



Menus Guide

Pro Tools® M-Powered™ Essential

Version 8.0.2



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Chapter 1: Introduction

This guide summarizes Pro Tools® M-Powered™ Essential menus along with their commands and options, as well as the Region List and its commands and tools.

For more information about any item, see the *Pro Tools M-Powered Essential User Guide*, or refer to the *Pro Tools Reference Guide* (installed inside your Pro Tools\ Documentation folder).

Chapter 2: Pro Tools Menu (Mac Only)

The Pro Tools Menu commands include links to Pro Tools Preferences, access to Mac OS X application management, and the Quit command.



Pro Tools menu

About Pro Tools

The About Pro Tools command launches the Pro Tools M-Powered Essential banner, which includes the version number of your Pro Tools software.

Preferences

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled.

Mac Application Management Commands

(Services, Hide Pro Tools M-Powered Essential, Hide Others, Show All)

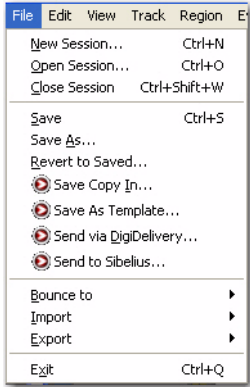
The Pro Tools menu also provides access to the following Mac OS X application management commands: Services, Hide Pro Tools M-Powered Essential, Hide Others, and Show All. For more information about these and other Mac OS X features, refer to your Apple Mac documentation.

Quit

The Quit Pro Tools command ends your Pro Tools M-Powered Essential session and closes the Pro Tools application.

Chapter 3: File Menu

File menu commands are used to create and maintain Pro Tools sessions.



File menu

New Session

The New Session command lets you create and name a new Pro Tools M-Powered Essential session.

Open Session

The Open command opens a session previously created with Pro Tools. Only one session can be open at a time.

Close Session

The Close command closes the current session without quitting Pro Tools. Pro Tools prompts you to save changes before closing the session.

Save

The Save command saves changes made since the last time the session was saved. You cannot undo the Save command.

Save As

The Save As command lets you save a copy of the current session under a different name, or in a different location. Because the Save As command closes the current session and allows you to keep working on the renamed copy, it is useful for saving successive stages of the session.

Revert to Saved

The Revert to Saved command restores the most recently saved version of a session, discarding all changes made since the last time you saved. Reverting to the last saved version of a session is like closing the session without saving changes and reopening it.

Save Copy In

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Save As Template

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting it. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Send via DigiDelivery

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Send to Sibelius

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Bounce to Commands

The Bounce to commands let you mix tracks together into one file.

Bounce to Disk

The Bounce to Disk command allows you to mix together the outputs of all currently audible tracks routed to a common output path to create a new audio file. You can use the Bounce to Disk command to create a submix or to create a final mix in any of several audio file formats.

For more information, see the *Essential User Guide*.

Bounce Source Selects the audio output path to bounce. Only audio routed to the selected path will be included in the bounce.


Enforce Avid Compatibility Creates frame-accurate edits, wraps the files as OMFI (unless File Type is MXF), and limits the sample rate options to 44.1 kHz or 48 kHz. Dithering without noise shaping will be applied to files being exported from 24-bit to 16-bit.

File Type Selects the audio file type. Choices include BWF (.WAV), AIFF, and MPEG-1 Layer 3 (MP3). Windows systems also include Windows Media (Windows). Mac systems also include SD II and Sound Resource. Systems with the DigiTranslator™ option also support MXF audio files. Creating an MP3 requires the MP3 Option (not included). Certain file types are restricted in regards to format, resolution, and sample rate.


Format Selects the channel format (number of channels). Choices are mono (summed), multiple mono, or interleaved.

Resolution Selects the bit depth. Choices are 24-bit, 16-bit, or 8-bit resolution.

Sample Rate Selects the sample rate.

 Whenever a Bounce to Disk is configured to a different file type, file format, resolution, or sample rate, additional options become available to convert during or after the bounce. See “Additional Bounce Options” on page 6 for more information.

Import After Bounce Automatically imports the audio after it is bounced and adds it to the Region List so that it can be used in the session.

 The Import After Bounce option is only available if the target file type and sample rate for the bounce are the same as the file type and sample rate of the current session, and the target resolution (bit rate) is the same or lower than the resolution of the session. In addition, tracks bounced to a Stereo Interleaved file cannot be imported after a bounce.

Additional Bounce Options

The following Bounce options are only available when bouncing to a different file type, format, resolution, or sample rate.

Conversion Quality Selects the quality, with option ranging from lowest to highest, when bouncing to a new sample rate.

Use Squeezer Optimizes the dynamics of the bounced audio before conversion to 8-bit resolution.

Convert During Bounce Automatically performs file type, sample rate, and bit resolution conversion as the file is being bounced.

Convert After Bounce Automatically performs file type, sample rate, and bit resolution conversion after the file has been bounced.

Import

Pro Tools provides several menu commands to import files and regions into an open session.

Import Session Data

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Import Audio

This command lets you import audio files into the current session. Audio files can be imported into a new track (and the Region List), or the Region List only.

Import MIDI

The Import MIDI command imports all tracks from a Standard MIDI file into Pro Tools. MIDI files can be imported into a new track (and the Region List) or the Region List only.

Options are provided for importing the Session Start or Song Start Marker (if the marker is not located at the session start), importing tempo map data contained in the sequence, and removing existing Instrument or MIDI tracks.

Import Video

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Export

Pro Tools provides several menu commands to export session tracks or data as files.

Export MIDI

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Export Sibelius

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

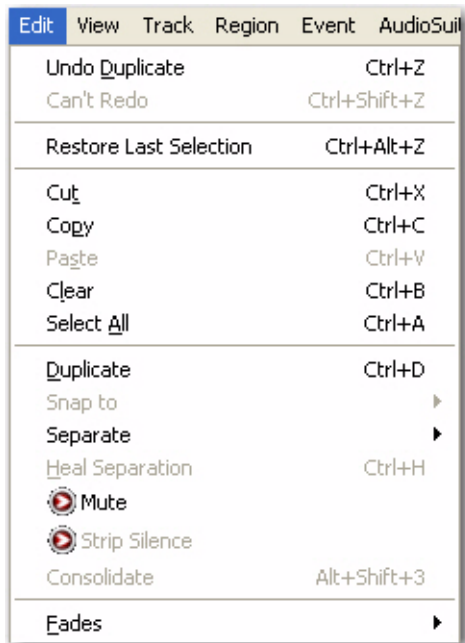
Exit

(Windows Only)

The Exit command ends your Pro Tools session and closes the Pro Tools M-Powered application.

Chapter 4: Edit Menu

Edit menu commands are used to edit and manipulate the currently selected material in the timeline or the clipboard.



Edit Menu

Undo

The Undo command lets you sequentially undo up to 10 of your previous actions. Certain commands and actions (such as saving) are not undoable. The last command in the undo queue will appear in the menu (for example, “Undo Paste”).

If no actions are available to undo, the menu displays a grayed out Can't Undo.

Redo

After undoing a command or action, you can redo it by choosing the Redo command. This is a good way to compare before and after states of edits.

If no actions are available to redo, the menu displays a grayed out Can't Redo.

Restore Last Selection

If you lose the current Edit (or Timeline) selection and want to restore it, use the Restore Last Selection command.

If no actions are available to restore, the menu displays a grayed out Restore Last Selection.

Cut

This command cuts a selection out of its current location and stores it in memory so that you can paste it elsewhere.

Copy

This command copies a selection (leaving the original intact) and stores it in memory so that you can paste it elsewhere.

Paste

This command inserts cut or copied data into a location specified with an Edit tool (such as the Selector tool).

Clear

This command removes the contents within a selection in the Edit window.

Select All

This command selects all audio and MIDI data in one or more tracks.

- ◆ To select all regions in a single track, select a portion of the track, or click the Selector anywhere in a track and choose Select All.
- ◆ To select all regions on multiple tracks, Shift-click a region on each track with the Selector or Grabber and choose Select All.
- ◆ To select all regions on all tracks, Select the “All” Edit Group in the Groups List, click the Selector anywhere in a track, and choose Select All.

Duplicate

This command copies a selection and places it immediately after the end of that selection in a track.

Snap To

This command provides two options for “butt splicing” successive elements on a track.

Next Snaps a region (or Edit selection containing whole regions) to the beginning of the next region in a track.

Previous Snaps a region (or Edit selection containing whole regions) to the end of the preceding region

Separate Region

These commands separate a region from adjacent data in the track where it was created. By separating a region you will also create by-product regions from data on either side of the separation. The Separate Region commands automatically unloop and flatten looped regions before separating.

Separate Region includes the following commands:

At Selection This command creates new region boundaries at the selection start and end points.

When separating regions that include fades, the status of the fade depends on the Preserve Fades when Editing preference.

On Grid This command constrains newly created regions to start and end on grid points.

Heal Separation

This command repairs separated regions, provided that the regions are contiguous and their relative start and end points haven't changed since they were originally separated. If you have trimmed or changed the start and end points of the two regions, or moved them away from each other, they cannot be repaired with the Heal Separation command.

Mute/Unmute Region

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Strip Silence

This command is available when you purchase Pro Tools M-Powered.

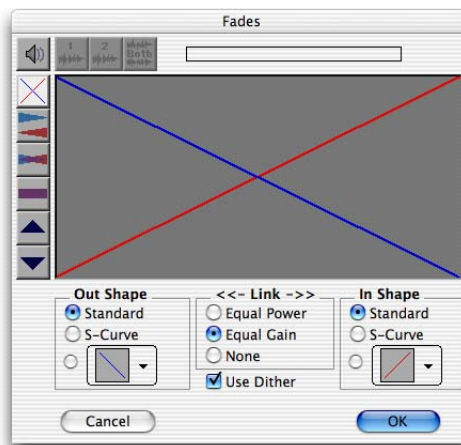
You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Consolidate

This command consolidates multiple regions into a single region. When an audio track is consolidated, a new audio file is written that encompasses the selection range, including any blank space or fades.

Fades

These commands let you create (or delete) a crossfade between two adjacent audio regions, or a fade-in or fade-out of a single region. Crossfade duration, position, and shape are all selectable. A selection that crosses multiple regions will create crossfades for each of the region transitions. If a selection includes regions that already contain crossfades, the existing crossfades will be modified.



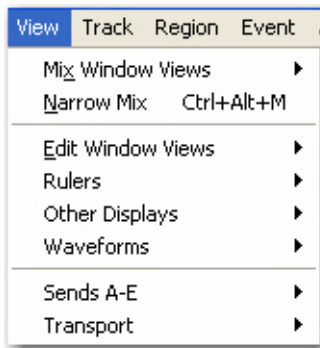
Fades dialog

Create The Create command produces a crossfade between adjacent regions according to parameters you specify with the Fades editor.

Delete The Delete command removes a crossfade between adjacent regions.

Chapter 5: View Menu

View menu options and commands control the display of Pro Tools windows, tracks, and track data. Some View menu options toggle the display of various Pro Tools windows or data: selecting the option displays the data, and deselecting the option hides the data.



View Menu

Mix Window

These options selectively display the following views in the Mix window:

- Instruments
- Inserts A-C
- Sends A-E
- Track Color
- Comments

Narrow Mix

This option reduces the width of Mix channels on-screen, allowing you to display the maximum number of tracks on your computer monitor. In this view, track names, names of sends, and plug-in names are abbreviated to accommodate the smaller view. To return to normal view width, choose this command again.

Edit Window Views

These options selectively display the following views in the Edit window:

- Comments
- Instruments
- Inserts A-C
- Sends A-E
- I/O
- Track Color

Rulers

These options selectively display various Timebase and Conductor rulers in the Edit window. In addition to providing a timing reference for track material, Timebase rulers are used to define Edit and Timeline selections.

Besides selecting individual rulers, you can select All of the rulers, or None of them.

Timebase Rulers

Any or all of the following Timebase rulers can be displayed at the top of the Edit window:

- Bars:Beats
- Minutes:Seconds

Conductor Rulers

Any or all of the following Conductor rulers can be displayed:

- Markers
- Tempo (and Tempo Editor)
- Meter

The Tempo, Meter, Key Signature and Chord Symbols rulers indicate changes in tempo, meter, key signature, and chords within the session. The Markers ruler displays Markers to important track locations.

The Tempo Editor is an expansion of the Tempo ruler, opening in the rulers section of the Edit window.

Other Displays

These options allow you to show or hide the Universe view, the Track List, Regions List, or the MIDI Editor. A check mark indicates an open display.

Universe The Universe view displays an overview of the entire session, representing audio and MIDI material on all tracks that are not hidden (including tracks that are inactive, or that contain offline regions). The order in which material is displayed in the Universe view corresponds to the track order in the Edit window.

In the Universe view, audio, MIDI, and video regions on tracks are represented by horizontal lines that are the same colors as the regions on the tracks. Additionally, each channel in a stereo or multichannel audio track is represented individually.

Regions List This option shows or hides the Regions List.

MIDI Editor This option opens a MIDI Editor docked within the Edit window. This option appears grayed out if no MIDI editor window is available.

Waveforms

Waveforms can be displayed normally (as positive and negative shapes around the zero crossing) or rectified. They can also be calculated as Peak or Power whether displayed normally or rectified. Any waveform can have an Outline.

Peak When selected, the waveform display is calculated based on the sample-by-sample peak level. Peak view is traditionally how Pro Tools calculates the waveform overview and can be used for normal or rectified views. Peak view clearly displays any clipping in the waveform

Power When selected, the wave form display is calculated according to the Root Mean Square (RMS). Power view can be used for normal or rectified views. When zoomed in to the sample level, Pro Tools always displays Peak view, but Power view is useful for better seeing the characteristics of the audio in the waveform representation when zoomed out beyond the sample level. For mastering applications in particular, it can be more revealing of the sonic characteristics of the audio than Peak view.

Rectified When selected, audio waveforms are displayed so that their positive and negative waveform excursions (the portions that fall above and below the center line) are summed together and viewed as a single positive-value signal. This view allows more waveform detail to be seen in either normal or reduced track height views. It can be particularly useful when editing volume automation data, since it depicts waveform levels as starting at the bottom of the track. Rectified Waveform view is an option that can be enabled in Peak or Power views.

Outline When selected, audio waveforms are outlined.

Sends A–E

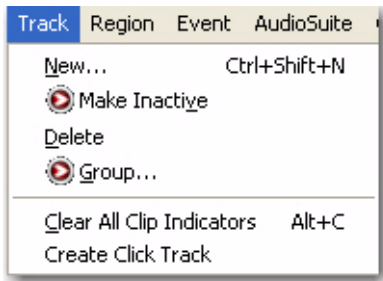
These options display either send assignments for all sends, or the controls for individual sends (Sends A–E). Select Assignment to display all five of these send assignments.

Transport

These options selectively display Counters, MIDI Controls, Synchronization, and Expanded controls in the Transport window.

Chapter 6: Track Menu

Track menu commands are used to create, manage, and edit tracks.



Track Menu

New Track

The New Track command lets you add one or more new audio tracks, Auxiliary Inputs, Master Faders, MIDI or Instrument tracks to a session.

Audio tracks, Auxiliary Inputs, and Master faders can be mono or stereo.



New Track dialog

Make Inactive or Make Active

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Delete

This command removes selected tracks from a session. While audio or MIDI region data will remain in the Region List, the track and its arrangement of the regions on the deleted track (the track's playlist) will be lost.

Group

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Clear All Clip Indicators

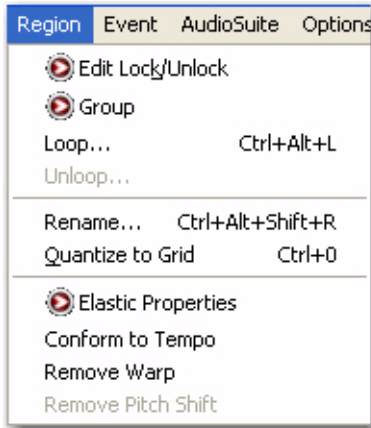
This command clears all clip indication from all meters.

Create Click Track

This command lets you create one or more click tracks. Click tracks are Auxiliary Input tracks with the Click plug-in already inserted.

Chapter 7: Region Menu

Region menu commands are used to manage and edit regions.



Region Menu

Edit Lock/Unlock Region

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Group

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Loop

The Loop command lets you loop audio, video, and MIDI regions so they repeat again and again while Pro Tools is in action playing back. Selecting one or more regions and choosing Region > Loop displays the Loop dialog, where you can specify how long you want the selection to loop. Similar to (but more flexible than) the Edit > Duplicate command, the Loop dialog automates all the copy/paste involved in

Unloop

The Unloop command lets you switch looped regions back to standard (unlooped) regions so that they can be edited individually.

Rename

This command lets you rename the selected region. When renaming a region that was auto-created during editing, the region becomes a user-defined region and is displayed in the Region List even when auto-created regions are hidden.

Quantize to Grid

This command adjusts the placement of a selected audio or MIDI region in a track so that its start point (or Sync Point, if it contains one) precisely aligns to the nearest Grid boundary. Grid units are chosen from the Grid pop-up menu in the Edit window.

Elastic Properties

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Conform to Tempo

This command lets you conform regions on Elastic Audio-enabled tracks (both sample- and tick-based) to the session tempo. If necessary, the Conform to Tempo command analyzes the selected region to determine its tempo and duration (in bars and beats), and then applies Elastic Audio processing to conform the region to match the session tempo.

Remove Warp

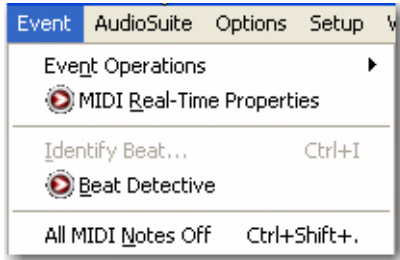
This command removes warping applied to a region, but leaves underlying Warp markers intact. This feature will only remove warping created by Warp markers (that is, warping caused by quantization or tempo mapping). This can be useful if you are not satisfied with the results and want to revert to the pre-warped region. (For information on working with Warp markers, see the *Pro Tools Reference Guide*.)

Remove Pitch Shift

This command removes pitch shifts applied to Elastic Audio-enabled regions using the Pitch Shift option in the Elastic Properties dialog.

Chapter 8: Event Menu

The Event menu contains commands for editing audio and MIDI events.



Event Menu

Event Operations

Pro Tools provides several commands for changing event data over a range of time (or measures). The Event Operations commands include:

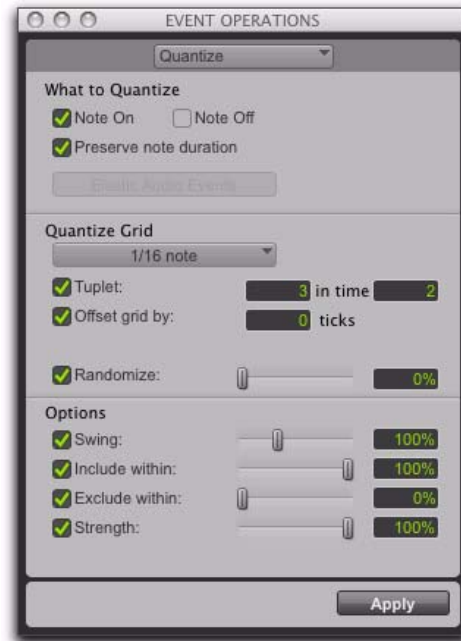
Event Operations Window

The Event Operations window provides commands to transform groups of MIDI notes to affect pitch, timing, and phrasing. The Quantize and Restore Performance Event Operations can also be applied to audio region start times (or sync points) or Elastic Audio events.

- Quantize
- Transpose

Quantize

This command lets you adjust the placement of selected MIDI or audio events in a track using Grid Quantize.



Event Operations window, Quantize page

Grid Quantize lets you adjust the placement of selected MIDI events, Elastic Audio events, or audio regions in a track so that their start or end points precisely align to the quantization value chosen.

Transpose

This command transposes selected MIDI notes in key up or down by scale steps.



Event Operations window, Transpose page

Step Input

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

MIDI Real-Time Properties

This command opens the Real-Time Properties window. This window lets you adjust and apply MIDI quantization, duration, delay, velocity, and transposition parameters during playback.



MIDI Real-Time Properties window

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Identify Beat

This command lets you establish a tempo/meter map for audio that was recorded without listening to a click, or for imported audio with unknown tempos.



Identify Beat dialog

The Identify Beat command analyzes a selection range (usually with a distinct number of beats or measures) and calculates its tempo based on the specified meter. In doing this, Bar|Beat markers for the calculated tempo are inserted and appear in the Tempo Ruler at the beginning and end of the selection. In addition, meter events are inserted into the Meter Ruler.

Beat Detective

This command opens the Beat Detective window. Beat Detective automatically detects the tempo of a session and conforms an audio track or selection to that tempo by separating it into regions and aligning it to the beats. Beat Detective is ideal for tailoring a performance to a groove.

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).



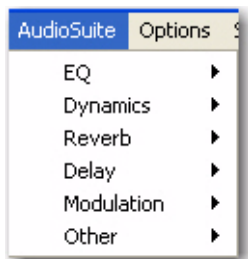
Beat Detective window

All MIDI Notes Off


This command sends an All Notes Off MIDI message to all MIDI devices connected to your system to silence any stuck notes.

Chapter 9: AudioSuite Menu

The AudioSuite™ menu allows you to access all AudioSuite plug-ins provided in Pro Tools M-Powered Essential. AudioSuite plug-ins are non-real-time, file-based processing plug-ins for Pro Tools.



AudioSuite Menu

 For more information about file-based processing, and for details on each of the AudioSuite plug-ins, refer to the *Essential Plug-ins Guide*.

EQ Plug-ins

1 Band, and 7 Band EQ III

The EQ III plug-ins adjust the frequency spectrum of an audio selection. These plug-ins are flexible EQ types for maximum CPU and DSP efficiency.

On the 1 Band EQ, the EQ Type selector lets you choose any one of six available filter types: High-Pass, Notch, High-Shelf, Low-Shelf, Peak, and Low-Pass.

On the 7 Band EQ and the 2–4 Band EQ, the HPF, LPF, LF, and HF sections have EQ Type selectors to toggle between the two available filter types in each section.

Dynamics Plug-ins

Compressor/Limiter III

The Compressor/Limiter III plug-in applies either compression or limiting to audio material, depending on the ratio of compression used.

The Compressor reduces the dynamic range of signals that exceed a selected threshold by a specific amount.

The Limiter is used to prevent signal peaks from ever exceeding a chosen level so that they do not overload amplifiers or recording devices.

De-Esser III

The De-Esser reduces sibilants and other high frequency noises that can occur in vocals, voice-overs, and wind instruments such as flutes. These sounds can cause peaks in an audio signal and lead to distortion.

The DeEsser reduces these unwanted sounds using fast-acting compression. A Threshold control sets the level above which compression starts, and a Frequency control sets the frequency band in which the DeEsser operates.

Expander/Gate III

The Expander/Gate III plug-in applies expansion or gating to audio material, depending on the ratio setting.

The Expander/Gate plug-in is useful for reducing noise or signal leakage that creeps into recorded material as its level falls, as often occurs in the case of headphone leakage.

Reverb Plug-ins

D-Verb

D-Verb is a studio-quality reverb. Reverberation processing can simulate the complex natural reflections and echoes that occur after a sound has been produced, imparting a sense of an acoustic environment. D-Verb artificially creates a sound space with a specific acoustic character.

Delay Plug-ins

Delay

The Delay plug-in provides time delay-based effects, with up to 10.9 seconds of delay (regardless of the sample rate). In addition to long delays, you can create many delay-based effects with this plug-in, including slap echo, doubling, chorusing, and flanging.

Multi-Tap Delay

The Multi-Tap Delay plug-in adds up to four independently-controllable delays or taps to the original audio signal. By allowing you to individually control the delay time and number of repetitions of each of the four taps, the Multi-Tap delay provides greater flexibility than standard single-delay devices.

Ping-Pong Delay

The Ping-Pong Delay plug-in modifies an audio signal by adding a controllable delay to the original signal. It is ideal for adding spatialization, and when used in stereo, adds panned echo to virtually any instrument. In stereo mode, this plug-in will feed back delayed signals to their opposite channels, creating a characteristic ping-pong echo effect.

Modulation Plug-ins

Chorus

The Chorus plug-in modifies an audio signal by combining a time-delayed, pitch-shifted copy with the original signal. It is ideal for thickening and adding a shimmering quality to guitars, keyboards, and other instruments.

Flanger

The Flanger plug-in combines a time-delayed, pitch shifted copy of an audio signal with itself. The Flanger differs from other digital flangers in that it uses a thru-zero flanging algorithm that results in a truer tape-like flange. This technique delays the original dry signal very slightly (approximately 256 samples), then modulates the delayed signal back and forth in time in relation to the dry signal, passing through its zero point on the way.\

Other Plug-ins

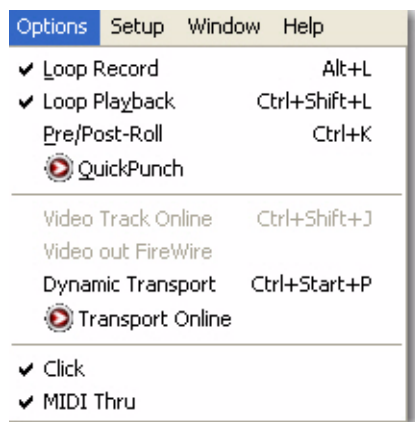
The Other Plug-in category includes plug-ins that do not fit into a standard category, or third party plug-ins that have not had a category designated to them by their manufacturer.

Reverse

The Reverse plug-in rewrites the currently selected region in reverse, producing a backwards audio effect.

Chapter 10: Options Menu

The Options menu commands let you select several editing, recording, monitoring, playback, and display options.



Options Menu

Loop Record

Loop Record lets you record take after take while the same section of audio repeats. This is a convenient technique for quickly recording multiple takes of a part without losing spontaneity.

The time range that is looped and recorded—which must be at least one second in length—is defined by selecting a range in the Ruler or in a track’s playlist, or by specifying start and end points in the Transport window.

Loop Playback

This option continuously loops playback of a selection until you stop playback. Looping playback is a useful way to check the rhythmic continuity of a selection when working with musical material. Selections must be at least 0.5 seconds in length to use Loop Playback.

Pre/Post-Roll

This option enables pre- and post-roll playback, which let you have Pro Tools “back up” a bit before the current play/edit point (Pre-roll) or “keep going” for a bit after the current play/edit point (Post-roll). Pre- and post-roll amounts can be entered in the Transport window, set from a track’s playlist or Timebase Ruler, or by recalling a Memory Location.

QuickPunch

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Dynamic Transport Mode

This mode lets you decouple the playback start location from the Timeline selection. This means that you can start playback from anywhere on the Timeline without losing your Timeline or Edit selections.

Transport Online

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Click

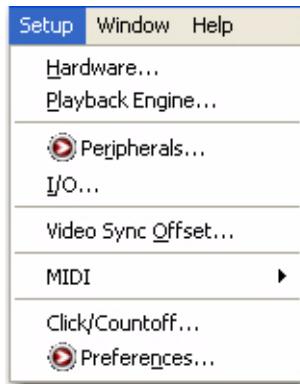
When the Click command is enabled, a metronome event is generated during playback and recording. The metronome can trigger an external MIDI device (as specified by the Output setting in the Click/Countoff Options dialog) or the DigiRack Click TDM or RTAS® plug-in (see the *DigiRack Plug-ins Guide*).

MIDI Thru

Enabling the MIDI Thru command routes MIDI from your controllers to the devices and channels assigned to the MIDI track currently record-enabled. This allows you to monitor MIDI tracks while recording.

Chapter 11: Setup Menu

This menu provides commands to open dialogs and windows for configuring various Pro Tools hardware and software parameters.



Setup Menu

Hardware

The Hardware Setup dialog lets you specify settings for your hardware and sessions. Configure the settings for any audio interface connected to your system by selecting it from the Peripherals list.

Refer to the *Pro Tools M-Powered Essential Guide* for more information.

Playback Engine

This Playback Engine lets you set a hardware buffer size, define the RTAS Processors allocation on multi-processor computers, allocate a percentage of CPU resources for these tasks, and configure host error reporting for playback and recording.

Peripherals

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

I/O

This I/O Setup dialog provides tools to label and map Pro Tools input, output, and bus signal paths. The I/O Setup dialog also lets you configure delay compensation for hardware inserts.

MIDI

MIDI Studio

This command is available when you purchase Pro Tools M-Powered.

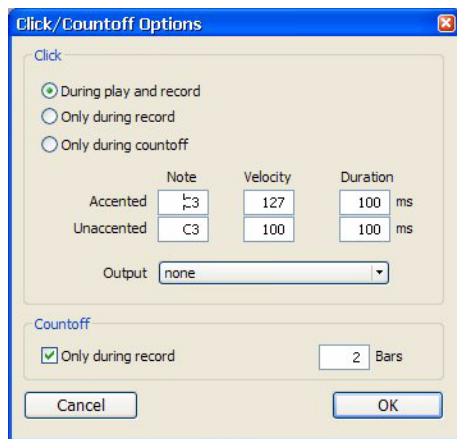
You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

MIDI Beat Clock

This command lets you enable synchronization for certain MIDI devices (such as drum machines, software synthesizers, and hardware sequencers) to MIDI Beat Clock. Devices selected in the MIDI Beat Clock dialog will receive the MIDI Beat Clock signal. If your MIDI interface does not support transmitting MIDI Beat Clock to separate ports, the interface will appear as the only destination.

Click/Countoff

This command lets you configure metronome parameters such as MIDI note, velocity, duration, and output. If you are using the Click plug-in, set the output to None.



Click/Countoff Options dialog

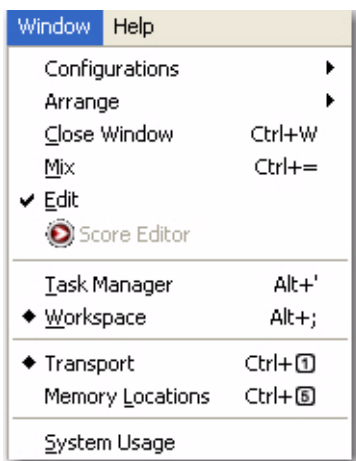
Preferences

This command is available when you purchase Pro Tools M-Powered.


You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Chapter 12: Window Menu

The Window menu provides commands to toggle the display of various Pro Tools windows: selecting the command displays the window; selecting the command again hides the window.



Window Menu

 For Window menu items, keyboard shortcuts with number keys only work using the numeric keypad on your computer.

Configurations

The Configurations menu provides commands and options to manage the configuration of windows in your session, as well as the internal window configurations of the Edit, Mix, Transport, MIDI Editor, and Score Editor windows.

New Configuration

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Arrange

The Arrange commands tile or cascade all open windows. Floating windows (such as plug-in, output, and send windows) and the Transport window are not affected by these commands.

Tile Arranges all open windows in a tiled pattern on the screen.

Tile Horizontal Arranges all open windows in a horizontally-tiled pattern on the screen. This option is not available if there are too many windows open.

Tile Vertical Arranges all open windows in a vertically-tiled pattern, side by side, on the screen. This option is not available if there are too many windows open.

Cascade Arranges all open windows in a cascading pattern on the screen.

Close Window

Closes the currently targeted window.

Mix

This command displays the Mix window, used for recording and mixing tasks.

Edit

This command displays the Edit window, used for graphical editing and arranging of audio, MIDI and automation.

Score Editor

This command is available when you purchase Pro Tools M-Powered.

You can read more about this command on-screen by selecting this menu command. Be sure that the Help menu item Display M-Powered Information Dialogs is enabled (select that item so that a checkmark appears next to it in the Help menu).

Task Manager

This command displays the Task Window, used to monitor, pause, or cancel ongoing processing tasks. If you think your computer is slowing down, check the Task Manager; it may show that your computer is merely busy trying to convert an audio file or calculate fades in the background, as would be shown in the Task Manager

Workspace

This command displays the Workspace browser, which can be used for searching, sorting, auditioning, and importing data.

Transport

This command opens the Transport window. This window can display counters, MIDI controls, and basic or expanded transport controls (configure the Transport window from View > Transport).



Transport window

Memory Locations

This command opens the Memory Locations window. Here you can store up to 200 time location markers, selections, zoom settings, pre- and post-roll times, track show and hide states, track height states, and group enables. To recall a memory location, click the button for the location or, on your computer's numeric keypad, press the number of the location followed by a period (.).



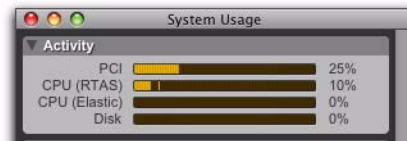
Memory Locations window

System Usage

This command opens the System Usage window. This window provide meters that indicate how much of your system's processing power is being used in processing audio, and when writing and playing back automation.

There are four system activity meters:

- PCI
- CPU (RTAS)
- CPU (Elastic)
- Disk



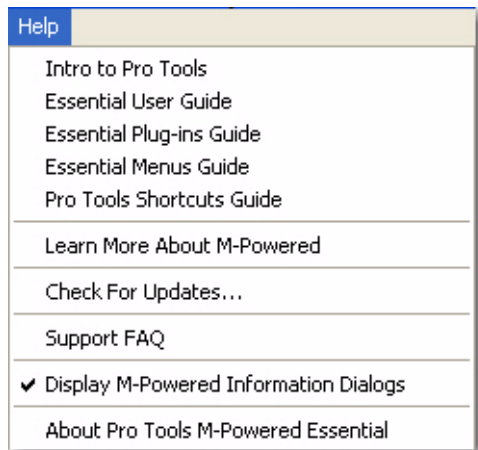
System Usage window (Pro Tools HD shown)

For information on these indicators, see the *Pro Tools Reference Guide*.

Chapter 13: Help Menu

The Help menu commands provide links to important Pro Tools documentation, including *Intro to Pro Tools M-Powered Essential*, *Pro Tools M-Powered Essential User Guide*, and *Pro Tools M-Powered Essential Plug-ins Guide*, as well as other guides for menus and shortcuts (with your keyboard or mouse Right-click button).

Select the title of the document from the Pro Tools menu to open the document in Adobe Reader (available from www.adobe.com).



Help Menu

Check For Updates

This command allows you to check for Pro Tools M-Powered Essential application and Digidesign plug-in updates, either automatically or manually. An internet connection is required to be able to check for updates.

If updates are available for Pro Tools or any plug-ins, you are notified about what is available and how important the updates are for your system. You can then visit the Digidesign website to locate, download, and install the appropriate updates for your Pro Tools system.

Display M-Powered Information Dialogs

This command enables the icons and information dialogs for various commands within Pro Tools M-Powered Essential.

About Pro Tools M-Powered Essential

(Windows Only)

The About Pro Tools command launches the Pro Tools banner, which includes the version number of your Pro Tools software.

Chapter 14: Region List

Region List

The Edit Window displays all audio regions, MIDI regions, video regions, and region groups in a single, comprehensive Region List.

The pop-up menu at the top of the Region List provides menu commands and tools to clear and rename items in the list.



Region List Menu

Clear

This command lets you remove unwanted regions from the session. Whole-file regions can also be removed permanently from your hard drive.

⚠ *Clearing whole-file regions is destructive and cannot be undone. It permanently removes the file from your hard drive. There is no way to recover files deleted with this command.*

Rename

This command lets you rename selected regions.

When you rename a whole-file audio region, you can specify whether to rename just the region, or both the region *and* the disk file.

Recalculate Waveform Overviews

This command re-creates the session's waveform overview data (the data used to create waveform displays). Use this command if you think overview data for a session has become corrupted, or if you import audio files which have no overview data into a session.

Recalculating waveform overviews may take some time if there are many tracks in the session.

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