



Late-Breaking News About Logic Pro 8

This document provides updated information about Logic Pro 8 and covers these topics:

- “Late-Breaking News About Logic Pro 8.0.2” on page 2
- “Late-Breaking News About Logic Pro 8.0.1” on page 9
- “Late-Breaking News About Logic Pro 8” on page 16
- “Corrections to the Logic Pro Documentation” on page 45
- “Accessing the Late-Breaking News Document” on page 50

For more information about Logic Pro (overview, technical specifications, and so on), visit the Logic Pro website at <http://www.apple.com/logicstudio/logicpro>.

Late-Breaking News About Logic Pro 8.0.2

Logic Pro 8.0.2 is a maintenance release that addresses isolated reliability and stability issues, along with minor corrections to the following areas of the application:

- Working With Markers in the Bar Ruler (p. 2)
- Working With Tracks (p. 3)
- Creating Your Arrangement (p. 5)
- Recognizing the Color of Inactive Takes (p. 6)
- Viewing the Load Meters (CPU/HD) (p. 6)
- Key Command Changes (p. 7)
- Control Surface Changes (p. 8)

Working With Markers in the Bar Ruler

This section provides some minor changes with regard to how you work with markers in the Bar ruler.

Deleting Markers or Creating a Cycle From a Marker

When using the playhead to zoom in or out, it is easy to accidentally move markers in the Bar ruler.

To avoid this issue in Logic Pro 8.0.2, you are now required to hold down the Command key when doing the following:

- Dragging a marker down out of the Bar ruler to delete it
- Dragging a marker into the top part of the Bar ruler to create a cycle

Editing Marker Names

Prior to Logic Pro 8.0.2, it is possible to edit a marker name in the Bar ruler by Shift–Control–double-clicking a marker.

In Logic Pro 8.0.2, this is done by Option–double-clicking a marker.

Working With Tracks

This section outlines some corrections with regard to working with tracks.

Renaming Tracks in the Track Header

The Tab key now works correctly when renaming tracks in the track header.

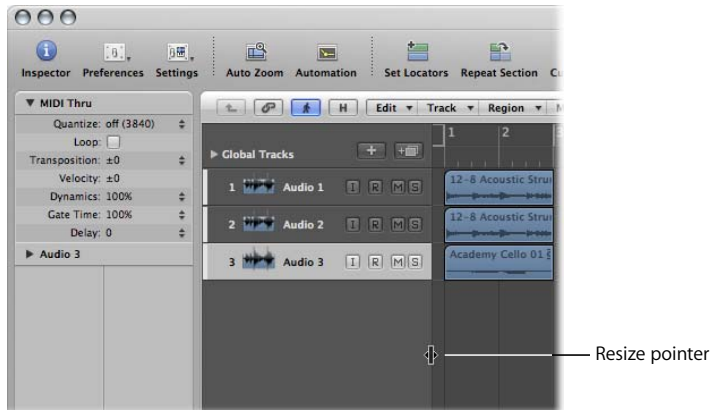
- Using Tab, after entering text in the text input field, confirms the current edit and activates the next (lower) track for editing.
- Using Shift-Tab, after entering text in the text input field, confirms the current edit and activates the previous (upper) track for editing.

Resizing the Track List

It is no longer an issue to locate the point at which you can resize the track list.

To resize the track list:

- 1 Position the pointer over the dividing line between the track list and the composition area.

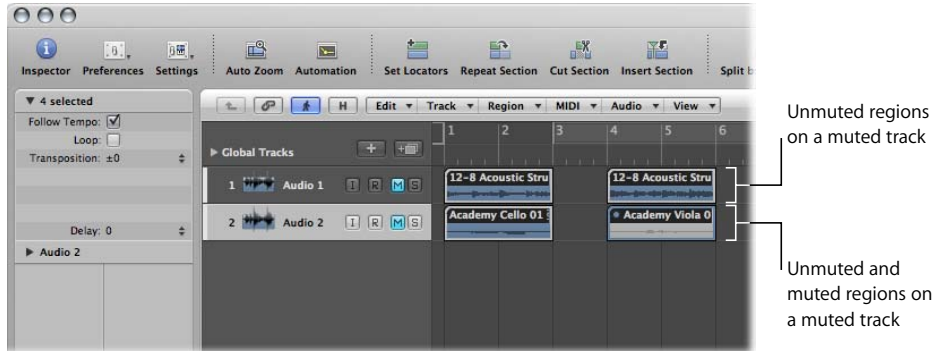


- 2 When the arrow pointer changes to the Resize pointer, drag the line to the left or right.

Indicating the Mute State of Regions

You can now clearly distinguish between muted and unmuted regions on muted tracks.

- Muted regions are indicated by a dot that precedes the region name; the audio or MIDI data section is displayed in gray.
- Unmuted regions are indicated by a gray surrounding frame (no dot precedes the region name).



Creating Your Arrangement

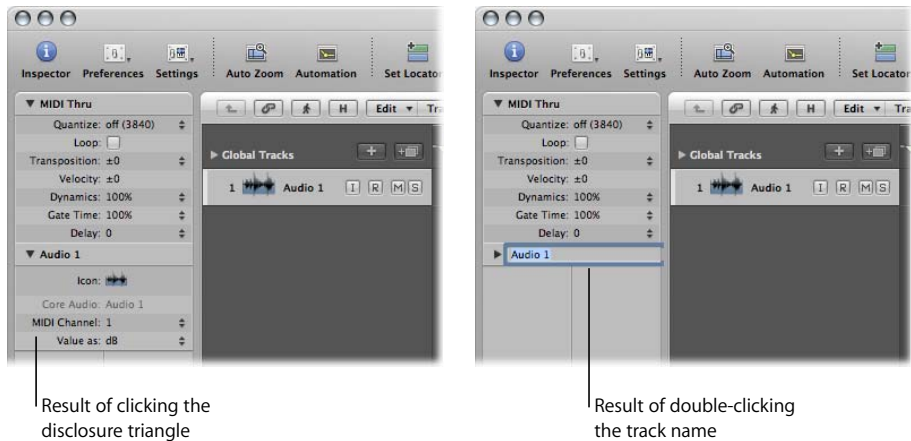
This section discusses changes that have been made within the Arrange window.

Clicking Region and Track Names in the Inspector

In Logic Pro 8 and Logic Pro 8.0.1, the results of clicking region and track names, or their disclosure triangles, in the Region and Track Parameter boxes are not consistent.

In Logic Pro 8.0.2, the correct behavior is as follows:

- Clicking the disclosure triangle operates the disclosure triangle, showing or hiding the contents of the Region or Track Parameter box.
- Double-clicking the region or track name opens a text input field, allowing you to edit the region or track name.



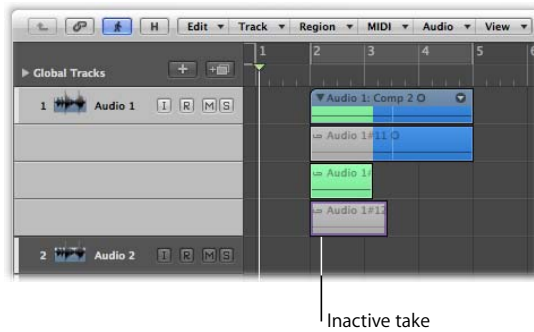
Packing Selected Regions Into a Folder

Packing selected regions into a folder behaves as expected in Logic Pro 8.0.2:

- If all selected regions are located on different tracks, a new folder track will be created.
- If all selected regions are located on the same track, the folder will be created on that very track, and not on a separate folder track. When moving a folder with just one content track between tracks of matching type, the content will always play back via the channel strip of the hosting track.

Recognizing the Color of Inactive Takes

In Logic Pro 8.0.2, it is no longer an issue to recognize the color of an inactive take, as inactive takes are surrounded by a frame in the chosen color.



Viewing the Load Meters (CPU/HD)

In Logic Pro 8.0.1, it is not possible to open the load meters as a separate window via a menu command. The following change addresses this issue in Logic Pro 8.0.2.

To open the load meters as a separate window:

- Choose Options > Audio > System Performance from the main menu bar.

Key Command Changes

This section covers changes to key commands in Logic Pro 8.0.2.

Renamed Key Command

The following key command has been renamed:

Old name	New name
Split Regions/Events by Locators	Split Regions/Events by Locators or Marquee Selection

Reassigned Key Commands

Since Mac OS X v10.5 Leopard occupies keyboard shortcuts that were used in Logic Pro key commands, the following changes have occurred in the *default* key command sets:

Key command	Old assignment	New assignment
Set Locators by Marker and Enable Cycle	Command–Up Arrow	Option–Command–Up Arrow
Set Locators by Previous Marker and Enable Cycle	Command–Left Arrow	Option–Command–Left Arrow
Set Locators by Next Marker and Enable Cycle	Command–Right Arrow	Option–Command–Right Arrow
Zoom Horizontal Out	Control–Left Arrow	Command–Left Arrow
Zoom Horizontal In	Control–Right Arrow	Command–Right Arrow
Zoom Vertical Out	Control–Up Arrow	Command–Up Arrow
Zoom Vertical In	Control–Down Arrow	Command–Down Arrow

Additional Key Commands

The following key commands have been added:

- Un/disclose Take Folder
- Flatten Take Folder
- Flatten and Merge Take Folder
- Rename Take or Comp
- Delete Take or Comp
- Export to New Track

Control Surface Changes

Logic Pro 8.0.2 optimizes the implementation of the EuCon protocol for the following Euphonix devices:

- *Euphonix Artist Series*: MC Control and MC Mix
- *Euphonix Professional Series*: MC Pro and System 5-MC

For information about how the MC Pro and System 5-MC are used to control Logic Pro in EuCon mode, refer to Chapter 5 of the *Logic Pro 8 Control Surfaces Support* document. The MC Control and MC Mix are also used in a similar fashion.

Please refer to the Euphonix user documentation, supplied with your device, for more information about the individual control surfaces.

Late-Breaking News About Logic Pro 8.0.1

Logic Pro 8.0.1 is a maintenance release that addresses isolated reliability and stability issues, along with minor corrections to the following areas of the application:

- Using the Right Mouse Button to Open the Tool Menu (p. 9)
- Copying and Pasting Audio Configurations (p. 9)
- Color Changes to Giant Bar and Giant SMPTE Displays (p. 10)
- Displaying SMPTE View Offset (p. 10)
- Disabling Text Input in Marker Text Mode (p. 11)
- Transient Display in the Beat Mapping Track (p. 12)
- Managing Projects (p. 13)
- Channel Strip Level Fader Display (p. 14)
- Hiding the Transport Bar (p. 14)
- Creating Overlapping MIDI Recordings (p. 15)
- Renamed Key Commands (p. 15)

Using the Right Mouse Button to Open the Tool Menu

Right-clicking now works as expected when the Right Mouse Button: Opens Tool Menu setting is chosen in the Logic Pro > Preferences > Global > Editing tab.

- Right-double-clicking in the working area of the active window resets the assigned tool to the Pointer tool.
- Right-clicking in the working area of the active window opens the Tool menu with the Pointer tool (and not the currently selected tool) located under the mouse cursor position.
- When you choose a tool from the Tool menu by right-clicking, the tool is assigned to the left mouse button.

Copying and Pasting Audio Configurations

There is no longer an issue to copy and paste entire mixer setups between projects.

To copy an audio configuration:

- 1 Select the project that contains the setup you want to copy.
- 2 Open the Mixer.
- 3 Choose Options > Copy Audio Configuration.

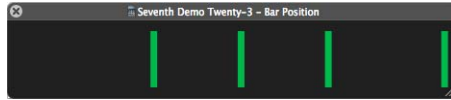
To paste an audio configuration:

- 1 Select the target project.
- 2 Open the Mixer.
- 3 Choose Options > Paste Audio Configuration.

Color Changes to Giant Bar and Giant SMPTE Displays

There is no longer an issue to distinguish clearly between the Giant Bar and Giant SMPTE Display windows, as a specific color has been reassociated with both windows.

- Bar display position values are in green.
- SMPTE display position values are in blue.

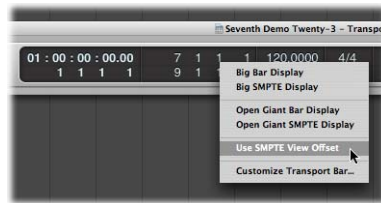


Displaying SMPTE View Offset

There is no longer an issue to individually set each open Transport bar window and Giant SMPTE Display window to display SMPTE time with or without SMPTE view offset.

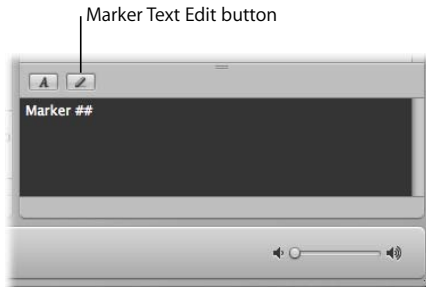
To access the Use SMPTE View Offset setting on an individual basis:

- Control-click (or right-click) any open Transport bar display area.
- Control-click (or right-click) any open Giant SMPTE Display area.



Disabling Text Input in Marker Text Mode

The Marker Text Edit button, located in all Marker Text areas, now works as expected.



- *Active*: Marker text editing is possible.
- *Inactive*: Marker text editing is not possible.

To activate text editing mode, do one of the following:

- Enable the Marker Text Edit button.
- Double-click in the Marker Text area.
- Double-click a marker name in the Marker List (if the Marker Text area is not open).

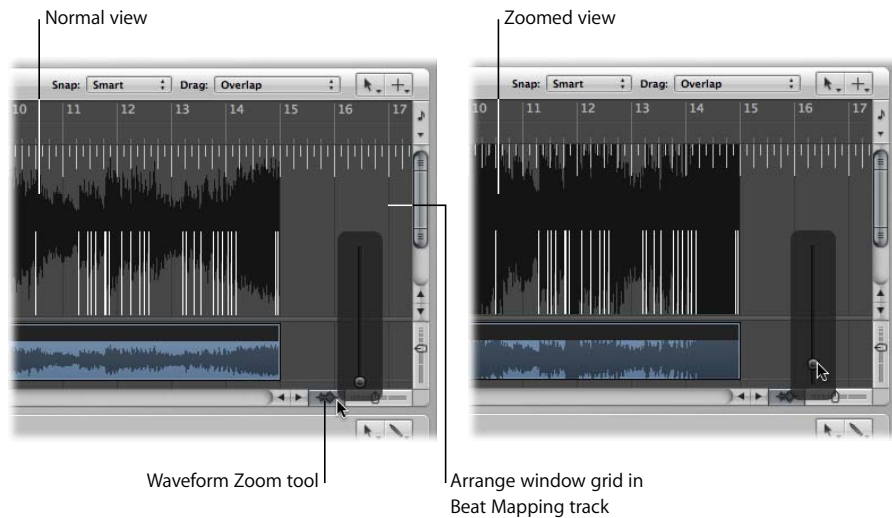
To deactivate text editing mode:

- Disable the Marker Text Edit button.

Note: Deactivating the Marker Text Edit button prevents any unwanted text edits, which can easily happen if you use key commands while the Marker Text area is open.

Transient Display in the Beat Mapping Track

When using the Beat Mapping track in Logic Pro 8, it is difficult to identify transients, due to the waveform overview being too small. The following changes address this issue in Logic Pro 8.0.1:



- The Waveform Zoom tool (located to the left of the horizontal zoom slider in the Arrange area) now affects both the waveform in the audio region and the waveform in the Beat Mapping track.
- The waveform display now fills the whole Beat Mapping track.
- The Beat Mapping track now also displays a grid-like layout, as displayed in the Arrange area.

Managing Projects

This section provides some minor corrections and additional information with regard to how projects are managed.

Saving a Project

When you use the File > Save As command to save your project to a new location (outside the current project folder) and select the Include Assets checkbox, the new project folder will contain all audio files used in the “old” project’s Arrange area. The “Copy external audio files to project folder” checkbox does not affect this behavior.

Consolidating a Project

The menu command to leave used audio files (File > Project > Consolidate > Audio Files: Leave Them) has been removed from the Consolidate Project dialog.

If, for some reason, you don’t wish to include used audio files, don’t enable the Include Assets checkbox in the Save As dialog.

Relative and Absolute Recording Paths

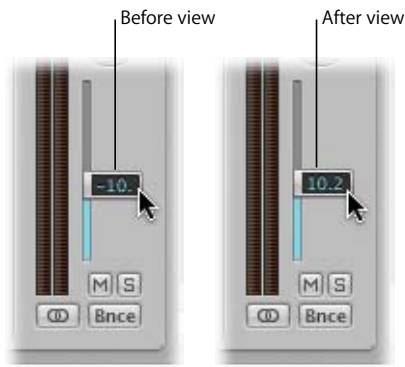
In order to correct some issues with regard to project management and recording paths, both relative and absolute recording paths are now used in Logic Pro 8.0.1.

- *Relative recording path:* When a project is saved with Include Assets selected, and the recording path is pointing to a location inside the project folder, the recording path will be “relative.” This means that the recording path for the audio data will move with the project, making it possible to move the project folder in the Finder or use the Save As command.
- *Absolute recording path:* When manually setting a recording path (File > Project Settings > Recording > Core Audio Recording Folder) outside the current project folder, the recording path will be “absolute.” This means that the recording path for the audio data will always remain the same, even after using the Save As command to save as a new project or when moving the project file in the Finder. This is important if you prefer to record all audio data into a single location outside the project folder.

Note: When a Logic Pro 8.0.1 project, with a relative recording path, is opened in Logic Pro 8, Logic Pro will ask for the recording path again.

Channel Strip Level Fader Display

In Logic Pro 8, the channel strip Level fader display omits the decimal digit when displaying three digits and the minus symbol. Logic Pro 8.0.1 resolves this issue by omitting the minus symbol instead.

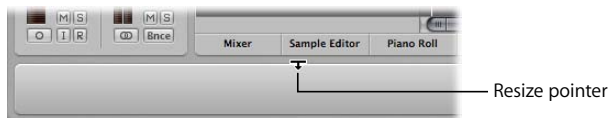


Hiding the Transport Bar

Hiding the Transport bar works as expected in Logic Pro 8.0.1.

To show or hide the Transport bar, do one of the following:

- Enable (to show) or disable (to hide) the Transport setting in the Arrange window View menu.
- Position the pointer in the space between the Arrange area and Transport bar. When the mouse pointer turns into the Resize pointer, drag up (to show) or down (to hide).

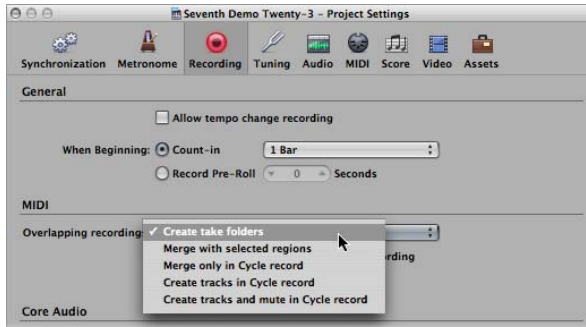


Creating Overlapping MIDI Recordings

The following MIDI Recording project settings could not be accessed in Logic Pro 8:

- Create tracks in Cycle record
- Create tracks and mute in Cycle record

Logic Pro 8.0.1 addresses this issue by providing these settings in the “Overlapping recordings” menu in the MIDI section of the Recording Project Settings window (File > Project Settings > Recording).



- *Create tracks in Cycle record:* In Cycle mode, recording over an existing MIDI region will automatically create a new track for each cycle repetition. When you stop recording, you can work with each newly recorded region independently of the others.
- *Create tracks and mute in Cycle record:* In Cycle mode, recording over an existing MIDI region will automatically create a new track for each cycle repetition. Each previous track is automatically muted while recording. When you stop recording, you can work with each newly recorded region independently of the others.

Renamed Key Commands

The following key commands were renamed in Logic Pro 8.0.1:

Old name	New name
Go to Last Play Position	Go to Last Locate Position
Stop and Go to Last Play Position	Stop and Go to Last Locate Position
Play or Stop and Go to Last Play Position	Play or Stop and Go to Last Locate Position
Merge Regions	Merge Regions/Notes

Late-Breaking News About Logic Pro 8

This section provides information on additions and changes made to Logic Pro 8 after the Logic Pro 8 documentation was completed.

General Changes to Logic Pro 8

The following outlines information on general application enhancements or changes.

Key Commands

This section covers changes to key command behaviors.

New Logic Pro 8 Default Key Commands

When installing Logic Pro 8 on a system with existing Logic 7 preferences, the Logic 7 key commands are *not* automatically imported. The Logic Pro 8 default key command set—matching the connected keyboard and chosen language—is automatically used.

To import your Logic 7 key commands into Logic Pro 8:

- 1 In the Key Commands window, choose Options > Import Key Commands.
- 2 Select the Logic 7 preferences file in the file selector—you can find it in `~/Library/Preferences/Logic/com.apple.logic.pro`.

Logic Pro 8 will inform you about all changes which apply to your key command set at this point.

Note: Some Logic 7 commands may work differently—or may not be functional at all in Logic Pro 8.

To switch back and forth between the Logic Pro 8 and Logic 7 key command sets, you need to export the Logic 7 key command set in the Logic Pro 8 format.

To export a key command set in Logic Pro 8:

- 1 In the Key Commands window, choose Options > Export Key Commands.
- 2 Type a name such as “My Logic 7 Key Commands” and click Save.

You can access this newly saved key command set in the Options > Presets menu of the Key Commands window.

Additional Key Commands

The following key commands have been added to Logic Pro 8.

Additional Nudge Key Commands

Logic Pro 8 now provides the following nudge key commands:

- Set Nudge Value to Sample
- Nudge Region/Event Position Right by Sample
- Nudge Region/Event Position Left by Sample
- Nudge Region/Event Length Right by Sample
- Nudge Region/Event Length Left by Sample
- Nudge Region/Event Length Right by SMPTE Bit
- Nudge Region/Event Length Left by SMPTE Bit
- Nudge Region/Event Length Right by 1/2 Frame
- Nudge Region/Event Length Left by 1/2 Frame
- Nudge Region/Event Length Right by 5 Frames
- Nudge Region/Event Length Left by 5 Frames

Additional Playback Key Commands

Logic Pro 8 now provides the following playback key commands:

- Stop or Play From Last Position
- Play or Stop and Go to last Play Position

Hard-Wired Key Commands

The following key commands are now hard-wired to specific keys, and can not be changed. These key command assignments are dimmed (and therefore inaccessible) in the Key Commands window:

- *New*: Command-N
- *Open*: Command-O
- *Save*: Command-S

Renamed Key Commands

Some key commands were renamed to more accurately describe their functionality when you have made a marquee selection (for full details, see “Marquee Operations” on page 24).

Key Combination Area and Modifier Checkboxes Are Now Dimmed

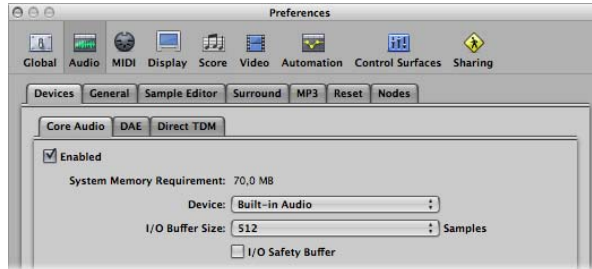
The key combination area and modifier checkboxes in the Key Commands window are now always dimmed, as they are display-only fields (you can not edit these fields directly). Use the Learn buttons when you need to change a key command assignment.

New Preferences and Project Settings

The following preferences and project settings have been added to Logic Pro 8.

New I/O Safety Buffer Preference

A new I/O Safety Buffer checkbox has been added to the Logic Pro > Preferences > Audio pane. It is found below the I/O Buffer Size menu.



When activated, Logic Pro uses an additional buffer to process audio output streams. This provides a safeguard against crackling noises which may occur when using very low I/O buffer size settings. Essentially, it provides a little more time for the CPU to finish processing the output buffer data.

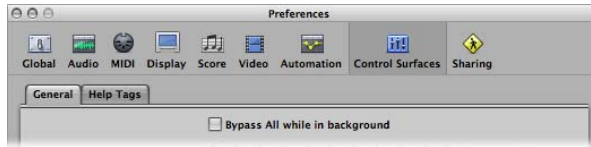
You should note that use of the I/O Safety Buffer preference will increase the output latency, and therefore the round trip (input plus output) latency. You may, however, be able to choose a smaller I/O buffer size when the I/O Safety Buffer preference has been activated.

Obviously, you should always aim for the lowest possible latency, without introducing unwanted artifacts. The I/O Safety Buffer preference may help, but if you find that it doesn't improve things on your system (or suit your use of Logic Pro), then disable it (and select a larger I/O buffer size setting).

Note: You must click Apply Changes, which re-launches the audio engine, before changes to these parameters take effect. Closing the Preferences window has the same effect.

New Bypassing Control Surfaces Preference

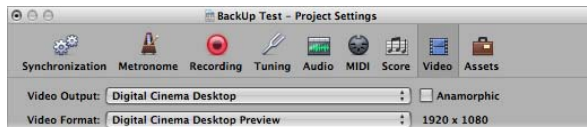
A new “Bypass All while in background” checkbox has been added at the top of the Logic Pro > Preferences > Control Surfaces > Preferences pane.



Activating it allows you to share your control surface with other applications, when Logic Pro 8 is not the active program.

New Video Output Project Setting for Digital Cinema Desktop

When you set the Video Output menu to Digital Cinema Desktop (found in the File > Project Settings > Video pane), the new Anamorphic checkbox appears.



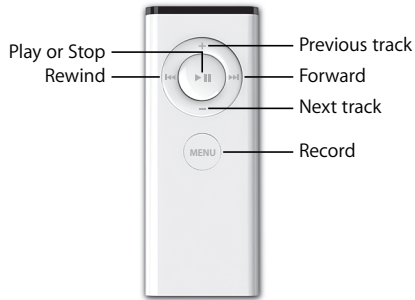
In some rare cases (such as when a 4:3 video signal contains a 16:9 picture), Logic Pro may not recognize the video format automatically. Enable this checkbox if your video appears horizontally compressed or stretched.

Changed Automatic Backup Copies Behavior

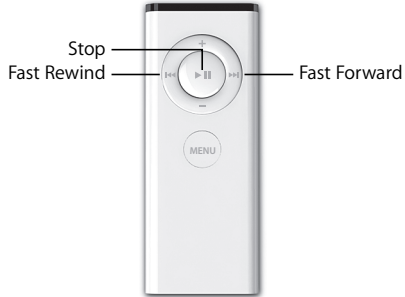
When you save a project, Logic Pro 8 now saves up to ten (10) backup copies in the project folder's Project File Backups folder. The backup files are named after the project file, with numbers 00 to 09 appended to the project name.

Using Apple Remote With Logic Pro 8

You can use your Apple Remote to control Logic Pro 8 from a distance. A short click offers the following functions:



A long click offers the following functions:



Note: The Apple Remote is compatible with Apple products introduced in 2005 or later that have a built-in Infrared (IR) receiver. Front Row is not available while Logic Pro is running.

Arrange Window

This section provides information on new features and functions in the Arrange window.

Interface Changes

These changes include graphical enhancements and new or altered behaviors that improve usability.

Playhead Position

The position of the playhead has been enhanced as follows, avoiding potential problems when editing the cycle:



- *When one ruler is displayed:* The playhead starts in the lower half of the Bar ruler.
- *When two rulers are displayed:* The playhead starts at the top of the Bar ruler. You can click on the top or bottom third of the Bar ruler to position the playhead. Clicking the middle third allows you to edit the cycle.

Disabled Cycle No Longer Shows Edit Handles

When you disable a cycle in the Bar ruler, the cycle handles disappear, indicating that it can not be edited.



More Space Between Track Header Record and Other Track Buttons

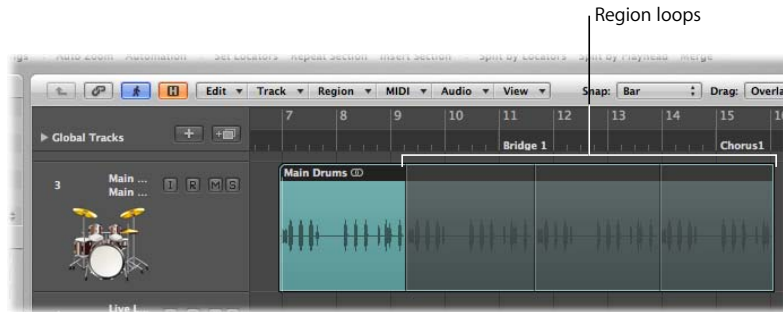
The space between the Record and adjacent track header buttons has been increased. This reduces the risk of accidental track arming/recording.

Changes to Region Appearance

Several graphic changes have been made to the appearance of regions.

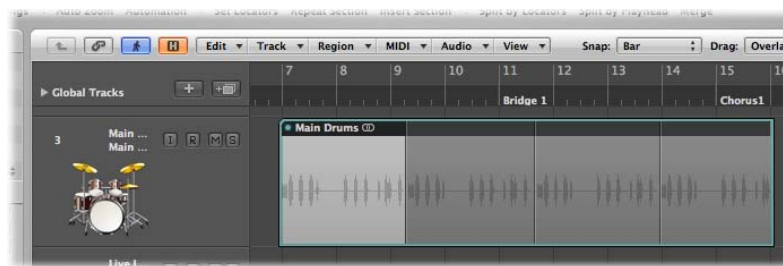
Region Loops

Region loops are now displayed with less color, making them easier to differentiate from regions.



Muted Regions Include Colored Outline

When you mute a region, the gray body of the region is now framed in the region color. This makes it easier for you to identify tracks or regions associated with muted regions.



Region Content Is Always Displayed

The Arrange window View > Region Content setting has been removed, as content is now displayed by default.

Coloring Regions

If all regions on a particular track are selected (and no regions on other tracks are selected), coloring them alters the hue of all selected regions. This also changes the color of the selected track's channel strip (making the behavior identical to the one that applies when no region is selected).

Opening the Editing Area

Double-clicking regions in the Arrange window opens or closes the associated editor. This now works as follows:

- The first double-click opens the editor, and displays the contents of the clicked region.
- Double-clicking the displayed region a second time closes the editor.
- Double-clicking a different region displays the newly-clicked region in the open editor. The editor is assigned key focus.

Note: When the editor is linked, clicking the region once displays the region in the editor as well, but the Arrange window retains key focus.

Track Selection Changes

Logic Pro 8 includes the Preferences > Global > Editing > Select Regions on Track Selection preference. If enabled, region selection behaves as in earlier Logic versions—selection of a track automatically selects all regions on the track lane (or regions within the cycle or autopunch area if Cycle or Autopunch modes are enabled).

Disable the preference if you don't want regions to be automatically selected when the track header is chosen. When the preference is disabled:

- Option-clicking the track header or associated channel strip will continue to select the track and all associated regions.
- Option-Shift-clicking will add the selected track's regions to the current selection.

Transmitting MIDI Events on Track Selection

You now need to Option-click a MIDI track to transmit the track instrument bank/program change, volume, and pan parameters—a standard click will not transmit this information. (Only active parameters in the Instrument Parameter box are sent.)

Marquee Operations

The new Bar ruler marquee stripe can be used as a selection and navigation tool. When activated, a thin marquee stripe is shown at the top of the Bar ruler. You can simply drag in this area to create a marquee (selection area).



To activate the marquee stripe:

- Click the note icon at the right-hand end of the Bar ruler, and choose the Marquee Stripe setting from the menu.

To make a marquee selection:

- Click-drag in this area to create a marquee stripe selection area (also shown on selected Arrange tracks).

To remove the marquee selection:

- Click outside the marquee selection.

To add or remove individual tracks from the marquee selection:

- Shift-click on track names in the track list.

Editing the Marquee Selection Length or Position

You can extend or reduce the length of the marquee selection by moving the start or end point of the marquee to:

- Transients in audio regions
- Note on or off positions in MIDI regions
- Region start or end positions

To change the marquee start or end point:

- Use the Left or Right Arrow keys to modify the marquee *end* point.

These are the default Select Previous (or Next) Region/Event, or set Marquee End to Previous (or Next) Transient key commands, which behave as described above, dependent on the type of region selected (when the marquee stripe is visible).

- Hold Shift while using the arrow keys to move the marquee *start* point.

These are the default Toggle Previous (or Next) Region/Event, or Set Marquee Start to Previous (or Next) Transient key commands, which behave as described when the marquee stripe is visible.

To move the entire marquee, either:

- Press Shift-Home, the default Select First, or Shift Marquee Selection Left key command.
- Press Shift-End, the default Select Last, or Shift Marquee Selection Right key command.

Playback With an Active Marquee Selection

Playback starts at the left border, and ends at the right border, of an active marquee selection. If you create a marquee selection while Logic Pro 8 is running, however, playback will not stop at the end of the marquee selection.

Recording With an Active Marquee Selection

If you start recording when a marquee selection is active, the following happens:

- Autopunch mode is automatically enabled, and the autopunch locators are set to match the marquee selection. The marquee selection is removed (in essence, it's replaced by the autopunch locators).
- All tracks within the marquee selection are record-enabled; all other tracks are record-disabled.

Using the Marquee Selection to Create Track Automation Nodes

When you edit automation data that is spanned by a marquee selection, two automation nodes are automatically created at the left, and two at the right, border of the marquee selection. This provides a quick way to define and create automation data by converting the marquee selection into automation nodes.



You can edit the automation data spanned by a marquee selection to convert the marquee selection into automation nodes.

Changed Key Commands

When a marquee selection is active, the following (key) commands behave differently:

- *“Zoom to fit Selection vertically and horizontally, store Navigation Snapshot” (default: Control-Option-Z) and “Zoom to fit Selection horizontally, store Navigation Snapshot”*: Both key commands change the current zoom level to fit the marquee selection.
- *Deselect All (default: Shift-Command-A)*: Deselects all current selections, including the marquee selection.
- *Select All Following (default: Shift-F) and Select All Following of Same Track/Pitch (default: Shift-Option-F)*: Both key commands extend the marquee selection—over all tracks within a marquee selection—to the project end point.
- *Select Inside Locators (default: Shift-I)*: Sets the marquee selection to match the locators.
- *Deselect Outside Locators (default: Shift-O)*: Removes the portion of the marquee selection that does not fall within the locators.
- *Scroll to Selection*: Moves the visible section of the edit window to mirror the marquee selection.

Renamed Key Commands

The following key commands were renamed—to more accurately describe their functionality when you have made a marquee selection:

Old name	New name
Select Next Region/Event	Select Next Region/Event, or Set Marquee End to Next Transient
Select Previous Region/Event	Select Previous Region/Event, or Set Marquee End to Previous Transient
Toggle Next Region/Event	Toggle Next Region/Event, or Set Marquee Start to Next Transient
Toggle Previous Region/Event	Toggle Previous Region/Event, or Set Marquee Start to Previous Transient
Select First	Select First, or Shift Marquee Selection Left
Select Last	Select Last, or Shift Marquee Selection Right
Set Region/Event Start to Playhead Position	Set Region/Event/Marquee Start to Playhead Position
Set Region/Event End to Playhead Position	Set Region/Event/Marquee End to Playhead Position

General Changes to Linear Editing Windows

The following behaviors now affect all linear editing windows, including the Arrange window.

Zooming With the Playhead

You can now use the playhead to zoom in or out. Simply drag the *top* of the playhead (the section in the Bar ruler) up or down.

Time Linear Bar Ruler Views

The appearance of the Bar ruler can be changed by clicking the small note or clock icon at the ruler's right-hand edge. This opens a menu of alternate Bar and (SMPTE) Time display settings, including the new time linear views. These ensure that grid lines and region lengths are altered with tempo changes. (The bar linear views of previous Logic Pro versions spaced grid lines and region lengths consistently, even when the project contained tempo changes.)

To activate a time linear view:

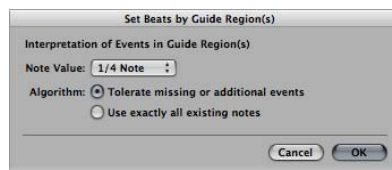
- Choose the Time, or Time and Bar setting from the menu.

To activate a bar linear view:

- Choose the Bar, or Bar and Time setting from the menu.

Enhanced Beats From Region Function

The Beats from Region function in the global Beat Mapping track has been enhanced, allowing you to use automatic beat mapping in a more musical way. You can now choose between two algorithms in the Set Beats by Guide Region(s) dialog:



- *Tolerate missing or additional events*: This new algorithm only uses tempo relevant transients for the beat mapping process (selection is based on the project's current time signature). This avoids drastic tempo changes, which are usually undesirable. You should use this algorithm for audio regions.
- *Use exactly all existing notes*: This algorithm uses every detected transient for the automatic beat mapping process. You'll only get usable results when using this algorithm to analyze (MIDI) regions that provide a note for each tempo significant transient.

To use the new Beats from Region algorithm:

- 1 Select the region you want to map the project tempo display to, then click the Beats from Region button in the Beat Mapping track.

Note: You will achieve the best results with reasonably tight percussive material. The algorithm will not work well on recordings of performances that have been played too far off the bar, or provide inconsistent tempo information. The same is true for very complex, layered drum tracks or melodic material that doesn't provide enough transient information.

- 2 In the enhanced Set Beats by Guide Region(s) dialog, choose the new "Tolerate missing or additional events" algorithm.
- 3 Choose the most appropriate note value in the Note Value menu.

The Note Value defines the timing resolution that is used to create the map.

- 4 Click OK to perform the automatic beat mapping process.

Logic Pro scans the region for transients that provide a consistent tempo, and inserts tempo changes into the Tempo track—thus mapping the tempo display to the region. Transients that are not consistent with the found tempo are ignored.

- ▶ **Tip:** To make sure that a certain beat is always part of the beat mapping process, assign the respective transient manually before using the Beats from Region function. The resulting map will always contain this manually mapped position. If Logic Pro is not able to find a consistent tempo, you should try the following: Manually map (up to) two significant beats and click the Beats from Region button again. The two manual mapping points define a resulting tempo that will be used as the basis for automatic beat mapping. If this method fails, record a MIDI region which contains synchronized regular notes, and use this as a guide region.

To automatically beatmap audio material that contains tempo changes:

- 1 Cut the audio material at the precise position of any tempo changes.
- 2 Lock the SMPTE position of each audio region.
- 3 Select the first region and perform the automatic beat mapping process as described above.
- 4 Continue with all following audio regions.

Changes to Other Windows

This section provides information on changes to existing, or new, features and functions in other windows.

Sample Editor Surround File Support

The Logic Pro 8 Sample Editor only displays (and operates on) the first two channels of a surround audio file. You can, however, edit surround audio files in the external Soundtrack Pro 2 Waveform Editor.

To view and edit surround files in Soundtrack Pro 2:

- 1 Choose Soundtrack Pro 2 in the Logic Pro > Preferences > Audio > Sample Editor > External Sample Editor field.
- 2 Select the desired surround audio file, then choose Options > Audio > Open in Soundtrack Pro (or use the corresponding key command, default: Shift-W).

Soundtrack Pro 2 will open, allowing you to perform edits on the audio file.

To transfer audio edited in Soundtrack Pro back to Logic Pro:

- Save the file in Soundtrack Pro 2 (default key command: Command-S), then switch back to Logic Pro.

The edited audio will be updated in the Audio Bin and Arrange area, if regions based on the audio file are in use.

Changed Link Behavior

The new interface of Logic Pro 8 has improved the link behavior of the Piano Roll and Hyper Editor windows.

Piano Roll Editor

The Piano Roll Editor Link button now has only two states: On and Off. On behaves as follows:

- If you select a single region in the Arrange area, the Piano Roll Editor only displays the contents of this region—with start and end markers shown in the Bar ruler.
- If you select multiple regions in the Arrange area, the Piano Roll displays the contents of all selected regions.

The new interface makes the Piano Roll Editor's Hierarchy button and Show Selected Regions Only setting obsolete, so they were removed.

Hyper Editor

The Hyper Editor Link button now has only two states: On and Off.

Switching it on activates Content Link: The Hyper Editor always displays the contents of the region selected in the Arrange area. The display updates whenever the selection changes.

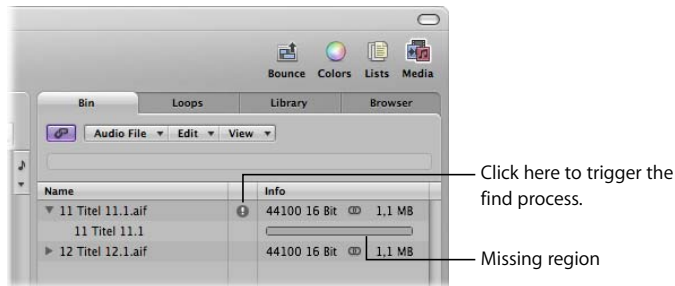
The new interface makes the Hyper Editor's Hierarchy button obsolete, so it was removed.

Piano Roll Editor Auto Zoom

The Piano Roll Editor's View menu offers the new Auto Zoom setting. When active, a newly opened Piano Roll Editor will automatically switch to a horizontal zoom level that displays all events in all selected regions.

Audio Bin

The Audio Bin tab now provides a quick way to locate missing audio files: Simply click the exclamation mark beside the audio file name to trigger the find process.



Opening Windows

The Open Window commands in the Window menu (and associated key commands such as Open Score Editor: default assignment: Command-3) now check if a window of the requested type is open in the current screenset.

- If the requested window type is in the background of the screenset, it is brought to the foreground.
- If the requested window type is already in the foreground, another window of the requested type is opened.
- If the requested window is not open in the current screenset, it will be opened.

This behavior streamlines window management, avoiding accidental launches of multiple windows of the same type.

Recording

This section discusses changes to Recording functions.

Changes to Take and Comping Operations

The following changes have been made to the Logic Pro 8 take and comping functions.

Selecting Takes

You can now use one of the following methods to select takes:

- When viewing a closed take folder: Control-click the take folder, then choose the desired take from the shortcut menu.



- When viewing an open take folder (and a take, not a comp is active): Simply click the desired take—you no longer need to click the take header. Option-clicking anywhere on an audio take (region header or body) selects the complete take. To reactivate the comp you were working on, choose it from the Take Folder menu.

Opening Multiple Take Folders

You can now Option-click the disclosure triangle of *multiple* selected take folders to open them all.

Recording Over Existing Regions

When you record over an existing region, a take folder is only created if *one* of the following applies:

- The new recording overlaps the existing region by a length which exceeds the count-in or pre-roll duration you have set (in File > Project Settings > Recordings).
- The new recording overlaps the existing region by more than 50%.

Selected Audio Tracks Are Automatically Record-Enabled

If you start recording when no audio track is record-enabled, the selected audio track is now automatically record-enabled.

Mixing

The following outlines changes to Mixer functions.

Low Latency Safe Function

When Low Latency mode is active, you have access to the Low Latency Safe setting—in each individual Send menu—of audio and software instrument channel strips. It is also available in aux channel strips that are hosting live input signals.

In normal circumstances, activation of Low Latency mode mutes the signal paths of all sends that create a latency which exceeds the set Low Latency Mode Limit. Switching a particular send to Low Latency Safe mode will keep the send signal path open.

Please note that the signal path of the send signal (beyond the send) is *not* subject to low latency processing, and will be delayed in accordance with the current plug-in delay compensation setting. Given this behavior, use of the Low Latency Safe setting on sends routed to effects such as distortion, modulation, or rhythmic delays is not ideal. It may, however, be of particular use for reverbs—especially in cases where the current plug-in compensation delay time falls within the range of a reverb's pre-delay time.

To activate or deactivate the Low Latency Safe function for a particular send:

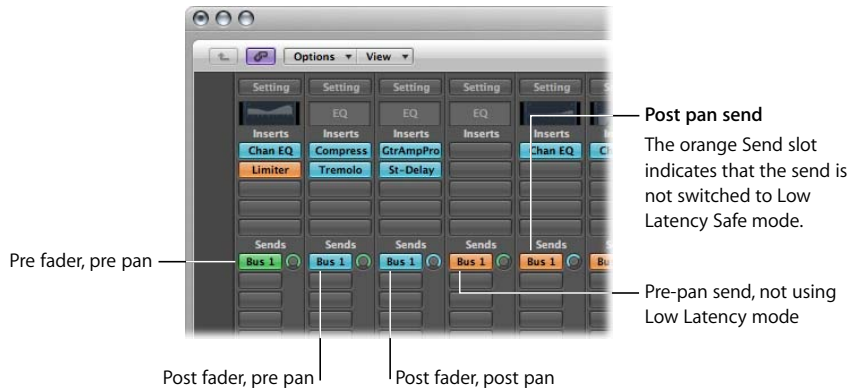
- Click-hold on the desired Send slot, and choose Low Latency Safe from the menu.



Note: You can only access this Send menu setting when Low Latency mode is active, and the respective channel strip is in record or live mode.

Changed Send and Insert Colors

Logic Pro 8 uses the following color scheme for sends and inserts, making it easier for you to recognize sends that are not using Low Latency Safe mode:



- The color of the Send slot denotes pre or post fader routing, or Low Latency Safe mode. Pre fader send slots are displayed in green, post fader send slots in blue.
- The color of the Send level knob ring denotes pre or post panorama routing. A green ring denotes pre-pan, a blue ring post-pan routing.
- When Low Latency mode is enabled, sends and inserts appear as follows:
 - *Sends*: Only sends which are low latency safe remain blue (or green)—all others turn orange.
 - *Plug-ins*: All Insert slots which are Low Latency mode *disabled* turn orange.

Handling Multiple Channel Strips

There are many situations where you may need to reconfigure more than one channel strip at a time. Logic Pro 8 provides the following features which can accelerate these types of tasks.

Deselecting Multiple Channel Strips

You can now deselect multiple selected channel strips by clicking either an unselected or selected channel strip in the Mixer (previously, you had to click an unselected channel strip or the Mixer background). In either case, the clicked channel strip will be selected.

Inserting and Removing Plug-ins When Multiple Channel Strips Are Selected

Inserting and removing plug-ins when multiple channel strips are selected now works as follows:

- You can simultaneously insert either instrument or effect plug-ins into several selected channel strips.
- You can click any of the used or unused Insert or Instrument slots on any of the selected channels.
- Choosing an effect or instrument from the Plug-in menu inserts the selected plug-in into all selected channel strips—if the corresponding Insert or Instrument slot is empty on the other selected channel strips. Existing plug-ins on other channel strips are not changed.
- When you *replace* a plug-in, all existing plug-ins in the associated slot number (of other selected channel strips) are also replaced by the newly chosen plug-in. This also applies if the corresponding Insert slots of other selected channel strips are empty.
- Removing a plug-in (when multiple channel strips are selected) removes all plug-ins from the corresponding slot number in all selected channel strips.
- Double-clicking the EQ area on the upper portion of a channel strip inserts the Channel EQ in the first empty Insert slot of all selected channel strips. Hold Option to insert the Channel EQ into the first Insert slot of all selected channel strips, and move any existing plug-ins one slot down.

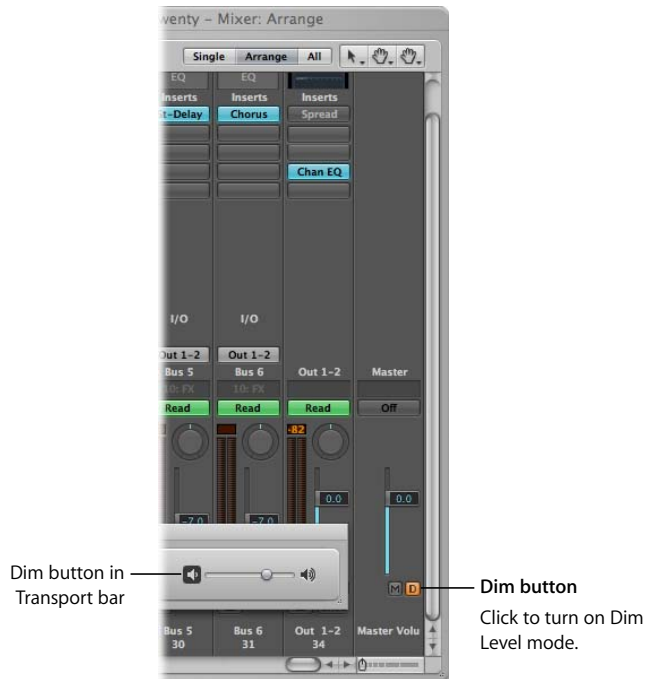
Editing Automation of Grouped Tracks

If the Automation Mode group setting is enabled for a mixer group, the following offline automation edits now apply to all tracks within the group.

- Volume
- Pan
- Surround mixer parameters: Angle, radius, LFE, center, spread. The automation group *Pan* setting must be enabled.
- Mute
- Sends 1 to 8
- Creating a node
- Deleting a node or a selection
- Changing or scaling the value of a node or selection
- Changing the position of (moving) a node or selection
- Copying a node selection by Option-dragging
- Converting a marquee selection into automation nodes (“Using the Marquee Selection to Create Track Automation Nodes” on page 25)

New Dim Button in Master Channel Strip

The Master channel strip now features a Dim button to the right of the Mute button.



This button mirrors the speaker button to the left of the Transport bar's Master level slider (if shown): Activating it turns on Dim Level mode.

Loading Different Channel Strip Setting Types

Hold Option when opening the Channel Strip Settings menu to access the settings of different channel strip types (shown at the bottom of the menu):



This is handy if you've created a nice effect chain for your software instrument channel strips, and want to use it for an audio channel strip or vice versa.

Swapped Position of Mute and Solo Buttons

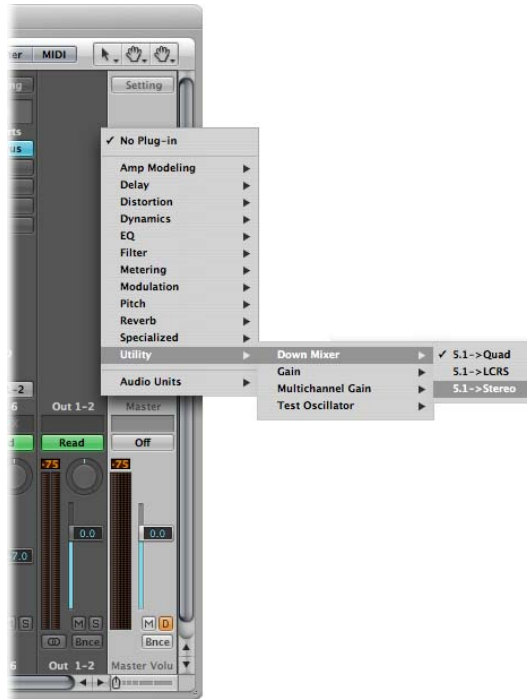
The positions of the channel strip Mute and Solo buttons were swapped, making them consistent with the button order shown in the Arrange window track headers.

I/O Labels Window Also Available Via Main Menu Bar

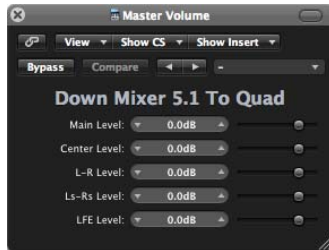
You can now open the I/O Labels window from both the Mixer > Options menu, and also from the main menu bar, by choosing Options > Audio > I/O Labels.

Changes to Down Mixer Plug-in

The Down Mixer's Destination Format menu (shown in the plug-in GUI) has been removed, as you can now choose the desired destination format directly from the Plug-in menu:



The chosen surround format is displayed at the top of the Down Mixer interface.



Changes to Logic Studio Instruments and Effects

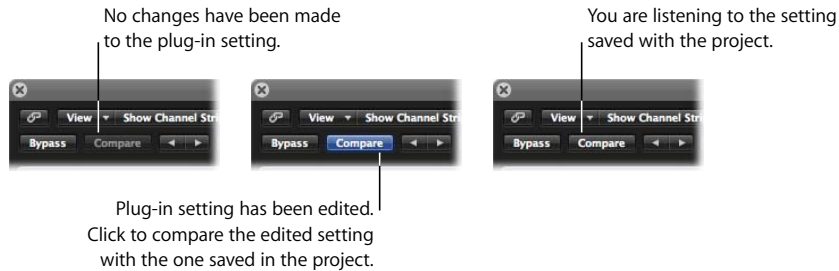
The following section covers changes to instrument and effect plug-ins.

General

The items discussed below apply to all plug-ins.

New Compare Button Behavior in Plug-in Window

The plug-in window's Compare button now uses the following scheme to indicate the plug-in setting's state:



- **Black and disabled:** The current plug-in setting is saved in the project—no changes have been made to the plug-in parameters. As examples, if you load a new plug-in setting, or save an edited plug-in setting in a project, the Compare button is black and can not be clicked. Text is dimmed.
- **Blue:** When you edit a plug-in setting, the Compare button turns blue—indicating that you have made changes to the plug-in parameters, but have not saved the edited plug-in setting in the project. Text is shown in white.
- **Black:** When you click a blue Compare button, it turns black (with white text), indicating that you are listening to the setting that was originally saved with the project. Click the Compare button again to switch back to the edited plug-in setting. The plug-in button turns blue, indicating that the setting has not yet been saved with the project.

Factory Folder in Settings Menu and Library

If a plug-in's Factory folder contains sub-folders, the Factory folder is no longer displayed in the Settings menu or Library. This allows you to directly access the factory settings from the sub-folders, which are now shown at the top hierarchy level.

New Default Location for Audio Unit Settings

Logic Pro 8 now uses the following default location to save Audio Unit plug-in settings (presets): `~/Library/Audio/Presets/Apple`.

Logic Pro 8 continues to scan the old location (`~/Library/Application Support/Logic/Plug-In Settings`) for Audio Unit plug-in settings files. This ensures that your existing setting files will be accessible in the plug-in header's Settings menu.

Ultrabeat

Control-clicking (or right-clicking) the Parameter Offset row—in Step mode—opens a shortcut menu which contains the following commands:



- *Alter*: Randomly changes the currently selected parameter's values for all steps.
- *Randomize*: Same as Alter, but random parameter alteration is more pronounced.

As a tip, it may be worthwhile saving your sequence data before experimenting with these commands.

- *Delete*: Deletes all steps for the currently selected parameter.

Note: The Reset button functionality—and button label—changes to Delete (function is as described above) when clicked once.

EXS24 mkII

The following enhancements have been made to the EXS24 mkII.

Opening the Instrument Editor

- You can now only open the Instrument Editor from the EXS24 mkII Parameters window. The global Open EXS24 Instrument Editor key command was removed.
- When you open the Instrument Editor when no instrument is loaded, a new instrument is automatically created.

New Select Group of Last Played Key Setting

The Instrument Editor's Group menu now offers the Select Group of Last Played Key setting. When you enable this setting (it is dimmed if you are not in Group view), you can switch between groups by pressing a key on a connected MIDI keyboard. This is useful when you want to adjust the velocity of an instrument's groups, for example.

Support of External Instrument Editor

The EXS24 mkII now allows you to use external instrument editing software, such as Redmatica's Keymap, to edit your EXS instruments.

To open your EXS instruments in an external instrument editor:

- 1 Choose Options > "Open in external Instrument Editor" in the EXS24 mkII Parameters window.



- 2 In the ensuing file selector, browse to and select the desired instrument editor software.
- 3 Repeat step 1, but choose the "Open in [name of external instrument editor]" command. This is the same command as above, but it is automatically renamed once an external instrument editor has been assigned.
- 4 Edit the instrument in the external instrument editor, then use the external instrument editor to send the instrument back to Logic Pro.

Important: You need to save the edited instrument in Logic Pro—not the external editor—to make any instrument changes permanent.

To reassign the external instrument editor:

- Hold Option while choosing Options > "Open in [name of external instrument editor]."

Improved RAM Management

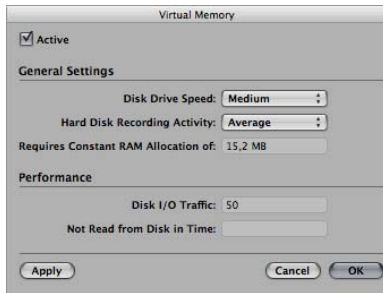
In Logic Pro 8, the EXS24 mkII can address its own memory space. This means that all instances of the EXS24 mkII can use as much RAM as is available on the system.

To take advantage of this:

- You must have at least 5 GB of RAM installed on your computer.
- Virtual Memory must be enabled for the EXS24 mkII.

To enable Virtual Memory for the EXS24 mkII:

- 1 Choose Options > Virtual Memory in the EXS24 mkII Parameters window.
- 2 In the Virtual Memory window, select the checkbox labeled Active.



You should note that the amount of RAM available for use by the EXS24 mkII is determined by several factors, including:

- The amount of physical RAM you have installed.
- How much RAM other open applications are using.
- How much RAM Logic Pro is using. This can be affected by the number and size of audio files in the project, and other plug-ins used. Third party sampler plug-ins, in particular, may significantly affect the amount of RAM that Logic Pro uses.

Effects

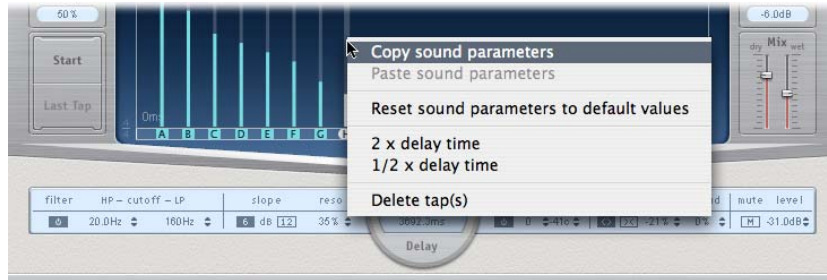
The following section outlines new effect plug-in options and functions.

Delay Designer

This section covers changes to the interface and functionality of Delay Designer.

New and Changed Commands in Tap Shortcut Menu

There are three changes to the Tap Shortcut menu (appears when you Control-click or right-click a tap in the Tap display):



- *2 x delay time*: Doubles the delay time of all selected taps. As an example: Originally, the delay times of the taps were set as follows: Tap A = 250 ms, Tap B = 500 ms, Tap C = 750 ms. If you select these three taps and choose the “2x delay time” shortcut menu command, the taps will be changed as follows: Tap A = 500 ms, Tap B = 1000 ms, Tap C = 1500 ms. In other words, a rhythmic delay pattern will unfold half as fast. (In musical terms, this is often called playing in half time.)
- *1/2 delay time*: Halves the delay time of all selected taps. Using the example above, use of the “1/2 x delay time” shortcut menu command changes the taps as follows: Tap A = 125 ms, Tap B = 250 ms, Tap C = 375 ms. In other words, a rhythmic delay pattern will unfold twice as fast. (In musical terms, this is often called playing in double time.)
- *Delete tap(s)*: The “Delete all taps” command was renamed to “Delete tap(s),” as it now only deletes the selected taps (used to delete all taps, regardless of their selection status).

New Modifier Key Functions in Tap Display

Delay Designer now includes the following modifier keys for the Tap display:

- Holding Option-Command switches the Tap display to Level view, allowing you to quickly adjust a tap's level.



- Holding Shift brings the Overview display to the foreground, making navigation and zooming easier when the Overview display is partially obscured by taps.

Position of Tap Recording Bar

The position of the tap recording bar (appears when you use the Tap pad to “record” taps) has changed: it now appears in the Identification bar.

SubBass

The following minor changes to the interface of the SubBass plug-in better reflect the use of its sliders and signal flow:

- The Mix slider has been renamed to Freq. Mix.
- A label has been added to the Output section, and the Dry and Wet sliders are no longer visually separated by a line.

Modulation Delay

The following changes have been made to the Modulation Delay plug-in:

- The LFO 1 Rate knob has been renamed LFO 1 L/R Rate.
- The LFO 2 Rate knob has been renamed LFO 2 L/R Rate.
- The Intensity slider has been renamed to Mod. Intensity.
- The True Analog menu (extended parameters) is now a button, which has been renamed to All Pass. The associated Analog Left and Analog Right sliders (and fields) are labeled All Pass Left and All Pass Right.

Changes to Down Mixer Plug-in

The Down Mixer's Destination Format menu has been removed, as you can now choose the desired destination format directly in the Plug-in menu. For full details, see "Changes to Down Mixer Plug-in" on page 37.

Clip Distortion

The Sum LPF knob is now named LP Filter, as it more clearly indicates functionality.

Noise Gate

An Activity LED has been added to the Noise Gate. It is lit whenever the plug-in is actively processing a signal.



Corrections to the Logic Pro Documentation

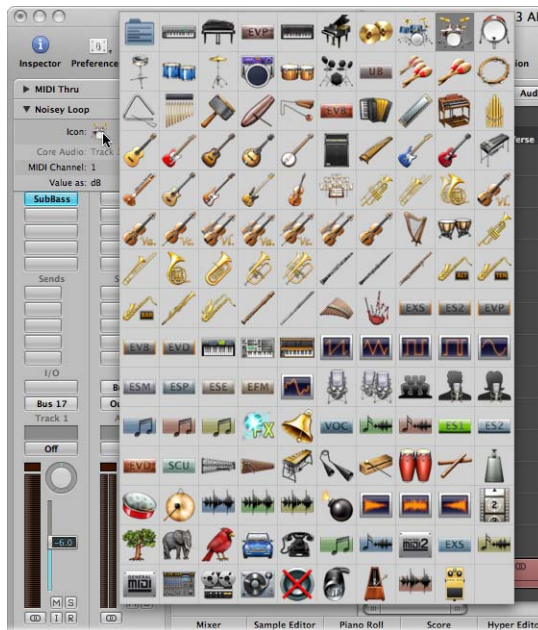
The following section contains information on errata in the Logic Pro documentation, resulting from changes made to Logic Pro after the documentation was completed.

Tutorial and Content DVD Is Data Disk Only

The Logic Studio Demo Songs and Tutorials DVD described in the *Installing Your Software* manual has been renamed to Logic Studio Demo Content. It is a data disc only, and cannot be played on a DVD player or in a DVD player application.

Improved Icon Selector

The icon selector was enhanced after the screenshots were taken for the *Logic Pro 8 User Manual*. All icons are now displayed in a broad grid-like layout.



Up to 32767 User Created Track Icons

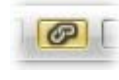
Logic Pro 8 supports up to 32767 track icons. This means that Logic Pro 8 displays all track icon files that start with a number from 1 to 32767 in the icon selector.

Colored Buttons

The buttons listed below are now colored when enabled:



Link button in Same Level Link mode



Link button in Content Link mode



Hide button when no tracks are hidden



Hide button when tracks are hidden.



Catch button



MIDI In button (in MIDI editors)



MIDI Out button (in MIDI editors)



Page View/Linear View button (in Score Editor only)



Speaker/Play button (in Sample Editor, Bin, Browser)



Loop button (in Sample Editor, Bin)



Display Details button (in Tempo List)



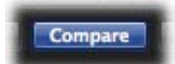
Marker Text Area button (in Marker List)



Bypass button (in plug-in window)



Link button (in plug-in window)



Compare button (in plug-in window; also see “New Compare Button Behavior in Plug-in Window” on page 38)



Cycle button (in Transport bar)



Pause button (in Transport bar)



Play button (in Transport bar)



Record button (in Transport bar)



Auto Input Monitoring button (in Transport bar)



Pre Fader Metering button (in Transport bar)



Low Latency Mode button (in Transport bar)



Autopunch button (in Transport bar)



Replace button (in Transport bar)



Sync button (in Transport bar)



Metronome (Click) button (in Transport bar)

Catch Button in Marker List

The Catch button in the Marker List (as shown on page 35, for example) was added after the screenshots were taken for the *Logic Pro 8 User Manual*.

Location of Preference Files

The *Logic Pro 8 User Manual* states that the Logic Pro preference files are stored in your ~/Library/Preferences/Logic folder. This is incorrect. They are stored in your ~/Library/Preferences folder.

Changes to Content Catch Mode

The Content Catch Mode description on page 72 of the *Logic Pro 8 User Manual* states that Content Catch mode is initially equivalent to Content Link mode, the only difference being that when the playhead reaches the next region on the same track, the contents of this region are then displayed.

This is only correct if the Logic Pro > Preferences > Global > Catch > “Catch content by position if Catch and Link are enabled” preference is switched on. As this preference is switched off by default in Logic Pro 8:

- Content Catch mode follows the playhead position *within* the displayed region, but does not update to show the contents of subsequent regions as the playhead passes over them.
- Content Link mode, when enabled, will update to show the content of each region as the playhead passes over them.

Changes to Setting Up the Metronome

Both the *Logic Pro 8 User Manual* and the *Logic Studio Instruments and Effects* document state that Klopfggeist is inserted into instrument channel 128, by default. This is incorrect. Logic Pro 8 uses instrument channel 256 as the metronome channel.

Changes to Recording Delay Parameter

The screenshot on page 96 of the *Logic Pro 8 User Manual* shows an incorrect unit of measure for the Recording Delay parameter. It should read “Samples” and not “ms.”

Changes to ES2 Surround Range

Both the *New Features in Logic Pro 8* (page 27) and *Logic Studio Instruments and Effects* (page 254) documents state that you can modulate the movement of the sounds within the sound range by choosing Diversity as the target in the Router. This is incorrect. The correct modulation target for this use is Pan.

Choosing Diversity as the target allows you to modulate the distribution of sound across the surround channels (as per the correct description on page 277 of the *Logic Studio Instruments and Effects* document).

Changes to Surround Mode Control Assignment

In the *Logic Pro 8 Control Surfaces Support* document, all references to the Surround mode control assignment, for the following three devices, should be changed to Surround Spread.

- Radikal Technologies SAC-2K
- Tascam FW-1884
- Tascam US-2400

Changes to Mackie HUI Auto Enable Controls

The *Logic Pro 8 Control Surfaces Support* document (page 178) states that several controls (FADER, PAN, PLUG IN, MUTE, and SEND) activate or deactivate the playback and recording of certain parameter automations. While this statement is true for recording, it is not true for playback.

Changes to Freezing Tracks

The *Logic Pro 8 User Manual* states that you can individually freeze audio or software instrument tracks. However, when working with multi output software instrument tracks, such as Ultrabeat, the Freeze function (Freeze button in the track header) is not available.

Accessing the Late-Breaking News Document

This document is published online and may be updated as newer versions of Logic Pro 8 are released or new information becomes available.

To check for recent updates, do the following:

- In Logic Pro, choose Help > Late-Breaking News.

If Safari is the default web browser for your system, the Late-Breaking News PDF file is displayed directly in Safari. Other web browsers may not be able to display PDF files directly, in which case the PDF file is downloaded to the default download location.