

LOGIC - the basic deal*

Twiddly.Bits - short musical 'motifs' recorded directly in MIDI by real musicians - can be imported into Logic very simply. They will appear as a series of short MIDI phrases, on individual tracks, that you can loop or combine to form complete tracks.

The Twid libraries cover everything from drums, to synths, guitars, brass... and in styles ranging from dance to funk, country, reggae, and jazz.

Once loaded into Logic, a Twid can be viewed in as musical notation, as event data, or simply as sequence objects you can freely kick about the screen. It's up to you.

You can simply call up some Hip Hop MIDI drum loops and use the Twids like a human drum machine, or you can edit, mix and match, transpose guitar strums, basslines etc. until you get the exact performance you want.

Finally, using the Twids to generate cool MIDI performances and effects from your synths, samplers and/or effects processors, you can record the output of your chosen sound source (synth, softsynth, sampler etc.) back into Logic as an audio file (AIFF/WAV). You can then use them as audio regions or tracks for final processing and assembly

Here is a quick Step by Step tutorial that'll give you a good basis from which to explore and use regular Twiddly.Bits in Logic.

• Loading Twiddly.Bits

1. Load a Twiddly.Bits library onto your PC/Mac and open up Logic.
2. Go to FILE, OPEN, and load in a Twiddly.Bits file. You will be given the option to creating a new environment (start a new sequence) or copying your current environment for the incoming MIDI File (merge the Twiddly.Bits file with the sequence you're currently working on).
3. The Twiddly.Bits .MID file will load as a series of MIDI tracks, with each groove or loop on a separate track, i.e. each track will contain one "Twiddly.Bit."
4. Select the output/device you want to use, then solo one track so you can hear parts individually, and hit PLAY.
5. In Logic you can also view a Twiddly.Bits loop in notation format by double clicking on the part [*Set this up from PREFERENCES, GLOBAL. Set the default to 'double click sequence to open in score.'*]

• Sounds

Twiddly.Bits are MIDI data. They have no fixed 'sound.' As a default, Track one in a Twiddly.Bits .MID file will contain a GM Program Change message that will call up an appropriate sound. If you do not wish to use this sound, erase the Program Change message in event edit.

In some Twiddly.Bits .MID files you may find a SetUp track. What's this? Well, when we record guitars, bass, fiddle, etc, we often use a wider-than-normal pitch bend range, say, +12, or +7. This produces far greater expression and sensitivity in the part. The SetUp track

automatically 'sets up' the required pitch bend range for you.

Solo it, and play it once, and it'll configure the MIDI Channel on your connected sound source/device to the necessary pitch bend range. You'll know if this hasn't been set correctly because the parts will sound very strange indeed!

- **Looping & Compiling**

You can move a Twid anywhere you like by clicking on the file and dragging it to another location.

To loop a Twid highlight the 'from' and 'to' by mousing over the measure bar at the top of the screen.

- **Importing Twids into an existing song**

A collection of Twiddly.Bits is essentially a library of musical clips and beats. Sometimes you simply need to import a particular drumloop... or guitar phrase... or sax lick... into a song you are already working on.

Here's how:

Open a Twid file. Select the track/part that you want to use in another song. Apple C will put the selected part into the Clipboard. Apple V can then paste it into your pre-existing song, or you can simply drag and drop between two open songs.

- **Converting a Twid to audio (WAV/AIFF):**

Route the audio output(s) of your sound source/device to the input of your soundcard. Select an audio track, and select the input as your sound source/device's output. As the (MIDI) Twid plays you can now record the data as an audio WAV/AIFF file.

If you want to record, say, individual instruments within a drum kit, use the Z file version Twids (where individual drums are saved on separate tracks), and record each instrument separately. Now you can process the snare WAV/AIFF file independently from the kick, hats etc.