

Cheatsheet 9: Live Loops Performance & Recording Basics

Loading and Understanding a Live Loops Starter Grid

- From the **Quick Start** window, click **Starter Grids** in the sidebar, then choose and open a Live Loops set.
- The Live Loops grid consists of cells that can contain audio, software instrument, or Drummer regions, which are usually looped. As with regions in an Arrange area, cells can exist only in a track of the same type.

Playing Cells and Scenes

- Play cells...
 - Position the pointer over a cell, then click the Play button in the cell. The Play button turns into a Stop button, which lets you stop playing the cell.
 - You can play cells in the grid in any order to start and stop, combine, and layer cell playback as you like. Note that only one cell on each track can play at a time.
- Queue and dequeue cells...
 - When you play cells, the Play button in the control bar engages, and the playhead starts moving. If you click the Stop button in the control bar while cells are playing, the cells stop playing and start blinking. The blinking indicates that the cells are queued, and that when you start project playback, the cells will start playing again from the beginning.
 - Click the Grid Stop button at the bottom right corner of the grid to stop all playing cells and remove all blinking cells from the queue. You can also Control-click a cell to change its queue state in a shortcut menu.
- Play scenes...
 - The columns in the grid are called scenes, and can be thought of as different sections of the production.
 - To start playback of a scene, click a Scene Trigger button numbered 1, 2, and so on at the bottom of the grid.

Recording a Live Loops Performance

- You can record Live Loops performances to a secondary window containing an arrange area. To show this window, click the **Show/Hide Tracks Area** button (icon with horizontal lines in the upper left of the grid...just to the left of the **Show/Hide Automation** icon).
- To arm Logic to capture a performance recording, click the **Record Performance** button above the upper-left corner of the grid (icon with horizontal lines and the letter 'R').
- Click the **Record** button in the Transport controls (or just press the 'R' key).
- Start jamming by triggering different cells or scenes.
- When you are done, click the **Stop** button in the Transport controls (or just press the **spacebar**).

Playing Back and Editing a Recorded Performance

- You can click the **divider column** between the Grid and the Arrange area (at the top of the divider) to toggle between grid playback and arrange playback, which can be played back with the transport controls.
- To switch between cell or region playback on a single track, hover over the column separating the Grid and the Arrange area, then click the left part of the **double-arrow glyph** for that track. This allows you to play live along with the recorded performance!
- To focus in solely on the recorded performance for editing and arranging purposes, click the **Show/Hide Live Loops Grid** button in the upper left (right next to the **View** pull-down menu).