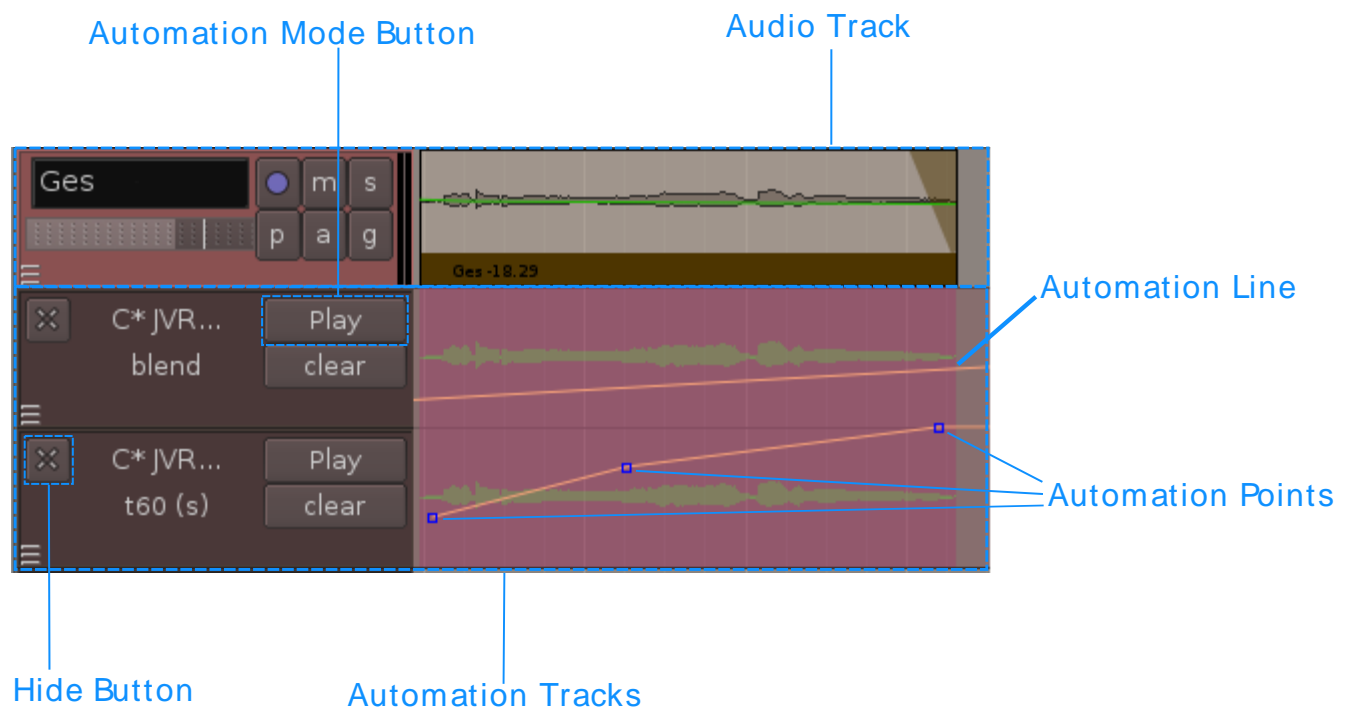


# Automation Tracks



Every Plugin's Parameters, Faders and Panners have associated Automation Tracks. The Automation track remembers the Plugin parameter's value for some points along the timeline. There are different modes of operation for automation tracks:

- Manual** The default mode is Manual, that means the automation track is bypassed and the Plugin parameter's value does not depend on time unless you change it manually (hence the name). This mode is most useful for static parameters, for example the settings of an equalizer or a compressor.
- Write** Write mode records all changes made to a parameter during playback and should only be engaged for rough initial parameter changes since it overwrites all previously recorded automation points.
- Play** Touch mode is more versatile, because it plays back previously recorded automation points and records only changes made to them.
- Touch** Play mode does not allow for manual correction of parameters, it simply plays back the automation curve. Once you have adjusted all automation points, set the automation track to Play mode to avoid accidental changes.

## NOTE

Touch mode requires either using the GUI faders or utilizing a control surface protocol that sends and understands touch signals. At this moment the only protocol that supports that is the Logic protocol for the Mackie Control Universal surfaces. The Behringer BCF series surfaces that also use this protocol are do not send a touch signal, and thus are unable to be used with this protocol.

Automation tracks can be displayed and modified in the Editor Window by clicking the "a" button on a track's or bus' header. From the menu all automateable Parameters are accessible. For every menu item you check, a new track with an (empty, if no automation has been recorded yet) automation curve is generated. it is very useful to increase the height of the track to increase fine control over the position of the automation points.

Automation Tracks may be displayed or hidden via the automation button or **Right-Click** in the header for the [track or bus](#)<sup>1</sup>.

New automation points can be created by a **Left-Click** on the track while the Object Tool is selected. The automation points are connected with straight lines, that means the parameter's value changes linearly between the two points (or exponentially, if the plugin describes the parameter as logarithmic). If there are no more automation points in either direction of the timeline, the parameter will be set to the value of the first or last automation point.

NOTE

If the plugin has a dedicated gui (AU, VST and some LV2 plugins) the header of the appropriate automation track is the only place where this can be selected. Faders, Panners and LADSPA Plugins' parameters always have button associated with them to set the automation mode.

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1. <http://vm-nice.stackingdwarves.net:8888/ardour-en/8-ARDOUR/24-ARDOUR/424-ARDOUR.html> (Tracks and Busses)