USER MANUAL · VERSION 2.4.11

CurryCaster II

Your whole show desk in one app.

1. **Getting started**
   CurryCaster II is a whole show desk in one app: your microphone, eight players for clips, a cart wall, your show outline, guests from anywhere, recording, streaming and an editor. This manual shows every part of it.

2. **Shows**
   A show keeps everything for one program: its clip folder, cart deck, outline, devices, levels, stream and guest room. Open the show, and the whole desk is set up the way you left it.

3. **The on-air bar**
   The on-air bar shows the state of your show in one look, and holds the buttons you need while you are live.

4. **Players**
   Eight players across the top of the desk play your clips. They go straight into the show's mix.

5. **The clip browser**
   The clip browser shows the folder of your show, exactly as it is on your disk.

6. **The show outline**
   The outline holds your running order, notes and links. It reads and writes OPML, the standard outline format, so other outliners can open the same file.

7. **Sound: one mic or a mixer**

The Desk tab sets up your sound. First choose who mixes the show: CurryCaster II, or your own mixing desk.

8. The cart wall

Carts are buttons for short sounds you play often: jingles, stingers, sound effects. Click and it plays.

9. Guests

The guest room brings guests on the air from anywhere. A guest opens a link in a browser, on a computer or a phone. Nothing to install, no account to make. The guest room needs a subscription.

10. Record

Press RECORD and the show is recorded: the PROGRAM bus, as a WAV file in your recordings folder.

11. Stream

Stream your show live to an Icecast server.

12. Edit and export

After the show, open the recording in the editor: cut, copy, paste, move blocks, add markers, and export an MP3 with chapters.

13. MIDI controllers

Use a MIDI controller with faders and buttons to run the show without the mouse.

14. Updates, files and help

CHAPTER 1

Getting started

CurryCaster II is a whole show desk in one app: your microphone, eight players for clips, a cart wall, your show outline, guests from anywhere, recording, streaming and an editor. This manual shows every part of it.

Install

1. **Mac:** unzip the download and drag **CurryCaster II** into your Applications folder, then open it. If your Mac says **“CurryCaster II” Not Opened**, click **Done**, open **System Settings → Privacy & Security**, and click **Open Anyway** beside “CurryCaster II” was blocked. You do this only once.
2. **Windows:** run the installer. If Windows says **Windows protected your PC**, click **More info**, then **Run anyway**. It installs for you only, with a Start menu entry and a desktop icon.
3. **Linux:** make the AppImage executable and run it.

The website's download page shows every step with pictures.

What you need

- **Mac:** Apple Silicon (M1 and newer), macOS 13 Ventura or newer.
- **Windows:** Windows 10 or 11, 64-bit.
- **Linux:** a 64-bit PC (x86_64), for example Ubuntu 20.04 or newer.
- **All:** 4 GB of memory (8 GB is better), 1 GB of free disk space, a microphone or a USB mixer, and an internet connection for guests. Headphones are best when you have guests.

The first start

The desk starts by itself when the app opens. There is no start button to press.

The first time, your computer asks if CurryCaster II may use the microphone. Click **Allow**. Without it the desk cannot hear you, and the computer hides the names of your audio

devices.

CurryCaster II also makes an **Example Show** for you, so you can try everything at once. You find it in your home folder, under `StudioCast/Example Show`. It has:

- a **User Guide** outline, open in the Show outline,
- seven sound effects, already on the cart wall,
- your own guest room, ready to open (with a guest-room subscription).

Read this first: how you hear yourself

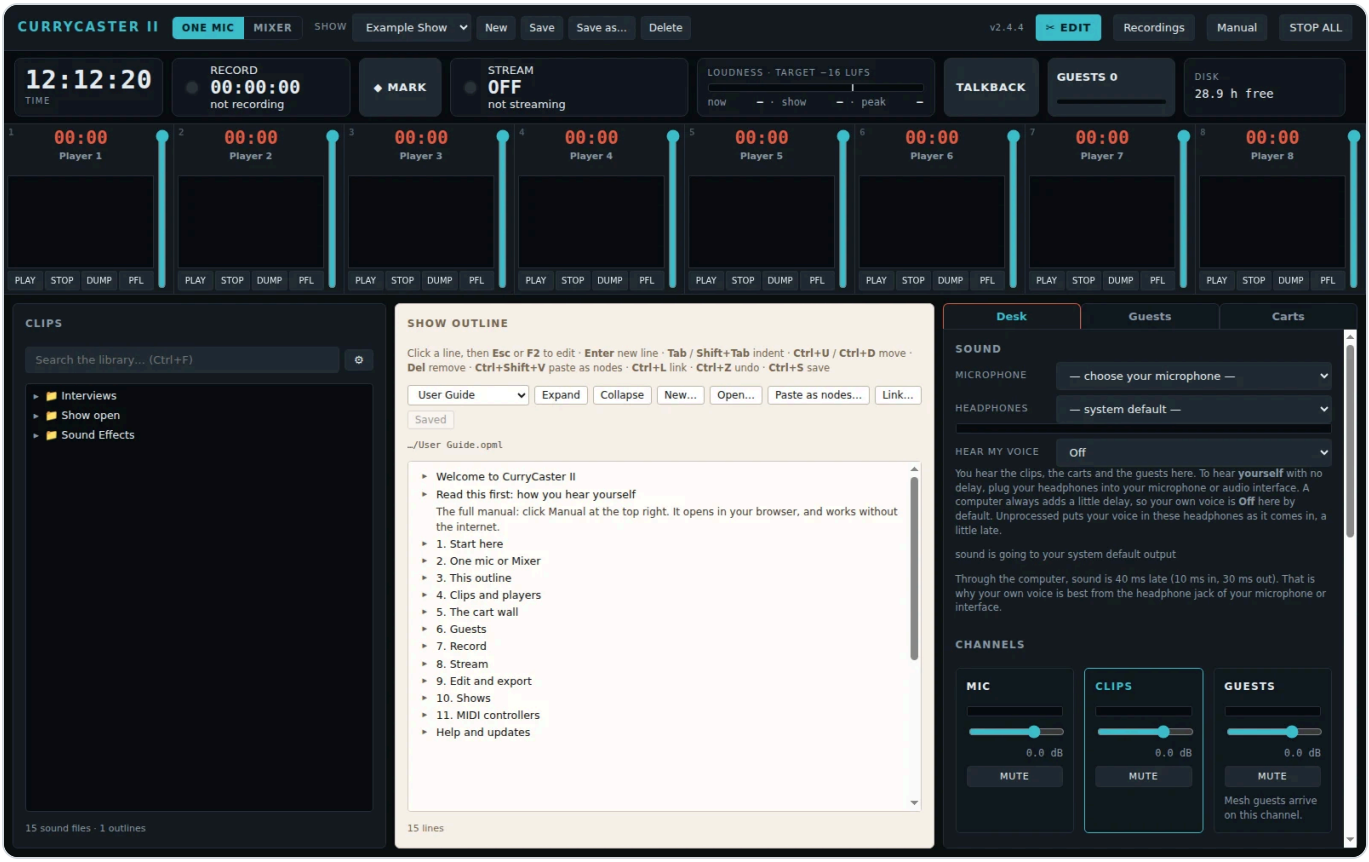
In **ONE MIC** mode, CurryCaster II puts the clips, the carts and the guests in your headphones. Your own voice is **not** there: **Hear my voice** is **Off**. A computer always adds a small delay, and your own voice, late in your ears, makes it hard to talk.

So your headphones must get your voice from the hardware, with no delay:

- **A USB microphone with a headphone jack** (the usual case): plug your headphones into the microphone. In CurryCaster II, choose that microphone as **Microphone** and also as **Headphones**. You hear yourself directly, and the clips and the guests come out of the same jack.
- **An XLR microphone:** use an **audio interface** with direct monitoring. Plug the microphone and your headphones into the interface, and turn on its direct monitoring (a switch or a knob). In CurryCaster II, choose the interface as **Microphone** and also as **Headphones**.
- **A mixer** (for example a RØDECaster): use **MIXER** mode, not ONE MIC. The mixer gives you your voice and mixes the show. See Sound.

Headphones in the computer, and a microphone with no headphone jack? Then you do not hear yourself. You can set **Hear my voice** to **Unprocessed**, but your voice is a little late.

The desk at a glance



The whole desk, with the Example Show open.

From top to bottom:

1. **The top bar:** the name, ONE MIC or MIXER, the show, and the buttons for the editor, your recordings and STOP ALL. See Shows.
2. **The on-air bar:** the clock, RECORD, MARK, STREAM, loudness, TALKBACK, guests and disk space. See The on-air bar.
3. **Eight players** for your clips. See Players.
4. **Clips** (left): the files of your show. See The clip browser.
5. **Show outline** (middle): your running order and notes. See The show outline.
6. **Desk, Guests, Carts** (right): three tabs. See Sound, Guests and The cart wall.

Five minutes to your first sound

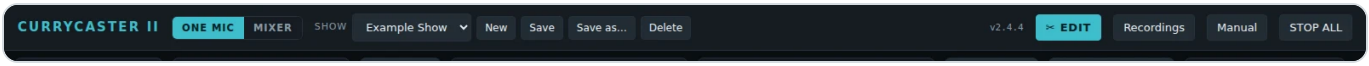
1. On the **Desk** tab, under **Sound**, choose your **Microphone** and your **Headphones**.
2. Talk. The meter on the **MIC** channel moves.

3. In **Clips**, click a sound file. It loads into the next free player.
4. Press **PLAY** on that player.
5. Open the **Carts** tab and click **Ding**.
6. Press **Save** in the top bar, so the show keeps your choices.

CHAPTER 2

Shows

A show keeps everything for one program: its clip folder, cart deck, outline, devices, levels, stream and guest room. Open the show, and the whole desk is set up the way you left it.



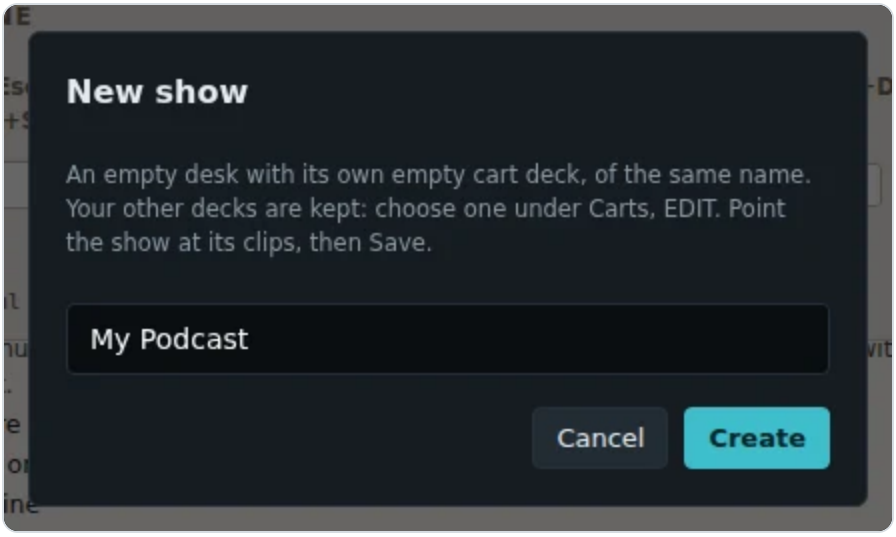
The top bar.

The show buttons

Show list	Opens another saved show. The desk changes to that show's devices, folder, deck and outline.
New	Starts a new, empty show. You give it a name.
Save	Keeps your changes in this show. The button lights up when there are unsaved changes.
Save as…	Keeps this show under a new name, as a copy.
Delete	Removes the saved show. Only the settings go: your clips, decks and recordings stay on your computer.

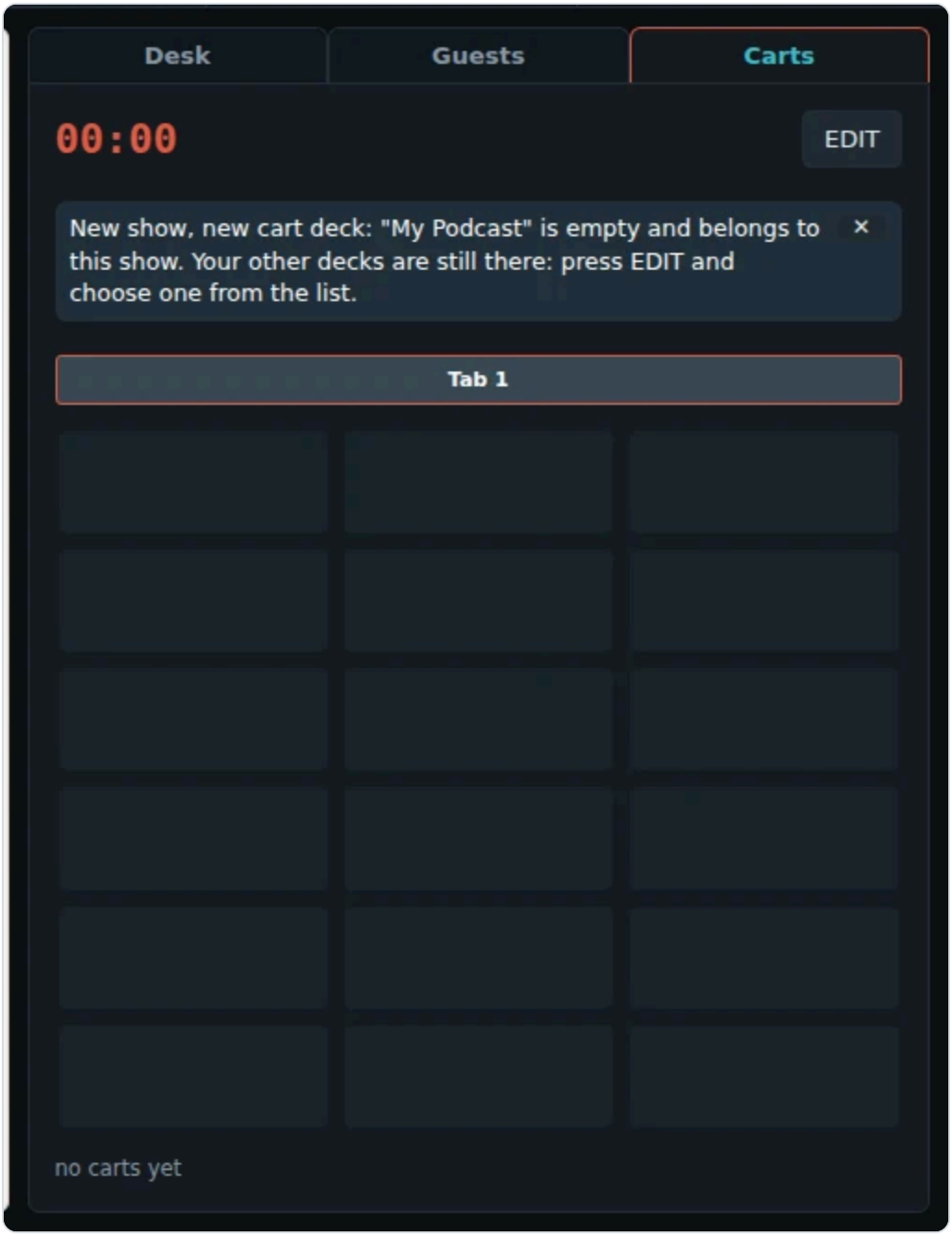
> If you are recording or streaming, CurryCaster II asks before it opens another show, because a show change sets up all devices again.

A new show gets its own cart deck



New show: type a name, then Create.

A new show starts with its own empty cart deck, with the same name as the show. A note above the cart wall says so:



The new show's empty deck, with the note.

Your other decks are not gone. Press **EDIT** on the Carts tab and choose one from the list. Then press **Save**, so the show keeps that deck. See The cart wall.

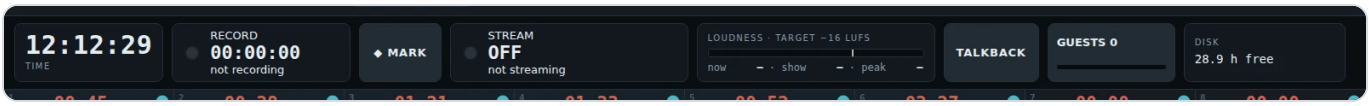
The other buttons in the top bar

ONE MIC / MIXER	Who mixes the show. See Sound.
✂ **EDIT**	Opens a recording in the editor. See Edit and export.
Recordings	Opens the folder your recordings go to.
Outline	Only on a narrow window: shows the show outline full width.
STOP ALL	Stops every player and every cart at once.

CHAPTER 3

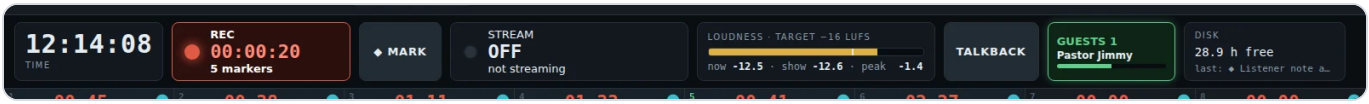
The on-air bar

The on-air bar shows the state of your show in one look, and holds the buttons you need while you are live.

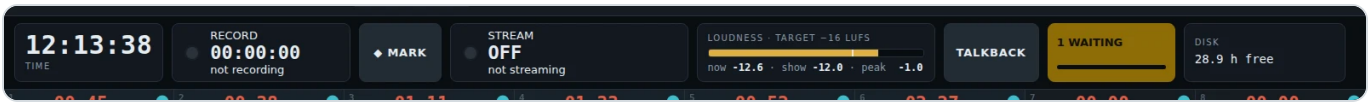


The on-air bar, not recording and not streaming.

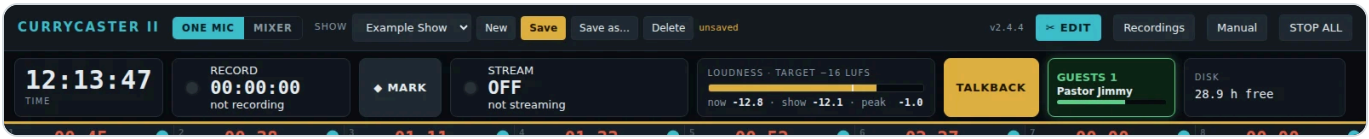
Clock	The time of day. Right-click it to move it to the other end of the bar.
RECORD	Starts the recording. It shows the time recorded and the number of markers. Stopping asks first. See Record.
◆ MARK	Puts a marker in the recording and asks what it is.
STREAM	Starts and stops the Icecast stream. See Stream.
LOUDNESS	The loudness of the program, in LUFS. The white line is the target, −16 LUFS, which most podcast apps use. "now" is the last few seconds, "show" is the whole show, "peak" is the loudest moment.
TALKBACK	Hold it to talk to your guests off the air. See Guests.
GUESTS	How many guests are in the room. It lights up with the name of the guest who speaks, and turns yellow when a guest waits in the green room. Click it to open the Guests tab.
DISK	How many hours of recording fit on your disk.



Recording: the RECORD box is red, with the time and 5 markers. A guest is speaking.



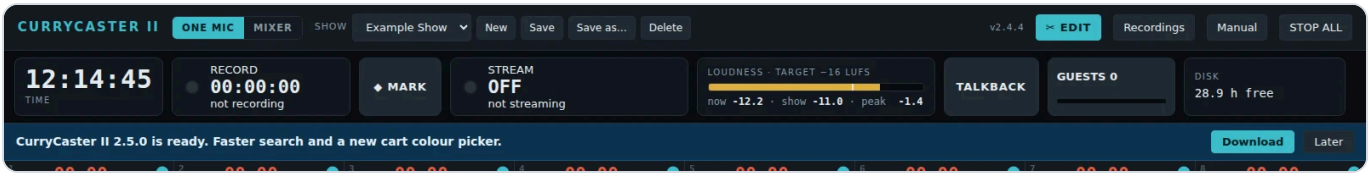
A guest waits in the green room: GUESTS shows 1 WAITING.



TALKBACK held: the button is yellow.

Messages at the top

Important messages appear as a bar under the on-air bar, with a button to act on them. For example, when there is a new version:



A new version is ready. Click Download, or Later.

Other messages: a recording that stopped when the computer crashed (it is repaired and safe), the audio engine stopping, or recorded audio that has gaps. Read them, and click the button they offer.

CHAPTER 4

Players

Eight players across the top of the desk play your clips. They go straight into the show's mix.



Six players loaded. Player 2 plays.

Load a clip

- **Click** a file in the clip browser. It goes into the next free player.
- **Drag** a file from the clip browser onto a player.
- **Right-click the name** of a player to load any file from your computer.

Click a file that is already in a player, and that player flashes. It is not loaded twice. When all players are full, the player that has not been used for the longest time is used again, but never one that plays.

The buttons



A player that plays: PLAY reads PAUSE and is green.

PLAY / PAUSE	Plays the clip from its IN point. Press again to pause, and again to go on.
STOP	Stops and goes back to the IN point. The clip stays loaded.
DUMP	Empties the player.
PFL	Takes the player off the air: only you hear it, so you can check a clip before it goes out.



PFL on: the player is yellow. It plays only to you.

Click the player's **name** to turn PFL on or off too.

Time, volume and the end of a clip

- The time shows what is **left**. Click it to show the time played; it turns yellow.
- The last ten seconds of a clip flash, so you see the end coming.
- The fader at the right is the volume. The mouse wheel anywhere on the player changes it too, in steps.



The time played (yellow), after a click on the time.

IN and OUT points

Play only part of a clip: set an IN point where it starts and an OUT point where it stops.

- **Double-click** the waveform to set the IN point there.
- **Right-click** the waveform: Set IN here, Set OUT here, or Reset IN and OUT.
- **Click** the waveform to jump to that place.



IN (white line, left) and OUT (red line, right).

Zoom in

Hold `Ctrl` (or `⌘` on a Mac) and turn the mouse wheel over the waveform to zoom in. Drag the waveform left or right to slide it. This lets you set an OUT point to the tenth of a second, even at the very end of a clip.



Zoomed in four times, near the end of the clip.

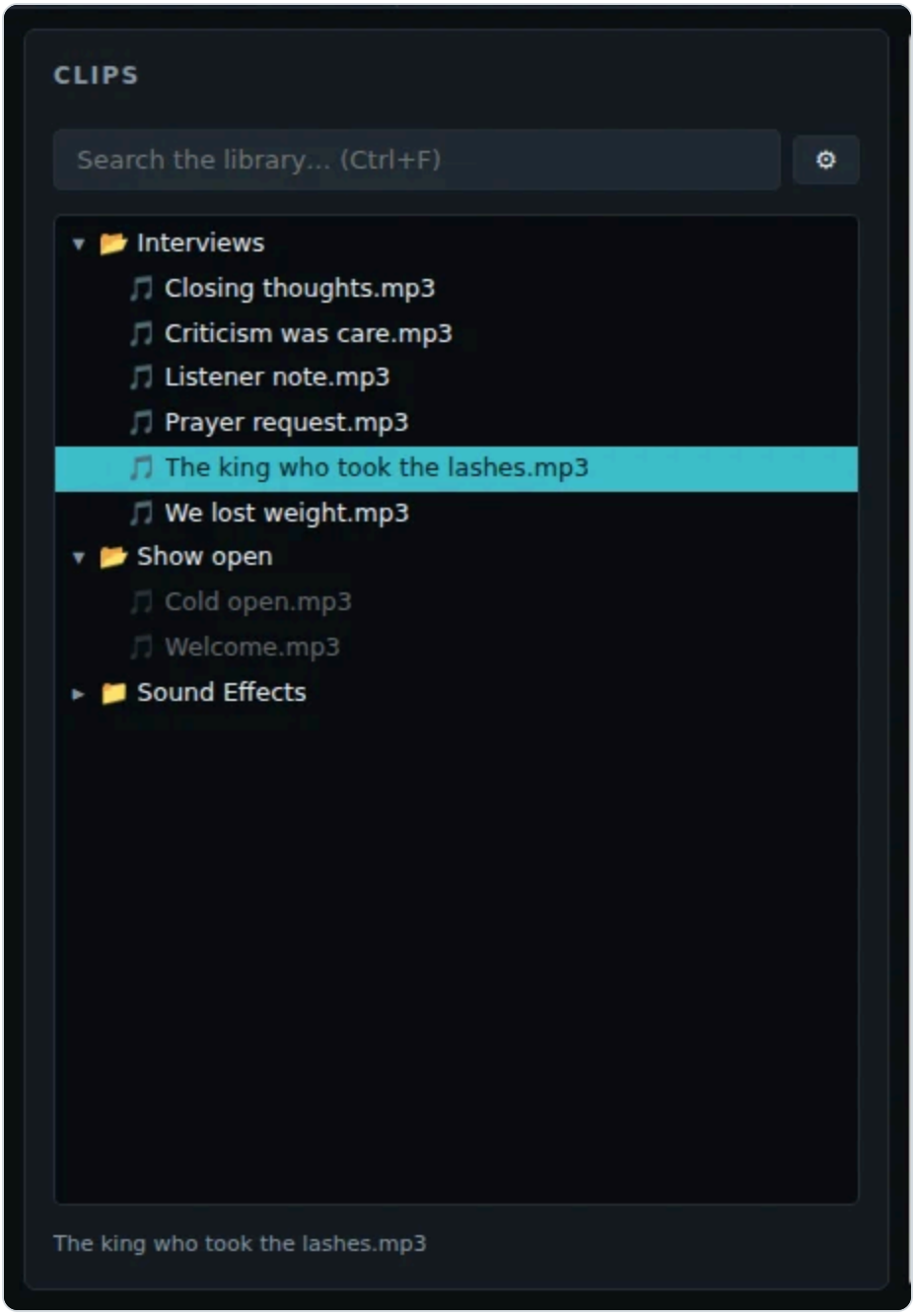
If the app crashes

The players are put back as they were: the same clips, levels and IN and OUT points. Nothing starts playing by itself.

CHAPTER 5

The clip browser

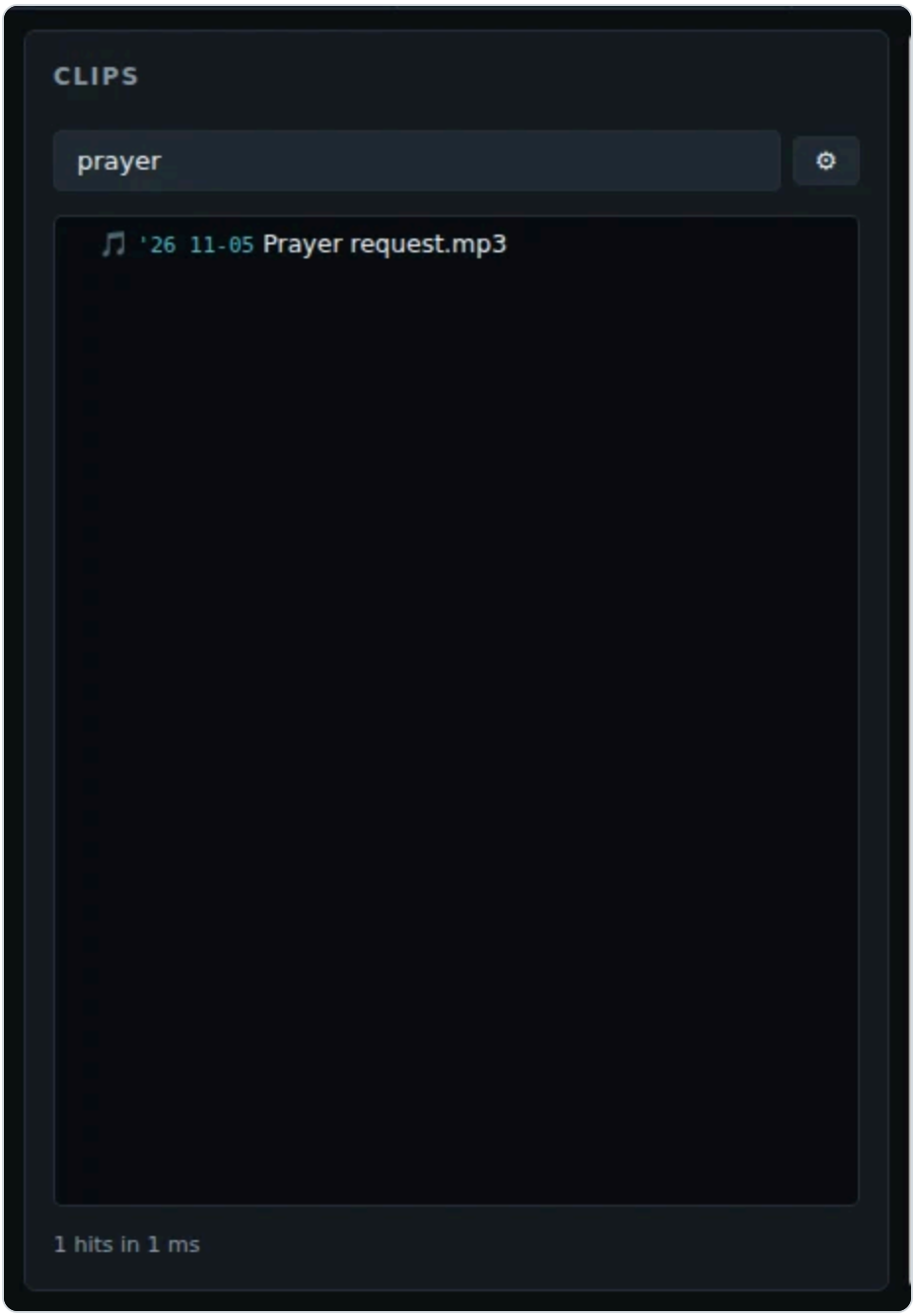
The clip browser shows the folder of your show, exactly as it is on your disk.



Folders open with a click. The grey files have played on air.

Find a clip

- Click a folder to open or close it.
- Type in the search box (`Ctrl` + `F`). Search covers every sound file in the show's folder.
- Search forgives typing errors. A hit that is not exact shows a ≈ and a different colour.



Search for "prayer".



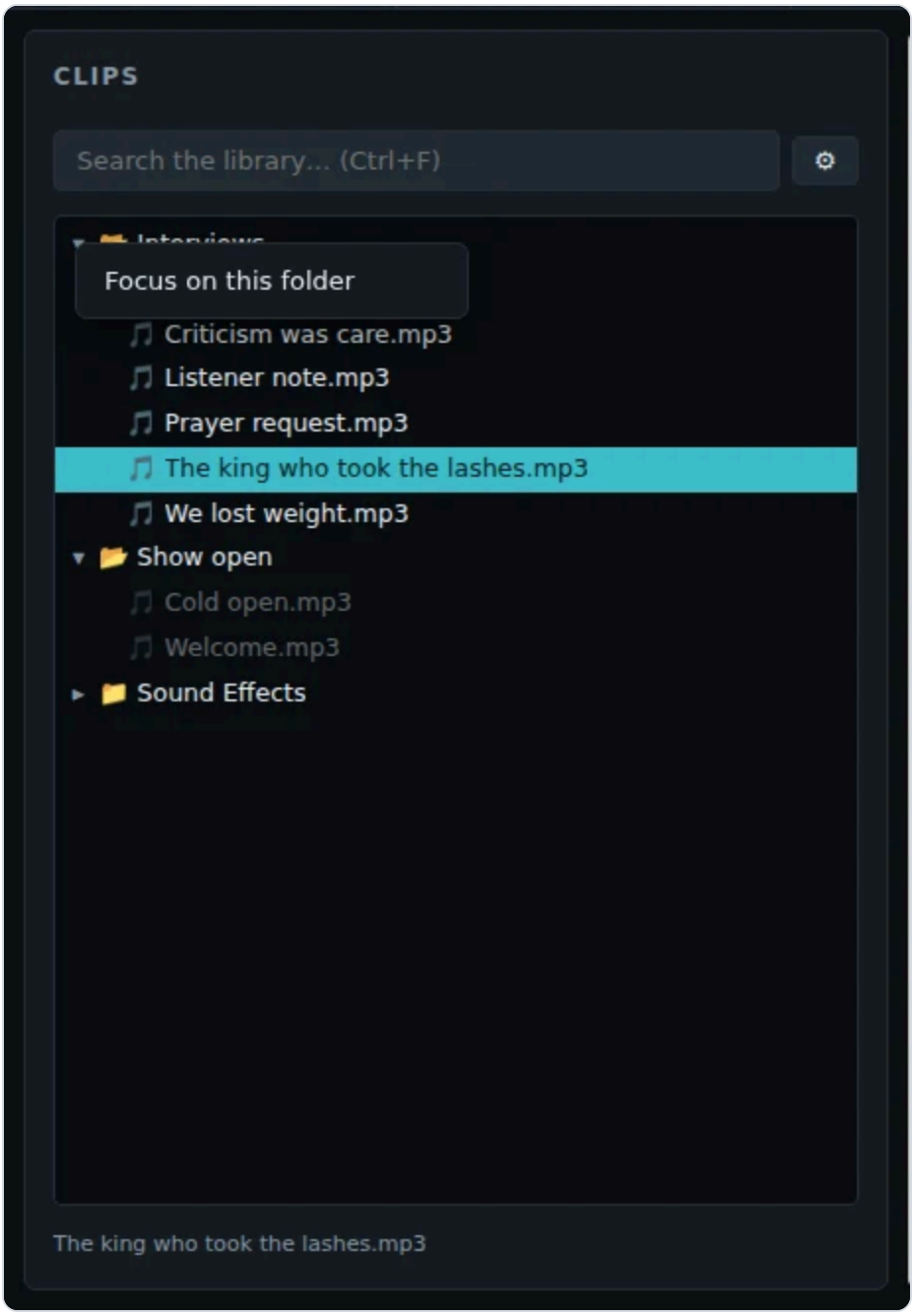
"lashs" still finds "The king who took the lashes".

Played clips are dimmed

A file that you PLAY on air turns grey. Loading it is not enough, and playing it on PFL does not count. A new show, or starting CurryCaster II again, clears it. Turn this off on the Desk tab, under **Clips**.

Focus on one folder

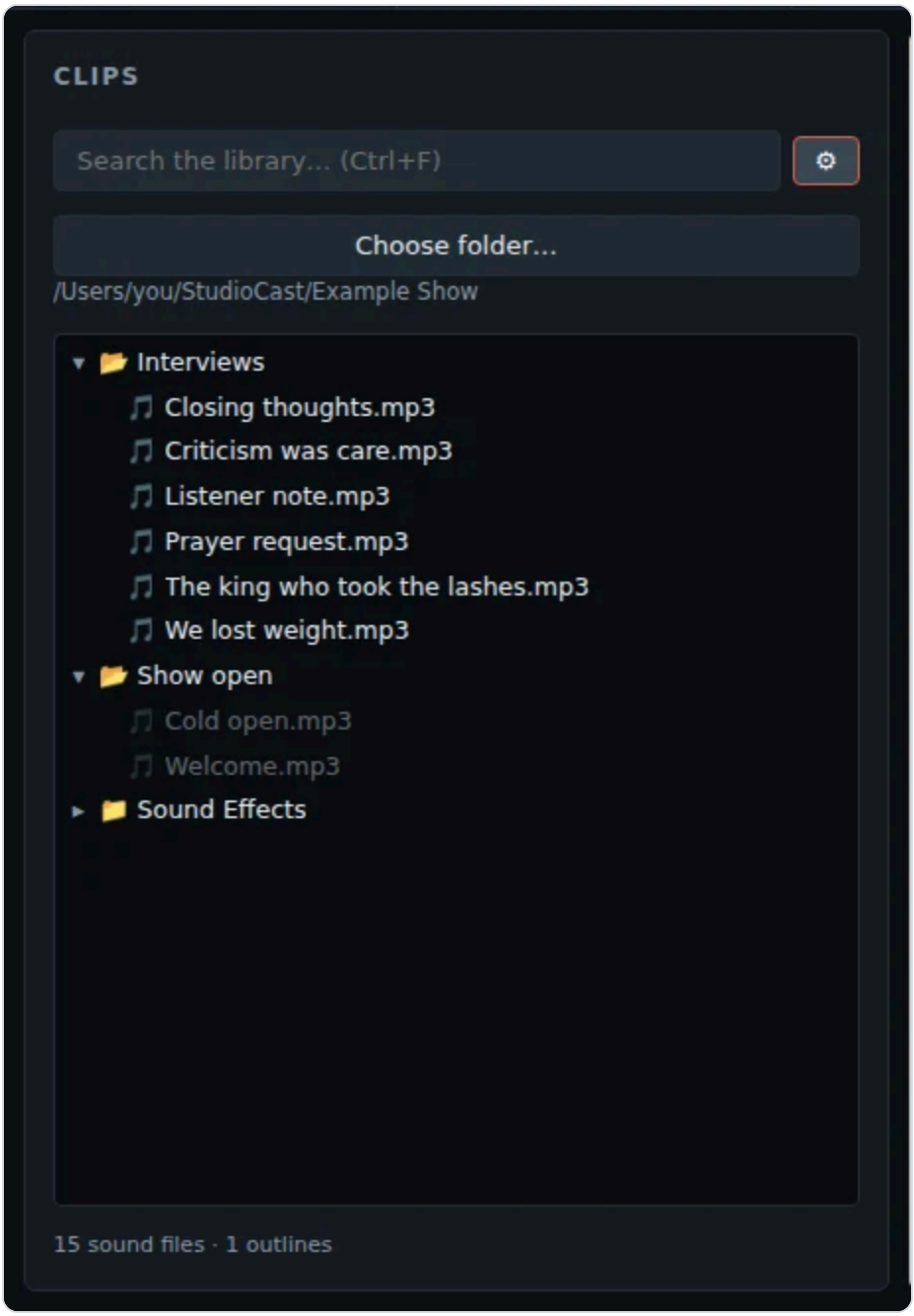
Right-click a folder and choose **Focus on this folder**. The browser then shows only that folder, and search still covers the whole show. Click × on the focus bar to see everything again. The show remembers the focus when you save it.



Right-click a folder.

Choose the show's folder

Click ⚙ next to the search box, then **Choose folder…**. Everything under that folder is browsed and searched.



⚙ open: Choose folder… and the folder in use.

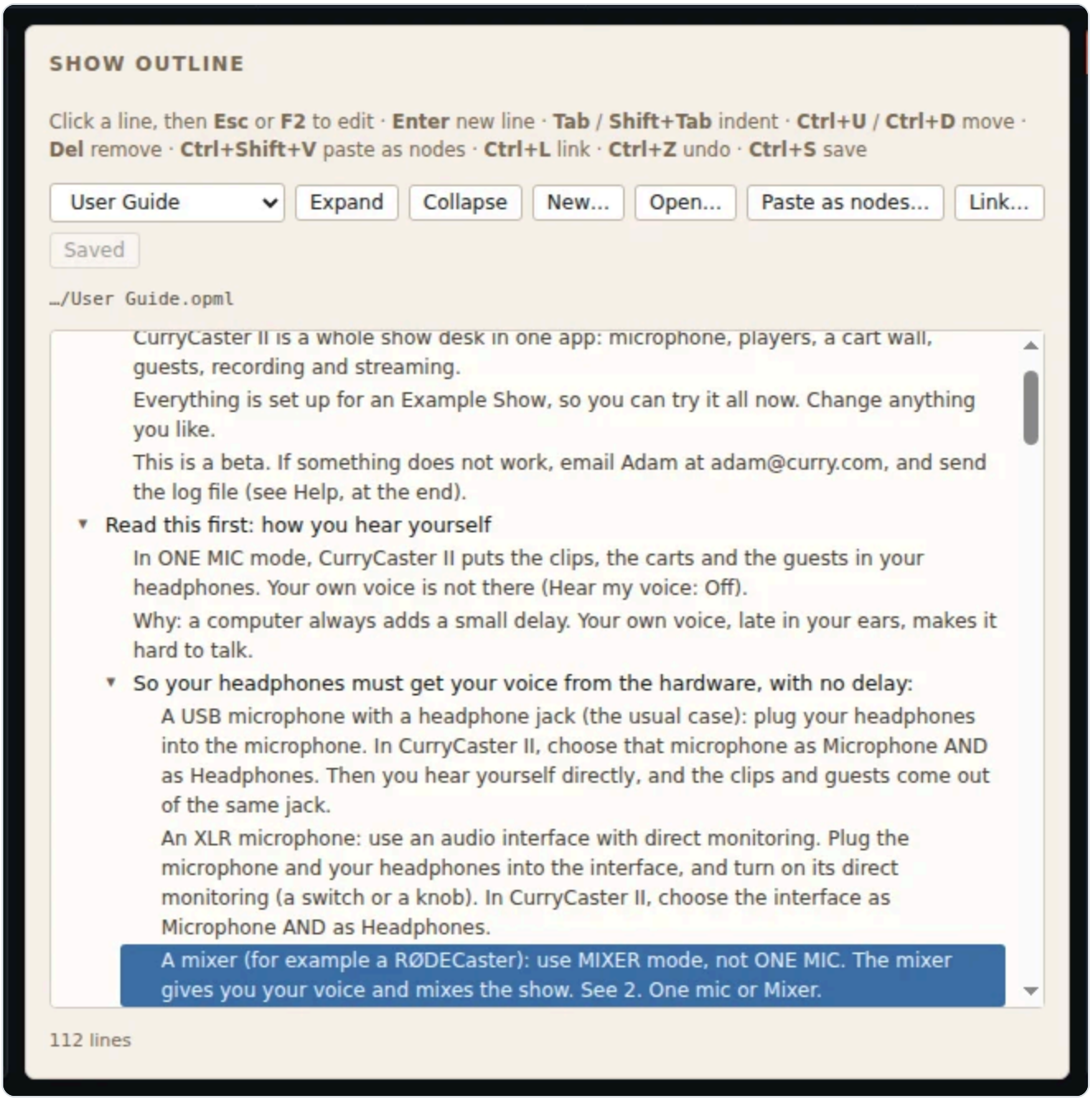
New files that you add to the folder while the app runs appear by themselves, in a few seconds.

> Formats: MP3, WAV, AIFF, FLAC, OGG, Opus, M4A (AAC and Apple Lossless), AAC, WMA and WebM.

CHAPTER 6

The show outline

The outline holds your running order, notes and links. It reads and writes OPML, the standard outline format, so other outliners can open the same file.



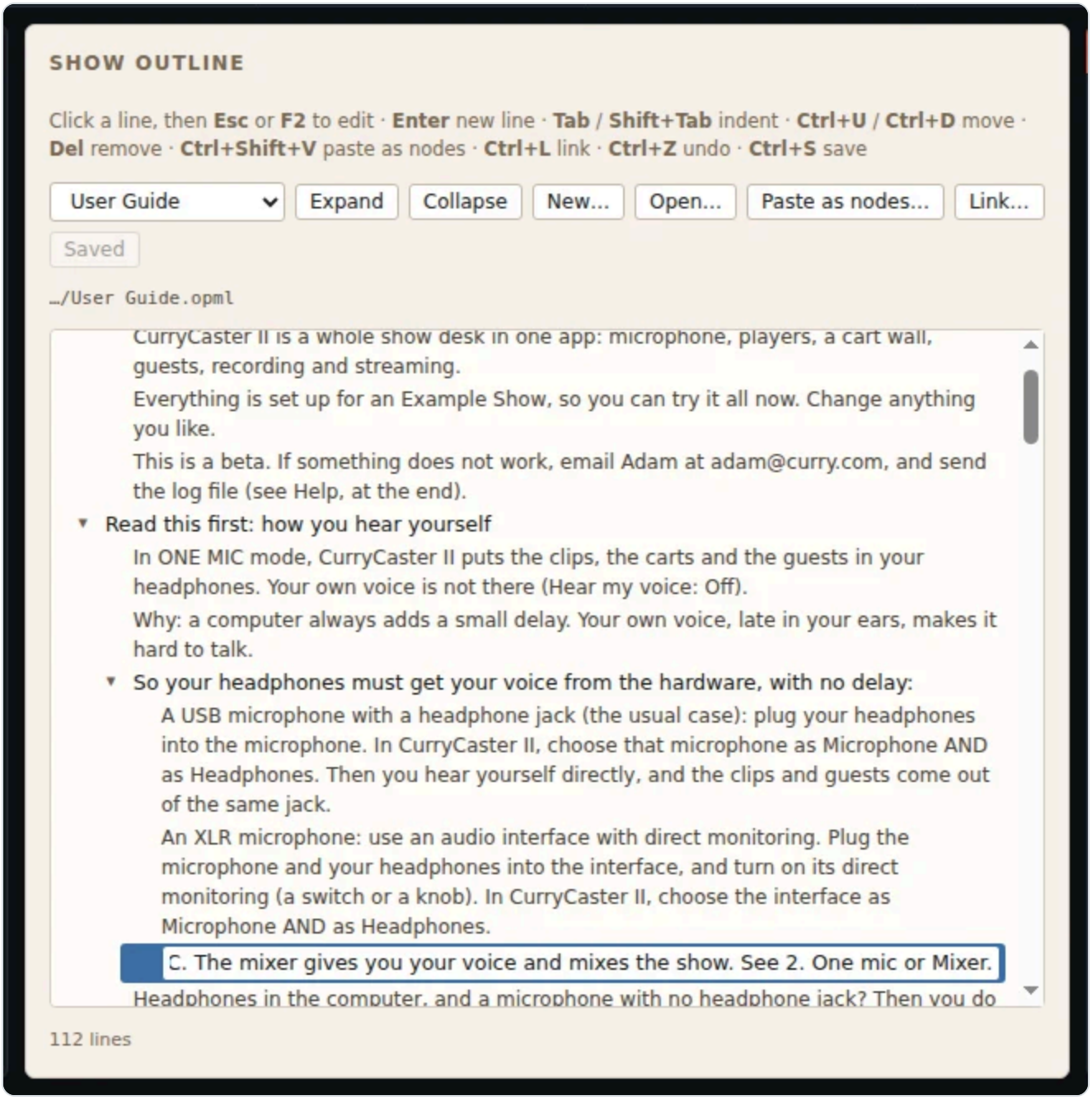
The User Guide outline, open, with one line selected.

Move around with the arrow keys

Click a line to select it. Then use the keyboard:

↓ ↑	Go to the next or previous line.
→	Open a closed line (show the lines under it). On an open line: go to the next line.
←	Close an open line. On a closed line: go up to the line it is under.
Click the ▸ arrow	Open or close that line.
Expand / Collapse	Open or close every line at once.

Write and change lines



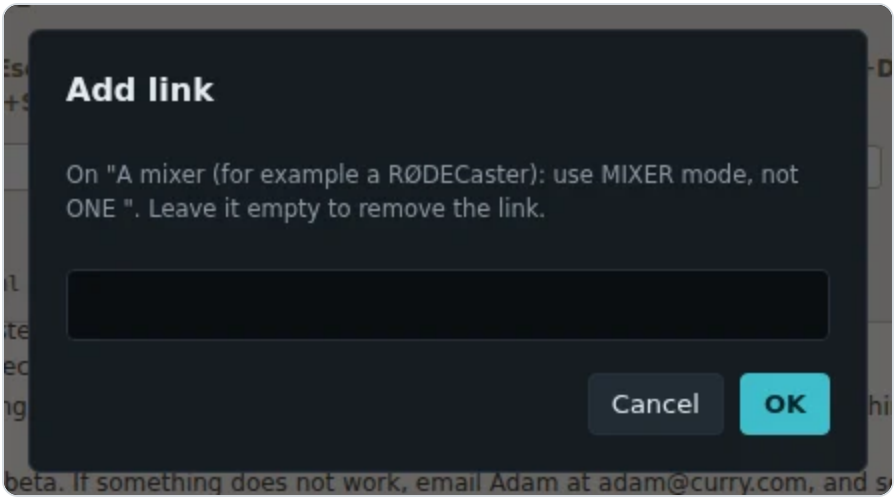
Editing a line: it has a box around it.

`F2` **or** `Esc`	Change the text of the selected line. `Enter` or `Esc` again keeps it.
`Enter`	A new line under the selected one.
`Tab` / `Shift`+`Tab`	Move the line in (under the line above) or out.
`Ctrl`+`↑` / `↓` **or** `Ctrl`+`U` / `D`	Move the line up or down, with the lines under it.
`Del`	Remove the line.
`Ctrl`+`C` / `X` / `V`	Copy, cut and paste lines.
`Ctrl`+`Shift`+`V`	Paste text as lines: a blank line starts a new line, and the lines under the first go under it.
`Ctrl`+`B` / `I`	While you write: bold or italic.
`Ctrl`+`Z` / `Ctrl`+`Shift`+`Z`	Undo and redo.
`Ctrl`+`S`	Save the outline.

> On a Mac, use `⌘` where this says `Ctrl`.

Links

Select a line and press `Ctrl`+`L` (or the **Link…** button) to add, change or remove its link. `Ctrl`+`Enter` on a line with a link opens it in your browser.



Add a link. Leave it empty to remove the link.

Open, make and save outlines

- The list above the outline shows every outline in the show's folder, newest first.
- **New…** makes a new, empty outline and asks where to save it.
- **Open…** opens any .opml file on your computer.
- **Save** (or `Ctrl` + `S`) saves it. Saving the show saves the outline too, and the show remembers which outline was open.
- If the file was changed on disk after you opened it, CurryCaster II does not save over it. It asks: load the version on disk, or save yours over it.

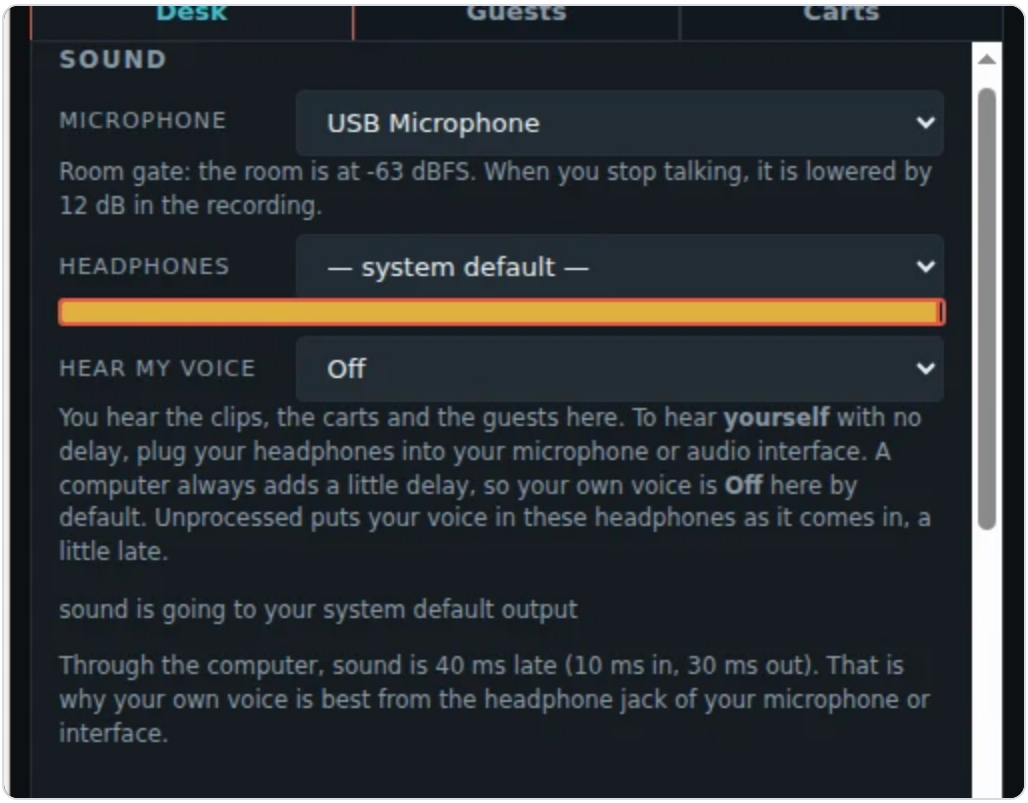
CHAPTER 7

Sound: one mic or a mixer

The Desk tab sets up your sound. First choose who mixes the show: CurryCaster II, or your own mixing desk.

ONE MIC: CurryCaster II mixes

Best with one USB microphone and headphones. Your microphone, the clips, the carts and the guests are mixed in the app. Plug your headphones into the microphone (or into your audio interface) to hear yourself with no delay. See Read this first: how you hear yourself.



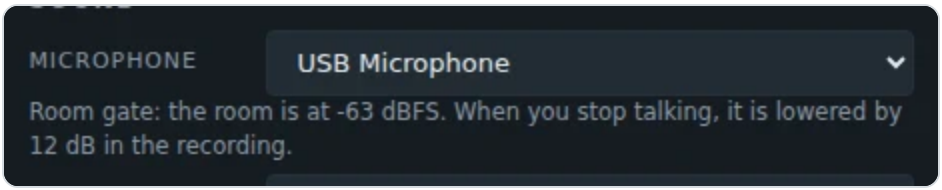
Sound: choose your microphone and your headphones.

- **Microphone:** the microphone you speak into.
- **Headphones:** where you listen. You hear the clips, the carts and the guests, with no processing. The recording and the guests get the processed sound.

- **Hear my voice: Off** is the default. A computer always adds a little delay, so to hear yourself with no delay, plug your headphones into your microphone or audio interface.
- **Unprocessed** puts your voice in these headphones as it comes in, a little late.
- **Processed (delayed)** puts your voice in the headphones as the recording has it: filtered and compressed. It is a good way to check how you sound, but it is late. Choose Off for the show.
- The note under it says how late the computer is. Even a few milliseconds of your own voice sounds wrong, so the headphone jack on your microphone or interface (with Off) is the right choice.

The room gate

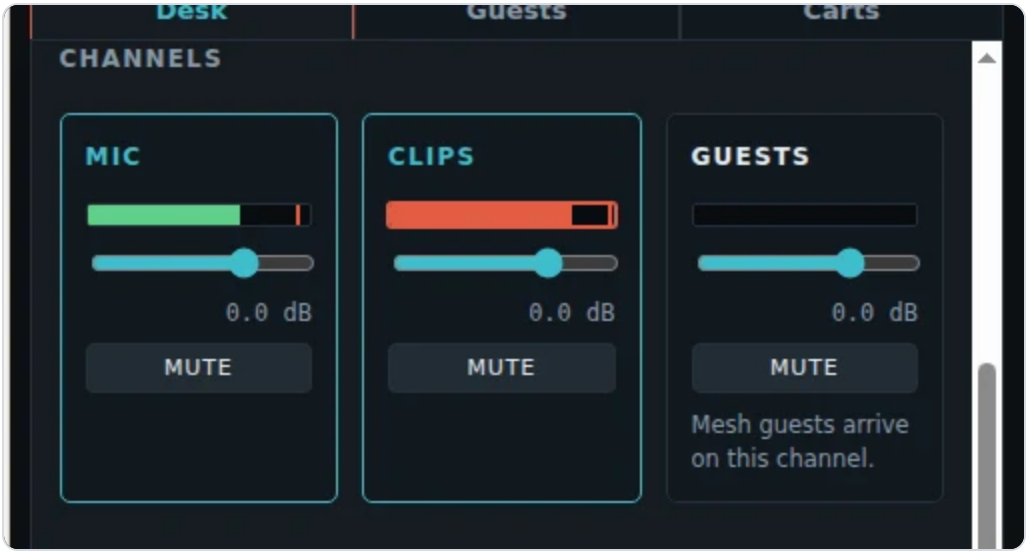
In ONE MIC mode the microphone has a gentle gate that sets **itself**. There is nothing to set.



Under Microphone: the room level the gate has measured.

- It listens to the quietest moments of your microphone, the gaps between your words. That is the noise of your room. It keeps listening during the show, so it follows a room that changes.
- When you stop talking, it lowers the room by 12 dB. It never closes completely, so the room never sounds dead.
- It opens at once when you speak, and closes slowly, so the start and the end of your words are kept.
- The note under **Microphone** shows the room level. If the room is too loud, the note says so: move closer to the microphone, or make the room quieter.
- It is on the recording, the stream and the guests. It is not in your headphones, and not on the Mic track when you record separate tracks.

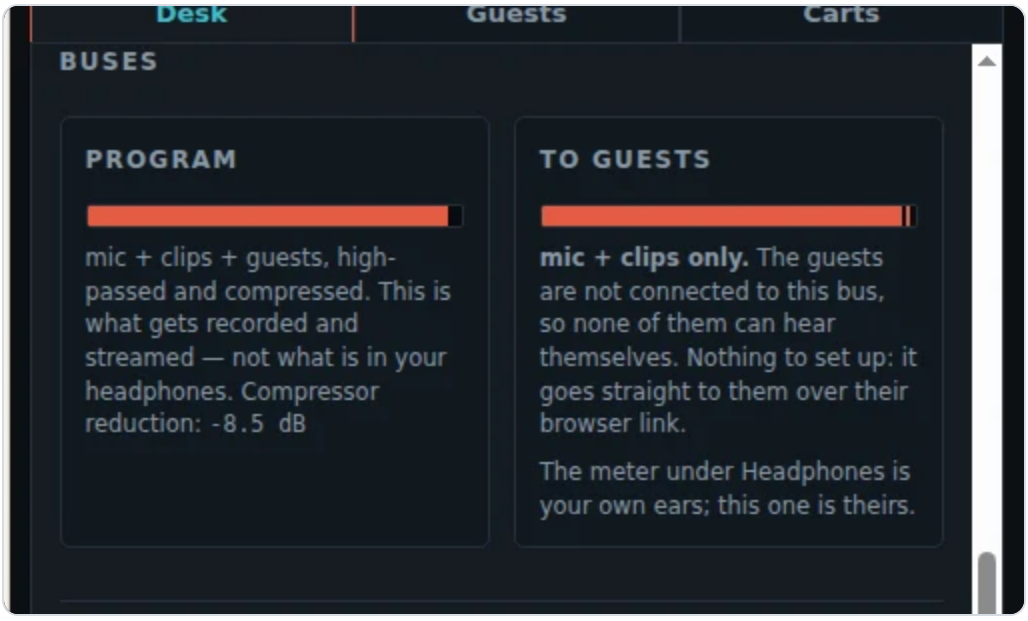
Channels



Three channels: MIC, CLIPS and GUESTS.

Each channel has a meter, a fader in dB and a **MUTE** button. CLIPS carries the players and the carts. GUESTS carries everyone in the guest room.

Buses



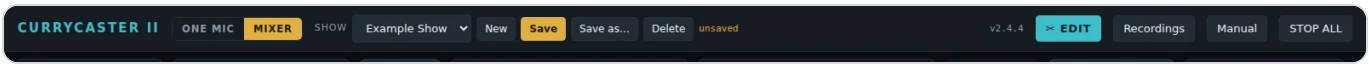
PROGRAM and TO GUESTS.

- **PROGRAM:** mic, clips and guests, high-passed and compressed. This is what is recorded and streamed.

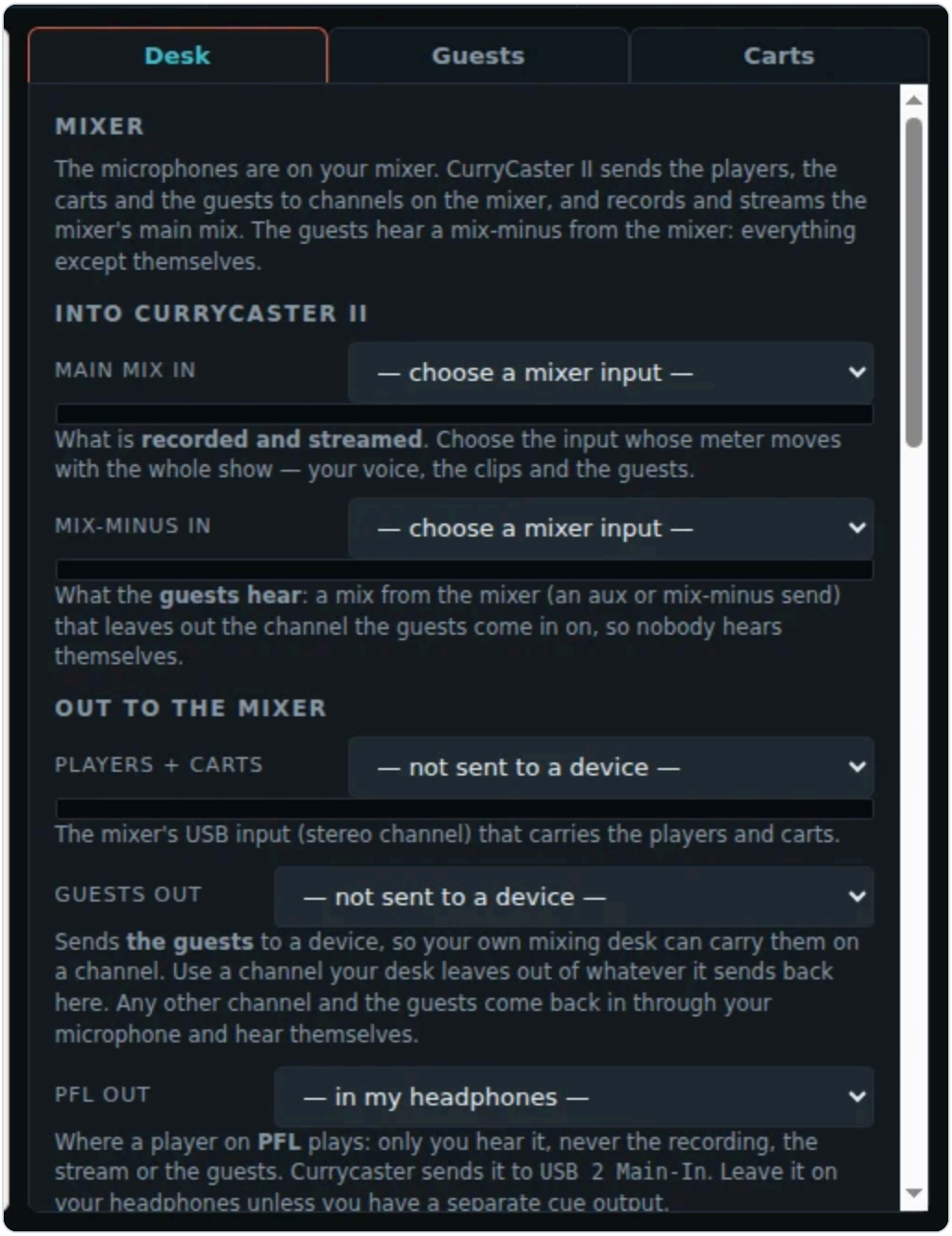
- **TO GUESTS:** mic and clips only. The guests are not on this bus, so no guest hears themselves.

MIXER: your mixing desk mixes

Click **MIXER** in the top bar when your microphones are on a USB mixer.



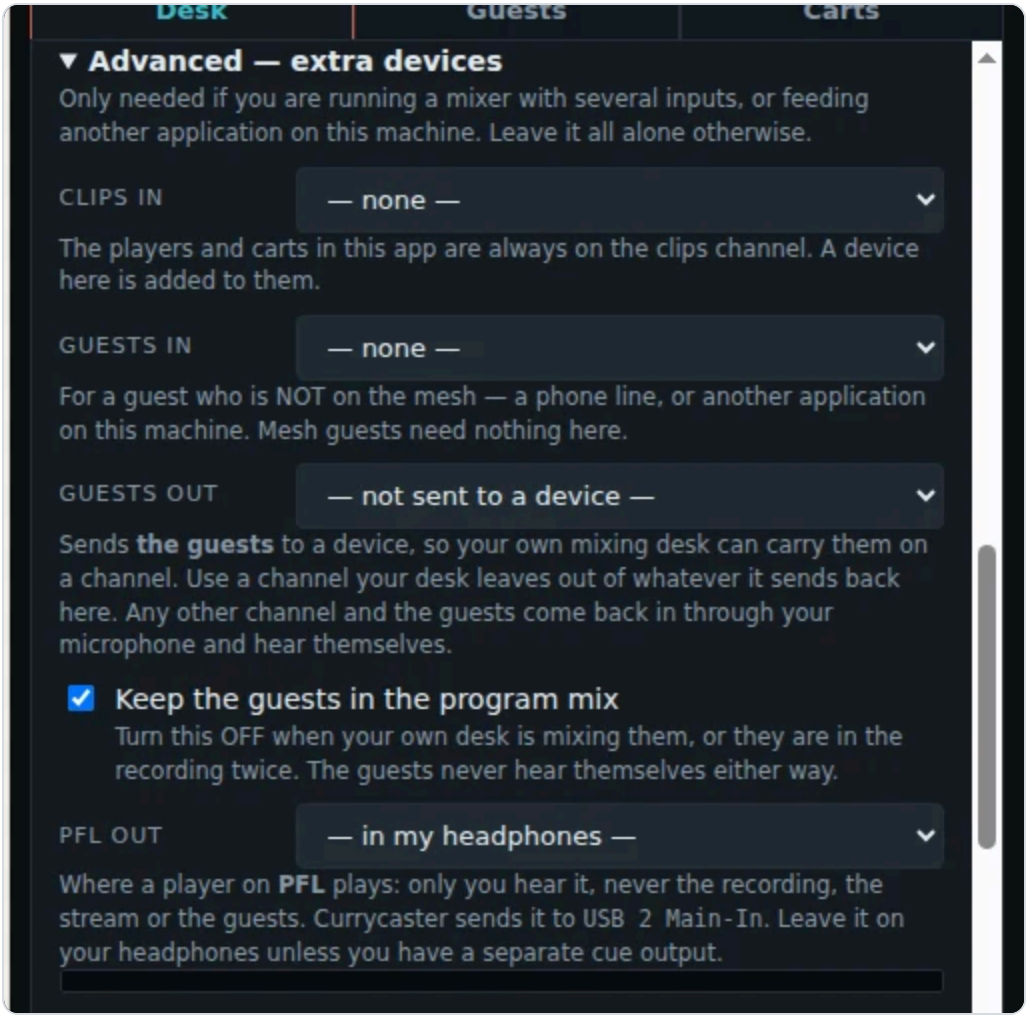
MIXER lit in the top bar.



The Mixer settings.

Main mix in	The mixer's whole show. This is what is recorded and streamed.
Mix-minus in	A mix from the mixer without the guests' channel (an aux or mix-minus send). This is what the guests hear.
Players + carts out	The mixer channel (USB, stereo) that carries the players and carts.
Guests out	The mixer channel the guests come in on.
PFL out	Where a player on PFL plays: usually your headphones.

Advanced: extra devices



Advanced, opened.

Only needed with a mixer that has many inputs, or when sound comes from another app on this computer. Leave it alone otherwise.

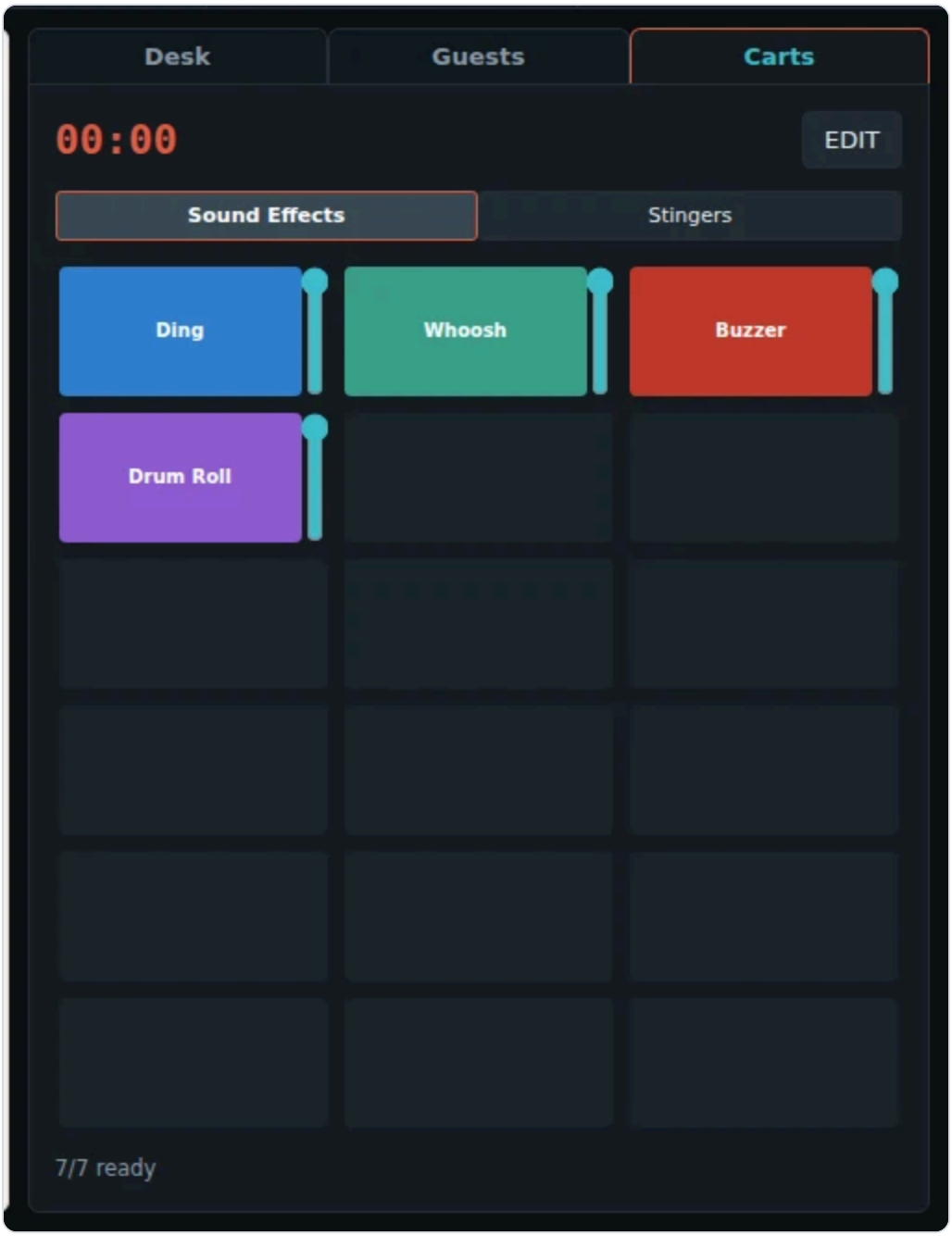
- **Clips in:** an extra device added to the clips channel.
- **Guests in:** a guest who is not in the guest room, for example a phone line.
- **Guests out:** sends the guests to a device, so your mixer can carry them on a channel.
- **Keep the guests in the program mix:** turn it off when your own mixer already has the guests, so they are not recorded twice.
- **PFL out:** where a player on PFL plays.

Press **Save** to keep your sound settings with the show.

CHAPTER 8

The cart wall

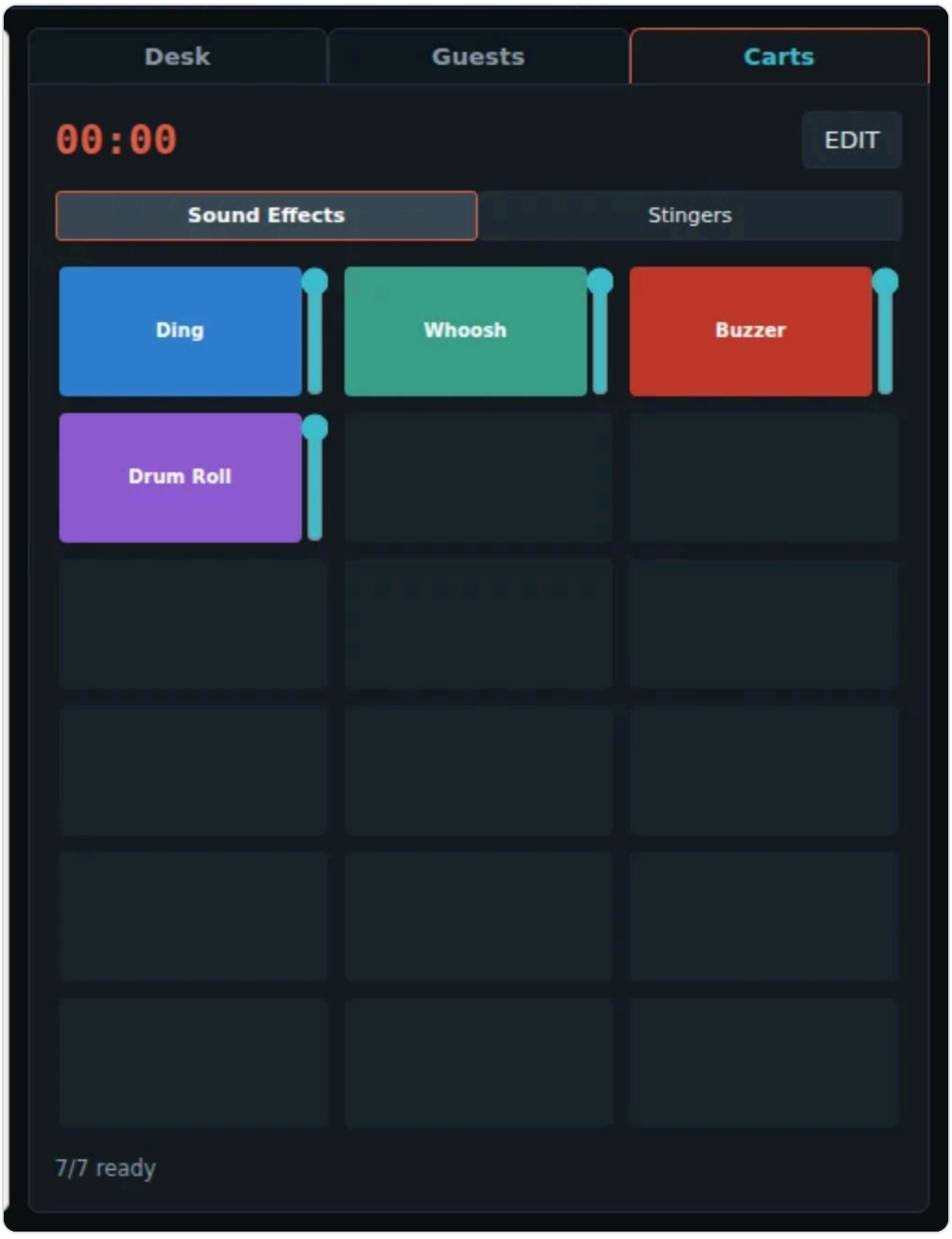
Carts are buttons for short sounds you play often: jingles, stingers, sound effects. Click and it plays.



The Example Show's cart wall, Sound Effects tab.

Play

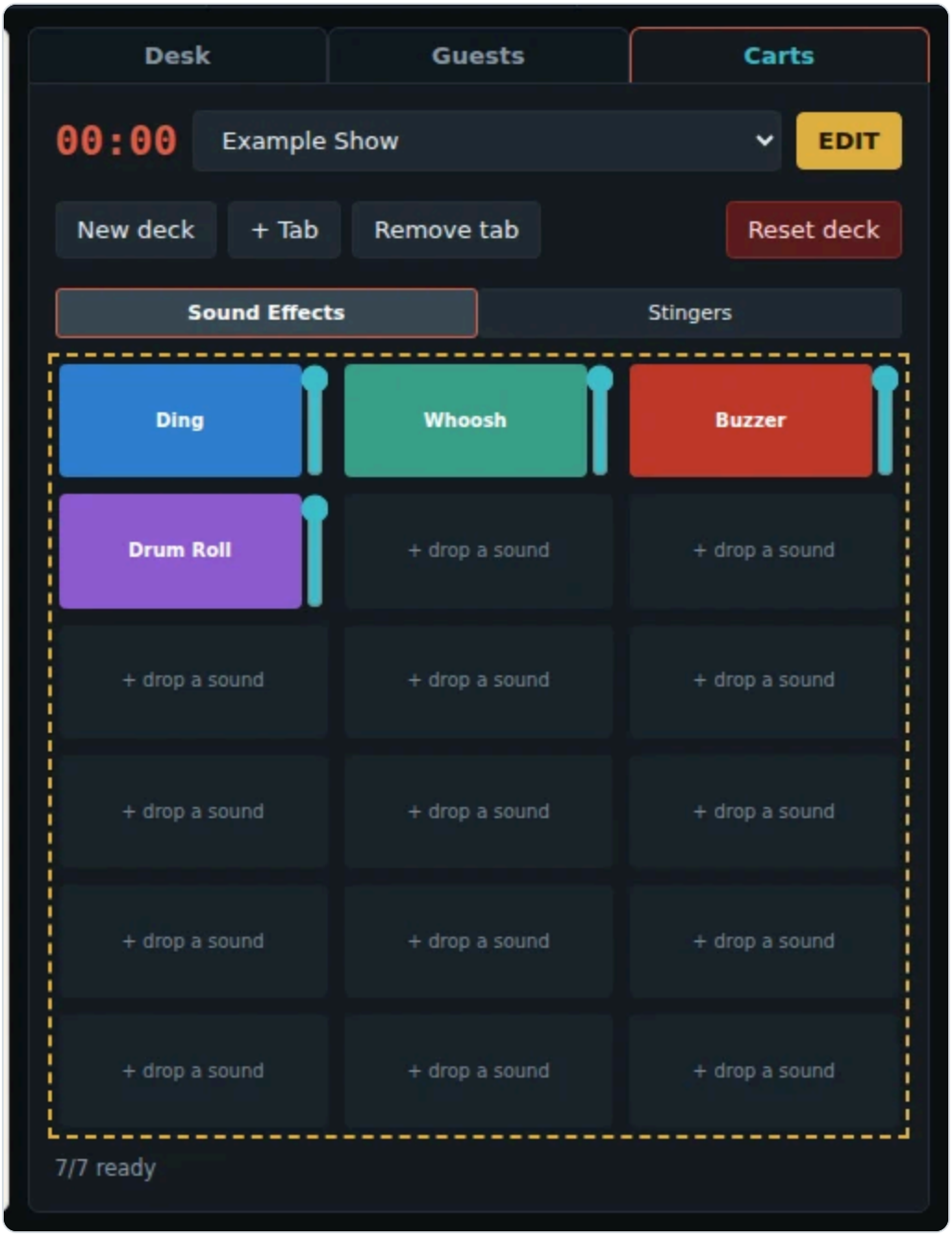
- Click a cart to play it. Click it again to stop it.
- The time at the top shows the cart that plays.
- The fader at the side of each cart is its volume. The mouse wheel anywhere on the cart changes it too, in steps, and shows the new value for a moment.
- The tabs above the wall (here: Sound Effects, Stingers) hold 18 carts each.
- **STOP ALL** in the top bar stops all carts and players.



A cart that plays.

Change the carts: EDIT

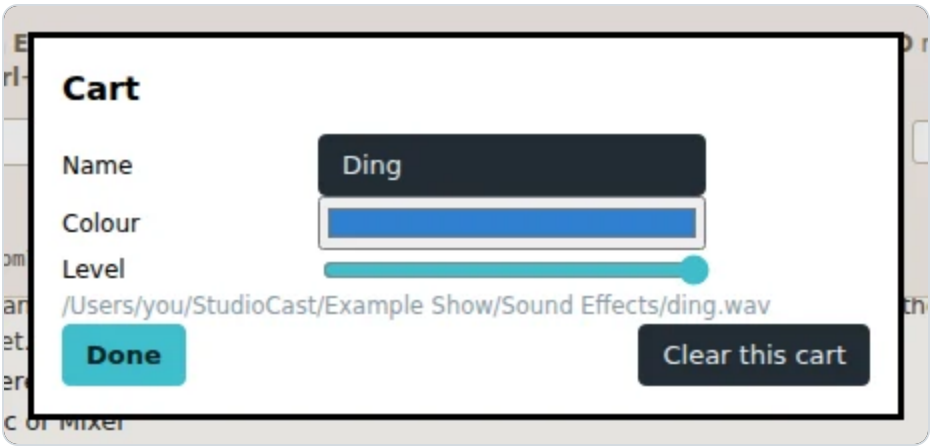
Press **EDIT**. Nothing on the wall changes by accident while EDIT is off.



EDIT on: the deck list and the set-up buttons.

- **Drag a sound** from the clip browser, or from Finder or Explorer, onto a cart.
- **Click a cart** to change its name, colour and level, or to clear it.
- **Double-click a tab** to rename it.
- **+ Tab** adds a tab of 18 carts. **Remove tab** removes the tab you are on.

- Every change is saved at once. Press EDIT again to go back to play only.



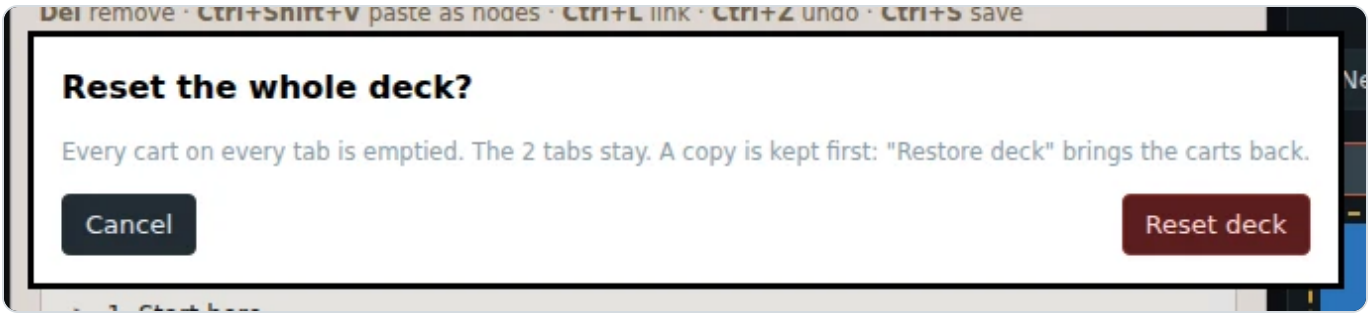
Click a cart in EDIT: name, colour, level, Done or Clear this cart.

Decks: each show has its own

- The carts are kept in a **deck**. The show remembers which deck it uses when you press **Save**.
- When you open a show, its own deck comes up on the wall.
- A new show gets a new, empty deck with the same name as the show.
- To use another deck: press EDIT and choose it from the list. Then press Save.
- Two shows can use the same deck. Then a change to the carts changes them in both shows.
- **New deck** makes another empty deck. **Copy to edit** makes a copy of a deck that you cannot change (a Currycaster deck).

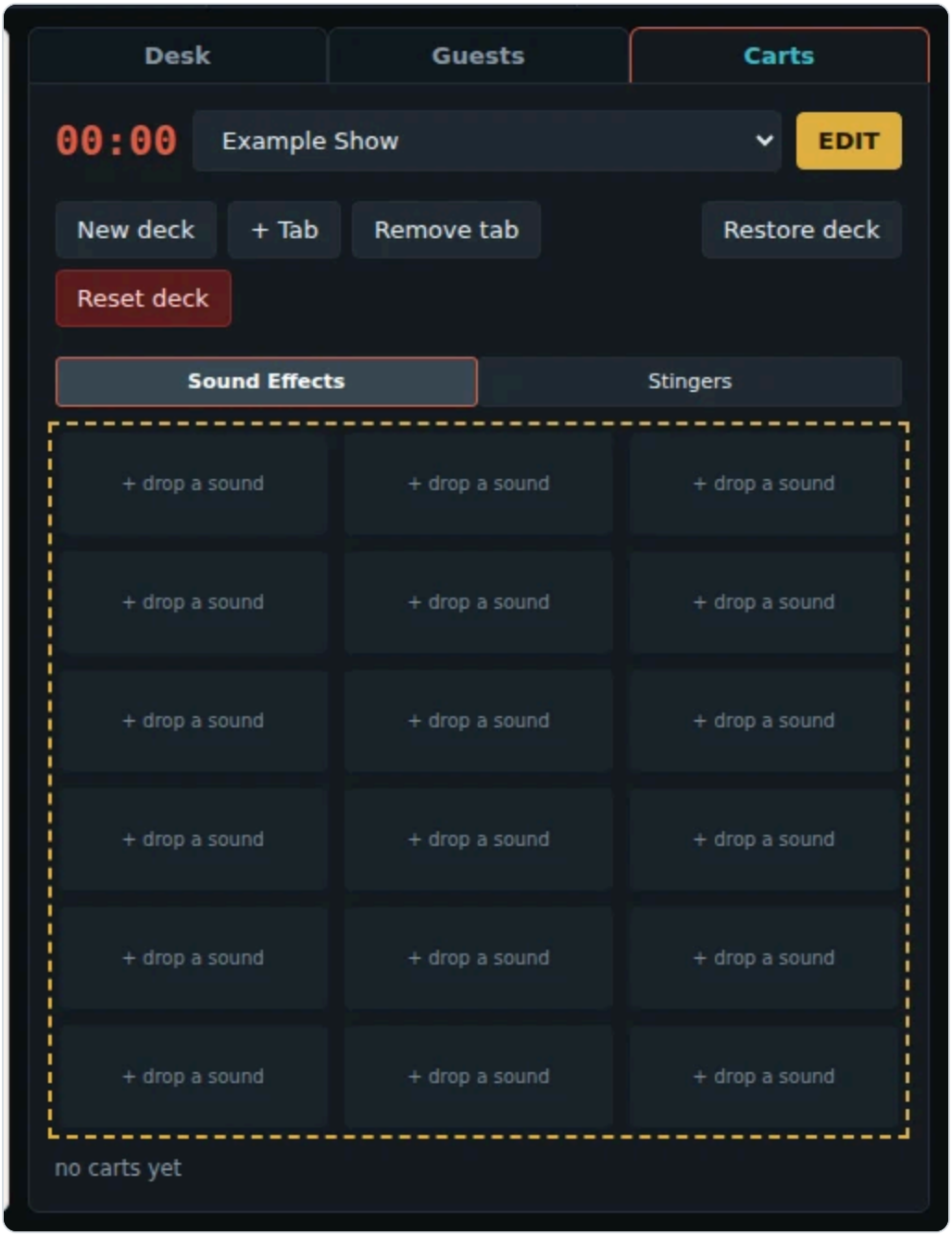
Reset deck and Restore deck

Reset deck empties every cart on every tab. The tabs stay. It asks first, and it keeps a copy:



The reset question starts on Cancel, so Enter does not wipe the deck.

After a reset, **Restore deck** appears. It puts the carts back as they were.



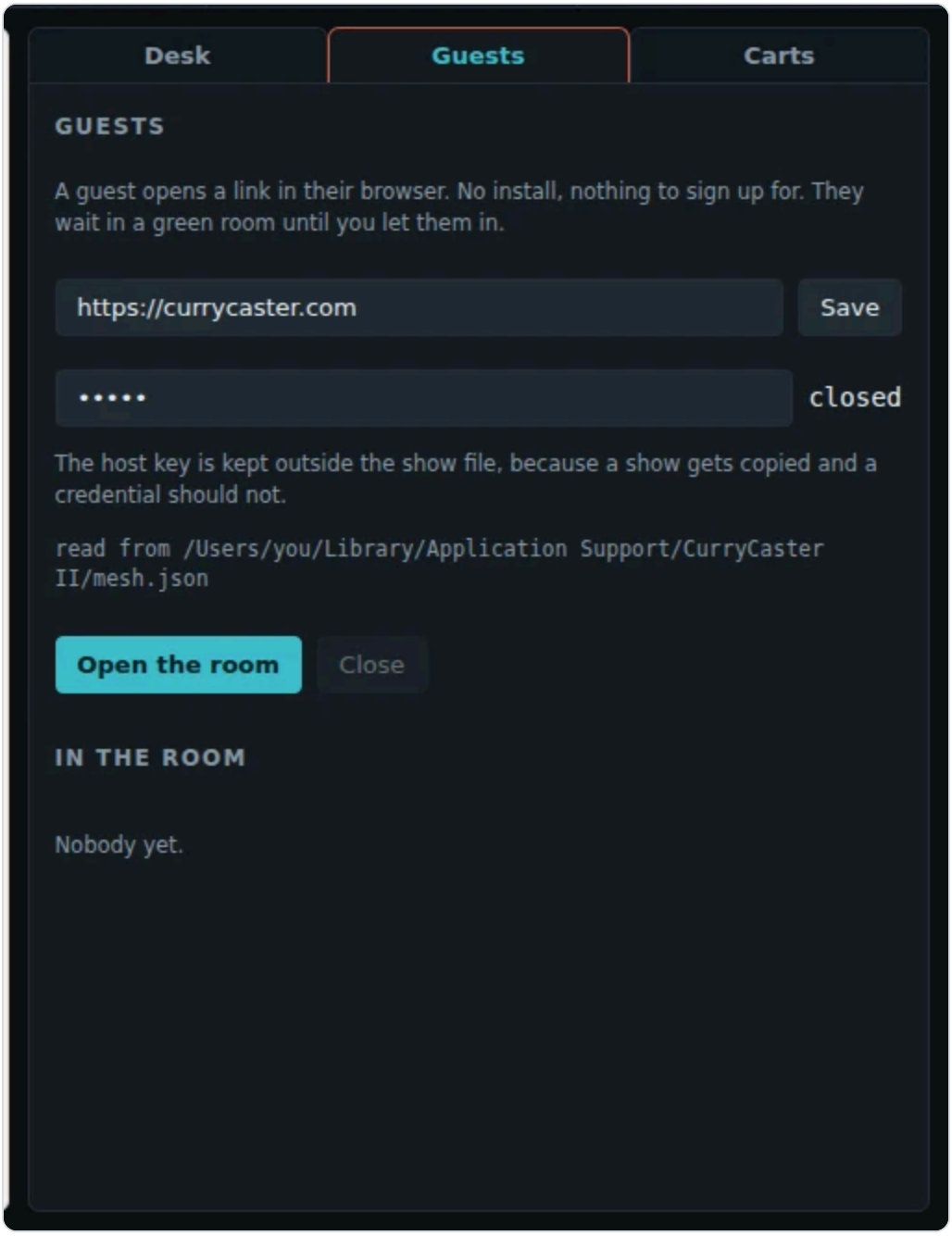
An empty deck after a reset, with Restore deck.

CHAPTER 9

Guests

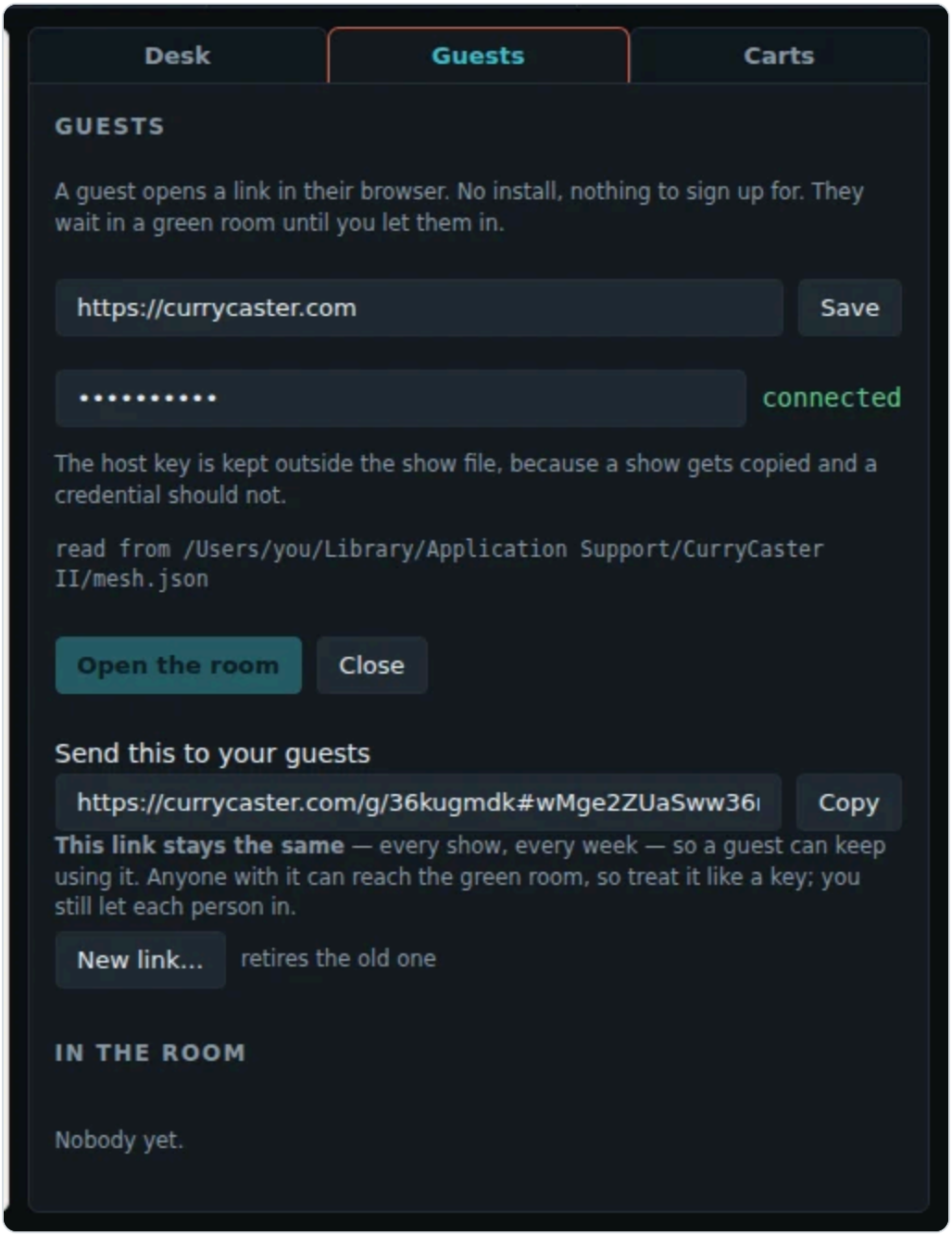
The guest room brings guests on the air from anywhere. A guest opens a link in a browser, on a computer or a phone. Nothing to install, no account to make. The guest room needs a subscription.

Open the room



The Guests tab, room closed.

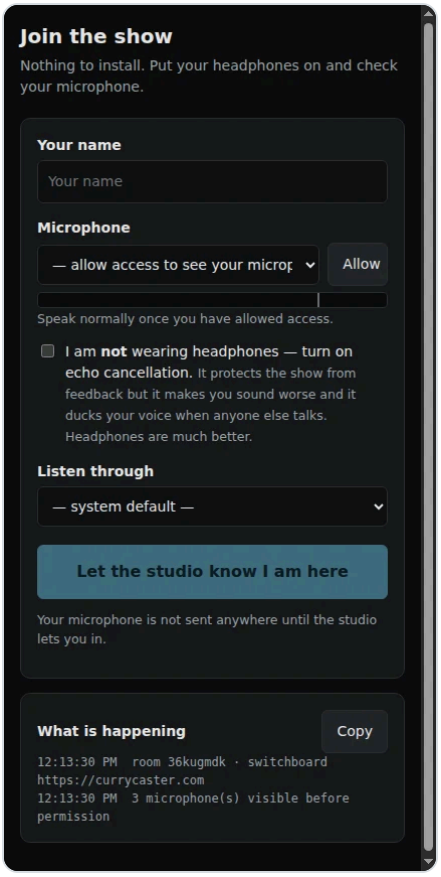
1. Open the **Guests** tab.
2. Press **Open the room**. Your switchboard and key are already filled in.
3. Press **Copy** and send the link to your guest, by email or a message.



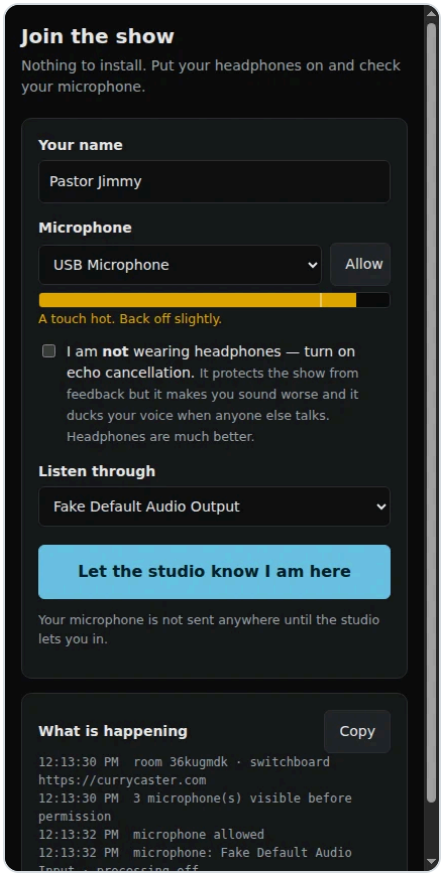
The room is open: the guest link to send.

- **Your link stays the same**, every show and every week, so a regular guest can keep it.
- Anyone with the link can reach the green room, so treat it like a key. You still let each person in.
- **New link…** makes a new link. The old one stops working at once. Use it if the link got to the wrong people.

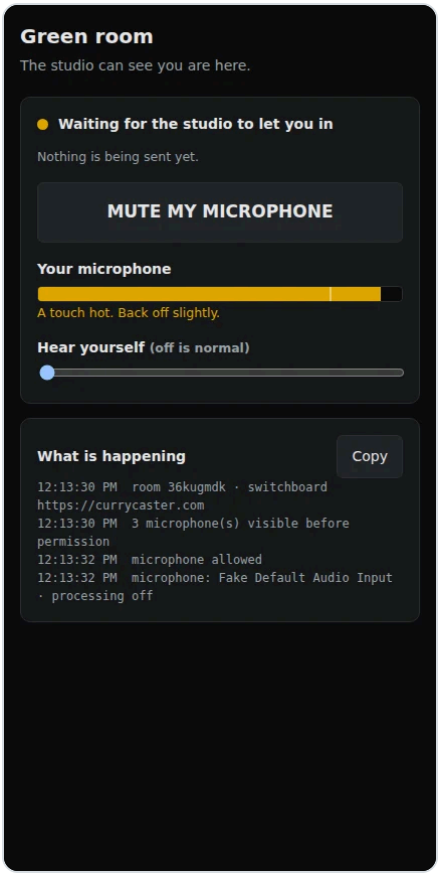
What the guest sees



1. The guest opens the link.



2. Name, Allow the microphone, then "Let the studio know I am here".

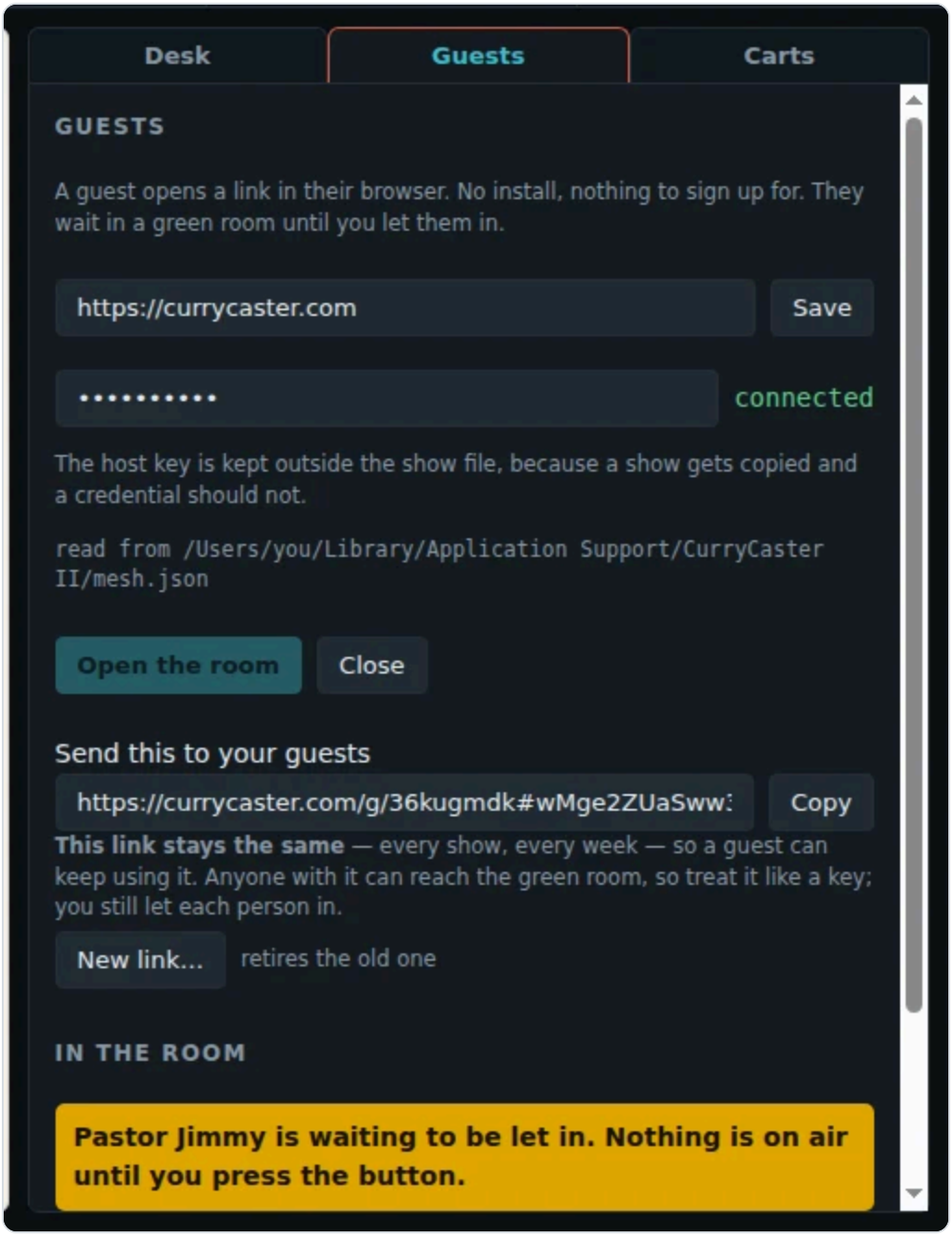


3. The green room: waiting to be let in.

- The guest types a name, clicks **Allow** for the microphone and checks the meter.
- Headphones are best. Without them, the guest ticks "I am not wearing headphones", which turns on echo cancellation.
- Nothing of the guest goes anywhere until you let them in.

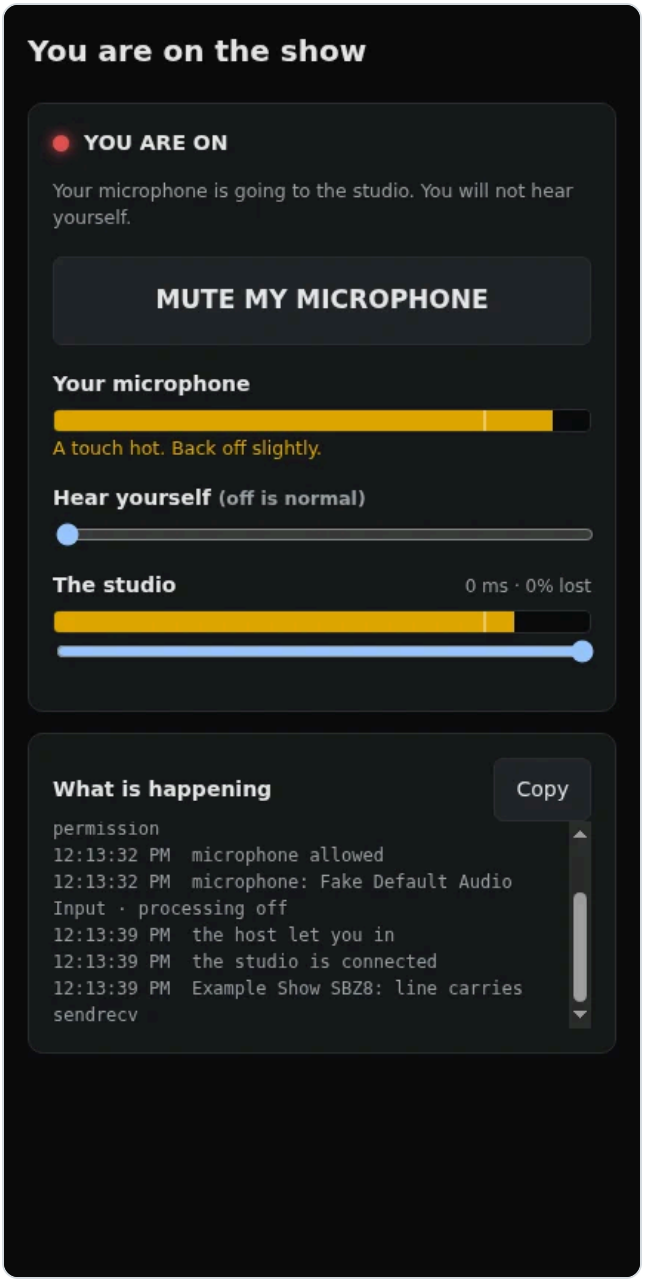
Let a guest in

A waiting guest shows on the Guests tab, and GUESTS on the on-air bar turns yellow.



Pastor Jimmy waits. Nothing is on air until you press the button.

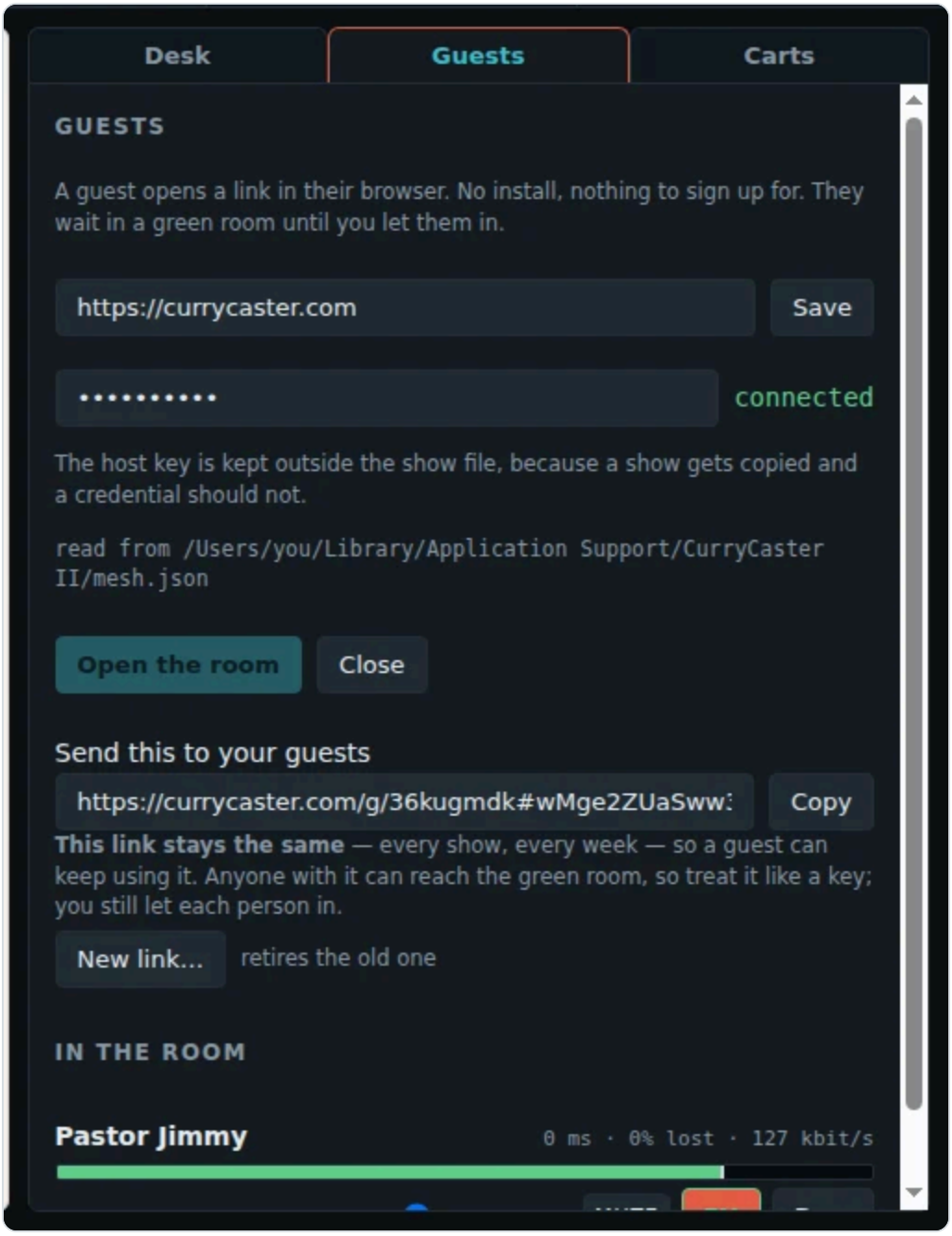
Press **Let Pastor Jimmy in** (the button has the guest's name). The guest's page then says **You are on the show**:



The guest is on the show.

On the guest's page there is a big **MUTE MY MICROPHONE** button, the guest's own meter, a "Hear yourself" control, and a "What is happening" log the guest can copy and send you if something goes wrong.

Each guest's controls



A guest in the room: name, connection, level.

- The line shows the delay, lost packets and bitrate of the guest's connection.
- The fader is the guest's level. **MUTE** mutes the guest. **Drop** sends the guest out of the room.
- Everyone hears everyone, the clips and the carts, but never themselves.

Processing for each guest

Click **FX** on a guest's line. Each guest has a gentle noise gate, a 3-band EQ, a compressor and a limiter, with one on/off switch. So a laptop microphone and a studio microphone sit together in the mix.



The FX panel for one guest.

PROCESSING ON	Turns all of it on or off, without a click in the sound.
Gate	Lowers the noise between words. It never shuts completely. Threshold and depth.
EQ	Low (150 Hz), presence (2.5 kHz) and high (8 kHz).
Compressor	Threshold, ratio and level. It evens out loud and quiet speech.
Limiter	Never lets the guest go above −0.3 dBFS.
Default for new guests	Makes these settings the start point for every new guest of this show.
Use show default	Puts this guest back to the show's default.

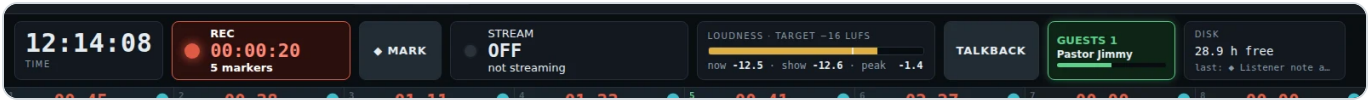
Talkback

Hold TALKBACK on the on-air bar to talk to your guests off the air. While you hold it, the recording and the stream do not get your microphone.

CHAPTER 10

Record

Press RECORD and the show is recorded: the PROGRAM bus, as a WAV file in your recordings folder.

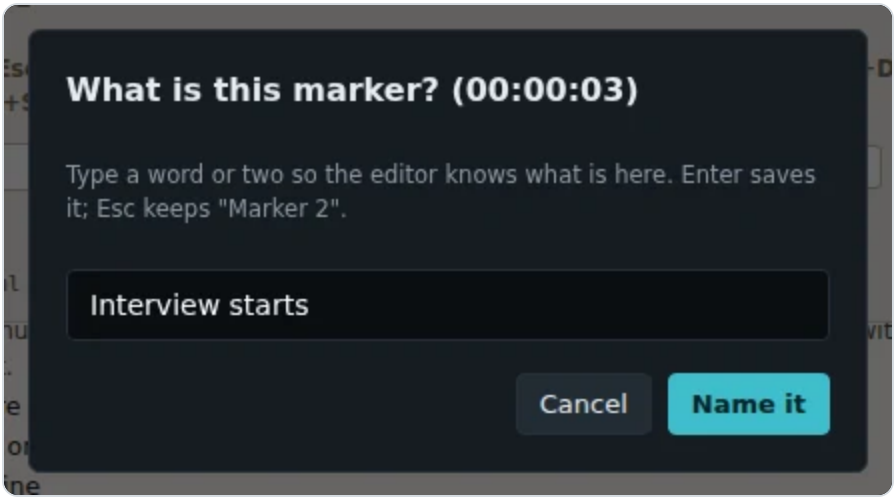


RECORD in red: the time recorded and the markers.

- Press **RECORD** to start. Press it again to stop. It asks first, so a wrong click does not end your show.
- The recordings go to `StudioCast` in your home folder. **Recordings** in the top bar opens that folder.

Markers

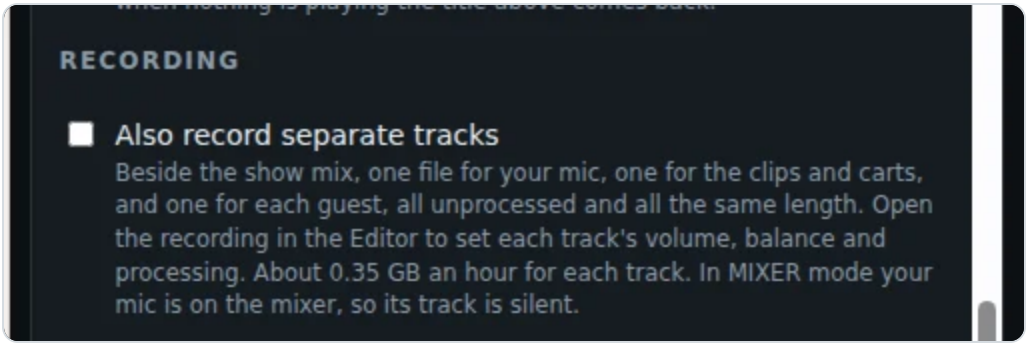
Press ◆ **MARK** at any moment of the show. A box asks what it is. Type a word or two and press `Enter`.



Name the marker. Esc keeps the plain number.

The markers come back in the editor, and become the chapters of your MP3. Every clip and cart that played is kept too, so you can find them in the editor.

Separate tracks



On the Desk tab, under Recording.

On the **Desk** tab, under **Recording**, tick **Also record separate tracks**. The show keeps this setting when you press Save. Next to the show mix, RECORD then writes one file for each source:

- **Mic**: your microphone, mono.
- **Clips and carts**: everything the players and the cart wall play, stereo.
- **One file for each guest**, mono, with the guest's name. A guest who joins late is silent until they join. A guest who leaves and comes back stays on the same track. There are tracks for up to 8 guests.

The tracks are **unprocessed**: the mic is without its filter, and each guest is without their gate, EQ and compressor. Your fader levels and mutes are kept, and what you say on talkback is not on the mic track. All tracks start with the show mix and are the same length, so they line up in any editor. They go in a folder beside the recording, for example `show-2026-11-05-200000 tracks`. Each track takes about 0.35 GB an hour (0.7 GB for the stereo clips track).

> In MIXER mode your microphone goes into the mixer, so the mic track is silent. The clips and guest tracks still record.

Safe when something goes wrong

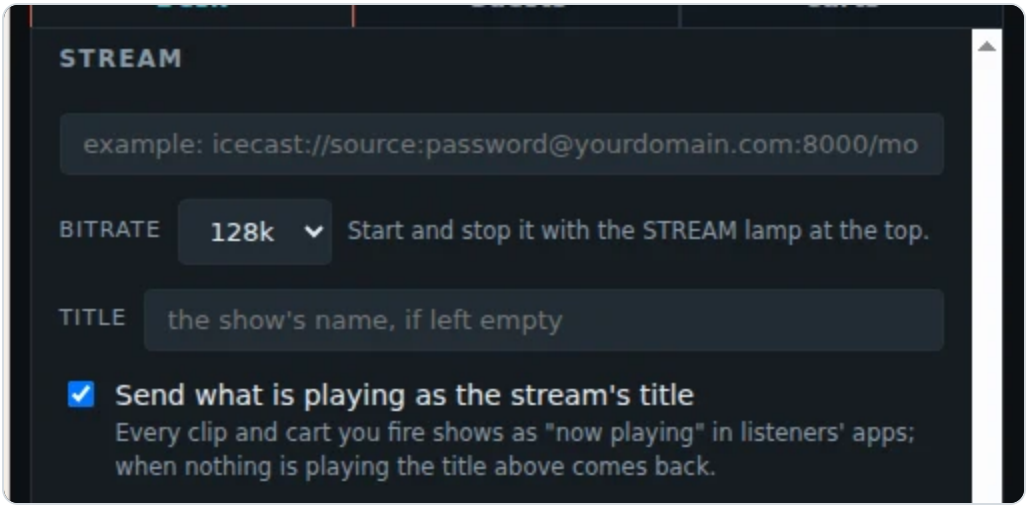
- **If the app crashes,** the desk starts again by itself, and the recording carries on in the same file. The gap is marked in it.
- **If the computer crashes,** the recording is safe up to that moment. The next start offers to carry on recording in it, or to leave it closed.

- **If audio goes missing** from the recording (for example the computer was overloaded), a red message says so, and the place is marked.
- **Closing the window** always asks first, and warns you when you are recording or streaming.

CHAPTER 11

Stream

Stream your show live to an Icecast server.



Stream, on the Desk tab.

1. On the **Desk** tab, under **Stream**, type your Icecast address. It looks like this: `icecast://source:password@yourdomain.com:8000/mountpoint`
2. Choose the **bitrate**: 128k is a good choice.
3. Type a **title**, or leave it empty to use the show's name.
4. Press **Save**, so the show keeps the address.
5. Press the **STREAM** lamp on the on-air bar to go live. Press it again to stop; it asks first.

Send what is playing as the stream's title: each clip and cart you play shows as "now playing" in your listeners' apps. When nothing plays, your title comes back.

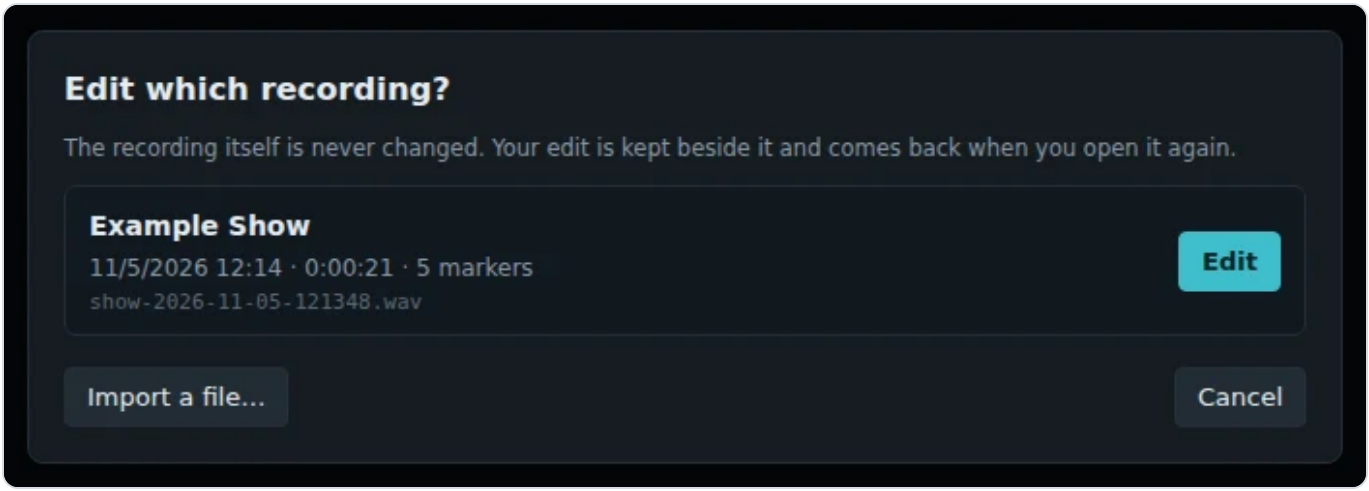
CHAPTER 12

Edit and export

After the show, open the recording in the editor: cut, copy, paste, move blocks, add markers, and export an MP3 with chapters.

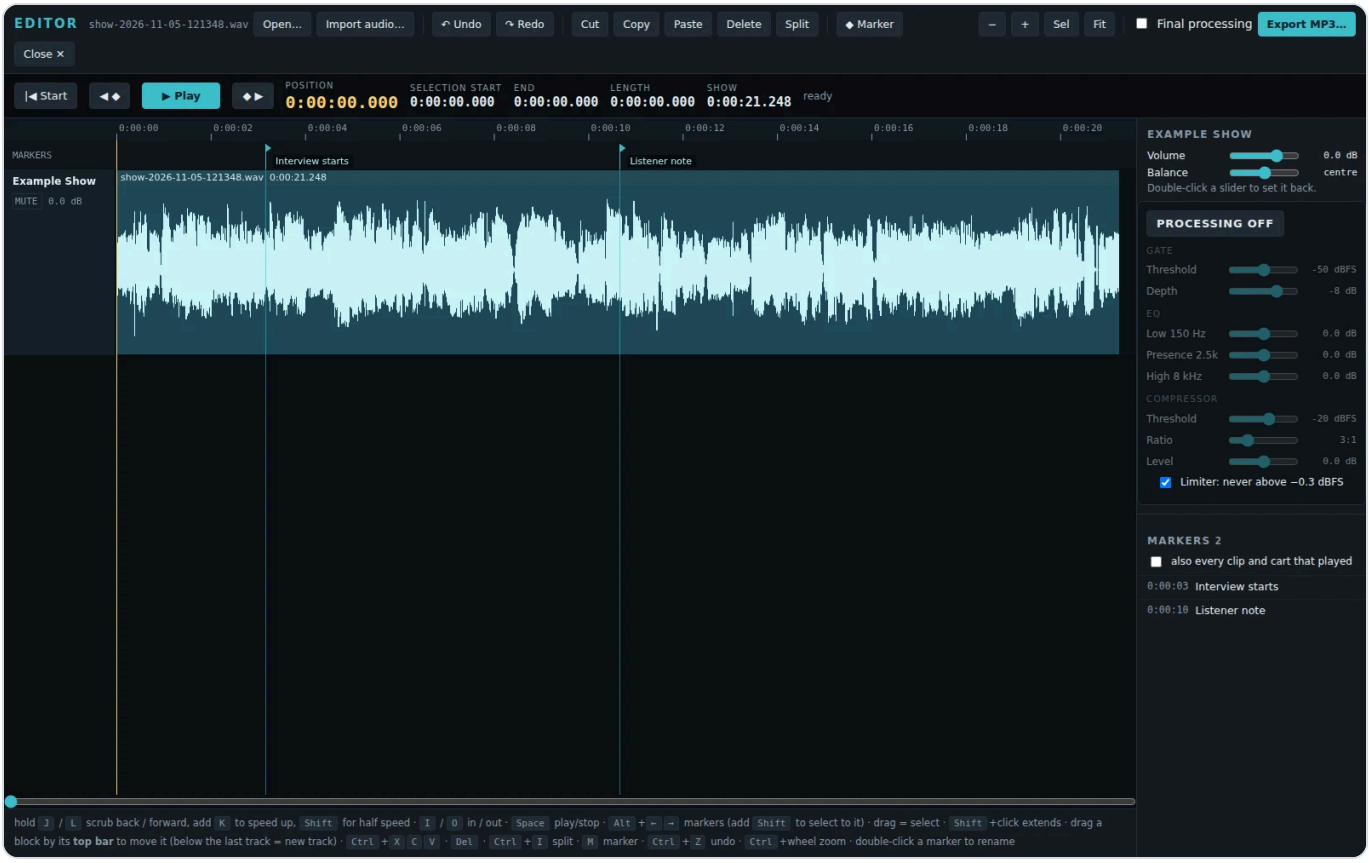
Open a recording

Click ✂ **EDIT** in the top bar. Choose the recording:



Your recordings. Import a file… opens any audio file.

The recording itself is never changed. Your edit is kept beside it, and comes back when you open it again.

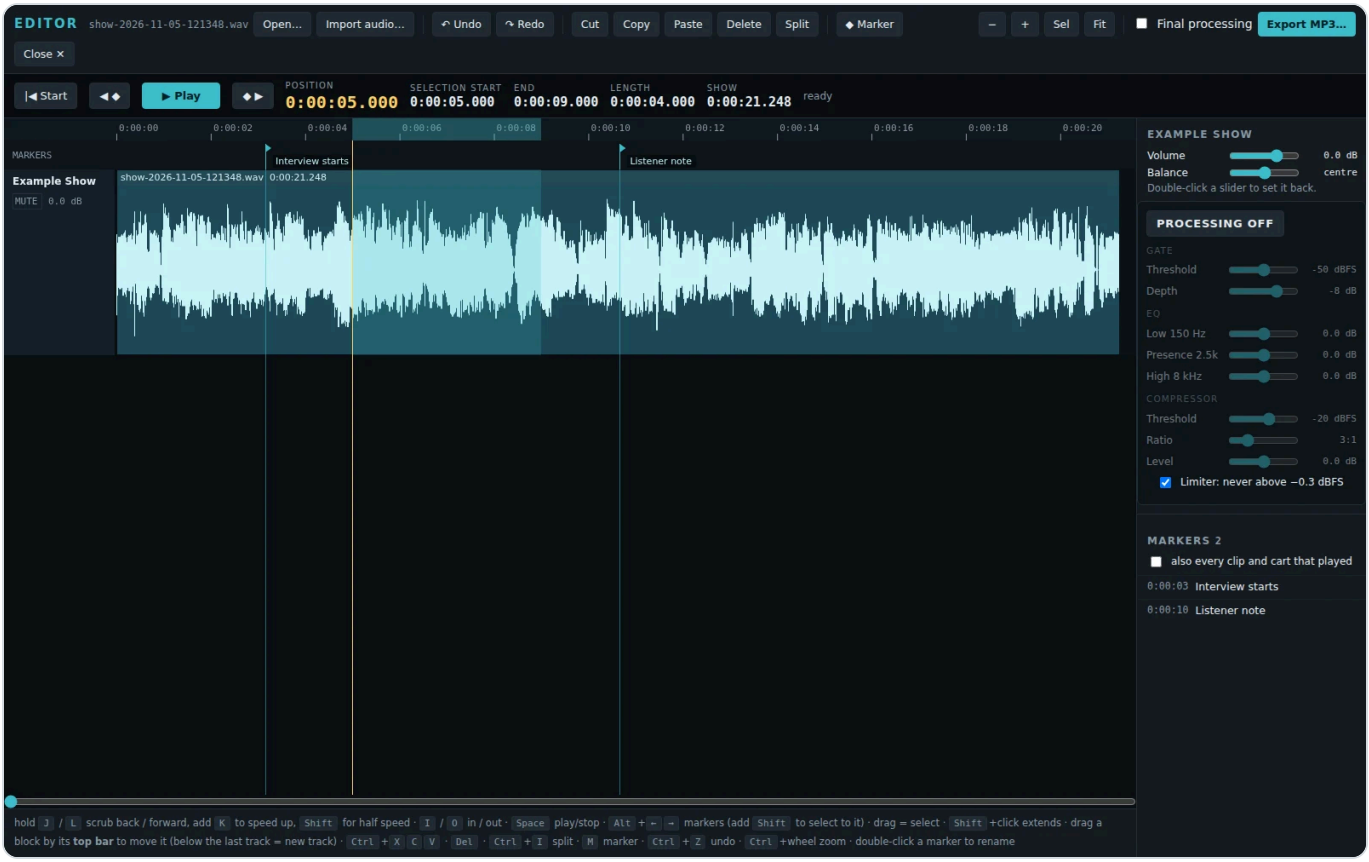


The editor: the show as a waveform, with its markers.

Play and move around

`Space`	Play or stop. With a selection, plays the selection.
Hold `J` / `L`	Scrub back or forward. Add `K` to go faster, `Shift` for half speed.
`Alt` + `←` / `→`	Go to the previous or next marker. Add `Shift` to select to it.
`Home`	Go to the start.
`Ctrl` **+wheel, − / +**	Zoom out and in. **Sel** zooms to the selection, **Fit** shows the whole show.

Select and edit

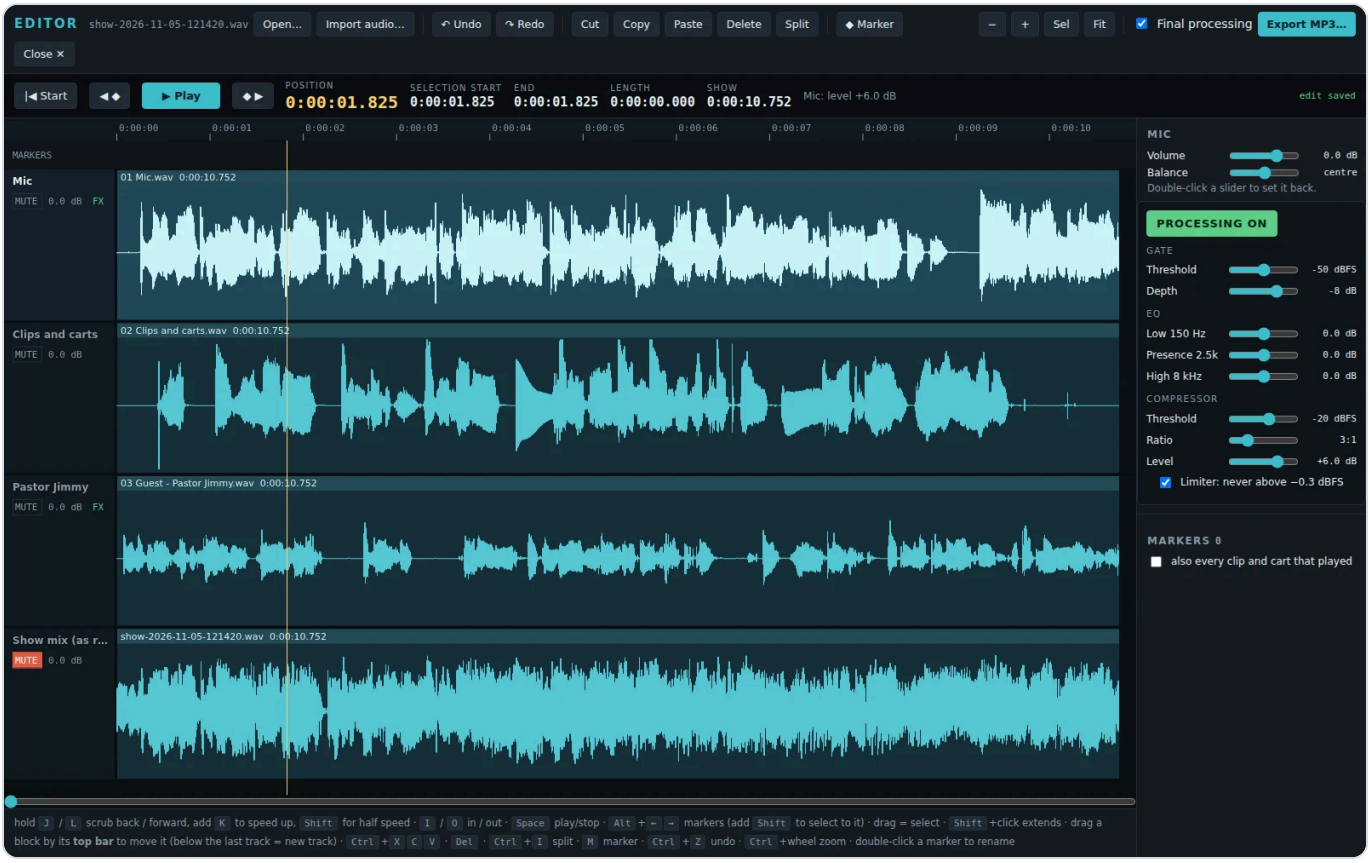


A selection of four seconds.

Drag	Select. `Shift`+click makes the selection longer.
`I` / `O`	Set the start (IN) or end (OUT) of the selection where you are.
`Ctrl`+`X`	Cut. The gap closes.
`Ctrl`+`C` / `V`	Copy, and paste at the cursor. Later audio moves along.
`Del`	Delete. The gap closes.
`Ctrl`+`I`	Split the block at the cursor, so the pieces can be moved.
Drag a block by its top bar	Move it. Drop it below the last track to make a new track.
`M` **or** `Ctrl`+`B`	Add a marker at the cursor. Double-click a marker to rename it.
`Ctrl`+`Z` / `Ctrl`+`Shift`+`Z`	Undo and redo.

Separate tracks: volume, balance and processing

A recording with separate tracks opens with one lane for each track: Mic, Clips and carts, and each guest. The show mix is the last lane, **muted**. Keep it muted: it is there to compare, and playing it with the tracks would double everything.



One lane for each track. The Mic has processing on (FX), and its waveform shows the processed sound.

Click anywhere on a lane to choose it. At the right you get its controls:



The chosen track: volume, balance and the processing unit.

- **Volume** and **Balance**. Double-click a slider to set it back.
- **PROCESSING ON / OFF**, and the same processing unit the guests have: a gentle gate, a 3-band EQ (150 Hz, 2.5 kHz, 8 kHz), a compressor with level, and the limiter.

Each guest's track starts with the show's settings for that guest, as on the night. The mic and the clips start with processing off. A lane with processing on shows **FX** in green.

You hear every change while you play. Each slider move is one step for `Ctrl` + `Z`.

The waveform follows too. When you make a track louder, its waveform gets taller at once. With processing on, the waveform shows the processed sound: a moment after you change a setting, the lane is drawn again from what you hear.

Final processing, in the top bar: the show's gentle bus compressor and ceiling, on the whole mix. It is the same processing that the live show mix gets. It is on for a recording with separate tracks. You hear it as you play, and the export uses it.

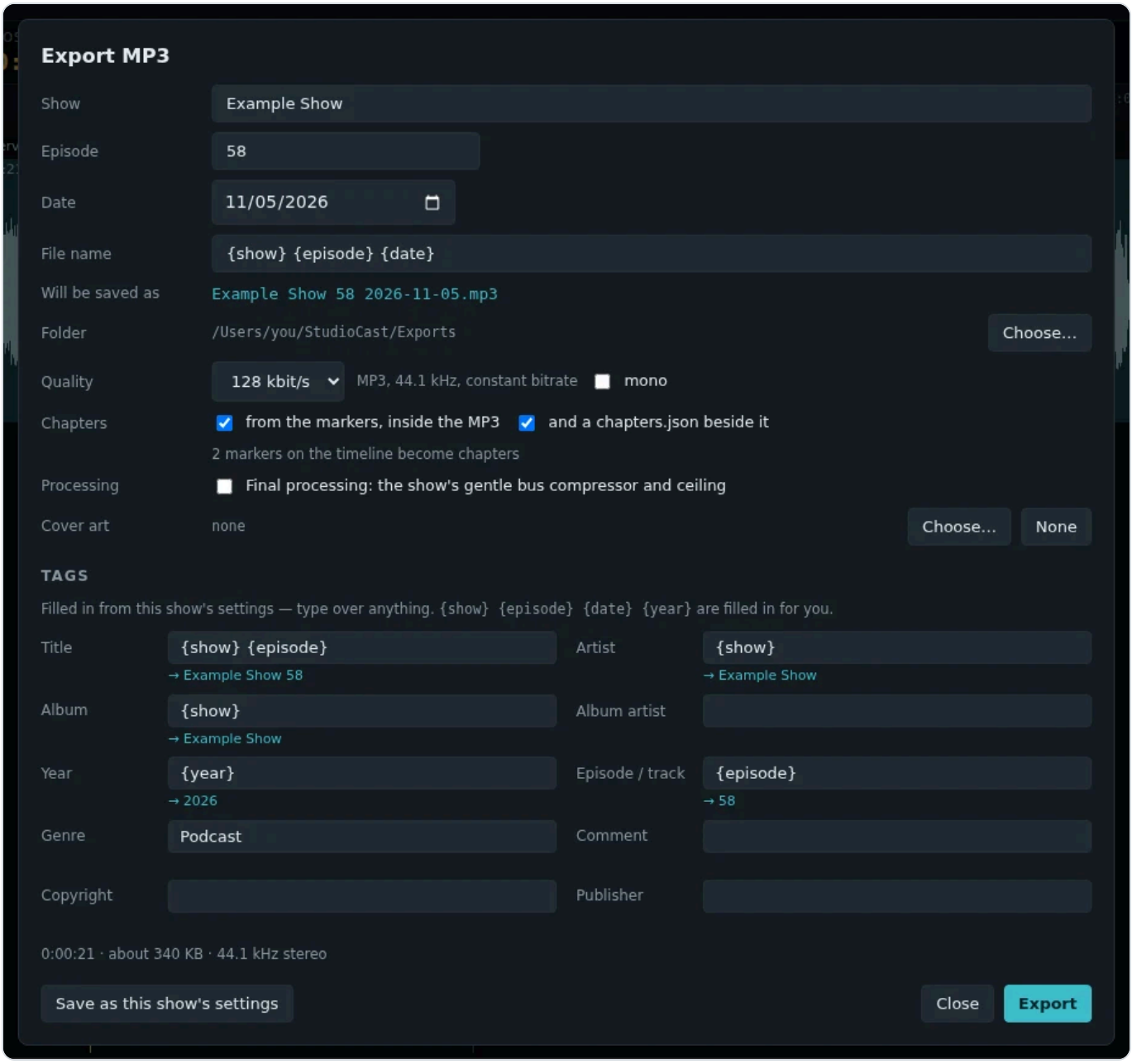
Cut one track

Select on one lane (for example, a cough from one guest) and press `Del` or `Ctrl`+`X`. That track gets silence there, and nothing moves, so all the tracks stay in sync. Select on **every** lane to cut the show itself: then the gap closes on all of them, and the show mix follows too.

Import audio… brings in another sound file (a jingle, an intro) on a new track. The list of markers is at the right; tick "also every clip and cart that played" to see those too.

Export an MP3

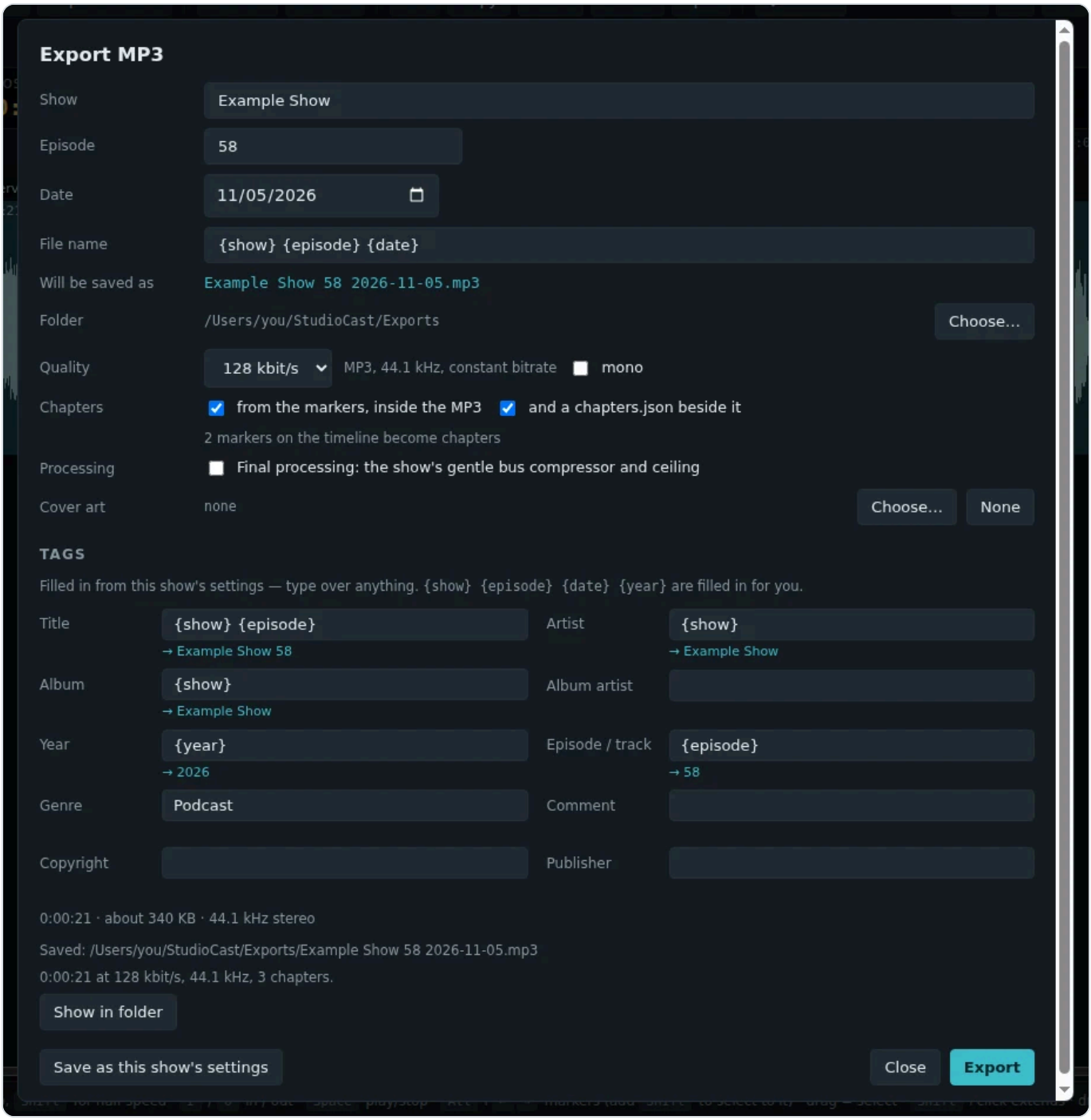
Click **Export MP3…**.



Export MP3: name, quality, chapters and tags.

- **Show, Episode, Date** fill in the file name and the tags. `{show} {episode} {date} {year}` are filled in for you.
- **Folder:** where the MP3 goes. **Quality:** 192 down to 96 kbit/s, 44.1 kHz; tick **mono** for speech only.
- **Chapters:** from your markers, inside the MP3, and a chapters.json beside it if you want one.
- **Processing:** tick **Final processing** to put the show's bus compressor and ceiling on the export. It is the same box as the one in the top bar.
- **Cover art** and the **tags**: title, artist, album, year, genre and more.

- **Save as this show's settings** remembers all of this for the next episode.



Saved: the file, its size and the chapters. Show in folder opens it.

Click **Close** × to go back to the desk. Your edit is saved.

CHAPTER 13

MIDI controllers

Use a MIDI controller with faders and buttons to run the show without the mouse.

> **Suggested controller:** the Korg nanoKONTROL2. It is small and low in cost, and it has 8 faders, 8 knobs and many buttons. It connects with one USB cable and needs no driver.

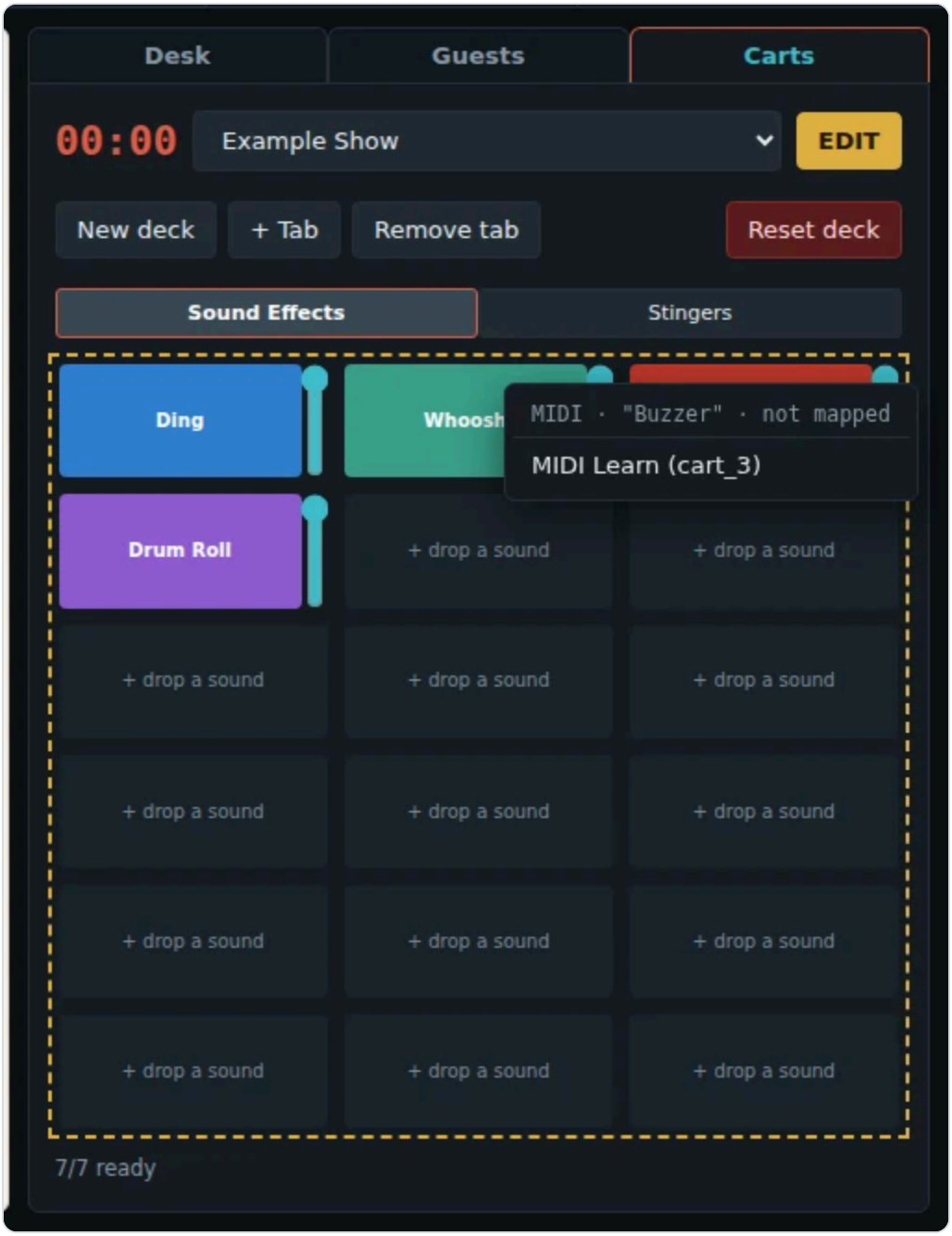
1. Plug in the controller, at any time. The Desk tab, under **MIDI**, shows its name.
2. Right-click a control on the screen and choose **MIDI Learn**.
3. Move the fader or press the button on your controller. Done.



Right-click PLAY on player 2: MIDI Learn.

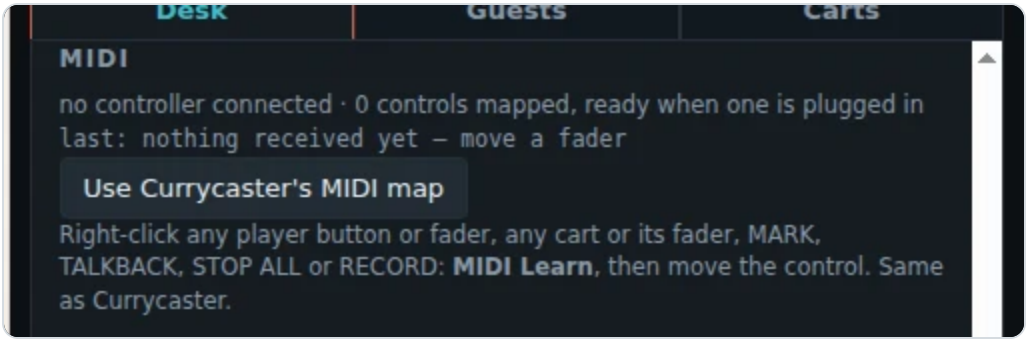
You can map:

- each player's PLAY, STOP, DUMP and PFL, and its fader,
- each cart and its fader,
- MARK, TALKBACK (held), STOP ALL and RECORD.



Right-click a cart for its MIDI menu.

- The right-click menu shows what a control is mapped to now. **Clear MIDI** removes it.
- The last control you moved shows on the Desk tab, under MIDI. Use it to check that the controller works.
- The map is kept on this computer, for every show. A cart's control plays that cart position (for example cart 1) on whichever deck is up.
- **Use Currycaster's MIDI map** copies the map of the original Currycaster app, if you have it.
- A **Stream Deck** works too, with a MIDI plugin that makes its buttons send MIDI.



MIDI on the Desk tab.

CHAPTER 14

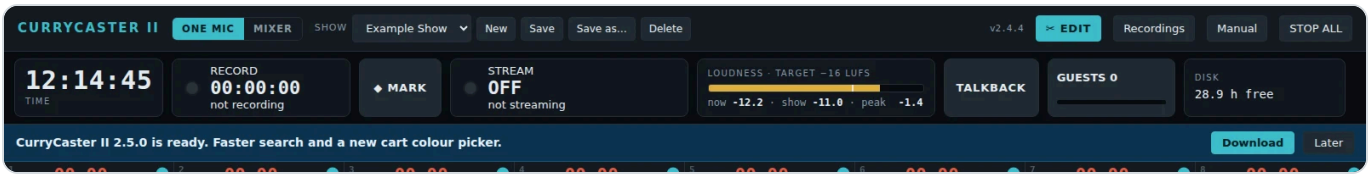
Updates, files and help

This manual

Click **Manual** at the top right of the desk. This manual comes with the app: it opens in your browser and works without the internet, and it always matches your version.

Updates

When a new version is ready, a blue bar at the top says so when the app starts. Click **Download**. The app never changes itself while you work.



A new version is ready.

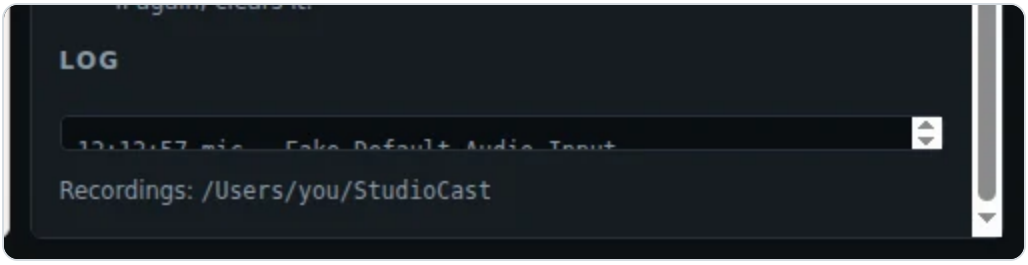
Where your things are

Recordings and exports	`CurryCaster II` in your home folder (Exports for the MP3s). A copy installed before 2.4.9 keeps its `StudioCast` folder.
The Example Show	`CurryCaster II/Example Show`
Cart decks	`CurryCaster II/Carts`. Backups from Reset deck are in its `.reset-backups` folder.
The log file	`CurryCaster II/CurryCaster II.log` (`StudioCast/studiocast.log` before 2.4.9). Send it with any problem.

Your shows, carts, outlines and recordings are all on your own computer.

The log

The bottom of the Desk tab shows the log: what the desk did, and any problem.



The log and the recordings folder.

Keyboard shortcuts on the desk

`Ctrl` + `F`	Search the clips.
Mouse wheel on a player or a cart	Volume.
`Ctrl` **+wheel on a waveform**	Zoom.
Outline keys	See The show outline.
Editor keys	See Edit and export.

Help

Write to adam@curry.com, and attach the log file.