



PLATFORM·NANO AIR

電動フェーダー付き音楽制作用ワイヤレス MIDI/ オーディオコントロールサーフェース



User manual





警告

電気製品は安全のための注意事項を守らないと、火災や人身事故になることがあります。

この取扱説明書には、事故を防ぐための重要な注意事項と製品の取り扱いかたを示しています。この取扱説明書をよくお読みのうえ、製品を安全にお使いください。お読みになったあとは、いつでも見られるところに必ず保管してください。

ICON製品は安全に十分配慮して設計されています。しかし、電気製品はすべて、まちがった使いかたをすると、火災や感電などにより人身事故になることがあり危険です。事故を防ぐために次のことを必ずお守りください。

安全のための注意事項を守る

この取扱説明書の注意事項をよくお読みください。製品全般の注意事項が記載されています。

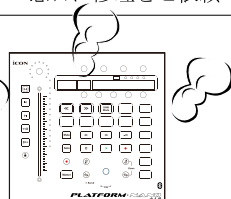
故障したら使わない

本体やACパワーアダプター、充電器などの動作がおかしくなったり、破損しているのにお気付きの場合はすぐにお買い上げ店またはアイコンサービス窓口にて修理をご依頼ください。

万一、異常が起きたら

- ① アイコンサービスセンター
- ② USBケーブルを抜く
- ③ お買い上げ店またはアイコンサービス窓口にて修理を依頼する

変な音・
においがしたら、
煙が出たら



警告表示の意

取扱説明書および製品では、次のような表示をしています。表示の内容をよく理解してから本文をお読みください。



警告

この表示の注意事項を守らないと、火災・感電・破裂などにより死亡や大けがなどの人身事故が生じることがあります



注意

この表示の注意事項を守らないと、感電やその他の事故によりけがをしたり周辺の器具に損害を与えたりすることがあります。

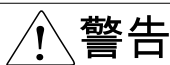
注意を促す
記号



行為を禁止
する記号



行為を指示
する記号



警告



下記の注意事項を守らないと火災・感電により死亡や大けがの となります。

分解や改造をしない

火災や感電の原因となります。絶対に自分で分解しないでください。内部の点検や修理はお買い上げ店またはアイコンサービス窓口にご依頼ください。

内部に水や異物を入れない

水や異物が入ると火災や感電の原因となります。この機種は防水構造にはなっていませんので、水中や雨天での使用はできません。万一、水や異物が入ったときは、すぐにスイッチを切り、ACパワーアダプターや充電器をコンセントから抜いてください。電池を使用している場合は、すぐに電池を取り出してください。そして、お買い上げ店またはアイコンサービス窓口にご相談ください。

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はじめに

ICON PlatformNano Air シリーズ USB オーディオレコーディングインターフェースを

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本書には、PlatformNano Air シリーズ USB オーディオレコーディングインターフェース

の特徴、フロントパネル、サイドパネルの詳しい解説と、設定方法、使用方法、そして主要諸元が記載されています。

次のリンクのサイトから製品を登録してください：www.iconproaudio.com/registration:

次の手順に従ってください。まず、デバイスのシリアル番号と個人情報などを記入します。www.iconproaudio.com にてオンラインで製品をご登録いただくと、サービスやアフターセールスサポートを弊社のヘルプセンターからお受けになることができます。また、個人製品ページでお客様のアカウントに登録済み製品が表示されるので、そこでお使いのデバイスのファームウェア / ドライバのアップグレード、ソフトウェアバンドル、ユーザーマニュアルのダウンロードなど行うことができます。

他の電子製品と同様、本製品につきましてもご購入いただきました際の梱包材一式を保管していただきますようお願い申し上げます。万一修理のため本製品を弊社に返送していただく場合は、製品ご購入時の梱包材（あるいはそれと同等の梱包材）が必要となります。

本製品は、適切に整備・お手入れをしていただければ、故障することなく末永くご利用いただけます。後日照会させていただくため、シリアルナンバーを下欄に控えていただけますよう、お願い申し上げます。

付属品をご確認ください

- PlatformNano Air USB MIDI コントローラー x 1 個
- Quick Start Guide x 1
- USB3.0 ケーブル x 1
- 他の DAW 用の PVC オーバーレイ

お客様のアカウントで ICON Pro Audio 製品をご登録ください

1. お使いのデバイスのシリアル番号を確認してください

<http://iconproaudio.com/registration>に進むか、下のQRコードをスキャンします。



画面に、お使いのデバイスのシリアル番号など、請求された情報を入力します。「Submit」をクリックします。

形式番号やシリアル番号などのデバイス情報を表示したポップアップウィンドウが現れます。「Register this device to my account」をクリックします。別のメッセージが表示された場合はアフターセールスサービスチームまでご連絡ください。

2. 既存ユーザーの方は、ご自分の個人アカウントページにログインします。未登録の方は新規ユーザーとして登録してください。

既存ユーザーの場合：ユーザー名とパスワードを記入して、個人ユーザーページにログインしてください。

新規ユーザーの場合：「Sign Up」をクリックして、情報をすべて記入してください。

3. 役に立つ資料をダウンロードする

このページのアカウントに、登録済みデバイスがすべて表示されます。製品ごとにドライバ、ファームウェア、各言語版のユーザーマニュアル、バンドルされたソフトウェアなどが表示されるので、これらをダウンロードすることができます。デバイスのインストールを開始する前に、ドライバなどの必要なファイルをダウンロードしておいてください。

機能



- 超安定ワイヤレス接続を実現する 2.4GHz Gen4.0 BLE ワイヤレスモジュールを内蔵
- 超コンパクト USB Bluetooth ワイヤレスペアリング dongle 付属
- Bluetooth dongle とデバイスのワイヤレスモジュールとの間で自動的にワイヤレスで接続されるため、追加操作が不要
- 10 ビットの解像度を持つマスターチャンネル用 1 タッチセンス付きモータライズフェーダー
- 非常にコンパクト、頑丈、かつ多目的
- バックライト付き LCD でチャンネル名、コントロール値などを表示
- デュアル機能エンコーダーつまみ (入力して回す) 1+4 個
- エンコーダーの周囲にメインノブコントロールの回転位置を示す 11 セグメント LED。
- SMPTE または BBT フォーマットで、プロジェクトの時間ロケーションを表示する 12 セグメント LED ディスプレイ。
- 高速検索、スクラブ、コントロール用のジョグホイールシャトル
- 8 つの LED で色分けされた機能ボタンは、5 つの異なる色のレイヤで調整され、さまざまな機能コントロールを切り替えます。
- ミュート、ソロ、録音などのチャンネルコントロール用の照明ボタン
- 再生、停止、録音、巻戻し、早送り、ループを含む、照明式トランスポート・ボタン 6 個
- ジョグホイールと併用される .2 つの方向キーを備えた、照明付き「Zoom」ボタン
- 各チャンネルが簡単に選択できる照明付き「Track」ボタン、2 個
- 一度に 8 個のチャンネルを切り替える照明式「Bank」ボタン 2 個
- 互換性のある音楽制作ソフトウェアとシームレスに統合するためのユニバーサル Mackie Control および HUI プロトコルをサポート

- 最も人気のある DAW オーバーレイ - Cubase/Nuendo、Logic Pro X、Digital Performer、FL Studio、Samplitude、Reaper、Studio One、Bitwig、Reason、ProTools、Sonar、Audition、Ableton Live、User Define Mode
- MIDI 機能が簡単にマッピングできる iMap™ ソフトウェアを同梱
- 高速 USB 3.0 対応
- USB 接続と iMap ソフトウェアで簡単にファームウェア・アップグレードが可能。
- ユーザー A とユーザー B フットスイッチペダル接続用 1/4 インチ入力
- Platform D3 LCD ディスプレイコネクター使用可能（オプション）
- Mac OS X、Windows 10、Windows 8（32 ビットと 64 ビット）、Windows 7（32 ビットと 64 ビット）
- Bluetooth ドングルとデバイスのワイヤレスモジュールとの間で自動的にワイヤレスで接続されるため、追加操作が不要
- 3000mAh リチウムイオンポリマー充電式バッテリー付属。
- PlatformD3 を接続して自動化を起動した場合、バッテリーで 5 ～ 6 時間の連続動作が可能（バッテリーを満充電した状態）
- バッテリー残量表示用 4 色 LED
- スマートフォンアダプターまたは電源パックでバッテリーを充電できるミニ USB ポートを搭載
- 製造品質に優れた、Kensington ロックポート搭載の堅牢なメタルケーシング

上面パネルレイアウト



注意：デジタルオーディオワークステーション（DAW）の違いにより、個々の機能の動作は DAW ごとに多少異なる場合があります。各機能については DAW の取扱説明書を参照し、現在の DAW に従って、提供されているラベリングテンプレートをオーバーレイしてください。以下の説明は、Apple Logic の動作機能に基づいています。機能は多少異なる場合があります。

1. LCD バックライトディスプレイ

バックライト付き LCD ディスプレイには、調整したパラメーター値が表示され、チャンネル選択や操作モードなどに関するフィードバックも提供されます。

2. チャンネル / マスターフェーダー

タッチセンシティブなモーター式フェーダーは、さまざまなチャンネルのパラメーターを調整するために使用できます。2 個の「フェーダー」ボタンを押すとチャンネルが切り替わり、2 個の「バンク」ボタンを押すと一度に 8 個のチャンネルがシフトします。また、「Master」ボタンを押すと、フェーダーが回転してマスターチャンネルのパラメーターをコントロールします。

100mm モーター式フェーダーは、一般的に DAW のトラック音量の調節に使用します。お使いの DAW によっては、「Flip」ボタンを使って、このフェーダーの機能を別の設定に切り替えることができます。これは、フェーダーに触れた瞬間にオーバーライドオートメーションを可能にするタッチセンシティブです。また、これはモーター式のため、DAW アプリケーションで選択されているチャンネルの現在のレベルを反映するように自動的に移動します。これらのフェーダーによるパラメーター調整は、LCD ディスプレイの真上に表示されます。

3. デュアル機能エンコーダー

デュアル機能を備えたエンコーダーは、プッシュボタンとロータリーコントロールとして機能します。

エンコーダーを押すと、動作モードを変更できます。エンコーダーを回転させると、割り当てられた機能に応じて、チャンネルのパン、センドレベル、プラグインパラメーターを調整できます。

4. コントロール・ボタン

4a) 録音チャンネルコントロールボタンセクション

REC (録音) - ボタン - 対応するチャンネルの録音状態をオンオフします。チャンネルが録音状態になると、スイッチが赤く点灯します。

SOLO (ソロ) ボタン - 対応するチャンネルのソロ状態をオンオフします。チャンネルのソロ状態がオンになると、スイッチがレッドに点灯し、それ以外のチャンネルがミュートされます。別のチャンネルの SOLO ボタンを押すと、それらのチャンネルも同時にオンになります。

MUTE (ミュート) ボタン - 対応するチャンネルのミュート状態をオンオフします。チャンネルがミュート状態になると、スイッチがレッド点灯します。レッド点灯したチャンネルがミュートされます。

4b) モーター式フェーダーコントロールボタンセクション

Fader < ボタン - フェーダーの「1」チャンネルを左にシフトします。

Fader > ボタン - フェーダーの「1」チャンネルを右にシフトします。

BANK UP (バンクアップ) ボタン - すべてのフェーダーが、「8」チャンネル上にシフトします（マスターチャンネルを除く）。

BANK DOWN (バンクダウン) ボタン - すべてのフェーダーが、「8」チャンネル下にシフトします（マスターチャンネルを除く）。

5. ジョグホイールセクション

5a) ジョグホイール - ジョグホイールは、シャトルやスクラブ機能など、DAW アプリケーションに特有のさまざまな目的に使用されます。

5b) ズームコントロールボタンセクション

Zoom アップ / ダウン ボタン - Zoom の上 / 下ボタンを押すと DAW アプリケーションのグラフィックユーザーインターフェイス (GUI) が上下にナビゲートされ、ジョグホイールを併用するとトラックサイズが増減できます。

Zoom 左 / 右 ボタン - 左 / 右ボタンを押すと DAW アプリケーションのグラフィックユーザーインターフェイス (GUI) が左右にナビゲートされ、ジョグホイールを併用するとプロジェクトウィンドウのクリップサイズとミキサーウィンドウのチャンネルサイズが増加します。

6. トランスポートコントロールボタンセクション

PLAY (再生) ボタン — DAW の再生機能を起動します。

STOP (停止) ボタン — DAW の停止機能を起動します。

REC (録音) ボタン — DAW の録音機能を起動します。

REWIND (巻戻し) ボタン — DAW の巻戻し機能を起動します。

FAST FORWARD (早送り) ボタン — ADAW の早送り機能を起動します。

LOOP (ループ) ボタン — DAW のループ機能を起動します。

7. 割り当てセクション

(注: これらのボタンの機能は、DAW によって異なります。正しく機能させるには、現在のデジタルオーディオワークステーションに正しいオーバーレイを適用してください。以下の機能は、Apple Logic Pro に適用されます。)

TRACK ボタン - ソフトウェアのトラックパラメーターを有効にします。

PAN/SURROUND/EQ/Send/Plug-in/Instrument ボタン - これらのボタンを使用して、DAW の対応するエフェクト機能を起動します。通常、ロータリーエンコーダーノブと組み合わせて使用されます。ボタンを押すとライトが点灯し、ロータリーエンコーダーノブを回して値を調整します。これが LCD に表示されます。

8. LED 色分け機能ボタン

8 つのコントロールボタンのこのセクションは、各レイヤの機能ごとに色分けされた LED です。上にある 5 つの丸いボタンを使用してレイヤを切り替えます。赤、緑、青、紫、黄などです。丸いボタンのいずれかを押して、ファンクションレイヤを切り替えます。現在の DAW に対応する正しい PVC オーバーレイを配置して各カラーレイヤの各ボタンの機能を表示します。上記の用語および機能の詳細については、DAW の取扱説明書を参照してください。

9. バッテリー残量インジケーター

1st 緑 — 76% ~ 100% のバッテリー残量

2nd 緑 — 51% ~ 75% のバッテリー残量

オレンジ — 26% ~ 50% のバッテリー残量

赤 — 25% のバッテリー残量

ヒント: 本器の使用中にバッテリー残量が 5% 以下になると、赤い LED が点滅し始めます。この場合、直ちに再充電してください。

背面パネルのレイアウト



1. USB 3.0 ポート

お使いのコンピュータと互換性のあるソフトウェアへの MIDI ポートとして機能します。PlatformNano Air にも電力を供給します。

2. ユーザー A およびユーザー B 用 ¼ inch コネクター

この ¼ inch コネクターにフットペダルを接続すると、そのフットペダルを使って、選択した機能を起動することができます。そのパラメータを設定するには、Mackie コントロールモードで、ユーザー A またはユーザー B のパラメータを選択します。

3. USB ポート (mini)

コンピュータの USB ポートが PlatformNano Air の稼働に十分な電力を供給できない場合は、携帯電話の充電器などの外部電源アダプタ (5V DC) を接続してデバイスに追加の電力を供給することができます。

移動中に本器を使用する場合、このポートは、外部電源パックによる充電式内蔵バッテリーの充電にも使用されます。

PlatformD3 LCD モジュールコネクター

付属のケーブルを使用して、オプションの PlatformD3 LCD モジュールをこのコネクターに接続します。

ワイヤレス dongle

1. ペアリング表示 LED

PlatformNano Air デバイスのワイヤレスモジュールがワイヤレス dongle とペアリングしている場合、この LED が点灯し、それ以外の場合は点滅します。

2. MIDI In LED

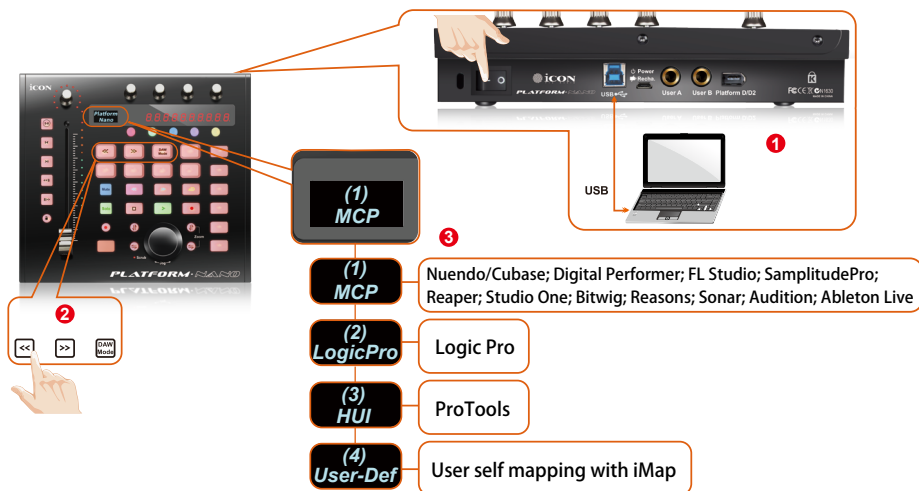
MIDI In 信号を受信するとこの LED が点滅します。

3. MIDI Out LED

MIDI Out 信号を受信するとこの LED が点滅します。.



はじめに (USB 3.0 ケーブルを接続した状態) PlatformNano Air コントローラーを接続する



1. USB ポートを介して PlatformNano Air を Mac/PC に接続します。

Mac/PC の USB ポートを選択して、USB ケーブルの幅広の部分（平らな）を差し込みます。ケーブルのもう一方の端を PlatformNano Air に接続します。お使いの Mac/PC が自動的に新しいハードウェアを「検出」し、使用できる状態になったことを通知します。

2. PlatformNano Air で DAW を選択する

<</>> を押して DAW モードリストをスクロールし、「DAW モード」ボタンを押して選択します。

ヒント：PlatformNano Air は最後に選択した DAW モードを記憶し、装置の電源が入ってから数秒後に同じモードに入ります（つまり、最後に DAW モードを使用している場合は、DAW モードを選択する必要はありません）。

3. DAW の設定

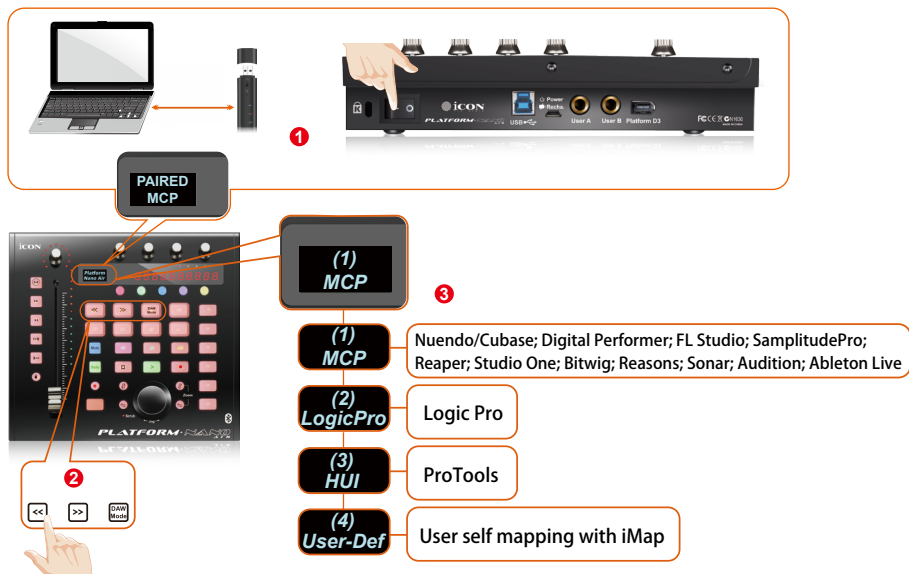
MIDI デバイス」または「MIDI Devices」を使用して、DAW または MIDI ソフトウェアの ICON PlatformNano Air コントローラーを有効にします。

例えば：Logic™、Cubase™、Nuendo™ の場合は、「デバイスリスト」で Mackie Control を選択します。

（**注意：**これはアプリケーションによって少しずつ異なるため、設定についてはソフトウェアの取扱説明書を参照してください。）

はじめに（ワイヤレス接続）

PlatformNano Air コントローラーの接続



1. お使いの PC/Mac の USB ポートにワイヤレス USB ドングルを差し込み、PlatformNano Air デバイスの電源を入れます。

ワイヤレスモジュールが dongle と自動的にペアリングされます。ペアリングが成功すると、PlatformNano Air の LCD に「Paired」の文字が表示されます。すると、Mac/PC は、自動的に新しいハードウェアを検出し、使用可能な状態になると通知されます。

2. PlatformNano Air で DAW を選択する

<</>> を押して DAW モードリストをスクロールし、「DAW モード」ボタンを押して選択します。

ヒント：PlatformNano Air は最後に選択した DAW モードを記憶し、装置の電源が入ってから数秒後に同じモードに入ります（つまり、最後に DAW モードを使用している場合は、DAW モードを選択する必要はありません）。

3. DAW の設定

MIDI デバイス」または「MIDI Devices」を使用して、DAW または MIDI ソフトウェアの ICON PlatformNano Air コントローラーを有効にします。

例えば：Logic™、Cubase™、Nuendo™ の場合は、「デバイスリスト」で Mackie Control を選択します。

（注意：これはアプリケーションによって少しずつ異なるため、設定についてはソフトウェアの取扱説明書を参照してください。）

www.iconproaudio.com の個人ユーザーページから、Windows ドライバをダウンロードします

ドライバファイルをダウンロードしたら、そのファイルをクリックしてインストールプロセスを開始します。

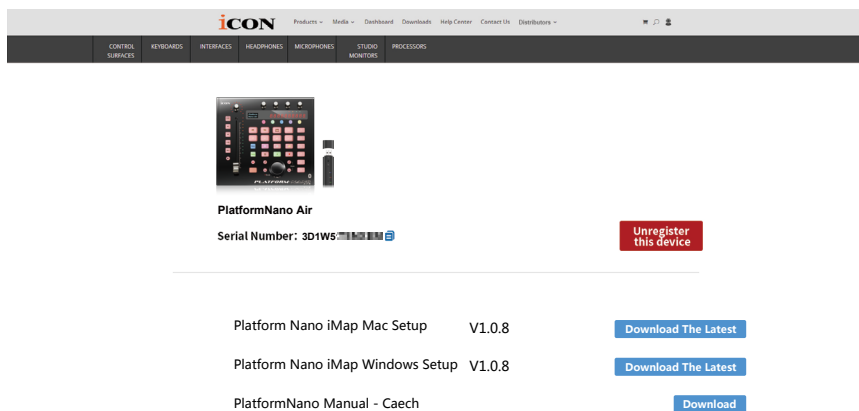


図 1

1. ユ Mac OS X 用 iMap™ ソフトウェア。

次の手順に従って、Mac OS X で iMap™ ソフトウェアを起動します。

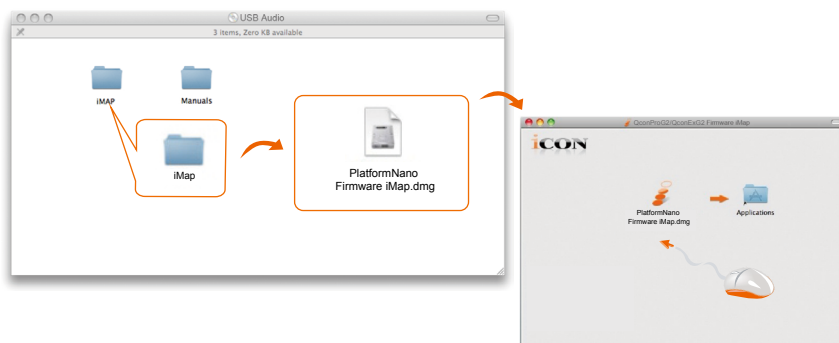


図 2

ヒント：「PlatformNano Air iMap」アイコンを「Applications」フォルダに「ドラッグ & ドロップ」すると、Mac のデスクトップに「iMap」ショートカットを作成できます。

Windows で iMap™ ソフトウェアをインストールする

次の手順に従って、iMap™ ソフトウェアをインストールします。

1. PC の電源を入れます。

2. www.iconproaudio.com の個人ユーザーページから、Windows ドライバをダウンロードします

ドライバファイルをダウンロードしたら、そのファイルをクリックしてインストールプロセスを開始します。

3. 設定ウィザードが表示されます。

設定ウィザードが表示されます。「Next」をクリックしてください。

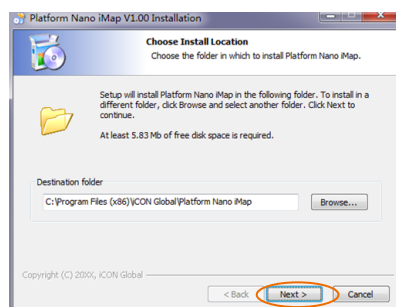


図 3

4. インストール場所を選択する

iMap™ のインストール場所を選択するか、デフォルトの場所を使用して [Next] をクリックします。

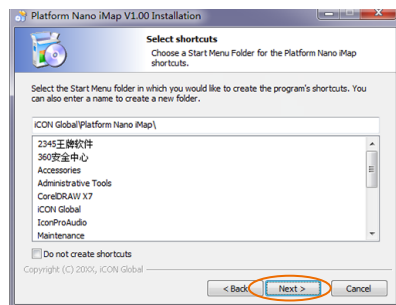


図 4

5. ショートカットを選択する

iMap™ ショートカットを作成するスタートメニューフォルダを選択します。次に「Next」をクリックしてください。

6. デスクトップにショートカットを作成する

デスクトップに iMap™ のショートカットアイコンを配置しない場合は、チェックボックスをオフにします。そうでない場合は、「Next」をクリックします。

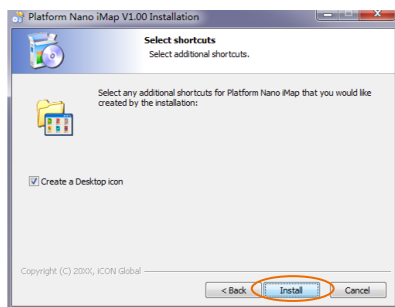


図 5

7. iMap™ がインストールを開始する

iMap™ のインストールが開始されました。完了するまでお待ちください。次に「Finish」をクリックします。

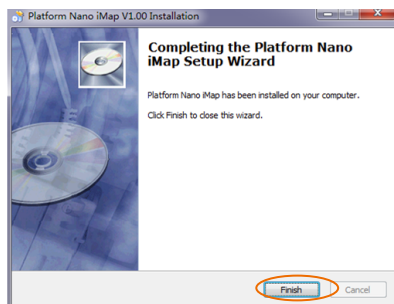


図 6

8. インストールが完了しました

「Finish」をクリックして、iMap™ ソフトウェアのインストールを完了します。



図 7

iMap™ を使って、DAW モード（Mackie Control/HUI）または自己定義 MIDI 機能を割り当てる

必要に応じて、PlatformNano Air を設定する方法は 2 つあります。一般的に、DAW に依存する Mackie Control、Logic、または HUI プロトコルを使用してデバイスを設定する方がはるかに簡単で高速です。

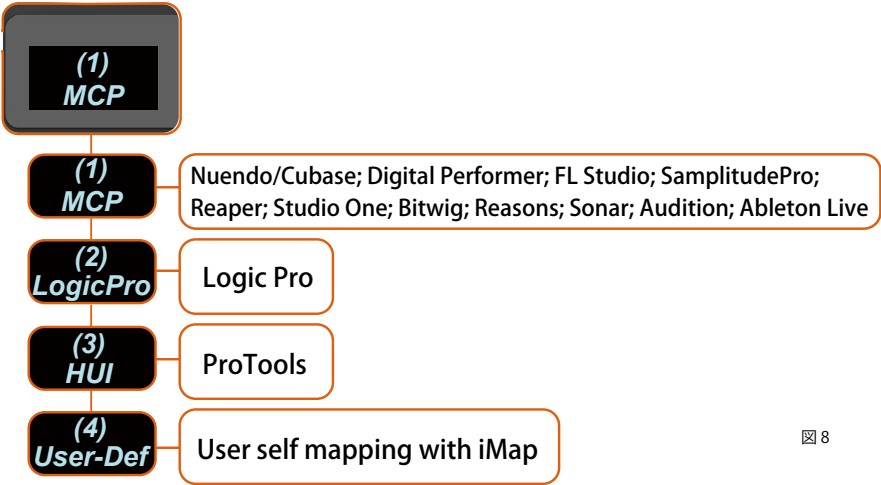


図 8

あるいは、iMap の機能プルダウンメニューで提供される独自の MIDI メッセージを使用して、PlatformNano Air の各コントロールエレメントを定義することもできます。ただし、DAW の MIDI 構造を完全に理解していないと、セットアップが非常に面倒になります。実際には、Mackie Control、Logic、または HUI コントロールモードを使用することを強くお勧めします。これらのモードは、最も一般的なユーザープリファレンスに従ってプログラムされており、ほとんどの場合ニーズに適合します。

iMap™ で DAW モード (Mackie control/HUI) を割り当てる

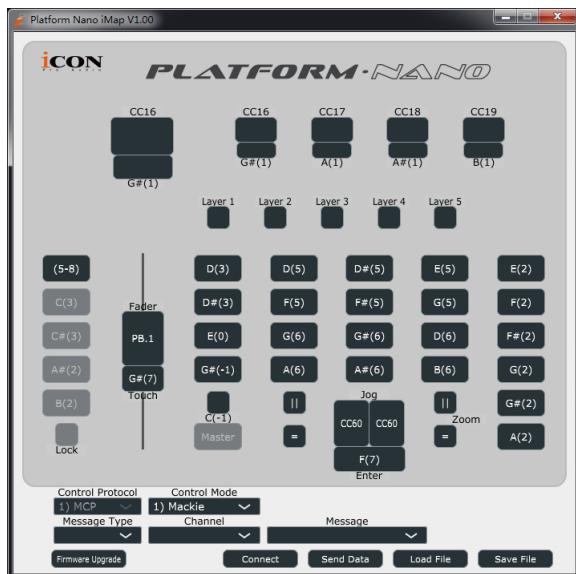


図 9

iMap™ PlatformNano Air ソフトウェアパネル

DAW モードの設定を開始するには、PlatformNano Air を iMap に接続します。以下の手順に従ってください。

1. PlatformNano Air を Mac/PC に接続します。
2. iMap を起動して「Connect Device」ボタンをクリックします。
注意： PlatformNano Air が Mac/PC に接続されていない場合は、「There are no MIDI input devices」というメッセージが表示されます。付属の USB ケーブルで、PlatformNano Air を Mac/PC に接続してください。
3. ポップアップメニューから、「PlatformNano」を MIDI 出力デバイスとして選択します。

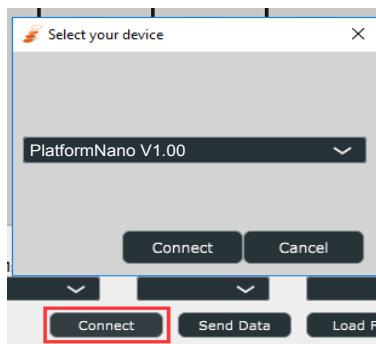


図 10

4. 「Mode」プルダウンメニューから、DAW に適したモードを選択します。

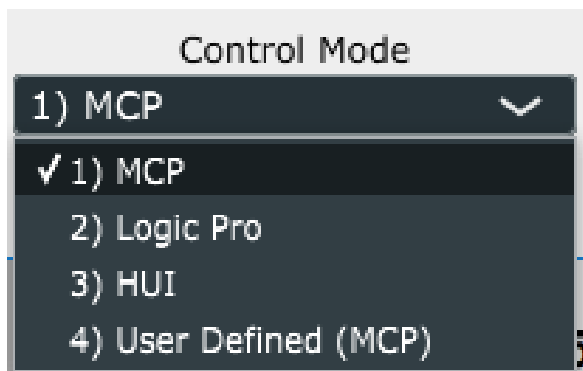


図 11

注意：DAW モード（Mackie Control/HUI）では、PlatformNano Air のコントロールで MIDI メッセージの設定を変更することはできません。

ヒント：ハードウェアを使用して、iMap の代わりに DAW モードを選択することもできます。指示については、P.12 を参照してください。

5. すべての設定が終わったら、「Send Date」ボタンをクリックします。
6. iMap を閉じます。

iMap™ でユーザー定義モードの MIDI メッセージを割り当てる

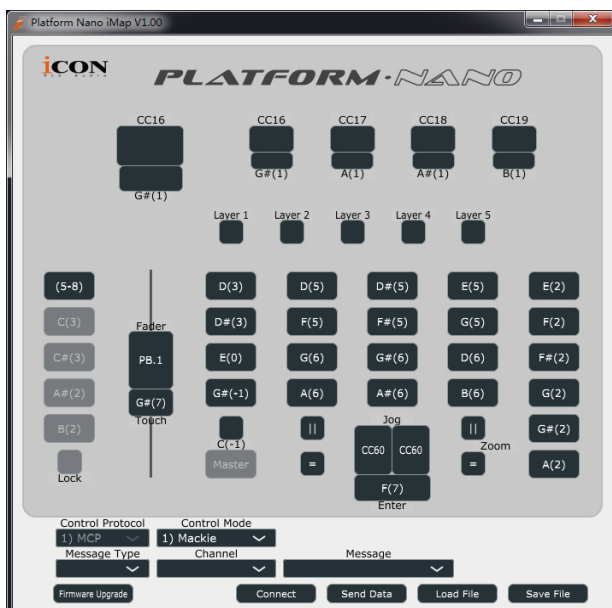


図 12

iMap™ PlatformNano Air ソフトウェアパネル

「User defined」モードの設定を開始するには、以下の手順に従ってください。

1. PlatformNano Air を Mac/PC に接続します。
2. iMap を起動して「Connect」ボタンをクリックします。
3. ポップアップメニューから、「PlatformNano」を MIDI 出力デバイスとして選択します。

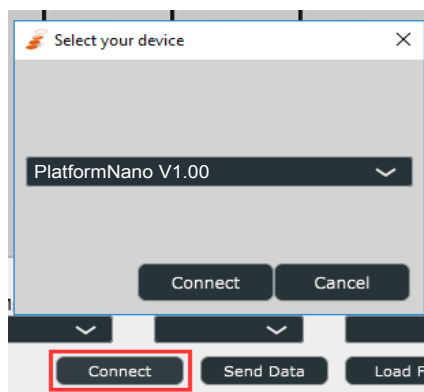


図 13

4. **Control Mode** プルダウンメニューで「**User-Defined Mode**」を選択します。ユーザー定義モードの各コントロールエレメント設定については、下記をご覧ください。

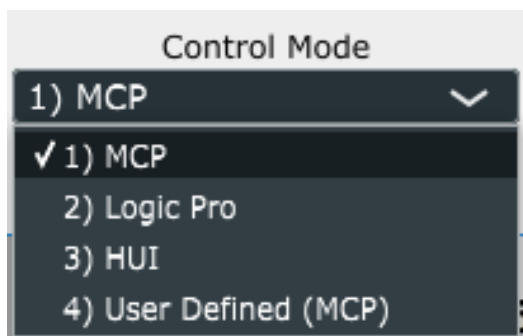


図 14

5. すべての設定が終わったら、「**Send Date**」ボタンをクリックします。
6. **iMap** を閉じます。

ユーザー定義モードでのコントロールエレメントの設定

iMap™ PlatformNano Air ソフトウェアパネル

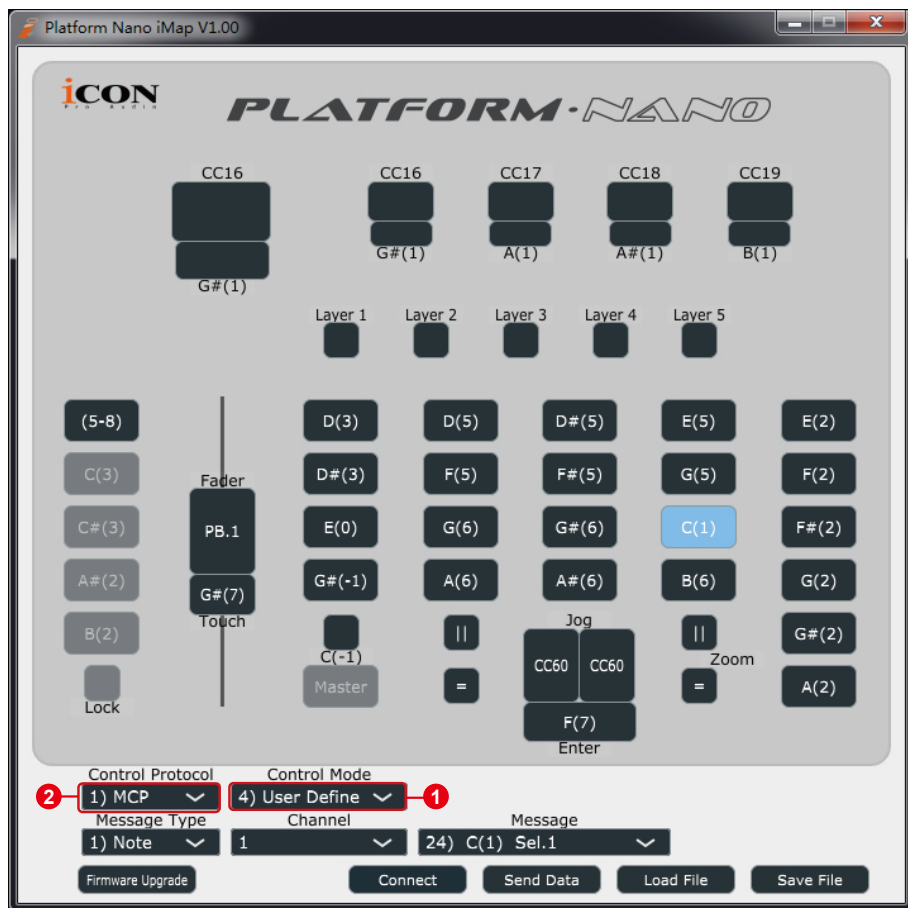


図 15

PlatformNano Air にはフェーダー、ノブ、ボタン、ジョグホイールなどのコントロールがあり、自分で MIDI メッセージを設定できます。コントロールエレメントに応じて、MCP では「Pitch」、「Note」、「CC」、「Channel」、「Message」、HUI では「Value 1」、「Value 2」、「Function」など、さまざまな種類のメッセージを調整できます。

また、ご使用のDAWに適したコントロールプロトコル(MCPまたはHUI)を選択して、PlatformNano Air と DAW 間の通信を確立します。DAW ごとに推奨されるコントロールプロトコルについては、以下の表を参照してください。

Control Protoool	DAW
MCP	Nuendo/Cubase; Logic Pro; Digital Performer; FL Studio; Reaper; Reasons SamplitudePro; Studio One; Bitwig; Sonar; Audition; Ableton Live
HUI	ProTools

iMap™ のその他の機能

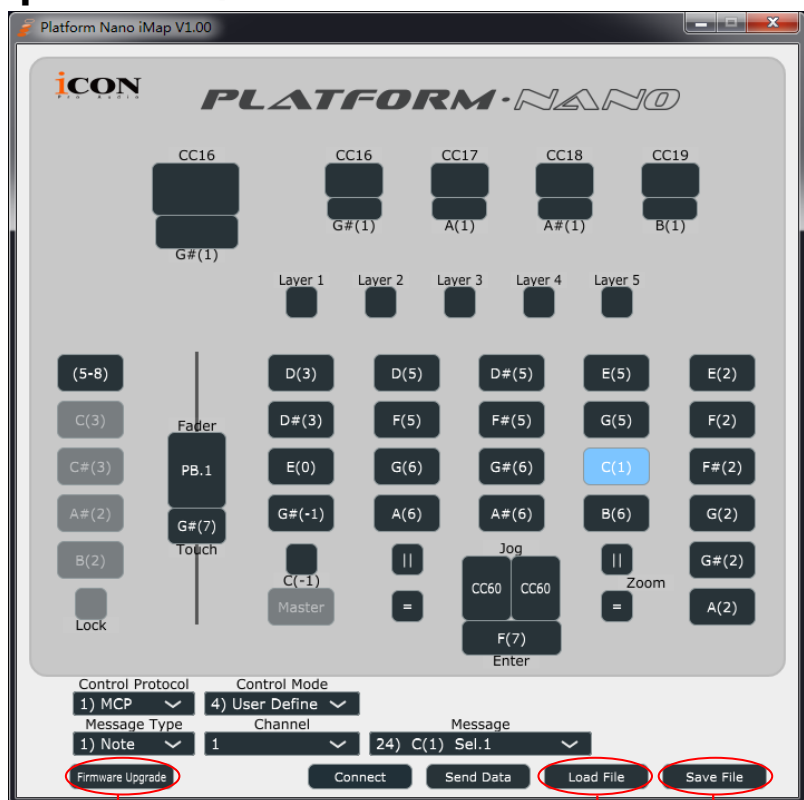


図 16

1. 「ファイルの保存」 ボタン

このボタンをクリックして、PlatformNano Air の現在の設定を保存します。ファイルは「.imap」ファイルです。

2. 「ファイルの読み込み」 ボタン

このボタンをクリックして、PlatformNano Air 用に以前に保存した「.imap」設定ファイルをロードします。

3. 「ファームウェアアップグレード」 ボタン

このボタンをクリックして、PlatformNano Air のファームウェアアップグレードウィンドウに入ります。ファームウェアのアップグレード手順についてはP.36を参照してください。

ファームウェアアップグレード

PlatformNano Air 機能ファームウェアのアップロード手順

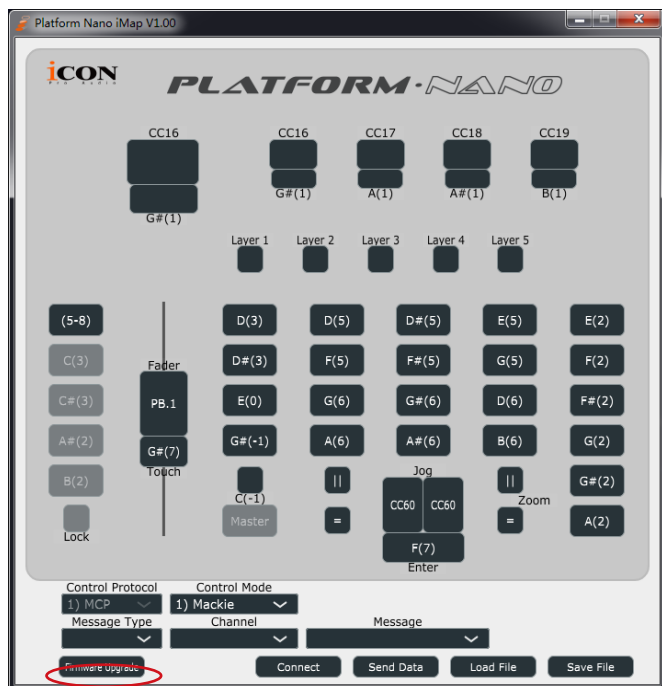


図 17

警告： ファームウェアアップロードプロセスは、ファイルのアップロード中に中断しないで完了する必要があります。中断すると、ファームウェアは再書き込みできません。



図 18

ステップ 1： USB 接続を使用して PlatformNano Air を接続してください。上部の「MIDI Device」ボタンを押して、接続されている PlatformNano Air をプルダウンメニューの「MIDI In and Out」デバイスとして選択し

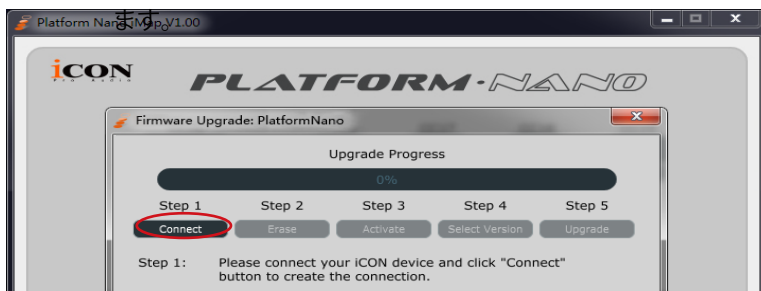


図 19

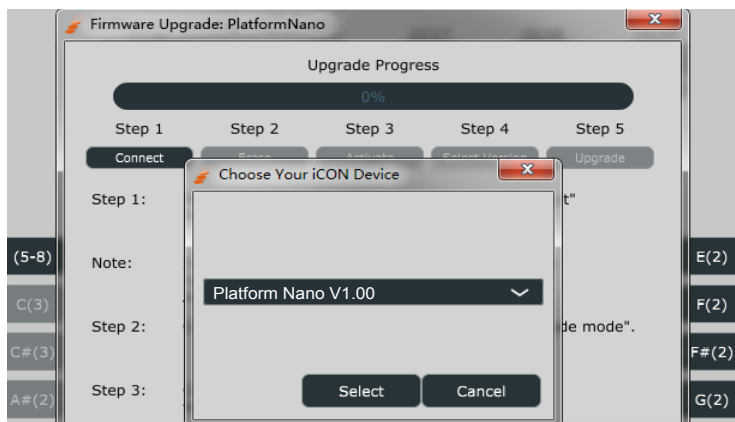


図 20

注意： 接続名「PlatformNano Air」がプルダウンメニューに表示されない場合は、MIDI イン/アウトデバイスとして「USB Audio」を選択してください。

ステップ 2： 「Update」ボタンをクリックしてください。

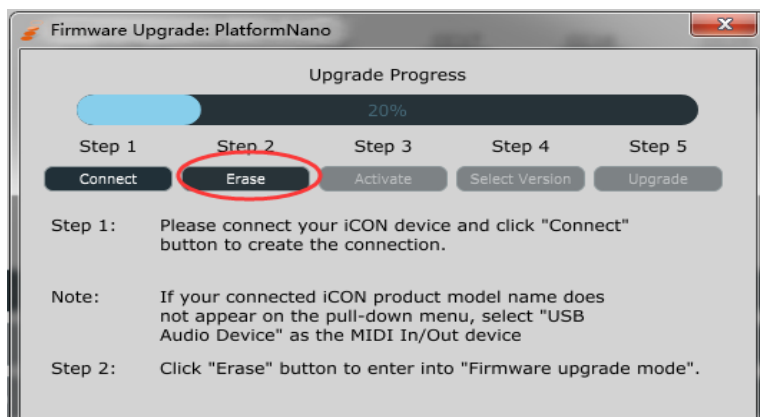


図 21

ステップ3： 上部の「MMIDI Device」 ボタンを押して、PlatformNano Air をプルダウンメニューの「MIDI In and Out」 デバイスとして選択します。

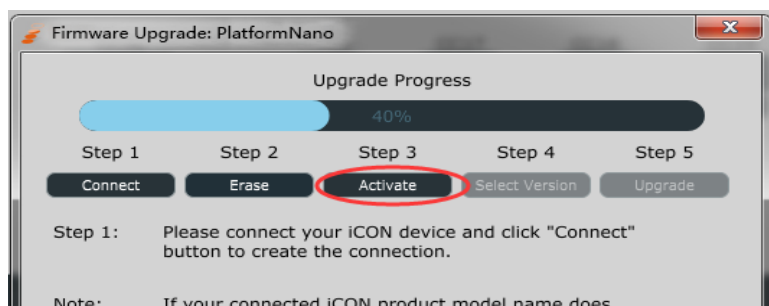


図 22

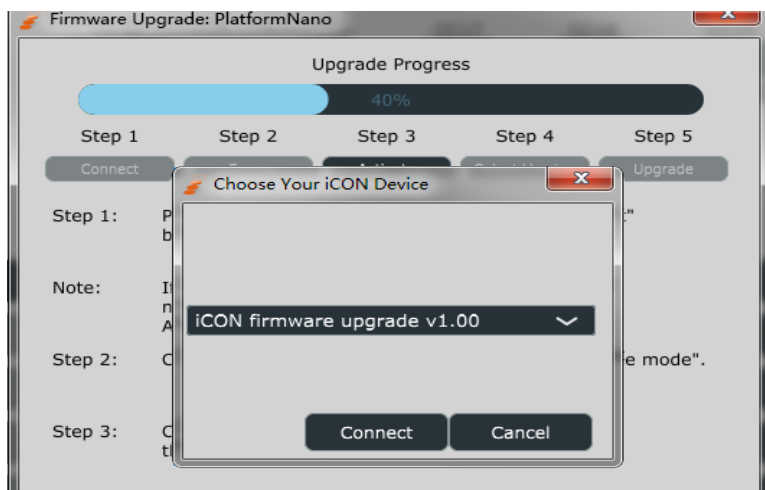


図 23

ステップ4： 「Open File」 ボタンをクリックして新しいファームウェアファイルを参照します。

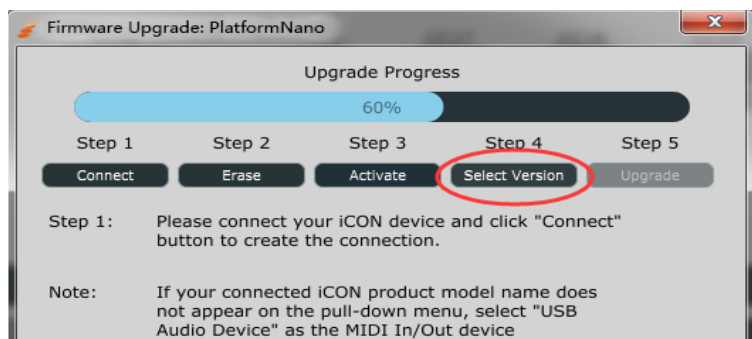


図 24

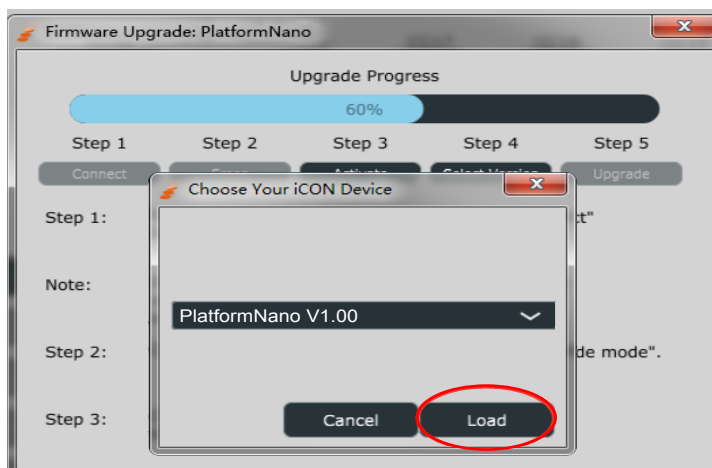


図 25

ステップ 5： 「Download」 ボタンをクリックしてファームウェアをアップグレードします。



図 26

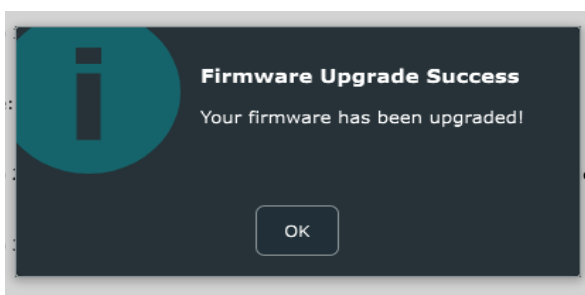


図 27

バッテリーの充電



個の LED レベルインジケーターがあります。

- 1st 緑 — 76% ~ 100% のバッテリー残量
- 2nd 緑 — 51% ~ 75% のバッテリー残量
- オレンジ — 26% ~ 50% のバッテリー残量
- 赤 — 25% のバッテリー残量



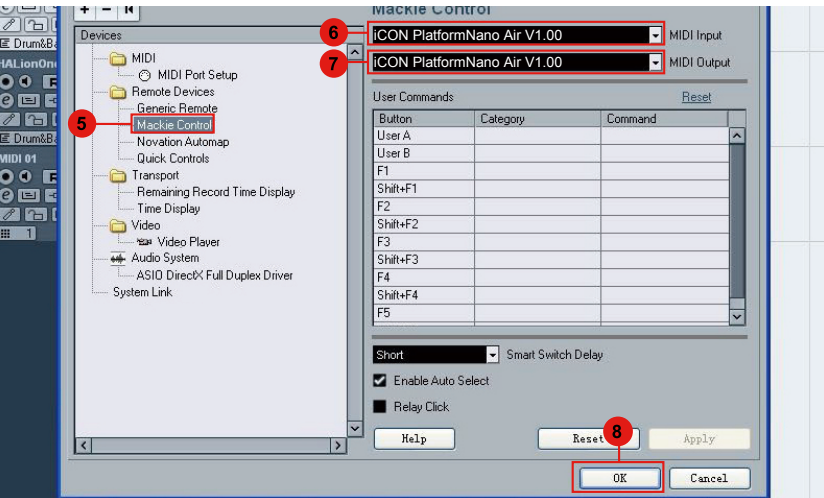
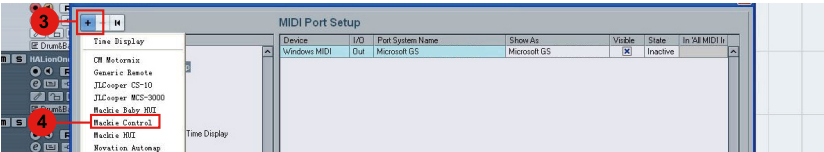
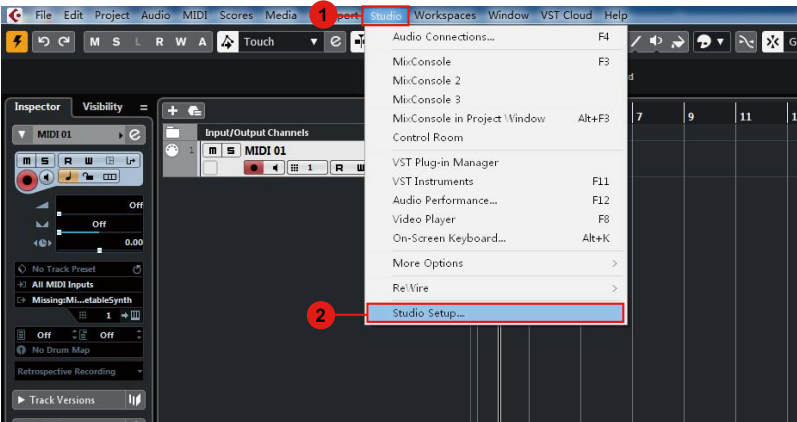
バッテリーを充電する際には以下のいずれかを接続してください：

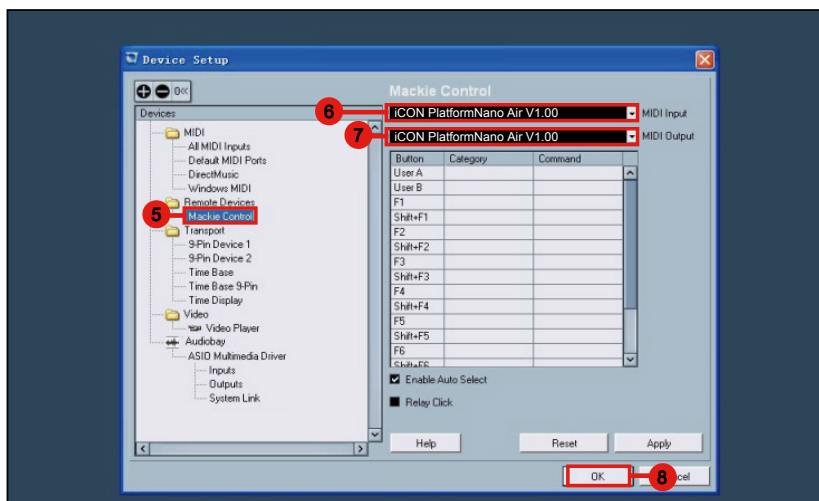
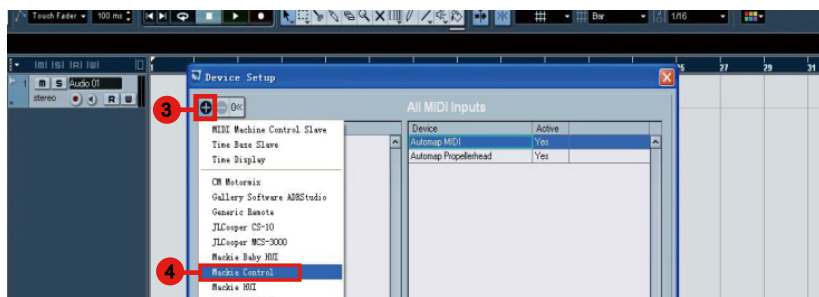
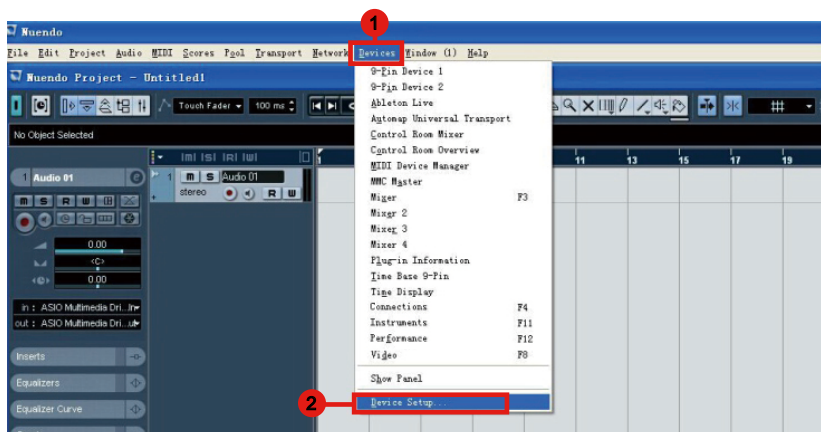
1. The USB 3.0 connector

USB3.0 ケーブルで本器と Mac/PC を接続している場合、同時にバッテリーが充電されます。

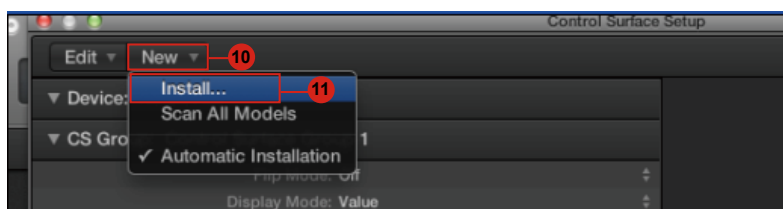
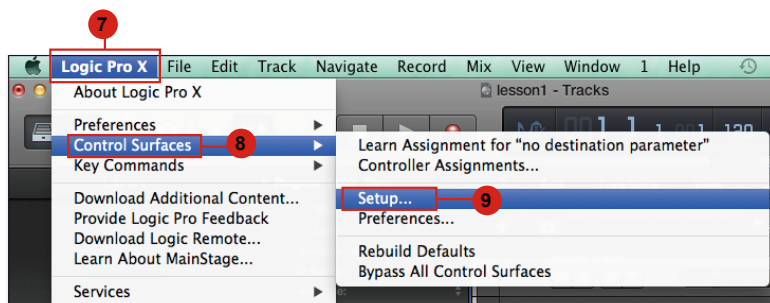
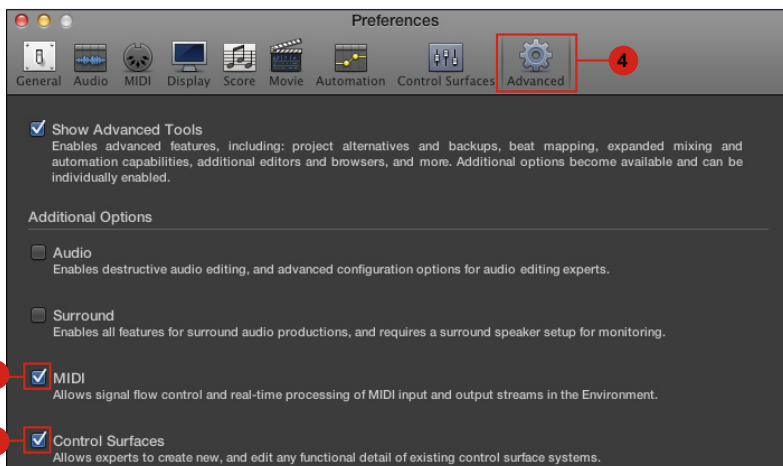
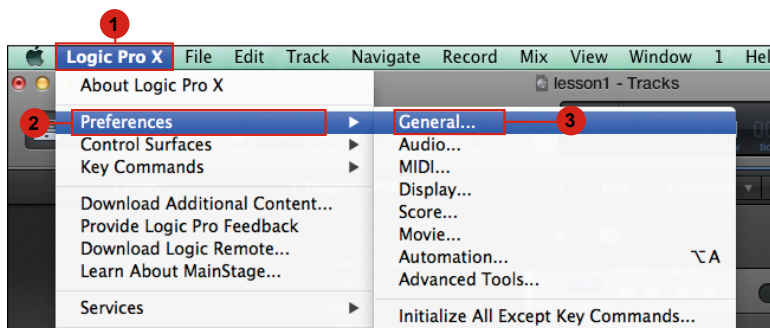
2. ミニ USB コネクター

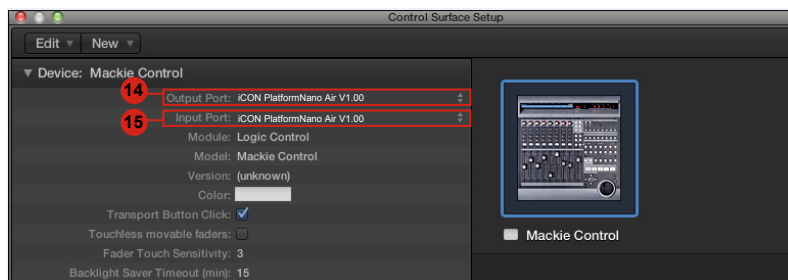
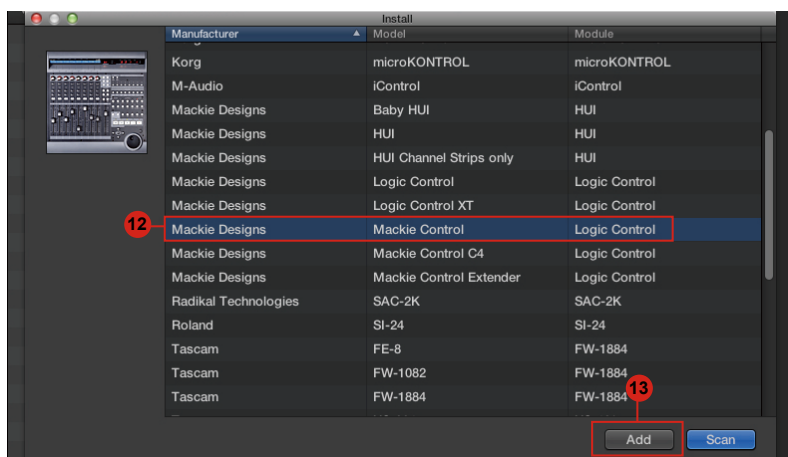
本器をワイヤレス接続している場合、このポートに、スマートフォンの充電アダプターまたは電源パックなどの外部電源を接続してバッテリーを充電することができます。



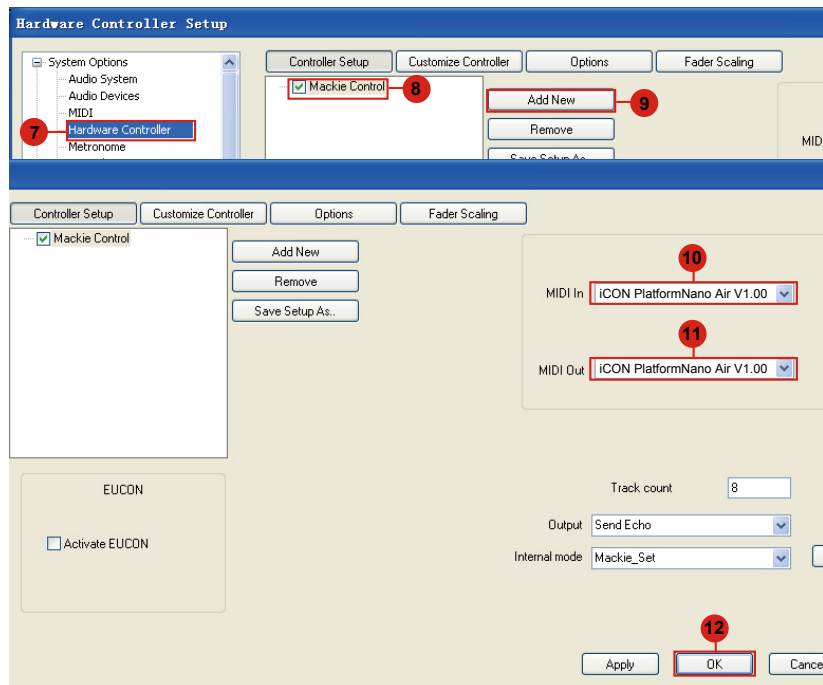
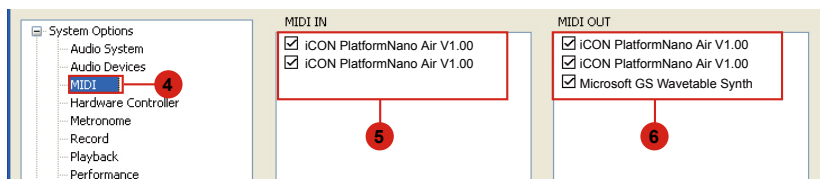
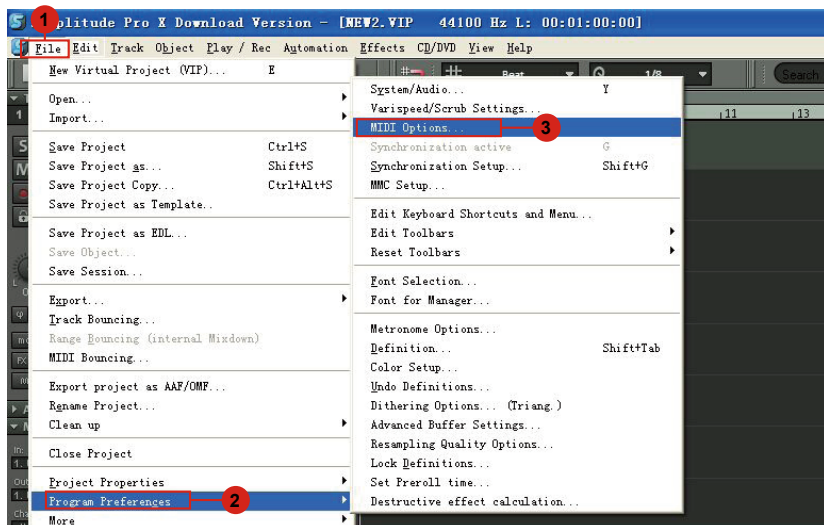


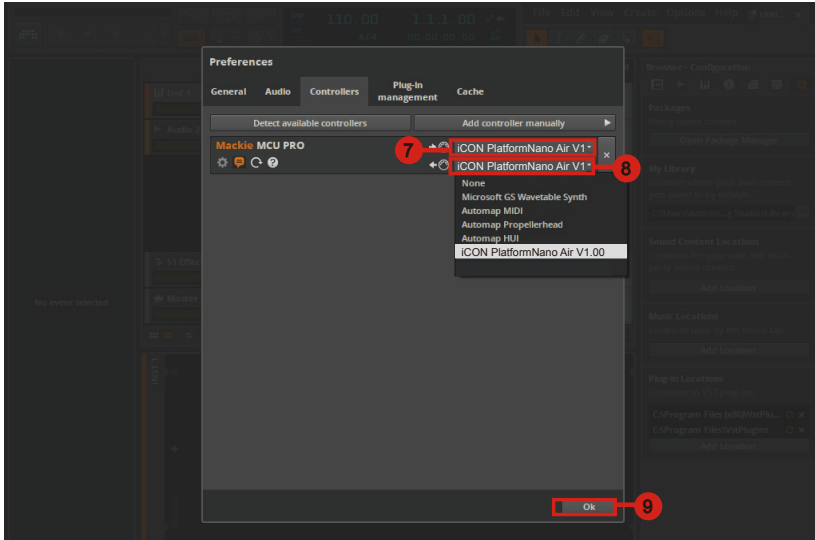
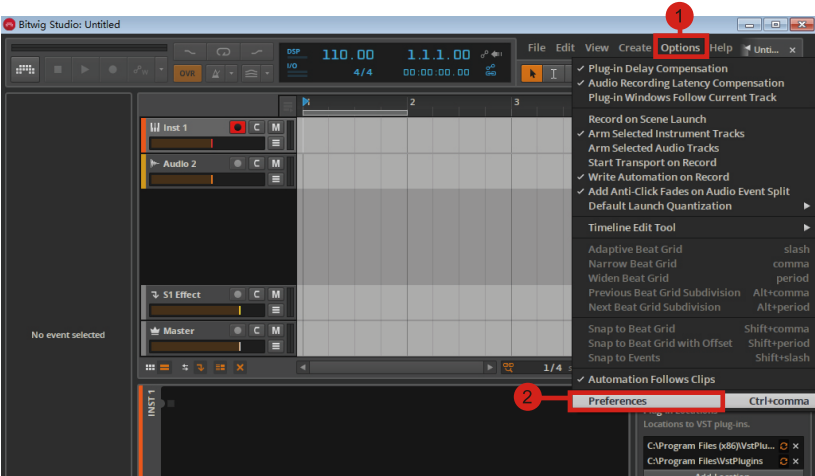
Logic Pro



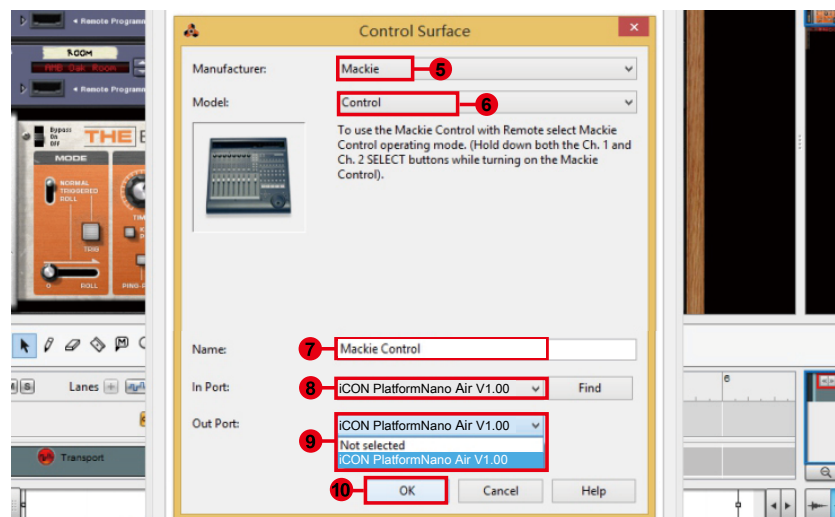
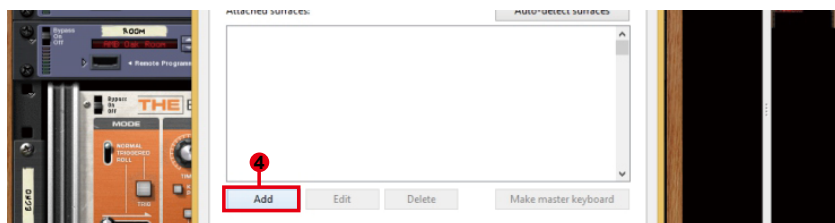
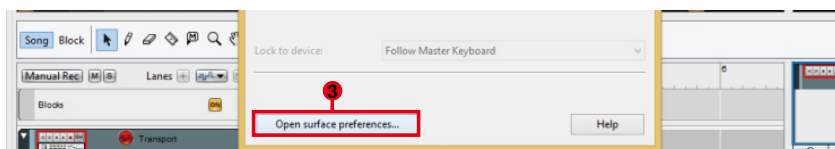
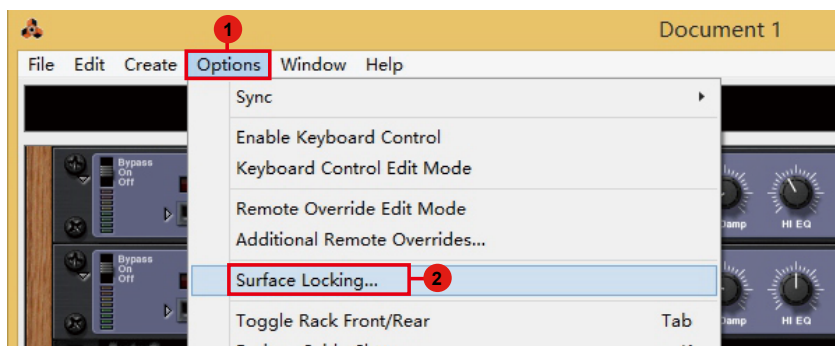


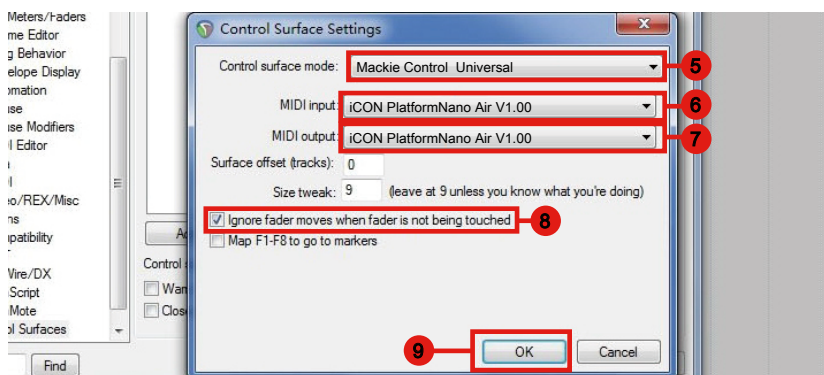
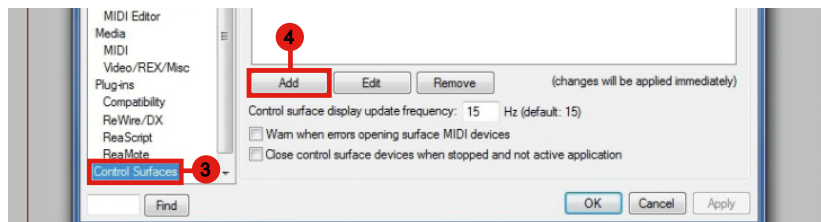
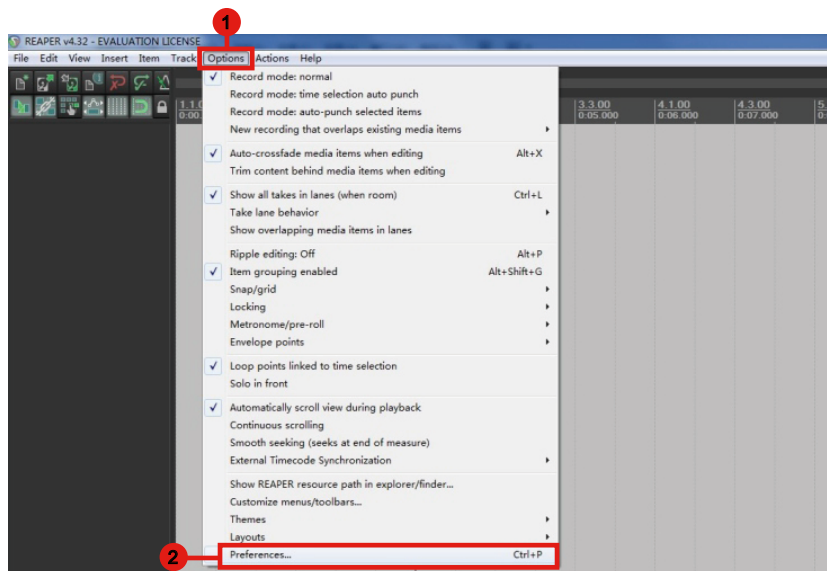
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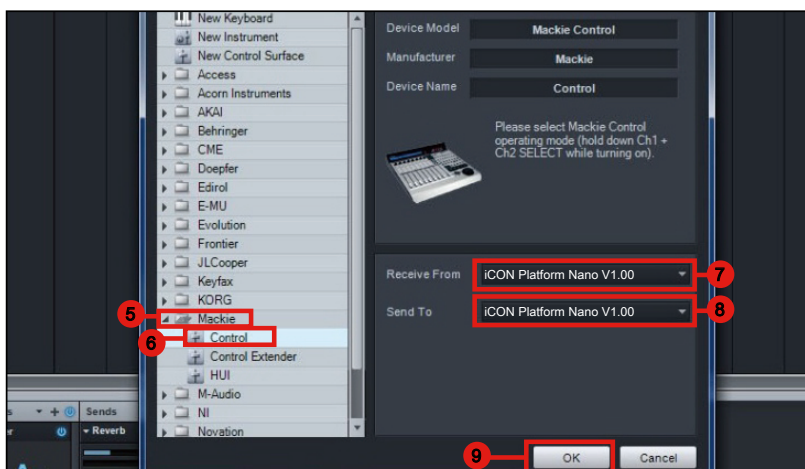
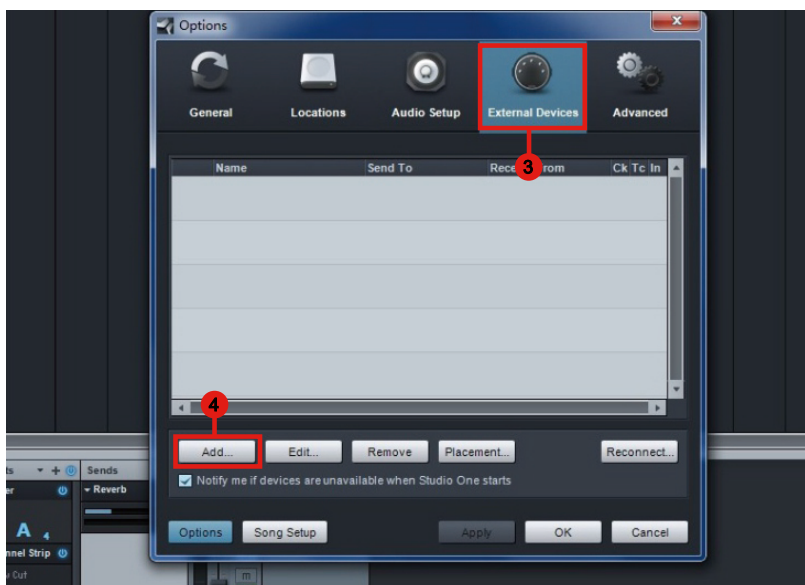
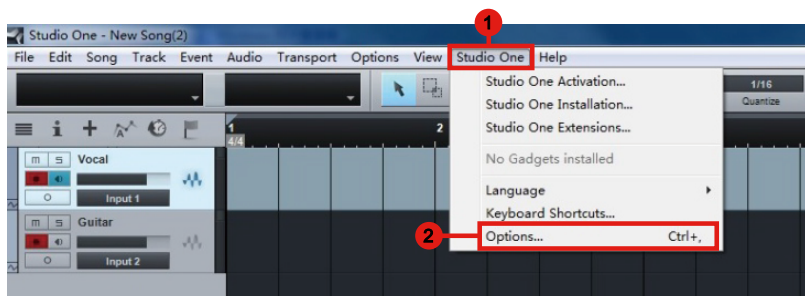


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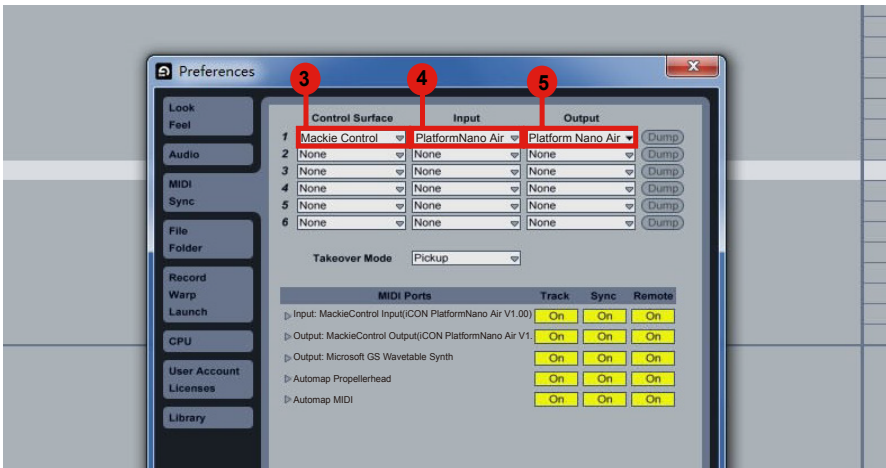
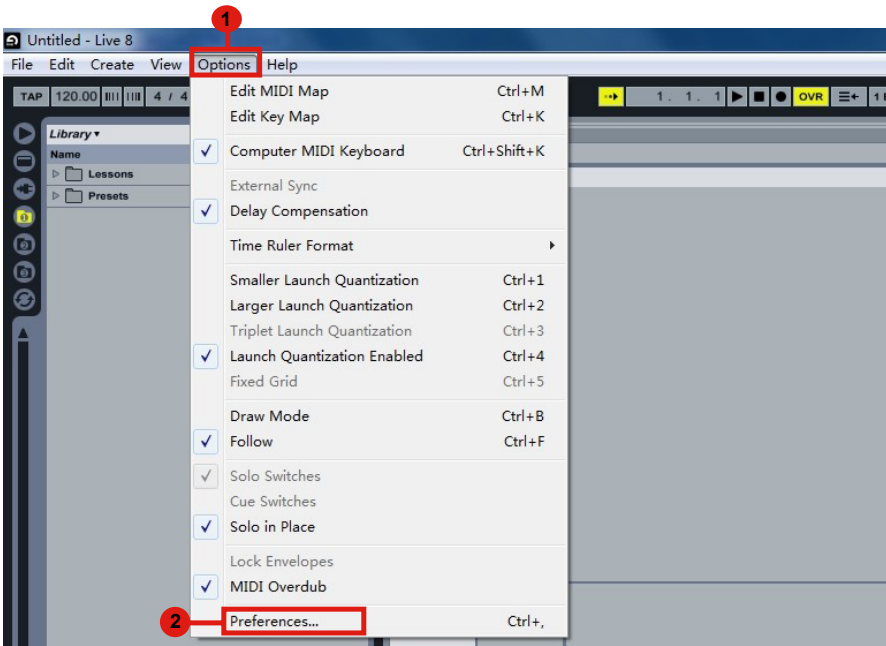




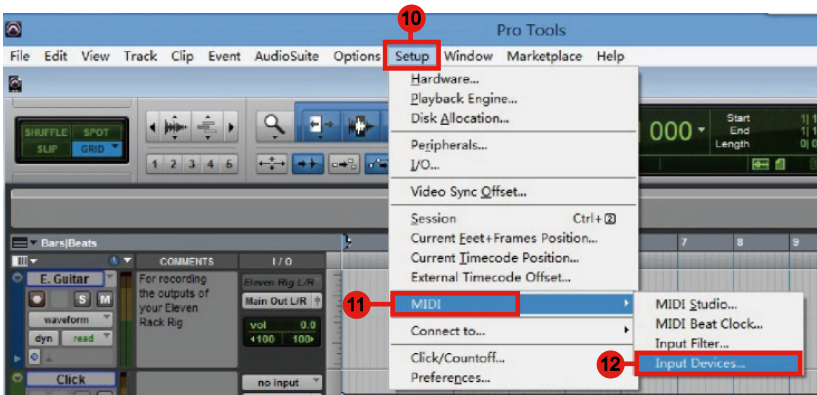
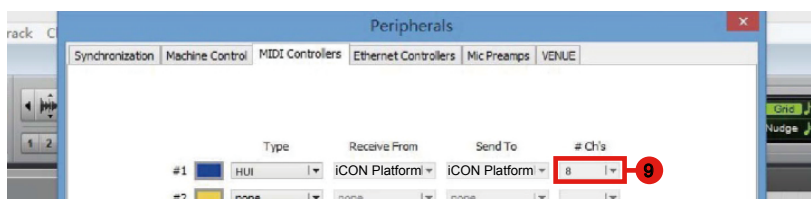
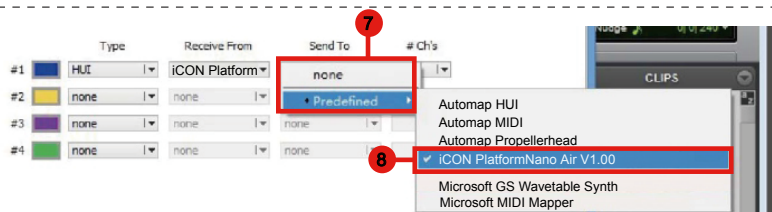
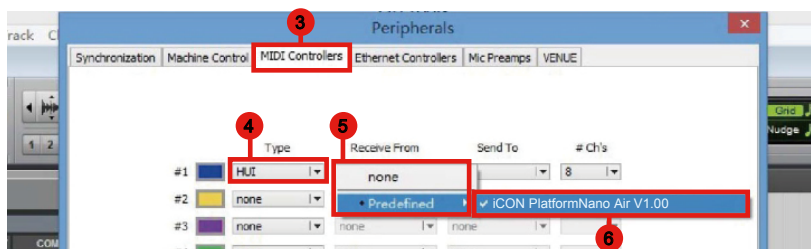
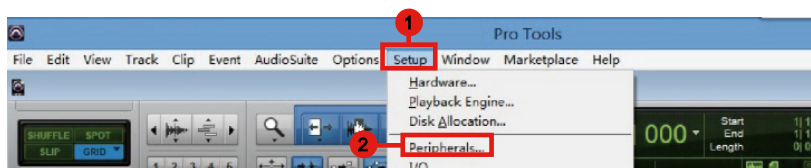
Studio One

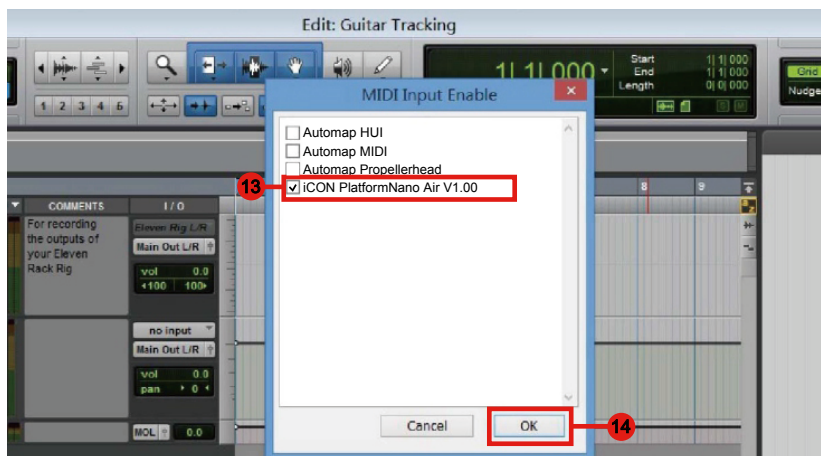


Ableton Live



Pro Tools





デフォルト工場設定に戻す

PlatformNano Air 設定を出荷時の設定に復元するには、iMap を起動し、以下の手順に従っ

て元の設定 (すなわち、変更前の設定) をデバイスにインポートします。

1. 付属の USB ケーブルを使って PlatformNano Air を接続し、iMap ソフトウェアを起動
します。

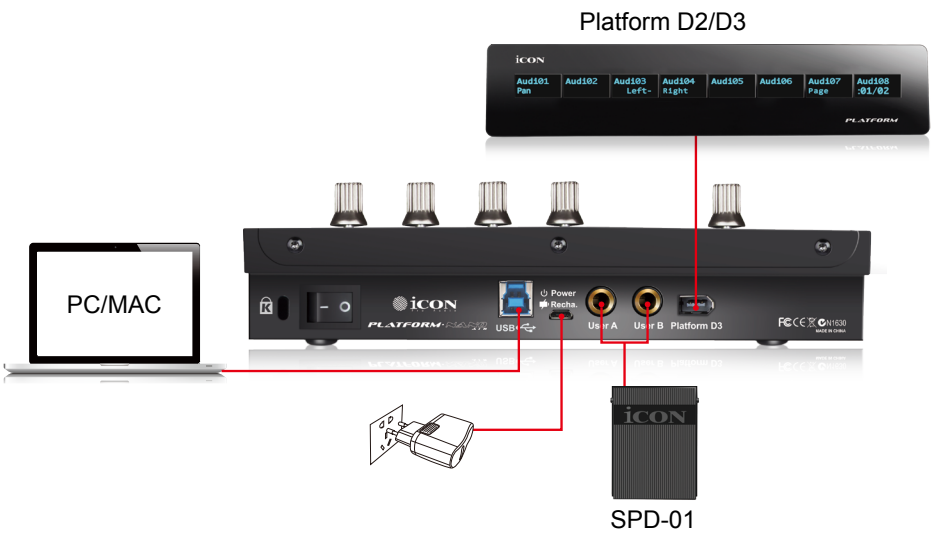
2. 「MIDI Device」 ボタンをクリックして、「PlatformNano Air」を MIDI 入出力デバイス
として選択します。

注意：プルダウンメニューに PlatformNano Air が表示されない場合は、USB オーディオ
を MIDI 入出力デバイスとして選択してください。

3. 「Send Data」をクリックして、PlatformNano Air に設定をアップロードします。

4. iMap を閉じてから、PlatformNano Air の電源を一度切って入れ直します。

ハードウェアの接続



製品仕様

接続端子：

3.0 USB コネクター（標準）

Mini USB コネクター（ミニ）

電源供給：

5V2A DC

消費電力：

最大 2.0A

重量：

0.75kg (1.65lb)

寸法：

215(L) x 198(W) x 40(H)mm

8.5”(L) x 7.8”(W) x 0.2”(H)

修理について

本製品の修理が必要な場合は、以下の手順に従ってください。

以下のような情報、知識、ダウンロードについては、当社のオンラインヘルプセンター (<http://support.iconproaudio.com/hc/en-us>) でご確認ください

1. FAQ (よくあるご質問)

2. ダウンロード

3. 詳細情報

4. フォーラム

必要な情報のほとんどが、こちらのページに記載されています。お探しの情報が見つからない場合は、下のリンクからオンライン ACS (自動カスタマーサポート) でサポートチケットを作成してください。当社のテクニカルサポートチームがお手伝いいたします。

<http://support.iconproaudio.com/hc/en-us> にアクセスしてサインインし、チケットをお送りください。ただし、「Submit a ticket」をクリックするとサインインの必要はありません。

照会チケットをお送いただくと、弊社サポートチームが、ICON ProAudio デバイスの問題をでき限り早く解決できるようにお手伝いいたします。

不良品を修理・交換のために返送する場合：

1. 問題の原因が誤操作や外部システムデバイスではないことを確認してください。
2. 弊社にて修理の際、本書は不要ですので、お手元に保管してください。
3. 同梱の印刷物等や箱など、購入時の梱包材で本製品を梱包してください。梱包材がない場合は、必ず適切な梱包材で梱包してください。工場出荷時の梱包材以外の梱包材が原因で発生した損害について、弊社では責任を負いかねます。
4. 弊社サービスサポートセンターまたは地区内の正規サービスセンターに本製品を送付してください。下のリンクから、当社のサービスセンターおよび販売店の所在地をご覧ください：

北米にお住まいの場合は、
製品をこちらまで返送してください：

ICON Service Centre
611 Potomac PL Ste 102
Smyrna, 37167-5655 Tennessee.
United States
Tel.: +1 615 540 989

香港にお住まいの場合は、
製品をこちらまで返送してください：

ICON (Asia) Corp:
Unit F, 15/F., Fu Cheung Centre,
No. 5-7 Wong Chuk Yueng
Street, Fotan,
Sha Tin, N.T., Hong Kong.

ヨーロッパにお住まいの場合は、
製品をこちらまで返送してください：

Sound Service
GmbH European
Headquarter Moriz-Seeler-Straße
3D-12489 Berlin
Telephone: +49 (0)30 707 130-0
Fax: +49 (0)30 707 130-189
E-Mail: info@sound-service.eu

5. その他更新情報は、弊社ウェブサイト (www.iconproaudio.com) をご覧ください。

AppendixA

Control Surface Functionality Manual

Cubase

QCon Pro X, QCon Pro XS, QCon Pro G2, QCon EX G2 Platform M+, Platform B+, Platform D2, Platform X+, PlatformNano

Revision v0.71

This is a master manual. Specific device manuals can be built from this material

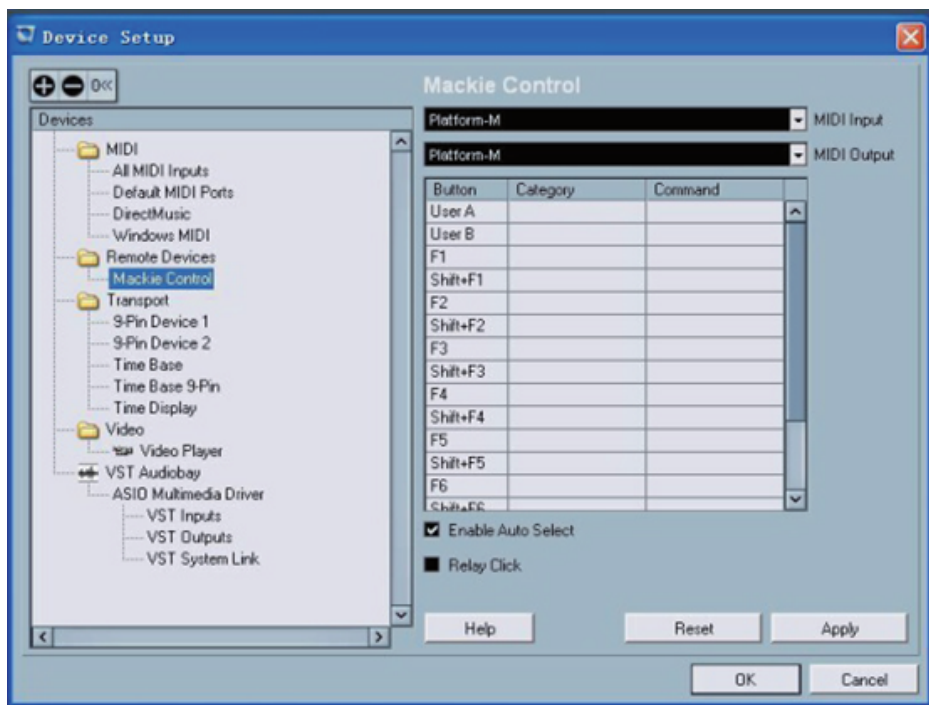
Congratulations on owning an Icon control surface! This manual documents the full range of potential functions when the device is installed in Cubase.

You can extensively controlCubase with an Icon QCon seriescontrol surface or Icon Platform modular control system using standard MackieControl protocol.Expansion bank units can be addedfor more hands-on controls:QCon expansion units for the QCon series and the Platform X+ channel bank expansion. Platform B+ button module is necessary toaccess all functions in this manual with Platform M+, and the D2 display highly recommended.Icon Metal Fader Caps and Icon Metal Knob Caps are available as an aesthetic and haptic upgrade for the best control experience.

The term Mackie Control is used to refer to the control protocol standardto be used withthe QCon and Platform series control surfaces, and is abbreviated as MCP.The terms , Cubase, and all Cubase-specificterminology belong to Steinberg and has no affiliation with Icon Pro Audio.

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Setup		-
Getting Started		-
Mix and Transport		-
View		-
Automation		-
Encoder Knob Assignment		-
Utilities		-
Advanced Configuration		-
Troubleshooting		-



<<<<<<<<<< **Getting Started** >>>>>>>>>>

When first opening a blank project in Cubase, we are looking at the **ProjectWindow**. Add channels to your project here, and you will see the motor faders jump into position. Each icon control surface has one physical bank consisting of 8 channel strip controls. Each channel strip corresponds to controls for one channel in your DAW. The channel name appears on the display above each channel. Touch a fader and adjust the channel's volume. Change a channel's volume in Cubase and the corresponding motor fader will adjust itself. You can balance the volume of multiple faders on the control surface simultaneously – already a huge mixing advantage of using a control surface. Press the **Bank** up / down buttons to scroll through further channels in the project in fixed blocks of 8. The **Channel** up / down buttons step the currently selected channel one channel at a time.

The 9th fader on your control surface is the **Master Fader** and always commands the master level, which engages after the output stage of the project, so after any plugins used on the output sum. This is advantageous for several classic mixing techniques and effectively regulates your monitor volume.

Jog Wheel:

Transport:

The **Transport** section is used to operate playback.

Stop = Stop playback

Rec (transport) = Begin recording Audio and MIDI input

FastForward= Shuttle the project cursor forwards

Rewind = Shuttle the project cursor backwards

Stop - Stop = Project cursor jumps to previous play position

Shift + FastForward= Project cursor jumps to end of project

Shift + Rewind = Project cursor jumps to start of project

Left = Project cursor jumps to left locator

Right = Project cursor jumps to right locator

Cycle = Toggle playback loop (set between the left and right locators)

Shift + Left = Set left locator to project cursor

Shift + Right = Set right locator to project cursor

Channel Strip Buttons:

Rec (channel) = Arms the channel strip for recording

Solo = Engage **Solo** for one or multiple channels

Mute = Engage **Mute** for one or multiple channels

Select = Focuses and selects the channel, displays the fullchannel name on the LCD display

Solo Defeat = De-solo all channels *(default QCon Pro X and B+ only)*

Shift + Solo Defeat= Un-mute all channels *(default QCon Pro X and B+ only)*

Shift + ChannelUp/Down= Bank by 1 channel instead of 8

Shift + BankUp/Down= Toggle switch Band/Channel

Monitoring:

In **Pan Assignment**, press the Encoder Knobs to toggle channel **monitoring**. This activates input monitoring mixed with audio playback output from Cubase.

Fader Lock:

Press **Lock Mix** to disable touch sensitive changes to fader position. Automation remains active. This is useful to secure a finished mix.

Press **Motorstop** disable all motor fader movement. This is useful to silence the control surface. When motors are disabled, the faders are still touch-responsive and can edit the mix.

Listen Mode:

Shift + Project = activate **Listen Mode**:

Solo = Engage **Listen** for one or multiple channels

Shift + Project = deactivate **Listen** for all channels

There are settings in Cubase for **Listen** in the **Control Room**, which is found under **Outputs** in the **Connections Window**.

<<<<<<<< Encoder Knob Assignment >>>>>>>>

Press one of the **Assignment** buttons to select the category of parameters currently assigned to the **Encoder Knobs**. Assignment modes apply controls to the currently selected channel – with a few exceptions. Use **Channel** up/down to browse pages of options and parameters. Rotate the **Encoder Knobs** to adjust parameters or make a selection from a list.

Assignment Modes:

Pan = Activates **Pan Assignment**. Edit standard pan or front/rear panning.
Inserts = Activates **Insert Assignment**. Open plug-ins and access plug-in parameters.
EQ = Activates **EQ Assignment**. Opens and edits **Cubase EQ** on selected channel.
FX Aux = Activates **FX Aux Assignment**. Open and edit the **Channel Strip Rack**.
Instrument = Activates **Instrument Assignment**. Open and edit plug-in instruments.
Send Page Down = Activates **FX Send Assignment**. Setup and edit FX sends.
Master FX = Activates **Master FX Assignment**. Setup and edit FX sends.
Page Up, Routing = Activates **Routing Assignment**. Setup and edit FX sends.

Fader Flip:

Press **Flip** to access the current **Encoder Knob** parameters on the touch sensitive motor faders. This is great for precise adjustments of multiple channels/parameters and managing automation.

<<<<< Pan >>>>>

Pan Assignment: (Pan)

Press **Pan** to adjust stereo panning with the **Encoder Knobs** on their respective channels. Press **Page** Up/Down to choose between Left/Right or Front/Rear panning.

Surround Assignment: (Shift+Pan)

Edit multiple surround parameters for the selected channel. **Each Encoder Knob** is set to a different function depending on the current channel Panner set in Cubase: Stereo Dual Panner, Stereo Combined Panner, Stereo Balanced Panner, or others.

Parameters:

L-R Standard, L-R Panner, Mode

<<<<< Inserts >>>>>

Insert Assignment Mode: (Plug-In)

Press **Insert** to open and edit plug-ins on the selected channel. Assign plug-ins on Page 01, and edit on Page 02. Press **Channel** up/down to browse pages. Plug-In parameters appear on the LCD display and are assigned across the **Encoder Knobs**.

To quickly insert and edit a plug-in, press **Insert**, then turn **Encoder Knob 3**, press **Channel** down and then edit parameters on all Encoder Knobs.

Insert parameters appear automatically assigned across the Encoder Knobs

<<<<< EQ >>>>>

EQ Assignment Mode: (EQ)

Press **EQ** to open (or add) the **Cubase EQ**. **EQ Assignment Mode** can only edit a standard **Cubase EQ**. Press **Flip** to control EQ with the faders, and **Channel** up/down to browse parameters. Edit multiple EQ bands at once for the selected channel. Press a **Freq** knob to change to adjusting **Q** and press a **Gain** knob to toggle bypass.

Band 1 Frequency

Band 2 Frequency

Band 1 Gain

Band 2 Gain

Band 3 Frequency

Band 4 Frequency

Band 3 Gain

Band 4 Gain

Advanced EQ Assignment Mode: (Shift + EQ)

Band 1 Gain

Band 2 Gain

Band 1 Frequency

Band 2 Frequency

Band 3 Gain

Band 4 Gain

Band 3 Frequency

Band 4 Frequency

Band 1 Q-Factor

Band 2 Q-Factor

Band 1 Bypass

Band 2 Bypass

Band 3 Q-Factor

Band 4 Q-Factor

Band 3 Bypass

Band 4 Bypass

<<<<< FX Aux >>>>>

FX Aux Assignment Mode:

In **FX Aux Assignment Mode**, edit settings for **Channel Strip Rack** modules. Browse parameters with **Channel** up/down.

<<<<< Instrument >>>>>

Instrument Assignment Mode:

Press **Instrument** to open and edit instrument plug-ins on the selected channel. Assign plug-ins on Page 01, and edit on Page 02. Press **Channel** up/down to browse pages. Plug-In parameters appear on the LCD display and are assigned across the **Encoder Knobs**.

To quickly load and edit an instrument, press **Instrument**, then turn **Encoder Knob 3**, press **Channel** down and then edit parameters on all Encoder Knobs.

Page 01

Instrument Slot#

Instrument Bypass

Select Instrument

Page02+

Insert parameters appear automatically assigned across the Encoder Knobs

<<<<< **Send** >>>>>

FX Send Assignment Mode: (Page Up, *FX Send*)

Use the **FX Send Assignment Mode** to adjust send amount, bypass, toggle pre/post fader, and set FX channel insert effects.

To quickly create and edit an FX Send, press **FX Send**, then turn **Encoder Knob 3**, press **Channel** down and then edit parameters on all Encoder Knobs.

Page 01

FX Channel #

Send Bypass

Select Plug-In

Page02+

Insert parameters appear automatically assigned across the Encoder Knobs

Send Focus Mode: (Select a channel - Send - Page Down)

Edit the send parameters of 8 sends at once for the selected channel. Press **Channel** up/down to browse parameters:

Send Amount

Send Bypass

Send Pre/Post Fader

Send Bus Destination

Send Mixer Mode:(Send - Select a channel - Shift+ Page Down)

Edit advanced parameters with the **Encoder Knobs** on their respective channels. Repeatedly press **Shift+ Page Down** to toggle through **FX Send 1-8**. Each **Encoder Knob** is set to a different function. Browse parameters with **Channel** up/down:

Send Amount

Bypass

Pre/Post Fader

Send Panning

Bus Destination

Bypass All Sends

Cue Send Mode: (Shift+ Send)

Access settings for Cue sends with the Encoder Knobs on their respective channels. Press Shift+ Send to toggle through Cue Send 1-8. Browse parameters with Channel up/down:

- Send Amount
- Bypass
- Pre/Post Fader
- Send Panning
- Bypass All Sends

Cue Send Mixer Mode: (Shift+ Send - Select a channel - Shift+ Page Down)

Edit advanced parameters for multiple channels. Repeatedly press Shift+ Page Down to toggle through FX Send 1-8. Each Encoder Knob is set to a different function. Browse parameters with Channel up/down:

- Send Amount
- Bypass
- Pre/Post Fader
- Send Panning
- Bus Destination
- Bypass All Sends

<<<<<Master FX>>>>>

Master FX Assignment Mode: (Master FX)

Use the Master FX Assignment Mode to edit and adjust effectsloaded in the master insert slots. To quickly create and edit an FX Send, press Send, then turn Encoder Knob 3, press Channel down and then edit parameters on all Encoder Knobs.

Page 01		
Master FX Slot #	FX Bypass	Select Plug-In
Page02+		
Insert parameters appear automatically assigned across the Encoder Knobs		

<<<<<Routing>>>>>

Routing Assignment Mode: (Page Down, Routing)

Edit routing parameters with the Encoder Knobs on their respective channels. Browse parameters with Channel up/down:

- Output Bus
- Monitor

Input Bus
Input Gain
Input Phase

Direct Routing Assignment Mode: (Shift+ Page Up) *(Nuendo only, not Cubase)*

Edit routing parameters with the **Encoder Knobs** on their respective channels. **Channel** up/down to select direct routing slots 1 to 8. Activate a direct routing slot by turning the corresponding **Encoder Knob**. Enable **Summing Mode** on parameter page 09/09 (reached with the Channel down button)

<<<<<Utilities>>>>>

Project Utilities:

Left= XYZXYZXYZ
Right= XYZXYZXYZ
Shift+ Left= XYZXYZXYZ
Shift+ Right= XYZXYZXYZ

Undo = Cubase **Undo** function
Redo= Cubase **Redo** function
Shift+ Undo = Open Undo History

Save = Save Cubase project
Shift+ Save = Save As: Save project with a new name
Revert= ?????

Marker:

XYZXYZXYZ

Add = XYZXYZXYZ
Prev= XYZXYZXYZ
Next = XYZXYZXYZ
Shift + Add = XYZXYZXYZ
Shift + Prev = XYZXYZXYZ
Shift + Next = XYZXYZXYZ

Punch:

Punch is recording which overwrites existing audio or MIDI within a set punch area. **Tap Punch to XYZXYZXYZXYZXYZXYZ**. This is a key workflow tool because of the time saved by combining channeling and major edits. Without punch, subsequent takes must be individually edited into the final channels. Using **Punch** keeps a production moving forward, which boosts creativity and productivity.

Function Buttons:

The Function buttons, labeled **F1** through **F8**, are to be assigned custom user commands in Cubase -> Device Setup.

Recommended custom user commands:

F1 = Click On/Off

F2 = MagicA

F3 = MagicA

F4 = MagicA

F5 = MagicA

F6 = MagicA

F7 = MagicA

F8 = MagicA

Shift + F1 = MagicA

Shift + F2 = MagicA

Shift + F3 = MagicA

Shift + F4 = MagicA

Shift + F5 = MagicA

Shift + F6 = MagicA

Shift + F7 = MagicA

Shift + F8 = MagicA

Channel Visibility Modes: *(default Platform B+ only)*

Shift + Visibility Modes 1 to 8 view fixed preset channel types. Buttons 1 to 8 alone recall custom channel visibility configurations previously setup in the [MixConsole](#).

Visibility Modes:

Shift + 1 = All Channels

Shift + 2 = Audio Channels

Shift + 3 = Groups

Shift + 4 = FX Channels

Shift + 5 = Instrument Channels

Shift + 6 = MIDI Channels

Shift + 7 = I/O Busses

Shift + 8 = All Channels

Example user visibility modes:

1 = Project channels 1-8

2 = Project channels 9-16

3 = Project channels 17-24

4 = Project channels 25-32

5 = Project channels 33-40

6 = Project channels 41-48

7 = Project channels 49-56

8 = Project channels 57-64

External Controls:

On the units QCon Pro X, QCon Pro G2, and QCon Pro, connect a standard momentary foot switch to User A or User B, and then power on the Icon control surface.

User A = Toggle Play/Stop

<<<<<<<<< Troubleshooting >>>>>>>>

Strange behavior in the DAW, unexpected functions, device not recognized, or freezes:

Disconnect all MIDI-USB devices. In Cubase, delete all control surface configurations (including other MIDI devices) in Controller Assignments and Control Surface Setup and then close Cubase. For testing, connect directly to the computer without a USB hub or USB extension cable. Turn on the Icon control surface and select the MCP Cubase mode.

OSX – Go to Audio-MIDI-Setup, open MIDI Studio, and delete unused configurations and Icon devices. Restart the Icon control surface to automatically reconfigure.

Windows – Open the Device Manager in Windows, select the Icon Control Surface, and delete the device. Now restart the control surface to automatically reconfigure. If there remain issues related to the USB connection, a Windows update can repair some issues.

Windows – If the device does not appear in the Windows Control Panel, you may need to uninstall MIDI devices - you will need a third party utility application to do this easily. Windows has limits on MIDI devices successfully installed in total, and MIDI devices remain installed when disconnected.

Finally, start Cubase and configure the control surface in Devices -> Device Setup. Press “+” and select Mackie Control. Select your device for both Output and Input Port, displayed under “Device: Mackie Control”

Faders are not motorized:

The power source is not connected. Verify the power source by disconnecting USB and turning the control surface on. If power is well connected, it will start up normally.

Faders make noise or move improperly:

A fader calibration is needed. Please read the section on [Fader Calibration](#) below for details.

I want to control and automate certain parameters:

Access parameters via the [Assignment Modes](#) and use [Automation Modes](#) to begin creating live automation. Press [F1](#) to control these parameters with the faders. Use [MIDI Learn](#) to additionally assign parameters or key commands to controls.

I want to change the behavior of a function:

Icon control surfaces with MCP offer deep and complex control options, just please remember that the control surface only sends/receives MIDI messages. The functionality happens in your DAW. The style and components of a function is fixed based on the DAW MCP implementation, and can't be changed unless specifically otherwise stated. The behavior is different in every DAW and can change with DAW version updates.

I want to see custom values on the display:

The messages and values on the display are generated from values sent by the DAW as return MIDI. Display readouts in return MIDI are controlled by the MCP implementation in your DAW, so they are not customizable unless specifically otherwise stated. The rate at which the screen updates certain parameters is controlled by the frequency of the corresponding MIDI messages in the DAW. These update rates have changed with various Cubase updates.

I want to add a custom function:

To alter and customize controls beyond standard MCP, please review the DAW developer support on customizing controller assignments in expert view. In Cubase, it is possible to assign **Key Commands** (instead of MCP functions) to MIDI Input generated from buttons on Icon control surfaces. In the typical style of MCP implementation, device-specific MIDI input used by the DAW for MCP is blocked from other uses.

I want to rescale the faders:

The fader volume curve, zero dB position and value range are preset in the DAW implementation of MCP, and can't be adjusted. There is variance between different DAWs.

I want to change the Jog Wheel resolution:

The behavior of the **Jog Wheel** is preset in the DAW implementation of MCP. There is variance between different DAWs. **There may be some adjustment for this, at least by changing grid settings.** Pressing **Scrub** enables fine movement with the **Jog Wheel**.

<<<<<<<< Firmware Update >>>>>>>>

To accommodate future changes to MCP implementation in new DAW versions plus expand on operational features, Icon provides Firmware updates for current production and legacy control surfaces.

Caution:

Please take extra care to follow the correct procedure when performing a firmware update. When performing a firmware upgrade, always connect directly to the computer without a USB Hub or extension, and only connect one device to the computer during update. Also quit all other software which can access MIDI input/output such as your DAW or utility programs.

Verify the power source is well connected to the control surface. You can check by starting the controller with no USB cable connected. If the device startup proceeds normally, external power appears to be ok.

To Update:

OSX – Install and open the device-specific iMap, use “Connect” to select your device, click Update and follow the directions on screen. (For an XS or EX unit, first switch iMap mode by clicking the QCon icon in iMap)

Windows / Legacy – Install and open the device-specific iMap, use “MIDI Devices” to select your device, click Update. Newer iMap releases automatically download the correct firmware online.

!After Firmware Update, reinstall the device in your DAW by deleting the previous device configuration and repeating the MCP device setup.

!Never attempt to “downgrade” firmware of an Icon control surface.

! Only use the iMap and Firmware versions specific for your hardware version. Also be sure to get the newest iMap on the Icon Pro Audio website.

! Never unpack a .bin firmware file

<<<<<<<Fader Calibration – QCon Series>>>>>>>

We recommend that every QCon owner performs a fader calibration. The best values vary according to the DAW of choice and preference. In the digital domain (in your DAW) values can move from 0 to 100 in an instant, but physical faders need to actually travel from point A to point B. **Fader Calibration** allows fine adjustment to the properties of how each motor fader responds when commanded to move.

Press and hold the Rec Button on channel two and start the device. Fader Calibration will display. Turn each Encoder Knob to fine tune the value for each channel. A higher value results in smoother, quieter response. A lower value results in faster movement speed. Each fader can be fine tuned individually. To adjust the master fader, use the channel select buttons 7 and 8. To save the new changes and exit, press Encoder Knob 8.

For Cubase 10, start with values set at 165, evaluate, then adjust individually to personal preference.

<<<<<<Fader Calibration – Platform (v2.00 and up)>>>>>>

We recommend that every Platform owner performs a fader calibration. The best adjustment varies according to the DAW of choice and preference. In the digital domain (in your DAW) values can move from 0 to 100 in an instant, but physical faders need to actually travel from point A to point B. **Fader Calibration** allows adjustment to the properties of how the motor faders respond when commanded to move.

Press and hold the Encoder Knob on channel one and start the device. Turn Encoder Knob 8 to adjust the total fader response. It is also possible to adjust a single fader by now holding down Rec on channel three while adjusting the encoder of each channel. A higher value results in smoother, quieter response. A lower value results in faster movement speed. To save the new changes and exit, press Encoder Knob 8.

I recommend starting with a slower movement, test in your DAW and evaluate, then adjust individually to personal preference.

Control Surface Functionality Manual

Logic Pro X

QCon Pro X, QCon Pro XS, QCon Pro G2, QCon EX G2 Platform M+, Platform B+, Platform D2, Platform X+, Platform Nano

Revision v1.13

This is a master manual. Specific device manuals can be built from this material.

Congratulations on owning an Icon control surface! This manual documents the full range of potential functions when the device is installed in Logic Pro X.

You can extensively control Logic Pro X with an Icon QCon series control surface or Icon Platform modular control system using standard Mackie Control protocol. Expansion bank units can be added for more hands-on controls: QCon expansion units for the QCon series and the Platform X+ channel bank expansion. Platform B+ button module is necessary to access all functions in this manual with Platform M+, and the D2 display highly recommended. Icon Metal Fader Caps and Icon Metal Knob Caps are available as an aesthetic and haptic upgrade for the best control experience.

The term Mackie Control is used to refer to the control protocol standard to be used with the QCon and Platform series control surfaces, and is abbreviated as MCP. Logic and its terminology belongs to Apple and has no affiliation with Icon Pro Audio

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<<<<<<<<<< **Getting Started** >>>>>>>>>>

When first opening a blank project in Logic Pro X, we are looking at the **Arrange Window**. Add tracks to your project here, and you will see the motor faders jump into position. Each Icon control surface has one physical bank consisting of 8 channel strip controls. Each channel strip corresponds to controls for one track in your DAW. The track name appears on the display above each channel. Touch a fader and adjust the track's volume. Change a channel's volume in Logic Pro X and the corresponding motor fader will adjust itself. You can balance the volume of multiple faders on the control surface simultaneously – already a huge mixing advantage of using a control surface. Press the **Bank** up / down buttons to scroll through further channels in the project in fixed blocks of 8. The **Channel** up / down buttons step the focus of the current bank one channel at a time.

The 9th fader on your control surface is the **Master Fader** and always commands the master level, which engages after the output stage of the project, so after any plugins used on the output sum. This is advantageous for several classic mixing techniques and effectively regulates your monitor volume.

The **Encoder Knobs** edit parameters according to the current **Assignment Mode**. Turn them to edit a parameter or change a selection. Each knob affects the track on that channel strip, or in advanced encoder modes, all knobs affect the currently selected track. Press the knob to reset to the default value, or confirm a selection depending on the **Assignment Mode**.



<<<<<<<<< Mix and Transport >>>>>>>>

Jog Wheel:

Turn the **Jog Wheel** to quickly adjust the playhead position on the grid, visible in the Arrange Window in Logic Pro X.

Scrub = Toggle **Scrub**: applied to the **Jog Wheel**

Shift + Scrub = Toggle **Shuttle**: turn the **Jog Wheel** to adjust playback speed

Play - Scrub = Pause playback

There are options in Logic Pro X for scrubbing:

Preferences -> Audio -> Editing

To enable audio scrub in Logic Pro X, select "Scrubbing with audio..."

(On Platform M+, scrub is activated by pressing down the jog wheel.)

Transport:

The **Transport** section is used to operate playback.

Play = Begin playback

Stop = Stop playback

Rec (transport) = Begin recording Audio and MIDI input
FastForward= Shuttle forward. Press again to increase forward speed
Rewind =Shuttle reverse. Press again to increase backward speed

Stop - Stop = Playhead jumps to beat 1 bar 1 or active cycle position
Play - Play = Playhead jumps back to the nearest bar or active cycle position
Shift +Play = Pause playback

Channel Strip Buttons:

Rec(channel) = Arms the channel strip for recording
Solo = Engage **Solo** for one or multiple tracks
Mute = Engage **Mute** for one or multiple tracks
Select = Focuses and selects the track, displays the full track name on the LCD display
Shift + Select = Set the channel volume fader to 0 dB
Option + Select =Add **Slave Track**: Extra track with shared channel strip – for tracking/editing
Shift + Option + Select = Create new track (Uses track type of selected track)

Option + Rec (channel strip) = Arm/disarm all channel strips
Option + Solo (channel strip) =Toggle **Solo Scene** for all channel strips:
(Press once to disable Solo, press again to restore all previously soloed tracks)
Option + Mute = Disable **Mute** for all channel strips

Cycle:

The **Cycle** button toggles the playback loop cycle on/off. Hold **Cycle** and turn the **Jog Wheel** to quickly define the cycle area. Hold **Cycle** and turn the **Jog Wheel** backwards to define a skip area.

Cycle+ Rewind = Set cycle start to the playhead position
Cycle+ FastForward= Set cycle end to the playhead position

Press **Shift+Cycle** to display the cycle edit menu. The **Encoder Knobs** adjust the cycle area:

Press Encoder Knob 2 = Set cycle area to selected regions in **Arrange Window**
Turn Encoder Knob 3 = Move the cycle area by bar
Press Encoder Knob 5 = Set cycle start to the playhead position
Turn Encoder Knob 5 = Move cycle start in bars
Turn Encoder Knob 6 = Move cycle start in beats
Press Encoder Knob 7 = Set cycle end to the playhead position
Turn Encoder Knob 7 = Move cycle end in bars
Turn Encoder Knob 8 = Move cycle end in beats

Fader Lock:

Press **Lock Mix** to disable touch sensitive changes to fader position. Automation remains active. This is useful to secure a finished mix.

Press **Control + Flip** to set all faders to zero and disable all motor fader movement. This is useful to silence the control surface. (*Platform B+ only*)

Shift + F7 = Open Transport Window

Shift + F8 = Open List Editors

Zoom & Cursor Arrows:

The Cursor Arrows (left, right, up, down) change selections or modify zoom in the Arrange Window. In Assignment Modes they change the Encoder Knob parameter selection and scroll through pages of parameters when editing plug-ins.

Press Zoom to activate zoom controls using the Cursor Arrows. Zoom controls only work in the Arrange Window. When the Zoom button is illuminated, press Option + Cursor Arrows to adjust individual track zoom.

In the Arrange Window, the up/down Cursor Arrows select the previous/next channel.

In the Mixer Window, the left/right Cursor Arrows select the previous/next channel.

(On Platform M+, Zoom is managed by toggling the Zoom buttons and turning the jog wheel.)

Channel Bank Options:

Bank up/down = Scroll through tracks in the project in fixed blocks of 8

Channel up/down = Step the current bank by one track

Option + Bank up/down = Scroll bank to first or last track

Option + Channel up/down = Scroll bank to first or last track

If expansion units are connected, bank left/right scroll by the total number of fader banks.

Global View:

While in the Mixer Window, press Global View. Now use the Function buttons to display channel strips in the project by category. Hold multiple Function buttons to display multiple types of channel strips. Press Global View to restore normal view. This is useful for mixing or editing large sessions, for example projects with complex signal routing or advanced MIDI setups.

F1 = Midi Tracks

F2 = Inputs

F3 = Audio Tracks

F4 = Instrument Plug-ins

F5 = Aux

F6 = Bus

F7 = Outputs

<<<<<<<<< Encoder Knob Assignment >>>>>>>>

Press one of the Assignment buttons to select the category of parameters currently assigned to the Encoder Knobs. Use the Cursor Arrows left/right to select a parameter and up/down to navigate the channel strip position. When the Encoder Knobs make a selection from a list, such as plug-in or send destination, press the encoder to confirm the selection.

Assignment Modes:

Track = Activates Track Assignment, view and edit one selected parameter:

Volume, Pan, Format, Input, Output, Automation, Group, Custom (Automation Parameter)

Pan = Activates **Pan Assignment**, edit stereo pan, or surround panning parameters
Surround Channels: Angle, Diversity, LFE Level, Spread

EQ = Activates EQ Assignment, opens and edits Logic Channel EQ on selected channel
Parameters: Frequency, Gain, Q-Factor, Band Bypass
Cursor Arrows up/down select EQ Band

Send = Activates **Send Assignment**, adjust bus send levels and routing parameters:
Send Destination, Send Level, Pre/Post, Bypass

Plug-in = Activates **Plug-in Assignment**, open plug-ins and access plug-in parameters

Instrument = Activates **Instrument Assignment**, open and control instrument plug-ins

Fader Flip:

Press **Flip** to access the current **Encoder Knob** parameters on the touch sensitive motor faders. This is great for precise adjustments of multiple channels/parameters and managing automation. Press **Shift+ Flip** to swap encoder assignments with the fader assignments.

Cmd+ turn Encoder Knob=Fine parameter adjustment(*only high resolution parameters*)
Option + turn Encoder Knob= Toggle min, max, default value
Cmd+ Cursor Arrows left/right = Browse pages by single parameters
Option + Cursor Arrows = Skip to first/last selection

<<<<<<<Automation>>>>>>>>

Ease creating and managing automation is a highlight of using a control surface with motor faders. Press the **Automation** buttons to change the automation behavior of the selected channel. Press **Play** and begin to mix on the knobs and faders in real time with automation. Begin adopting automation into your workflow starting with **Touch** automation.

Option + Read Write, Touch, or Latch = Apply automation mode to all tracks

Main Automation Modes:

Read = Toggle between Read and Off:

Set to **Read**, the channel will respond to existing automation in real time. Any parameters with automation will jump to existing automated values during playback.

Set to **Off**, the channel will ignore all automation.

Write = All channel parameters record automation during playback. This overrides and replaces all automation. This is for tracking an unassisted mixdown performance.

Touch = The channel reads existing automation, plus writes automation for specific parameters adjusted during playback. This only creates automation while parameters are being edited.

Latch = Reads existing automation, plus writes automation for specific parameters adjusted during playback. This continues to write automation for any parameters which have been changed during

playback.

Trim Automation:

Trim = Toggle **Trim** behavior on a channel armed with **Touch** or **Latch** automation. When active, **Trim** allows automation to be modified instead of overwritten. Adjusting knobs and faders during playback will make a change relative to existing automation.

Touch + Trim = T-Touch: Adjust automation momentarily while parameters are being edited

Latch + Trim = T-Latch: Adjust automation continuously by changing a parameter

<<<<<<< Advanced Encoder Assignment Modes >>>>>>>

Every Assignment Mode has multiple modes of control. These are specialized control modes advantageous for specific tasks and project styles.

<<<<<<< **Track**>>>>>>>>

Track Assignment Shortcuts:

Hold **Track** to display the shortcut menu. Here you can select which parameter will appear on the LCD display and can be edited by the **Encoder Knobs** in **Track Assignment Mode**.

Encoder Knob 1 or **F1**= Volume

Encoder Knob 2 or F2= Pan

Encoder Knob 3 or F3= Input format(Mono, Stereo, L/R, Surround)

Encoder Knob 4 or F4= Input assignment

Encoder Knob 5 or F5= Output assignment

Encoder Knob 6 or F6= Automation mode

Encoder Knob 7 or F7= Custom(Select a channel automation parameter in Logic Pro X)

Encoder Knob 8 or F8= Activates Setup Focus Mode

Track + Group = Group Assignment

Track Focus Mode: (Track- Track)

Press **Track** twice. This allows you to edit multiple channel strip parameters for the selected channel. Parameters appear across the LCD display and each **Encoder Knob** is set to a different function. Press a channel **Select** button to choose that track to edit.

Encoder Knob 1 = Volume

Encoder Knob 2 = Pan

Encoder Knob 3 = Software Instrument

Encoder Knob 4 = Edit Plug-In on slot 1. Press **Shift** + Mute 4 to toggle bypass.

Encoder Knob 5 = Edit Plug-In on slot 2. Press **Shift** + Mute 5 to toggle bypass.

Encoder Knob 6 = Level of Send 1. Press **Shift** + Mute 6 to toggle bypass.

Encoder Knob 7 = Level of Send 2. Press **Shift** + Mute 7 to toggle bypass.

Encoder Knob 8 = Level of Send 1. Press **Shift** + Mute 8 to toggle bypass.

Setup Focus Mode:(Track+F8)

Encoder Knob 1 = Channel strip format (Mono, Stereo, L/R, Surround)

Encoder Knob 2 = Spread parameter (Surround channels only)

Encoder Knob 3 = Channel strip input assignment

Encoder Knob 4 = Channel strip output assignment

Encoder Knob 5 = Automation mode

Encoder Knob 6 = Quick-edit group membership. Choose Group 1 to 32 or Off

<<<<<<<<< **Pan**>>>>>>>>>>

Pan Assignment Shortcuts:

Hold **Pan** to display the shortcut menu. Here you can select which parameter will appear on the LCD display and can be edited by the **Encoder Knobs** in **Pan Assignment Mode**.

Encoder Knob 1 or **F1** = Angle

Encoder Knob 2 or **F2** = Diversity

Encoder Knob 3 or **F3** = LFE Level

Encoder Knob 4 or **F4** = Spread

Encoder Knob 5 or **F5** = -

Encoder Knob 6 or **F6** = Activates **Surround Focus Mode**

Encoder Knob 7 or **F7** = Activates **Angle/Diversity Mixer Mode**

Encoder Knob 8 or **F8** = Activates **X/Y Mixer Mode**

Surround Focus Mode: (**Pan** - **Pan**)

Press **Pan** twice to enter **Surround Focus Mode**, and edit multiple surround parameters for the selected channel. Each **Encoder Knob** is set to a different function. Stereo channels are always assigned the parameter **Pan**.

Encoder Knob 1 = Angle

Encoder Knob 2 = Diversity

Encoder Knob 3 = LFE Level

Encoder Knob 4 = Spread

Encoder Knob 5 = Surround X

Encoder Knob 6 = Surround Y

Angle/Diversity Mixer Mode:(**Pan** + **F7**)

Create dramatic polar-style surround panning for many tracks at once. This style of surround control is best for creating deep immersive surround and automating smooth circular movements. Turning an **Encoder Knob** changes the surround angle, and the **Faders** edit surround diversity.

Angle and Diversity work together to set the virtual position of a sound. Angle is the position of the sound source relative to the listener in 360 degrees. Diversity is like the distance of the source from the listener, where lower values are farther away.

X/Y Mixer Mode:(**Pan** + **F8**)

Create dramatic grid-style surround for many tracks at once. This style of surround control is best for placing sounds on a virtual stage, or for automating sound objects that will move on mostly linear paths relative to the listener. Turning an **Encoder Knob** changes the surround X value, and the **Faders** edit surround Y.

The X/Y parameters are like the coordinates of a sound source relative to the listener, where 0, 0 is centered and coordinates can be set between +/-1000 on the grid.

<<<<<<EQ>>>>>>

EQ Assignment Mode:(EQ)

Press **EQ** to open (or add) the **Logic Channel EQ**. **EQ Assignment Mode** can only edit a standard **Logic Channel EQ** or **Logic Linear Phase EQ**. Press **Shift+Mute** to toggle EQ band bypass. Press **Flip** to control EQ with the faders and toggle band bypass with **Mute**.

EQ Assignment Shortcuts:

Hold **EQ** to display the shortcut menu. Here you can select which parameter will appear on the LCD display and can be edited by the **Encoder Knobs** in **EQ Assignment Mode**.

Encoder Knob 1 or **F1** = Frequency

Encoder Knob 2 or **F2** = Gain

Encoder Knob 3 or **F3** = Q-Factor

Encoder Knob 4 or **F4** = Band Bypass

Encoder Knob 5 or **F5** = --

Encoder Knob 6 or **F6** = Activates **EQ Focus Mode**

Encoder Knob 7 or **F7** = Activates **Freq/Gain Mixer Mode**

Encoder Knob 8 or **F8** = Activates **Freq/Gain Channel Mode**

EQ Focus Mode:(EQ- EQ)

Press **EQ** a second time to open the **Logic Channel EQ** and edit multiple EQ parameters for the selected channel. The left/right **Cursor Arrows** browse pages of EQ bands.

Encoder Knob 1 = Band 1 Frequency

Encoder Knob 2 = Band 1 Gain

Encoder Knob 3 = Band 1 Q-Factor

Encoder Knob 4 = Band 1 Bypass

Encoder Knob 5 = Band 2 Frequency

Encoder Knob 6 = Band 2 Gain

Encoder Knob 7 = Band 2 Q-Factor

Encoder Knob 8 = Band 2 Bypass

Freq/Gain Mixer Mode:(EQ+ F7)

This is the place to efficiently manage frequency separation between instruments for a mixdown. After the rough mix, use this mode to quickly assign tracks appropriate real estate on the sonic stage. The LCD display shows channel strip names and frequency of the selected EQ band. The **Encoder Knobs** change the EQ frequency, and the faders adjust EQ Gain. **Mute** toggles bypass of the selected EQ band. **Cursor Arrows** up/down select the EQ band.

Freq/Gain Focus Mode:(EQ+ F8)

Edit frequency and gain for all 8 EQ bands on the selected channel strip. This offers very quick access to powerfully adjust the frequency content of a track, optimal for rough mix. Turning an **Encoder Knob** changes the EQ frequency, and the faders adjust EQ Gain. Each channel **Mute** toggles bypass of its EQ band. Press channel **Select** to edit the EQ on that track.

<<<<<Send>>>>>

Send Assignment Mode:(Send)

Use the **Send Assignment Mode** to set send destinations and adjust send amounts for the selected channel. **Cursor Arrows** up/down change the selected send slot number. **Cursor Arrows** left/right select a parameter. Press **Shift+Mute** to toggle send bypass. Press **Flip** to control the selected parameters on the faders, and while Flip is engaged, press **Mute** to toggle send bypass. Press **Solo** (channel) to toggle send Pre/Post.

Send Focus Mode:(Send- Send)

Press **Send** twice to enter **Send Focus Mode**, and edit multiple parameters for the selected channel. Each **Encoder Knob** is set to a different function. The left/right **Cursor Arrows** browse pages of send slots. The first page displays send slot 1 & 2, page 2 displays send slot 3 & 4, and so on.

Send 1:

Encoder Knob 1 = Select send destination

Encoder Knob 2 = Adjust send amount

Encoder Knob 3 = Set send pre/post fader

Encoder Knob 4 = Toggle send bypass

Send 2:

Encoder Knob 5 = Select send destination

Encoder Knob 6 = Adjust send amount

Encoder Knob 7 = Set send pre/post fader

Encoder Knob 8 = Toggle send bypass

Send Assignment Shortcuts:

Hold **Send** to display the shortcut menu. Here you can select which parameter will appear on the LCD display and can be edited by the **Encoder Knobs** in **Send Assignment Mode**.

Encoder Knob 1 or **F1** = Send destination

Encoder Knob 2 or **F2** = Send amount

Encoder Knob 3 or **F3** = Send pre/post fader

Encoder Knob 4 or **F4** = Toggle sendbypass

Encoder Knob 5 or **F5** = Activates **Send Focus Mode**

Encoder Knob 6 or **F6** = Activates **Multiple SendFocus Mode**

Encoder Knob 7 or **F7** = Activates **Destination/Level Mixer Mode**

Encoder Knob 8 or **F8** = Activates **Destination/Level Focus Mode**

Multiple Send Focus Mode:(Send+ F6)

This mode is for integrating complex bus routing during the rough mix or production, adjusting both volume balance and complex sends at once.

Encoder Knobs 1 to 8 edit the selected send parameter for sends 1 to 8 on the selected track. The left/right **Cursor Arrows** change the selected parameter:

Send Destination, Send Level, Pre/Post, Bypass

In an analog/digital hybrid setup making use of **I/O Utility** on busses, manage signals to outboard gear without touching manual routing. Once prepared, turn a knob on the control surface to send a track through your outboard gear. The template tracks using hardware would be set to no output, only reaching output through bus sends. This requires rendering the final mix through the hardware: Logic Pro X -> Bounce -> Mode:select"Realtime"

Example: Tracks have no output and have sends ready with Bus 10 – 12 assigned.

Bus 10 = Dry output to digital sum

Bus 11 = I/O plugin (with latency offset) to hardware 1, DAW output 1-2

Bus 12 = I/O plugin (with latency offset) to hardware 2, DAW output 1-2

Destination/Level Mixer Mode:(Send+ F7)

Use this mode to mix send amount and select busses for multiple tracks. With prepared effect busses, this is the place to create an entire effects mix for mixdown.

The **Encoder Knobs** select a send destination, and the faders adjust the send amount. **Mute** toggles send bypass, and **Solo** toggles pre/post. **Cursor Arrows** up/down select the send slot.

Destination/Level Focus Mode:(Send+ F8)

Use this mode to mix the bus effects balance for single complex tracks. This is the optimal tool for making a deep effects mix on prominent tracks such as main vocals and lead sounds. With this mode plus automation, you can use the faders to paint with an artistic pallet of 8 effects to create color, size, dynamics, and complexity. Edit send destination and send level for 8 send slots on the selected channel strip. The **Encoder Knobs** select a send destination, and the faders adjust the send amount. Each channel **Mute** toggles send bypass. Press channel **Solo** to toggle pre/post.

<<<<<Plug-In>>>>>

Plug-In Assignment Mode:(Plug-In)

Press **Plug-In** to open and edit plug-ins on any track. To quickly edit an existing plug-in, press the **Encoder Knob** to the corresponding plug-in name visible on the LCD display. Plug-In parameters appear on the LCD display and are assigned across the **Encoder Knobs**. Press **Cursor Arrows** left/right to view and edit further pages of parameters. Press **Plug-In** to exit. Press **Shift + Mute** to bypass the plug-in. Turn an **Encoder Knob** to select a plug-in and press to confirm and edit. The up/down **Cursor Arrows** change the selected slot number.

Plug-In Focus Mode: (Plug-In -Plug-In)

Press **Plug-In** again to view and edit plug-ins in the first 8 slots of the selected track. Press **Shift + Mute** to bypass a plug-in. Turn and press an **Encoder Knob** to select a plug-in for the corresponding slot number. Adjust parameters with the knobs and use the left/right **Cursor Arrows** to view and edit further pages of parameters.

<<<<<Instrument>>>>>

Instrument Assignment Mode:

Press **Instrument** to open and edit instrument plug-ins on MIDI software instrument tracks. Turn and press an **Encoder Knob** to select an instrument. Parameters appear across the LCD display and can be edited with the **Encoder Knobs**. Use the left/right **Cursor Arrows** to view and edit further pages of parameters. Press **Plug-In** to exit. Press **Shift + Mute** to bypass the plug-in.

<<<<<User Assignments>>>>>

MIDI Learn is to be used on the **Encoder Knobs** while **User Assignments** are activated. After parameter assignment, press **Flip** to adjust and automate with the motor faders. Any automatable parameter can be mapped to the control surface using **MIDI Learn** in Logic Pro X. Five individual **User Assignment** setups can be used for unique sets of **MIDI Learn** assignments.

Shift + Track = User Assignments 1
Shift + Pan = User Assignments 2
Shift + EQ = User Assignments 3
Shift + Send = User Assignments 4
Shift + Plug-in = User Assignments 5
Shift + Instrument = **Smart Controls**

To create an assignment in one of the User Modes, use **MIDI Learn** in Logic Pro X to map parameters to the Encoder Knobs:

1. Enter a **User Assignment** mode –the LCD display is blank
2. Move the parameter you want to assign with the mouse in Logic Pro X
3. Press the keyboard shortcut “Command + L”, the **Controller Assignments Window** appears.
4. Turn the **Encoder Knob** to assign.
5. Move the next parameter with the mouse in Logic Pro X.
6. Turn the next **Encoder Knob** to assign.
7. Click the Learn button in the **Controller Assignments Window** to finish. Now the **User Assignment** can be used and recalled later.

Parameter names and values set with **MIDI Learn** in **User Assignments** appear on the LCD display. Press **Flip** to access these custom parameters on the faders. This way the motor faders will also follow automation.

<<<<<Advanced Utilities>>>>>

The Utilities buttons access additional workflow operations, and many button combinations access extended functionality and options.

Click:

Click = Activate/deactivate metronome click (separate for playback and record)

Shift + Click = Activate/deactivate external sync and the transmission of MMC

(MMC is for controlling compatible tape machines from the DAW)

The metronome click is a tempo reference for production and recording.

There are options and settings in Logic Pro X for the click:

File -> Project Settings -> Metronome

Solo:

Solo (transport) = Activate **Solo Regions**: selected regions in the **Arrange Window** are solo

Shift + Solo = Set **Solo Lock**: selected regions solo, regardless of subsequent selections

Solo Regions is a useful evaluation tool for production, plus aids in audio editing. This allows efficient techniques exclusive to a digital setup. Use the **Solo** (channel) buttons to solo by track in the more traditional method.

Marker:

Use **Marker** to manage markers in the **Arrange Window**. Press **Marker + Nudge** to create a marker at the playhead. Use **Rewind** or **FastForward** to move the playhead and the cycle to the previous/next existing marker.

Press **Shift + Marker** to display the marker menu, or just hold **Marker**. The **Encoder Knobs** have the following commands:

Encoder Knob 1 = Jump to marker 1

Encoder Knob 2 = Jump to marker 2

Encoder Knob 3 = Jump to marker 3

Encoder Knob 4 = Jump to marker 4

Encoder Knob 5 = Jump to marker 5

Encoder Knob 6 = Create marker at the playhead

Encoder Knob 7 = Create marker at the nearest bar

Encoder Knob 8 = Deletes marker at the playhead

Markers shortcuts:

Marker + F1 = Jump to marker 1

Marker + F2 = Jump to marker 2

Marker + F3 = Jump to marker 3

Marker + F4 = Jump to marker 4

Marker + F5 = Jump to marker 5

Marker + F6 = Jump to marker 6

Marker + F7 = Jump to marker 7

Marker + F8 = Jump to marker 8

Nudge:

Press **Nudge** to move audio or MIDI regions and events. With nudge active, the left/right **Cursor Arrows** select regions. Press **Rewind** or **FastForward** to nudge the selected region. Use nudge to adjust timing, or select multiple regions and organize the arrangement.

Press **Shift + Nudge** to display the nudge menu, or just hold **Nudge**. Each **Encoder Knob** has a different nudge command for the selected region:

Encoder Knob 1 = Set nudge amount for **Rewind** and **FastForward**

Encoder Knob 2 = Move to the playhead

Encoder Knob 3 = Move by bar

Encoder Knob 4 = Move by beat

Encoder Knob 5 = Move by divisions

Encoder Knob 6 = Move by ticks

Encoder Knob 7 = Move by 1 frame

Encoder Knob 8 = Move by ½ frame

Nudge settings for **Rewind** and **FastForward**:

Nudge + F1 = Ticks

Nudge + F2 = Divisions

Nudge + F3 = Beats

Nudge + F4 = Bars

Nudge + F5 = Frames

Nudge + F6 = Half Frames

Drop – Autopunch:

Drop toggles **Autopunch**. Autopunch is recording which overwrites existing audio or MIDI within a set punch area. This is a key workflow tool because of the time saved by combining tracking and major edits. Without Autopunch, subsequent takes must be individually edited into the final tracks. Using **Drop** keeps a production moving forward, which boosts creativity and productivity.

Hold **Drop** and turn the **Jog Wheel** to quickly define the punch area.

Drop + Rewind = Set punch-in location to the playhead position

Drop + FastForward = Set punch-out location to the playhead position

Press **Shift + Drop** to display the punch edit menu. The **Encoder Knobs** adjust the punch area:

Turn Encoder Knob 3 = Move the selected punch area by bar

Press Encoder Knob 5 = Set punch-in locator to the playhead position

Turn Encoder Knob 5 = Move punch-in locator in bars

Turn Encoder Knob 6 = Move punch-in locator in beats

Press Encoder Knob 7 = Set punch-out locator to the playhead position

Turn Encoder Knob 7 = Move punch-out locator in bars

Turn Encoder Knob 8 = Move punch-out locator in beats

Replace:

Press **Replace** to enable overwriting recordings, like recording on tape. **Replace** is not destructive, but it does inspire productivity through simplicity and maintain a clean project **Arrange Window**. When **Replace** is disabled, recording over existing regions creates a take folder. If enabled, new overlapping audio recordings cut existing regions.

Settings for Replace are in Logic Pro X -> Preferences -> Recording -> Replace:
Region Erase = Cut MIDI and audio regions when recording
Region Punch = Cut MIDI and audio regions when recording with input
Content Erase = Overwrites MIDI and audio inside regions when recording
Content Punch = Overwrites MIDI and audio inside regions when recording with input

Region Operations:

Use **Cmd** + **Function** buttons to manage audio and MIDI regions in the **Arrange Window**.

Cmd + **F1** = Cut

Cmd + **F2** = Copy

Cmd + **F3** = Paste

Cmd + **F4** = Clear

Cmd + **F5** = Select All

Cmd + **F6** = Select All Following

Cmd + **F7** = Select Similar Regions/Events

Cmd + **F8** = Select Inside Locators

Settings Mode: (**Cmd** + **Name/Value**)

Encoder Knob 5 = Toggle track number on the main LCD display = **Option** + **Name/Value**

Encoder Knob 6 = Engages **Channel Focus Lock**: in **Focus Modes**, the selected track remains on the encoder knobs even after subsequent channel selections.

Encoder Knob 7 = Toggle the main LCD display style = **Name/Value**

Encoder Knob 8 = Toggle the digital time display = **SMPTE/Beats**

Additional Functions: *(default QCon Pro X, Platform B+ only)*

Save = Save Logic Pro X project

Option + **Save** = Save As: Save project with a new name

Cancel = Cancel preselection, Close track folder

Enter = Execute, OK, Open selected track folder

Undo = Logic Pro X **Undo** function

Shift + **Undo** = Redo

Option + **Undo** = Open Undo History

External Controls:

On the units QCon Pro X, QCon Pro G2, and QCon Pro, connect a standard momentary foot switch to User A or User B, and then power on the Icon control surface.

User A = Toggle Play/Stop

User B = Record

<<<<<<<< **Advanced Configuration** >>>>>>>>

After successful control surface setup with your Icon control surface and expansion banks, go to Logic Pro X ->Control Surfaces -> Setup for manual configuration.

Touch Fader to Select Track:

Check “activate touch faders activates track” to enable instant track selection when touching a fader. By default this feature is off, and the **Select** buttons are used to select a channel.

Fader Touch Sensitivity:

In the setup window under “Mackie Control” is a setting for fader touch sensitivity. 0 makes the faders slightly less responsive and 5 is the maximum sensitivity.

Control Surface Group Parameters:

These settings impact all fader banks. This is the recommended default setup:

Flip Mode: Off (*“Mute” disables motor faders. Press Flip to restore*)

Display Mode: Value

Clock Display: SMPTE

Channel Strip View Mode: Arrange

Fader Bank for Tracks View: 0

Fader Bank for All View: 0

Channel Strip Parameter: Automation

Surround Parameter: Angle

EQ Band: 3

EQ Parameter: Gain

All EQs Parameter Page: 0

Send Slot: 1

Send Parameter: Destination

All Sends Parameter Page: 0

Split: no. of upper parameters: 0

Instrument Parameter Page: 0

Inst Param Page (Split Lower): 0

Insert Type: Audio (*“MIDI” changes Plug-In Assignment to instead access MIDI FX*)

Insert Slot: 1

Insert Type (Split Lower): Audio

Plug-in Parameter Page: 0

Channel Strip Track: 262145

Channel Strip Track (Split Lower): 262145

Track Lock: (No)

Track Name Format: Name

Parameter Page Shift Mode: By Page (*“By Parameter” changes Cursor Arrows menu style*)

Relative Change Mode: Coarse (*“Full”, “Fine” changes Encoder Knobs edit style*)

Mix Group: 1

Group Parameter Page: 0

Strange behavior in the DAW, unexpected functions, device not recognized, or freezes:

Disconnect all MIDI-USB devices. In Logic, delete all control surface configurations and zones (including other MIDI devices) in Controller Assignments and Control Surface Setup and then close Logic. For testing, connect directly to the computer without a USB hub or USB extension cable. Turn on the Icon control surface and select the MCP Logic Pro X mode.

OSX – Go to Audio-MIDI-Setup, open MIDI Studio, and delete unused configurations and all Icon devices. Restart the Icon control surface to automatically reconfigure.

Finally, start Logic Pro X and configure the control surface in Control Surfaces -> Setup.

Go to New -> Install – select Mackie Control – click Add

Select your device for both Output and Input Port, displayed under “Device: Mackie Control”

Faders are not motorized:

The power source is not connected. Verify the power source by disconnecting USB and turning the control surface on. If power is well connected, it will start up normally.

Faders make noise or move improperly:

A fader calibration is needed. Please read the section on [Fader Calibration](#) below for details.

I want to control and automate certain parameters:

Use the [User Assignments](#) 1-5 and [MIDI Learn](#) to assign parameters to controls. Press [Shift](#) + [Track](#) to activate [User Assignment 1](#), and use [MIDI Learn](#) in Logic Pro X to map parameters to the [Encoder Knobs](#). Now, press [Flip](#) to control these parameters with the faders.

Scrub plays no Audio:

In Logic Pro X, by default scrub does not play audio. To enable audio scrub go to Preferences -> Audio -> Editing, and select “Scrubbing with audio...”

I want to change the behavior of a function:

Icon control surfaces with MCP offer deep and complex control options, just please remember that the control surface only sends/receives MIDI messages. The functionality happens in your DAW. The style and components of a function is fixed based on the DAW MCP implementation, and can't be changed unless specifically otherwise stated. The behavior is different in every DAW and can change with DAW version updates.

I want to see custom values on the display:

The messages and values on the display are generated from values sent by the DAW as return MIDI. Display readouts in return MIDI are controlled by the MCP implementation in your DAW, so they are not customizable unless specifically otherwise stated. The rate at which the screen updates certain parameters is controlled by the frequency of the corresponding MIDI messages in the DAW. These update rates have changed with various Logic Pro X updates.

I want to add a custom function:

It is possible to use **User Assignment Modes** with **MIDI Learn** to freely assign parameters to the encoder knobs, and press **Flip** to apply these controls to the faders. To alter and customize controls beyond standard MCP, please review the DAW developer support on customizing controller assignments in expert view. In many DAWs, it is possible to assign Key **Commands** (instead of MCP functions) to MIDI Input generated from buttons on Icon control surfaces. In the typical style of MCP implementation, device-specific MIDI input used by the DAW for MCP is blocked from other uses.

I want to rescale the faders:

The fader volume curve, zero dB position and value range are preset in the DAW implementation of MCP, and can't be adjusted. There is variance between different DAWs.

I want to change the Jog Wheel resolution:

The behavior of the **Jog Wheel** is preset in the DAW implementation of MCP. In Logic Pro X, its movement resolution is linked to the grid in the **Arrange Window**. There is variance between different DAWs. **There may be some adjustment for this, at least by changing grid settings.** Pressing **Scrub** enables fine movement with the **Jog Wheel**.

<<<<<<<< Firmware Update >>>>>>>>

To accommodate future changes to MCP implementation in new DAW versions plus expand on operational features, Icon provides Firmware updates for current production and legacy control surfaces.

Caution:

Please take extra care to follow the correct procedure when performing a firmware update. When performing a firmware upgrade, always connect directly to the computer without a USB Hub or extension, and only connect one device to the computer during update. Also quit all other software which can access MIDI input/output such as your DAW or utility programs.

Verify the power source is well connected to the control surface. You can check by starting the controller with no USB cable connected. If the device startup proceeds normally, external power appears to be ok.

To Update:

OSX – Install and open the device-specific iMap, use “Connect” to select your device, click Update and follow the directions on screen. (For an XS or EX unit, first switch iMap mode by clicking the QCon icon in iMap)

Windows / Legacy – Install and open the device-specific iMap, use “MIDI Devices” to select your device, click Update. Newer iMap releases automatically download the correct firmware online.

!After Firmware Update, reinstall the device in your DAW by deleting the previous device configuration and repeating the MCP device setup.

!Never attempt to “downgrade” firmware of an Icon control surface.

! Only use the iMap and Firmware versions specific for your hardware version. Also be sure to get the newest iMap on the Icon Pro Audio website.

! Never unpack a .bin firmware file

<<<<<<<Fader Calibration – QCon Series>>>>>>>

We recommend that every QCon owner performs a fader calibration. The best values vary according to the DAW of choice and preference. In the digital domain (in your DAW) values can move from 0 to 100 in an instant, but physical faders need to actually travel from point A to point B. **Fader Calibration** allows fine adjustment to the properties of how each motor fader responds when commanded to move.

Press and hold the Rec Button on channel two and start the device. Fader Calibration will display. Turn each Encoder Knob to fine tune the value for each channel. A higher value results in smoother, quieter response. A lower value results in faster movement speed. Each fader can be fine tuned individually. To adjust the master fader, use the channel select buttons 7 and 8. To save the new changes and exit, press Encoder Knob 8.

For Logic Pro X, start with values set at 190, evaluate, then adjust individually to personal preference.

<<<<<<<Fader Calibration – Platform (v2.00 and up)>>>>>>>

We recommend that every Platform owner performs a fader calibration. The best adjustment varies according to the DAW of choice and preference. In the digital domain (in your DAW) values can move from 0 to 100 in an instant, but physical faders need to actually travel from point A to point B. Fader Calibration allows adjustment to the properties of how the motor faders respond when commanded to move.

Press and hold the Encoder Knob on channel one and start the device. Turn Encoder Knob 8 to adjust the total fader response. It is also possible to adjust a single fader by now holding down Rec on channel three while adjusting the encoder of each channel. A higher value results in smoother, quieter response. A lower value results in faster movement speed. To save the new changes and exit, press Encoder Knob 8.

Start with a slower movement, test in your DAW and evaluate, then adjust individually to personal preference.

Control Surface Functionality Manual

Pro Tools HUI

QCon Pro X, QCon Pro XS, QCon Pro G2, QCon EX G2 Platform M+, Platform B+, Platform D2, Platform X+, PlatformNano

Revision v1.00

This is a master manual. Specific device manuals can be built from this material.

Congratulations on owning an Icon control surface! This manual documents the full range of potential functions when the device is installed in Pro Tools.

You can extensively control Pro Tools with an Icon QCon series control surface or Icon Platform modular control system using standard MackieControl protocol. Expansion bank units can be added for more hands-on controls: QCon expansion units for the QCon series and the Platform X+ channel bank expansion. Platform B+ button module is necessary to access all functions in this manual with Platform M+, and the D2 display highly recommended. Icon Metal Fader Caps and Icon Metal Knob Caps are available as an aesthetic and haptic upgrade for the best control experience.

The terms Mackie Control and HUI are used to refer to the control protocol standard to be used with the QCon and Platform series control surfaces. Pro Tools and all DAW-specific terminology belong to their copyright holders and has no affiliation with Icon Pro Audio.

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<<<<Color Reference Key>>>>

Control Surface Function

Control Surface Button

DAW Term

ButtonA + ButtonB =hold Button A and press Button B

Button A - Button B = press Button A and then press Button B

<<<<<<< Setup >>>>>>>

Before you can use your control surface, you will first need to configure it in Pro Tools. Once setup, Pro Tools will remember your settings for future sessions without the need to reconfigure. For maximum stability, first boot the control surface and select the **DAW Mode**, then start your DAW software.

When your control surface is switched on, it will first prompt for a **DAW Mode** selection. Select the corresponding mode with the illuminated navigation buttons and confirm selection with the highlighted DAW mode button. On Platform M+, the small channel indicator will light to show the currently selected **DAW Mode**. If no buttons are pressed, the control surface will select the previously used mode after a few seconds.

In the latest device Firmware version (may require Firmware update):

1: MCP General 2: Logic Pro **3: Pro Tools HUI** 4: User Defined

In Pro Tools, go to Setup ->Peripherals ->MIDI Controllers. In row #1, select Type:HUI, and choose your device name for both Receive From and Send To, and select # Ch's: 8.

In addition, go to Setup -> MIDI, Input Devices. Set a check mark next to the Icon control surface and click OK.

<<<<<<<<< Getting Started >>>>>>>>>

When first opening a blank project in Pro Tools, we are looking at the [Edit Window](#). Add Tracks to your project here, and you will see the motor faders jump into position. Each Icon control surface has one physical bank consisting of 8 channel strip controls. Each channel strip corresponds to controls for one track in your DAW. The track name appears on the display above each channel strip. Touch a fader and adjust the track's volume. Change a track's volume in Pro Tools and the corresponding motor fader will adjust itself. You can balance the volume of multiple faders on the control surface simultaneously – already a huge mixing advantage of using a control surface. Press the [Bank](#) up / down buttons to scroll through further tracks in the project in fixed blocks of 8. The [Channel](#) up / down buttons step the focus of the current bank one track at a time.

The 9th fader on your control surface is the **Master Fader**. Pro Tools does not support any use of the master fader or master meter with HUI.

The Encoder **Knobs** edit parameters according to the current **Assignment Mode**. Turn them to edit a parameter or change a selection. Each knob affects the track on that channel strip, or in advanced encoder modes, all knobs affect the currently selected Track. Press the knob to reset to the default value, or confirm a selection depending on the **Assignment Mode**.



<<<<<<<< **Mix and Transport** >>>>>>>>

Transport:

Play = Begin playback

Stop = Stop playback

Rec (transport) = Arm recording

FastForward = Shuttle forward in Edit Window

Rewind = Shuttle backwards in Edit Window

Cycle = Toggle the playback loop on/off

Channel Bank Options:

Channel up/down = Step the current bank by one track

Bank up/down = Scroll through tracks in blocks of 8

Channel Strip Buttons:

Rec (channel) = Arms the track for recording.

Solo = Engage **Solo** for one or multiple tracks

Mute = Engage **Mute** for one or multiple tracks

Select = Focuses and selects the track

Jog Wheel:

Press **Scrub** to toggle the **Jog Wheel** function between scrub and off. Then turn the **Jog Wheel** to adjust the playhead position, visible in the **Edit Window** in Pro Tools. (On Platform M+, scrub is accessed by pressing down the jog wheel.)

Fader Lock:

Press **Lock Mix** to disable touch sensitive changes to fader position.

<<<<<<<<View>>>>>>>>

Time Display:

The digital time display shows the current play position in Bars|Beats, Min:Secs, SMPTE Timecode, Feet+Frames, or Samples, depending on the current selection in the Pro Tools transport window.

Window Shortcuts:

Edit= Toggle Edit Window

Mix= Toggle Mix View

Transport= Show/hide Transport Window

Mem Lock= Show/hide **Memory Locations Window**

Zoom & Cursor Arrows:

The **Cursor Arrows** (left, right, up, down) change selections in both **Mix View** and **Edit Window**, or modify zoom in the **Edit Window**. Press **Zoom** to activate zoom controls using the **Cursor Arrows**. Zoom controls only work in the **Edit Window**.

(On Platform M+, Zoom is managed by toggling the Zoom buttons and turning the jog wheel.)

<<<<<<< Encoder Knob Assignment >>>>>>>

Press the **Assignment** buttons to select the category of parameters currently assigned to the **Encoder Knobs**. Press or turn the **Encoder Knobs** to edit parameters.

Pan Assignment:

Pan = Activates **Pan Assignment**, view and edit routing for each track. Press **Pan** again to toggle panning left/right on stereo tracks.

Routing Assignment: *(QCon Pro X and Platform B+ only)*

Assign + **Input** = Activates **I/O Routing**, edit inputrouting for each track with the **Encoder Knobs**. Press **Assign** to confirm.

Assign + Output = Activates **I/O Routing**, edit outputrouting for each track with the **Encoder Knobs**. Press **Assign** to confirm.

Plug-In = **Select** a channel, then press **Plug-In**. Next press **Plug-In Assign** to view the selected channel's inserts 1-4 on the **LCD Display**. Turn the **Encoder Knobs** to add/select plug-in effects. Press **Plug-In Assign** to confirm. Turn **Encoder Knob 5** to access insert 5 on knob 1. Press an **Encoder Knob 1-4** to edit the selected plugin. Parameters appear on the LCD Display above track 1-4. Turn the **Encoder Knobs** to edit the lower parameter, press the **Encoder Knobs** to toggle the upper parameter. Turn **Encoder Knob 5** to access further pages of parameters on knobs 1-4. Press **Encoder Knob 5** to return to viewing inserts for the selected channel.

Bypass = Toggle Plug-In Bypass

Compare = Toggle previous plugin parameter settings

Assign + Send A-E = Activates **Send Routing**, edit send destination for each track with the **Encoder Knobs**. Press **Assign** to confirm.

Send A-E = Activates **Send Assignment**, Turn the **Encoder Knobs** to adjust the send level to the corresponding send destination for each track.

Press **Flip** to access the currentSend Faders on themotor faders.

Ease creating and managing automation is a highlight of using a control surface with motor faders. Press the **Automation** buttons to change the automation behavior of the selected track.

Read = Toggle between Read and Off:

Set to **Read**, the channel will respond to existing automation in real time. Any parameters with automation will jump to existing automated values during playback.

Set to **Off**, the channel will ignore all automation.

Write = All channel parameters record automation during playback. This overrides and replaces all automation. This is for tracking an unassisted mixdown performance.

Touch = The channel reads existing automation, plus writes automation for specific parameters adjusted during playback. This only creates automation while parameters are being edited.

Latch = Reads existing automation, plus writes automation for specific parameters adjusted during playback. This continues to write automation for any parameters which have been changed during playback.

Trim = Trim allows automation to be modified instead of overwritten. Adjusting knobs and faders during playback will make a change relative to existing automation.

Off= Disable track automation. Set to **Off**, the channel will ignore all automation.

Suspend= Disable automation on all tracks

<<<<<<<Utilities>>>>>>>

ln=Set the left locator at the playhead position

Out= Set the right locator at the playhead position

Punch= Activate **Quick Punch**: during playback, tap **Record** to track and **Play** to punch out

Undo = Pro Tools Undo function

Shift + Cmd + Undo = Pro Tools Redo function

Save= Pro ToolsSaveproject

Enter= Pro ToolsEnterfunction

Esc/Cancel= Pro ToolsCancelfunction

<<<<<<<Modifiers>>>>>>>

The four **Modifier** buttons can be held to alter the function of other commands as defined with Pro Tools keyboard shortcuts. Some applications for the four modifier buttons:

Option + Cursor Arrows = Scrollwindow view in Edit Window or Mix View

Shift + Cursor Arrows = Extend selection in Edit Window

Control= **Clutch**: hold bypass grouping for track levels (faders)

Option+ Cursor Arrows(left/right) =Centersselection in Edit Window

Option + Cursor Arrows(up/down) = Subtract track selection in Edit Window

Troubleshooting

Strange behavior in the DAW, unexpected functions, device not recognized, or freezes:

Disconnect all MIDI-USB devices. In Pro Tools, remove all control surface configurations in Setups -> Peripherals -> MIDI Controllers and close Pro Tools. For testing, connect directly to the computer without a USB hub or USB extension cable. Turn on the Icon control surface and select the HUI Pro Tools mode.

First check that the specified USB cable is in good condition and well connected. For testing, connect directly to the computer without a USB hub or USB extension cable.

OSX – Go to Audio-MIDI-Setup, open MIDI Studio, and delete unused configurations and Icon devices. Restart the Icon control surface to automatically reconfigure.

Windows –Open the Device Manager in Windows, select the Icon Control Surface, and delete the device. Now restart the control surface to automatically reconfigure. If there remain issues related to the USB connection, a Windows update can repair some issues.

Windows – If the device does not appear in the Windows Control Panel, you may need to uninstall MIDI devices - you will need a third party utility application to do this easily. Windows has limits on MIDI devices successfully installed in total, and MIDI devices remain installed when disconnected.

Finally, start Pro Tools and reconfigure the control surface in Setups -> Peripherals -> MIDI Controllers.

Faders are not motorized:

The power source is not connected. Verify the power source by disconnecting USB and turning the control surface on. If power is well connected, it will start up normally.

Faders make noise or move improperly:

A fader calibration is needed. Please read the section on [Fader Calibration](#) below for details.

I want to control and automate certain parameters:

Access parameters via the [Assignment Modes](#) and use [Automation Modes](#) to begin creating live automation. Press [Flip](#) to control these parameters with the faders.

I want to change the behavior of a function:

Icon control surfaces with MCP offer deep and complex control options, just please remember that the control surface only sends/receives MIDI messages. The functionality happens in your DAW. The style and components of a function is fixed based on the DAW MCP implementation, and can't be changed unless specifically otherwise stated. The behavior is different in every DAW and can change with DAW version updates.

I want to see custom values on the display:

The messages and values on the display are generated from values sent by the DAW as return MIDI. Display readouts in return MIDI are controlled by the MCP implementation in your DAW, so they are not customizable unless specifically otherwise stated. The rate at which the screen updates certain parameters is controlled by the frequency of the corresponding MIDI messages in the DAW. These update rates have changed with various Pro Tools updates.

I want to add a custom function:

To alter and customize controls beyond standard MCP, please review the DAW developer support on customizing controller assignments in expert view. In some DAWs, it is possible to assign [Key Commands](#) (instead of MCP functions) to MIDI Input generated from buttons on Icon control surfaces. In the typical style of MCP implementation, device-specific MIDI input used by the DAW for MCP is blocked from other uses.

I want to rescale the faders:

The fader volume curve, zero dB position and value range are preset in the DAW implementation of MCP, and can't be adjusted. There is variance between different DAWs.

I want to change the Jog Wheel resolution:

The behavior of the [Jog Wheel](#) is preset in the DAW implementation of MCP. There is variance between different DAWs. [There may be some adjustment for this, at least by changing grid settings](#). Pressing [Scrub](#) enables fine movement with the [Jog Wheel](#).

<<<<<<<<< Firmware Update >>>>>>>>>

To accommodate future changes to MCP implementation in new DAW versions plus expand on operational features, Icon provides Firmware updates for current production and legacy control surfaces.

Caution:

Please take extra care to follow the correct procedure when performing a firmware update. When performing a firmware upgrade, always connect directly to the computer without a USB Hub or extension, and only connect one device to the computer during update. Also quit all other software which can access MIDI input/output such as your DAW or utility programs.

Verify the power source is well connected to the control surface. You can check by starting the controller with no USB cable connected. If the device startup proceeds normally, external power appears to be ok.

To Update:

OSX – Install and open the device-specific iMap, use “Connect” to select your device, click Update and follow the directions on screen. (For an XS or EX unit, first switch iMap mode by clicking the QCon icon in iMap)

Windows / Legacy – Install and open the device-specific iMap, use “MIDI Devices” to select your device, click Update. Newer iMap releases automatically download the correct firmware online.

!After Firmware Update, reinstall the device in your DAW by deleting the previous device configuration and repeating the MCP device setup.

!Never attempt to “downgrade” firmware of an Icon control surface.

! Only use the iMap and Firmware versions specific for your hardware version. Also be sure to get the newest iMap on the Icon Pro Audio website.

! Never unpack a .bin firmware file

<<<<<<<<< Fader Calibration – QCon Series >>>>>>>>>

We recommend that every QCon owner performs a fader calibration. The best values vary according to the DAW of choice and preference. In the digital domain (in your DAW) values can move from 0 to 100 in an instant, but physical faders need to actually travel from point A to point B. **Fader Calibration** allows fine adjustment to the properties of how each motor fader responds when commanded to move.

Press and hold the Rec Button on channel two and start the device. Fader Calibration will display. Turn each Encoder Knob to fine tune the value for each channel. A higher value results in smoother, quieter response. A lower value results in faster movement speed. Each fader can be fine tuned individually. To adjust the master fader, use the channel select buttons 7 and 8. To save the new changes and exit, press Encoder Knob 8.

Start with values set at 185, evaluate, then adjust individually to personal preference.

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<<<<<Color Reference Key>>>>>

Control Surface Function

Control Surface Button

DAW Term

ButtonA + ButtonB =hold Button A and press Button B

Button A - Button B = press Button A and then press Button B

<<<<<<<< Setup>>>>>>>>>

Before you can use your control surface, you will first need to configure it in Ableton Live. Once setup, Ableton Live will remember your settings for future sessions without

the need to reconfigure. For maximum stability, first boot the control surface and select the DAW Mode, then start your DAW software.

When your control surface is switched on, it will first prompt for a **DAW Mode** selection. Select the corresponding mode with the illuminated navigation buttons and confirm selection with the highlighted DAW mode button. On Platform M+, the small channel indicator will light to show the currently selected **DAW Mode**. If no buttons are pressed, the control surface will select the previously used mode after a few seconds.

In the latest device Firmware version (may require Firmware update):

1: MCP General 2: Logic Pro 3: Pro Tools HUI 4: User Defined

In Ableton Live, advanced configuration needs to be enabled. Open Ableton Live -> Preferences -> General -> Advanced, select Show Advanced Tools, and verify that all additional options are checked. (Audio, Surround, MIDI, Score, Control Surface, Advanced Edit)

To configure your Icon control surface, go to Ableton Live -> Control Surfaces -> Setup. Delete previous Mackie Control configurations, then go to New -> Install, select Mackie Control, and click Add. Finally choose your device name for both the Output Port and Input Port, displayed under "Device: Mackie Control".

Repeat this process for any expansion modules but us Mackie Control XT. You can now use your Icon control surface for transport, mix, and extended control functions. Next up: An overview of the fundamental elements for controlling Ableton Live.

<<<<<<<< **Getting Started** >>>>>>>>

When first opening a blank project in Ableton Live, we are looking at the **Session View**. Add tracks to your project here, and you will see the motor faders jump into position. Each Icon control surface has one physical bank consisting of 8 channel strip controls. Each channel strip corresponds to controls for one track in your DAW. The track name appears on the display above each channel. Touch a fader and adjust the track's volume. Change a channel's volume in Ableton Live and the corresponding motor fader will adjust itself. You can balance the volume of multiple faders on the control surface simultaneously – already a huge mixing advantage of using a control surface. Press the **Bank** up / down buttons to scroll through further channels in the project in fixed blocks of 8. The **Channel** up / down buttons step the focus of the current bank one channel at a time.

The 9th fader on your control surface is the **Master Fader** and always commands the master level, which engages after the output stage of the project, so after any plugins used on the output sum. This is advantageous for several classic mixing techniques and effectively regulates your monitor volume.



<<<<<<<Mix and Transport>>>>>>>

Jog Wheel:

Turn the **Jog Wheel** to quickly adjust the play position on the grid, visible in the **ArrangementView** in Ableton Live. **Scrub** toggles the **Jog Wheel** behavior. (On Platform M+, *scrub* is activated by pressing down the jog wheel.)

!! By default in Ableton Live, scrub is disabled in the arrangement. To enable Scrub in **Arrangement View**, in Ableton Live go to Preferences -> Look/Feel and activate "Permanent Scrub Areas".

Transport:

Play = Begin playback

Stop = Stop playback

Rec (transport) = Begin recording Audio and MIDI input

Cycle = Toggle the playback loop cycle on/off

Bank up/down = Scroll through tracks in the project in fixed blocks of 8

Channel up/down = Step the current bank by one track

Shift + Bank up/down = Scroll bank to first or last track

Shift + Channel up/down = Scroll bank to first or last track

Rec (channel) = Arms a singletrack for recording.

!! To allow multiple track recording, in Ableton Live go to Preferences -> Misc and deactivate "Exclusive Track Arming"

Solo = Engage **Solo** for a singletrack

!! To allow multiple tracks insolo, in Ableton Live go to Preferences -> Misc and deactivate "Exclusive Track Soloing"

Mute = Engage **Mute** for one or multiple tracks

Select = Focuses and selects the track

Press **Lock Mix** to disable touch sensitive changes to fader position. Automation remains active. This is useful to secure a finished mix.



The digital time display shows the current play position, either in bars and beats or in SMPTE time code format. Press **SMPTE/Beat** to toggle readout formats on the time display.

Session/Arrange= Toggle Arrangement View and Session View

Track/Clip = Toggle Clip View and Track View

Browser = Show/hide the Browser

Clip Detail = Show/hide the Clip/Track View

Follow = Activate Follow Mode to auto-scroll during playback in Arrangement View

Zoom & Cursor Arrows:

The **Cursor Arrows** (left, right, up, down) change selections or modify zoom in the **Arrangement View**. In **Assignment Modes** they change the **Encoder Knob** parameter selection and scroll through pages of parameters when editing plug-ins.

Press **Zoom** to activate zoom controls using the **Cursor Arrows**. Zoom controls only work in the **Arrangement View**. When the Zoom button is illuminated, press **Option** + **Cursor Arrows** to adjust individual track zoom.

(On Platform M+, Zoom is managed by toggling the Zoom buttons and turning the jog wheel.)

Show Return Tracks: (**Returns**)

Activate showing **Return Tracks** to display and control return tracks on the channel strips.

*(On QCon Pro G2: **Shift** + **F8**)*

<<<<< <<<< **Encoder Knob Assignment** >>>> >>>>>

Press one of the Assignment buttons to select the category of parameters currently assigned to the Encoder Knobs. Turn the Encoder Knobs to edit parameters, and press to toggle selection from a list. Pressing a knob when editing a parameter restores the default value. Use Previous / Next to browse pages of parameters.

Assignment Mode s:

I/O = Activates **Routing Assignment**, view and edit routing for each track. Press **I/O** to toggle viewing Input Type, Input Channel, Output Type, Output Channel

Send = Activates **Send Assignment**, adjust multiple send levels for the selected track

Pan = Activates **Pan Assignment**, edit stereo pan for each track

Rack = Activates **Rack Assignment**, create and adjust plug-in effects and instruments: Press **Rack** to display devices for the currently selected track. Use **Page** up/down to browse pages of devices and press an **Encoder Knobs** to select a device. Parameters appear across the LCD display over the **Encoder Knobs** to be edited.

Fader Flip :

Press **Flip** to access the current **Encoder Knob** parameters on the touch sensitive motor faders. Channel volume can then be adjusted using the **Encoder Knobs**. This is great for precise parameter adjustments and managing automation.

<<<<< <<<< **Utilities** >>>> >>>>>

Use **Marker** to create a locator at the play position. Press **Stop**, then **Marker** to delete a currently selected locator. Press **Next** / **Previous** to jump between set locators.

Press **Draw Mode** to create automation in **Arrangement View**. Use the **Faders** to automate volume and the **Encoder Knobs** to automate the parameters currently assigned to.

Undo = Ableton Live **Undo** function

Redo = Ableton Live **Redo** function

Shift + **Session/Arrange** = Set focus to **Arrangement View** or **Session View**

Shift + **Track/Clip** = Set focus to **Track View** or **Clip View**

Shift + **Browser** = Set focus to **Browser**

<<<<<<<<< **User Functions** >>>>>>>>>

The eight **Function** buttons, **F1** through **F8**, are to be assigned custom user commands using **MIDI map mode** in Ableton Live. MIDI mappings are saved in projects and your favorite setup should best be saved in your template project.

Recommended custom user commands:

F1 = Play all clips in Scene 1 (Master, **Session View**)

F2 = Play all clips in Scene 2

F3 = Play all clips in Scene 3

F4 = Play all clips in Scene 4

F5 = Play all clips in Scene 5

F6 = Play all clips in Scene 6

F7 = Play all clips in Scene 7

F8 = Play all clips in Scene 8

In Ableton Live, assigning MIDI mappings overrides control surface functions. This allows that in addition to the **Function** buttons, other buttons can be assigned useful functions as well. MIDI mappings are saved in projects and your favorite setup should best be saved in your template project.

Additional recommended user commands:

G2 and Pro X

(Name/Value) = **Tap Tempo**- Press repeatedly to set project BPM
(DAWmode1) = **Punch In**- start recording at the loop start position
(DAWmode2) = **Punch Out** - stop recording at the loop end position
(DAWmode3) = **Capture**- Create a clip from the last given MIDI input
(2ndBot-Left) = **Metronome**-(On/Off)

Additional for Pro X

(AssignmentRight) = **MIDI Arrangement Overdub**- Recording MIDI adds to existing clips
(MarkerFarRight1) = **NEW** - Opens new scene for all record armed tracks
(MarkerFarRight2) = **Automation Arm** - enables automation recording
Shift + F1 to F8 = User Functions **F9 to F16**(Verify in new firmware)

External Controls:

On the units QCon Pro X, QCon Pro G2, and QCon Pro, connect a standard momentary foot switch to User A or User B, and then power on the Icon control surface.

User A and **User B** = Can be assigned a function with MIDI Mapping

<<<<<<<<< Troubleshooting >>>>>>>>

Strange behavior in the DAW, unexpected functions, device not recognized, or freezes:

Disconnect all MIDI-USB devices. In Logic, delete all control surface configurations and zones (including other MIDI devices) in Controller Assignments and Control Surface Setup and then close Logic. For testing, connect directly to the computer without a USB hub or USB extension cable. Turn on the Icon control surface and select the MCP Ableton Live mode.

First check that the specified USB cable is in good condition and well connected. For testing, connect directly to the computer without a USB hub or USB extension cable.

OSX – Go to Audio-MIDI-Setup, open MIDI Studio, and delete unused configurations and Icon devices. Restart the Icon control surface to automatically reconfigure.

Windows –Open the Device Manager in Windows, select the Icon Control Surface, and delete the device. Now restart the control surface to automatically reconfigure. If there remain issues related to the USB connection, a Windows update can repair some issues.

Windows – If the device does not appear in the Windows Control Panel, you may need to uninstall MIDI devices - you will need a third party utility application to do this easily. Windows has limits on MIDI devices successfully installed in total, and MIDI devices remain installed when disconnected.

Finally, start Ableton Live and configure the control surface in Control Surfaces -> Setup.

Go to New -> Install – select Mackie Control – click Add

Select your device for both Output and Input Port, displayed under “Device: Mackie Control”

Repeat the process for extensions, but instead select Mackie Control XT.

Faders are not motorized:

The power source is not connected. Verify the power source by disconnecting USB and turning the control surface on. If power is well connected, it will start up normally.

Faders make noise or move improperly:

A fader calibration is needed. Please read the section on [Fader Calibration](#) below for details.

I want to control and automate certain parameters:

Access parameters via the [Assignment Modes](#) and use [Automation Modes](#) to begin creating live automation. Press Flipto control these parameters with the faders. Additionally, use [MIDI Learn](#) to assign parameters to free user controls.

I want to change the behavior of a function:

Icon control surfaces with MCP offer deep and complex control options, just please remember that the control surface only sends/receives MIDI messages. The functionality happens in your DAW. The style and components of a function is fixed based on the DAW MCP implementation, and can't be changed unless specifically otherwise stated. The behavior is different in every DAW and can change with DAW version updates.

I want to see custom values on the display:

The messages and values on the display are generated from values sent by the DAW as return MIDI. Display readouts in return MIDI are controlled by the MCP implementation in your DAW, so they are not customizable unless specifically otherwise stated. The rate at which the screen updates certain parameters is controlled by the frequency of the corresponding MIDI messages in the DAW. These update rates have changed with various Ableton Live updates.

I want to add a custom function:

To alter and customize controls beyond standard MCP, please review the DAW developer support on customizing controller assignments in expert view. In some DAWs, it is possible to assign [Key Commands](#) (instead of MCP functions) to MIDI Input generated from buttons on Icon control surfaces. In the typical style of MCP implementation, device-specific MIDI input used by the DAW for MCP is blocked from other uses.

I want to rescale the faders:

The fader volume curve, zero dB position and value range are preset in the DAW implementation of MCP, and can't be adjusted. There is variance between different DAWs.

I want to change the Jog Wheel resolution:

The behavior of the [Jog Wheel](#) is preset in the DAW implementation of MCP. There is variance between different DAWs. [There may be some adjustment for this, at least by changing grid settings](#). Pressing [Scrub](#) enables fine movement with the [Jog Wheel](#).

<<<<<<<<< Firmware Update >>>>>>>>>

To accommodate future changes to MCP implementation in new DAW versions plus expand on operational features, Icon provides Firmware updates for current production and legacy control surfaces.

Caution:

Please take extra care to follow the correct procedure when performing a firmware update. When performing a firmware upgrade, always connect directly to the computer without a USB Hub or extension, and only connect one device to the computer during update. Also quit all other software

which can access MIDI input/output such as your DAW or utility programs.

Verify the power source is well connected to the control surface. You can check by starting the controller with no USB cable connected. If the device startup proceeds normally, external power appears to be ok.

To Update:

OSX – Install and open the device-specific iMap, use “Connect” to select your device, click Update and follow the directions on screen. (For an XS or EX unit, first switch iMap mode by clicking the QCon icon in iMap)

Windows / Legacy – Install and open the device-specific iMap, use “MIDI Devices” to select your device, click Update. Newer iMap releases automatically download the correct firmware online.

!After Firmware Update, reinstall the device in your DAW by deleting the previous device configuration and repeating the MCP device setup.

!Never attempt to “downgrade” firmware of an Icon control surface.

! Only use the iMap and Firmware versions specific for your hardware version. Also be sure to get the newest iMap on the Icon Pro Audio website.

! Never unpack a .bin firmware file

<<<<<<<<<< Fader Calibration – QCon Series >>>>>>>>>>

We recommend that every QCon owner performs a fader calibration. The best values vary according to the DAW of choice and preference. In the digital domain (in your DAW) values can move from 0 to 100 in an instant, but physical faders need to actually travel from point A to point B. **Fader Calibration** allows fine adjustment to the properties of how each motor fader responds when commanded to move.

Press and hold the Rec Button on channel two and start the device. Fader Calibration will display. Turn each Encoder Knob to fine tune the value for each channel. A higher value results in smoother, quieter response. A lower value results in faster movement speed. Each fader can be fine tuned individually. To adjust the master fader, use the channel select buttons 7 and 8. To save the new changes and exit, press Encoder Knob 8.

For Live 10, I recommend starting with values set at 185, evaluate, then adjust individually to personal preference.

<<<<<<<<<< Fader Calibration – Platform (v2.00 and up) >>>>>>>>>>

We recommend that every Platform owner performs a fader calibration. The best adjustment varies according to the DAW of choice and preference. In the digital domain (in your DAW) values can move from 0 to 100 in an instant, but physical faders need to actually travel from point A to point B. **Fader Calibration** allows adjustment to the properties of how the motor faders respond when commanded to move.

Press and hold the Encoder Knob on channel one and start the device. Turn Encoder Knob 8 to adjust the total fader response. It is also possible to adjust a single fader by now holding down Rec on channel three while adjusting the encoder of each channel. A higher value results in

smoother, quieter response. A lower value results in faster movement speed. To save the new changes and exit, press Encoder Knob 8.

I recommend starting with a slower movement, test in your DAW and evaluate, then adjust individually to personal preference.

AppendixB

Cubase

<<<<<<<< MCP MIDI Implementation >>>>>>>>

This is a list of standard MCP functions in Cubase and their MIDI CC control values.

MIDI Ch1	Functionl	nfo	Functionl	nfo
Ch1	Cubase		Ch1	Cubase
C1	Select 1	Channel Select	G#1	Encoder 1 Press Encoder
C#1	Select 2	Channel Select	A1	Encoder 2 Press Encoder
D1	Select 3	Channel Select	A#1	Encoder 3 Press Encoder
D#1	Select 4	Channel Select	B1	Encoder 4 Press Encoder
E1	Select 5	Channel Select	C2	Encoder 5 Press Encoder
F1	Select 6	Channel Select	C#2	Encoder 6 Press Encoder
F#1	Select 7	Channel Select	D2	Encoder 7 Press Encoder
G1	Select 8	Channel Select	D#2	Encoder 8 Press Encoder
C-1	Rec 1	Channel Rec	E2	Page Up
C#-1	Rec 2	Channel Rec	F2	Page Down
D-1	Rec 3	Channel Rec	F#2	Pan Assignment
D#-1	Rec 4	Channel Rec	G2	Plugin Assignment
E-1	Rec 5	Channel Rec	G#2	EQ Assignment
F-1	Rec 6	Channel Rec	A2	FX Send Assignment
F#-1	Rec 7	Channel Rec	A#2	Bank Up Bank 8 Channels
G-1	Rec 8	Channel Rec	B2	Bank Down Bank 8 Channels
G#-1	Solo 1	Channel Solo	C3	Channel Up Bank One Channel
A-1	Solo 2	Channel Solo	C#3	Channel Down Bank One Channel
A#-1	Solo 3	Channel Solo	D3	Flip Fader Flip Mode
B-1	Solo 4	Channel Solo	D#3-	
C0	Solo 5	Channel Solo	A#4	Undo
C#0	Solo 6	Channel Solo	B4	Redo
D0	Solo 7	Channel Solo	C5	Save
D#0	Solo 8	Channel Solo	C#5-	
E0	Mute 1	Channel Mute	C6	Left
F0	Mute 2	Channel Mute	C#6	Right
F#0	Mute 3	Channel Mute	D6	Loop
G0	Mute 4	Channel Mute	D#6-	
G#0	Mute 5	Channel Mute	E6	Previous (Layer 2)
A0	Mute 6	Channel Mute	F6	Add (Layer 2)

MIDI Ch1	Functionl	nfo	MIDI Ch1	Functionl	nfo
Cubase			Cubase		
A#0	Mute 7	<i>Channel Mute</i>	F#6	Next	<i>(Layer 2)</i>
B0	Mute 8	<i>Channel Mute</i>	F7	Scrub	
A6	Stop		D5	Read	<i>Automation</i>
A#6	Play		D#5	Write	<i>Automation</i>
B6	Record	<i>Main record</i>	E5	Sends	<i>Automation</i>
C7	Cursor Up	<i>^</i>	F5	Project	<i>Automation</i>
D7	Cursor Left	<i><</i>	F#5	Mixer	<i>Automation</i>
E7	Zoom		G5	Motors	
D#7	Cursor Right	<i>></i>	E3	Name/Value	<i>Display</i>
C#7	Cursor Down	<i>√</i>	F3	SMPTE/Beats	<i>Display</i>
G6	Rewind	<i><<</i>	F#3	F1	<i>Function</i>
G#6	FastForward	<i>>></i>	G3	F2	<i>Function</i>
G#5	Instrument		G#3	F3	<i>Function</i>
A5	Master		A3	F4	<i>Function</i>
A#5	Solo Defeat		A#3	F5	<i>Function</i>
B5	Write		B3	F6	<i>Function</i>
			C4	F7	<i>Function</i>
			C#4	F8	<i>Function</i>
D4	Group 1	<i>Layer 2 (Fader Groups)</i>	F#4	Group 5	<i>Layer 2 (Fader Groups)</i>
D#4	Group 2	<i>Layer 2 (Fader Groups)</i>	G4	Group 6	<i>Layer 2 (Fader Groups)</i>
E4	Group 3	<i>Layer 2 (Fader Groups)</i>	G#4	Group 7	<i>Layer 2 (Fader Groups)</i>
F4	Group 4	<i>Layer 2 (Fader Groups)</i>	A4	Group 8	<i>Layer 2 (Fader Groups)</i>

Logic Pro X

<<<<<<<<< MCP MIDI Implementation >>>>>>>>

This is a list of supported standard MCP functions in Logic Pro X and their MIDI CC control values. Each CC triggers the indicated function when the device is configured as an MCP device in the DAW. Buttons can be assigned a custom CC value using iMap software.

MIDI Ch1	Functionl	nfo	MIDI Ch1	Functionl	nfo
Logic Pro X			Logic Pro X		
C1	Select 1	<i>Channel Select</i>	G#1	Encoder 1	<i>Press Encoder</i>
C#1	Select 2	<i>Channel Select</i>	A1	Encoder 2	<i>Press Encoder</i>
D1	Select 3	<i>Channel Select</i>	A#1	Encoder 3	<i>Press Encoder</i>
D#1	Select 4	<i>Channel Select</i>	B1	Encoder 4	<i>Press Encoder</i>
E1	Select 5	<i>Channel Select</i>	C2	Encoder 5	<i>Press Encoder</i>
F1	Select 6	<i>Channel Select</i>	C#2	Encoder 6	<i>Press Encoder</i>
F#1	Select 7	<i>Channel Select</i>	D2	Encoder 7	<i>Press Encoder</i>
G1	Select 8	<i>Channel Select</i>	D#2	Encoder 8	<i>Press Encoder</i>

MIDI Ch1	Functionl Logic Pro X	nfoM	MIDI Ch1	Functionl Logic Pro X	nfo
C-1	Rec 1	<i>Channel Rec</i>	E2	Track	<i>Assignment</i>
C#-1	Rec 2	<i>Channel Rec</i>	F2	Send	<i>Assignment</i>
D-1	Rec 3	<i>Channel Rec</i>	F#2	Pan	<i>Assignment</i>
D#-1	Rec 4	<i>Channel Rec</i>	G2	Plugin	<i>Assignment</i>
E-1	Rec 5	<i>Channel Rec</i>	G#2	EQ	<i>Assignment</i>
F-1	Rec 6	<i>Channel Rec</i>	A2	Instrument	<i>Assignment</i>
F#-1	Rec 7	<i>Channel Rec</i>	A#2	Bank Up	<i>Bank 8 Channels</i>
G-1	Rec 8	<i>Channel Rec</i>	B2	Bank Down	<i>Bank 8 Channels</i>
G#-1	Solo 1	<i>Channel Solo</i>	C3	Channel Up	<i>Bank One Channel</i>
A-1	Solo 2	<i>Channel Solo</i>	C#3	Channel Down	<i>Bank One Channel</i>
A#-1	Solo 3	<i>Channel Solo</i>	D3	Flip	<i>Fader Flip Mode</i>
B-1	Solo 4	<i>Channel Solo</i>	D#3	Global View	
C0	Solo 5	<i>Channel Solo</i>	A#4	Shift	
C#0	Solo 6	<i>Channel Solo</i>	B4	Option	
D0	Solo 7	<i>Channel Solo</i>	C5	Control	<i>B+ Only</i>
D#0	Solo 8	<i>Channel Solo</i>	C#5	Cmd	<i>DAW Mode</i>
E0	Mute 1	<i>Channel Mute</i>	C6	Marker	
F0	Mute 2	<i>Channel Mute</i>	C#6	Nudge	
F#0	Mute 3	<i>Channel Mute</i>	D6	Cycle	
G0	Mute 4	<i>Channel Mute</i>	D#6	Drop	
G#0	Mute 5	<i>Channel Mute</i>	E6	Replace	
A0	Mute 6	<i>Channel Mute</i>	F6	Click	
A#0	Mute 7	<i>Channel Mute</i>	F#6	Solo	<i>Region Solo Mode</i>
B0	Mute 8	<i>Channel Mute</i>	D7	Scrub	
A6	Stop		D5	Read	<i>Automation</i>
A#6	Play		D#5	Write	<i>Automation</i>
B6	Record	<i>Main record</i>	E5	Trim	<i>Automation</i>
C7	Cursor Up	^	F5	Touch	<i>Automation</i>
C#7	Cursor Left	<	F#5	Latch	<i>Automation</i>
D#7	Zoom		G5	Group	
E7	Cursor Right	>	E3	Name/Value	<i>Display</i>
F7	Cursor Down	√	F3	SMPTE/Beats	<i>Display</i>
G6	Rewind	<<	F#3	F1	<i>Function</i>
G#6	Fast Forward	>>	G3	F2	<i>Function</i>
G#5	Save	<i>QCon Pro X, B+ only</i>	G#3	F3	<i>Function</i>
A5	Undo	<i>QCon Pro X, B+ only</i>	A3	F4	<i>Function</i>
A#5	Cancel	<i>QCon Pro X, B+ only</i>	A#3	F5	<i>Function</i>
B5	Enter	<i>QCon Pro X, B+ only</i>	B3	F6	<i>Function</i>
			C4	F7	<i>Function</i>
			C#4	F8	<i>Function</i>
D4	Global Tracks	<i>! Not mapped</i>	F#4	Global Aux	<i>! Not mapped</i>
D#4	Global Inputs	<i>! Not mapped</i>	G4	Global Bus	<i>! Not mapped</i>
E4	Global Audio	<i>! Not mapped</i>	G#4	Global Output	<i>! Not mapped</i>
F4	Global Instrument	<i>! Not mapped</i>	A4	Global User	<i>! Not mapped</i>

Pro Tools HUI

<<<<<<<< MCP MIDI Implementation >>>>>>>>

This is a list of supported standard MCP functions in Pro Tools and their MIDI CC control values. Each CC triggers the indicated function when the device is configured as an MCP device in the DAW. Buttons can be assigned a custom CC value using iMap software.

MIDI Function Ch1 Pro Tools	nfoM	MIDI Function Ch1 Pro Tools	nfo
C1 Select 1	<i>Channel Select</i>	G#1 Encoder 1	<i>Press Encoder</i>
C#1 Select 2	<i>Channel Select</i>	A1 Encoder 2	<i>Press Encoder</i>
D1 Select 3	<i>Channel Select</i>	A#1 Encoder 3	<i>Press Encoder</i>
D#1 Select 4	<i>Channel Select</i>	B1 Encoder 4	<i>Press Encoder</i>
E1 Select 5	<i>Channel Select</i>	C2 Encoder 5	<i>Press Encoder</i>
F1 Select 6	<i>Channel Select</i>	C#2 Encoder 6	<i>Press Encoder</i>
F#1 Select 7	<i>Channel Select</i>	D2 Encoder 7	<i>Press Encoder</i>
G1 Select 8	<i>Channel Select</i>	D#2 Encoder 8	<i>Press Encoder</i>
C-1 Rec 1	<i>Channel Rec</i>	E2 Pan	<i>Assignment</i>
C#-1 Rec 2	<i>Channel Rec</i>	F2 Plugin	<i>Assignment</i>
D-1 Rec 3	<i>Channel Rec</i>	F#2 Assign	<i>Assignment</i>
D#-1 Rec 4	<i>Channel Rec</i>	G2 Send	<i>Assignment</i>
E-1 Rec 5	<i>Channel Rec</i>	G#2 Input	
F-1 Rec 6	<i>Channel Rec</i>	A2 Output	
F#-1 Rec 7	<i>Channel Rec</i>	A#2 Bank Up	<i>Bank 8 Channels</i>
G-1 Rec 8	<i>Channel Rec</i>	B2 Bank Down	<i>Bank 8 Channels</i>
G#-1 Solo 1	<i>Channel Solo</i>	C3 Channel Up	<i>Bank One Channel</i>
A-1 Solo 2	<i>Channel Solo</i>	C#3 Channel Down	<i>Bank One Channel</i>
A#-1 Solo 3	<i>Channel Solo</i>	D3 V-sel	
B-1 Solo 4	<i>Channel Solo</i>	D#3 Insert	
C0 Solo 5	<i>Channel Solo</i>	A#4 Shift	<i>Add</i>
C#0 Solo 6	<i>Channel Solo</i>	B4 Option	<i>All</i>
D0 Solo 7	<i>Channel Solo</i>	C5 Control	<i>Clutch</i>
D#0 Solo 8	<i>Channel Solo</i>	C#5 Cmd	<i>Alt</i>
E0 Mute 1	<i>Channel Mute</i>	C6 In	<i>RTZ</i>
F0 Mute 2	<i>Channel Mute</i>	C#6 Out	<i>End</i>
F#0 Mute 3	<i>Channel Mute</i>	D6 Cycle	<i>Pre</i>
G0 Mute 4	<i>Channel Mute</i>	D#6 Online	<i>Post</i>
G#0 Mute 5	<i>Channel Mute</i>	E6 QPunch	
A0 Mute 6	<i>Channel Mute</i>	F6 Cue	<i>Mgr</i>
A#0 Mute 7	<i>Channel Mute</i>	F#6 Suspend	
B0 Mute 8	<i>Channel Mute</i>	D7 Scrub	
A6 Stop		F#3 F1	<i>Function</i>
A#6 Play		G3 F2	<i>Function</i>
B6 Record	<i>Main record</i>	G#3 F3	<i>Function</i>
C7 Cursor Up	<i>^</i>	A3 F4	<i>Function</i>

MIDI Functionl		nfoM	MIDI Functionl		nfo
Ch1 Pro Tools			Ch1 Pro Tools		
D7	Cursor Left	<	A#3	F5	<i>Function</i>
E7	Zoom		B3	F6	<i>Function</i>
D#7	Cursor Right	>	C4	F7	<i>Function</i>
C#7	Cursor Down	√	C#4	F8	<i>Function</i>
D4	Read	<i>Send A</i>	G6	Rewind	<<
D#4	Write	<i>Send B</i>	G#6	FastForward	>>
E4	Touch	<i>Send C</i>			
F4	Latch	<i>Send D</i>	G#5	Save	
F#4	Trim	<i>Send E</i>	A5	Undo	
G4	Off	<i>Shift</i>	A#5	Escape	<i>Cancel</i>
E3	Name/Value	<i>Display</i>	B5	Enter	
F3	SMPTE/Beats	<i>Display</i>			
D5	Auto Enable	<i>Fader</i>	F#5	Auto Enable	<i>Send</i>
D#5	Auto Enable	<i>Mute</i>	G5	Auto Enable	<i>Send Mute</i>
E5	Auto Enable	<i>Plugin</i>	G#4	Blank	<i>Mute</i>
F5	Auto Enable	<i>Pan</i>	A4	Default	<i>Bypass</i>

Ableton Live 10

<<<<<<<< MCP MIDI Implementation >>>>>>>>

This is a list of supported standard MCP functions in Ableton Live and their MIDI CC control values. Each CC triggers the indicated function when the device is configured as an MCP device in the DAW. Buttons can be assigned a custom CC value using iMap software.

MIDI	Function	Info	MIDI	Function	Info
Ch1 Ableton			Ch1 Ableton		
C1	Select 1	<i>Channel Select</i>	G#1	Encoder 1	<i>Press Encoder</i>
C#1	Select 2	<i>Channel Select</i>	A1	Encoder 2	<i>Press Encoder</i>
D1	Select 3	<i>Channel Select</i>	A#1	Encoder 3	<i>Press Encoder</i>
D#1	Select 4	<i>Channel Select</i>	B1	Encoder 4	<i>Press Encoder</i>
E1	Select 5	<i>Channel Select</i>	C2	Encoder 5	<i>Press Encoder</i>
F1	Select 6	<i>Channel Select</i>	C#2	Encoder 6	<i>Press Encoder</i>
F#1	Select 7	<i>Channel Select</i>	D2	Encoder 7	<i>Press Encoder</i>
G1	Select 8	<i>Channel Select</i>	D#2	Encoder 8	<i>Press Encoder</i>
C-1	Rec 1	<i>Channel Rec</i>	E2	I/O	<i>Assignment</i>
C#-1	Rec 2	<i>Channel Rec</i>	F2	Send	<i>Assignment</i>
D-1	Rec 3	<i>Channel Rec</i>	F#2	Pan	<i>Assignment</i>
D#-1	Rec 4	<i>Channel Rec</i>	G2	Plugin	<i>Assignment</i>
E-1	Rec 5	<i>Channel Rec</i>	G#2	Page Up	<i>Assignment</i>
F-1	Rec 6	<i>Channel Rec</i>	A2	Page Down	<i>Assignment</i>
F#-1	Rec 7	<i>Channel Rec</i>	A#2	Bank Up	<i>Bank 8 Channels</i>

MIDI Ch1	Function	Info	MIDI Ch1	Function	Info
Ableton			Ableton		
G-1	Rec 8	<i>Channel Rec</i>	B2	Bank Down	<i>Bank 8 Channels</i>
G#-1	Solo 1	<i>Channel Solo</i>	C3	Channel Up	<i>Bank One Channel</i>
A-1	Solo 2	<i>Channel Solo</i>	C#3	Channel Down	<i>Bank One Channel</i>
A#-1	Solo 3	<i>Channel Solo</i>	D3	Flip	<i>Fader Flip Mode</i>
B-1	Solo 4	<i>Channel Solo</i>	D#3	Returns	
C0	Solo 5	<i>Channel Solo</i>	A#4	Shift	
C#0	Solo 6	<i>Channel Solo</i>	B4	-	<i>Option</i>
D0	Solo 7	<i>Channel Solo</i>	C5	-	<i>Control</i>
D#0	Solo 8	<i>Channel Solo</i>	C#5	-	<i>Alt</i>
E0	Mute 1	<i>Channel Mute</i>	C6	Previous	<i>Marker</i>
F0	Mute 2	<i>Channel Mute</i>	C#6	Next	<i>Marker</i>
F#0	Mute 3	<i>Channel Mute</i>	D6	Cycle	
G0	Mute 4	<i>Channel Mute</i>	D#6	Punch In	
G#0	Mute 5	<i>Channel Mute</i>	E6	Punch Out	
A0	Mute 6	<i>Channel Mute</i>	F6	Start	
A#0	Mute 7	<i>Channel Mute</i>	F#6	End	
B0	Mute 8	<i>Channel Mute</i>	F7	Scrub	
A6	Stop		F#3	F1	<i>User Function</i>
A#6	Play		G3	F2	<i>User Function</i>
B6	Record	<i>Main record</i>	G#3	F3	<i>User Function</i>
C7	Cursor Up	^	A3	F4	<i>User Function</i>
D7	Cursor Left	<	A#3	F5	<i>User Function</i>
E7	Zoom		B3	F6	<i>User Function</i>
D#7	Cursor Right	>	C4	F7	<i>User Function</i>
C#7	Cursor Down	v	C#4	F8	<i>User Function</i>
D5	Session/Arrange	<i>Automation</i>	G6	Rewind	<<
D#5	Track/Clip	<i>Automation</i>	G#6	FastForward	>>
E5	Undo	<i>Automation</i>	G#5	Back To Arrange	<i>Automation</i>
F5	Browser	<i>Automation</i>	A5	Draw	<i>Automation</i>
F#5	Clip Detail	<i>Automation</i>	A#5	Marker	
G5	Redo		B5	Follow	
E3	Meter	<i>Display</i>	F#4	F13	<i>Layer 2 (Function)</i>
F3	SMPTE/Beats	<i>Display</i>	G4	F14	<i>Layer 2 (Function)</i>
D4	F9	<i>Layer 2 (Function)</i>	G#4	F15	<i>Layer 2 (Function)</i>
D#4	F10	<i>Layer 2 (Function)</i>	A4	F16	<i>Layer 2 (Function)</i>
E4	F11	<i>Layer 2 (Function)</i>			
F4	F12	<i>Layer 2 (Function)</i>			

AppendixC

Cubase

Mackie Control mode function table (Nuendo/Cubase - PVC Overlay)

Controller	Function
Channel Strip	
Encoder 1 - 8 (Rotate) Use with button Pan, EQ, Inserts, Master, FX Sen & Por drive III	Adjust parameters of channel 1-8 according to selected function (Pan, EQ, Inserts, Master, FX Send & Por drive III) Press the desired function and rotate the channel knob
Encoder 1 - 8 (Enter) Use with button Pan, EQ, Inserts, Master, FX Sen & Por drive III	Adjust parameters of channel 1-8 according to selected function (Pan, EQ, Inserts, Master, FX Send & Por drive III) Press the desired function and press the channel knob
Fader 1-8	Adjusting correspondance channel volume
Fader M	Adjusting Master channel volume
Button "(Explorer)" 1-8	Select track correspondently
Button "M" 1-8	Activate/inactivate "Mute" function of the correspondance track
Button "S" 1-8	Activate/inactivate "Solo" function of the correspondance track
Button "(dot)" 1-8	Activate/inactivate "Record" function of the correspondance track
Channel and fader control	
Button "Motor"	
Button "Lock"	Lock all the faders
Button "Flip"	Swap the control for the faders and the rotary encoder knobs
Button "Track <"	Shift one channel up for all the faders except the master fader
Button "Track >"	Shift one channel down for all the faders except the master fader
Button "Bank <"	Shift eight channel up for all the faders except the master fader
Button "Bank >"	Shift eight channel down for all the faders except the master fader
Transport	
Button "(Loop)"	Activate the loop function
Button "<<"	Activate the rewind function
Button ">>"	Activate the fast forward function
Button "(Stop)"	Activate the stop function
Button "(Play)"	Activate the play function
Button "(Rec)"	Activate the record function
User define function	
Button "Shift" (Use with F1-F8 buttons)	Press to use F1-F8 buttons as F9-F16 correspondently
Button "F1-F8"	Self define function
Assignment	
Button "Pan" (Use with 1-8 encoders)	Please refer to "Encoder 1-8 (Rotate & Enter)"
Button "EQ" (Use with 1-8 encoders)	Please refer to "Encoder 1-8 (Rotate & Enter)"
Button "Inserts" (Use with 1-8 encoders)	Please refer to "Encoder 1-8 (Rotate & Enter)"
Button "Master" (Use with 1-8 encoders)	Please refer to "Encoder 1-8 (Rotate & Enter)"
Button "FX Send" (Use with 1-8 encoders)	Please refer to "Encoder 1-8 (Rotate & Enter)"
Button "Por drive III I" (Use with 1-8 encoders)	Please refer to "Encoder 1-8 (Rotate & Enter)"

Button "Page Up <<"	Flip page backward for the above functions
Button "Page Down>>"	Flip page forward for the above functions
Window control	
Button "Mixer"	Switch to mixer window
Utilities	
Button "Edit"	Activate the edit function to edit the track
Button "Undo"	Activate the undo function to undo the last command
Button "Redo"	Activate the redo function to redo the last command
Button "Save"	Activate the save function
Button "Punch"	Activate the punch function
Button "Left"	Jump to the left most of a loop
Button "Right"	Jump to the far right of a loop
Marker controls	
Button "Prev."	Jump to previous marker point from the current position
Button "Add"	Add a marker point at the current position
Button "Next"	Jump to next marker point from the current position
Automation	
Button "Read"	Activate the read function for automation
Button "Write"	Activate the write function to write a automation track
Navigation	
Jog wheel (Rotate)	Scrolling the play-line forward & backward
Button L/R	Selecting between tracks
Button Up/Down	Selecting track vertically
Buttons "Zoom" + "L/R"	Zoom in/out track horizontally
Buttons "Zoom" + "Up/Down"	Zoom in/out track vertically

Logic Pro X

Mackie Control mode function table (Logic Pro)

Controller	Function
Channel Strip	
"Encoder 1 - 8 (Rotate) Use with button Track, Pan/Surround, EQ, Send, Plug-in & Inst."	Adjust parameters of channel 1-8 according to selected function (Track, Pan/Surround, EQ, Send, Plug-in & Inst)
"Encoder 1 - 8 (Enter) Use with button Track, Pan/Surround, EQ, Send, Plug-in & Inst."	Adjust parameters of channel 1-8 according to selected function (Track, Pan/Surround, EQ, Send, Plug-in & Inst)
Fader 1-8	Adjusting correspondance channel volume
Fader M	Adjusting Master channel volume
Button "(Explorer)" 1-8	Select track correspondently
Button "M" 1-8	Activate/inactivate "Mute" function of the correspondance track
Button "S" 1-8	Activate/inactivate "Solo" function of the correspondance track
Button "(dot)" 1-8	Activate/inactivate "Record" function of the correspondance track
Channel and fader control	
Button "Lock"	Lock all the faders
Button "Flip"	Swap the control for the faders and the rotary encoder knobs
Button "Track <"	Shift one channel up for all the faders except the master fader
Button "Track >"	Shift one channel down for all the faders except the master fader

Button "Bank <"	Shift eight channel up for all the faders except the master fader
Button "Bank >"	Shift eight channel down for all the faders except the master fader
Transport	
Button "(Loop)"	Activate the loop function of the DAW
Button "<<"	Activate the rewind function of the DAW
Button ">>"	Activate the fast forward function of the DAW
Button "(Stop)"	Activate the stop function of the DAW
Button "(Play)"	Activate the play function of the DAW
Button "(Rec)"	Activate the record function of the DAW
User define function	
Button "Shift"	Additional function for different controls
Button "F1-F8"	Self define functions at Logic
View controls	
Button "Global View"	Activate to enter into Global View mode. Use in conjunction with the below 8 different views buttons to switch between different window views
Button "MIDI Tracks"	Press to launch the MIDI tracks window view
Button "Inputs"	Press to launch the Inputs window view
Button "Audio Tracks"	Press to launch the Audio tracks window view
Button "Audio Inst"	Press to launch the Audio Inst window view
Button "Aux"	Press to launch the Aux window view
Button "Busses"	Press to launch the Busses window view
Button "Outputs"	Press to launch the Outputs window view
Button "User"	Press to launch the User window view
Effect/Channel control	
Button "Track"	Activate the "Track" function and use in conjunction with all the knobs
Button "Pan/Surround"	"Press button: Activate Pan/Surround function Rotate knob: Adjust pan/surround parameters Press knob (enter): Center value"
Button "EQ"	"Press button: Launch selected channel's EQ function panel Rotate knob: Adjust EQ parameters Press knob (enter): Reset to default value"
Button "Send"	"Press button: Activate Send function Rotate knob: Adjust sending bus Press knob (enter): Confirm selected bus "
Button "Plug-in"	"Press button: Launch selected channel's Plug-in function panel Rotate knob: Adjust plug-in parameters Press knob (enter): Reset to default value"
Button "Instrument"	"Press button: Launch selected channel's Instrument function panel Rotate knob: Adjust Instrument parameters Press knob (enter): Reset to default value"
Automation	
Button "Group"	Activate the group function of the selected channel
Button "Read/Off"	Activate the read function of the selected channel
Button "Write"	Activate the write function of the selected channel
Button "Touch"	Activate the touch function of the selected channel
Button "Latch"	Activate the latch function of the selected channel

Button "Trim"	Activate the trim function of the selected channel
Utilities	
Button "Marker"	Make a marker point along a project
Button "Nudge"	Activate the nudge function
Button "Click"	Activate the metronome click sound
Button "Drop"	Activate the drop function
Button "Replace"	Activate the replace mode (A type of overwrite recording mode where the existing audio regions in a section of the Tracks area are replaced by a new recording)
Button "Solo"	Activate the solo tool that allow you to play a region or event in isolation
Button "Save"	Activate the save function to save your project
Button "Undo"	Activate the undo function to undo the last command
Button "Cancel"	Activate the cancel function to cancel the current command
Button "Enter"	Activate the enter function
Navigation	
Jog wheel (Rotate)	Scrolling the play-line forward & backward
Button L/R	Selecting between tracks
Button Up/Down	Selecting track vertically
Zoom + Button Up/Down	Zoom in and out of the track

ProTools HUI

HUI mode function table (Pro Tool - PVC Overlay)

Function	Control sequency [xxxx] = Button (xxxx) = Knob
Navigation	
Page up (Shift 8 channels up)	Press [Bank <<8 Ⓜ]
Page down (Shift 8 channel down)	Press [Bank 8>> Ⓜ]
Track up (Shift one channel up)	Press [Channel <Ⓜ]
Track up (Shift one channel down)	Press [Channel >Ⓜ]
Assign a Send	
Assign Send A (e.g. Send A on channel 1)	Press [Assign Ⓜ] - Press [Send A Ⓜ] - Rotate (Channel 1 Knob)
Assign Send B (e.g. Send B on channel 2)	Press [Assign Ⓜ] - Press [Send B Ⓜ] - Rotate (Channel 2 Knob)
Assign Send C (e.g. Send C on channel 3)	Press [Assign Ⓜ] - Press [Send C Ⓜ] - Rotate [Channel 3 Knob]
Assign Send D (e.g. Send D on channel 4)	Press [Assign Ⓜ] - Press [Send D Ⓜ] - Rotate [Channel 4 Knob]
Assign Send E (e.g. Send E on channel 5)	Press [Assign Ⓜ] - Press [Send E Ⓜ] - Rotate [Channel 5 Knob]
Adjust the send level (e.g. Send A level on Ch. 1)	Press [Assign Ⓜ] - Press [Send A Ⓜ] - Rotate (Channel 1 Knob) to adjust the level
Assign Plug-in	
Adding a plug-in to a track's slot1-4 (e.g. xx to Ch.1 / Plug-in slot 1)	Press [Sel] on Ch.1 - Press [Plug-in Ⓜ] - Press (Knob 1-4) to select the slot 1-4 - Press [Plug-in Assign] - Rotate (Knob) to select plug-in - Press [Plug-in Assign] to exit {Tip: Press (Knob 5) to exit in any state}

Adding a plug-in to a track's slot 5 (e.g. to Ch.1 / Plug-in slot 5)	Press [Sel] on Ch.1 - Press [Plug-in ¹⁶] - Rotate (the 5th Knob) to turn page - Press (Knob 1-4) to select the slot 1-4 - Press [Plug-in Assign] - Rotate (Knob) to select plug-in - Press [Plug-in Assign] to exit {Tip: Press (Knob 5) to exit in any state}
Edit a plug-in (e.g. Plug-in on Ch. 1 / Plug-in slot 2)	Press [Sel] on Ch.1 - Press [Plug-in ¹⁶] - Press (Knob 2) - Rotate (Knob) to adjust parameters - Press (Knob 5) to exit
Automation	
Activate the Read function of the automation on the selected channel (e.g. Ch.1 Read function)	Press and hold [Read ⁷] - Press (Channel 1 Knob)
Activate the Write function of the automation on the selected channel (e.g. Ch.1 Write function)	Press and hold [Write ⁸] - Press (Channel 1 Knob)
Activate the Touch function of the automation on the selected channel (e.g. Ch.1 Touch function)	Press and hold [Touch ⁹] - Press (Channel 1 Knob)
Activate the Latch function of the automation on the selected channel (e.g. Ch.1 Latch function)	Press and hold [Write ¹⁰] - Press (Channel 1 Knob)
Activate the Trim function of the automation on the selected channel (e.g. Ch.1 Trim function)	Press and hold [Trim ¹¹] - Press (Channel 1 Knob)
Turn Off the automation of the selected channel (e.g. Ch.1 Latch function)	Press and hold [Off ¹²] - Press (Channel 1 Knob)
Suspend the automation of the selected channel (e.g. Ch.1 Suspend function)	Press and hold [Off ¹³] - Press (Channel 1 Knob)
Channel Strip	
Activate the Channel Rec function	Press [Channel Rec] of the selected channel
Activate the Channel Solo function	Press [Channel Solo] of the selected channel
Activate the Channel Mute function	Press [Channel Mute] of the selected channel
Select a Channel	Press [Channel Sel] or touch the (Channel Fader cap)
Control buttons	
Channel Pan (Mono track)	Press [Pan ¹⁵], it light - Rotate the correspondance channel (Knob 1-8)
Channel Pan (Stereo track)	Press [Pan ¹⁵] twice, it flashes - Rotate the correspondance channel (Knob 1-8)
Windows buttons	
Opens or Closes the Edit window	Press [Edit ²⁹]
Opens or Closes the Mix window	Press [Mix ²⁹]
Modifiers	
Extends the edit selection's region boundary (Zoom mode off)	Press [Shift ²] - Press [<< ⁴¹] or [>> ⁴³]
Extends the selection to the previous or next track	Press [Shift ²] - Press [40] or [44]
Centers the left or right side of the on-screen waveform selection in the Edit window	Press [Option ⁴] - Press [<< ⁴¹] or [>> ⁴³]
Removes the selection from the topmost or bottommost track	Press [Option ⁴] - Press [40] or [49]

Disengage a fader from any Mix group. Release the button and the fader obeys group behavior again. Used to offset a fader's level within a group	Press [Ctrl ③]
Scrolls the frontmost window to the left or right	Press [Cmd ①] - Press [<<④] or [>>④]
Scrolls the frontmost window upward or downward	Press [Cmd ①] - Press [⬆️] or [⬆️]
Utilities	
Save the project	Press [Save ③] twice
Undo the last edit operation	Press [Undo ②]
Abort or exit a process	Press [Esc ⑭]
Defines a memory location or marker during playback or recording	Press [Enter ⑤]
Transport buttons	
Set Edit selection "In" point to the current locator position	Press [IN ⑦]
Set Edit selection "Out" point to the current locator position	Press [Out ⑧]
Activate the Rewind function	Press [Rewind ⑥]
Activate the Loop function	Press [Loop ③]
Activate the Fastforward function	Press [Fastforward ②]
Activate the Record function	Press [Rec ⑥]
Activate the Play function	Press [Play ⑦]
Activate the Stop function	Press [Stop ⑤]
Jog Wheel & Scrub button	
Switching the Jog wheel function from Scrub to Shuttle	Press [Scrub ⑨] (Toggles sequency: Scrub - Shuttle - Off)
Scrubs or Shuttles forward	Rotate (Jog wheel) clockwise
Scrubs or Shuttles backward	Rotate (Jog wheel) anti-clockwise
Zoom & Navigation buttons	
<i>Navigation mode (Zoom/42 button is off)</i>	
Navigation arrow	Rotate (Jog Wheel)
Moves the edit cursor to the previous region boundary or sync point	Press [<<④]
Moves the edit cursor to the next region boundary or sync point	Press [<<④]
Mark-in & mark-out controls	Press [⬅️] & [➡️] or [IN ⑦] & [Out ⑧]
<i>Zoom mode (Press Zoom/42 once to enter: light)</i>	
Decreases the horizontal zoom	Press [<<④]
Increases the horizontal zoom	Press [<<④]
Decreases the vertical zoom	Press [⬇️]
Increases the vertical zoom	Press [⬇️]
<i>Selection mode (Press Zoom/42 twice to enter: Flash)</i>	
Adjust the selection "In" point for making a selection	Press & hold [<<④] - Rotate the (Jog wheel)
Adjust the selection "Out" point for making a selection	Press & hold [>>④] - Rotate the (Jog wheel)
Positions the cursor at the current selection's left edge	Press twice [<<④]

Positions the cursor at the current selection's right edge	Press twice [>> ⏏]
Moves the selection to the previous track	Press [⏮]
Moves the selection to the next track	Press [⏭]

Ableton Live 10

Mackie Control mode function table (Ableton Live - PVC Overlay)

Controller	Function
Channel Strip	
Encoder 1 - 8 (Rotate)	Channel 1-8 pan
Encoder 1 - 8 (Enter)	Only use in conjunction with some functions
Fader 1-8	Adjusting correspondance channel volume
Fader M	Adjusting Master channel volume
Button "(Explorer)" 1-8	Select track correspondently
Button "M" 1-8	Activate/inactivate "Mute" function of the correspondance track
Button "S" 1-8	Activate/inactivate "Solo" function of the correspondance track
Button "(dot)" 1-8	Activate/inactivate "Record" function of the correspondance track
Fader controls	
Button "Lock"	Lock all the faders
Button "Flip"	Swap the control for the faders and the rotary encoder knobs
Button "Track <"	Shift one channel up for all the faders except the master fader
Button "Track >"	Shift one channel down for all the faders except the master fader
Button "Bank <"	Shift eight channel up for all the faders except the master fader
Button "Bank >"	Shift eight channel down for all the faders except the master fader
Transport	
Button "(Loop)"	Activate the loop function
Button "<<"	Activate the rewind function
Button ">>"	Activate the fast forward function
Button "(Stop)"	Activate the stop function
Button "(Play)"	Activate the play function
Button "(Rec)"	Activate the record function
Controls / Functions	
Button "View Selector"	Press to switch between "Session view" and "Arrangement view"
Button "Track/Clip view"	Press to switch between "Track view" and "Clip view"
Button "Show/Hide browser"	Press to show or hide the left browser section
Button "Show/Clip detail"	Press to expand the Clip view area by hiding the effect section
Marker controls	
Button "Prev."	Jump to previous marker point from the current position
Button "Add"	Add a marker point at the current position
Button "Next"	Jump to next marker point from the current position
Assignment	
Button "I/O"	Press to activate the "I/O" fuction, use in conjunction with the channel knobs to adjust the audio destination for the "Audio To" setting
Button "Pan"	Press to activate the "Pan" function, use in conjunction with the channel knobs to adjust each channel pan value

Button "Send"	Press to activate the "Send" function and rotate the correspondance channel knob to adjust the Send A and Send B value
Button "Instrument Rack"	Only effect on "Instructment track". Press the Instructment Rack button and then the first channel knob to enter to adjsutment setting. Rotate channel knobs 1-8 to adjust the Marco1-8 values
Button "Return Track"	Activate to control the Return tracks
Navigation	
Jog wheel (Rotate)	"Session view: Scrolling through the clips up and down Arrangement view: Scrolling the play-line forward & backward"
Buttons "Zoom" + "L/R"	"Session view: Zoom button could not be activaed Arrangement view: Zoom in/out track horizontally"
Buttons "Zoom" + "Up/Down"	"Session view: Zoom button could not be activaed Arrangement view: Zoom in/out track horizontally"



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