DM-24 LOGIC ENVIRONMENT

Instructions (These instructions were created based on using Logic 5 with Mac OS 9.2, however these instructions should also apply to those using Windows OS.)

This DM-24 Template file provides you with two powerful tools for integrating Emagic's Logic sequencing software with the TASCAM DM-24 digital console. It requires Logic 5.0 or higher.

DM-24 MIXER Environment
The first tool is a Logic environment that appears as a visual representation of various DM-24 functions. This environments is actually comprised of many different objects
that allow you to view things such as
fader position, mute status, panning, and preset recall of effects and snapshots. Also, the status of these functions will automatically update on screen as you change setting on the DM-24. You can also grab controls on Logic's environment screen, and watch the DM-24 immediately respond as well. All though this looks cool, and is sure to impress your friends, the real power is in being able to automate these functions within Logic's sequencer. The advantage of getting the DM-24 macro installed into your Logic session requires a few steps. Logic has to be made aware that the DM-24 exists in your system, and this is accomplished by simply importing the environment layer from this downloaded
session file into your Logic session. You'll probably want
to import the environment layer into your autoload session, so that the DM-24 will be
present in any new session you create.

1. It is necessary to have bi-directional MIDI communication between Logic and the DM-24. Connect a MIDI cables from an output of your MIDI interface to the MIDI IN of the DM-24, and from the MIDI OUT of the DM-24 to an input of your MIDI interface.
2. Launch Logic. This should automatically create a new session from your autoload template.
3. Go to the windows heading, and select "Open Environment".
4. In the Environment window, select "options", and go down to where it says "Import Environment", and then select "Layer...".
5. Logic now asks you to locate the file from which you want to import the environment layer. Locate and select the "DM-24 template" file on your drive.
6. It now asks you to choose the layer you want to import. Select the "DM-24" layer, and press "Import". Now select "Exit". You should then see the "DM-24" environment layer on your screen.

7. Now we need to split the signal coming from the "Physical Input" in
Logic's environment to go to both the "Sequencer Input" and to the "DM-24".
The Physical Input object is most likely in the "Click & Ports" Environment
layer. Under the Environment Tools box, you will see a pull down menu that
currently says "DM-24". Click and hold down the mouse button, and scroll to
the "Click & Ports" option. The environment screen will now change.
8. Under the New heading, select the "Monitor" option. These creates a
new object that we are going to use to split the output of the "Physical
Input".
9. A long object called "Physical Input" will have a virtual cable
connecting it to another object (most likely the sequencer input). Click
and hold this cable, and then reconnect it to the Monitor object you just
created.
10. The monitor has a small arrow in the upper right hand corner. Click
and hold down the mouse, this creates another virtual patch cable. Connect
this cable to the object that the Physical Input used to be connected to.
Do this by dragging the cable to that object.
11. The monitor object should now have a second small arrow in the upper
right hand corner. You'll use this to split the signal to the DM-24 macro.
Because the DM-24 is on a different environment layer, hold down the option
key before clicking the arrow.
12. This pulls up a list of all the environment layers. Select the DM-24
layer, in which it now shows an object called "DM-24 automation". Select it.
This
automatically routes this cable to the DM-24 layer.
13. Now go back the the "DM-24" layer. In the upper right hand side of the
mixer you should see (scroll if necessary) an object called "DM-24 Output".
Click on the DM-24 Output object, and
select the MIDI port output you have the DM-24 connected on.
14. You may see a lot of scary looking cables connected to all sorts of
objects. You can go to the "view" heading and deselect the "cables" option
to make them disappear. There are also a group of objects to the left of the
main mixer that do not need to remain visible. Simply resize and scroll
your window until they are out of site.
15. You're done! Moving faders on the DM-24 environment layer, should cause
the
faders on the DM-24 itself to react. Inversely, If you move the DM-24
controls, the environment should reflect it.
If you want to automate these controls, create a sequencer track in Logic,
and select the DM-24 as the track destination.
With regards to the effect processors on the DM-24, you can only recall
effects that have been mapped via the MIDI mapping function located in the
MIDI section of the DM-24.
Please Note The DM24 contains multiple snapshots. Some of them have
channel 25-32 set up as four stereo pairs. In this case
channels 26, 28, 30, & 32 on the Logic mixer will have no corresponding
function with the DM-24. If these channels are unlinked, control will return.

DM-24 HYPER EDIT SET
The second tool this file provides you with is a predefined Hyper Edit set.
This allows for the graphical representation of all DM-24 functions you
automate into Logic. There is no import function for Hyper Edit Sets from
within Logic, however you can copy a set from one Logic session to another.
Follow the procedure below.
1. Assuming you¹re already in your autoload session, go to the File
heading and select "Open". Logic asks if you want to close the existing

file. Select "Don't Close".
2. Select the "DM-24 Template" file from your drive.
3. Go to Windows, and select "Open Hyper Edit". This will display the Hyper Edit Set.
4. Under the Hyper menu option, select "Select All Event Definitions".
5. Then select under the Hyper menu, "Copy Even Definition".
6. Now Go to the Windows menu, and at the bottom it will list both active sessions. Select the original autoload session.
7. Go back to Windows, and select "Open Hyper Edit".
8. If asked whether or not you want to "Open selected Folder or to Create a new Sequence", select "Create"
9. Once Hyper Edit window appears, go to the Hyper menu, and select "Create Hyper Set". A new set with a "Volume" event definition will appear.
10. Under the Hyper menu, select Paste. The copied event definition will appear.
11. Select the original event definition labeled "Volume" and delete it.
12. Double click the event definition name that says "MIDI Controls" (under the tool bar) and rename it "DM-24"
Your done! This Hyper edit set can be used with any DM-24 objects you create while automating. It's a great tool for manipulating automation data in a non real-time fashion.
Event Definitions that begin with the letter "v" refer to fader volume, with the respective channel number following. Letter "m" is for mutes, and letter "p" is for panning. Refer to Logic's manual for the details in how to use the Hyper Edit functions.
Save the changes to your autoload file, so your new DM-24 tools will be available with each new session.