



Mixer & Recorder

Setup & Connection Guide

Connect your gear. Check your computer.
Record, mix, save locally, and send
your finished mix directly to Jam45 Mastering.

LOCAL-FIRST DESIGN

Your multitrack audio stays
on your computer by default.

Version 1.0 | For Jam45 Studio Mixer & Recorder

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Before You Start

Jam45 Mixer & Recorder does its heavy audio work in your browser using the musician's own CPU, memory, storage and connected audio hardware. Your computer determines how many tracks and real-time effects it can comfortably handle.

RECOMMENDED BASELINE

- Modern 4-core CPU or better (roughly 2.5 GHz-class or newer equivalent)
- 8 GB RAM minimum recommendation; 16 GB+ strongly recommended for larger projects
- Current Chrome or Edge recommended for the most predictable recording/device support
- SSD and at least 2 GB of free browser/local storage for active projects
- Wired headphones or a USB audio interface for recording and monitoring

PERFORMANCE DISCLAIMER

- Track capacity depends on CPU generation, sample rate, browser, effects, project length and other applications running at the same time.
- Jam45's Check My Computer result is guidance, not a guarantee.
- Bluetooth audio can add substantial latency. Use wired monitoring for overdubs whenever possible.

Start with Check My Computer

Open Mixer & Recorder and choose Check My Computer. Jam45 looks for AudioWorklet, microphone support, browser-local storage, logical CPU threads and available storage, then recommends a practical starting track range.

Connect Your Recording Hardware

Typical USB audio-interface setup



Connection basics

- Microphone: connect an XLR mic to the interface. Enable +48V only if the microphone requires phantom power.
- Electric guitar/bass: use the interface instrument/Hi-Z input when available.
- Keyboard/drum machine: use line outputs into line inputs; avoid plugging speaker-level outputs into an interface.
- Headphones: plug into the audio interface whenever possible so you hear the lowest practical latency.
- USB interface: connect directly to the computer when possible. If using a hub, use a powered high-quality hub.

Browser, Permissions & Input Selection

1**Open Mixer & Recorder**

Use the Jam45 Studio Mixer & Recorder tab. The mixer itself runs in the browser.

2**Run Check My Computer**

Review the compatibility result before loading a large multitrack session.

3**Choose Enable Audio Input**

Your browser will ask for microphone permission. Approve it only when you are ready to record.

4**Select the correct interface input**

After permission is granted, Jam45 lists available input devices. Choose your USB interface rather than the laptop microphone.

5**Use wired monitoring**

If you monitor through the browser, keep levels conservative. Direct monitoring on the interface usually gives the lowest latency.

Gain, Sample Rate & Latency

Set input gain before recording

- Play or sing the loudest part you expect to record.
- Raise the interface input gain until the meter is healthy but never repeatedly hits the red/clip area.
- Aim for comfortable headroom. You do not need to record close to 0 dBFS.
- If an interface has a hardware clip light, treat that warning as authoritative.

GOOD PRACTICE

For 24-bit recording, peaks around -18 to -10 dBFS are generally plenty hot while leaving useful headroom. Exact targets vary by source and interface.

Latency

Latency is the delay between performing and hearing the result. Browser monitoring, Bluetooth devices, large effect chains and busy computers can increase it. If your interface has direct monitoring, use it for vocals and instruments whenever possible.

- Close heavy background applications while recording.
- Use wired headphones.
- Start with fewer real-time effects while tracking; add them while mixing.
- If you hear echoes, turn off browser monitoring when using direct monitoring on the interface.

Record Your First Multitrack Session

1 Create a project

Name the project, set BPM and choose a count-in.

2 Import guide/backing tracks

Use Add Audio Files for existing WAV/MP3 material on your computer.

3 Arm a track

Only an armed track receives a new recording.

4 Enable the input

Choose the microphone or audio-interface input and confirm the input meter responds.

5 Record

Jam45 can count in, start the metronome and play existing tracks while the new performance records.

6 Overdub

Arm another track and repeat. Existing tracks stay in place while the new take is added locally.

IMPORTANT: LOCAL PROJECT DATA

Do not clear Jam45 site data or browser storage while a project exists only locally. Save/download important mixes and recordings as backups.

Understand the Mixing Board

Each track channel

REC

MUTE

SOLO

GAIN

LOW EQ

MID EQ

HIGH EQ

COMP

GATE

REVERB

DELAY

PAN

FADER

Fader & Pan

Set track level and left/right placement.

Mute / Solo

Mute removes a track; Solo lets you focus on one or more channels.

EQ

Low, mid and high controls shape tone. Make small changes first.

Compressor

Reduces dynamic peaks and can make a performance feel more controlled.

Gate

Reduces very quiet signal below a threshold. Too much gate can cut off natural decays.

Reverb / Delay Sends Blend shared ambience without placing a separate effect on every track.

Save Locally, Export & Master

Local projects

Jam45 stores Mixer & Recorder projects in browser-local storage when you choose Save Project. Audio is not uploaded to Jam45 by that action. Available capacity depends on the browser and device.

- Save after important recording takes.
- Use Export Project Backup when available for an additional local copy.
- Do not use private/incognito browsing for sessions you need to keep.
- Do not clear site data until important recordings have been exported.

SEND MIX TO JAM45 MASTERING

When your balance is ready, choose Send Mix to Jam45 Mastering. Jam45 renders a stereo WAV locally, switches to the Mastering tab and loads the mix directly into the existing mastering workflow - no manual download-and-reupload step.

Leave mastering headroom

The mixer is for creating the musical balance. Avoid crushing the master bus just to make it loud. A clean mix with several dB of headroom gives Jam45 Mastering room to do the final loudness and limiter work.

Troubleshooting

No input devices appear

Confirm the browser has microphone permission. Disconnect/reconnect the USB interface, then refresh the device list.

Wrong microphone is recording

Choose the correct device in Recorder. Laptop microphones may appear alongside the interface.

Delay while monitoring

Use wired headphones and hardware direct monitoring. Disable browser monitoring if you hear a doubled/echoed signal.

Pops, dropouts or sluggish meters

Reduce active effects/tracks, close other heavy apps, use a lower project load, and re-run Check My Computer.

Recording is distorted

Lower the hardware input gain. Clipping at the interface cannot be repaired by lowering the mixer fader afterward.

Project disappeared

Local browser data may have been cleared or the session may have been created in private browsing. Keep exported backups of important work.

Send to Mastering does not load

Download the 24-bit mix as a fallback, open Mastering and load the exported WAV manually.

QUICK START

Check computer -> connect interface -> select input -> set gain -> arm track -> record -> mix -> save locally -> export or Send Mix to Jam45 Mastering.