PLATFORM·NANO

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

User manual

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

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

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

安全のための注意事項を守る

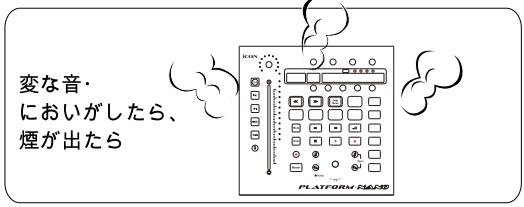
この取扱説明書の注意事項をよくお読みください。製品全般の注意事項が記載されています。

故障したら使わない

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

万一、異常が起きたら

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



警告表示の意

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

⚠警告	⚠注意	注意を促す記号	行為を禁止する記号	行為を指示する記号
この表示の注意事項を守らないと、火災・感電・破裂などにより死亡や大けがなどの人身事故が生じることがあります	この表示の注意事項を守らないと、感電やその他の事故によりけがをしたり周辺の器具に損害を与えたりすることがあります。	火災 感電 指み	禁止 分解禁止 接禁止	プラグをコンセントから抜く 強制

⚠警告　火災　感電　下記の注意事項を守らないと火災・感電により死亡や大けがの となります。

分解や改造をしない

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

内部に水や異物を入れない

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

内容

はじめに

ICON PlatformNano シリーズ USB オーディオレコーディングインターフェースーを 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、 PlatformNano シリーズ USB オーディオレコーディングインターフェース
の特徴、フロントパネル、サイドパネルの詳しい解説と、設定方法、使用方法、そして主要諸元が記載されています。

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

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

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

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

付属品をご確認ください

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

お客様のアカウントで ICON Pro Audio 製品をご登録ください

1. **お使いのデバイスのシリアル番号を確認してください**
   http://iconproaudio.com/registration に進むか、下の QR コードをスキャンします。.

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

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

2. **既存ユーザーの方は、ご自分の個人アカウントページにログインします。未登録の方は新規ユーザーとして登録してください。**
   既存ユーザーの場合：ユーザー名とパスワードを記入して、個人ユーザーページにログインしてください。
   新規ユーザーの場合：「Sign Up」をクリックして、情報をすべて記入してください。

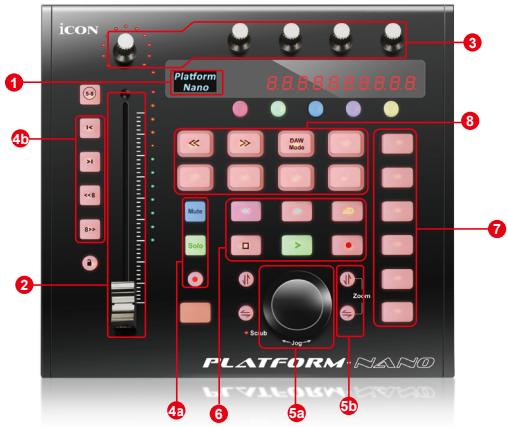
3. **役に立つ資料をダウンロードする**
   このページのアカウントに、登録済みデバイスがすべて表示されます。製品ごとにドライバ、ファームウェア、各言語版のユーザーマニュアル、バンドルされたソフトウェアなどが表示されるので、これらをダウンロードすることができます。デバイスのインストールを開始する前に、ドライバなどの必要なファイルをダウンロードしておいてください。

機能

- 10 ビットの解像度を持つマスターチャンネル用 1 タッチセンス付きモータライ ズフェーダー
- 非常にコンパクト、頑丈、かつ多目的
- バックライト付き LCD でチャンネル名、コントロール値などを表示
- デュアル機能エンコーダーつまみ (入力して回す) 1+4 個
- エンコーダーの周囲にメインノブコントロールの回転位置を示す 11 セグメント LED.
- SMPTE または BBT フォーマットで、プロジェクトの時間ロケーションを表示す る 10 セグメント LED ディスプレイ。
- 高速検索、スクラブ、コントロール用のジョグホイールシャトル
- 8 つの LED で色分けされた機能ボタンは、5 つの異なる色のレイヤで調整され、さまざまな機能コントロールを切り替えます。
- ミュート、ソロ、録音などのチャンネルコントロール用の照光ボタン
- 再生、停止、録音、巻戻し、早送り、ループを含む、照明式トランスポート・ボタン 6 個
- ジョグホイールと併用される .2 つの方向キーを備えた、照明付き「Zoom」ボタン
- 各チャンネルが簡単に選択できる照明付き「Track」ボタン、2 個
- 一度に 8 個のチャンネルを切り替える照明式「Bank」ボタン 2 個
- 互換性のある音楽制作ソフトウェアとシームレスに統合するためのユニバーサル Mackie Control および HUI プロトコルをサポート
- 最も人気のある DAW オーバーレイ - Cubase/Nuendo、Logic Pro X、Digital Performer、FL Studio、Samplitude、Reaper、Studio One、Bitwig、Reason、ProTools、Sonar、Audition、Ableton Live、User Define Mode
- MIDI 機能が簡単にマッピングできる iMap™ ソフトウェアを同梱
- 高速 USB 3.0 対応
- USB 接続と iMap ソフトウェアで簡単にファームウェア・アップグレードが可能。
- BlueTooth ワイヤレス接続と PN-M1 モジュール搭載の充電式バッテリ（オプション）

- ユーザー A とユーザー B フットスイッチペダル接続用 1/4 インチ入力
- Platform D3 LCD ディスプレイコネクター使用可能（オプション）
- Mac OS X、Windows 10、Windows 8（32 ビットと 64 ビット）、Windows 7（32 ビットと 64 ビット）、Vista（32 ビット）、Windows XP に対応
- 製造品質に優れた、Kensington ロックポート搭載の堅牢なメタルケーシング

上面パネルレイアウト



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

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

2. **チャンネル / マスターフェーダー**
   タッチセンシティブなモーター式フェーダーは、さまざまなチャンネルのパラメーターを調整するために使用できます。2 つの「Fader」シフトボタンを押してチャンネル間をシフトします。また、「Master」ボタンを押すと、フェーダーが回転してマスターチャンネルのパラメーターをコントロールします。

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

3. デュアル機能エンコーダー

デュアル機能を備えたエンコーダーは、プッシュボタンとロータリーコントロールとして機能します。
エンコーダーを押すと、動作モードを変更できます。エンコーダーを回転させると、割り当てられた機能に応じて、チャンネルのパン、センドレベル、プラグインパラメーターを調整できます。

4. コントロール・ボタン

4a) 録音チャンネルコントロールボタンセクション

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

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

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

4b) モーター式フェーダーコントロールボタンセクション

Fader < ボタン - フェーダーの「1」チャンネルを左にシフトします。
Fader > ボタン - フェーダーの「1」チャンネルを右にシフトします。
BANK UP（バンクアップ）ボタン - すべてのフェーダーが、「8」チャンネル上にシフトします（マスターチャンネルを除く）。
BANK DOWN（バンクダウン）ボタン - すべてのフェーダーが、「8」チャンネル下にシフトします（マスターチャンネルを除く）。

5. ジョグホイールセクション

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

5b) ズームコントロールボタンセクション

Zoom アップ / ダウンボタン - ズームアップ / ダウンボタンは、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）を上下に移動するために使用されます。

Zoom 左 / 右ボタン - 左 / 右ボタンは、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）を左右に移動するために使用します。

6. トランスポートコントロールボタンセクション

PLAY (再生) ボタン - DAW の再生機能を起動します。

STOP (停止) ボタン - DAW の停止機能を起動します。

REC (録音) ボタン - DAW の録音機能を起動します。

REWIND (巻戻し) ボタン - DAW の巻戻し機能を起動します。

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

LOOP (ループ) ボタン - DAW のループ機能を起動します。

7. 割り当てセクション

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

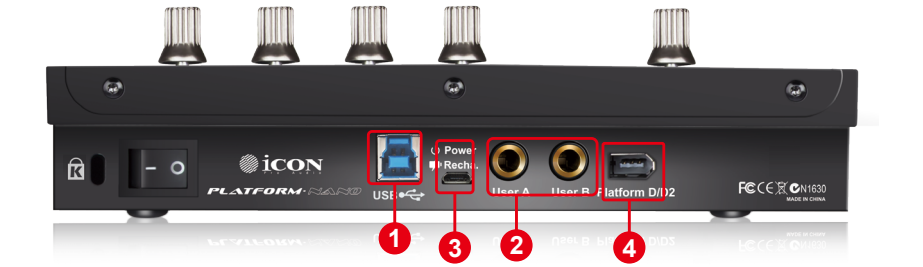
TRACK ボタン - ソフトウェアのトラックパラメーターを有効にします。

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

8. LED 色分け機能ボタン

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

背面パネルのレイアウト



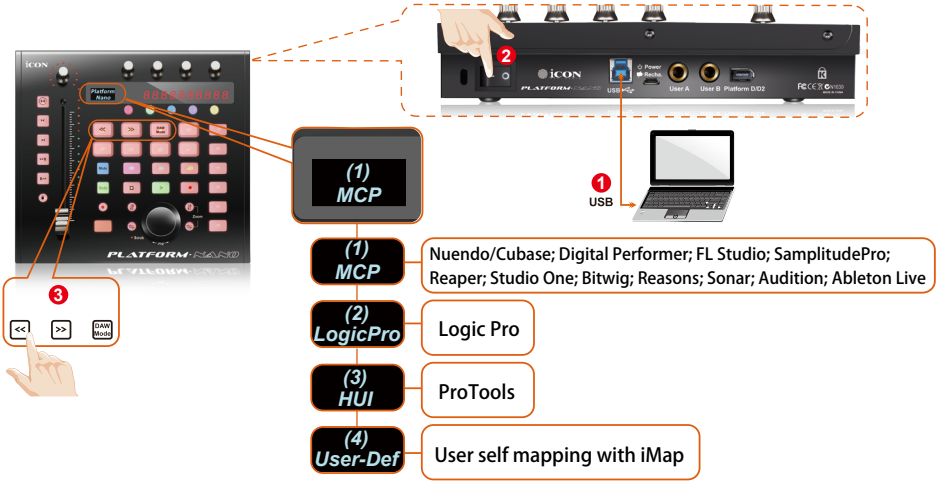
1. **USB 3.0 ポート**
   お使いのコンピュータと互換性のあるソフトウェアへの MIDI ポートとして機能します。PlatformNano にも電力を供給します。

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

3. **USB ポート（mini）**
   コンピュータの USB ポートが PlatformNano のか稼働に十分な電力を供給できない場合は、携帯電話の充電器などの外部電源アダプタ（12V DC）を接続してデバイスに追加の電力を供給することができます

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

はじめに
PlatformNano コントローラーを接続する



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

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

PlatformNano で DAW を選択する

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

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

DAW の設定

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

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

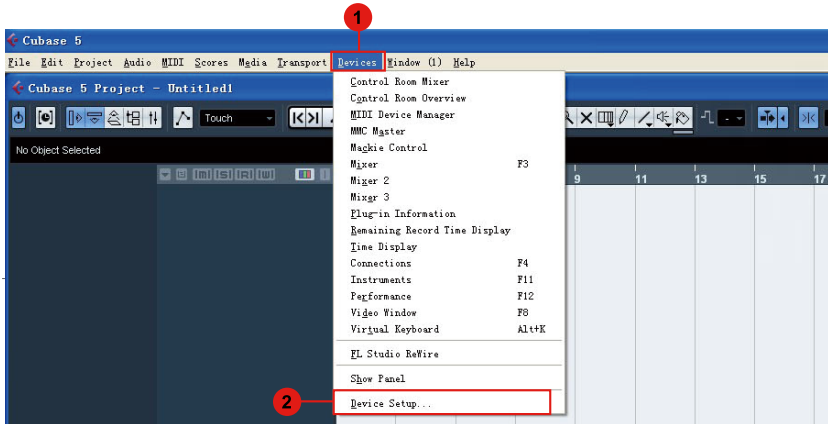
の MCP を選択 Nuendo/Cubase, Digital Performer, FL Studio, SamplitudePro, Reaper, Studio One, Bitwig, Reasons, Audition, Sonar, Ableton Live, Digital Performer select Mackie Control.

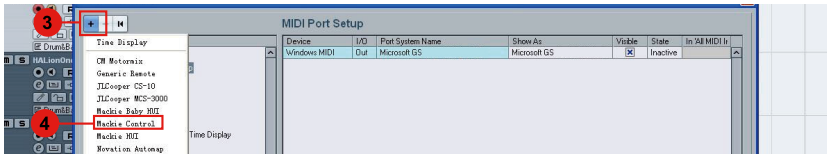
選択する HUI のために Pro Tools.

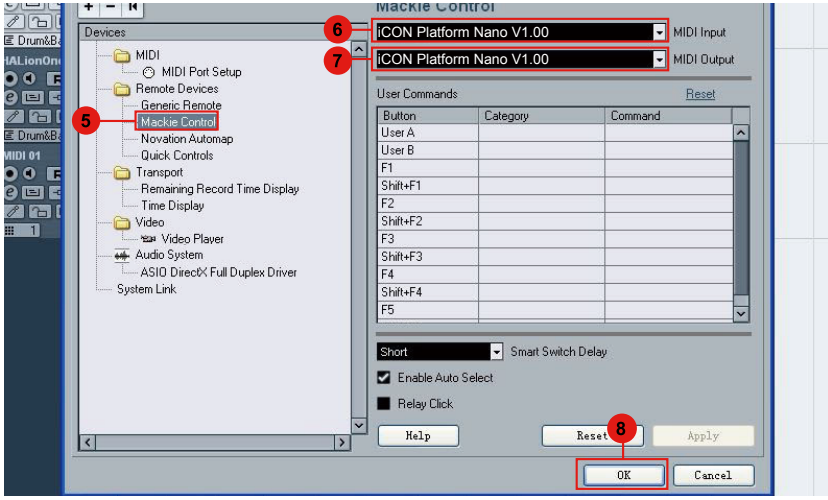
選択する Logic Pro のために Logic Pro.

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

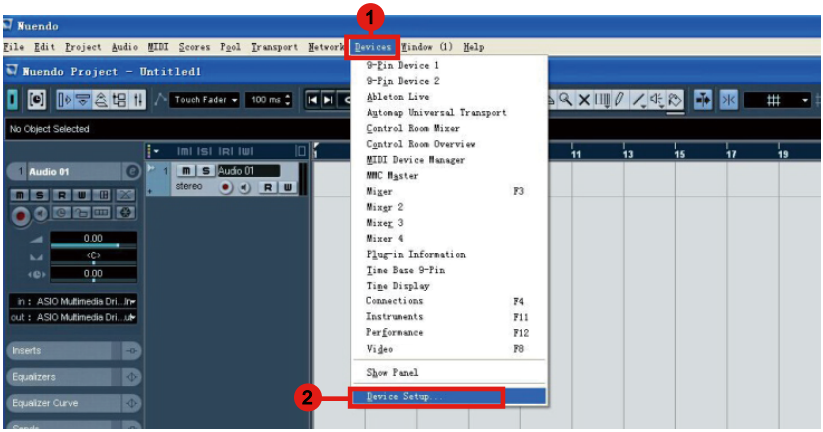
Cubase

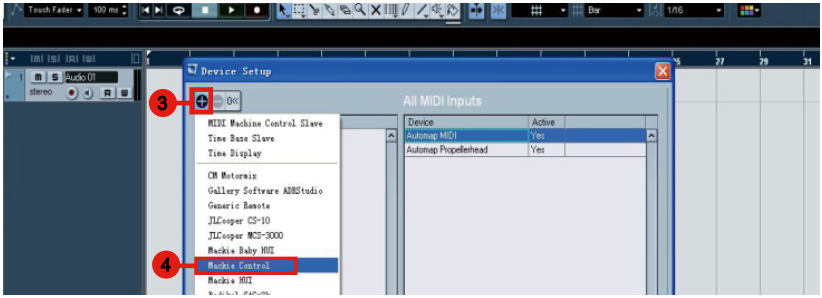

1
Cubase 5
File Edit Project Audio MIDI Scores Media Transport Devices Window (1) Help
Cubase 5 Project - Untitled1
Touch
No Object Selected
Control Room Mixer
Control Room Overview
MIDI Device Manager
MMC Master
Mackie Control
Mixer F3
Mixer 2
Mixer 3
Plug-in Information
Remaining Record Time Display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

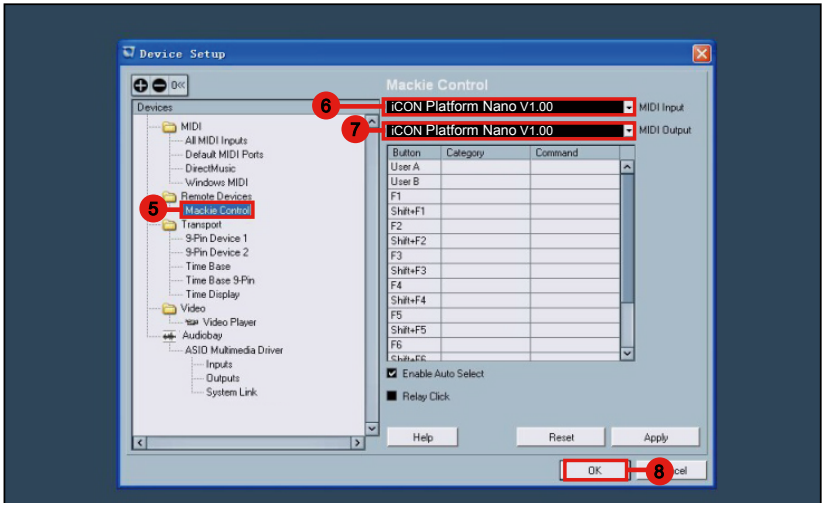

3
MIDI Port Setup
Time Display
CM Motormix
Generic Remote
JLCooper CS-10
JLCooper MCS-3000
Mackie Baby HUI
Mackie Control
Mackie HUI
Novation Automap
4
Device I/O Port System Name Show As Visible State In 'All MIDI In'
Windows MIDI Out Microsoft GS Microsoft GS Inactive


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

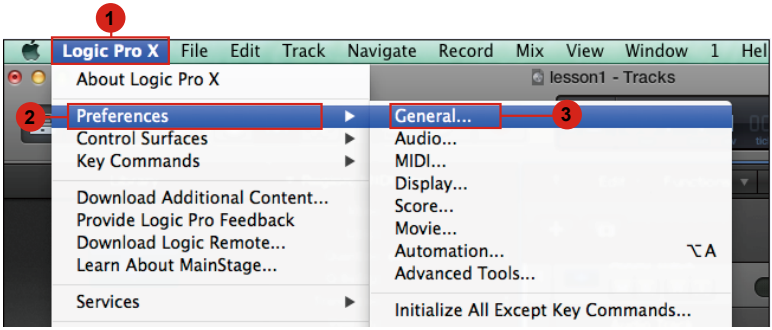
Nuendo

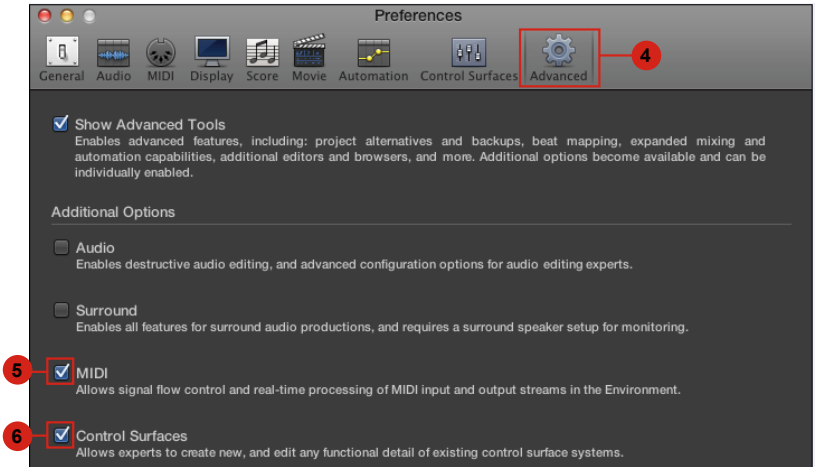

1
Nuendo
File Edit Project Audio MIDI Scores Pool Transport Network Devices Window (1) Help
Nuendo Project - Untitled1
Touch Fader
100 ms
No Object Selected
Audio 01
stereo
0.00
in : ASIO Multimedia Dri...
out : ASIO Multimedia Dri...
Inserts
Equalizers
Equalizer Curve
9-Pin Device 1
9-Pin Device 2
Ableton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

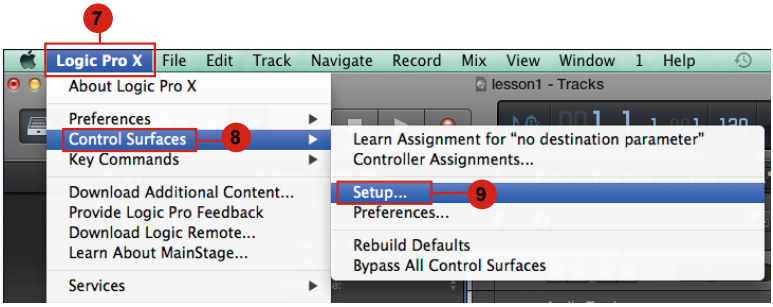

Device Setup
All MIDI Inputs
Device
Active
Automap MIDI
Yes
Automap Propellerhead
Yes
MIDI Machine Control Slave
Time Base Slave
Time Display
CM Motormix
Gallery Software ADBStudio
Generic Remote
JLCooper CS-10
JLCooper MCS-3000
Mackie Baby HUI
Mackie Control
Mackie HUI
3
4

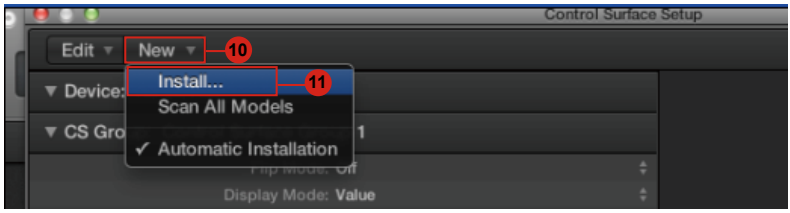

Device Setup
Devices
MIDI
All MIDI Inputs
Default MIDI Ports
DirectMusic
Windows MIDI
Remote Devices
Mackie Control
Transport
9-Pin Device 1
9-Pin Device 2
Time Base
Time Base 9-Pin
Time Display
Video
Video Player
Audiobay
ASIO Multimedia Driver
Inputs
Outputs
System Link
Mackie Control
6
iCON Platform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

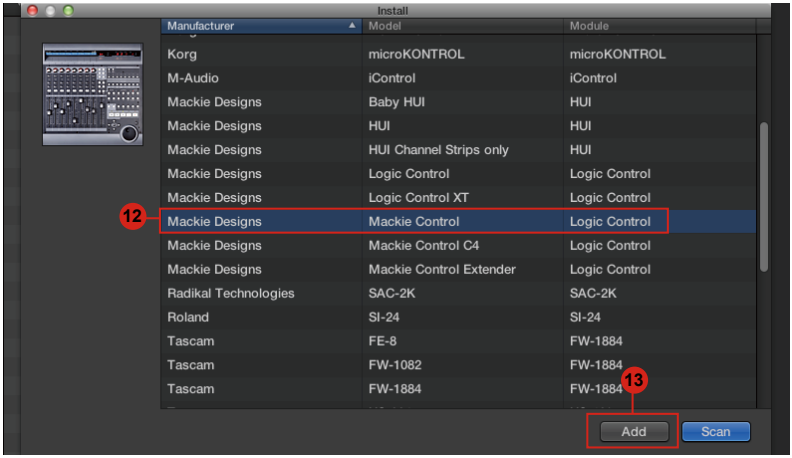
Logic Pro


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


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

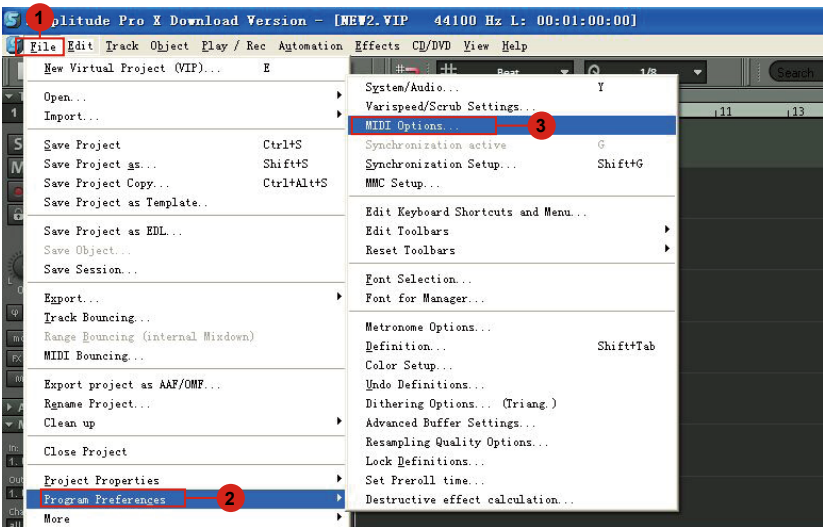

7
Logic Pro X
File
Edit
Track
Navigate
Record
Mix
View
Window
1
Help
About Logic Pro X
lesson1 - Tracks
Preferences
Control Surfaces
8
Key Commands
Download Additional Content...
Provide Logic Pro Feedback
Download Logic Remote...
Learn About MainStage...
Services
Learn Assignment for "no destination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

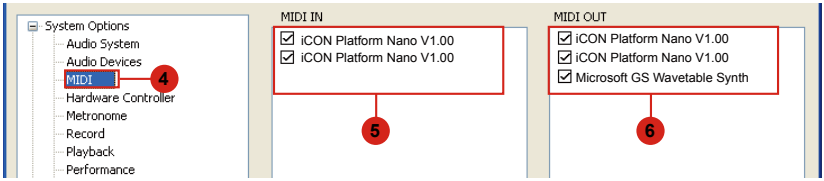

Control Surface Setup
Edit
New
10
Install...
11
Scan All Models
Automatic Installation
Device:
CS Gro
Display Mode: Value

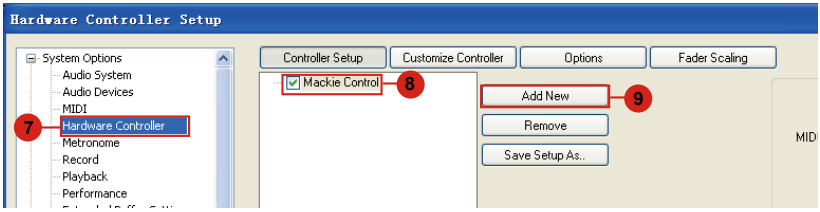

Install
Manufacturer
Model
Module
Korg
microKONTROL
microKONTROL
M-Audio
iControl
iControl
Mackie Designs
Baby HUI
HUI
Mackie Designs
HUI
HUI
Mackie Designs
HUI Channel Strips only
HUI
Mackie Designs
Logic Control
Logic Control
Mackie Designs
Logic Control XT
Logic Control
12
Mackie Designs
Mackie Control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

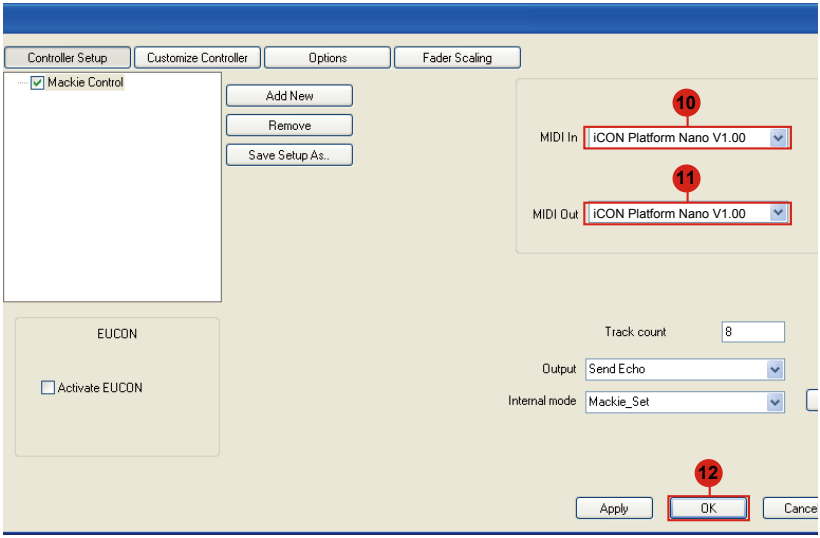

Control Surface Setup
Edit
New
Device: Mackie Control
14
Output Port: iCON Platform Nano V1.00
15
Input Port: iCON Platform Nano V1.00
Module: Logic Control
Model: Mackie Control
Version: (unknown)
Color:
Transport Button Click:
Touchless movable faders:
Fader Touch Sensitivity: 3
Backlight Saver Timeout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

Samplitude

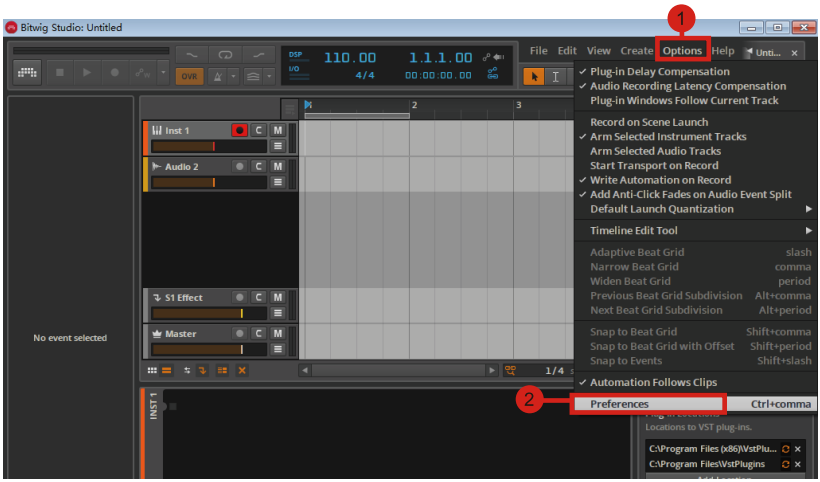

1
plitude Pro X Download Version - [NEW2.VIP 44100 Hz L: 00:01:00:00]
File Edit Track Object Play / Rec Automation Effects CD/DVD View Help
New Virtual Project (VIP)... E
Open...
Import...
Save Project Ctrl+S
Save Project as... Shift+S
Save Project Copy... Ctrl+Alt+S
Save Project as Template..
Save Project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

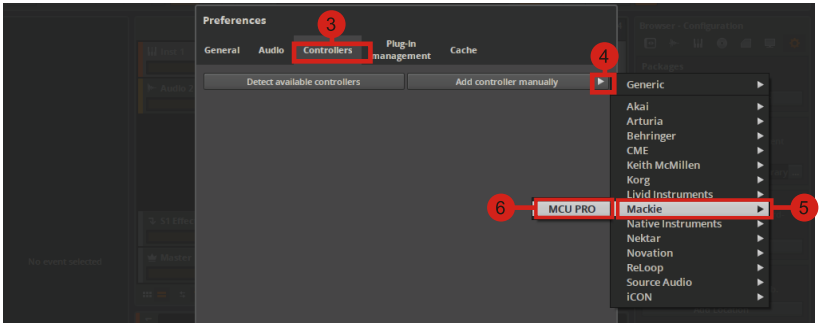

System Options
Audio System
Audio Devices
MIDI
Hardware Controller
Metronome
Record
Playback
Performance
4
MIDI IN
iCON Platform Nano V1.00
iCON Platform Nano V1.00
5
MIDI OUT
iCON Platform Nano V1.00
iCON Platform Nano V1.00
Microsoft GS Wavetable Synth
6

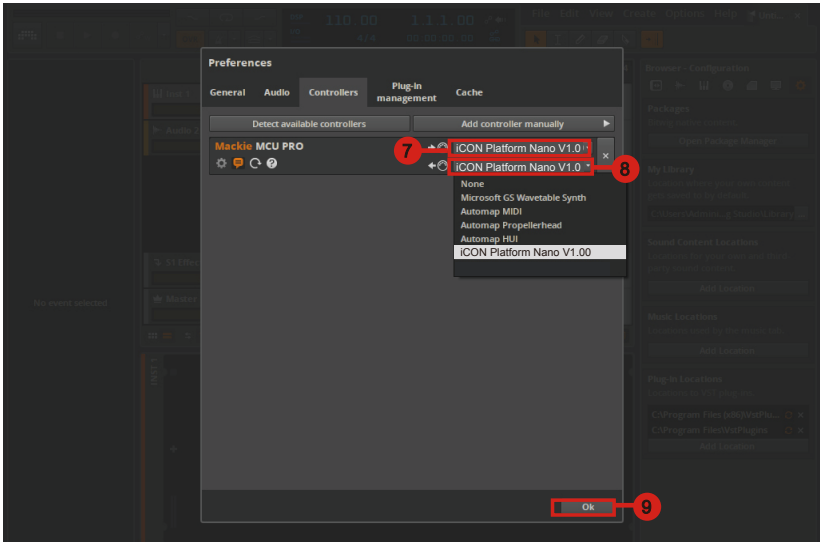

Hardware Controller Setup
System Options
Audio System
Audio Devices
MIDI
Hardware Controller
Metronome
Record
Playback
Performance
7
Controller Setup
Customize Controller
Options
Fader Scaling
Mackie Control
8
Add New
9
Remove
Save Setup As..
MID


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

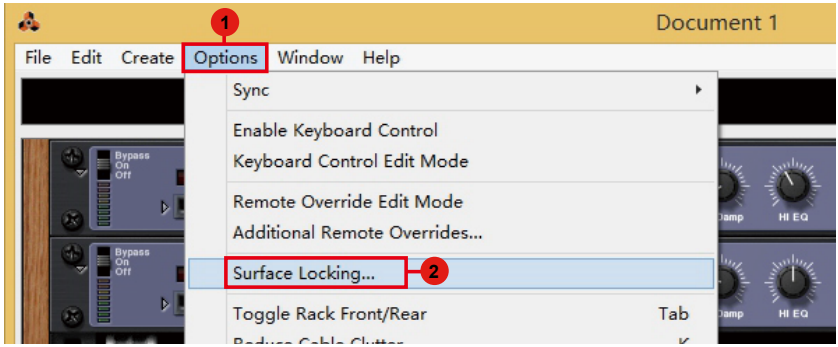
Bitwig

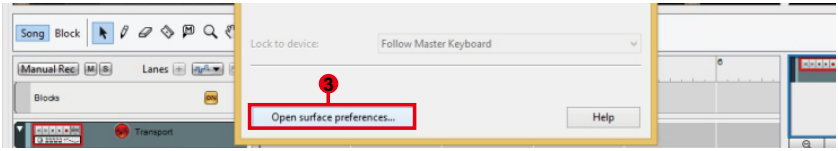

Bitwig Studio: Untitled
1
File Edit View Create Options Help
Plug-in Delay Compensation
Audio Recording Latency Compensation
Plug-in Windows Follow Current Track
Record on Scene Launch
Arm Selected Instrument Tracks
Arm Selected Audio Tracks
Start Transport on Record
Write Automation on Record
Add Anti-Click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

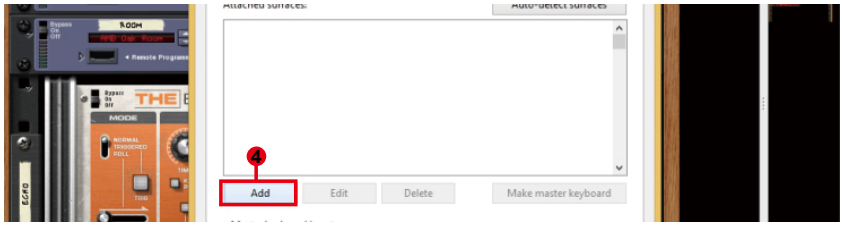

Preferences
3
General Audio Controllers Plug-in management Cache
Detect available controllers
Add controller manually
4
Generic
Akai
Arturia
Behringer
CME
Keith McMillen
Korg
Livid Instruments
Mackie
Native Instruments
Nektar
Novation
ReLoop
Source Audio
iCON
6
MCU PRO
5

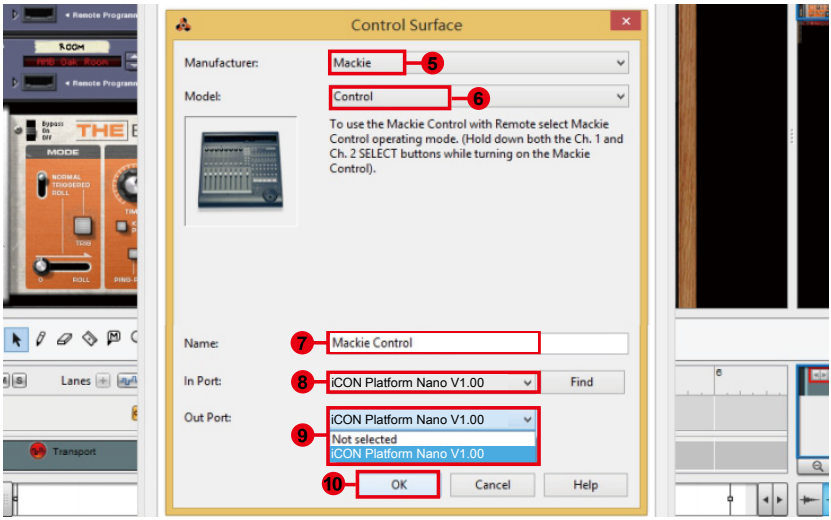

Preferences
General Audio Controllers Plug-in management Cache
Detect available controllers
Add controller manually
Mackie MCU PRO
7
iCON Platform Nano V1.0
iCON Platform Nano V1.0
8
None
Microsoft GS Wavetable Synth
Automap MIDI
Automap Propellerhead
Automap HUI
iCON Platform Nano V1.00
Ok
9

Reason

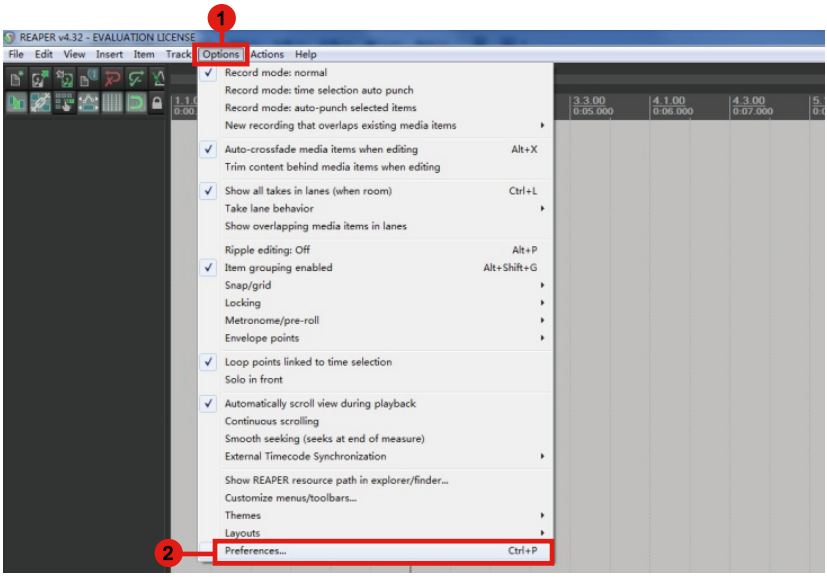

1
Document 1
File
Edit
Create
Options
Window
Help
Sync
Enable Keyboard Control
Keyboard Control Edit Mode
Remote Override Edit Mode
Additional Remote Overrides...
Surface Locking...
2
Toggle Rack Front/Rear
Tab

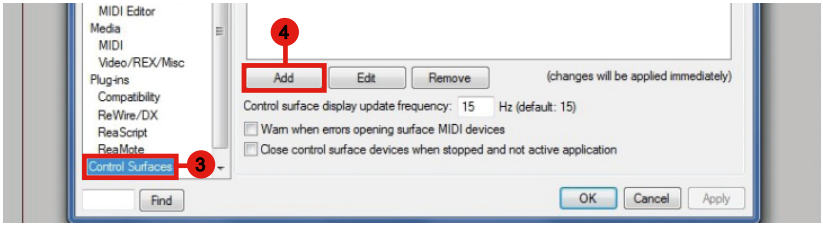

Song
Block
Manual Rec
Lanes
Blocks
Transport
Lock to device:
Follow Master Keyboard
3
Open surface preferences...
Help

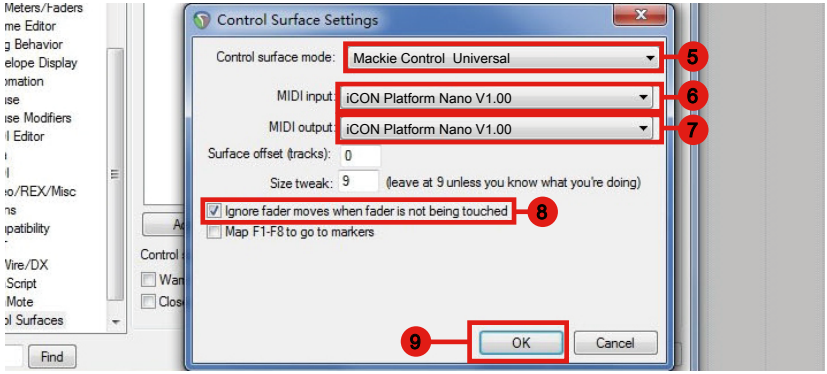

4
Add
Edit
Delete
Make master keyboard


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

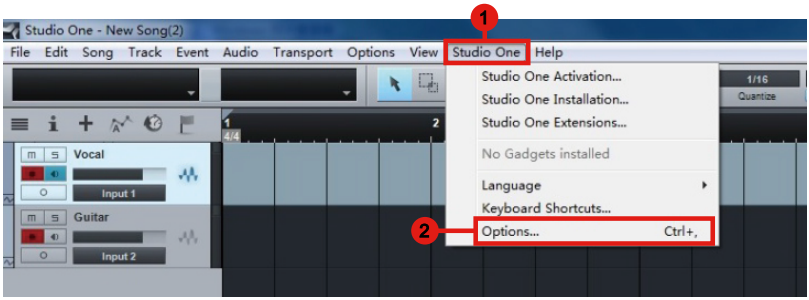
Reaper

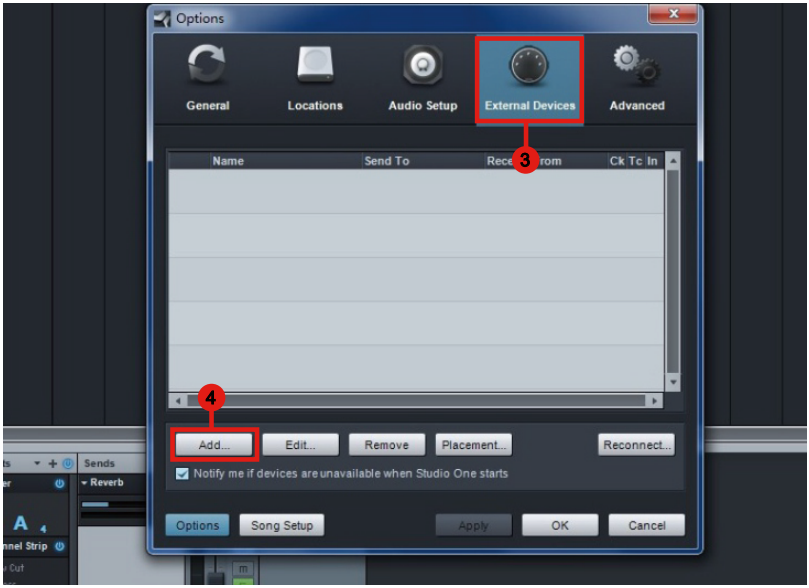

1
REAPER v4.32 - EVALUATION LICENSE
File Edit View Insert Item Track Options Actions Help
Record mode: normal
Record mode: time selection auto punch
Record mode: auto-punch selected items
New recording that overlaps existing media items
Auto-crossfade media items when editing Alt+X
Trim content behind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

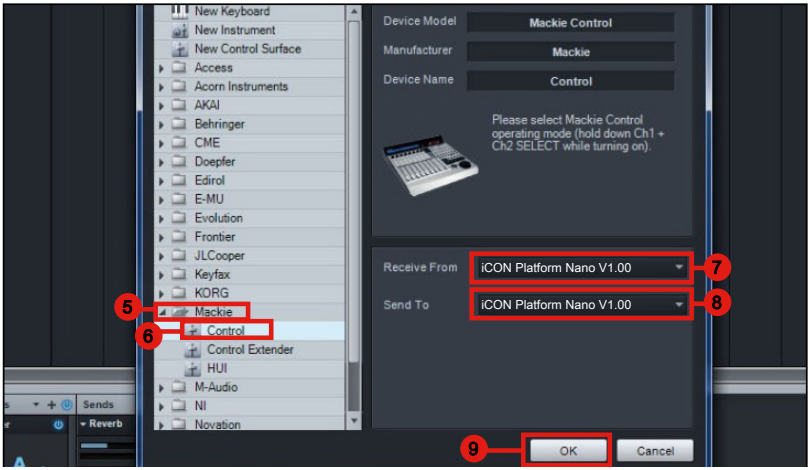

MIDI Editor
Media
MIDI
Video/REX/Misc
Plug-ins
Compatibility
ReWire/DX
ReaScript
ReaMote
Control Surfaces
3
4
Add
Edit
Remove
(changes will be applied immediately)
Control surface display update frequency: 15 Hz (default: 15)
Warn when errors opening surface MIDI devices
Close control surface devices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


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

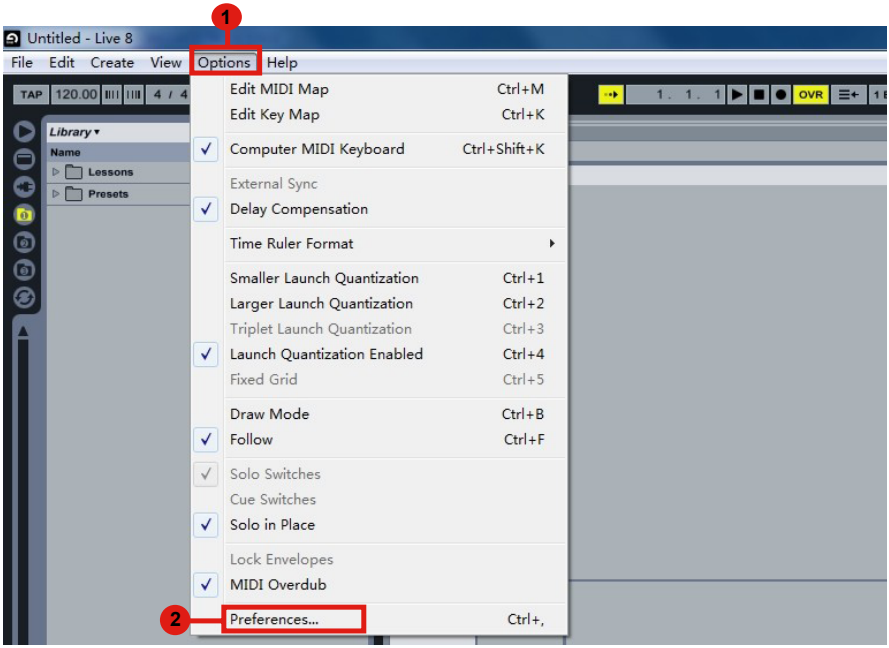
Studio One

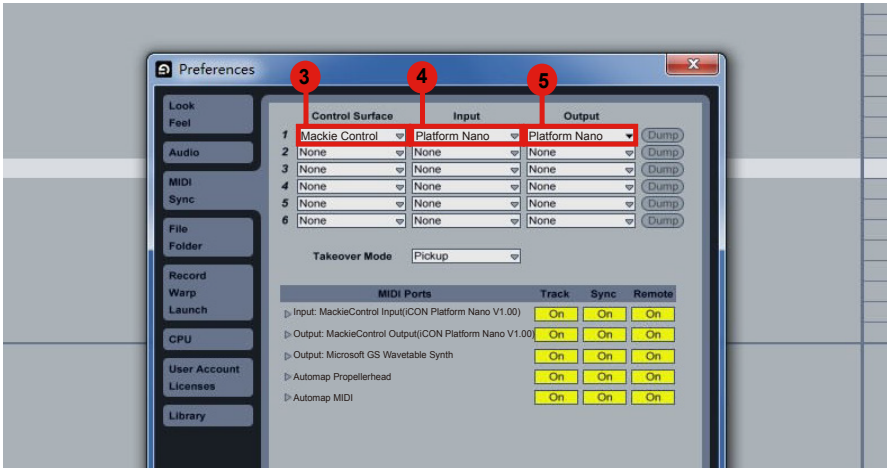

1
Studio One - New Song(2)
File Edit Song Track Event Audio Transport Options View Studio One Help
Studio One Activation...
Studio One Installation...
Studio One Extensions...
No Gadgets installed
Language
Keyboard Shortcuts...
2
Options... Ctrl+,
Vocal
Input 1
Guitar
Input 2


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

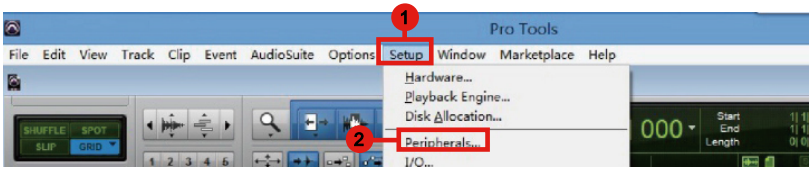

New Keyboard
New Instrument
New Control Surface
Access
Acorn Instruments
AKAI
Behringer
CME
Doepfer
Edirol
E-MU
Evolution
Frontier
JLCooper
Keyfax
KORG
5
Mackie
6
Control
Control Extender
HUI
M-Audio
NI
Novation
Device Model
Mackie Control
Manufacturer
Mackie
Device Name
Control
Please select Mackie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

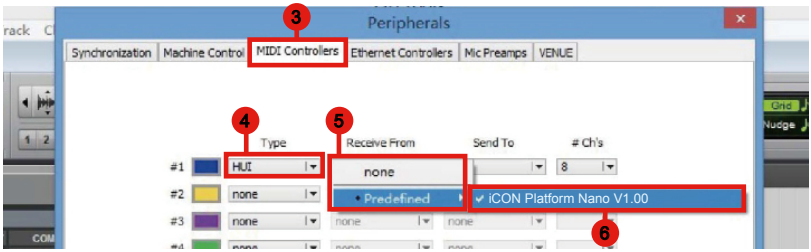
Ableton Live

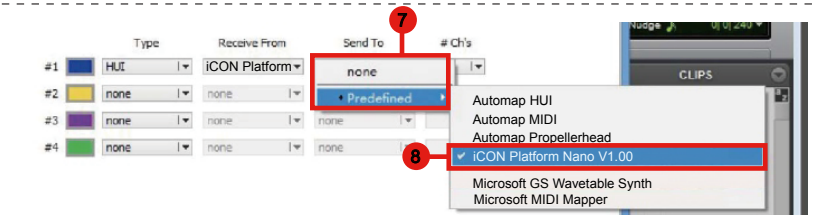




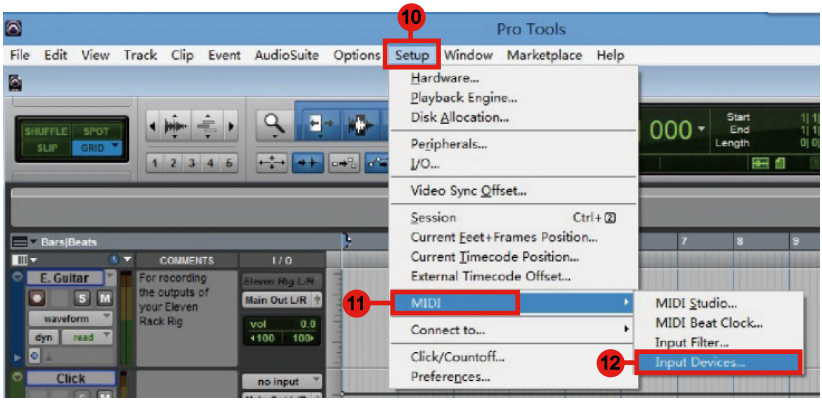
Pro Tools

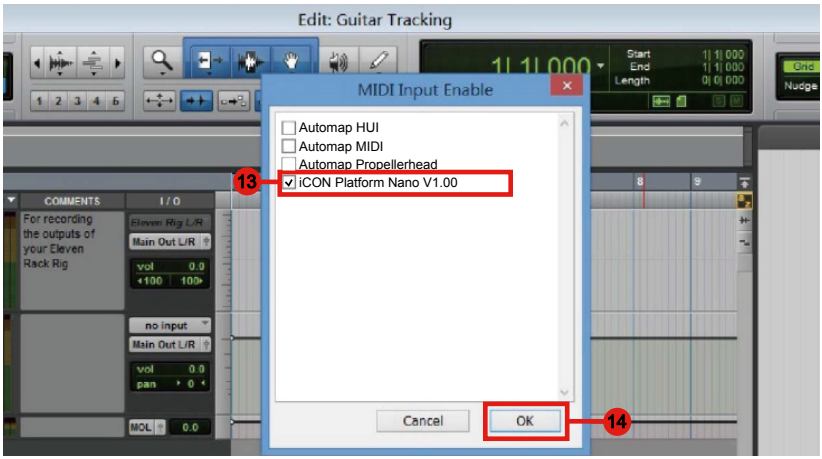

1
Pro Tools
File Edit View Track Clip Event AudioSuite Options Setup Window Marketplace Help
Hardware...
Playback Engine...
Disk Allocation...
2
Peripherals...
I/O...


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


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


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


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


Edit: Guitar Tracking
MIDI Input Enable
Automap HUI
Automap MIDI
Automap Propellerhead
iCON Platform Nano V1.00
13
Cancel
OK
14
COMMENTS
I / O
For recording the outputs of your Eleven Rack Rig
Main Out L/R
no input
Start
End
Length
Nudge

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

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

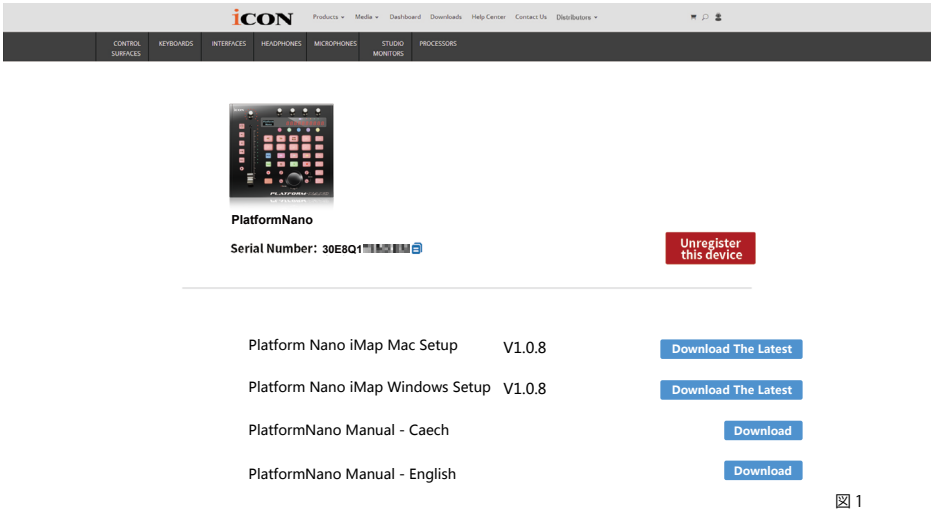


図 1

1. ユ Mac OS X 用 iMap™ ソフトウェア。

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

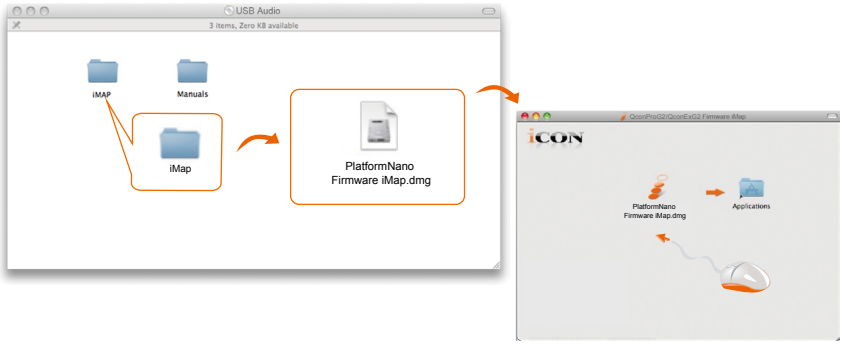


図 2

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

Windows で iMap™ ソフトウェアをインストールする

次の手順に従って、iMap™ ソフトウェアをインストールします。

1. **PC の電源を入れます。**

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

3. **設定ウィザードが表示されます。**
   設定ウィザードが表示されます。「Next」をクリックしてください。

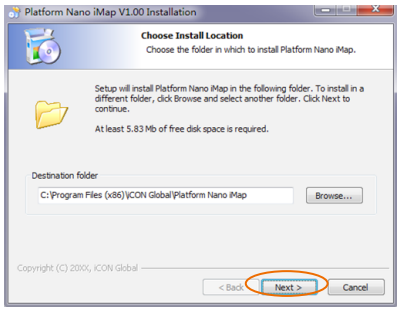


図 3

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

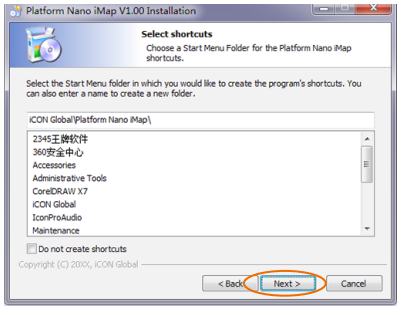


図 4

5. ショートカットを選択する

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

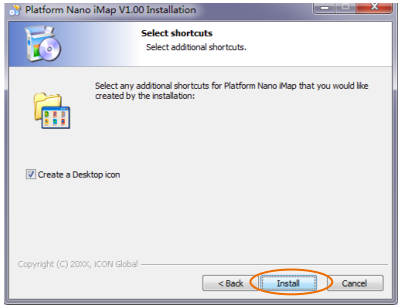


図 5

6. デスクトップにショートカットを作成する

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

7. iMap™ がインストールを開始する

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

図 6

8. インストールが完了しました

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

図 7

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

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

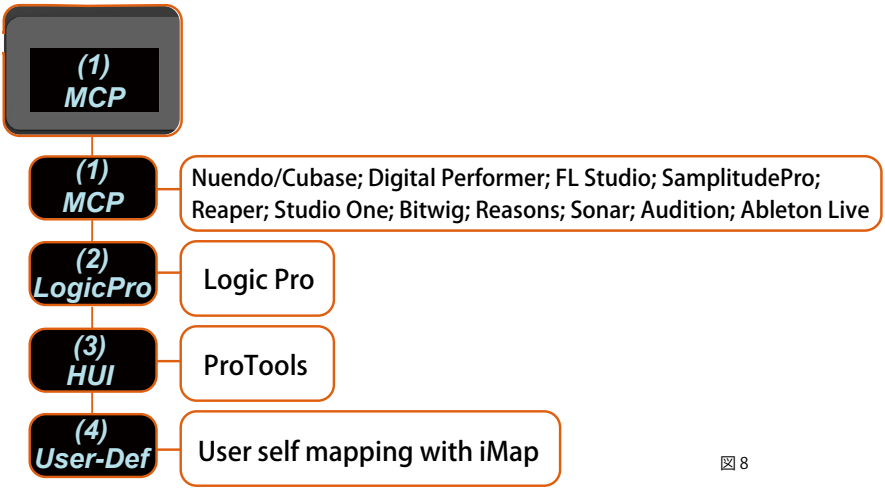


図 8

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

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

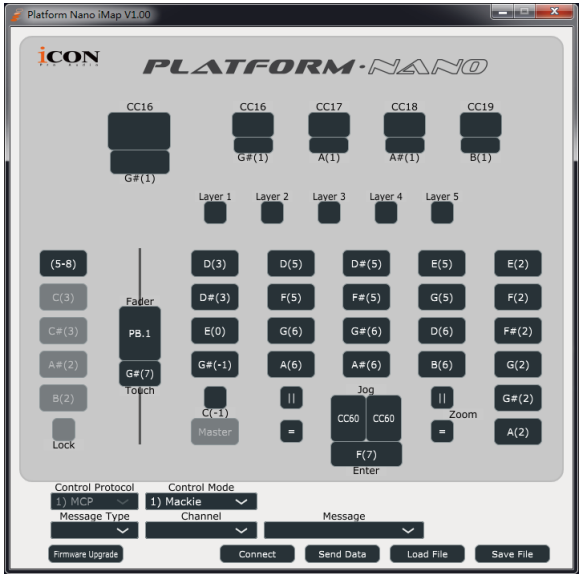


図 9

iMap™ PlatformNano ソフトウェアパネル

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

1. **PlatformNano を Mac/PC に接続します。**
2. **iMap を起動して「Connect Device」ボタンをクリックします。**
   注意：PlatformNano が Mac/PC に接続されていない場合は、「There are no MIDI input devices」というメッセージが表示されます。付属の USB ケーブルで、PlatformNano を Mac/PC に接続してください。

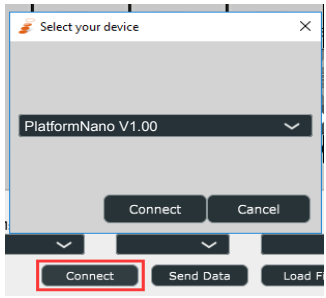


図 10

3. **ポップアップメニューから、「PlatformNano」を MIDI 出力デバイスとして選択します。**

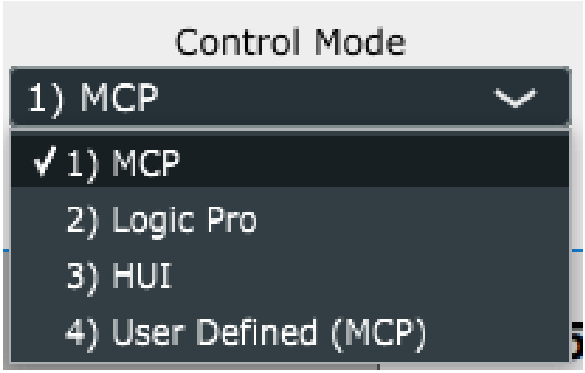


図 11

4. **「Mode」プルダウンメニューから、DAW に適したモードを選択します。**
   注意：DAW モード（Mackie Control/HUI）では、PlatformNano のコントロールで MIDI メッセージの設定を変更することはできません。
   ヒント：ハードウェアを使用して、iMap の代わりに DAW モードを選択することもできます。指示については、P.12 を参照してください。

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

6. **iMap を閉じます。**

iMap™ でユーザー定義モードの MIDI メッセージを割り当てる

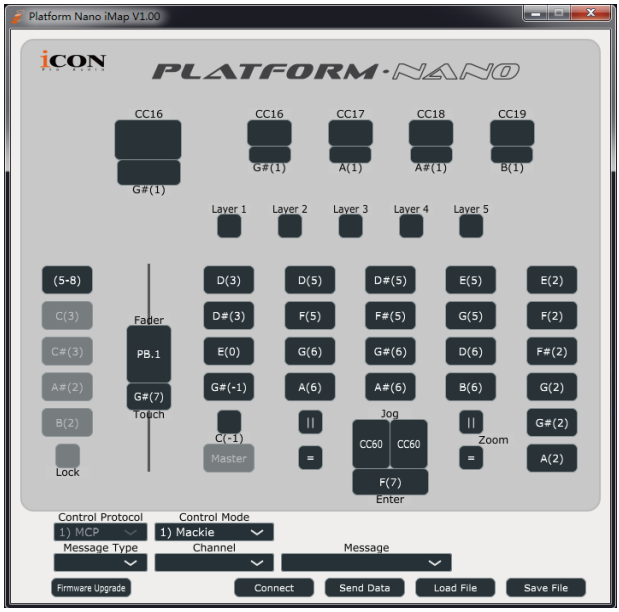


図 12

iMap™ PlatformNano ソフトウェアパネル

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

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

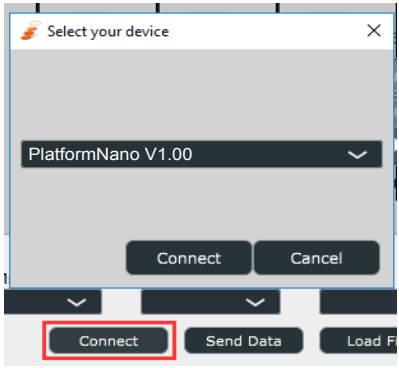


図 13

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

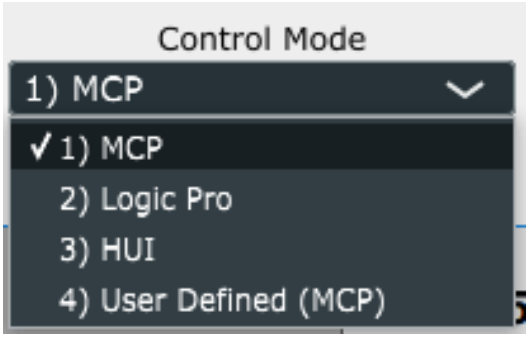


図 14

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

ユーザー定義モードでのコントロールエレメントの設定

iMap™ PlatformNano ソフトウェアパネル

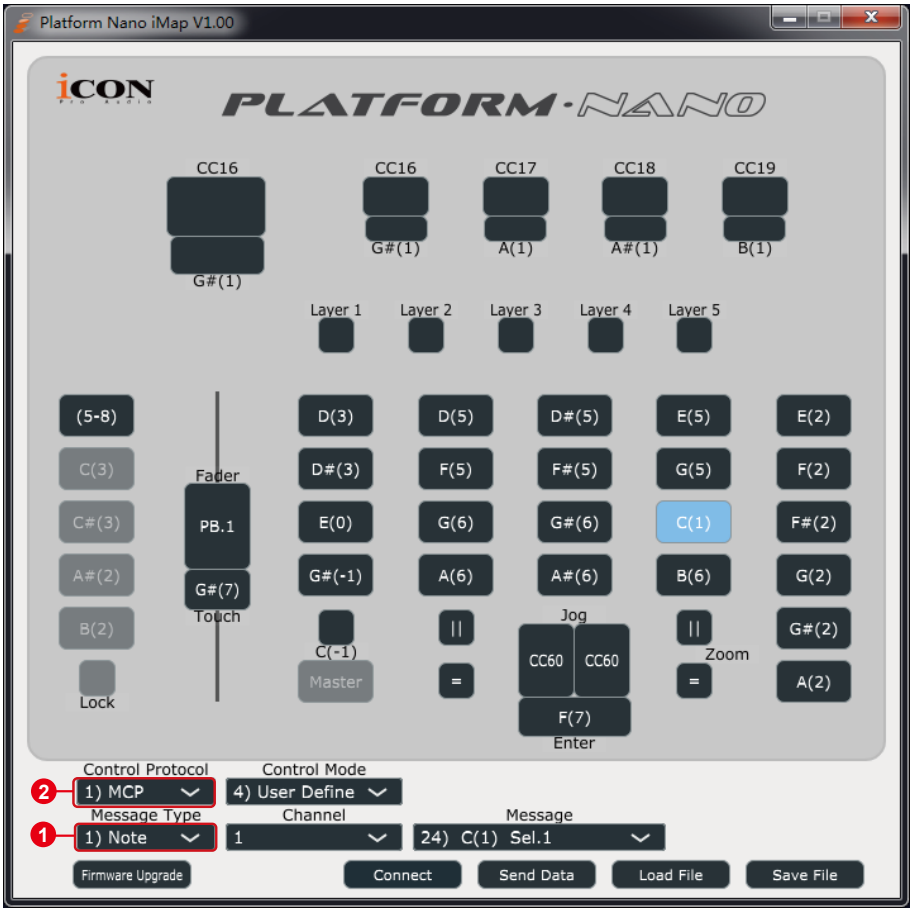


図 15

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

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

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

iMap™ のその他の機能

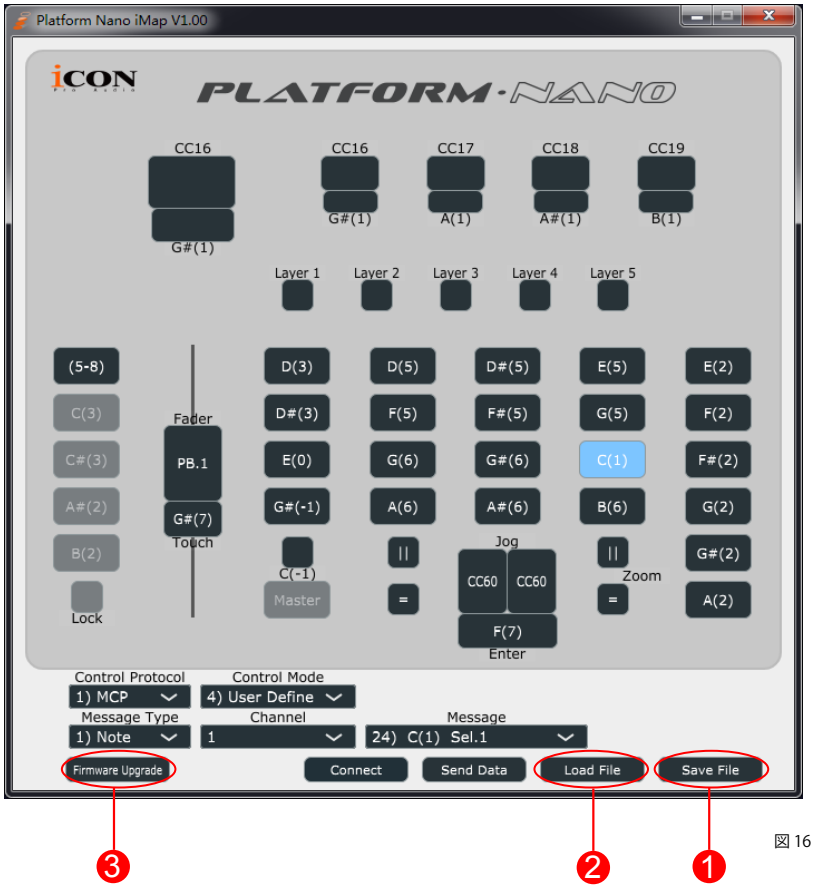


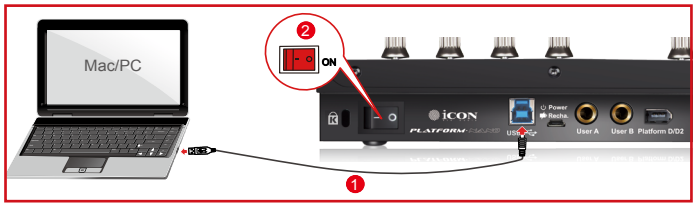
図 16

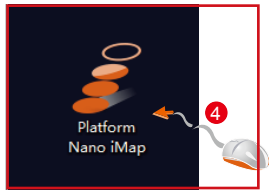
1. **「ファイルの保存」ボタン**
   このボタンをクリックして、PlatformNano の現在の設定を保存します。ファイルは「.imap」ファイルです。

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

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

ファームウェアアップグレード





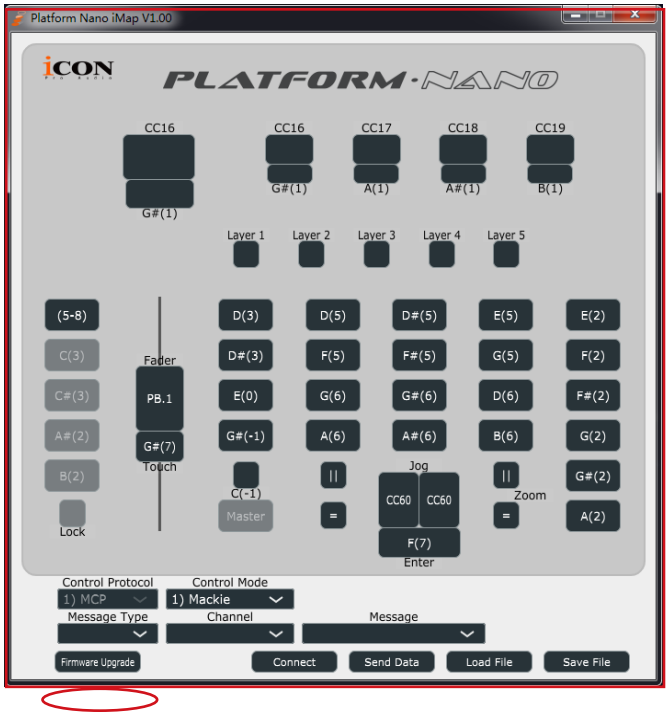


図 17

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

図 18

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

図 19

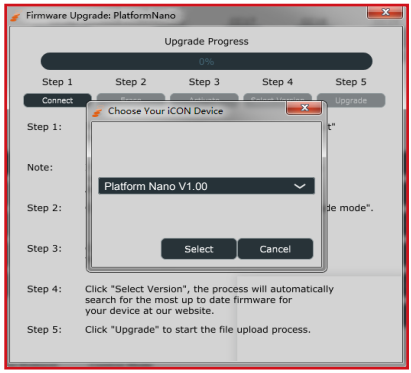


図 20

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

ステップ 2： 「Update」ボタンをクリックしてください。

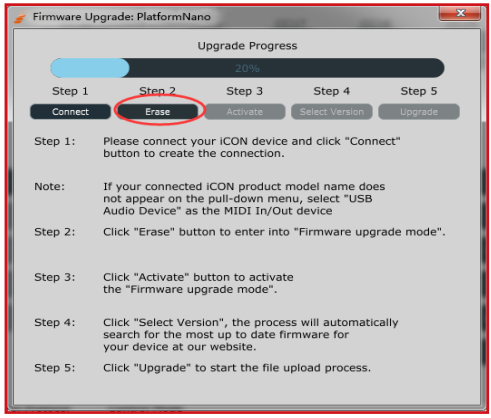


図 21

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

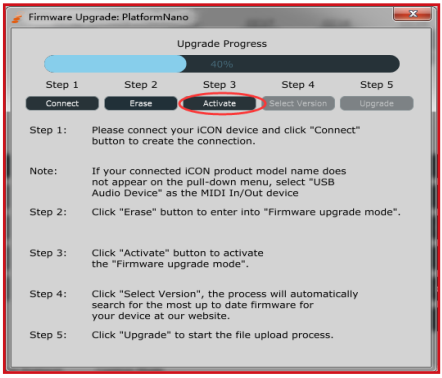


図 22

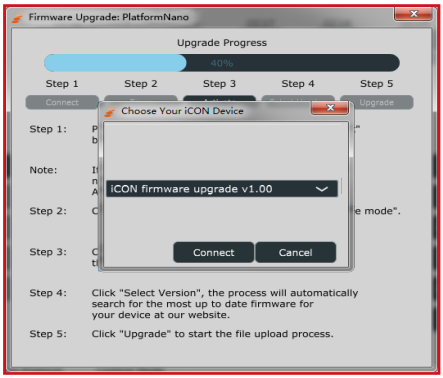


図 23

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

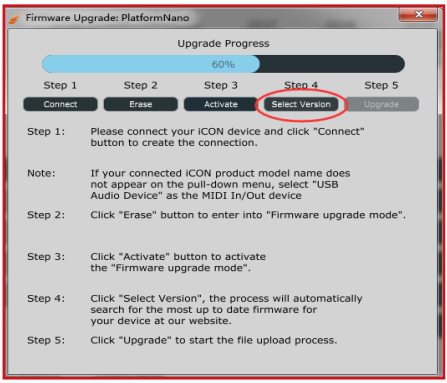


図 24

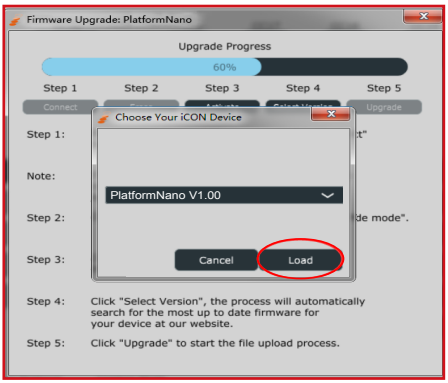


図 25

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

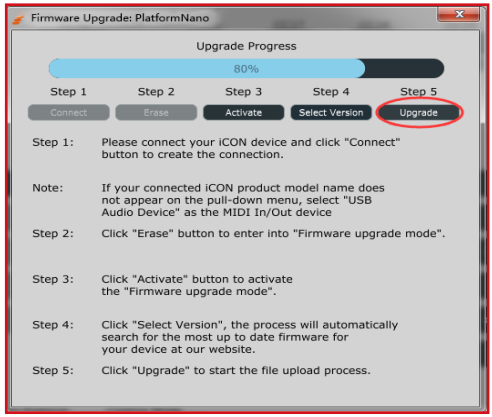


図 26

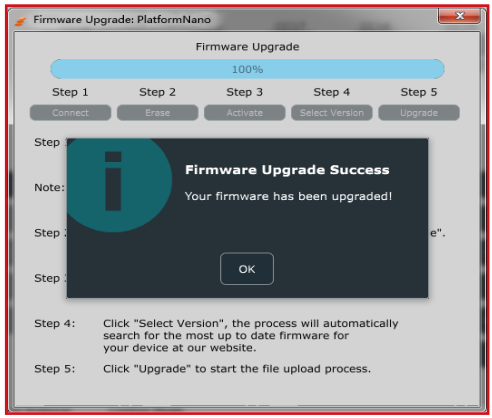


図 27

デフォルト工場設定に戻す

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

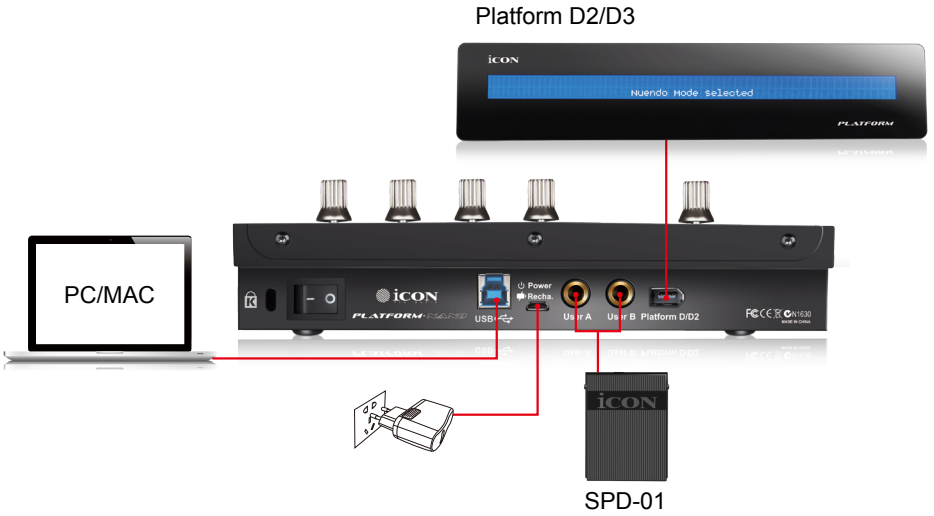
1. 付属の USB ケーブルを使って PlatformNano を接続し、iMap ソフトウェアを起動します。

2. MIDI Device」ボタンをクリックして、「PlatformNano」を MIDI 入出力デバイスとして選択します。
注意：プルダウンメニューに PlatformNano が表示されない場合は、USB オーディオを MIDI 入出力デバイスとして選択してください。

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

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

ハードウェアの接続


Platform D2/D3
iCON
Nuendo Mode selected
PLATFORM
PC/MAC
iCON
Power
Recha.
USB
User A
User B
Platform D/D2
SPD-01

製品仕様

接続端子 :	コンピューター出力	3. 0 USB コネクター（標準）
電源供給 :		5V DC
消費電力 :		最大 2.0A
重量 :		1. 3kg (2. 8lb)
寸法 :		215(L) x 198(W) x 40(H)mm
		8. 5″(L) x 7. 8″(W) x0. 2″(H)

修理について

本製品の修理が必要な場合は、以下の手順に従ってください。

以下のような情報、知識、ダウンロードについては、当社のオンラインヘルプセンター **(http://support.iconproaudio.com/hc/en-us)** でご確認ください
1. FAQ (よくあるご質問)
2. ダウンロード
3. 詳細情報
4. フォーラム

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

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

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

不良品を修理・交換のために返送する場合 :

1. 問題の原因が誤操作や外部システムデバイスではないことを確認してください。
2. 弊社にて修理の際、本書は不要ですので、お手元に保管してください。
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AppendixA

Control Surface Functionality Manual

Cubase

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

Revision v0.71

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

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

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

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

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

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

Control Surface Function

Control Surface Button

DAW Term

ButtonA + ButtonB =hold Button A and press Button B

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

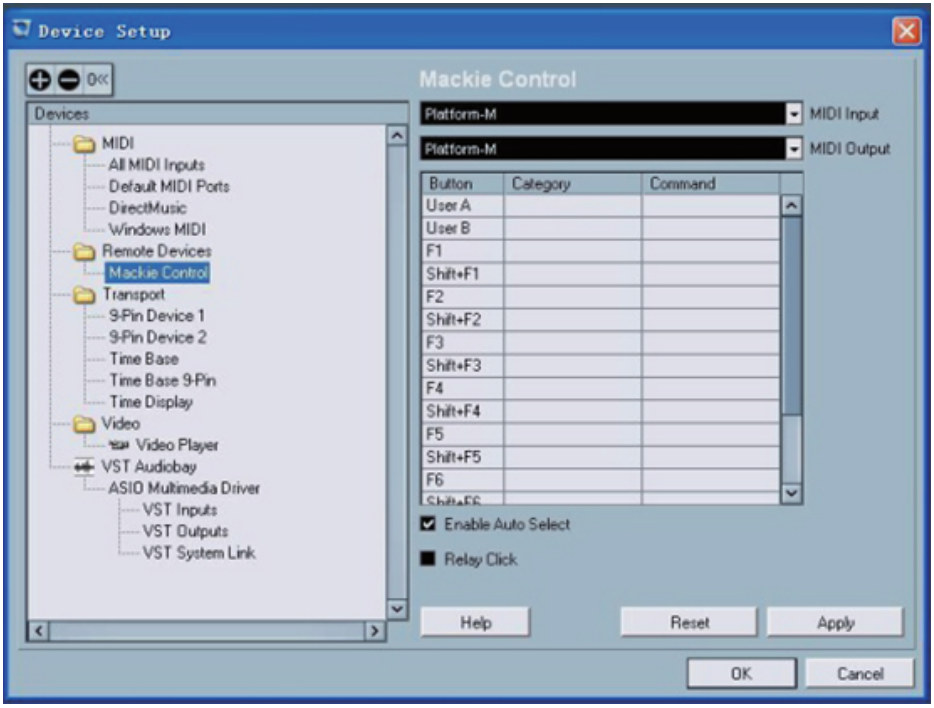
<<<<<<<<< Setup>>>>>>>>>

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

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

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

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



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

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

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

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

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

Jog Wheel:

Turn the Jog Wheel to quickly adjust the project cursor position on the grid, visible in the Project Windowin Cubase. Press Scrub to scrub audio with the Jog Wheel. (On Platform M+, scrub is activated by pressing down the jog wheel.)

Transport:

The Transport section is used to operate playback.

Play = Begin playback

Stop = Stop playback

Rec (transport) = Begin recording Audio and MIDI input

FastForward= Shuttle the project cursor forwards

Rewind =Shuttle the project cursor backwards

Stop - Stop = Project cursor jumps to previous play position

Shift + FastForward= Project cursor jumps to end of project

Shift + Rewind = Project cursor jumps to start of project

Left = Project cursor jumps to left locator

Right = Project cursor jumps to right locator

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

Shift + Left = Set left locator to project cursor

Shift + Right = Set right locator to project cursor

Channel Strip Buttons:

Rec (channel) = Arms the channel strip for recording

Solo = Engage Solo for one or multiple channels

Mute = Engage Mute for one or multiple channels

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

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

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

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

Shift + BankUp/Down= Toggle switch Band/Channel

Monitoring:

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

Fader Lock:

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

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

Listen Mode:

Shift + Project = activate Listen Mode:

Solo = Engage Listen for one or multiple channels

Shift + Project = deactivate Listenfor all channels

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

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

Displays:

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

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

Zoom &Cursor Arrows:

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

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

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

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

Channel Bank Options:

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

Channel up/down = Step the current bank by onechannel

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

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

Ease creating and managing automation is a highlight of using a control surface with motor faders. Press the Automation buttons to change the automation behavior of the selected channel. PressShift+ Write and then Playand begin to mix on the knobs and faders in real time with automation.

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

Write = All channel parameters record automation during playback

Shift+ Read orWrite = Apply automation mode to all channels

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

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

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

Assignment Modes:

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

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

EQ = Activates EQ Assignment.Opens and editsCubase EQonselected channel.

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

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

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

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

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

Fader Flip:

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

<<<<< Pan >>>>>

Pan Assignment:(Pan)

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

Surround Assignment: (Shift+Pan)

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

Parameters:

L-R Standard, L-R Panner, Mode

<<<<<Inserts>>>>>

Insert Assignment Mode: (Plug-In)

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

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

Page 01

Insert Slot # Insert Bypass SelectPlug-In

Page02+

Insert parameters appear automatically assigned across the Encoder Knobs

<<<<< EQ >>>>>

EQ Assignment Mode: (EQ)

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

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

Advanced EQ Assignment Mode: (Shift + EQ)

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

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

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

FX Aux Assignment Mode:

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

<<<<<Instrument>>>>>

Instrument Assignment Mode:

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

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

Page 01

Instrument Slot# Instrument Bypass Select Instrument

Page02+

Insert parameters appear automatically assigned across the Encoder Knobs

<<<<< Send >>>>>

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

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

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

Page 01

FX Channel # Send Bypass Select Plug-In

Page02+

Insert parameters appear automatically assigned across the Encoder Knobs

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

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

Send Amount
Send Bypass
Send Pre/Post Fader
Send Bus Destination

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

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

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

Cue Send Mode: (Shift+ Send)

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

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

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

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

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

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

Master FX Assignment Mode: (Master FX)

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

Page 01

Master FX Slot # FX Bypass Select Plug-In

Page02+

Insert parameters appear automatically assigned across the Encoder Knobs

<<<<<Routing>>>>>

Routing Assignment Mode: (Page Down, *Routing*)

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

Output Bus
Monitor

Input Bus
Input Gain
Input Phase

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

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

<<<<<Utilities>>>>>

Project Utilities:

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

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

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

Marker:
XYZXYZXYZ

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

Punch:

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

Function Buttons:

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

Recommended custom user commands:

F1 = Click On/Off
F2 = MagicA
F3 = MagicA
F4 = MagicA
F5 = MagicA
F6 = MagicA
F7 = MagicA
F8 = MagicA

Shift + F1 = MagicA
Shift + F2 = MagicA
Shift + F3 = MagicA
Shift + F4 = MagicA
Shift + F5 = MagicA
Shift + F6 = MagicA
Shift + F7 = MagicA
Shift + F8 = MagicA

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

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

Visibility Modes:
Shift + 1 = All Channels
Shift + 2 = Audio Channels
Shift + 3 = Groups
Shift + 4 = FX Channels
Shift + 5 = Instrument Channels
Shift + 6 = MIDI Channels
Shift + 7 = I/O Busses
Shift + 8 = All Channels

Example user visibility modes:

1 = Project channels 1-8
2 = Project channels 9-16
3 = Project channels 17-24
4 = Project channels 25-32
5 = Project channels 33-40
6 = Project channels 41-48
7 = Project channels 49-56
8= Project channels 57-64

External Controls:

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

User A = Toggle Play/Stop

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

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

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

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

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

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

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

Faders are not motorized:

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

Faders makenoise or move improperly:

A fader calibration is needed. Please read the section on Fader Calibration below for details.

I want to control and automate certain parameters:

Access parameters via the Assignment Modes and use Automation Modesto begin creating live automation. Press Flipto control these parameters with the faders. UseMIDI Learnto additionally assign parameters or key commands to controls.

I want to change the behavior of a function:

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

I want to see customvalues on the display:

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

I want to adda custom function:

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

I want to rescale the faders:

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

I want to change the Jog Wheel resolution:

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

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

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

Caution:

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

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

To Update:

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

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

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

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

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

! Never unpack a .bin firmware file

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

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

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

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

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

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

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

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

Control Surface Functionality Manual

Logic Pro X

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

Revision v1.13

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

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

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

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

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Control Surface Button

DAW Term

ButtonA + ButtonB =hold Button A and press Button B

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

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

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

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

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

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

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

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

Repeat this process for any expansion modules, then click and drag the console graphics left/right to match the physical configuration of your control surface fader banks. You can now use your Icon control surface for transport, mix, and extended control functions. Next up: An overview ofthe fundamental elements for controlling Logic Pro X.

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

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

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

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

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

Jog Wheel:

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

Scrub= Toggle Scrub: appliesto the Jog Wheel

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

Play - Scrub = Pause playback

There are options in Logic Pro X for scrubbing:

Preferences -> Audio -> Editing

To enable audio scrub in Logic Pro X, select “Scrubbing with audio…”

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

Transport:

The Transportsection is used to operate playback.

Play = Begin playback

Stop = Stop playback

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

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

Channel Strip Buttons:

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

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

Cycle:

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

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

PressShift+Cycleto display the cycle edit menu. The Encoder Knobs adjust the cycle area:

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

Fader Lock:

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

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

<<<<<<<<< Group>>>>>>>>>

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

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

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

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

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

Displays:

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

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

Function Buttons:

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

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

Open Windows:

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

Shift + F7 = Open Transport Window
Shift + F8 = Open List Editors

Zoom &Cursor Arrows:

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

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

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

Channel Bank Options:

Bank up/down = Scroll through tracks in the project in fixed blocks of 8
Channel up/down = Step the current bank by onetrack
Option +Bank up/down = Scroll bank to first or last track
Option +Channel up/down = Scrollbank to first or last track

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

Global View:

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

F1 = Midi Tracks
F2 = Inputs
F3 = Audio Tracks
F4 = Instrument Plug-ins
F5 = Aux
F6 = Bus
F7 = Outputs

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

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

Assignment Modes:

Track = Activates Track Assignment, view and edit one selected parameter:
Volume, Pan, Format, Input, Output, Automation, Group, Custom (Automation Parameter)

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

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

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

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

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

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

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

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

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

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

Main Automation Modes:

Read = Toggle between Read and Off:
Set to Read, the channel will respond to existing automation in real time. Any parameters with automation will jump to existing automated values during playback.
Set to Off, the channel will ignore all automation.

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

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

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

playback.

Trim Automation:

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

Touch + Trim = T-Touch: Adjust automation momentarily while parameters are being edited
Latch + Trim = T-Latch: Adjust automation continuously by changing a parameter

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

Every Assignment Modehas multiple modes of control. Theseare specialized control modes advantageous for specific tasks andproject styles.

<<<<<<<<< Track>>>>>>>>>

Track Assignment Shortcuts:

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

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

Track Focus Mode: (Track- Track)

Press Tracktwice. This allows you to edit multiple channel strip parameters for the selected channel. Parameters appear across the LCD display andeach Encoder Knobis set to a different function. Press a channel Select button to choose that track to edit.

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

Setup Focus Mode:(Track+F8)

Encoder Knob 1 = Channel strip format (Mono, Stereo, L/R, Surround)
Encoder Knob 2 = Spread parameter (Surround channels only)
Encoder Knob 3 = Channel strip input assignment
Encoder Knob 4 = Channel strip output assignment
Encoder Knob 5 = Automation mode
Encoder Knob 6 = Quick-edit group membership. ChooseGroup1 to 32 or Off

<<<<<<<<< Pan>>>>>>>>>

Pan Assignment Shortcuts:

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

Encoder Knob 1 or F1 = Angle
Encoder Knob 2 or F2 = Diversity
Encoder Knob 3 or F3 = LFE Level
Encoder Knob 4 or F4 = Spread
Encoder Knob 5 or F5 = -
Encoder Knob 6 or F6 = ActivatesSurround Focus Mode
Encoder Knob 7 or F7 = Activates Angle/DiversityMixer Mode
Encoder Knob 8 or F8 = Activates X/Y Mixer Mode

Surround Focus Mode: (Pan - Pan)

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

Encoder Knob 1 = Angle
Encoder Knob 2 = Diversity
Encoder Knob 3 = LFE Level
Encoder Knob 4 = Spread
Encoder Knob 5 = Surround X
Encoder Knob 6 = Surround Y

Angle/Diversity Mixer Mode:(Pan + F7)

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

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

X/Y Mixer Mode:(Pan + F8)

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

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

<<<<<EQ>>>>>

EQ Assignment Mode:(EQ)

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

EQ Assignment Shortcuts:

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

Encoder Knob 1 or F1 = Frequency
Encoder Knob 2 or F2 = Gain
Encoder Knob 3 or F3 = Q-Factor
Encoder Knob 4 or F4 = Band Bypass
Encoder Knob 5 or F5 = --
Encoder Knob 6 or F6 = Activates EQ Focus Mode
Encoder Knob 7 or F7 = Activates Freq/Gain Mixer Mode
Encoder Knob 8 or F8 = Activates Freq/Gain Channel Mode

EQ Focus Mode:(EQ- EQ)

Press EQa second time to open the Logic Channel EQand editmultiple EQ parametersfor the selected channel. The left/right Cursor Arrows browse pages of EQ bands.

Encoder Knob 1 = Band 1 Frequency
Encoder Knob 2 = Band 1 Gain
Encoder Knob 3 = Band 1 Q-Factor
Encoder Knob 4 = Band 1 Bypass
Encoder Knob 5 = Band 2 Frequency
Encoder Knob 6 = Band 2 Gain
Encoder Knob 7 = Band 2 Q-Factor
Encoder Knob 8 = Band 2 Bypass

Freq/Gain Mixer Mode:(EQ+ F7)

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

Freq/Gain Focus Mode:(EQ+ F8)

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

<<<<<Send>>>>>

Send Assignment Mode:(Send)

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

Send Focus Mode:(Send- Send)

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

Send 1:
Encoder Knob 1 = Select send destination
Encoder Knob 2 = Adjust send amount
Encoder Knob 3 = Set send pre/post fader
Encoder Knob 4 = Toggle send bypass

Send 2:
Encoder Knob 5 = Select send destination
Encoder Knob 6 = Adjust send amount
Encoder Knob 7 = Set send pre/post fader
Encoder Knob 8 = Toggle send bypass

Send Assignment Shortcuts:

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

Encoder Knob 1 or F1 = Send destination
Encoder Knob 2 or F2 = Send amount
Encoder Knob 3 or F3 = Send pre/post fader
Encoder Knob 4 or F4 = Toggle sendbypass
Encoder Knob 5 or F5 = ActivatesSend Focus Mode
Encoder Knob 6 or F6 = Activates Multiple SendFocus Mode
Encoder Knob 7 or F7 = Activates Destination/Level Mixer Mode
Encoder Knob 8 or F8 = Activates Destination/Level Focus Mode

Multiple Send Focus Mode:(Send+ F6)

This mode is forintegrating complex bus routing during the rough mix or production, adjusting bothvolume balance and complex sends at once.

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

Send Destination, Send Level, Pre/Post, Bypass

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

Example: Tracks have no output and have sends ready with Bus 10 – 12 assigned.
Bus 10 = Dry output to digital sum
Bus 11 = I/O plugin (with latency offset) to hardware 1, DAW output 1-2
Bus 12 = I/O plugin (with latency offset) to hardware 2, DAW output 1-2

Destination/Level Mixer Mode:(Send+ F7)

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

TheEncoder Knobsselect a send destination, and the faders adjust the send amount. Mute toggles send bypass, and Solo toggles pre/post. Cursor Arrows up/down select the send slot.

Destination/Level Focus Mode:(Send+ F8)

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

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

Plug-In Assignment Mode:(Plug-In)

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

Plug-InFocusMode: (Plug-In -Plug-In)

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

<<<<<Instrument>>>>>

Instrument Assignment Mode:

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

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

MIDI Learnis to be used on the Encoder KnobswhileUser Assignments are activated. After parameter assignment, press Flip to adjust and automate with the motor faders. Any automatable parameter can be mapped to the control surface using MIDI Learn in Logic Pro X. Fiveindividual User Assignmentsetups can be used for unique sets ofMIDI Learn assignments.

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

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

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

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

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

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

Click:

Click = Activate/deactivate metronome click (separate for playback and record)
Shift + Click = Activate/deactivate external sync and the transmission of MMC
(MMC is for controlling compatible tape machines from the DAW)

The metronome click is a tempo reference for production and recording.
There are options and settings in Logic Pro X for the click:
File ->Project Settings -> Metronome

Solo:

Solo (transport) = Activate Solo Regions: selected regions in the Arrange Window are solo
Shift + Solo = SetSolo Lock: selected regions solo, regardless of subsequent selections

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

Marker:

UseMarker to manage markers in the Arrange Window. Press Marker +Nudge to create a marker at the playhead. Use Rewind or FastForwardto move the playhead and the cycle to the previous/ next existing marker.
Press Shift + Marker to displaythe marker menu, or just hold Marker. The Encoder Knobs have the following commands:

Encoder Knob 1 = Jump to marker 1
Encoder Knob 2 = Jump to marker 2
Encoder Knob 3 = Jump to marker 3
Encoder Knob 4 = Jump to marker 4
Encoder Knob 5 = Jump to marker 5
Encoder Knob 6 = Create marker at the playhead
Encoder Knob 7 = Create marker at the nearest bar
Encoder Knob 8 = Deletes marker at the playhead

Markershortcuts:

Marker+ F1 = Jump to marker 1
Marker+ F2 = Jump to marker 2
Marker+ F3 = Jump to marker 3
Marker+ F4 = Jump to marker 4
Marker+ F5 = Jump to marker 5
Marker+ F6= Jump to marker 6
Marker+ F7= Jump to marker 7
Marker+ F8= Jump to marker 8

Nudge:

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

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

Encoder Knob 1 = Set nudge amount forRewind and FastForward
Encoder Knob 2 = Move to the playhead
Encoder Knob 3 = Move by bar
Encoder Knob 4 = Move by beat
Encoder Knob 5 = Move by divisions
Encoder Knob 6 = Move by ticks
Encoder Knob 7 = Move by 1 frame
Encoder Knob 8 = Move by ½ frame

Nudge settings for Rewind and FastForward:

Nudge + F1 = Ticks
Nudge + F2 = Divisions
Nudge + F3 = Beats
Nudge + F4 = Bars
Nudge + F5 = Frames
Nudge + F6 = Half Frames

Drop – Autopunch:

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

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

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

PressShift+Drop to display the punch edit menu. The Encoder Knobs adjust the punch area:

Turn Encoder Knob 3 = Move the selected punch area by bar
Press Encoder Knob 5 = Set punch-in locator to the playhead position
Turn Encoder Knob 5 = Move punch-in locator in bars
Turn Encoder Knob 6 = Move punch-in locator in beats
Press Encoder Knob 7 = Set punch-out locator to the playhead position
Turn Encoder Knob 7 = Move punch-out locator in bars
Turn Encoder Knob 8 = Move punch-out locator in beats

Replace:

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

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

Region Operations:

Use Cmd+ Function buttons to manage audio and MIDI regionsin the Arrange Window.
Cmd +F1 = Cut
Cmd +F2 = Copy
Cmd +F3 = Paste
Cmd +F4 = Clear
Cmd +F5 = Select All
Cmd +F6 = Select All Following
Cmd +F7 = Select Similar Regions/Events
Cmd +F8 = Select Inside Locators

Settings Mode:(Cmd+ Name/Value)

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

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

Additional Functions:*(default QCon Pro X, Platform B+ only)*
Save = Save Logic Pro X project
Option + Save = Save As: Save project with a new name
Cancel = Cancel preselection, Close track folder
Enter = Execute, OK, Open selected track folder
Undo = Logic Pro X Undofunction
Shift +Undo = Redo
Option + Undo = Open Undo History

External Controls:

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

User A = Toggle Play/Stop

User B = Record

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

Touch Fader to Select Track:

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

Fader Touch Sensitivity:

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

Control Surface Group Parameters:

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

Flip Mode: Off*(“Mute”disables motor faders. Press Flip to restore)*
Display Mode: Value
Clock Display: SMPTE
Channel Strip View Mode: Arrange
Fader Bank for Tracks View: 0
Fader Bank for All View: 0
Channel Strip Parameter: Automation
Surround Parameter: Angle
EQ Band: 3
EQ Parameter: Gain
All EQs Parameter Page: 0
Send Slot: 1
Send Parameter: Destination
All Sends Parameter Page: 0
Split: no. of upper parameters: 0
Instrument Parameter Page: 0
Inst Param Page (Split Lower): 0
Insert Type: Audio *(“MIDI” changes Plug-In Assignment to instead access MIDI FX)*
Insert Slot: 1
Insert Type (Split Lower): Audio
Plug-in Parameter Page: 0
Channel Strip Track: 262145
Channel Strip Track (Split Lower): 262145
Track Lock: (No)
Track Name Format: Name
Parameter Page Shift Mode: By Page (“By Parameter”changes Cursor Arrows menu style)
Relative Change Mode: Coarse (“Full”, “Fine”changes Encoder Knobs edit style)
Mix Group: 1
Group Parameter Page: 0

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

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

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

Finally, start Logic Pro X and configure the control surface in Control Surfaces -> Setup.
Go to New -> Install – select Mackie Control – click Add
Select your device for both Output and Input Port, displayed under “Device: Mackie Control”

Faders are not motorized:

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

Faders makenoise or move improperly:

A fader calibration is needed. Please read the section on Fader Calibration below for details.

I want to control and automate certain parameters:

Use the User Assignments 1-5 andMIDI Learnto assign parameters to controls. PressShift +Track to activate User Assignment 1, and use MIDI Learnin Logic Pro X to map parameters to the Encoder Knobs. Now, pressFlipto control these parameters with the faders.

Scrubplays no Audio:

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

I want to change the behavior of a function:

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

I want to see customvalues on the display:

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

I want to adda custom function:

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

I want to rescale the faders:

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

I want to change the Jog Wheelresolution:

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

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

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

Caution:

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

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

To Update:

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

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

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

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

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

! Never unpack a .bin firmware file

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

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

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

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

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

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

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

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

Control Surface Functionality Manual

Pro Tools HUI

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

Revision v1.00

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

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

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

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

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

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

Control Surface Function

Control Surface Button

DAW Term

ButtonA + ButtonB =hold Button A and press Button B

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

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

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

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

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

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

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

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

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

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

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

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

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

Transport:

Play = Begin playback
Stop = Stop playback
Rec (transport) =Arm recording
FastForward = Shuttle forward in Edit Window
Rewind =Shuttle backwards in Edit Window
Cycle = Toggle the playback loop on/off

Channel Bank Options:

Channel up/down = Step the current bank by one track
Bank up/down = Scroll through tracks in blocks of 8

Channel Strip Buttons:

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

Jog Wheel:

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

Fader Lock:

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

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

Time Display:

Thedigitaltime displayshows the current play position in Bars|Beats, Min:Secs, SMPTE Timecode, Feet+Frames, or Samples, depending on the current selection in the Pro Tools transport window.

Window Shortcuts:

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

Zoom &Cursor Arrows:

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

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

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

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

Pan Assignment:

Pan = Activates Pan Assignment, view and edit routingfor each track. Press Panagain to toggle panning left/right on stereo tracks.

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

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

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

Plug-In Assignment:

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

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

Send Assignment:

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

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

Press Flip to access the currentSend Faders on themotor faders.

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

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

Automation Modes:

Read = Toggle between Read and Off:
Set to Read, the channel will respond to existing automation in real time. Any parameters with automation will jump to existing automated values during playback.
Set to Off, the channel will ignore all automation.

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

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

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

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

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

Suspend= Disable automation on all tracks

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

In=Set the left locator at the playhead position
Out= Set the right locator at the playhead position
Punch= Activate Quick Punch: during playback, tap Record to track and Play to punch out

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

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

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

Option + Cursor Arrows =Scrollwindow view in Edit Windowor Mix View
Shift + Cursor Arrows = Extend selection in Edit Window
Control= Clutch: hold bypass grouping for track levels (faders)
Option+ Cursor Arrows(left/right) =Centersselection in Edit Window
Option + Cursor Arrows(up/down) =Subtract track selection in Edit Window

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

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

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

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

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

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

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

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

Faders are not motorized:

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

Faders make noise or move improperly:

A fader calibration is needed. Please read the section on Fader Calibration below for details.

I want to control and automate certain parameters:

Access parameters via the Assignment Modesand use Automation Modesto begin creating live automation.PressFlipto control these parameters with the faders.

I want to change the behavior of a function:

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

I want to see customvalues on the display:

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

I want to adda custom function:

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

I want to rescale the faders:

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

I want to change the Jog Wheel resolution:

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

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

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

Caution:

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

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

To Update:

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

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

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

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

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

! Never unpack a .bin firmware file

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

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

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

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

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

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

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

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

Control Surface Functionality Manual

Ableton Live 10

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

Revision v0.81

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

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

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

The term Mackie Control is used to refer to the control protocol standard to be used with the QCon and Platform series control surfaces, and is abbreviated as MCP. Ableton Live and all DAW-specific terminology belong to their copyright holders and has no affiliation with Icon Pro Audio.

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

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

Control Surface Function

Control Surface Button

DAW Term

ButtonA + ButtonB =hold Button A and press Button B

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Jog Wheel:

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

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

Transport:
Play = Begin playback

Stop = Stop playback

Rec (transport) = Begin recording Audio and MIDI input

FastForward= Shuttle forward in Arrangement View

Rewind =Shuttle backwards in Arrangement View

Cycle = Toggle the playback loop cycle on/off

Channel Bank Options:

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

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

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

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

Channel Strip Buttons:

Rec (channel) = Arms a singletrack for recording.

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

Solo = Engage Solo for a singletrack

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

Mute = Engage Mute for one or multiple tracks

Select = Focuses and selects the track

Fader Lock:

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

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

Time Display:

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

View Shortcuts:

Session/Arrange= Toggle Arrangement View and Session View

Track/Clip = Toggle Clip View and Track View

Browser = Show/hide the Browser

Clip Detail = Show/hide the Clip/Track View

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

Zoom &Cursor Arrows:

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

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

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

Show Return Tracks: (Returns)

Activate showingReturn Tracks to display and control return tracks on the channel strips.

(On QCon Pro G2: Shift + F8)

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

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

Assignment Mode s:

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

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

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

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

Fader Flip :

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

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

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

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

Undo = Ableton Live Undo function
Redo = Ableton Live Redo function

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

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

Shift + Browser = Set focus to Browser

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

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

Recommended custom user commands:

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

F2 = Play all clips in Scene 2

F3 = Play all clips in Scene 3

F4 = Play all clips in Scene 4

F5 = Play all clips in Scene 5

F6 = Play all clips in Scene 6

F7 = Play all clips in Scene 7

F8 = Play all clips in Scene 8

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

Additional recommended user commands:

(Name/Value) = Tap Tempo- Press repeatedly to set project BPM

(DAWmode1) = Punch In- start recording at the loop start position

(DAWmode2) = Punch Out - stop recording at the loop end position

(DAWmode3) = Capture- Create a clip from the last given MIDI input

(2ndBot-Left) = Metronome-(On/Off)

Additional for Pro X

(AssignmentRight) = MIDI Arrangement Overdub- Recording MIDI adds to existing clips

(MarkerFarRight1) = NEW - Opens new scene for all record armed tracks

(MarkerFarRight2) = Automation Arm - enables automation recording

Shift + F1 to F8 = User Functions F9 to F16(Verify in new firmware)

External Controls:

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

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

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

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

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

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

OSX – Go to Audio-MIDI-Setup, open MIDI Studio, and delete unused configurations and Icon devices. Restart the Icon control surface to automatically reconfigure.
Windows –Open the Device Manager in Windows, select the Icon Control Surface, and delete the device.Now restart the control surface to automaticallyreconfigure. If there remain issues related to the USB connection, a Windows update can repairsome issues.

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

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

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

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

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

Faders are not motorized:

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

Faders make noise or move improperly:

A fader calibration is needed. Please read the section on Fader Calibration below for details.

I want to control and automate certain parameters:

Access parameters via the Assignment Modes and use Automation Modes to begin creating live automation. Press Flipto control these parameters with the faders. Additionally, useMIDI Learnto assign parameters to free user controls.

I want to change the behavior of a function:

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

I want to see customvalues on the display:

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

I want to adda custom function:

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

I want to rescale the faders:

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

I want to change the Jog Wheel resolution:

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

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

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

Caution:

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

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

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

To Update:

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

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

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

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

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

! Never unpack a .bin firmware file

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

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

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

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

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

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

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

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

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

AppendixB

Cubase

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

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

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

MIDI Ch1	Function Cubase	nfo
A#0	Mute 7	*Channel Mute*
B0	Mute 8	*Channel Mute*
A6	Stop	
A#6	Play	
B6	Record	*Main record*
C7	Cursor Up	^
D7	Cursor Left	<
E7	Zoom	
D#7	Cursor Right	>
C#7	Cursor Down	v
G6	Rewind	<<
G#6	FastForward	>>
G#5	Instrument	
A5	Master	
A#5	Solo Defeat	
B5	Write	

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

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

Logic Pro X

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

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

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

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

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

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

Pro Tools HUI

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

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

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

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

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

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

Ableton Live 10

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

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

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

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

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

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

AppendixC

Cubase

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

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

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

Logic Pro X

Mackie Control mode function table (Logic Pro)

Controller	Function
Channel Strip	
"Encoder 1 - 8 (Rotate) 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 correspodance channel volume
Fader M	Adjusting Master channel volume
Button "(Explorer)" 1-8	Select track correspondently
Button "M" 1-8	Activate/inactivate "Mute" function of the correspondance track
Button "S" 1-8	Activate/inactivate "Solo" function of the correspondance track
Button "(dot)" 1-8	Activate/inactivate "Record" function of the correspondance track
Channel and fader control	
Button "Lock"	Lock all the faders
Button "Flip"	Swap the control for the faders and the rotary encoder knobs
Button "Track <"	Shift one channel up for all the faders except the master fader
Button "Track >"	Shift one channel down for all the faders except the master fader

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

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

ProTools HUI

HUI mode function table (Pro Tool - PVC Overlay)

Function	Control sequency [xxxx] = Button (xxxx) = Knob
Navigation	
Page up (Shift 8 channels up)	Press [Bank <<8 ㊿]
Page down (Shift 8 channel down)	Press [Bank 8>> 51]
Track up (Shift one channel up)	Press [Channel < ㊽]
Track up (Shift one channel down)	Press [Channel > ㊾]
Assign a Send	
Assign Send A (e.g. Send A on channel 1)	Press [Assign ⑬] - Press [Send A ㉑] - Rotate (Channel 1 Knob)
Assign Send B (e.g. Send B on channel 2)	Press [Assign ⑬] - Press [Send B ㉒] - Rotate (Channel 2 Knob)
Assign Send C (e.g. Send C on channel 3)	Press [Assign ⑬] - Press [Send C ㉓] - Rotate [Channel 3 Knob)
Assign Send D (e.g. Send D on channel 4)	Press [Assign ⑬] - Press [Send D ㉔] - Rotate [Channel 4 Knob)
Assign Send E (e.g. Send E on channel 5)	Press [Assign ⑬] - Press [Send E ㉕] - Rotate [Channel 5 Knob)
Adjust the send level (e.g. Send A level on Ch. 1)	Press [Assign ⑬] - Press [Send A ㉑] - Rotate (Channel 1 Knob) to adjust the level
Assign Plug-in	
Adding a plug-in to a track's slot1-4 (e.g. xx to Ch.1 / Plug-in slot 1)	Press [Sel] on Ch.1 - Press [Plug-in ⑯] - Press (Knob 1-4) to select the slot 1-4 - Press [Plug-in Assign] - Rotate (Knob) to select plug-in - Press [Plug-in Assign] to exit *{Tip: Press (Knob 5) to exit in any state)*

Adding a plug-in to a track's slot 5 (e.g. to Ch.1 / Plug-in slot 5)	Press [Sel] on Ch.1 - Press [Plug-in⑯] - Rotate (the 5th Knob) to turn page - Press (Knob 1-4) to select the slot 1-4 - Press [Plug-in Assign] - Rotate (Knob) to select plug-in - Press [Plug-in Assign] to exit {Tip: Press (Knob 5) to exit in any state)
Edit a plug-in (e.g. Plug-in on Ch. 1 / Plug-in slot 2)	Press [Sel] on Ch.1 - Press [Plug-in⑯] - Press (Knob 2) - Rotate (Knob) to adjust parameters - Press (Knob 5) to exit
Automation	
Activate the Read function of the automation on the selected channel (e.g. Ch.1 Read function)	Press and hold [Read⑦] - Press (Channel 1 Knob)
Activate the Write function of the automation on the selected channel (e.g. Ch.1 Write function)	Press and hold [Write⑧] - Press (Channel 1 Knob)
Activate the Touch function of the automation on the selected channel (e.g. Ch.1 Touch function)	Press and hold [Touch⑨] - Press (Channel 1 Knob)
Activate the Latch function of the automation on the selected channel (e.g. Ch.1 Latch function)	Press and hold [Write⑩] - Press (Channel 1 Knob)
Activate the Trim function of the automation on the selected channel (e.g. Ch.1 Trim function)	Press and hold [Trim⑪] - Press (Channel 1 Knob)
Turn Off the automation of the selected channel (e.g. Ch.1 Latch function)	Press and hold [Off⑩] - Press (Channel 1 Knob)
Suspen the automation of the selected channel (e.g. Ch.1 Suspend function)	Press and hold [Off⑩] - Press (Channel 1 Knob)
Channel Strip	
Activate the Channel Rec function	Press [Channel Rec] of the selected channel
Activate the Channel Solo function	Press [Channel Solo] of the selected channel
Activate the Channel Mute function	Press [Channel Mute] of the selected channel
Select a Channel	Press [Channel Sel] or touch the (Channel Fader cap)
Control buttons	
Channel Pan (Mono track)	Press [Pan⑮], it light - Rotate the correspondance channel (Knob 1-8)
Channel Pan (Stereo track)	Press [Pan⑮] twice, it flashs - Rotate the correspondance channel (Knob 1-8)
Windows buttons	
Opens or Closes the Edit window	Press [Edit㉙]
Opens or Closes the Mix window	Press [Mix⑳]
Modifiers	
Extends the edit selection's region boundary (Zoom mode off)	Press [Shift②] - Press [<<㊶] or [>>㊸]
Extends the selection to the previous or next track	Press [Shift②] - Press [㊵] or [㊹]
Centers the left or right side of the on-screen waveform selection in the Edit window	Press [Option④] - Press [<<㊶] or [>>㊸]
Removes the selection from the topmost or bottommost track	Press [Option④] - Press [㊵] or [㊹]

Disengage a fader from any Mix group. Relase the button and the fader obeys group behavior again. Used to offset a fader's level within a group	Press [Ctrl ③]
Scolls the frontmost window to the left or right	Press [Cmd ①] - Press [<< 41] or [>> 43]
Scolls the frontmost window upward or downward	Press [Cmd ①] - Press [40] or [44]
Utilities	
Save the project	Press [Save 33] twice
Undo the last edit operation	Press [Undo 34]
Abort or exit a process	Press [Esc 14]
Defines a memory location or marker during playback or recording	Press [Enter 35]
Transport buttons	
Set Edit selection "In" point to the current locator position	Press [IN 27]
Set Edit selection "Out" point to the current locator position	Press [Out 28]
Activate the Rewind function	Press [Rewind 30]
Activate the Loop function	Press [Loop 31]
Activate the Fastforward function	Press [Fastforward 32]
Activate the Record function	Press [Rec 36]
Activate the Play function	Press [Play 37]
Activate the Stop function	Press [Stop 38]
Jog Wheel & Scrub button	
Swicthing the Jog wheel function from Scrub to Shuttle	Press [Scrub 39] (Toggles squency: Scrub - Shuttle - Off)
Scrubs or Shuttles forward	Rotate (Jog wheel) clockwise
Scrubs or Shuttles backward	Rotate (Jog wheel) anti-clockwise
Zoom & Navigation buttons	
Navigation mode (Zoom/42 button is off)	
Navigation arrow	Rotate (Jog Wheel)
Moves the edit cursor to the previous region boundary or sync point	Press [<< 41]
Moves the edit cursor to the next region boundary or sync point	Press [<< 43]
Mark-in & mark-out controls	Press [40] & [44] or [IN 27] & [Out 28]
Zoom mode (Press Zoom/42 once to enter: light)	
Decreases the horizontal zoom	Press [<< 41]
Increases the horizontal zoom	Press [<< 43]
Decreases the vertical zoom	Press [40]
Increases the vertical zoom	Press [44]
Selection mode (Press Zoom/42 twice to enter: Flash)	
Adjust the selection "In" point for making a selection	Press & hold [<< 41] - Rotate the (Jog wheel)
Adjust the selection "Out" point for making a selection	Press & hold [>> 43] - Rotate the (Jog wheel)
Positions the cursor at the current selection's left edge	Press twice [<< 41]

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

Ableton Live 10

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

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

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

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