## **Recording MIDI in Sonar**

Follow these steps to start a new project and record tracks in Sonar:

- 1. Create a new project:
  - a. From the Quick Start Window, click Create a New Project or from the File Menu choose New.
  - b. Choose the Normal Template. Uncheck Store Project Audio in its own Folder.
- 2. Set time and key signatures for Project (View Menu > Meter/Key, not necessary if you are not going to work with Staff View.)
- 3. Set Metronome (Options Menu > Project > Metronome):
  - a. Set metronome to sound on Recording.
  - b. Set Count-in to two measures.
- Delete Track #1, labeled Audio. Click on the track then Tracks Menu > Delete. When recording only MIDI, Audio tracks are not needed.
- 5. Adjust the width of the left column (Track Controls) and/or adjust the height of the track so you see all the track controls. The number of columns you see (four to six) will depend on the width of your screen.
- 6. Setup Basic Track Parameters:
  - a. Set Channel Ch None
  - b. Set Patch none
  - c. Set Volume and Pan (optional at this point)
- 7. Arm track by pressing the **R** button.
- 8. Check if Start Position is where you want it to be.
- 9. When ready, press Record button on the transport, count-in 2 measures (8 beats) and start playing. **NOTE**: when recording in the lab's virtual Windows environment wait an extra measure before beginning to record, i.e. begin playing in measure 2.
- 10. Rewind and listen to playback.
- 11. If another take is needed, Edit Menu > Undo then go back to step 8.
- 12. When done recording, disarm track by pressing the **R** button. For now, you should never have more than one track armed.
- 13. Save your work after recording a track.
- 14. If needed, create a new MIDI track. Insert Menu > MIDI track or right-click in the left column under the last track and choose Insert MIDI Track. Adjust the height of the track so you see four rows of controls.
- 15. Repeat steps 6 to 12 for each track to be recorded.

When done recording, open the Console View and set Volume, Pan, Reverb and other effects as needed for each track.