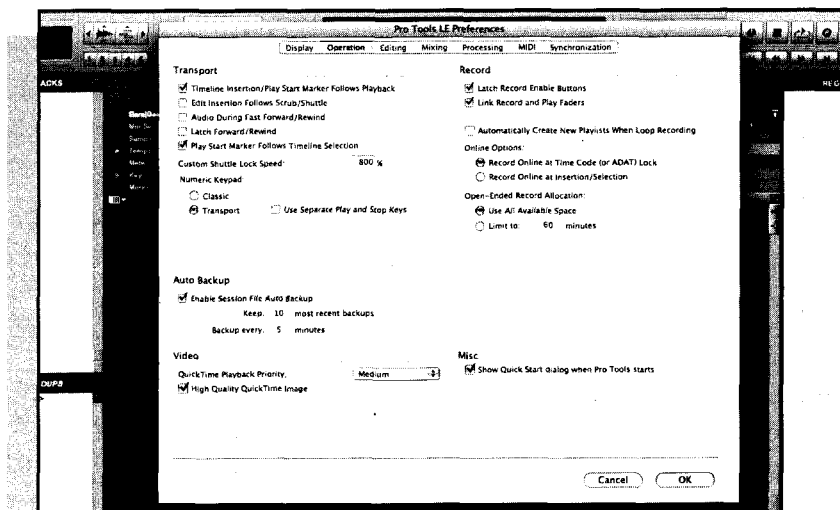


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SAVE! SAVE! SAVE!

This is a good time to talk about saving your project. There is no perfect computer and no perfect piece of software. Trouble is always just a click away. Get into a habit of saving your project every few minutes. If you have to put a note on your monitor or another reminder somewhere easily seen, DO IT! There are countless horror stories of people getting absorbed in something they are doing and forgetting to save, and then all of a sudden you get the spinning beach ball of death. Fortunately Pro Tools LE has an automatic backup feature. Click on Pro Tools in the top window menu, choose Preferences and then choose Operation.



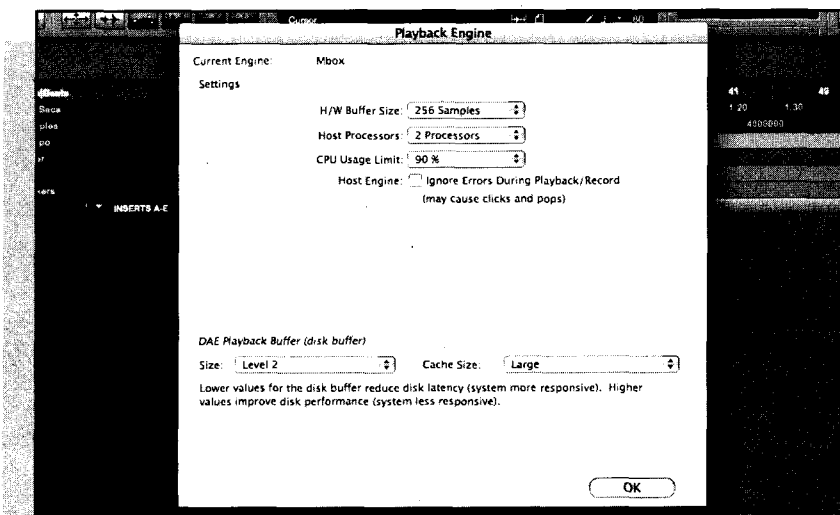
▲ **Fig. 9: Do yourself a favor and check the Auto Backup option!**

Under Auto Backup, the Enable Session File Auto Backup option should already be checked. If not, do so now. Another good habit to get into is to be diligent in naming your files. Saving your files untitled can create a whole mess of confusion, because if you have several song files named Untitled 1, Untitled 2, and so forth, you will never be able to find anything.

Click OK to go back to the Edit Window.

There are only two main windows in Pro Tools LE: the Edit window and the Mix window. There are other sub windows for certain tasks, but these two windows are where you will spend the bulk of your time. One window we need to open before we proceed is the Playback Engine which you'll find under the Setup window in the main menu.

We need to setup our hardware buffer size. This setting is has to do with latency, which is a fancy word for delay. It takes a little time for audio or MIDI to travel through all the devices and back again to your speakers. Ideally, this setting should be low enough that you can't perceive the delay. Lower settings result in less latency, which is important when you are playing or singing along with an existing track, so you will need to experiment. Every audio configuration is different, and each set of variables will require different settings. There is no one-size-fits-all fix for all systems. When you're done recording and start to mix a project, however, you will want these latency



▲ **Fig. 10: Finding the right settings for your system will take some experimenting.**