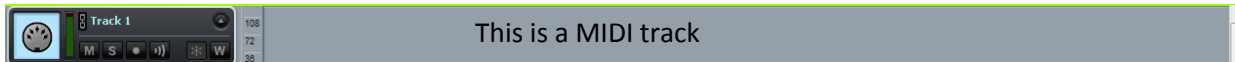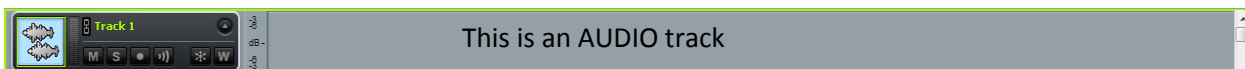# Understanding TRACKS and CHANNELS

TRACKS

- Tracks are LAYERS of SOUND that contain several pieces of information.
- There are TWO types of tracks used in Sonar:

    1. **MIDI TRACK** – A MIDI track will only play MIDI files and records MIDI information through a controller or a GENERAL MIDI device.

    This is a MIDI track

    2. **AUDIO TRACK** – An AUDIO track will only play digital audio files and records digital audio through a microphone, sound card, or another input that sends digital audio.

    This is an AUDIO track

- **You cannot play an MIDI file through an audio track, nor can a digital audio track be played through a MIDI track.**

CHANNELS

- Channels are pre-determined assigned paths for the sound to be sent and played.
- **MIDI TRACKS ARE THE ONLY TRACKS THAT USE CHANNELS**
- MIDI tracks need to use channels that are set for each MIDI track.
- The specific paths for channels are set by a number. There are only 16 channels available in MIDI recording/sequencing.

    For Example:

    You have a MIDI file that has four midi tracks. Each track has to be assigned a channel number (1-16) for that sound to be heard. Each different sound has to have its own channel.

    If you want a guitar sound on track one, then you would assign track one to channel 1.
    If you want a bass guitar sound on track two, then you would assign track two to channel 2.

- <u>All drum sounds are set to channel 10.</u> That is the universal channel set for GENERAL MIDI.

USE THE FOLLOWING GUIDE TO HELP YOU SET UP YOUR MIDI TRACKS, CHANNELS, and SOUNDS

1. In the track list, click the arrow for the dropdown menu

2. Click the arrow to the right of the INPUT / OUTPUT heading

3. Assign each track to its own channel channels available are 1-16. For ease of use, assign the channel number to the track number

1. Press the arrow in the PATCH box to open up the GENERAL MIDI Instrument list.

2. Choose an instrument/sound for that track. Your keyboard should play that sound when pressed.

✓ none	Guitar Harmonics	Synth Brass 2	Pad 8 (sweep)	Gunshot
Acoustic Grand Piano	Acoustic Bass	Soprano Sax	FX 1 (rain)	
Bright Acoustic Piano	Electric Bass (finger)	Alto Sax	FX 2 (soundtrack)	
Electric Grand Piano	Electric Bass (pick)	Tenor Sax	FX 3 (crystal)	
Honky-tonk Piano	Fretless Bass	Baritone Sax	FX 4 (atmosphere)	
Rhodes Piano	Slap Bass 1	Oboe	FX 5 (brightness)	
Chorused Piano	Slap Bass 2	English Horn	FX 6 (goblins)	
Harpsichord	Synth Bass 1	Bassoon	FX 7 (echoes)	
Clavinet	Synth Bass 2	Clarinet	FX 8 (sci-fi)	
Celesta	Violin	Piccolo	Sitar	
Glockenspiel	Viola	Flute	Banjo	
Music Box	Cello	Recorder	Shamisen	
Vibraphone	Contrabass	Pan Flute	Koto	
Marimba	Tremolo Strings	Bottle Blow	Kalimba	
Xylophone	Pizzicato Strings	Shakuhachi	Bagpipe	
Tubular Bells	Orchestral Harp	Whistle	Fiddle	
Dulcimer	Timpani	Ocarina	Shanai	
Hammond Organ	String Ensemble 1	Lead 1 (square)	Tinkle Bell	
Percussive Organ	String Ensemble 2	Lead 2 (sawtooth)	Agogo	
Rock Organ	SynthStrings 1	Lead 3 (calliope lead)	Steel Drums	
Church Organ	SynthStrings 2	Lead 4 (chiff lead)	Woodblock	
Reed Organ	Choir Aahs	Lead 5 (charang)	Taiko Drum	
Accordion	Voice Oohs	Lead 6 (voice)	Melodic Tom	
Harmonica	Synth Voice	Lead 7 (fifths)	Synth Drum	
Tango Accordion	Orchestra Hit	Lead 8 (bass + lead)	Reverse Cymbal	
Acoustic Guitar (nylon)	Trumpet	Pad 1 (new age)	Guitar Fret Noise	
Acoustic Guitar (steel)	Trombone	Pad 2 (warm)	Breath Noise	
Electric Guitar (jazz)	Tuba	Pad 3 (polysynth)	Seashore	
Electric Guitar (clean)	Muted Trumpet	Pad 4 (choir)	Bird Tweet	
Electric Guitar (muted)	French Horn	Pad 5 (bowed)	Telephone Ring	
Overdriven Guitar	Brass Section	Pad 6 (metallic)	Helicopter	
Distortion Guitar	Synth Brass 1	Pad 7 (halo)	Applause	