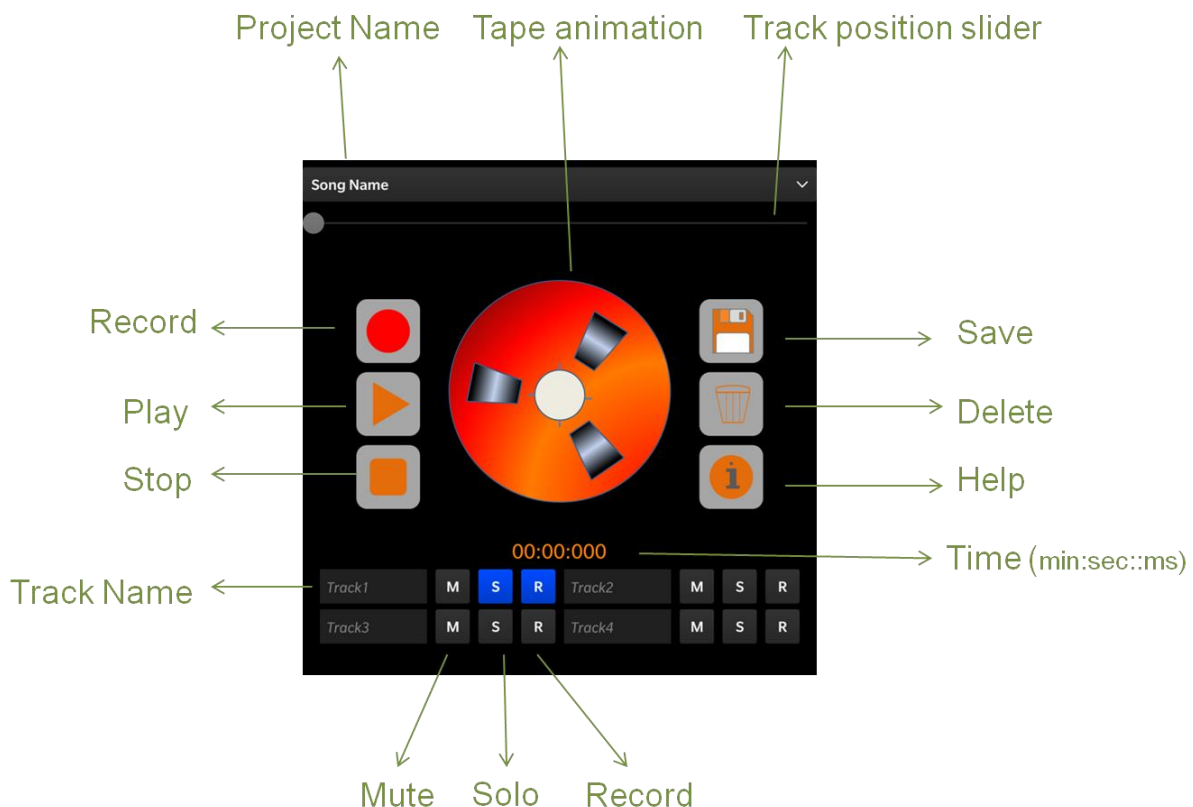


## Mini Studio Help

Mini Studio is a 4 track recording studio designed for easy and quick prototyping and sequencing of songs. You can record up to 4 tracks of music and mix them together. For example track 1 can be vocals, track 2 drums, track 3 guitar, track 4 bass. While it has features in common with more advanced recording software, it is not meant to be a replacement for professional recording tools. The intent of this app is to allow you to quickly prototype songs during scenarios when it may be unwieldy to set up a computer based recording studio. As such it would be useful in jam sessions, rehearsals or when recording something spontaneously.

To ensure high quality, recordings are done using 16-bit PCM sampled at a 48 KHz sampling rate. This ensures a high quality recording without any aliasing or quantization artifacts that would be caused by lower sampling and bit rate recording. However since PCM data is extremely memory expensive, the size of the song is capped at 5 min in length. This should cover the typical length for most songs. One way to circumvent this limitation is to break up the song into multiple projects (5 min each).

Please find below a visual demonstration of what the app would look like on a square screen device like the BlackBerry Q10 or the BlackBerry Classic. If you are using a rectangular aspect ratio such as what you would find on a Z30, the controls will be identical to what's shown below but the layout might be a bit different.

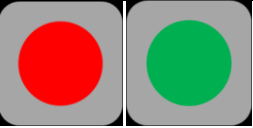







To get started, you need to create a new project. You can just press the record button and it will prompt you to type in a project name or you can select an existing project from the Project Name dropdown. A track needs to be selected for recording using the button labeled **R** in the track panel. Only one track can be enabled for recording at a given time. Press the record button to start recording on that track. Once recording starts, the timer and track reel start animating. The timer records the time in min, sec and msec. Audio capture is done using the built in microphone on the phone. The slider indicates the position at which playback or recording starts. For a new song, the slider starts at position 0. Once a track has been recorded the slider position is updated. When recording on a second track, you can move the slider position to the required time offset to start recording at that time. Likewise

when playing back the song, you can use the slider to set the time at which playback begins. As you move the slider position you should see the time stamp also change to correspond to the time value of that slider offset.

While content is being recorded on a given track you can hear the playback of the other tracks (depending on the configuration of the mute and solo buttons). To prevent these other tracks from being recorded into the mix, please use headphones when recording on a given track. This ensures that the microphone won't capture the other tracks into your mix. If you do not have headphones handy you should make sure to mute the other tracks when recording on your given track.

A detailed explanation of the controls is provided below :

	Start/stop recording on the selected track. When recording has started, the track reel starts animating and the record button goes green. Pressing the button again stops the recording process and the button goes red.
	Start playback. Playback commences at slider position.
	Stop/pause playback. Playback should have started in order to stop.
	Save/export the file as a wav. Audio capture or playback should be stopped prior to saving the file as a wav. Wav file is encoded at a high quality 48kHz rate with 16 bits/sample. The wav is placed in shared/music. You can access it using the file manager app or music app on the device. Any music app that can decode wav should be able to play the file. You can also transfer the file to the desktop and use desktop based apps such as iTunes or Windows Media Player to play back the wavs.
	Delete the current project and all it's contents. Exported wav files will not be deleted. You can use the file manager to delete those.
	Help. If you are reading this you likely pressed this button.

The track panel provides the following controls

Track Name	Enter an alphanumeric track name (eg Piano) or just use the default. <b>Press the enter key after typing the text to save the new track name to your project.</b>
<b>M</b>	Mute or unmute the track. This means that during playback that track will not sound in the mix.
<b>S</b>	Enable or disable solo on the track. When the solo button is highlighted it means that during playback, only that track will sound. Solo can only be enabled on one track at a time.
<b>R</b>	Enable the track for recording. Only one track can be enabled for recording at a time.