

## LOGIC PRO / MIDI CLASS – Part 09

### **Hyper Editor**      *Windows > Hyper Edit*

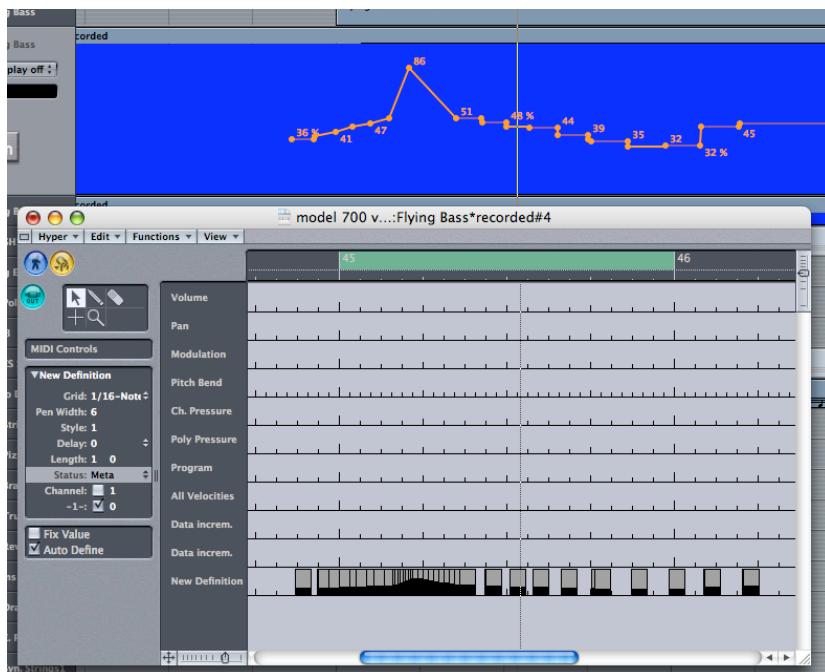
**The Hyper Editor is not to be confused with HyperDraw. It is closer to the Arrange Window in terms of its functionality. The big difference is that Events exist on tracks rather than regions.)**

Use the Hyper Editor to **Create and Edit MIDI Data**. This is a really flexible editor when working at event level. You can layer events over multiple tracks with different note resolutions. (Really useful for complex (dare I say crazy) drum programming and intuitive note and controller manipulation.)

**\*\*\*\*\* Track Automation Data is not MIDI Data. To work with *Instrument & Plug-in Track Automation data in the Hyper Editor you need to:***

1) Record movements in the first instance as Midi Data by selecting **MIDI** as the Channel Strip Automation Mode, enable Record in the Transport window and generate fader movements on your Instrument or Plug-in. (just like recording external MIDI Instruments)

2) Convert Track Automation data to Region Data via the *Options > Track Automation menu*. Remember you can determine MIDI data values by selecting a region or events in any relevant editor and opening the **Event List**. Refer to notes on HyperDraw to view MIDI Automation data within a Region on the Arrange Track.



Here you can see the **HyperDraw MIDI Controller data** (blue area) converted over from Track Automation data in the Arrange window that was originally generated from Fader Movements on a Stereo Delay Plug-in. **Below that is a floating Hyper Editor window** displaying information as a 'New Definition'.

Enable **Auto Define** in the Hyper Editor & click a node in the HyperDraw Region. This automatically creates the Hyper Editor Definition for you. [See how the curves correspond.](#)

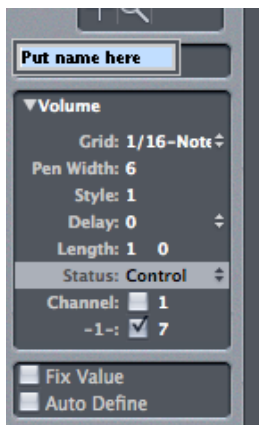
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Any new events added or adjustments to vertical zoom levels are saved with the Hyper Set. (Similar to Screen Sets)

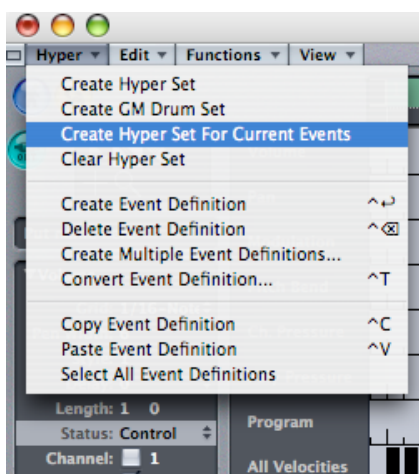
You can create as many Hyper Sets per song as you like. E.g.: one each for Notes, Faders, Program Change Data, SysEx, Meta Data and more. A very useful option for focusing on specific data types independently within a busy Region.

You can name them in the parameter pane on the left-hand side and select between them by click holding a name and selecting from the list.



Useful functions are accessible from the Hyper menu as shown below:

## 1. Create Hyper Set For Current Events...



Creates a new Hyper Set for events currently selected in any editor. Using the Event list to distinguish between various event types is good practice as it is easy to distinguish between various data types and channels. You can clearly see the Status Byte, e.g. 'Note', the 1<sup>st</sup> Data Byte e.g. Velocity and the 2<sup>nd</sup> Data Byte e.g. the adjustable value,

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**Tip:** Remember the Status Byte for Region Automation Data written via Logic Pro's Instrument pots is 'FADER'.

Selecting FADER from the Status field in the Hyper Edit parameter pane is necessary for Hyper Edit display of such data. *I mention this because the default status byte may be Control and you may confuse this with "MIDI Controller".*

Then again you might not! Because you're on the case...right!©

## 2. Create Event Definition

Select this from the **Hyper Menu** when you want to add just one track. The track is added at the location currently selected and all other tracks are shifted down one track. All you need to do is set up parameters appropriately as the new track is initialised to the state of the previously selected track.

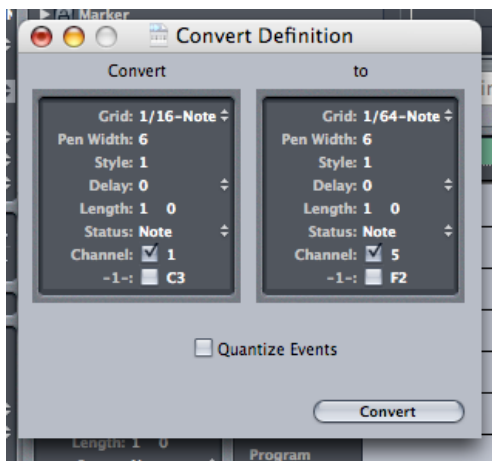
## 3. Create Multiple Event Definitions

Choose between including all events or only currently selected events.

## 4. Convert Event Definition

Redefine Event definitions while retaining values. Creative and random results can easily be generated this way. For example redefining a Filter Cut Off event as an LFO rate etc.

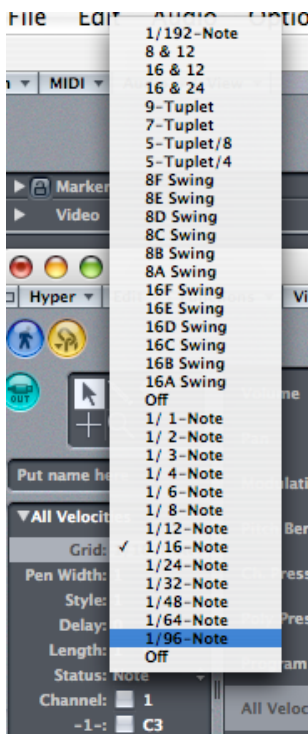
If you choose 'Convert Event Definition' then a simple box appears with 2 panes. One containing the selected event definition titled 'Convert' and another one titled 'To' where you can modify parameters for a new definition.



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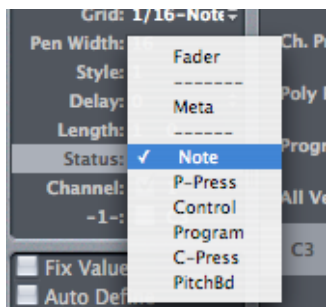
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The **Grid** parameter is worth mentioning as you can create multiple definitions of an event such as a note in a drum kit with different Grid settings. **E.g.** 2 event tracks for a snare drum with the 1<sup>st</sup> set at 1/4<sup>th</sup>Note to create a hit on the half beat and the 2<sup>nd</sup> at 1/96Note to quickly create fast rolls.



The **Delay** parameter allows you to shift the timing of events in a positive or negative direction. You can use this function creatively to apply complex quantization and build interesting groove templates.

The **Status** Byte determines the type of Event that you want to display. Make a selection via the dropdown menu when you click to the right of it.



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**-1-** indicates the 1<sup>st</sup> Data Byte of the displayed event.

If Note is the Status then the 1<sup>st</sup> Data Byte would be the note Pitch. Mapped instruments such as a GM Drum Kit reveal a drop down list of named notes when **-1-** is clicked.

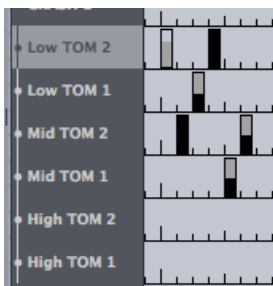
If you leave **-1-** unchecked for **Note Status** events then **velocities for all notes will appear on the selected event track**. This may be useful but be aware that it may also be confusing. **With the **-1-** field checked only velocity values for that particular note are displayed.**

### High Hat Mode

Group two or more events together for situations where you only want one event to sound. Only one event from the group can be played or inserted at any grid time position.

**If you try to insert an event at the same position as that of an existing group member, then the existing event is deleted as your new event is created.**

Enable Hi Hat Mode by clicking to the left of the event name. For instruments such as Ultrabeat the mode **line** will appear instantly. For Hyper Sets containing mixed event Definitions you will be prompted to confirm Hi Hat Mode.



This screenshot shows Hi Hat Mode lines & dots for a Tom Group.

### Moving Events.

**To move events within Hyper Edit you need to hold down Shift while you move them, otherwise you just adjust the event bar of the event you are trying to move.**

### Altering Multiple Events.

Hold down **Option** to continue altering events while any event in your selection has reached the min or max value.

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### Linear Events using the Crosshair Tool



Select the Crosshair tool and click at the desired start point.

Adjust start value by keeping an eye on the yellow help box.

Move to desired endpoint and value and click once more.

*To create linear events in empty grid positions hold down Option as you click on the end point.*

*To continue creating sections of linear fades hold down Shift as you click the end point.*

### Fix Value

When checked prevents the height of any bar from being altered via mouse pointer and pencil tool.

**Remember: It's OK to Zoom and your zoom values are stored with your saved hyper set.**

