Creating a 2 bar ritardando in Logic Pro X for use in Beat Buddy

Purpose: BB lacks tempo change capabilities. Several users have requested a ritardando ending capability.


Caveats:

Everything in :

"Creating a "Tempo Change" for Beat Buddy using Logic Pro X (LPX) applies here. If you have not read that or cannot follow and understand that, stop here, and come back when you can.

https://www.dropbox.com/s/9zu1y2msvbsv13w/Tempo%20change%20tutorial.pdf?dl=0

Process:

1. I had made a prior tutorial using a 4 bar ritardando, but in practice, I found that this is usually too long, and that a ritardando over 2 bars usually does the trick. We'll use one of the LBDM 4BB loops again as an example. Many of the LBDM 4BB loops are two bars, so this would apply with any of them. Let's take one with some swing to it, to show that this process works on those, two.

We'll use Swing A. It's 2 bars at 200 BPM. We'll slow to 100 BPM over the two bars, and add a kick & crash ending. Opening the Midi in Logic Pro X, you get this
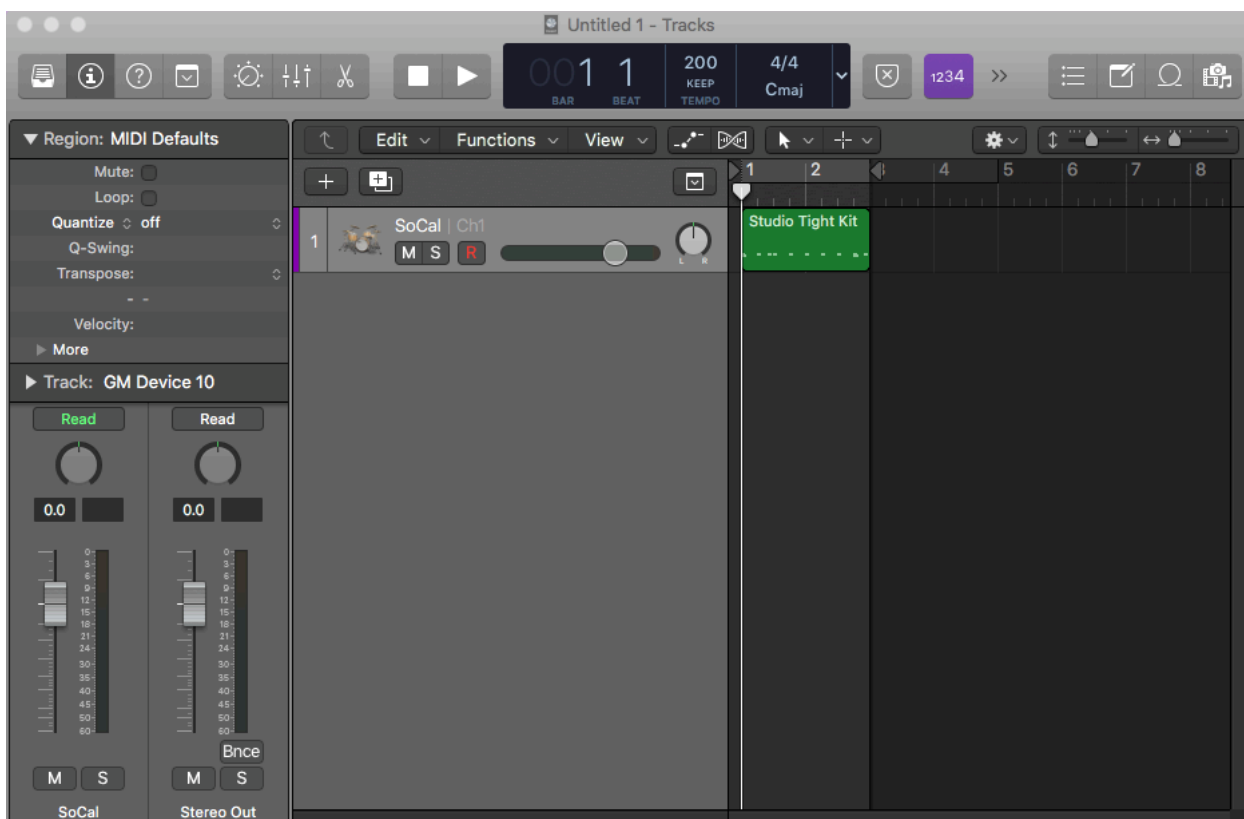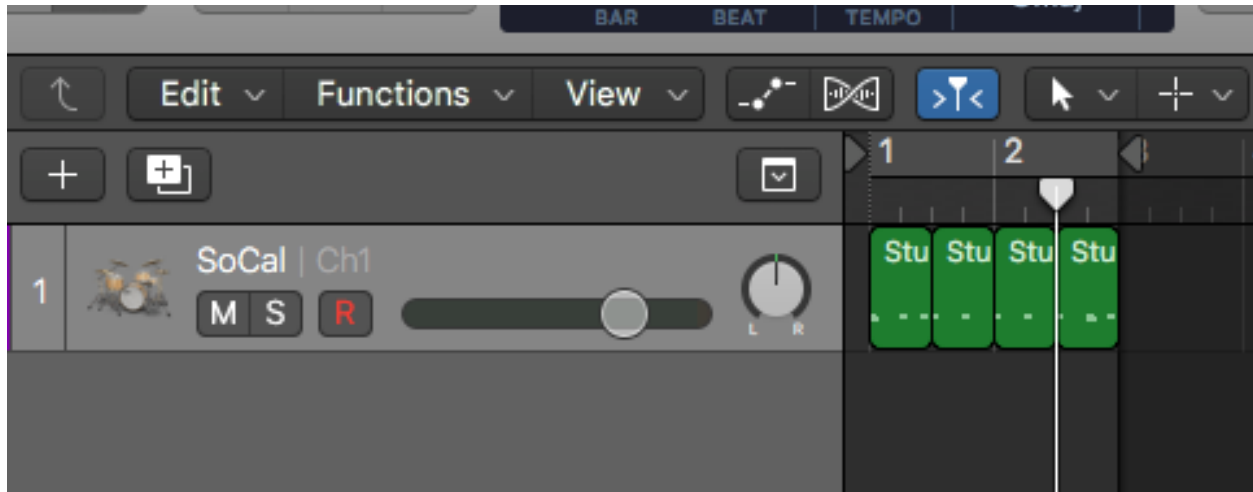
2. Double click on the Region to show it in the Piano Roll Editor
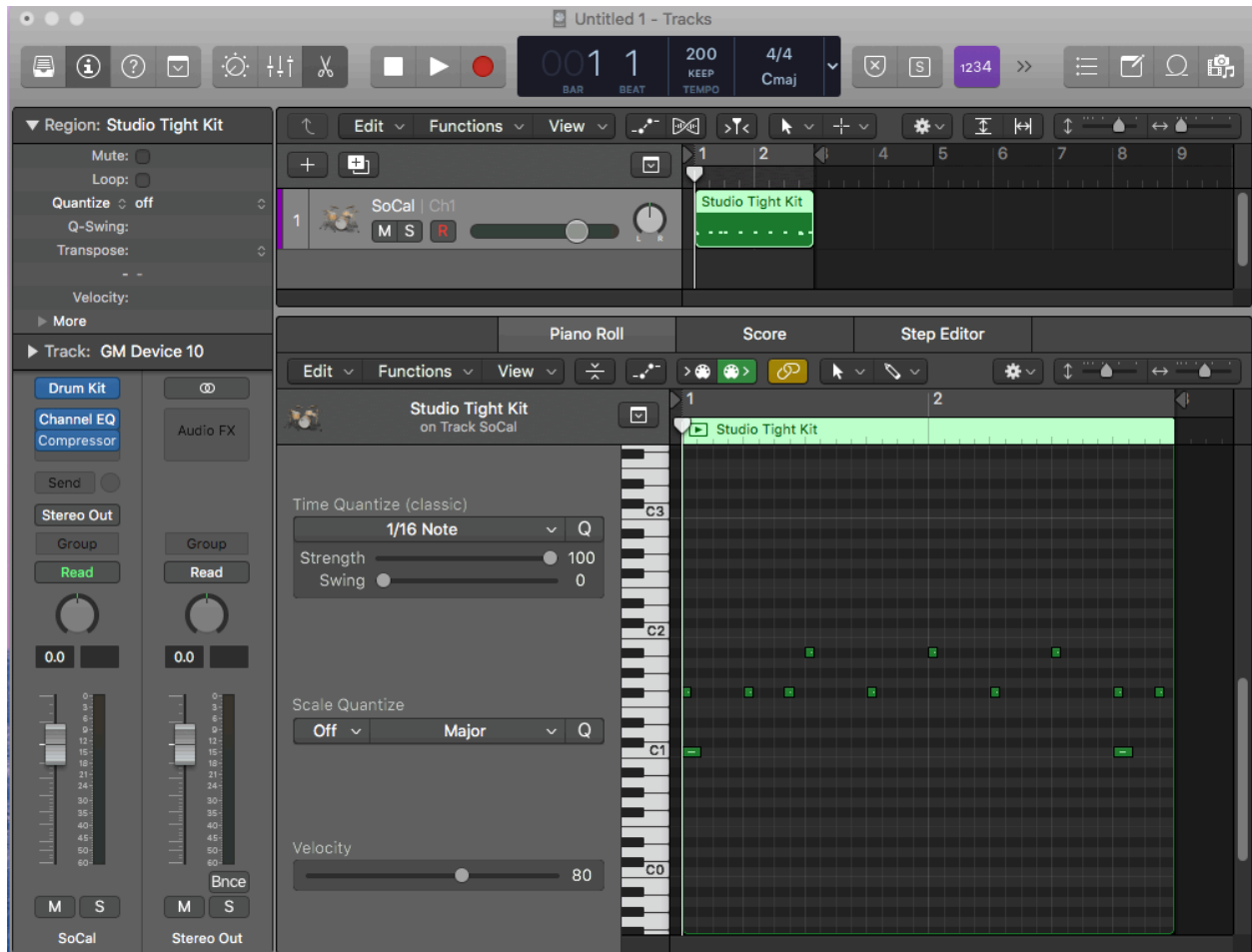
Use your sliders to resize windows so that you can see everything. Go ahead and play it to hear what are are going to change.

3. Split the Region at the beginning of the 3rd beat of bar 1, at bar 2, and at the beginning of the third beat of Bar 2.

Your arrangement window should now look like this.

4. Since we are crating a ritardando, we will be slowing these regions down, making them longer. We will need space for the new longer regions. For now, we are going to drag each region to the beginning of a bar, so they start at bars 1, 2, 3, and 4.
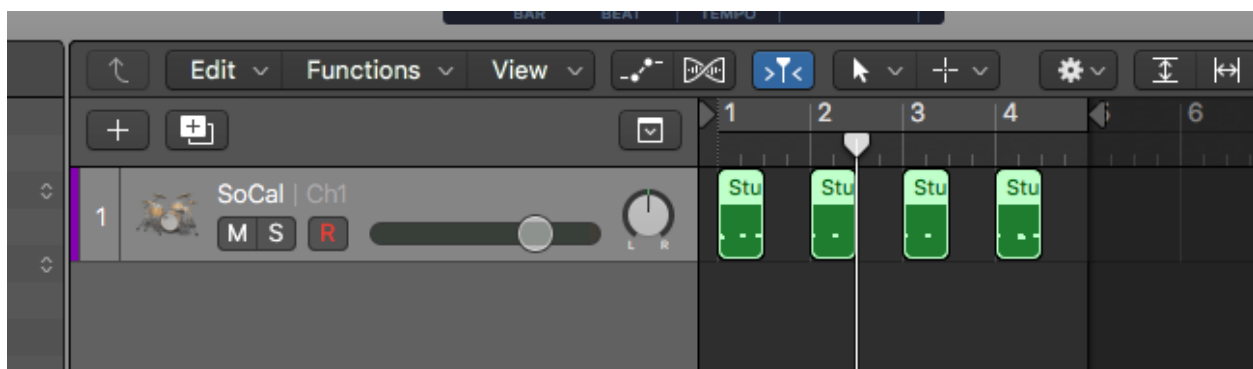
5. After we lengthen the notes in the regions, we are going to need to know where they should end, so that we can join then back into one region accurately. Move your zoom slider in the piano roll region to the right to zoom into the regions. Then, one at a time, select the last note in each region, and lengthen it so that it ends at the end of the region. Remember, you are working with drum notes here, so the note off position is not important. When you use this process with tracks that contains drums and bass or keyboards, make sure that you are lengthening the last DRUM note.

After lengthening the notes, your screen should look like this:
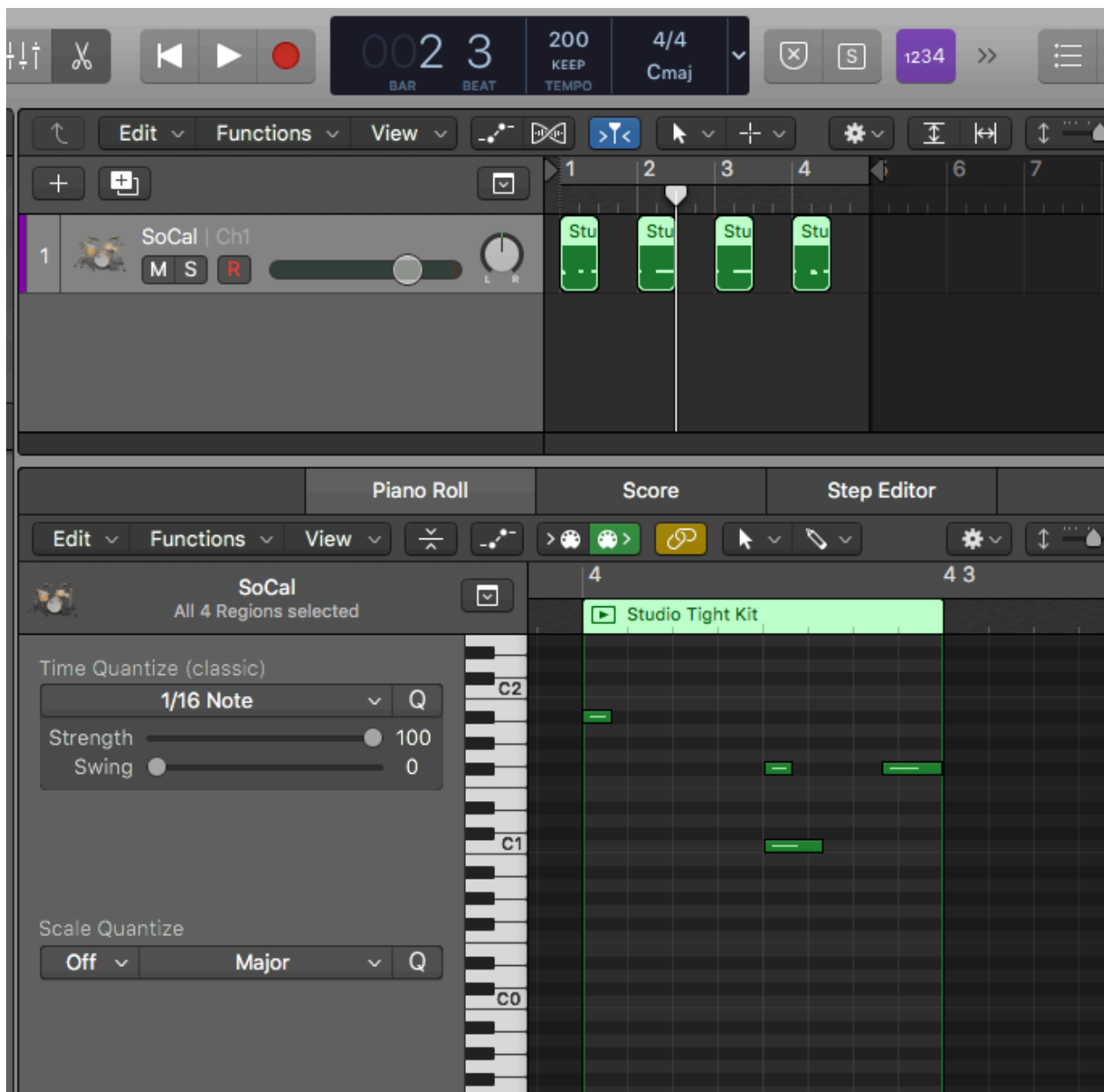
Notice that in the arranger window, each regions now appears to have a note which ends at the end of the region.

6. Now, we can lengthen the regions themselves, adding blank space to the end of each region. This will provide space for the notes that we are about to lengthen with the Midi Transform tool. Select all the regions in the arranger window. Hover over the right edge of the last region to activate the end of region tool. It looks like this <]> . Then drag to the right to the beginning of the next bar to lengthen all four regions.
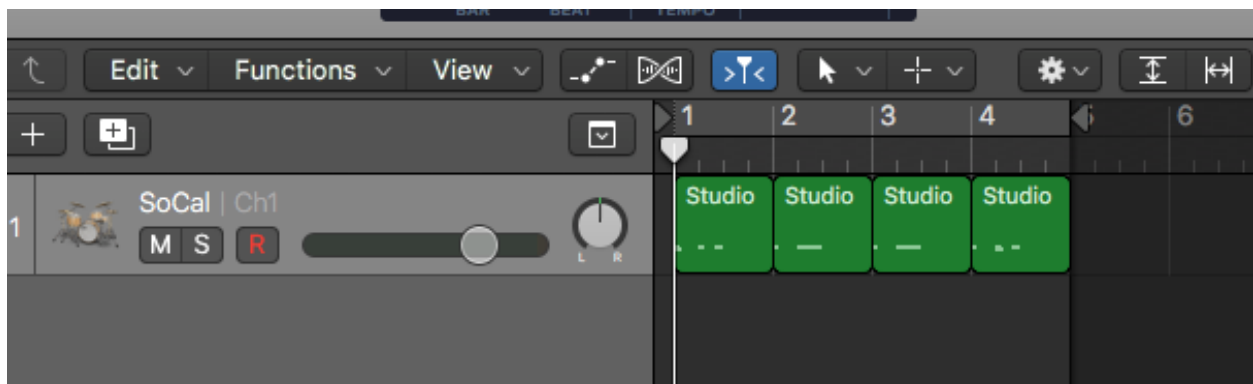

7. Now, we apply the transformations. Let's leave the first region alone at 200 BPM, so we can hear the comparison between the unaltered and altered regions. Selection the second region. Go to Functions>Midi Transform>Half Speed. Enter 1.25 in both value boxes in the transform window. Click Select and Operate. Do the same with regions 3 and 4, entering values of 1.5, and 1.75, respectively.

Notice how we did not need to calculate values. We are doing a preselected slow down given the value of the existing midi song. So unlike a "within song" transform, as we did in the tempo change tutorial, we don't need to make calculations for the ritardando.

8. Now, we are going to trim the length of regions to line up with the end of the last note in the region. Again, we are going to use the <]> tool. It's easiest to do this in the piano roll window. Adjust your scrollers so that you can see the end of the region you are working on. Hover over the right edge, and drag to the left, to the end of the last note.

As an example, the third region should now look like this:
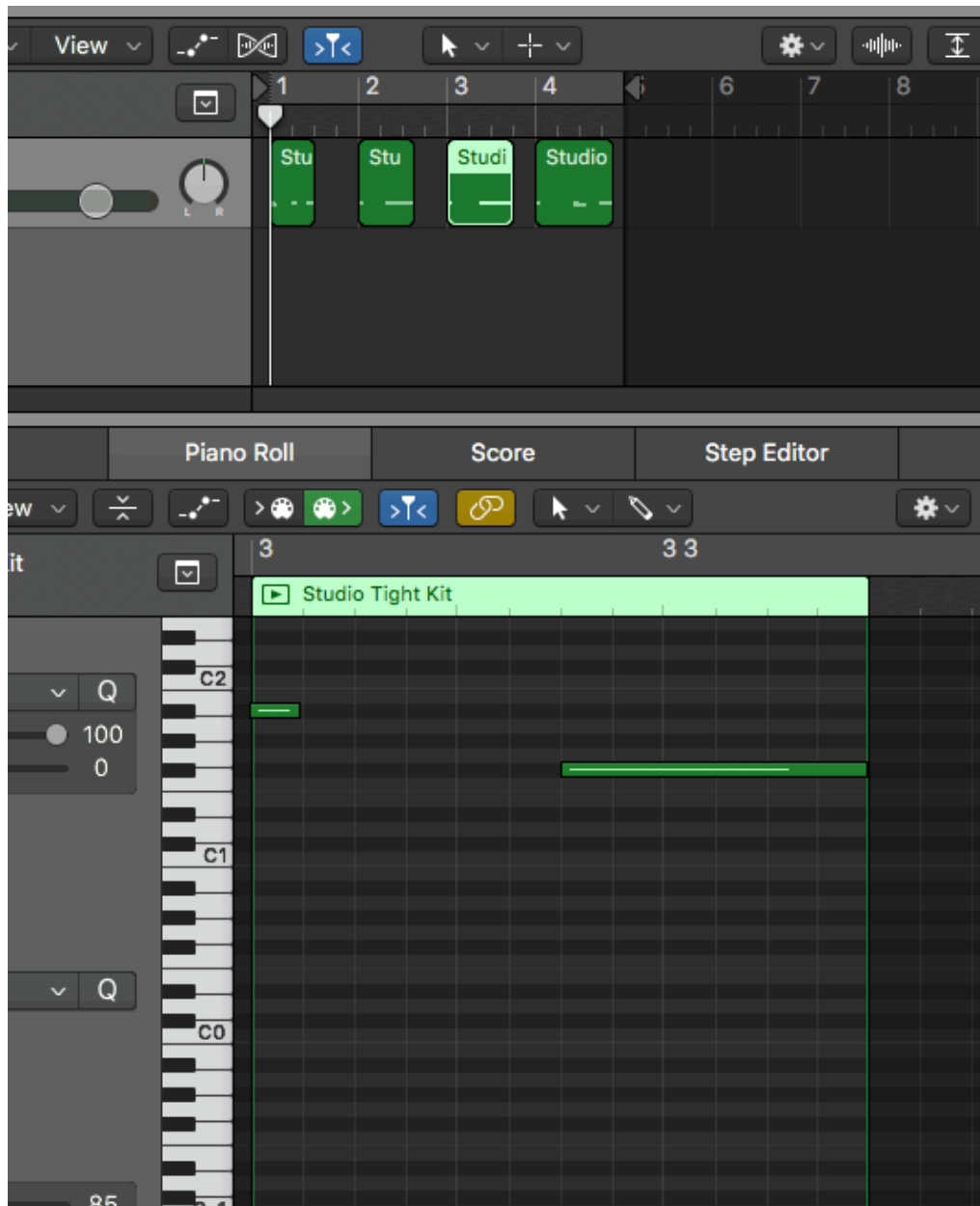
9. Now, in the arranger window, drag each region, beginning with the second region so that it abuts with the region to the left of it.

Since we used values of 1.25, 1.5 and 1.75, Snap to Grid - Divisions can be helpful in realigning the regions.
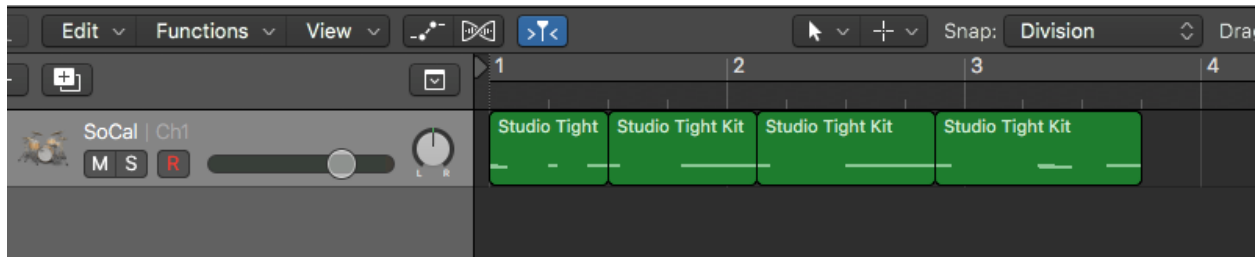

9. Just one more thing to do. We wanted to add an kick and crash to the end. Create a new region after the end of region 4, using the Command+pencil tool.
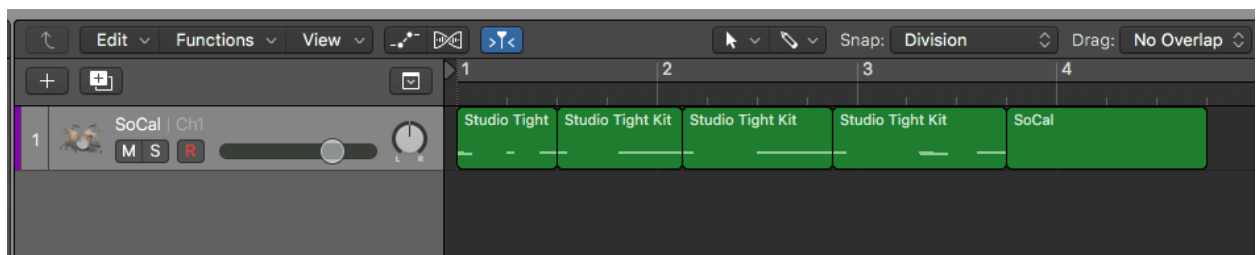
Again using the pencil tool, enter a note a C1, and a second note at C#2. That is a kick and a crash. Extend the notes to the end of bar 3. Then uses the <]> tool to trim then last region to the end of bar 3.

10. Select the 5 regions and go to Edit>Join>Regions.
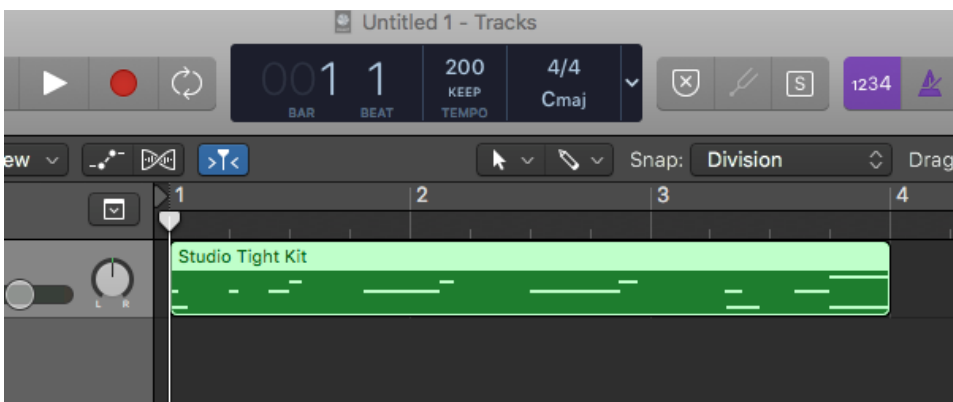
11. The section is now ready to export as an outro. Select the region and go to File>Export>Selection as Midi file.   Give the file a name and select a location. The file can now be used in a Beat Buddy Song.