

# 15 Video and MIDI Files

## 15.1 Playing Digital Video Files

### 15.1.1 Video on a Macintosh

Logic Hit Kit is able to import digital videos (movies) in QuickTime standard format, and play them in sync with the song. You can therefore compose to picture in Logic Hit Kit, without a separate video recorder.

You must have Apple QuickTime™ to play QuickTime movies on your Macintosh. This is a system extension that is a part of all newer operating system versions.

Tip

Opening a QuickTime movie in Logic Hit Kit:

1. From the menu bar, select *Options > Movie...* or *Options > Movie as Float...*

A dialog box appears in which you can select the QuickTime-Movie.

2. Select the movie and confirm by clicking *OK*.

This loads the movie. Logic Hit Kit opens an additional movie window in which the video is run.



You can navigate using the Transport in Logic Hit Kit or in the movie window. The movie and song will be synced together, so that changing position in one will affect the other.

### Transport Functions of the Scroll Bar

You can use the scroll bars below the movie field to move back and forth in the movie. Logic Hit Kit follows the movie running parallel to it.

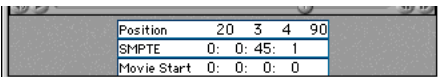


- The movie scroll bar allows you to quickly jump to different points in the video. Grab it with the mouse and drag it left or right.

The button to the left of the scroll bar is a Play/Pause switch:

- Click on the button to start the movie. The button changes into a "Pause" symbol. Click the button again to stop the movie.
- The buttons to the right of the Scroll bar move the picture forward or backward by one frame. Hold the mouse button, to fast forward or rewind.

### Transport Functions of the Position Pointer



- Position displays the song position by measures.
- SMPTE shows the position in SMPTE format (hours:minutes:seconds:frames:bits),

Logic Hit Kit can *not* be synchronized via SMPTE or MTC, it only shows the *Song Position* in the SMPTE time format.

Important!

- Start Movie shows the point at which the movie will start, relative to the song. You can, for example, start the movie after an introduction, beginning with Song Position 8.1.1.1.

You may directly enter position in any of the three displays:

1. Click-hold on a display value, and change it value by scrolling the mouse.
2. Double click on a display value, and enter the value in the text input box. Separate values for different fields of the display with spaces.

## 15.1.2 Video on Windows PC



Logic Hit Kit can load digital videos in the Windows .AVI or MOV format into a song, and play them along with it.

The video will play back synchronously from the beginning of the song.

In order to play a video you first need to load it.

1. From the menu bar, select *Options > Movie...* or *Options > Movie as Float...*
2. In the file selector box, select a Windows video file, and confirm with *OK*.

Logic Hit Kit opens a window for the video, which may be placed anywhere on the screen. The first frame of the video sequence corresponds to measure “1 1 1 1” of the Logic Hit Kit song.

3. Set the Song Position to the beginning, and start the playback.

The frames run synchronously to the song. You can jump back and forth using the Song Position Line or the Locators at any time—the video file follows the Song Position.

## 15.2 MIDI Files

Logic Hit Kit can save songs or parts thereof, in standard MIDI file format (SMF). Songs in this format can be loaded and played by almost all current sequencers, and by the Windows accessory “Media Player”.

### Preparing a Song for MIDI File Conversion

This section describes the steps for converting Logic Hit Kit sequences into the MIDI file format, using the Tutorial Song as an example.

The MIDI FILE format does not recognize Logic Hit Kit sequences or playback parameters, but only continuous tracks.

In order to be able to save the Tutorial Song as a MIDI file you must:

- neutralize all playback parameters by editing the data correspondingly
- convert loops into real data (by switching off *Loop* and copying manually; Bigger Logic versions have a special function for this.)
- merge the sequences on each track into one continuous sequence, using the Glue tool.

### Saving the Song as a MIDI File

To save a song as a MIDI file, go to the local menu of Arrange window; and select *Edit > Select All*. Next, select *File > Export Selection as a MIDI File...*

### Saving Individual Sequences as a MIDI File

You can save individual sequence, or any groups of sequences as MIDI files, by selecting only the sequence(s) you wish to include before executing the “Export Selection...” command.

### Saving Songs as SMF Format 0

Standard MIDI Files may be saved in either of two formats, Format 0, or format 1. The typical Format is 1, where the file contains multiple tracks. Format 0 files store all data on one track.

It is necessary to save songs in Format 0, if you want to create songs for equipment that does not support Format 1.

Logic Hit Kit creates Format 1 files by default, unless you make the following setting:

1. In the menu bar, select *Options > Settings > Global Preferences*. (Mac OS X: *Logic Hit Kit > Preferences > Global Preferences*).
2. Enable 'Export MIDI File...' saves single sequences as Format 0.

Logic Hit Kit can only create a Format 0 MIDI file from individual sequences. If you want to create a Format 0 file from multi track songs, you must first merge the sequences into one sequence, with the Glue tool.

Tip

### Importing MIDI Files

With Logic Hit Kit, you can load MIDI files, play them, edit them, print them out as a score, save them again as a MIDI file, or save them as a Logic Hit Kit song. To load a MIDI file, select *File > Import. MIDI files* are now displayed. Select one. It is then imported, and shown in the Arrange window.

