DM-24 Logic Environment Instructions for PC

This "DM-24 Template PC" file provides you with two powerful tools for integrating Emagic's Logic sequencing software with TASCAM's DM-24 digital console. It requires Logic 4.5 or higher.

DM-24 MIXER MACRO

The first tool is a Logic environment macro that appears as a visual representation of various DM-24 functions. Macros are a single Logic environment object that are actually comprised of many different objects packed together. Ultimately this allows 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. Although 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. 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 copying the macro from this downloaded session file, and pasting it into your Logic session. You'll probably want to paste the macro into your autoload session, so that the DM-24 will be present in any new sessions you create.

1. It is necessary to have bi-directional MIDI communication between Logic and the DM-24. Connect a MIDI cable 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 PC" 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".
7. You should now see the DM-24 macro on your screen, along with a small object name "DM-24 Output" Click on the DM-24 Output object, and in the object attributes area, select the MIDI port output you have the DM-24

connected to.

8. 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.

9. Under the "New" heading, select the "Monitor" option. This creates a new object that we are going to use to split the output of the "Physical Input".

10. An object called "Physical Input" will have a virtual cable connecting it to another object. Click and hold this cable, and then reconnect it to the Monitor object you just created.

11. 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.

12. 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 Alt key before clicking the arrow.

13. This pulls up a list of all objects, in all layers. Select the DM-24. This automatically routes this cable to the DM-24 on its layer.

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 default DM24 mixer setup is for the second fader layer (17-32) to 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, you must manually reassign proper MIDI channel assignments for faders, pans, and mutes on the DM-24 for those channels, in order for them to respond to the Logic mixer. This is done in the MIDI control setup page of the DM-24.

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 you're 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 PC" 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 time time 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.