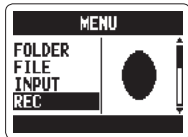




# Recording in Spatial Audio mode

In this mode, the unit records in the Spatial Audio format that allows the sound image to change along with movement of the visual perspective during playback of spherical (360-degree and virtual reality) videos on YouTube.



**1.** Press  .

**2.** Use  to select REC, and then press  .



**3.** Use  to select SPATIAL AUDIO, and then press  .



**4.** Use  to select ON, and then press  .



# Spatial Audio mode

In this mode, the H2n records in a format that is compatible with YouTube spherical video playback. The only selectable recording formats are 44.1 or 48 kHz and 16 or 24-bit WAV formats. Four channels of audio will be recorded as a single multichannel WAV file.

**Channel 0** : Omnidirectional sphere

**Channel 1** : Left-Right dipole

**Channel 2** : Up-Down dipole (The H2n cannot generate this signal, so it records silence on this channel.)

**Channel 3** : Front-Back dipole

The recorded data is saved on the SD card inside FOLDER 01-10 subfolders in the SPATIAL AUDIO folder.



The recording level for each channel is shown on the Home Screen.

During recording and playback, an ordinary MS stereo signal is output from the H2n [PHONE/LINE] output jack.

When in SPATIAL AUDIO mode, the recording mode selection dial on the top of the unit is disabled.

As in 4ch surround mode, the MS mic side is the front.

By using video editing software to insert the recorded audio file into a video and prepare it in a format that is compatible with YouTube, you can enable people to hear spatial sound when watching spherical video.

## Notes

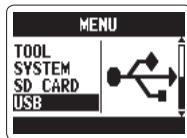
- Video editing software that is capable of writing multichannel audio is necessary.
- For details about uploading and supported formats, for example, please refer to the YouTube Help.
- Playback as spatial sound requires an Android device running version 4.2 or later and use of the YouTube Android app.
- YouTube and Android are a registered trademark of Google, Inc.


# Using as an audio interface with multichannel input


The **H2n** can be used as an audio interface with 4-channel input to input 4 channels of signals to a computer.

**1.** Press  .


**2.** Use  to select USB, and then press  .




**3.** Use  to select AUDIO I/F,


and then press  .



**4.** Use  to select Multi Track,



and then press  .



**5.** Use  to select the mode,

and then press  .



Setting Value	Explanation
4ch SURROUND	<p>The MS mic and XY mic L/R channel signals can be input to a computer.</p> <p>Channel 1 : MS mic Lch            Channel 2 : MS mic Rch            Channel 3 : XY mic Lch            Channel 4 : XY mic Rch</p> 
SPATIAL AUDIO	<p>Signals that support 360° video playback on YouTube can be input to the computer.</p> <p>Channel 1 : Omnidirectional sphere            Channel 2 : Left-Right dipole            Channel 3 : Up-Down dipole            (The <b>H2n</b> cannot generate this signal,            so it records silence on this channel.)            Channel 4 : Front-Back dipole</p> 

## NOTE

- The sampling frequency when used as an audio interface cannot be changed from the **H2n**. Use the computer to change the setting.
- The supported sampling frequencies are 44.1 and 48 kHz.
- The H/F series Multi-Track ASIO driver is necessary to use multichannel input with a Windows computer.
- The recording mode switch is disabled. The four **H2n** mics are always enabled.
- Download the driver from the ZOOM website ([www.zoom.co.jp/](http://www.zoom.co.jp/)).
- The following operating systems are supported:

Windows: Windows 7 or later

Mac OS: Mac OS X (10.8 or later)

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