



# Mac OS X: USB Audio Devices

## Using USB Audio With GarageBand

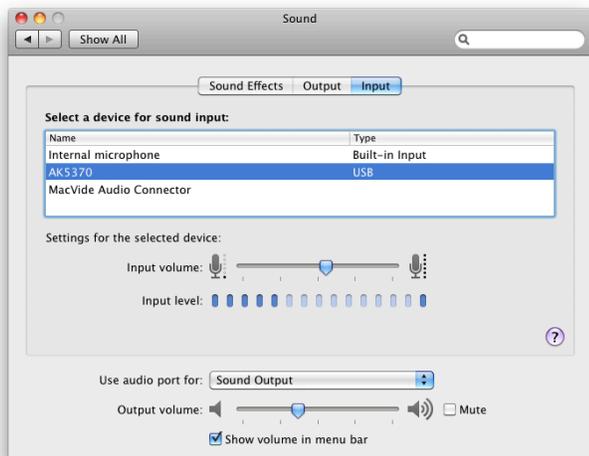
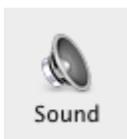
1. Leave your USB audio device unplugged at first.
2. Open the **GarageBand** application and open the project you are working on, or start a new one if needed.
3. Plug the USB audio device into one of the available USB ports on your computer.
4. Within a few seconds, GarageBand will detect the USB audio device and ask if you want to use it. Click the **Yes** button.



5. Record as usual, but using the USB device.
6. When you are done recording, save your project and unplug the USB device. GarageBand will revert to the built-in speakers and microphone.

## Using USB Audio With Other Applications

1. Plug your USB device into an available USB port.
2. Click on the **Apple** menu, then **System Preferences...**
3. Click on the **Sound** preferences icon.
4. Click the **Input** tab and select the name of your device.
5. Click the **Output** tab and select the name of your device.
6. Record in the application of your choice.
7. Unplug your USB audio device when finished.

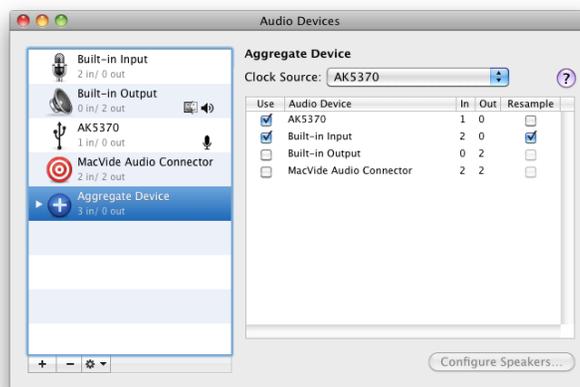


## Using Multiple Audio Sources in GarageBand

1. Plug in all of the USB audio devices that you intend to use.

**Tip:** If you must use a hub, be sure it's labeled as USB 2.0.

2. Open your hard drive, then the **Applications** folder, then **Utilities**.
3. Open the **Audio MIDI Setup** program.
4. Click the **+** (plus) button at the bottom left corner of the window. A new entry called **Aggregate Device** will appear in the list of audio devices.



5. In the **Use** column, check the boxes next to the audio interfaces you wish to include – probably all of them.
6. Quit the **Audio MIDI Setup** application.
7. Open **GarageBand**.
8. Click on the **GarageBand** menu, then **Preferences...**
9. Click on the **Audio/MIDI** section of the **Preferences** window.
10. Select **Aggregate Device** from the **Audio input** menu, then close the **Preferences** window.
11. Create a few new tracks by going to the **Track** menu, then **New Basic Track**.
12. Click on each track. In the right column of the GarageBand window, select a channel from your **Aggregate Device**.
13. Make sure the red recording dot is enabled on each track.
14. All your inputs should now be able to record simultaneously.
15. Switch back to one of the built-in inputs when finished.
16. In the future you will not need to repeat all these steps. Just reconnect the USB inputs and select **Aggregate Device** from the GarageBand Preferences window.

