

# Cheatsheet 6: Logic's Ultrabeat Plugin

## Loading Ultrabeat

- Launch Logic and create an empty project choosing Software Instrument as your initial track.
- Click the channel strip's I/O instrument slot (just above "Stereo Out") and choose Ultrabeat (Drum Synth) [NOTE: the EVP88 EP may be in this slot. If so, simply replace it.]
- You can load drum kits in via the pull-down menu (#default) at the top of the Ultrabeat window, or by choosing them from the Library pane in Logic's main window.

## The Step Sequencer

- The sequencer is the lower portion of the Ultrabeat window. To turn it on, click the power button under where it says "Sequencer" in the lower left corner of the Ultrabeat window.
- Pressing the Play button will preview a pattern in Ultrabeat; pressing the space bar will start Logic's playback. If the sequencer's power button is on, Ultrabeat will play during playback until you press stop or turn off the sequencer.
- Preset patterns associated with the loaded drum kit can be accessed from the bottom left corner via a pull-down menu (they are in this format: *1 (C-1) sq*). The first number is the pattern number, the second is the key on your MIDI keyboard that will trigger that pattern, and 'sq' means a pattern has been saved. No 'sq' means that it's an empty slot awaiting a new pattern.
- Programming Patterns:
  - Press the "Full View" button in the lower right area to see Ultrabeat's drum machine programming grid.
  - From the Pattern menu (bottom left), choose an empty pattern.
  - Click the appropriate squares in the grid to build your pattern.
  - Control-clicking in a drum sound's lane brings up quick-fill options.
  - Choosing a drum sound by clicking its lane header, then control-clicking the Velocity/Gate area allows you to alter or randomize velocities/gates for a less-robotic feel.
  - Clicking lights on the Accent strip will raise the volume of the hit by a dB amount specified by the small slider to the left of the strip.

## Exporting Patterns as Loops/Humanizing

- Once you've programmed a pattern, in Ultrabeat's step sequencer area, hover your cursor over the Pattern button [just to the right of the word "pattern"]; when you see a help tag that says "Drag to Arrange Window," follow that instruction to transform the pattern into a green MIDI region.
- **IMPORTANT:** After dragging the pattern to the Arrange Window, turn off Ultrabeat by clicking the power button. Otherwise you'll have both the playback on the track and the Ultrabeat drum machine triggering the same sounds. This may result in a "flanging" sound or a drum track that is overly loud, and needlessly adds more workload for the CPU.
- The pattern can now be "humanized" by double-clicking the loop region, and applying tweaks to the notes that appear in the Piano Roll:
  - Note positions can be adjusted by fine amounts by selecting them, then apply a control-shift-drag.
  - Velocities, positions, and durations can be "humanized" by selecting them in the Piano Roll, then choosing **Function > Transform > Humanize** from the Piano Roll's sub-menu [NOTE: make sure the region is selected in the Arrange area before you do this. Otherwise the Humanize option will be grayed out and not selectable.]