



Late-Breaking News

This document contains information about last minute additions and changes to Logic, made after the manual was printed.

Some are new or updated features, and others are corrections or changes to names, operations or functionality. Please read this documentation carefully, as some of the information may supercede that of the Reference manuals.

General Changes

This section outlines global menu and operational changes.

Parameter Boxes

All parameters that only have two states (on/off) have been changed into checkboxes. Simply click on the box to activate (checked), or deactivate (unchecked) the parameter.

Parameters that have been updated to operate in this fashion include:

- Region: Loop, Clip Length
- Chord Memory: Cable Split
- Arpeggio: Repeat
- Score: Interpretation, Syncopation, No Overlap, Lyric

Menu Changes

File > Export > MIDI Region as Audio File was renamed to File > Export > Region as Audio File, as this describes the function more precisely.

The Audio > Audio Settings menu item was removed, as it was a duplicate of Logic > Preferences > Audio.

The Logic > Preferences > Control Surfaces > Scan and Logic > Preferences > Control Surfaces > Install menu items has been moved into the local New menu of the Setup window (Logic > Preferences > Control Surfaces > Setup).

Song Settings

The Song Settings contain an additional Audio pane, which offers the following two options:

Playback Pre-roll

When this option is enabled, all start commands will force Logic to start playback a little earlier (shifted to the left). The exact pre-roll value is dependent on the current delay compensation value for plug-ins. This option ensures that transients which fall exactly on the start position are played back correctly. If this option is disabled, transients that fall precisely on the start position can be missed, or appear to be faded in.

Pan Law

The Pan Law value determines the amount of volume reduction to mono signals that are panned to the center position. If set to 0 dB, mono signals will seem louder when panned to the center position, in comparison with extreme left or right pan positions. If set to -3 dB, mono signals will appear to be equal in loudness, regardless of their pan position.

Songs created in older Logic versions will be set to 0 dB. Please note that switching the Pan Law value to -3 dB will change the mix of such songs!

AU Manager

Logic 7 uses Apple's AU Validation Tool to ensure that only Audio Units plug-ins which pass the test are used in Logic.

The scan process takes place automatically when you launch Logic.

You can see the results of the validation scan for all Audio Units plug-ins via the Logic Application menu: Preferences > Start Logic AU Manager.

Note: Logic automatically quits before the Logic AU Manager is launched. After quitting the Logic AU Manager, Logic will automatically restart.

The Logic AU Manager allows you to disable Audio Units plug-ins that you don't want to use in Logic, even if they passed the test. Simply uncheck the corresponding checkbox in the Use column to disable any plug-in. You can store your choice of Audio Units plug-ins by clicking OK.

The results of the test are shown in the Compatibility column. Audio Units plug-ins which "failed" or "crashed" the validation test, can be enabled—but be aware that these plug-ins can cause problems. Use of plug-ins that have crashed the validation can negatively affect the test results of subsequently scanned plug-ins, can cause Logic crashes or even lead to data loss (destroyed song files).

We strongly recommend that you check the manufacturer’s website for updated versions of AU plug-ins that crash the validation.

Note: If you press Shift-Control while launching Logic, the AU Safe Mode will be used: Only plug-ins that passed the validation test will be used; manually activated plug-ins that failed the validation test will not be available.

Click “Reset & Rescan All” to run another validation test, after installing plug-ins/ updaters or moving components in the Finder, while Logic or the AU Manager are open. You can also rescan individual plug-ins—in cases where you’ve installed an updated version.

Updated plug-in versions will automatically be tested the next time Logic is launched. They will be enabled automatically, if they pass the validation.

Loop Browser

The Apple Loops Browser also displays Acid loops, and has therefore been renamed “Loop Browser”.

Acid Loops don’t contain “tags” like Apple Loops. Apple Loop tags identify the categories/styles that a Loop appears in, within the Loop Browser.

In Acid Loops, this information is derived from the surrounding folder structure (especially the names of folders), which must comply to certain standards.

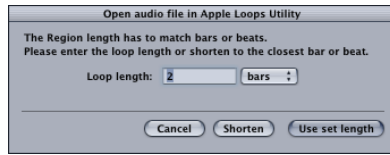
This means that it’s not possible to drag an individual Acid Loop file into the Loop Browser.

As such, you need to drag the entire CD (or folder) that contains the Acid Loops into the Loop Browser.

The *Key* pop-up menu was renamed to *Play In*. The *Follow Chord Track* option was renamed into *Song Key*.

Apple Loops Utility

If you open an Audio-Region with a length that does not match the bars or beats in the Apple Loops Utility, the following dialog appears:



There are two possible reasons for the wrong length:

- The audio recording was recorded at the song tempo, but not cut correctly. In this situation, you can shorten the recording, via the dialog.
- The loop uses a different tempo: in this case, you can set the length of the audio loop in the “Loop length” box and choose “Use set length”.

Logic Node Application

The Logic Node Application can't process Audio Unit plug-ins. It is, however, possible to split tracks that use Audio Units into two halves. The first plug-in (and up to the last Audio Unit on the track) is processed locally, and remaining plug-ins (Logic native) may be processed on a Node.

As an example: Use of an Audio Unit instrument which is processed with Logic's built in plug-ins. The Audio Unit instrument plug-in is processed on the Host, and the Logic plug-ins are processed on a Node.

Loop Length Editing

Logic's Loop function has been enhanced with an easy to use Loop Length Editing function.

To set the length of a looped Region:

- 1 Move the cursor to the end of the Region that you want to loop. The cursor will change into a circular arrow (a loop) when positioned in the upper area of the Region.
- 2 Click-hold and drag the end of the Region to the desired length.

Note: Whenever you move the cursor into the upper half of the looped area, it changes to a circular arrow, allowing loop length changes. If you want to select the looped Region (to move it, for example), click in the lower half of the looped area. You can also Shift-click in the upper loop area to select the Region.

The cursor will only turn into the circular arrow (and offer the Loop Length Editing functions), when the track is of sufficient height. If the track height is minimal, Option-click on the end of the Region to access the Loop Length Editing function. This also applies if automation data is visible on a track.

Important: Deactivation of the Region *Loop* parameter resets the loop length. The next time the *Loop* parameter is used, the Region is repeated until it encounters another Region on the same track or the Song End point is reached.

Create Multiple Tracks

This facility, accessible via the Tracks > Create Multiple menu option in the Arrange window, does exactly what it says. When selected, a dialog box opens, allowing you to choose the:

- **Driver:** This pull-down menu allows you to select the audio hardware driver that you wish to use for your newly-created tracks.
- **Track Type:** This pull-down menu allows you to select between *Audio*, *Audio Instrument*, and *Auxilliary* tracks.
- **Number of Tracks:** Type in the desired number of tracks. 8 is the default.
- **Mode:** Simply click on the desired *mono* or *stereo* radio button, to create multiple mono or stereo tracks of the chosen type.

The Create Multiple Tracks function is intelligent in the way it handles tracks, and underlying Audio Objects. To explain; imagine a song that contains four audio tracks in the Arrange, but there are actually eight Audio Objects set up on the Environment's Audio Layer. Use of the Create Multiple Tracks function to add another four tracks to the Arrange will work as expected. The four existing tracks use Audio Objects 1 to 4, and the newly-created tracks use Audio Objects 5 to 8.

Using the same example, but adding eight tracks with the Create Multiple Tracks function, behaves a little differently. The four existing tracks use Audio Objects 1 to 4. The newly-created tracks use Audio Objects 5 to 8, and new Audio Objects (9 to 12) are automatically created on the Environment's Audio Layer.

This facility makes the setup of additional tracks much faster than in previous Logic versions, where new Audio Objects and Arrange window tracks needed to be created, and assigned, before use.

Control Surfaces (Controller Assignments)

The Easy View of the Controller Assignment window has been simplified. The *Control Name* has been removed, because Easy View is generally used for unsupported control surfaces—such as the controllers on your master keyboard or other fader boxes.

The *Track* parameter allows you to choose between *selected* (which is the default, if creating assignments on the selected track) or a fixed track number (if you want to set up your controls as a mixer surface).

The *Learn Message* button has been renamed to *Learn Mode* (because you can create multiple assignments while it's enabled).

Assignments created for a specific plug-in are only active if the plug-in is present on the specified track. This enables you to use the same controller messages for different plug-ins—control the cutoff frequency of ES1, ES2, or EXS24 via the same knob—depending on which software instrument is inserted in the selected track.

Your assignments are stored as preferences, making them available in all songs.

Updated File Paths

The location of all files (preferences, plug-in settings and so on) associated with Logic 7 have changed. Unlike older versions, Logic 7 does not use the program folder as the location for any associated files.

Logic 7 complies fully with Mac OS X standards:

Pre Installed Files

All pre-installed files are located in the *local domain*: *YourHardDiskName*
It is usually prefaced with *a:/* (at the beginning of a path).

User Created/Editable Files

All files that can be directly written by the user are located in the *user domain*:
YourHardDiskName/Users/YourUserName.
It is usually prefaced with *a:~/*

Preferences

All preference files are installed in: *~/Library/Preferences/Logic*

The main preference file is named: *com.apple.logic.pro*

Other Logic preference files and the Project Manager database folder are also found in this folder.

com.apple.LogicNodes.plist

This preference file contains information about Logic Nodes that were previously connected to your system.

Song Templates

Logic scans for a folder named “Song Templates” in the following folder: ~/Library/Application Support/Logic. Then Logic searches for the “Autoload” or “Autoload.Iso” song in: /Library/Application Support/Logic.

Plug-In Settings

Logic scans for a folder named after the plug-in (“PlugInName/”) in the following folders, and order:

- ~/Library/Application Support/Logic/Plug-In Settings
User-defined or edited settings are always stored here. These settings appear in the top level of the Settings pop-up menu in plug-in windows. “Save Setting As” defaults to this level. “Save Setting” only works on settings located at this top level (otherwise a “Save Setting As” is performed).
- /Library/Application Support/Logic/Plug-In Settings
Factory settings are installed here. If Logic also finds settings in one of the other locations, the settings found here appear as a subfolder called “Factory” in the Settings menu.
- /Applications/Logic 6 Series/Plug-In Settings
The setting files of the Logic 6 Series were always stored here. If Logic also finds settings in one of the other locations, the settings found here appear as a subfolder called “Logic 6 Series” in the Settings menu.

We recommend that all old settings be moved from this folder to the new location for user settings (~/Library/Application Support/Logic/Plug-In Settings). You can do this with a drag and drop in the Finder, or in Logic; by loading the settings, and saving them to the new location (which is the default location of the “Save” or “Save as” dialogs).

Default Settings

Like earlier versions, Logic 7 allows you to use a default setting file that automatically loads when opening a plug-in. This file must be named “#default.pst”, and is searched for in: ~/Library/Application Support/Logic/Plug-In Settings/PlugInName.

This is where you can save your own default setting. Simply save a setting called “#default.pst”.

If not found, Logic looks in: /Library/Application Support/Logic/Plug-In Settings/PlugInName/ and then /Applications/Logic 6 Series/Plug-In Settings/PlugInName.

GarageBand Instruments

Logic searches for GarageBand Instruments in the: “Plug-In Settings/PLUG_NAME” folder in the following directories, and order:

- ~/Library/Application Support/Logic/Plug-In Settings/PlugInName
User-defined or edited settings are stored here.
- /Library/Application Support/GarageBand/Plug-In Settings/PlugInName
“Factory” settings are stored here.

Channel Strip Settings

Logic scans for a folder named “Channel Strip Settings” in the following folders, and order:

- ~/Library/Application Support/Logic
User-defined or edited Channel Strip Settings settings are stored here.
- /Library/Application Support/Logic
Factory settings are always stored here.

Logic also scans the following folder path for Track and Instrument Audio Objects:
/Library/Application Support/GarageBand/Instrument Library/Track Settings.

EXS Instruments

Logic scans for a folder named “Sampler Instruments” in the following folders, and order:

- ~/Library/Application Support/Logic
User-defined or edited instruments are stored here.
- /Library/Application Support/Logic
Factory EXS Instrument files are installed here.
- Applications/Logic 6 Series
EXS Instrument files of the Logic 6 Series are always stored here.
- .../SongOrProjectName
As in earlier versions, Logic 7 also searches for EXS Instruments in the Project or Song folder.

Logic also looks in: /Library/Application Support/GarageBand/Instrument Library/Sampler.

EXS Sample Conversion

These are the default locations for converted samples of different formats:

- ~/Library/Application Support/Logic/AKAI Samples
For samples converted from AKAI format.
- ~/Library/Application Support/Logic/DLS-Giga Samples
For samples converted from GigaSampler/GigaStudio format.
- ~/Library/Application Support/Logic/SoundFont Samples
For samples converted from SoundFont format.

Space Designer

Logic scans for a folder named “Impulse Responses” in the following folders, and order:

- ~/Library/Application Support/Logic
- /Library/Application Support/Logic
- .../SongOrProjectName

UltraBeat

Logic scans for a folder named “Ultrabeat Samples” in the following folders, and order:

- ~/Library/Application Support/Logic
- /Library/Application Support/Logic
- .../SongOrProjectName

Apple Loops Library

Logic shares the Apple Loops Library with GarageBand. It uses the Apple Loops folders found in these locations:

/Library/Application Support/GarageBand

Used for the Apple Loops library that ships with Logic or GarageBand. The content of any additional Jam Pack libraries is also installed here.

Important: Don't delete this folder—even if you decide to remove GarageBand from your hard disk! At least be aware that this will also remove content from Logic's Loop Browser.

~/Library/Application Support/GarageBand

Used for user-created Apple Loops made with the Apple Loops Utility (which might also be named “Soundtrack Loop Utility”—found in your Applications folder inside the Utilities folder).

Apple Loops dragged from the Finder into Logic's Loop Browser window, coupled with the “Copy to Library” option, copies the Loops to this location. Alternatively, additional Apple Loops can be kept in their original Finder location.

User Icons

~/Application Support/Logic/Images/Icons

The format for user icons remains .png. The filename needs to start with xxx (where xxx is a 1 to 3 digit number). Correspondingly numbered default icons will be replaced by your personal icons.

I/O Labels

The user-definable I/O Labels (the “IOLabels Core Audio” file) are located in:

~/Library/Application Support/Logic.

This is the automatic file save location. If not found, Logic also searches: Applications/Logic 6 Series.

Control Surface Plug-Ins

Control Surface plug-ins are installed (and searched for) in the application bundle.

You can install additional Control Surface plug-ins in:

~/Library/Application Support/MIDI Device Plug-ins.

Tuning Tables

Logic scans for a folder named "Tuning Tables" in the following folder: /Library/Application Support/Logic.

DNA Grooves

Logic scans for a folder named "GROOVES" in the following folders, and order:

- ~/Library/Application Support/Logic
- /Library/Application Support/Logic
- Applications/Logic 6 Series

Default Directories

- ~/Music/Logic
For Logic songs (Open/Save/Save as).
- ~/Movies
For Movie files (Open).
- ~/Pictures
For the Camera tool in the Score Editor (Save Bitmap File as).

Plug-In Changes

This section outlines changes and additions made to Logic's effect and instrument plug-ins.

Sculpture

Sculpture offers the following additional *Body EQ* models:

| Long Name | Short Name |
|----------------------|------------|
| Western Guitar 1 | Wst Guit 1 |
| Western Guitar 2 | Wst Guit 2 |
| Semi-Acoustic Guitar | SemiAcGuit |
| Dobro Guitar | Dobro Guit |
| Banjo | Banjo |
| Mandolin | Mandolin |
| Ukulele 1 | Ukulele 1 |
| Ukulele 2 | Ukulele 2 |
| Kalimba | Kalimba Bd |
| Double Bass 1 | Dbl Bass 1 |
| Double Bass 2 | Dbl Bass 2 |
| Cello 1 | Cello 1 |
| Cello 2 | Cello 2 |
| Violin 3 | Violin 3 |
| Bass Flute | Bass Flute |
| Alto Flute | Alto Flute |

The *Guitar 1* and *Guitar 2* Body EQ models have been renamed to *Acoustic Guitar 1 (Ac Guit 1)* and *Acoustic Guitar 2 (Ac Guit 2)*.

Ultrabeat

Importing Drum Voices and Sequences

Ultrabeat allows you to import drum voices and sequences from other Ultrabeat settings into your currently used drum kit. This can be done by clicking on the Import button in the upper area of the Ultrabeat interface. Use the ensuing file selector box to open the desired Ultrabeat setting from which to import drum voices and sequences.

A list of all drum voices found in the setting is displayed in the “import drawer” beside the mixer/assignment section. A Control-click on a drum voice opens a contextual menu that contains the following entry:

- *Copy Drum Voice + all Seq.*—This command copies the drum voice and all 24 of its sequences—empty or not—into the Clipboard.

As the next step, Control-click on the target drum voice in the mixer/assignment section. A contextual menu with the following entries will open:

- Copy (Voice & Seq)
- Paste Voice
- Paste Sequence > (submenu)
- Swap with Clipboard
- Init > (submenu)

The two Paste commands replace the corresponding data of the target drum voice.

Select *Paste Voice* to replace the target drum voice, without changing its sequences.

The *Paste Sequence* submenu replaces all, or individual sequences, of the target drum voice. *Paste Sequence* has no impact on the target drum voice. Pasting a single sequence replaces the currently active sequence (as shown in the sequencer *pattern #* field) of the target drum voice. This allows you to import drum voice sequences into any of the 24 possible pattern locations.

Note that these are single voice based operations, all sequence and voice data of the other 24 drum voices remain untouched. This is why we talk about sequences as opposed to patterns. Patterns contain data for all 25 Drum Voices. You should also note that importing is a “downstream” process—you can copy & paste data from the imported Ultrabeat Setting into your current Setting, but not vice versa.

The other context menu entries in the mixer/assignment section work as follows:

- *Swap with Clipboard* swaps the content of the Clipboard with the target drum voice. As this command swaps both Drum Voice + Sequence data, it’s very useful for reorganization of your drum kit.
- The *Init* submenu contains a few starting-point (Init) sounds. Selecting one of them will replace the target Drum Voice.

Prelistening Sample Based Sounds

You can preview a sound by clicking on its name in the import list, before importing it. If you would like to import a sound that contains samples, double-click on its name. This difference in methodology is due to the following reason: An Ultrabeat setting contains 25 drum sounds, each of which can contain up to 16 samples. If all samples were loaded into your computer's RAM when a setting was chosen in the Import menu, Ultrabeat would spend a lot of time loading them into memory. The more user-friendly, and faster, solution is to only load the samples of the drum sounds you either want to import or audition. The double-click works in the following fashion when importing a drum sound that contains samples: the first click loads the samples into RAM, the second click starts playback.

HMT Tuning

Ultrabeat is designed as a drum synthesizer and does not respond to the global Hermode Tuning settings.

Grooveshifter

The *Grooveshifter* plug-in allows you to rhythmically vary recordings, imparting a "swing" feel to the track. Imagine a guitar solo played in straight eight or sixteenth notes. The Grooveshifter can make this straightforward solo swing.

Note: For this to work properly the Logic song tempo has to match the tempo of the treated recording perfectly.

The reference tempo is the song tempo. The Grooveshifter will automatically follow all song tempo changes.

The Parameters of the Grooveshifter

The *Tonal* and *Beat* buttons switch between two algorithms, each optimized for different audio material that the Grooveshifter plug-in can process. Beat uses an algorithm optimized for percussive input material. Tonal uses an algorithm optimized for tonal input material. As this algorithm is based on granular synthesis, it offers an additional Grain slider, which allows you to set the size of the grains.

The *Swing* parameter determines the amount that even beats will be delayed. A value of 50% means "no swing", which is typical for most pop and rock music styles. The higher the values, the stronger the swing effect.

With the *Grid* parameter you choose the beat division reference the algorithm uses to analyze the audio material. Choose 1/8th if the audio material contains primarily eighth notes and 1/16 if it contains mostly sixteenth notes.

The *Accent* parameter raises or lowers the level of the even beats, accentuating. Such accents are typical for a variety of rhythms, such as swing or reggae styles. Once again, experiment a little.

Match EQ

The Match EQ offers an additional sidechain input that is used for Template Learn mode, if active

EVP88

Logic's global Tuning settings will be added to the EVP88's Lower and Upper parameters, which can be used to stretch the tuning in the bass and treble ranges.