

## Guide to Recording to the Firestore DDR

1. On the switcher, select Bank 2, assign 1. This selects the DDR as your destination. Then use any of the source keys to pick your source. Generally, you will be selecting the red “PGM” button as your source, so that your program video goes to the harddisk.



2. Move to the audio booth. In the top patch bay, insert a patch from Bus 13/14 to the Firestore. This will send program audio to the Firestore. If you wish to build a separate audio mix for the Firestore, ask for assistance.



3. If you wish to listen to the audio coming back from the Firestore, insert a patch from top row “Firestore” point (number 10) to one of the “Board” inputs on the bottom row.
4. Press the record button on the Firestore twice to begin recording.