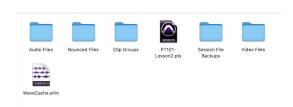
Lesson 2 getting started with pro tools:

PT 101 Lesson 2 Review / Discussion Questions - Answers

Yellow is my original answers Green is the changes

1.Name some of the folders and files that ProTools creates as part of the session hierarchy. Where is the session file (. ptx) stored?



2. What is the WaveCache.wtm file used for? What happens if the WaveCache file gets deleted or goes missing?

It's where the waveforms are stored within the track, you'd have to rebuild them if the wavecache file is deleted.

3. Where are audio files stored in the session hierarchy?

Audio files folder. Within the pro tools session

4. Where are Pro Tools is MIDI files normally stored?

Audio Files folder

5. Which components should you turn on first when powering up a Pro Tools system? Which component should you turn on last?

External hard drives, MIDI interfaces/Controllers, Audio interface (if not bus powered.) computer, audio monitoring system. You'll blow the speakers if you turn them on first.

6. What type of processing does the hardware buffer size affect? What type of processing does it not affect?

The Hardware Buffer Size controls the hardware cache used for the low-latency domain: H/W Buffer affects host-based (Native) processing for recording or lives input.

7. What kinds of commands can be found under the ProTools View menu? How does the View menu differ from the Window menu?

Displaying/hiding parts of Pro Tools windows

8. What kind of commands can be found under the ProTools Options menu? How does the options menu differ from the setup menu?

Toggling edit, record, and playback options on/off

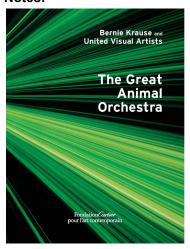
9. Which main Pro Tools window displays audio waveforms and can be used to work directly with audio, MIDI, and video files on tracks?

The edit window

10. Which ProTools window provides access to Pan controls and Volume faders for each track?

Mix window

Notes:



 $\underline{https://www.pem.org/exhibitions/the-great-animal-orchestra-bernie-krause-and-united-visual-ar}\\ \underline{tists}$