

C-1U PODCAST QUICK-START GUIDE

1. Introduction

Thank you for purchasing the BEHRINGER C-1U. This large-diaphragm condenser microphone comes with an impressive software bundle which includes a variety of applications to creatively produce professional-sounding podcasts for the internet. Move up to the next step in the evolution of broadcasting, and free yourself and others from the limitations of conventional mass communication.

2. Podcasting basics

The following section gives you a quick insight into the terminology being used.

Podcasting is a term derived from combining the two words “iPod” and “broadcasting” and is defined as the distribution of audio or video files, such as radio programs or music clips, over the Internet.

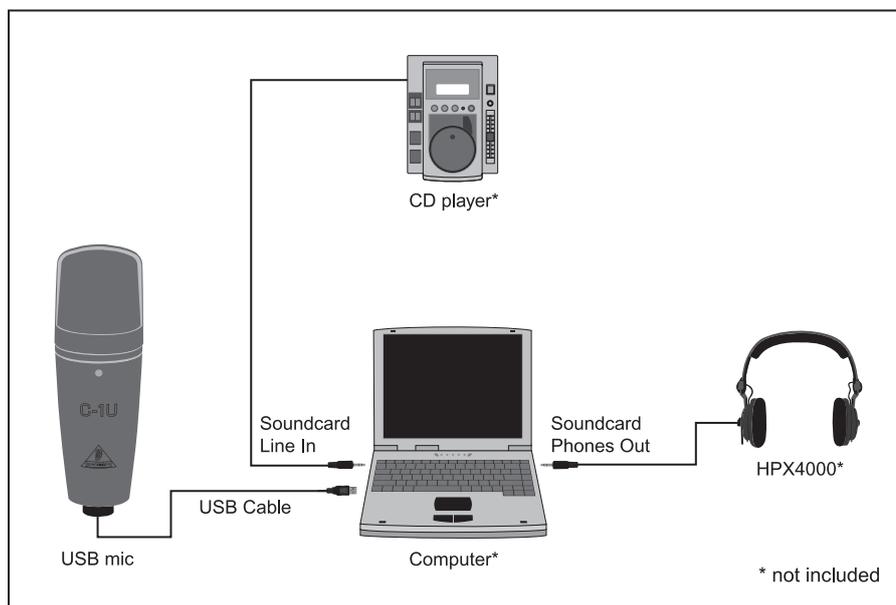
This is accomplished by using one of two syndication techniques which allow users to listen and, of late, even view digital media on such portable media devices as iPod players and laptops.

RSS (Really Simple Syndication) and *Atom* are Web content syndication formats written in XML which provide either podcast content or summaries that link to content and additional file information.

Podcast is a feed of audio or video files placed on the Internet for public access. Anyone can subscribe to the feed and download the media files. This allows you to collect programs from a wide range of sources for listening or viewing media content, either online or offline with your computer or an appropriate portable device.

Podcatcher refers to a software application that enables the download of podcasts. Usually, it launches when the computer is started and runs then in the background, managing feeds that you add manually and downloading each at a specified interval.

3. Step-by-step installation



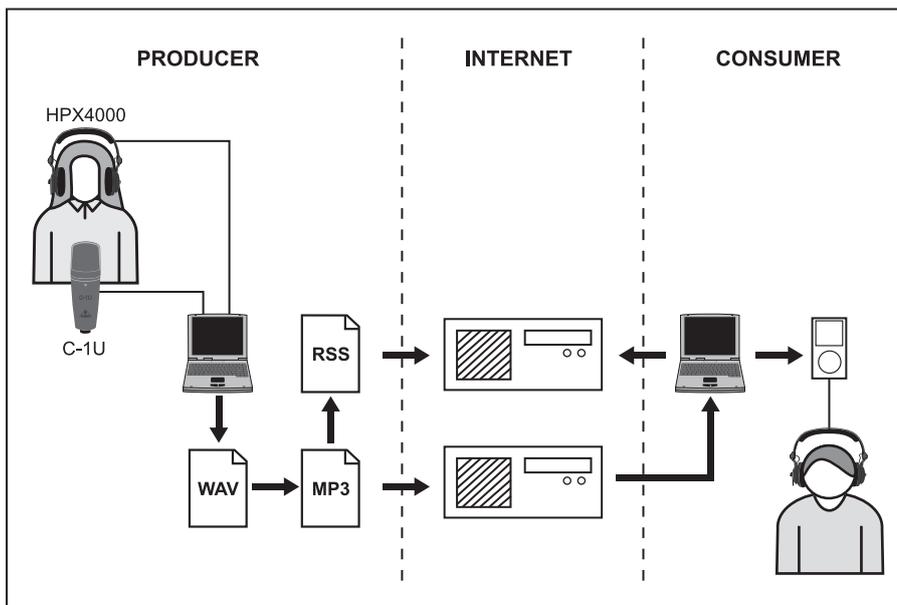
Now that you know the terminology and have all the gear you will need to produce high-quality audio podcasts, it's about time you set up the equipment, install the software and get started.

- 1) Connect your new C-1U USB mic to your computer by using the USB connector.
- 2) Connect any other sound source (CD/Tape) to the “Line In” connector of your computer’s sound card using a 1/8” TRS connector.
- 3) Hook up a set of headphones to the computer’s sound card phones connector using a 1/8” TRS connector.

After setting up the hardware, you are ready to install the audio software and podcasting applications provided on the software CD.

- 4) Then, install the Audacity software application, an easy-to-use audio editor, and Kristal Audio Engine, a powerful audio sequencer and mixer. Please note that the Audacity software is not ASIO capable, but runs on both Windows and Mac operating systems.

- 5) The Audacity software doesn’t include an MP3 codec to encode audio files. For this reason you will first need to download and install the LAME MP3 encoder (more information and download at <http://audacity.sourceforge.net/download/?lang=en>).
- 6) Remember to choose the appropriate driver in the preferences of Audacity and Kristal Audio Engine when using these programs with your USB audio interface.
- 7) Install the Podifier software. This application automates the making of podcasts and includes an FTP feature to upload your podcasts to a server.
- 8) Install the Juice or Podnova software. Both of these applications are cross-platform podcast receivers which help you manage your podcast files.
- 9) Alternatively, install the Golden Ear software (works only on Windows operating systems). This program is a podcast receiver that enables you to look for and download podcasts.



4. Your first podcast

Start to produce your first podcast by recording your voice or an acoustic instrument. Adjust the recording level as required:

- ▲ Under Windows, you control the mic level via the *Volume Control* panel (shortcut: loudspeaker icon found in the taskbar).
- ▲ On Mac OS, you set the mic level using the *Audio Midi Setup*.

Using the included Audacity recording software, you can record, edit and save your recording sessions to your computer's hard drive. Simply turn up the levels of the Microphone input and click on the record button in the application to create a new track and record everything you pick up with your microphone. Be sure to adjust the input and output levels accordingly. After you have finished recording, you can edit and then export the recorded material to a common audio format.

Load the audio file into the Kristal Audio Engine application, which enables you to add multiple tracks (please be aware of copyright issues when using material that is not your own) and master these to a single, final stereo track. Since the Kristal Audio Engine software supports VST plug-ins, you are able to use VST effects to process your audio material.

Now that you have a final version you would like to publish as a podcast, go ahead and compress your audio file to the MP3 file format (after you have installed the LAME encoder) or convert your file to an available audio format of your choice. Simply open your audio file in the Audacity software application and use the Export command in the File menu to save your file.

To publish your podcast, make your new file available online. Upload the generated file to a server with the Podifier software, which assists you to create a feed for your file, enabling you to enter such information as your podcast's URL and title. The feed of your podcast can finally be made accessible to the public by posting it, for example, to an Internet portal. Congratulations, you have just published your very first podcast!

All trademarks (except BEHRINGER, the BEHRINGER logo, JUST LISTEN and C-1U) mentioned belong to their respective owners, and such use neither constitutes a claim of the trademarks by BEHRINGER nor affiliation of the trademark owners with BEHRINGER. BEHRINGER accepts no liability for any loss which may be suffered by any person who relies either wholly or in part upon any description, photograph or statement contained herein. Colors and specifications may vary slightly from product. Our products are sold through authorized dealers only. Distributors and dealers are not agents of BEHRINGER and have absolutely no authority to bind BEHRINGER by any express or implied undertaking or representation. This manual is copyrighted. No part of this manual may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying and recording of any kind, for any purpose, without the express written permission of BEHRINGER International GmbH. Mac is a trademark of Apple Computer, Inc., registered in the U.S. and other countries. iTunes, Mac OS and FireWire are trademarks of Apple Computer, Inc., registered in the U.S. and other countries. Windows is a registered trademark of Microsoft Corporation in the United States and other countries. ASIO is a trademark and software of Steinberg Media Technologies GmbH.

