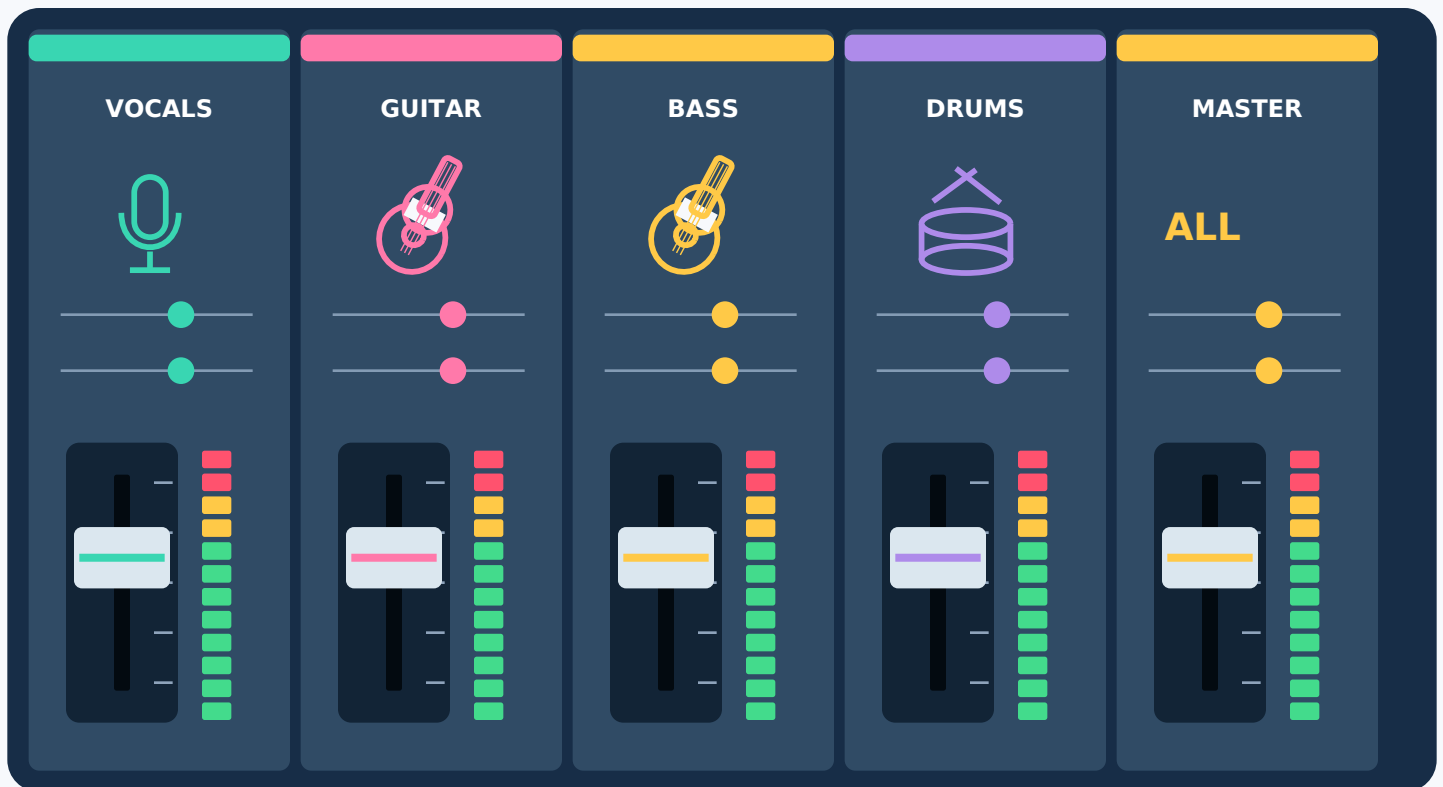


Jerrick's music adventure!

A picture manual for little music makers.

Sing. Play. Mix. Save.



This is your mixing board. Each strip holds one sound. You are the sound boss!



Start with a grown-up.
Put on headphones and keep the sound gentle.

Pictures are learning drawings, not exact screen shots.

Open Bandera Studio - [tap here](#)

First: a grown-up helps

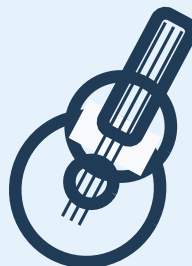
Read this page together before making your first song.



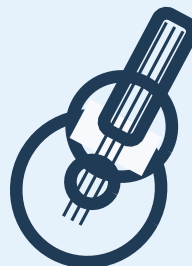
Listen



Sing



Play



Boom

1 Open the studio

Open Bandera Studio in the browser. A grown-up connects the microphone or audio interface.

2 Let the microphone work

Open "Microphone & recording setup." Press "Find My Microphone," allow access, and choose the recording device.

3 Choose the right input

A normal microphone usually uses Input 1. For a two-input interface, match each track to the socket actually used. Guitar defaults to Input 2; change it if needed.

4 Use headphones

Start with a low headphone volume. Record guitar and bass in separate takes if they share one input.

Grown-up note

Some browsers expose only Input 1. Phones may need an adapter and powered interface. Keep the app open while recording. Maximum recording: 5 minutes per track.

Make your first recording

Try a tiny song: sing one line, then press Stop.

Little button on your track



Record

then

Big button at the top



Record

Pick your sound first. Start recording second.

1 Pick Vocals

On Track 1, turn on the little Record button. It lights up. Turn off Record on any track you do not want to record.

2 Press the big Record button

Press Record at the top. Now sing! For guitar or bass, choose that track instead.

3 Press Stop when you finish

Your recording is ready. Press Play Mix to hear it. Press Stop before making another take.

4 Add another instrument

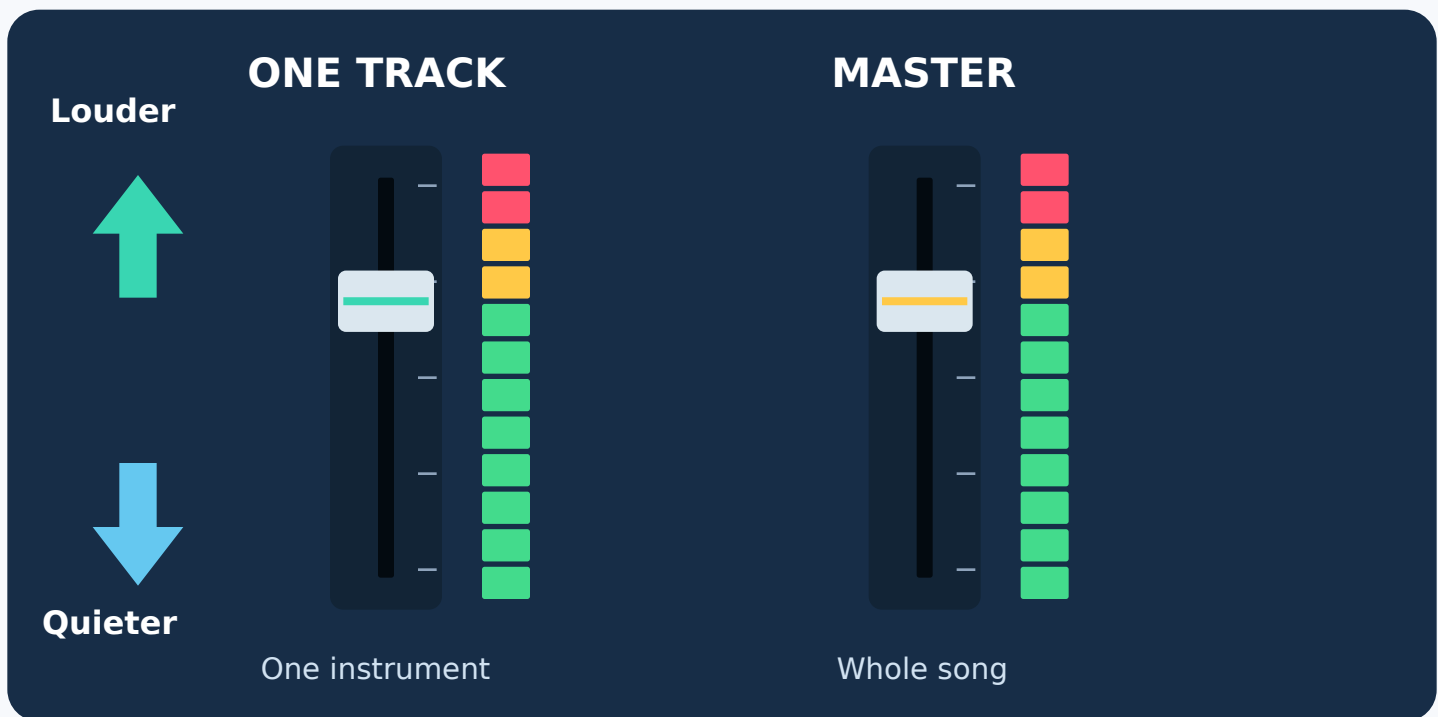
Turn off Record on the finished track. Turn it on for Guitar or Bass. Press the big Record button. Finished tracks play along in your headphones.

Before another take

Recording starts at the beginning. A new take replaces audio on tracks marked Record. Ask your grown-up to Save Song before replacing something you like.

You are the sound boss!

All the tall sliders work the same way.



1 Move a little at a time

Slide up for louder. Slide down for quieter. The Master fader changes the whole song.

2 Watch the little lights

Green: good. Yellow: getting loud. Red CLIP: too loud. Lower that track or Master while listening.

3 Try Mute and Solo

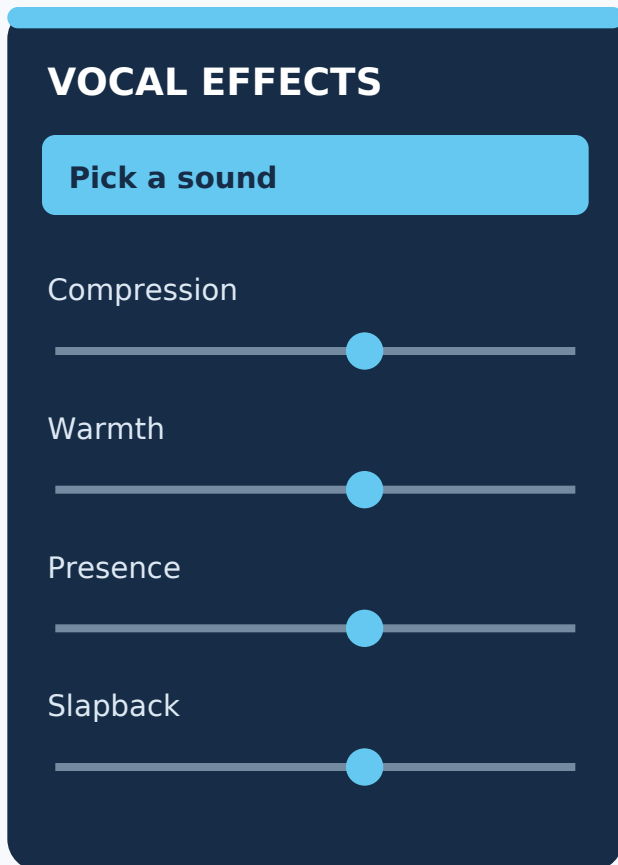
Mute makes one track quiet. Solo lets you hear just one track. Press again to turn it off.

If red flashes while recording

Ask a grown-up to turn down the microphone or interface input gain. A track fader changes playback volume; it does not fix an overloaded recording.

Give your voice some sparkle

Track 1 is Vocals. Try one sound at a time.



Compression

Helps loud and quiet singing sit closer together.

Warmth

Makes your voice sound fuller.

Presence

Helps the words stand out.

Slapback

Adds a quick little echo.

Your voice mission

1 Press Play Mix

Hear your voice while you try a preset.

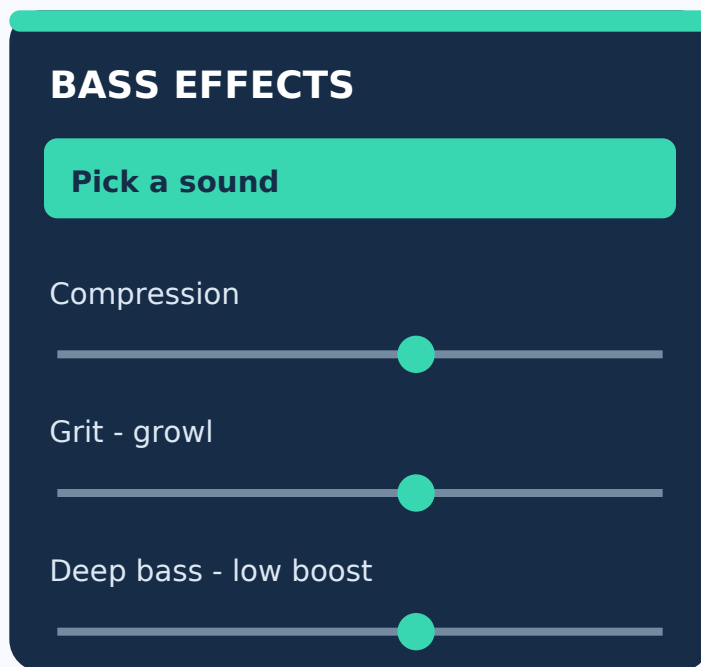
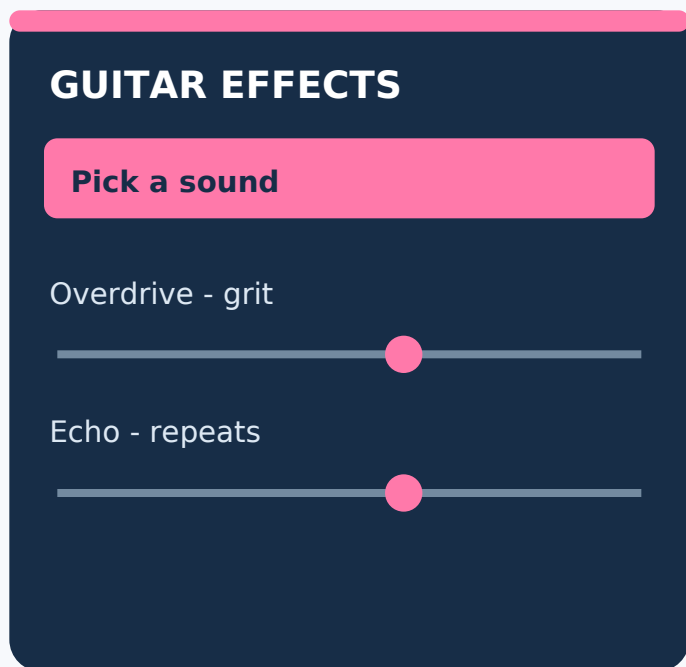
2 Pick a voice sound

Choose Natural Voice, Warm & Smooth, Country Lead, or Big Stage. Then try a small slider move.

Chorus adds a shimmery sound. Reverb makes a little pretend room around your voice. Effects are heard on playback and in the mix file; your original recording stays clean.

Guitar twang. Bass boom.

Tracks 2 and 3 have their own sound toys.



Track 2 - Guitar

Pick Clean Guitar, Country Twang, Warm Blues, or Rock Crunch. Overdrive adds a fuzzy edge. Echo makes notes repeat.

Track 3 - Bass

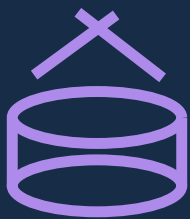
Pick Clean Bass, Warm & Round, Punchy Bass, or Rock Bass. Compression evens the levels. Grit adds growl. Deep Bass makes the low notes bigger.

Tiny changes sound best

Press Play Mix, pick a preset, then change one control. If CLIP lights up, lower the LEVEL fader. Reset Sound puts that track's tone and effect amounts back to their starting settings.

Make a little drummer!

Track 4 makes drums or a ticking click track.



Find Guitar / Bass Beat

Build / Update Beat

Country | Rock | Blues shuffle

Or choose Click Track for tick-tick-tick!

1 Record your guitar or bass first

Press Stop. On Track 4, choose Country Beat, Rock Beat, or Blues Shuffle.

2 Ask the drummer to find the beat

Press Find Guitar / Bass Beat. Then press Play Mix! It estimates one steady tempo from your recorded guitar and bass.

3 Want just a tick-tick?

Choose Click Track. Set Tempo - BPM, then press Build / Update Beat. Press Play Mix.

4 Make the beat faster or slower

BPM means beats per minute. Bigger number = faster. Tap Tempo several times with your beat, or ask a grown-up to change BPM. Press Build / Update Beat after changes.

Grown-up beat helper

Beats use 4/4 time. Detection may guess half or double speed. Adjust BPM or Beat Offset, then rebuild. It does not follow live tempo changes. A beat made before recording lasts 30 seconds; rebuild after the song is recorded.

More sound toys

Small moves can make a big difference.



BASS

Low, boomy sounds



MID

Middle sounds



TREBLE

High, bright sounds

1 Try Bass, Mid, and Treble

These change the tone on each track. Start at 0 dB. Move a little, listen, and decide what you like.

2 Open a sound you already have

Press Open Audio on a track. A grown-up can choose a recording from the device. Then press Play Mix.

3 Need another instrument?

Press Add Track. A new strip appears. Give it a name and record or open audio. Swipe sideways on a phone to see more tracks.

4 Need a fresh sound?

Reset Sound resets that track's volume, tone, and effect amounts. It keeps the recorded audio.

Grown-up timing helper

Start (seconds) delays when an imported or recorded track begins. It does not move the recording cursor. Use it to line up audio. There can be up to 8 tracks; each audio file must be no longer than 5 minutes.

Keep your musical treasure

Save Song and Download Mix do different jobs.



Save Song

Your music building blocks.
Open it later to change things.
File ends in .bandera



Download Mix

Your finished listening song.
Play it or share it.
File ends in .wav

1

Give your song a name

Type a name in SONG NAME at the top. Ask a grown-up to help.

2

Press Save Song

The file is prepared. If file buttons appear, choose Save / Share File or Download File. Ask a grown-up to keep it somewhere safe.

3

Bring it back with Open Song

Pick your saved .bandera file. Your recordings and mixer settings come back!

4

Make the listening version

Press Download Mix. Save the .wav file using the file buttons if they appear. Drums and your effects are included.

Keep a real copy

The device may keep a recovery copy, but always use Save Song for music you want to keep. Save before opening a different song.

Little helper page

If something seems stuck, ask your grown-up.

I cannot hear anything.

Press Play Mix. Check headphones, device volume, Mute and Solo buttons, and the track and Master faders.

The Record button will not work.

Turn on the little Record button for Vocals, Guitar, or Bass first. Track 4 uses Build / Update Beat instead.

The microphone will not work.

A grown-up checks microphone permission, the recording device, the cable, and the selected input.

The red light keeps flashing.

During playback, lower LEVEL. During recording, ask a grown-up to lower the microphone or interface input gain.

The drum beat sounds wrong.

Press Stop. Try Tap Tempo or another BPM, then Build / Update Beat. Find Beat needs clear guitar or bass recordings.

I want my song back.

Press Open Song and find your .bandera file. If Restore Song appears, it may offer the last device recovery copy.

Your mission: record, play, try one effect, and SAVE!