

BEGINNER'S GUIDE TO LOGIC PRO X

Creating a new project:

1. Open up Logic Pro X
2. Click 'empty project'
3. Select the type of channel you want to use (Figure 1.1)

Note: Software Instrument and Audio are most common

Figure 1.1

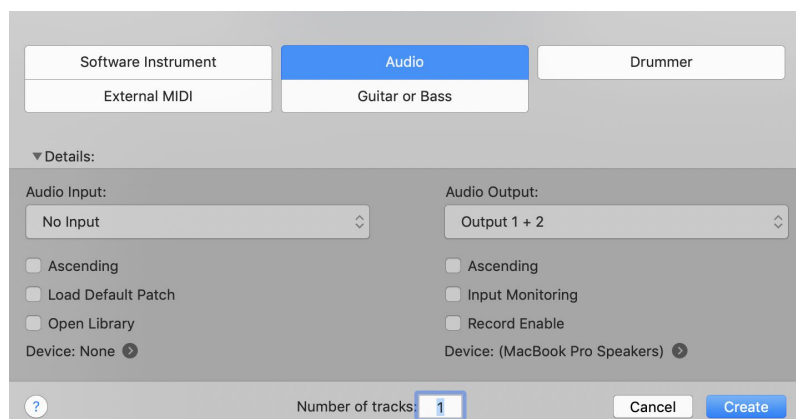
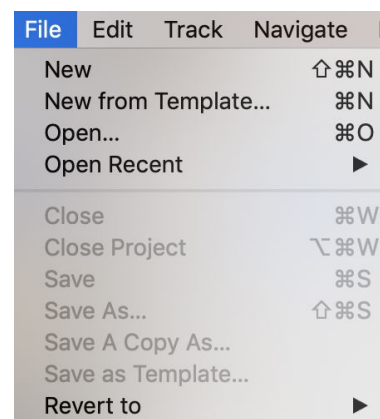


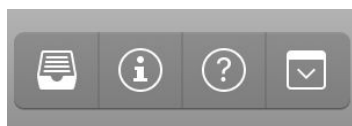
Figure 1.2



- ❖ **Once you have at least one project saved you will have to go to File > New to create new projects (Figure 1.2)**

Understanding the Logic Pro X Main Window:

In the upper left corner are the following icons



Furthest to the left is the **Library icon**. This stores Logic Pro's presets and sound library.

Moving across is the **Inspector icon** and gives you all the information about the track that you have highlighted (more info on page ??)

Next the **Quick Help icon** is a great tool for beginners as it allows you to hover over anything in logic and learn about the feature.

To the very right is the **Toolbar icon** which contains buttons for key functions, such as track zoom, split by playhead etc

❖ **Use the Quick Help function to learn about each function in this Toolbar!**

Still in the upper left corner, we have three more icons



On the left is the **Smart Controls icon** which opens up some basic controls for the channel

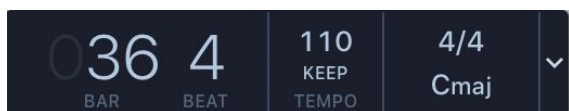
In the middle is the **Mixer icon** which opens up the mixer, showing each channel strip

On the right is the **Editors icon** which allows you to edit the specifics within the track (eg the piano roll, drummer, audio track-- depending on the channel type)

Moving across towards the centre are the following panels



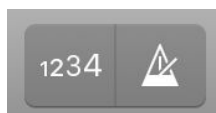
This allows you to play/stop/record etc



This displays the beats, tempo, time signature and key signature, all of which can be altered by clicking on each item

Clicking the arrow at the right will provide a pop up which changes what is shown in this bar.

Towards the right are the following icons



The first provides a countdown before recording begins and the second turns on the metronome

❖ **Right click on either icon and you can change the parameters. Clicking on 'metronome settings' will allow you to adjust tone and volume.**



On the left is the **List Editors button** which lets you view and edit MIDI events, markers, tempo changes etc

Towards the middle is the **Note Pad** which you can make notes on

Next is the the **Loops Browser button** which allows you to insert pre recorded audio and loops

Furthest to the right is the **Browsers button** which allows you to insert audio and media files and data/settings from other projects

Over to the left again, above the tracks are the following icons



The button towards the left allows you to add tracks

The middle button allows you to duplicate the track you are currently on

The 'S' icon solos the track that you last had solo'd

On the far right is the **Global Tracks button** which opens up the global tracks you currently have set

- ❖ **To open up a global track, go to Tracks in the toolbar and go down to global tracks**

Or use these short cuts!

	Global Tracks
⇧⌘A	Show Arrangement Track
⇧⌘K	Show Marker Track
⇧⌘O	Show Movie Track
⇧⌘X	Show Transposition Track

Staying in the same area are the following icons

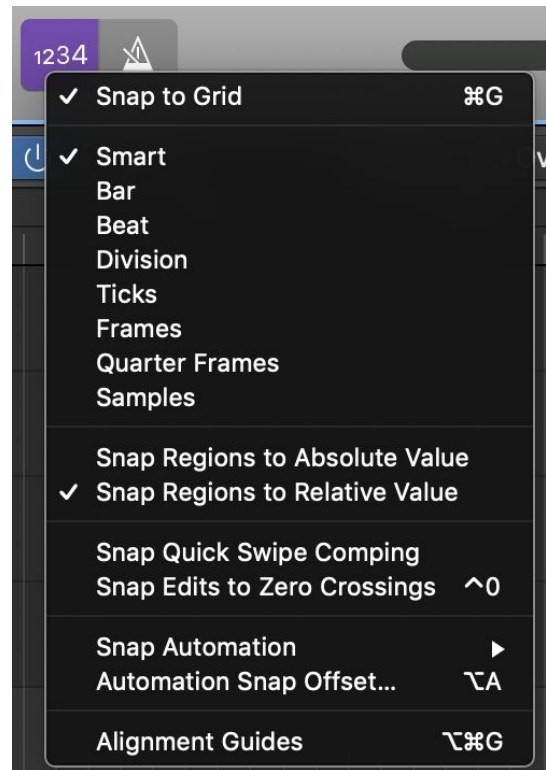


The button on the left opens up the automation for the tracks
The button on the right opens up the flex editing for the audio channels

The Snap pop-up menu allows you to choose how items in the window are able to move. Here is a short description for each option.



- **Smart:** Edit operations snap to the nearest bar, beat, sub-beat, and so on, depending on the current ruler division value and the zoom level.
- **Bar:** Edit operations snap to the nearest bar.
- **Beat:** Edit operations snap to the nearest beat in a bar.
- **Division:** Edit operations snap to the nearest division value.
- **Ticks:** Edit operations snap to the nearest clock tick (1/3840 of a beat).
- **Frames:** Edit operations snap to the nearest SMPTE frame.
- **Quarter Frames:** Edit operations snap to the nearest SMPTE quarter frame.
- **Samples:** Edit operations snap to the nearest sample.



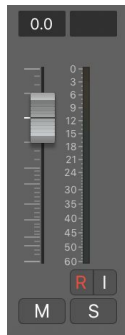
On the very right



Allows you to adjust the zoom of the main window

Take a Closer Look!

Inspector icon (channel strip):

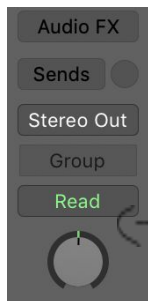


Volume control

M - Mute channel

S - Solo channel

R - Record channel



Audio FX - Opens Logic Pro's stock plugins

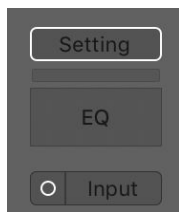
Sends - Sends a copy of the audio from the channel to another channel

❖ **Sends** are a great way to apply the same effect to multiple tracks

Pan - Altering the volume of either the right stereo signal or left stereo signal so that the sound is more prominent on one side

The top of the Channel Strip is dependent on the type of channel

Audio Channel



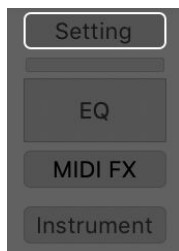
Setting - Allows you to choose general setting for the track

EQ - Go to Page (??)

Input - Allows you to choose which audio input is being received

Software Instrument Channel

Figure 1.3



MIDI FX - Open's Logic Pro's stock plugin (Figure 1.3)

Instrument - Allows you to choose which instrument you want to use, including external instruments and Logic's stock synthesisers.

