COMPANION GUIDE · MULTITRACK DELIVERY SPECIFICATION

DAW-Specific Multitrack Export Guides

Step-by-step instructions for consolidating, freezing, and exporting clean, correctly-aligned multitracks — written for the exact menus and settings of each program.

Pro Tools · Logic Pro · Ableton Live · Cubase
Studio One · FL Studio · Reaper · GarageBand

Eastway Audio · Prepared for clients delivering multitracks for mixing

How to Use This Guide

The Multitrack Delivery Specification tells you *what* I need. This guide tells you *how* to get there — inside your specific DAW, using its actual menu names and dialog boxes, so nothing gets lost in translation between "your software" and "the spec."

Find your DAW in the contents below and follow its steps in order. Every guide is built around the same six requirements, because these are what actually determine how well your mix comes together:

> **The Six Requirements, in Every DAW**
>
> **01** Every track starts at the same point — Bar 1, Beat 1 — so files line up automatically when imported.
>
> **02** Normalization is switched off on export. What you print is the level I receive.
>
> **03** Channel EQ, compression, reverb, and delay are removed or bypassed, so tracks arrive dry unless a wet version is a deliberate creative choice.
>
> **04** Any limiter, EQ, or stereo-widener on the master bus is switched off before exporting multitracks.
>
> **05** Virtual instruments and MIDI are committed ("frozen" or "printed") to standard audio, with multi-output drum instruments routed to separate files per element.
>
> **06** Files export as 24-bit (or 32-bit float) WAV at your session's native sample rate.

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CHAPTER 01

Pro Tools

Uses Consolidate + Export Clips as Files (raw, unprocessed) or Track Bounce (prints processing) — you want the first one for dry multitracks.

1. **Save a copy of your session first.**
   File > Save Copy In. Keep your mix session untouched — you'll be exporting from a duplicate.

2. **Commit any virtual instrument or MIDI tracks to audio.**
   Route each Instrument track's output to a new Audio track and record-enable, or right-click the track name and use `Track Bounce` to render it directly. For multi-output drum instruments (Superior Drummer, BFD, etc.), route each output to its own audio track before printing.

3. **Align every track to Bar 1, Beat 1.**
   Select all tracks, then `Edit > Consolidate Clip` (Shift+Opt+3 Mac / Shift+Alt+3 Win). This merges each track into one continuous clip starting from session start, so every file lines up automatically once imported elsewhere.

4. **Bypass processing you don't want printed.**
   Turn off inserts on individual channels (EQ, compression, reverb, delay) and disable everything on the Master Fader. Leave DI + amp/mic pairs as separate tracks rather than committing to one blended file.

5. **Export the consolidated clips.**
   Select the clips in the Clip List, then from the Clip List's dropdown menu choose `Export Clips as Files`. This bypasses plugin processing entirely, which is what you want for clean multitracks.

6. **Set format:**
   WAV, 24-bit (or 32-bit float), and your session's native sample rate — not a converted rate.

PRO TIP

Track Bounce is also handy when you deliberately want a wet version alongside the dry — it prints whatever's on that channel's inserts, unlike Export Clips as Files.

COMMON MISTAKE

Exporting from the Clip List without consolidating first. Un-consolidated clips export as separate short files per edit, which will not line up correctly on import.

CHAPTER 02

Logic Pro

One dialog handles almost everything: File > Export > All Tracks as Audio Files.

1. **Duplicate your project**
   (File > Save As) so your working session stays intact.

2. **Freeze or bounce software instrument tracks to audio.**
   For multi-output instruments (Kontakt, Superior Drummer, etc.), you'll assign each output its own file in step 5.

3. **Make sure playback starts cleanly from bar 1.**
   Logic exports the full project length by default, so as long as your regions haven't been dragged away from session start, alignment is automatic — no manual consolidation step needed.

4. **Turn off inserts you don't want printed**
   on individual channel strips, and bypass everything on the Stereo Out / Master channel.

5. **Open the export dialog:**
   `File > Export > All Tracks as Audio Files`. Set **Normalize** to *Off*. Set **Bit Depth** to 24-bit and leave the sample rate at your project's native rate. Under **Include Effect Plug-ins**, choose whether tracks print dry or wet. For multi-output instrument tracks, set **Multi-Output Software Instruments** to *One File per Channel Strip* so each drum piece exports to its own file — *One File per Track* mixes everything back into one combined file, which is not what you want.

6. **Click Save.**
   Logic renders every visible track to its own correctly-named, correctly-aligned WAV file in one pass.

PRO TIP

Set up your filename pattern (Track Name + Custom text) in the same export dialog — it saves a manual renaming pass afterward.

COMMON MISTAKE

Leaving Normalize on Overload Protection or On. Either setting changes the printed level — always set it to Off for delivery.

CHAPTER 03

Ableton Live

Export Audio/Video with "All Individual Tracks" renders every track to the same length in one pass.

1. **Save a copy of your Live set**
   before you start printing anything.

2. **Commit MIDI/instrument tracks to audio.**
   Right-click each track > `Freeze Track`, then right-click again > `Flatten`. For a Drum Rack with multiple hits you want as separate files, drag each pad's chain out of the Rack onto its own track first, or route pads to separate Return tracks.

3. **Rename every track clearly**
   — Live uses the track name directly as the exported filename ("1-Audio.wav" tells me nothing; "Kick_In.wav" does).

4. **Set your loop brace to cover the entire arrangement**
   , from bar 1 to the last bar of audio.

5. **Open the export dialog:**
   `File > Export Audio/Video`. Under Rendered Track, choose **All Individual Tracks** — this renders every track (including Returns, if used) to separate files of identical length, so they land perfectly aligned in any DAW.

6. **Set:**
   WAV, PCM, **32-bit float**, your project's native sample rate. Leave **Normalize** unchecked. Ableton's own documentation recommends 32-bit float specifically for stems, to avoid double-dithering before your engineer's own processing.

PRO TIP

"All Individual Tracks" respects each track's own device chain — mute or remove inserts first on any track you want printed dry.

COMMON MISTAKE

Exporting "Selected Tracks Only" by habit and missing tracks that weren't highlighted. "All Individual Tracks" is safer for full multitrack delivery.

CHAPTER 04

Cubase

Audio Mixdown's Channel Batch Export renders every selected channel to its own file in a single job.

1. **Save a new version**
   of your project before exporting.

2. **Record MIDI/instrument tracks to audio**
   if needed — Cubase's mixdown only exports audio and instrument channels, not raw MIDI. Route multi-output instruments to separate output channels first.

3. **Set the left and right locators**
   to span the full project, with a little extra tail for reverb/delay decay if you're keeping any wet tracks.

4. **Bypass inserts on channels you want dry,**
   and disable everything on the Stereo Out bus.

5. **Open:**
   `File > Export > Audio Mixdown`. Tick **Channel Batch Export**, then check the box beside every channel you want exported — uncheck Stereo Out unless you also want a reference mix.

6. **File format:**
   WAV, 24-bit or 32-bit float, matching your project's sample rate. Click Export Audio.

PRO TIP

In the Channel Selection panel, the Effects dropdown lets you choose "Dry (Transfer Channel Settings)" to strip inserts without disabling them permanently on the channel.

COMMON MISTAKE

Forgetting muted or disabled channels stay excluded from batch export even if checked — un-mute before exporting.

CHAPTER 05

Studio One

Export Stems handles the whole song at once; Track Transform commits instruments to audio first.

1. **Duplicate your Song**
   before starting the export process.
2. **Commit Instrument tracks to audio.**
   Right-click the track > `Transform > Flatten` (or Bounce to Audio Track). For multi-output virtual drum instruments, route each output to its own channel first.
3. **Make sure the Start/End markers span the full arrangement**
   on the timeline.
4. **Turn off inserts**
   on tracks you want printed dry, and disable any processing on the Main output bus.
5. **Open:**
   `Song > Export Stems` (or Export Mixdown with multiple channels selected). Select every track/channel you want as an individual file.
6. **Format:**
   WAV, 24-bit, native sample rate. Export.

PRO TIP

Export Stems solos each source in turn, which correctly captures real-time effects (like a send reverb) that haven't been printed yet — useful for the "wet" version of a track.

COMMON MISTAKE

Confusing Export Mixdown (a single stereo file) with Export Stems (individual files) — they're separate commands in the Song menu.

CHAPTER 06

FL Studio

Everything hinges on one setting: Split Mixer Tracks. One sound per mixer channel is essential.

1. **Route every instrument or sample to its own Mixer channel.**
   Two sounds sharing a channel will export as one combined file — if that's not what you want, give each its own insert first.

2. **Name each Mixer channel clearly**
   (right-click > Rename) — the export uses these names as the filenames.

3. **Consolidate any edited Playlist clips per track**
   (right-click > Consolidate) so each track is one continuous piece of audio.

4. **Master chain effects won't print automatically.**
   Split Mixer Tracks always excludes anything on the Master track (limiter, EQ, etc.) from individual exports, so there's no need to manually disable a master limiter first. This only covers the master bus — insert effects on each channel still print unless you turn off Enable Insert Effects in the next step.

5. **Open:**
   `File > Export > WAV`. In the render window, enable **Split Mixer Tracks**, set Bit Depth to 24-bit, and match the Sample Rate to your project. Toggle **Enable Insert Effects** depending on whether you want wet or dry stems.

6. **Click Start.**
   FL renders one file per Mixer channel, all aligned to the project's start point.

PRO TIP

Set the Tail option to "Leave Remainder" so effect tails (reverb, delay) aren't cut off mid-decay on wet exports.

COMMON MISTAKE

Layered sounds sharing one Mixer insert — the export can only ever separate what's on separate channels.

CHAPTER 07

Reaper

The Render dialog's Source: Stems option renders every selected track to its own file in one job.

1. **Save a new version of your project**
   before exporting.

2. **Commit virtual instrument tracks to audio.**
   Right-click the track > `Render/freeze tracks > Freeze track to mono/stereo (render pre-fader)`. Route multi-output instruments to separate tracks per element first.

3. **Select every track you want to export.**

4. **Bypass inserts you don't want printed**
   (FX chain button on each track), and disable anything on the Master track.

5. **Open:**
   `File > Render`. Set **Source** to *Stems (selected tracks)*, and **Bounds** to *Entire project*. Use the **$track** wildcard in the filename field so each file is automatically named after its track.

6. **Format:**
   WAV, 24-bit PCM, your project's native sample rate. Click Render.

PRO TIP

"Render/freeze" freezes pre-fader by default — volume and pan fader automation on that track won't be baked in. That's expected: it keeps the printed instrument dry rather than post-fader processed.

COMMON MISTAKE

Choosing Bounds: Time Selection instead of Entire Project — this silently truncates tracks that extend beyond whatever range happened to be selected.

CHAPTER 08

GarageBand

No batch export — each track is soloed and exported individually via Share > Export Song to Disk.

1. **Save a copy of your project**
   before starting.

2. **Turn on the Cycle region**
   and drag it to cover the entire song, from bar 1 to the last bar of audio. This ensures every exported track is the same length and lines up on import.

3. **Solo the first track**
   using its headphone icon, and mute or bypass any effects on it that you don't want printed.

4. **Export:**
   `Share > Export Song to Disk`. Choose **WAV**, **Uncompressed**, and make sure the "Export cycle area" checkbox is enabled. Name the file clearly (e.g. "Lead_Vox.wav") and save it into your delivery folder.

5. **Un-solo that track, solo the next one, and repeat**
   until every track has been exported individually.

PRO TIP

For an exceptionally large track count, it may be faster to bounce a full mix first, then contact me directly — for GarageBand sessions I'm also happy to work from the project file itself in some cases.

COMMON MISTAKE

Pulling raw files from inside the project package (right-click > Show Package Contents > Media > Audio Files). These are unedited source recordings and won't reflect your comps, edits, or timing — please export properly instead.

Quick Reference

DAW	EXPORT COMMAND	KEY SETTING
Pro Tools	Clip List menu > Export Clips as Files (after Consolidate Clip)	Consolidate first — export bypasses plugins entirely
Logic Pro	File > Export > All Tracks as Audio Files	Normalize: Off · Multi-Output: One File per Channel Strip
Ableton Live	File > Export Audio/Video > All Individual Tracks	32-bit float · Normalize unchecked · Freeze + Flatten instrument tracks first
Cubase	File > Export > Audio Mixdown > Channel Batch Export	Effects dropdown: Dry (Transfer Channel Settings)
Studio One	Song > Export Stems	Track Transform > Flatten for instrument tracks
FL Studio	File > Export > WAV > Split Mixer Tracks	One sound per Mixer channel · master effects excluded automatically
Reaper	File > Render > Source: Stems (selected tracks)	Bounds: Entire Project · filename wildcard $track
GarageBand	Share > Export Song to Disk (solo each track)	No batch export — repeat per track with Cycle region set

Before You Zip & Send

- [ ] Every file starts from the same point (bar 1, beat 1) and is the same overall length.
- [ ] Normalization was off during export.
- [ ] Master bus processing (limiter, EQ, stereo widener) was disabled before exporting multitracks.
- [ ] Files are named clearly by instrument — no "Audio_01_final(2)" survivors.
- [ ] All virtual instruments and MIDI have been committed to standard WAV audio.
- [ ] Files are 24-bit (or 32-bit float) WAV at your session's native sample rate.
- [ ] A dry rough mix bounce and a completed info.txt are included in the folder.

Questions About Your Session?

If your project uses a DAW that isn't covered here, or something in your session doesn't map cleanly onto these steps, just get in touch before exporting — it's much easier to sort out in advance than after the files are already bounced.

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