

This software synth is 16-part multi-timbral. As usual, you can switch sounds via program changes; these are arranged according the GM table. Channel 10 is always set to drum sounds, with GM key assignments. The QuickTime synthesizer reacts to notes and program change commands, as well as to pitch bend ( $\pm 2$  semitones) and the main volume controller (#7).

The first note is used to initialize the relevant MIDI channel of the QuickTime synthesizer, and is not played.

### Internal—ReWire

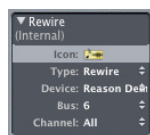
*New > Internal > ReWire* allows you to send MIDI data to ReWire2 compatible applications and their software instruments.

### Starting/Stopping the ReWire Connection

To connect to a ReWire compatible software instrument, first launch Logic and then the ReWire application. When shutting down, first quit the ReWire application, then Logic.

### Settings

Apart from common parameters, the Rewire Object offers three settings:



*Device:* This setting refers to the ReWire application(s) that Logic can connect to. If one or more ReWire applications are running, it will display the names of these applications.

*Bus:* Lets you choose the ReWire Bus from all available ReWire busses. If a ReWire application provides bus names, they will be shown. If using Reason, the names of the instruments available in the Reason Rack will be shown from Bus 6 upwards, in place of numbers.

*Cha:* Sets the MIDI channel of the ReWire Object.

### Reason Settings

When using Reason, the Bus numbers translate as follows:

- *Bus 1:* addresses the instrument chosen as the Live Track in Reason.
- *Busses 2 to 5:* address Busses A-D of Reason's MIDI In device.
- *Busses 6 and higher:* addresses the instruments of the Reason Rack.

### ReWire Behavior

In *Preferences > Audio > Driver*, you can set the ReWire behavior for each ReWire compatible audio driver type. When sending MIDI data to a ReWire compatible software instrument, you can choose between these modes: