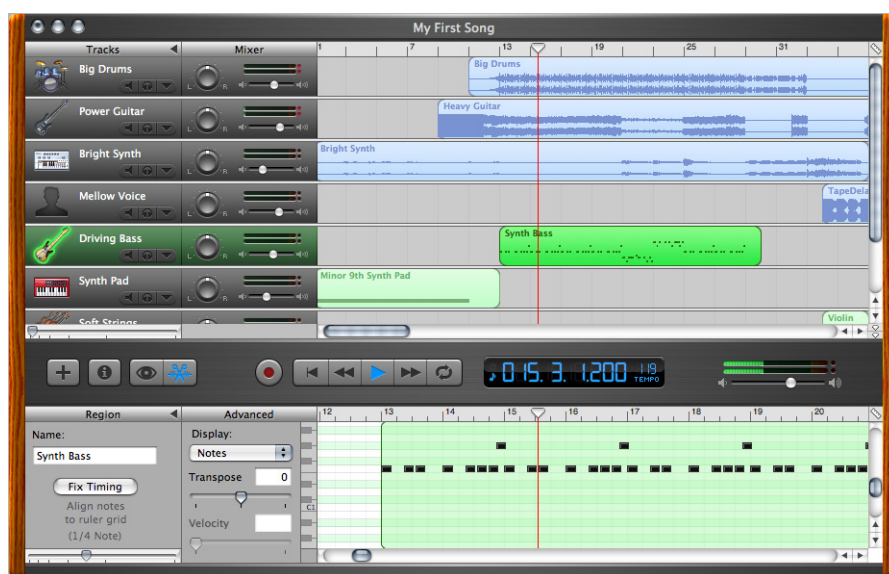


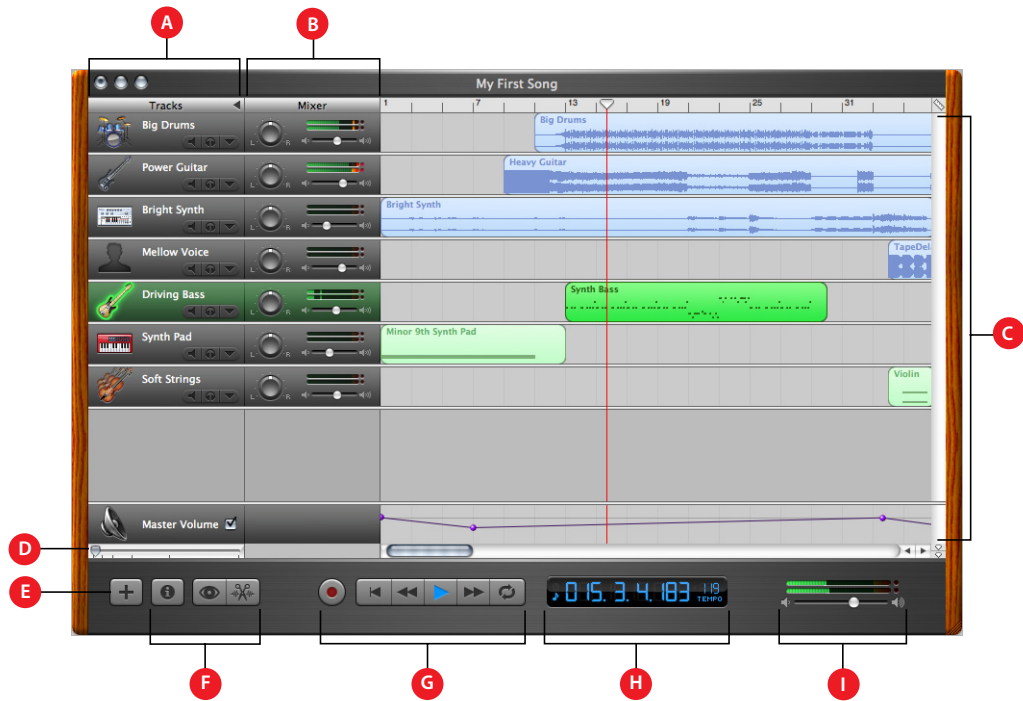
GarageBand at a Glance

“GarageBand at a Glance” introduces you to the features and controls in the GarageBand windows. You use these controls to create your songs in GarageBand. Take a look at these pages even if you don’t plan to complete the tutorial, because knowing the names and functions of the GarageBand controls will make it easier to find answers to your questions in GarageBand Help.



The pages that follow introduce you to the main GarageBand window—including the timeline, the track editor, and the loop browser—and to the Track Info window. You record Real and Software Instruments, add loops, and arrange and mix your songs in the main window, and change track instrument, effects, and input settings in the Track Info window.

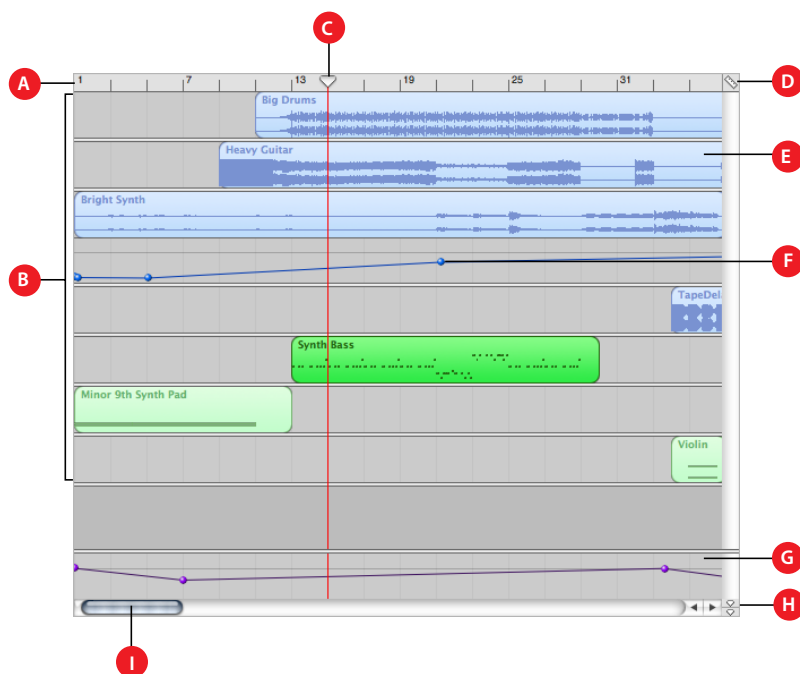
GarageBand Window



- A** *Track headers:* The instrument icon and name are shown on the left of each track's header. Click the Mute button (with the speaker icon) to silence the track. Click the Solo button (with the headphone icon) to hear the track by itself.
- B** *Track mixer:* Drag the pan wheel to adjust the pan position of the track (the left-to-right placement in the stereo field). Drag the volume slider to adjust the track's volume. Watch the level meters to see the track's volume level as you record and play.
- C** *Timeline:* Contains the tracks where you record Real and Software Instruments, add loops, and arrange regions. Also includes the beat ruler, which you use to move the playhead and align items in the timeline with beats and measures. See "Timeline" on page 3 for a description of the features and controls in the timeline.
- D** *Zoom slider:* Drag the zoom slider to zoom in for a closer view of part of the timeline, or to zoom out to see more of the timeline.
- E** *New Track button:* Click to add a track below the existing tracks in the timeline.
- F** *Track Info, Loop Browser, and Track Editor buttons:* Click to open the Track Info window, loop browser, or track editor.
- G** *Transport controls:* Click the Record button to start recording. Click the Play button to start or stop the song playing. Click the Go to Beginning, Rewind, or Fast Forward buttons to move the playhead to different parts of the song. Click the Cycle button to turn on the cycle region.
- H** *Time display:* Shows the playhead's position in either musical time (measures, beats, ticks) or absolute time (hours, minutes, seconds, fractions). Also shows the song's tempo. Includes buttons for changing the format of the time display.
- I** *Master volume slider and level meters:* Drag the volume slider to adjust the output volume level of the song. Watch the level meters to see if clipping is occurring before you export a song.

Timeline

The timeline contains the tracks where you record Real and Software Instruments, add loops, and arrange regions.



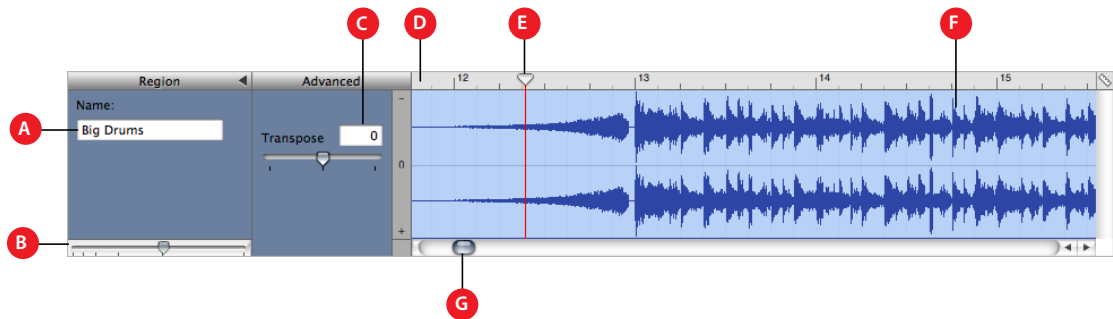
- A** *Beat ruler:* Shows beats and measures, the units of musical time in the timeline. You can click the beat ruler to move the playhead to a precise beat or measure.
- B** *Tracks:* You record Real and Software Instruments in tracks, and drag loops to tracks to add them to a song. You arrange the song by working with loops and regions in tracks in the timeline.
- C** *Playhead:* Shows the point in the song currently playing, or the point where playback starts when you click the Play button. Also shows where cut and copied items are pasted in the timeline. You can move the playhead to change what part of the song is playing.
- D** *Timeline grid button:* Choose a note value for the timeline grid, or choose Automatic to have the value change when you zoom in or out.
- E** *Regions:* When you record a Real Instrument or Software Instrument, or add a loop, you create a region in the timeline. You can cut, copy, and paste regions, resize and move them, transpose them, and make other changes to build the arrangement of the song.
- F** *Volume curves:* Add a volume curve to a track, then add and adjust control points on the volume curve to add dynamic changes to different parts of a song.
- G** *Master track:* You can change the sound of the overall song by adding effects or a volume curve to the master track.
- H** *Playhead lock button:* Click to unlock the playheads in the timeline and the track editor, so that you can see a different part of the song in the track editor than in the timeline.
- I** *Scroll bars:* Drag the horizontal scroll bar to move to a different part of a song. Drag the vertical scroll bar to see tracks not currently visible.

Track Editor

The track editor is like a microscope showing a close-up view of part of a track. You can edit Real and Software Instrument regions in a variety of ways in the track editor.

For Real Instruments

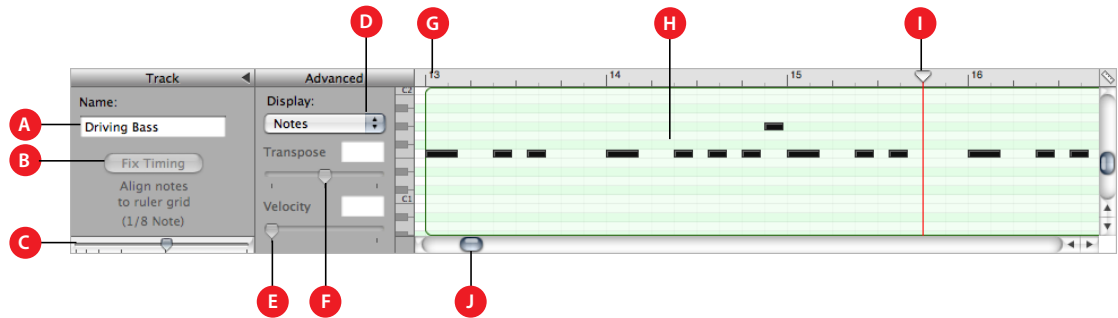
When you select a Real Instrument track, the track editor shows the waveform of the regions in the track. You can rename regions and transpose loop regions (but not recorded Real Instrument regions) in the track editor.



- A** *Name field:* When a track is selected, type a new name for the track in the field. When a region is selected in the timeline, type a new name for the region in the field.
- B** *Zoom slider:* Drag to zoom in for a closer view or to zoom out to see more of the track or selected region. Zooming in the track editor is independent of the timeline.
- C** *Transpose slider and field:* Drag the slider to transpose the selected Real Instrument region up or down by up to 12 semitones. You can also type the number of semitones in the field. Only Real Instrument regions created from loops can be transposed.
- D** *Beat ruler:* Shows beats and measures for the area visible in the track editor.
- E** *Playhead:* Shows the point in the song currently playing.
- F** *Waveform display:* Shows the waveform of the regions in the track.
- G** *Scroll bar:* Drag the scroll bar to move to a different part of the track.

For Software Instruments

When you select a Software Instrument track, the track editor shows a graphic display of the notes in the track or selected region. You can edit individual notes in Software Instrument regions, fix the timing of notes, and transpose and rename regions. You can also show and edit controller data, such as pitch bend, modulation wheel, and sustain data, recorded when you play your music keyboard.



- A** *Name field:* When a track is selected, type a new name for the track in the field. When a region is selected in the timeline, type a new name for the region in the field.
- B** *Fix Timing button:* Click to fix the timing of the selected region so that notes move to the nearest grid position.
- C** *Zoom slider:* Drag to zoom in for a closer view or to zoom out to see more of the track.
- D** *Display pop-up menu:* Choose whether to show notes or controller data in the track editor.
- E** *Velocity slider and field:* Drag the slider to change the velocity of selected notes. You can also type the velocity value in the field. A note's velocity reflects how hard the key is pressed when you play the note.
- F** *Transpose slider and field:* Drag the slider to transpose the selected Software Instrument region up or down by up to 36 semitones. You can also type the number of semitones in the field.
- G** *Beat ruler:* Shows beats and measures for the area visible in the track editor.
- H** *Notes/controller data display:* Shows the individual notes of Software Instrument regions in a graphic format. You can move and resize notes to adjust their pitch, where they start playing, and how long they play. Shows controller data when chosen in Display pop-up menu.
- I** *Playhead:* Shows the point in the song currently playing.
- J** *Scroll bar:* Drag the scroll bar to move to a different part of a track.

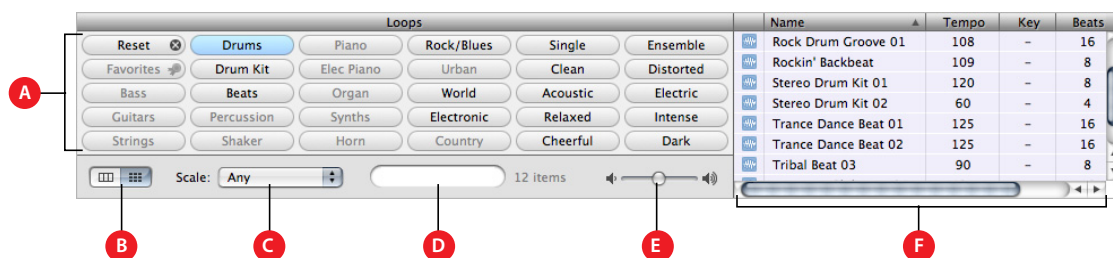
Loop Browser

The loop browser lets you quickly find loops to add to your songs. You can find loops using keywords for instrument, musical genre, or mood. You can also perform text searches, and refine your results in several ways. The loop browser shows the tempo, key, and number of beats for each matching loop. You can preview loops in the loop browser before you add them to a song.

The loop browser gives you two ways to find loops: button view and column view.

Button View

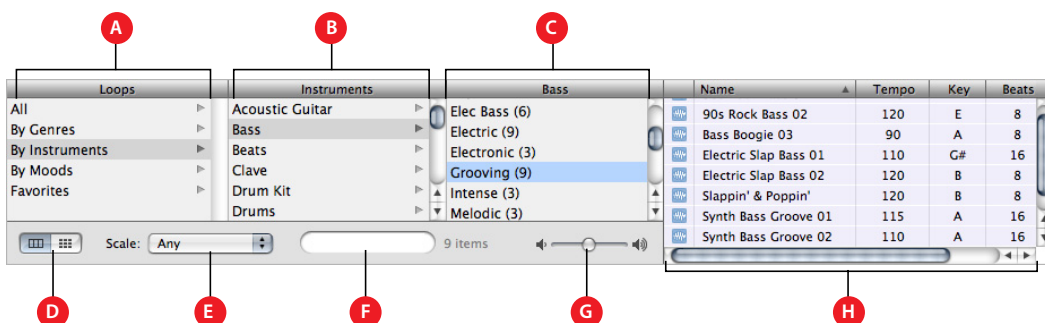
In button view, the loop browser contains a set of keyword buttons. Click a button to show matching loops in the results list. Clicking multiple buttons narrows the results to those loops that match all of the selected keywords.



- A** *Keyword buttons:* Click a keyword button to display matching loops in the results list. You can click multiple keyword buttons to narrow your results.
- B** *View buttons:* Click the column button to show column view, or click the grid button to show button view.
- C** *Scale type pop-up menu:* Choose a scale type to see only loops using that musical scale.
- D** *Search text field:* Type text in the field to see loops with the text in their file name or path.
- E** *Preview volume slider:* Drag the slider to adjust the volume of the loop being previewed.
- F** *Results list:* Shows loops that match the selected keywords. Also displays the tempo, key, and number of beats for each loop. Click a loop in the results list to preview it. Click the Favs checkbox for a loop to add it to your favorites.

Column View

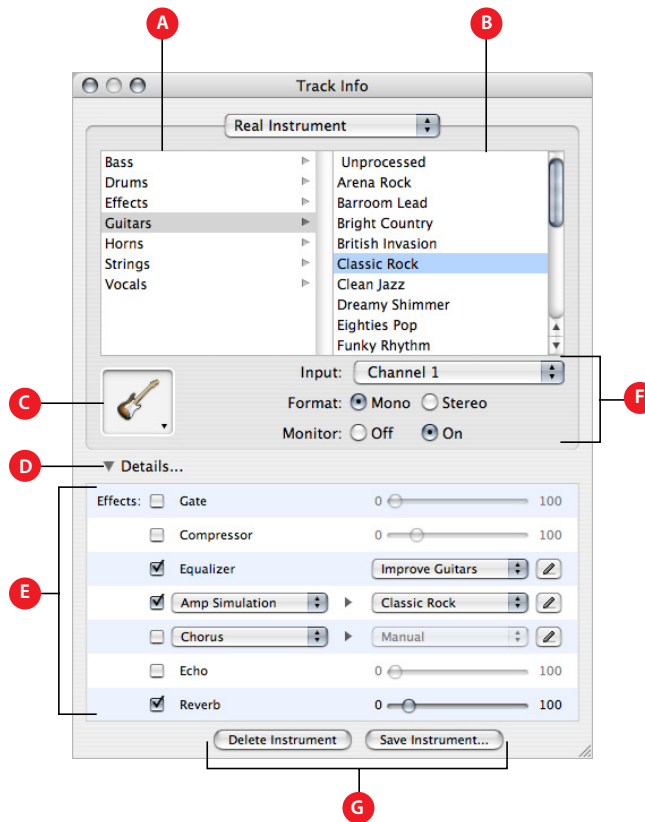
In column view, the loop browser features columns for keyword type, categories, and keywords. Click a keyword type to show categories for that type, click a category to show keywords, then click a keyword to show matching loops in the results list. Clicking multiple keywords expands the results to those loops matching any of the selected keywords.



- A** *Keyword type column:* Click a keyword type to show the categories for that keyword type in the middle column.
- B** *Category column:* Click a category to show keywords for that category in the right column.
- C** *Keyword column:* Click a keyword to show matching loops in the results list. You can click multiple keywords to expand your results.
- D** *View buttons:* Click the column button to show column view, or click the grid button to show button view.
- E** *Scale type pop-up menu:* Choose a scale type to see only loops using that scale.
- F** *Search text field:* Type text in the field to see loops with the text in their file name or path.
- G** *Preview volume slider:* Drag the slider to adjust the volume of the loop being previewed.
- H** *Results list:* Shows the loops that match the selected keywords. Also displays the tempo, key, and number of beats for each loop. Click a loop in the results list to preview it. Click the Favs checkbox for a loop to add it to your favorites.

Track Info window

The Track Info window shows the current instrument and effects settings for the selected track. You can change these settings in the Track Info window. Some controls in the Track Info window are different for Real Instrument tracks than for Software Instrument tracks (as noted below).



A *Instrument category list:* Click an instrument category to see the instruments for that category in the instrument list.

B *Instrument list:* Click an instrument from the list.

C *Instrument icon pop-up menu:* Click to choose an instrument icon from the icon menu.

D *Details triangle:* Click to show the instrument, effects, and channel settings.

E *Effect checkboxes, sliders, and pop-up menus:* Click an effect checkbox to turn the effect on or off. Drag the sliders to adjust the level of the effects, or choose an item from the pop-up menus. The Track Info window includes the following effects for Real and Software Instruments:

Noise gate slider (Real Instrument tracks only): Drag the slider to adjust the amount of gating.

Module and module setting pop-up menus (Software Instrument tracks only—not pictured): Choose an instrument module (preset) from the menu.

Compression slider: Drag the slider to adjust the amount of compression.

Equalizer pop-up menu: Choose an EQ setting from the pop-up menu.

Effect and effect setting pop-up menus: Click a checkbox to turn additional effects on or off. Choose an effect from a pop-up menu on the left, then choose an effect preset from the pop-up menu on the right.

Echo slider: Drag the slider to adjust the amount of echo.

Reverb slider: Drag the slider to adjust the amount of reverb.

-
- F** *Input channel pop-up menu and buttons (Real Instrument tracks only):* Choose the input channel or channels for the instrument from the pop-up menu. Click the Mono button for an instrument with mono (single) output, or click the Stereo button for an instrument with stereo outputs. Click the Monitor On button to turn on monitoring for the track, or click the Monitor Off button to turn off monitoring.
-
- G** *Save Instrument and Delete Instrument buttons:* Click the Save Instrument button to save an instrument. Click the Delete Instrument button to delete a saved instrument.
-