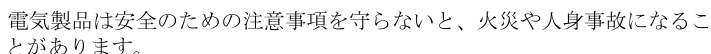




PLATFORM-B⁺

モーター式フェーダー内蔵、音楽制作用
MIDI/オーディオコントロールサーフェス



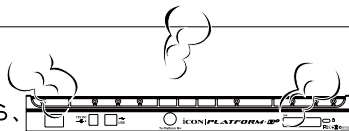


ICON製品は安全に十分配慮して設計されています。しかし、電気製品はすべて、まちがった使いかたをすると、火災や感電などにより人身事故になることがあります。事故を防ぐために次のことを必ずお守りください。

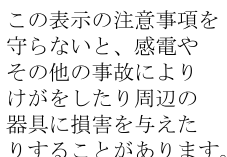
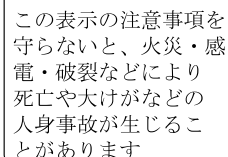
この取扱説明書の注意事項をよくお読みください。製品全般の注意事項が記載されています。

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

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



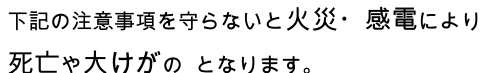
取扱説明書および製品では、次のような表示をしています。表示の内容をよく理解してから本文をお読みください。



指み 

接禁止

強制



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

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

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はじめに

ICON ProAudio Platform B+ MIDI/ オーディオコントロールサーフィスをお買い上げいただき、ありがとうございます。弊社はお客様に本製品を末永く御愛用いただけるものと確信いたしておりますが、万一お客様にご満足いただけない場合でも、ご満足いただけるよう努めて参ります。

本書には、Platform B+ MIDI/ オーディオコントロールサーフィスの特徴、フロントパネル、サイドパネルの詳しい解説と、設定方法、使用方法、そして主要諸元が記載されています。

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

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

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

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

付属品をご確認ください

- Platform B+ USB MIDI コントローラー x 1 個
- Quick Start Guide x 1
- USB2.0 ケーブル x 1
- 電源アダプター x 1pc

お客様のアカウントで ICON Pro Audio 製品をご登録ください

1. お使いのデバイスのシリアル番号を確認してください

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



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

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

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

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

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

3. 役に立つ資料をダウンロードする

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

機能



- PlatformM+ を強力なコントローラに即座に転換します
- 異なる DAW 機能を制御する 50 つの照明付き機能ボタンがあります
- 10 種類以上の人気 DAW をサポートします
- スタンドアロン・デバイスとして使用できるようにする独立した USB コネクタを備えています
- PlatformM+ に直接接続できるようにする拡張コネクタを備えています
- Cubase/Nuendo, LogicPro, Digital Performer, FL Studio, Samplitude, Reaper, Studio One, Bitwig, Reasons, ProTools, Sonar, Audition, Ableton Live and User define など、各種 DAW silicon オーバーレイが付属しています。
- Windows XP、Vista(32 ビットおよび 64 ビット)、Windows 7 (32 ビットおよび 64 ビット)、Windows 8 (32 ビットおよび 64 ビット)、Windows 10(32 ビットおよび 64 ビット)、Mac OSX (IntelMac) クラス・コンプライアント
- 高速 USB 2.0 対応
- iMap - セルフ MIDI マッピングソフトウェアが、ユーザー定義モード用に提供されます (MIDI 学習)
- USB 接続と iMap ソフトウェアで簡単にファームウェア・アップグレードが可能。
- 製造品質に優れた、Kensington ロックポート搭載の堅牢なメタルケーシング
- 12V/2.5A 電源アダプター付属

上面パネルレイアウト



注意：PlatformB+ を最大限に活用するには、PlatformM+ に接続して使用してください。以下の機能を使用するには、両方のユニットを使用してください。

注意：DAW によって機能がわずかに異なることがあります。各機能については DAW の取扱説明書をご覧ください。ご使用の DAW に合わせて添付のラベルテンプレートを重ね合わせてください。以下の説明は、Apple Logic™ の動作機能に基づいています。

デバイスの電源をオンにした後、「LogicPro」ボタンを押して、Logic Pro モードを選択します。PlatformM+ に LogicPro モードが選択されている場合、PlatformB+ は自動的に LogicPro モードに切り替わります。その後、LogicPro シリコン・オーバーレイを PlatformB+ 上に置くことができます。

また、さまざまな DAW の操作方法を示すチュートリアル・ビデオが付属の DVD に保存されています。チュートリアル・ビデオは、弊社のウェブサイトの PlatformB+ 製品ページでもご覧いただけます。

1) DAW モード選択部

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

(**ヒント** : PlatformB+ と PlatformM+ が接続されている場合、PlatformB+ は自動的に PlatformM+ と同じ DAW モードに切り替わります。)

(**注意** : Platform M+ / Platform B+ ファームウェアは随時更新されるので、現在のリストに表示されていない DAW が追加サポートされることがあります。当社の公式 HP をご覧の上、PlatformB+ ファームウェアをダウンロードして更新してください。)

以下に説明されている機能については、LogicPro シリコン・オーバーレイを PlatformB+ 上に置いてください。

2) VPot 割り当て

ヒント : これらの機能は、いつもチャンネル・ノブと共に使用されます。

トラック・ボタン	トラック機能を有効にします。チャンネル・ノブを回して、対応するトラックの音量を調節します。
送信・ボタン	このボタンを押して、各トラックに送信を割り当てます。チャンネルを回してバスを調節し、このボタンを押して割り当てを行います。
パン / サラウンド・ボタン	パン機能を有効にします。チャンネル・ノブを回して、対応するトラックのパン値を調節します。
プラグイン・ボタン	このボタンを押して、各トラックにプラグインを割り当てます。プラグインが割り当てられ、特定のプラグイン・ウィンドウに入ると、他のチャンネル・ノブを使用して異なるプラグイン・パラメータを調節します。また一部のプラグインに対しては、「ズーム」ボタンを囲む 4 つの矢印ボタンも使用されます。
EQ ボタン	このボタンを押して、各トラックの EQ 値を調節します。EQ ウィンドウに入ると、他のチャンネル・ノブを使用してさまざまな EQ パラメーターを調節します。「ズーム」ボタンを囲む 4 つの矢印ボタンも使用されます。
楽器ボタン	このボタンを押して、楽器トラックのパラメーター を調節します。

3) ユーザー定義制御ボタン (F1 ~ F8)

F1-F8 ボタン	これらのボタンの機能については、本マニュアルの機能リストを参照してください。
-----------	--

4) グローバル・ビュー

ヒント : グローバル・ビュー機能を使用するには、まずグローバル・ビュー・ボタンを有効にしてください。

グローバル・ビュー・ボタン	このボタンを有効にしてグローバル・ビュー機能モードに入り、以下のようにグローバル・ビュー機能を使用します。
MIDI トラック・ボタン	- このボタンを押して「MIDI トラック」ビューに入ります。「MIDI トラックのみが画面」に表示されます。
入力ボタン	このボタンを押して「入力」ビューに入ります。「入力」トラックのみが画面に表示されます。

オーディオ・トラック	このボタンを押して「オーディオ・トラック」ビューに入ります。「オーディオ」トラックのみが画面に表示されます。
オーディオ楽器ボタン	このボタンを押して「オーディオ楽器」ビューに入ります。「オーディオ楽器」トラックのみが画面に表示されます。
補助ボタン・ボタン	このボタンを押して「補助」ビューに入ります。「補助」トラックのみが画面に表示されます。
バス・ボタン	このボタンを押して「バス」ビューに入ります。「バス」トラックのみが画面に表示されます。
出力ボタン	このボタンを押して「出力」ビューに入ります。「出力」トラックのみが画面に表示されます。
ユーザー・ボタン	このボタンを押して「ユーザー」ビューに入ります。「ユーザー」トラックのみが画面に表示されます。

5) ユーティリティー

保存	DAW の保存機能を有効にします。
元に戻す	DAW の取り消し機能を有効にします。
Cancel ボタン	DAW のキャンセル機能を有効にします。
Enter ボタン	DAW の入力機能を有効にします。

6) 自動化セクション

トリム	現在何も割り当てられていません。
タッチ・ボタン	これを押すと、選択されたトラックの自動化が「タッチ」になります。
ラッチ	これを押すと、選択されたトラックの自動化が「ラッチ」になります。
グループ	これを押すと「グループ」編集モードになります。

7) モーター式フェーダーコントロールボタンセクション

FLIP (フリップ) ボタン	FLIP ボタンを押すと、モーター式フェーダーとロータリーエンコーダー式つまみのパラメータ設定 が入れ替わります。
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8) ズームコントロールボタンセクション

ZOOM (ズーム) ボタン	通常、ZOOM ボタンは、下で説明する矢印ボタンと一緒に、DAW アプリケーションウィンドウの中を拡大または縮小するために使用します。
UP (アップ) ボタン	UP ボタンは、DAW アプリケーションのグラフィカルユーザーインターフェース (GUI) のナビゲーション (上方向への移動) に使用します。あるいは、Zoom 機能と併用すると垂直方向に拡大します。

DOWN (ダウン) ボタン	DOWN ボタンは、DAW アプリケーションのグラフィカルユーザーインターフェース (GUI) のナビゲーション (下方向への移動) に使用します。あるいは、Zoom 機能と併用すると垂直方向に縮小します。
LEFT (左) ボタン	LEFT ボタンは、DAW アプリケーションのグラフィカルユーザーインターフェース (GUI) のナビゲーション (左方向への移動) に使用します。あるいは、Zoom 機能と併用すると水平方向に拡大します。
RIGHT (右) ボタン	RIGHT ボタンは、DAW アプリケーションのグラフィカルユーザーインターフェース (GUI) のナビゲーション (右方向への移動) に使用します。あるいは、Zoom 機能と併用すると水平方向に縮小します。

9) セクションの編集

シフト・ボタン	このボタンを押して、次のレイヤの機能ボタン F9 ~ F16 に切り替えます。
オプション・ボタン	- 組み合わせボタンです。別のボタンと共に使用して、さまざまな機能を実行します。実行できる機能については、本マニュアルの機能リストを参照してください。
Alt ボタン	組み合わせボタンです。別のボタンと共に使用して、さまざまな機能を実行します。実行できる機能については、本マニュアルの機能リストを参照してください。
コントロール	組み合わせボタンです。別のボタンと共に使用して、さまざまな機能を実行します。

10) 表示部

SMPTE/BBT ボタン	このディスプレイには、SMPTE または BBT フォーマットで、プロジェクトの時間ロケーションが表示されます。
---------------	--

11) その他のセクション

ドロップ	「ドロップ」を切り替えます。
交換	「交換」を切り替えます。
クリック	メトロノームのクリックを録音または再生します。
ソロ	選択されたトラックのトラック・ソロを切り替えます。
マーカー・ボタン	次の各マーカー・モードを切り替えます。
微調整	微調整モードを切り替えます。

サイドパネルのレイアウト



1. USB ポート

PlatformB+ をスタンドアロン・デバイスとして使用している場合は、この USB ポートを通じて PlatformB+ を Mac/PC に接続してください。スタンドアロン・デバイスとして使用していない場合は、接続する必要がありません。

2. 拡張ポート

付属のケーブルで PlatformB+ を PlatformM+ に接続します。

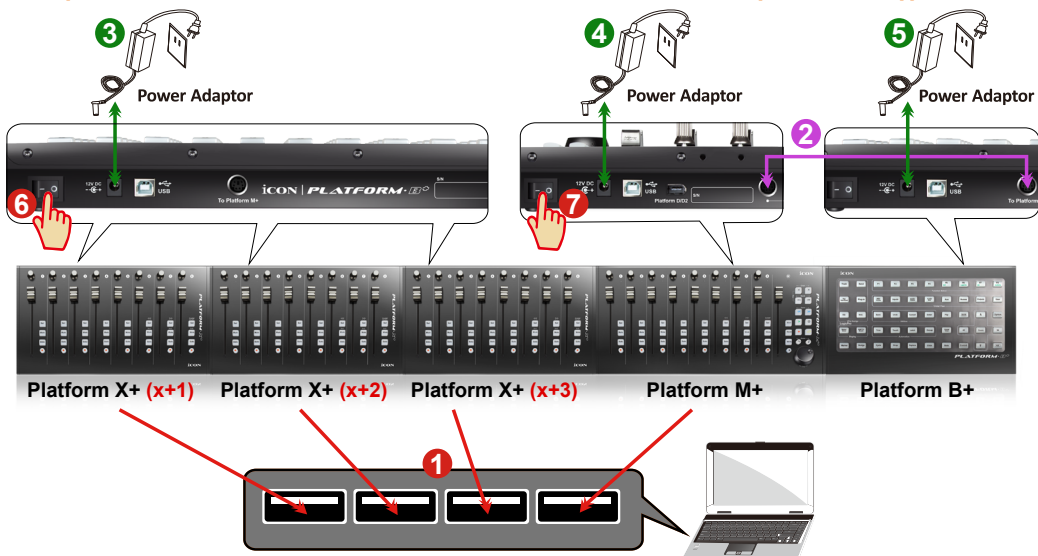
3. 12V/0.35A 電源アダプター

ここに、付属の電源アダプターを接続します。

(**注意** : Platform B+ は、付属の電源アダプターを接続しなければ動作しません。USB バス電源では、Platform B+ を動作させるための十分な電源を供給することはできません。)

使用法

(Connected with Platform M+ and Platform X+ (1 - 3units))



2 付属のケーブルで PlatformB+ を PlatformM+ に接続します。

付属のケーブルを使用して、拡張ポート経由で PlatformB+ と PlatformM+ のデバイスを接続します。

1 PlatformM+ で DAW を選択します

まず PlatformM+ の電源を入れ、以下の指示に従って DAW を選択してください：

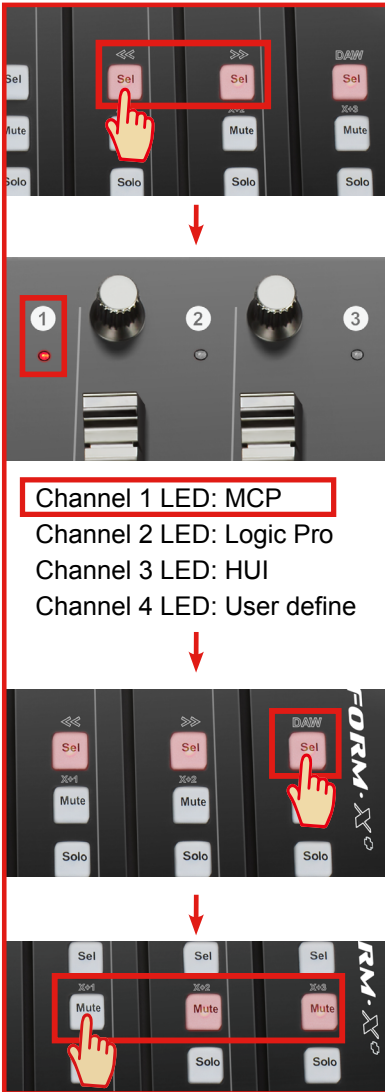
(注意：Platform M+ は最後に選択された DAW モードを記憶し、スイッチを入れてから数秒後に同じモードを再入力します。(すなわち、最後に使用したモードを再使

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			

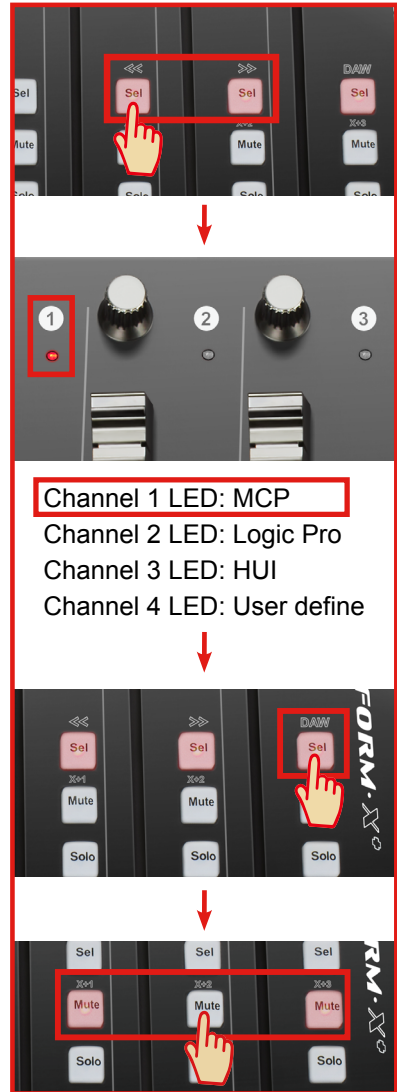
用する場合には、DAW モードを選択する必要はありません。)

その後、PlatformB+ の電源を入れると、PlatformM+ と同じ DAW モードに切り替わります。

8 Platform X+ (X+1)



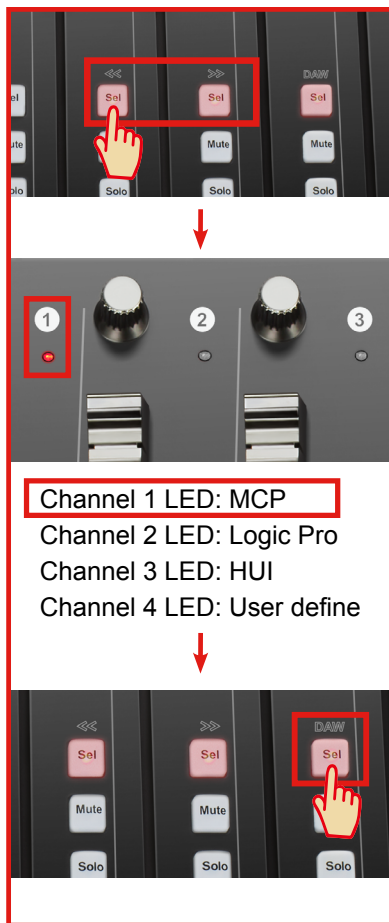
9 Platform X+ (X+2)



10 Platform X+ (X+3)



11 Platform M+



12 Platform B+



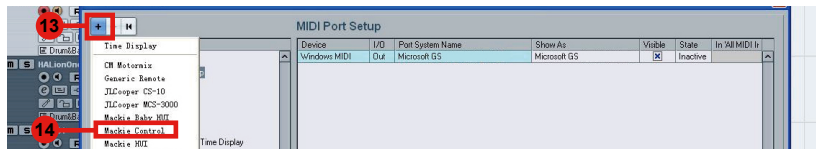
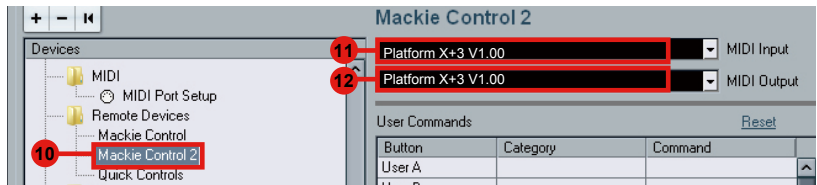
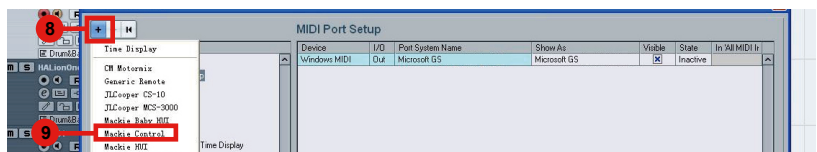
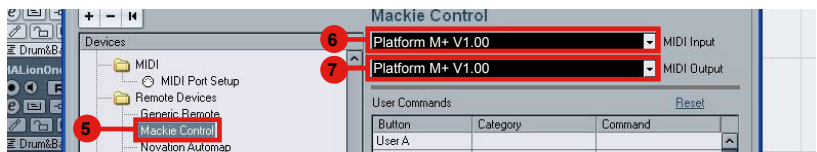
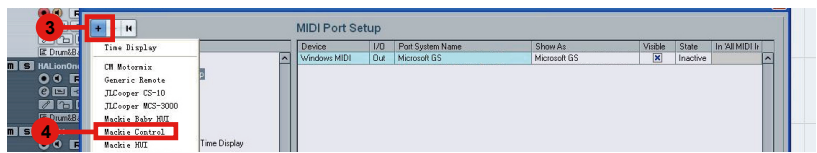
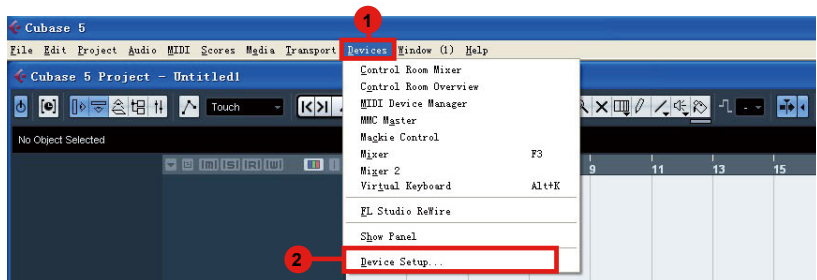
13. DAW のセットアップ

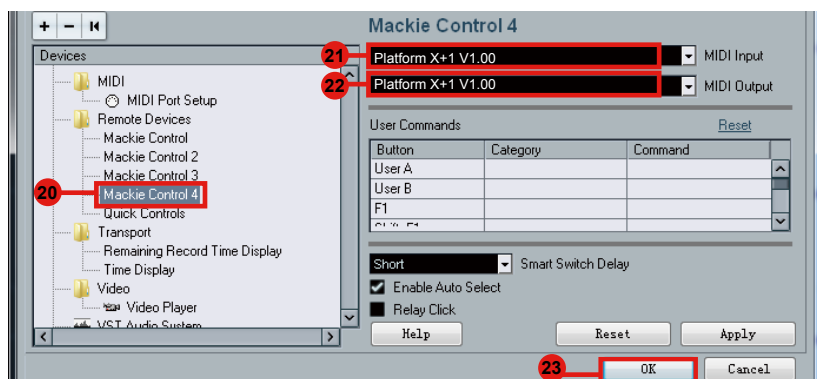
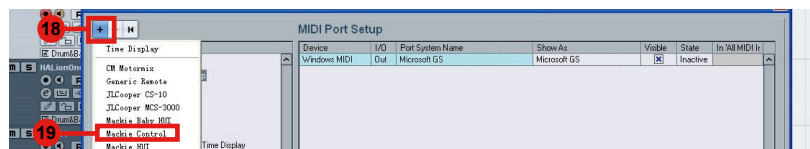
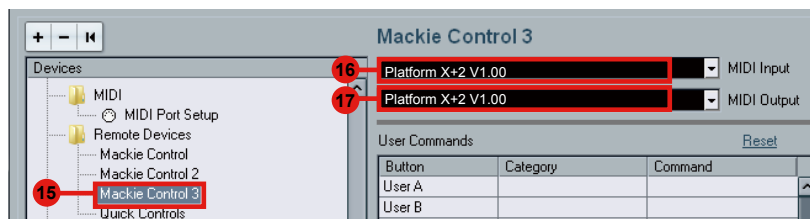
Platform M+, Platform X+ & Platform B には、Mackie Control、LogicPro と HUI プロトコルが内蔵されています。そのため DAW でデバイスを設定する際に起こり得るトラブルを避けることができます。お使いのソフトウェアの「MIDI コントローラー」に「Mackie Control」または「HUI」デバイスを追加します。Mackie Control、LogicPro または HUI デバイスを追加したら、お使いの DAW の MIDI 入出力デバイスとして Platform B+ コントローラーを選択します。

(**注意** : PlatformB+ は PlatformM+ の一部として認識されるため、ハードウェア・リストには PlatformM+ のみが表示されます。)

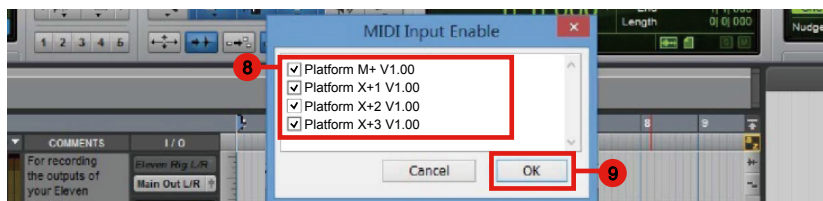
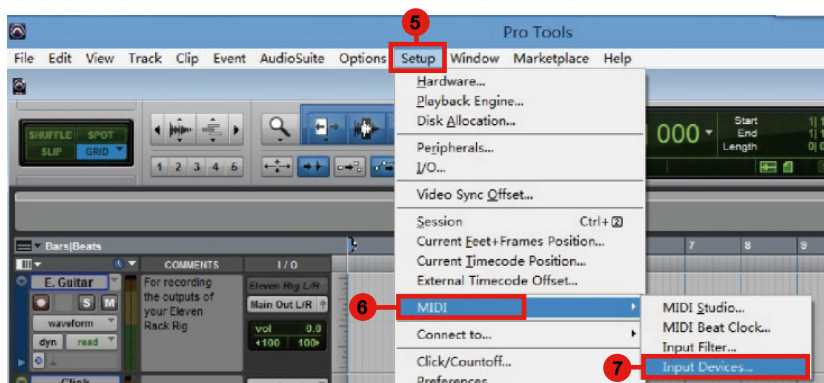
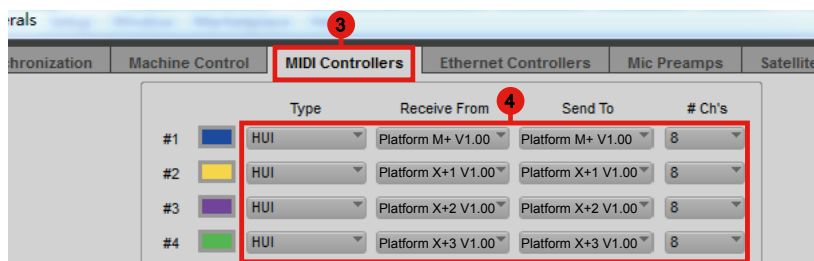
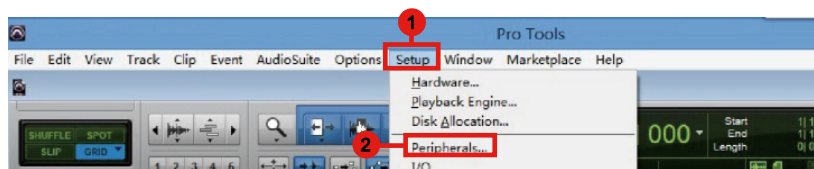
(**ヒント** : 当社のウェブサイト (www.iconproaudio.com) もご覧ください。また、各コントローラー (Platform B+) 製品ページの「Setup デモ」セクションには、種々の DAW の設定法を示した図が記載されています。

Setup デモリストに掲載されていない DAW に関しては、お使いのソフトウェアのユーザーマニュアルでハードウェアの設定を参照してください。)

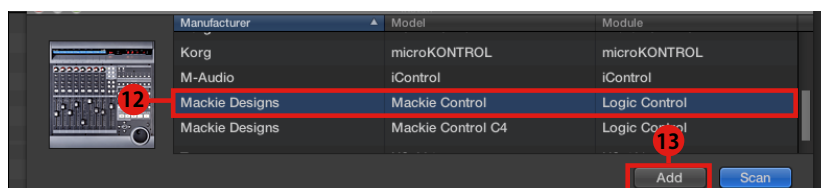
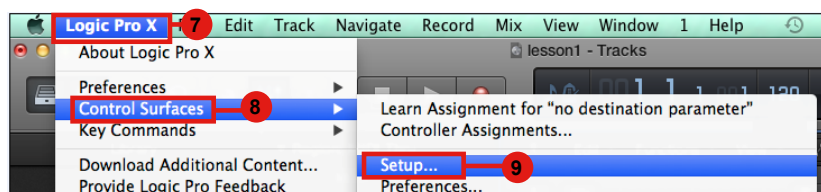
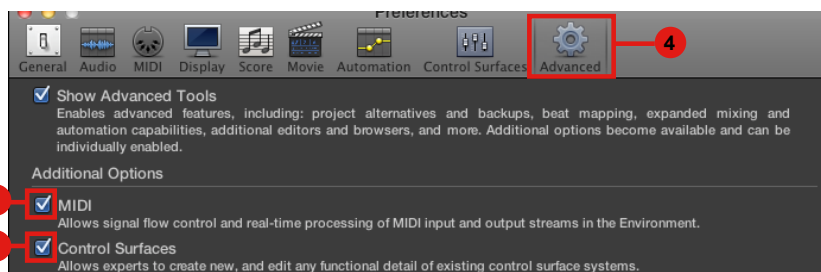
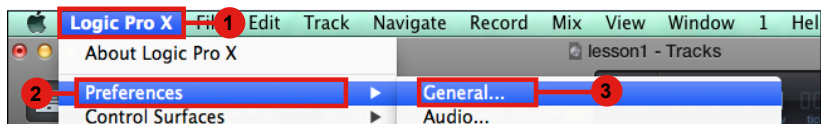


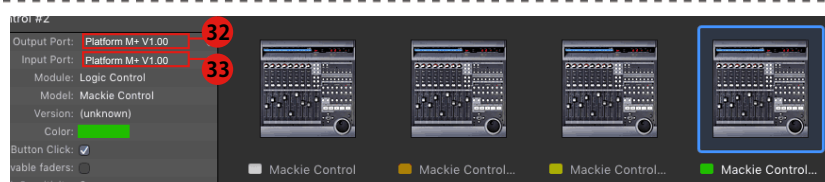
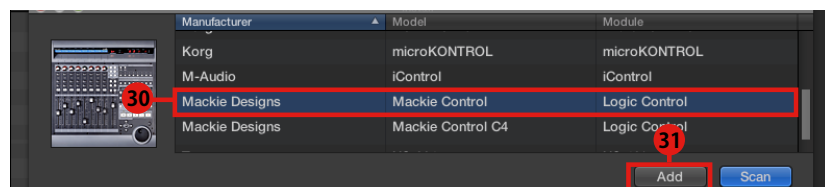
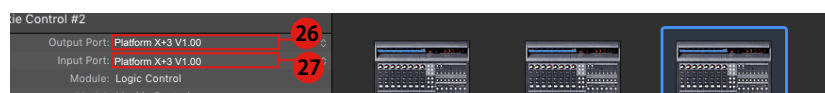
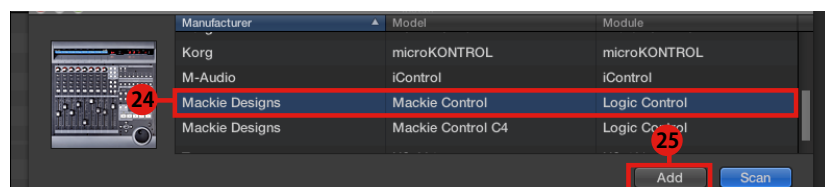
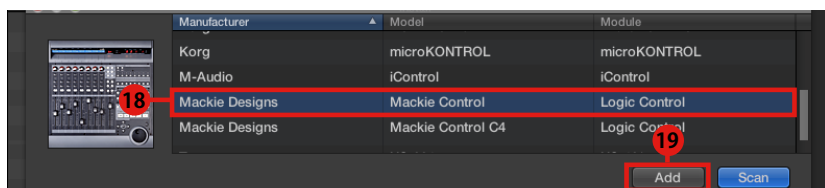


Pro Tools

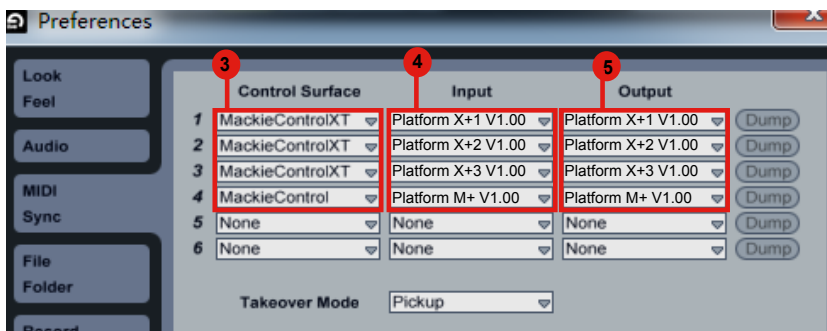
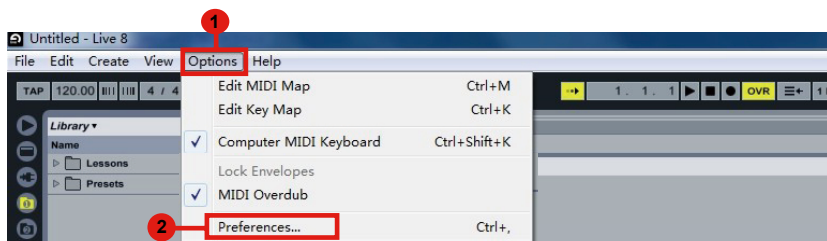


Logic pro

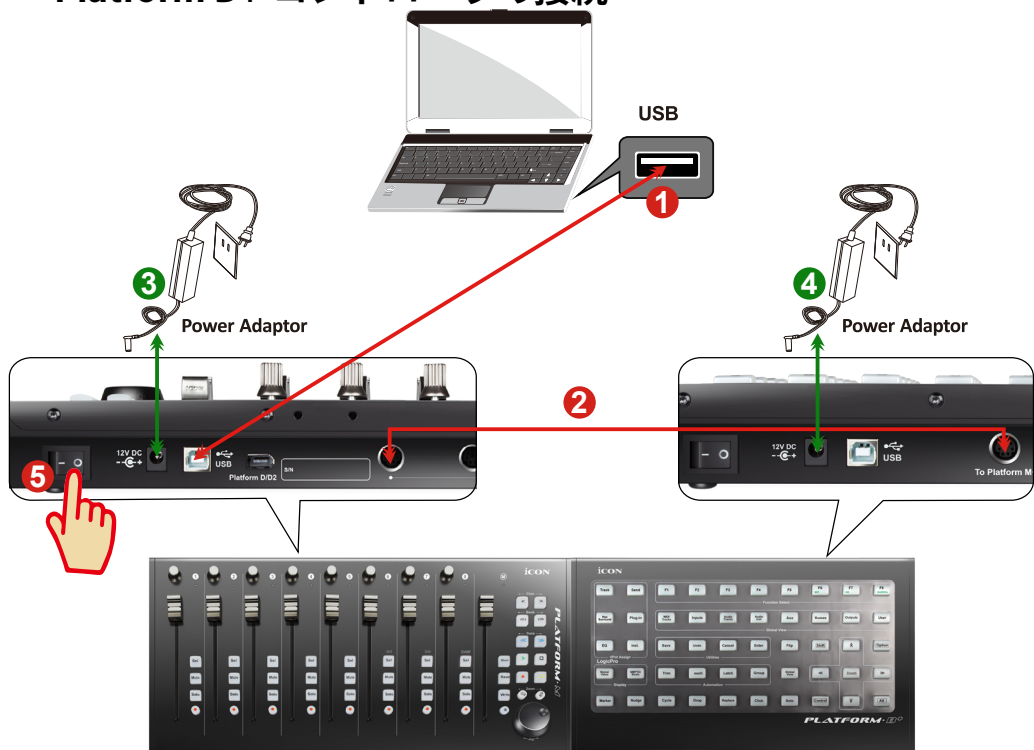




Ableton Live



使用法（PlatformM+ と接続されています） Platform B+ コントローラの接続



6 Platform M+



7 Platform B+



2 付属のケーブルで PlatformB+ を PlatformM+ に接続します。

付属のケーブルを使用して、拡張ポート経由で PlatformB+ と PlatformM+ のデバイスを接続します。

6 で DAW を選択します

まず PlatformM+ の電源を入れ、以下の指示に従って DAW を選択してください：

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			

1.

(**注意** : Platform M+ は最後に選択された DAW モードを記憶し、スイッチを入れてから数秒後に同じモードを再入力します。(すなわち、最後に使用したモードを再使用する場合には、DAW モードを選択する必要はありません。)

その後、PlatformB+ の電源を入れると、PlatformM+ と同じ DAW モードに切り替わります。

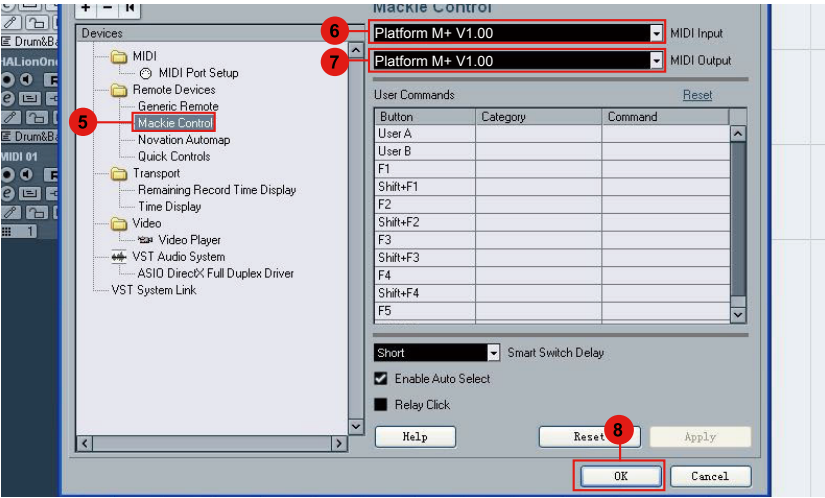
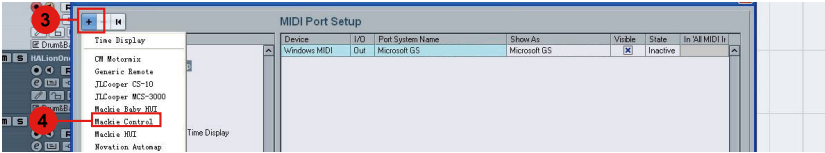
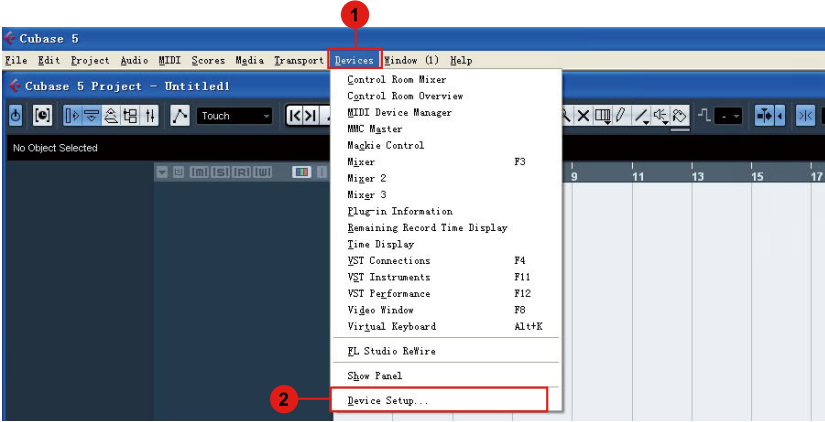
8. DAW のセットアップ

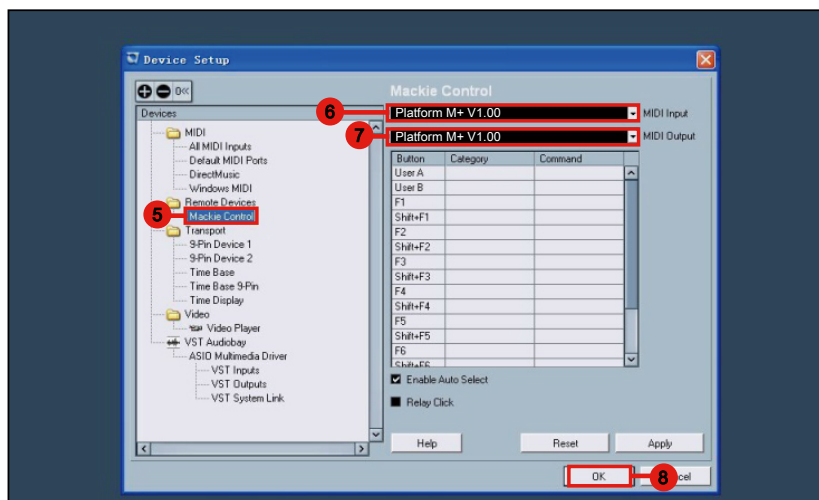
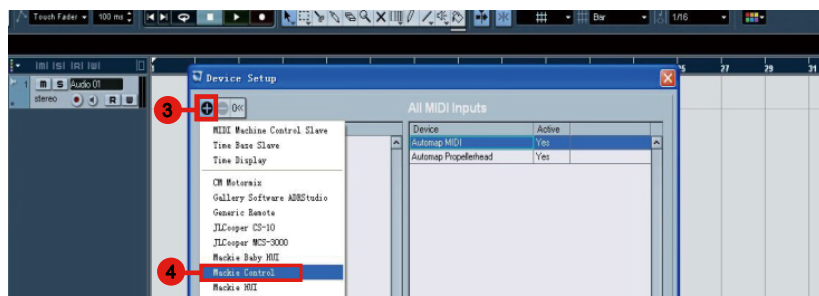
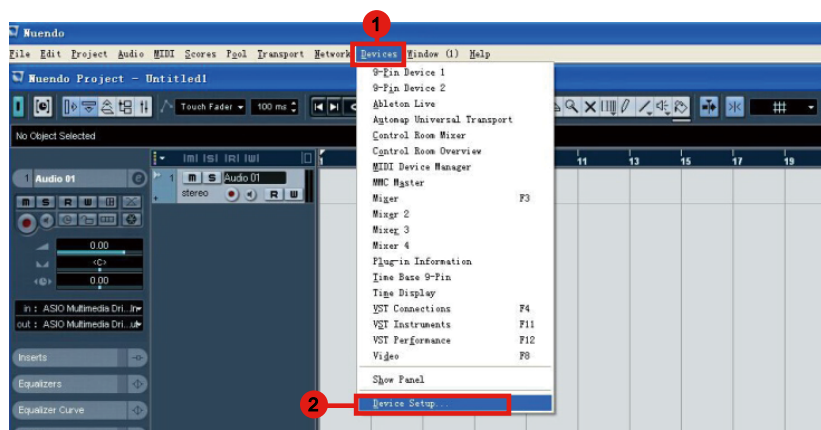
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(**注意** : PlatformB+ は PlatformM+ の一部として認識されるため、ハードウェア・リストには PlatformM+ のみが表示されます。)

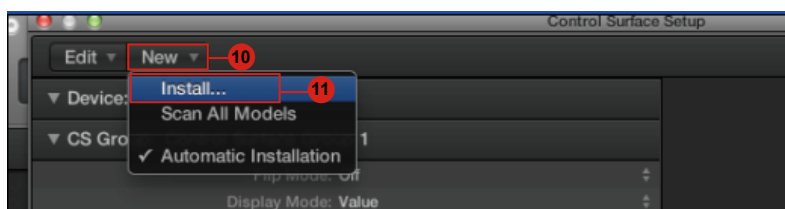
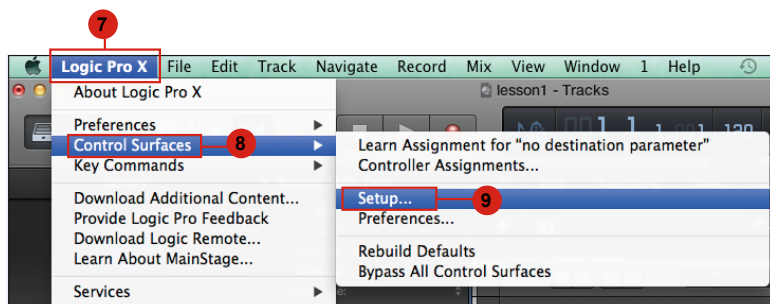
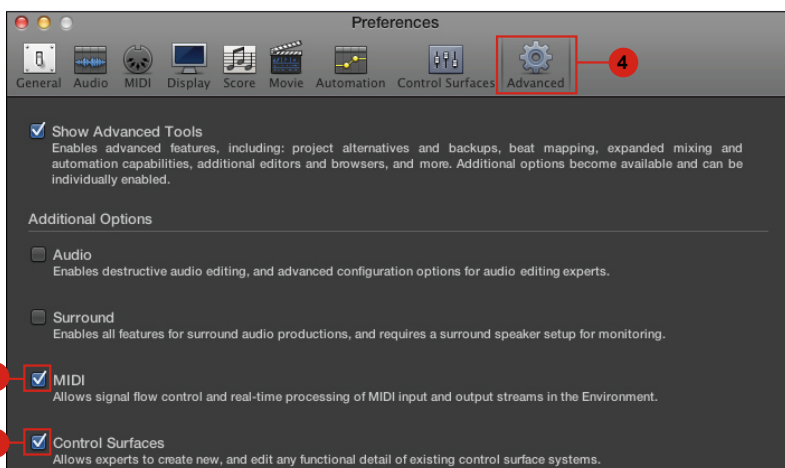
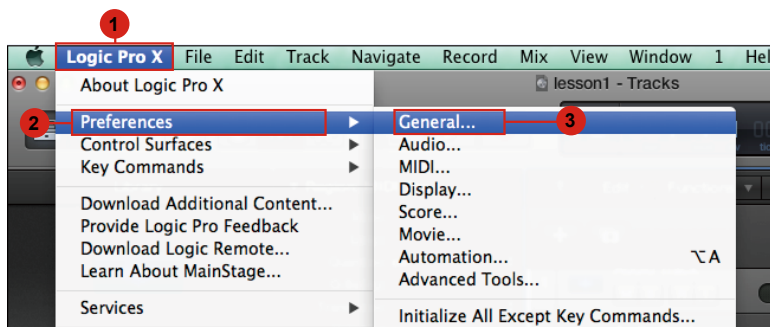
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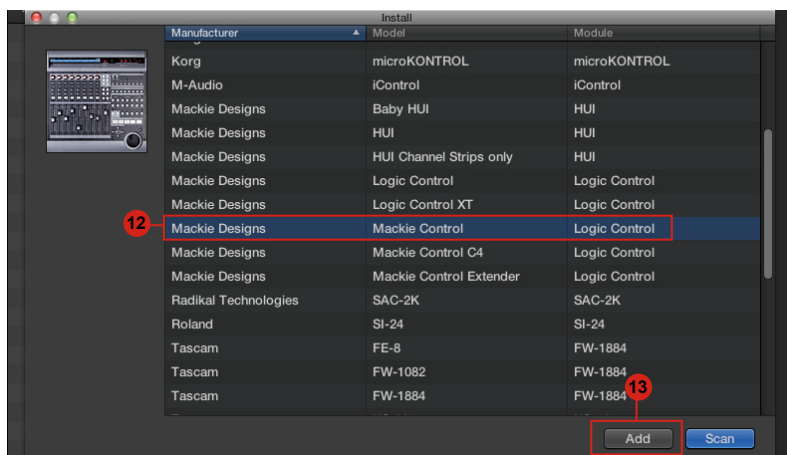
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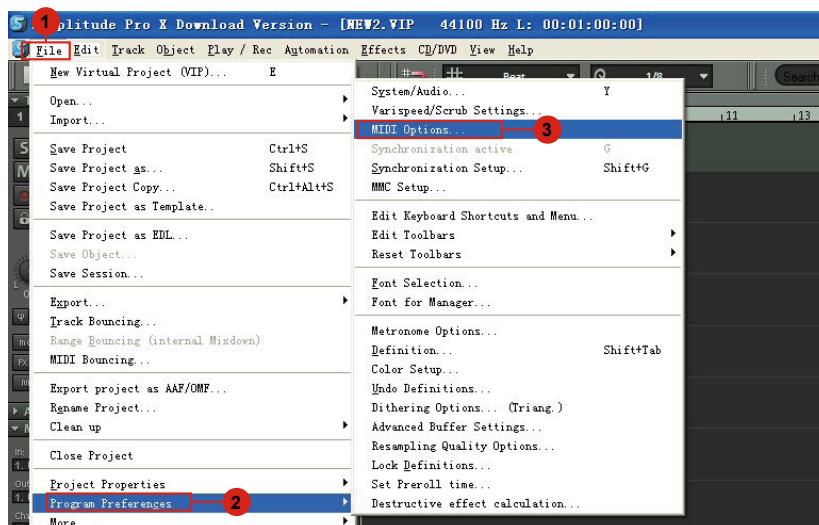


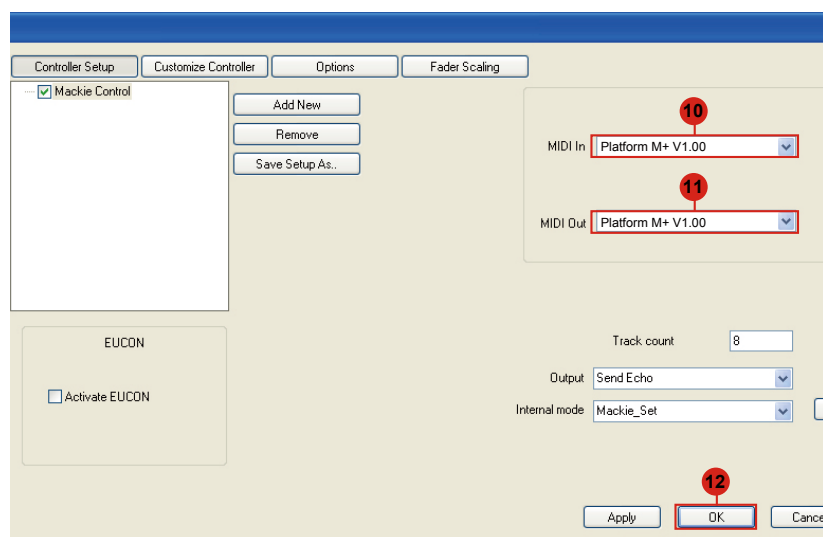
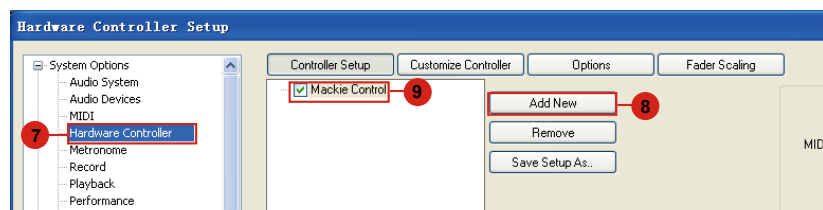
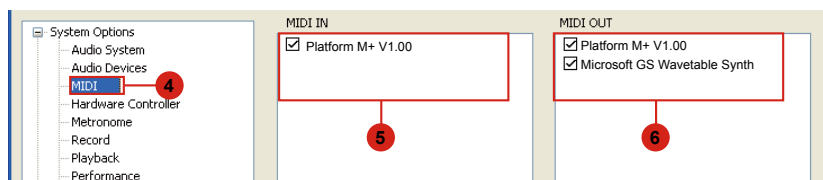
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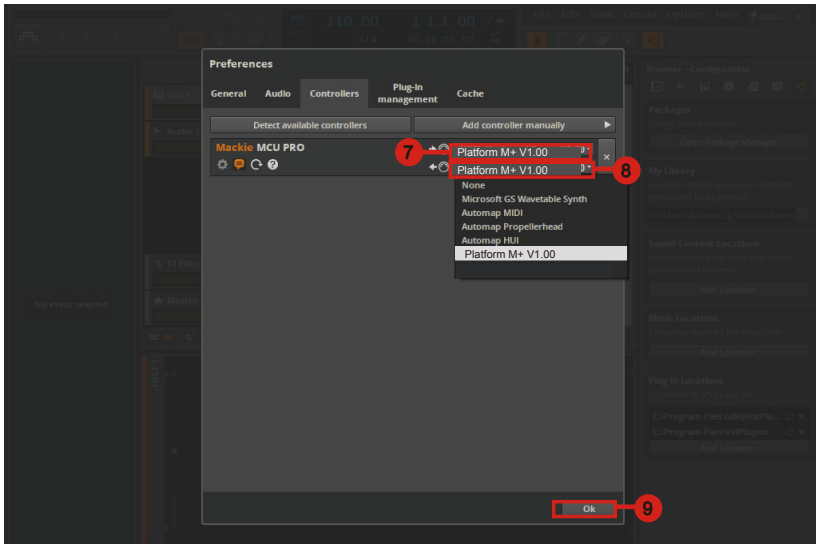
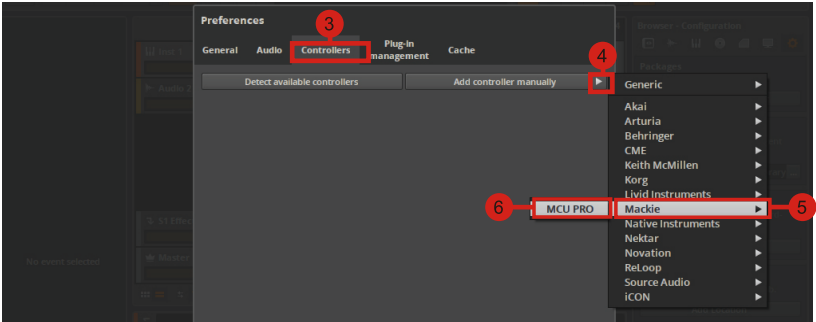
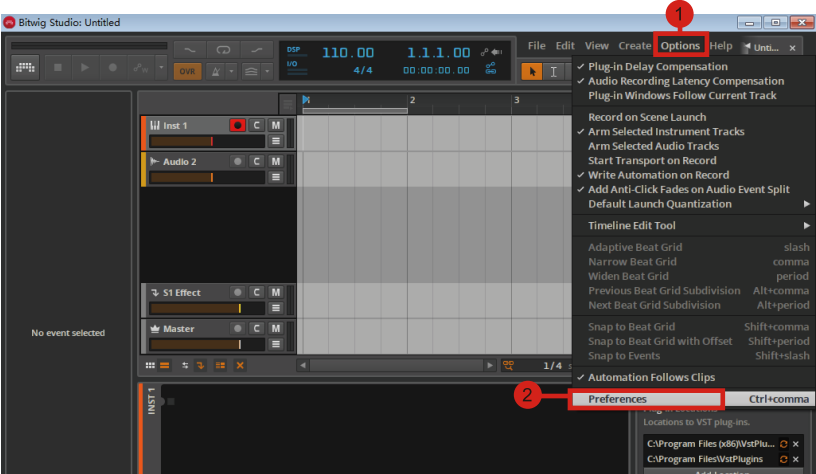




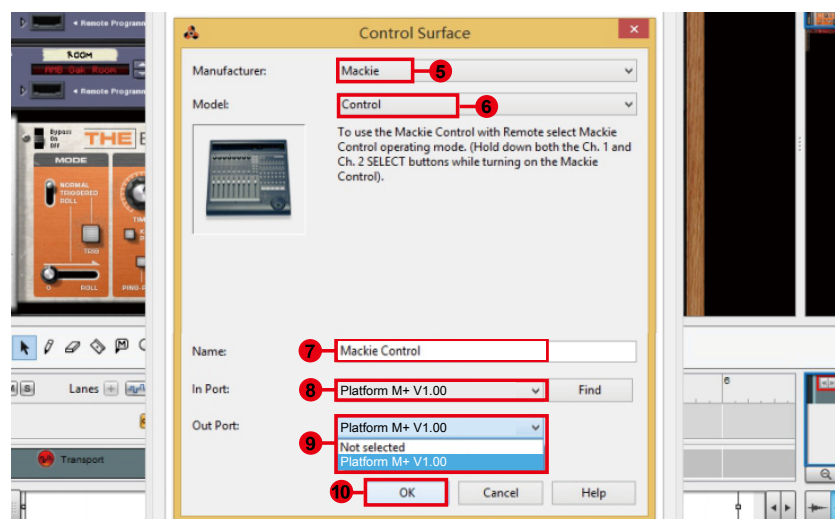
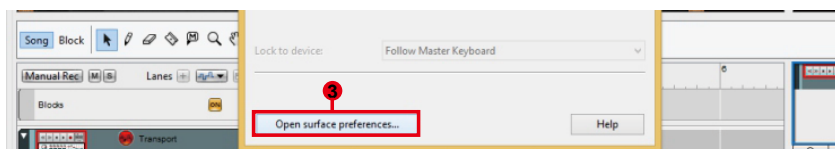
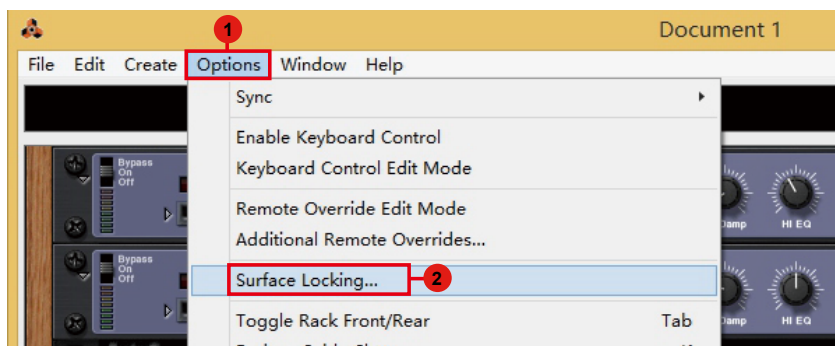
Samplitude



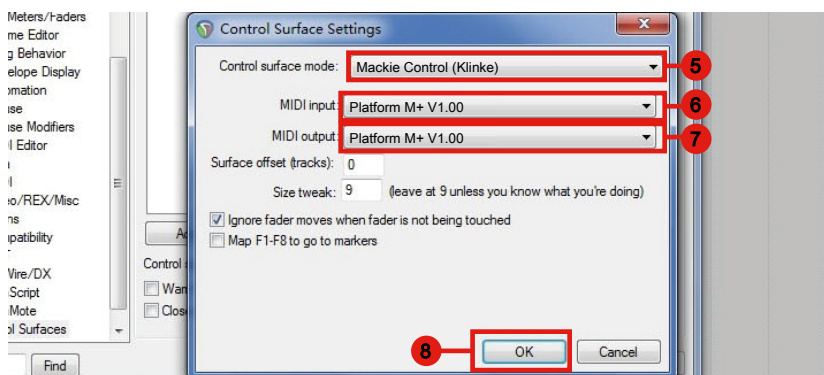
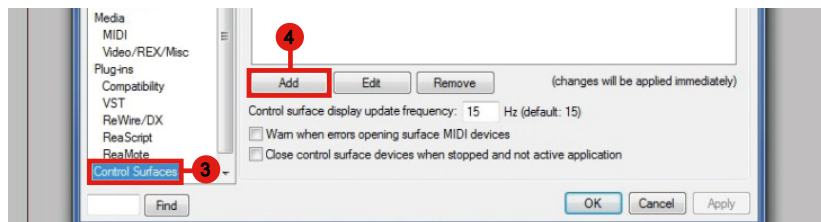
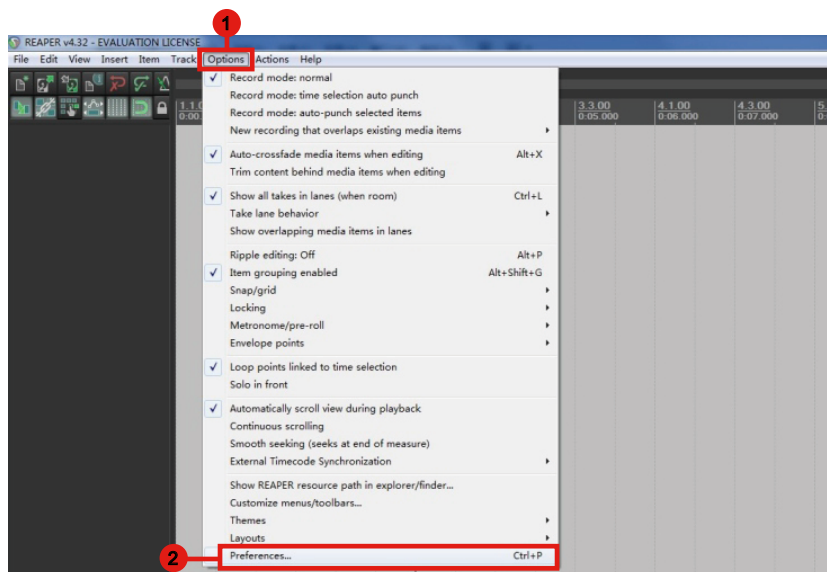




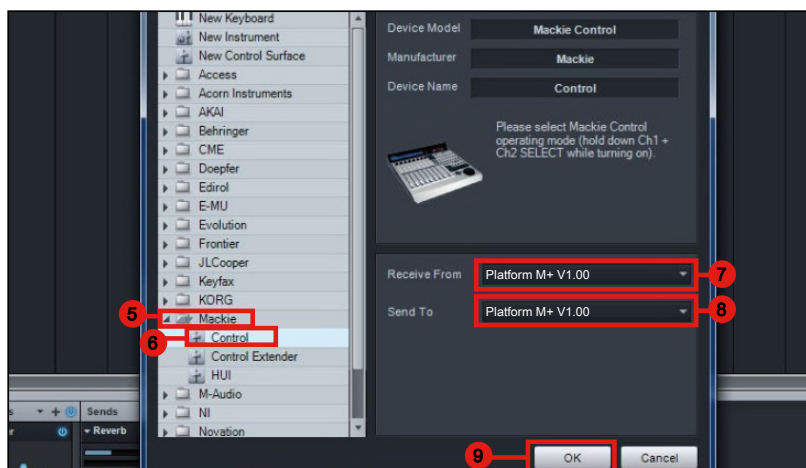
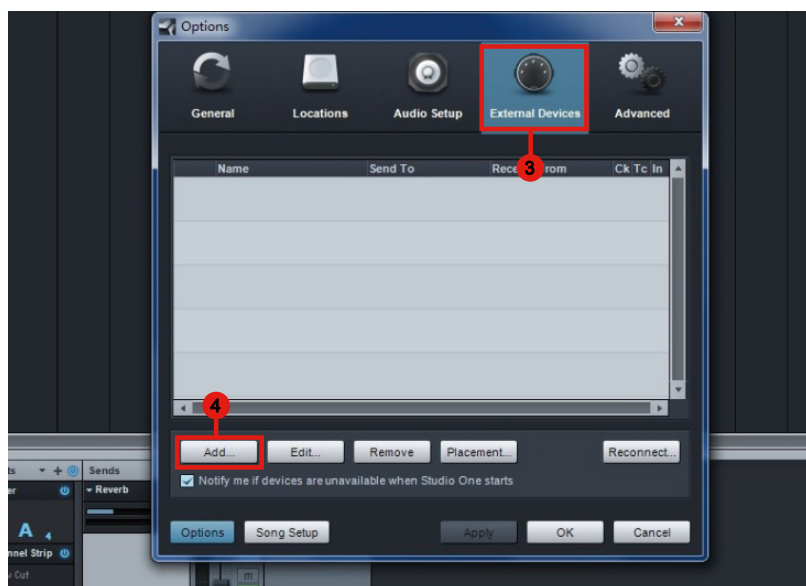
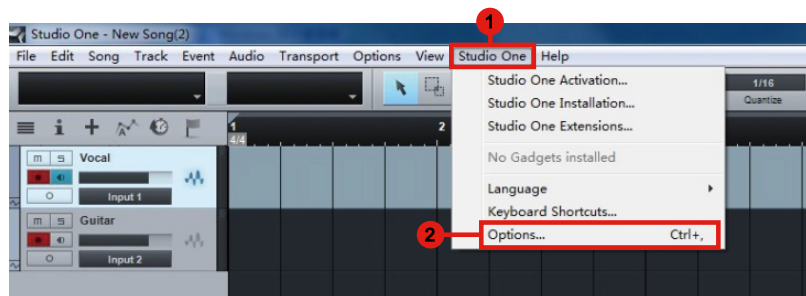
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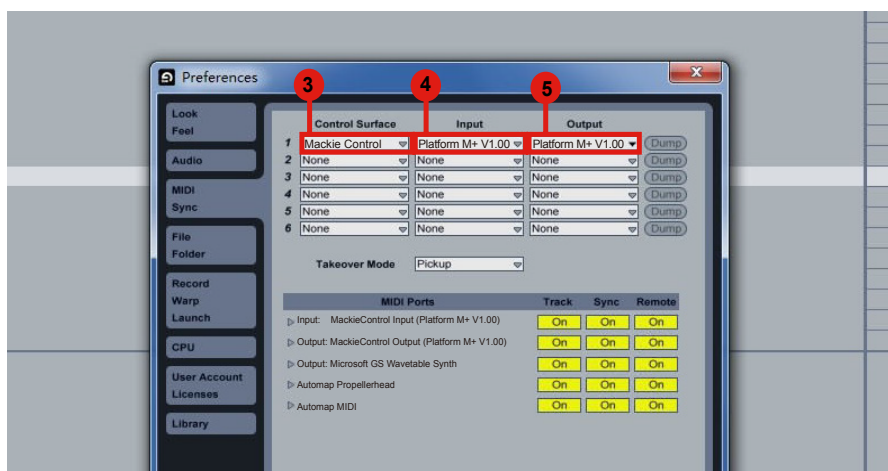
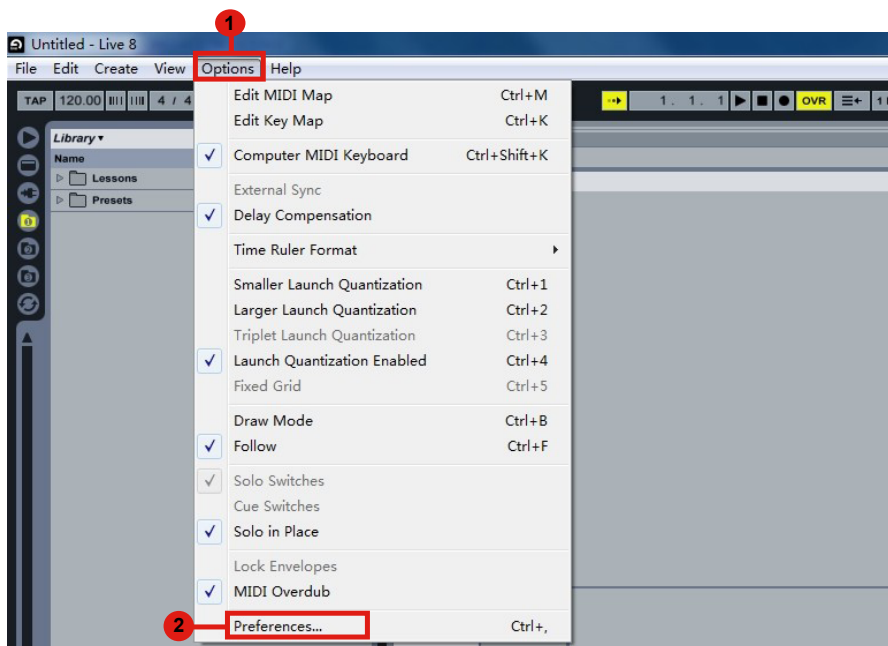
Reaper



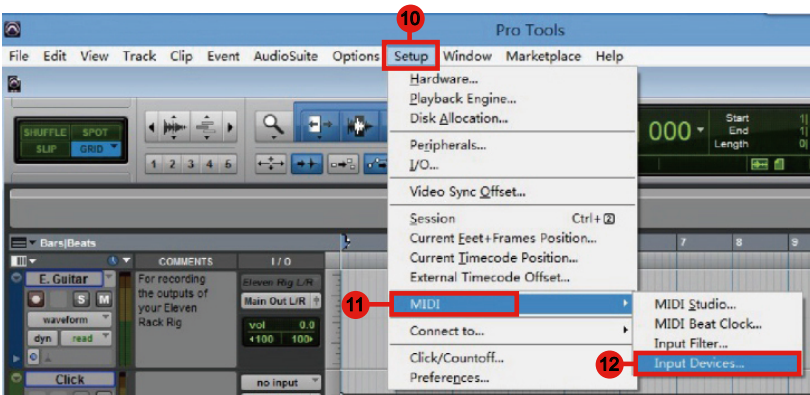
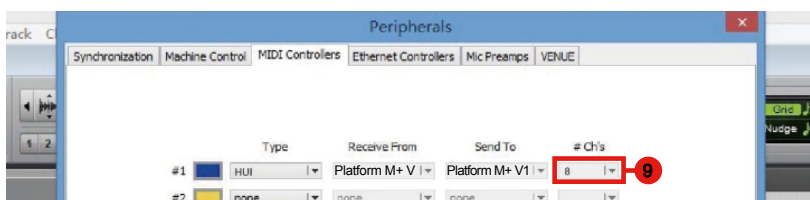
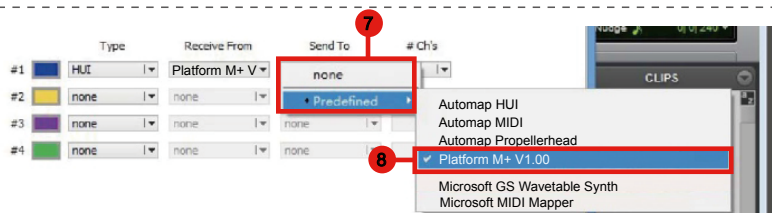
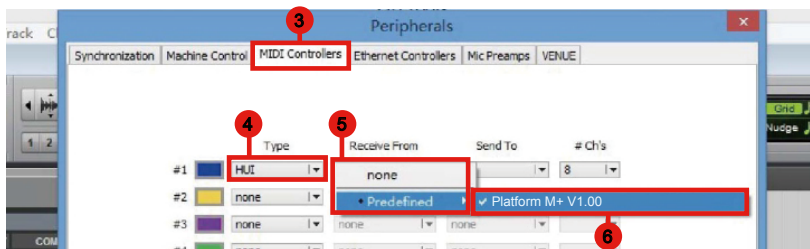
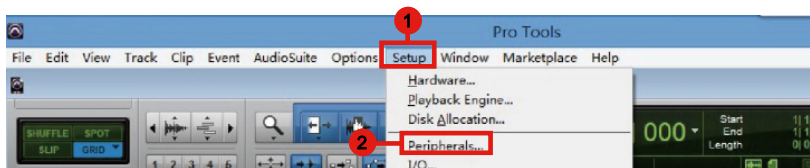
Studio One

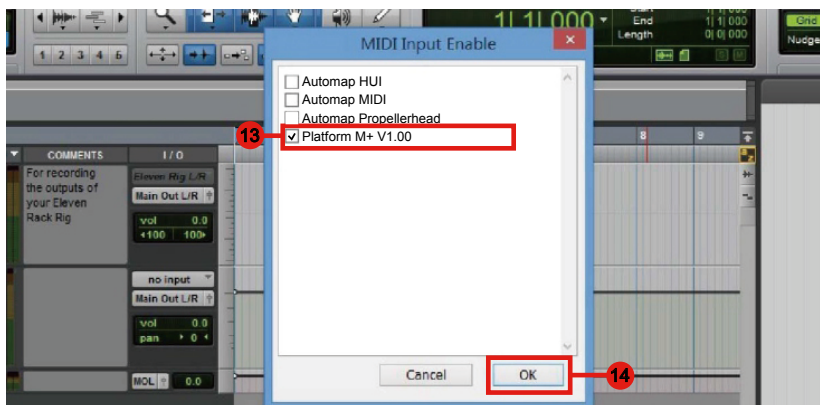


Ableton Live

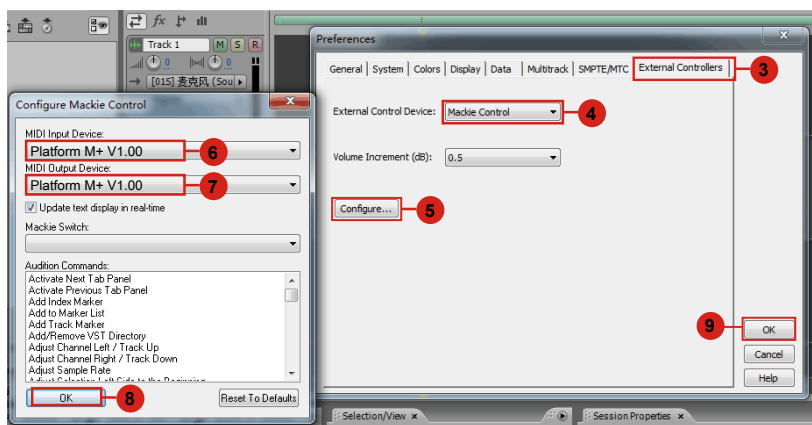
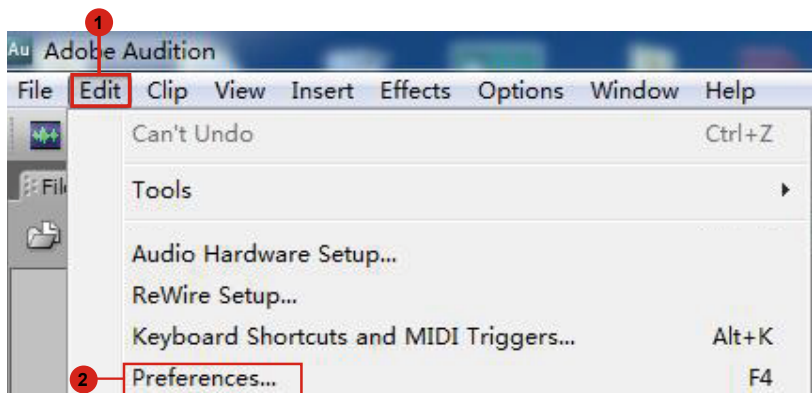


Pro Tools

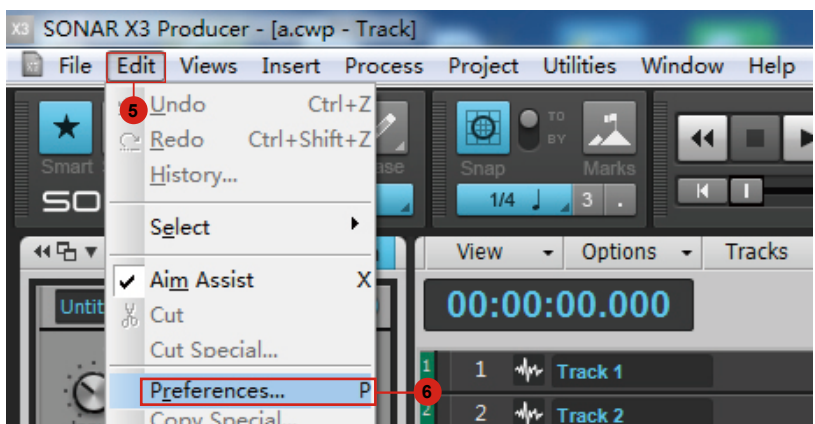
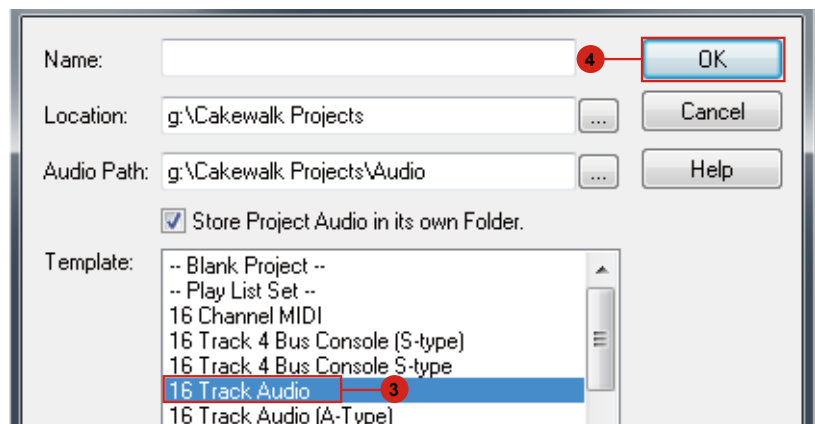
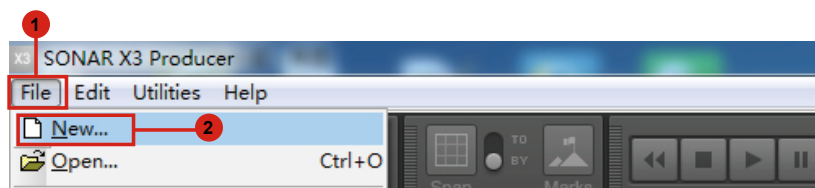


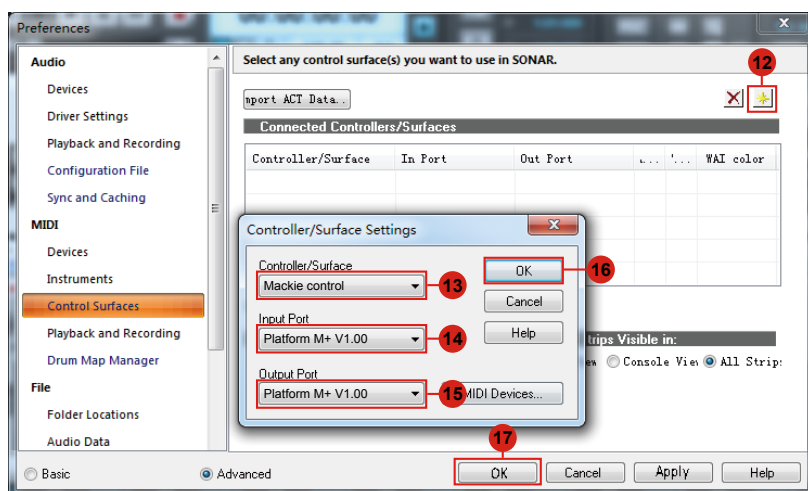
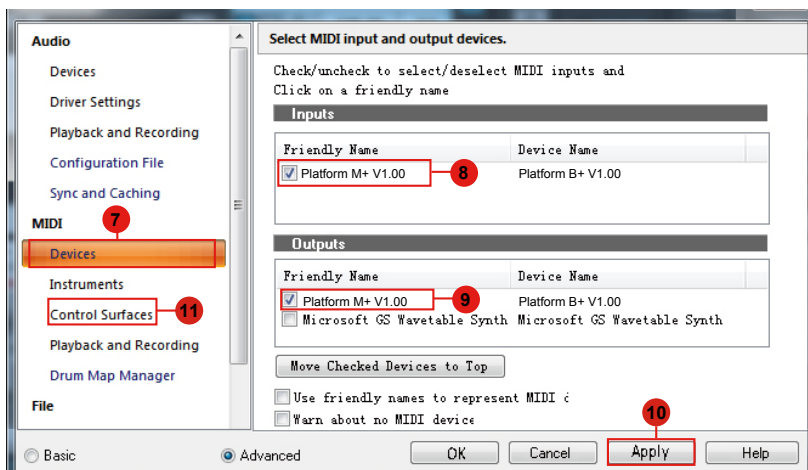


Audition



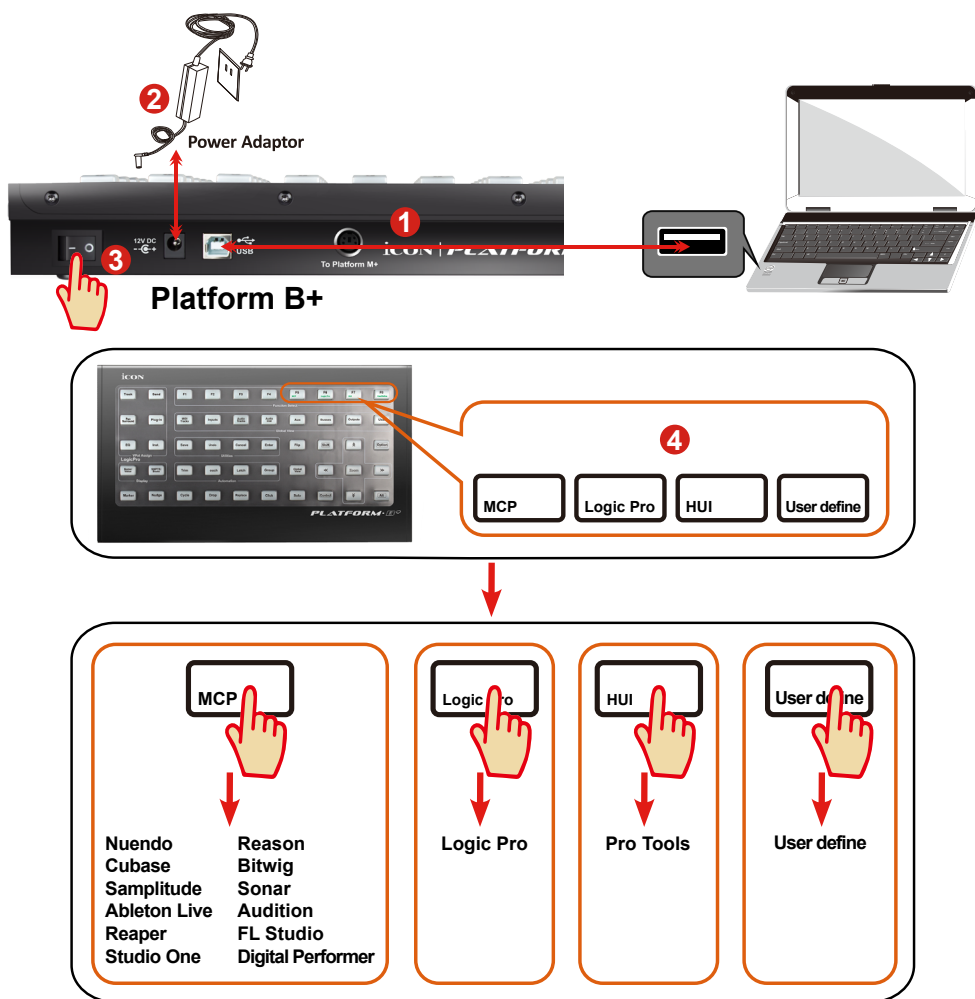
Sonar





使用法 (スタンドアロン)

Platform B+ コントローラの接続



1 USB ポートを介して Mac/PC に Platform B+ を接続する

お手持ちの Mac/PC で USB ポートを選び、USB ケーブルの幅広 (平ら) な端を差し込んでください。Platform B+ に、ケーブルのもう一方の端を差し込んでください。Mac/PC は自動的に新しいハードウェアを検出し、画面に使用可能になったことが表示されます。

4 Platform B+ で DAW を選択する

使用している DAW に応じて DAW ボタンを押して、DAW モードを選択します。

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			

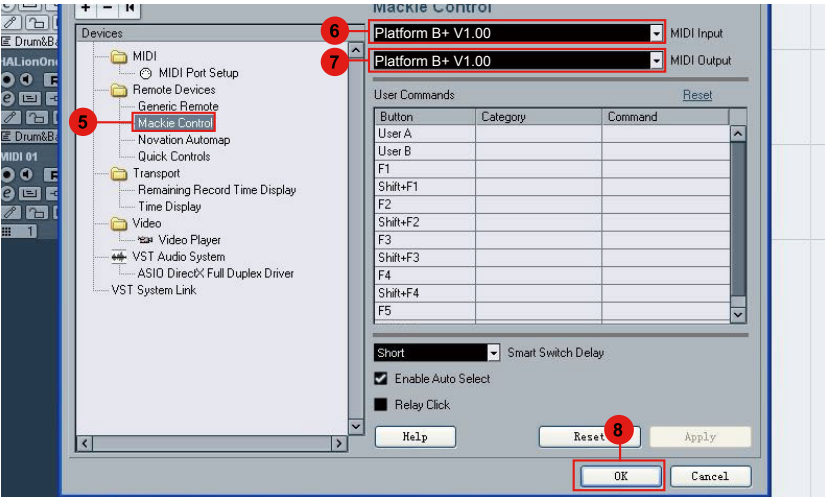
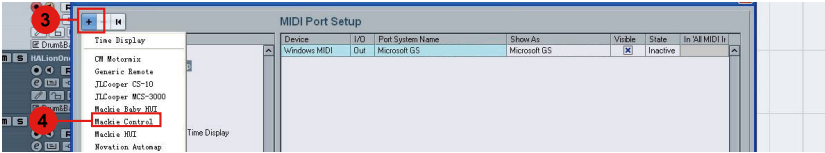
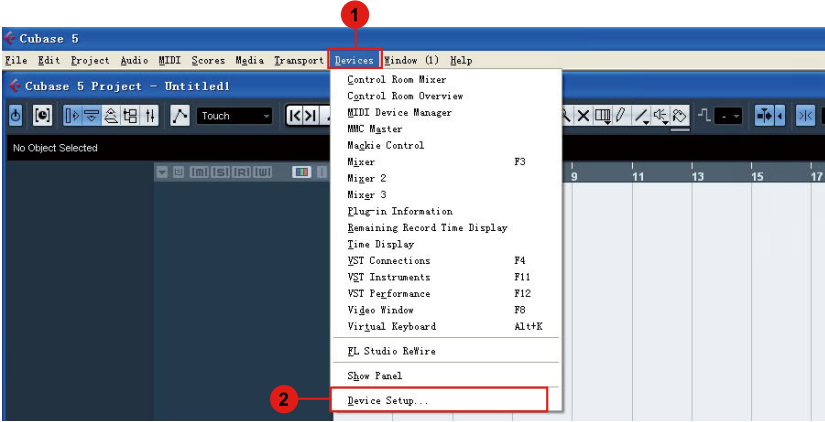
(**注意** : Platform B+ は最後に選択された DAW モードを記憶し、スイッチを入れてから数秒後に同じモードを再入力します。(すなわち、最後に使用したモードを再使用する場合には、DAW モードを選択する必要はありません。)

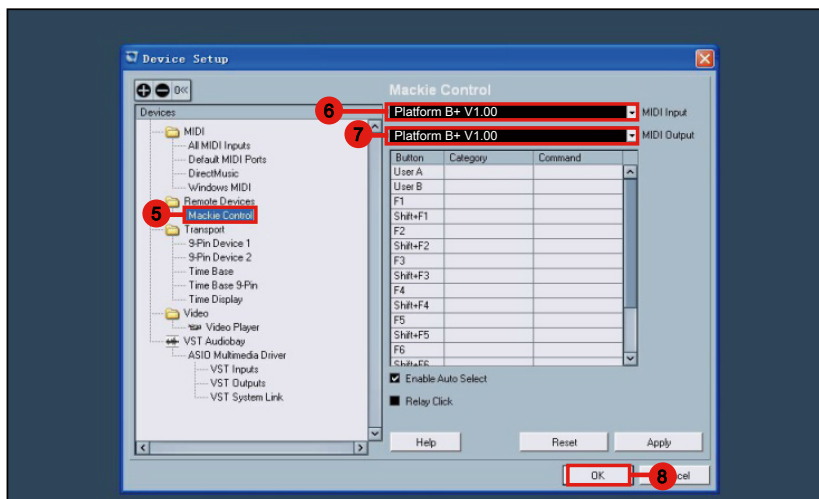
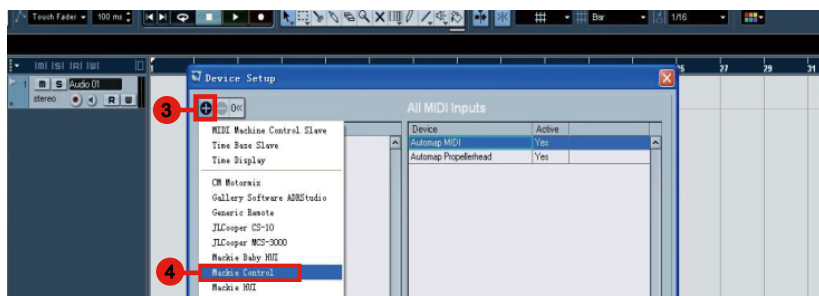
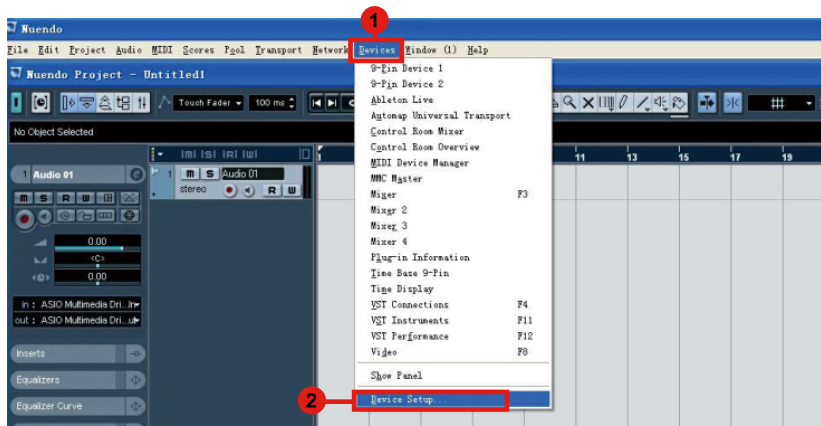
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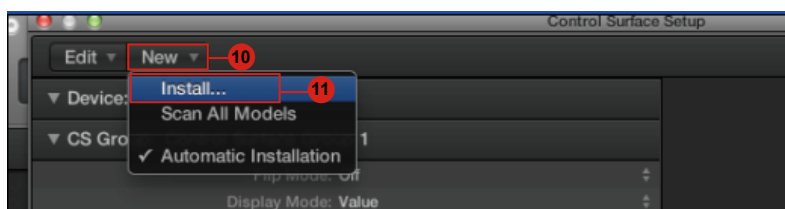
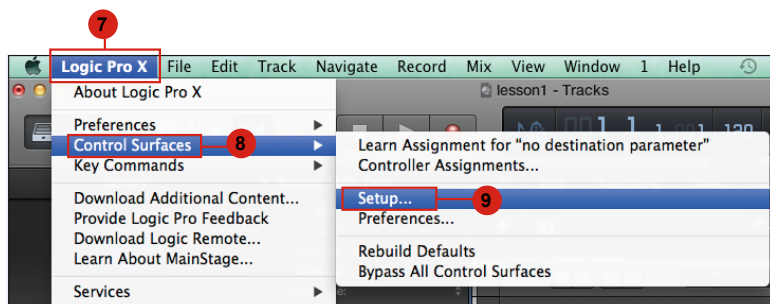
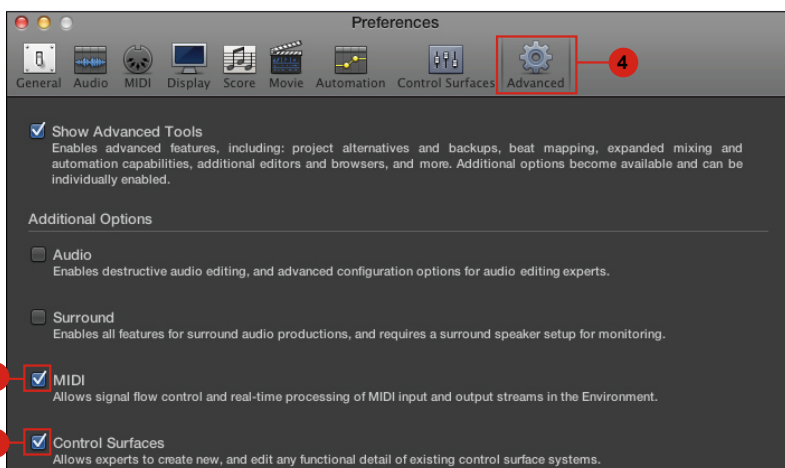
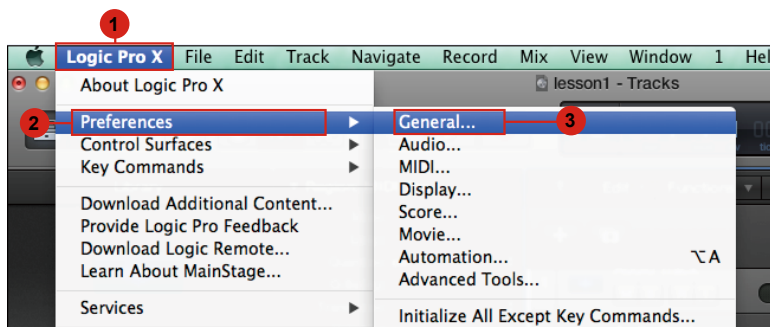
(**ヒント** : 当社のウェブサイト (www.iconproaudio.com) もご覧ください。また、各コントローラー (Platform B+) 製品ページの「Setup デモ」セクションには、種々の DAW の設定法を示した図が記載されています。

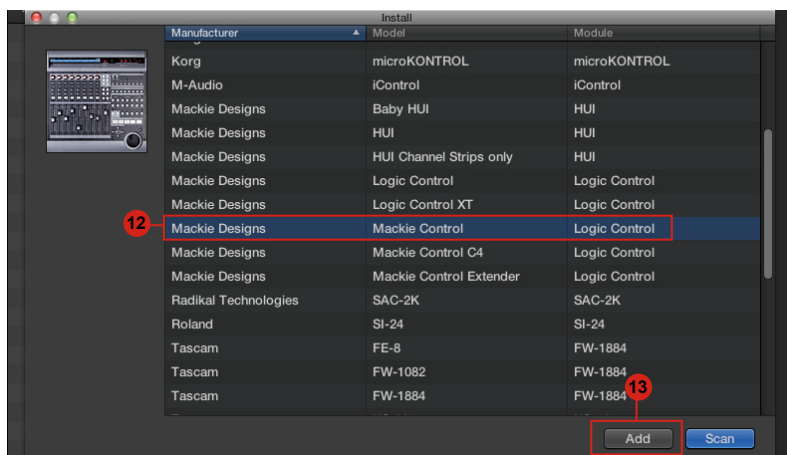
Setup デモリストに掲載されていない DAW に関しては、お使いのソフトウェアのユーザーマニュアルでハードウェアの設定を参照してください。)



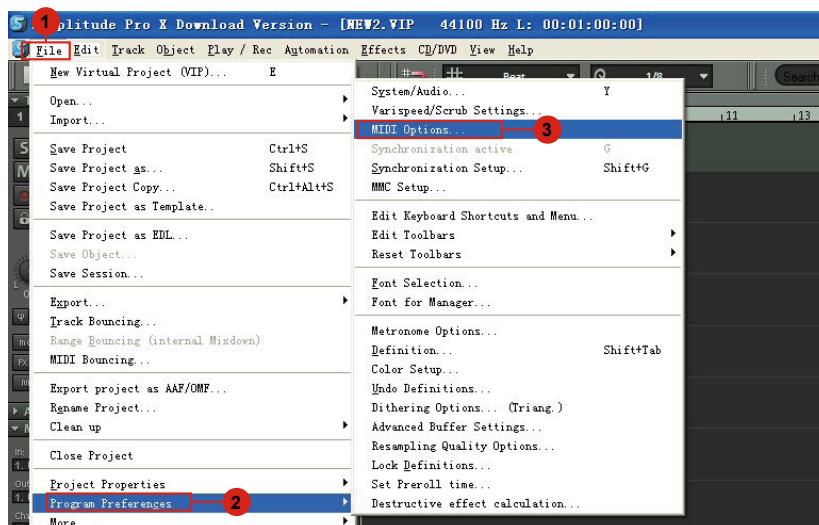


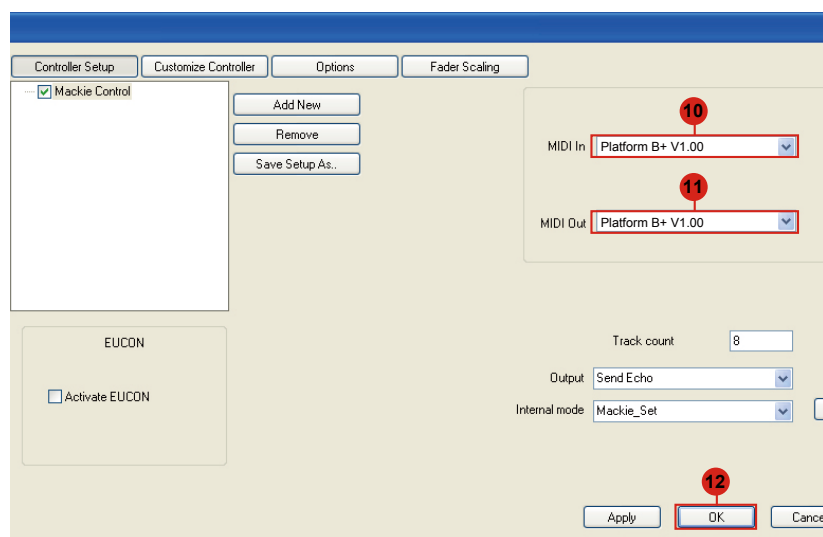
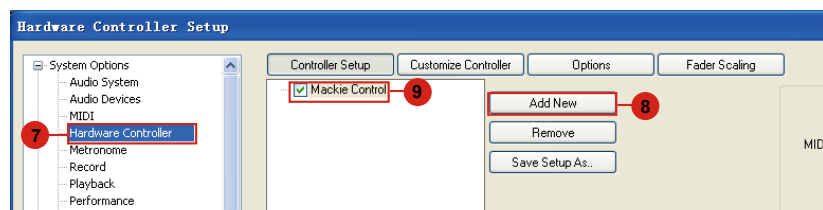
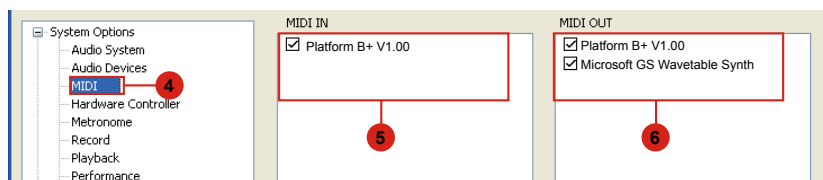
Logic Pro

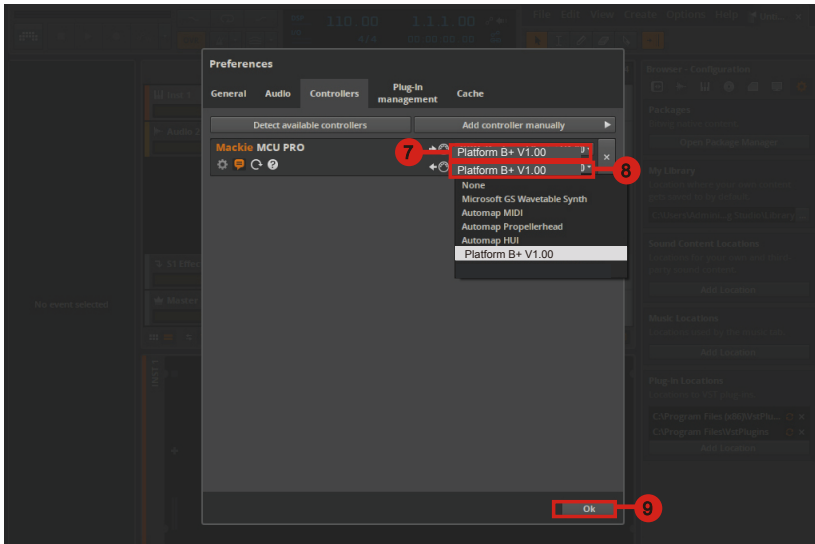
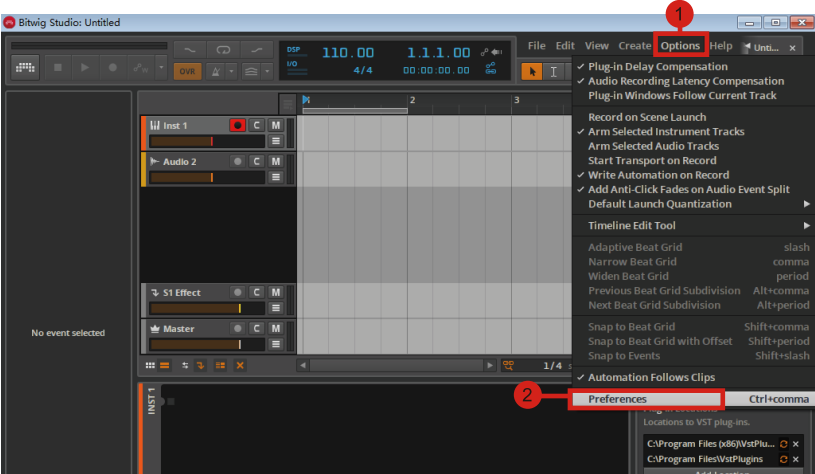




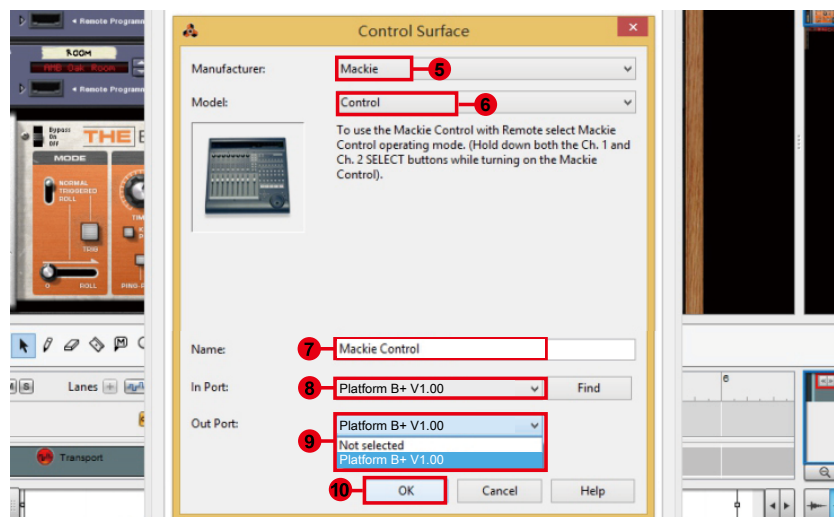
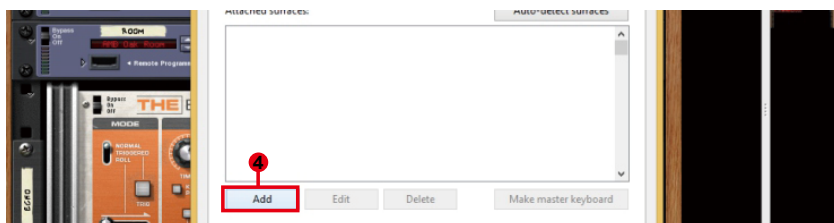
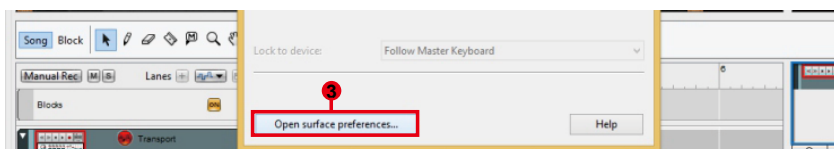
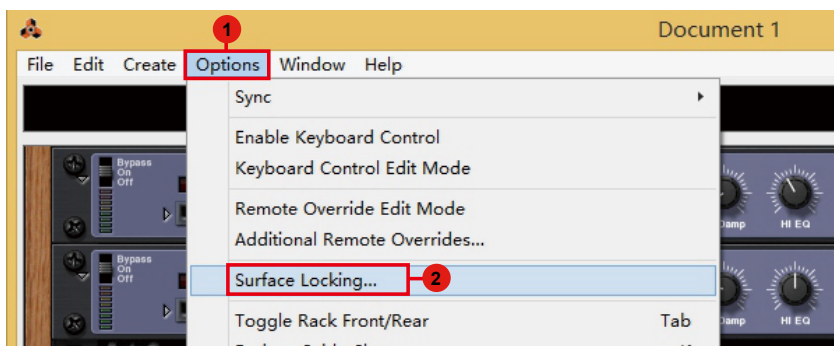
Samplitude



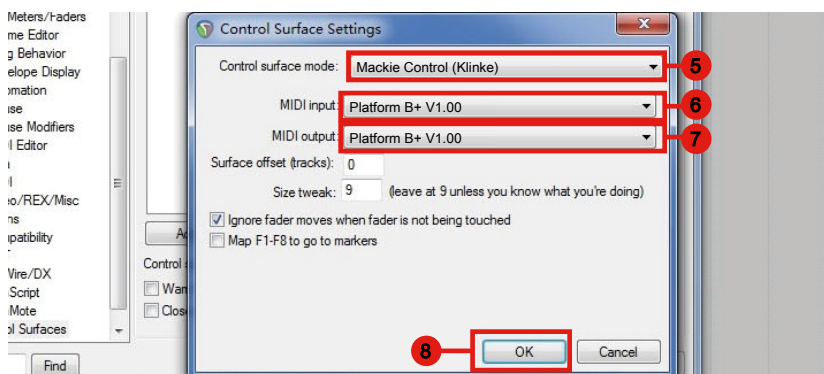
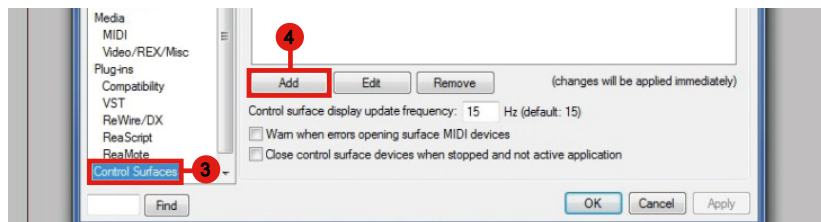
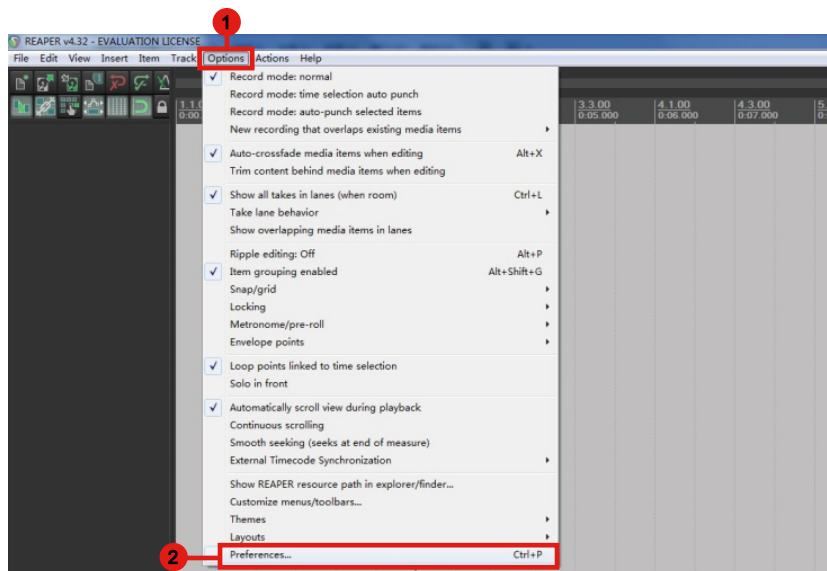




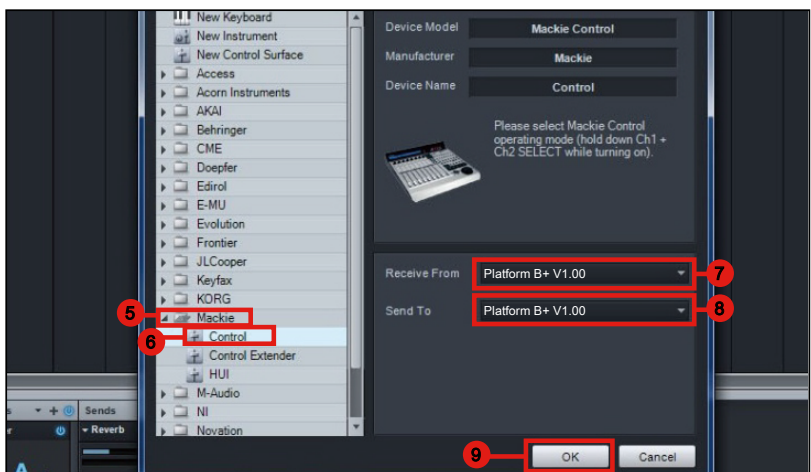
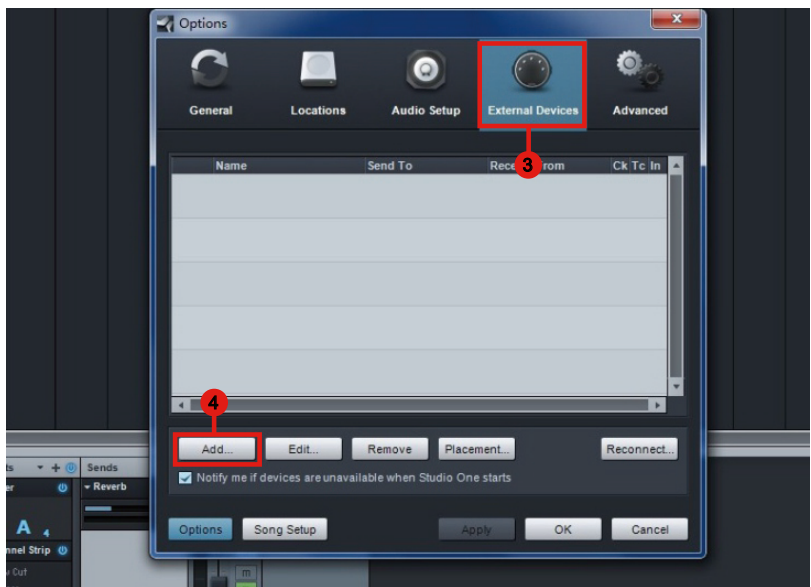
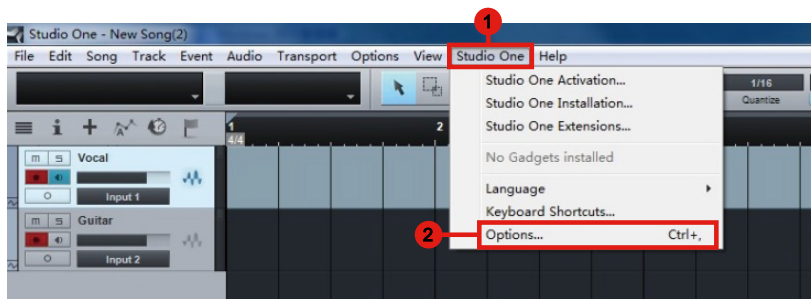
Reason



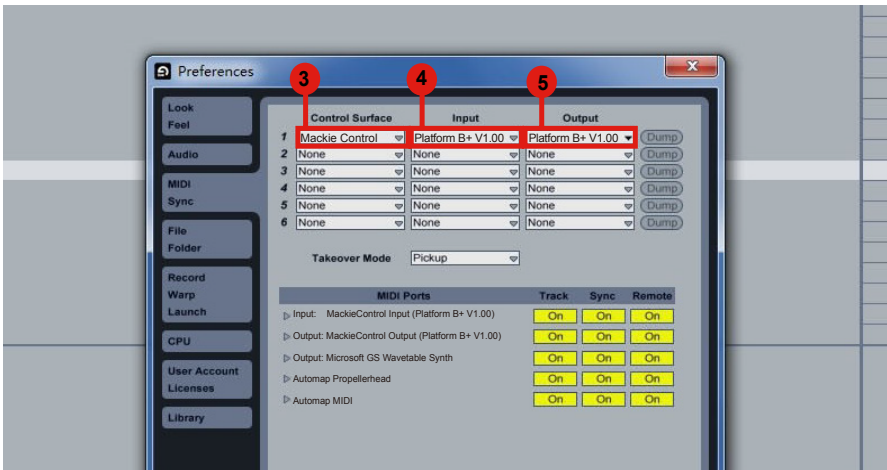
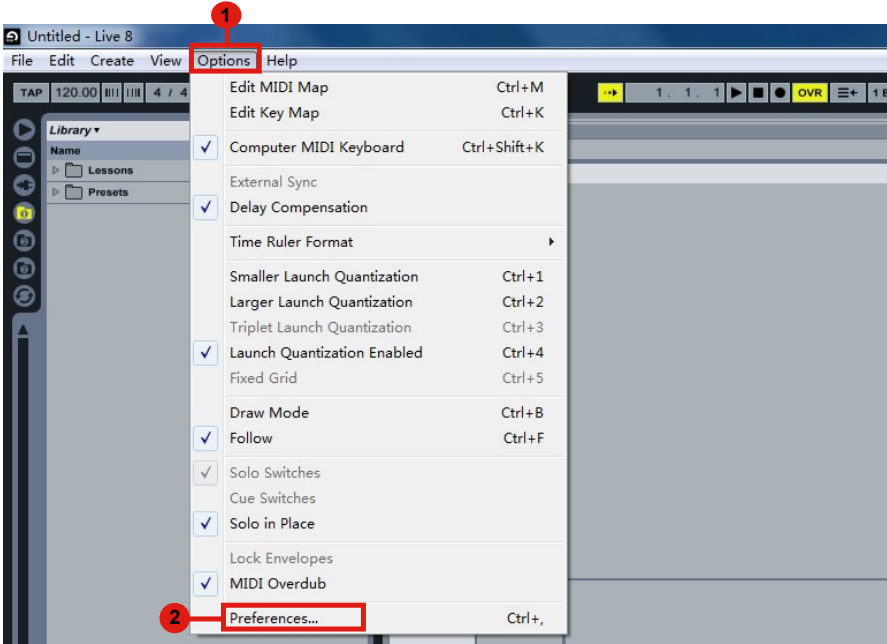
Reaper



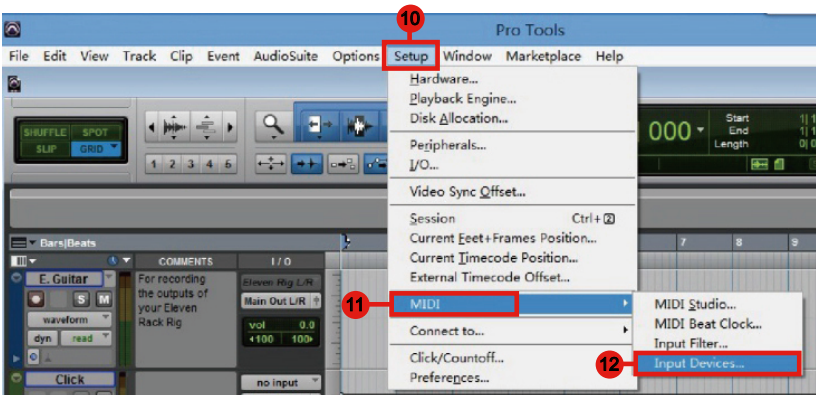
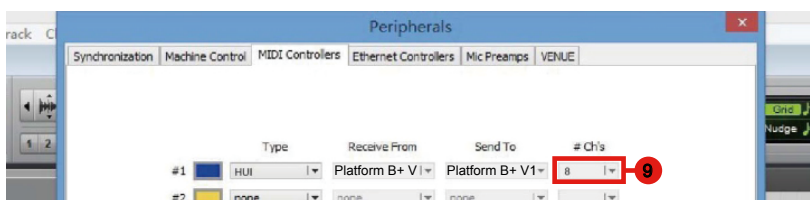
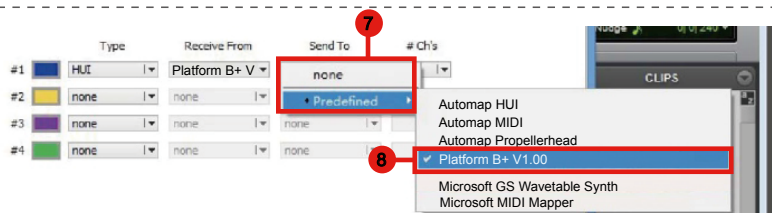
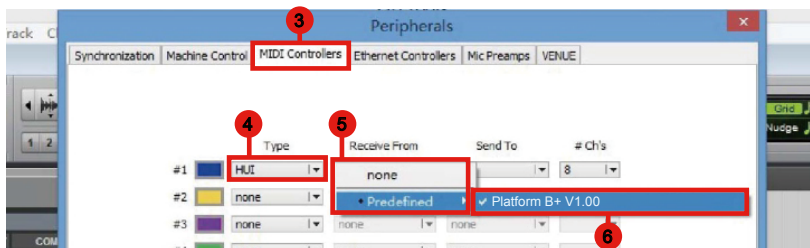
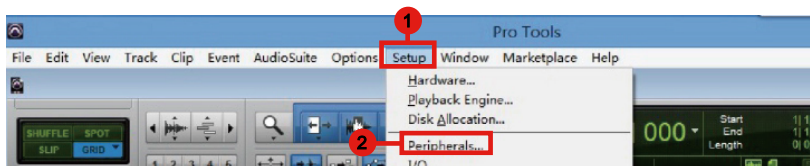
Studio One

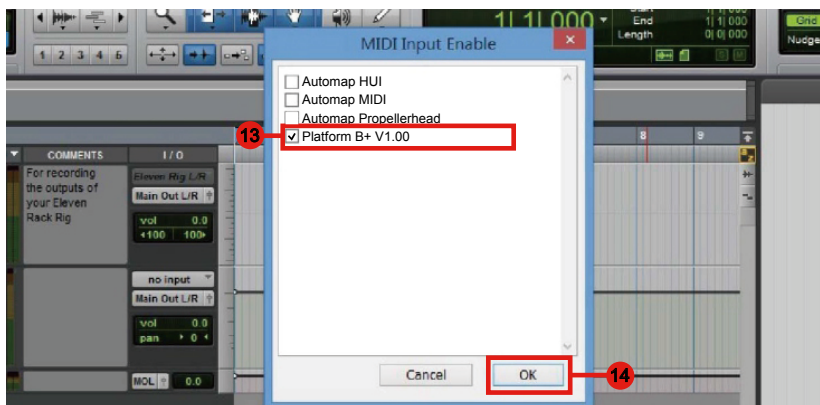


Ableton Live

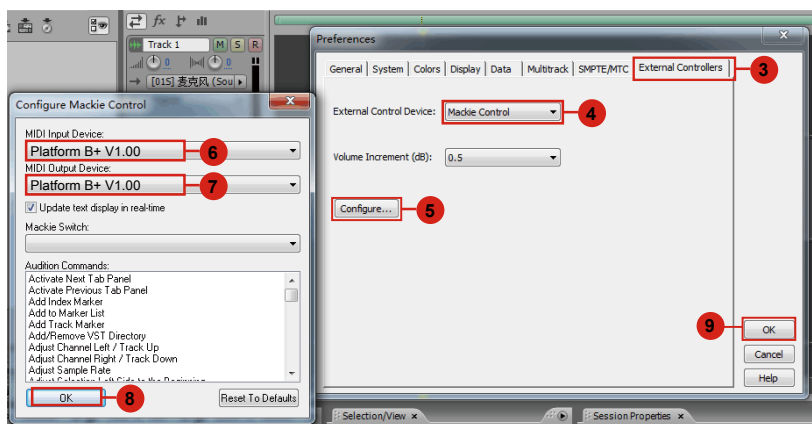
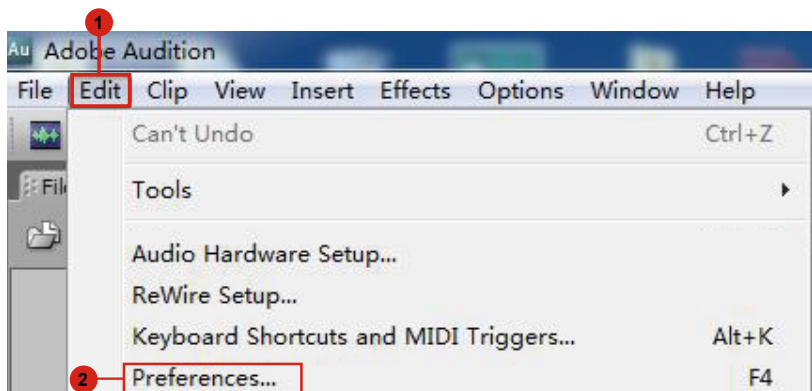


Pro Tools

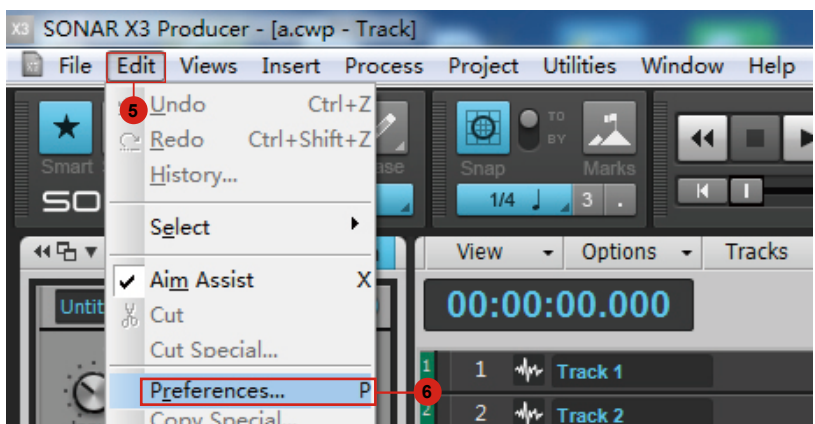
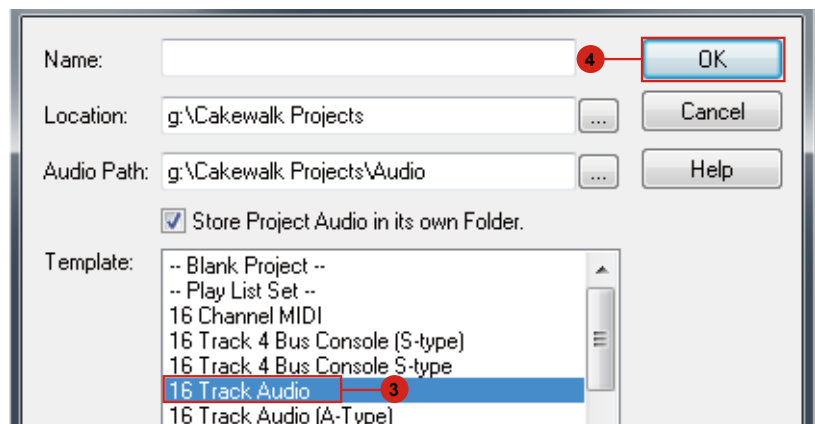
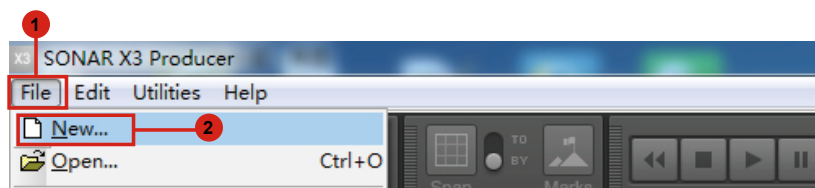


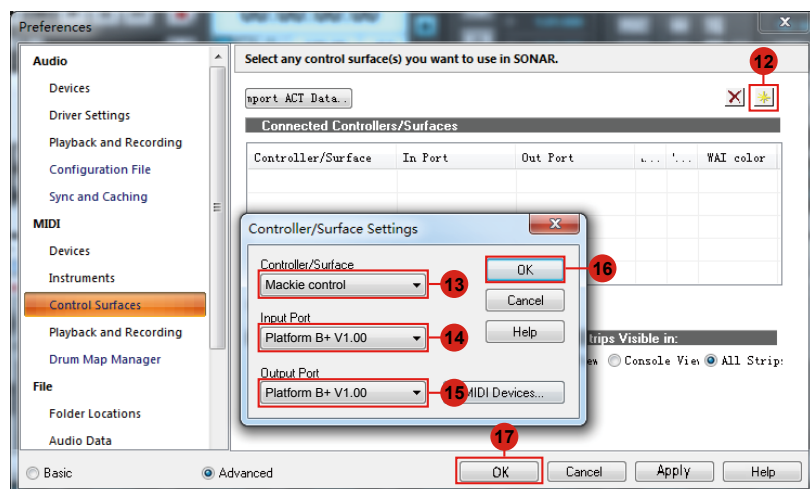
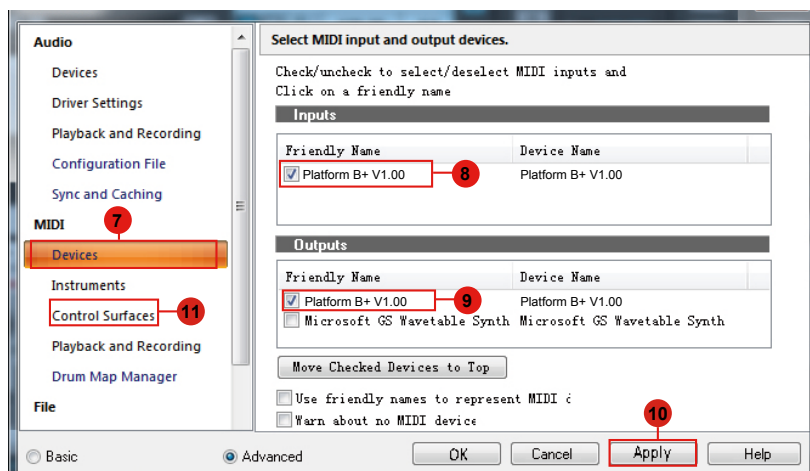


Audition



Sonar





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

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

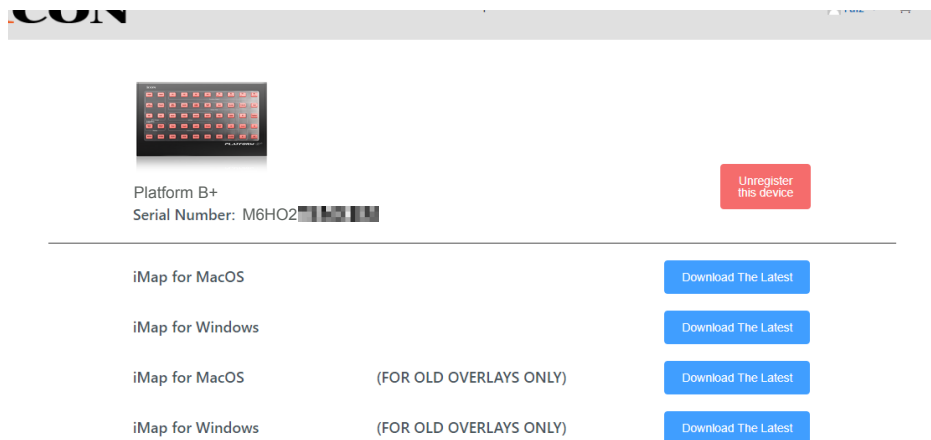


図 1

1. Mac OS X に iMap™ をインストールする

Mac OS X をご利用の場合は、以下の手順で iMap™ ソフトウェアをインストールしてください。

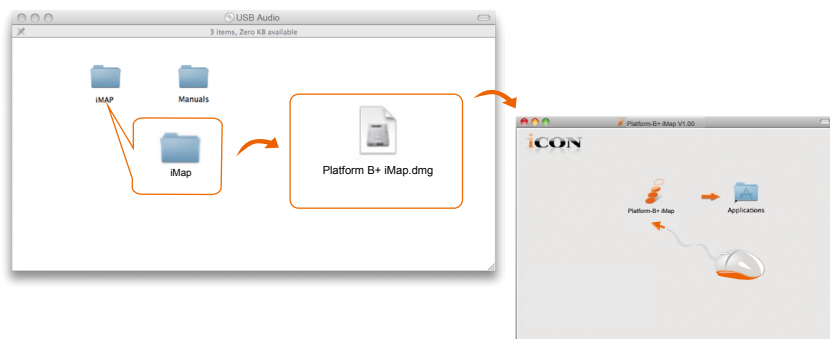


図 2

ヒント: 「Applications」フォルダに「Platform B+iMap」アイコンを「ドラッグ・アンド・ドロップ」すると、お使いの Mac のデスクトップに「iMap」ショートカットが作成されます。

Windows に iMap™ をインストールする

Windows をご利用の場合は、以下の手順で iMap™ ソフトウェアをインストールしてください。

1. コンピューターの電源を入れます。
2. **www.iconproaudio.com** の個人ユーザーページから、**Windows ドライバをダウンロードします**
ドライバファイルをダウンロードしたら、そのファイルをクリックしてインストールプロセスを開始します

3. **インストール先を選択します。**
既定のインストール先のまま、あるいはお好のインストール先を選択してから「次へ」をクリックします。

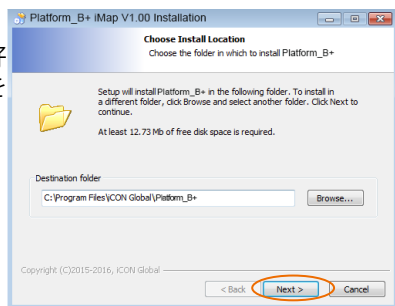


図 3

4. **ショートカットを選択します。**
iMap™ のショートカットを作成したいスタートメニュー・フォルダを選択します。「次へ」をクリックして続行します。

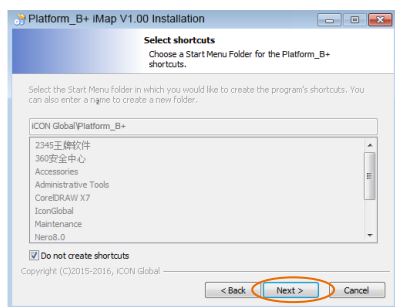


図 4

5. デスクトップにショートカット・アイコンを作成します。

iMap™ のショートカット・アイコンをデスクトップに作成したくない場合は、チェックボックスのチェックを外してください。それ以外の場合は、そのまま「次へ」をクリックしてください。

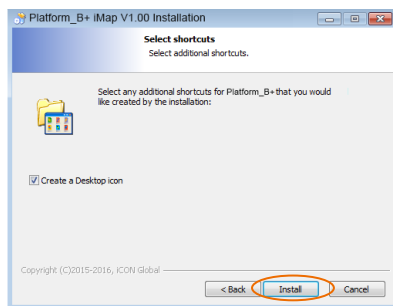


図 5

6. iMap™ のインストールが開始されます。

これで iMap™ のインストールが開始されます。インストールが完了するまでお待ちください。完了したら「次へ」をクリックして続行します。

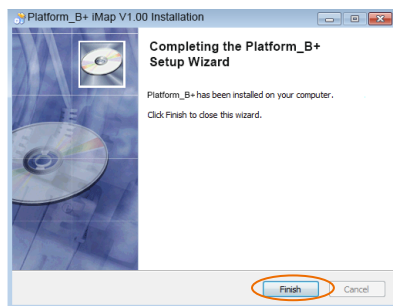


図 6

7. iMAP ソフトウェアを起動するデスクトップ上の iMAP ロゴをクリックしてください。



図 7

iMap™ による DAW モードの割り当て (Mackie Control/HUI) または MIDI 機能の定義

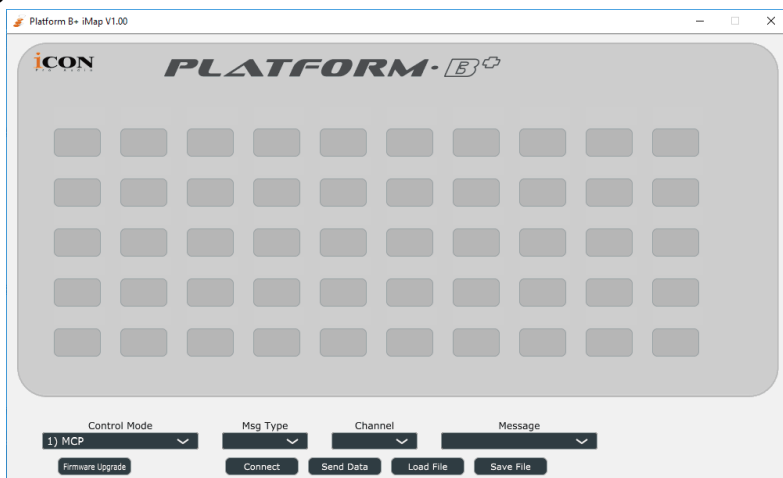
Platform B+ の設定方法は 2 つあります。一般に、使用する DAW に応じて Mackie Control//LogicPro/HUI プロトコルで予めマッピングされた DAW モードに、デバイスを設定するのが簡単かつ迅速な方法です。デバイスには、以下のような DAW Mackie/LogicPro/HUI プロトコルが内蔵されています：

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			

ユーザー定義を選択

あるいは、iMap 機能のプルダウンメニューにあるご自分の MIDI メッセージを使って、Platform B+ に各制御エレメントを定義することができます。ただし、DAW の MIDI 構造を十分に理解していないと、設定が非常に困難になる可能性があります。当社では、最も一般的なユーザーの基本設定に応じてプログラムされ、ユーザーのニーズに適していると思われるプレマッピングされた DAW モードの使用を強くお勧めしています。

iMap™ を使った DAW モード (Mackie control/ LogicPro/HUI) の割り当て



iMap™ Platform B+ ソフトウェア・パネル

DAW モードの設定を開始するには、iMap を使って Platform B+ を接続します。以下の手順に従ってください：

1. Platform B+ をお使いの Mac/PC に接続します。
2. iMap を起動して「Connect Device」をクリックします。

注意：ご利用の Platform B+ がコンピューター（Mac/PC）に接続されていない場合、「MIDI 入力デバイスがありません」というメッセージが表示されますので、Platform B+ を USB ポートでコンピューター（Mac/PC）に接続してください。

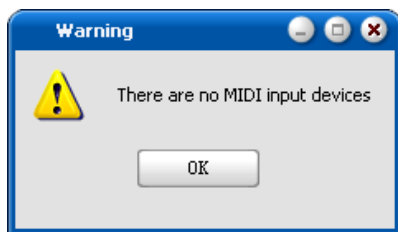
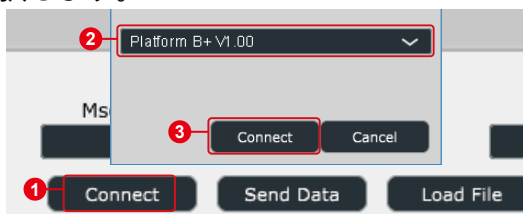


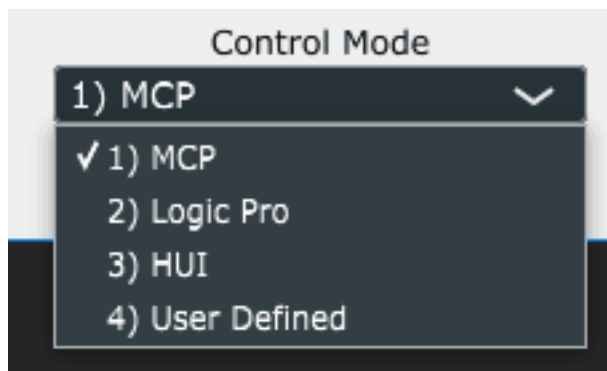
図 8

3. ポップアップメニューから、MIDI 出力デバイスとして「Platform B+」を選択します。



4. お使いの DAW に応じて、「モード」プルダウンメニューから DAW Mackie/HUI プロトコルモードを選択します。異なる DAW モードは以下のリストをご覧ください：

- 1. MCP
- 2. LogicPro
- 3. HUI

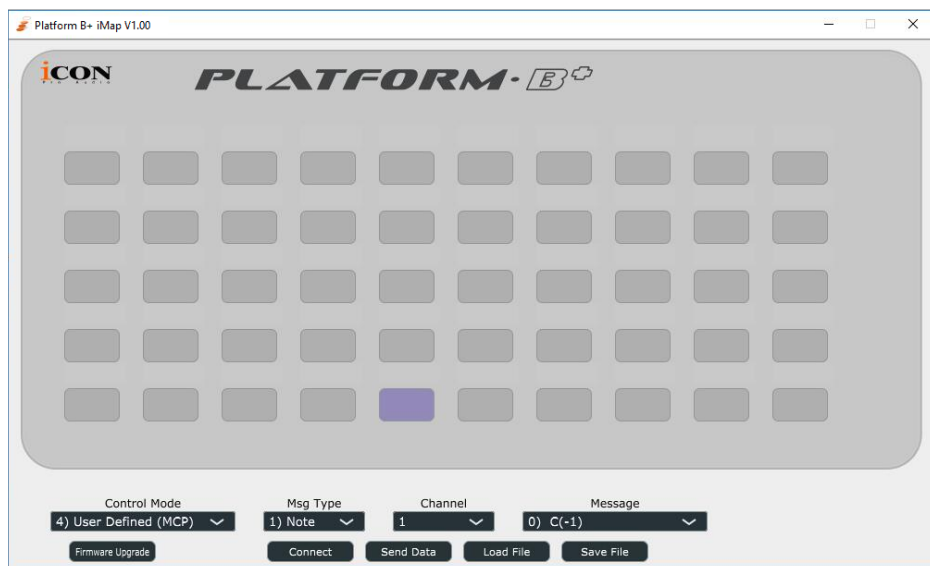


ヒント：DAW モードの選択には、iMap の代わりにハードウェアを使用することもできます。指示については P.38 を参照してください。

5. すべての設定を作成し終わったら「Send Data」をクリックします。
6. iMap を閉じます。

(**注意：**PlatformB+ を PlatformM+ と共に使用している場合は、セットアップ後に USB 接続を切ってください)

iMap™ を使用したユーザー定義モードでのMIDI メッセージの割り当て



iMap™ Platform B+ ソフトウェア・パネル

「User-Defined Mode」モードの設定を開始するには、iMap を使って Platform B+ を接続します。以下の手順に従ってください：

1. Platform B+ をお使いの Mac/PC に接続します。
2. iMap を起動して「Connect Device」をクリックします。

注意：ご利用の Platform B+ がコンピューター（Mac/PC）に接続されていない場合、「MIDI 入力デバイスがありません」というメッセージが表示されますので、Platform B+ を USB ポートでコンピューター（Mac/PC）に接続してください。

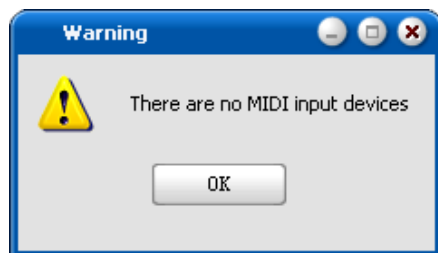
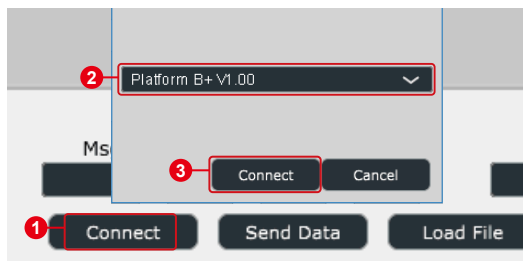
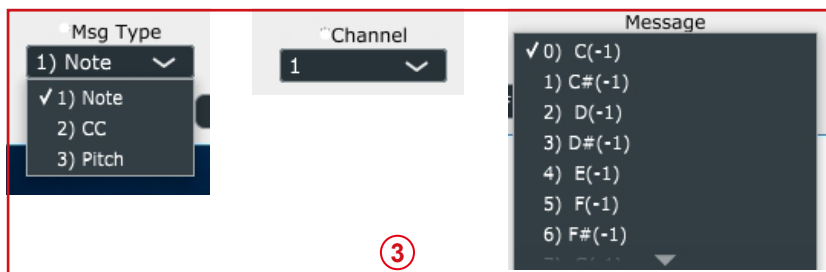
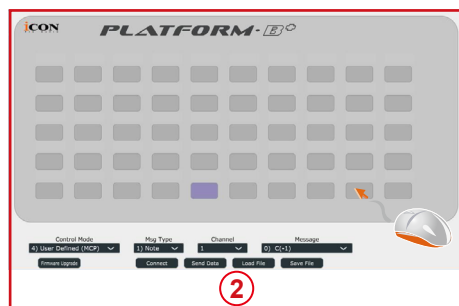
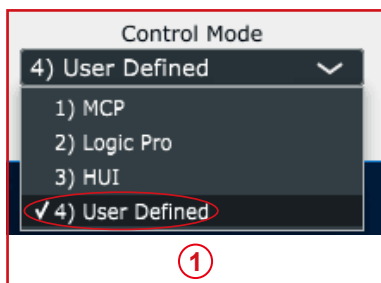


図 9

3. ポップアップメニューから、MIDI 出力デバイスとして「Platform B+」を選択します。

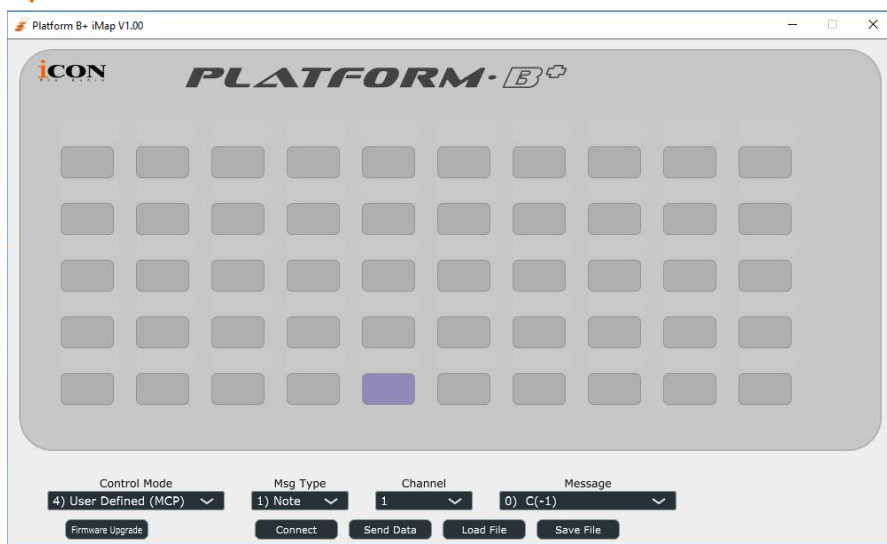


4. ①「ユーザー定義」モードを選択します。② 制御エレメントを選択したら、.ユーザー定義モードの各制御エレメント設定については、下記をご覧ください。
5. すべての設定を作成し終えたら「Send Data」をクリックします。
6. iMap を閉じます。



iMap™ を使用したユーザー定義モードでのMIDI メッセージの割り当て

iMap™ Platform B+ ソフトウェア・パネル

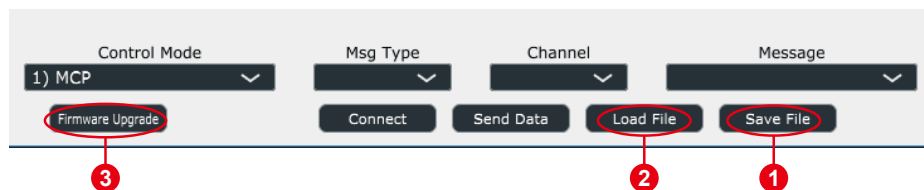


iMap を使用して各ボタンに異なる機能を再び割り当てることができます。以下の手順に従って割り当てを行ってください。

1. USB 接続を通じて PlatformB+ を PC/Mac に直接接続します。
2. iMap ソフトウェアを起動します。
3. 「接続」ボタンをクリックし、「PlatformB+ V1.00」を選択し、「OK」をクリックします。
4. 割り当てを行うには、ボタンをクリックします。ボタンが青色に変わります。
5. 使用している DAW に応じて「制御モード」を選択します。
6. 「機能」ドロップダウン・メニューから機能を選択します。
7. 手順 4 と 6 を繰り返して、他のすべてのボタンに機能を割り当てます。
8. 割り当てが完了したら、「データ送信」ボタンをクリックします。

異なる制御モードの機能リストについては、付録を参照してください。

iMap™ のその他の機能



1. 「ファイルの保存」 ボタン

このボタンをクリックして、現在の Platform B+ の設定を保存します。保存ファイルの拡張子は「.Platform B+」です。

2. 「ファイルを開く」 ボタン

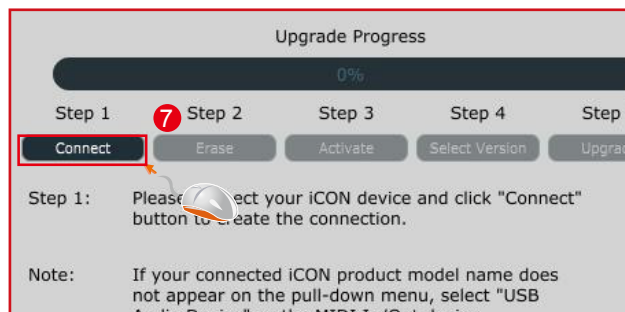
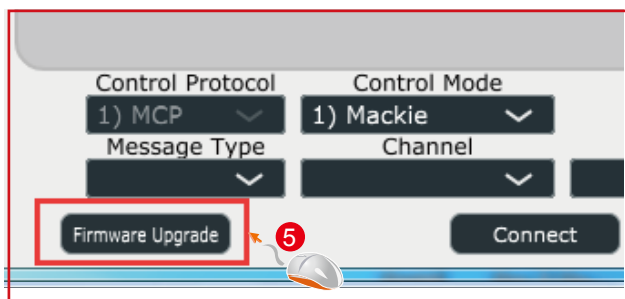
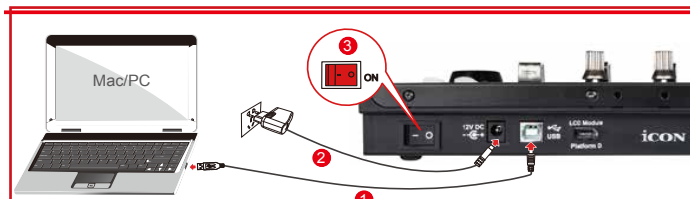
このボタンをクリックして、保存された Platform B+ の「.Platform B+」設定ファイルを開きます。

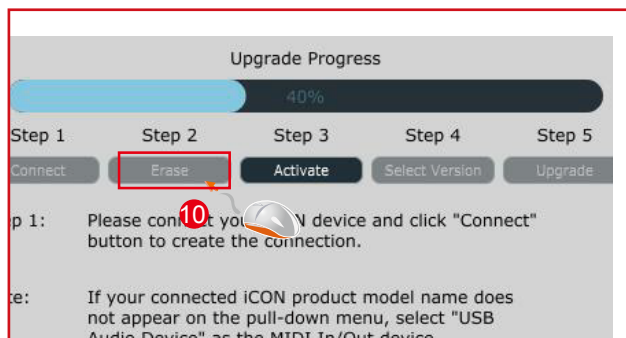
3. 「ファームウェア・アップグレード」 ボタン

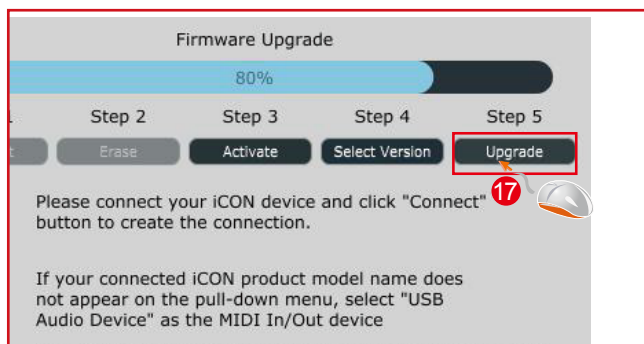
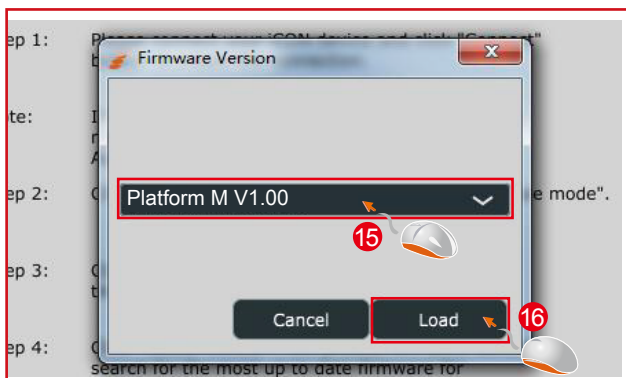
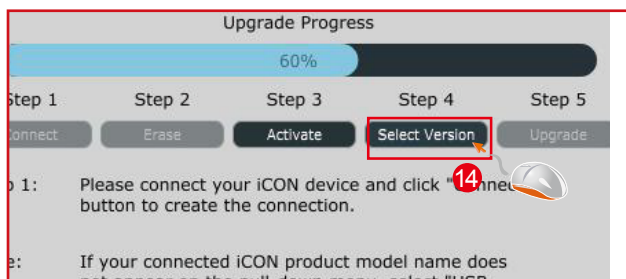
このボタンをクリックすると、Platform B+ のファームウェア・アップグレード・ウィンドウに進みます。ファームウェア・アップグレードの手順については、[63](#) ページをご覧ください。

ファームウェアのアップグレード

Platform B+ 機能ファームウェアアップロード手順







デフォルト工場設定に戻す

Platform B+ 設定を出荷時の設定に復元するには、iMap を起動し、以下の手順に従って元の設定 (すなわち、変更前の設定) をデバイスにインポートします。

1. 付属の USB ケーブルを使って Platform B+ を接続し、iMap ソフトウェアを起動します。
2. 「MIDI Device」ボタンをクリックして、「Platform B+」を MIDI 入出力デバイスとして選択します。
注意: プルダウンメニューに Platform B+ が表示されない場合は、USB オーディオを MIDI 入出力デバイスとして選択してください。
3. 「Send Data」をクリックして、Platform B+ に設定をアップロードします。
4. iMap を閉じてから、Platform B+ の電源を一度切って入れ直します。

製品仕様

接続端子：	コンピューター出力	USB コネクター（標準）
	コンピューターへ	USB コネクタ (B タイプ)
電源供給：		12V/0.35A DC
消費電力：		2.0A or less
重量：		1.46kg (3.22lb)
寸法：		335(L) x 196(W) x 41(H)mm
		13.2”(L) x 7.7”(W) x 1.6”(H)

修理について

本製品の修理が必要な場合は、以下の手順に従ってください。

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

1. FAQ (よくあるご質問)

2. ダウンロード

3. 詳細情報

4. フォーラム

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

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

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

不良品を修理・交換のために返送する場合：

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

北米にお住まいの場合は、
製品をこちらまで返送してください：

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

香港にお住まいの場合は、
製品をこちらまで返送してください：

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

ヨーロッパにお住まいの場合は、
製品をこちらまで返送してください：

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

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

AppendixA

Control Surface Functionality Manual

Cubase

QCon Pro X, QCon Pro XS, QCon Pro G2, QCon EX G2 Platform M+, Platform B+, Platform D2, Platform X+, 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 control Cubase with an Icon QCon series control surface or Icon Platform modular control system using standard Mackie Control protocol. Expansion bank units can be added for more hands-on controls: QCon expansion units for the QCon series and the Platform X+ channel bank expansion. Platform B+ button module is necessary to access all functions in this manual with Platform M+, and the D2 display highly recommended. Icon Metal Fader Caps and Icon Metal Knob Caps are available as an aesthetic and haptic upgrade for the best control experience.

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

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

Control Surface Function

Control Surface Button

DAW Term

ButtonA + ButtonB =hold Button A and press Button B

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

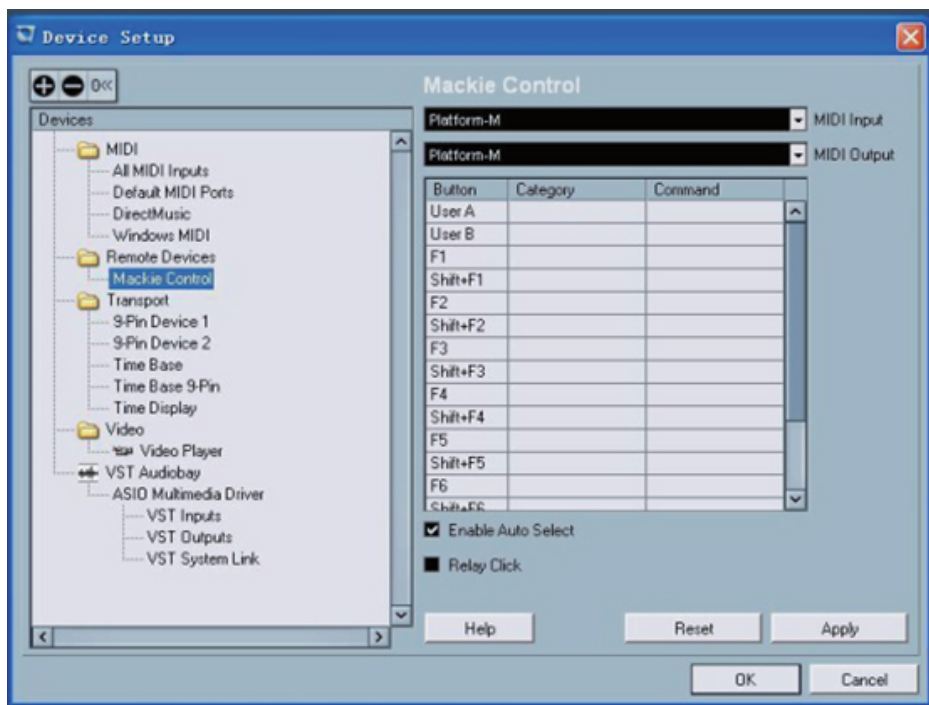
<<<<<<<<Setup>>>>>>>>>

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

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



— — —

Stop – Stop playback

$$B_{ec}(\text{transport}) = B_{eqi}$$

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 full channel 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 **Listen** for all channels

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

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

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

Assignment Modes:

Pan = Activates **Pan Assignment**. Edit standard pan or front/rear panning.

Inserts = Activates **Insert Assignment**. Open plug-ins and access plug-in parameters.

EQ = Activates **EQ Assignment**. Opens and edits **Cubase EQ** on selected channel.

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

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

Send Page Down = Activates **FX Send Assignment**. Setup and edit FX sends.

Master FX = Activates **Master FX Assignment**. Setup and edit FX sends.

Page Up, Routing = Activates **Routing Assignment**. Setup and edit FX sends.

Fader Flip:

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

<<<<< Pan >>>>>

Pan Assignment: (Pan)

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

Surround Assignment: (Shift+Pan)

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

Parameters:

L-R Standard, L-R Panner, Mode

<<<<< Inserts >>>>>

Insert Assignment Mode: (Plug-In)

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

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

Page 02+
Insert parameters appear automatically assigned across the Encoder Knobs

<<<<< EQ >>>>>

EQ Assignment Mode: (EQ)

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

Band 1 Frequency	Band 2 Frequency
Band 1 Gain	Band 2 Gain
Band 3 Frequency	Band 4 Frequency
Band 3 Gain	Band 4 Gain

Advanced EQ Assignment Mode: (Shift + EQ)

Band 1 Gain	Band 2 Gain
Band 1 Frequency	Band 2 Frequency
Band 3 Gain	Band 4 Gain
Band 3 Frequency	Band 4 Frequency
Band 1 Q-Factor	Band 2 Q-Factor
Band 1 Bypass	Band 2 Bypass
Band 3 Q-Factor	Band 4 Q-Factor
Band 3 Bypass	Band 4 Bypass

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

FX Aux Assignment Mode:

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

<<<<< Instrument >>>>>

Instrument Assignment Mode:

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

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

Page 01

Instrument Slot#

Instrument Bypass

Select Instrument

Page 02+

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

Page 02+

Insert parameters appear automatically assigned across the Encoder Knobs

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

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

Send Amount

Send Bypass

Send Pre/Post Fader

Send Bus Destination

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

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

Send Amount

Bypass

Pre/Post Fader

Send Panning

Bus Destination

Bypass All Sends

Cue Send Mode: (Shift+ Send)

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

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

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

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

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

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

Master FX Assignment Mode: (Master FX)

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

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

<<<<<Routing>>>>>

Routing Assignment Mode: (Page Down, Routing)

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

- Output Bus
- Monitor

Input Bus
Input Gain
Input Phase

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

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

<<<<<Utilities>>>>>

Project Utilities:

Left= XYZXYZXYZ

Right= XYZXYZXYZ

Shift+ Left= XYZXYZXYZ

Shift+ Right= XYZXYZXYZ

Undo = Cubase **Undo** function

Redo= Cubase **Redo** function

Shift+ Undo = Open Undo History

Save = Save Cubase project

Shift+ Save = Save As: Save project with a new name

Revert= **????**

Marker:

XYZXYZXYZ

Add = XYZXYZXYZ

Prev= XYZXYZXYZ

Next = XYZXYZXYZ

Shift + Add = XYZXYZXYZ

Shift + Prev = XYZXYZXYZ

Shift + Next = XYZXYZXYZ

Punch:

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

Function Buttons:

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

Recommended custom user commands:

F1 = Click On/Off

F2 = MagicA

F3 = MagicA

F4 = MagicA

F5 = MagicA

F6 = MagicA

F7 = MagicA

F8 = MagicA

Shift + F1 = MagicA

Shift + F2 = MagicA

Shift + F3 = MagicA

Shift + F4 = MagicA

Shift + F5 = MagicA

Shift + F6 = MagicA

Shift + F7 = MagicA

Shift + F8 = MagicA

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

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

Visibility Modes:

Shift + 1 = All Channels

Shift + 2 = Audio Channels

Shift + 3 = Groups

Shift + 4 = FX Channels

Shift + 5 = Instrument Channels

Shift + 6 = MIDI Channels

Shift + 7 = I/O Busses

Shift + 8 = All Channels

Example user visibility modes:

1 = Project channels 1-8

2 = Project channels 9-16

3 = Project channels 17-24

4 = Project channels 25-32

5 = Project channels 33-40

6 = Project channels 41-48

7 = Project channels 49-56

8 = Project channels 57-64

External Controls:

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

User A = Toggle Play/Stop

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

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

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

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

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

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

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

Faders are not motorized:

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

Faders make noise or move improperly:

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

I want to control and automate certain parameters:

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

I want to change the behavior of a function:

Icon control surfaces with MCP offer deep and complex control options, just please remember that the control surface only sends/receives MIDI messages. The functionality happens in your DAW.

The style and components of a function is fixed based on the DAW MCP implementation, and can't be changed unless specifically otherwise stated. The behavior is different in every DAW and can change with DAW version updates.

I want to see custom values on the display:

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

I want to add a custom function:

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

I want to rescale the faders:

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

I want to change the Jog Wheel resolution:

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

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

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

Caution:

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

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

To Update:

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

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

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

[!Never attempt to “downgrade” firmware of an Icon control surface.](#)

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

[! Never unpack a .bin firmware file](#)

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

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

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<<<<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.

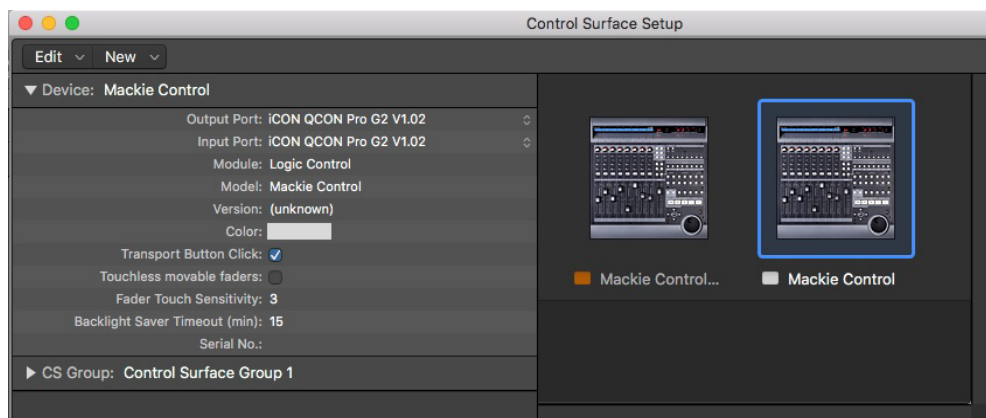
In the latest device Firmware version (may require Firmware update):

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 of the 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 step the focus of the current bank one channel at a time.

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

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



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

Jog Wheel:

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

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

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

Play - Scrub = Pause playback

There are options in Logic Pro X for scrubbing:

Preferences -> Audio -> Editing

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

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

Transport:

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

Play = Begin playback

Stop = Stop playback

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

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

Channel Strip Buttons:

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

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

Cycle:

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

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

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

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

Fader Lock:

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

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

<<<<<<<<< **Group** >>>>>>>>>

Press **Group** to manage group membership. Press the channel **Select** buttons to add tracks to the selected group. 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 the group 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 track names and parameters, plus navigation for **Assignment Modes** and settings. Press the **Name/Value** button to toggle parameter titles on the LCD display.

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

Function Buttons:

The **Function** buttons, labeled **F1** through **F8**, recall user defined **Screensets** 1 through 8. To setup a useful example, press **F1** and then open the **Arrange Window** in 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 **Screensets** into 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 List Editor**

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 the**Encoder Knob** parameter selection and scroll through pages of parameters when editing plug-ins.

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

In the Arrange Window, the up/down Cursor Arrows select the previous/next channel.
In the Mixer Window, the left/right Cursor Arrows select the previous/next channel.
(On Platform M+, Zoom is managed by toggling the Zoom buttons and turning the jog wheel.)

Channel Bank Options:

- Bank** up/down = Scroll through tracks in the project in fixed blocks of 8
- Channel** up/down = Step the current bank by 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)

during playback. This continues to write automation for any parameters which have been changed during playback.

Trim Automation:

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

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

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

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

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

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

Track Assignment Shortcuts:

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

- Encoder Knob 1 or **F1** = Volume
- Encoder Knob 2 or **F2** = Pan
- Encoder Knob 3 or **F3** = Input format (Mono, Stereo, L/R, Surround)
- Encoder Knob 4 or **F4** = Input assignment
- Encoder Knob 5 or **F5** = Output assignment
- Encoder Knob 6 or **F6** = Automation mode
- Encoder Knob 7 or **F7** = Custom (Select a channel automation parameter in Logic Pro X)
- Encoder Knob 8 or **F8** = Activates **Setup Focus Mode**
- Track** + **Group** = Group Assignment

Track Focus Mode: (**Track** - **Track**)

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

- Encoder Knob 1 = Volume
- Encoder Knob 2 = Pan
- Encoder Knob 3 = Software Instrument
- Encoder Knob 4 = Edit Plug-In on slot 1. Press **Shift** + Mute 4 to toggle bypass.
- Encoder Knob 5 = Edit Plug-In on slot 2. Press **Shift** + Mute 5 to toggle bypass.
- Encoder Knob 6 = Level of Send 1. Press **Shift** + Mute 6 to toggle bypass.
- Encoder Knob 7 = Level of Send 2. Press **Shift** + Mute 7 to toggle bypass.
- Encoder Knob 8 = Level of Send 1. Press **Shift** + Mute 8 to toggle bypass.

Setup Focus Mode:(Track+F8)

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

Encoder Knob 2 = Spread parameter (Surround channels only)

Encoder Knob 3 = Channel strip input assignment

Encoder Knob 4 = Channel strip output assignment

Encoder Knob 5 = Automation mode

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

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

Pan Assignment Shortcuts:

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

Encoder Knob 1 or **F1** = Angle

Encoder Knob 2 or **F2** = Diversity

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

Encoder Knob 4 or **F4** = Spread

Encoder Knob 5 or **F5** = -

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

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

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

Surround Focus Mode: (Pan - Pan)

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

Encoder Knob 1 = Angle

Encoder Knob 2 = Diversity

Encoder Knob 3 = LFE Level

Encoder Knob 4 = Spread

Encoder Knob 5 = Surround X

Encoder Knob 6 = Surround Y

Angle/Diversity Mixer Mode:(Pan + F7)

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

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

X/Y Mixer Mode:(Pan + F8)

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

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

<<<<<**EQ**>>>>>

EQ Assignment Mode:(EQ)

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

EQ Assignment Shortcuts:

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

Encoder Knob 1 or **F1** = Frequency

Encoder Knob 2 or **F2** = Gain

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

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

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

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

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

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

EQ Focus Mode:(EQ- EQ)

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

Encoder Knob 1 = Band 1 Frequency

Encoder Knob 2 = Band 1 Gain

Encoder Knob 3 = Band 1 Q-Factor

Encoder Knob 4 = Band 1 Bypass

Encoder Knob 5 = Band 2 Frequency

Encoder Knob 6 = Band 2 Gain

Encoder Knob 7 = Band 2 Q-Factor

Encoder Knob 8 = Band 2 Bypass

Freq/Gain Mixer Mode:(EQ+ F7)

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

Freq/Gain Focus Mode:(EQ+ F8)

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

<<<<<Send>>>>>

Send Assignment Mode:(Send)

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

Send Focus Mode:(Send- Send)

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

Send 1:

Encoder Knob 1 = Select send destination

Encoder Knob 2 = Adjust send amount

Encoder Knob 3 = Set send pre/post fader

Encoder Knob 4 = Toggle send bypass

Send 2:

Encoder Knob 5 = Select send destination

Encoder Knob 6 = Adjust send amount

Encoder Knob 7 = Set send pre/post fader

Encoder Knob 8 = Toggle send bypass

Send Assignment Shortcuts:

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

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

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

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

Encoder Knob 4 or **F4** = Toggle send bypass

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

Encoder Knob 6 or **F6** = Activates **Multiple Send Focus Mode**

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

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

Multiple Send Focus Mode:(Send+ F6)

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

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

Send Destination, Send Level, Pre/Post, Bypass

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

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

Bus 10 = Dry output to digital sum

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

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

Destination/Level Mixer Mode: (Send + F7)

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

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

Destination/Level Focus Mode: (Send + F8)

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

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

Plug-In Assignment Mode: (Plug-In)

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

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

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

<<<<<Instrument>>>>>

Instrument Assignment Mode:

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

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

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

Shift +Track = User Assignments 1

Shift +Pan = User Assignments 2

Shift +EQ = User Assignments 3

Shift +Send = User Assignments 4

Shift +Plug-in = User Assignments 5

Shift +Instrument = **Smart Controls**

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

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

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

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

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

Click:

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

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

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

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

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

File -> Project Settings -> Metronome

Solo:

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

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

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

Marker:

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

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

Encoder Knob 1 = Jump to marker 1

Encoder Knob 2 = Jump to marker 2

Encoder Knob 3 = Jump to marker 3

Encoder Knob 4 = Jump to marker 4

Encoder Knob 5 = Jump to marker 5

Encoder Knob 6 = Create marker at the playhead

Encoder Knob 7 = Create marker at the nearest bar

Encoder Knob 8 = Deletes marker at the playhead

Markers shortcuts:

Marker + F1 = Jump to marker 1

Marker + F2 = Jump to marker 2

Marker + F3 = Jump to marker 3

Marker + F4 = Jump to marker 4

Marker + F5 = Jump to marker 5

Marker + F6 = Jump to marker 6

Marker + F7 = Jump to marker 7

Marker + F8 = Jump to marker 8

Nudge:

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

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

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

Encoder Knob 2 = Move to the playhead

Encoder Knob 3 = Move by bar

Encoder Knob 4 = Move by beat

Encoder Knob 5 = Move by divisions

Encoder Knob 6 = Move by ticks

Encoder Knob 7 = Move by 1 frame

Encoder Knob 8 = Move by ½ frame

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

Nudge + F1 = Ticks

Nudge + F2 = Divisions

Nudge + F3 = Beats

Nudge + F4 = Bars

Nudge + F5 = Frames

Nudge + F6 = Half Frames

Drop – Autopunch:

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

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

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

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

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

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

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

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

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

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

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

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

Replace:

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

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

Region Operations:

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

Cmd + **F1** = Cut
Cmd + **F2** = Copy
Cmd + **F3** = Paste
Cmd + **F4** = Clear
Cmd + **F5** = Select All
Cmd + **F6** = Select All Following
Cmd + **F7** = Select Similar Regions/Events
Cmd + **F8** = Select Inside Locators

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

Encoder Knob 5 = Toggle track number on the main LCD display = **Option** + **Name/Value**
Encoder Knob 6 = Engages **Channel Focus Lock**: in **Focus Modes**, the selected track remains on the encoder knobs even after subsequent channel selections.

Encoder Knob 7 = Toggle the main LCD display style = **Name/Value**
Encoder Knob 8 = Toggle the digital time display = **SMPT/Beats**

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

Save = Save Logic Pro X project
Option + **Save** = Save As: Save project with a new name
Cancel = Cancel preselection, Close track folder
Enter = Execute, OK, Open selected track folder
Undo = Logic Pro X **Undo** function
Shift + **Undo** = Redo
Option + **Undo** = Open Undo History

External Controls:

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

User A = Toggle Play/Stop
User B = Record

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

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

Touch Fader to Select Track:

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

Fader Touch Sensitivity:

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

Control Surface Group Parameters:

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

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

Display Mode: Value

Clock Display: SMPTE

Channel Strip View Mode: Arrange

Fader Bank for Tracks View: 0

Fader Bank for All View: 0

Channel Strip Parameter: Automation

Surround Parameter: Angle

EQ Band: 3

EQ Parameter: Gain

All EQs Parameter Page: 0

Send Slot: 1

Send Parameter: Destination

All Sends Parameter Page: 0

Split: no. of upper parameters: 0

Instrument Parameter Page: 0

Inst Param Page (Split Lower): 0

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

Insert Slot: 1

Insert Type (Split Lower): Audio

Plug-in Parameter Page: 0

Channel Strip Track: 262145

Channel Strip Track (Split Lower): 262145

Track Lock: (No)

Track Name Format: Name

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

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

Mix Group: 1

Group Parameter Page: 0

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

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

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

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

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

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

Faders are not motorized:

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

Faders make noise or move improperly:

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

I want to control and automate certain parameters:

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

Scrub plays no Audio:

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

I want to change the behavior of a function:

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

I want to see custom values on the display:

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

I want to add a custom function:

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

I want to rescale the faders:

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

I want to change the Jog Wheel resolution:

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

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

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

Caution:

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

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

To Update:

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

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

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

! 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.

<<<<<<<< **Fader Calibration – OCon Series** >>>>>>>>

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.

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

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

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

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

Control Surface Functionality Manual

Pro Tools HUI

QCon Pro X, QCon Pro XS, QCon Pro G2, QCon EX G2 Platform M+, Platform B+, Platform D2, Platform X+, 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 control Pro Tools with an Icon QCon series control surface or Icon Platform modular control system using standard Mackie Control protocol. Expansion bank units can be added for more hands-on controls: QCon expansion units for the QCon series and the Platform X+ channel bank expansion. Platform B+ button module is necessary to access all functions in this manual with Platform M+, and the D2 display highly recommended. Icon Metal Fader Caps and Icon Metal Knob Caps are available as an aesthetic and haptic upgrade for the best control experience.

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

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

Control Surface Function

Control Surface Button

DAW Term

ButtonA + ButtonB =hold Button A and press Button B

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

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

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

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

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

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

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

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

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

When first opening a blank project 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, all knobs affect the currently selected Track. Press the knob to reset to the default value, or confirm a selection depending on the **Assignment Mode**.



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

Transport:

Play = Begin playback

Stop = Stop playback

Rec (transport) = Arm recording

FastForward = Shuttle forward in Edit Window

Rewind = Shuttle backwards in Edit Window

Cycle = Toggle the playback loop on/off

Channel Bank Options:

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

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

Rec (channel) = Arms the track for recording.
Solo = Engage **Solo** for one or multiple tracks
Mute = Engage **Mute** for one or multiple tracks
Select = Focuses and selects the track

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

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

Time Display:

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

Edit= Toggle **Edit Window**
 Mix= Toggle **Mix View**
 Transport= Show/hide **Transport Window**
 Mem Lock= Show/hide **Memory Locations Window**

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

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

Assign + Output = Activates I/O Routing, edit output routing 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. Parameters appear on the LCD Display above track 1-4. Turn the **Encoder Knobs** to edit the lower parameter, press the **Encoder Knobs** to toggle the upper parameter. Turn **Encoder Knob 5** to access further pages of parameters on knobs 1-4. Press **Encoder Knob 5** to return to viewing inserts for the selected channel.

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 each track.

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>>>>>>>>

ln=Set the left locator at the playhead position

Out= Set the right locator at the playhead position

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

Undo = Pro Tools Undo function

Shift + Cmd + Undo = Pro Tools Redo function

Save= Pro ToolsSaveproject

Enter= Pro ToolsEnterfunction

Esc/Cancel= Pro ToolsCancelfunction

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

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

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

Shift + Cursor Arrows = Extend selection in Edit Window

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

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

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

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

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

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

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

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

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

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

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

Faders are not motorized:

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

Faders make noise or move improperly:

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

I want to control and automate certain parameters:

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

I want to change the behavior of a function:

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

I want to see custom values on the display:

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

I want to add a custom function:

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

I want to rescale the faders:

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

I want to change the Jog Wheel resolution:

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

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

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

Caution:

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

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

To Update:

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

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

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

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

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

! Never unpack a .bin firmware file

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

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

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

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

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

Control Surface Function

Control Surface Button

DAW Term

ButtonA + ButtonB =hold Button A and press Button B

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

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

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

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

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

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

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

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

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

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

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

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

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



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

Jog Wheel:

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

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

Transport:

Play = Begin playback

Stop = Stop playback

Rec (transport) = Begin recording Audio and MIDI input

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 single track

!! 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:

The digital time display shows the current play position, either in bars and beats or in SMPTE time code format. Press **SMPTE/Beats** to toggle readout formats 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 the **Encoder Knob** parameter selection and scroll through pages of parameters when editing plug-ins.

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

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

Show Return Tracks: (Returns)

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

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

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

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

Assignment Mode s:

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

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

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

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

Fader Flip :

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

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

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

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

Undo = Ableton Live **Undo** function

Redo = Ableton Live **Redo** function

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

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

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

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

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

Recommended custom user commands:

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

F2 = Play all clips in Scene 2

F3 = Play all clips in Scene 3

F4 = Play all clips in Scene 4

F5 = Play all clips in Scene 5

F6 = Play all clips in Scene 6

F7 = Play all clips in Scene 7

F8 = Play all clips in Scene 8

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

Additional recommended user commands:

G2 and Pro X

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

Additional for Pro X

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

External Controls:

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

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

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

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

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

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

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

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

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

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

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

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

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

Faders are not motorized:

The power source is not connected. Verify the power source by disconnecting USB and turning

the control surface on. If power is well connected, it will start up normally.

Faders make noise or move improperly:

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

I want to control and automate certain parameters:

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

I want to change the behavior of a function:

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

I want to see custom values on the display:

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

I want to add a custom function:

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

I want to rescale the faders:

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

I want to change the Jog Wheel resolution:

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

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

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

Caution:

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

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

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 OCon icon in iMap)

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

! 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.

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

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.

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

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

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

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

AppendixB

Cubase

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

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

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

MIDI Ch1	Functionl	nfo	MIDI Ch1	Functionl	nfo
	Cubase			Cubase	
A#0	Mute 7	Channel Mute	F#6	Next	(Layer 2)
B0	Mute 8	Channel Mute	F7	Scrub	
A6	Stop		D5	Read	Automation
A#6	Play		D#5	Write	Automation
B6	Record	Main record	E5	Sends	Automation
C7	Cursor Up	^	F5	Project	Automation
D7	Cursor Left	<	F#5	Mixer	Automation
E7	Zoom		G5	Motors	
D#7	Cursor Right	>	E3	Name/Value	Display
C#7	Cursor Down	v	F3	SMPTE/Beats	Display
G6	Rewind	<<	F#3	F1	Function
G#6	FastForward	>>	G3	F2	Function
G#5	Instrument		G#3	F3	Function
A5	Master		A3	F4	Function
A#5	Solo Defeat		A#3	F5	Function
B5	Write		B3	F6	Function
			C4	F7	Function
			C#4	F8	Function
D4	Group 1	Layer 2 (Fader Groups)	F#4	Group 5	Layer 2 (Fader Groups)
D#4	Group 2	Layer 2 (Fader Groups)	G4	Group 6	Layer 2 (Fader Groups)
E4	Group 3	Layer 2 (Fader Groups)	G#4	Group 7	Layer 2 (Fader Groups)
F4	Group 4	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 CC triggers the indicated function when the device is configured as an MCP device in the DAW. Buttons can be assigned a custom CC value using iMap software.

MIDI Ch1	Functionl	nfo	MIDI Ch1	Functionl	nfo
	Logic Pro X			Logic Pro X	
C1	Select 1	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

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

Pro Tools HUI

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

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

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

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

Ableton Live 10

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

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

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

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

AppendixC

Cubase

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

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

Button "Por drive III i" (Use with 1-8 encoders)	Please refer to "Encoder 1-8 (Rotate & Enter)"
Button"Page Up <<"	Flip page backward for the above functions
Button "Page Down>>"	Flip page forward for the above functions
Window control	
Button "Mixer"	Switch to mixer window
Utilities	
Button "Edit"	Activate the edit function to edit the track
Button "Undo"	Activate the undo function to undo the last command
Button "Redo"	Activate the redo function to redo the last command
Button "Save"	Activate the save function
Button "Punch"	Activate the punch function
Button "Left"	Jump to the left most of a loop
Button "Right"	Jump to the far right of a loop
Marker controls	
Button "Prev."	Jump to previous marker point from the current position
Button "Add"	Add a marker point at the current position
Button "Next"	Jump to next marker point from the current position
Automation	
Button "Read"	Activate the read function for automation
Button "Write"	Activate the write function to write a automation track
Navigation	
Jog wheel (Rotate)	Scrolling the play-line forward & backward
Button L/R	Selecting between tracks
Button Up/Down	Selecting track vertically
Buttons "Zoom" + "L/R"	Zoom in/out track horizontally
Buttons "Zoom" + "Up/Down"	Zoom in/out track vertically

Logic Pro X

Mackie Control mode function table (Logic Pro)

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

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

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

ProTools HUI

HUI mode function table (Pro Tool - PVC Overlay)

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

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

Disengage a fader from any Mix group. Release the button and the fader obeys group behavior again. Used to offset a fader's level within a group	Press [Ctrl ③]
Scrolls the frontmost window to the left or right	Press [Cmd ①] - Press [<< ④①] or [>> ④③]
Scrolls the frontmost window upward or downward	Press [Cmd ①] - Press [⌵ ④②] or [⌶ ④④]
Utilities	
Save the project	Press [Save ③] twice
Undo the last edit operation	Press [Undo ②]
Abort or exit a process	Press [Esc ⑭]
Defines a memory location or marker during playback or recording	Press [Enter ⑤]
Transport buttons	
Set Edit selection "In" point to the current locator position	Press [IN ⑦]
Set Edit selection "Out" point to the current locator position	Press [Out ⑧]
Activate the Rewind function	Press [Rewind ⑥]
Activate the Loop function	Press [Loop ⑤]
Activate the Fastforward function	Press [Fastforward ⑥]
Activate the Record function	Press [Rec ⑥]
Activate the Play function	Press [Play ⑦]
Activate the Stop function	Press [Stop ⑧]
Jog Wheel & Scrub button	
Swicthging the Jog wheel function from Scrub to Shuttle	Press [Scrub ⑨] (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	
<i>Navigation mode (Zoom/42 button is off)</i>	
Navigation arrow	Rotate (Jog Wheel)
Moves the edit cursor to the previous region boundary or sync point	Press [<< ④①]
Moves the edit cursor to the next region boundary or sync point	Press [<< ④③]
Mark-in & mark-out controls	Press [⌵ ④②] & [⌶ ④④] or [IN ⑦] & [Out ⑧]
<i>Zoom mode (Press Zoom/42 once to enter: light)</i>	
Decreases the horizontal zoom	Press [<< ④①]
Increases the horizontal zoom	Press [<< ④③]
Decreases the vertical zoom	Press [⌵ ④②]
Increases the vertical zoom	Press [⌶ ④④]
<i>Selection mode (Press Zoom/42 twice to enter: Flash)</i>	
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 (Ableton Live - PVC Overlay)

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

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



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