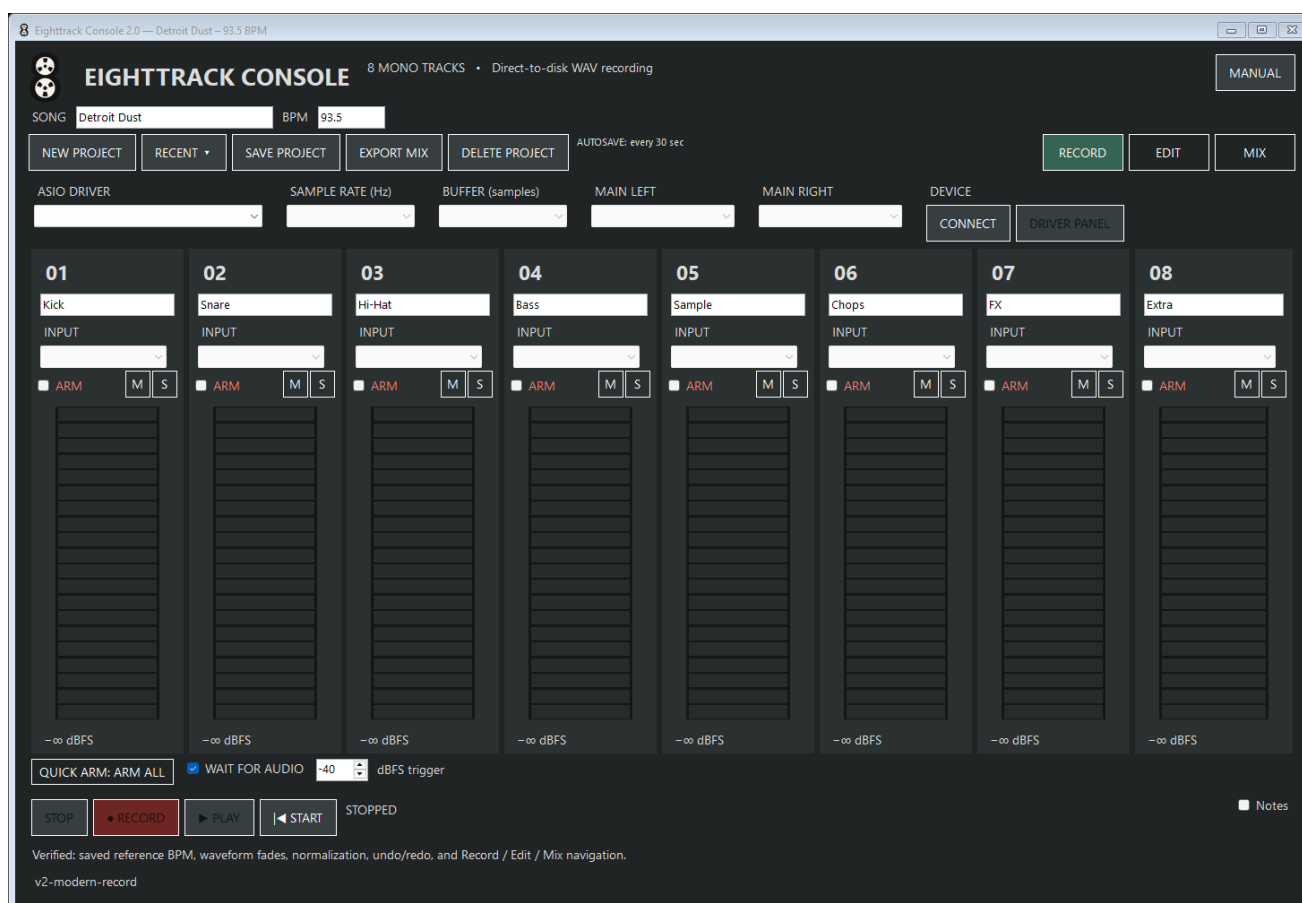




1. Connect and record

Eighttrack Console 2.0 by Eighttrack Audio. A simple eight-track recorder for hardware samplers and drum machines. Make the beat on your hardware, capture it, make a few adjustments, then export.



RECORD is for your interface, input assignments and armed tracks. The screenshots use a synthetic demo session.

Install: Run Eighttrack-Console-2.0-Setup.exe. Choose an application folder and optional desktop shortcut. Eighttrack Console opens maximized; all three pages fit without vertical page scrolling. A separate .NET installation is not needed. Click MANUAL at the top right to open this installed PDF offline.

Window controls: Minimize to the taskbar and click the taskbar icon to return. Use the title-bar Maximize button to fill the screen. Switching to another folder or app does not change your song, mixer settings, or selected page. Minimizing does not stop recording or playback; use STOP when you want to stop.

Connect: Open RECORD, choose the manufacturer-provided 64-bit ASIO driver and click CONNECT. Set the sample rate, buffer and MAIN LEFT / RIGHT outputs. The last connected driver reconnects on launch. Input meters run as soon as connected, including after STOP; no recording or playback is needed.

Create a song: Enter SONG and press Enter. Its folder is created in Documents / Eighttrack Console / Songs. BPM is optional reference information. Assign INPUTS and tick ARM, or use QUICK ARM to arm/disarm all eight tracks. Edit names in RECORD or double-click a name in EDIT/MIX. Playback can continue while renaming.

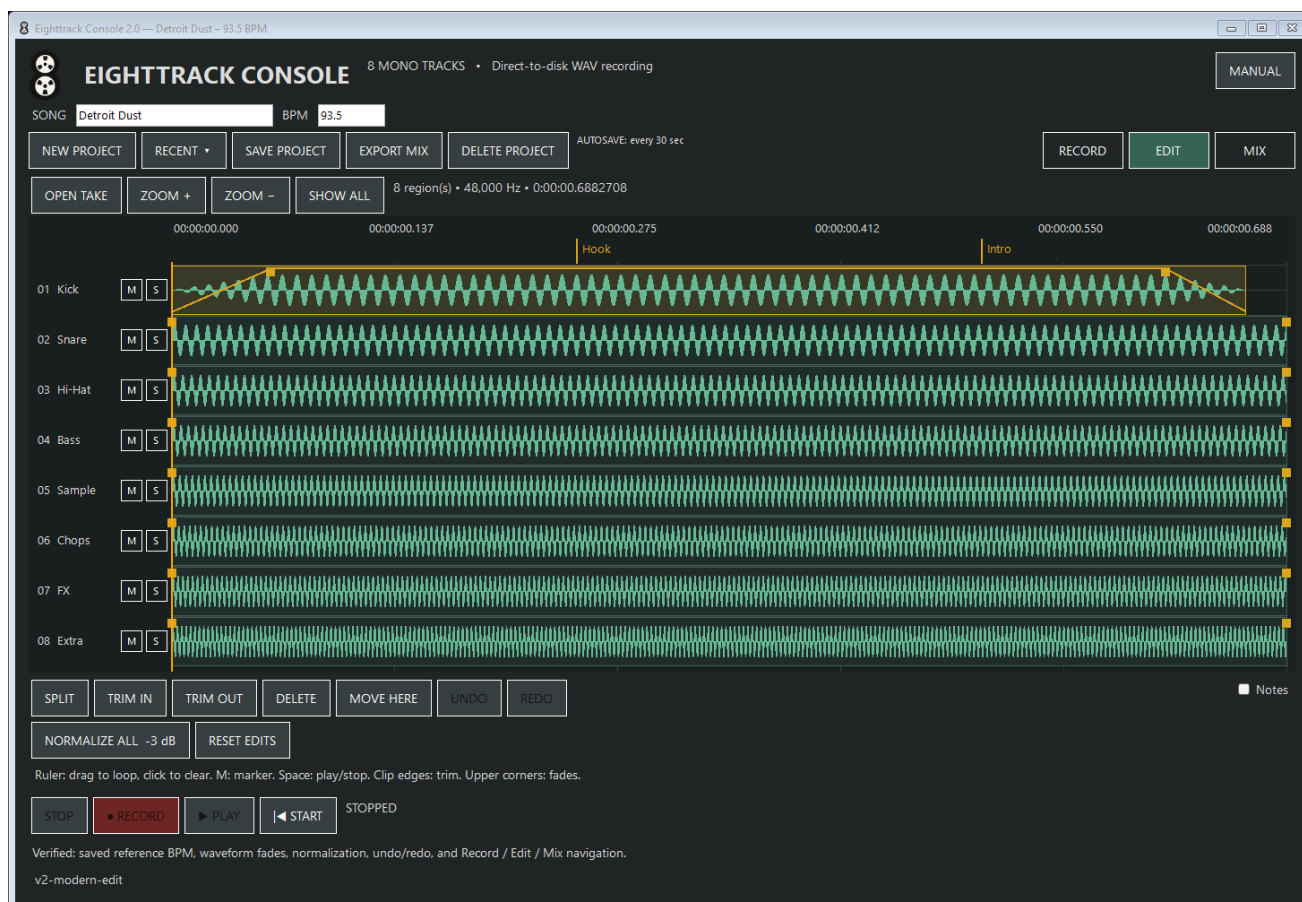
Wait for the hardware: Leave WAIT FOR AUDIO on. Press RECORD, then press Play on the sampler. All armed tracks start together when an input crosses the threshold.

Finish: Press STOP and wait for saving to finish. Open EDIT to play and adjust the take. Recordings are separate mono WAVs inside the song folder.



2. Edit the take

Use the EDIT button at the upper right. Editing is time-based: there is no beat grid, snapping or tempo processing.



Listen: Space plays/stops; Shift+Space plays from the beginning. R starts recording when ready. In EDIT, Left/Right scrub by 0.1 second; M adds a marker. Shortcuts stay inactive while typing. Click the waveform to seek. Drag across the top ruler to loop a range; click the ruler once to clear it. Loop ranges are temporary and do not change exports. EDIT initially shows the complete take. Use the ruler wheel or ZOOM + / - to zoom manually; SHOW ALL returns to the full take. Horizontal scrolling appears only while zoomed in.

Mute and solo: M mutes a track. S solos it and releases the previous solo, so only the newly soloed track is heard. Click S again to release solo. Explicit M mutes stay as set. These controls match RECORD and MIX and work during playback.

Fade: While stopped or playing, drag a gold upper-corner handle inward: left for fade-in, right for fade-out. The curve previews the fade; releasing the handle applies it without stopping playback. Drag the handle back to the edge to remove it.

Normalize: NORMALIZE ALL -3 dB adjusts each edited track to a -3 dBFS peak before mixer/effects. Silent tracks stay silent. Original WAVs are preserved. UNDO restores all track levels in one step.

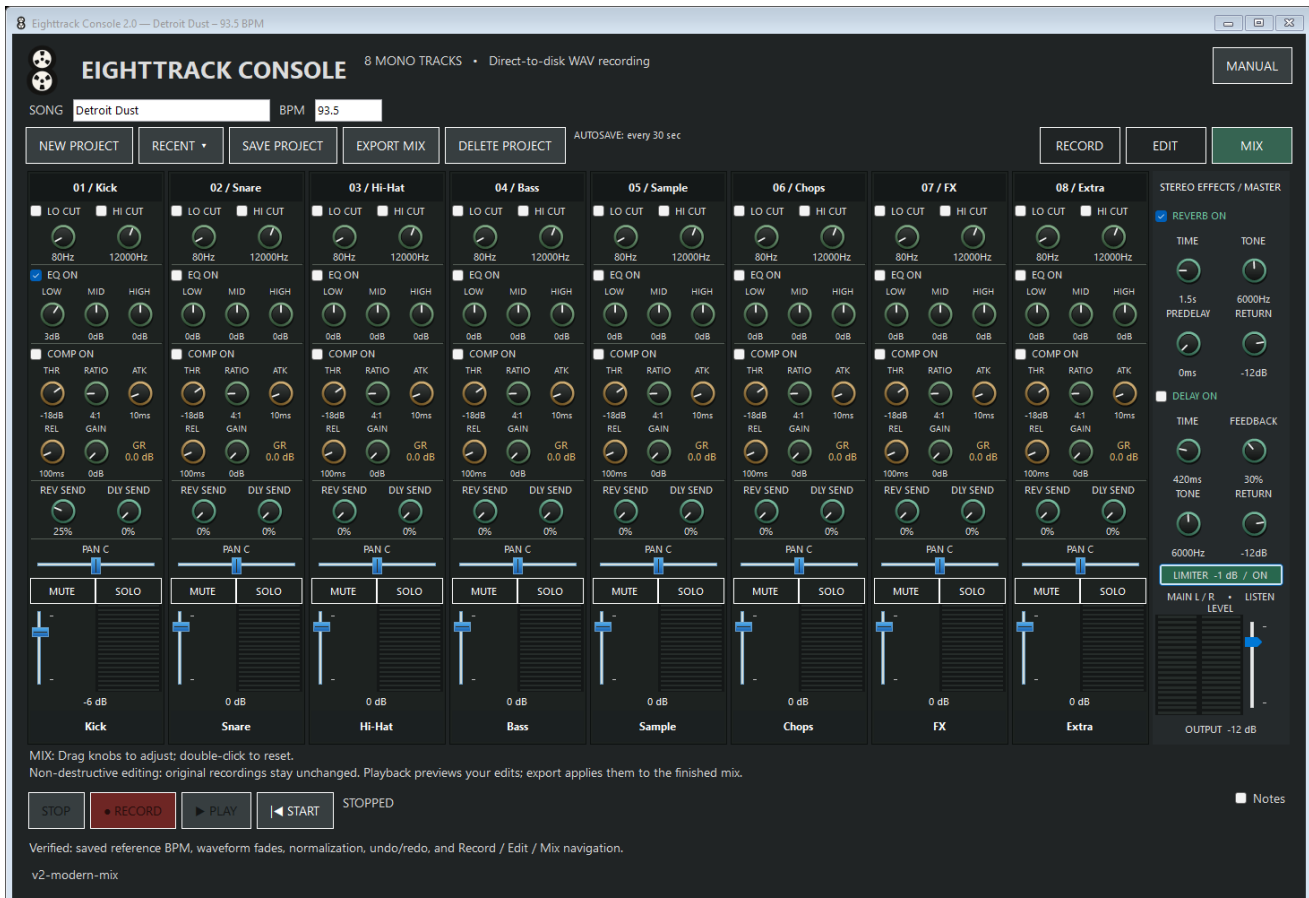
Start and trim: Drag the left or right clip edge inward, below the gold fade handle, to trim to that point. TRIM IN / OUT also works at the cursor. Drag the clip body to move it. SPLIT divides at the cursor; DELETE, or the Delete key with a clip selected, removes it from playback. UNDO restores it.

Markers and undo: Click the timeline and press M, or right-click the top ruler, to add a named marker; right-click an existing marker to rename or delete it. UNDO / REDO handle edits. RESET EDITS asks before restoring all original clips, trims, fades, moves and levels; this reset can be undone. Edits save automatically; source WAVs stay intact.



3. Mix the tracks

MIX keeps all eight channel strips, shared effects and the master on one page. EQ, compression, sends and levels can be adjusted while the take plays.



Each channel: Set the fader and pan. Use EQ ON or COMP ON to enable processing. Reverb and delay begin off; raising a send enables its matching effect. Click its ON box to bypass it.

Solo is exclusive: Selecting SOLO on another track switches to that track. Soling a muted track clears its M mute so it can be heard. Releasing solo restores the remaining tracks according to their M states.

Double-click defaults: Any knob returns to its factory default. Track faders return to 0 dB; pan sliders return to center. The master LISTEN LEVEL returns to -12 dB. These resets work during playback and save through the normal settings.

Master: LISTEN LEVEL sets the final output and export level. LIMITER -1 dB is a one-click on/off sample-peak limiter. It protects the master output, not the original recorded WAVs.

Monitoring: Use your interface direct monitoring to hear live inputs. RECORD has M/S buttons for take playback. Playback effects process the take; recordings remain raw.



4. Save, export and reopen

Autosave: A blank name or Untitled song keeps autosave off. Name the song to enable it. **SAVE PROJECT** stores the song name, reference BPM, names, markers, active take, routing and other project settings. Edits and mixer settings save alongside each take. **NEW PROJECT** asks for confirmation, saves and backs up the current song, then clears the workspace. Save errors keep the song open. **RECENT** lists your last 12 songs with optional BPM and removes missing projects; **Browse** opens another eighttrack.json. **NOTES** at bottom right saves with the song. Notes starts closed. The checkbox at the far right shows/hides the large notes box beside it without erasing its text.

Delete a project: Stop recording/playback, then click **DELETE PROJECT**. Both confirmations must be accepted. The final warning lists the folder: all its recordings, backups, exports and other contents are permanently deleted. There is no Undo; files outside that folder are kept. Cancel either prompt to keep the project.

BPM is a label only. It does not change speed, recording, delay timing, fades or editing. It appears in the title and proposed export name, for example Dusty Beat - 91 BPM.

Keep the whole song folder. Audio/ contains your mono WAVs and take settings; eighttrack.json holds the song metadata; Autosave/ keeps the latest metadata backups; Exports/ is the default stereo export folder. Copy the whole folder when moving or backing up a song.

Export the finished mix: Stop recording/playback, click **EXPORT MIX**, choose WAV or MP3, then **CHOOSE FILE**. Select a name and destination. The export includes edits, normalization, mixer, EQ/compression, effects tails, **LISTEN LEVEL** and the enabled master limiter.

WAV

16-bit, 24-bit or 32-bit float. Recorded rate, 44.1 kHz or 48 kHz. Good for archiving and further audio work.

MP3

320 kbps stereo at 44.1 or 48 kHz. Good for convenient sharing. Requires Windows media features.

Export is offline and does not need a connected interface. Cancelling preserves an existing destination. MP3 is lossy and can add a little codec padding or alter decoded peaks. Keep WAV for an exact uncompressed copy.

Quick fixes

No sound? Check the connected driver, main outputs, assigned inputs, ARM, M/S states and **LISTEN LEVEL**. **PLAY** requires an interface that supports the take recorded rate.

Waits forever or triggers on noise? In **RECORD**, adjust the trigger threshold: a higher value such as -30 dBFS is less sensitive; a lower value such as -50 is more sensitive.

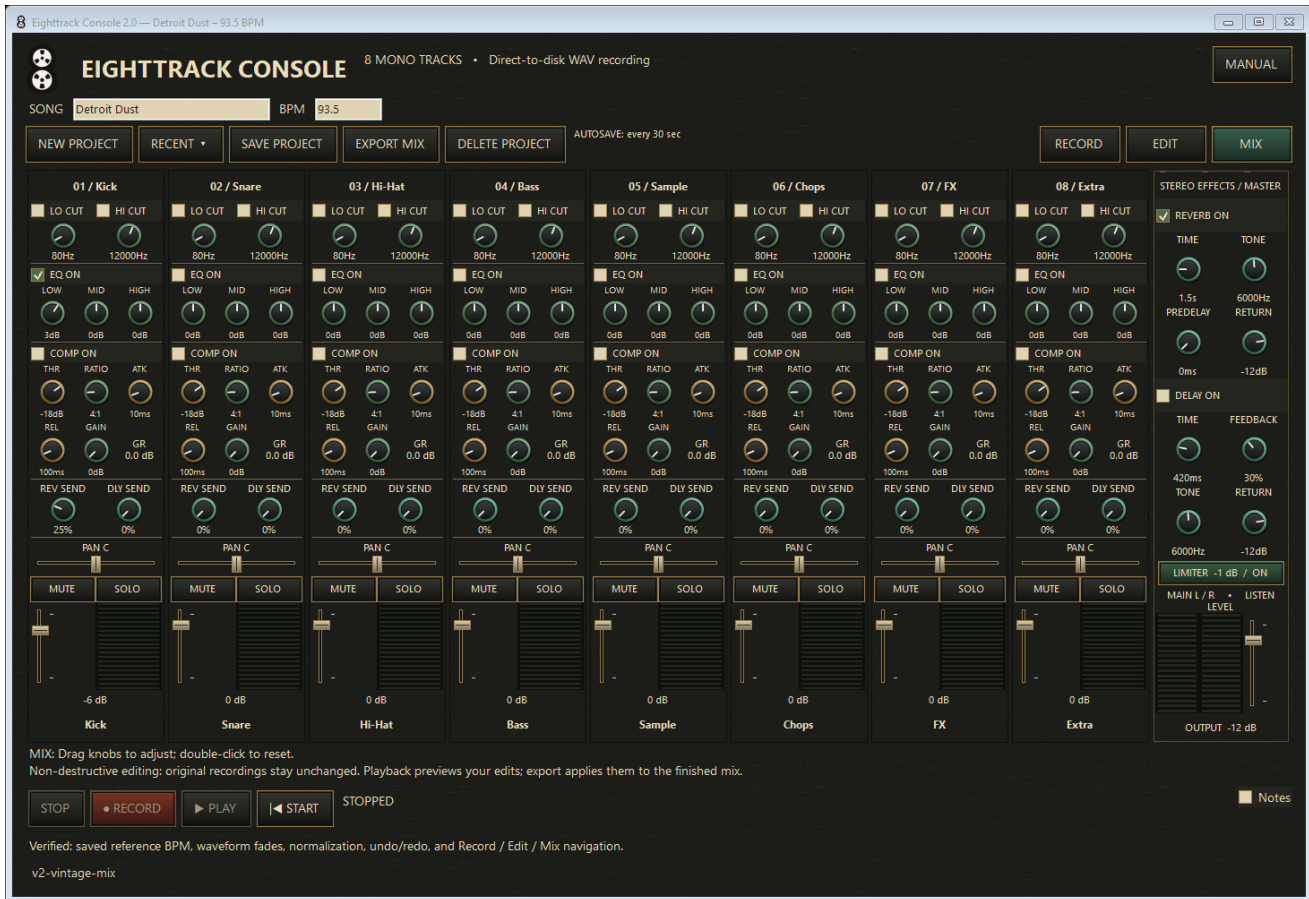
Interrupted recording? Keep the complete take folder and original WAVs before attempting recovery. Named projects have metadata backups; keep a separate backup of your audio.

Uninstall: Use Windows Installed apps or the Start-menu uninstall shortcut. Song folders and recordings are retained. The installer is unsigned; physical ASIO performance depends on your interface and driver.



5. Optional Vintage Skin

Version 2 adds a visual treatment inspired by professional vintage studio hardware. Only the open Record, Edit or Mix tab is highlighted. In Vintage, channel faders and pan sliders match the cream-and-brass master control. Both skins use the same controls and audio engine.



Switch: Press Shift + Up Arrow. In Modern Digital, the dialog asks Change to Vintage Skin? In Vintage, it asks Return to Modern Digital Skin? Click CHANGE SKIN to apply, or CANCEL to leave the current skin unchanged.

Hidden shortcut: There is no skin button or menu item. Holding the keys does not repeatedly open the dialog. The shortcut is also available while a text field is focused.

Appearance only: Switching does not reload your project, stop playback/recording, move the playhead, reset values, change routing, or modify recordings and edits.

Default: First launch starts with Modern Digital. Your last confirmed skin is restored on subsequent launches. This appearance preference is stored separately from projects.

Native windows: Windows file choosers and the ASIO vendor control panel retain their system/vendor appearance. Eighttrack-owned prompts, editor dialogs, menus and tooltips follow the skin.

6. Import, copy and arrange

Import several WAV files: In EDIT, right-click a completely empty lane and choose Insert Audio. In the file picker, use Ctrl+click to select individual files, or Shift+click for a range. Each file fills a separate empty lane, starting with the clicked lane, continuing downward and then wrapping to earlier empty lanes. If there are too few empty lanes, nothing is imported.

Audio preparation: Imports start at the beginning of the song. Stereo is averaged to mono; files are converted to the existing take sample rate, or the first file rate in a new project. Name the song first. Stop playback/recording before importing. External WAVs and previous takes remain untouched.

Copy and paste: Select a clip and press Ctrl+C, or right-click it and choose Copy. Right-click an empty point in the same lane and choose Paste Here. Ctrl+V pastes into that original lane at the playhead. Overlaps are rejected. A fully empty lane offers Paste at Start when a clip from that lane is copied.

Duplicate: Right-click a clip and choose Duplicate at End of Lane, or select it and press Ctrl+D. The copy follows the last clip in that lane. Copies retain trims, fades and normalization while referencing the same original audio. UNDO and REDO include copy/paste and duplicate edits.

Reorder tracks: Right-click the track name in EDIT and choose Move Up or Move Down. The audio, track name, clip edits, mixer/filter settings, input assignment and armed state move together across Record, Edit and Mix. Stop playback/recording first. Reorder is saved with the project; use the opposite move to reverse it. It is separate from clip UNDO.

Cut filters: Each MIX channel has LO CUT and HI CUT switches with frequency knobs. LO CUT is a 12 dB/oct high-pass filter (20-1000 Hz; reset 80 Hz). HI CUT is a 12 dB/oct low-pass filter (1000-20000 Hz; reset 12000 Hz). Both start off, operate independently of EQ ON, save with the project, and can be adjusted during playback. Double-click resets a frequency; use its switch to bypass.

Processing: Cut filters precede EQ and compression and affect playback and exported mixes. Original recordings remain unchanged. EQ remains fixed at 100 Hz low shelf, 1 kHz bell (Q 0.7), and 8 kHz high shelf, with +/-12 dB gain.

7. Keyboard and mouse reference

Shortcut	Action
Space	Play / stop; also stops recording.
Shift + Space	Play from the beginning.
R	Start recording when available (waits for audio if enabled).
M	EDIT: add a marker at the playhead.
Left / Right	EDIT: move the playhead by 0.1 second.
Delete	EDIT: remove the selected clip; UNDO restores it.
Ctrl + C	EDIT: copy the selected clip.
Ctrl + V	EDIT: paste at the playhead in the copied clip lane.
Ctrl + D	EDIT: duplicate the selected clip at the end of its lane.
Shift + Up	Confirm a switch between Modern and Vintage skin.
Enter	Save a song name, track name or BPM field; confirm a dialog default.
Tab / Shift + Tab	Move keyboard focus forward / backward.
Arrow keys (knob)	Focused knob: Up/Right increase, Down/Left decrease.
Home / End (knob)	Focused knob: minimum / maximum value.
Arrow / Page keys (slider)	Focused fader/pan: small / large adjustments; Home/End reach limits.

Transport and edit shortcuts pause while typing in text fields or using dropdowns/numeric fields. Shift+Up remains available. Clip editing and arranging require stopped playback; fades and mixer controls can change during playback. UNDO/REDO are on-screen buttons.

Mouse: Wheel over the ruler zooms. Drag the ruler to loop; click it to clear the loop. Right-click the ruler for markers. Drag clip edges to trim and upper corners to fade. Double-click knobs/faders/pan to reset; double-click a track name to rename. Wheel over a knob changes its value. Notes starts hidden; use its checkbox to show it.