

TANTALUM AUDIO – LIVE MULTITRACK USER MANUAL

V. 1.1.0

www.tantalumaudio.com

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INTRODUCTION

LM is not a DAW, it's a multi-track audio player specifically made for live use. It can create set-lists, each containing an unlimited number of songs that are loaded and ready in a heartbeat. It also has a built-in mixer with assignable multi-output support, Parametric EQ and Dynamics on each track, a metronome with large display, a timeline with markers, and, most importantly, it's very easy to use and fast to load on both Windows and Mac computers.

LM is perfect for education or training purposes. Load your multi-track project, mute the solo track and play along with the backing track.

INSTALLATION

SYSTEM REQUIREMENTS

Live Multitrack is available in the following formats:

- for Windows: Standalone x64, Standalone x32
- for OSX: Standalone x64

Windows: – any Windows computer manufactured after 2010 running Windows 7 x64 or higher – ASIO compatible sound card for low latency performance

OSX: – version 10.11 or greater

INSTALLATION ON WINDOWS

An automatic installer is provided. Double click its icon, accept the EULA and follow the on-screen instructions.

INSTALLATION ON OSX

An automatic installer is provided. Double click its icon, accept the EULA and follow the on-screen instructions. At some point you might be asked to insert your user's log-on password, this is required by OSX to authorize the copy of files in system directories.

When the product is installed, it runs in DEMO mode so that you can test its sound and functionality, but with some minor limitations: **Limited at two tracks, one minute of playing and setlist can't be saved.**

If you have purchased a license, you can authorize your copy by doing copy & paste of the 24 characters license code into the registration screen.

Live Multitrack

Product activation.

KEY:

☐ Offline mode

Go to website to purchase a license

Activate

Demo mode

If the computer is connected to the Internet, just insert the license code and click ACTIVATE, the rest of the process is fully automatic. In case you wish to install this product on a computer that isn't connected to the Internet, click the "Offline mode" option after inserting the license code, you'll be provided with a numerical code in a read-only text box, copy that code somewhere (on paper or in a text file that you'll later save onto a USB stick), then go at a computer connected to the Internet, point your browser to <https://www.tantalumaudio.com/activate> and follow the instructions. The basic personal license allows three installations; extra installations can be purchased separately. Please contact Tantalum Audioware for this.

Live Multitrack

Product activation.

KEY: XXXXXXXX-XXXXXXXXXX-XXXXXXX

V Offline mode

Machine ID: XXXXXXXXXXXX

Response code: XX

Go to website to purchase a license

Activate

Demo mode

FEATURES

Live multitrack includes:

- 20 input tracks (Wav, Aiff, Ogg, Flac, Mp3¹)
- Multiple outs²
- Intelligent audio buffering
- Independent track volume, mute/solo, pan and out setting
- Track color customization
- Four band Eq with hi-pass and low-pass cut for each track
- Dynamic processor for each track
- Timeline with zoom and markers
- Independent Metronome with pre-count
- Full setlist creation and customization
- Song tempo and time division settings
- Song sorting on drag and drop
-
- Low cpu usage³
- Low memory usage⁴

1 - For best results, performance and stability it's strongly recommended wav or aiff format

2 - Depends of your soundcard.

3 - < 10% of cpu usage on a Core i5 7600k and full tracks enabled

4 - < 100 Mb. of RAM usage with full tracks enabled

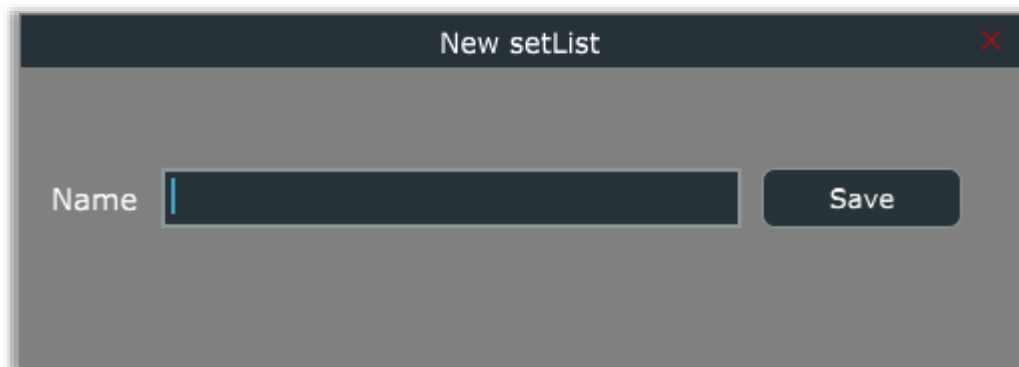
MAIN FUNCTIONS

SETLIST

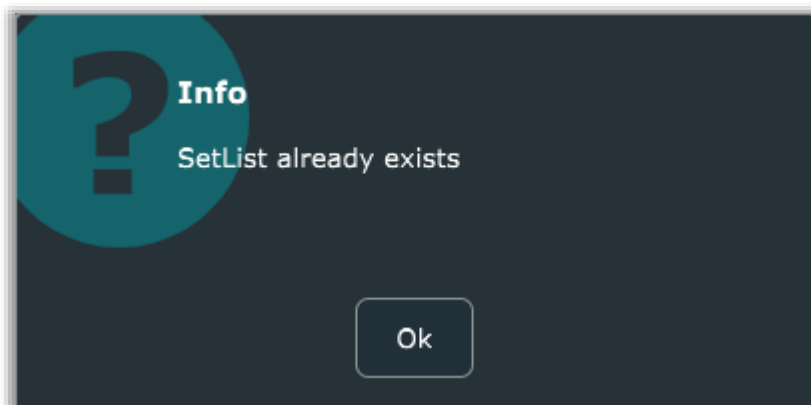
ADD



Clicking on **ADD** button, near setlist box, you can add a new setlist

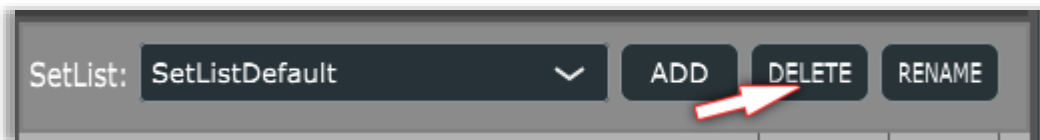


Type the name of your new setlist and click on Save to store it.

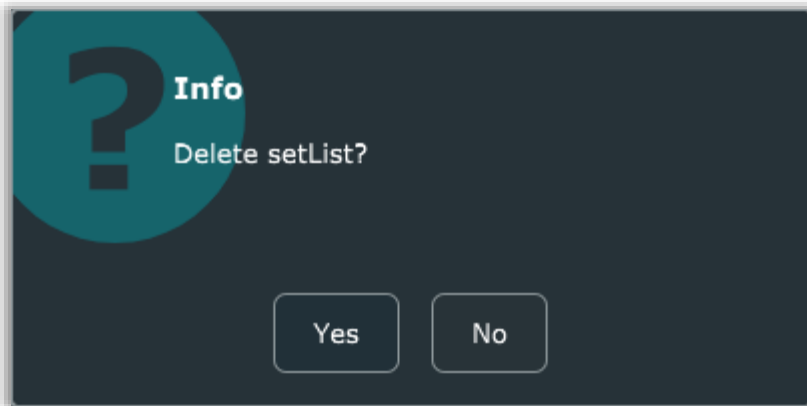


If the selected name already exists you receive a warning alert. Modify the name and retry saving.

DELETE



By clicking on the **DELETE** button you can delete the selected SetList.

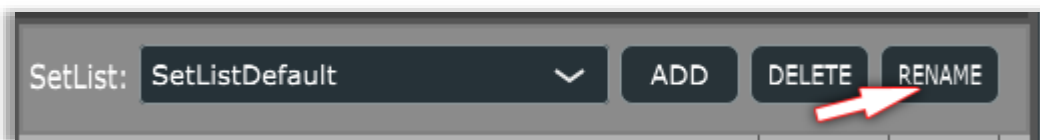


This command requires confirmation.

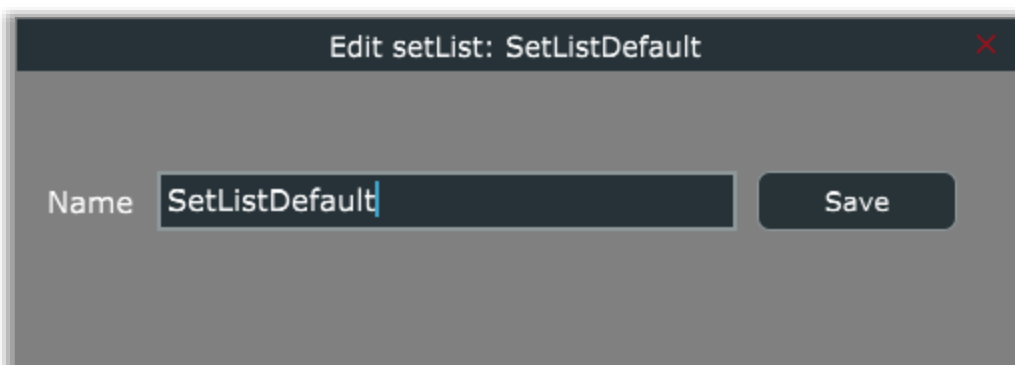
By clicking on “Yes” you can confirm delete.

By clicking on “No” to abort the operation.

RENAME



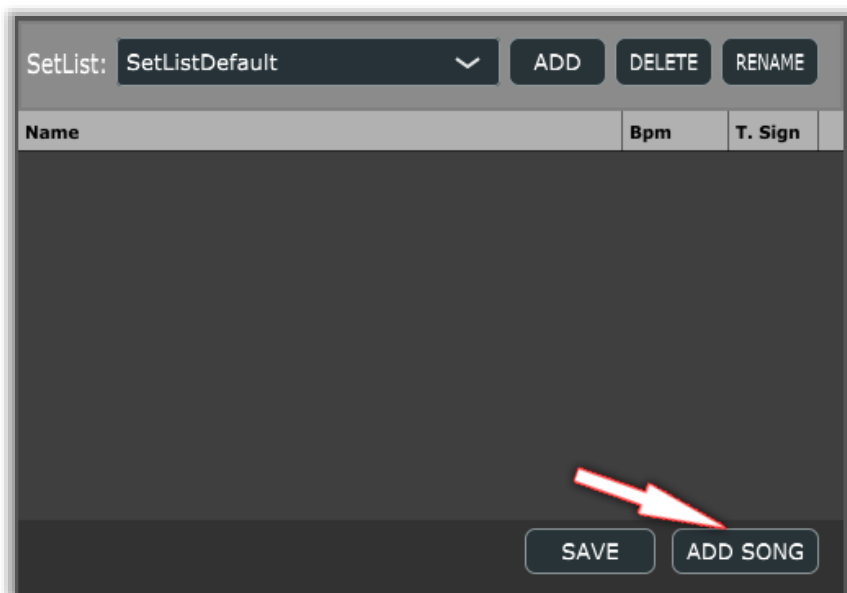
By clicking on the **RENAME** button you can set the new name to the selected setlist.



Current name will be shown in a popup window. Just like the insert command, you can't use the name already used by another setlist.

SONGS

ADD

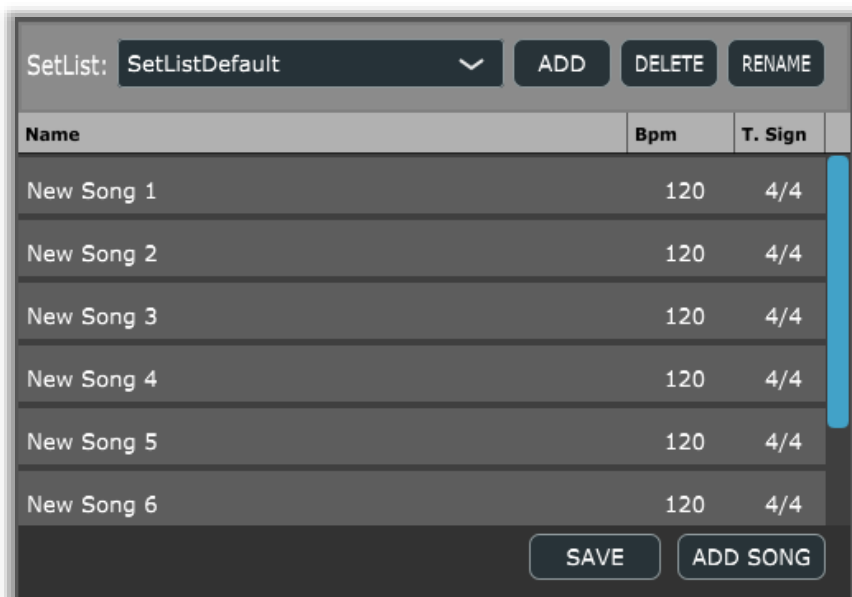


SetList: SetListDefault ▾ ADD DELETE RENAME

Name	Bpm	T. Sign
------	-----	---------

SAVE ADD SONG

By clicking on ADD SONG you can add song(s) to current setList. You can click multiple times to fill your show with multiple songs.



SetList: SetListDefault ▾ ADD DELETE RENAME

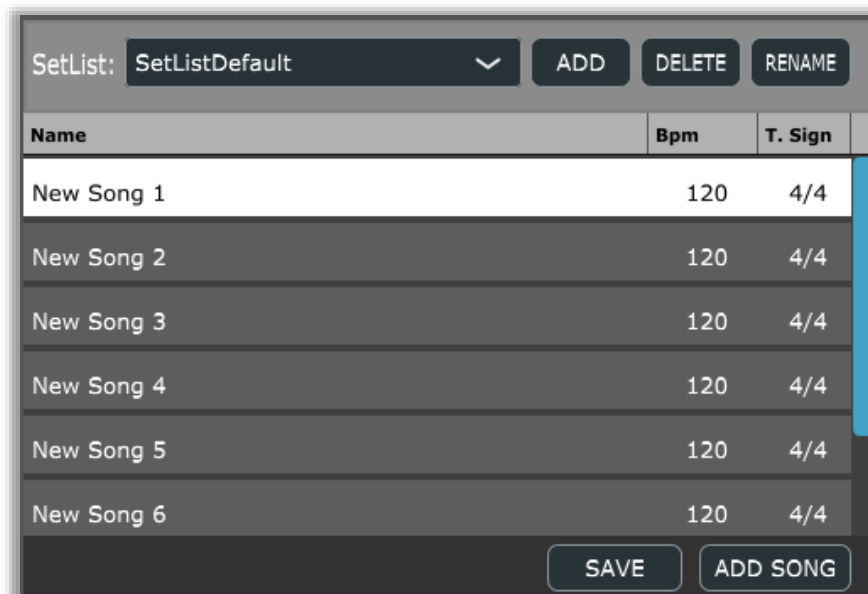
Name	Bpm	T. Sign
New Song 1	120	4/4
New Song 2	120	4/4
New Song 3	120	4/4
New Song 4	120	4/4
New Song 5	120	4/4
New Song 6	120	4/4

SAVE ADD SONG

For each click a default name like “New song 1”, “New song 2” and so on will be added.

Jump to the edit section to find out how to edit names and other parameters.

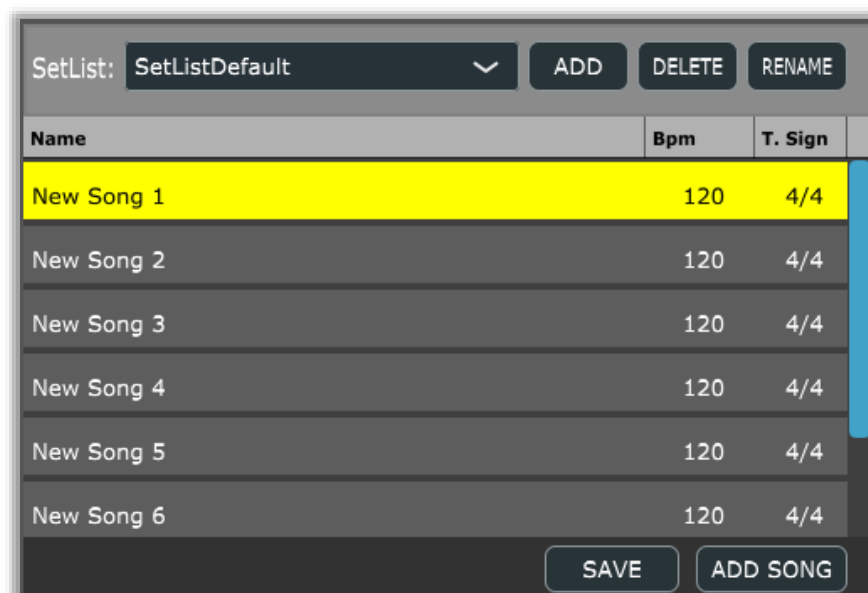
LOAD



SetList: SetListDefault	ADD	DELETE	RENAME
Name	Bpm	T. Sign	
New Song 1	120	4/4	
New Song 2	120	4/4	
New Song 3	120	4/4	
New Song 4	120	4/4	
New Song 5	120	4/4	
New Song 6	120	4/4	
SAVE		ADD SONG	

(Fig. 1)

You can select every song you want by clicking one single time. The song colour becomes white and no loading happens. (fig. 1)

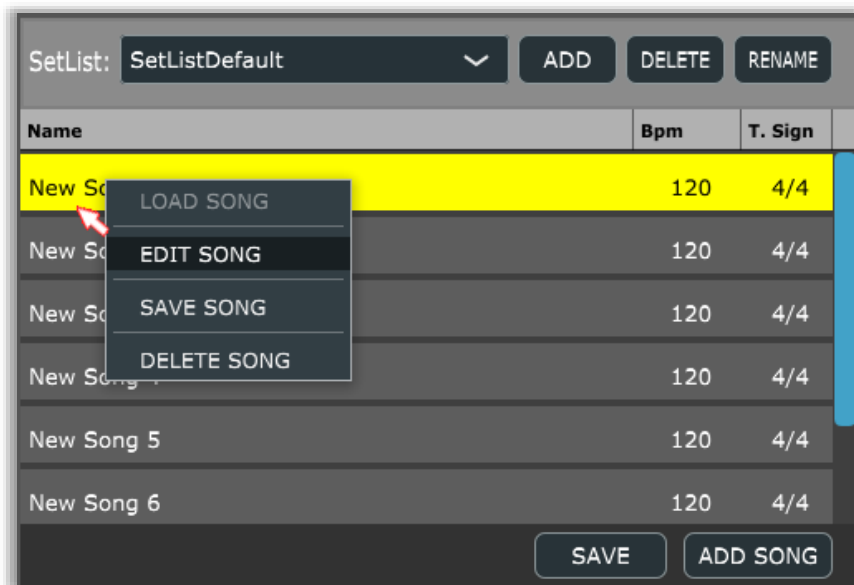


SetList: SetListDefault	ADD	DELETE	RENAME
Name	Bpm	T. Sign	
New Song 1	120	4/4	
New Song 2	120	4/4	
New Song 3	120	4/4	
New Song 4	120	4/4	
New Song 5	120	4/4	
New Song 6	120	4/4	
SAVE		ADD SONG	

(Fig. 2)

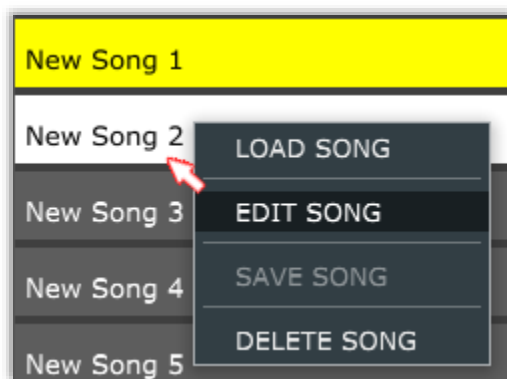
You can load the selected song by double click. Alternatively you can click on the right button and select “Load song” from the contextual menu (Fig. 2).

EDIT



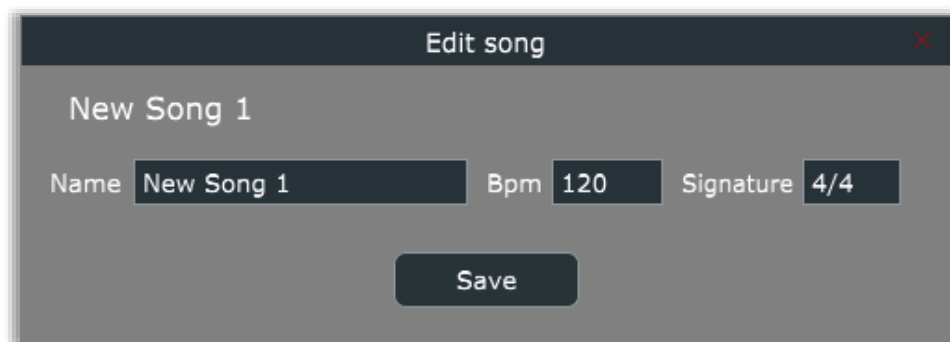
(Fig. 1)

You can edit generic song attributes by doing a right click on the target song and selecting "EDIT SONG". (Fig.1)



(Fig.2)

You can edit your current loaded song or any other. (Fig.2)



Edit song [X]

New Song 1

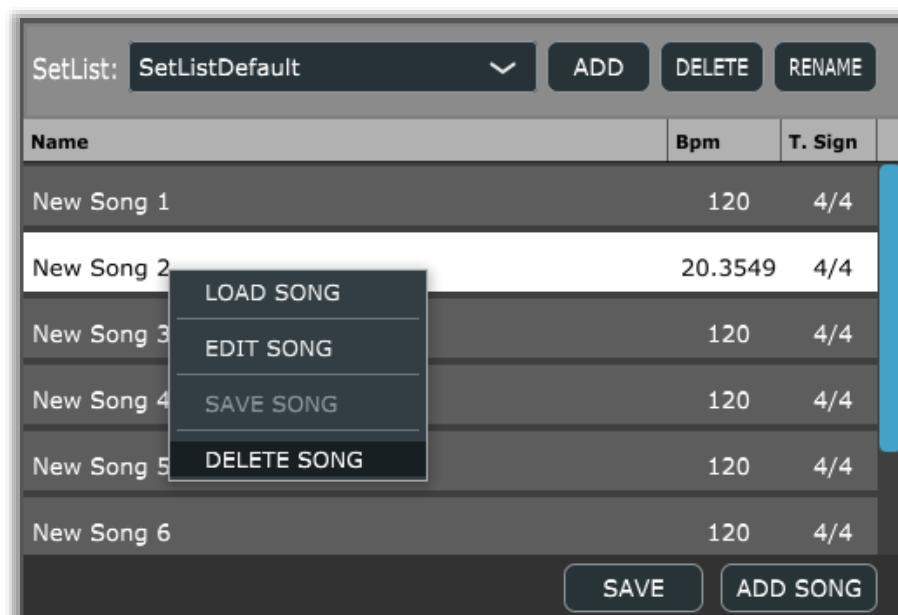
Name Bpm Signature

(Fig. 3)

Edit popup allows you to change song name, BPM value and Signature time division. BPM is in the range between 20 and 360 and decimal values can be used for more precision.

By clicking on the save button, the changes will have an immediate effect on metronome and the song name in your current setList will be updated.

DELETE



SetList: [v]

Name	Bpm	T. Sign
New Song 1	120	4/4
New Song 2	20.3549	4/4
New Song 3	120	4/4
New Song 4	120	4/4
New Song 5	120	4/4
New Song 6	120	4/4

Context menu for New Song 2:

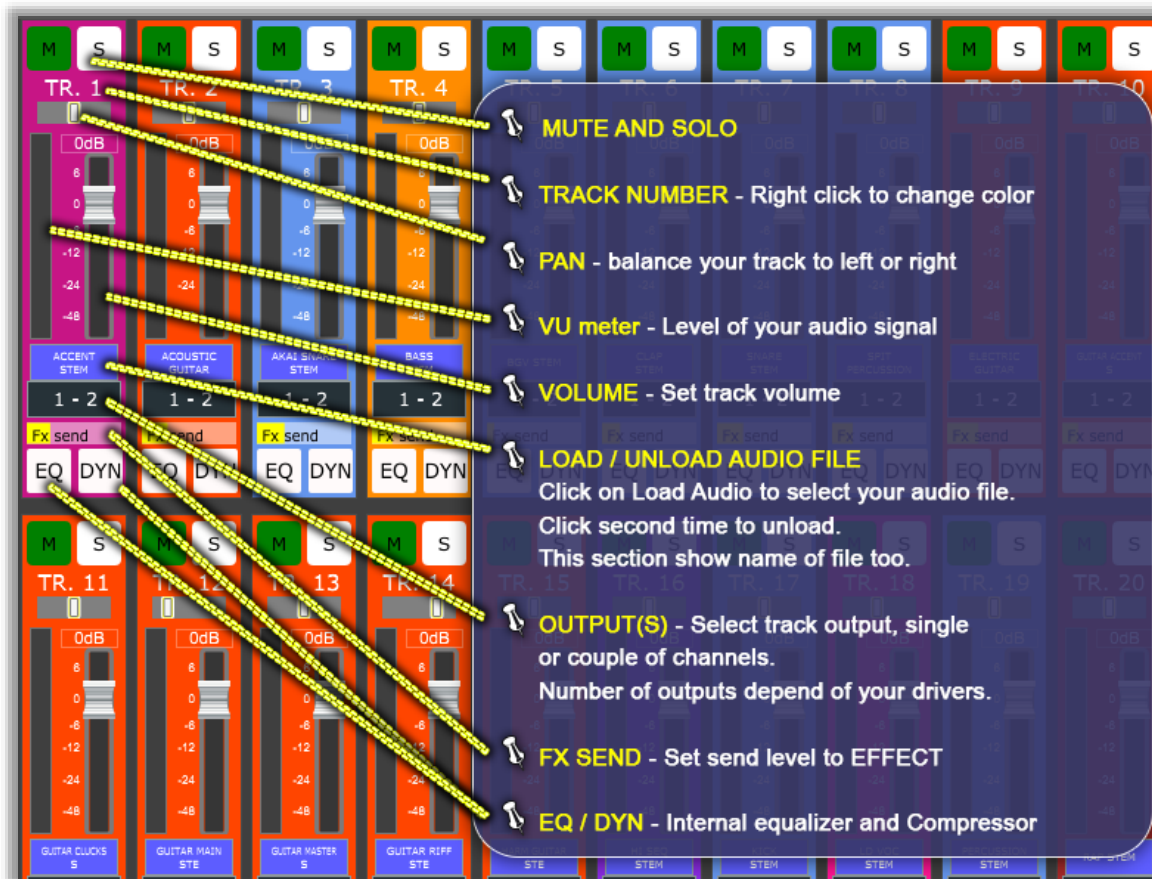
- LOAD SONG
- EDIT SONG
- SAVE SONG
- DELETE SONG

By doing a right click on the selected song you can select “DELETE SONG” to delete it.

A confirmation dialog appears to confirm deleting of your song.

TRACKS

CHANNEL STRIP



Each track has its own functionality: Mute and solo, track number, pan, VU meter, Volume, Load/Unload audio file, Outputs, Fx Send, EQ/DYN

MUTE

Track output audio will be muted

SOLO

Enabling this, we can exclude all other tracks that's not in solo.

TRACK NUMBER

Shows the track number. By right click we can assign or remove a color to the entire channel strip.

PAN

Balance your track to left or right channels.

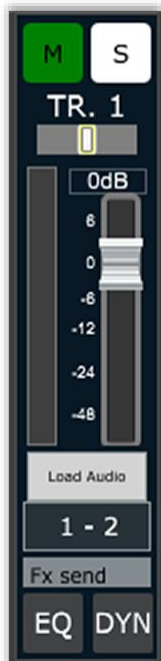
VU METER

Indicates the level of the track signal.

VOLUME

Sets the track volume. The range start from silence to +6db of headroom.

LOAD TRACK



Drag & Drop functionality can load songs by simply dragging your audio file on a track. If you select multiple audio files they will be positioned starting from the selected track, spread on next tracks until track availability.

Alternatively, clicking on “Load audio” you can select your audio file from folders.



To remove a audio file you just click on file name (“Drums” in this example)

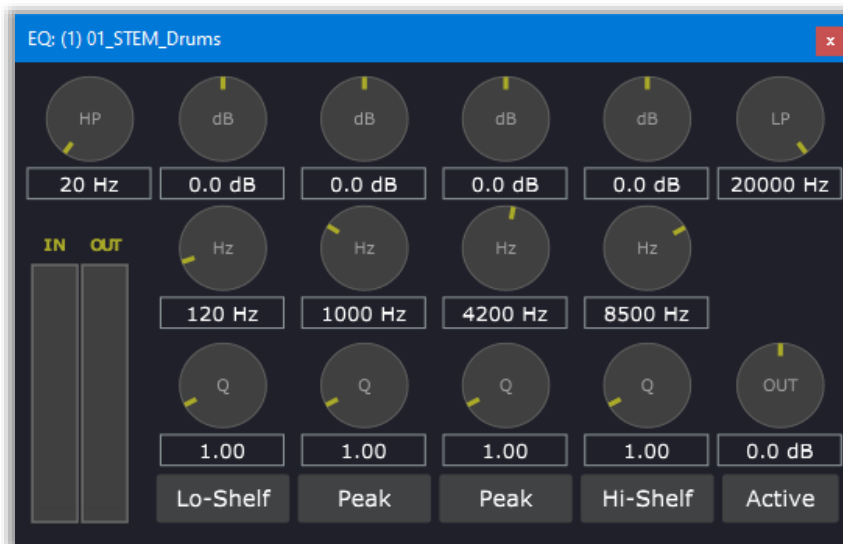
OUTPUT(S)

Each track can be assigned to the desired output channel(s). You can select mono or stereo outputs. The number of channels depends on your soundcard.

FX SEND

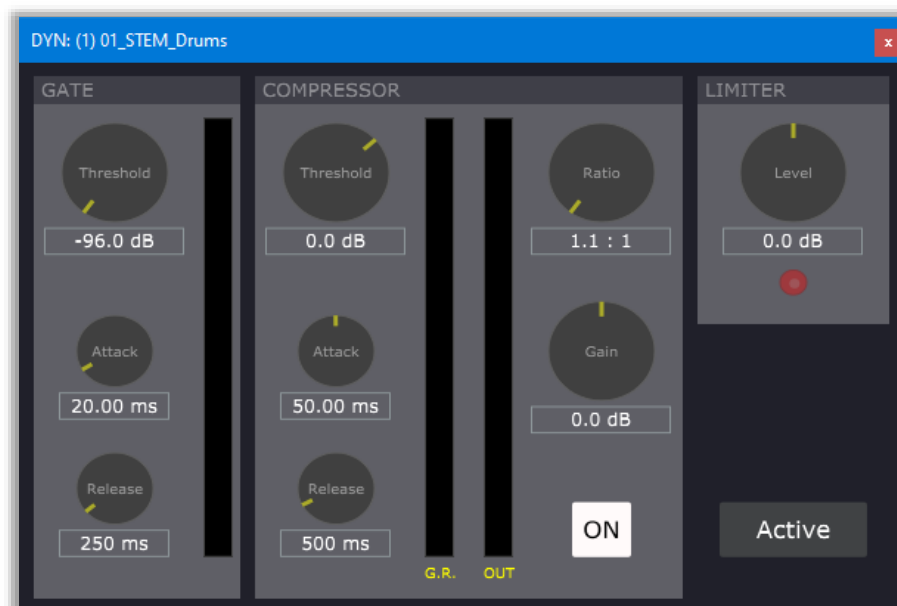
Horizontal Fx send slider allows you to add the desired amount of effect to your single track.

EQ



By right clicking on the “EQ” track button, the equalizer window pops up. It allows you to adjust your current track frequencies. You have a high pass filter, a low shelf filter, two peak filters, a high shelf filter, and a low pass filter.

DYN



By right clicking on the “DYN” track button, the dynamic processor window pops up. It allows you to adjust the dynamic response of a track by means of a Gate, a Compressor and finally a Peak Limiter.



(Fig. 1)

By default, Live Multitrack scans the system to find GSi-TimeVerb-X. If you have it installed, it will be shown like in *Fig. 1*

You can select the effect output routing from the pop-down menu. The number of outputs depends on your soundcard.

FX DETAILS (GSI TIMEVERB-X)

The interface is organized in three sections: the top section contains the programmer and the product logos; The middle section is split in two parts: the spring reverb with the dark yellow knobs, and the digital reverb with light blue knobs. The bottom section includes the audio mixer with VU meters and a button for selecting between three routing options. There are no extra windows, except the Global Settings panel that is reached from the FILE menu.



SPRING REVERB SECTION

– LOW PASS, HIGH PASS

The high pass filter is put at the input of the reverb effect and is needed to cut some very low frequencies that might compromise the correct operation of a real spring reverb, and would also sound somehow disturbing during the reverberation; the low pass filter, instead, is put at the end of the reverb, to cut some metallic shrillness.

– DECAY

This knob adjusts the average length of the reverb tail. If you reach the “red zone” the springs start self-oscillating... You might find some creative use out of what is an undesired effect from the electronic point of view.

– DAMP

This adjusts the brightness or darkness of the whole reverberation; in fact, it's a low-pass filter put within the reverberation chain; in the real world, this is equivalent to the size of the springs: the thicker the springs, the darker the sound. As a matter of fact, some of the earlier spring reverberators, like those used in Hammond PR-40 cabinets, used very long and thin springs.

– SPRING TENSION

In order for the springs to reverberate correctly, they should be loose, certainly not in tension... but what if you stretch them? This somehow changes the “pitch” of the reverberation, creating some funny robotic sounds.

– TIMBRE

This is a complex filter that recreates the material used for the springs, blending from steel to brass, whereas brass springs have a somewhat warmer sound.

– DISPERSION

This parameter adjusts the typical so-called “boingy” sound of a spring reverb.

– STEREO WIDTH

The effect itself is mono, but this parameter doubles it with a short adjustable delay so you can obtain a wide stereo effect.

DIGITAL REVERB SECTION

– LOW SHELF, HIGH SHELF

These are attenuating shelving filters applied both at the input of the effect. Adjust the cutoff point of both so that only the portion of the frequency spectrum that you need is affected by the reverb.

– DECAY

Adjusts the average length of the decay. The actual length is also affected by the room size parameter.

– DAMP

Adjusts the coloration of the reverberated sound.

– PRE DELAY

Applies an adjustable delay at the reverb input, so that the reverberated sound starts delayed. This is useful to imitate large environments where the reflecting elements are located very far from the sound source.

– EARLY REFLECTIONS

Adjusts the amount of audible echo coming from the reflecting elements closest to the sound source.

– DIFFUSION

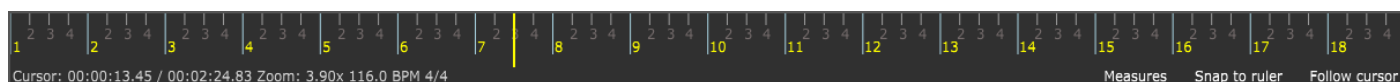
The reverberation is an acoustic phenomenon that occurs when sound waves reflect on distant surfaces and return back on other surfaces, creating a sort of loop going from point to point until the wave amplitude fades out completely. This parameter adjusts the amount of regeneration of the sound waves reflecting in the virtual environment.

– ROOM SIZE

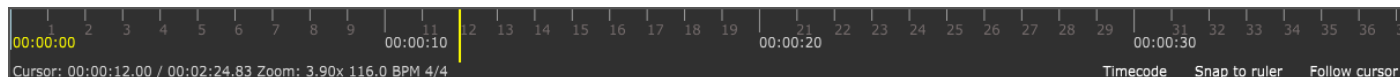
This knob adjusts the size of the virtual room from a small room to a huge canyon.

TIMELINE

MAIN FUNCTIONS



(Fig. 1)



(Fig. 2)

The Timeline has two types of visualization: Measures and Timecode.

When “Measures” are displayed, the timeline is divided in bars and beats according to current BPM speed and time signature (Fig. 1)

In “Timecode” mode the timeline displays absolute in hh:mm:ss:ms (Fig. 2)

On the bottom left there is information about cursor position, total length, zoom factor, bpm and time signature. Zoom factor can be changed by rotating the mouse wheel.

MEASURES

Switch timeline style display: Measures/Timecode.

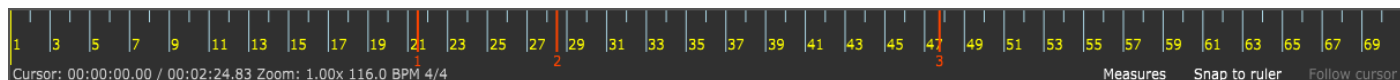
SNAP TO RULER

Snap mouse bar to seconds (Timecode) or bars (Measures).

FOLLOW CURSOR

When this is active, the cursor will always be visible in the timeline area while the song plays.

MARKERS



You can add markers by holding down the SHIFT key on your computer keyboard while clicking on any point of the Timeline. Markers are numbered, you can jump between the first 9 using the corresponding numbers on your keyboard, or move back and forth using the left/right arrow keys. To delete a marker, hold down the ALT key and click on the marker, or right click on it. If the cursor is positioned on a marker, the position can be saved in a song (this option must be enabled in the preference section).

All timeline options, zoom factor too, will be saved with songs.

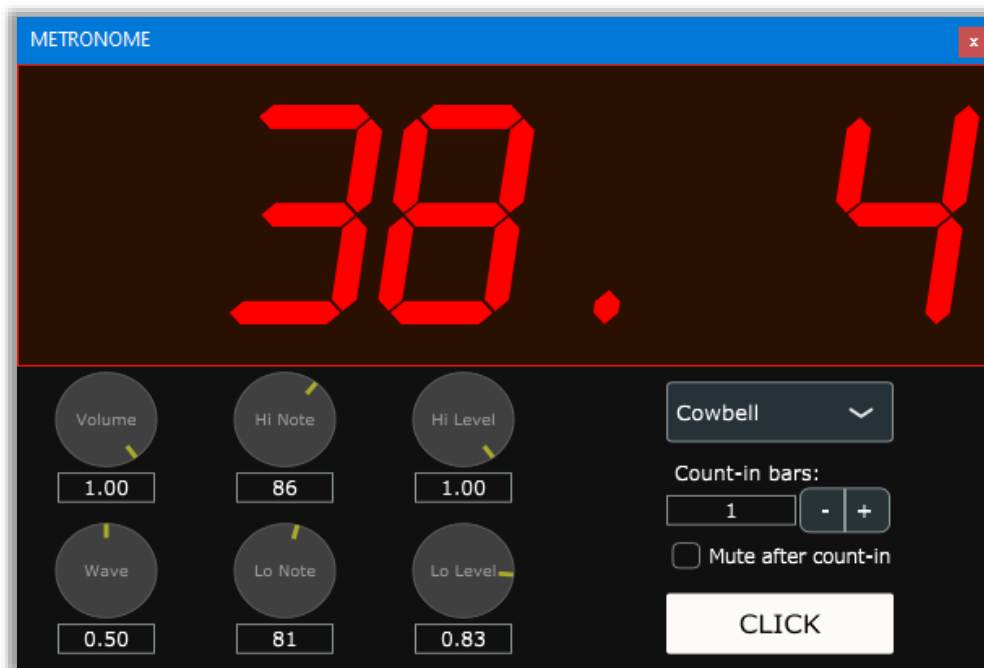
The interface shows a 'SetList' dropdown menu set to 'Demo', with 'ADD', 'DELETE', and 'RENAME' buttons. Below is a table with columns 'Name', 'Bpm', and 'T. Sign'. The first row, 'Demo song', is highlighted in yellow and shows '110' BPM and '4/4' time signature. At the bottom, there is a 'CLICK' button, a '1 - 2' dropdown menu, and 'SAVE' and 'ADD SONG' buttons. A large yellow arrow points to the 'CLICK' button.

Name	Bpm	T. Sign
Demo song	110	4/4

(Fig. 2)

You can activate the Metronome by clicking the CLICK button. The metronome counting depends on BPM and song time signature. The metronome audio signal can be routed to any output from the drop-down menu next to the CLICK button.

DETAILED FUNCTIONS



(Fig. 1)

VOLUME

General click volume

HI NOTE

Midi note number of the first beat in a bar, the high notes.

HI LEVEL

Volume of first beat in a bar

LO NOTE

Midi note number of other beats, the low notes.

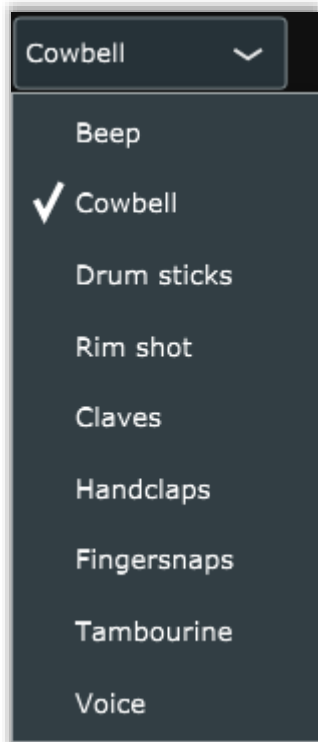
LO LEVEL

Volume of other beats

WAVE

Synth wave type when "Beep" type is selected

OTHER OPTIONS



(Fig. 1)

You can select different click type as shown in fig. 1



COUNT-IN BARS

Number of pre-count bar(s) on start playing. You can select from 0 to 16 bars.

MUTE AFTER COUNT-IN

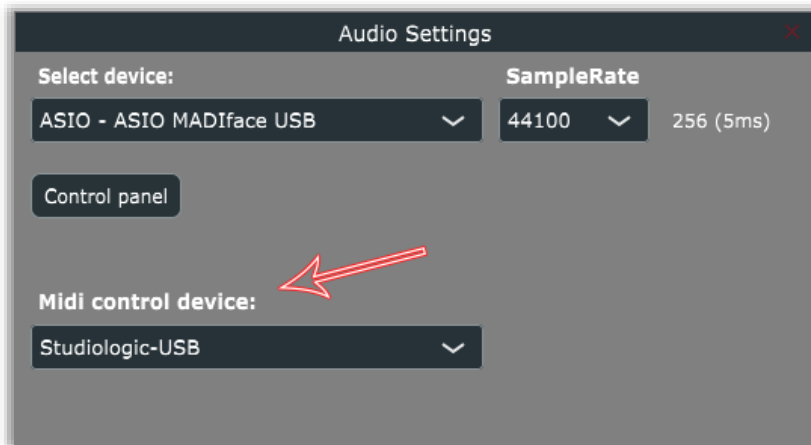
Mute click after precount ends

CLICK

Active/disable click sound

Metronome popup window can be resized by dragging the mouse from the bottom right corner.

DEVICE SELECTOR

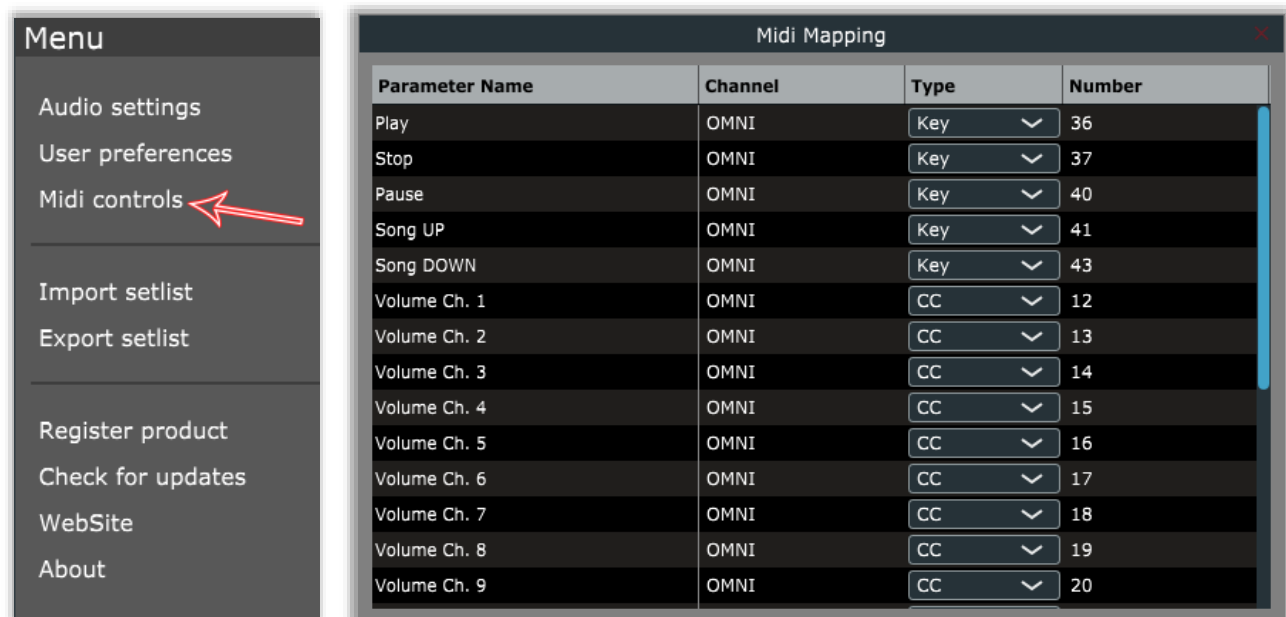


By selecting midi device you can controls main functions by midi messages.

The last device used will be saved and recalled when application will be run again.

You can connect or disconnect your device during the session, the list will be automatically update.

MIDI MAPPING AND FUNCTIONS



Configuring the midi mapping you can create your custom midi map to control the follow actions:

Play, stop, pause, song up, song down, volume channels.

You can move between the songs quickly and without need mouse or keyboard.

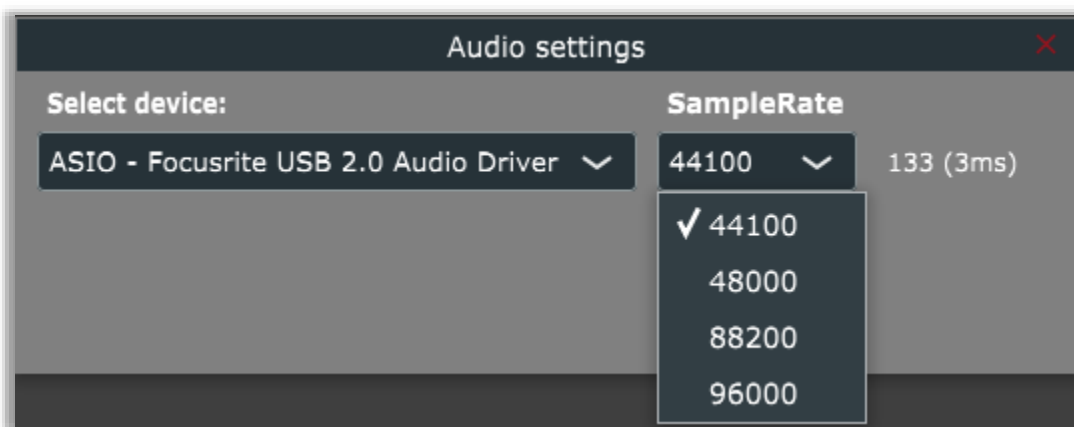
The mapping supports midi key note or control change and you can select dedicated channel or all (omni)



(Fig. 1)

Audio Settings in the general Menu allows you to select your preferred audio driver. (Fig. 1)

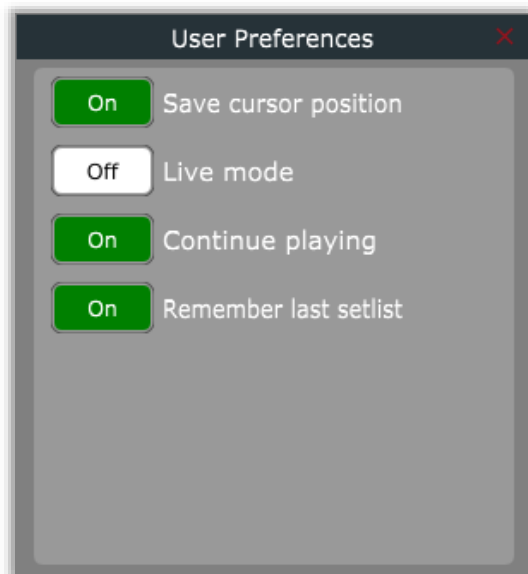
Select device: Here you can find the list of all your installed audio drivers. For the Windows version, it's strongly recommended to use ASIO drivers for best results.



(Fig. 2)

SampleRate: You can change the SampleRate supported by your card (Fig. 2).

Important: the sample rate is global and will be used for all songs and SetLists so your audio files must be recorded using the same sample rate.



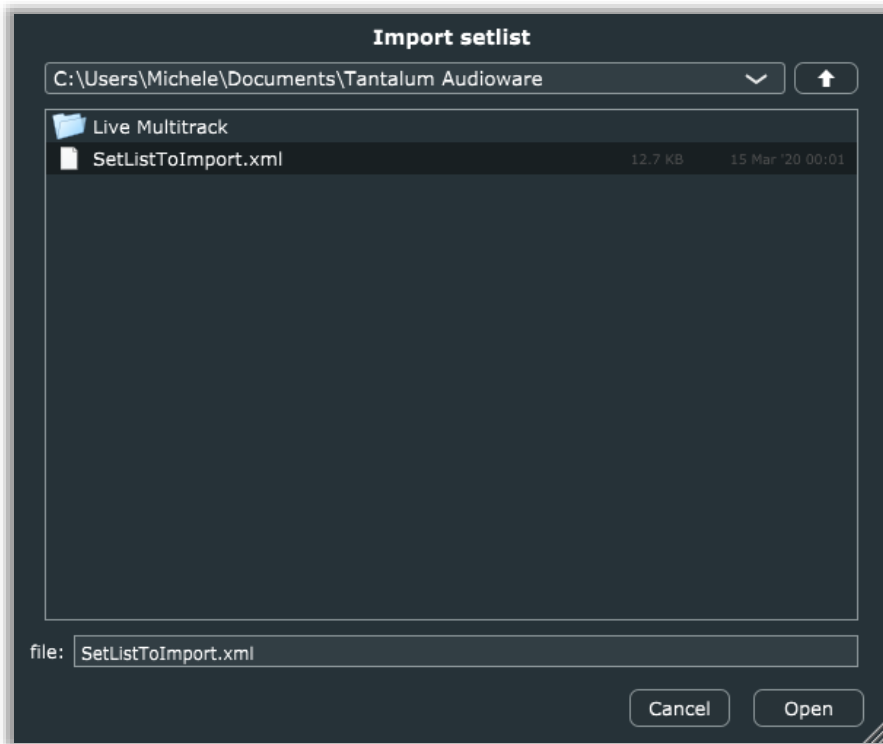
The list of preferences includes four parameters:

Save cursor position - Cursor position will be saved when the song is not playing and the timeline cursor is on a marker.

Live mode – Song save alert will not be shown when something changes. You must remember to save your changes.

Continue playing – To maintain the play status after a song ends in order to continue playing the next song.

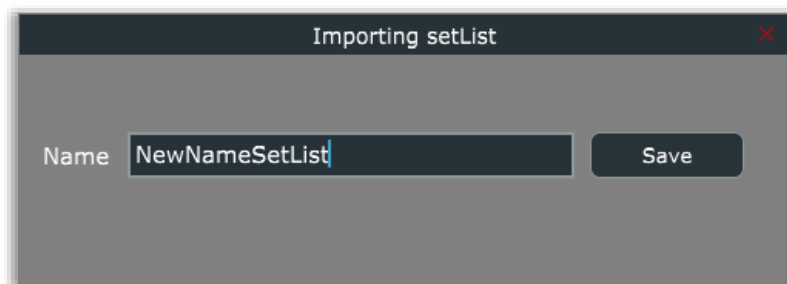
Remember last setlist - To automatically reload the last used setlist when the program starts.



(Fig. 1)

Select your previously exported setlist file and add it as new (Fig. 1).

To export setlist see [EXPORT SETLIST](#).

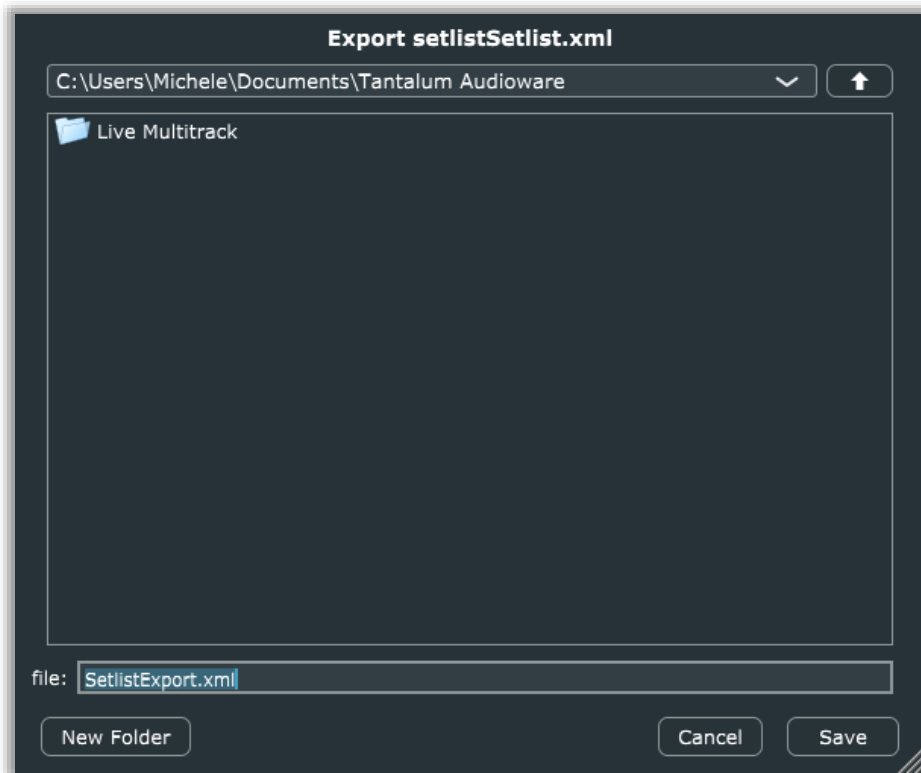


(Fig. 2)

You must give a new name to store in your list (Fig. 2).

If the name already exists on your list, you're warned to choose a different name.

EXPORT SETLIST



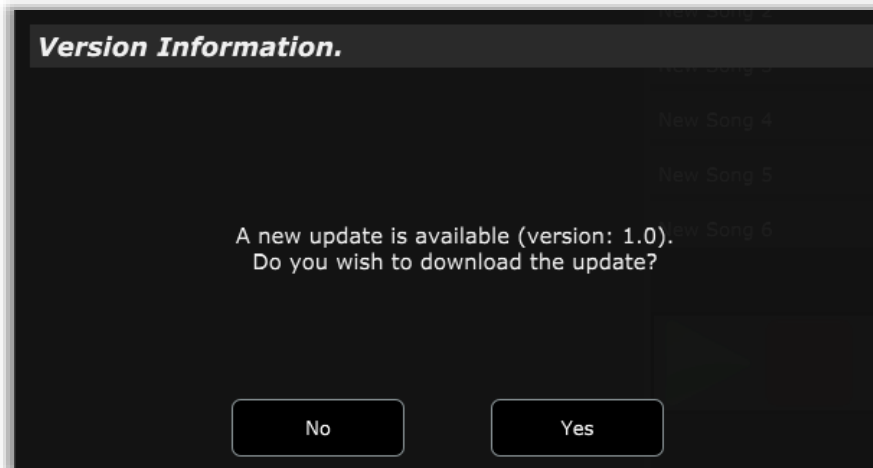
Selecting EXPORT SETLIST by menu you can save on file your current loaded setlist to create backup or templates for future imports or to send to other users.

Important: setlist file contains absolute paths to your audio files. If you send your setlist to other users or to other devices, you have to relocate all file positions.

REGISTER PRODUCT

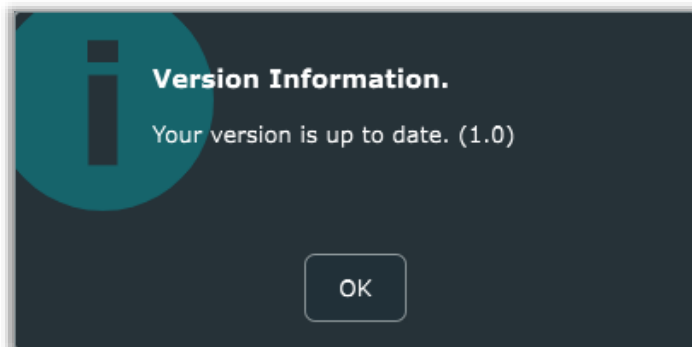
See [AUTHORIZING YOUR LICENSE](#)

CHECK FOR UPDATES



Check update verify if there is a new application version.

This check automatically starts in background on application launch.



Manual check, by clicking on the menu voice, shows an advice if your software is the last version.

WEBSITE

Open <https://www.tantalumaudio.com>

ABOUT

Open credits and software infos popup.

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