

battle-v3 Arrange

Edit Functions Audio View

The screenshot displays the Logic Audio software interface in the Arrange view. The main workspace is a grid with a vertical timeline on the left and a horizontal timeline at the top. The tracks are as follows:

- Track 01:** Labeled "stard", containing a series of audio waveforms.
- Track 02:** Labeled "Volume", containing a series of vertical bars.
- Track 03:** Labeled "Volume", containing a yellow audio waveform.
- Track 04:** Labeled "cutoff frequency", containing an orange audio waveform.
- Track 06:** Labeled "ha", "ha há", and "harp", containing MIDI notes.
- Track 07:** Labeled "Volume", currently empty.
- Track 08:** Labeled "Volume", currently empty.
- Instr 01 (top):** Labeled "Instr 01", containing MIDI notes.
- Instr 01 (bottom):** Labeled "Instr 01", containing MIDI notes.
- Inst 02:** Labeled "Volume", currently empty.
- Inst 03:** Labeled "Volume", currently empty.

On the left side, there is a control panel with various settings:

- EQ:** A section with an "AULowpass" insert.
- Sends:** Three buses (Bus 1, Bus 2, Bus 3) with volume knobs.
- I/O:** Input 2 and Output 1-2 settings.
- Track 4:** A "Read" button.
- Volume:** A large vertical volume knob set to -8.2.
- M/S:** M and S buttons.
- REC:** A record button.

At the bottom of the interface, there is a transport and status bar showing:

- Transport:** Play, stop, and other control buttons.
- Time:** 00:00:26:10.00
- Tempo:** 100.0000
- Time Signature:** 4 / 4
- Input/Output:** No In, No Out
- Project Name:** battle-v3
- Sample Rate:** 899291
- Bit Depth:** /16
- Emagic:** 2148