

using logics software synths

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with thanks to **cass**,
regardless of
what others say.

regarding this tutorial

Using the software synthesizers within Logic Pro requires some knowledge of how the Logic sequencing environment works. We will discuss the operational basics and a few other points of interest, but for fuller explanations of Logic or its included plug-ins, please refer to the **Logic Pro 7 Reference Manual** or the **Logic Pro 7 Plug-In Reference**, respectively. At the time of this writing, these manuals and all of Logic's documentation are available as PDF files in English, German, Spanish, French, and Japanese.

Before we begin, we should familiarize ourselves with the basic track types that exist in Logic.

- **MIDI tracks** allow you to record and playback MIDI data, often through external MIDI devices.
- **Audio tracks** allow you to record, playback, and manipulate audio signals that are eventually routed to the active audio interface.
- **Audio Instrument tracks** are a type of audio track that allow you to record MIDI and play it back through software synthesizers that pass their output to the selected audio interface.

The first two are probably familiar as they are common to many sequencers. As you can see, an **Audio Instrument track** is a sort of hybrid that stores MIDI data but resolves it as audio within the computer. Because of this design, Audio Instruments can be bounced directly to audio (unlike MIDI tracks which cannot). The concept of bouncing directly to audio whenever possible is central to Logic's design.

If you go through this tutorial in the labs, the pictures here should perfectly match the computer screen. Due to the highly configurable nature of Logic, doing this tutorial on your own machine may look a bit different. Work through the tutorial whichever way is most comfortable for you. (if you plan to work primarily at home, do the tutorial at home.) The concepts remain the same regardless of your location.

With these primary facts in mind, let's open Logic.

