

# Cheatsheet 2: Audio in Logic

## Bounce Your Project

1. Choose **Edit > Select > All** (or **Command-A**)
2. Choose **File > Bounce > Project or Section** (or **Command-B**)

## Setting up Audio

After plugging your interface in, launch Logic and start and save a new project. To choose input and output options choose **Logic > Preferences > Audio...**

## Add a New Audio Track

- At the top of the arrange area, click the “+” to add a track
- Choose Audio or Guitar or Bass
- Make sure Record Enable and Open Library are checked
- On the track header, double-click the name and rename it something descriptive if needed

## 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...
  - In the Library Tab, choose an appropriate guitar preset; adjust the level again if needed.  
NOTE: This may change your track name!
  - To tune, click the tuning fork icon in the control bar at the top of Logic’s main window.

## 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 if the count-off button is on in the control bar)
- 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 new 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. Other options are available as well.

## Fades and Crossfades

- Press T and choose the Fade tool (or press T-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 Project tab (or just press F)
- Under the Edit menu in the Bin, choose "Select Used."
- Under the Audio File menu, select Delete File(s)