

Cheatsheet 2: Audio in Logic

Setting up Audio

After plugging your interface in, launch Logic and start and save a new project. To adjust audio parameters, in the tool bar above the Inspector, choose **Preferences > Audio...**

From here you can choose:

- Input & output sources
- Resolution (16-bit or 24 bit)
- Buffer size

Consolidate Your Project

File > Project > Consolidate; Click **OK** twice

Add a New Audio Track

- At the top of the arrange area, click the “+” to add a track
- Choose Audio, Mono, and your interface from the input menu
- Make sure Record Enable and Open Library are checked
- On the track header, double-click the name and rename it something descriptive

Set Levels/Tune Up

- Play or sing the loudest part that you intend to record and watch the clip detector on the channel strip. Adjust the signal level on your instrument or preamp, if necessary, to avoid clipping. Try to get the source set to the best level before moving the faders in Logic.
- If recording guitar and you need to tune:
 - In the Library Tab, choose an appropriate guitar preset; adjust the level again if needed.
 - If the preset includes the tuner plug-in, skip to next step. If it doesn't load the tuner plug-in, click an empty insert slot on the channel strip and choose **Metering > Tuner > Stereo**
 - Click the tuner insert button and make sure the **Bypass** isn't on (bypass on = orange) and tune your instrument.
 - Turn the **Bypass** back on.

Recording Audio

- Position the playhead to where you want to record, then press the asterisk on the keypad (or 'R' on laptops) or click the record button (you'll get a 1 measure count-off)
- Press the spacebar to stop.

Recording Takes in Cycle Mode

- Note that you if you record over the top of a recording, Logic doesn't erase your original, but rather sets up a "take folder" where all of your takes are stored.
- Set up a loop, start recording and play as many takes as you need. Stop recording.
- You can now preview the various takes in the take folder that Logic places in the arrange area.

Creating a "Comp"

- Open any "take folder".
- Click and drag a take from left to right to create the first part of the comp.
- Click the spot where you want a different take to make up the next portion of the comp.
- Repeat until you've create a satisfactory compilation of takes.
- You can make the comp permanent by choosing "Flatten" from the takes menu in the upper left corner of the takes folder region.

Fades and Crossfades

- Press Esc and choose the Fade tool (or press esc-0)
- Click and drag a take from right to left over a region to create a fade.
- Click and drag over the junction of any two regions to create a crossfade between them.

Cleaning Up Unused Audio Files

- Open the Audio Bin by clicking the Media button in the upper right corner, then choosing the Bin tab (or just press B)
- Under the Edit menu in the Bin, choose "Select Used."
- Under the Audio File menu, select Delete File(s)