

ADS Instant Music

Quick Start

Revision 070717

Guide for hardware and software installation and basic use in Microsoft Windows.

Some procedural details will vary depending on your Windows version.



Section 1 – Hardware installation and configuration

1) Connect it up.

- a) Connect the **output** on your source (LP preamp, power amp, stereo receiver etc.) to the **L/R inputs** on the back of the Instant Music. If your source has an optical digital output you can use that to connect to the Instant Music.

If your source does not have a set of RCA outputs (boom boxes, some shelf systems with only speaker-wire out) then you can use an adapter to connect from the headphone jack to the L/R in on the back of the Instant Music.

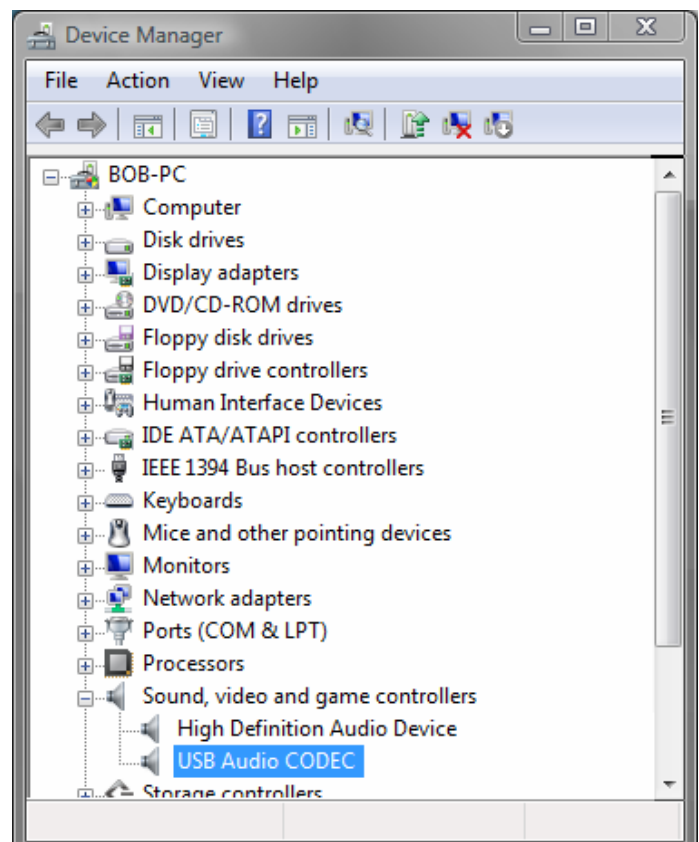
- b) Run a USB cable from the USB port on the back of the Instant Music to an available USB port on your PC.

- c) Windows will detect that new hardware has been connected to the PC. If you receive a “Found New Hardware Wizard” have Windows search automatically for the appropriate drivers. Drivers for USB Audio are built into every current Windows version.

Depending on your own Windows Installation, you may be asked to provide the Windows CD. You must do this; the only drivers available are part of the Windows operating system and as such are legal property of Microsoft Corporation and cannot be distributed outside of the Windows CD.

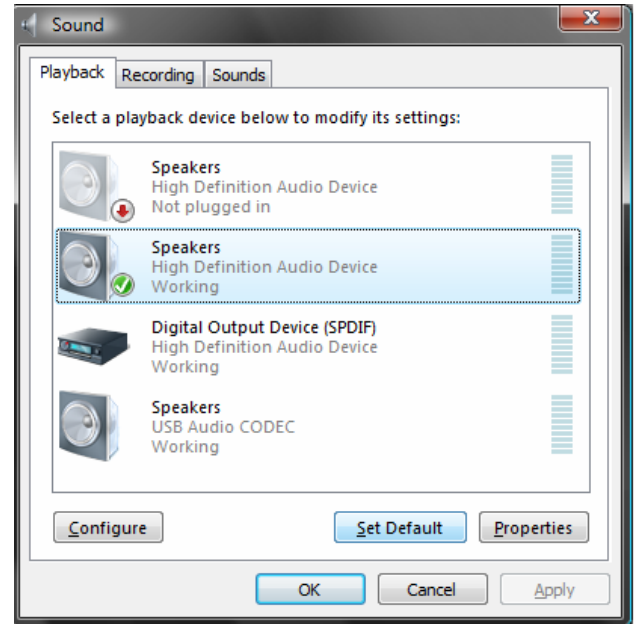
2) Confirm proper driver installation.

- a) Right-click “Computer” and select “Properties.”
- b) Click Device Manager on the side pane. In Windows 2K/XP, click the Hardware tab first, then click the “Device Manager” button.
- c) Locate “**USB Audio Device**” under the “Sound, video and game controllers” category. Assuming you have no other USB Sound devices connected to your system, that is the Instant Music.

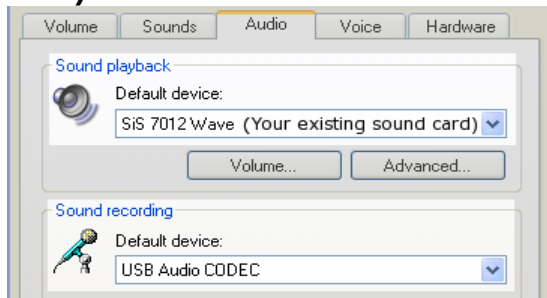


3) Set the correct input and output devices.

- a) Click the “Start” menu then to “Control Panel.”
- b) Select “Hardware and Sound” then click “Sound.” In WinXP, select “Sounds, Speech, and Audio Devices” followed by “Sounds and Audio Devices.” In Win2K, open “Sounds and Multimedia.”
- c) **Vista users:**
 - i) On the “Playback” tab, select “Speakers” for your system’s native sound chip (**NOT** the USB Audio CODEC).
 - ii) On the “Recording” tab, select “Microphone” for the USB Audio CODEC.
 - iii) Click OK.



d) WinXP/2K users:



- i) Go to the “Audio” Tab.
- ii) Under the first region, “**Sound playback,**” set it to your system’s native sound chip.
- iii) Under the second region, “**Sound recording,**” the default device should be set to **USB Audio CODEC** or **USB Audio Device**.
- iv) Click OK.

Warning: If you set the default playback device to USB Audio, you will not be able to hear any sound from your PC speakers as long as the USB unit is connected. This setting is essential to monitoring your recordings as they are being made.

Section 2 – Software Installation

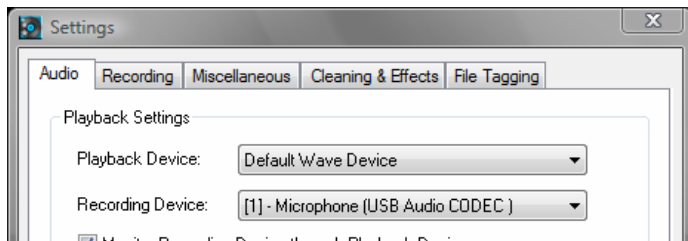
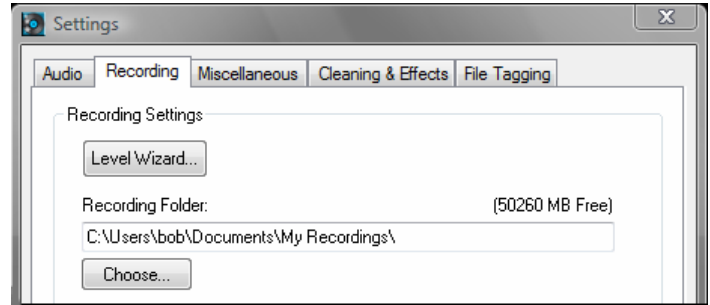


- 1) Insert the Instant Music CD into your CD/DVD drive.
- 2) If the CD does not autoplay, open “Computer” and double-click the drive in which you inserted the disc.
- 3) Click on the “Spin It Again 2.1” button to begin software installation.
- 4) Run through the installation routine. For the vast majority of users, it is sufficient to use all of the default options, including the installation target location, and just selecting “Next” at each step.
- 5) Once you’ve finished the installation, you’re ready to begin recording.

Section 3 – Recording your first CD

- 1) **Setup** After initially running the Spin It Again program, it is recommended that you check on some initial setup items before you start recording.

- Click on the “Settings...” button.
- On the “**Recording**” tab, you can check and change the location of the recording folder. This is where all temporary recordings are stored for your projects.
- The sensitivity for the program’s automatic track detection is also set on the “Recording” page. See the program help for further details.
- You can optionally run the level wizard which will aid you in correctly adjusting the amount of gain the software imposes on the incoming audio. Note that this is software control only when used with a USB Audio device, thus if your source is either too loud or too soft for the device itself, volume will have to be adjusted at the source or through an amp/mixer.



- On the “Audio” Tab, you should confirm that your playback and recording devices are set to match what was selected in the earlier hardware setup stage.
 - The playback device should be your sound card or, if everything was previously set correctly, “Default Wave Device” can be selected.
- ii) The recording device should be set to the USB Audio CODEC (the ADS Device).
- iii) In order to hear your music as you’re recording it, you should check the option to monitor recording through the playback device.
- f) When you’ve got everything set to your satisfaction, click OK.

- 2) **Recording** You’ll begin the recording process by selecting either to “Record A Vinyl LP” or to “Record A Cassette Tape.”

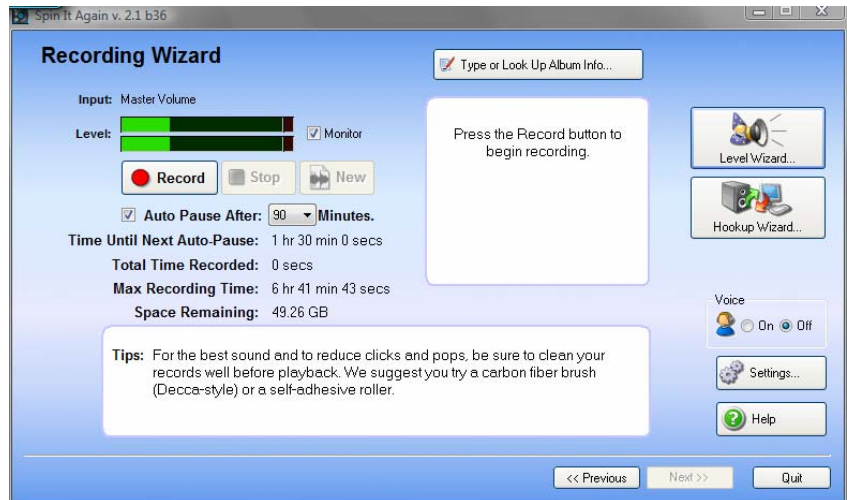
- The first time you make one of these selections, you’ll be asked if you wish to run the level and hookup wizards. These wizards are optional but if you have problems hearing sound while recording, the **Hookup Wizard** will guide you through the correct way to hook everything up.



b) On the first screen of the Recording Wizard is where you'll begin recording.

- i) Make sure that the "Monitor" box is checked or you will not be able to hear your recording.
- ii) In order to begin recording, you simply click the record button. You can stop and resume the recording as well if you wish to not record certain segments.

c) **After** you have recorded everything you want on the album (up to 80 minutes for most CD's) you should click "Next" to proceed to the next step. **Do not proceed until you've recorded everything you want on your album!**



3) Track Detection

The next stage allows you to detect and adjust where CD track splits go into your project.



- a) In most cases, your tracks will be separated correctly by the program.
- b) In some cases, adjustment will be desirable. This can be done by adjusting the drag handles above your selected track in the lower bar. Please review the Spin It Again manual for further details.
- c) This is also where you can apply affects in order to clean up and enhance the audio. You can choose from a number of preset filters and you can also customize your own (see Spin It Again documentation for details).

4) Name Your Recording

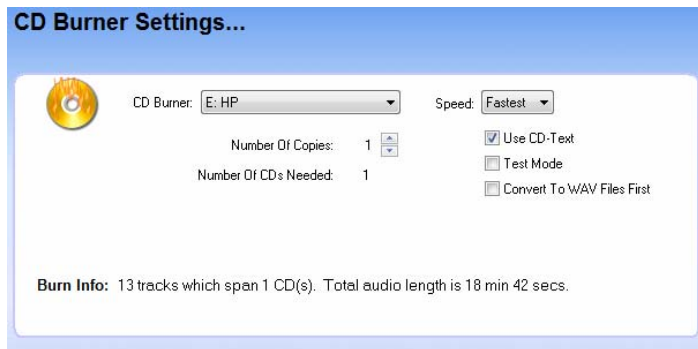
In this step you can add CD Text information to your album.

- a) CD Text contains such information as the artist, album name and individual track names on the CD. This allows an application or a system that can interpret CD text to display this information during playback.
- b) Note that this step is optional but if you choose not to fill in the information, it is recommended that you turn off the CD Text option later when you get to the burn configuration.

5) Finishing Your Project

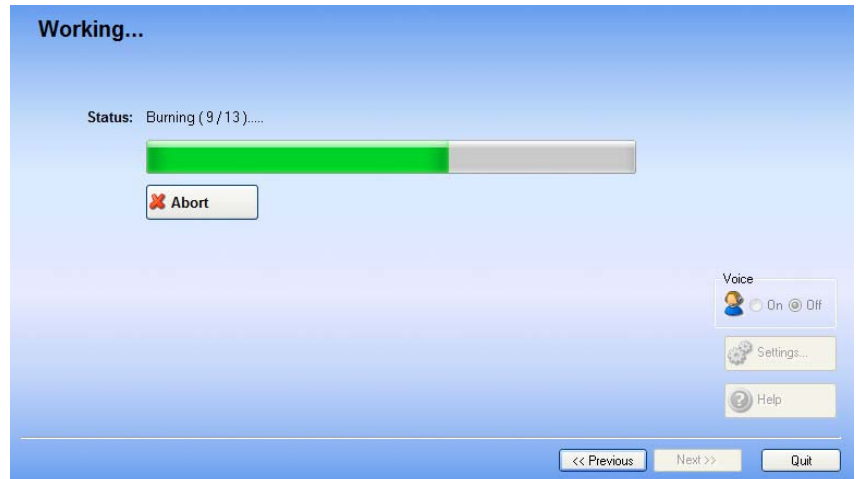
You're ready to burn your project to a CD

- a) On the "Burn A CD and/or Create Audio Files" screen, select "Burn Audio CD."
- i) You also have the option to create audio files from your project (each track becomes its own file). The program can create uncompressed WAV files (.wav), Windows Media (.wma), and Ogg Vorbis (.ogg, a high-quality free format made to compete with .mp3) files. **Check your .mp3 player's manual for supported formats.**
- ii) For format details, see the Spin It Again documentation.
- iii) Note for iPod users: Use iTunes to convert your saved audio files to .AAC or .MP3 for use on your iPod device.



- b) You'll then be prompted to set your CD options including what burner to use (if you've more than one), burn speed, and whether to use CD Text on your disc. Once set, click Next.
- c) If you do not have a blank CD-R disc in your CD/DVD Recorder, the program will prompt you to insert one. **Note that CDRW discs should normally NOT be used, as regular CD players cannot read them.**

- d) Once the program begins to write to CD, you can sit back and wait for the burn to complete. The program will provide you with a progress meter so you know how far into the burn process it is and how much is left to go.
- e) When finished, the completed disc will be ejected from the drive and you'll be given the opportunity to design and print a label and jewel case insert for the disc.



Congratulations! You now have a disc that will play in most home and car CD players. You can now take your music anywhere with access to a CD player.

Details of using the Acoustica Spin It Again program that are not covered here are beyond the scope of the ADS hardware and cannot be supported by ADS Technologies. Additional information and support for the Spin It Again software can be obtained by viewing the Spin It Again manual which we have included on the Instant Music CD in the \Software\Help\ folder.

Additional support for technical issues with the ADS Instant Music device itself can be obtained by visiting our technical support site at www.adstech.com. Go to the support section, select "Instant Music" then go to "Knowledge Base."