. After selecting the **Recording** tab, and selecting "**Mic (Mixcast 4)**", click "Set Default (S)".  
Confirm that a check (✓) is next to "**Mic (Mixcast 4)**", and click "Properties (P)".



3. On the **Mic Properties** screen, open the **Advanced** tab and set the "**Default Format**" to "**14 channel, 24 bit, 48000 Hz**", and click the "**OK**" button.



- To use this software or other software that supports multiple channels, select a 14-channel setting.
- Select a 2-channel setting when using OBS Studio or another application that supports 2-channel audio devices.

This completes sound settings.

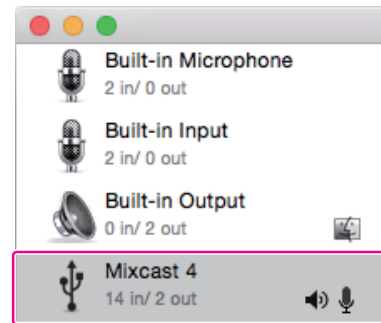
Start this software.

## Using with macOS (audio settings)

When using a TASCAM Mixcast with macOS, after connecting it, conduct the following steps to make Sound settings before launching the software.

### Audio settings

1. Open the "**Audio MIDI Settings**" application in "Other" from the Launchpad or in the Utilities folder, opened from a new Application window in the Finder.
2. Set "**Mixcast 4**" shown in the sidebar as the sound input/output (mic/speaker) device.



- Do not enable "Play Alerts and Sound Effects Through This Device".

3. Confirm that the "Input" setting is "14 ch" as shown in the illustration below.



This completes making audio settings.

Start this software.

## Using with iOS/iPadOS devices

No audio settings are necessary with iOS/iPadOS.



---

## TASCAM Podcast Editor overview

---

When connected to the Internet, notifications will appear when this software is launched.

### NOTE

Put a check in the "Do not show the same message again" checkbox to prevent the same message from being shown the next time it is launched.

---

### Automatic software update function

When connected to the Internet, if a new version of the software has been released, the following automatic update notification will appear when it is launched.



#### ① Update Now

Click this button to use the latest version of the software.

#### ② Update Later

If you want to update later, click this button to close the update window.

#### ③ Don't show the same message again

Put a check in the "Do not show the same message again" checkbox to prevent the same message from being shown the next time it is launched.

---

## TASCAM Podcast Editor screen overview

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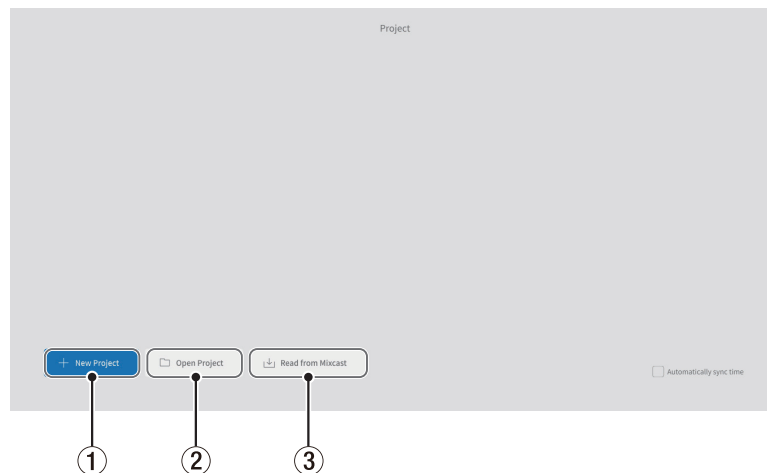
### NOTE

- Sets of recordings produced by this software are saved as "projects".
  - In general, the screens shown in this document are from a computer. Screens might appear differently on iOS/iPadOS devices.
- 

### Project Screen

#### Initial Project Screen

The screen will appear as follows if no project has been created yet.



#### ① New Project

Use this to create a new project.

#### ② Open Project

Use this to select an existing project. (\*.tpe" file)

#### ③ Read from Mixcast/Read Mixcast File

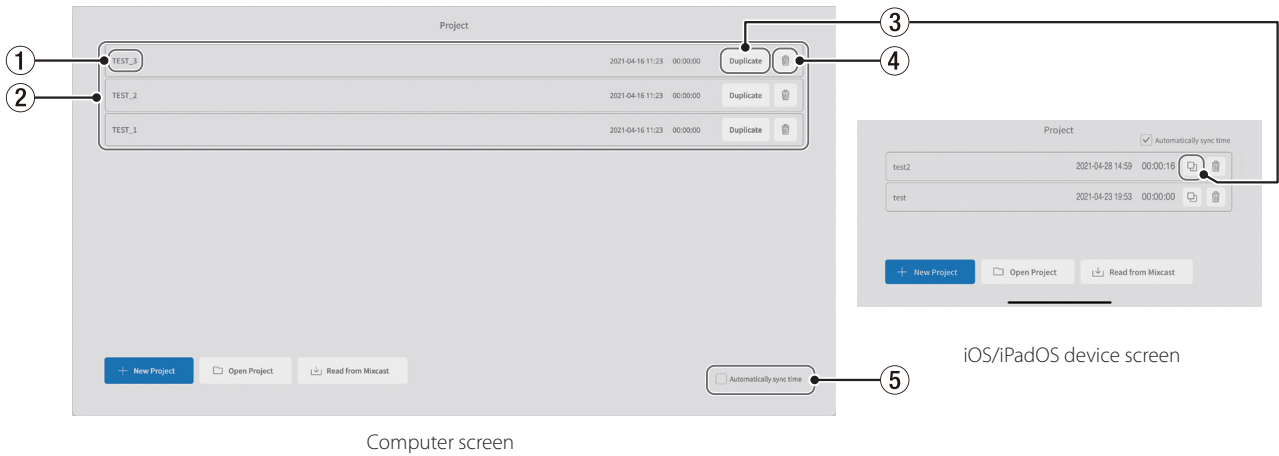
- Read from Mixcast (when Mixcast 4 connected)  
Use this to select podcast files recorded on an SD card in a Mixcast and load them in this software.
- Read Mixcast File (when Mixcast 4 not connected)  
Use this to select podcast files saved on devices and load them in this software.

### NOTE

To create projects on iOS/iPadOS devices, see page 45.

## Regular Project Screen

This shows projects that have been created. Double-click the name of an existing project to open it.



### ① Project name

This is the name of a project that has been created.

### ② Project list

This shows a list of projects that have been created.

### ③ Duplicate project

Input a project name when duplicating.

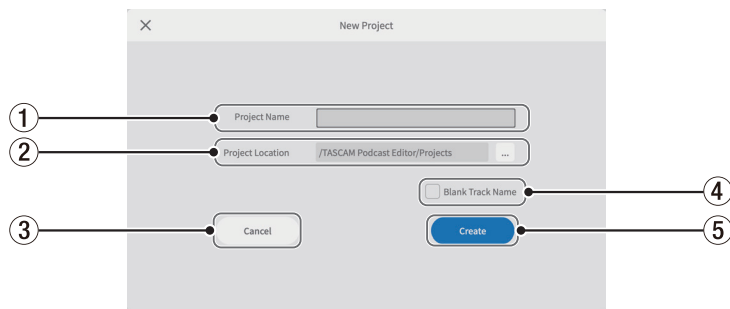
### ④ Delete project

This will also delete the audio and other data in the project.

### ⑤ Automatically sync time

Put a check in this box to synchronize the date and time used by the TASCAM Mixcast to the date and time used by the computer.

## New Project Screen



### ① Project Name

Input the name\* of the project when creating it.

\*The recommended length is about 20 numbers and English letters.

### ② Project Location

The save destination can be changed when using a computer.

### ③ Cancel

Return to the previous screen.

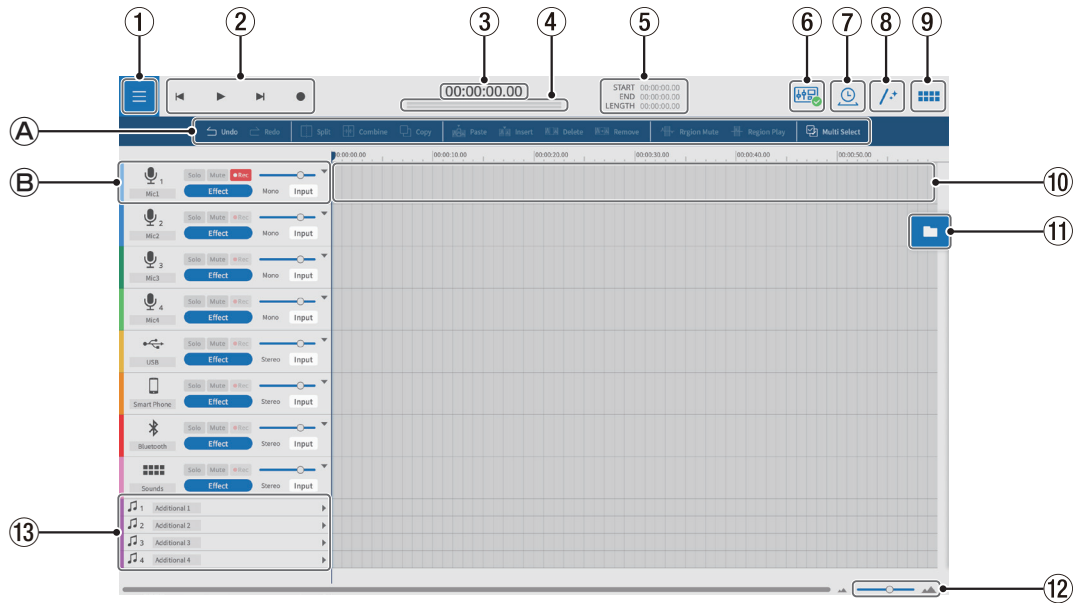
### ④ Blank Track Name

Put a check in this box to leave blank the **track names** (⑥) shown on the Waveform Editing Screen, allowing them to be input as desired. (The mic symbols and other icons cannot be changed.)

### ⑤ Create

This creates the project.

## Waveform Editing Screen



### A Editing tools

Use these to edit the waveforms of individual tracks.

### B Track controls

Use these to make settings for input tracks.

### 1 Menu button

Use this to open the menu.

### 2 Transport controls

Use these to start and stop playback (▶/■), skip to the beginnings (◀) and ends (▶) of projects, and record (●).

### 3 Time counter

This shows the current cursor position.

### 4 Level meters

These show the input levels from the Mixcast or the playback output levels.

### 5 START/END/LENGTH times

These show the START position, END position and LENGTH of the selected intervals.

### 6 Mixcast connection icon

This is shown when a Mixcast connected by USB is recognized correctly.

### 7 Time Stretch

A single region or multiple regions can be shortened or elongated by adjusting their ends.

- The playback speed will be adjusted according to the change in length.

### 8 Automatic

With a single click, this automatically reduces noise and adjusts volume differences between mics for the entire project.

### 9 Sound Pads

Use this to set, for example, effect sounds for the Sound Pads on the Mixcast.

### 10 Track view

This shows recording regions.

### 11 File browser

Files loaded in the project are shown separately in Podcast and Sound Pad folders.

### 12 Zoom in/out

Use this to zoom the waveform in/out on the time axis.

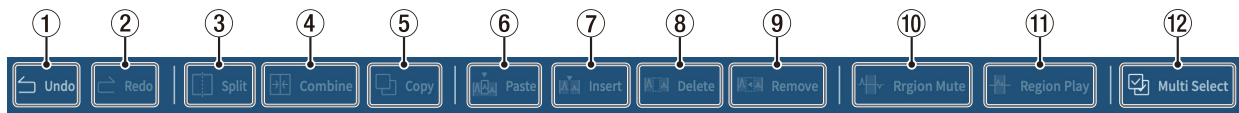
This does not zoom in/out on the amplitude axis.

### 13 Additional tracks

These extra tracks can be used for a variety of applications.

Unlike other tracks, these can be switched between mono and stereo.

## Editing tools



### 1 Undo

This undoes the most recent operation.

### 2 Redo

This redoes the most recent operation.

### 3 Split

You can split the selected region at any point.

### 4 Combine

After selecting the regions that you want to combine, press this button to combine them. Enabling Multi Select (12) makes the selection of multiple regions possible. (Gaps between regions will be silent.)

### TIP

- Bringing two adjacent regions closer will cause them to snap together. This makes it possible to combine regions without any gap.
- By selecting a track, the time positions of all the regions in that track can be preserved when they are combined into a single region.
- Multiple selection is also possible while pressing "Ctrl" in Windows or "Command" in macOS.

### 5 Copy

This copies regions and selected intervals.

### 6 Paste

This pastes copied content to the desired position.

Unlike Insert (7), pasting does not change the positions of other regions.

### 7 Insert

This inserts regions at desired positions.

### 8 Delete

This deletes the selected regions or intervals.

Unlike Remove (9), the deleted part will become a gap.

### 9 Remove

This removes the selected region.

### 10 Region Mute

This mutes selected intervals.

This can be used to silence sudden noise in the recording.

### 10 Region Play

This mutes everything outside selected intervals.

This is useful for muting areas outside selected intervals.

### 12 Multi Select

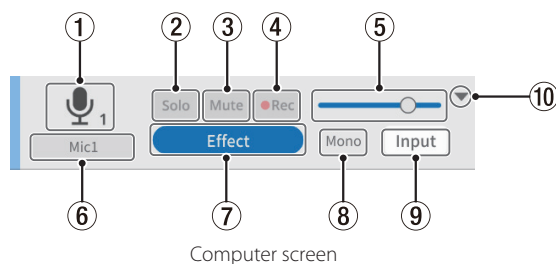
Activate this to enable selection of multiple regions and tracks.

(When on, the "Multi Select" background appears highlighted.)

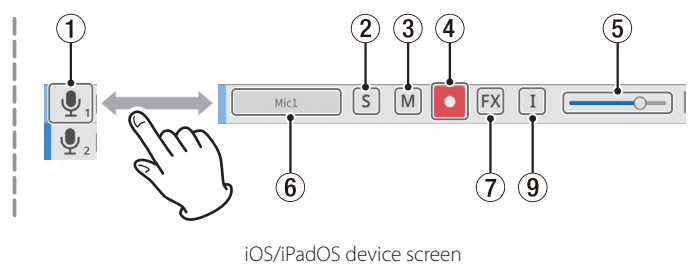
## Playback controls

### NOTE

On iOS/iPadOS devices, swipe from the track icons to show these controls.



Computer screen



iOS/iPadOS device screen

### 1 Track icon

This shows the INPUT icon of the Mixcast unit.

### 2 Solo button

This mutes all other tracks, enabling monitoring of only the selected tracks during playback. Select this again to disable it.

(This does not affect exported files.)

### 3 Mute button

This mutes only the selected track. Select this again to disable it.

(This does not affect exported files.)

### 4 REC button

Tracks that have recording enabled (REC or ●) will be recorded on. When a Mixcast is connected, they will be enabled by default.

### 5 Volume slider

Slide left and right to adjust the overall track volume.

(This affects exported files.)

### 6 Track name

If a check has not been put in Blank Track Name (4) on the New Project Screen (page 34), names will be shown according to the Mixcast inputs.

Double-click the name area to enable changing the name.

### 7 Effect settings button

Effects can be applied to tracks.

Settings can be made for your favorite VST3 (Windows /macOS)/Audio Units (macOS) plug-ins and effects included in this software can be used.

(See Effect on page 43.)

### 8 Track type

This shows whether the input track is mono or stereo.

- Tracks 1–4: Mono
- Tracks 5–8: Stereo

(Additional tracks can be set as desired.)

### 9 Input settings button

When connected to a Mixcast, inputs will be automatically set as follows and this will not be shown.

Track 1 : Mic 1	Track 5 : USB
Track 2 : Mic 2	Track 6 : Smart Phone
Track 3 : Mic 3	Track 7 : Bluetooth
Track 4 : Mic 4	Track 8 : Sounds

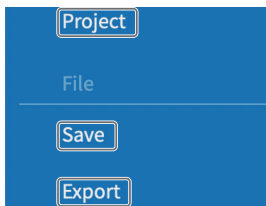
When connected to another audio interface or other device, make these settings as necessary.

### 10 Open/Close

More of the entire project can be viewed by closing this section. Waveforms can still be identified when closed.

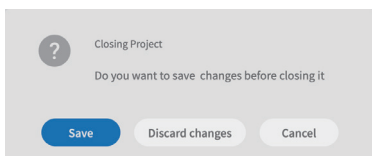
## Menu

The menu (①) can be opened from the Waveform Editing Screen.



### Project

This reopens the Project Screen. Before returning to the Project Screen, a message about saving will appear.



“Save” the current project or “Discard changes”.

### File section

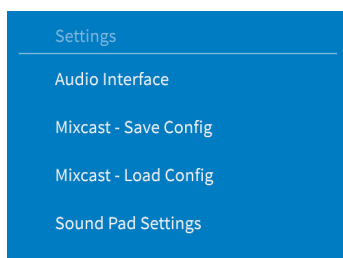
#### Save

This saves edited projects.

#### Export

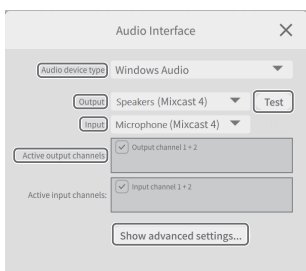
This outputs created projects for various applications. (See "Exporting podcast files".)

### Settings section

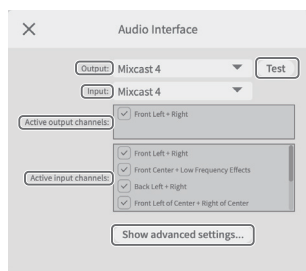


### Audio Interface

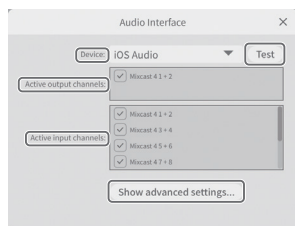
What is shown depends on the operating system in use. Select Mixcast for the Output and Input settings.



Windows



Mac



iOS/iPadOS

### NOTE

Even after Mixcast has been set as the Output and Input settings, Audio Interface settings must be made again if the USB cable is disconnected and reconnected or the Mixcast is restarted, for example.

#### ● Audio device type

(unnecessary for macOS, iOS/iPadOS)

#### Windows

- Windows Audio  
Select this usually.
- Windows Audio (Exclusive Mode)  
This mode gives this software exclusive use of Windows audio.
- ASIO  
Select this to use the ASIO driver.

#### iOS/iPadOS

- iOS Audio  
Select this usually.

#### ● Output/Input (unnecessary for iOS/iPadOS)

Set both to “Mixcast”.

#### ● Active output channels

Confirm that  checks appear next to the items shown.

#### ● Active input channels

Confirm that  checks appear next to the items shown.

#### ● TEST

This outputs a test tone to check the connection with the Mixcast.

#### ● Show advanced setting...

This shows the following additional settings.

- Set the sample rate.
- The audio buffer size can be selected.

#### Mixcast - Save Config

This saves various settings, including for sound pads assigned on the Mixcast, in the designated location.

However, the “Line Level Output” in the Mixcast “Audio Settings” will be saved as “Off”.

- Folders will be created and named with the date and time (yyyymmdd\_hhmmss) that they were saved in the project.

#### Mixcast - Load Config

Select a folder created when saving.

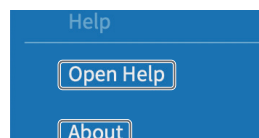
### NOTE

To use “Mixcast - Save Config” or “Mixcast - Load Config” with iOS/iPadOS devices, see page 45.

### Sound Pad Settings

By enabling a setting, sound pads can be normalized when they are assigned, evening out the playback volumes of assigned pads.

### Help section



#### Open Help

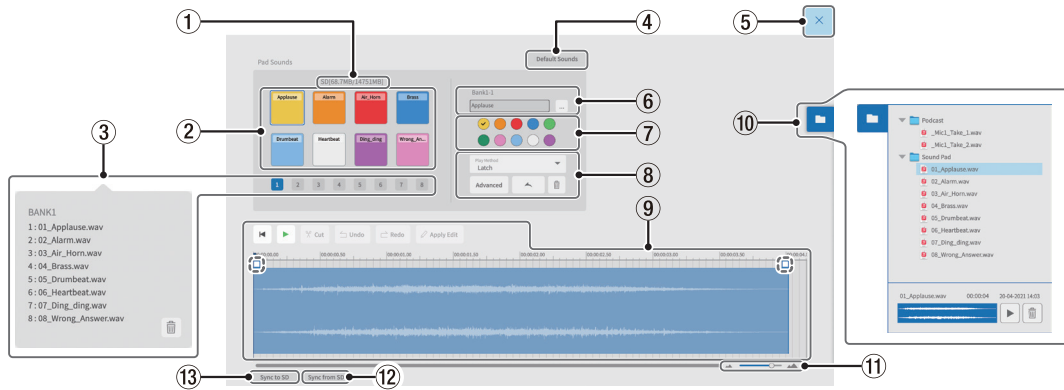
This accesses the latest version of this manual (pdf).

#### About

This shows the version and other information about this software.

## Sound pad settings

Open the sound pads (9) from the Waveform Editing Screen. (When using an iOS or iPadOS device, see page 45 also.)



### 1 SD card capacity

This shows the capacity of the SD card in the Mixcast unit as remaining/total space.

### 2 Sound Pads

Click a pad to make settings for it. (Settings open separately for each pad.)

- On Windows and macOS, desired sound files can be set by dragging and dropping them on pads.

#### TIP

- Dragging and dropping from the File Browser (10) is also possible. In addition, the "... " near the bank and pad number (6) opens the file browser for the device. This can be used to select sound files to assign to sound pads.
- Supported formats (when also supported by the OS) wav, bwf, aiff, aif, flac, ogg, mp3, wma, asf, wm, aac
- By enabling Menu > Sound Pad Settings > "Normalize when assigning to pad", sounds will be normalized when they are assigned to pads.

### 3 Bank selection

Banks 1-8 can be selected.  
(With 8 pads in 8 banks, 64 settings can be made.)

#### NOTE

Right-click on a bank number to view a list of the sound files assigned to each of the pads in that bank.  
Click the icon to remove all files assigned to the pads in that bank.

### 4 Default Sounds

This assigns the eight sample preset sounds to Bank 1. Connect the Mixcast with a USB cable, and confirm that the connected icon is shown before using "Default Sounds".

#### ATTENTION

If pad settings have already been made for Bank 1 on the Mixcast, using "Default Sounds" will overwrite that bank.

### 5 Close button

This closes the Sound Pad Settings Screen and reopens the Waveform Editing Screen.

### 6 Bank and pad numbers

- This shows the numbers of the currently selected bank and pad.
- This name of the sound file on the pad is shown inside the field. (This file name can be changed directly (using only numbers and English letters).)
- The "... " to the right of the field opens the reference folder, which can be used to load sound files.

### 7 Pad color selection

This sets the color of the pad on the Mixcast.

### 8 Play Method setting

- Advanced  
The following advanced functions for pad playback can be selected. (These settings can also be set on the Mixcast.)

- None : No advanced option set.
- Bleep : This sets a masking (bleep) sound. (All other input sounds will be muted.)
- Effect : This applies a set effect (reverb or voice change) on the Mixcast input.
- Play Method setting  
The play method used when a pad is pressed on the Mixcast can be set to one of the following six types.

Latch	Press once to start playback, and once again to stop it. Press again to play from the beginning. If nothing is done, the file will play to its end before stopping.
Pause	Press once to start playback, and once again to pause. Press again to resume playback. If nothing is done, the file will play to its end before stopping.
RePlay	Press once to start playback. Press again to restart playback from the beginning. If nothing is done, the file will play to its end before stopping.
One Shot	Press once to start playback. The file will play to its end. To stop during playback, press and hold the pad button.
Repeat	Press once to start playback, and once again to stop it. Press again to play from the beginning. If nothing is done, the file will play repeatedly.
Touch	The sound will play only while the pad is being pressed.

#### Import

This imports sounds and settings assigned to corresponding banks/pads on the Mixcast.  
This is convenient when importing settings and sounds recorded directly to pads on the Mixcast to selected pads.

#### Export

This applies the sound and settings set in this app to the corresponding bank/pad on the Mixcast.  
This only transfers the file of the selected pad, so it takes less time than "Sync to SD" .

"Import" and "export" also support changing only pad colors and play methods.

Connect the Mixcast with a USB cable, and confirm that the connected icon is shown before using "Import" or "Export" .

#### (Trash)

This deletes the selected pad data.

#### NOTE

Set the pad colors (7) and play methods (8) that have been set on the Mixcast as necessary.

### 9 Sound pad editing area

The waveforms of sound files assigned to pads can be edited easily. Use **Cut** to cut selected intervals and eliminate gaps. Drag the beginning/ending points of waveforms (shown in dashed lines) to set fade-ins/outs.

When done editing, use **Apply Edit** to apply the changes.



The volume adjustment bar can be used to set the pad playback

volume. This setting value can also be set on the Mixcast and it is shared for operation.

Default: 0dB

Setting range: — inf – +10 dB

Note: Mixcast 4 (Ver 1.30 and later)

- On iOS/iPadOS devices
  - Tap the  icon to open the editing area.
  - Tap the  icon to close the editing area.

#### ⑩ File browser

Sound files loaded in the project are shown separately in folders for Podcast files and Sound Pad files.

#### ⑪ Zoom in/out

Use this to zoom the waveform in/out on the time axis. This does not zoom in/out on the amplitude axis.

#### ⑫ Sync from SD

This will make this software match the pad settings on the Mixcast. Connect the Mixcast with a USB cable, and confirm that the connected icon is shown before using “Sync from SD”.

#### ⑬ Sync to SD

This will apply the pad settings of this software to the Mixcast. Connect the Mixcast with a USB cable, and confirm that the connected icon is shown before using “Sync to SD”.

## Recording and editing

### Project creation procedures

While referring to the Mixcast operation manual and the reference manual for the computer, tablet or smartphone being used, connect with the Mixcast.

When connection is recognized, the Mixcast connection icon (6) will appear on the Waveform Editing Screen.

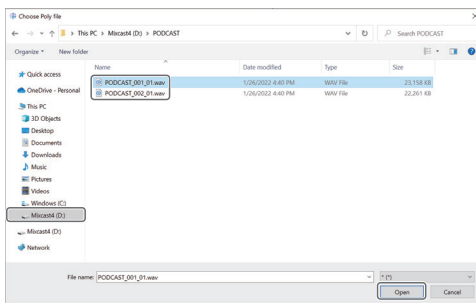
#### Loading podcast files from a Mixcast

1. Click "Read from Mixcast" on the Project Screen.  
To load recorded files that have been saved locally without connecting the Mixcast using a USB cable, click "Read Mixcast File" and select recorded files from the locations where they are saved.

#### NOTE

When using an iOS or iPadOS device, see Operation with iOS/iPadOS devices on page 45.

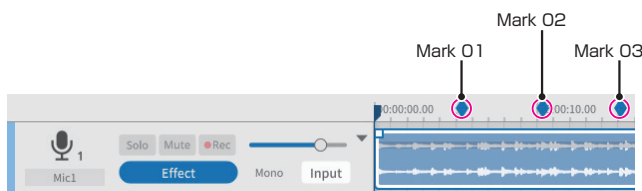
2. Podcast files saved on the Mixcast will be shown. Select the file that you want to edit, and click the "Open (O)" button.



#### NOTE

If a podcast file size exceeds 4 GB, it will be divided into multiple files (named "podcastname\_02.wav" and "podcastname\_03.wav"). Selecting any of these files will load them all at the same time. (Separate regions will be created.)

3. When loading the selected file completes, a new project will be created using the name of that file, and the Waveform Editing Screen will open.
  - To change the name of a project, either change the file name on the Mixcast in advance, or click "Duplicate" on the Project Screen for the file name to change and create a duplicate project with a different name.
  - Points where marks were added on the Mixcast will be shown on the timeline.



#### NOTE

If the file name of a podcast created on a Mixcast contains any of the following symbols, they might not be applied correctly to the project name.

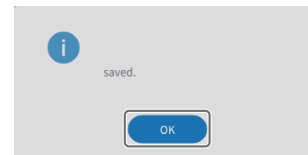
Example symbols

@ # & % ~ + =

\* The recommended length is about 20 numbers and English letters.

### Synchronizing with the Mixcast and recording

1. Launch this software, and click "New Project" on the Project Screen.
2. When the New Project Screen opens, input the "Project Name" and click "Create".
3. This will create a new project and open the Waveform Editing Screen. Use the level meters (4) on the Waveform Editing Screen to check inputs from the Mixcast.\*  
\*If inputs cannot be confirmed, see "Connection issues" in What to do on page 52.
4. Press the Mixcast **REC/PAUSE** [●] button to start recording with this software synchronized.
  - Starting and stopping recording will be synchronized with the Mixcast. Operation using this software is also possible. (In this case, the Mixcast will not be synchronized.)
5. Press the Mixcast **STOP** [■] button to stop recording with this software synchronized.
6. To save the recorded podcast file, click "Save" in the menu.
7. When the following message appears, click "OK".





## Editing existing projects

### Editing regions

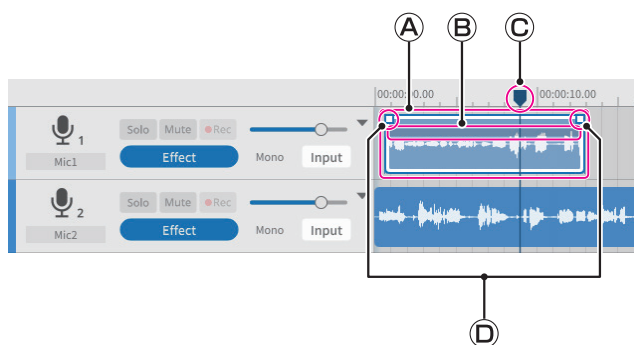
Selected regions, as well as selected intervals between START and END points, can be edited, including copying and deleting them.

- In the Waveform Editing Screen file browser (11) or the standard OS file browser, “.wav” files can be selected and dragged into the track view (10) to load them as regions.

### Selecting and moving regions

- Click a region to select\* it. The selected region will be shown with a white frame.
- Right-click a region to put it into volume adjustment mode, showing the region volume adjustment bar.

\*The selection of multiple regions is also possible while pressing “Ctrl” in Windows or “Command” in macOS.



#### A Region selection frame

When a region is selected and the mouse is over its upper half, the cursor turns into a hand.

At this time, the region in the selection frame can be dragged to move it left or right or to a different track in the track view.

- Click the beginning or ending edge of a region selection frame and drag it to trim.

Instead of moving the region, trimming can be used to only change its starting and/or ending points.

(The region cannot be made longer than the original WAV file.)

#### B Region volume adjustment bar

Right-click a region to put it into volume adjustment mode. Click another region, for example, to exit this mode.

When in this mode, the region volume adjustment bar can be dragged to adjust the volume of only that region.

Regions cannot be moved while in this mode.

#### C Current location indicator

This will be set by clicking the time scale display area or any other part that is not in a region. Moreover, moving the mouse cursor near the indicator on the time scale will change the cursor into left and right arrows.

#### D Fade-in/out points

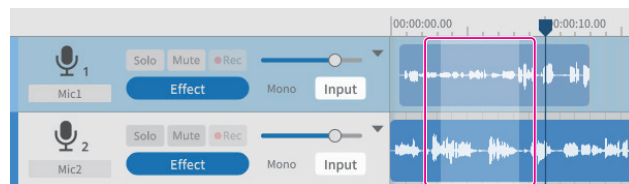
The fade-in/out positions can be adjusted by moving the cursor to these points and dragging left and right.

### Specifying the START and END (editing interval)

An interval between start and end points can be specified.

Editing commands, including copy and delete, can be used on the region within this interval.

- Drag the mouse near the time axis in the track view to set the start and end points of the range to the beginning and end of this interval. (The interval will appear lighter.)
- Intervals can also be set with positions in the bottom halves of regions.



### Editing tools

Intervals set by start and end points in regions (editing ranges) can be processed with editing tools. (Editing tools can be selected by using the buttons at the top of the screen.)

Shortcut keys\* supported by the OS can also be used.

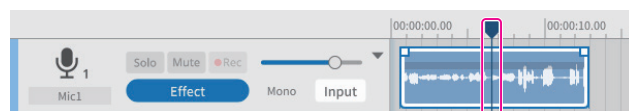
(When using a command that designates an editing range, the command affects only the selected region.)

\*Shortcut key operations are shown with “Ctrl” for Windows and “Command” for macOS.

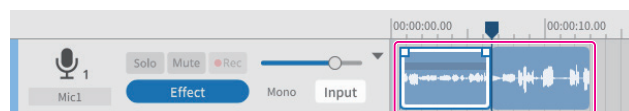
- Split (3) (Ctrl/Command+E)

Target: Selected region or track

This splits at the current cursor position.



Before splitting



After splitting

- Combine (4) (Ctrl/Command+U)

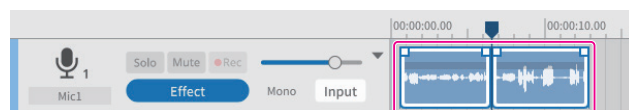
Target: Regions in the same track

Select two or more regions that you want to combine.

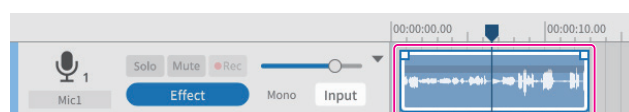
Use the Multi Select tool to select the multiple regions that you want to combine.

Multiple selection is also possible while pressing the “Ctrl” or “Command” key.

(Gaps between regions will be silent.)



Before combining



After combining

#### TIP

Dragging two adjacent regions closer will cause them to snap together. This makes it possible to combine regions without any gap.

- Copy (⑤) (Ctrl/Command)+C

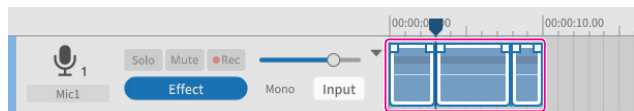
Target: Selected range or region  
 Copied regions are saved to the clipboard and can be pasted or inserted.

- Paste (⑥) (Ctrl/Command+Shift+V)

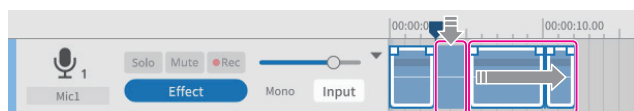
Target: Current cursor position in the selected track/region  
 This pastes the data saved in the clipboard starting at the current cursor position.  
 The region will be overwritten from the pasting point.

- Insert (⑦) (Ctrl/Command+V)

Target: Current cursor position in the selected track/region  
 This inserts the data saved in the clipboard starting at the current cursor position.  
 The region that was to the right of the insertion point will automatically be shifted further to the right.



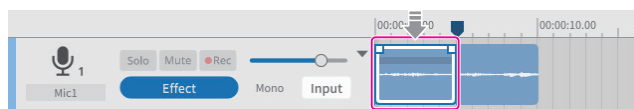
Before insertion



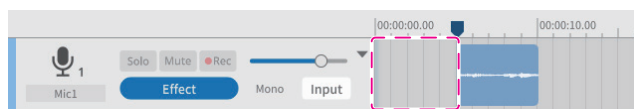
After insertion

- Delete (⑧) (Ctrl/Command+Shift+X), or (Delete)

Target: Selected range or track/region  
 This deletes data in selected intervals, tracks and regions.  
 Unlike removal, deleted data is not saved to the clipboard.  
 Moreover, regions to the right of deleted intervals are not moved forward.



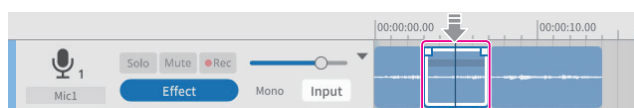
Before deletion



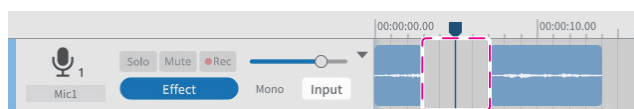
After deletion

- Remove (⑨) (Ctrl/Command+X)

Target: Selected range or track/region  
 This removes selected intervals, tracks and regions.  
 This removes the data in selected intervals, tracks and regions and saves it in the clipboard.  
 Only parts left after removal will be moved forward usually. Separate regions that occur later in the timeline will not be moved forward.



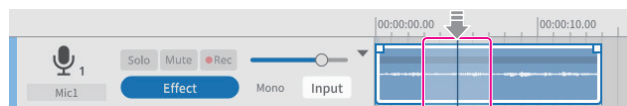
Before removal (selected region)



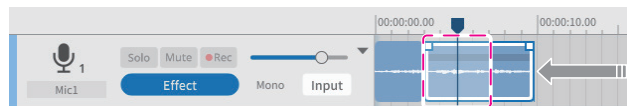
After removal (selected region)

**TIP**

If this function is used with a selected interval without specifying a track or region, it will be applied to all tracks. In this case, separate regions that occur later will be shifted forward.



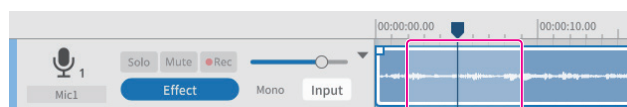
Before removal (region with selected interval)



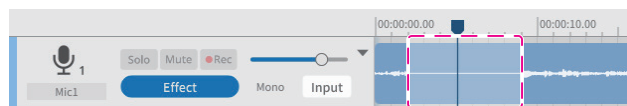
After removal (region with selected interval)

- Region Mute (⑩)

Target: Selected interval  
 This mutes the selected interval.  
 This can be used to silence sudden noise in the recording.



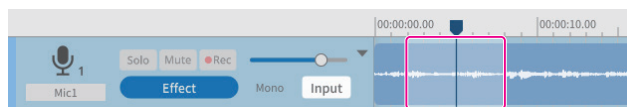
Before muting the region



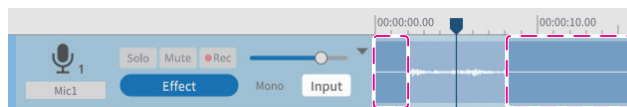
After muting the region

- Region Play (mute parts outside the selected interval)(⑪)

Target: Areas outside selected interval  
 This mutes outside the selected interval.  
 This is useful for muting the beginnings and endings of regions.



Before using Region Play



After using Region Play

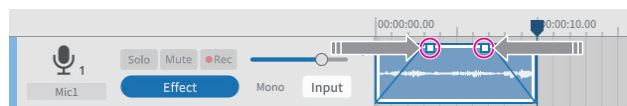
- Multi Select (⑫)

Target: Regions and tracks  
 Multiple tracks/regions can be selected.

**Setting fade-ins and fade-outs**

Align the cursor with the fade-in/out point on the region selection frame at the starting/ending point to change it to a hand tool.

Fade-in/out positions can be set by dragging these points left and right.

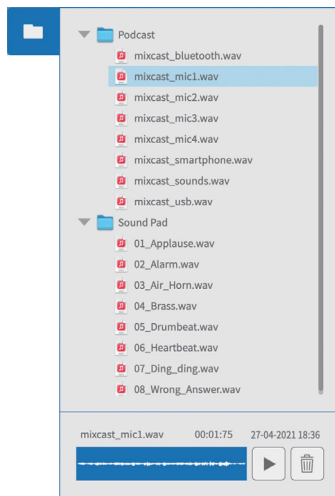


## File browser overview

The following folders will be generated for every project created with this software, and sound files used in the project will be copied to them.

- Podcast folder
- Sound Pad folder

## Folder structure



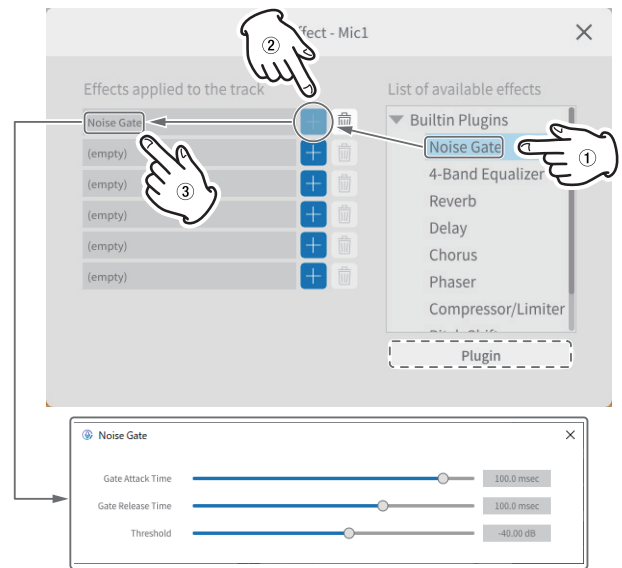
## Browser operations

- Playing sound files  
Press the ► button to play the selected file.
- Deleting sound files  
Press the 🗑️ button to delete the selected file.
- Dragging and dropping sound files  
Files can be dragged and dropped to tracks on the Waveform Editing Screen and pads on the Sound Pad Screen.

## Effect

Up to 6 effects can set for each track.

(The following example shows effect settings for Mic 1.)



Select the following effects from the list on the right (①) and press a + button (②) to apply them in the list on the left (③).

Click an effect in the left list [③] to open setting and items that can be adjusted.

- Noise Gate  
This removes unwanted reverberations and noise.
- 4-Band Equalizer  
This enables equalization with 4 bands.
- Reverb  
This can be used to set and adjust the reverb effect.
- Delay  
This can be used to set and adjust the echo effect.
- Chorus  
This can be used to set and adjust the ensemble effect.
- Phaser  
This can be used to set and adjust the tone with changed phase.
- Compressor/Limiter  
This can be used to set and adjust volume variation.
- Pitch Shifter  
This can be used to adjust the pitch.
- Low/High-Pass Filter  
The sets the frequency used for noise suppression.

## Using plug-ins (Windows/macOS)

VST3 plug-ins can be searched for and selected on the computer being used.

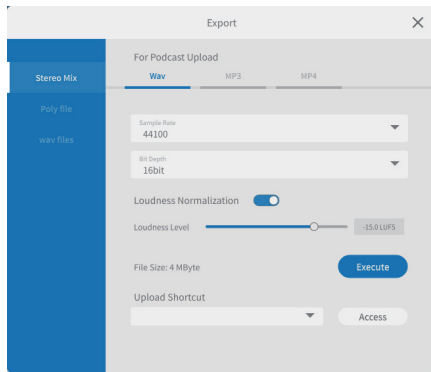
1. Press the Plugin button in dashed lines in the illustration above to open the Plug-in Selection Screen.
2. Press the "Options..." button on the Plug-in Screen, and press "Scan for new or updated VST3 plug-ins" to open the Scanning Screen.
3. Press the "Scan" button on the Scanning Screen to search for plug-ins on the computer being used. When "VST3 plug-in" appears on the screen, select the necessary plug-in.

## Exporting podcast files

Projects that have been created can be exported for various applications. Selecting **Export** on the Waveform Editing Screen will open the Export Screen shown below.

### Stereo Mix

This will output a stereo mix of all the tracks, making it convenient for uploading to recipients.



- For Podcast Upload

Wav/MP3/MP4 output formats

The following settings can be made. (Select one according to the application.)

Output format	wav	MP3	MP4*
Sample Rate	44100 Hz	44100 Hz	44100 Hz
	48000 Hz	48000 Hz	48000 Hz
Bit Depth	16 bit	--	--
	24 bit	--	--
Bit Rate	--	128 kbps	128 kbps
	--	192 kbps	192 kbps
	--	256 kbps	--
Video	--	--	360 p
	--	--	480 p
	--	--	720 p

\*If MP4 is selected, a still image can be put into the "Picture" area in the dotted lines on the right.

- Loudness Normalization

To use the Loudness Normalization function, shift the switch right to the on position. (The default setting is on.)

- Loudness Level

The level can be adjusted when the Loudness Normalization function is on. The slider can be adjusted on the bar, or the value that is shown can be overridden.

- For many upload sites –16 to –14 LUFS is normal.

- Execute button

This will export the contents with the selected settings.

When executed, the save location for the podcast file can be selected. Save it in the desired location.

- Upload Shortcut

The URL of the recipient being used can be stored.

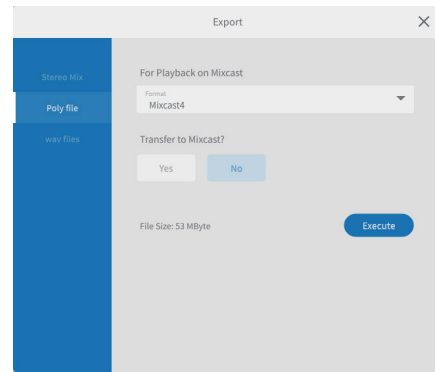
This allows quick access to upload sites being used.

### NOTE

Additional tracks will also be included in stereo mixes.

## Poly Files

This converts edited tracks into a format that can be played on the Mixcast.



- For Playback On Mixcast

- Format

The poly file format can be selected.

Option: Mixcast\*

\*When a Mixcast is connected, this will be determined automatically and cannot be changed.

- Transfer to Mixcast?

YES/NO

Select "YES" to transfer the poly files to the Mixcast after conversion. (If no Mixcast is connected, "YES" cannot be selected.)

- Execute button

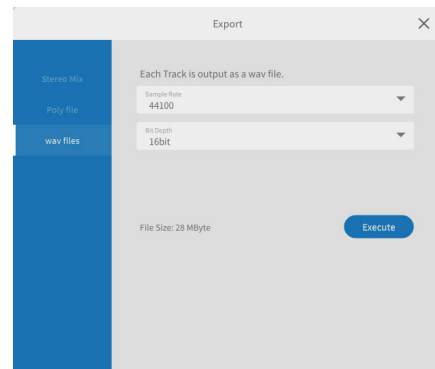
This will export the contents with the selected settings.

### NOTE

Additional tracks will also be included in the stereo mixes in the poly files.

## wav Files

This outputs each track as a separate file so that they can be edited in a DAW or other software.



- Each track is output as a wav file.

- Sample Rate

The following frequencies can be selected.

Options: 44100 Hz, 48000 Hz

- Bit Depth

The following bit depths can be selected.

Options: 16 bit, 24 bit

- Execute button

This will export the contents with the selected settings.

## Operation with iOS/iPadOS devices

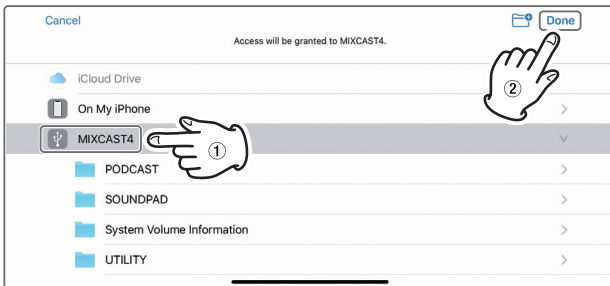
### NOTE

In these examples we use screens from **iOS 13** for iOS/iPadOS devices.

### iOS/iPadOS project creation procedures

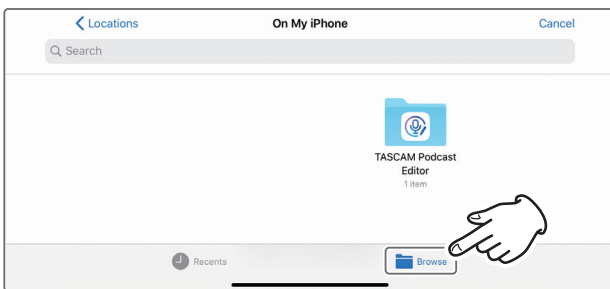
Follow the procedures below to load podcast files from a Mixcast connected to the iOS/iPadOS device and create a project.

When "Read from Mixcast" is executed on an iOS/iPadOS device, as explained in the "Loading podcast files from a Mixcast" procedures on page 40, a screen requesting access permission for external storage (Mixcast4) will appear as shown below.

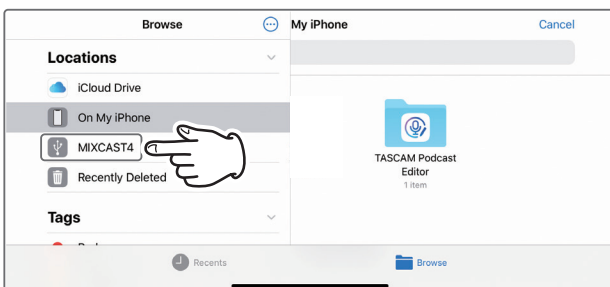


Select "MIXCAST4" and tap "Done" on the screen.

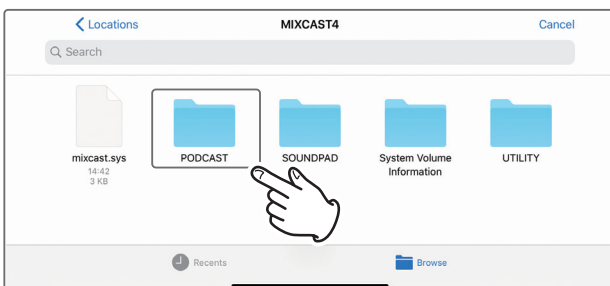
1. Next, tap "Browse".



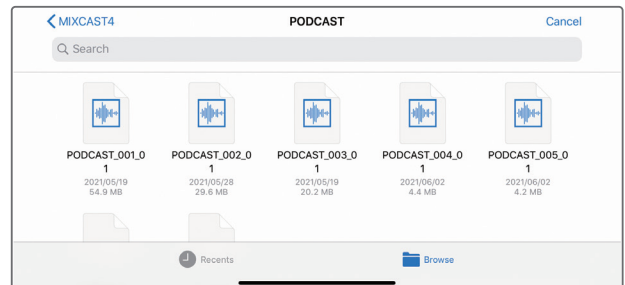
2. Tap "MIXCAST4" in the Browse Locations.



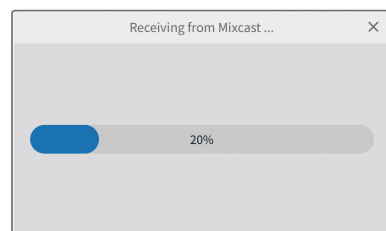
3. This will show the recording folders saved on the Mixcast. Tap the "PODCAST" folder.



4. Select and tap the desired podcast file in the folder.




5. A progress bar will appear while the podcast file is being loaded.



- When loading the selected podcast file has completed, a new project will be created using the name of that file.

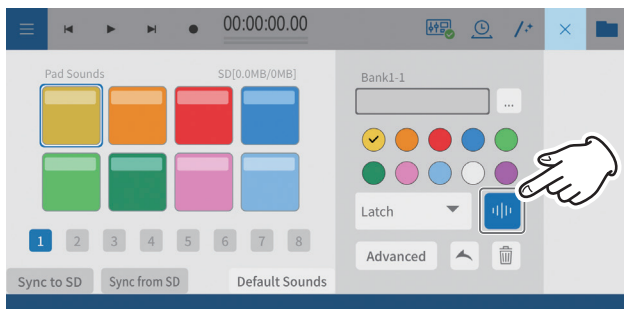
## Notes about loading podcast files


- Loading a podcast file of about 1 GB takes around three minutes.
- Do not conduct any other operations while the podcast file is being loaded.
- When loading the selected podcast file completes, a new project will be created using the name of that file, and the Waveform Editing Screen will open.  
Example: PODCAST\_001.wav
- To change the name of a project, change the podcast file name on the Mixcast in advance. Alternatively, click "Project" in the menu on the Waveform Editing Screen to return to the regular Project Screen. Then, click the  Duplicate icon for the podcast file name to create a duplicate project with a different name.

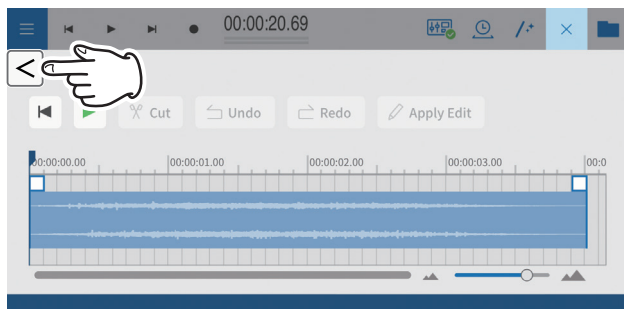
## Sound pad editing area

Follow the procedures below to open the Sound pad editing area on a connected iOS or iPadOS device.

1. Tap the  Sound Pad Settings icon.



2. This opens the Sound pad editing area.  
Tap the  icon to close the Sound pad editing area.



- Operation of the Sound pad editing area is the same as Sound pad settings on page 38.

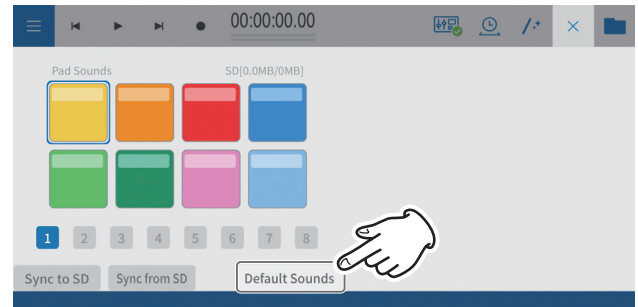
## Using the "Default Sounds" function

This function will transfer sample pad sounds to the SD card in the Mixcast connected to the iOS or iPadOS device, and set them to bank 1.  
Connect the Mixcast with a USB cable, and confirm that the Mixcast connected icon is shown before using "Default Sounds".

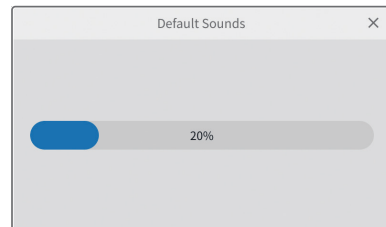
### ATTENTION

If pad settings have already been made for Bank 1 on the Mixcast, using "Default Sounds" will overwrite that bank.

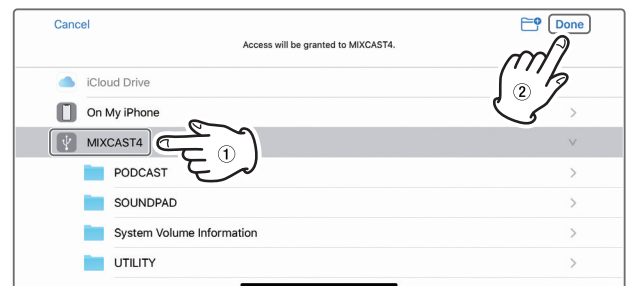
1. Tap "Default Sounds" on the Sound pad editing area on the iOS or iPadOS device.




2. This will open the "Default Sounds" loading screen.

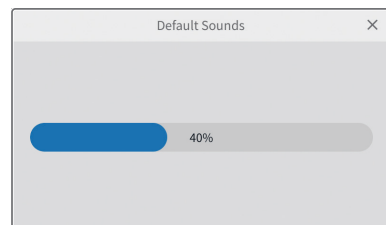


3. After a short wait, the following screen will open.  
A screen seeking permission to access external storage (Mixcast4) will open.

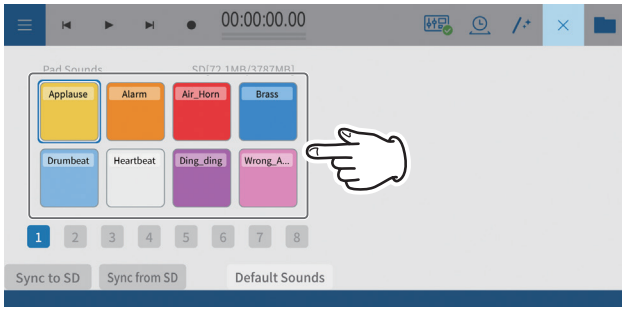


Select "  MIXCAST4" and tap "Done" on the screen.

4. The "Default Sounds" will be transmitted to the Mixcast.  
A progress bar will appear during transmission.



5. After transmission of the "Default Sounds" completes, Bank 1 will be set in the same way as the Mixcast on the Sound pad editing area on the iOS or iPadOS device.

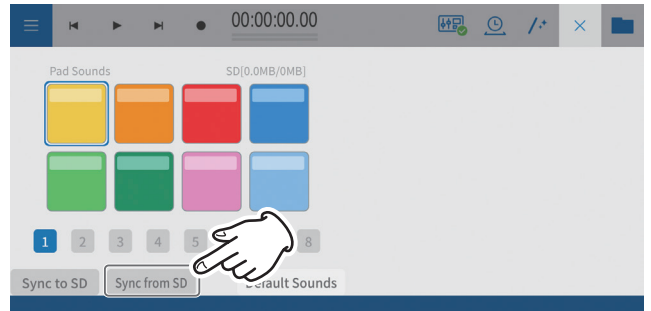


## Using the "Sync from SD" function

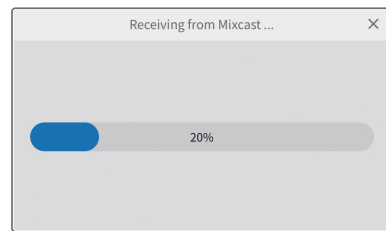
This will make this software match the pad settings on the Mixcast.

Connect the Mixcast with a USB cable, and confirm that the Mixcast connected icon is shown before using "Sync from SD".

1. Tap "Sync from SD" on the Sound pad editing area on the iOS or iPadOS device.

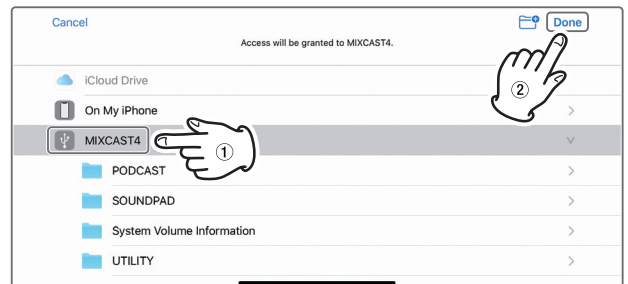


2. This will open the "Sync from SD" loading screen.



3. After a short wait, the following screen will open.

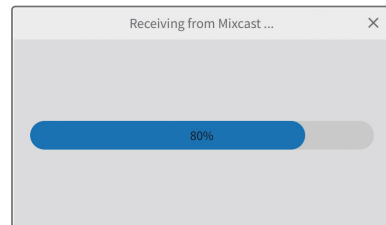
A screen seeking permission to access external storage (Mixcast4) will open.



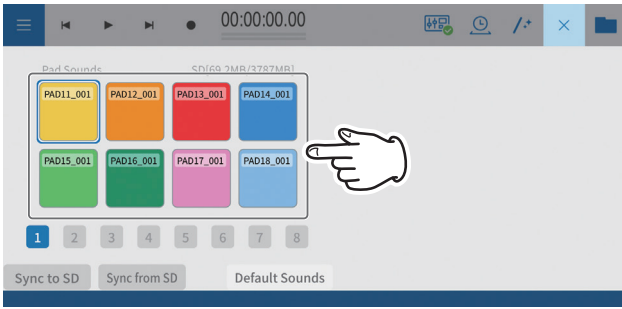
Select "MIXCAST4" and tap "Done" on the screen.

4. This will load the pad settings from the Mixcast.

A progress bar will appear while loading.



5. When loading using "Sync from SD" completes, this will be shown on the screen of the iOS or iPadOS device.



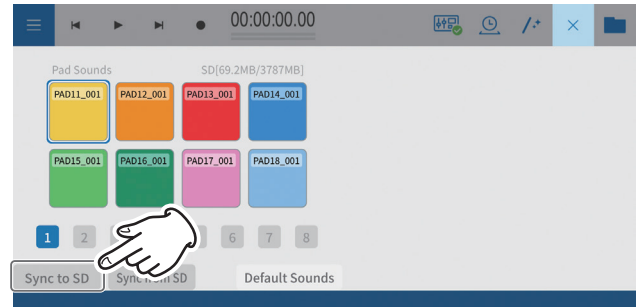
The pad settings of the Mixcast will be shown.

## Using the “Sync to SD” function

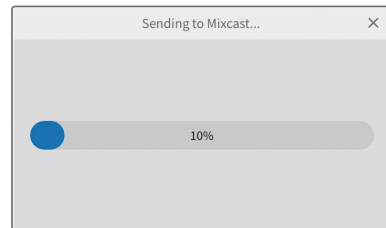
This will apply the pad settings of this software to the Mixcast.

Connect the Mixcast with a USB cable, and confirm that the Mixcast connected icon is shown before using “Sync to SD”.

1. Tap “Sync to SD” on the Sound pad editing area on the iOS or iPadOS device.

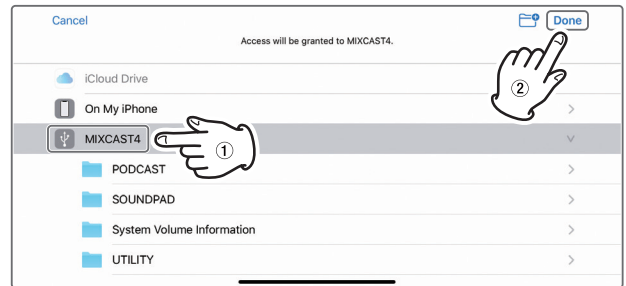


2. This will open the “Sync to SD” transfer screen.



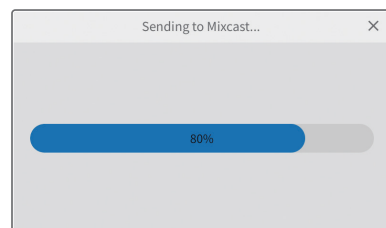
3. After a short wait, the following screen will open.

A screen seeking permission to access external storage (Mixcast4) will open.



Select “MIXCAST4” and tap “Done” on the screen.

4. The pad settings will be transmitted to the Mixcast. A progress bar will appear during transmission.



After transmission completes, the pad settings from this software will be applied to the Mixcast.

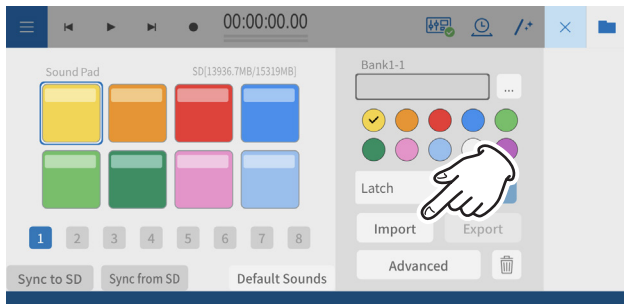


## Using the "Import" function

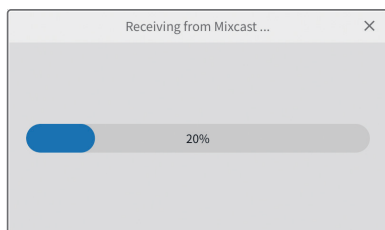
This applies pad settings on the Mixcast to pads selected in this software.

Connect the Mixcast with a USB cable, and confirm that the Mixcast connected icon is shown before using "Import".

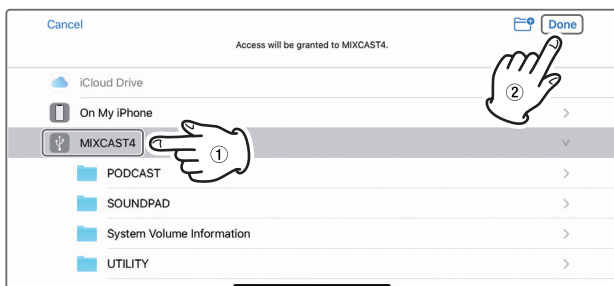
1. Tap "Import" in the Sound Pad Editing area on the iOS/iPadOS device.



A progress bar will appear while importing.



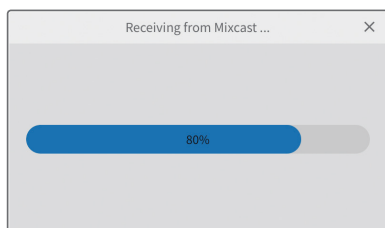
2. A screen seeking permission to access external storage (Mixcast4) will open.



Select "MIXCAST4" and tap "Done" on the screen.

This will load the pad settings from the Mixcast.

A progress bar will appear while loading.



When importing completes, this will be shown on the screen of the iOS/iPadOS device.

The pad settings of the Mixcast will be shown.

## Using the "Export" function

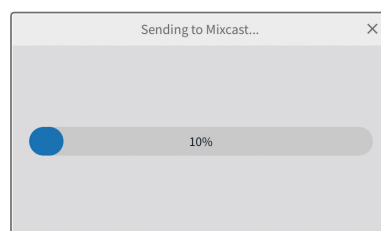
This will apply pad settings from this software to pads on the Mixcast.

Connect the Mixcast with a USB cable, and confirm that the Mixcast connected icon is shown before using "Export".

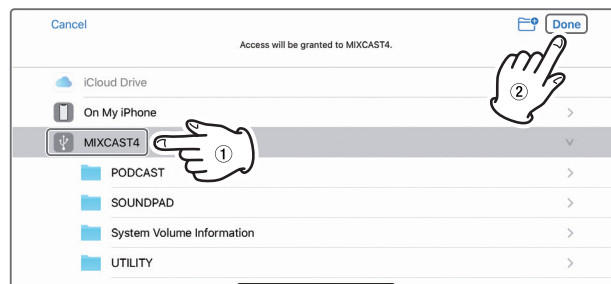
1. Tap "Export" in the Sound Pad Editing area on the iOS/iPadOS device.



A progress bar will be shown while transferring with the "Export" function.



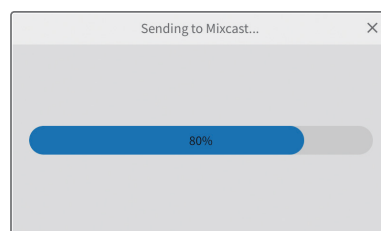
2. A screen seeking permission to access external storage (Mixcast4) will open.



Select "MIXCAST4" and tap "Done" on the screen.

The pad settings will be transmitted to the Mixcast.

A progress bar will appear during transmission.



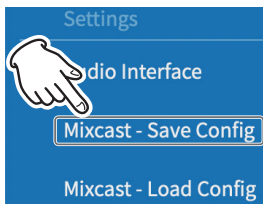
After transmission completes, the pad settings from this software will be applied to the Mixcast.

## Using the "Mixcast - Save Config" function

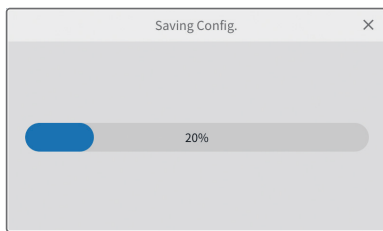
Follow the procedures below to save various settings of a Mixcast connected to an iOS or iPadOS device.

Connect the Mixcast with a USB cable, and confirm that the connected icon is shown before using "Mixcast - Save Config".

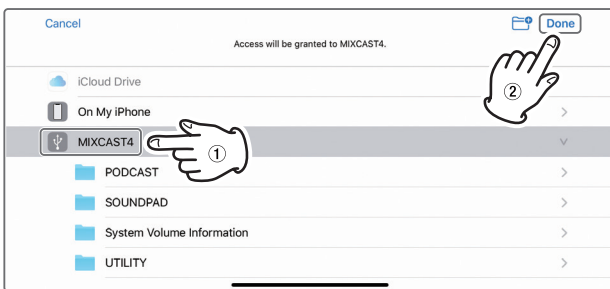
1. Tap "Mixcast - Save Config" on the Waveform Editing Screen on the iOS or iPadOS device.



2. This will open the Mixcast loading screen.



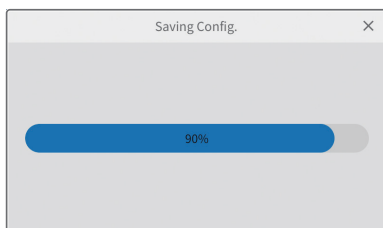
3. After a short wait, the following screen will open. A screen seeking permission to access external storage (Mixcast4) will open.



Select "MIXCAST4" and tap "Done" on the screen.

4. The various settings for the Mixcast will be saved with a folder name in a "yyyymmdd\_hhmmss" (date and time) format in the Mixcast folder inside the project.

A progress bar will appear while saving.

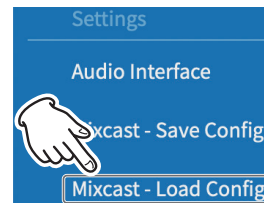


## Using the "Mixcast - Load Config" function

Follow the procedures below to load various settings saved on a Mixcast.

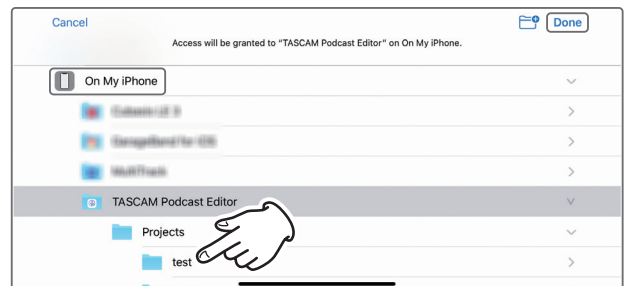
Connect the Mixcast with a USB cable, and confirm that the connected icon is shown before using "Mixcast - Load Config".

1. Tap "Mixcast - Load Config" on the Waveform Editing Screen on the iOS or iPadOS device.



2. After a short wait, the following screen will open.

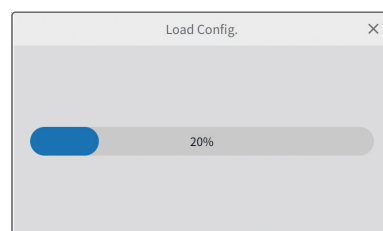
- 2-1. Select the project folder where the various Mixcast settings are saved.



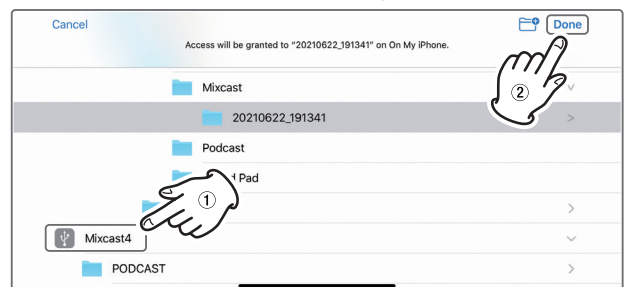
- 2-2. Select the folder named "yyyymmdd\_hhmmss" (date and time) that was generated when saved, and tap "Done" on the screen.



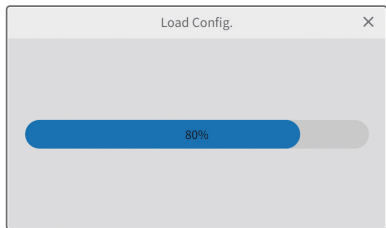
- 2-3. This will open the loading screen for the various settings of the Mixcast.



- 2-4. Next, select "MIXCAST4" and tap "Done" on the screen.



3. The settings saved on the Mixcast will be transmitted. A progress bar will appear during transmission.



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## Useful functions

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### Automatic



Pressing the Automatic button on the Waveform Editing Screen reduces noise and adjusts volume differences between mics for the entire project with a single operation.

- A progress bar will appear during execution.  
After execution, regions on tracks that had multiple regions will have been combined.

---

### Time Stretch



Pressing the Time Stretch button on the Waveform Editing Screen activates time stretching mode.

A single region or multiple regions can be shortened or elongated by adjusting their ends.

- When time stretching is activated, the icon background appears highlighted.
- The playback speed will change according to the region length.  
After execution, regions on tracks that had multiple regions will have been combined.

---

### Loudness Normalization

By automatically reducing volumes to a certain level, differences in the sound of contents can be eliminated on podcast distribution platforms. Considering the desired volume in advance when exporting can enable better editing.

When exporting an edited file using the Export > Stereo Mix item in the Waveform Editing Screen menu, turn on the Loudness Normalization switch to automatically optimize variations in the volume of the entire project when saving.

(The default setting is on.)

---

### Automatically sync time

If the Automatically sync time box on the Project Screen is checked, when a Mixcast is connected, its date and time will automatically be corrected to and synchronized with that of the computer or other device.

---

### Mixcast setting - Save Config

- By selecting "Mixcast setting - Save Config" from the menu, various settings of the Mixcast can be saved in a specific location of the current project in a folder named with the date and time.
  - Folder name: `yyyymmdd_hhmmss`

---

### Mixcast setting - Load Config

- By selecting "Mixcast setting - Load Config" from the menu, various Mixcast settings that have been saved can be viewed in a list.  
Select the desired one from this list of saved folders.  
After it is selected, it will be applied to the Mixcast.

---

## What to do

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### Connection issues

- **To use an ASIO driver for input and output (Windows)**  
Download the Mixcast ASIO driver from the TASCAM website (for Windows 10).
- **To record while live streaming (using OBS Studio, for example)**  
Set the Windows Sound settings to 2 channels.  
Set Menu > Audio Interface > Audio device type to "ASIO" (see page 37).  
(See the previous item about the ASIO driver.)
- **If only Input 1 and Input 2 can be selected**  
14-channel input might not be enabled. Check the settings (see page 32).
  - Windows: Sound settings
  - macOS: Audio settings (Audio MIDI Settings)
- **If the sound of sound pads is recorded on Track 1 (Mic 1) (Windows/Mac)**  
14-channel input might not be enabled. Check the settings (see page 32).
  - Windows: Sound settings
  - macOS: Audio settings (Audio MIDI Settings)
- **If the computer does not have a USB Type-C port (Windows/Mac)**  
Use an adapter on one end of the included USB cable to convert to Type-A or prepare a separate Type-A to Type-C USB cable. (Use products that comply with standards for both.)
- **To connect to a Lightning connector (iOS/iPadOS)**  
Prepare a genuine Apple Lightning to USB Camera Adapter and a Type-A to Type-C cable that complies with standards.
- **If noise that reaches peak level occurs when USB connection with the Mixcast is ended (every OS)**  
When Audio Interface settings are switched from the Mixcast to another device, the output of speakers connected to that device could be picked up by the mic inputs, causing a feedback loop.  
Quit this software before disconnecting USB devices

---

## Podcast output

- **To upload a podcast that has been created to a host (every OS)**

Select Waveform Editing Screen > Menu > Export Menu > Stereo Mix , and then select the format that meets upload requirements.

Using "Format: mp3" and "Loudness Level: -15 LUFS" should not be a problem for most podcast hosts.

Furthermore, setting the "Upload Shortcut" to the upload URL will make access simpler.

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## Project issues

- **To save with a different name (every OS)**

Duplicate the project and save it with the desired name.

- **To change a project name (every OS)**

Use "Duplicate" on the Project Screen, and set the project name as desired.

If the original project is not needed, use the Trash icon to delete it.

- **To easily upload a podcast recorded on a Mixcast (every OS)**

Follow these steps to upload.

1. Use "Read from Mixcast"
2. Use "Automatic" to enhance the audio overall
3. Use "Export (Stereo Mix)" to output a mixdown
4. Use "Upload Shortcut" to upload

- **To use an iOS/iPadOS to edit a project created on a Mac**

(This software must be installed on the iPhone/iPad being used.)

1. Open Finder > Documents > TASCAM Podcast Editor > Projects, and use AirDrop to transfer the project folder that you want to edit to the iPhone/iPad .
2. On the iPhone/iPad , select "Files" and save it in TASCAM Podcast Editor > Projects.
3. Launch this software, and use "Open Project" to open the saved project. (\*.tpe" file)

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## Other issues

- **To stop Explorer from launching frequently (Windows)**

When transferring files to and from the Mixcast, the SD card in the unit is accessed.

In Windows Settings > Devices > AutoPlay, set "Removable drive" to "Take no action".

- **To change the volume of just part of a recorded waveform (every OS)**

Use Split to separate the region to be changed from the parts before and after it. Then, right-click ( Windows ) or Control+click (macOS) or press and hold (iOS/iPadOS) that region to activate volume adjustment mode.

Set the "Region volume adjustment bar" that is shown to adjust the volume.

- **To prevent the recording of email delivery sounds and other notifications (Windows)**

Set Waveform Editing Screen > Menu > Audio interface > Audio device type to "Windows Audio (Exclusive)".

This will give Podcast Editor exclusive use of audio, so sound produced by the browser, for example, will not be output.

- **To change track icons**

The icons cannot be changed. The icons are set to correspond to those on the TASCAM Mixcast. (Track names can be changed.)

- **If there is no input from the audio interface**

- Check the connections and settings of the audio interface being used.
- When connected to the Mixcast by a USB cable, confirm that the Mixcast connection icon (⑥) is shown on the Waveform Editing Screen (see page 35).
- Open the menu of this software, and select "Audio interface" from "Settings", and confirm that the audio interface being used is selected for "Output" and "Input".

- **If the playback sound cannot be heard from the Mixcast**

From the menu, select Settings > Audio interface. If the "Output" item is set to "Mixcast 4", the playback sound will be input to the Mixcast USB channel (see page 37).

The playback sound from the software can be checked as the input of the USB channel.

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