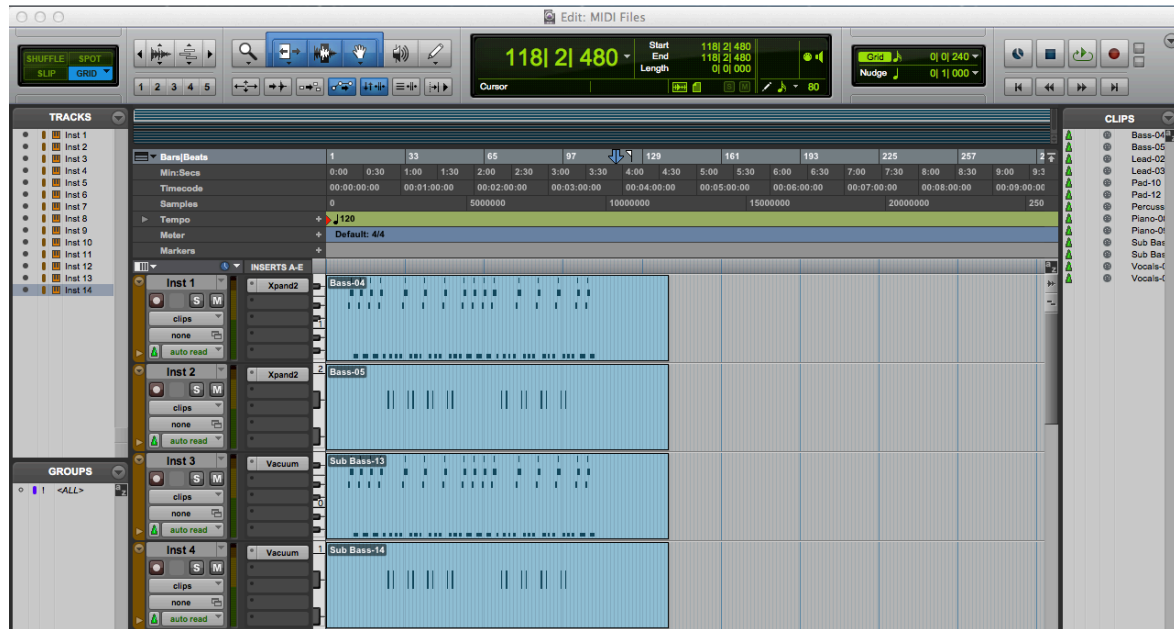


The Main Pro Tools Windows – Edit and Mix

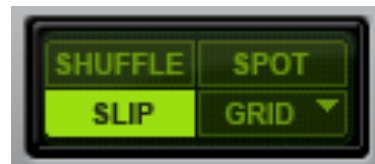


The Edit Window

The **Pro Tools Edit Window** displays audio waveforms, MIDI data clips, video, and mixer automation for recording, editing and arranging tracks. It is where you will work/edit your “tracks.” Familiarizing yourself with the different sections and buttons will make your experience working in Pro Tools much more efficient.

Edit Modes

The four different edit modes allow you to choose how clips/regions move on a track.

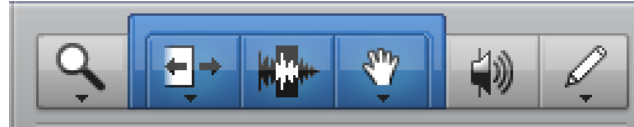


The main modes we will work in are **SLIP & GRID**

- Slip:** Gives you total control to move and/or edit a clip anywhere on a track. Most precise audio editing will be done in Slip.
- Grid:** Allows you to move and/or edit a clip to the closest defined point on a grid. It will “snap” to this closest point, allowing you to place clips directly on beat.
- Shuffle:** Moves a clip right up against another clip, allowing you to switch clips like a loop or verse/chorus in one movement.
- Spot:** Moves a clip/region/file to a specific numeric point.

Edit Tools

This section controls the way you can manipulate clips in your session.



Zoomer Tool

Zooms into and out of a track



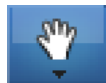
Trim Tool

Allows you to “non-destructively” trim off excess audio, MIDI, or video from the beginning or end of a “clip”



Selector Tool

Positions the playback cursor or selects an area in a track for playback or editing.



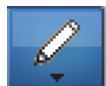
Grabber Tool

Selects an entire clip with one mouse click, moves clips along the Timeline, and also between tracks.



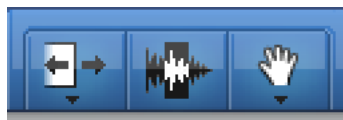
Scrubber Tool

Allows you to “scrub,” or move while hearing, across audio clips. The speed of playback depends on the mouse speed.



Pencil Tool

In advanced audio editing, can destructively “redraw” audio waveform data. It is also very useful for drawing in MIDI data like notes and automation.

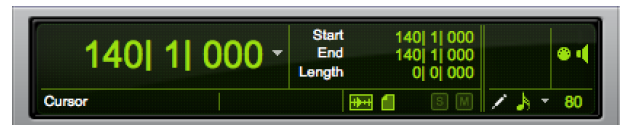


Smart Tool

Allows you to use the three most important edit tools at the same time. The tool you use is determined by where you place your cursor. Learning how to use the Smart Tool will greatly improve your efficiency in editing.

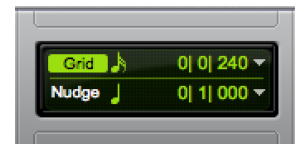
The Counter

Displays important information like playback & cursor position, start & end points, selection length.



Grid & Nudge Values

Controls and displays the how the grid is set up and the size of your nudge movements.



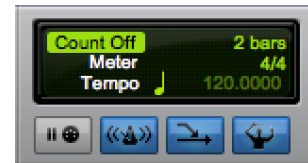
The Transport

Controls playback, recording, and other “movements.”



Midi Controls

Provides an overview of and access to change a variety of session parameters like tempo, meter, and count off.



Rulers

Various rulers display relevant information for a session. You should hide unneeded rulers as they take up valuable screen real estate.

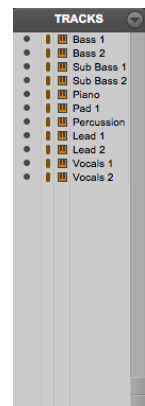
| Bars Beats | 1 | 33 | 65 | 97 | 129 | | | | |
|------------|----------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| Min:Secs | 0:00 | 0:30 | 1:00 | 1:30 | 2:00 | 2:30 | 3:00 | 3:30 | 4:00 |
| Timecode | 00:00:00:00 | 00:01:00:00 | 00:02:00:00 | 00:03:00:00 | 00:00:00:00 | 00:00:00:00 | 00:00:00:00 | 00:00:00:00 | 00:00:00:00 |
| Samples | 0 | | | | 5000000 | | | | 10000000 |
| Tempo | + 120 | | | | | | | | |
| Meter | + Default: 4/4 | | | | | | | | |
| Markers | + | | | | | | | | |

The most important for us are:

- Bars|Beats** - Useful for music editing and composition.
- Tempo** - Allows you to set the tempo and insert tempo changes.
- Markers** - Lets you create markers that identify and recall particular points in a session, like 1st verse, chorus, 2nd verse, vocals start, etc.
- Min:Sec** - Shows measurements in minutes and seconds. Very useful for material that has to be a specific length.

Tracks List

Displays the names of tracks in your session. You can hide tracks (but still hear them) by clicking on the little dot to the left of each track.



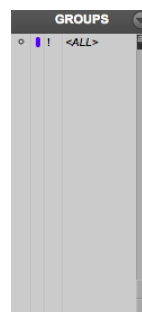
Clips List

Shows all the clips (and edits thereof) and type available to your session. They will be named based on their track name or file name, if imported.



Groups List

Displays any groups (such as all drum tracks) created during the editing/mixing processes.





The Mix Window

The **Pro Tools Mix Window** is where you adjust volume levels and panning, insert effects and instruments, and route signals into and out of Pro Tools.

The Channel Strip

Gives the “mixer perspective” of each track in your session.

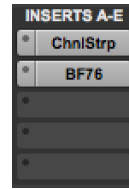
When learning about channels, it is important to think about the mixer as a series of channel strips.

The image to the right is one channel. The main image above shows 9 channels (or tracks).



Inserts

There are 10 available inserts per channel in Pro Tools. Inserts allow you to directly “insert” a plug-in processor or instrument into the signal path.



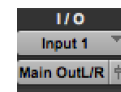
Sends

There are 10 sends available per channel. A send is different from an insert in that you “send” a copy of the signal to a processor, and have it return on an Aux Track to be mixed with the original.



I/O (Input & Output)

This section refers to the audio signals coming into and out of Pro Tools. The options available to you depend on your system configuration. With an Mbox, you will see inputs 1 & 2 for either microphone or line-level signals. Generally, your outputs will be your speaker or headphones (main stereo).



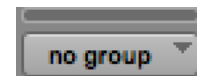
Automation

Automation allows you to record various movements (pan knobs, volume fader, etc.) of your mixer channel. This section allows you to change automation modes.



Groups

This drop down menu gives you access to the various groups (all drum tracks, all back up vocals, etc) you included this track in for mixing.



Pan Knobs

Panning allows you to move a sound signal left to right in the stereo field (left/right ears). Pro Tools has both Mono & Stereo tracks. Depending on this distinction, you will see one or two pan knobs per channel. The green number indicates how far to the left or right you have placed the sound, 0 being the center.



Mute, Solo, & Record Enable

The Mute button turns a track off so you don't hear it. The Solo button turns every other track off, so you can concentrate on the one you want to hear. Record Enable prepares a track to be recorded on.



Volume Fader & V/U Meter

This fader adjusts the volume of your track. It defaults to 0 (unity gain), which is not off. The V/U Meter (Volume Units) is a visual representation of volume.



Name Plate

This displays the name of your track. When highlighted, it shows what track you are working on. It also indicated the type of track (audio, MIDI, etc).

