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Subject: Re: Recording

Posted by [Adveser](#) on Tue, 12 Oct 2010 17:08:32 GMT

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I use audacity and the built in sound card's line input. I can get 32-bit floating point 192000Khz files out of it and when it renders and dithers down to 44.1Khz Stereo 16-bit samples it sounds exactly the same, so it is quite capable. The amount of bandwidth and deep noise floor makes this a dream come true. Never again do we have to suffer through terrible demos like the ones that floated around in the 80's.

I use two first act mics, one instrument and one is a vocal mic. The recording level is funny. If it is higher than about 10% gain, it clips, but if it is much lower than that it starts truncating bits. So look at for that, it is easy to spot, when the loudness is peaked out but still at some such number as -9db, it should be peaking at about 0db or you are losing bit depth. I had this trouble when I was using MP3gain, I realized bringing about the amplitude 7db lower than the limit was squashing the dynamics, but again, too loud and it clips.

Recording is tough, if you want to record at home, you gotta do stuff like physically silencing the waveforms in an editor when there is no signal because that noise floor adds up and little bumps on the mic having to be removed, or your fingers moving around on the guitar when it should be quiet. Noise gates really suck on computers and are not ideal for vocals or guitars.

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