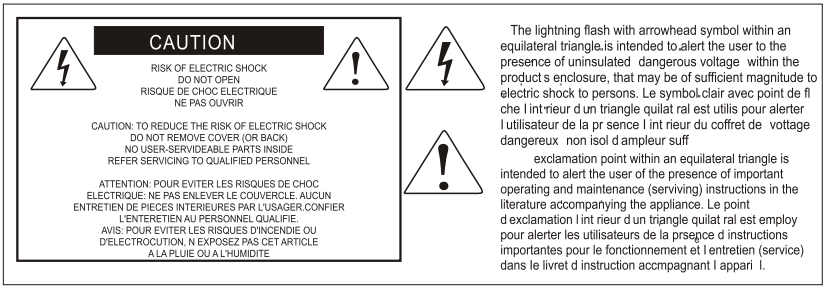
# PLATFORM·B+

Surface d'extension de contrôleur MIDI/audio pour Platform B+


User manual

DER GRÜNE PUNKT CE FC CN1630




**ATTENTION:** Pour éviter tout risque d'électrocution ou d'incendie, ne pas exposer cet appareil à la pluie ou à l'humidité. Pour éviter tout risque d'électrocution, ne pas ôter le couvercle ou le dos du boîtier. Cet appareil ne contient aucune pièce remplaçable par l'utilisateur. Confiez toutes les réparations à un personnel qualifié. Le signe avec un éclair dans un triangle prévient l'utilisateur de la présence d'une tension dangereuse et non isolée dans l'appareil. Cette tension constitue un risque d'électrocution. Le signe avec un point d'exclamation dans un triangle prévient l'utilisateur d'instructions importantes relatives à l'utilisation et à la maintenance du produit.

## Consignes de sécurité importantes

1. Veuillez lire toutes les instructions avant d'utiliser l'appareil.
2. Conserver ces instructions pour toute lecture ultérieure.
3. Lisez avec attention toutes les consignes de sécurité.
4. Suivez les instructions du fabricant.
5. Ne pas utiliser cet appareil près d'une source liquide ou dans un lieu humide.
6. Nettoyez l'appareil uniquement avec un tissu humide.
7. Veillez à ne pas obstruer les fentes prévues pour la ventilation de l'appareil. Installez l'appareil selon les instructions du fabricant.
8. Ne pas installer près d'une source de chaleur (radiateurs, etc.) ou de tout équipement susceptible de générer de la chaleur (amplificateurs de puissance par exemple).
9. Ne pas retirer la terre du cordon secteur ou de la prise murale. Les fiches canadiennes avec polarisation (avec une lame plus large) ne doivent pas être modifiées. Si votre prise murale ne correspond pas au modèle fourni, consultez votre électricien.
10. Protégez le cordon secteur contre tous les dommages possibles (pincement, tension, torsion,, etc.). Veillez à ce que le cordon secteur soit libre, en particulier à sa sortie du boîtier.
11. Déconnectez l'appareil du secteur en présence d'orage ou lors de périodes d'inutilisation prolongées.
12. Consultez un service de réparation qualifié pour tout dysfonctionnement (dommage sur le cordon secteur, baisse de performances, exposition à la pluie, projection liquide dans l'appareil, introduction d'un objet dans le boîtier, etc.).

# Contents

# *Introductions*

Nous vous remercions pour l'achat contrôle MIDI/Audio Platform B+ d'ICON ProAudio Nous pensons sincèrement que ce produit vous comblera pendant des années mais, si quelque chose ne vous convient pas, nous y nous efforcerons d'y remédier.

Au fil de ces pages vous découvrirez une description détaillée des caractéristiques du contrôle MIDI/Audio Platform B+ mais aussi une visite guidée de ses panneaux avant et arrière, des instructions de configuration et d'utilisation étape par étape ainsi que toutes les spécifications.

Veuillez enregistrer le produit sur notre site Web à l'aide du lien www.iconproaudio.com/registration :

Veuillez suivre la procédure étape par étape. Commencez par saisir le numéro de série de l'appareil ainsi que vos informations personnelles, etc. En enregistrant votre produit en ligne, vous aurez droitauserviceetau soutienaprès-ventedenotrecentred'aide en visitant notre site Web à l'adresse www.iconproaudio.com. En outre, tous les produits enregistrés sous votre compte seront répertoriés sur votre page personnelle de produit où vous trouverez des informations mises à jour telles que les mises à niveau de micrologiciels/pilotes, les progiciels, les téléchargements de modes d'emploi, etc. pour votreappareil.

Comme avec la plupart des appareils électroniques, nous vous recommandons vivement de conserver l'emballage d'origine. Dans le cas peu probable où le produit doit être retourné pour réparation, l'emballage d'origine (ou son équivalent raisonnable) est exigé.

Grâce à des soins appropriés et à une circulation d'air correcte, votre interfaces d'enregistrement audio USB de la Platform B+ fonctionnera sans problème pendant des années. Nous vous conseillons d'enregistrer votre numéro de série dans l'espace ci-dessous à titre de référence future.

# *Contenu de l'emballage*

- Platform B+ Contrôleur à connexion USB MIDI X 1
- Guide de démarrage rapide x 1
- Un câble USB X 1
- Adaptateur secteur x 1

# *Enregistrement de votre produit ICON Pro Audio sur votre compte personnel*

## 1. Vérifiez le numéro de série de votreappareil

Allez sur http://iconproaudio.com/registration ou numérisez le code QR ci-dessous.

ISaisissez le numéro de série de votre appareil et les autres informations demandées à l'écran. Cliquez sur « Submit ».

Un message apparaîtra avec des informations sur votre appareil, telles que le nom du modèle et son numéro de série. Cliquez sur « Register this device to my account » ou si vous voyez un autre message, veuillez communiquer avec notre équipe de service après-vente.

## 2. Ouvrez une session sur votre page de compte personnel ou inscrivez-vous en tant que nouvel utilisateur

Utilisateur existant : Veuillez vous connecter à votre page d'utilisateur personnelle en saisissant votre nom d'utilisateur et votre mot de passe.

Nouvel utilisateur : Veuillez cliquer sur « Sign Up » et remplir toutes les informations.

## 3. Télécharger tous les documentsutiles

Tous les appareils enregistrés sous votre compte apparaîtront sur cette page. Chaque produit sera répertorié avec tous ses fichiers disponibles au téléchargement, tels que les pilotes, les micrologiciels, les modes d'emploi en différentes langues et les progiciels, etc. Veuillez vous assurer que vous avez téléchargé les fichiers nécessaires, tels que le pilote, avant de commencer l'installation de l'appareil

# *Features*


- Transformez instantanément votre Platform M+ en un puissant contrôleur
- 50 boutons de commande lumineux pour contrôler les différentes fonctions d'une station audionumérique (DAW)
- Compatible avec pas moins de 10 DAW parmi les plus répandues
- Port USB pour une utilisation comme un appareil autonome
- Connecteur d'extension pour une connexion directe à Platform M+
- Différents revêtement de DAW en silicon sont inclus, tels que Cubase/Nuendo, LogicPro, Digital Performer, FL Studio, Samplitude, Reaper, Studio One, Bitwig, Reasons, ProTools, Sonar, Audition, Ableton Live and User define
- Compatible Windows XP, Vista (32-bit et 64-bit), Windows 7 (32-bit et 64-bit), Windows 8 (32-bit et 64-bit), Windows 10 (32-bit et 64-bit), et Mac OS X (IntelMac)
- Connectivité USB 2.0 haut débit
- Prise en charge des protocoles Universal Mackie Control et HUI pour une
- iMap - logiciel de mappage midi fourni pour le mode défini par l'utilisateur (Apprentissage MIDI)
- Mise à jour du micrologiciel immédiate via une connexion USB et le logiciel iMAP.
- Version de h aute qualité et boîtier en métal robuste avec un port de verrouillage Kensington
- 12V/0.35A power adapter included

# *Disposition du panneau supérieur*


***Remarque:*** *Platform B+ doit être connectée et utilisée avec Platform M+ pour en bénéficier de toutes ses possibilités. Les fonctions suivantes nécessitent l'utilisation des deux unités en même temps.*

***Note:*** *Certaines fonctions varient légèrement d'une DAW à l'autre. Veuillez consulter le mode d'emploi de votre DAW pour chaque fonction et remplacer le modèle de marquage fourni en fonction de la DAW que vous utilisez. La description suivante est basée sur les fonctions de la Apple Logic™.*

Allumez l'appareil, sélectionnez le mode Logic Pro en appuyant sur le bouton « LogicPro ». Platform B+ passe automatiquement en mode LogicPro dès qu'elle détecte que Platform M+ est en mode LogicPro. Vous pouvez alors placer votre surface en silicone LogicPro au-dessus de LogicPro.
*(**Astuce :** Les séries de plates-formes prennent en charge l'émulation MackieControl et HUI Universal. Ainsi, ils prendront en charge toute DAW intégrant le protocole MCP ou HUI. Veuillez utiliser la superposition «User-Define» pour étiqueter toutes les fonctions des boutons si votre superposition de silicium DAW n'est pas incluse.)*

## 1) Section Sélection de mode DAW

Sélectionnez «MCP», «HUI» ou «LogicPro» sur la plate-forme M + en fonction de votre DAW. Ci-dessous, veuillez trouver la liste indiquant le mode approprié pour les différents DAW.

1. Nuendo/Cubase – MCP
2. Digital Performer – MCP
3. FL Studio – MCP
4. SamplitudePro – MCP
5. Reaper – MCP
6. Studio One – MCP
7. Bitwig – MCP
8. Reasons – MCP
9. Sonar – MCP
10. Audition – MCP
11. Ableton Live – MCP
12. LogicPro – Logic Pro
13. ProTools - HUI

*(**Remarque:** Platform B+ passe automatiquement au même mode DAW que Platform M+ lorsque les deux unités sont connectées ensemble.)*
*(**Remarque:** Platform M+ / Platform B+ mémorise votre dernier mode DAW sélectionné et se met au même mode quelques secondes après sa mise en marche. (c.-à-d. il n'est pas nécessaire de sélectionner le mode DAW s'il est le dernier mode utilisé.)*
Pour les descriptions des fonctions ci-dessous, placez la surface en silicone LogicPro au-dessus de Platform B+.

## 2) Assignation des potentiomètres virtuels (VPot)

***Remarque:*** Ces fonctions sont toujours utilisées avec les boutons des canaux.

| | |
|---|---|
| **Bouton Track** | Activez la fonction Track (Piste). Tournez le bouton de canal pour régler le volume de la piste correspondante. |
| **Bouton Send** | Appuyez sur pour envoyer une assignation à chaque piste. Tournez le bouton de canal pour régler le bus et appuyez dessus pour effectuer l'assignation. |
| **Bouton Pan Surround** | Activez la fonction Pan (Panoramique). Tournez le bouton de canal pour régler la valeur de panoramique de la piste correspondante. |
| **Bouton Plug-in** | Appuyez dessus pour assigner un plug-in à chaque piste. Une fois un plug-in assigné et qu'on accède à la fenêtre d'un plug-in particulier, les autres boutons de canal peuvent être utilisés pour régler les différents paramètres du plug-in. De même, pour certains plug-ins, les 4 boutons fléchés entourant les boutons Zoom peuvent également être utilisés. |
| **Bouton EQ** | Appuyez dessus pour régler la valeur d'égalisation de chaque piste. Une fois vous accédez à la fenêtre d'égalisation, les boutons des canaux peuvent être utilisés pour régler les différents paramètres d'égalisation. Les 4 boutons fléchés entourant les boutons Zoom peuvent également être utilisés. |
| **Bouton Inst** | Appuyez dessus pour régler les paramètres des pistes de l'instrument. |

## 3) Boutons de contrôle définis par l'utilisateur (F1-F8)

| | |
|---|---|
| **Boutons F1-F8** | Pour plus d'informations sur ces boutons, reportez- vous à la liste des fonctions du présent manuel. |

## 4) Vue Globale

***Remarque:*** Le bouton « Global View » doit être activé en premier pour pouvoir utiliser les fonctions de la vue globale.

| | |
|---|---|
| **Bouton Global View** | Activez ce bouton pour accéder au mode Fonctions de la Vue globale, où vous pouvez utiliser ces fonctions de la manière suivante. |
| **Bouton MIDI Tracks- (Pistes MIDI)** | Appuyez dessus pour accéder à la vue « MIDI Tracks ». Seules les pistes « MIDI » apparaissent à l'écran. |

| | |
|---|---|
| **Bouton Inputs-(Entrées)** | Appuyez dessus pour accéder à la vue « Inputs » (Entrées). Seules les pistes « Entrées » apparaissent à l'écran. |
| **Bouton Audio Tracks-(Pistes audio)** | Appuyez dessus pour accéder à la vue « Audio Tracks ». Seules les pistes « Audio » apparaissent à l'écran. |
| **Bouton Audio Inst-(Inst. Audio)** | Appuyez dessus pour accéder à la vue « Audio Inst ». Seules les pistes « Instrument Audio » apparaissent à l'écran. |
| **Bouton AUX-(Auxiliaire)** | Appuyez dessus pour accéder à la vue « AUX ». Seules les pistes « Auxiliaires » apparaissent à l'écran. |
| **Bouton Busses-(Bus)** | Appuyez dessus pour accéder à la vue « Busses » (Bus). Seules les pistes « Bus » apparaissent à l'écran. |
| **Bouton Outputs-(Sorties)** | Appuyez dessus pour accéder à la vue « Outputs ». Seules les pistes « Sorties » apparaissent à l'écran. |
| **Bouton User-(Utilisateur)** | Appuyez dessus pour accéder à la vue « User ». Seules les pistes « Utilisateur » apparaissent à l'écran. |

## 5) Utilities

| | |
|---|---|
| **Button Enregistrer** | Activer la fonction enregistrement de la DAW. |
| **Button Annuler** | Activer la fonction annulation de la DAW. |
| **Touche Cancel** | Activer la fonction annulation de la DAW. |
| **Touche Enter** | Activer la fonction entrée de la DAW. |

## 6) Automation section

| | |
|---|---|
| **TRIM** | Non encore assignée. |
| **TOUCH button** | Press to set selected track's automation to Touch. |
| **LATCH** | Appuyez dessus pour régler l'automatisation de la piste sélectionnée sur Latch. |
| **GROUP** | Appuyez dessus pour entrer en mode modification de « Groupe ». |

## 7) Motorized fader control buttons section

| | |
|---|---|
| **Bouton FLIP** | Appuyez sur le bouton FLIP pour changer les paramétrages des faders motorisés et des boutons encodeurs rotatifs. |

## 8) Section des boutons de commande de zoom

| | |
|---|---|
| **Bouton ZOOM** | Le bouton ZOOM est en général utilisé avec les boutons FLECHES décrits ci-dessous pour effectuer un zoom avant et un zoom arrière sur les fenêtres de l'application DAW. |
| **Bouton UP** | Le bouton UP sert à parcourir (vers le haut) l'interface utilisateur graphique (GUI) de l'application DAW. Ou effectuer un zoom avant vertical lorsqu'il est utilisé en combinaison avec la fonction Zoom. |
| **Bouton DOWN** | Le bouton DOWN sert à parcourir (vers le bas) l'interface utilisateur graphique (GUI) de l'application DAW. Ou effectuer un zoom arrière vertical lorsqu'il est utilisé en combinaison avec la fonction Zoom. |
| **Bouton LEFT** | Le bouton LEFT sert à parcourir (vers la gauche) l'interface utilisateur graphique (GUI) de l'application DAW. Ou effectuer un zoom avant horizontal lorsqu'il est utilisé en combinaison avec la fonction Zoom. |
| **Bouton RIGHT** | Le bouton RIGHT sert à parcourir (vers la droite) l'interface utilisateur graphique (GUI) de l'application DAW. Ou effectuer un zoom arrière horizontal lorsqu'il est utilisé en combinaison avec la fonction Zoom. |

## 9) Modifier section

| | |
|---|---|
| **Bouton Shift** | Appuyez dessus pour passer à la couche suivante des boutons de fonction F9-F16. |
| **Bouton Option** | Il s'agit d'un bouton de combinaison. À utiliser avec différents boutons pour effectuer diverses fonctions. Pour plus d'informations sur ces boutons, reportez-vous à la liste des fonctions du présent manuel. |
| **Bouton Alt** | Il s'agit d'un bouton de combinaison. À utiliser avec différents boutons pour effectuer diverses fonctions. Pour plus d'informations sur ces boutons, reportez-vous à la liste des fonctions du présent manuel. |
| **Bouton Contrôle** | Il s'agit d'un bouton de combinaison. À utiliser avec différents boutons pour effectuer diverses fonctions. |

## 10) Section d'affichage

| | |
|---|---|
| **Nom/Value** | Appuyez pour basculer l'affichage LCD du nom à la valeur, vice-versa. Certaines fonctions telles que Pan, vous pouvez basculer l'écran LCD entre le nom du canal du panoramique et la valeur du panoramique. |
| **Bouton SMPTE/BBT** | Cette fenêtre affiche la position horaire de votre projet au format SMPTE ou BBT. |

## 11) Autre section

| | |
|---|---|
| **Drop (déposer)** | Basculer en mode Drop. |
| **Replacer (remplacer)** | Basculer en mode Replace. |
| **Bouton Cliquer** | Basculer en mode lecture ou enregistrement des clics sur le métronome. |
| **Bouton Solo** | Basculer à la piste solo (de la piste sélectionnée). |
| **Bouton Marker (marqueur)** | Basculer en mode petit marqueur. |
| **Nudge (recherche d'un point pendant la reproduction)** | Basculer en mode petit Nudge. |

# *Disposition du panneau latéral*

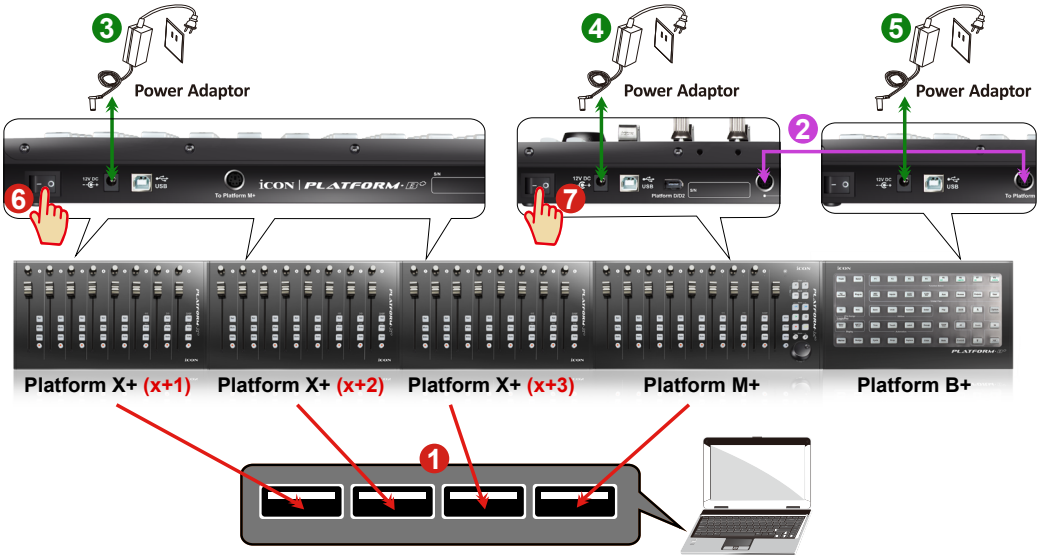

1. **Port USB**
   Connectez votre Platform B+ à un Mac/PC via ce port USB si vous l'utilisez comme un appareil autonome, autrement il n'est pas nécessaire de le connecter.

2. **Ports d'extension**
   Connectez Platform B+ à Platform M+ avec le câble fourni.

3. **Adaptateur secteur 12V/0.35A**
   Branchez ici l'adaptateur secteur fourni.
   *(**Note:** Platform B+ ne peut pas fonctionner sans que l'adaptateur secteur fourni ne soit branché. L'alimentation bus USB n'est pas suffisamment puissante pour alimenter le Platform B+.)*

# Mise en route

## *(connecté avec Platform M + et Platform X + (1 - 3units)*




### 2 Connexion de Platform B+ à Platform M+ avec le câble fourni.

Utilisez le câble fourni pour connecter Platform B+ et Platform M+ via les ports d'extension.

### 1 Sélection de la DAW sur Platform M+

Allumez d'abord Platform M+ et sélectionnez la DAW comme indiqué dans les instructions ci-dessous.

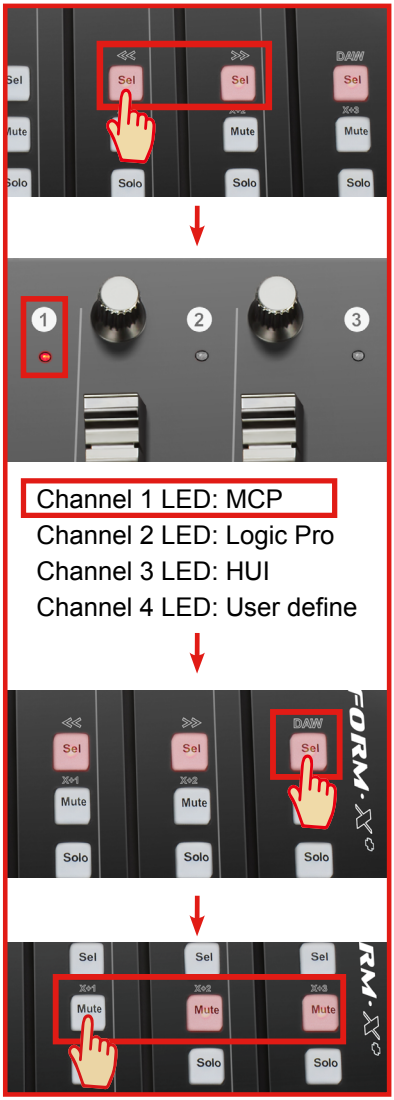
Appuyez sur l'un des 4 boutons de mode en fonction de votre DAW comme le tableau ci-dessous.

| MCP | LogicPro | HUI | UserDefine |
|---|---|---|---|
| 1. Nuendo/Cubase | Logic Pro | ProTools | User self mapping with iMap |
| 2. Digital Performer | | | |
| 3. FL Studio | | | |
| 4. SamplitudePro | | | |
| 5. Reaper | | | |
| 6. Studio One | | | |
| 7. Bitwig | | | |
| 8. Reasons | | | |
| 9. Sonar | | | |
| 10. Audition | | | |
| 11. Ableton Live | | | |

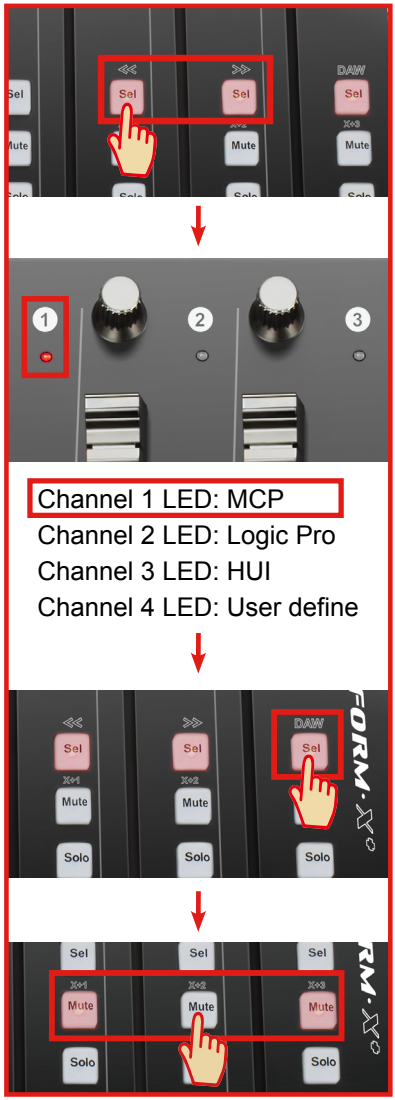
*(**Tip:** Platform M+ mémorise votre dernier mode DAW sélectionné et se met au même mode quelques secondes après sa mise en marche. (c.-à-d. il n'est pas nécessaire de sélectionner le mode DAW s'il est le dernier mode utilisé.)*

*Allumez ensuite Platform B+, elle passe au même mode DAW que Platform M+.*

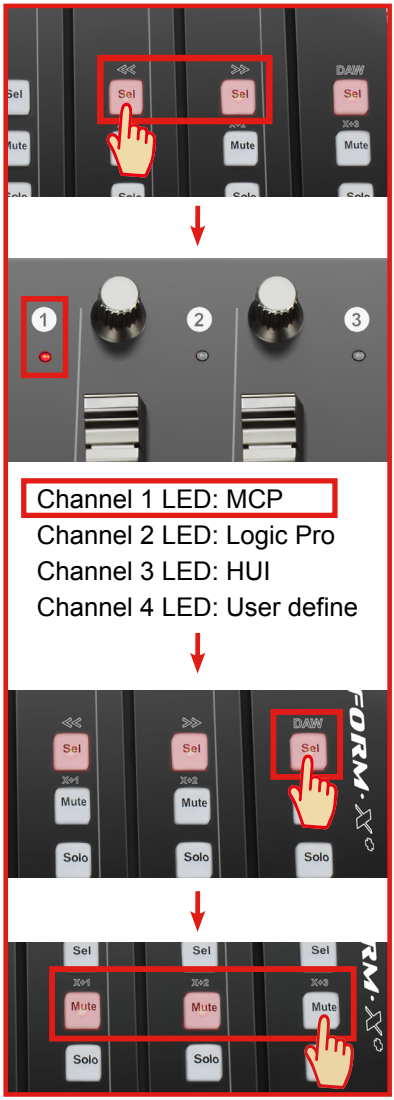
## 8 Platform X+ (X+1)




## 9 Platform X+ (X+2)



## 10 Platform X+ (X+3)




## 11 Platform M+


## 12 Platform B+

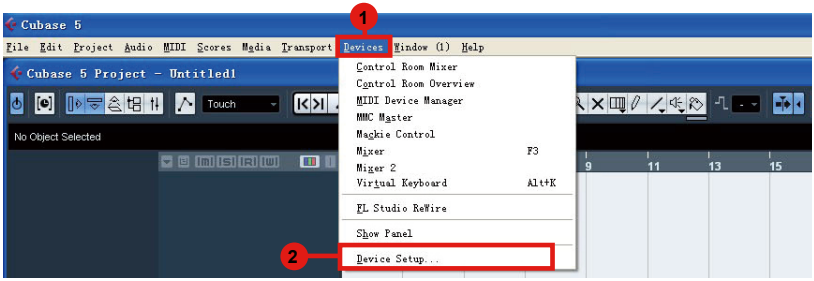
## 13. Configuration de votre DAW

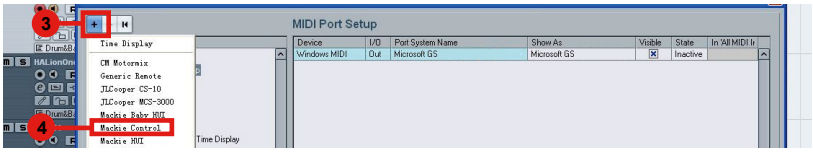
Platform M+, Platform X+ & Platform B+ intègre les protocoles Mackie Control, LogicPro, et HUI, qui vous feront éviter beaucoup de difficultés dans la configuration de votre DAW. Il suffit d'ajouter un dispositif «Mackie Control» ou «HUI» sous le «Contrôleur MIDI» de votre logiciel. Une fois le dispositif Mackie Control ou HUI a été ajouté, sélectionnez le contrôleur Platform B+ comme dispositif d'entrée/sortie MIDI dans votre DAW.

*(**Remarque:** Vous ne verrez que Platform M+ sur votre liste de matériel car Platform B+ sera reconnue comme faisant partie de Platform M+.)*

*(**Astuce:** Vous pouvez également consulter notre site Web **www.iconproaudio.com**, où vous trouverez plusieurs illustrations d'installation pour différentes DAW dans la section «Démo d'installation» de chaque fiche produit de contrôleur (Platform B+). For DAW's not on our setup demo list, please refer to your software user manual for hardware setup.)*

# Cubase


1
Cubase 5
File Edit Project Audio MIDI Scores Media Transport Devices Window (1) Help
Cubase 5 Project - Untitled1
Touch
No Object Selected
Control Room Mixer
Control Room Overview
MIDI Device Manager
MMC Master
Mackie Control
Mixer F3
Mixer 2
Virtual Keyboard Alt+K
FL Studio ReWire
Show Panel
Device Setup...
2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4
MIDI Port Setup
Time Display
CM Motormix
Generic Remote
JLCooper CS-10
JLCooper MCS-3000
Mackie Baby HUI
Mackie Control
Mackie HUI
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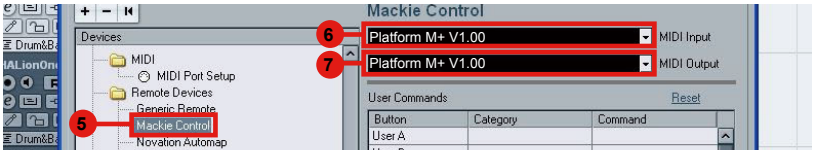
Devices
MIDI
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Mackie Control
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MIDI Input
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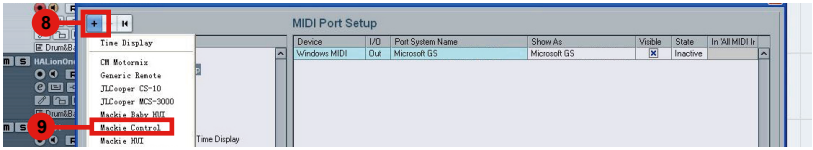
Platform M+ V1.00
MIDI Output
User Commands
Reset
Button Category Command
User A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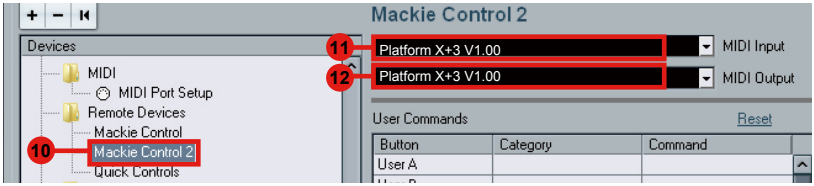
Mackie Control 2
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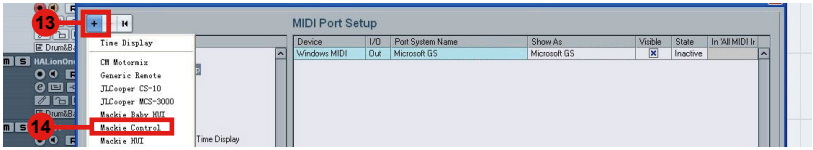
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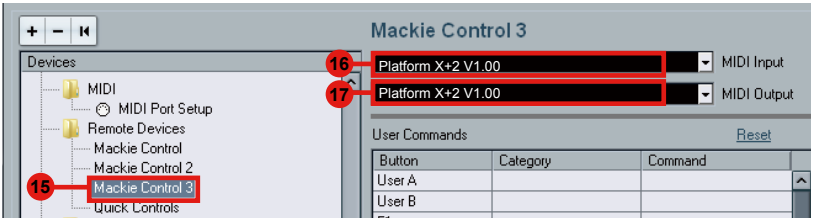
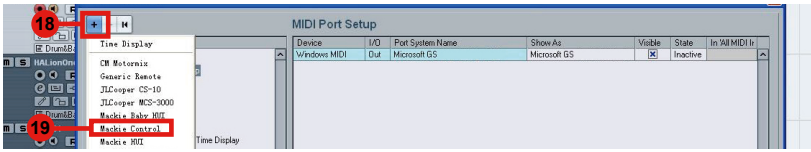
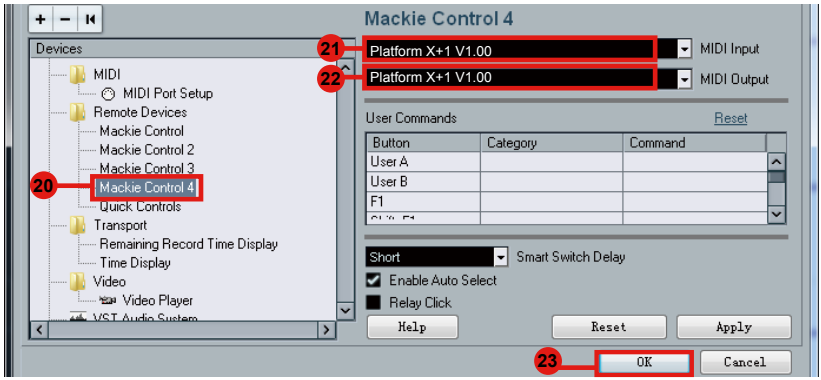
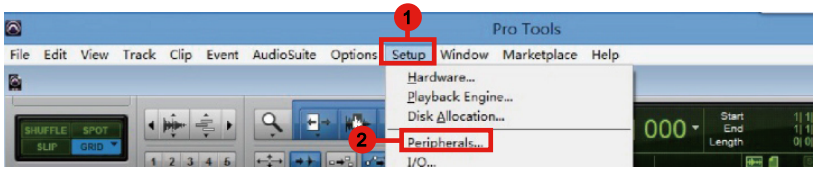
Device I/O Port System Name Show As Visible State In 'All MIDI Ir
Windows MIDI Out Microsoft GS Microsoft GS Inactive

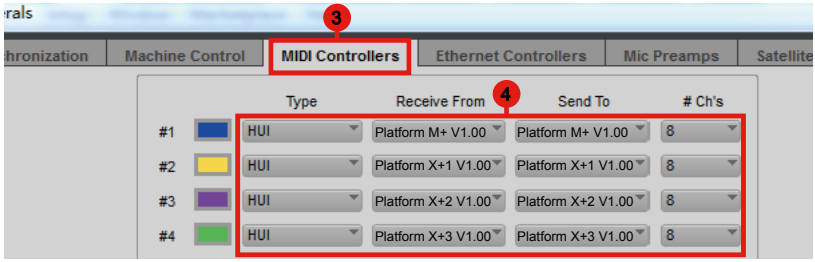

Mackie Control 3
Devices
MIDI
MIDI Port Setup
Remote Devices
Mackie Control
Mackie Control 2
Mackie Control 3
Quick Controls
15
16
17
Platform X+2 V1.00
Platform X+2 V1.00
MIDI Input
MIDI Output
User Commands
Reset
Button
Category
Command
User A
User B

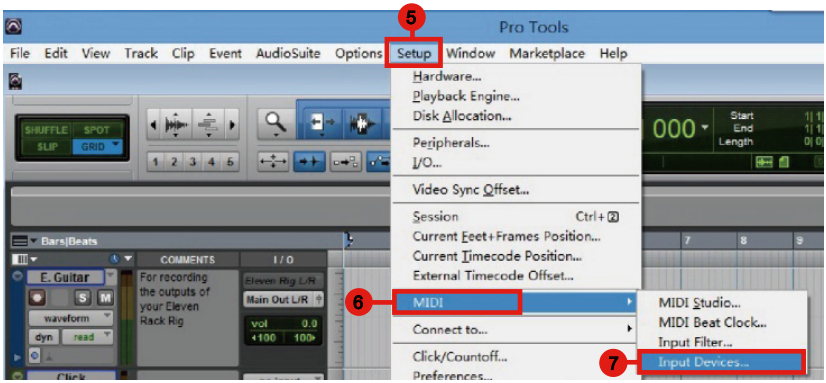

18
19
MIDI Port Setup
Time Display
Mackie Control
Device
I/O
Port System Name
Show As
Visible
State
Windows MIDI
Out
Microsoft GS
Microsoft GS
Inactive

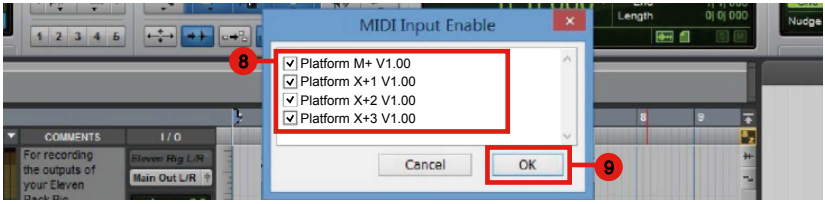

Mackie Control 4
Devices
MIDI
MIDI Port Setup
Remote Devices
Mackie Control
Mackie Control 2
Mackie Control 3
Mackie Control 4
Quick Controls
Transport
Remaining Record Time Display
Time Display
Video
Video Player
20
21
22
23
Platform X+1 V1.00
Platform X+1 V1.00
MIDI Input
MIDI Output
User Commands
Reset
Button
Category
Command
User A
User B
F1
Short
Smart Switch Delay
Enable Auto Select
Relay Click
Help
Reset
Apply
OK
Cancel

# Pro Tools

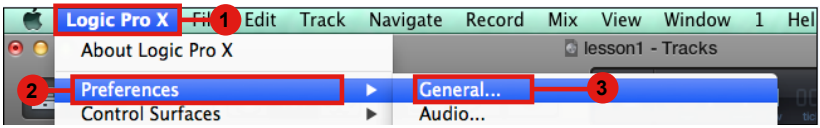

1
Pro Tools
File Edit View Track Clip Event AudioSuite Options Setup Window Marketplace Help
Hardware...
Playback Engine...
Disk Allocation...
2
Peripherals...
I/O...


3
Machine Control
MIDI Controllers
Ethernet Controllers
Mic Preamps
Satellite
Type
Receive From
4
Send To
# Ch's
#1 HUI Platform M+ V1.00 Platform M+ V1.00 8
#2 HUI Platform X+1 V1.00 Platform X+1 V1.00 8
#3 HUI Platform X+2 V1.00 Platform X+2 V1.00 8
#4 HUI Platform X+3 V1.00 Platform X+3 V1.00 8

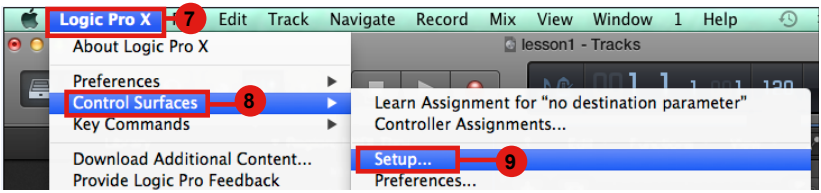

5
Pro Tools
File Edit View Track Clip Event AudioSuite Options Setup Window Marketplace Help
Hardware...
Playback Engine...
Disk Allocation...
Peripherals...
I/O...
Video Sync Offset...
Session Ctrl+
Current Feet+Frames Position...
Current Timecode Position...
External Timecode Offset...
6
MIDI
Connect to...
Click/Countoff...
Preferences...
MIDI Studio...
MIDI Beat Clock...
Input Filter...
7
Input Devices...
E. Guitar
COMMENTS
I / O

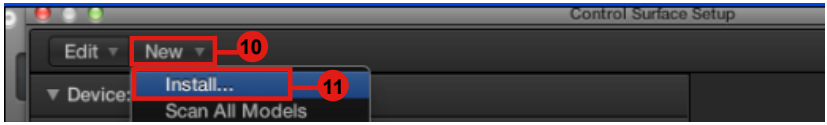

MIDI Input Enable
8
Platform M+ V1.00
Platform X+1 V1.00
Platform X+2 V1.00
Platform X+3 V1.00
Cancel
OK
9

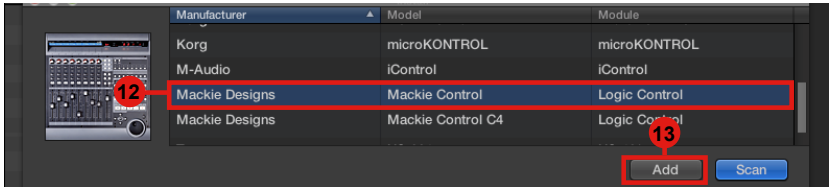
# Logic pro


Logic Pro X
1
Edit
Track
Navigate
Record
Mix
View
Window
1
About Logic Pro X
lesson1 - Tracks
2
Preferences
General...
3
Control Surfaces
Audio...

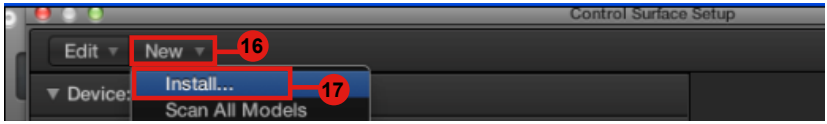

General
Audio
MIDI
Display
Score
Movie
Automation
Control Surfaces
Advanced
4
Show Advanced Tools
Enables advanced features, including: project alternatives and backups, beat mapping, expanded mixing and automation capabilities, additional editors and browsers, and more. Additional options become available and can be individually enabled.
Additional Options
5
MIDI
Allows signal flow control and real-time processing of MIDI input and output streams in the Environment.
6
Control Surfaces
Allows experts to create new, and edit any functional detail of existing control surface systems.

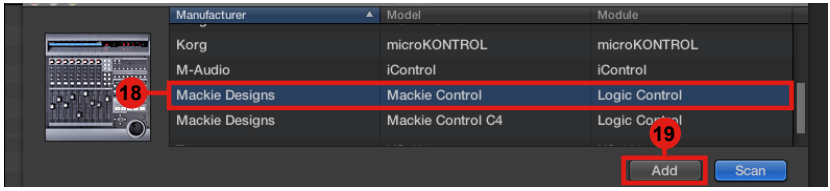

Logic Pro X
7
Edit
Track
Navigate
Record
Mix
View
Window
1
Help
About Logic Pro X
lesson1 - Tracks
Preferences
Control Surfaces
8
Key Commands
Learn Assignment for "no destination parameter"
Controller Assignments...
Download Additional Content...
Provide Logic Pro Feedback
Setup...
9
Preferences...


Control Surface Setup
Edit
New
10
Device:
Install...
11
Scan All Models

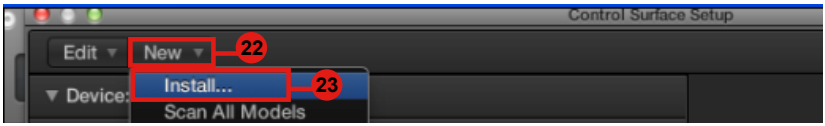

Manufacturer
Model
Module
Korg
microKONTROL
microKONTROL
M-Audio
iControl
iControl
12
Mackie Designs
Mackie Control
Logic Control
Mackie Designs
Mackie Control C4
13
Add
Scan

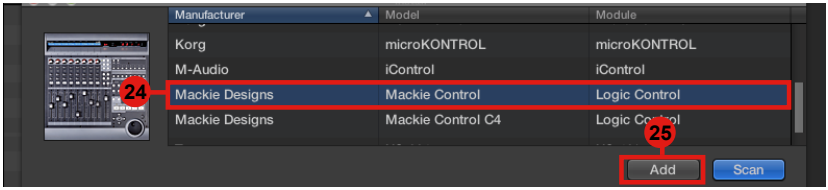

Device: Mackie Control
14
Output Port: Platform X+1 V1.00
15
Input Port: Platform X+1 V1.00
Module: Logic Control


Control Surface Setup
Edit
New
16
Device:
Install...
17
Scan All Models

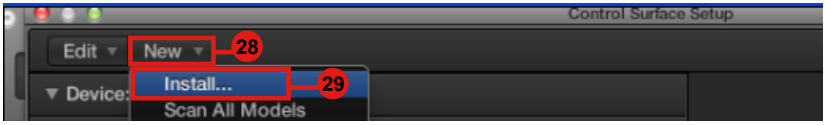

Manufacturer
Model
Module
Korg
microKONTROL
microKONTROL
M-Audio
iControl
iControl
Mackie Designs
Mackie Control
Logic Control
Mackie Designs
Mackie Control C4
Logic Control
18
19
Add
Scan

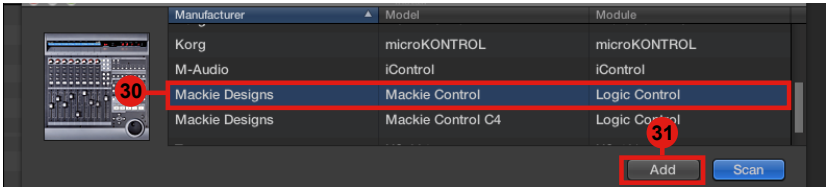

Output Port: Platform X+2 V1.00
Input Port: Platform X+2 V1.00
Module: Logic Control
20
21

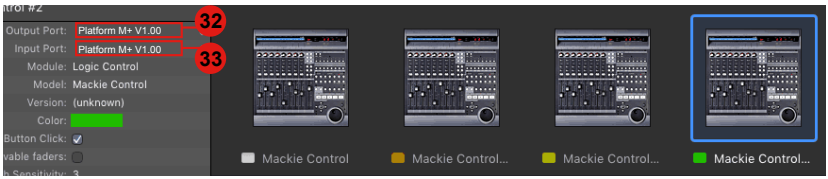

Control Surface Setup
Edit
New
22
Device:
Install...
23
Scan All Models


Manufacturer
Model
Module
Korg
microKONTROL
microKONTROL
M-Audio
iControl
iControl
Mackie Designs
Mackie Control
Logic Control
Mackie Designs
Mackie Control C4
Logic Control
24
25
Add
Scan

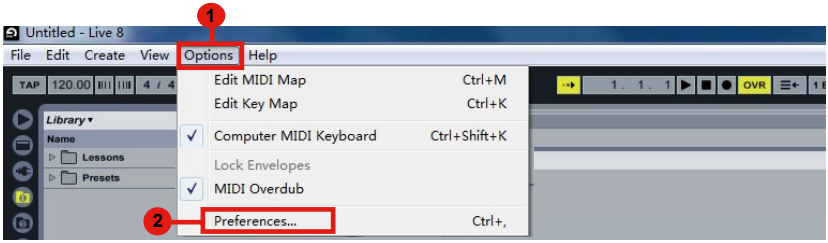

Output Port: Platform X+3 V1.00
Input Port: Platform X+3 V1.00
Module: Logic Control
26
27

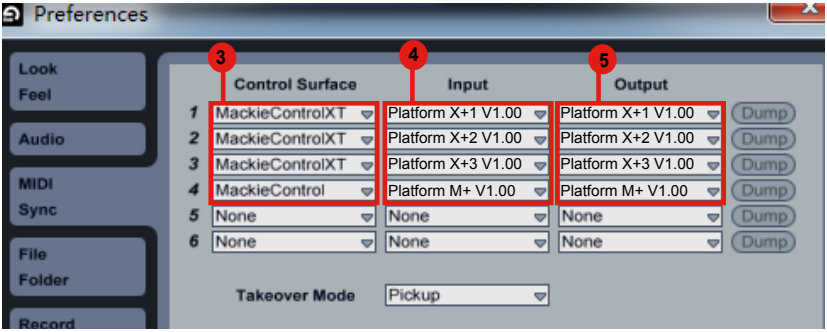

Control Surface Setup
Edit
New
28
Device:
Install...
29
Scan All Models


Manufacturer
Model
Module
Korg
microKONTROL
microKONTROL
M-Audio
iControl
iControl
Mackie Designs
Mackie Control
Logic Control
Mackie Designs
Mackie Control C4
Logic Control
30
31
Add
Scan


Output Port: Platform M+ V1.00
Input Port: Platform M+ V1.00
Module: Logic Control
Model: Mackie Control
Version: (unknown)
Color:
Button Click:
32
33
Mackie Control
Mackie Control...
Mackie Control...
Mackie Control...

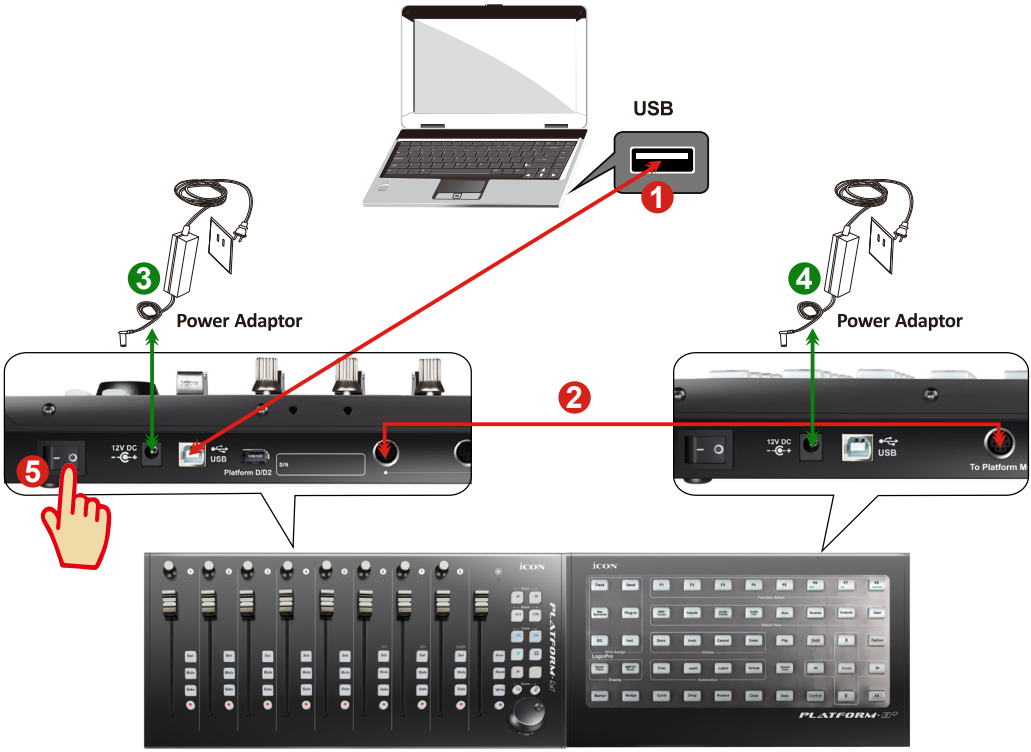
# Ableton Live



# *Mise en route (Platform M+ connectée)*

## *Branchement de votre contrôleur Platform B+*




**6** Platform M+


**7** Platform B+

### 2 Connexion de Platform B+ à Platform M+ avec le câble fourni.

Utilisez le câble fourni pour connecter Platform B+ et Platform M+ via les ports d'extension.

### 6 Sélection de la DAW sur Platform M+

Allumez d'abord Platform M+ et sélectionnez la DAW comme indiqué dans les instructions ci-dessous.

Appuyez sur l'un des 4 boutons de mode en fonction de votre DAW comme le tableau ci-dessous.

| MCP | LogicPro | HUI | UserDefine |
|---|---|---|---|
| 1. Nuendo/Cubase | Logic Pro | ProTools | User self mapping with iMap |
| 2. Digital Performer | | | |
| 3. FL Studio | | | |
| 4. SamplitudePro | | | |
| 5. Reaper | | | |
| 6. Studio One | | | |
| 7. Bitwig | | | |
| 8. Reasons | | | |
| 9. Sonar | | | |
| 10. Audition | | | |
| 11. Ableton Live | | | |

*(**Tip:** Platform M+ mémorise votre dernier mode DAW sélectionné et se met au même mode quelques secondes après sa mise en marche. (c.-à-d. il n'est pas nécessaire de sélectionner le mode DAW s'il est le dernier mode utilisé.)*

*Allumez ensuite Platform B+, elle passe au même mode DAW que Platform M+.*

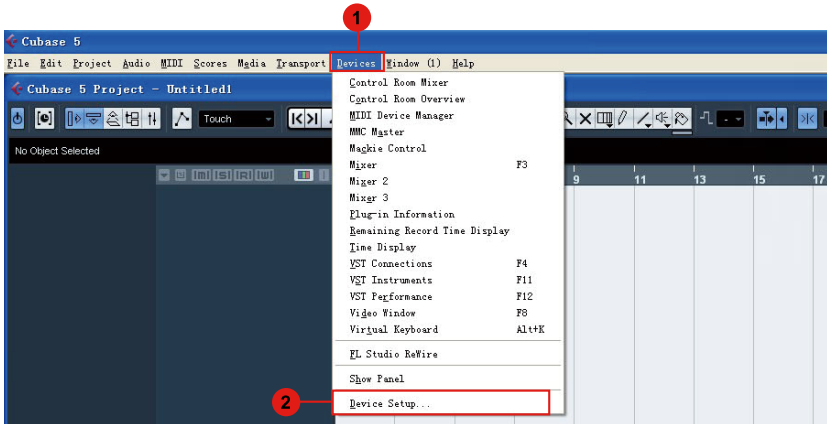
## 8. Configuration de votre DAW

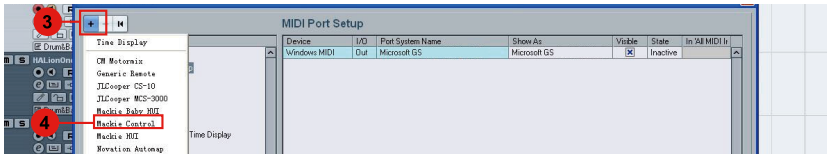
Platform M+, Platform X+ & Platform B+ intègre les protocoles Mackie Control, LogicPro, et HUI, qui vous feront éviter beaucoup de difficultés dans la configuration de votre DAW. Il suffit d'ajouter un dispositif «Mackie Control» ou «HUI» sous le «Contrôleur MIDI» de votre logiciel. Une fois le dispositif Mackie Control ou HUI a été ajouté, sélectionnez le contrôleur Platform B+ comme dispositif d'entrée/sortie MIDI dans votre DAW.

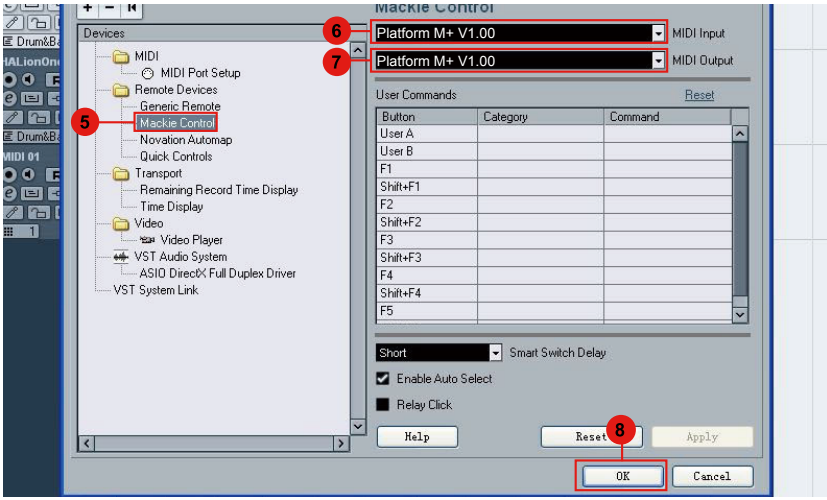
*(**Remarque:** Vous ne verrez que Platform M+ sur votre liste de matériel car Platform B+ sera reconnue comme faisant partie de Platform M+.)*

*(**Astuce:** Vous pouvez également consulter notre site Web **www.iconproaudio.com**, où vous trouverez plusieurs illustrations d'installation pour différentes DAW dans la section «Démo d'installation» de chaque fiche produit de contrôleur (Platform B+). For DAW's not on our setup demo list, please refer to your software user manual for hardware setup.)*

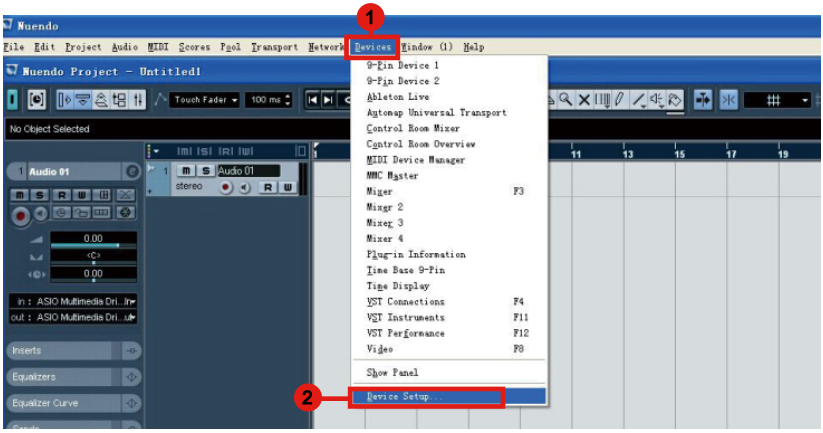
# Cubase

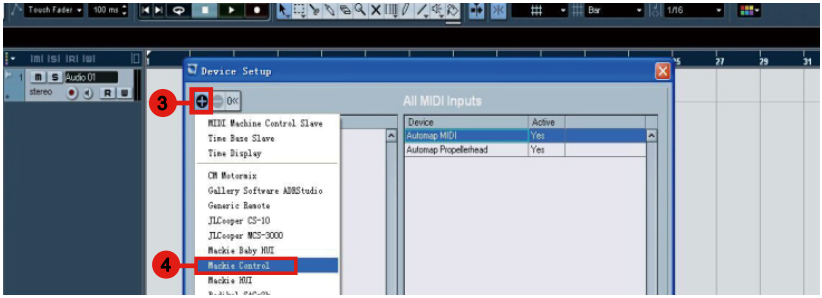

1
Cubase 5
File Edit Project Audio MIDI Scores Media Transport Devices Window (1) Help
Cubase 5 Project - Untitled1
Touch
No Object Selected
Control Room Mixer
Control Room Overview
MIDI Device Manager
MMC Master
Mackie Control
Mixer F3
Mixer 2
Mixer 3
Plug-in Information
Remaining Record Time Display
Time Display
VST Connections F4
VST Instruments F11
VST Performance F12
Video Window F8
Virtual Keyboard Alt+K
FL Studio ReWire
Show Panel
Device Setup...
2

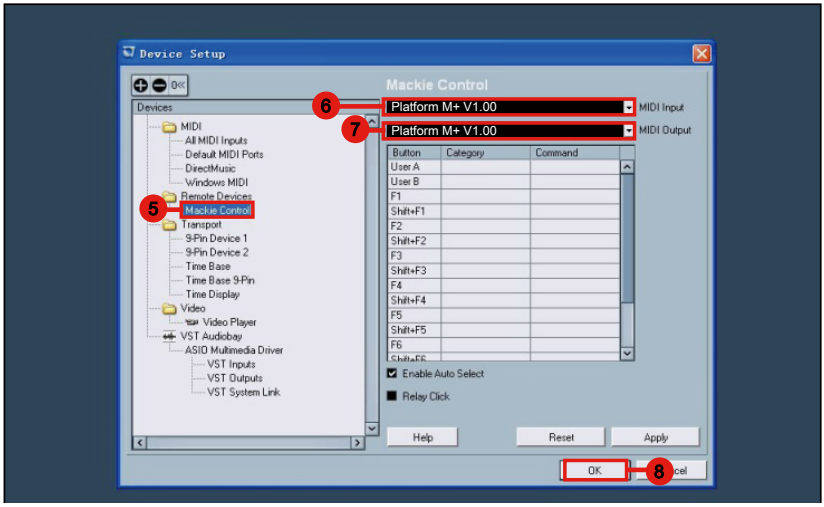

3
MIDI Port Setup
Device I/O Port System Name Show As Visible State In 'All MIDI In'
Windows MIDI Out Microsoft GS Microsoft GS Inactive
Time Display
CM Motormix
Generic Remote
JLCooper CS-10
JLCooper MCS-3000
Mackie Baby HUI
Mackie Control
Mackie HUI
Novation Automap
4


Mackie Control
Devices
MIDI
MIDI Port Setup
Remote Devices
Generic Remote
Mackie Control
Novation Automap
Quick Controls
Transport
Remaining Record Time Display
Time Display
Video
Video Player
VST Audio System
ASIO DirectX Full Duplex Driver
VST System Link
5
6
Platform M+ V1.00
MIDI Input
7
Platform M+ V1.00
MIDI Output
User Commands
Reset
Button Category Command
User A
User B
F1
Shift+F1
F2
Shift+F2
F3
Shift+F3
F4
Shift+F4
F5
Short
Smart Switch Delay
Enable Auto Select
Relay Click
Help
Reset
Apply
8
OK
Cancel

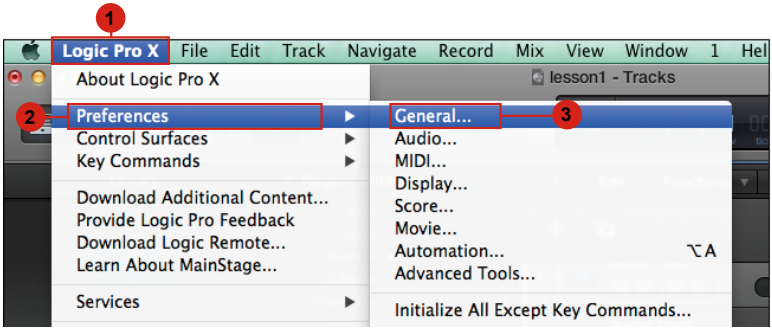
# Nuendo

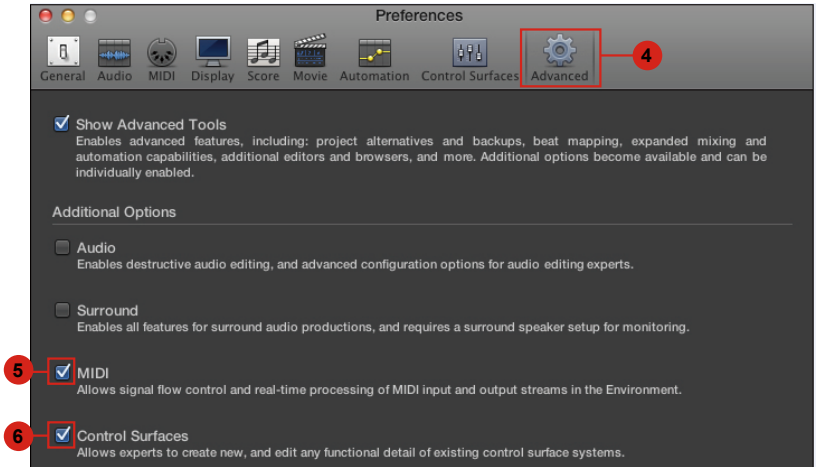

1
Nuendo
File Edit Project Audio MIDI Scores Pool Transport Network Devices Window (1) Help
Nuendo Project - Untitled1
Touch Fader
100 ms
No Object Selected
Audio 01
stereo
0.00
0.00
in : ASIO Multimedia Dri...In
out : ASIO Multimedia Dri...ut
Inserts
Equalizers
Equalizer Curve
9-Pin Device 1
9-Pin Device 2
Ableton Live
Automap Universal Transport
Control Room Mixer
Control Room Overview
MIDI Device Manager
MMC Master
Mixer F3
Mixer 2
Mixer 3
Mixer 4
Plug-in Information
Time Base 9-Pin
Time Display
VST Connections F4
VST Instruments F11
VST Performance F12
Video F8
Show Panel
Device Setup...
2

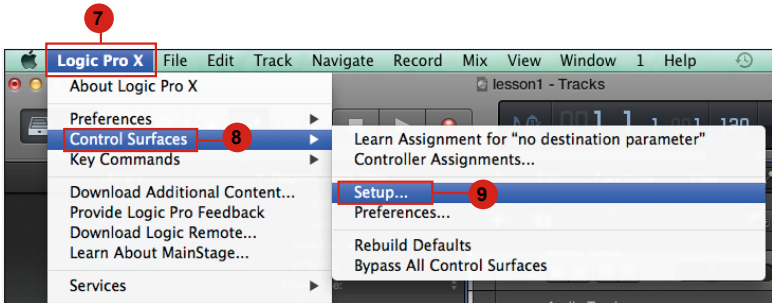

Device Setup
3
All MIDI Inputs
Device
Active
Automap MIDI
Yes
Automap Propellerhead
Yes
MIDI Machine Control Slave
Time Base Slave
Time Display
CM Motormix
Gallery Software ADBStudio
Generic Remote
JLCooper CS-10
JLCooper MCS-3000
Mackie Baby HUI
Mackie Control
Mackie HUI
4

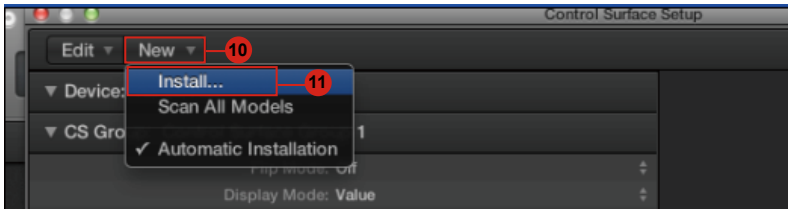

Device Setup
Devices
MIDI
All MIDI Inputs
Default MIDI Ports
DirectMusic
Windows MIDI
Remote Devices
Mackie Control
Transport
9-Pin Device 1
9-Pin Device 2
Time Base
Time Base 9-Pin
Time Display
Video
Video Player
VST Audiobay
ASIO Multimedia Driver
VST Inputs
VST Outputs
VST System Link
5
Mackie Control
6
Platform M+ V1.00
MIDI Input
7
Platform M+ V1.00
MIDI Output
Button
Category
Command
User A
User B
F1
Shift+F1
F2
Shift+F2
F3
Shift+F3
F4
Shift+F4
F5
Shift+F5
F6
Enable Auto Select
Relay Click
Help
Reset
Apply
OK
8

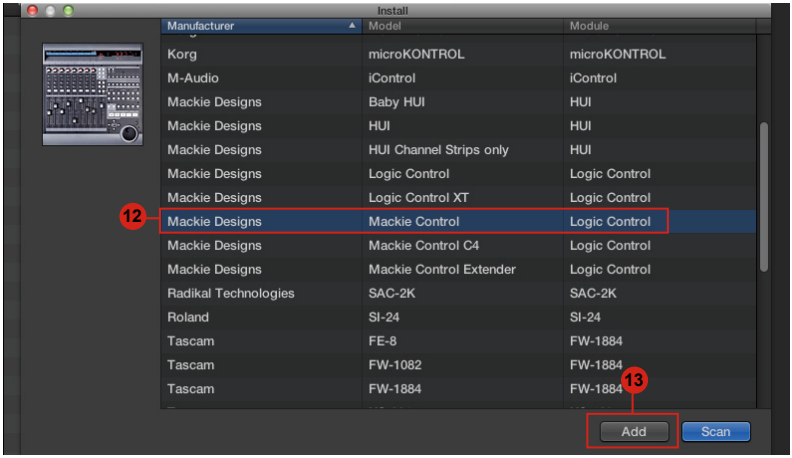
# Logic Pro


1
Logic Pro X
File
Edit
Track
Navigate
Record
Mix
View
Window
1
Hel
About Logic Pro X
lesson1 - Tracks
2
Preferences
Control Surfaces
Key Commands
Download Additional Content...
Provide Logic Pro Feedback
Download Logic Remote...
Learn About MainStage...
Services
General...
3
Audio...
MIDI...
Display...
Score...
Movie...
Automation... ⌥A
Advanced Tools...
Initialize All Except Key Commands...


Preferences
General
Audio
MIDI
Display
Score
Movie
Automation
Control Surfaces
Advanced
4
Show Advanced Tools
Enables advanced features, including: project alternatives and backups, beat mapping, expanded mixing and automation capabilities, additional editors and browsers, and more. Additional options become available and can be individually enabled.
Additional Options
Audio
Enables destructive audio editing, and advanced configuration options for audio editing experts.
Surround
Enables all features for surround audio productions, and requires a surround speaker setup for monitoring.
5
MIDI
Allows signal flow control and real-time processing of MIDI input and output streams in the Environment.
6
Control Surfaces
Allows experts to create new, and edit any functional detail of existing control surface systems.

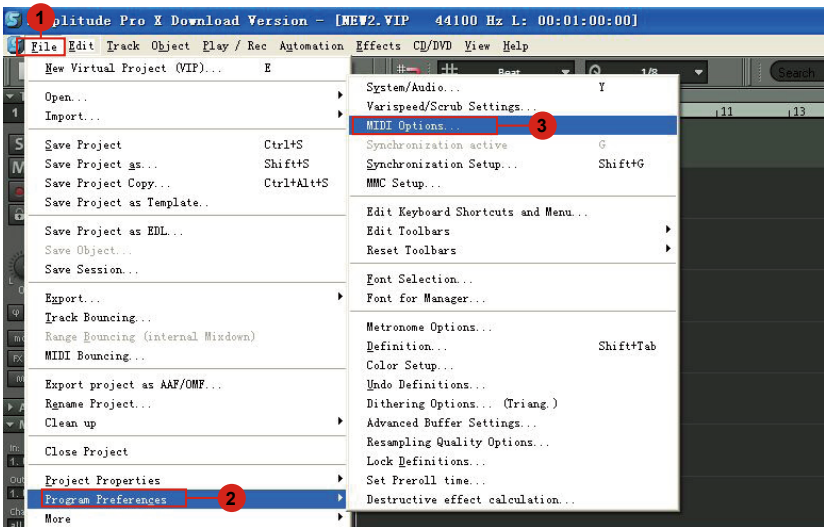

7
Logic Pro X
File
Edit
Track
Navigate
Record
Mix
View
Window
1
Help
About Logic Pro X
lesson1 - Tracks
Preferences
Control Surfaces
8
Key Commands
Download Additional Content...
Provide Logic Pro Feedback
Download Logic Remote...
Learn About MainStage...
Services
Learn Assignment for "no destination parameter"
Controller Assignments...
Setup...
9
Preferences...
Rebuild Defaults
Bypass All Control Surfaces

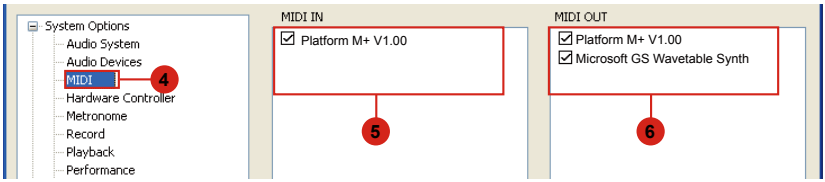

Control Surface Setup
Edit
New
10
Install...
11
Scan All Models
Automatic Installation
Device:
CS Gro
Display Mode: Value

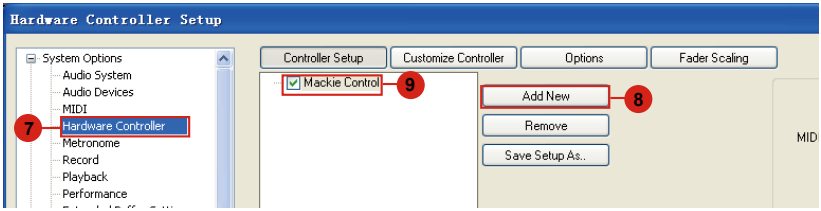

Install
Manufacturer
Model
Module
Korg
microKONTROL
microKONTROL
M-Audio
iControl
iControl
Mackie Designs
Baby HUI
HUI
Mackie Designs
HUI
HUI
Mackie Designs
HUI Channel Strips only
HUI
Mackie Designs
Logic Control
Logic Control
Mackie Designs
Logic Control XT
Logic Control
12
Mackie Designs
Mackie Control
Logic Control
Mackie Designs
Mackie Control C4
Logic Control
Mackie Designs
Mackie Control Extender
Logic Control
Radikal Technologies
SAC-2K
SAC-2K
Roland
SI-24
SI-24
Tascam
FE-8
FW-1884
Tascam
FW-1082
FW-1884
Tascam
FW-1884
FW-1884
13
Add
Scan

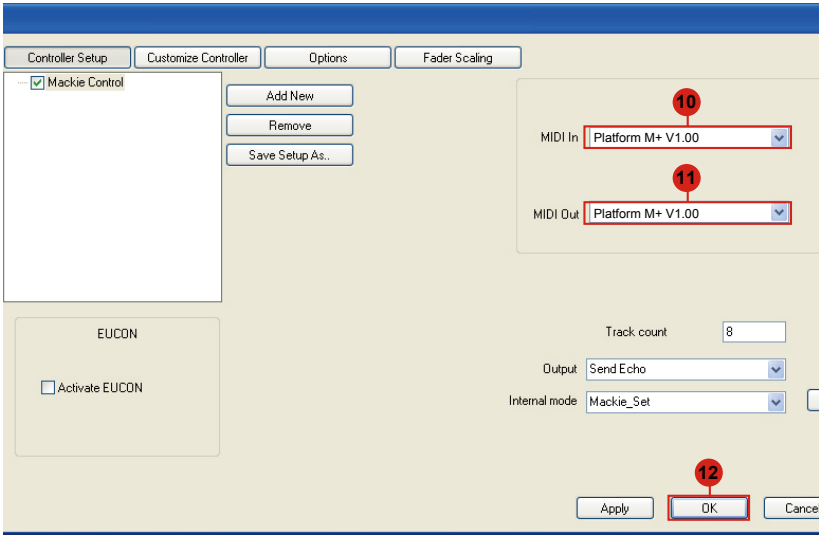

Control Surface Setup
Edit
New
Device: Mackie Control
14
Output Port: Platform M+ V1.00
15
Input Port: Platform M+ V1.00
Module: Logic Control
Model: Mackie Control
Version: (unknown)
Color:
Transport Button Click:
Touchless movable faders:
Fader Touch Sensitivity: 3
Backlight Saver Timeout (min): 15
Mackie Control

## Samplitude

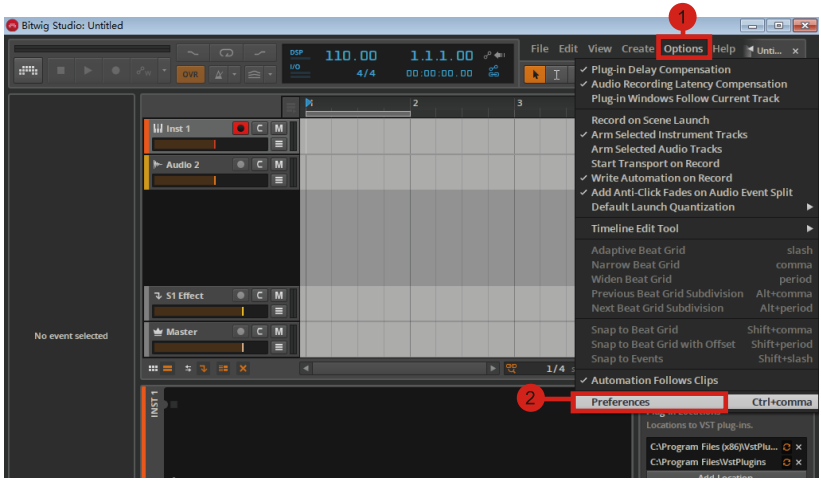

1
plitude Pro X Download Version - [NEW2.VIP 44100 Hz L: 00:01:00:00]
File Edit Track Object Play / Rec Automation Effects CD/DVD View Help
New Virtual Project (VIP)... E
Open...
Import...
Save Project Ctrl+S
Save Project as... Shift+S
Save Project Copy... Ctrl+Alt+S
Save Project as Template..
Save Project as EDL...
Save Object...
Save Session...
Export...
Track Bouncing...
Range Bouncing (internal Mixdown)
MIDI Bouncing...
Export project as AAF/OMF...
Rename Project...
Clean up
Close Project
Project Properties
Program Preferences
2
More
System/Audio... Y
Varispeed/Scrub Settings...
MIDI Options...
3
Synchronization active G
Synchronization Setup... Shift+G
MMC Setup...
Edit Keyboard Shortcuts and Menu...
Edit Toolbars
Reset Toolbars
Font Selection...
Font for Manager...
Metronome Options...
Definition... Shift+Tab
Color Setup...
Undo Definitions...
Dithering Options... (Triang.)
Advanced Buffer Settings...
Resampling Quality Options...
Lock Definitions...
Set Preroll time...
Destructive effect calculation...

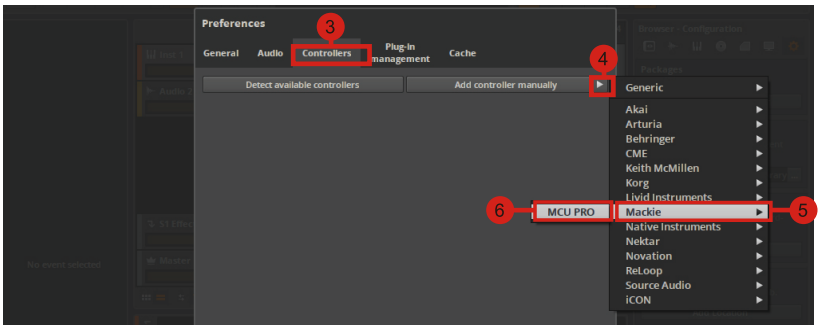

System Options
Audio System
Audio Devices
MIDI
Hardware Controller
Metronome
Record
Playback
Performance
4
MIDI IN
Platform M+ V1.00
5
MIDI OUT
Platform M+ V1.00
Microsoft GS Wavetable Synth
6

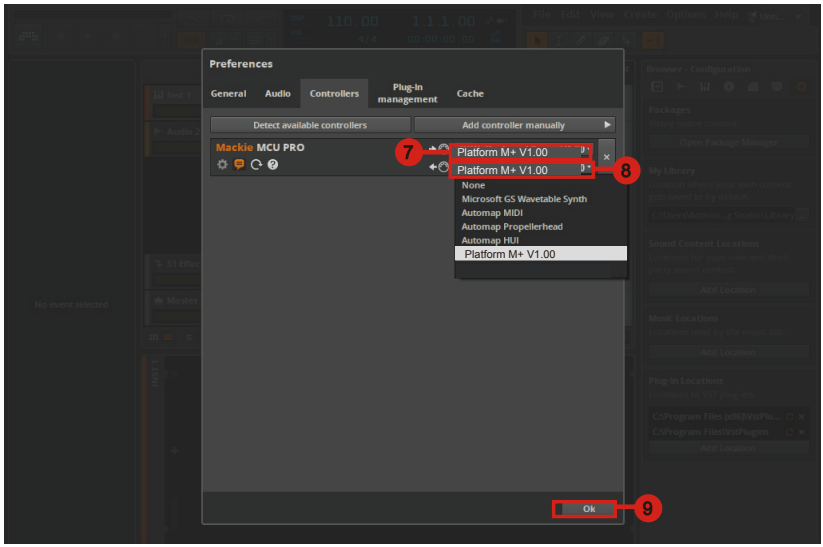

Hardware Controller Setup
System Options
Audio System
Audio Devices
MIDI
Hardware Controller
Metronome
Record
Playback
Performance
7
Controller Setup
Customize Controller
Options
Fader Scaling
Mackie Control
9
Add New
8
Remove
Save Setup As..
MIDI


Controller Setup
Customize Controller
Options
Fader Scaling
Mackie Control
Add New
Remove
Save Setup As..
10
MIDI In
Platform M+ V1.00
11
MIDI Out
Platform M+ V1.00
EUCON
Activate EUCON
Track count
8
Output
Send Echo
Internal mode
Mackie_Set
12
Apply
OK
Cance

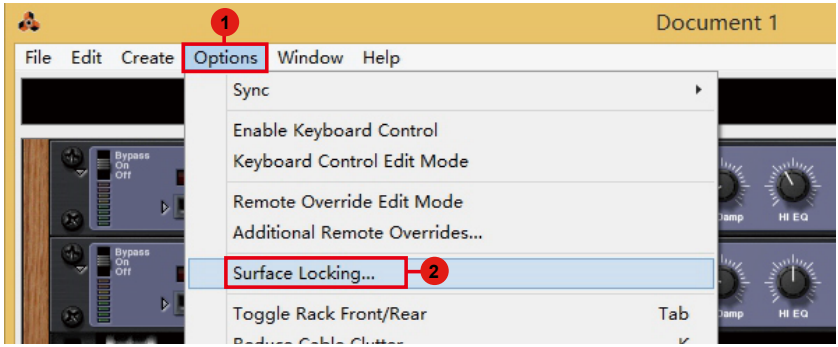
# Bitwig

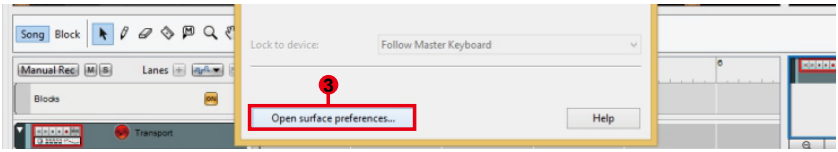

1
Bitwig Studio: Untitled
File Edit View Create Options Help
Plug-in Delay Compensation
Audio Recording Latency Compensation
Plug-in Windows Follow Current Track
Record on Scene Launch
Arm Selected Instrument Tracks
Arm Selected Audio Tracks
Start Transport on Record
Write Automation on Record
Add Anti-Click Fades on Audio Event Split
Default Launch Quantization
Timeline Edit Tool
Adaptive Beat Grid slash
Narrow Beat Grid comma
Widen Beat Grid period
Previous Beat Grid Subdivision Alt+comma
Next Beat Grid Subdivision Alt+period
Snap to Beat Grid Shift+comma
Snap to Beat Grid with Offset Shift+period
Snap to Events Shift+slash
Automation Follows Clips
2
Preferences Ctrl+comma
No event selected

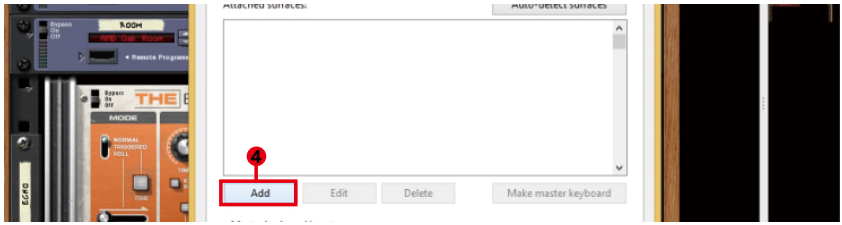

Preferences
3
General Audio Controllers Plug-in management Cache
Detect available controllers
Add controller manually
4
Generic
Akai
Arturia
Behringer
CME
Keith McMillen
Korg
Livid Instruments
Mackie
Native Instruments
Nektar
Novation
ReLoop
Source Audio
iCON
6
MCU PRO
5

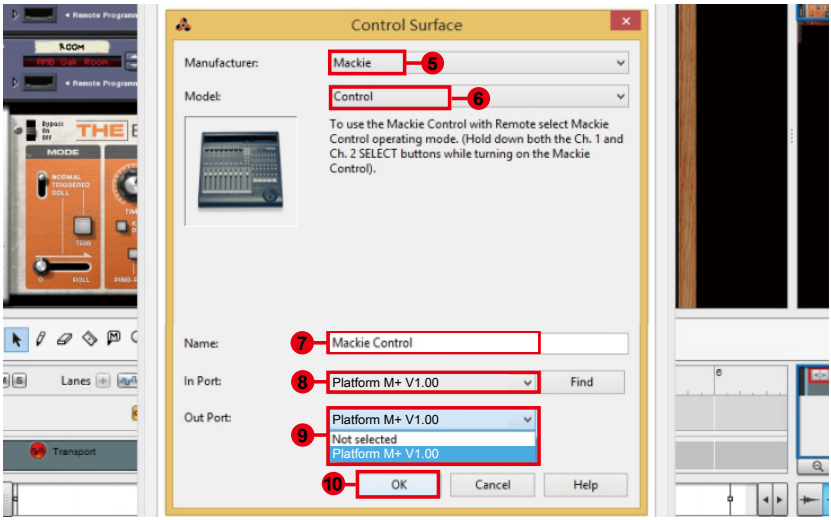

Preferences
General Audio Controllers Plug-in management Cache
Detect available controllers
Add controller manually
Mackie MCU PRO
7
Platform M+ V1.00
Platform M+ V1.00
8
None
Microsoft GS Wavetable Synth
Automap MIDI
Automap Propellerhead
Automap HUI
Platform M+ V1.00
Ok
9

# Reason

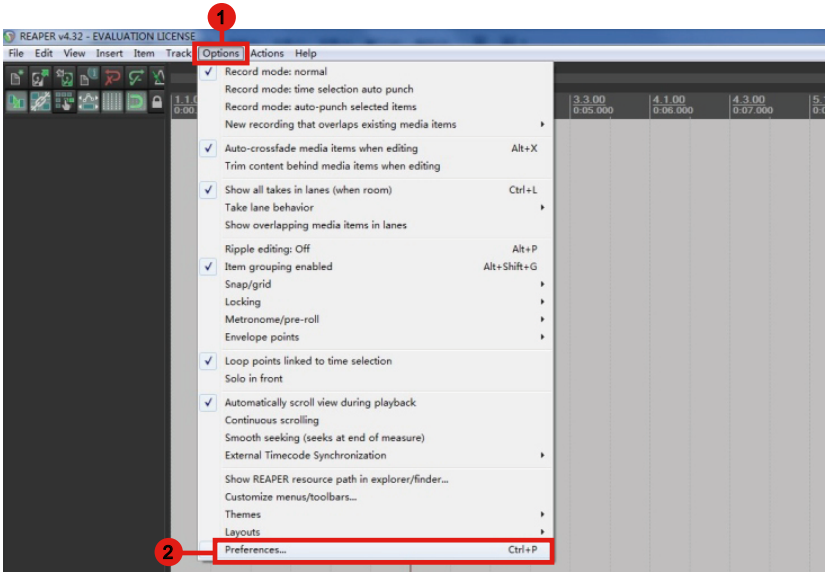

1
Document 1
File
Edit
Create
Options
Window
Help
Sync
Enable Keyboard Control
Keyboard Control Edit Mode
Remote Override Edit Mode
Additional Remote Overrides...
Surface Locking...
2
Toggle Rack Front/Rear
Tab

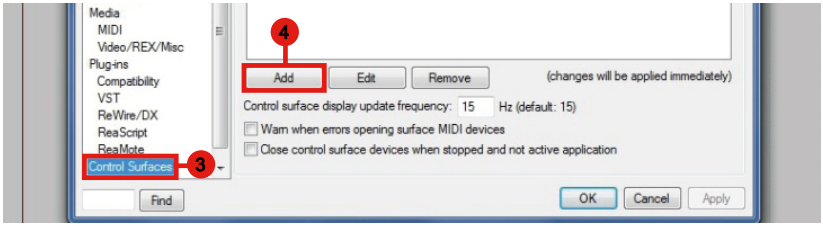

Song
Block
Manual Rec
Lanes
Blocks
Transport
Lock to device:
Follow Master Keyboard
3
Open surface preferences...
Help

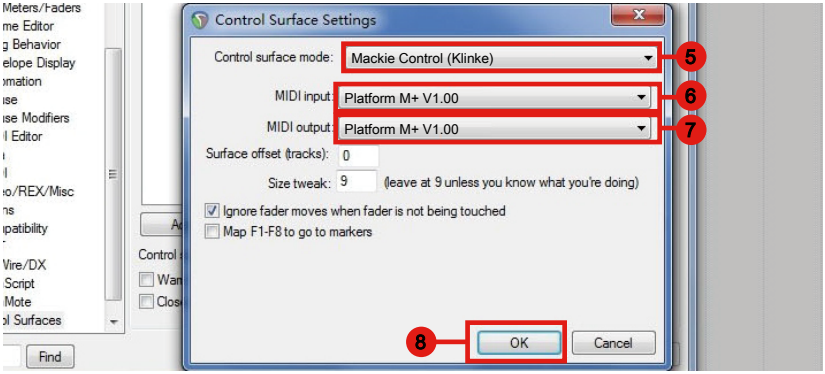

4
Add
Edit
Delete
Make master keyboard


Control Surface
Manufacturer:
Mackie
5
Model:
Control
6
To use the Mackie Control with Remote select Mackie Control operating mode. (Hold down both the Ch. 1 and Ch. 2 SELECT buttons while turning on the Mackie Control).
Name:
7
Mackie Control
In Port:
8
Platform M+ V1.00
Find
Out Port:
Platform M+ V1.00
9
Not selected
Platform M+ V1.00
10
OK
Cancel
Help
Lanes
Transport

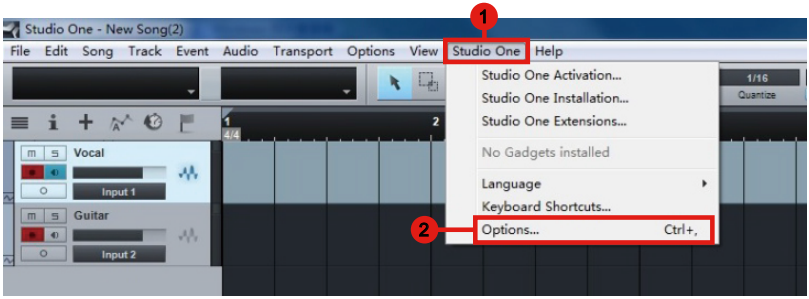
# Reaper

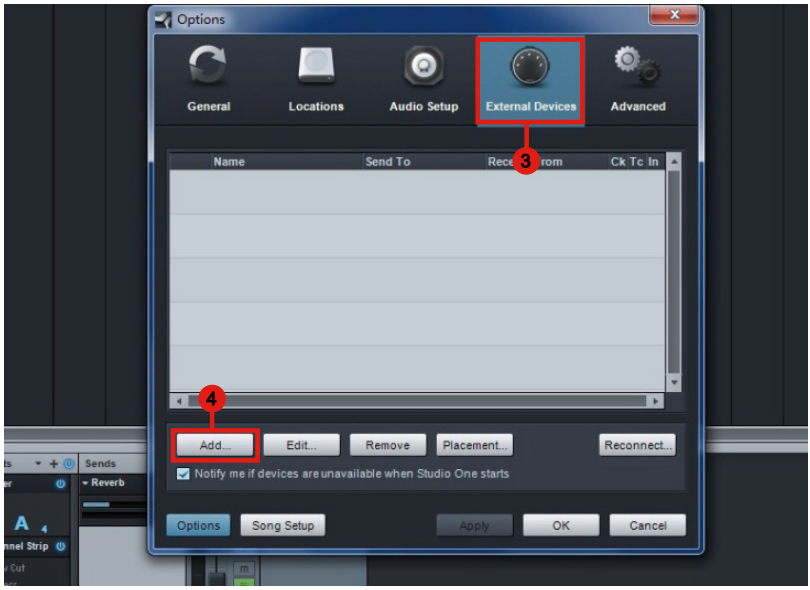

1
REAPER v4.32 - EVALUATION LICENSE
File Edit View Insert Item Track Options Actions Help
Record mode: normal
Record mode: time selection auto punch
Record mode: auto-punch selected items
New recording that overlaps existing media items
Auto-crossfade media items when editing Alt+X
Trim content behind media items when editing
Show all takes in lanes (when room) Ctrl+L
Take lane behavior
Show overlapping media items in lanes
Ripple editing: Off Alt+P
Item grouping enabled Alt+Shift+G
Snap/grid
Locking
Metronome/pre-roll
Envelope points
Loop points linked to time selection
Solo in front
Automatically scroll view during playback
Continuous scrolling
Smooth seeking (seeks at end of measure)
External Timecode Synchronization
Show REAPER resource path in explorer/finder...
Customize menus/toolbars...
Themes
Layouts
2
Preferences... Ctrl+P

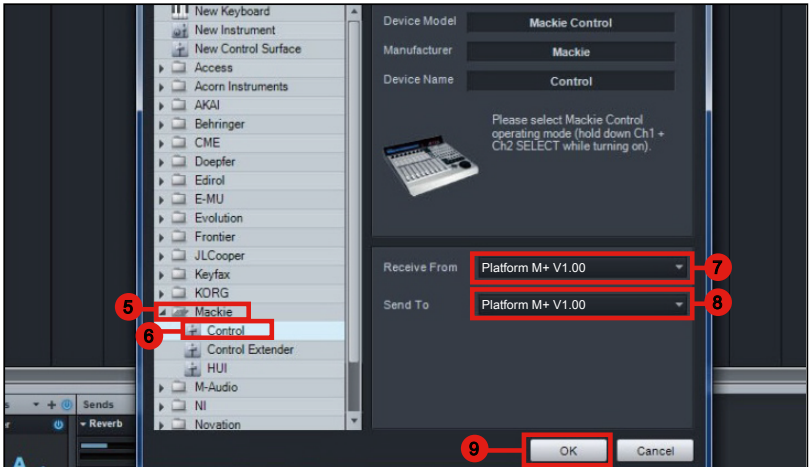

Media
MIDI
Video/REX/Misc
Plug-ins
Compatibility
VST
ReWire/DX
ReaScript
ReaMote
Control Surfaces
3
4
Add
Edit
Remove
(changes will be applied immediately)
Control surface display update frequency: 15 Hz (default: 15)
Warn when errors opening surface MIDI devices
Close control surface devices when stopped and not active application
Find
OK
Cancel
Apply


Control Surface Settings
Control surface mode: Mackie Control (Klinke)
5
MIDI input: Platform M+ V1.00
6
MIDI output: Platform M+ V1.00
7
Surface offset (tracks): 0
Size tweak: 9 (leave at 9 unless you know what you're doing)
Ignore fader moves when fader is not being touched
Map F1-F8 to go to markers
8
OK
Cancel
Find

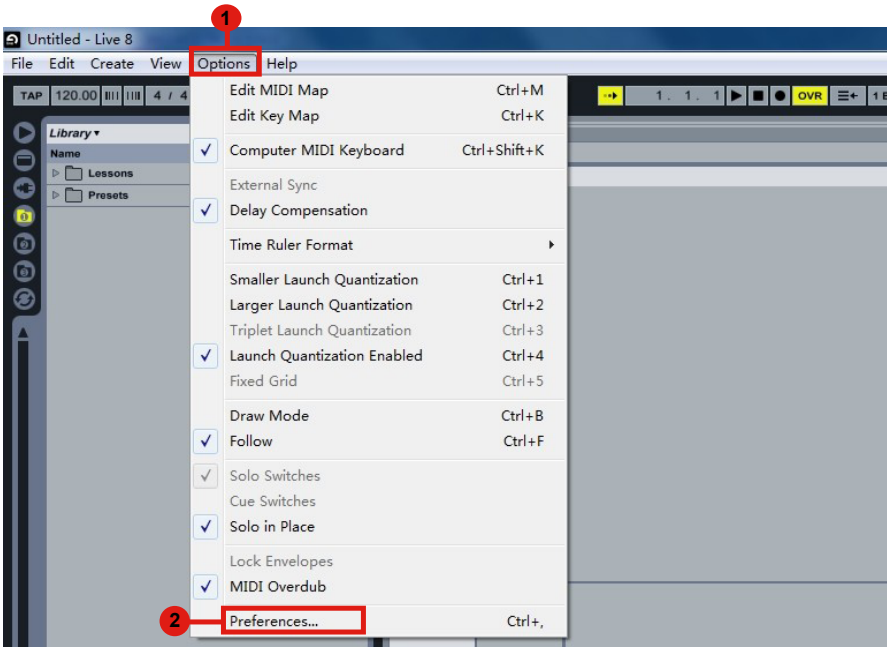
# Studio One

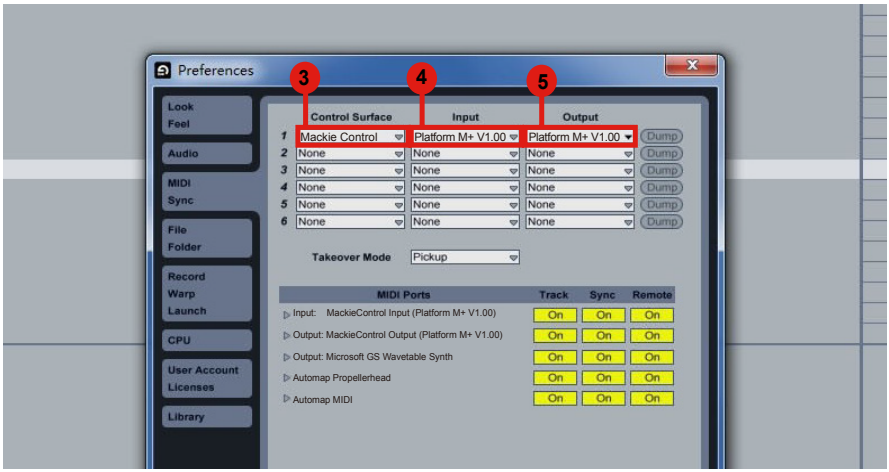

Studio One - New Song(2)
File Edit Song Track Event Audio Transport Options View Studio One Help
Studio One Activation...
Studio One Installation...
Studio One Extensions...
No Gadgets installed
Language
Keyboard Shortcuts...
Options... Ctrl+,
Vocal
Input 1
Guitar
Input 2
1
2


Options
General
Locations
Audio Setup
External Devices
Advanced
Name
Send To
Ck Tc In
3
4
Add...
Edit...
Remove
Placement...
Reconnect...
Notify me if devices are unavailable when Studio One starts
Options
Song Setup
Apply
OK
Cancel

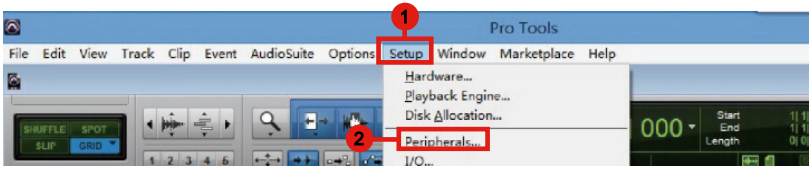

New Keyboard
New Instrument
New Control Surface
Access
Acorn Instruments
AKAI
Behringer
CME
Doepfer
Edirol
E-MU
Evolution
Frontier
JLCooper
Keyfax
KORG
Mackie
Control
Control Extender
HUI
M-Audio
NI
Novation
Device Model
Mackie Control
Manufacturer
Mackie
Device Name
Control
Please select Mackie Control operating mode (hold down Ch1 + Ch2 SELECT while turning on).
Receive From
Platform M+ V1.00
Send To
Platform M+ V1.00
5
6
7
8
9
OK
Cancel

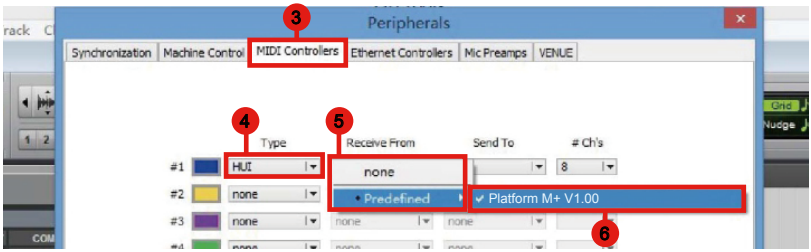
# Ableton Live

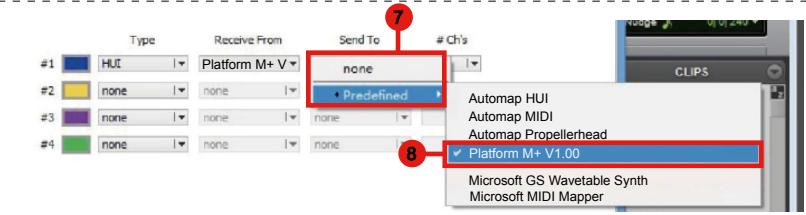


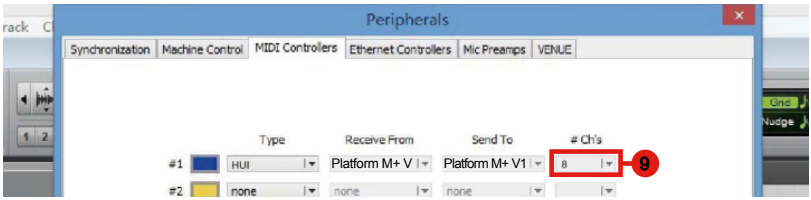



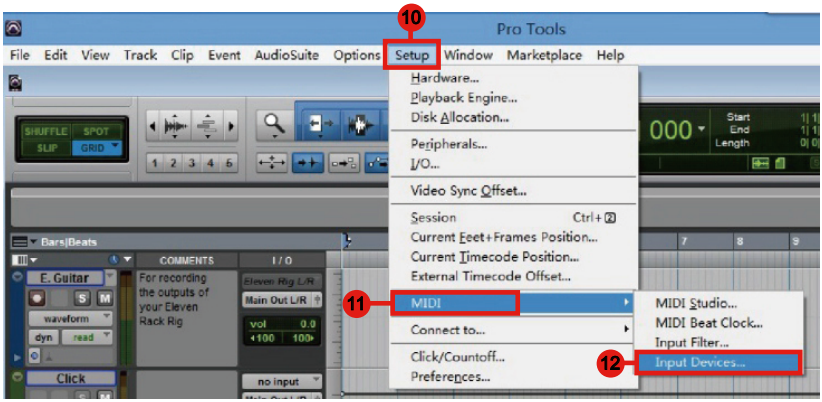
# Pro Tools

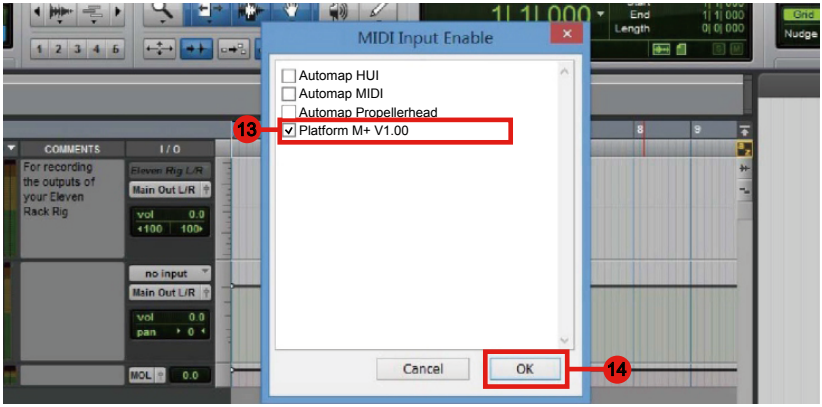

1
Pro Tools
File Edit View Track Clip Event AudioSuite Options Setup Window Marketplace Help
Hardware...
Playback Engine...
Disk Allocation...
2
Peripherals...
I/O...


3
Peripherals
Synchronization
Machine Control
MIDI Controllers
Ethernet Controllers
Mic Preamps
VENUE
4
Type
5
Receive From
Send To
# Ch's
#1
HUI
none
8
#2
none
Predefined
Platform M+ V1.00
#3
none
6

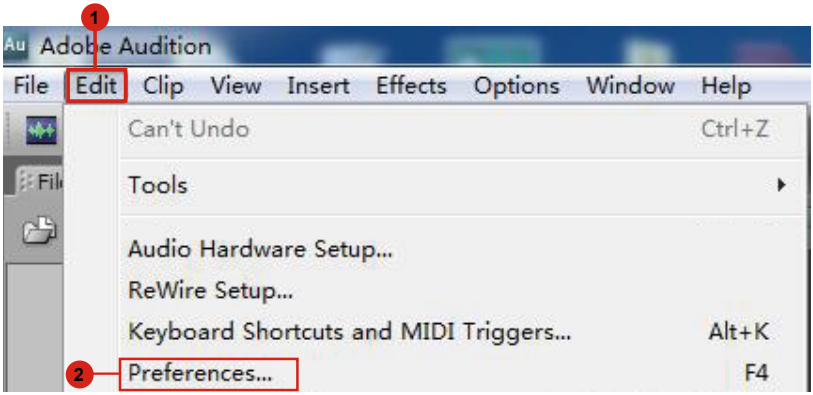

7
Type
Receive From
Send To
# Ch's
#1
HUI
Platform M+ V
none
#2
none
Predefined
#3
none
#4
none
CLIPS
Automap HUI
Automap MIDI
Automap Propellerhead
8
Platform M+ V1.00
Microsoft GS Wavetable Synth
Microsoft MIDI Mapper

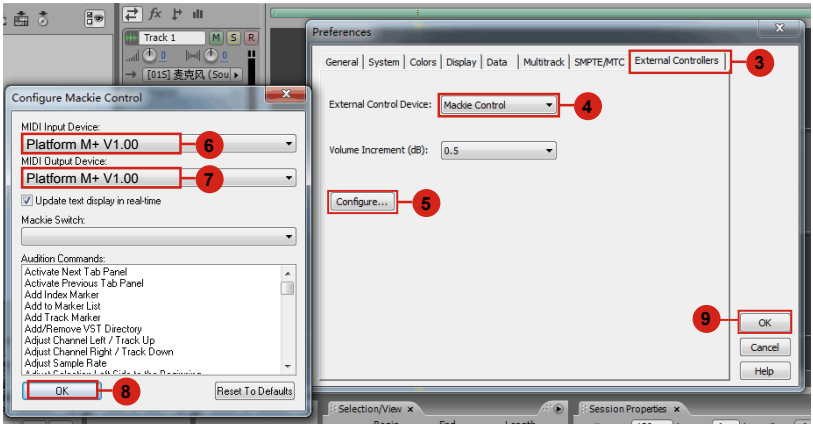

Peripherals
Synchronization
Machine Control
MIDI Controllers
Ethernet Controllers
Mic Preamps
VENUE
Type
Receive From
Send To
# Ch's
#1
HUI
Platform M+ V
Platform M+ V1
8
9
#2
none


10
Pro Tools
File Edit View Track Clip Event AudioSuite Options Setup Window Marketplace Help
Hardware...
Playback Engine...
Disk Allocation...
Peripherals...
I/O...
Video Sync Offset...
Session Ctrl+2
Current Feet+Frames Position...
Current Timecode Position...
External Timecode Offset...
11
MIDI
Connect to...
Click/Countoff...
Preferences...
MIDI Studio...
MIDI Beat Clock...
Input Filter...
12
Input Devices...
E. Guitar
Click
COMMENTS
I / O
For recording the outputs of your Eleven Rack Rig
Eleven Rig L/R
Main Out L/R
no input

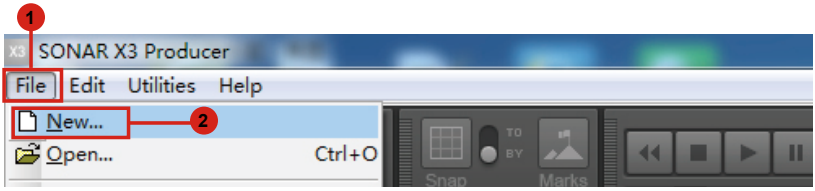

MIDI Input Enable
Automap HUI
Automap MIDI
Automap Propellerhead
Platform M+ V1.00
13
Cancel
OK
14

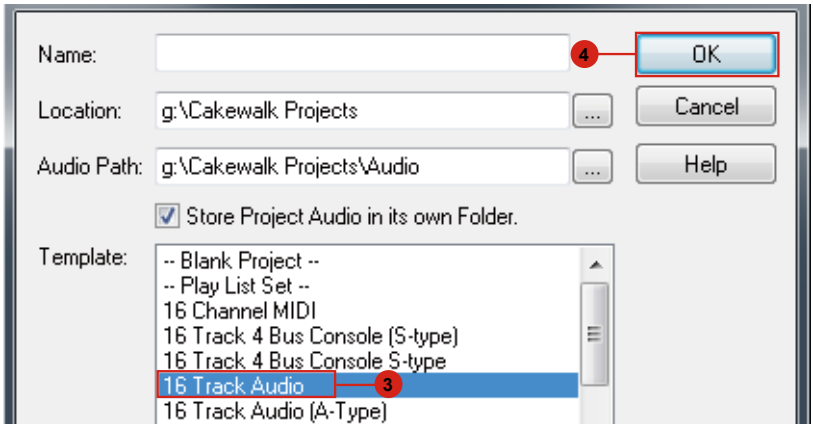
## Audition

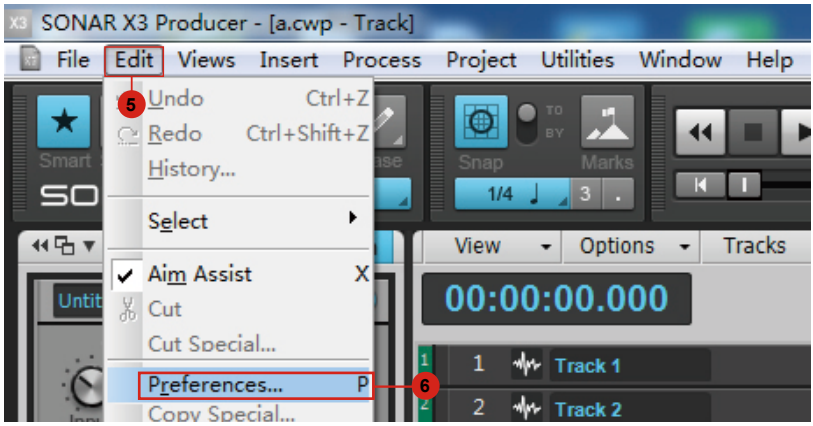

1
Adobe Audition
File
Edit
Clip
View
Insert
Effects
Options
Window
Help
Can't Undo
Ctrl+Z
Tools
Audio Hardware Setup...
ReWire Setup...
Keyboard Shortcuts and MIDI Triggers...
Alt+K
2
Preferences...
F4

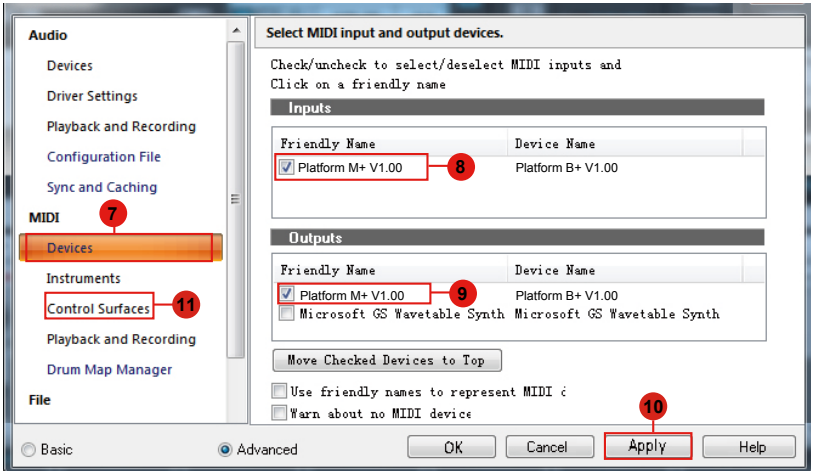

Preferences
General
System
Colors
Display
Data
Multitrack
SMPTE/MTC
External Controllers
3
External Control Device:
Mackie Control
4
Volume Increment (dB):
0.5
Configure...
5
Configure Mackie Control
MIDI Input Device:
Platform M+ V1.00
6
MIDI Output Device:
Platform M+ V1.00
7
Update text display in real-time
Mackie Switch:
Audition Commands:
Activate Next Tab Panel
Activate Previous Tab Panel
Add Index Marker
Add to Marker List
Add Track Marker
Add/Remove VST Directory
Adjust Channel Left / Track Up
Adjust Channel Right / Track Down
Adjust Sample Rate
OK
8
Reset To Defaults
9
OK
Cancel
Help

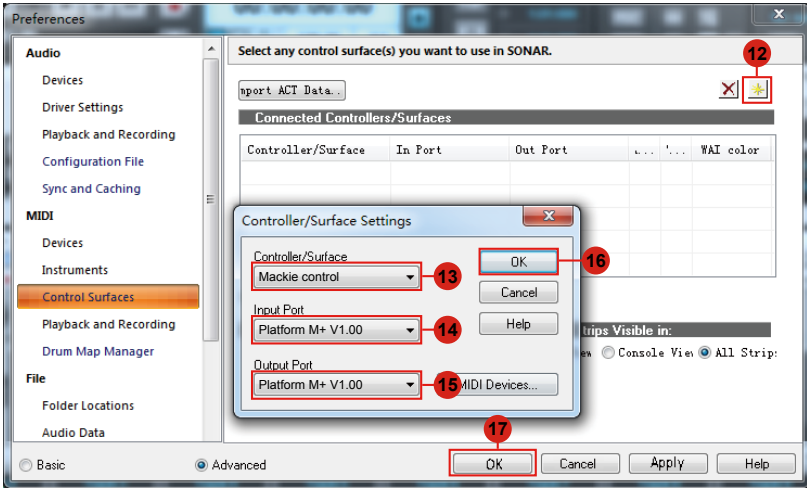
# Sonar


1
SONAR X3 Producer
File
Edit
Utilities
Help
New...
2
Open...
Ctrl+O

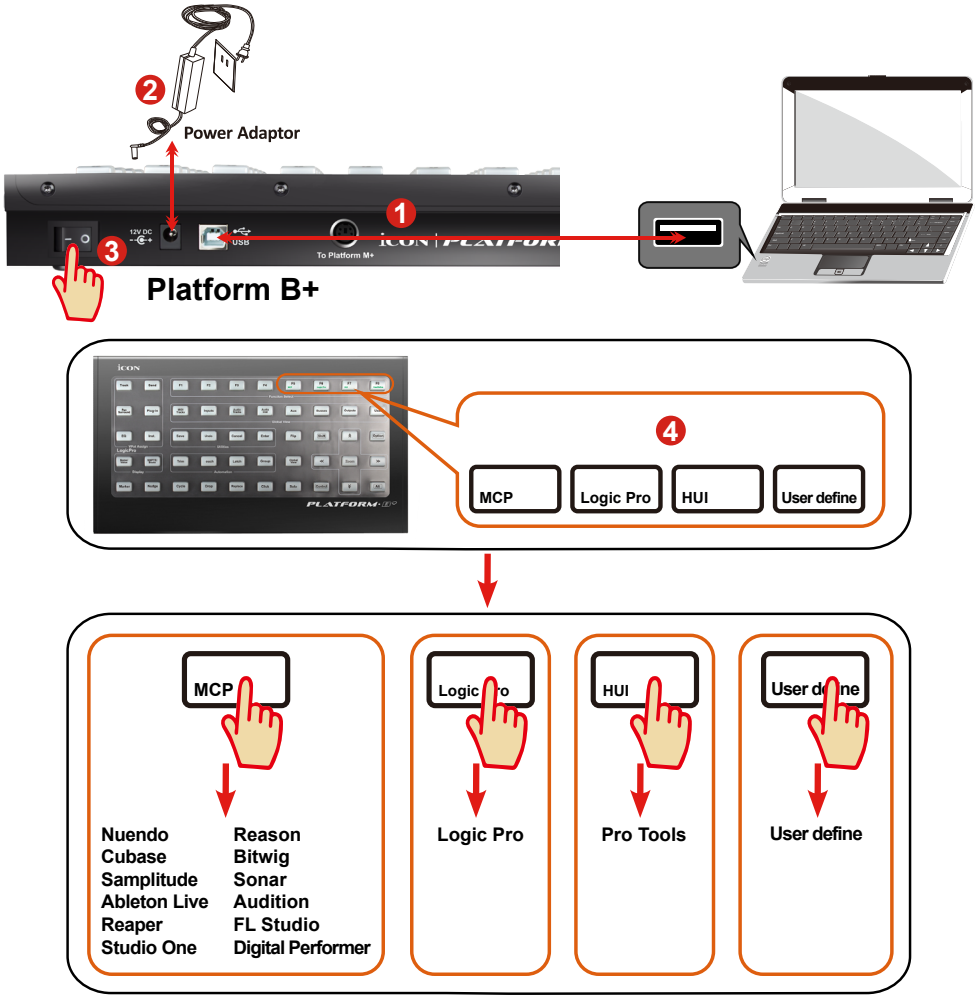

Name:
4
OK
Location:
g:\Cakewalk Projects
Cancel
Audio Path:
g:\Cakewalk Projects\Audio
Help
Store Project Audio in its own Folder.
Template:
-- Blank Project --
-- Play List Set --
16 Channel MIDI
16 Track 4 Bus Console (S-type)
16 Track 4 Bus Console S-type
16 Track Audio
3
16 Track Audio (A-Type)


SONAR X3 Producer - [a.cwp - Track]
File
Edit
Views
Insert
Process
Project
Utilities
Window
Help
5
Undo
Ctrl+Z
Redo
Ctrl+Shift+Z
History...
Select
Aim Assist
X
Cut
Cut Special...
Preferences...
P
6
Copy Special...
Snap
Marks
1/4
3
View
Options
Tracks
00:00:00.000
1
Track 1
2
Track 2


Audio
Devices
Driver Settings
Playback and Recording
Configuration File
Sync and Caching
MIDI
7
Devices
Instruments
Control Surfaces
11
Playback and Recording
Drum Map Manager
File
Select MIDI input and output devices.
Check/uncheck to select/deselect MIDI inputs and
Click on a friendly name
Inputs
Friendly Name
Device Name
Platform M+ V1.00
8
Platform B+ V1.00
Outputs
Friendly Name
Device Name
Platform M+ V1.00
9
Platform B+ V1.00
Microsoft GS Wavetable Synth
Microsoft GS Wavetable Synth
Move Checked Devices to Top
Use friendly names to represent MIDI
Warn about no MIDI device
10
Basic
Advanced
OK
Cancel
Apply
Help


Preferences
Audio
Devices
Driver Settings
Playback and Recording
Configuration File
Sync and Caching
MIDI
Devices
Instruments
Control Surfaces
Playback and Recording
Drum Map Manager
File
Folder Locations
Audio Data
Select any control surface(s) you want to use in SONAR.
12
Connected Controllers/Surfaces
Controller/Surface
In Port
Out Port
WAI color
Controller/Surface Settings
Controller/Surface
Mackie control
13
Input Port
Platform M+ V1.00
14
Output Port
Platform M+ V1.00
15
MIDI Devices...
OK
16
Cancel
Help
Console View
All Strips
17
Basic
Advanced
OK
Cancel
Apply
Help

# *Mise en route (Autonome)*
## *Branchement de votre contrôleur Platform B+*




**1 Utilisez le port USB pour brancher le Platform B+ sur votre Mac ou PC.**

Sélectionnez un port USB sur votre Mac/PC et insérez la fiche large (plate) du câble USB.Branchez l'autre extrémité du câble sur le Platform B+. Votre Mac/PC devrait pouvoir « détecter » automatiquement ce nouveau matériel et vous avertir lorsque vous pouvez commencer à l'utiliser.

## 4 Select the DAW at Platform B+

Appuyez sur le bouton DAW en fonction de la DAW utilisée pour sélectionner le mode DAW.

Appuyez sur l'un des 4 boutons de mode en fonction de votre DAW comme le tableau ci-dessous.

| MCP | LogicPro | HUI | UserDefine |
|---|---|---|---|
| 1. Nuendo/Cubase | Logic Pro | ProTools | User self mapping with iMap |
| 2. Digital Performer | | | |
| 3. FL Studio | | | |
| 4. SamplitudePro | | | |
| 5. Reaper | | | |
| 6. Studio One | | | |
| 7. Bitwig | | | |
| 8. Reasons | | | |
| 9. Sonar | | | |
| 10. Audition | | | |
| 11. Ableton Live | | | |

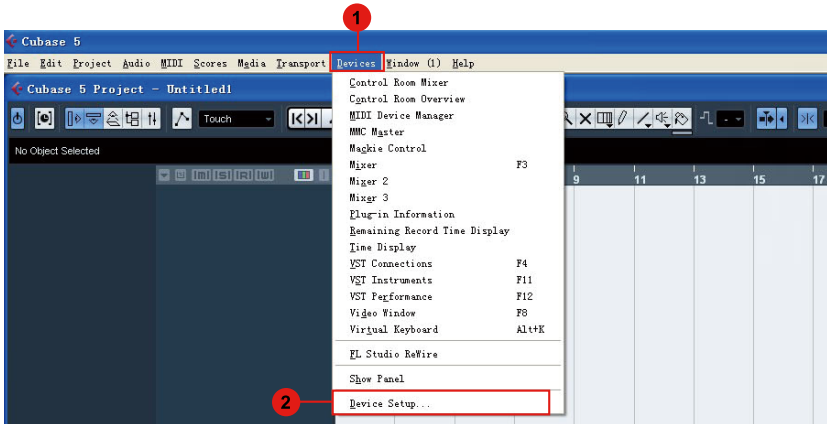
*(**Tip:** Platform B+ mémorise votre dernier mode DAW sélectionné et se met au même mode quelques secondes après sa mise en marche. (c.-à-d. il n'est pas nécessaire de sélectionner le mode DAW s'il est le dernier mode utilisé.)*

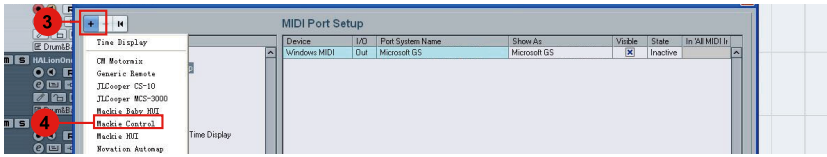
## 5. Configuration de votre DAW

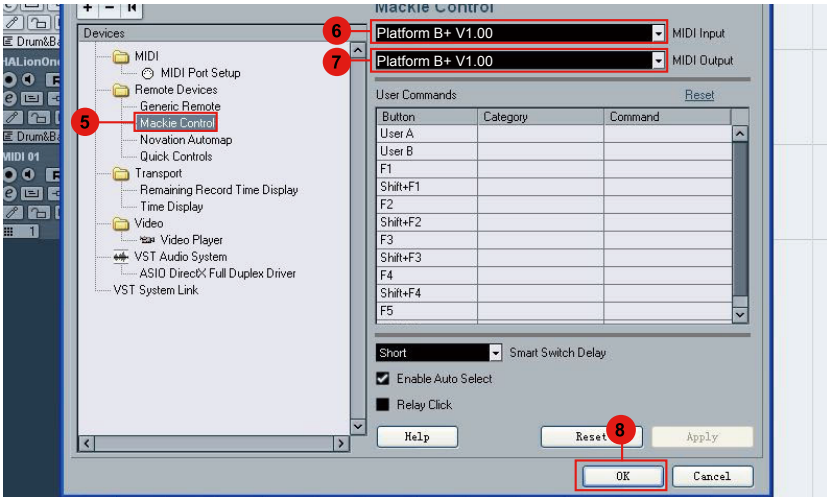
Platform B+ intègre les protocoles Mackie Control , LogicPro, et HUI, qui vous feront éviter beaucoup de difficultés dans la configuration de votre DAW. Il suffit d'ajouter un dispositif «Mackie Control» ou «HUI» sous le «Contrôleur MIDI» de votre logiciel. Une fois le dispositif Mackie Control ou HUI a été ajouté, sélectionnez le contrôleur Platform B+ comme dispositif d'entrée/sortie MIDI dans votre DAW.

*(**Astuce:** Vous pouvez également consulter notre site Web **www.iconproaudio.com**, où vous trouverez plusieurs illustrations d'installation pour différentes DAW dans la section «Démo d'installation» de chaque fiche produit de contrôleur (Platform B+). For DAW's not on our setup demo list, please refer to your software user manual for hardware setup.)*

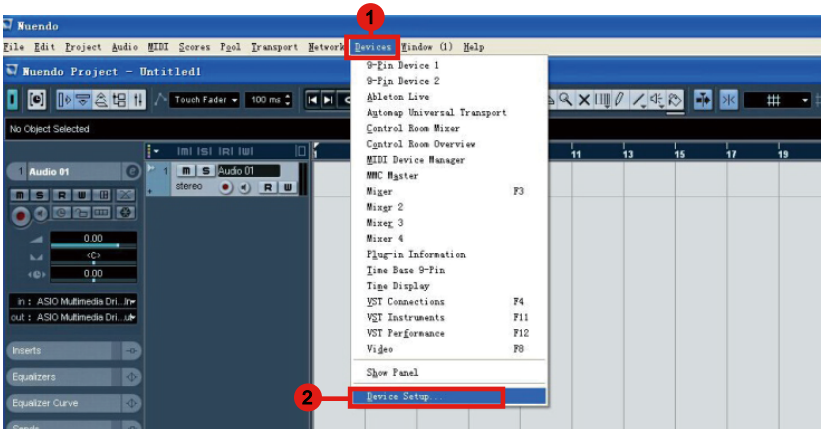
# Cubase

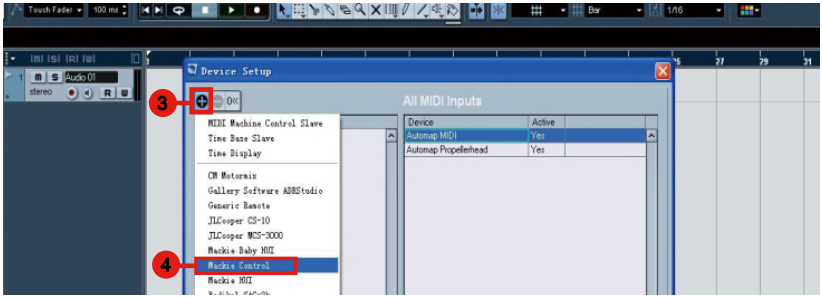

1
Cubase 5
File Edit Project Audio MIDI Scores Media Transport Devices Window (1) Help
Cubase 5 Project - Untitled1
Touch
No Object Selected
Control Room Mixer
Control Room Overview
MIDI Device Manager
MMC Master
Mackie Control
Mixer F3
Mixer 2
Mixer 3
Plug-in Information
Remaining Record Time Display
Time Display
VST Connections F4
VST Instruments F11
VST Performance F12
Video Window F8
Virtual Keyboard Alt+K
FL Studio ReWire
Show Panel
Device Setup...
2

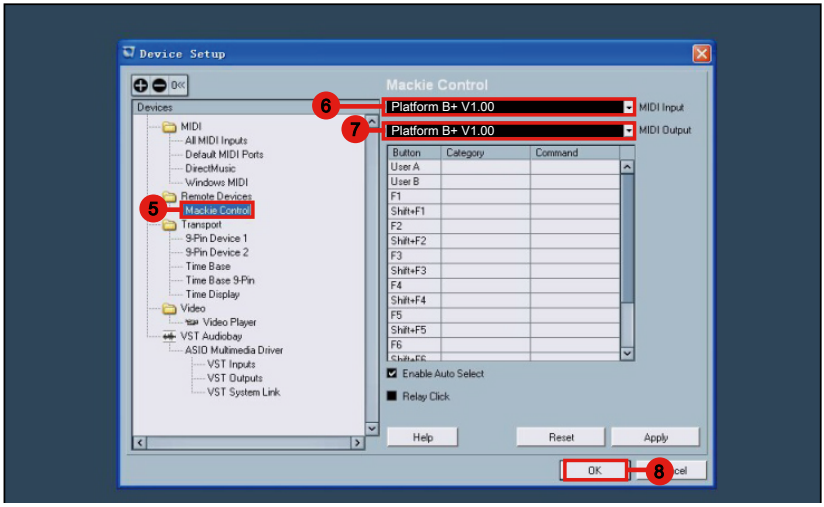

3
MIDI Port Setup
Device I/O Port System Name Show As Visible State In 'All MIDI I
Windows MIDI Out Microsoft GS Microsoft GS Inactive
Time Display
CM Motormix
Generic Remote
JLCooper CS-10
JLCooper MCS-3000
Mackie Baby HUI
Mackie Control
Mackie HUI
Novation Automap
4


Mackie Control
Devices
MIDI
MIDI Port Setup
Remote Devices
Generic Remote
Mackie Control
Novation Automap
Quick Controls
Transport
Remaining Record Time Display
Time Display
Video
Video Player
VST Audio System
ASIO DirectX Full Duplex Driver
VST System Link
5
6
Platform B+ V1.00
MIDI Input
7
Platform B+ V1.00
MIDI Output
User Commands
Reset
Button Category Command
User A
User B
F1
Shift+F1
F2
Shift+F2
F3
Shift+F3
F4
Shift+F4
F5
Short
Smart Switch Delay
Enable Auto Select
Relay Click
Help
Reset
8
Apply
OK
Cancel

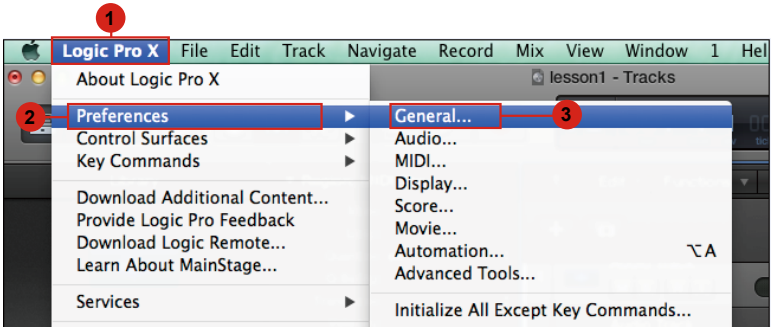
# Nuendo

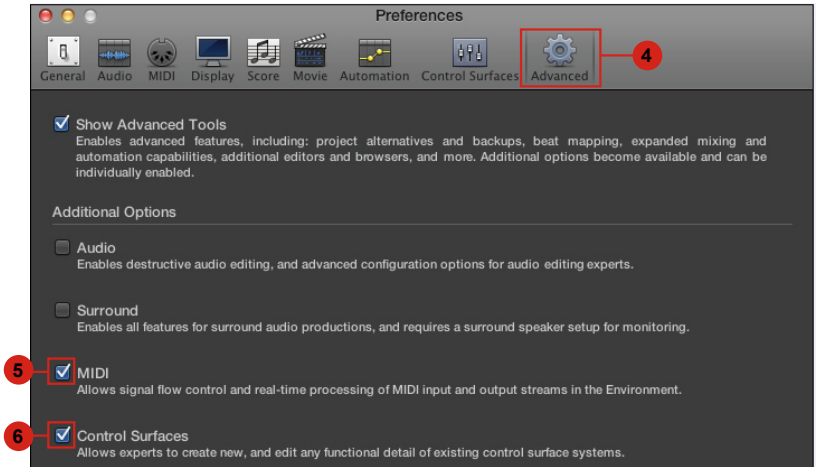

1
Nuendo
File Edit Project Audio MIDI Scores Pool Transport Network Devices Window (1) Help
Nuendo Project - Untitled1
No Object Selected
Audio 01
Devices
9-Pin Device 1
9-Pin Device 2
Ableton Live
Automap Universal Transport
Control Room Mixer
Control Room Overview
MIDI Device Manager
MMC Master
Mixer F3
Mixer 2
Mixer 3
Mixer 4
Plug-in Information
Time Base 9-Pin
Time Display
VST Connections F4
VST Instruments F11
VST Performance F12
Video F8
Show Panel
Device Setup...
2
Inserts
Equalizers
Equalizer Curve

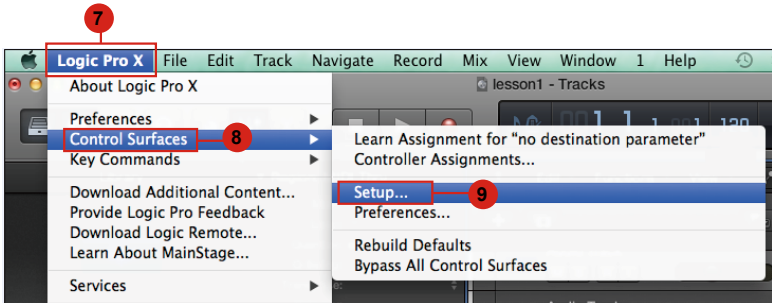

Device Setup
All MIDI Inputs
Device
Active
Automap MIDI
Automap Propellerhead
Yes
3
MIDI Machine Control Slave
Time Base Slave
Time Display
CM Motormix
Gallery Software ADBStudio
Generic Remote
JLCooper CS-10
JLCooper MCS-3000
Mackie Baby HUI
Mackie Control
Mackie HUI
4

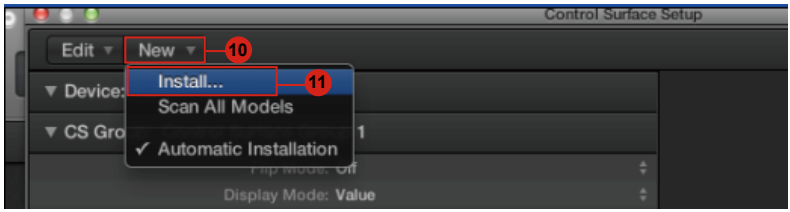

Device Setup
Mackie Control
Devices
MIDI
All MIDI Inputs
Default MIDI Ports
DirectMusic
Windows MIDI
Remote Devices
Mackie Control
Transport
9-Pin Device 1
9-Pin Device 2
Time Base
Time Base 9-Pin
Time Display
Video
Video Player
VST Audiobay
ASIO Multimedia Driver
VST Inputs
VST Outputs
VST System Link
5
6
Platform B+ V1.00
MIDI Input
7
Platform B+ V1.00
MIDI Output
Button
Category
Command
User A
User B
F1
Shift+F1
F2
Shift+F2
F3
Shift+F3
F4
Shift+F4
F5
Shift+F5
F6
Enable Auto Select
Relay Click
Help
Reset
Apply
OK
8

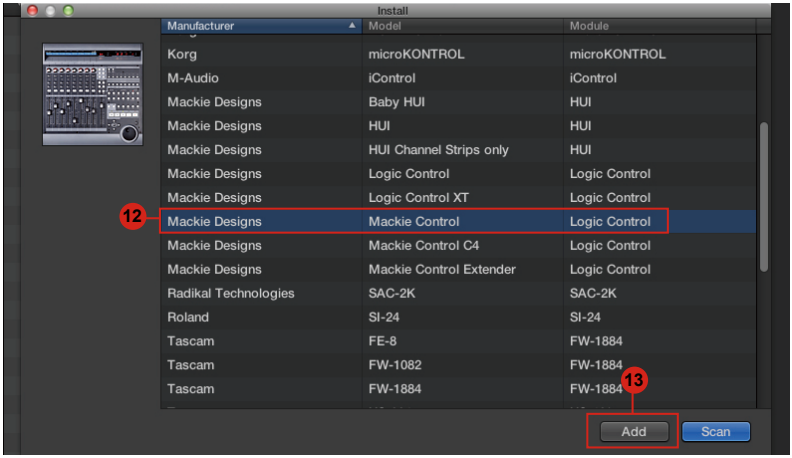
# Logic Pro


1
Logic Pro X
File
Edit
Track
Navigate
Record
Mix
View
Window
1
Hel
About Logic Pro X
lesson1 - Tracks
2
Preferences
Control Surfaces
Key Commands
Download Additional Content...
Provide Logic Pro Feedback
Download Logic Remote...
Learn About MainStage...
Services
General...
3
Audio...
MIDI...
Display...
Score...
Movie...
Automation... ⌥A
Advanced Tools...
Initialize All Except Key Commands...


Preferences
General
Audio
MIDI
Display
Score
Movie
Automation
Control Surfaces
Advanced
4
Show Advanced Tools
Enables advanced features, including: project alternatives and backups, beat mapping, expanded mixing and automation capabilities, additional editors and browsers, and more. Additional options become available and can be individually enabled.
Additional Options
Audio
Enables destructive audio editing, and advanced configuration options for audio editing experts.
Surround
Enables all features for surround audio productions, and requires a surround speaker setup for monitoring.
5
MIDI
Allows signal flow control and real-time processing of MIDI input and output streams in the Environment.
6
Control Surfaces
Allows experts to create new, and edit any functional detail of existing control surface systems.

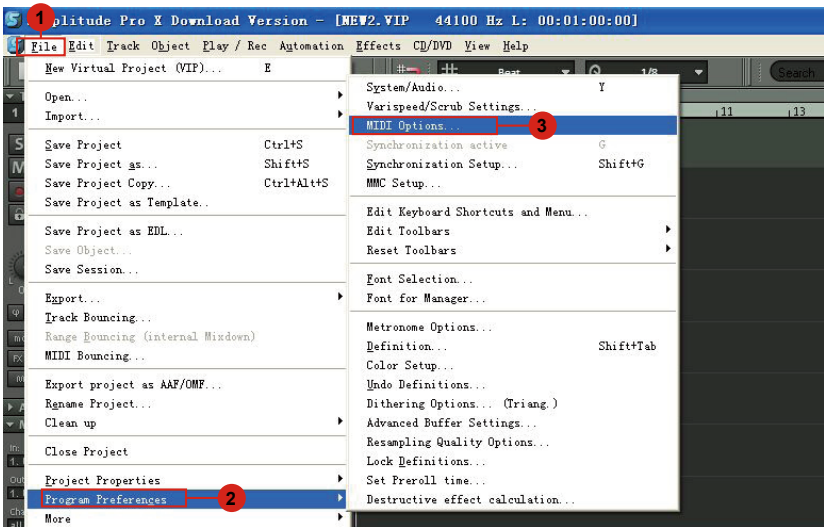

7
Logic Pro X
File
Edit
Track
Navigate
Record
Mix
View
Window
1
Help
About Logic Pro X
lesson1 - Tracks
Preferences
Control Surfaces
8
Key Commands
Download Additional Content...
Provide Logic Pro Feedback
Download Logic Remote...
Learn About MainStage...
Services
Learn Assignment for "no destination parameter"
Controller Assignments...
Setup...
9
Preferences...
Rebuild Defaults
Bypass All Control Surfaces

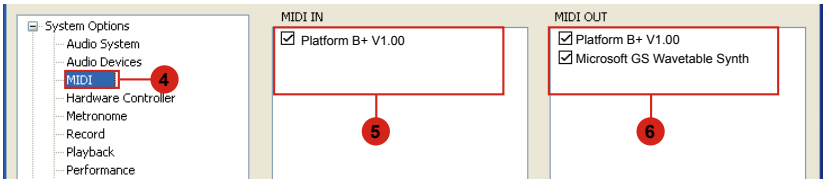

Control Surface Setup
Edit
New
10
Install...
11
Scan All Models
Automatic Installation
Device:
CS Gro
Display Mode: Value

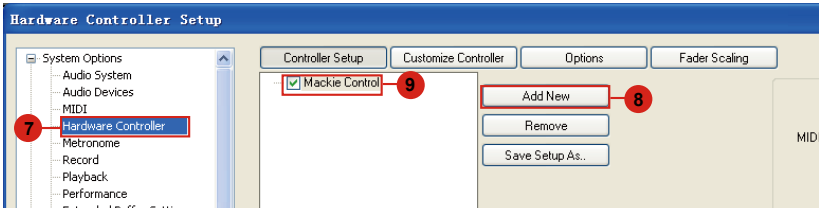

Install
Manufacturer
Model
Module
Korg
microKONTROL
microKONTROL
M-Audio
iControl
iControl
Mackie Designs
Baby HUI
HUI
Mackie Designs
HUI
HUI
Mackie Designs
HUI Channel Strips only
HUI
Mackie Designs
Logic Control
Logic Control
Mackie Designs
Logic Control XT
Logic Control
12
Mackie Designs
Mackie Control
Logic Control
Mackie Designs
Mackie Control C4
Logic Control
Mackie Designs
Mackie Control Extender
Logic Control
Radikal Technologies
SAC-2K
SAC-2K
Roland
SI-24
SI-24
Tascam
FE-8
FW-1884
Tascam
FW-1082
FW-1884
Tascam
FW-1884
FW-1884
13
Add
Scan

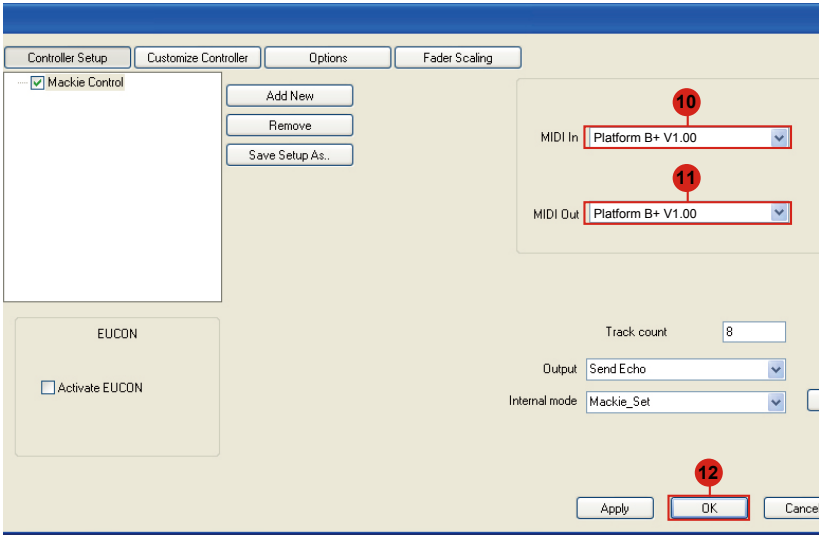

Control Surface Setup
Edit
New
Device: Mackie Control
14
Output Port: Platform B+ V1.00
15
Input Port: Platform B+ V1.00
Module: Logic Control
Model: Mackie Control
Version: (unknown)
Color:
Transport Button Click:
Touchless movable faders:
Fader Touch Sensitivity: 3
Backlight Saver Timeout (min): 15
Mackie Control

## Samplitude

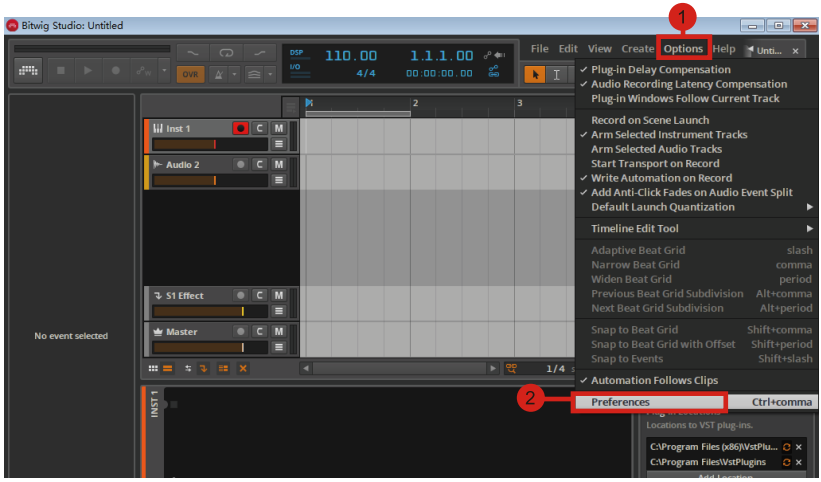

1
plitude Pro X Download Version - [NEW2.VIP 44100 Hz L: 00:01:00:00]
File Edit Track Object Play / Rec Automation Effects CD/DVD View Help
New Virtual Project (VIP)... E
Open...
Import...
Save Project Ctrl+S
Save Project as... Shift+S
Save Project Copy... Ctrl+Alt+S
Save Project as Template..
Save Project as EDL...
Save Object...
Save Session...
Export...
Track Bouncing...
Range Bouncing (internal Mixdown)
MIDI Bouncing...
Export project as AAF/OMF...
Rename Project...
Clean up
Close Project
Project Properties
Program Preferences
2
More
System/Audio... Y
Varispeed/Scrub Settings...
MIDI Options...
3
Synchronization active G
Synchronization Setup... Shift+G
MMC Setup...
Edit Keyboard Shortcuts and Menu...
Edit Toolbars
Reset Toolbars
Font Selection...
Font for Manager...
Metronome Options...
Definition... Shift+Tab
Color Setup...
Undo Definitions...
Dithering Options... (Triang.)
Advanced Buffer Settings...
Resampling Quality Options...
Lock Definitions...
Set Preroll time...
Destructive effect calculation...

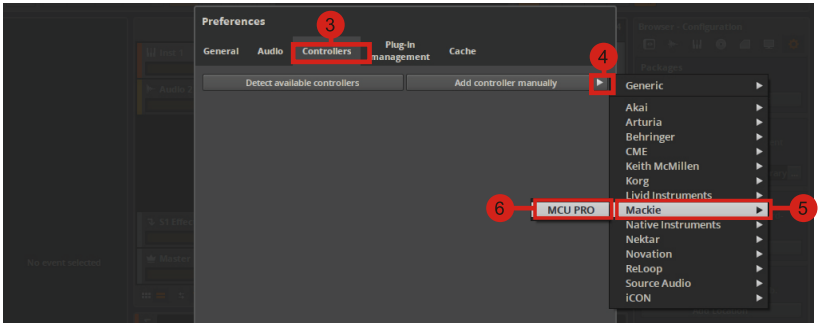

System Options
Audio System
Audio Devices
MIDI
Hardware Controller
Metronome
Record
Playback
Performance
4
MIDI IN
Platform B+ V1.00
5
MIDI OUT
Platform B+ V1.00
Microsoft GS Wavetable Synth
6

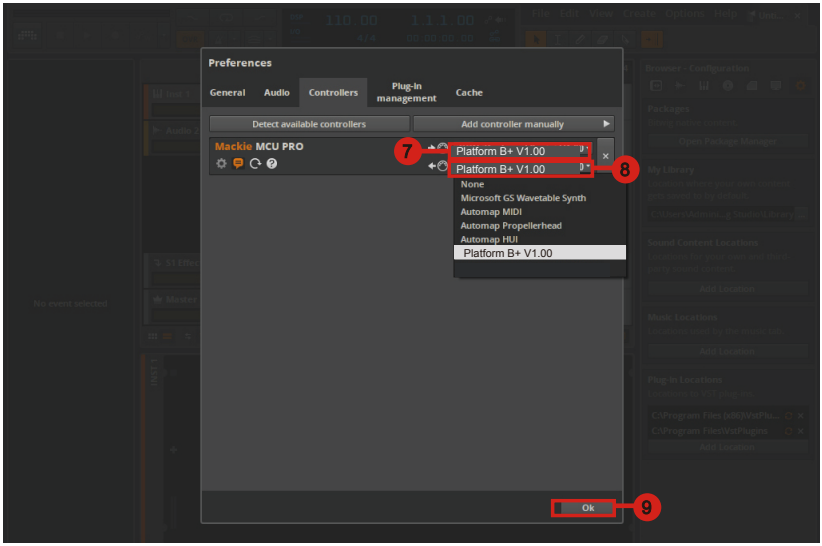

Hardware Controller Setup
System Options
Audio System
Audio Devices
MIDI
Hardware Controller
Metronome
Record
Playback
Performance
7
Controller Setup
Customize Controller
Options
Fader Scaling
Mackie Control
9
Add New
8
Remove
Save Setup As..
MIDI


Controller Setup
Customize Controller
Options
Fader Scaling
Mackie Control
Add New
Remove
Save Setup As..
10
MIDI In
Platform B+ V1.00
11
MIDI Out
Platform B+ V1.00
EUCON
Activate EUCON
Track count
8
Output
Send Echo
Internal mode
Mackie_Set
12
Apply
OK
Cance

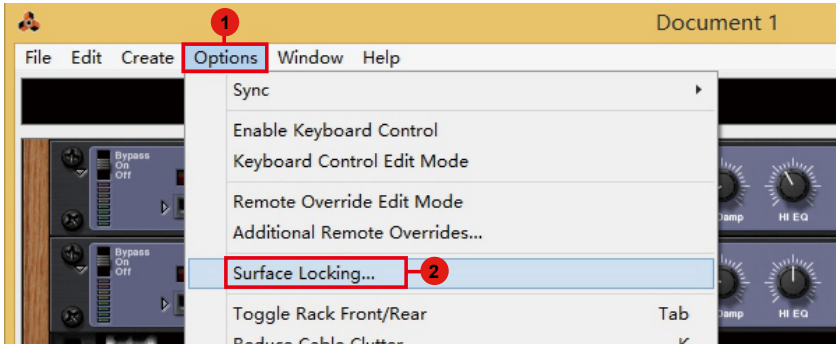
# Bitwig

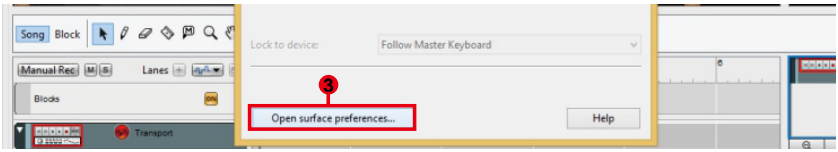

Bitwig Studio: Untitled
1
File Edit View Create Options Help
Plug-in Delay Compensation
Audio Recording Latency Compensation
Plug-in Windows Follow Current Track
Record on Scene Launch
Arm Selected Instrument Tracks
Arm Selected Audio Tracks
Start Transport on Record
Write Automation on Record
Add Anti-Click Fades on Audio Event Split
Default Launch Quantization
Timeline Edit Tool
Adaptive Beat Grid slash
Narrow Beat Grid comma
Widen Beat Grid period
Previous Beat Grid Subdivision Alt+comma
Next Beat Grid Subdivision Alt+period
Snap to Beat Grid Shift+comma
Snap to Beat Grid with Offset Shift+period
Snap to Events Shift+slash
Automation Follows Clips
2
Preferences Ctrl+comma
No event selected

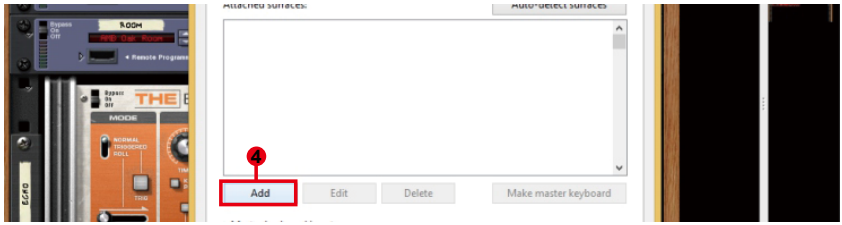

Preferences
3
General Audio Controllers Plug-in management Cache
Detect available controllers
Add controller manually
4
Generic
Akai
Arturia
Behringer
CME
Keith McMillen
Korg
Livid Instruments
Mackie
Native Instruments
Nektar
Novation
ReLoop
Source Audio
iCON
6
MCU PRO
5

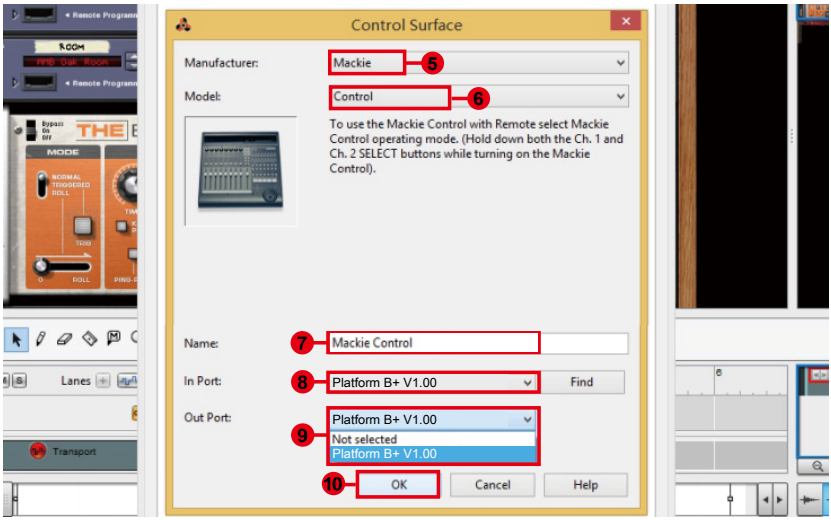

Preferences
General Audio Controllers Plug-in management Cache
Detect available controllers
Add controller manually
Mackie MCU PRO
7
Platform B+ V1.00
Platform B+ V1.00
8
None
Microsoft GS Wavetable Synth
Automap MIDI
Automap Propellerhead
Automap HUI
Platform B+ V1.00
Ok
9

# Reason

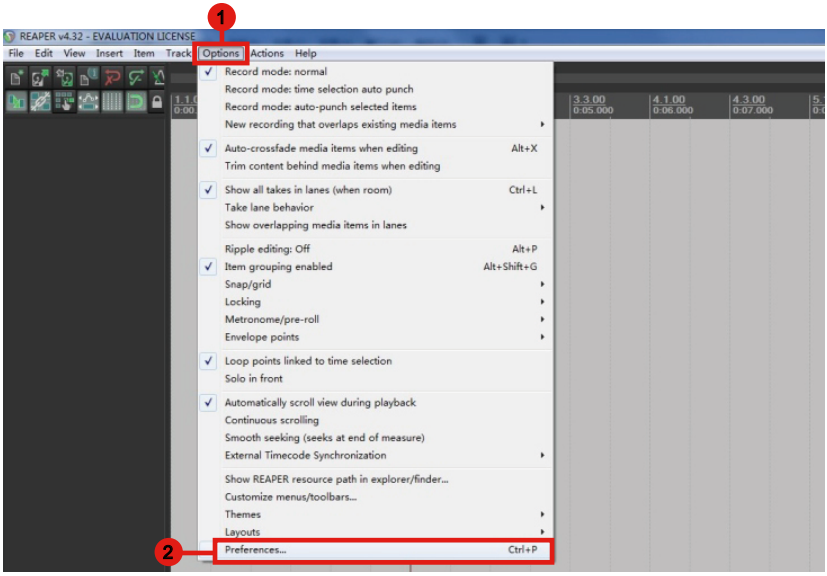

1
Document 1
File
Edit
Create
Options
Window
Help
Sync
Enable Keyboard Control
Keyboard Control Edit Mode
Remote Override Edit Mode
Additional Remote Overrides...
Surface Locking...
2
Toggle Rack Front/Rear
Tab

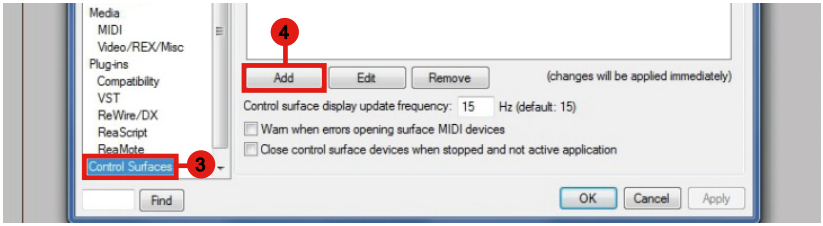

Song
Block
Manual Rec
Lanes
Blocks
Transport
Lock to device:
Follow Master Keyboard
3
Open surface preferences...
Help

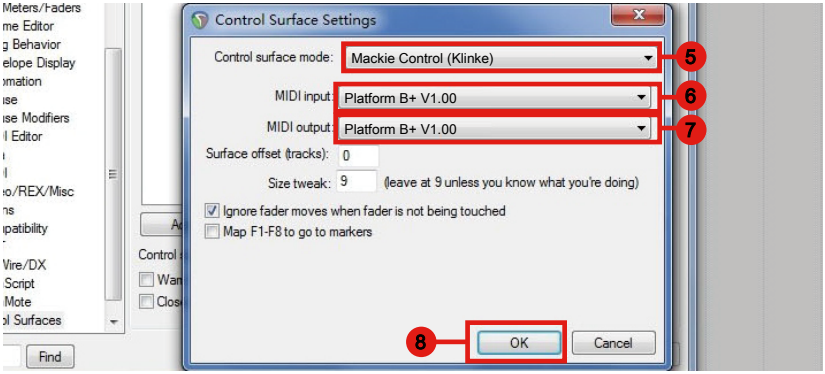

4
Add
Edit
Delete
Make master keyboard


Control Surface
Manufacturer:
Mackie
5
Model:
Control
6
To use the Mackie Control with Remote select Mackie Control operating mode. (Hold down both the Ch. 1 and Ch. 2 SELECT buttons while turning on the Mackie Control).
Name:
7
Mackie Control
In Port:
8
Platform B+ V1.00
Find
Out Port:
Platform B+ V1.00
9
Not selected
Platform B+ V1.00
10
OK
Cancel
Help
Lanes
Transport

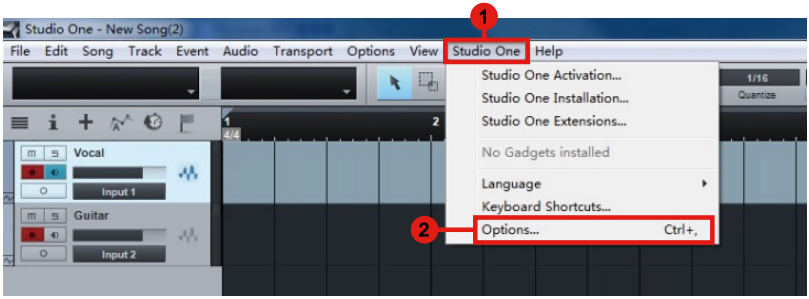
# Reaper

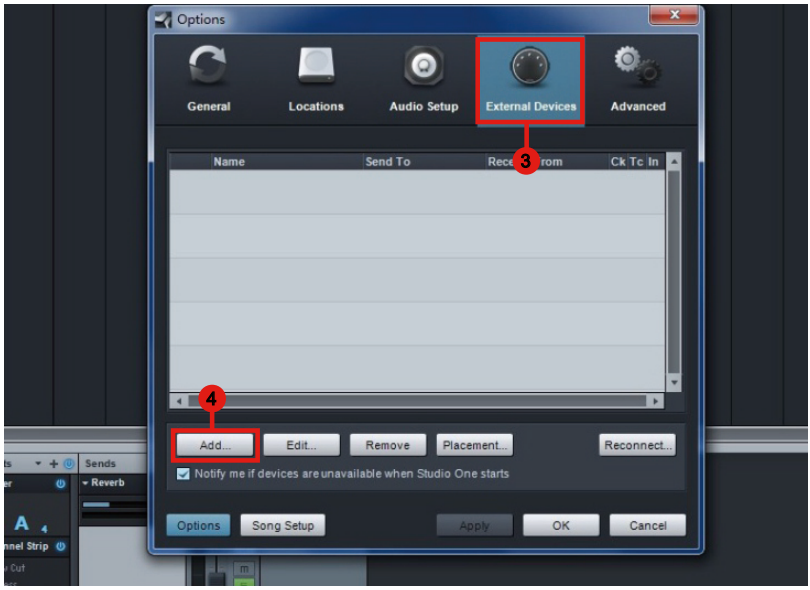

1
REAPER v4.32 - EVALUATION LICENSE
File Edit View Insert Item Track Options Actions Help
Record mode: normal
Record mode: time selection auto punch
Record mode: auto-punch selected items
New recording that overlaps existing media items
Auto-crossfade media items when editing Alt+X
Trim content behind media items when editing
Show all takes in lanes (when room) Ctrl+L
Take lane behavior
Show overlapping media items in lanes
Ripple editing: Off Alt+P
Item grouping enabled Alt+Shift+G
Snap/grid
Locking
Metronome/pre-roll
Envelope points
Loop points linked to time selection
Solo in front
Automatically scroll view during playback
Continuous scrolling
Smooth seeking (seeks at end of measure)
External Timecode Synchronization
Show REAPER resource path in explorer/finder...
Customize menus/toolbars...
Themes
Layouts
2
Preferences... Ctrl+P

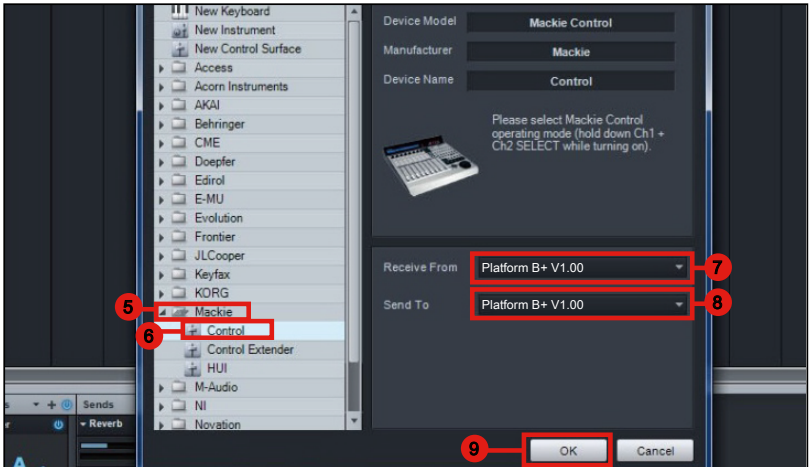

Media
MIDI
Video/REX/Misc
Plug-ins
Compatibility
VST
ReWire/DX
ReaScript
ReaMote
Control Surfaces
3
4
Add
Edit
Remove
(changes will be applied immediately)
Control surface display update frequency: 15 Hz (default: 15)
Warn when errors opening surface MIDI devices
Close control surface devices when stopped and not active application
Find
OK
Cancel
Apply


Control Surface Settings
Control surface mode: Mackie Control (Klinke)
5
MIDI input: Platform B+ V1.00
6
MIDI output: Platform B+ V1.00
7
Surface offset (tracks): 0
Size tweak: 9 (leave at 9 unless you know what you're doing)
Ignore fader moves when fader is not being touched
Map F1-F8 to go to markers
8
OK
Cancel
Find

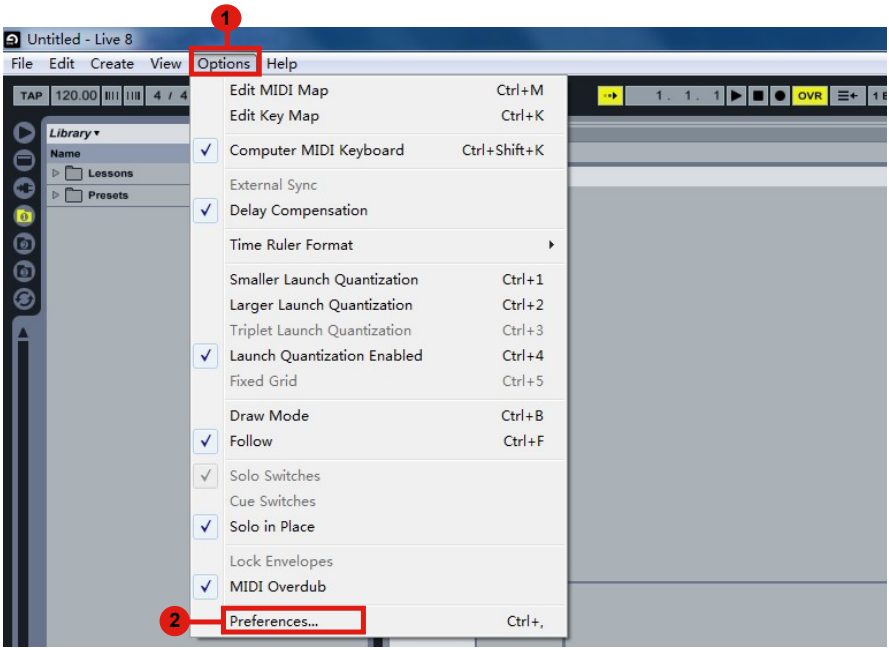
# Studio One

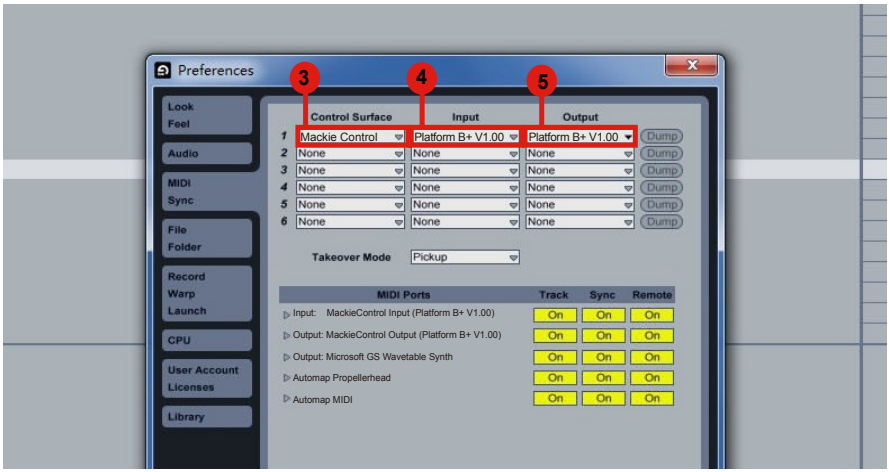

Studio One - New Song(2)
File Edit Song Track Event Audio Transport Options View Studio One Help
Studio One Activation...
Studio One Installation...
Studio One Extensions...
No Gadgets installed
Language
Keyboard Shortcuts...
Options... Ctrl+,
Vocal
Input 1
Guitar
Input 2
1
2


Options
General
Locations
Audio Setup
External Devices
Advanced
Name
Send To
Ck Tc In
3
4
Add...
Edit...
Remove
Placement...
Reconnect...
Notify me if devices are unavailable when Studio One starts
Options
Song Setup
Apply
OK
Cancel

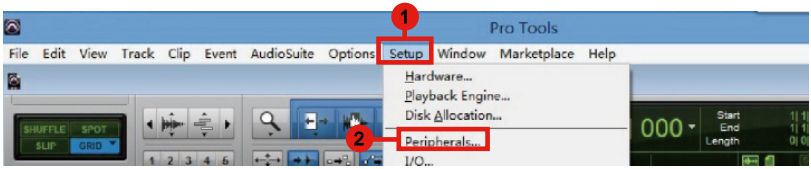

New Keyboard
New Instrument
New Control Surface
Access
Acorn Instruments
AKAI
Behringer
CME
Doepfer
Edirol
E-MU
Evolution
Frontier
JLCooper
Keyfax
KORG
Mackie
Control
Control Extender
HUI
M-Audio
NI
Novation
5
6
Device Model
Mackie Control
Manufacturer
Mackie
Device Name
Control
Please select Mackie Control operating mode (hold down Ch1 + Ch2 SELECT while turning on).
Receive From
Platform B+ V1.00
7
Send To
Platform B+ V1.00
8
9
OK
Cancel

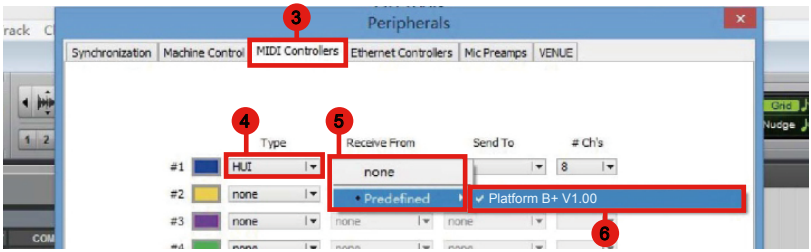
# Ableton Live

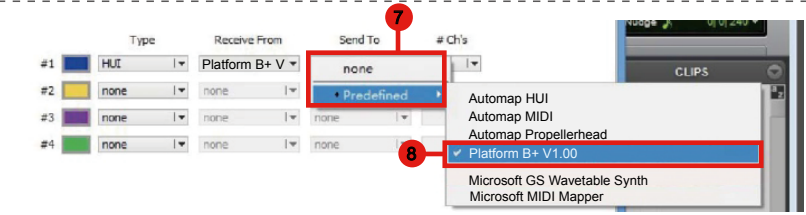


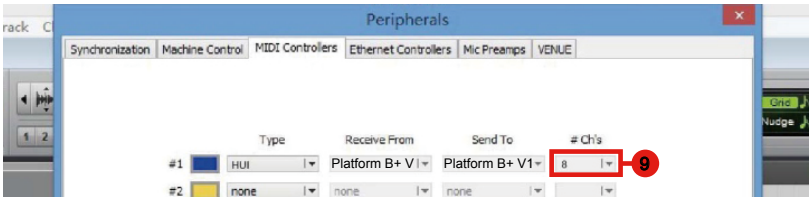



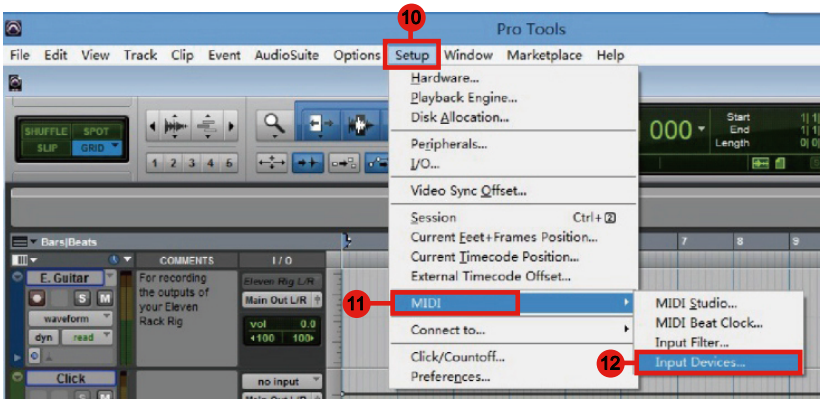
# Pro Tools

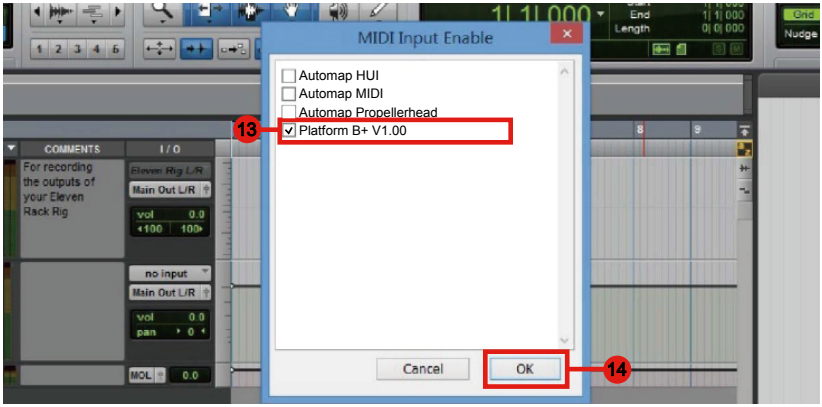

1
Pro Tools
File Edit View Track Clip Event AudioSuite Options Setup Window Marketplace Help
Hardware...
Playback Engine...
Disk Allocation...
2
Peripherals...
I/O...


3
Peripherals
Synchronization
Machine Control
MIDI Controllers
Ethernet Controllers
Mic Preamps
VENUE
4
Type
5
Receive From
Send To
# Ch's
#1
HUI
none
Predefined
Platform B+ V1.00
8
#2
none
#3
none
6

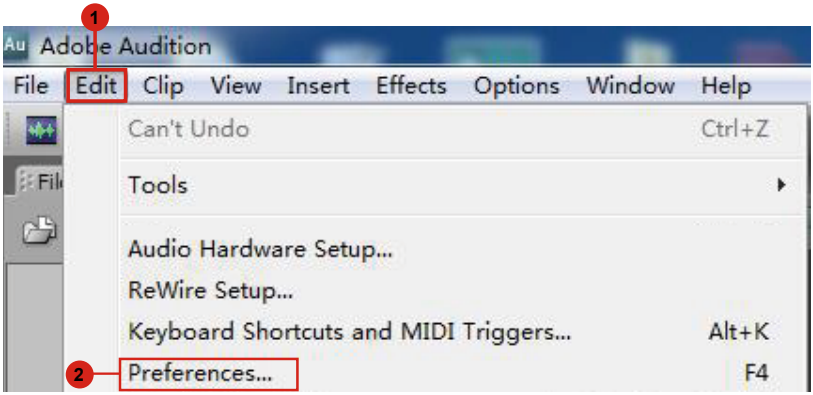

7
Type
Receive From
Send To
# Ch's
#1
HUI
Platform B+ V
none
#2
none
Predefined
#3
none
#4
none
CLIPS
Automap HUI
Automap MIDI
Automap Propellerhead
8
Platform B+ V1.00
Microsoft GS Wavetable Synth
Microsoft MIDI Mapper

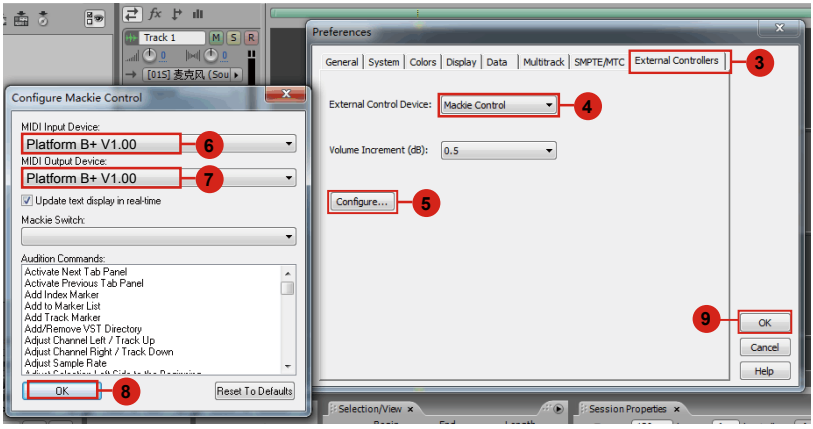

Peripherals
Synchronization
Machine Control
MIDI Controllers
Ethernet Controllers
Mic Preamps
VENUE
Type
Receive From
Send To
# Ch's
#1
HUI
Platform B+ V
Platform B+ V1
8
9
#2
none


10
Pro Tools
File Edit View Track Clip Event AudioSuite Options Setup Window Marketplace Help
Hardware...
Playback Engine...
Disk Allocation...
Peripherals...
I/O...
Video Sync Offset...
Session Ctrl+2
Current Feet+Frames Position...
Current Timecode Position...
External Timecode Offset...
11
MIDI
Connect to...
Click/Countoff...
Preferences...
MIDI Studio...
MIDI Beat Clock...
Input Filter...
12
Input Devices...
Bars|Beats
COMMENTS
I / O
E. Guitar
Click
no input

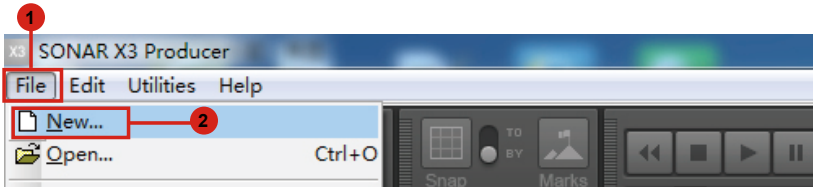

MIDI Input Enable
Automap HUI
Automap MIDI
Automap Propellerhead
Platform B+ V1.00
13
Cancel
OK
14

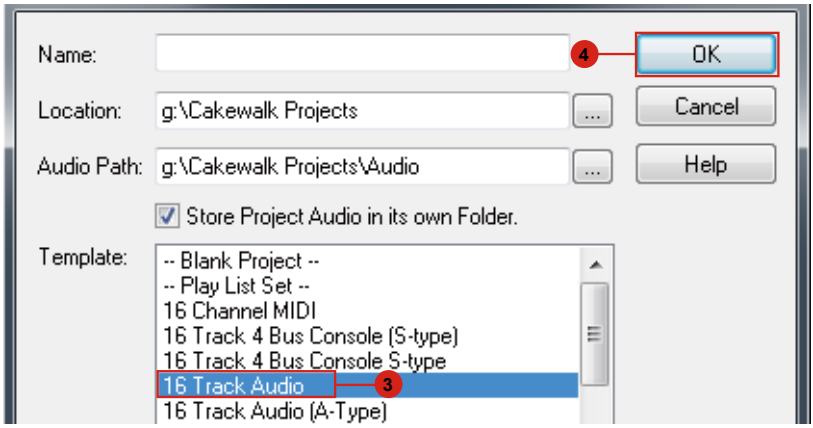
## Audition

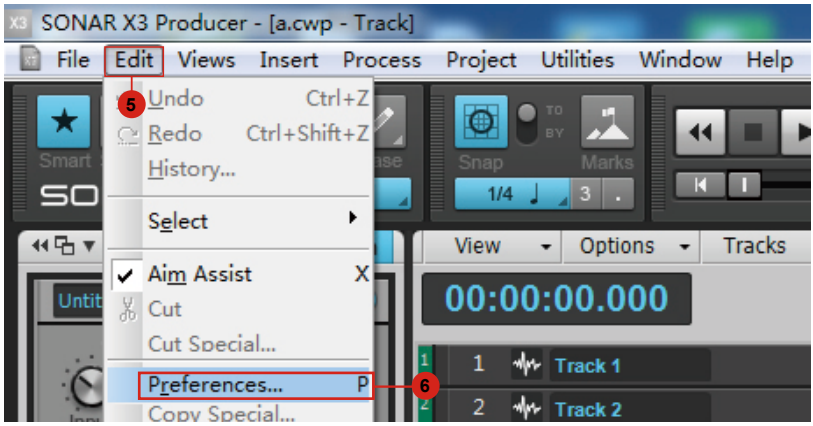

1
Adobe Audition
File
Edit
Clip
View
Insert
Effects
Options
Window
Help
Can't Undo
Ctrl+Z
Tools
Audio Hardware Setup...
ReWire Setup...
Keyboard Shortcuts and MIDI Triggers...
Alt+K
2
Preferences...
F4

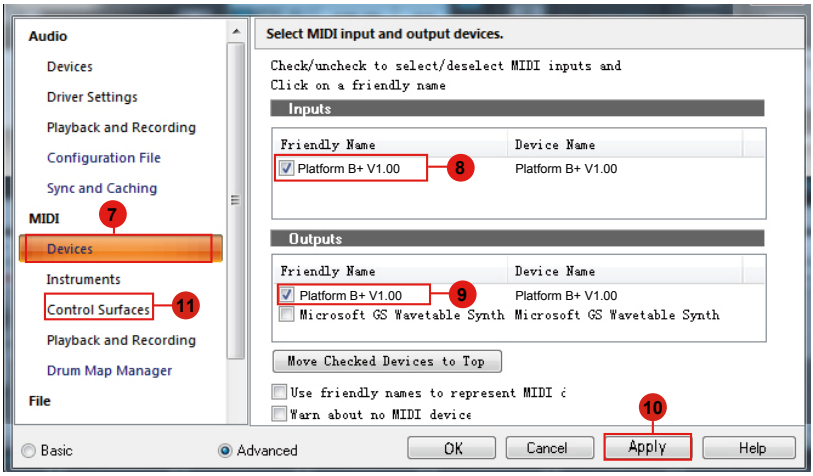

Preferences
General
System
Colors
Display
Data
Multitrack
SMPTE/MTC
External Controllers
3
External Control Device:
Mackie Control
4
Volume Increment (dB):
0.5
Configure...
5
Configure Mackie Control
MIDI Input Device:
Platform B+ V1.00
6
MIDI Output Device:
Platform B+ V1.00
7
Update text display in real-time
Mackie Switch:
Audition Commands:
Activate Next Tab Panel
Activate Previous Tab Panel
Add Index Marker
Add to Marker List
Add Track Marker
Add/Remove VST Directory
Adjust Channel Left / Track Up
Adjust Channel Right / Track Down
Adjust Sample Rate
OK
8
Reset To Defaults
9
OK
Cancel
Help

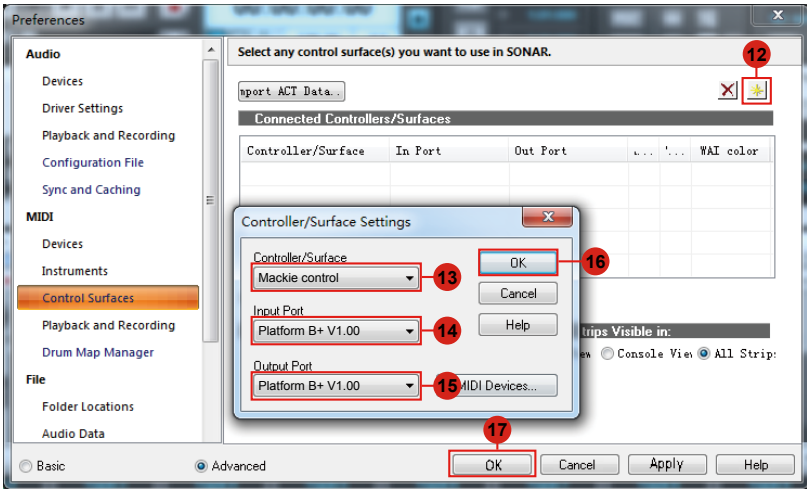
## Sonar


1
SONAR X3 Producer
File
Edit
Utilities
Help
New...
2
Open...
Ctrl+O


Name:
4
OK
Location:
g:\Cakewalk Projects
Cancel
Audio Path:
g:\Cakewalk Projects\Audio
Help
Store Project Audio in its own Folder.
Template:
-- Blank Project --
-- Play List Set --
16 Channel MIDI
16 Track 4 Bus Console (S-type)
16 Track 4 Bus Console S-type
16 Track Audio
3
16 Track Audio (A-Type)

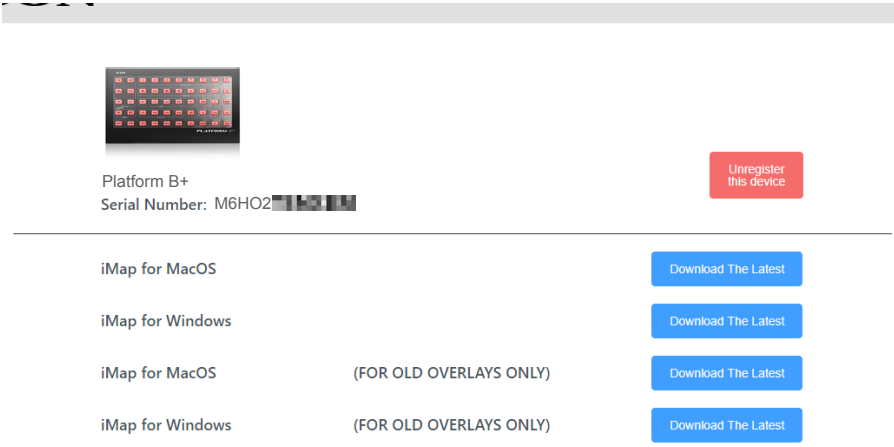

SONAR X3 Producer - [a.cwp - Track]
File
Edit
Views
Insert
Process
Project
Utilities
Window
Help
5
Undo
Ctrl+Z
Redo
Ctrl+Shift+Z
History...
Select
Aim Assist
X
Cut
Cut Special...
Preferences...
P
6
Copy Special...
Snap
Marks
1/4
3
View
Options
Tracks
00:00:00.000
1
Track 1
2
Track 2


Audio
Devices
Driver Settings
Playback and Recording
Configuration File
Sync and Caching
MIDI
7
Devices
Instruments
Control Surfaces
11
Playback and Recording
Drum Map Manager
File
Select MIDI input and output devices.
Check/uncheck to select/deselect MIDI inputs and
Click on a friendly name
Inputs
Friendly Name
Device Name
Platform B+ V1.00
8
Platform B+ V1.00
Outputs
Friendly Name
Device Name
Platform B+ V1.00
9
Platform B+ V1.00
Microsoft GS Wavetable Synth
Microsoft GS Wavetable Synth
Move Checked Devices to Top
Use friendly names to represent MIDI
Warn about no MIDI device
10
Basic
Advanced
OK
Cancel
Apply
Help


Preferences
Audio
Devices
Driver Settings
Playback and Recording
Configuration File
Sync and Caching
MIDI
Devices
Instruments
Control Surfaces
Playback and Recording
Drum Map Manager
File
Folder Locations
Audio Data
Select any control surface(s) you want to use in SONAR.
12
Connected Controllers/Surfaces
Controller/Surface
In Port
Out Port
WAI color
Controller/Surface Settings
Controller/Surface
Mackie control
13
Input Port
Platform B+ V1.00
14
Output Port
Platform B+ V1.00
15
MIDI Devices...
OK
16
Cancel
Help
Console View
All Strips
17
Basic
Advanced
OK
Cancel
Apply
Help

# *Téléchargez le pilote Windows à partir de votre page personnelle d'utilisateur à l'adresse www.iconproaudio.com*

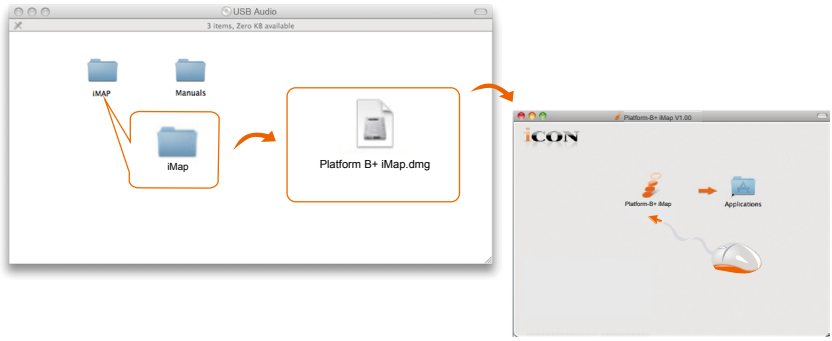
Après avoir téléchargé le fichier du pilote, veuillez cliquer dessus pour lancer le processus d'installation.




Dessin 1

## 1. Installation du logiciel iMap™ pour Mac SE X

Veuillez vous conformer aux procédures étape par étape, ci-dessous, pour




Dessin 2

installer le logiciel imap™ sur Mac ES X.

***Remarque:*** *En faisant « glisser et déplacer » l'icône “Platform B+” dans le répertoire “Applications”, il est possible de créer un raccourci “iMap” sur le bureau du Mac.*

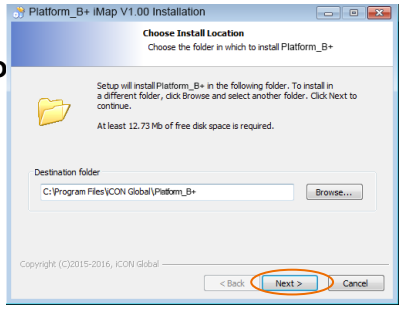
# *Installation d' iMap™ sur Windows*

Veuillez vous conformer aux procédures étape par étape pour installer votre logiciel imap™.

1. **Allumer le Mac.**

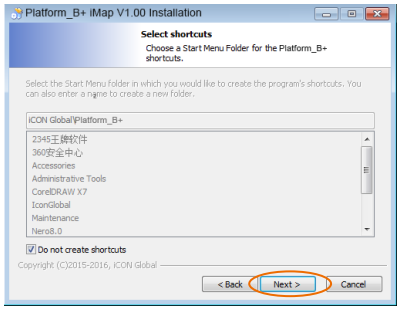
2. **Téléchargez le pilote Windows à partir de votre page personnelle d'utilisateur à l'adresse www.iconproaudio.com**
   Après avoir téléchargé le fichier du pilote, veuillez cliquer dessus pour lancer le processus d'installation.

3. **Choisir l'emplacement d'installatio**
   Choisir votre emplacement d'installation d'iMap™ préféré ou utiliser l'emplacement par défaut et cliquer sur « Next ».




Dessin 3

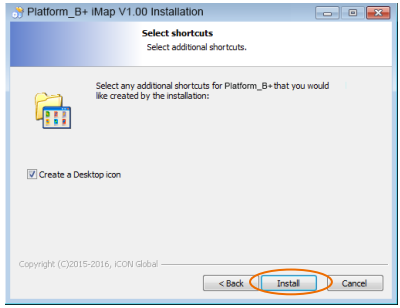
4. **Choisir un raccourci**
   Choisir le dossier de menu de démarrage dans lequel vous voudriez créer le raccourci pour l'iMap™. Cliquer ensuite sur « next ».




Dessin 4

## 5. Créer un raccourci sur votre bureau

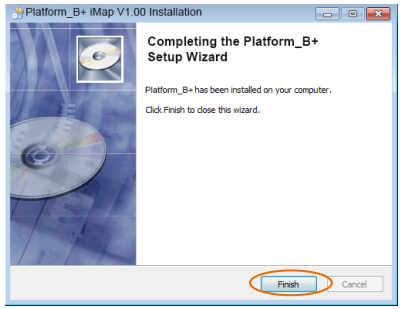
Veuillez décocher la boîte si vous ne voulez pas mettre d'icône de raccourci de l'iMap™ sur votre bureau sinon, cliquer sur « Install ».




Dessin 5

## 6. iMap commence à s'installer

iMap a commencé à s'installer,patientez jusqu'à la fin de l'installation. Cliquer ensuite sur « Finish ».




Dessin 6

## 7. Cliquez sur le logo iMap sur votre bureau pour lancer le logiciel iMap.


Dessin 7

# *Affectation du mode DAW (Mackie Control/HUI) ou Définition de fonctions MIDI avec iMap™*

Il existe deux méthodes différentes pour la configuration de votre Platform B+. En général, il est plus simple et plus rapide de régler l'appareil sur les modes DAW pré-mappés avec le protocole Mackie Control/LogicPro/HUI, en fonction de votre DAW. Le dispositif intègre les protocoles DAW Mackie/LogicPro/HUI comme suit:

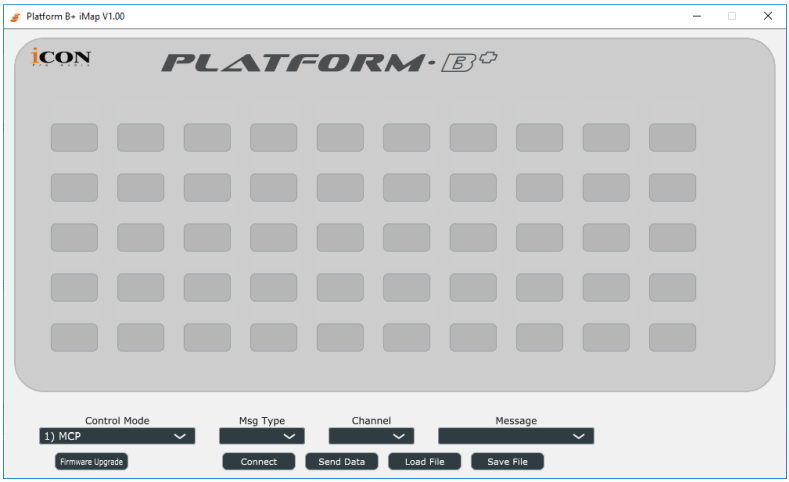
Reportez-vous au tableau ci-dessous pour la sélection des différents modes DAW.

| **MCP** | **LogicPro** | **HUI** | **UserDefine** |
|---|---|---|---|
| 1. Nuendo/Cubase | Logic Pro | ProTools | User self mapping with iMap |
| 2. Digital Performer | | | |
| 3. FL Studio | | | |
| 4. SamplitudePro | | | |
| 5. Reaper | | | |
| 6. Studio One | | | |
| 7. Bitwig | | | |
| 8. Reasons | | | |
| 9. Sonar | | | |
| 10. Audition | | | |
| 11. Ableton Live | | | |

# *Sélectionnez Définir par l'utilisateur*

Ou vous pouvez définir chaque élément de contrôle sur votre Platform B+ avec vos propres messages MIDI fournis dans le menu déroulant de la fonction iMap. Cependant, à moins que vous compreniez parfaitement la structure MIDI de votre DAW, cela peut être très ennuyant à configurer. Nous vous recommandons fortement d'utiliser les modes DAW pré-mappés, car ils sont programmés selon les préférences les plus populaires des utilisateurs, et répondent mieux à vos besoins.

# *Affectation du mode DAW (Mackie control/ LogicPro/HUI) en utilisant iMap™*

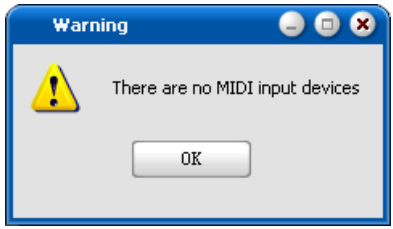



**Panneau du logiciel Platform B+ iMap™**

Pour commencer le mode configuration DAW, connectez votre Platform B+ avec iMap. Suivez les étapes ci-dessous:

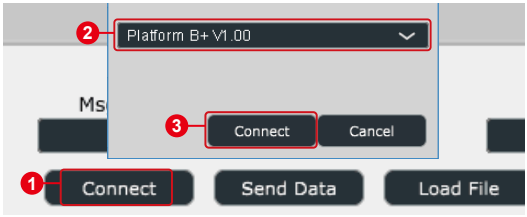
1. **Connectez Platform B+ à votre Mac/PC.**

2. **Lancez iMap et cliquez sur «Connect Device».**
   ***Remarque:*** *Si votre* Platform B+ *n'est pas raccordé à votre PC/Mac, un message "There are no MIDI input devices" (aucun périphérique MIDI raccordé en entrée) apparaîtra. Veuillez raccorder l'Platform B+ à votre PC/ mac à l'aide du câble USB fourni.*

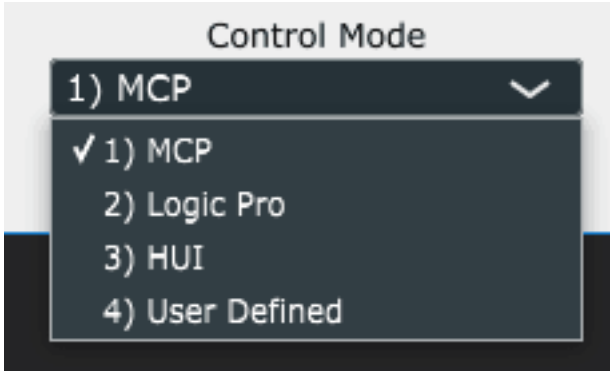



Dessin 8

3. **Sélectionnez «Platform B+» dans le menu contextuel comme votre dispositif de sortie MIDI**



4. **Selon votre DAW, sélectionnez le mode protocole de DAW Mackie/HUI dans le menu déroulant «Mode». Différents modes DAW sont listés ci-dessous:**
   1. MCP
   2. LogicPro
   3. HUI

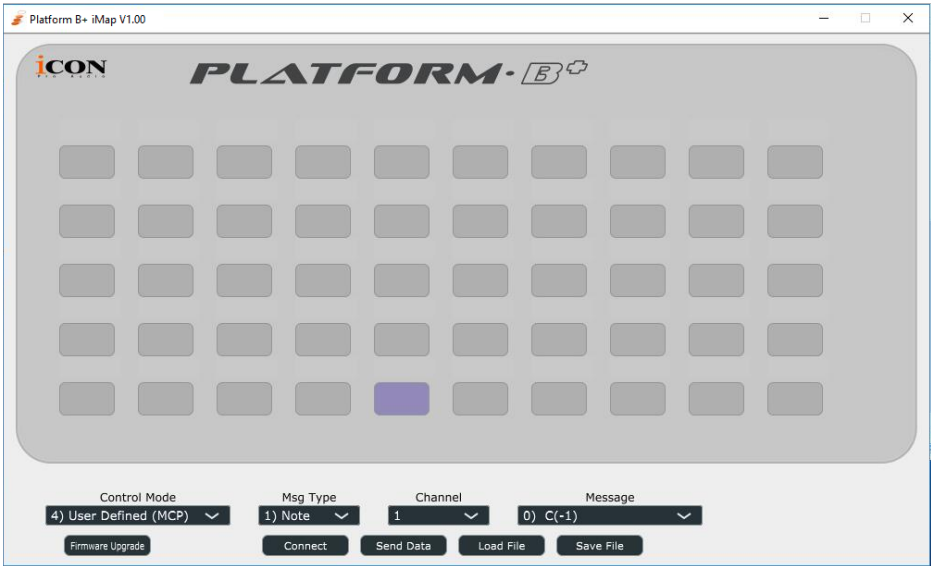



***Tip:*** *Vous pouvez également utiliser le matériel plutôt qu'iMap pour sélectionner le mode DAW. Reportez-vous à la P.37 pour obtenir des instructions.*

5. **After you have finished creating all settings, click “Send Data”.**
6. **Close iMap.**

*(**Remarque:** Veillez à déconnecter l'USB après la configuration si vous utilisez Platform B+ avec Platform M+.)*

# *Affectation de messages MIDI en mode défini par l'utilisateur en utilisant iMap™*

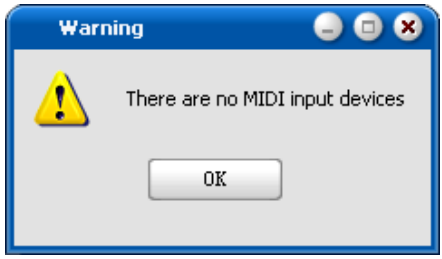



**Panneau du logiciel Platform B+ iMap™**

Pour commencer le mode configuration «User-Defined Mode», connectez votre Platform B+ avec iMap. Suivez les étapes ci-dessous:

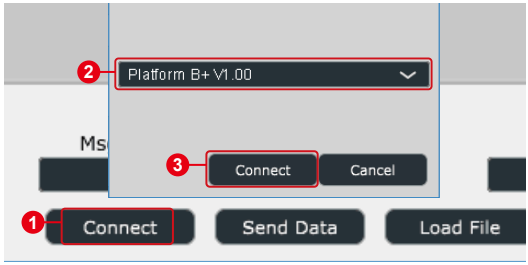
1. **Connectez Platform B+ à votre Mac/PC.**

2. **Lancez iMap et cliquez sur «Connect Device».**
   ***Remarque:*** *Si votre Platform B+ n'est pas raccordé à votre PC/Mac, un message "There are no MIDI input devices" (aucun périphérique MIDI raccordé en entrée) apparaîtra. Veuillez raccorder l'Platform B+ à votre PC/ mac à l'aide du câble USB fourni.*

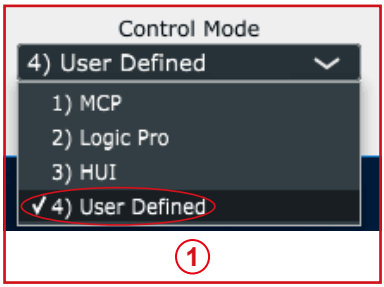


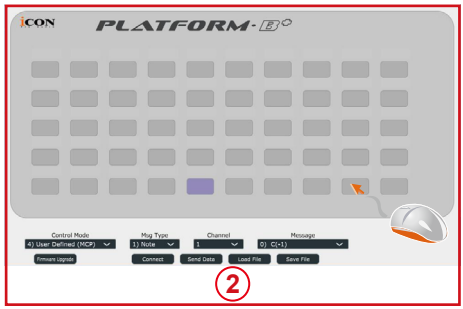

Dessin 9

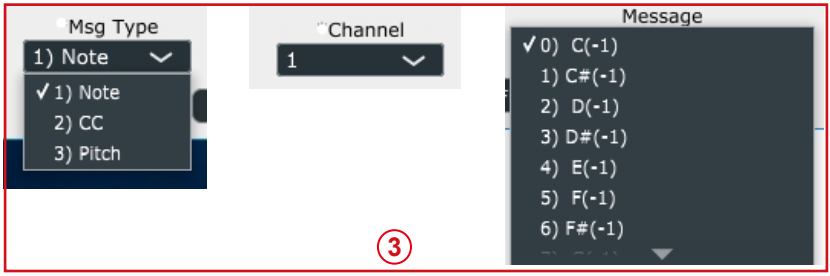
3. **Sélectionnez «Platform B+» dans le menu contextuel comme votre dispositif de sortie MIDI.**




4. **① Sélectionnez le mode «User Define». ② Sélectionnez ensuite les éléments de contrôle (les boutons) auxquels vous souhaitez attribuer une nouvelle fonction midi. ③ Après avoir sélectionné un élément de contrôle, sélectionnez la valeur de mappage souhaitée dans le menu déroulant "Type de msg", "Canal" et "Message". Voir ci-dessous pour chaque réglage d'élément de contrôle en mode défini par l'utilisateur.**



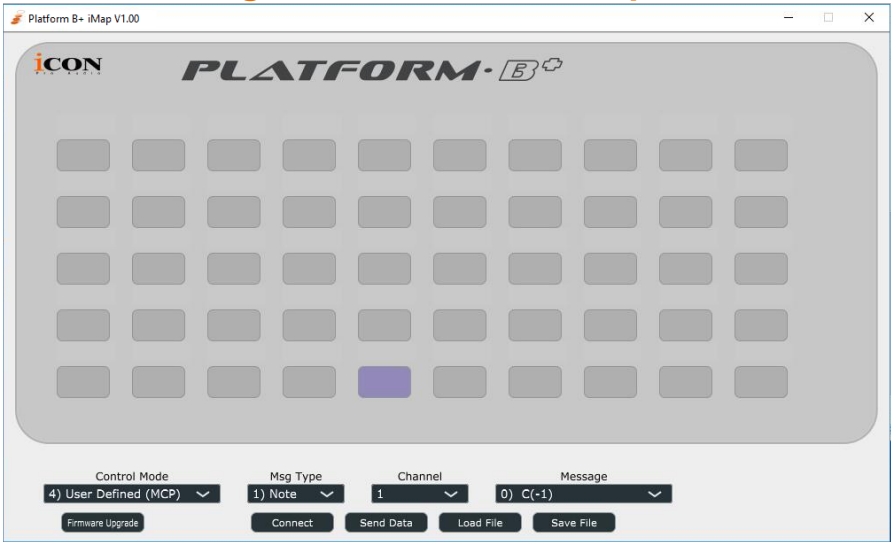




5. **Une fois que vous aurez fini de créer tous les paramètres, cliquez sur «Send Data».**

6. **Fermez iMap.**

# *Configuration d'Élément de contrôle en mode défini par l'utilisateur*

## Panneau du logiciel Platform B+ iMap™

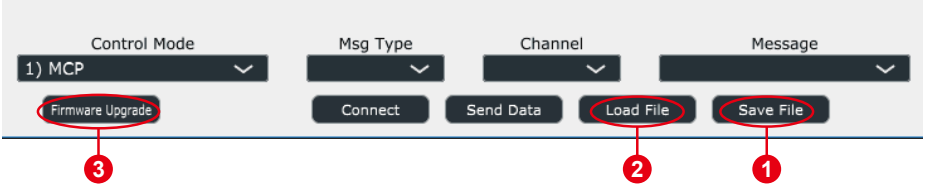



*Vous pouvez réassigner une fonction différente à chaque bouton via iMap. Suivez les procédures ci-dessous pour l'assignation.*

1. *Connectez Platform B directement à un PC/Mac via USB.*
2. *Lancez le logiciel iMap.*
3. *Cliquez sur le bouton « Connect », sélectionnez « Platform B+ V1.00 » et appuyez sur « OK »*
4. *Appuyez sur un bouton pour effectuer une assignation ; il doit devenir bleu.*
5. *Sélectionnez un « Mode de contrôle » en fonction de la DAW utilisée.*
6. *Sélectionnez une fonction dans le menu déroulant « Function » (Fonctions).*
7. *Répétez les étapes 4 et 6 pour assigner des fonctions à tous les autres boutons.*
8. *Appuyez sur le bouton « Send Data » (Envoyer des données) après avoir terminé l'assignation.*

*Reportez-vous à l'annexe pour plus d'informations sur la liste des fonctions avec différents modes de contrôle.*

# *Autres fonctions iMap™*



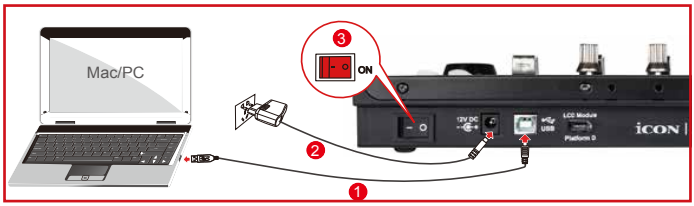

1. **Bouton “Save file”**
   Cliquer sur ce bouton pour enregistrer vos configurations actuelles. Le fichier est un fichier « .Platform B+ ».

2. **Bouton “Load file”**
   Cliquer sur ce bouton pour charger un fichier de configuration « .Platform B+ » précédemment enregistré pour votre Platform B+.

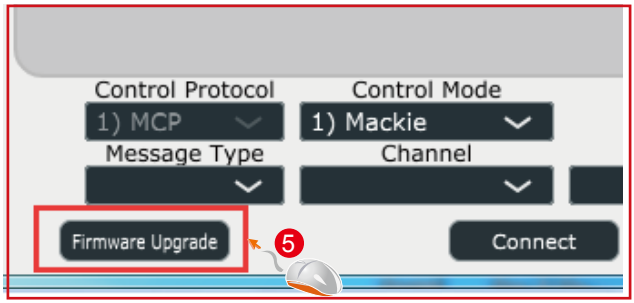
3. **Bouton "Mise à niveau du micrologiciel"**
   Cliquez sur ce bouton pour accéder à la fenêtre de mise à niveau du micrologiciel d’Platform B+. Reportez-vous à la p.63 pour la procédure de mise à niveau du micrologiciel.

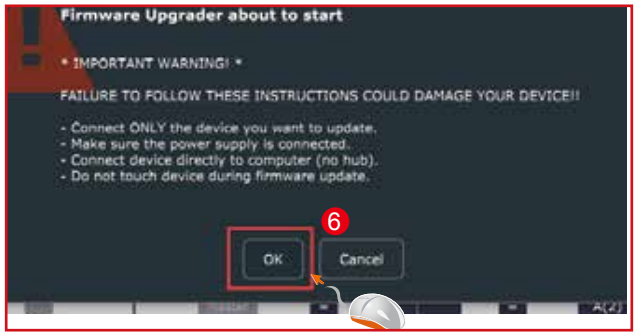
# *Mise à niveau du micrologiciel*

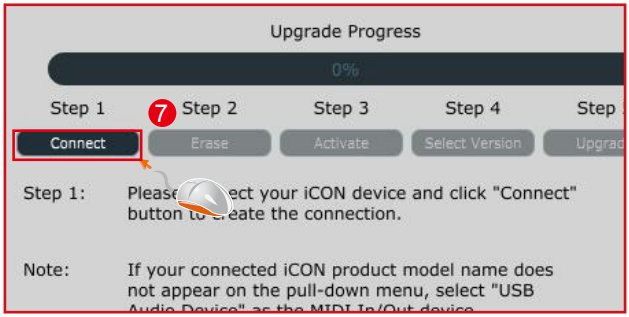
**Procédure de téléchargement du microprogramme d'Platform B+**

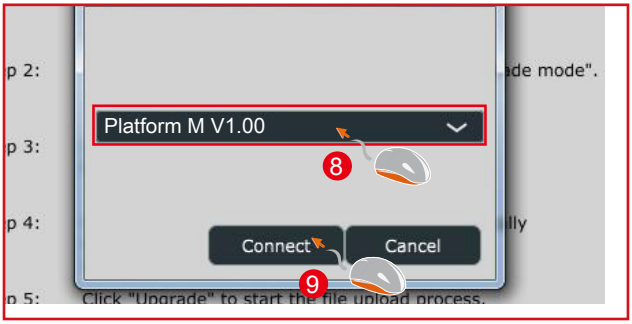


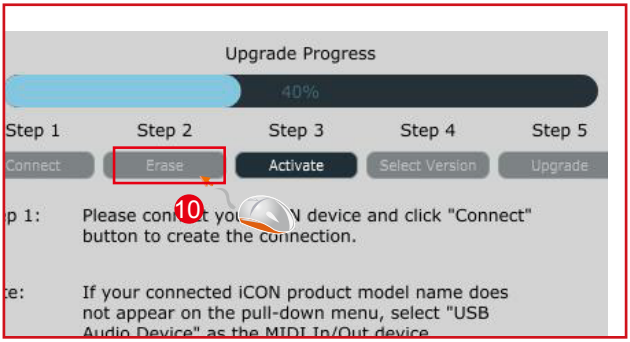


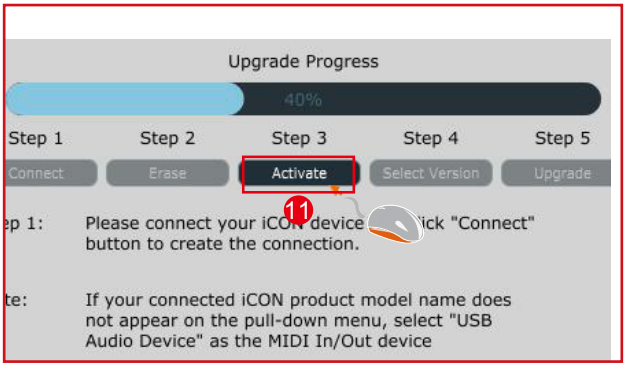


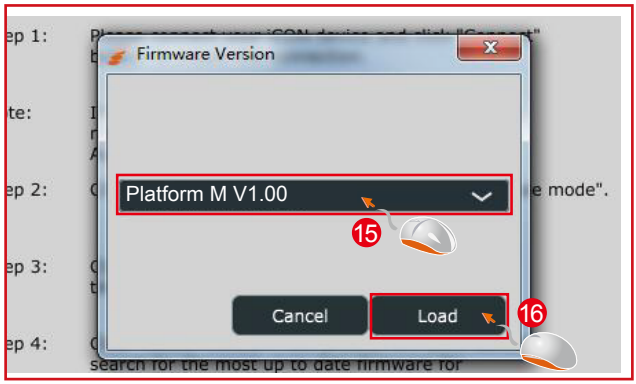

Platform M V1.00
8
Connect
Cancel
9

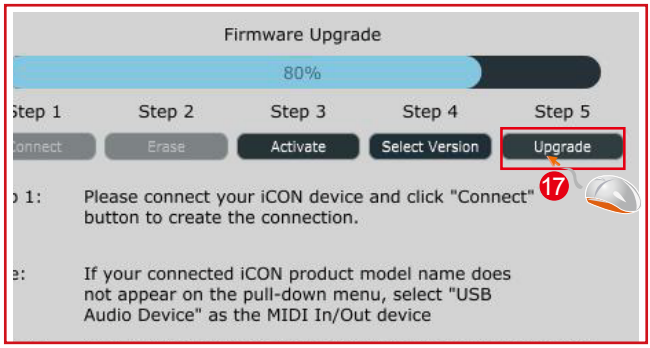

Upgrade Progress
40%
Step 1
Step 2
Step 3
Step 4
Step 5
Connect
Erase
Activate
Select Version
Upgrade
10
Please connect your iCON device and click "Connect" button to create the connection.
If your connected iCON product model name does not appear on the pull-down menu, select "USB Audio Device" as the MIDI In/Out device


Upgrade Progress
40%
Step 1
Step 2
Step 3
Step 4
Step 5
Connect
Erase
Activate
Select Version
Upgrade
11
Please connect your iCON device
button to create the connection.
If your connected iCON product model name does not appear on the pull-down menu, select "USB Audio Device" as the MIDI In/Out device


iCON firmware upgrade v1.00
12
13
Connect
Cancel


Upgrade Progress
60%
Step 1
Step 2
Step 3
Step 4
Step 5
Connect
Erase
Activate
Select Version
Upgrade
14
Please connect your iCON device and click
button to create the connection.
If your connected iCON product model name does


Firmware Version
Platform M V1.00
15
Cancel
Load
16


Firmware Upgrade
80%
Step 1
Step 2
Step 3
Step 4
Step 5
Erase
Activate
Select Version
Upgrade
17
Please connect your iCON device and click "Connect"
button to create the connection.
If your connected iCON product model name does
not appear on the pull-down menu, select "USB
Audio Device" as the MIDI In/Out device

# *Restore the factory default settings*

*Pour restaurer vos paramètres Platform B+ par défaut, il suffit de lancer iMap et importer les paramètres d'origine (c.à.d. sans apporter aucune modification) au dispositif en suivant les étapes ci-dessous.*

1. Connectez Platform B+ avec le câble USB fourni et lancez le logiciel iMap.

2. Cliquez sur le bouton «MIDI Device» et sélectionnez «Platform B+» comme dispositif d'entrée/sortie MIDI.
   ***Remarque:*** *Si Platform B+ n'apparaît pas dans le menu déroulant, sélectionnez audio USB comme dispositif d'entrée/sortie MIDI.*

3. Cliquez sur «Send Data» pour télécharger le réglage sur votre Platform B+.

4. Fermer iMap, puis éteignez et rallumez Platform B+.

# *Spécifications*

| | | |
|---|---|---|
| Connecteur: | Vers ordinateur | USB (type standard) |
| | Vers extender | Connecteur USB (Type B) |
| Alimentation: | | 12V/0.35A DC |
| Consommation électrique: | | 2.0A or less |
| Poids: | | 1.46kg (3.22lb) |
| Dimensions: | | 335(L) x 196(W) x 41(H)mm |
| | | 13.2”(L) x 7.7”(W) x 1.6”(H) |

# *Entretien et réparations*

Si vous devez faire réparer votre "PlatformNano ", suivre ces instructions.

Consultez notre centre d'aide en ligne sur **http://support.iconproaudio.com/hc/en-us**, pour plus d'informations, de connaissances et de téléchargements tels que.
1. FAQ
2. Téléchargements
3. En savoir plus
4. Forum

Le plus souvent, vous trouvez des solutions sur ces pages. Si vous ne trouvez pas une solution, demandez un ticket d'assistance à notre Service à la clientèle en ligne (ACS) via le lien ci-dessous, et notre équipe d'assistance technique vous apportera une aide dès que possible.
Allez à **http://support.iconproaudio.com/hc/en-us**, connectez-vous pour soumettre un ticket ou cliquez sur « Submit a ticket » sans avoir à vous connecter.
Dès réception de votre ticket, notre équipe d'assistance vous aide à résoudre le problème que vous avez avec votre appareil ICON ProAudio.

Pour envoyer des produits défectueux pour réparation:

1. Confirmer que le problème ne provienne pas d'une erreur de manipulation ou de périphériques externes.

2. Conserver ce manuel de l'opérateur. Nous n'en avons pas besoin pour réparer l'unité.

3. Emballer l'unité dans son emballage original y compris la carte et la boîte. Ceci est très important. Si vous avez perdu l'emballage, assurez-vous de bien avoir emballé l'unité. ICON n'est pas responsable de dégât occasionnés par un emballage qui ne soit pas d'usine.

4. Envoyer au centre de SAV d'ICON ou au bureau des renvois autorisé. Consultez le lien ci-dessous pour connaître nos centres de services et les points de service de distribution:

   Si vous êtes à Hong Kong
   Envoyer le produit à :
   **BUREAU EN ASIE:**
   **Unit F, 15/F., Fu Cheung Centre,**
   **No. 5-7 Wong Chuk Yueng Street, Fotan,**
   **Sha Tin, N.T., Hong Kong.**

   Si vous êtes à Europe
   Envoyer le produit à :
   **Sound Service**
   **GmbHEuropean**
   **HeadquarterMoriz-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**

   Si vous êtes à North America
   Envoyer le produit à :
   **North America**
   **Mixware, LLC – U.S. Distributor**
   **11070 Fleetwood Street – Unit F.**
   **Sun Valley, CA 91352; USA**
   **Tel.: (818) 578 4030**
   **Contact: www.mixware.net/help**

5. For additional update information please visit our website at:
   **www.iconproaudio.com**

# *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+, Platform Nano*

*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.

**<<<<< Table of Contents >>>>>**

## <<<<<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

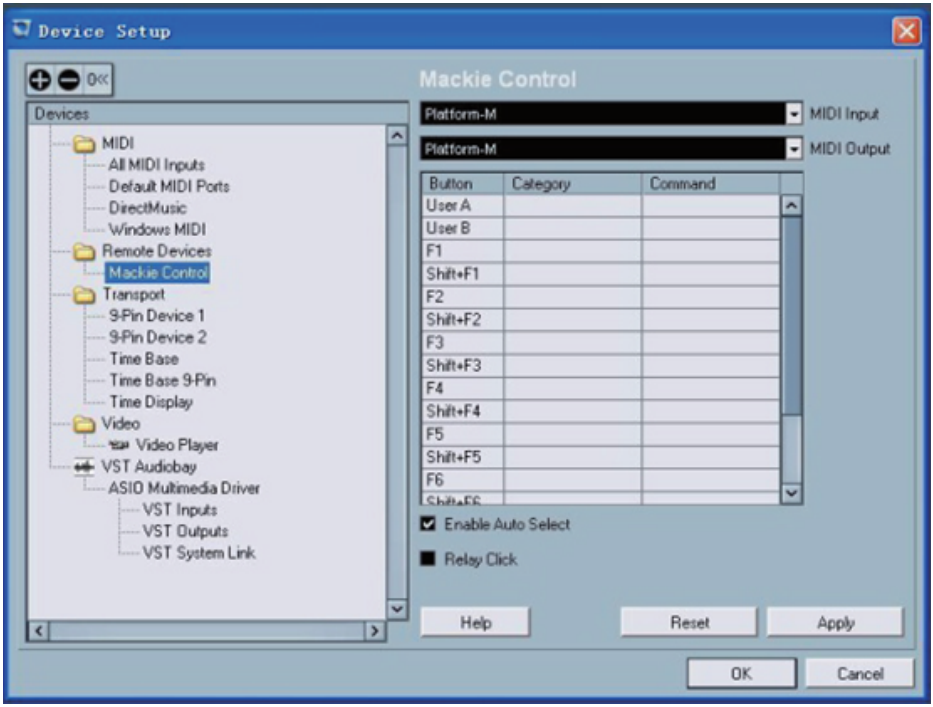
## <<<<<<<<< Setup>>>>>>>>>

Before you can use your control surface, you will first need to configure it in Cubase. Once the setup is successful, by defaultCubase 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 action is taken after startup, the control surface will select the last used mode after a few seconds.

To configure your Icon control surface in Cubase, go to Devices ->Device Setup. Delete previous Mackie Control configurations, then go to “+”and select Mackie Control. Finally choose your device name for both the Output Port and Input Port, displayed on the right under“Mackie Control”.

Repeat this process for any expansion modules. The configuration of each device needs to happen corresponding to the physical position of the control surfaces from left to right. You can now use your Icon control surface for transport, mix, and extended control functions. Next up: An overview ofthe fundamental elements for controlling Cubase.




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

When first opening a blank project inCubase, 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 stepthe currently selected channelone channel at a time.

The 9th fader on your control surface is the Master Faderand 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 channel on that channel strip, or in advanced encoder modes, allknobs affect the currently selected channel. 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 project cursor position on the grid, visible in the Project Windowin Cubase. Press Scrub to scrub audio with the Jog Wheel. (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 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 Motorsto 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 Listenfor all channels

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

## <<<<<<<<<View>>>>>>>>>

### Displays:

The LCD display showschannel names and parameters, plus navigation forAssignment Modes and settings. Press Name/Value to toggleparameter values on the LCDdisplay.

Thedigitaltime displayshows the current project cursor position, either in bars and beats or in SMPTE time code format. Press SMPTE/Beatstotoggle the time display format.

### Zoom &Cursor Arrows:

The Cursor Arrows (left, right, up, down)share the functions of the computer keyboard arrow keys. In Assignment Modes they change theEncoder Knob parameter selection and scroll through pages of parameters when editing plug-ins.

In the Project 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.

Press Zoom to activate zoom controls. When the Zoom button is illuminated, press the Cursor Arrows to adjust the view zoom in various Cubase windows.(On Platform M+, Zoom is managed by toggling the Zoom buttons and turning the jog wheel.)

### Channel Bank Options:

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

Channel up/down = Step the current bank by onechannel

If expansion units are connected, bank left/right still scrolls by fixed blocks of 8 channels.

## <<<<<<<<< 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. PressShift+ Write and then Playand begin to mix on the knobs and faders in real time with automation.

Read = 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.

Write = All channel parameters record automation during playback

Shift+ Read orWrite = Apply automation mode to all channels

Remember that with Flip, the parameters assigned to the Encoder Knobs can be edited an automated with the faders.

## <<<<<<<<< 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 Channelup/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 editsCubase EQonselected channel.

FX Aux = Activates FX Aux Assignment. Open and edit the Channel Strip Rack.

Instrument = Activates Instrument Assignment.Open and edit plug-in instruments.

SendPage Down = Activates FX Send Assignment.Setup and editFX sends.

Master FX = Activates Master FX Assignment.Setup and editFX sends.

Page Up, *Routing*= Activates Routing Assignment.Setup and editFX 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 Insertsto open and edit plug-ins on the selected channel. Assign plug-ins on Page 01, and edit on Page 02. PressChannel 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.

Page 01

Insert Slot # Insert Bypass SelectPlug-In

Page02+

Insert parameters appear automatically assigned across the Encoder Knobs

## <<<<< EQ >>>>>

### EQ Assignment Mode: (EQ)

Press EQ to open (or add) theCubase EQ. EQ Assignment Modecan only edit a standard Cubase EQ. Press Flip to control EQwith 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 forChannel 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. PressChannel 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 Punchkeeps 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, orfreezes:**

Disconnect all MIDI-USB devices. In Cubase, delete all control surface configurations(including other MIDI devices) in Controller Assignments and Control Surface Setupand 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 automaticallyreconfigure. If there remain issues related to the USB connection, a Windows update can repairsome 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 makenoise 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 Modesto begin creating live automation. Press Flipto control these parameters with the faders. UseMIDI Learnto 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 customvalues 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 adda 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 thedevice startup proceeds normally, external power appears to be ok.

### To Update:

OSX – Install and open the device-specificiMap, 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) valuescan 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) valuescan 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 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. Logic and its terminology belongs to Apple and has no affiliation with Icon Pro Audio

## <<<<< Table of Contents >>>>>

## <<<<<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 Logic Pro X.Once setup,Logic Pro X 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 the 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 Logic Pro X, advanced configuration needs to be enabled. Open Logic Pro X -> 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 Logic Pro X -> 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, then click and drag the console graphics left/right to match the physical configuration of your control surface fader banks. You can now use your Icon control surface for transport, mix, and extended control functions. Next up: An overview ofthe fundamental elements for controlling Logic Pro X.


## <<<<<<<<< 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 stepthe focus of the current bankone channel at a time.

The 9th fader on your control surface is the Master Faderand 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, allknobs 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: appliesto 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 Transportsection 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 Solofor 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 = Createnew track (Uses track type of selected track)

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

### Cycle:

The Cyclebuttontoggles the playback loop cycle on/off. Hold Cycleand turn the Jog Wheel to quickly define the cycle area. Hold Cycle and turn the Jog Wheel backwards to define a skip area.0

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

PressShift+Cycleto 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)*

## <<<<<<<<< Group>>>>>>>>>

Press Group to manage group membership. Press the channel Select buttons to add tracks to the selectedgroup. Illuminated Select buttons indicate group membership for the selected group. The up/down Cursor Arrows change the currently selected group.

The left/right Cursor Arrows browse the group parameters assigned to the Encoder Knobs. Toggle whether these parameters are linked to thegroup using the knobs:

Group Active, Editing (Selection), Automation, Volume, Pan, Mute, Solo, Input, Record Arm, Send 1-8, Color, Track Zoom, Hide, Phase-Locked Audio (Quantization), Track Alternatives

Hold Control to make mix changes bypassing group settings.*(default Platform B+ only)*

## <<<<<<<<<View>>>>>>>>>

### Displays:

The LCD display shows tracknames and parameters, plus navigation forAssignment Modes and settings. Press the Name/Value button to toggleparameter titleson the LCDdisplay.

Thedigitaltime displayshows the current playhead position, either in bars and beats or in SMPTE time code format. Press SMPTE/Beatstotoggle readoutformats on the time display.

### Function Buttons:

The Function buttons, labeled F1 through F8, recall user defined Screensets1 through 8. To setup a useful example, press F1 and then open the Arrange Windowin Logic Pro X. Now press F2 and open the Mixer Window. Now you can switch between these views with F1 and F2.Window configurations plus the view options for each Screenset are saved with the Logic Pro X project. It is advisable to save useful Screensetsinto your template projects.

Recommended Screensets for a studio with two display monitors:
F1 = Primary display:Arrange Window, Secondary display: Mixer Window
F2 = Primary display:Mixer Window, Secondary display: Arrange Window
F3 = Primary display:Audio Editor Window, Secondary display: Arrange Window
F4 = Primary display:Score Editor, Secondary display: Arrange Window
F5= Primary display:Piano Roll, Secondary display: Arrange Window
F6= Primary display: Arrange Window, Secondary display: Piano Roll
F7= Primary display:Arrange Window (alternate settings), Secondary display: Mixer Window
F8= Primary display:Arrange Window, Secondary display: Tempo ListEditor

### Open Windows:

Shift + F1 = Open Arrange Window
Shift + F2 = Open Mixer Window
Shift + F3 = Open Event Editor
Shift + F4 = Open Score Editor
Shift + F5 = Open Step Editor
Shift + F6 = Open Piano Roll

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 ArrangeWindow. In Assignment Modes they change theEncoder 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 onetrack
Option +Bank up/down = Scroll bank to first or last track
Option +Channel up/down = Scrollbank 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 editsLogic Channel EQonselected 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+ Flipto swap encoder assignments with the fader assignments.

Cmd+ turnEncoder 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 Modehas multiple modes of control. Theseare specialized control modes advantageous for specific tasks andproject styles.

## <<<<<<<<< Track>>>>>>>>>

### Track Assignment Shortcuts:

Hold Trackto display the shortcut menu. Here you can select which parameter will appear on the LCD displayand 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 Tracktwice. This allows you to edit multiple channel strip parameters for the selected channel. Parameters appear across the LCD display andeach Encoder Knobis 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. ChooseGroup1 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 = ActivatesSurround Focus Mode
Encoder Knob 7 or F7 = Activates Angle/DiversityMixer 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 anEncoder Knob changes the surround angle, and the Fadersedit 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 anEncoder 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 +/-1000on the grid.

## <<<<<EQ>>>>>

### EQ Assignment Mode:(EQ)

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

### EQ Assignment Shortcuts:

HoldEQto 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 EQa second time to open the Logic Channel EQand editmultiple EQ parametersfor 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 LCDdisplay shows channel strip names andfrequency of the selected EQ band. The Encoder Knobschange 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 anEncoder 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, pressMute to toggle send bypass. Press Solo (channel) to toggle send Pre/Post.

### Send Focus Mode:(Send- Send)

Press Sendtwice 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 = ActivatesSend 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 forintegrating complex bus routing during the rough mix or production, adjusting bothvolume 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 Utilityon 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.

TheEncoder Knobsselect 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 Knobsselect 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 namevisible on the LCD display. Plug-In parameters appear on the LCD display and are assigned across the Encoder Knobs. Press Cursor Arrowsleft/right to view and edit further pages of parameters. Press Plug-In to exit. Press Shift + Muteto bypass the plug-in. Turn an Encoder Knob to select a plug-in and press to confirm and edit. The up/downCursor Arrows change the selected slot number.

### Plug-InFocusMode: (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 + Muteto 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 Instrumentto 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 + Muteto bypass the plug-in.

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

MIDI Learnis to be used on the Encoder KnobswhileUser 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. Fiveindividual User Assignmentsetups can be used for unique sets ofMIDI 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, useMIDI 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. Turnthe 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 = SetSolo 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:

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

Markershortcuts:

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 nudgeactive, the left/right Cursor Arrowsselect regions. Press Rewind or FastForwardto nudge the selected region. Use nudge to adjust timing, or select multiple regions and organize the arrangement.

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

Encoder Knob 1 = Set nudge amount forRewind 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

PressShift+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:

PressReplaceto 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 forReplaceare 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 regionsin 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 Undofunction
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

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 settingfor 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, orfreezes:

Disconnect all MIDI-USB devices. In Logic, delete all control surface configurations andzones (including other MIDI devices) in Controller Assignments and Control Surface Setupand 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 makenoise 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 andMIDI Learnto assign parameters to controls. PressShift +Track to activate User Assignment 1, and use MIDI Learnin Logic Pro X to map parameters to the Encoder Knobs. Now, pressFlipto control these parameters with the faders.

### Scrubplays no Audio:

In Logic Pro X, by default scrub does not play audio. To enable audio scrub go toPreferences -> 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 customvalues 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 adda custom function:

It is possible to use User Assignment Modes with MIDI Learn to freely assign parameters to the encoder knobs, and pressFlip 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 Wheelresolution:

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 thedevice startup proceeds normally, external power appears to be ok.

### To Update:

OSX – Install and open the device-specificiMap, 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) valuescan 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) valuescan 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+, Platform Nano***

*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 controlPro Tools 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 terms Mackie Control and HUIare 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.

### <<<<< Table of Contents >>>>>

## <<<<<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 inPro 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 stepthe focus of the current bankone 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, allknobs 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 thetrack 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 Scrubto toggle the Jog Wheel function between scrub and off. Then turn the Jog Wheel to adjust the playhead position, visible in the Edit Windowin 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:

Thedigitaltime displayshows 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 routingfor each track. Press Panagain to toggle panning left/right on stereo tracks.

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

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

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

### Plug-In Assignment:

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. Parametersappear 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.

While a plugin is open:
Bypass = Toggle Plug-In Bypass
Compare = Toggle previous plugin parameter settings

#### Send Assignment:

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 eachtrack.

Press Flip to access the currentSend Faders on themotor faders.

## <<<<<<<<<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 track.

### 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 = 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>>>>>>>>>

In=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 ToolsUndo function
Shift +Cmd + Undo = Pro ToolsRedofunction
Save= Pro ToolsSaveproject
Enter= Pro ToolsEnterfunction
Esc/Cancel= Pro ToolsCancelfunction

## <<<<<<<<<Modifiers>>>>>>>>>

Thefour 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 Windowor 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, orfreezes:**

Disconnect all MIDI-USB devices. In Pro Tools, remove all control surface configurationsin Setups -> Peripherals -> MIDI Controllers andclose 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 HUIPro 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 automaticallyreconfigure. If there remain issues related to the USB connection, a Windows update can repairsome 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 Modesand use Automation Modesto begin creating live automation.PressFlipto 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.

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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.

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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 thedevice 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) valuescan 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.

## <<<<<<<<<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) valuescan 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

## *Ableton Live 10*

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

*Revision v0.81*

*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 Ableton Live.

You can extensively controlAbleton Live 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 standard to be used with the QCon and Platform series control surfaces, and is abbreviated as MCP. Ableton Live and all DAW-specific terminology belong to their copyright holders and has no affiliation with Icon Pro Audio.

## <<<<< Table of Contents >>>>>



## <<<<<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 ofthe fundamental elements for controlling Ableton Live.

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

When first opening a blank project inAbleton 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 stepthe focus of the current bankone channel at a time.

The 9th fader on your control surface is the Master Faderand 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, allknobs 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 play position on the grid, visible in the ArrangementViewin Ableton Live.Scrubtoggles the Jog Wheelbehavior. *(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

FastForward= Shuttle forward in Arrangement View

Rewind =Shuttle backwards in Arrangement View

Cycle = Toggle the playback loop cycle on/off

**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

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

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

**Channel Strip Buttons:**

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

**Fader Lock:**

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

## <<<<<<<<<View>>>>>>>>>

**Time Display:**

Thedigitaltime displayshows the current play position, either in bars and beats or in SMPTE time code format. Press SMPTE/Beatstotoggle readoutformats on the time display.

**View Shortcuts:**

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 theEncoder 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 showingReturn 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 you favorite setup should best be saved in your template project.

Additional recommended user commands:

(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, orfreezes:**

Disconnect all MIDI-USB devices. In Logic, delete all control surface configurations andzones (including other MIDI devices) in Controller Assignments and Control Surface Setupand 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 automaticallyreconfigure. If there remain issues related to the USB connection, a Windows update can repairsome 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, useMIDI Learnto 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 customvalues 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 adda 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 thedevice startup proceeds normally, external power appears to be ok.

**To Update:**

OSX – Install and open the device-specificiMap, 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) valuescan 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) valuescan 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 | FunctionI Cubase | nfo | | FunctionI Ch1 Cubase | nfo |
|---|---|---|---|---|---|
| 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 | Function Cubase | nfo |
|---|---|---|
| A#0 | Mute 7 | *Channel Mute* |
| B0 | Mute 8 | *Channel Mute* |
| A6 | Stop | |
| A#6 | Play | |
| B6 | Record | *Main record* |
| C7 | Cursor Up | ^ |
| D7 | Cursor Left | < |
| E7 | Zoom | |
| D#7 | Cursor Right | > |
| C#7 | Cursor Down | v |
| G6 | Rewind | << |
| G#6 | FastForward | >> |
| G#5 | Instrument | |
| A5 | Master | |
| A#5 | Solo Defeat | |
| B5 | Write | |

| Ch1 | Function Cubase | nfo |
|---|---|---|
| F#6 | Next | *(Layer 2)* |
| F7 | Scrub | |
| D5 | Read | *Automation* |
| D#5 | Write | *Automation* |
| E5 | Sends | *Automation* |
| F5 | Project | *Automation* |
| F#5 | Mixer | *Automation* |
| G5 | Motors | |
| E3 | Name/Value | *Display* |
| F3 | SMPTE/Beats | *Display* |
| F#3 | F1 | *Function* |
| G3 | F2 | *Function* |
| G#3 | F3 | *Function* |
| A3 | F4 | *Function* |
| A#3 | F5 | *Function* |
| B3 | F6 | *Function* |
| C4 | F7 | *Function* |
| C#4 | F8 | *Function* |

| | | |
|---|---|---|
| D4 | Group 1 | *Layer 2 (Fader Groups)* |
| D#4 | Group 2 | *Layer 2 (Fader Groups)* |
| E4 | Group 3 | *Layer 2 (Fader Groups)* |
| F4 | Group 4 | *Layer 2 (Fader Groups)* |
| F#4 | Group 5 | *Layer 2 (Fader Groups)* |
| G4 | Group 6 | *Layer 2 (Fader Groups)* |
| G#4 | Group 7 | *Layer 2 (Fader Groups)* |
| A4 | Group 8 | *Layer 2 (Fader Groups)* |

# *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 CCtriggers the indicated function when the device is configured as an MCP device in the DAW. Buttons can be assigned a custom CC value usingiMap software.

| MIDI Ch1 | Function Logic Pro X | nfoM |
|---|---|---|
| C1 | Select 1 | *Channel Select* |
| C#1 | Select 2 | *Channel Select* |
| D1 | Select 3 | *Channel Select* |
| D#1 | Select 4 | *Channel Select* |
| E1 | Select 5 | *Channel Select* |
| F1 | Select 6 | *Channel Select* |
| F#1 | Select 7 | *Channel Select* |
| G1 | Select 8 | *Channel Select* |

| MIDI Ch1 | Function Logic Pro X | nfo |
|---|---|---|
| G#1 | Encoder 1 | *Press Encoder* |
| A1 | Encoder 2 | *Press Encoder* |
| A#1 | Encoder 3 | *Press Encoder* |
| B1 | Encoder 4 | *Press Encoder* |
| C2 | Encoder 5 | *Press Encoder* |
| C#2 | Encoder 6 | *Press Encoder* |
| D2 | Encoder 7 | *Press Encoder* |
| D#2 | Encoder 8 | *Press Encoder* |

| MIDI Ch1 | Function Logic Pro X | Info |
|---|---|---|
| C-1 | Rec 1 | *Channel Rec* |
| C#-1 | Rec 2 | *Channel Rec* |
| D-1 | Rec 3 | *Channel Rec* |
| D#-1 | Rec 4 | *Channel Rec* |
| E-1 | Rec 5 | *Channel Rec* |
| F-1 | Rec 6 | *Channel Rec* |
| F#-1 | Rec 7 | *Channel Rec* |
| G-1 | Rec 8 | *Channel Rec* |
| G#-1 | Solo 1 | *Channel Solo* |
| A-1 | Solo 2 | *Channel Solo* |
| A#-1 | Solo 3 | *Channel Solo* |
| B-1 | Solo 4 | *Channel Solo* |
| C0 | Solo 5 | *Channel Solo* |
| C#0 | Solo 6 | *Channel Solo* |
| D0 | Solo 7 | *Channel Solo* |
| D#0 | Solo 8 | *Channel Solo* |
| E0 | Mute 1 | *Channel Mute* |
| F0 | Mute 2 | *Channel Mute* |
| F#0 | Mute 3 | *Channel Mute* |
| G0 | Mute 4 | *Channel Mute* |
| G#0 | Mute 5 | *Channel Mute* |
| A0 | Mute 6 | *Channel Mute* |
| A#0 | Mute 7 | *Channel Mute* |
| B0 | Mute 8 | *Channel Mute* |
| A6 | Stop | |
| A#6 | Play | |
| B6 | Record | *Main record* |
| C7 | Cursor Up | *^* |
| C#7 | Cursor Left | *<* |
| D#7 | Zoom | |
| E7 | Cursor Right | *>* |
| F7 | Cursor Down | *v* |
| G6 | Rewind | *<<* |
| G#6 | Fast Forward | *>>* |
| G#5 | Save | *QCon Pro X, B+ only* |
| A5 | Undo | *QCon Pro X, B+ only* |
| A#5 | Cancel | *QCon Pro X, B+ only* |
| B5 | Enter | *QCon Pro X, B+ only* |
| D4 | Global Tracks | *! Not mapped* |
| D#4 | Global Inputs | *! Not mapped* |
| E4 | Global Audio | *! Not mapped* |
| F4 | Global Instrument | *! Not mapped* |

| MIDI Ch1 | Function Logic Pro X | Info |
|---|---|---|
| E2 | Track | *Assignment* |
| F2 | Send | *Assignment* |
| F#2 | Pan | *Assignment* |
| G2 | Plugin | *Assignment* |
| G#2 | EQ | *Assignment* |
| A2 | Instrument | *Assignment* |
| A#2 | Bank Up | *Bank 8 Channels* |
| B2 | Bank Down | *Bank 8 Channels* |
| C3 | Channel Up | *Bank One Channel* |
| C#3 | Channel Down | *Bank One Channel* |
| D3 | Flip | *Fader Flip Mode* |
| D#3 | Global View | |
| A#4 | Shift | |
| B4 | Option | |
| C5 | Control | *B+ Only* |
| C#5 | Cmd | *DAW Mode* |
| C6 | Marker | |
| C#6 | Nudge | |
| D6 | Cycle | |
| D#6 | Drop | |
| E6 | Replace | |
| F6 | Click | |
| F#6 | Solo | *Region Solo Mode* |
| D7 | Scrub | |
| D5 | Read | *Automation* |
| D#5 | Write | *Automation* |
| E5 | Trim | *Automation* |
| F5 | Touch | *Automation* |
| F#5 | Latch | *Automation* |
| G5 | Group | |
| E3 | Name/Value | *Display* |
| F3 | SMPTE/Beats | *Display* |
| F#3 | F1 | *Function* |
| G3 | F2 | *Function* |
| G#3 | F3 | *Function* |
| A3 | F4 | *Function* |
| A#3 | F5 | *Function* |
| B3 | F6 | *Function* |
| C4 | F7 | *Function* |
| C#4 | F8 | *Function* |
| F#4 | Global Aux | *! Not mapped* |
| G4 | Global Bus | *! Not mapped* |
| G#4 | Global Output | *! Not mapped* |
| A4 | Global User | *! Not mapped* |

# 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 CCtriggers the indicated function when the device is configured as an MCP device in the DAW. Buttons can be assigned a custom CC value usingiMap software.

| MIDI Ch1 | Functionl Pro Tools | nfoM |
|---|---|---|
| C1 | Select 1 | *Channel Select* |
| C#1 | Select 2 | *Channel Select* |
| D1 | Select 3 | *Channel Select* |
| D#1 | Select 4 | *Channel Select* |
| E1 | Select 5 | *Channel Select* |
| F1 | Select 6 | *Channel Select* |
| F#1 | Select 7 | *Channel Select* |
| G1 | Select 8 | *Channel Select* |
| C-1 | Rec 1 | *Channel Rec* |
| C#-1 | Rec 2 | *Channel Rec* |
| D-1 | Rec 3 | *Channel Rec* |
| D#-1 | Rec 4 | *Channel Rec* |
| E-1 | Rec 5 | *Channel Rec* |
| F-1 | Rec 6 | *Channel Rec* |
| F#-1 | Rec 7 | *Channel Rec* |
| G-1 | Rec 8 | *Channel Rec* |
| G#-1 | Solo 1 | *Channel Solo* |
| A-1 | Solo 2 | *Channel Solo* |
| A#-1 | Solo 3 | *Channel Solo* |
| B-1 | Solo 4 | *Channel Solo* |
| C0 | Solo 5 | *Channel Solo* |
| C#0 | Solo 6 | *Channel Solo* |
| D0 | Solo 7 | *Channel Solo* |
| D#0 | Solo 8 | *Channel Solo* |
| E0 | Mute 1 | *Channel Mute* |
| F0 | Mute 2 | *Channel Mute* |
| F#0 | Mute 3 | *Channel Mute* |
| G0 | Mute 4 | *Channel Mute* |
| G#0 | Mute 5 | *Channel Mute* |
| A0 | Mute 6 | *Channel Mute* |
| A#0 | Mute 7 | *Channel Mute* |
| B0 | Mute 8 | *Channel Mute* |
| A6 | Stop | |
| A#6 | Play | |
| B6 | Record | *Main record* |
| C7 | Cursor Up | ^ |

| MIDI Ch1 | Functionl Pro Tools | nfo |
|---|---|---|
| G#1 | Encoder 1 | *Press Encoder* |
| A1 | Encoder 2 | *Press Encoder* |
| A#1 | Encoder 3 | *Press Encoder* |
| B1 | Encoder 4 | *Press Encoder* |
| C2 | Encoder 5 | *Press Encoder* |
| C#2 | Encoder 6 | *Press Encoder* |
| D2 | Encoder 7 | *Press Encoder* |
| D#2 | Encoder 8 | *Press Encoder* |
| E2 | Pan | *Assignment* |
| F2 | Plugin | *Assignment* |
| F#2 | Assign | *Assignment* |
| G2 | Send | *Assignment* |
| G#2 | Input | |
| A2 | Output | |
| A#2 | Bank Up | *Bank 8 Channels* |
| B2 | Bank Down | *Bank 8 Channels* |
| C3 | Channel Up | *Bank One Channel* |
| C#3 | Channel Down | *Bank One Channel* |
| D3 | V-sel | |
| D#3 | Insert | |
| A#4 | Shift | *Add* |
| B4 | Option | *All* |
| C5 | Control | *Clutch* |
| C#5 | Cmd | *Alt* |
| C6 | In | *RTZ* |
| C#6 | Out | *End* |
| D6 | Cycle | *Pre* |
| D#6 | Online | *Post* |
| E6 | QPunch | |
| F6 | Cue | *Mgr* |
| F#6 | Suspend | |
| D7 | Scrub | |
| F#3 | F1 | *Function* |
| G3 | F2 | *Function* |
| G#3 | F3 | *Function* |
| A3 | F4 | *Function* |

| MIDI Ch1 | Function Pro Tools | nfoM |
|---|---|---|
| D7 | Cursor Left | < |
| E7 | Zoom | |
| D#7 | Cursor Right | > |
| C#7 | Cursor Down | v |
| D4 | Read | *Send A* |
| D#4 | Write | *Send B* |
| E4 | Touch | *Send C* |
| F4 | Latch | *Send D* |
| F#4 | Trim | *Send E* |
| G4 | Off | *Shift* |
| E3 | Name/Value | *Display* |
| F3 | SMPTE/Beats | *Display* |
| D5 | Auto Enable | *Fader* |
| D#5 | Auto Enable | *Mute* |
| E5 | Auto Enable | *Plugin* |
| F5 | Auto Enable | *Pan* |

| MIDI Ch1 | Function Pro Tools | nfo |
|---|---|---|
| A#3 | F5 | *Function* |
| B3 | F6 | *Function* |
| C4 | F7 | *Function* |
| C#4 | F8 | *Function* |
| G6 | Rewind | << |
| G#6 | FastForward | >> |
| G#5 | Save | |
| A5 | Undo | |
| A#5 | Escape | *Cancel* |
| B5 | Enter | |
| F#5 | Auto Enable | *Send* |
| G5 | Auto Enable | *Send Mute* |
| G#4 | Blank | *Mute* |
| A4 | Default | *Bypass* |

# *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 CCtriggers the indicated function when the device is configured as an MCP device in the DAW. Buttons can be assigned a custom CC value usingiMap software.

| MIDI Ch1 | Function Ableton | Info |
|---|---|---|
| C1 | Select 1 | *Channel Select* |
| C#1 | Select 2 | *Channel Select* |
| D1 | Select 3 | *Channel Select* |
| D#1 | Select 4 | *Channel Select* |
| E1 | Select 5 | *Channel Select* |
| F1 | Select 6 | *Channel Select* |
| F#1 | Select 7 | *Channel Select* |
| G1 | Select 8 | *Channel Select* |
| C-1 | Rec 1 | *Channel Rec* |
| C#-1 | Rec 2 | *Channel Rec* |
| D-1 | Rec 3 | *Channel Rec* |
| D#-1 | Rec 4 | *Channel Rec* |
| E-1 | Rec 5 | *Channel Rec* |
| F-1 | Rec 6 | *Channel Rec* |
| F#-1 | Rec 7 | *Channel Rec* |

| MIDI Ch1 | Function Ableton | Info |
|---|---|---|
| G#1 | Encoder 1 | *Press Encoder* |
| A1 | Encoder 2 | *Press Encoder* |
| A#1 | Encoder 3 | *Press Encoder* |
| B1 | Encoder 4 | *Press Encoder* |
| C2 | Encoder 5 | *Press Encoder* |
| C#2 | Encoder 6 | *Press Encoder* |
| D2 | Encoder 7 | *Press Encoder* |
| D#2 | Encoder 8 | *Press Encoder* |
| E2 | I/O | *Assignment* |
| F2 | Send | *Assignment* |
| F#2 | Pan | *Assignment* |
| G2 | Plugin | *Assignment* |
| G#2 | Page Up | *Assignment* |
| A2 | Page Down | *Assignment* |
| A#2 | Bank Up | *Bank 8 Channels* |

| MIDI Ch1 | Function Ableton | Info |
|---|---|---|
| G-1 | Rec 8 | *Channel Rec* |
| G#-1 | Solo 1 | *Channel Solo* |
| A-1 | Solo 2 | *Channel Solo* |
| A#-1 | Solo 3 | *Channel Solo* |
| B-1 | Solo 4 | *Channel Solo* |
| C0 | Solo 5 | *Channel Solo* |
| C#0 | Solo 6 | *Channel Solo* |
| D0 | Solo 7 | *Channel Solo* |
| D#0 | Solo 8 | *Channel Solo* |
| E0 | Mute 1 | *Channel Mute* |
| F0 | Mute 2 | *Channel Mute* |
| F#0 | Mute 3 | *Channel Mute* |
| G0 | Mute 4 | *Channel Mute* |
| G#0 | Mute 5 | *Channel Mute* |
| A0 | Mute 6 | *Channel Mute* |
| A#0 | Mute 7 | *Channel Mute* |
| B0 | Mute 8 | *Channel Mute* |
| A6 | Stop | |
| A#6 | Play | |
| B6 | Record | *Main record* |
| C7 | Cursor Up | *^* |
| D7 | Cursor Left | *<* |
| E7 | Zoom | |
| D#7 | Cursor Right | *>* |
| C#7 | Cursor Down | *v* |
| D5 | Session/Arrange | *Automation* |
| D#5 | Track/Clip | *Automation* |
| E5 | Undo | *Automation* |
| F5 | Browser | *Automation* |
| F#5 | Clip Detail | *Automation* |
| G5 | Redo | |
| E3 | Meter | *Display* |
| F3 | SMPTE/Beats | *Display* |
| D4 | F9 | *Layer 2 (Function)* |
| D#4 | F10 | *Layer 2 (Function)* |
| E4 | F11 | *Layer 2 (Function)* |
| F4 | F12 | *Layer 2 (Function)* |

| MIDI Ch1 | Function Ableton | Info |
|---|---|---|
| B2 | Bank Down | *Bank 8 Channels* |
| C3 | Channel Up | *Bank One Channel* |
| C#3 | Channel Down | *Bank One Channel* |
| D3 | Flip | *Fader Flip Mode* |
| D#3 | Returns | |
| A#4 | Shift | |
| B4 | - | *Option* |
| C5 | - | *Control* |
| C#5 | - | *Alt* |
| C6 | Previous | *Marker* |
| C#6 | Next | *Marker* |
| D6 | Cycle | |
| D#6 | Punch In | |
| E6 | Punch Out | |
| F6 | Start | |
| F#6 | End | |
| F7 | Scrub | |
| F#3 | F1 | *User Function* |
| G3 | F2 | *User Function* |
| G#3 | F3 | *User Function* |
| A3 | F4 | *User Function* |
| A#3 | F5 | *User Function* |
| B3 | F6 | *User Function* |
| C4 | F7 | *User Function* |
| C#4 | F8 | *User Function* |
| G6 | Rewind | *<<* |
| G#6 | FastForward | *>>* |
| G#5 | Back To Arrange | *Automation* |
| A5 | Draw | *Automation* |
| A#5 | Marker | |
| B5 | Follow | |
| F#4 | F13 | *Layer 2 (Function)* |
| G4 | F14 | *Layer 2 (Function)* |
| G#4 | F15 | *Layer 2 (Function)* |
| A4 | F16 | *Layer 2 (Function)* |

# AppendixC

## Cubase

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

| Controller | Function |
|---|---|
| **Channel Strip** | |
| Encoder 1 - 8 (Rotate)<br>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 )<br>Press the desired function and rotate the channel knob |
| Encoder 1 - 8 (Enter)<br>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 Sen & Por drive Ⅲ )<br>Press the desired function and press the channel knob |
| Fader 1-8 | Adjusting correspodance 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)<br>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)<br>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 correspodance 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 conjuction with the below 8 different views buttons to swicth between different window views |
| Button "MIDI Tracks" | Press to lauch the MIDI tracks window view |
| Button "Inputs" | Press to lauch the Inputs window view |
| Button "Audio Tracks" | Press to lauch the Audio tracks window view |
| Button "Audio Inst" | Press to lauch the Audio Inst window view |
| Button "Aux" | Press to lauch the Aux window view |
| Button "Busses" | Press to lauch the Busses window view |
| Button "Outputs" | Press to lauch the Outputs window view |
| Button "User" | Press to lauch the User window view |
| **Effect/Channel control** | |
| Button "Track" | Activate the "Track" function and use in conjuction with all the knobs |
| Button "Pan/Surround" | "Press button: Activate Pan/Surround function<br>Rotate knob: Adjust pan/surround parameters<br>Press knob (enter): Center value" |
| Button "EQ" | "Press button: Lauch selected channel's EQ function panel<br>Rotate knob: Adjust EQ parameters<br>Press knob (enter): Reset to default value" |
| Button "Send" | "Press button: Activate Send function<br>Rotate knob: Adjust sending bus<br>Press knob (enter): Confirm selected bus " |
| Button "Plug-in" | "Press button: Lauch selected channel's Plug-in function panel<br>Rotate knob: Adjust plug-in parameters<br>Press knob (enter): Reset to default value" |
| Button "Instrument" | "Press button: Lauch selected channel's Instrument function panel<br>Rotate knob: Adjust Instructment parameters<br>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 ⑩] |
| Page down (Shift 8 channel down) | Press [Bank 8>> ⑪] |
| Track up (Shift one channel up) | Press [Channel < ⑧] |
| Track up (Shift one channel down) | Press [Channel > ⑨] |
| **Assign a Send** | |
| Assign Send A (e.g. Send A on channel 1) | Press [Assign ⑬] - Press [Send A ㉑] - Rotate (Channel 1 Knob) |
| Assign Send B (e.g. Send B on channel 2) | Press [Assign ⑬] - Press [Send B ㉒] - Rotate (Channel 2 Knob) |
| Assign Send C (e.g. Send C on channel 3) | Press [Assign ⑬] - Press [Send C ㉓] - Rotate [Channel 3 Knob) |
| Assign Send D (e.g. Send D on channel 4) | Press [Assign ⑬] - Press [Send D ㉔] - Rotate [Channel 4 Knob) |
| Assign Send E (e.g. Send E on channel 5) | Press [Assign ⑬] - Press [Send E ㉕] - Rotate [Channel 5 Knob) |
| Adjust the send level (e.g. Send A level on Ch. 1) | Press [Assign ⑬] - Press [Send A ㉑] - 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 ⑯] - 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-in⑯] - 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-in⑯] - 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 [Read⑦] - Press (Channel 1 Knob) |
| Activate the Write function of the automation on the selected channel (e.g. Ch.1 Write function) | Press and hold [Write⑧] - Press (Channel 1 Knob) |
| Activate the Touch function of the automation on the selected channel (e.g. Ch.1 Touch function) | Press and hold [Touch⑨] - Press (Channel 1 Knob) |
| Activate the Latch function of the automation on the selected channel (e.g. Ch.1 Latch function) | Press and hold [Write⑩] - Press (Channel 1 Knob) |
| Activate the Trim function of the automation on the selected channel (e.g. Ch.1 Trim function) | Press and hold [Trim⑪] - Press (Channel 1 Knob) |
| Turn Off the automation of the selected channel (e.g. Ch.1 Latch function) | Press and hold [Off⑩] - Press (Channel 1 Knob) |
| Suspen the automation of the selected channel (e.g. Ch.1 Suspend function) | Press and hold [Off⑩] - 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 [Pan⑮], it light - Rotate the correspondance channel (Knob 1-8) |
| Channel Pan (Stereo track) | Press [Pan⑮] twice, it flashs - Rotate the correspondance channel (Knob 1-8) |
| **Windows buttons** | |
| Opens or Closes the Edit window | Press [Edit㉙] |
| Opens or Closes the Mix window | Press [Mix⑳] |
| **Modifiers** | |
| Extends the edit selection's region boundary (Zoom mode off) | Press [Shift②] - Press [<<㊶] or [>>㊸] |
| Extends the selection to the previous or next track | Press [Shift②] - Press [㊵] or [㊹] |
| Centers the left or right side of the on-screen waveform selection in the Edit window | Press [Option④] - Press [<<㊶] or [>>㊸] |
| Removes the selection from the topmost or bottommost track | Press [Option④] - Press [㊵] or [㊹] |

| | |
|---|---|
| Disengage a fader from any Mix group. Relase the button and the fader obeys group behavior again. Used to offset a fader's level within a group | Press [Ctrl ③] |
| Scolls the frontmost window to the left or right | Press [Cmd ①] - Press [<< ㊶] or [>> ㊸] |
| Scolls the frontmost window upward or downward | Press [Cmd ①] - Press [ ㊵] or [ ㊹] |
| **Utilities** | |
| Save the project | Press [Save ㉝] twice |
| Undo the last edit operation | Press [Undo ㉞] |
| Abort or exit a process | Press [Esc ⑭] |
| Defines a memory location or marker during playback or recording | Press [Enter ㉟] |
| **Transport buttons** | |
| Set Edit selection "In" point to the current locator position | Press [IN ㉗] |
| Set Edit selection "Out" point to the current locator position | Press [Out ㉘] |
| Activate the Rewind function | Press [Rewind ㉚] |
| Activate the Loop function | Press [Loop ㉛] |
| Activate the Fastforward function | Press [Fastforward ㉜] |
| Activate the Record function | Press [Rec ㉖] |
| Activate the Play function | Press [Play ㉗] |
| Activate the Stop function | Press [Stop ㉘] |
| **Jog Wheel & Scrub button** | |
| Swicthing the Jog wheel function from Scrub to Shuttle | Press [Scrub ㊴] ( Toggles squency: Scrub - Shuttle - Off) |
| Scrubs or Shuttles forward | Rotate (Jog wheel) clockwise |
| Scrubs or Shuttles backward | Rotate (Jog wheel) anti-clockwise |
| **Zoom & Navigation buttons** | |
| *Navigation mode (Zoom/42 button is off)* | |
| Navigation arrow | Rotate (Jog Wheel) |
| Moves the edit cursor to the previous region boundary or sync point | Press [<< ㊶] |
| Moves the edit cursor to the next region boundary or sync point | Press [<< ㊸] |
| Mark-in & mark-out controls | Press [ ㊵] & [ ㊹] or [IN ㉗] & [Out ㉘] |
| *Zoom mode (Press Zoom/42 once to enter: light)* | |
| Decreases the horizontal zoom | Press [<< ㊶] |
| Increases the horizontal zoom | Press [<< ㊸] |
| Decreases the vertical zoom | Press [ ㊵] |
| Increases the vertical zoom | Press [ ㊹] |
| *Selection mode (Press Zoom/42 twice to enter: Flash)* | |
| Adjust the selection "In" point for making a selection | Press & hold [<< ㊶] - Rotate the (Jog wheel) |
| Adjust the selection "Out" point for making a selection | Press & hold [>> ㊸] - Rotate the (Jog wheel) |
| Positions the cursor at the current selection's left edge | Press twice [<< ㊶] |

| | |
|---|---|
| Positions the cursor at the current selection's right edge | Press twice [>>㊸] |
| Moves the selection to the previous track | Press [㊵] |
| Moves the selection to the next track | Press [㊹] |

## *Ableton Live 10*

### Mackie Control mode function table (Abelton Live - PVC Overlay)

| Controller | Function |
|---|---|
| **Channel Strip** | |
| Encoder 1 – 8 (Rotate) | Channel 1-8 pan |
| Encoder 1 – 8 (Enter) | Only use in conjuction with some functions |
| Fader 1-8 | Adjusting correspodance 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 conjuction with the channel knobs to adjust the audio destination for the "Audio To" setting |
| Button "Pan" | Press to activate the "Pan" function, use in conjuction with the channel knobs to adjust each channel pan value |

| | |
|---|---|
| Button "Send" | Press to activate the "Send" function and rotate the correspodance 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: Scrollling through the clips up and down<br>Arrangement view: Scrolling the play-line forward & backward" |
| Buttons "Zoom" + "L/R" | "Session view: Zoom button could not be activtaed<br>Arrangement view: Zoom in/out track horizontally" |
| Buttons "Zoom" + "Up/Down" | "Session view: Zoom button could not be activtaed<br>Arrangement view: Zoom in/out track horizontally" |

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