

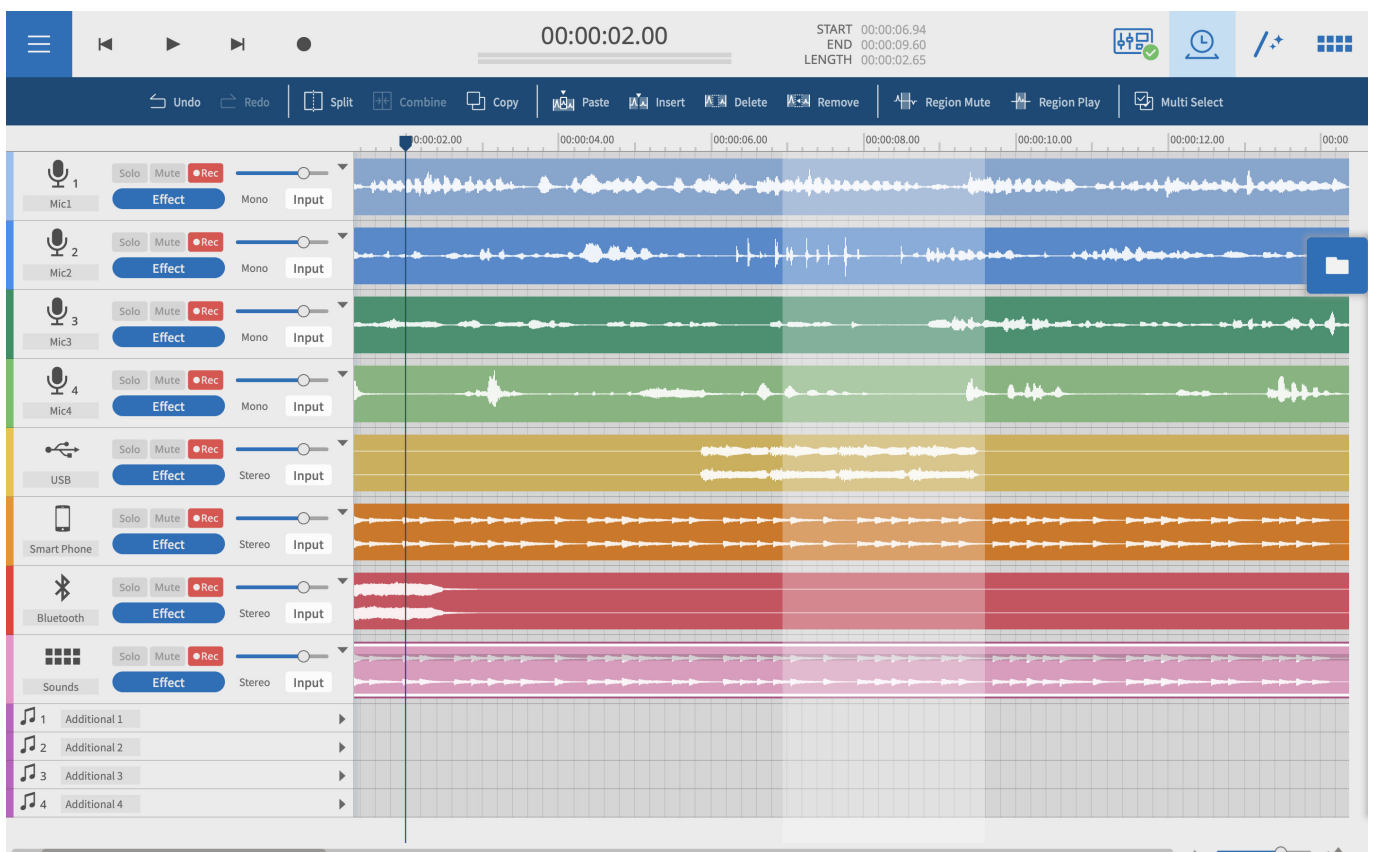
# TASCAM

D01397020B

# TASCAM

# Podcast Editor

USER'S MANUAL



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TASCAM Podcast Editor can be used together with a TASCAM Mixcast to edit recordings and to assign sounds and background music that have been edited or created on a computer to the Mixcast sound pads.

**Before using this software, read the Software Use License Agreement and agree to its terms.**

## Overview

- Waveform editor that is simple and easy to use
- Recording data captured with a TASCAM Mixcast can be imported to audio tracks in TASCAM Podcast Editor with a single action
- Dedicated screen can be used to assign sounds and functions to sound pads
- With recording functions, individual track input and other settings can be made
- Output options include MP3 and WAV files for podcasts and MP4 files that enable the creation of still images for video posting sites
- Functions that simplify connecting and uploading to selected hosting services
- Supports Windows, macOS, iOS and iPadOS devices  
(See "Operating environment" on page 3.)
- Driver installation is unnecessary when using a Mixcast 4
- Service to create captions for audio recording on tracks planned  
(Planned for a future version upgrade)

## Conventions used in this manual

In this manual, we use the following conventions:

- Smartphones, tablets and computers are called "devices".
- This software is called "TASCAM Podcast Editor".
- When using this software with, smartphone or tablet, please make the following substitutions when reading the instructions.
  - Click → Tap
  - Double-click → Double-tap
  - Right-click → Press and hold  
(Control-click on macOS)
  - Slide left/right/up/down → Swipe left/right/up/down
- Information shown on a computer display is written like this: **"OK"**.
- References to "iOS" in this document also include "iPad OS".
- As necessary, additional information is provided under TIP, NOTE and ATTENTION headings.

### TIP

These are tips about how to use the software.

### NOTE

These provide additional explanations and describe special cases.

### ATTENTION

Failure to follow these instructions could result in data loss, for example.

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## Trademarks

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- TASCAM is a registered trademark of TEAC Corporation.
- Microsoft and Windows are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.
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- App Store is a service mark of Apple Inc.
- ASIO is a trademark of Steinberg Media Technologies GmbH.



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## Operating environment

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Check the TEAC Global Site (<https://teac-global.com/>) for the latest information about supported operating systems.

### ATTENTION

Operation with each OS was confirmed with standard system setups that met the following conditions.

Even using systems that meet the following conditions, however, all operations are not guaranteed.

---

## Windows

### Supported operating systems

Windows 11  
Windows 10 64 bit  
(Version 1909 ("November 2019 Update" or later)

### Computer hardware requirements

Windows computer with a USB 2.0 (or higher)

- When using the TASCAM driver (ASIO)  
(Operation with ARM64 CPUs not guaranteed)

### Display resolution

1280×800 or higher (1920×1080 or higher recommended)

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## Mac

### Supported operating systems

macOS Monterey (version 12)  
macOS Big Sur (version 11)  
macOS Catalina (version 10.15)

### Computer hardware requirements

Mac with a USB 2.0 (or higher) port

### Display resolution

1280×800 or higher (1920×1080 or higher recommended)

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## iOS/iPadOS devices

iOS 15 / iPadOS 15  
iOS 14 / iPadOS 14  
iOS 13 / iPadOS 13

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## Supported formats

wav, bwf, aiff, aif, flac, ogg, mp3, wma, asf, wm, aac  
(The supported formats depend also on the OS.)

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## TASCAM ID registration

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TASCAM ID registration is necessary to download and activate the software.

Please create an account on the TASCAM website to use this software.

<https://tascamid.tascam.jp/int/login/>

### ATTENTION

You cannot use this software if you do not have a dedicated account.

Please create an account for TASCAM ID as explained above.

Anybody can create an account for free.

## Installing TASCAM Podcast Editor

Apps can be downloaded and installed\* for free. They are available on the App Store for iOS and iPadOS and the TASCAM website for Windows and macOS.

### NOTE

- A TASCAM ID required for use. Please refer to “TASCAM ID registration” on page 3 and register.  
Anyone can create a TASCAM ID for free.
- Please be aware that you are responsible for any transmission costs related to Internet connection.

## Windows

1. Download the latest version of TASCAM Podcast Editor from the TEAC Global Site (<https://teac-global.com/>), and save it on the computer being used.
2. Extract the saved TASCAM Podcast Editor (zip file) on the computer desktop or another location.
3. Double-click the “TASCAM Podcast Editor\_xxx.exe” (xxx is the version number) file in the folder that appears after extraction to launch the installation software.

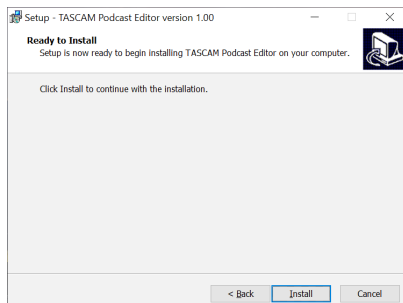
### NOTE

If you open a zip file without extracting it and execute the exe file in the folder opened by double-clicking, the installer will not launch. Right-click the zip file and select “Extract All”, for example, to extract it and then try again.

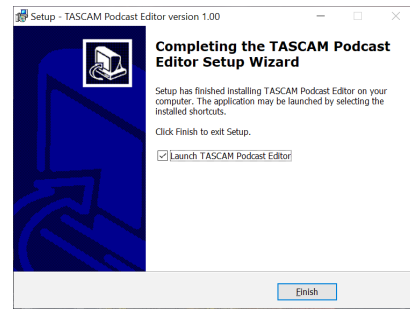
4. When a Security Warning or User Account Control screen appears, click the “Yes” button.
5. Read the contents of the User License Agreement, and select “I accept the agreement” if you agree to the terms.  
Then, click the “Next” button.



6. Next, click the “Install” button.



7. The following screen appears when installation has completed. Click the “Finish” button.



This completes the installation of this software.

## Mac

### NOTE

Depending on the Gatekeeper setting, a warning message might appear during installation. Please see “Working with Gatekeeper” on page 6 for information about Gatekeeper.

1. Download the latest version of TASCAM Podcast Editor for the operating system being used from the TEAC Global Site (<https://teac-global.com/>), and save it on the computer being used.
2. Double-click “Podcast Editor\_XXX.dmg” (XXX is the software version number), which is the saved disk image file for TASCAM Podcast Editor. Then, double-click “Podcast Editor.pkg” in the folder that opens.

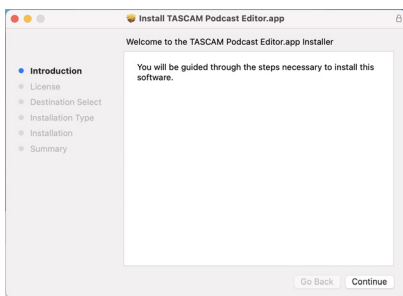


PodcastEditor\_Installer.pkg

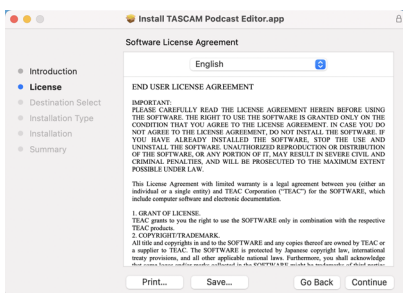
### NOTE

Depending on the computer’s settings, the downloaded zip file might not have been extracted automatically. In this case, extract the zip file first and then double-click the disk image file.

3. When the installer starts, click the “Continue” button.

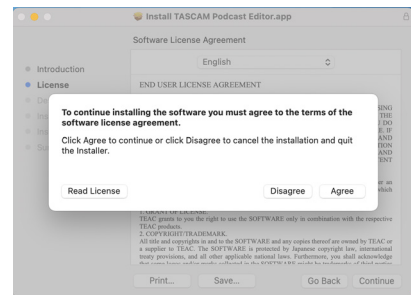


4. Next, select the desired language and click the “Continue” button.

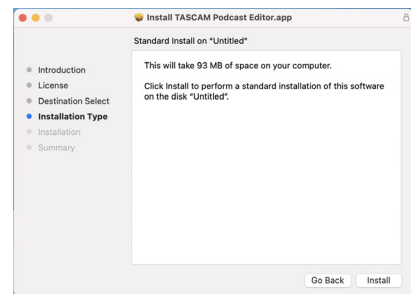


5. Click the “Read License” button and check the contents of the Software License Agreement. If you agree to the contents of the license, click “Agree”.

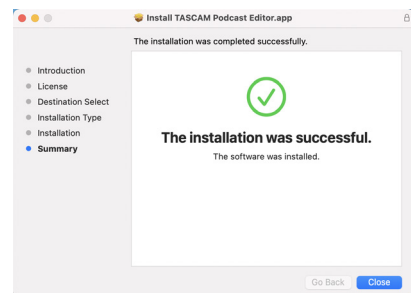
Then, click the “Next” button.



6. Next, click the “Install” button to start installation.



7. The following screen appears when installation has completed. Click the “Close” button.



This completes the installation of this software.

## Working with Gatekeeper

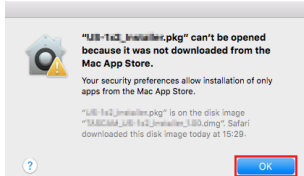
When using macOS, depending on the Gatekeeper security function setting, a warning message might appear during installation.

The solution depends on the warning message shown.

See the following explanations for details.

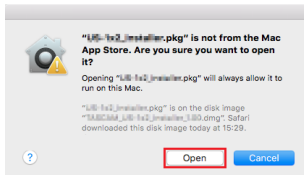
### When the Gatekeeper setting is “Allow applications downloaded from: the Mac App Store”

- The following security warning might be shown: “Podcast Editor.pkg’ can’t be opened because it was not downloaded from the Mac App Store.”



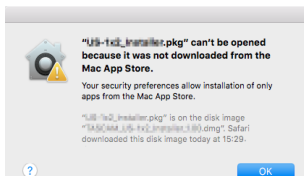
In this case, click the “OK” button to close the message. Then, control-click (or right-click) the file and click “Open” in the menu.

- When the “Podcast Editor.pkg’ can’t be opened because it was not downloaded from the Mac App Store. Are you sure you want to open it?” security warning message appears, click the “Open” button.



This warning message might also appear when the Gatekeeper setting is something other than “Allow applications downloaded from: the Mac App Store.”

- The file still might not open and “Podcast Editor.pkg’ can’t be opened because it was not downloaded from the Mac App Store.” might appear again.



In this case, copy the file from the folder where it is to the desktop or another folder, and then open it. Alternatively, change the Gatekeeper settings to “Allow applications downloaded from: the Mac App Store and identified developers” and try opening it again.

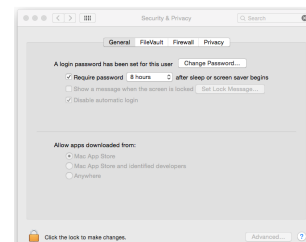
### When the Gatekeeper setting is not “Allow applications downloaded from: the Mac App Store”

- The following security warning might be shown: “Podcast Editor\_xxx.dmg (xxx is the software version number) is an application downloaded from the Internet. Are you sure you want to open it?” In this case, click the “Open” button.



### Changing the Gatekeeper setting

- To change the Gatekeeper setting, open the System Preferences from the Apple menu, or open an Application window in the Finder and click System Preferences.app. Then, open the “General” page of the “Security & Privacy” pane, and change the “Allow apps downloaded from:” item. To change this, you must click the lock icon (🔒) at the bottom left and enter a password to unlock the settings.



This setting will lock again when you click the 🔒 button or type command-Q to close the System Preferences or when you click “Show All” to close the open pane.

### ATTENTION

Changing the Gatekeeper settings could result in security risks.

If you changed the Gatekeeper setting to decrease security (use one of the lower settings), set it back to the original setting after installing this software.

## iOS/iPadOS devices

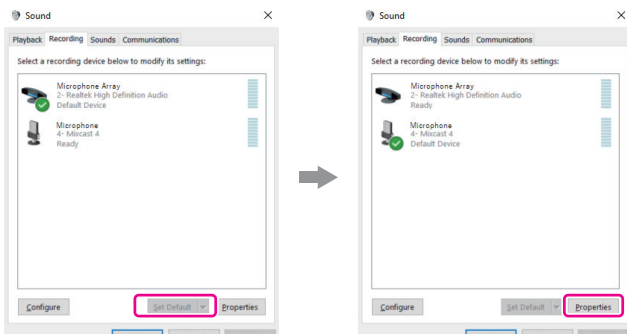
- For an iOS/iPadOS device, search for “TASCAM Podcast Editor” on the App Store and install it.
- Please be aware that you are responsible for any transmission costs related to Internet connection.

## Sound settings when using with Windows

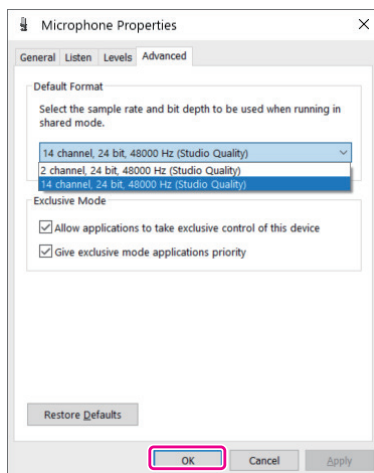
When using a TASCAM Mixcast with Windows, after connecting it, conduct the following steps to make Sound settings before launching the software.

### Sound settings

1. Open Windows Start > Settings > System > Sound > Sound Control Panel.
2. After selecting the **Recording** tab, and selecting "**Mic (Mixcast 4)**", click "Set Default (S)".  
Confirm that a check (✓) is next to "**Mic (Mixcast 4)**", and click "Properties (P)".



3. On the **Mic Properties** screen, open the **Advanced** tab and set the "Default Format" to "**14 channel, 24 bit, 48000 Hz**", and click the "OK" button.



- To use this software or other software that supports multiple channels, select a 14-channel setting.
- Select a 2-channel setting when using OBS Studio or another application that supports 2-channel audio devices.

This completes sound settings.

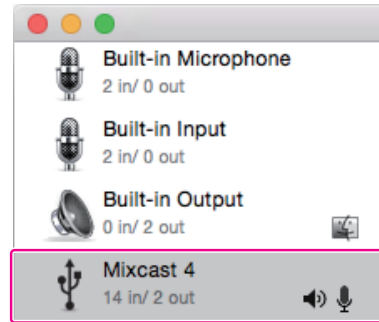
Start this software.

## Using with macOS (audio settings)

When using a TASCAM Mixcast with macOS, after connecting it, conduct the following steps to make Sound settings before launching the software.

### Audio settings

1. Open the "**Audio MIDI Settings**" application in "Other" from the Launchpad or in the Utilities folder, opened from a new Application window in the Finder.
2. Set "**Mixcast 4**" shown in the sidebar as the sound input/output (mic/speaker) device.



- Do not enable "Play Alerts and Sound Effects Through This Device".

3. Confirm that the "Input" setting is "14 ch" as shown in the illustration below.



This completes making audio settings.

Start this software.

## Using with iOS/iPadOS devices

No audio settings are necessary with iOS/iPadOS.

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## TASCAM Podcast Editor overview

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When connected to the Internet, notifications will appear when this software is launched.

### NOTE

Put a check in the "Do not show the same message again" checkbox to prevent the same message from being shown the next time it is launched.

---

### Automatic software update function

When connected to the Internet, if a new version of the software has been released, the following automatic update notification will appear when it is launched.



#### ① Update Now

Click this button to use the latest version of the software.

#### ② Update Later

If you want to update later, click this button to close the update window.

#### ③ Don't show the same message again

Put a check in the "Do not show the same message again" checkbox to prevent the same message from being shown the next time it is launched.

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## TASCAM Podcast Editor screen overview

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### NOTE

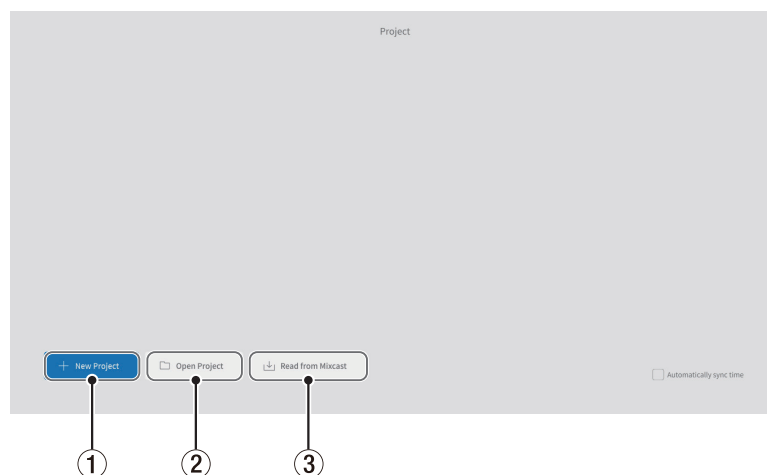
- Sets of recordings produced by this software are saved as "projects".
- In general, the screens shown in this document are from a computer. Screens might appear differently on iOS and iPadOS.

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### Project Screen

#### Initial Project Screen

The screen will appear as follows if no project has been created yet.



#### ① New Project

Use this to create a new project.

#### ② Open Project

Use this to select an existing project. (\*.tpe" file)

#### ③ Read from Mixcast/Read Mixcast File

- Read from Mixcast (when Mixcast 4 connected)  
Use this to select podcast files recorded on an SD card in a Mixcast and load them in this software.
- Read Mixcast File (when Mixcast 4 not connected)  
Use this to select podcast files saved on devices and load them in this software.

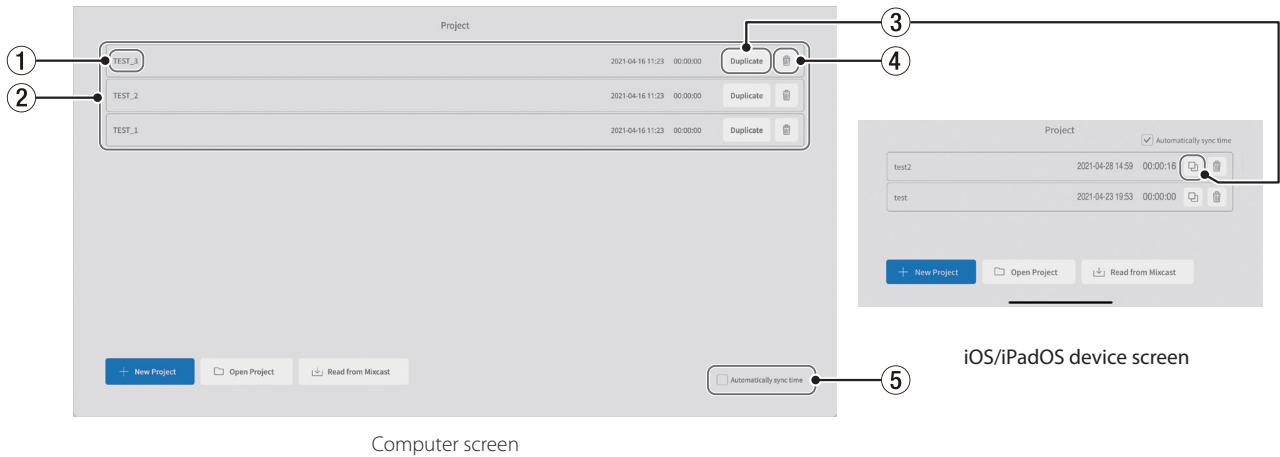
### NOTE

To create projects on iOS and iPadOS devices, see page 19.



## Regular Project Screen

This shows projects that have been created. Double-click the name of an existing project to open it.



### ① Project name

This is the name of a project that has been created.

### ② Project list

This shows a list of projects that have been created.

### ③ Duplicate project

Input a project name when duplicating.

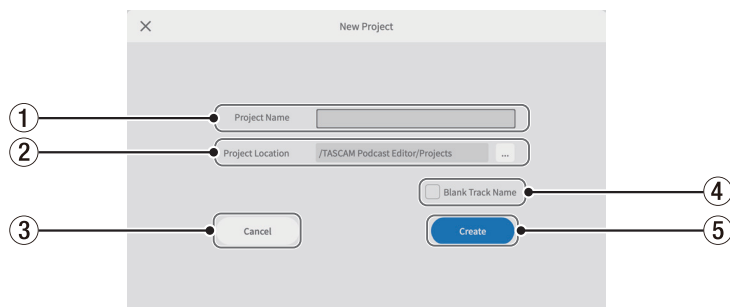
### ④ Delete project

This will also delete the audio and other data in the project.

### ⑤ Automatically sync time

Put a check in this box to synchronize the date and time used by the TASCAM Mixcast to the date and time used by the computer.

## New Project Screen



### ① Project Name

Input the name\* of the project when creating it.

\*The recommended length is about 20 numbers and English letters.

### ② Project Location

The save destination can be changed when using a computer.

### ③ Cancel

Return to the previous screen.

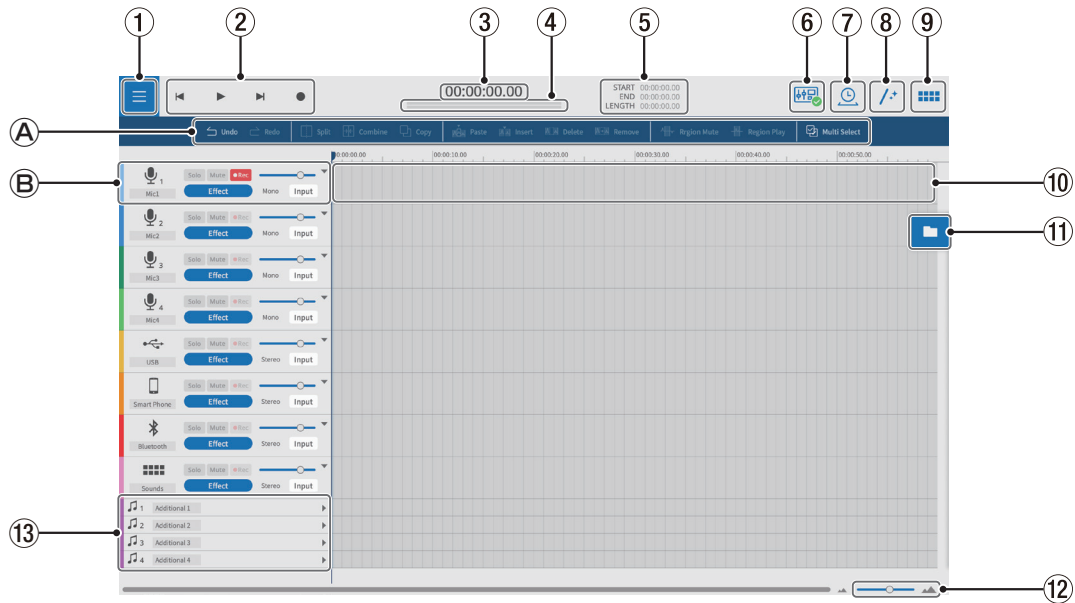
### ④ Blank Track Name

Put a check in this box to leave blank the track names (⑥) shown on the Waveform Editing Screen, allowing them to be input as desired. (The mic symbols and other icons cannot be changed.)

### ⑤ Create

This creates the project.

## Waveform Editing Screen



### A Editing tools

Use these to edit the waveforms of individual tracks.

### B Track controls

Use these to make settings for input tracks.

### 1 Menu button

Use this to open the menu.

### 2 Transport controls

Use these to start and stop playback (▶/■), skip to the beginnings (◀) and ends (▶) of projects, and record (●).

### 3 Time counter

This shows the current position.

### 4 Level meters

These show the input levels from the Mixcast or the playback output levels.

### 5 START/END/LENGTH times

These show the START position, END position and LENGTH of the selected intervals.

### 6 Mixcast connection icon

This is shown when a Mixcast connected by USB is recognized correctly.

### 7 Time Stretch

A single region or multiple regions can be shortened or elongated by adjusting their ends.

- The playback speed will be adjusted according to the change in length.

### 8 Automatic

With a single click, this automatically reduces noise and adjusts volume differences between mics for the entire project.

### 9 Sound Pads

Use this to set, for example, effect sounds for the Sound Pads on the Mixcast.

### 10 Track view

This shows recording regions.

### 11 File browser

Files loaded in the project are shown separately in Podcast and Sound Pad folders.

### 12 Zoom in/out

Use this to zoom the waveform in/out on the time axis.

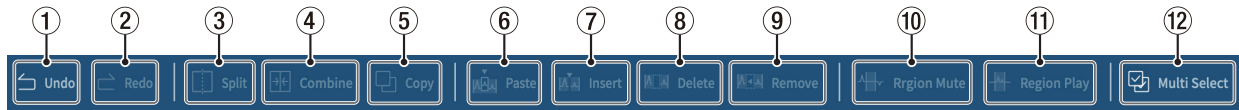
This does not zoom in/out on the amplitude axis.

### 13 Additional tracks

These extra tracks can be used for a variety of applications.

Unlike other tracks, these can be switched between mono and stereo.

## Editing tools



### 1 Undo

This undoes the most recent operation.

### 2 Redo

This redoes the most recent operation.

### 3 Split

You can split the selected region at any point.

### 4 Combine

After selecting the regions that you want to combine, press this button to combine them. Enabling Multi Select (12) makes the selection of multiple regions possible. (Gaps between regions will be silent.)

#### TIP

- Bringing two adjacent regions closer will cause them to snap together. This makes it possible to combine regions without any gap.
- By selecting a track, the time positions of all the regions in that track can be preserved when they are combined into a single region.
- Multiple selection is also possible while pressing "Ctrl" in Windows or "Command" in macOS.

### 5 Copy

This copies regions and selected intervals.

### 6 Paste

This pastes copied content to the desired position.

Unlike Insert (7), pasting does not change the positions of other regions.

### 7 Insert

This inserts regions at desired positions.

### 8 Delete

This deletes the selected regions or intervals.

Unlike Remove (9), the deleted part will become a gap.

### 9 Remove

This removes the selected region.

### 10 Region Mute

This mutes selected intervals.

This can be used to silence sudden noise in the recording.

### 10 Region Play

This mutes everything outside selected intervals.

This is useful for muting areas outside selected intervals.

### 12 Multi Select

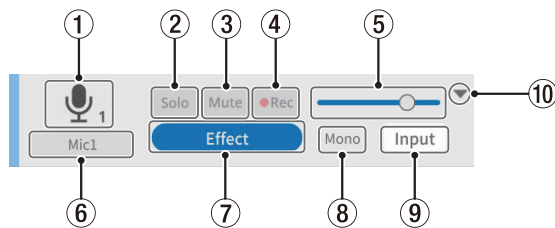
Activate this to enable selection of multiple regions and tracks.

(When on, the "Multi Select" background appears highlighted.)

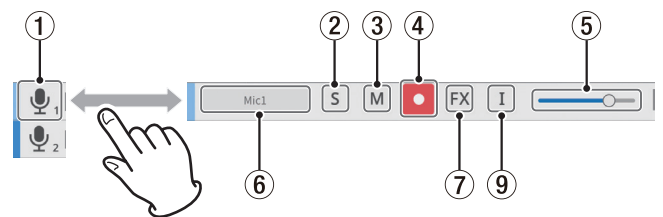
## Playback controls

#### NOTE

On iOS and iPadOS devices, swipe from the track icons to show these controls.



Computer screen



iOS/iPadOS device screen

### 1 Track icon

This shows the INPUT icon of the Mixcast unit.

### 2 Solo button

This mutes all other tracks, enabling monitoring of only the selected tracks during playback. Select this again to disable it.

(This does not affect exported files.)

### 3 Mute button

This mutes only the selected track. Select this again to disable it.

(This does not affect exported files.)

### 4 REC button

Tracks that have recording enabled (REC or ) will be recorded on.

When a Mixcast is connected, they will be enabled by default.

### 5 Volume slider

Slide left and right to adjust the overall track volume.

(This affects exported files.)

### 6 Track name

If a check has not been put in Blank Track Name (4) on the New Project Screen (page 9), names will be shown according to the Mixcast inputs.

Double-click the name area to enable changing the name.

### 7 Effect settings button

Effects can be applied to tracks.

Settings can be made for your favorite VST3 (Windows/macOS)/Audio Units (macOS) plug-ins and effects included in this software can be used. (See "Effect" on page 17.)

### 8 Track type

This shows whether the input track is mono or stereo.

- Tracks 1–4: Mono
- Tracks 5–8: Stereo

(Additional tracks can be set as desired.)

Icons are shown on iOS and iPadOS.

□ : Mono

□ : Stereo

### 9 Input settings button

When connected to a Mixcast, inputs will be automatically set as follows and this will not be shown.

Track 1: Mic 1	Track 5: USB
Track 2: Mic 2	Track 6: Smart Phone
Track 3: Mic 3	Track 7: Bluetooth
Track 4: Mic 4	Track 8: Sounds

When connected to another audio interface or other device, make these settings as necessary.

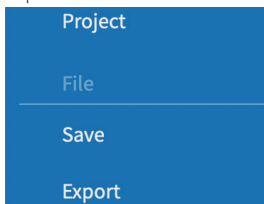
### 10 Open/Close

More of the entire project can be viewed by closing this section.

Waveforms can still be identified when closed.

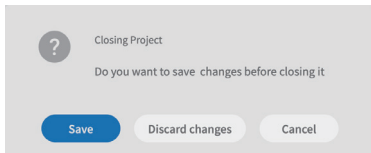
## Menu

The menu (1) can be opened from the Waveform Editing Screen.



### Project

This reopens the Project Screen. Before returning to the Project Screen, a message about saving will appear.



"Save" the current project or "Discard changes".

### File section

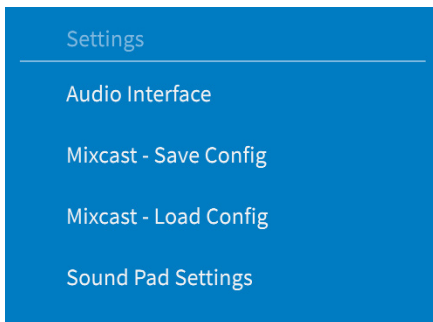
#### Save

This saves edited projects.

#### Export

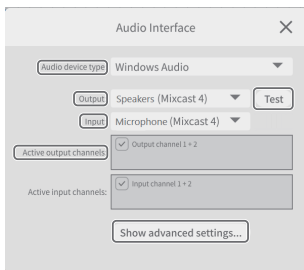
This outputs created projects for various applications. (See "Exporting podcast files" on page 18.)

### Settings section

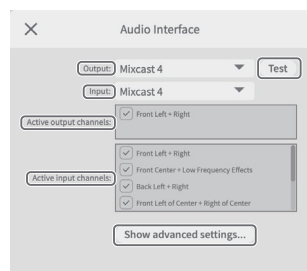


### Audio Interface

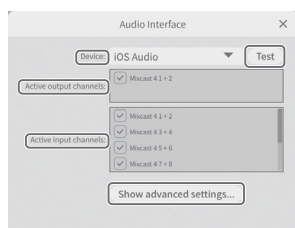
What is shown depends on the operating system in use. Select Mixcast for the Output and Input settings.



Windows



macOS



iOS/iPadOS

### ● Audio device type

(Unnecessary for macOS, iOS or iPadOS)

### Windows

- Windows Audio  
Select this usually.
- Windows Audio (Exclusive Mode)  
This mode gives this software exclusive use of Windows audio.
- ASIO  
Select this to use the ASIO driver.

### iOS/iPadOS

- iOS Audio  
Select this usually.

### ● Output/Input (unnecessary for iOS/iPadOS)

Set both to "Mixcast".

### ● Active output channels

Confirm that  checks appear next to the items shown.

### ● Active input channels

Confirm that  checks appear next to the items shown.

### ● TEST

This outputs a test tone to check the connection with the Mixcast.

### ● Show advanced setting...

This shows the following additional settings.

- Set the sample rate.
- The audio buffer size can be selected.

### Mixcast - Save Config

This saves various settings, including for sound pads assigned on the Mixcast, in the designated location.

However, the "Line Level Output" in the Mixcast "Audio Settings" will be saved as "Off".

- Folders will be created and named with the date and time (yyyy-mm-dd\_hhmmss) that they were saved in the project.

### Mixcast - Load Config

Select a folder created when saving.

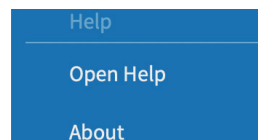
### NOTE

- Even after Mixcast has been set as the Output and Input settings, Audio Interface settings must be made again if the USB cable is disconnected and reconnected or the Mixcast is restarted, for example.
- To use "Mixcast - Save Config" or "Mixcast - Load Config" with iOS and iPadOS devices, see page 19.

### Sound Pad Settings

By enabling a setting, sound pads can be normalized when they are assigned, evening out the playback volumes of assigned pads.

### Help section



### Open Help

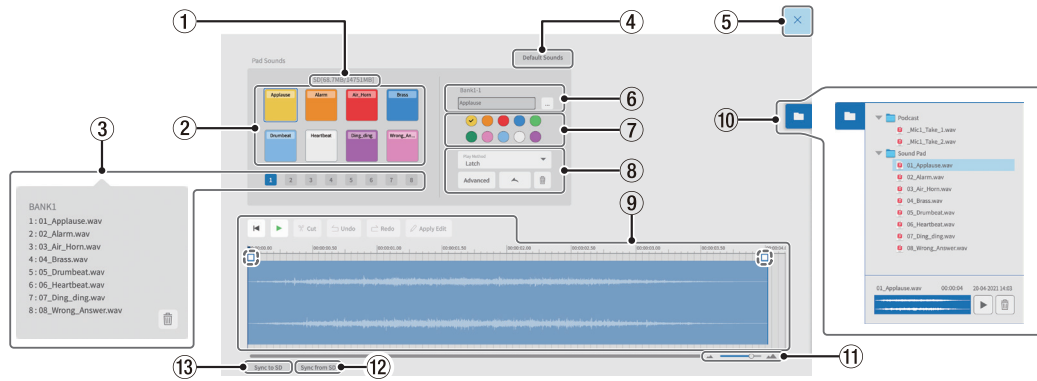
This accesses the latest version of this manual (pdf).

### About

This shows the version and other information about this software.

## Sound pad settings

Open the sound pads (9) from the Waveform Editing Screen. (When using an iOS or iPadOS device, see page 19 also.)



### 1 SD card capacity

This shows the capacity of the SD card in the Mixcast unit as remaining/total space.

### 2 Sound Pads

Click a pad to make settings for it. (Settings open separately for each pad.)

- On Windows and macOS, desired sound files can be set by dragging and dropping them on pads.

#### TIP

- Dragging and dropping from the File Browser (10) is also possible. In addition, the “...” near the bank and pad number (6) opens the file browser for the device. This can be used to select sound files to assign to sound pads.
- Supported formats (when also supported by the OS) wav, bwf, aiff, aif, flac, ogg, mp3, wma, asf, wm, aac
- By enabling Menu > Sound Pad Settings > “Normalize when assigning to pad”, sounds will be normalized when they are assigned to pads.

### 3 Bank selection

Banks 1-8 can be selected.  
(With 8 pads in 8 banks, 64 settings can be made.)

#### NOTE

Right-click on a bank number to view a list of the sound files assigned to each of the pads in that bank.

Click the icon to delete all the file assignments for the pads in that bank.

### 4 Default Sounds

This assigns the eight sample preset sounds to Bank 1. Connect the Mixcast with a USB cable, and confirm that the connected icon is shown before using “Default Sounds”.

#### ATTENTION

If pad settings have already been made for Bank 1 on the Mixcast, using “Default Sounds” will overwrite that bank.

### 5 Close button

This closes the Sound Pad Settings Screen and reopens the Waveform Editing Screen.

### 6 Bank and pad numbers

- This shows the numbers of the currently selected bank and pad.
- This name of the sound file on the pad is shown inside the field. (This file name can be changed directly (using only numbers and English letters).)
- The “...” to the right of the field opens the reference folder, which can be used to load sound files.

### 7 Pad color selection

This sets the color of the pad on the Mixcast.

### 8 Play Method setting

Advanced  
The following advanced functions for pad playback can be selected. (These settings can also be set on the Mixcast.)

- None: No advanced option set.
- Bleep: This sets a masking (bleep) sound. (All other input sounds will be muted.)
- Effect: This applies a set effect (reverb or voice change) on the Mixcast input.

### • Play Method setting

The play method used when a pad is pressed on the Mixcast can be set to one of the following six types.

Latch	Press once to start playback, and once again to stop it. Press again to play from the beginning. If nothing is done, the file will play to its end before stopping.
Pause	Press once to start playback, and once again to pause. Press again to resume playback. If nothing is done, the file will play to its end before stopping.
RePlay	Press once to start playback. Press again to restart playback from the beginning. If nothing is done, the file will play to its end before stopping.
One Shot	Press once to start playback. The file will play to its end. To stop during playback, press and hold the pad button.
Repeat	Press once to start playback, and once again to stop it. Press again to play from the beginning. If nothing is done, the file will play repeatedly.
Touch	The sound will play only while the pad is being pressed.

### • Import

This imports sounds and settings assigned to corresponding banks/pads on the Mixcast.

This is convenient when importing settings and sounds recorded directly to pads on the Mixcast to selected pads.

### • Export

This applies the sound and settings set in this app to the corresponding bank/pad on the Mixcast.

This only transfers the file of the selected pad, so it takes less time than “Sync to SD”.

“Import” and “export” also support changing only pad colors and play methods.

Connect the Mixcast with a USB cable, and confirm that the connected icon is shown before using “Import” or “Export”.

### • (Trash)

This deletes the selected pad data.

### 9 Sound pad editing area

The waveforms of sound files assigned to pads can be edited easily. Use **Cut** to cut selected intervals and eliminate gaps. Drag the beginning/ending points of waveforms (shown in dashed lines) to set fade-ins/outs.

When done editing, use **Apply Edit** to apply the changes.

The volume adjustment bar can be used to set the pad playback volume. This setting value can also be set on the Mixcast and it is shared for operation.

Default: 0dB

Setting range:  $-\infty$  – +10 dB

Note: Mixcast 4 (Ver 1.30 and later)

### • Using an iOS/iPadOS device

- Tap the icon to open the editing area.
- Tap the icon to close the editing area.

### 10 File browser

Sound files loaded in the project are shown separately in folders for Podcast files and Sound Pad files.

11 **Zoom in/out**

Use this to zoom the waveform in/out on the time axis. This does not zoom in/out on the amplitude axis.

12 **Sync from SD**

This will make this software match the pad settings on the Mixcast. Connect the Mixcast with a USB cable, and confirm that the connected icon is shown before using "Sync from SD".

13 **Sync to SD**

This will apply the pad settings of this software to the Mixcast. Connect the Mixcast with a USB cable, and confirm that the connected icon is shown before using "Sync to SD".

## Recording and editing

### Project creation procedures

While referring to the Mixcast operation manual and the reference manual for the computer, smartphone or tablet being used, connect with the Mixcast.

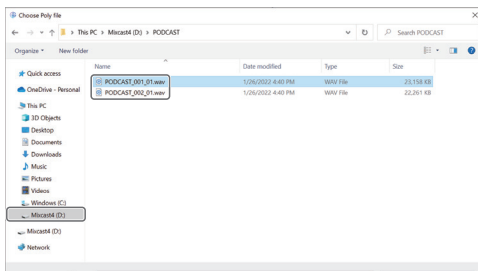
When connection is recognized, the Mixcast connection icon (6) will appear on the Waveform Editing Screen.

**NOTE**

When using an iOS or iPadOS device, see "Using on iOS and iPadOS devices" on page 19.

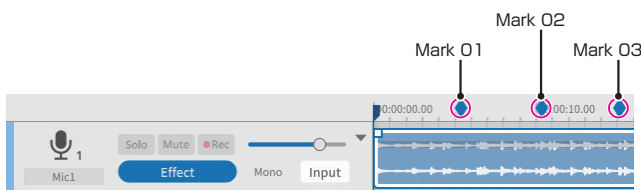
### Loading podcast files from a Mixcast

1. Click "Read from Mixcast" on the Project Screen.
2. Podcast files saved on the Mixcast will be shown. Select the file that you want to edit, and click the "Open (O)" button.



When loading the selected file completes, a new project will be created using the name of that file, and the Waveform Editing Screen will open.

- To change the name of a project, either change the file name on the Mixcast in advance, or click "Duplicate" on the Project Screen for the project name to change and create a duplicate project with a different name.
- Points where marks were added on the Mixcast will be shown on the timeline.

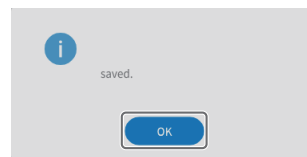


**NOTE**

- 
- 
- If the file name of a podcast created on a Mixcast contains any of the following symbols, they might not be applied correctly to the project name.  
Example symbols  
@ # & % ~ + =  
\*The recommended length is about 20 numbers and English letters.

### Synchronizing with the Mixcast and recording

1. Launch this software, and click "New Project" on the Project Screen.
2. When the New Project Screen opens, input the "Project Name" and click "Create".
3. This will create a new project and open the Waveform Editing Screen. Use the level meters (4) on the Waveform Editing Screen to check inputs from the Mixcast.\*  
\*If inputs cannot be confirmed, see "Connection issues" in "What to do" on page 25.
4. Press the Mixcast **REC/PAUSE** [●] button to start recording with this software synchronized.
  - Starting and stopping recording will be synchronized with the Mixcast. Operation using this software is also possible. (In this case, the Mixcast will not be synchronized.)
5. Press the Mixcast **STOP** [■] button to stop recording with this software synchronized.
6. To save the recorded podcast file, click "Save" in the menu.
7. When the following message appears, click "OK".



## Editing existing projects

### Editing regions

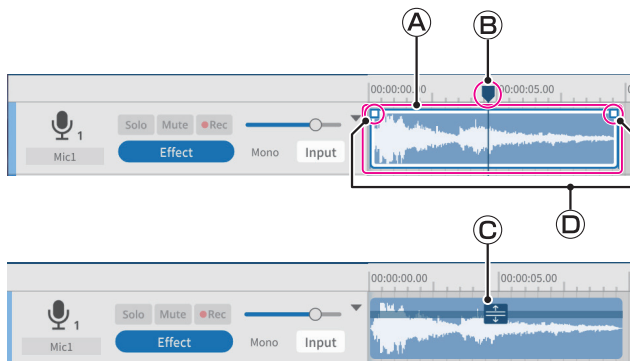
Selected regions, as well as selected intervals between START and END points, can be edited, including copying and deleting them.

- In the Waveform Editing Screen file browser (11) or the standard OS file browser, ".wav" files can be selected and dragged into the track view (10) to load them as regions.

### Selecting and moving regions

- Click a region to select\* it. The selected region will be shown with a white frame.
- Right-click a region to put it into volume adjustment mode, showing the region volume adjustment bar.

\*The selection of multiple regions is also possible while pressing "Ctrl" in Windows or "Command" in macOS.



#### A Region selection frame

When a region is selected and the mouse is over its upper half, the cursor turns into a hand.

At this time, the region in the selection frame can be dragged to move it left or right or to a different track in the track view.

- Click the beginning or ending edge of a region selection frame and drag it to trim.

Instead of moving the region, trimming can be used to only change its starting and/or ending points.

(The region cannot be made longer than the original WAV file.)

#### B Current position locator

Click the time scale display area or any other part that is not in a region to set this. In addition, moving the mouse cursor near the handle of this locator on the time scale will make left-right arrows appear on it.

#### C Region volume adjustment bar

Right-click a region to put it into volume adjustment mode. Click another region, for example, to exit this mode.

When in this mode, the region volume adjustment bar can be dragged to adjust the volume of only that region.

Regions cannot be moved while in this mode.

#### D Fade-in/out points

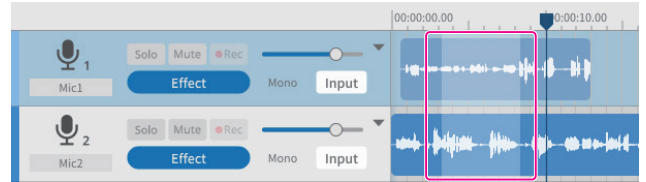
The fade-in/out positions can be adjusted by dragging their points (square indicators) left and right.

### Specifying the START and END (editing interval)

An interval between start and end points can be specified.

Editing commands, including copy and delete, can be used on the region within this interval.

- Drag the mouse near the time axis in the track view to set the start and end points of the range to the beginning and end of this interval. (The interval will appear lighter.)
- Intervals can also be set with positions in the bottom halves of regions.



### Editing tools

Intervals set by start and end points in regions (editing ranges) can be processed with editing tools. (Editing tools can be selected by using the buttons at the top of the screen.)

Shortcut keys\* supported by the OS can also be used.

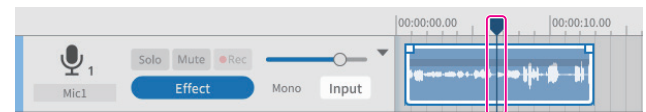
(When using a command that designates an editing range, the command affects only the selected region.)

\*Shortcut key operations are shown with "Ctrl" for Windows and "Command" for macOS.

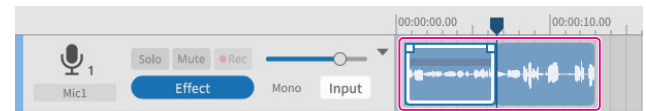
- Split (3) (Ctrl/Command+E)

Target: Selected region or track

This splits at the current position.



Before splitting



After splitting

- Combine (4) (Ctrl/Command+U)

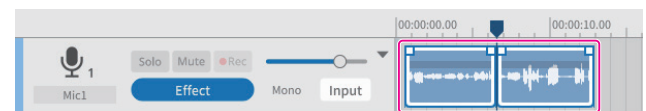
Target: Regions in the same track

Select two or more regions that you want to combine.

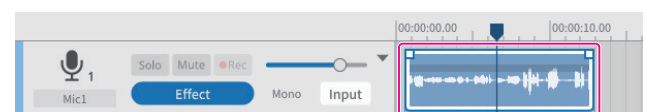
Use the Multi Select tool to select the multiple regions that you want to combine.

Multiple selection is also possible while pressing the "Ctrl" or "Command" key.

(Gaps between regions will be silent.)



Before combining



After combining

### TIP

Dragging two adjacent regions closer will cause them to snap together.

This makes it possible to combine regions without any gap.



- Copy (Ⓟ) (Ctrl/Command)+C

Target: Selected range or region

Copied regions are saved to the clipboard and can be pasted or inserted.

- Paste (Ⓟ) (Ctrl/Command)+Shift+V

Target: Current position in the selected track/region

This pastes the data saved in the clipboard starting at the current position.

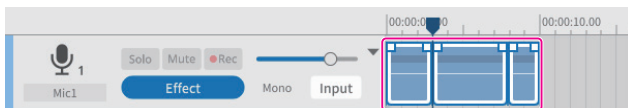
The region will be overwritten from the pasting point.

- Insert (Ⓡ) (Ctrl/Command)+V

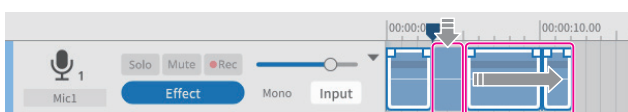
Target: Current position in the selected track/region

This inserts the data saved in the clipboard starting at the current position.

The region that was to the right of the insertion point will automatically be shifted further to the right.



Before insertion



After insertion

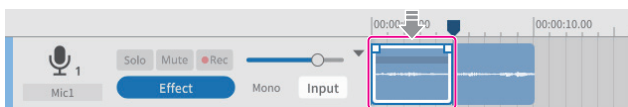
- Delete (Ⓚ) (Ctrl/Command)+Shift+X, or (Delete)

Target: Selected range or track/region

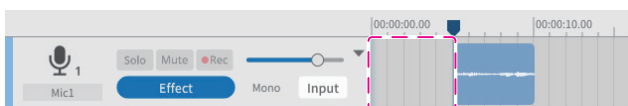
This deletes data in selected intervals, tracks and regions.

Unlike removal, deleted data is not saved to the clipboard.

Moreover, regions to the right of deleted intervals are not moved forward.



Before deletion



After deletion

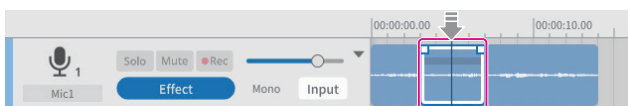
- Remove (Ⓛ) (Ctrl/Command)+X

Target: Selected range or track/region

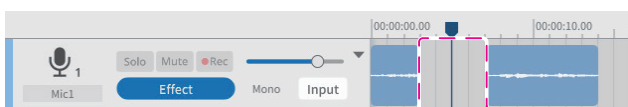
This removes selected intervals, tracks and regions.

This removes the data in selected intervals, tracks and regions and saves it in the clipboard.

**When a range is selected, everything after that range will be moved forward to fill the gap. When a region is selected, nothing will be moved.**



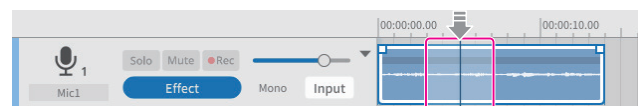
Before removal (region selected)



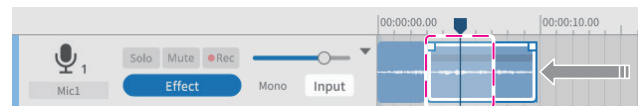
After removal (region selected)

## TIP

If this function is used with a selected interval without specifying a track or region, it will be applied to all tracks. In this case, separate regions that occur later will be shifted forward.



Before removal (range selected)



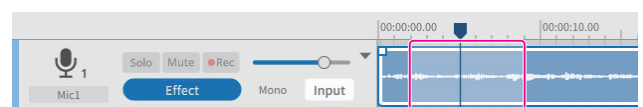
After removal (range selected)

- Region Mute (Ⓜ)

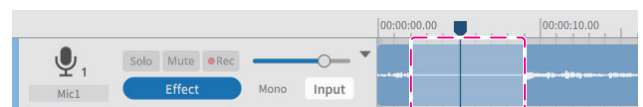
Target: Selected interval

This mutes the selected interval.

This can be used to silence sudden noise in the recording.



Before muting the region



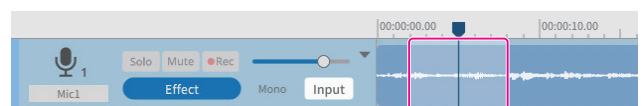
After muting the region

- Region Play (mute parts outside the selected interval)(Ⓜ)

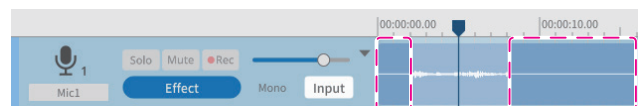
Target: Areas outside selected interval

This mutes outside the selected interval.

This is useful for muting the beginnings and endings of regions.



Before using Region Play



After using Region Play

- Multi Select (Ⓜ)

Target: Regions and tracks

Multiple tracks/regions can be selected.

## Setting fade-ins and fade-outs

Align the cursor with the fade-in/out point on the region selection frame at the starting/ending point to change it to a hand tool.

Fade-in/out positions can be set by dragging these points left and right.



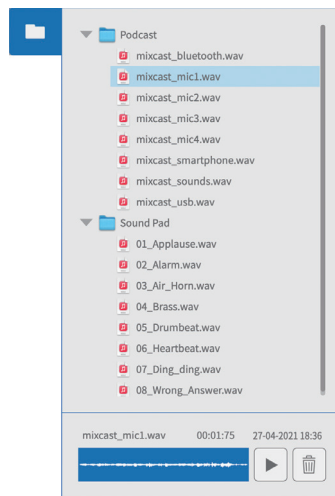


## File browser overview

The following folders will be generated for every project created with this software, and sound files used in the project will be copied to them.

- Podcast folder
- Sound Pad folder

## Folder structure



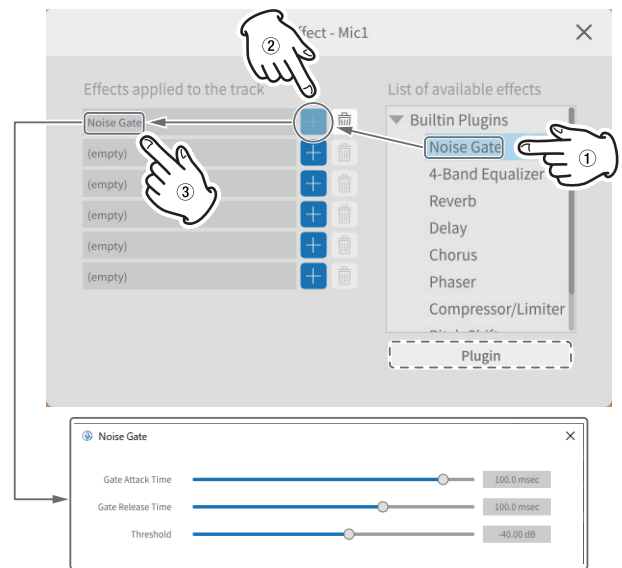
## Browser operations

- Playing sound files  
Press the ► button to play the selected file.
- Deleting sound files  
Press the 🗑️ button to delete the selected file.
- Dragging and dropping sound files  
Files can be dragged and dropped to tracks on the Waveform Editing Screen and pads on the Sound Pad Screen.

## Effect

Up to 6 effects can set for each track.

(The following example shows effect settings for Mic 1.)



Select the following effects from the list on the right (1) and press a + button (2) to apply them in the list on the left (3).

Click an effect in the left list (3) to open setting and items that can be adjusted.

- Noise Gate  
This removes unwanted reverberations and noise.
- 4-Band Equalizer  
This enables equalization with 4 bands.
- Reverb  
This can be used to set and adjust the reverb effect.
- Delay  
This can be used to set and adjust the echo effect.
- Chorus  
This can be used to set and adjust the ensemble effect.
- Phaser  
This can be used to set and adjust the tone with changed phase.
- Compressor/Limiter  
This can be used to set and adjust volume variation.
- Pitch Shifter  
This can be used to adjust the pitch.
- Low/High-Pass Filter  
This sets the frequency used for noise suppression.

## Using plug-ins (Windows/macOS)

VST3 plug-ins can be searched for and selected on the computer being used.

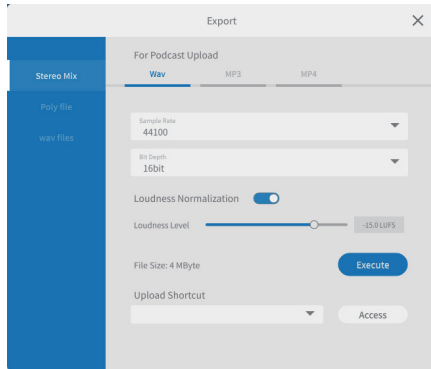
1. Press the Plugin button in dashed lines in the illustration above to open the Plug-in Selection Screen.
2. Press the "Options..." button on the Plug-in Screen, and press "Scan for new or updated VST3 plug-ins" to open the Scanning Screen.
3. Press the "Scan" button on the Scanning Screen to search for plug-ins on the computer being used. When "VST3 plug-in" appears on the screen, select the necessary plug-in.

## Exporting podcast files

Projects that have been created can be exported for various applications. Selecting **Export** on the Waveform Editing Screen will open the Export Screen shown below.

### Stereo Mix

This will output a stereo mix of all the tracks, making it convenient for uploading to recipients.



- For Podcast Upload

- Wav/MP3/MP4 output formats

The following settings can be made. (Select one according to the application.)

Output format	wav	MP3	MP4*
Sample Rate	44100 Hz	44100 Hz	44100 Hz
	48000 Hz	48000 Hz	48000 Hz
Bit Depth	16-bit	—	—
	24-bit	—	—
Bit Rate	—	128 kbps	128 kbps
	—	192 kbps	192 kbps
	—	256 kbps	256 kbps**
Video	—	—	360 p
	—	—	480 p
	—	—	720 p

\*If MP4 is selected, a still image can be put into the "Picture" area in the dotted lines on the right.

\*\*Only supported on macOS, iOS and iPadOS

- Loudness Normalization

To use the Loudness Normalization function, shift the switch right to the on position. (The default setting is on.)

- Loudness Level

The level can be adjusted when the Loudness Normalization function is on. The slider can be adjusted on the bar, or the value that is shown can be overridden.

- For many upload sites –16 to –14 LUFS is normal.

- Execute button

This will export the contents with the selected settings. When executed, the save location for the podcast file can be selected. Save it in the desired location.

- Upload Shortcut

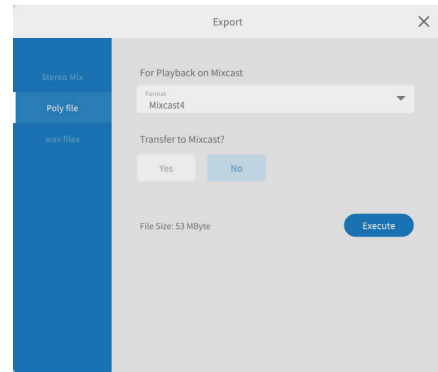
The URL of the recipient being used can be stored. This allows quick access to upload sites being used.

### NOTE

Additional tracks will also be included in stereo mixes.

## Poly File

This converts edited tracks into a format that can be played on the Mixcast.



- For Playback On Mixcast

- Format

The poly file format can be selected.

Option: Mixcast\*

\*When a Mixcast is connected, this will be determined automatically and cannot be changed.

- Transfer to Mixcast?

YES/NO

Select "YES" to transfer the poly files to the Mixcast after conversion. (If no Mixcast is connected, "YES" cannot be selected.)

- Execute button

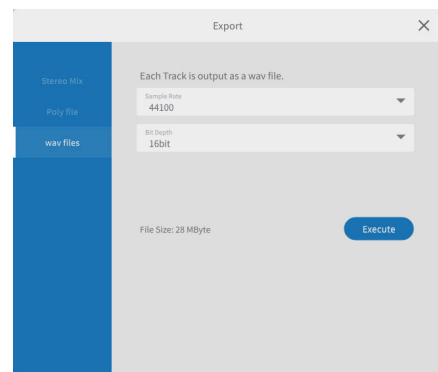
This will export the contents with the selected settings.

### NOTE

Additional tracks will also be included in the stereo mixes in the poly files.

### wav Files

This outputs each track as a separate file so that they can be edited in a DAW or other software.



- Each Track is output as a wav file.

- Sample Rate

The following frequencies can be selected.

Options: 44100 Hz, 48000 Hz

- Bit Depth

The following bit depths can be selected.

Options: 16 bit, 24 bit

- Execute button

This will export the contents with the selected settings.

## Using on iOS and iPadOS devices

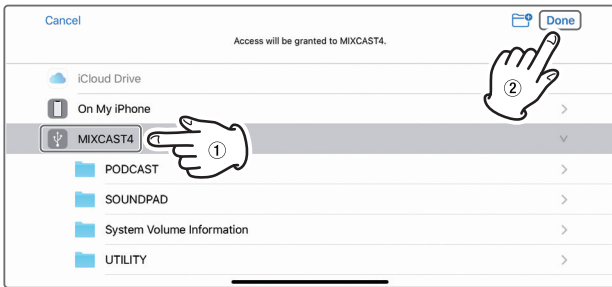
### NOTE

In these examples we use screens from iOS 13 on iOS/iPadOS devices.

### iOS/iPadOS project creation procedures

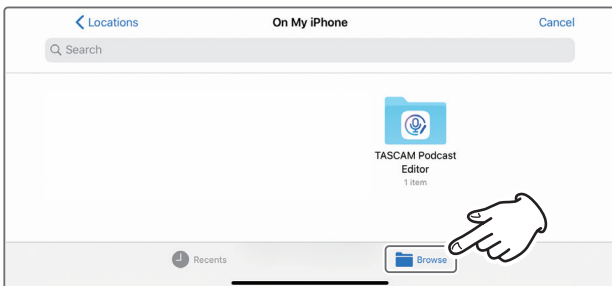
Follow the procedures below to load podcast files from a Mixcast connected to the iOS/iPadOS device and create a project.

When "Read from Mixcast" is executed on an iOS/iPadOS device, as explained in the "Loading podcast files from a Mixcast" procedures on page 14, a screen requesting access permission for external storage (Mixcast4) will appear as shown below.

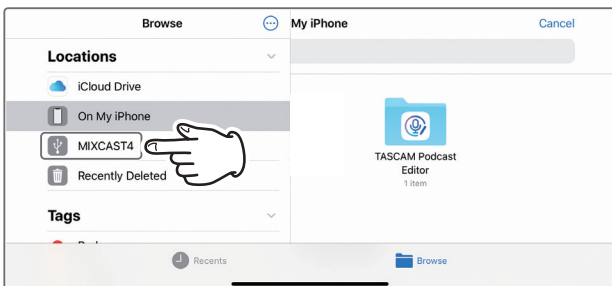


Select "MIXCAST4" and tap "Done" on the screen.

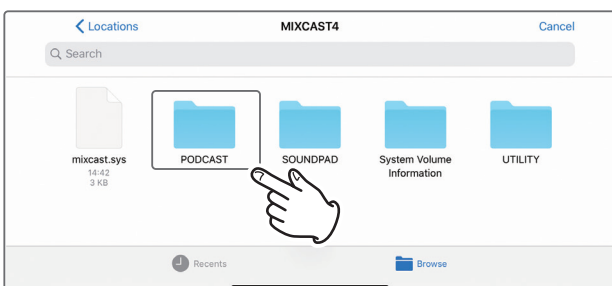
1. Next, tap "Browse".



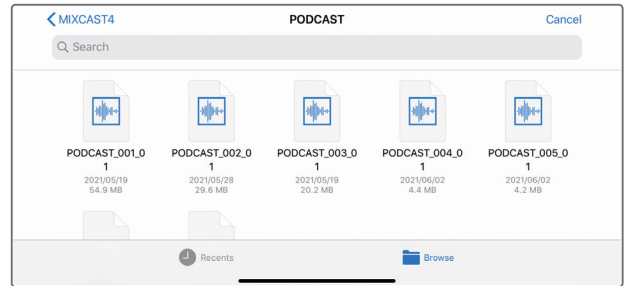
2. Tap "MIXCAST4" in the Browse Locations.



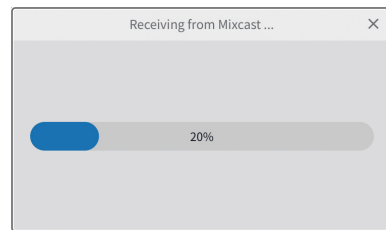
3. This will show the recording folders saved on the Mixcast. Tap the "PODCAST" folder.



4. Select and tap the desired podcast file in the folder.



A progress bar will appear while the podcast file is being loaded.



- When loading the selected podcast file has completed, a new project will be created using the name of that file.

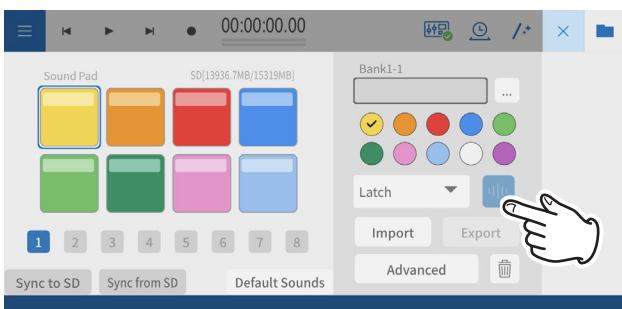
## Notes about loading podcast files


- Loading a podcast file of about 1 GB takes around three minutes.
- Do not conduct any other operations while the podcast file is being loaded.
- When loading the selected podcast file completes, a new project will be created using the name of that file, and the Waveform Editing Screen will open.  
Example: PODCAST\_001.wav
- To change the name of a project, change the podcast file name on the Mixcast in advance. Alternatively, click "Project" in the menu on the Waveform Editing Screen to return to the regular Project Screen. Then, click the  icon for the podcast file name to create a duplicate project with a different name.

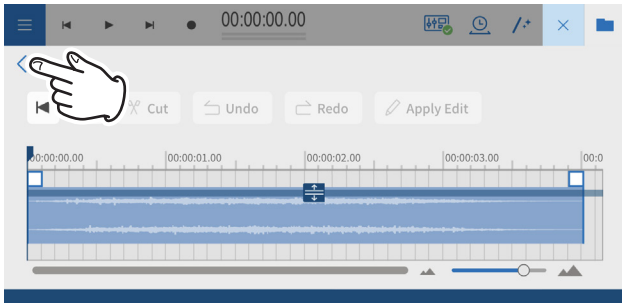
## Sound pad editing area

Follow the procedures below to open the Sound Pad editing area on a connected iOS or iPadOS device.

1. Tap the  Sound Pad Settings icon.



2. This opens the Sound pad editing area.  
Tap the  icon to close the Sound pad editing area.



- Operation of the Sound pad editing area is the same as "Sound pad settings" on page 13.

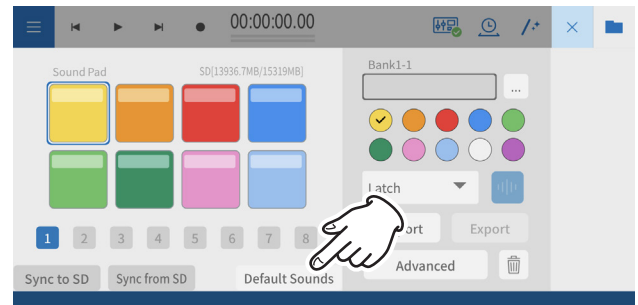
## Using the "Default Sounds" function

This function will transfer sample pad sounds to the SD card in the Mixcast connected to the iOS or iPadOS device and set them to bank 1. Connect the Mixcast with a USB cable, and confirm that the Mixcast connected icon is shown before using "Default Sounds".

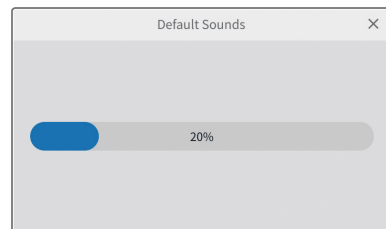
### ATTENTION

If pad settings have already been made for Bank 1 on the Mixcast, using "Default Sounds" will overwrite that bank.

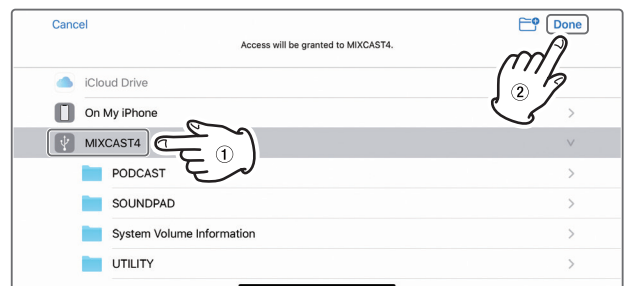
1. Tap "Default Sounds" in the Sound Pad editing area on the iOS or iPadOS device screen.




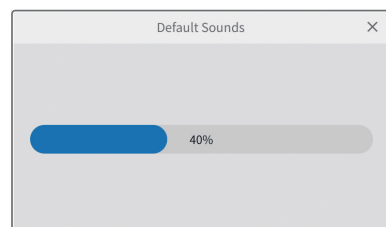
A progress bar will be shown during "Default Sounds" loading.



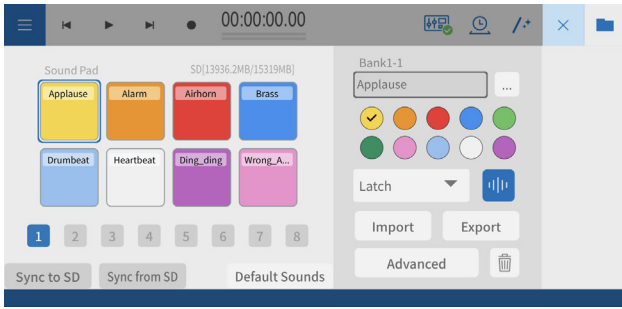
2. A screen seeking permission to access external storage (Mixcast4) will open.



Select " MIXCAST4" and tap "Done" on the screen. The "Default Sounds" will be transmitted to the Mixcast. A progress bar will appear during transmission.



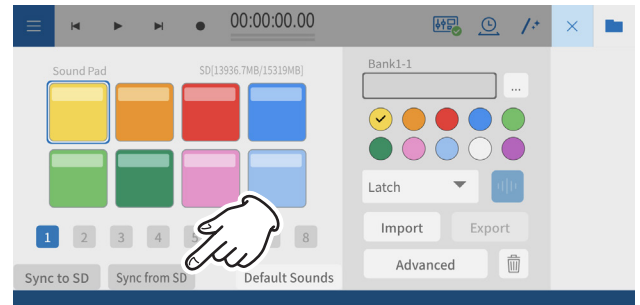
After transmission of the default sounds completes, Bank 1 will be set in the same way as the Mixcast on the Sound Pad editing area on the iOS/iPadOS device screen.



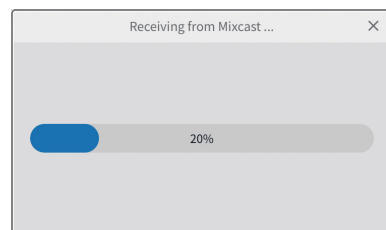
## Using the "Sync from SD" function

This will make this software match the pad settings on the Mixcast. Connect the Mixcast with a USB cable, and confirm that the Mixcast connected icon is shown before using "Sync from SD".

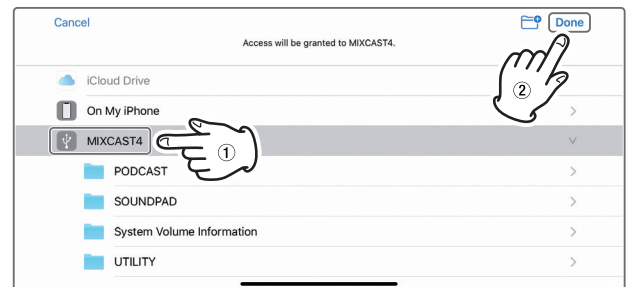
1. Tap "Sync from SD" in the Sound Pad editing area on the iOS or iPadOS device screen.



A progress bar will be shown while the "Sync from SD" function is being executed.



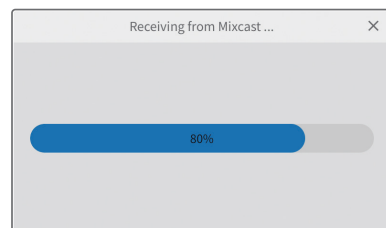
2. A screen seeking permission to access external storage (Mixcast4) will open.



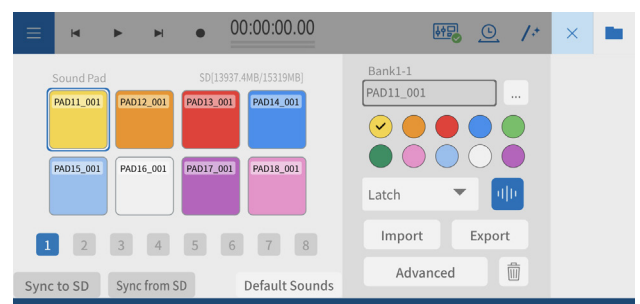
Select "MIXCAST4" and tap "Done" on the screen.

This will load the pad settings from the Mixcast.

A progress bar will appear while loading.



When loading using "Sync from SD" completes, this will be shown on the screen of the iOS or iPadOS device.

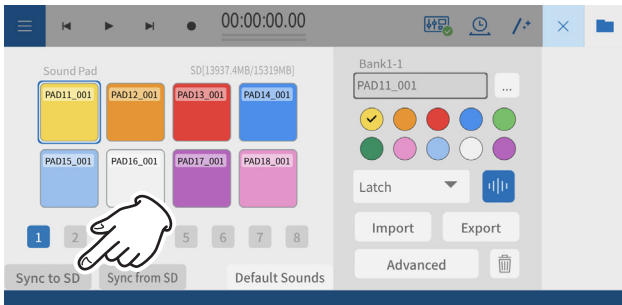


The pad settings of the Mixcast will be shown.

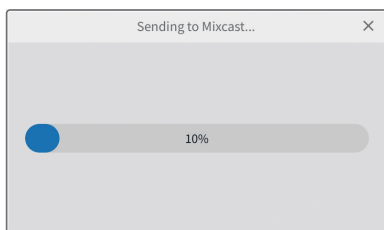
## Using the "Sync to SD" function

This will apply the pad settings of this software to the Mixcast. Connect the Mixcast with a USB cable, and confirm that the Mixcast connected icon is shown before using "Sync to SD".

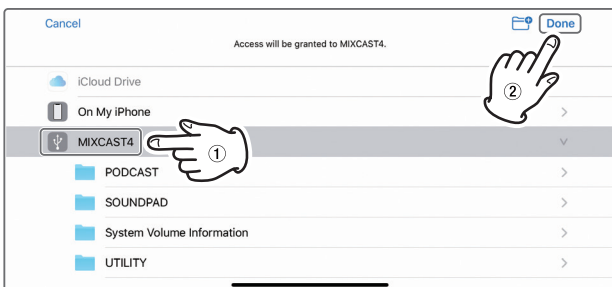
1. Tap "Sync to SD" in the Sound Pad editing area on the iOS or iPadOS device screen.



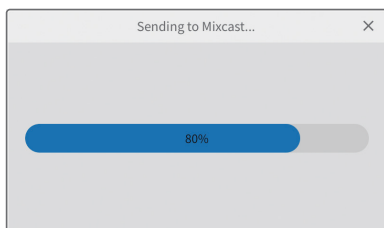
A progress bar will be shown while the "Sync to SD" function is being executed.



2. A screen seeking permission to access external storage (Mixcast4) will open.



Select "MIXCAST4" and tap "Done" on the screen. The pad settings will be transmitted to the Mixcast. A progress bar will appear during transmission.



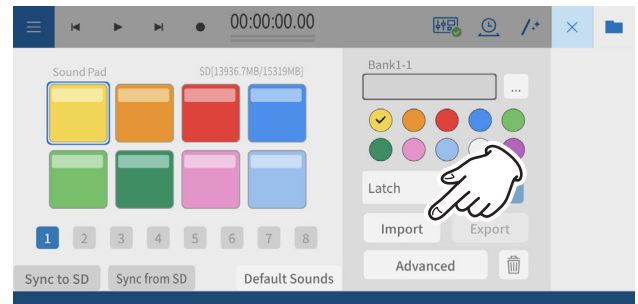
After transmission completes, the pad settings from this software will be applied to the Mixcast.

## Using the "Import" function

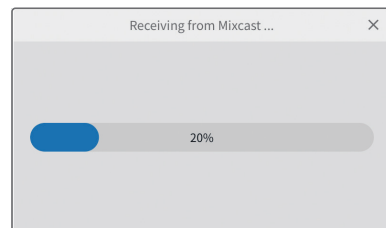
This applies pad settings on the Mixcast to pads selected in this software.

Connect the Mixcast with a USB cable, and confirm that the Mixcast connected icon is shown before using "Import".

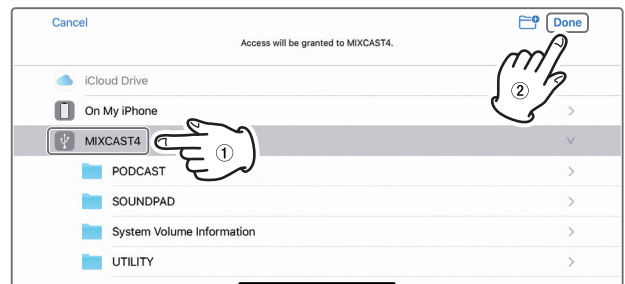
1. Tap "Import" in the Sound Pad Editing area on the iOS/iPadOS device.



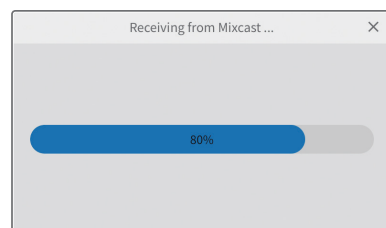
A progress bar will appear while importing.



2. A screen seeking permission to access external storage (Mixcast4) will open.



Select "MIXCAST4" and tap "Done" on the screen. This will load the pad settings from the Mixcast. A progress bar will appear while loading.



When importing completes, this will be shown on the screen of the iOS/iPadOS device.

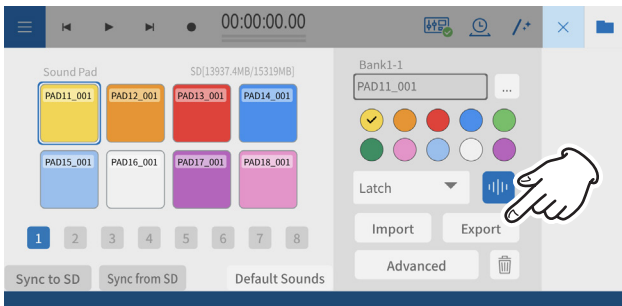
The pad settings of the Mixcast will be shown.

## Using the "Export" function

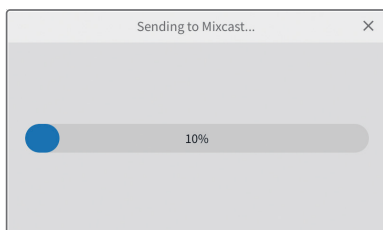
This will apply pad settings from this software to pads on the Mixcast.

Connect the Mixcast with a USB cable, and confirm that the Mixcast connected icon is shown before using "Export".

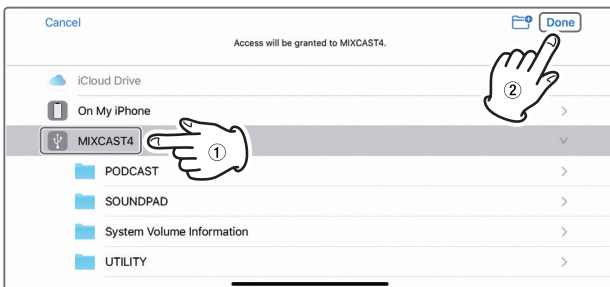
1. Tap "Export" in the Sound Pad Editing area on the iOS/iPadOS device.



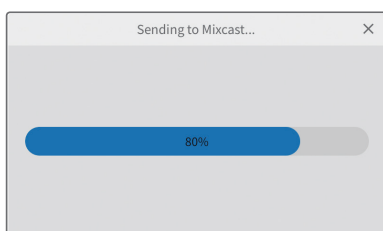
A progress bar will be shown while transferring with the "Export" function.



2. A screen seeking permission to access external storage (Mixcast4) will open.



Select "MIXCAST4" and tap "Done" on the screen. The pad settings will be transmitted to the Mixcast. A progress bar will appear during transmission.



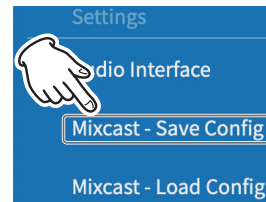
After transmission completes, the pad settings from this software will be applied to the Mixcast.

## Using the "Mixcast - Save Config" function

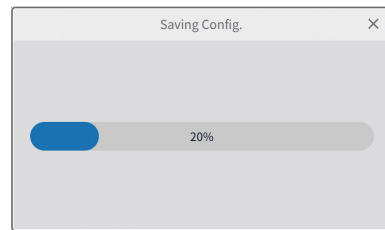
Follow the procedures below to save various settings of a Mixcast connected to an iOS or iPadOS device.

Connect the Mixcast with a USB cable, and confirm that the connected icon is shown before using "Mixcast - Save Config".

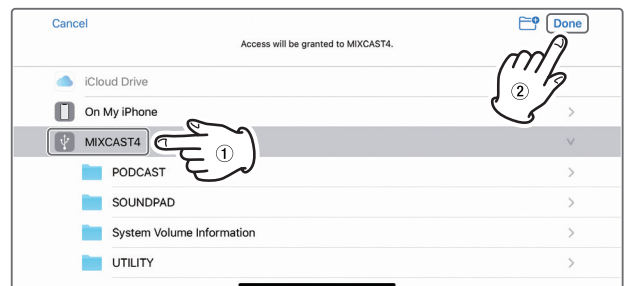
1. Open the menu of the Waveform Editing Screen on the iOS or iPadOS device, and tap "Mixcast - Save Config".



A progress bar will appear while saving on the Mixcast.



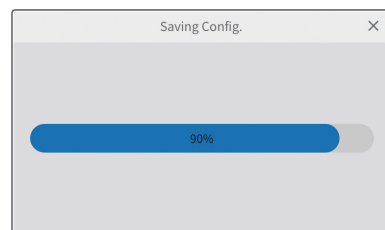
2. A screen seeking permission to access external storage (Mixcast4) will open.



Select "MIXCAST4" and tap "Done" on the screen.

The various settings for the Mixcast will be saved with a folder name in a "yyyymmdd\_hhmmss" (date and time) format in the Mixcast folder inside the project.

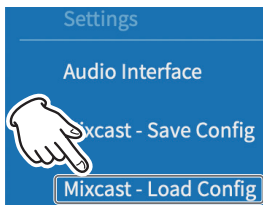
A progress bar will appear while saving.



## Using the "Mixcast - Load Config" function

Follow the procedures below to load various settings saved on a Mixcast. Connect the Mixcast with a USB cable, and confirm that the connected icon is shown before using "Mixcast - Load Config".

1. Open the menu of the Waveform Editing Screen on the iOS or iPadOS device, and tap "Mixcast - Load Config".



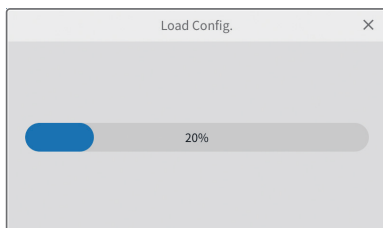
2. Select the project folder where the various Mixcast settings are saved.



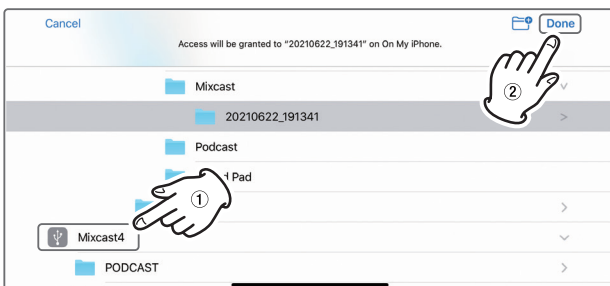
3. Select the folder named "yyyyymmdd\_hhmmss" (date and time) that was generated when saved, and tap "Done" on the screen.



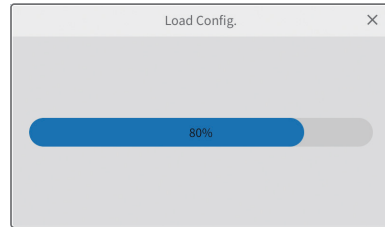
A progress bar will be shown while various settings of the Mixcast unit are loaded.



4. Next, select "MIXCAST4" and tap "Done" on the screen.



The settings saved on the Mixcast will be transmitted. A progress bar will appear during transmission.





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## Useful functions

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### Automatic



Pressing the Automatic button on the Waveform Editing Screen reduces noise and adjusts volume differences between mics for the entire project with a single operation.

- A progress bar will appear during execution.  
After execution, regions on tracks that had multiple regions will have been combined.

---

### Time Stretch



Pressing the Time Stretch button on the Waveform Editing Screen activates time stretching mode.

A single region or multiple regions can be shortened or elongated by adjusting their ends.

- When time stretching is activated, the icon background appears highlighted.
- The playback speed will change according to the region length.  
After execution, regions on tracks that had multiple regions will have been combined.

---

### Loudness Normalization

By automatically reducing volumes to a certain level, differences in the sound of contents can be eliminated on podcast distribution platforms. Considering the desired volume in advance when exporting can enable better editing.

When exporting an edited file using the Export > Stereo Mix item in the Waveform Editing Screen menu, turn on the Loudness Normalization switch to automatically optimize variations in the volume of the entire project when saving.

(The default setting is on.)

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### Automatically sync time

If the Automatically sync time box on the Project Screen is checked, when a Mixcast is connected, its date and time will automatically be corrected to and synchronized with that of the computer or other device.

---

### Mixcast setting - Save Config

- By selecting "Mixcast setting - Save Config" from the menu, various settings of the Mixcast can be saved in a specific location of the current project in a folder named with the date and time.
  - Folder name: `yyyymmdd_hhmmss`

---

### Mixcast setting - Load Config

- By selecting "Mixcast setting - Load Config" from the menu, various Mixcast settings that have been saved can be viewed in a list.  
Select the desired one from this list of saved folders.  
After it is selected, it will be applied to the Mixcast.

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## What to do

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### Connection issues

- **To use an ASIO driver for input and output (Windows)**

Download the Mixcast ASIO driver from the TASCAM website (for Windows 10).

- **To record while live streaming (using OBS Studio, for example)**

Set the Windows Sound settings to 2 channels.

Set Menu > Audio Interface > Audio device type to "ASIO" (see page 12). (See the previous item about the ASIO driver.)

- **If only Input 1 and Input 2 can be selected**

14-channel input might not be enabled. Check the settings (see page 7).

- Windows: Sound settings
- macOS: Audio settings (Audio MIDI Settings)

- **If the sound of sound pads is recorded on Track 1 (Mic 1) (Windows/Mac)**

14-channel input might not be enabled. Check the settings (see page 7).

- Windows: Sound settings
- macOS: Audio settings (Audio MIDI Settings)

- **If the computer does not have a USB Type-C port (Windows/Mac)**

Use an adapter on one end of the included USB cable to convert to Type-A or prepare a separate Type-A to Type-C USB cable. (Use products that comply with standards for both.)

- **To connect to a Lightning connector (iOS/iPadOS)**

Prepare a genuine Apple Lightning to USB Camera Adapter and a Type-A to Type-C cable that complies with standards.

- **If noise that reaches peak level occurs when USB connection with the Mixcast is ended (every OS)**

When Audio Interface settings are switched from the Mixcast to another device, the output of speakers connected to that device could be picked up by the mic inputs, causing a feedback loop.

Quit this software before disconnecting USB devices

---

## Podcast output

- **To upload a podcast that has been created to a host (every OS)**

Select Waveform Editing Screen > Menu > Export Menu > Stereo Mix , and then select the format that meets upload requirements.

Using "Format: mp3" and "Loudness Level: -15 LUFS" should not be a problem for most podcast hosts.

Furthermore, setting the "Upload Shortcut" to the upload URL will make access simpler.

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## Project issues

- **To save with a different name (every OS)**

Duplicate the project and save it with the desired name.

- **To change a project name (every OS)**

Use "Duplicate" on the Project Screen, and set the project name as desired.

If the original project is not needed, use the Trash icon to delete it.

- **To easily upload a podcast recorded on a Mixcast (every OS)**

Follow these steps to upload.

1. Use "Read from Mixcast"
2. Use "Automatic" to enhance the audio overall
3. Use "Export (Stereo Mix)" to output a mixdown
4. Use "Upload Shortcut" to upload

- **To use an iOS/iPadOS to edit a project created on a Mac**

(This software must be installed on the iPhone/iPad being used.)

1. Open Finder > Documents > TASCAM Podcast Editor > Projects, and use AirDrop to transfer the project folder that you want to edit to the iPhone/iPad .
2. On the iPhone/iPad , select "Files" and save it in TASCAM Podcast Editor > Projects.
3. Launch this software, and use "Open Project" to open the saved project. (\*.tpe" file)

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## Other issues

- **To stop Explorer from launching frequently (Windows)**

When transferring files to and from the Mixcast, the SD card in the unit is accessed.

In Windows Settings > Devices > AutoPlay, set "Removable drive" to "Take no action".

- **To change the volume of just part of a recorded waveform (every OS)**

Use Split to separate the region to be changed from the parts before and after it. Then, right-click (Windows) or Control+click (macOS) or press and hold (iOS/iPadOS) that region to activate volume adjustment mode.

Set the "Region volume adjustment bar" that is shown to adjust the volume.

- **To prevent the recording of email delivery sounds and other notifications (Windows)**

Set Waveform Editing Screen > Menu > Audio interface > Audio device type to "Windows Audio (Exclusive)".

This will give this software exclusive use of audio, so sound produced by the browser, for example, will not be output.

- **To change track icons**

The icons cannot be changed. The icons are set to correspond to those on the TASCAM Mixcast. (Track names can be changed.)

- **If there is no input from the audio interface**

- Check the connections and settings of the audio interface being used.
- When connected to the Mixcast by a USB cable, confirm that the Mixcast connection icon (⑥) is shown on the Waveform Editing Screen (see page 10).
- Open the menu of this software, and select "Audio interface" from "Settings", and confirm that the audio interface being used is selected for "Output" and "Input".

- **If the playback sound cannot be heard from the Mixcast**

From the menu, select Settings > Audio interface. If the "Output" item is set to "Mixcast 4", the playback sound will be input to the Mixcast USB channel (see page 12).

The playback sound from the software can be checked as the input of the USB channel.

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