CMP 4a / Music Tec 2a – (003)

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LOGIC PRO / MIDI CLASS – Part 03.

- **Screensets**
- **Saving an Autoload Song**
- **Hiding Tracks**
- **The MIDI Region Parameter Box**
- **Extended Region Parameter Box**
- **Channel Strips. Custom & Presets**

Screensets:

Setup 9 Screensets to correspond to Keys 1 – 9 on the Computer Keyboard.

You decide on the layout for each screenset.

You can set up really slick workflows by utilizing both Monitors.

As a guide, have at least 2 different arrange views, e.g. on Screensets 1 and 2. One Zoomed all the way out for a session overview and another zoomed in to a level that is comfortable to work with region automation data.

It's useful to have a Screenset with a large Matrix editor alongside an Arrange View. It's also useful to make a Screenset with multiple MIDI data Editors. Finally have a Track Mixer and Environment Mixer on separate Screensets.

It's useful to have a Track Mixer with 'Global' set to OFF on one monitor and an Arrange View on the other monitor. That way, any track reorganization in the Arrange view will be duplicated in the Track Mixer.

Autoload

Autoload.lso is the default song that Logic Pro loads every time you start the program using the Application icon.

We looked at overwriting this with a session that reflects the current studio setup.

Choose: **File > Save As Template** Enter **Autoload.lso** for the song name and click SAVE.

Autoload.lso must begin with an uppercase A.

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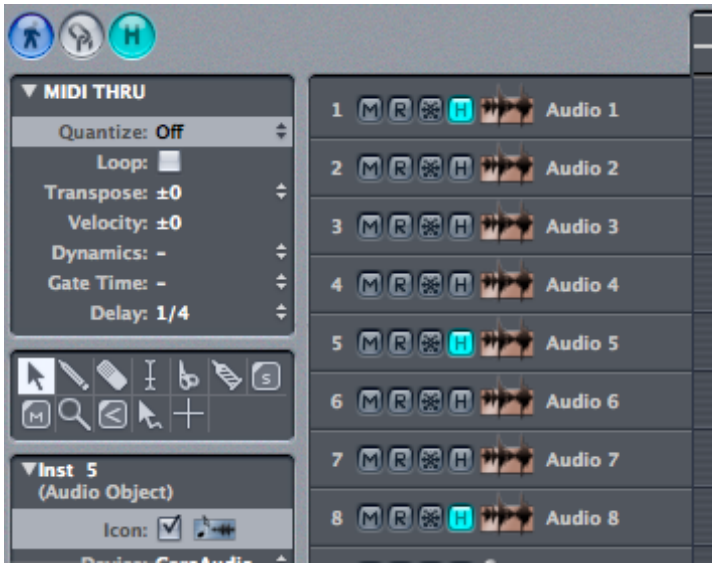
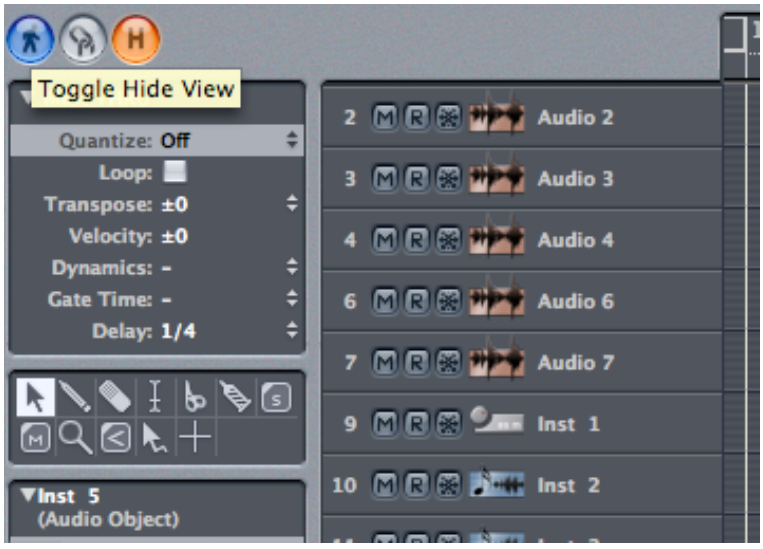
Hiding Tracks:

Click on the 'H' Button in the top-left corner of the Arrange Window. The button turns Blue and every track reveals an H button to the left of its icon (see below)



Any tracks that you select for hiding also turn the track 'H' blue.

Clicking on the Large BLUE 'H' hides these tracks and the 'H' changes to Orange indicating hidden tracks. (See below)



In this example Audio Tracks 1,5 and 8 are now hidden from view.

MIDI Region Playback Parameters:

The Region parameter Box is located in the Top Left Corner of the **Arrange Window** above the Tool Box, Track List & Channel Strip.

* **Tip:** To toggle the view of all these elements try pressing the 'P' Key (depending on how you have allocated key commands). **Really useful for Laptop Users!**

Just Click and Hold a parameter to reveal setting choices.

1. Quantize: Useful for correcting timing errors during real-time performance of midi data. For example when playing a Logic Pro Instrument via an external keyboard such as the Yamaha Clavinova available in Studio 4.

Quantization error correction is relevant to the time-grid as viewed in the **Matrix Editor.** The default is 1/16th notes. You have a broad selection of Quantization timings to choose from including fixed grid timings and Swing Times (***useful for expressive rhythm programming***).

- **Tip:** You can choose a Q' setting from inside the Matrix Editor as well as from the MIDI Region Parameter box. Just click on the "Q" under the Matrix Tools.

Quantization only affects notes. Controller data is unaffected. If you want to apply different quantization settings to different parts of a MIDI Region simply cut the region with the SCISSOR tool and select the portion that you want to quantize.

2. Loop: If the LOOP box is unchecked then Looping is off. To activate region looping click on the LOOP box.

When activated, greyed out regions appear immediately after the loop activated region. These loops continue along a track until another region or folder is encountered or the song end marker is reached. You can terminate a loop at any point on the relevant track by creating a new region (A blank region is fine) with a click of the **PENCIL** tool.

Region loops contain the same data and are the same length as the region they are derived from. They are not editable in their initial state.

You can turn Looped regions to Copies or Aliases via the **Region > Parameters** menu.

3. Transpose: You can transpose the contents of a selected region up to + or – 96 semitones (8 Octaves). You can transpose by whole Octaves by clicking and holding on the arrows to the right of the Transpose parameter.

> **Tip:** You can disable accidental transposition for certain data such as Rhythm parts simply by checking the ***No Transpose*** box in the **Instrument Parameter Box** (below the Tool Box).

4. Velocity: You can offset the velocity values for all notes in a selected MIDI region by + or – 99. Simply drag up or down on the value to the right of the Velocity parameter.

5. Dynamics: This is a nice one and well worth playing with. Put simply - It alters **the difference** between the 'Soft' and 'Loud' notes. *Think of it as the MIDI equivalent to a Compressor and Expander!*

Values greater than 100% expand the dynamics thus increasing the difference between velocity levels. Values below 100% compress the dynamic range thus reducing the difference in velocity levels.

The **FIX** setting 'fixes' all velocity values to a value of 64. This can be altered in combination with settings determined in the **Velocity** parameter.

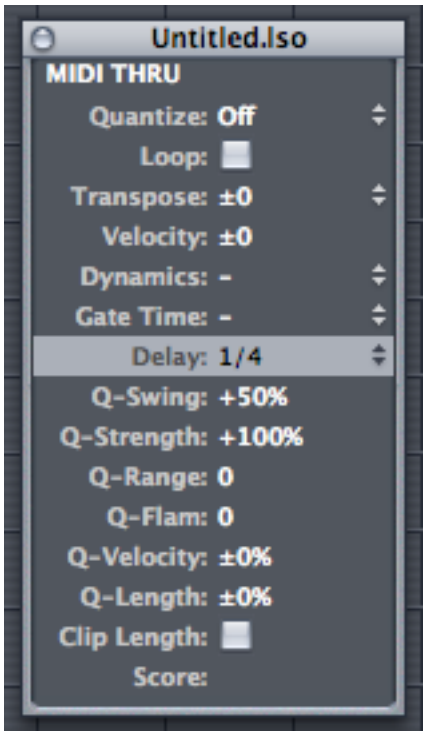
6. Gate Time: Determines the time between 'Key On' and 'Key Off" and affects the absolute note duration. Therefore you can set varying degrees between Staccato and Legato.

> **Tip:** Select a value between FIX and 25% to emulate the staccato effects prevalent in a lot of dance music as used on vocal samples and lead synths.

7. Delay: A really useful parameter for altering the time relevant position of selected regions and compensating for MIDI timing issues from poorly synched MIDI Instruments.

You can shift Region timings from –999 to +9999 Ticks. (1 Tick = 1/13840 of a note). Therefore extremely precise alignments and adjustments can be made. It's a useful 'effect' tool when used creatively!

Extended Region Parameter Box:



To view the extended region parameter box click to the left of any of the parameter names in the MIDI Region Parameter Box.

Contains additional parameters:

Q-Swing
Q-Strength Shift toward nearest Grid Position.
Q-Range
Q-Flam
Q-Velocity
Q-Length

Clip Length

Score

Q Swing: Delay or Pre-Delay Beats.

Q-Strength: Shift toward nearest Grid Position.

Q-Range: A value of ZERO indicates all that every note is quantized. Higher values reduce the effectiveness of quantization. Negative values are termed '*Far Away Only Quantize'* and are useful for cleaning up poorly played notes to well quantized positions.

Q-Flam: Use on Chords. Positive values produce an upward arpeggio. Negative values produce a downward arpeggio.

Q-Velocity: Determine how Groove template velocity affects the notes. At 0%**,** notes retain given velocity. At 100% notes adopt velocity values of the groove template.

Q-Length: Determines how note lengths of a groove template affect note lengths in the region. At 100% notes adopt the note lengths of the groove template.

Clip Length: Clips any note lengths that extend beyond the region's length to fit the region end point. Playback only.

Score: When 'Off', removes MIDI Regions from the Score Editor. Use on Regions not containing note data.

Channel Strips:

A Channel Strip represents a channel strip as found on a typical Mixing Desk.

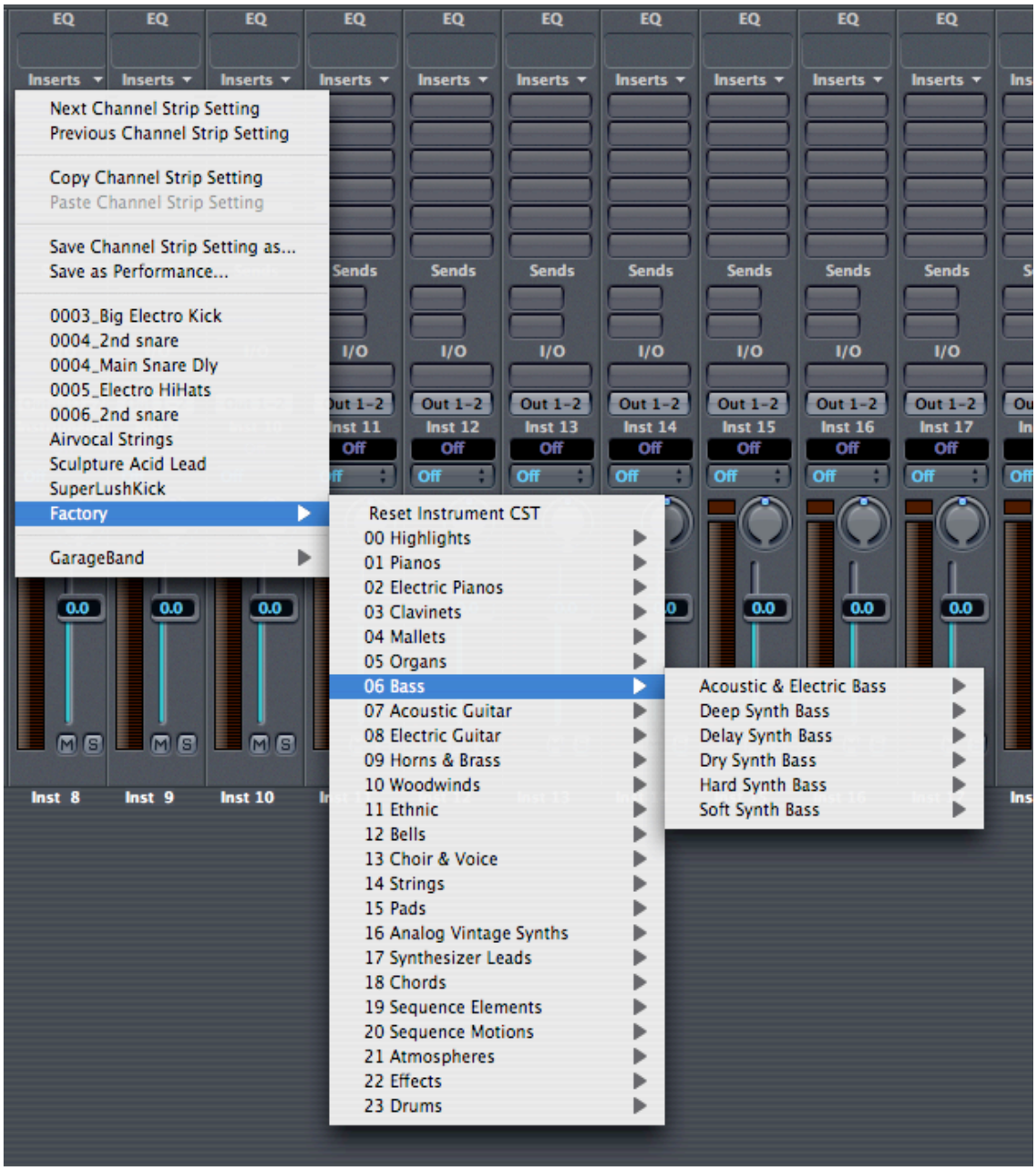
Here we have a simple INSTRUMENT Channel Strip loaded with an EXS 24 Sampler and Output set to the Audio Interface outputs 1 and 2. There is a compressor in the 3rd Insert slot. The channel is panned slightly left (-9) and the Gain Fader is set to –12dBfs.

There is a Meter, Mute and Solo Button.

The Send Slots are for activating BUSES to route audio to other channels for blending in effects or for the creation of subgroups and complex Auxiliary set ups.

Logic Pro comes packed full of Channel Strip Presets for you to try out. These can be accessed and loaded by clicking and holding the mouse down on the word INSERTS near the top of each channel strip.

See the following screen shot that displays the path for selecting a BASS Preset to insert on Channel Strip (Inst) 8…



You can see that it is possible to toggle back and forth through presets using next… and previous…
You can COPY Channel Strip settings to another strip empty or used. You can SAVE a channel strip with a unique name if you have created a fresh one or modified a favourite preset.

Finally you can save a Channel Strip as a Performance for loading up real-time during a gig via MIDI program change messages!