Recommended Setup for Logic X

Please update to latest available Logic Pro X version (version 10.4.8 at present)

Please make sure all extra downloads are present.
Prior to Logic Pro X v10.2.1: Use menu *Logic Pro X/Download Additional Content*
Logic Pro X v10.2.1 onwards: *Logic Pro X/Sound Library/Download All Available Sounds*

<u>Additional Files:</u>

Your Custom Project Template should be put into *User/Music/Audio Music Apps/Project Templates/*

Key Commands should be put into *User/Music/Audio Music Apps/Key Commands*
In Logic – go to the menu *Logic Pro/Key Commands/Presets* and select your desired key command file.

Logic Preferences (These settings are saved on the computer for all work done in Logic) should ideally be set as follows:

Advanced Tab (select this FIRST otherwise some of the other options are hidden!)
1. Show advanced Tools (tick)

2. Tick all listed except "Surround".

General Tab/Project Handling:
1. Startup Action: Ask, or Create New Project from Template

2. Auto Backup: Last 30 Alternative Versions

General Tab/Editing
1. Number of undo steps: set to 30 or 40

2. Make sure SmartLoop handling of Scissors and 'Split by Playhead' is ticked.

3. Right Mouse Button: Is Assignable to a Tool

4. Pointer Tool in tracks provides: Fade tool click zones (tick)

5. Limit dragging to one direction in: Piano Roll and Score (tick), Tracks (tick)

   (Tip: you can still drag in any direction by holding Shift key)

General Tab/Cycle:
1. Set to 4 Ticks

2. Tick Smooth Cycle Algorithm

General Tab/Catch:
1. Tick them all.

Audio Tab/Devices:

1. Select your audio interface input and output to whatever device you are using.
2. Buffer size should be between 64 or 128 samples (at start of recording) and gradually change up to 1024 samples towards mixdown time when you start getting "Disk too slow" errors. Some higher-quality eg Thunderbolt audio interfaces will go down to 32 samples.

NOTE: Never change **recording delay** away from 0 samples unless you have a specific and rare issue with an older audio interface. If this is moved, all your just-recorded audio files will be MOVED by this much directly after recording them.

1. Processing threads: Automatic
2. Process Buffer Range: Medium
3. Multithreading: Playback may give better performance, but Playback and Live Tracks might be better when recording multiple tracks at once.
4. Rewire behaviour: Off unless specifically using Rewire mode for something.

Audio Tab/General:

1. Sample accurate automation: Volume, Pan, Sends, Plugin parameters
2. Recording file type: Wave (BWF)
3. All the next four boxes ticked.
4. Plug in latency: Compensation: All

Display Tab/General/Windows: All are optional but I recommend you tick '*Show default values*' and *'Show icons in New Track dialog'* unless recording full bands (Not showing icons will give you access to the "pro" ability to create ascending inputs and outputs when creating multiple tracks). *Show Help Tags* is handy if you're still learning Logic.

Automation Tab/Write Automation for: (Tick all except "Solo")

Project Settings (These get saved within each project/template)

The best idea is to tweak an empty project and then *'Save as template'*.
Create a new empty session and then check or tweak the following (the rest can remain on defaults);

Project Settings> General. Project Type Select (bar-based) *"Use musical grid"* unless you're doing film soundtracks or recording a band without using a click-track.
Tick *'Use preset parameter value for regions... ...is present)'*

Project Settings> Synchronization Tick *'Enable separate SMPTE view offset'*
When using *'View Secondary Ruler'* in the main window the time will now start from 0:00:00 rather than 01:00:00 which makes it easier to read and makes more sense.)

Project Settings> Recording:
Auto-colorize takes (tick), Gives each take a different colour when using take folders.

Project Settings> Audio:
Sample rate is generally 44.1kHz for music and 48kHz for film/TV unless you're doing fancy high-sample rate stuff (Note - 96kHz files are twice the size and twice the load on processor as 48kHz).
Pan law: -3dB
DON'T tick Apply Pan Kaw Compensation to Stereo Balancers!
Apple Loops: High Quality.

Project Settings>MIDI>Chase tab: Tick "Notes".
Project Settings>MIDI>Clip Length tab: Tick all.

Project Settings>Assets:
All can be ticked EXCEPT for *"Copy Apple Library Content"*. This will copy huge amounts of files into your project folder if you're eg browsing grand pianos. With this unticked you'll only get your own custom content copied in.

In template's Main Window:
Set tools to: Pointer, Pencil, Marquee tool (Left mouse, Command-click, Right mouse). *If you still prefer only two tools – set the Marquee to the Command tool.*
Main Window's Small View Menu: tick "Secondary Ruler" (this shows time ruler on top of bar ruler)
Drag: Set to 'No overlap'
Snap: make sure "Alignment Guides" is ticked at bottom.

Customise Control bar and Display as desired (right-click on control bar)
I usually select Custom display and recommend including: Capture recording (bottom second column). This can retroactively capture MIDI from when you were just jamming along with the track. Low latency mode. Swap Left and Right Locators. I

usually get rid of a bunch of the different types of Play options. Save as Default when you're happy.

Customise Toolbar (make sure drop-down toolbar is showing - if not click toolbar button on left side of Control bar) (Right-click to customise)
Recommended: *AQA, Split by Playhead, Split by Locators, Join, Nudge, Repeat Section, Cut Section, Insert Section, Insert Silence, Previous/Next Marker, Set Locators, Zoom, Colors.* Save as Default when happy.

SAVE AS A TEMPLATE. When done, use *File/Save as Template* to add to template list (it will now show up under *"My templates"*)

Now use File>New from Template to access your Template/s.

Tips when using templates
You can use the little drop-down **Details** section at the bottom of the dialog window while selecting a template to eg Tap Tempo and /or set the song key etc before committing to opening it. (You can change these later if you forget).

Save **immediately** upon opening a template - with a decent name. I can't stress this enough. Until you save your project with a name and location your project is really just floating there in the computer's memory, and some functions like auto-save may not work.

Tip: Save project as "Folder" rather than "Package". Folder mode allows you to save multiple versions (Save as…) of your project without it getting too large.
Saving as 'package' (the GarageBand method) means that every time you do an extra "Save as…" (eg Awesome song v1, Awesome song v2 etc) ALL of your audio files are copied into the new package, which multiplies the consumption of your hard-drive space. In 'Folder' mode only the new Logic project file is added, and the audio files just remain where they are in a separate Audio Files sub-folder. Note that when backing up your project that it's important to make sure you're also backing up this Audio Files folder! So, copy the entire project folder, not just the Logic project file/s.

Although you can now save Project Alternatives in Logic, until Logic is bug-free and the file system is perfect (and so are your own file management skills) I personally advise against it – purely from a project maintenance and repair perspective. It's simpler to just use the aforementioned Folder structure and then save-as with a new (perhaps numbered) project name every time you come back and carry on working on your project.