

VINYL-TO-MP3 FOR BEGINNERS



Using the EZ Vinyl Tape Converter Software

The latest version of the EZ Vinyl/Tape Converter for Macs automatically import the converted audio into iTunes, while the latest version of the EZ Vinyl/Tape Converter for Windows allows you to save your audio directly to your computer to any location that you choose. Windows users can then import the audio tracks into whatever audio software you choose.

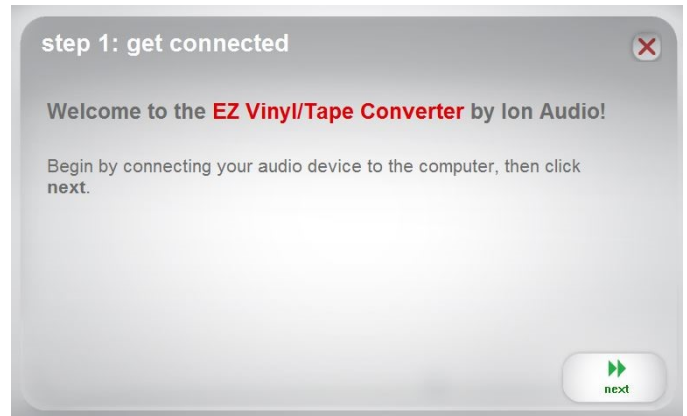
All of the steps and windows are the same for both a Mac and a Windows computer minus the very last step where a Windows user will choose a location for the audio track and a Mac user will automatically have the audio track convert into iTunes. The following steps walk through the process on a Windows operating system.

For more resources, visit <https://www.numark.com/kb/article/1778>.

EZ VINYL CONVERTER WALKTHROUGH: WINDOWS

Steps for Windows

1. First, connect the ION turntable or tape player to the computer with the USB cable and ensure that it is powered on.
2. Next, open and run the EZ Vinyl/Tape Converter software. A window that says **step 1: get connected** will open up.
3. Press **Next**. In **step 2: Get the music ready to play**, there are two very important items that can greatly affect your recordings: **GAIN** and the **Split recording into tracks**.

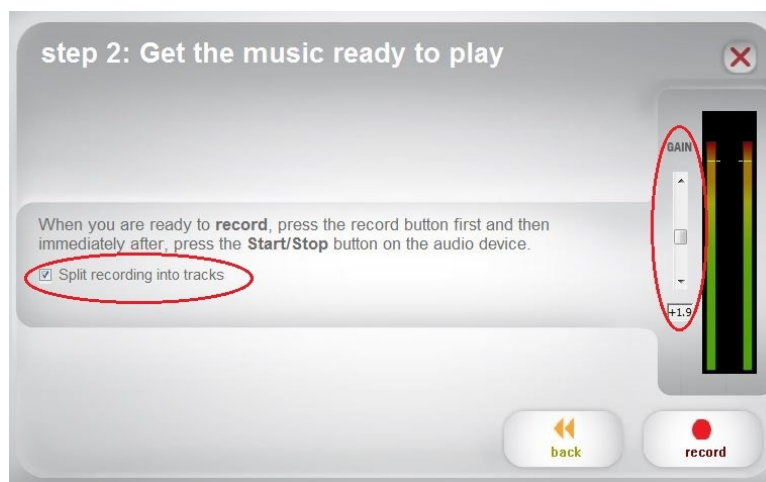


The **GAIN** slider is located next to the display meter.

Its purpose is to control how loud or soft you would like the recording to be. Bringing the slider up will increase the volume and down will decrease it. It is very important to make sure the level on the meter is not staying in the red. This is called clipping and will cause your recordings to sound very distorted

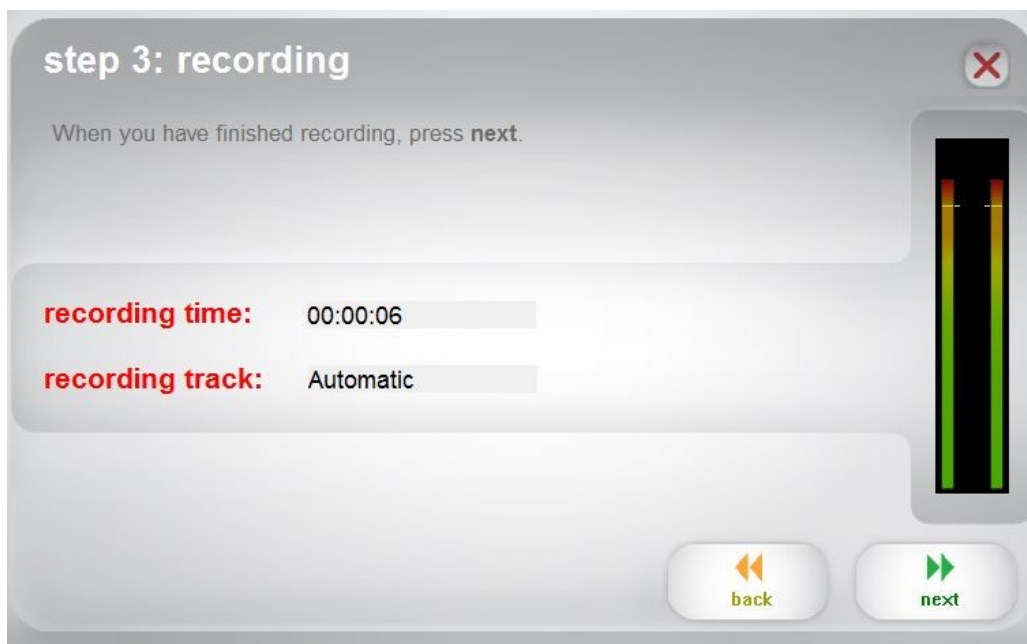
The second item is the **Split recordings into tracks** feature. When this box is checked off the software will automatically advance the recording to the next track when it **detects 4-6 seconds** of silence. This option can be toggled on or off.

Note: This feature may not function properly on certain types of recordings such as spoken word, live recordings, and classical music. Songs with break downs and gaps of silence could trick the software into thinking the track is over and advance it to the next song prematurely. In this case is it best to un-check the box and record the songs manually.

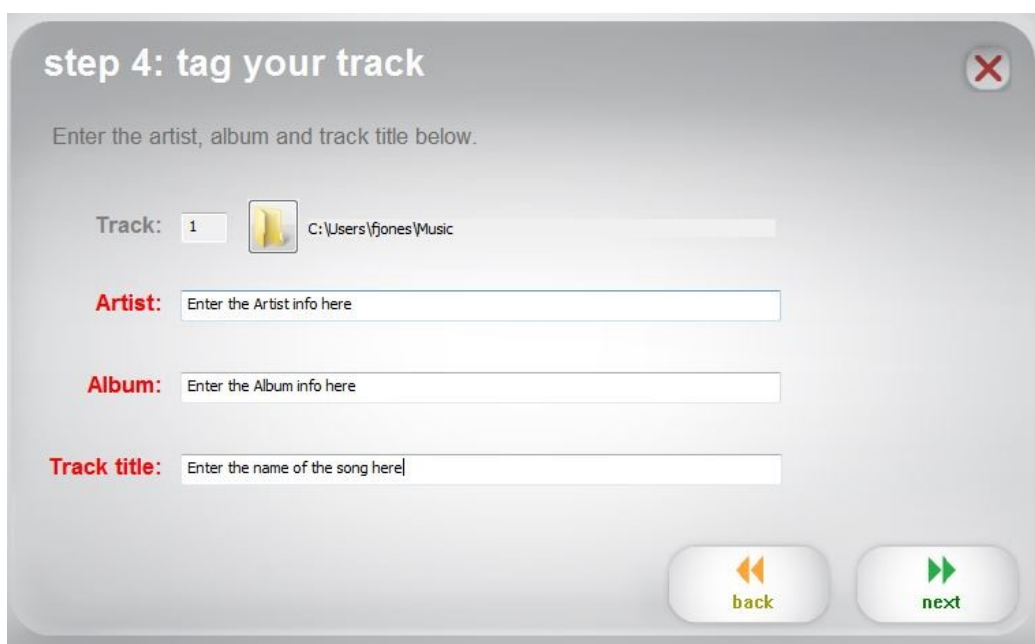


EZ VINYL CONVERTER WALKTHROUGH: WINDOWS

4. Once the GAIN is set to the proper level and you have toggled the Split recordings into tracks function on or off, click on the **record** button to start recording your audio.



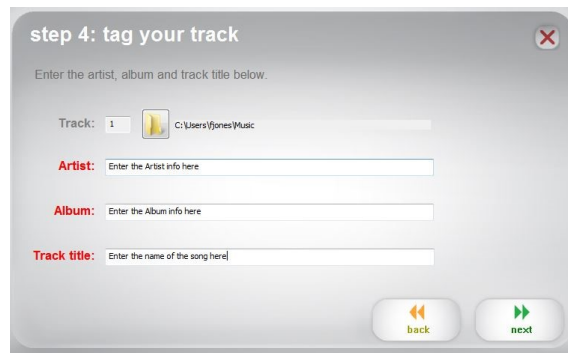
5. When the recording is complete, choose **next**. Then name the **Artist**, **Album**, and **Track title** in the appropriate locations.



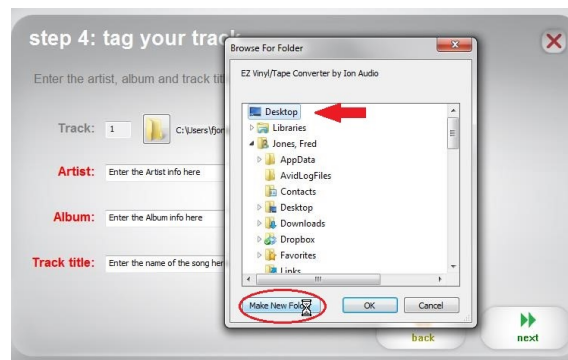
CHANGING WHERE THE SONGS ARE STORED: WINDOWS

By default the audio recordings are saved to the **Music** folder. If you wish to save them in a different location, such as your Desktop for example, here is how.

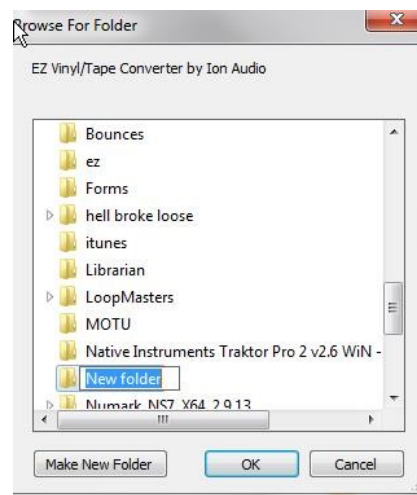
1. Click on the **folder** icon.



2. Highlight **Desktop** then click **Make New Folder**.



3. **Name** your folder, then click **OK**. Now by default all of your music will be recorded into that folder.



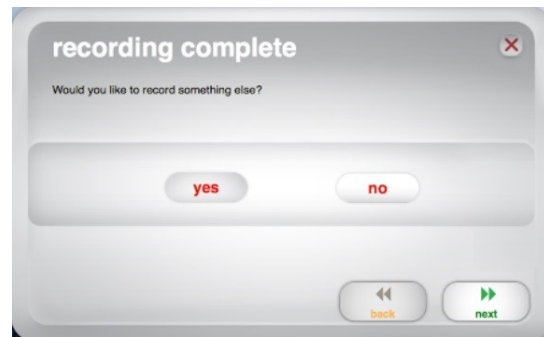
STORING FILES ON MAC

The EZ Vinyl/Tape Converter software steps 1-4 are the same for both Mac and Windows computers. However, when using a Mac computer, the EZ Vinyl/Tape Converter software will guide you to step 5 after naming the Artist, Album, and Tracks and will automatically import the files to iTunes.

1. After the Artist, Album, and Track names have been enter, press **next** and the EZ Vinyl/Tape Converter software will continue to **Step 5: exporting to iTunes**.



2. When the songs have finished exporting to iTunes, the EZ Vinyl/Tape Converter software will ask if you would like to continue recording another album.



3. Even though the recordings have been auto-imported into iTunes, the album can still be located in the Music folder on the Mac in the iTunes Media folder. Once located in the iTunes Media folder, the album or tracks **can be copied to a USB**.

