

Installation of Ardour 2.7 SAE Edition for OS X

Recommendations:

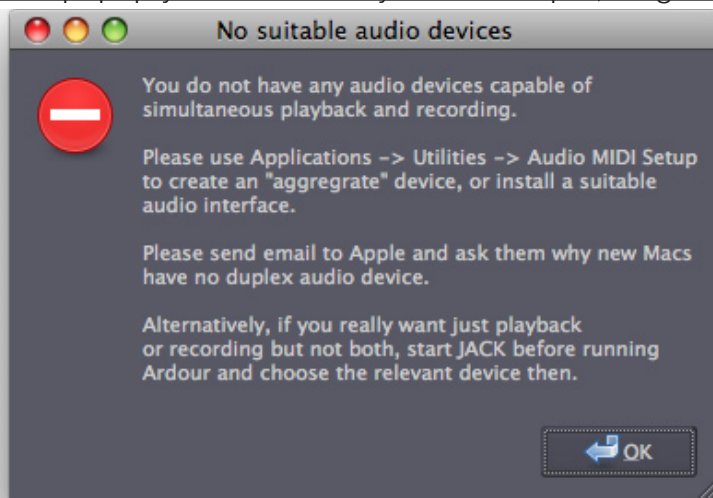
- Intel based Macintosh Laptop or Desktop
- 10.4 or later

1. Download and unzip Ardour2-SAE-Intel-1.zip at www.sae.edu/ardour. Please make sure to download the Keybindings pdf too and print out this trifold as reference.

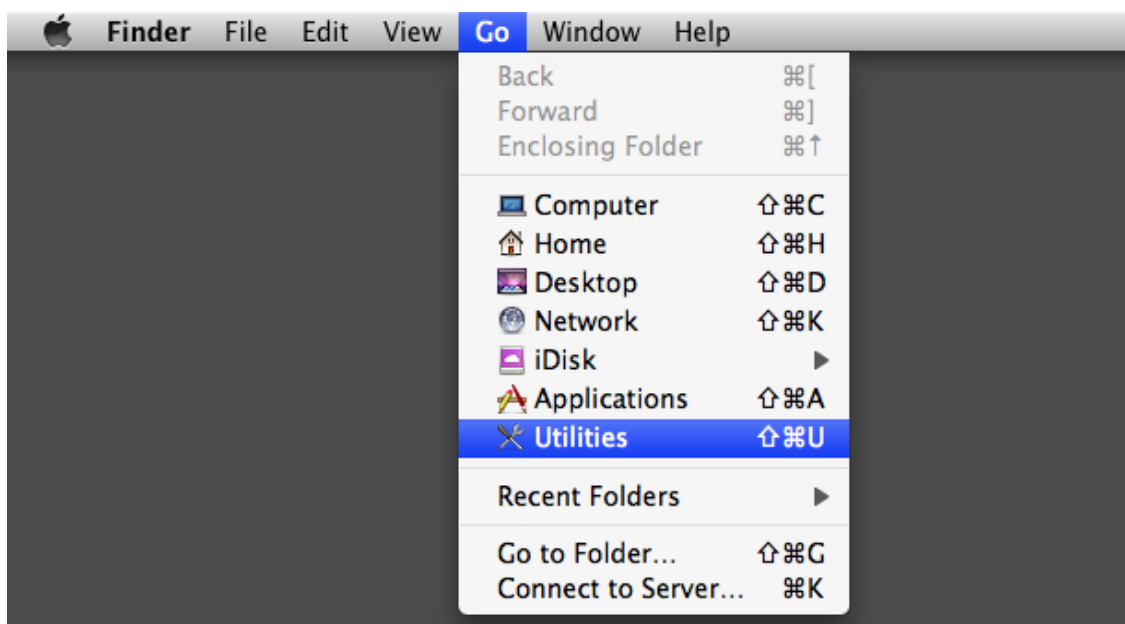
2. Unzip or if already done move the Ardour2-SAE.app to your Application folder.

3. Now it is time to define an "Aggregated Decive". If you want to use your build-In sound device you should follow the next steps in detail. If you own a third-party sound device like a MBox or similar it is not necessary to follow the next steps. Proceed instead with 6.

If you see this popup you have already missed step 3, so go back and follow from step 3.

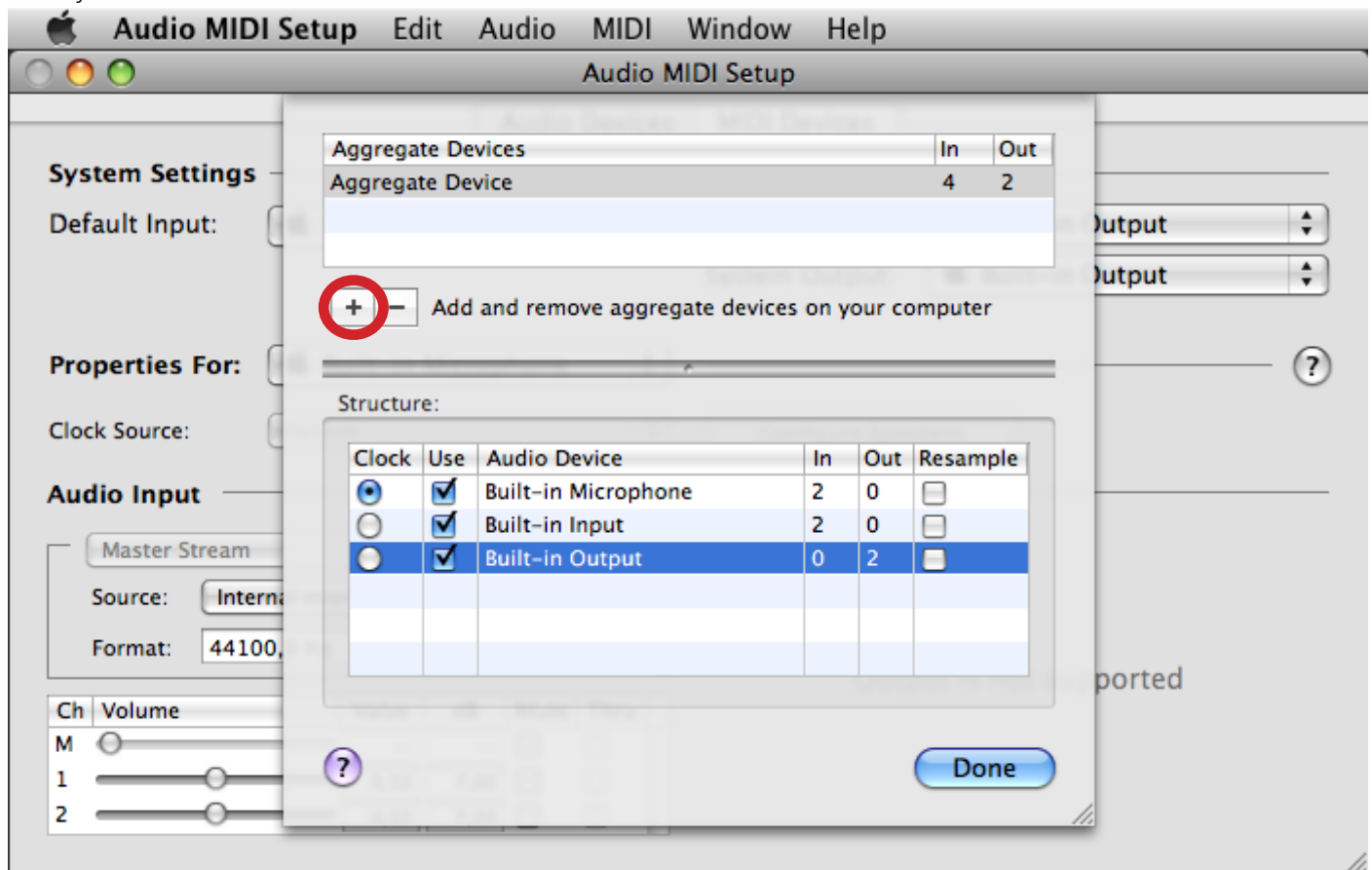


4. Go to the Utilities folder of OS X. This could be done by making "The Finder" active and choose from the global menu bar "Go/Utility". Open the "Audio MIDI Setup".



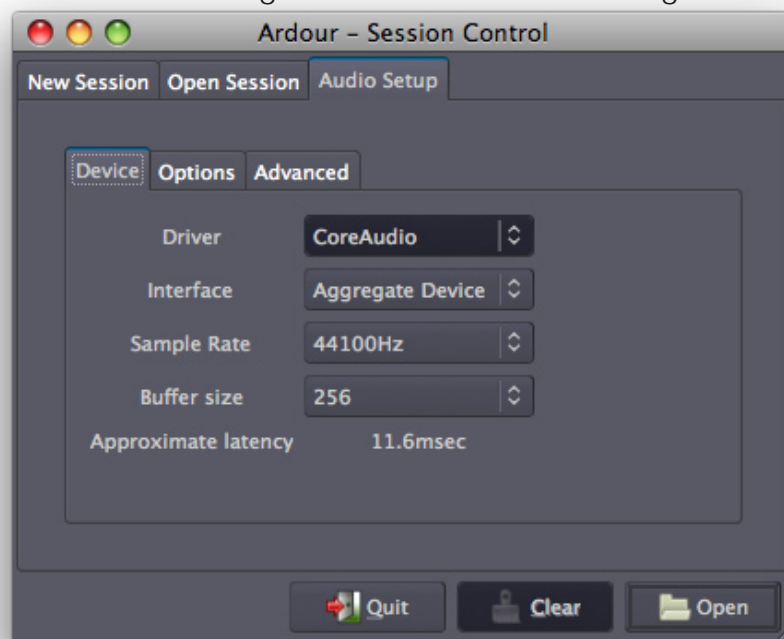
5. In the “Audio MIDI Setup” choose from the global menu bar “Audio” and here “Open Aggregated Device Editor”. You can also use Command+Shift+A on your keyboard.

6. With the “Plus” Icon add a new “Aggregated Device”. Make sure you have selected Build-In Microphone, Build-In Input and Build-In Output. Use the screenshot here as a guide. Finally choose “Done”.



7. For now quit the Audio MIDI Setup and open “Ardour2-SAE.app” from your Application folder.

8. After Ardour’s splash screen vanished make sure to validate the usage of the “new” Aggregated Device in Ardour’s session control. Once again use the screenshot as a guide.



9. Have fun!