# How to Use the
Cassette Tape Converter With Reaper

Instructions

1. Plug the USB cable (mini-A) into the bottom of the Cassette Tape Converter and (USB A) into the computer.

2. Open the Cassette Tape Converter by sliding down the grey switch on the right side.

3. Place your tape inside, then close the front of the device until it clicks.

4. Rewind or fast forward your tape if needed, using the silver *REW* or *FF* buttons on the top of the device.

5. On the computer, open *Reaper*.

6. Set inputs by going to **Options > Preferences.**

   Change:

   a) Audio System: DirectSound, Output Device: Speakers (Realtek(R) Audio), Sample format: 24 bit, and Sample rate: 48000 Hz.

7. Click **OK**.
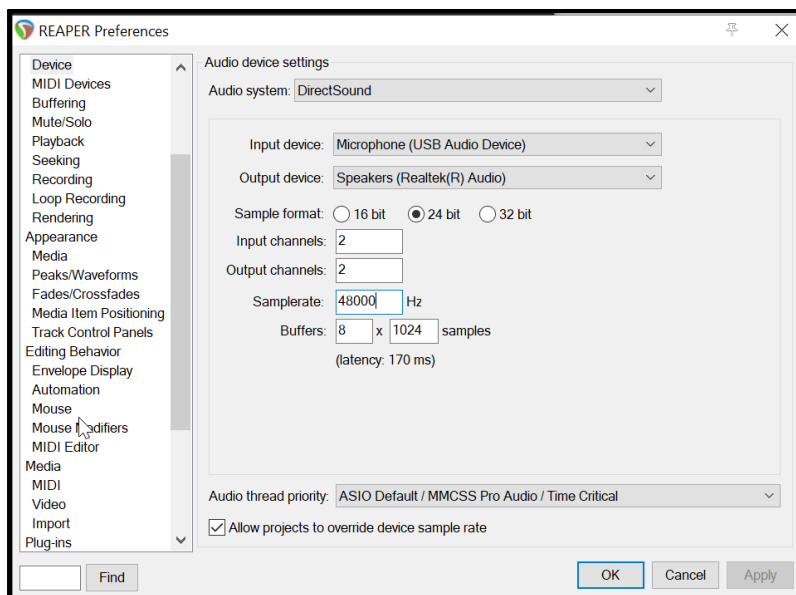
8. Open the Reaper Cassette Tape Converter project with:

   a) File > Open Project.
   b) Navigate to the Desktop Folder > Software Templates folder.
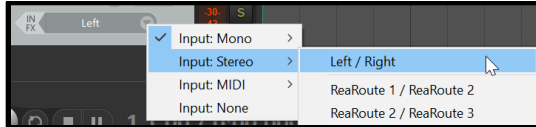   c) Choose the file *Reaper Cassette Tape Converter*.
   d) Your workstation will look like this:

9. Arm the track by clicking the red ARM button. Your inputs will now show.

Inputs

10. Change the *INPUT* from *Left* to *Left/Right* by clicking on the down arrow to the right of the word *Left*.

11. Your track will now look like this:

12. Insert the cassette. Play a sample to check the Peak meter reading.

   a) Adjust the volume on the device if needed with the volume dial on the side of the device.
    b) Your recording level should not go above -3.6 db. (If it sounds distorted, bring the volume down.)

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c) Use the forward or rewind buttons on the Cassette Tape Converter to bring the cassette to where you want to record.

d) Click on **record** in Reaper first, and then press play on the Cassette Tape Converter. When there is volume, it will start recording and you should hear audio.
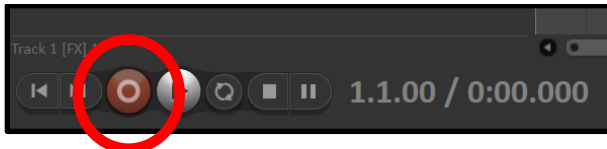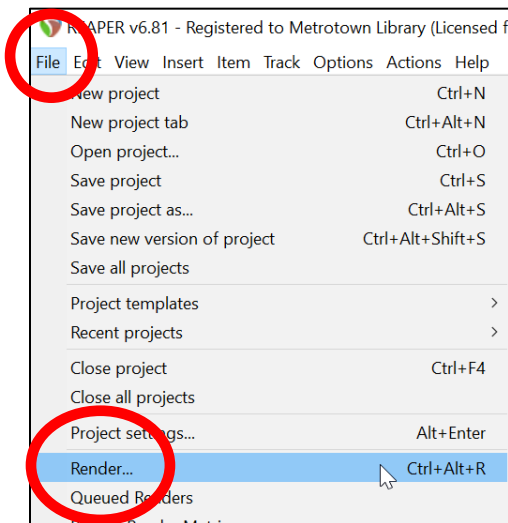

e) When you have finished recording, press *Stop* on the Cassette Tape Converter.

f) Press the *Stop* button in *Reaper*.
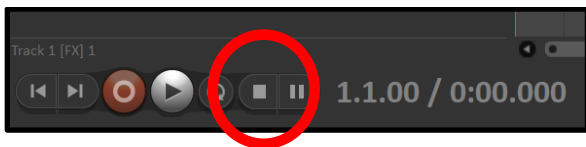
To Save Your Recording

1. Go to File > Render… (or press CTRL + Alt + R).

2. When the Render window pops up, add as follows:
   a) **Directory**: choose the device or folder where you wish to save the files.
   b) **File name**: name of the file.
   c) **Primary output format**: Choose MP3 as your file. This will play in most machines and is a small file for saving.
   d) Click **RENDER** when ready to turn into an MP3.
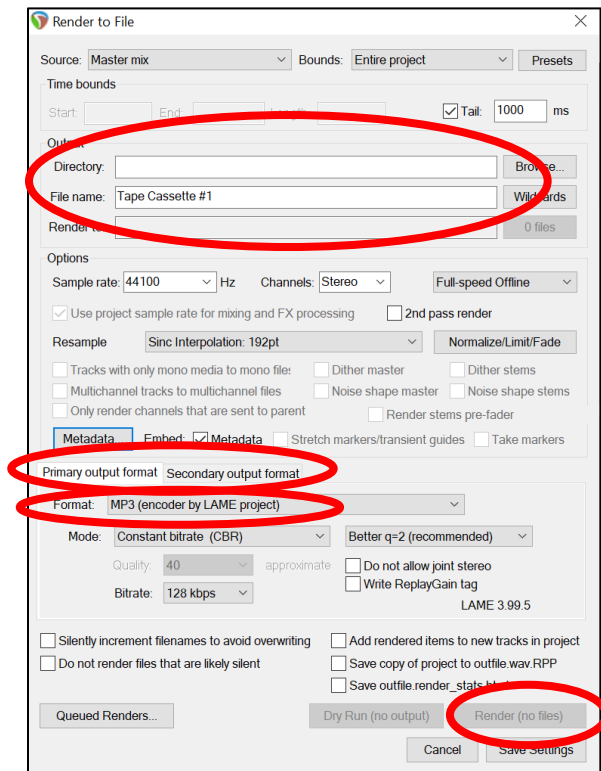
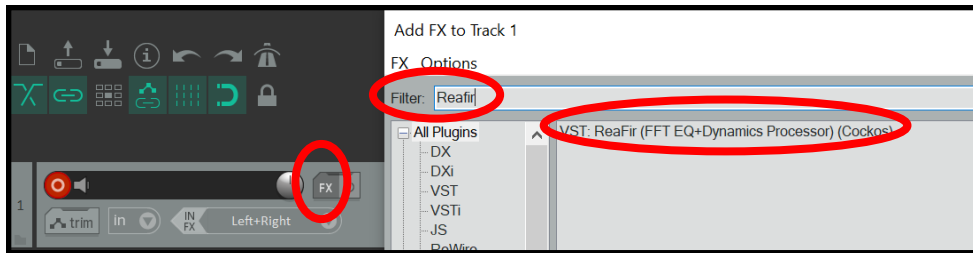

OPTIONAL A:

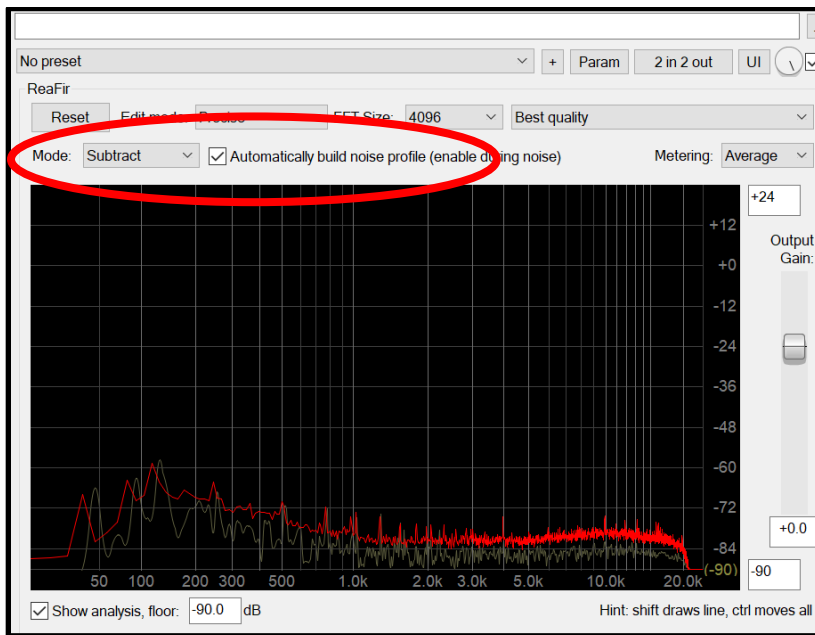## Remove Static Caused by the Tape Player

1. Without a tape in the Cassette Tape Converter, press the *Play* button.

2. You will see red bars in the Peak Meter. This is static.
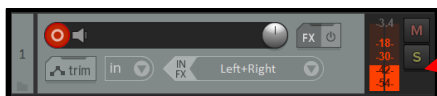
3. To get rid of the static, keep the tape player going and add the FX *ReaFir*.

4. In ReaFir, change *Mode: EQ* to **Mode: Subtract** and check the box beside it.
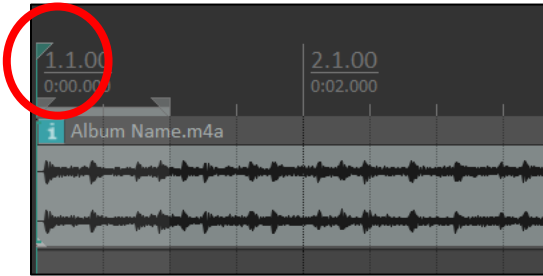

5. When the wave length at the bottom seems stable (should only take a few seconds), uncheck the box and exit the FX.

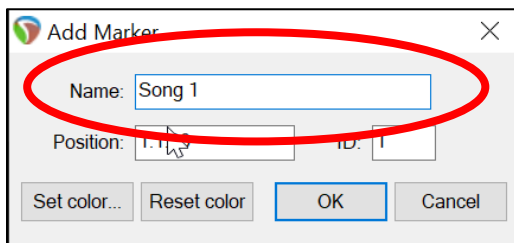6. Stop the Cassette Tape Converter and load your cassette.

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OPTIONAL B:

To Single Out Audio on One Track
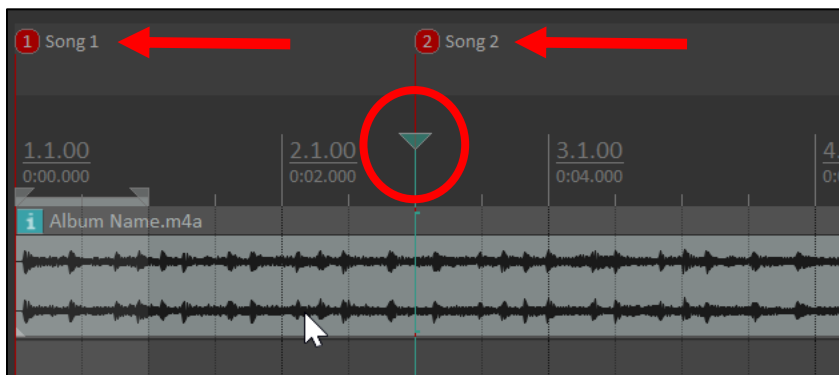
1. Place the Playhead at the beginning of the track, or at the start of your first audio.

2. Press SHIFT + M to mark the track and bring up the audio label.
   a) Type the name of the audio; in this example, it's Song 1.
   b) Press OK.


3. Put the Playhead at start of next song.
   a) Press *SHIFT + M* again and add the name of the audio.
   b) The audio names will appear above the track.

4. Repeat for all audio you wish to separate on the track.
5. Follow instructions to RENDER the file, but add this step:
   a) **Entire Project**: Change to "*Selected markers*"
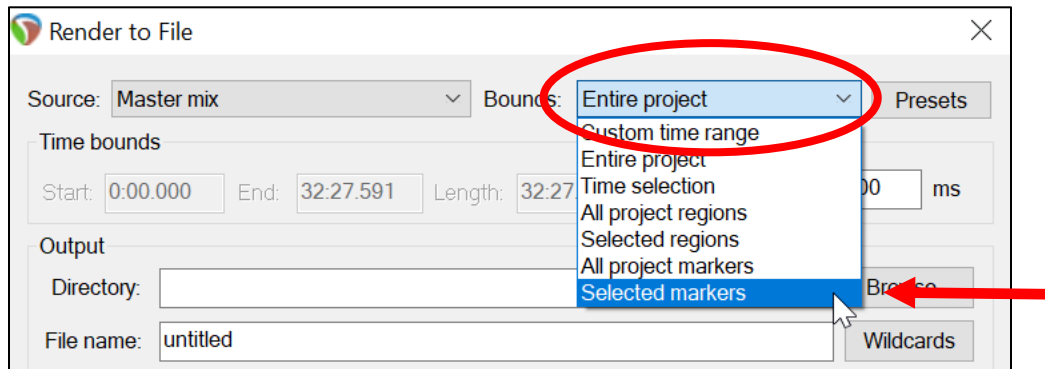
6. You will see a box showing how many files will be rendered. Make sure that matches up with how many songs you marked on the track.
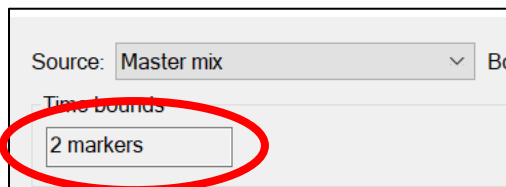
7. Click **Render (X) files**. (The "X" is how many files you are rendering.)
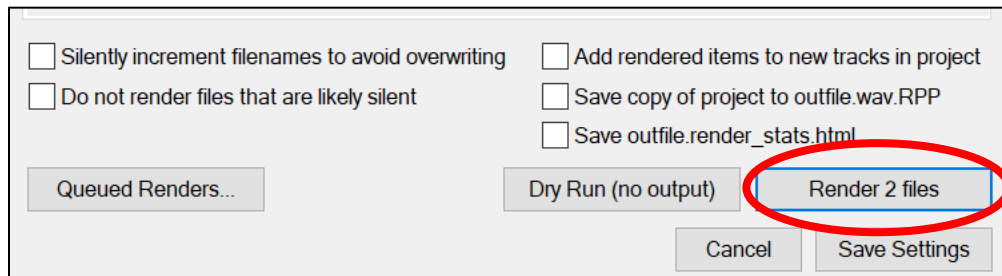
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