



MIKADAW 0.9.2

Getting started guide

Create, record, edit and mix your first session.

A COMPLETE, DIRECT WORKFLOW

- Set up audio and MIDI
- Record and arrange clips
- Write in the piano roll
- Use instruments, effects and buses
- Save and export the project

First session

From installation to your first sound in a few steps.

macOS

Open the DMG file, then drag MikaDAW into the Applications folder.

Windows

Extract the ZIP file, then launch MikaDAW-Windows.exe.

The right order to get started

1

Choose your devices

Project > Audio and MIDI Devices...

2

Create a track

Track menu: audio, instrument or external MIDI.

3

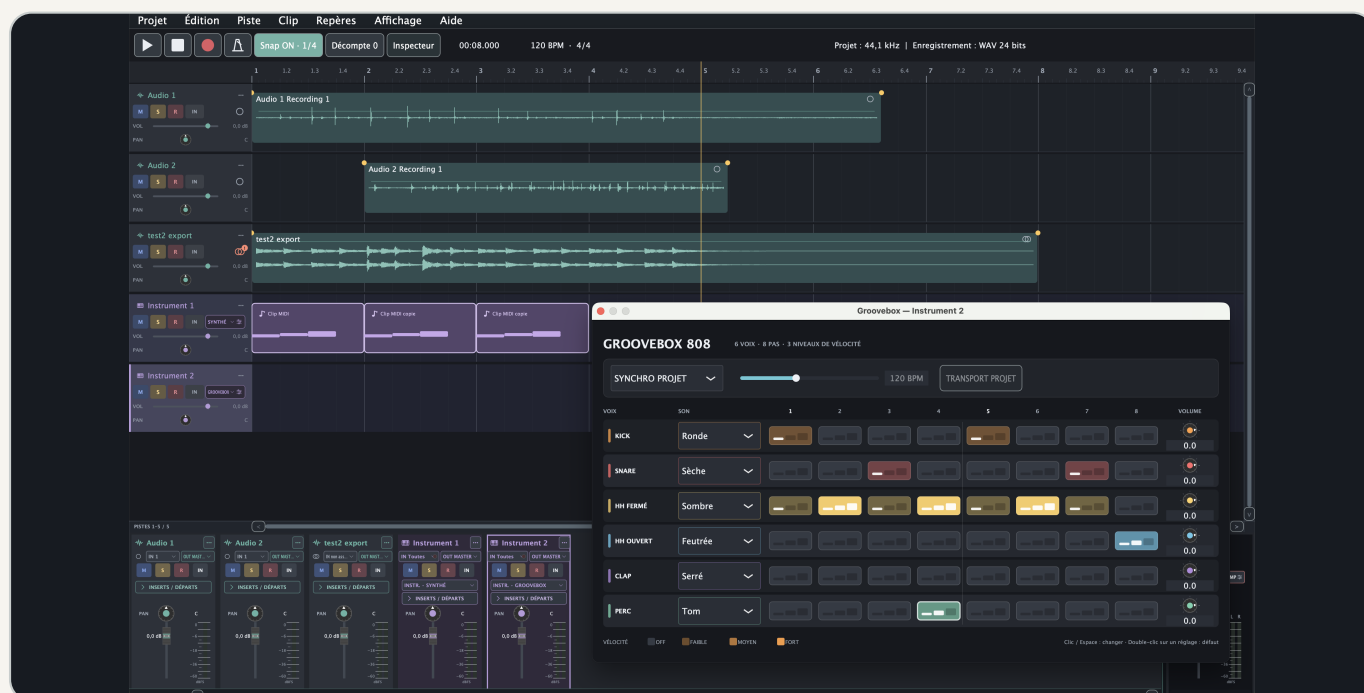
Check the signal

Select the input, then use R and IN.

4

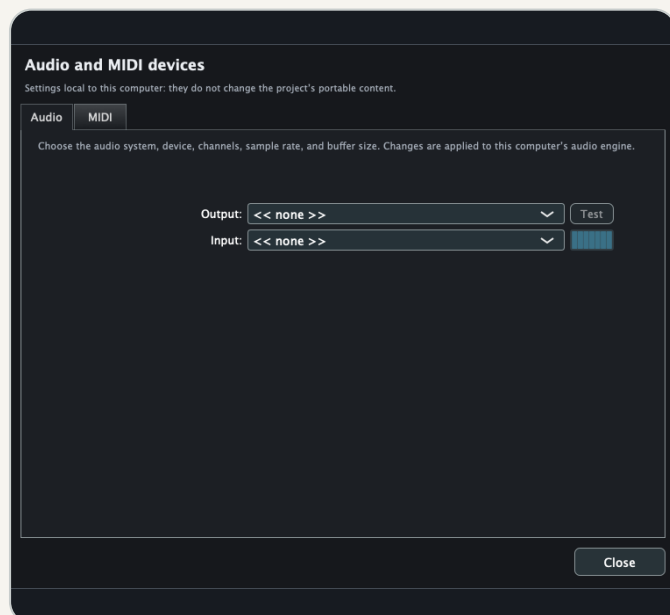
Save the project

Cmd/Ctrl+S creates the .mikadaw file and its Media folder.

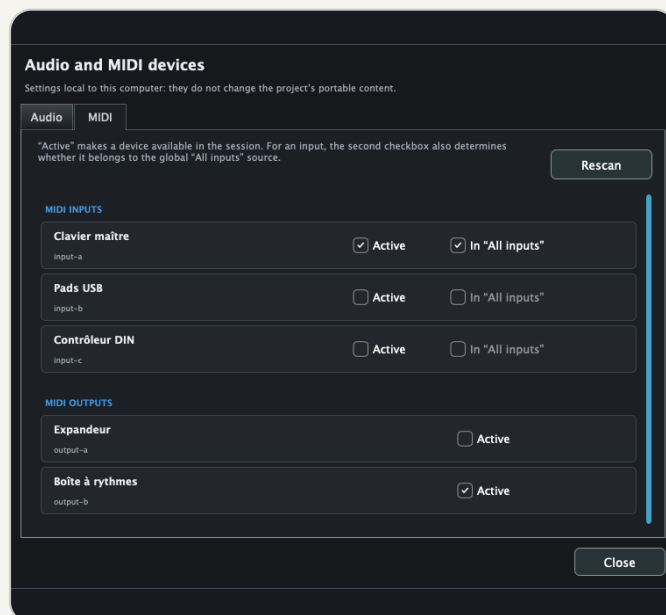


Set up devices

These settings belong to the computer, not to the portable project.



Audio tab



MIDI tab

Audio

- Choose the output first, then the input of your audio interface.
- Set the sample rate and buffer size to suit the hardware and the session.
- The Test button confirms that the output is working.

MIDI

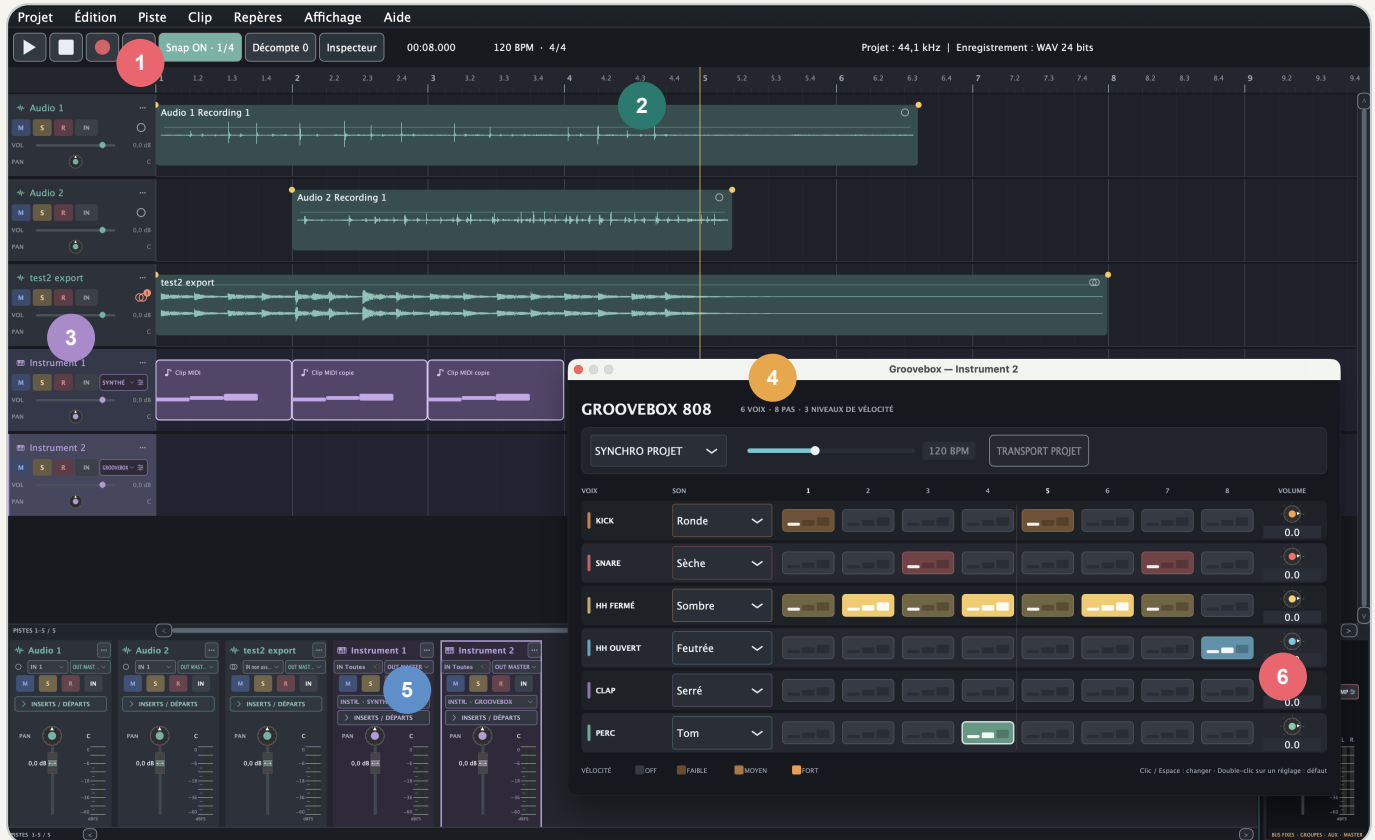
- Enable only the inputs and outputs you need.
- Enable In 'All Inputs' to include a keyboard in the global source.
- On a track, you can then choose a specific input or All Inputs.

IF THERE IS NO INPUT SIGNAL

Check in this order: active device, correct track input, compatible mono/stereo format, R button for recording and IN button for monitoring.

Find your way around the interface

The main window brings together the arrangement and the mixer.



1 Transport
Play, stop, record, metronome and snap.

4 Arrangement
Audio and MIDI clips placed on the timeline.

2 Ruler
Bars, playhead, markers and time selection.

5 Mixer
Levels, routing, inserts and auxiliary sends.

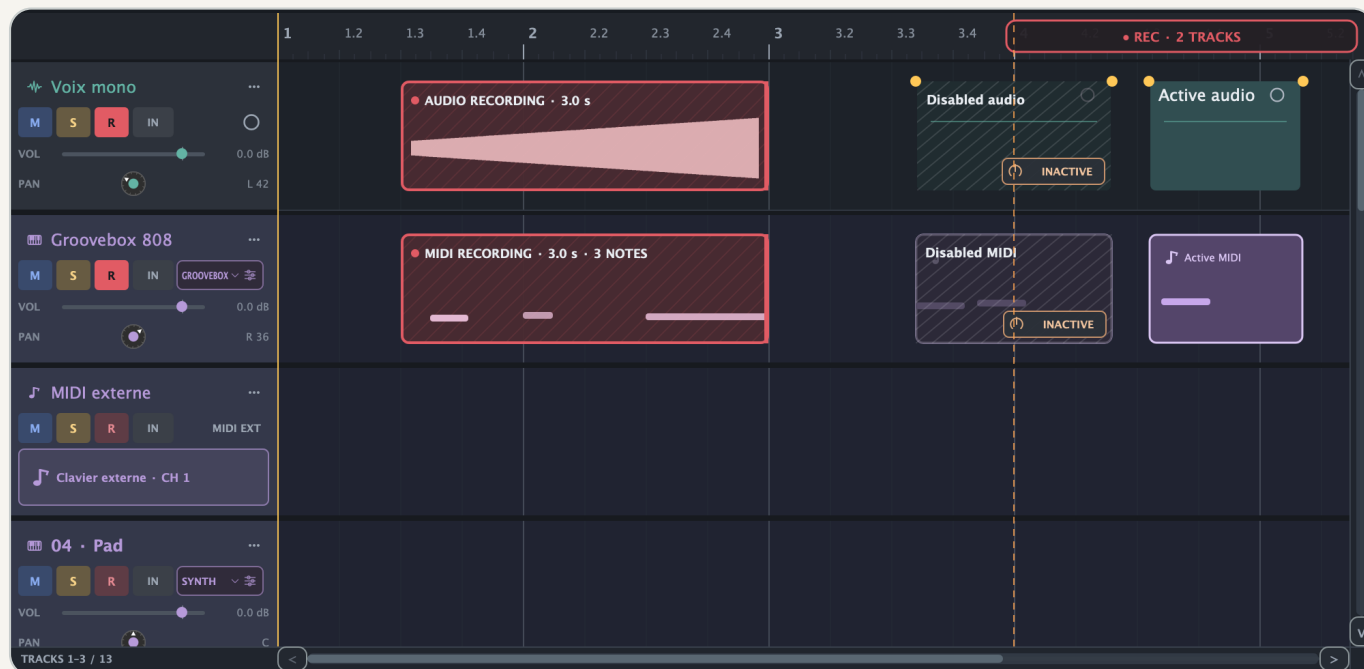
3 Track headers
Name, M/S/R/IN, level, pan and input.

6 Fixed buses
Groups, auxiliaries and the master remain visible on the right.

Tip: press **I** to open the inspector. The View menu switches the mixer between hidden, compact and expanded modes.

Record audio

A temporary clip is built during the take, then becomes a regular clip.



During recording: hatched clips with the waveform or notes appearing live.

Prepare the track

- Track > New Mono or Stereo Audio Track, depending on the source.
- Choose the hardware input in the track header.
- Enable IN to monitor the input and R to arm recording.
- Adjust the gain on the audio interface while watching the graduated peak meter.

Record the take

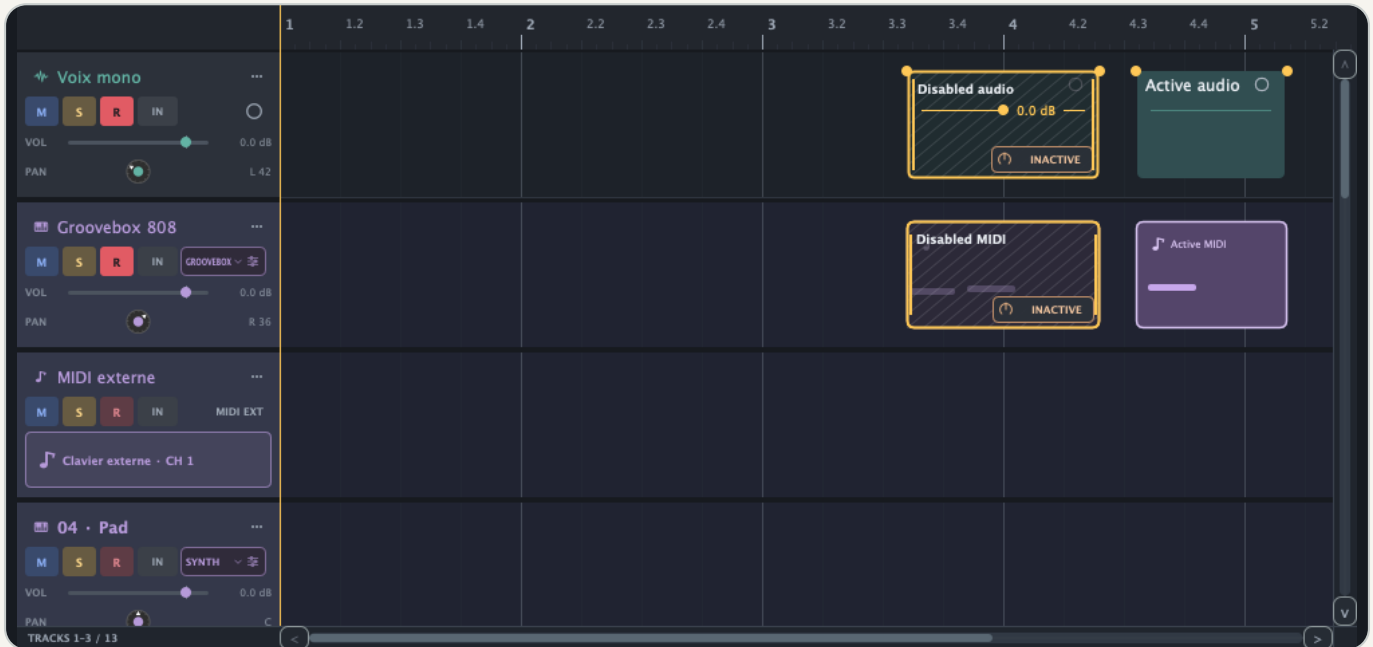
- Position the playhead and choose a count-in if needed.
- Click the round red button. Recording starts after the count-in.
- Click Stop to finish the clip.
- Click the red peak indicator to clear it after correcting the gain.

INPUT LEVEL

Use the dBFS markings and the colour range as guides. Keep comfortable headroom and never reach 0 dBFS. Then apply the target range given in class.

Edit clips

All operations are non-destructive: the source media are not modified.



A disabled clip remains visible and editable, but no longer produces a signal.

MOVE

Drag the centre of the clip. Hold Alt for free placement outside the snap grid.

TRIM

Drag the left or right edge to hide or reveal part of the clip.

SELECT

Cmd/Ctrl-click adds a clip; Shift-click selects a range on the track.

SPLIT

Position the playhead, select the clip, then press S.

REPEAT

R creates another occurrence after the clip; Cmd/Ctrl+D duplicates it.

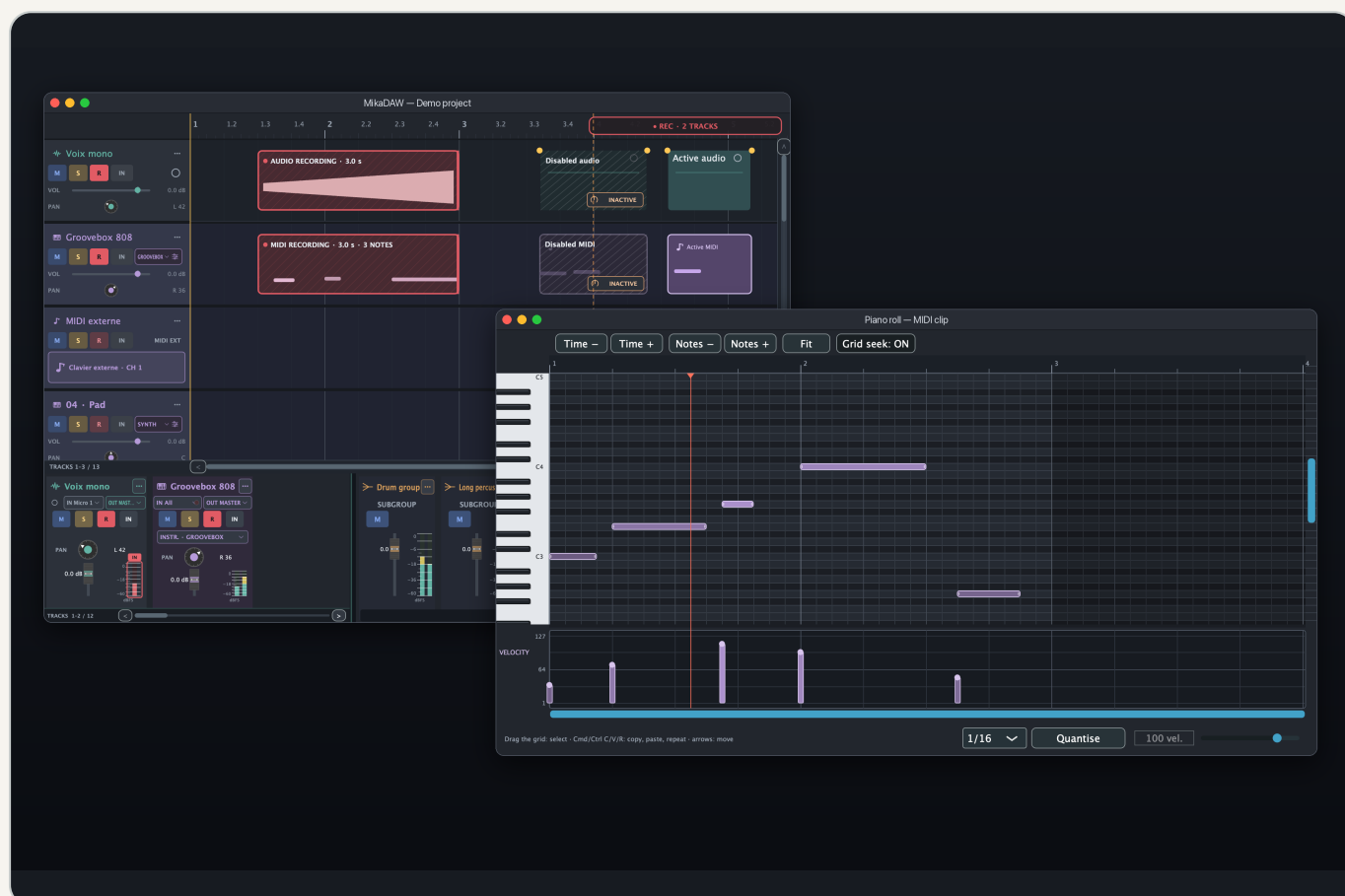
DISABLE

Press 0 to disable or re-enable the selected clips.

Copy/paste: select a clip, press Cmd/Ctrl+C, choose a compatible track, position the playhead, then press Cmd/Ctrl+V.

Write and edit MIDI

Double-click a MIDI clip to open the piano roll.



Create and select

- Double-click in the grid to create a note; drag during the double-click to set its duration.
- Cmd/Ctrl-click builds a multiple selection; drag a rectangle in empty space to select the enclosed notes.
- Click the vertical keyboard to audition a pitch.

Move and adjust

- Drag a note or its handles; the VELOCITY lane controls its intensity.
- Arrow keys follow the grid and move by one semitone; with Shift: one bar or one octave.
- The subdivision menu controls the grid, quantisation and the initial note duration.

Clicking the background positions the playhead. Scroll bars and wheels navigate time and pitch independently.

Choose an instrument

Click the instrument capsule on the track to choose a module and open its controls.



SYNTHESIZER

Oscillator, octave, resonant filter, ADSR envelope and assignable LFO.

SAMPLER

Waveform, start/end, transpose, attack/release, Reverse, One Shot, Gate or Loop.

GROOVEBOX

Six voices, eight steps, three velocities, sound variations and project sync.

MINILAB 3

The built-in profile controls the main parameters. In the Groovebox, the first six encoders set the levels, pressing the encoder selects a voice, and the pads control the eight steps with LED feedback.

Mix

The compact mixer shows the essentials; expanded mode reveals inserts, sends and routing.



Read a channel strip

M

mutes the track

S

solos the track

R

arms recording

IN

monitors the input

FADER

sets the level

PAN

positions the signal in stereo

ROUTING

A track can feed the master or a group. Sends route a copy of the signal to an auxiliary in pre- or post-fader mode. Groups, auxiliaries and the master stay pinned on the right while you navigate.

Use effects

Expand INSERTS / SENDS, then open the effect with its settings button.



Equalizer

Equalizer

- High-pass and low-pass filters remove unnecessary extremes.
- LF, LMF, HMF and HF control gain, frequency and, where available, Q width.
- The curve shows the combined filter response.



Compressor

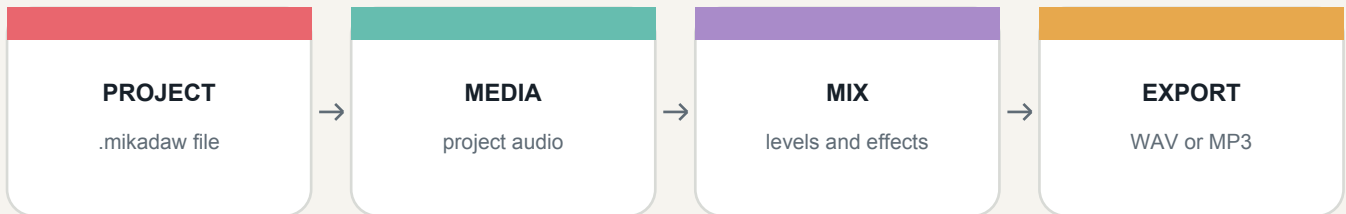
Compressor

- Threshold determines when compression begins.
- Ratio sets its strength; attack and release set its speed.
- The GR meter displays gain reduction.

ON / BYPASS lets you compare the signal with and without processing. For a fair comparison, avoid making the processed signal seem better simply because it is louder.

Save and export

Save early: MikaDAW creates a portable project with its media.



SAVE

- Cmd/Ctrl+S saves; Shift+Cmd/Ctrl+S chooses a new location.
- Move the .mikadaw file and the Media folder together.
- The Backups folder keeps the previous manual save.

IMPORT

- Project > Import Audio... accepts WAV, AIF and AIFF.
- Project > Import MIDI File... accepts .mid and .midi.
- Dragging and dropping several audio files creates the appropriate tracks.

EXPORT

- Project > Export Mix... creates a WAV or MP3 file.
- A time selection drawn in the ruler limits the exported range.
- Project > Export MIDI Project... combines the active MIDI clips.

Before delivery: listen to the exported file from beginning to end and check its format, duration and absence of clipping.

Shortcuts and troubleshooting

Cmd on macOS corresponds to Ctrl on Windows.

Essential commands

Space	Play / pause
Cmd/Ctrl+S	Save
Cmd/Ctrl+Z	Undo
Maj+Cmd/Ctrl+Z	Redo
Cmd/Ctrl+C / V	Copy / paste a clip
S	Split at playhead
R	Repeat clip
0	Disable / re-enable
I	Show inspector
Backspace	Delete selection

Create tracks

Maj+Cmd/Ctrl+A	Mono audio
Alt+Cmd/Ctrl+A	Stereo audio
Maj+Cmd/Ctrl+I	Instrument
Maj+Cmd/Ctrl+M	External MIDI
Maj+Cmd/Ctrl+U	Auxiliary
Maj+Cmd/Ctrl+G	Group

Quick troubleshooting

No sound

Check the device, output, mute, fader and master.

No input

Check the track input, R/IN and mono/stereo format.

No MIDI

Check the active port, track input, channel and monitoring.

Missing media

Put the expected file back into the Media folder.

Action unavailable

Stop recording before making a structural change.

BUILT-IN HELP

The Help menu offers the signal path, an explanation of the current selection and a music-production glossary. These three tools connect each action to its underlying concept.