

Remote Control Devices

The information in this document is subject to change without notice and does not represent a commitment on the part of Steinberg Media Technologies GmbH. The software described by this document is subject to a License Agreement and may not be copied to other media except as specifically allowed in the License Agreement. No part of this publication may be copied, reproduced or otherwise transmitted or recorded, for any purpose, without prior written permission by Steinberg Media Technologies GmbH.

All product and company names are [™] or [®] trademarks of their respective owners. Windows XP is a trademark of Microsoft Corporation. Windows Vista is either a registered trademark or trademark of Microsoft Corporation in the United States and/or other countries. The Mac logo is a trademark used under license. Macintosh and Power Macintosh are registered trademarks.

Release Date: June 04, 2009

© Steinberg Media Technologies GmbH 2009.

All rights reserved.

Table of Contents

5 The supported remote control devices

- 6 Introduction
- 7 Apple Remote (Macintosh only)
- 7 CM Automation Motor Mix
- 9 Steinberg Houston
- 9 JL Cooper CS-10
- 10 JL Cooper MCS-3000
- 10 Mackie Control
- 10 Mackie HUI
- 13 Radikal Technologies SAC-2K
- 14 Roland MCR-8
- 15 Tascam US-428
- 15 Gallery Software ADRStudio
- 16 WK-Audio ID
- 16 Yamaha 01V
- 16 Yamaha DM2000/DM 2000v2
- 17 Yamaha DM1000v2
- 18 Yamaha 01v96v2
- 18 Yamaha 02r96v2
- 18 Yamaha 01x

19 Mackie Control

- 20 The Steinberg layout for Mackie Control
- 21 Basic mixing with Mackie Control
- 23 Control strip assignment
- 31 Transport control
- 32 Other functions

34 Index

The supported remote control devices

Introduction

It is possible to control the program functions via MIDI. A large number of MIDI control devices is supported natively by the Steinberg sequencer applications. This manual lists these remote control devices and offers you a brief description of the corresponding feature sets.

In addition to the devices listed in this document, you can use any remote control device with Steinberg applications that comes with the necessary extension and drivers (e.g. Steinberg's CC121 controller). Please see the device's documentation for more information.

⇒ Depending on the feature set of your Steinberg application, you might not be able to make use of all the functions described in this document.

Devices supported by Nuendo

- [Apple Remote \(Macintosh only\)](#)
- [CM Automation Motor Mix](#)
- [Steinberg Houston](#)
- [JL Cooper CS-10](#)
- [JL Cooper MCS-3000](#)
- [Mackie Control](#)
- [Mackie HUI](#)
- [Radikal Technologies SAC-2K](#)
- [Roland MCR-8](#)
- [Tascam US-428](#)
- [Gallery Software ADRStudio](#)
- [WK-Audio ID](#)
- [Yamaha 01V](#)
- [Yamaha DM2000/DM 2000v2](#)
- [Yamaha DM1000v2](#)
- [Yamaha 01v96v2](#)
- [Yamaha 02r96v2](#)
- [Yamaha 01x](#)

Devices supported by Cubase/Cubase Studio

- [Apple Remote \(Macintosh only\)](#)
- [CM Automation Motor Mix](#)
- [Steinberg Houston](#)
- [JL Cooper CS-10](#)
- [JL Cooper MCS-3000](#)
- [Mackie Control](#)
- [Mackie HUI](#)
- [Radikal Technologies SAC-2K](#)
- [Roland MCR-8](#)
- [Tascam US-428](#)
- [Yamaha 01V](#)
- [Yamaha DM2000/DM 2000v2](#)
- [Yamaha DM1000v2](#)
- [Yamaha 01v96v2](#)
- [Yamaha 02r96v2](#)
- [Yamaha 01x](#)

Devices supported by Cubase Essential/Cubase AI/Cubase LE

- [Apple Remote \(Macintosh only\)](#)
- [Steinberg Houston](#)
- [Mackie Control](#)
- [Mackie HUI](#)
- [Tascam US-428](#)
- [Yamaha 01V](#)
- [Yamaha DM2000/DM 2000v2](#)
- [Yamaha DM1000v2](#)
- [Yamaha 01v96v2](#)
- [Yamaha 02r96v2](#)
- [Yamaha 01x](#)

Apple Remote (Macintosh only)

Many Apple computers come with an Apple Remote Control, a small hand-held device akin to TV remote controls. It allows you to remotely control certain program features.

For a description of the parameters and functions of the Apple Remote Control, please refer to the Operation Manual.

CM Automation Motor Mix

The CM Motor Mix can control any number of channels in groups of 8.

- Press the “<” and “>” buttons (at the top of the View section) to select channels 1–8, 9–16 etc. Hold down Shift and press “<” or “>” to shift the fader assignment in steps of one channel.
- Press F1 to disable/enable the fader motors.
- Use the Select buttons (the row of buttons next to the display) to select a single track for detailed settings.
- The Mute and Solo buttons are used to mute or solo a track.
- The assignment of the buttons in the first row below the dials depends on the selected parameter group.
- In the View section, select Rec/Rdy to use the second row of buttons below the dials for arming a track for recording.
- In the View section, select Write or “fnct B” to control the Write or Read buttons in the mixer. When Write/fnct B is selected, selecting the All button in the bottom left section of the CM Motor Mix controls the Write All/Read All buttons in the mixer.
- The Auto Enbl button controls Start/Stop in the program.
- The Suspend button controls the Record function in the program.
- Press the DSP button to move the project cursor to the start of the project.
Hold down Shift and press the DSP button to move the project cursor to the end of the project.
- Press the Window button to move the project cursor to the left locator.
Hold down Shift and press the Window button to move the project cursor to the right locator.

- Press the Default button to switch automatic punch in on or off.
Hold down Shift and press the Default button to switch automatic punch out on or off.
- Press the Undo button to undo the last action in the program.
Hold down Shift and press the Undo button to “undo the undo”.

In the Rotary section, use the Rotary dial to change the assignment of the four buttons below the dial (indicated in the ROTARY display):

ROTARY: PA

- equaliz button: Fader Set mode Panning
- dynmics button: Fader Set mode Routing
- delay button: Selected Channel mode Panning
- special button: Selected Channel mode Routing

ROTARY: EQ

- equaliz button: Fader Set mode EQ Low (EQ1)
- dynmics button: Fader Set mode EQ Mid-Low (EQ2)
- delay button: Fader Set mode EQ Mid-High (EQ3)
- special button: Fader Set mode EQ High (EQ4)

ROTARY: S1

- equaliz button: Fader Set mode Send 1
- dynmics button: Fader Set mode Send 2
- delay button: Fader Set mode Send 3
- special button: Fader Set mode Send 4

ROTARY: S2

- equaliz button: Fader Set mode Send 5
- dynmics button: Fader Set mode Send 6
- delay button: Fader Set mode Send 7
- special button: Fader Set mode Send 8
- Use the Bank Up button in the View section for page up. Hold down Shift and press the Bank Up button to jump to the last page.
- Use the Bank Down button in the View section for page down. Hold down Shift and press the Bank Down button to jump to the first page.
- Press the Rotary dial to switch the display of names of the available parameters or the page name on or off.

Fader Set mode Panning:

- Page 1 – panning left/right
- Page 2 – panning front/rear
- Buttons below dials: monitor

Fader Set mode Routing:

- Page 1 – Output Bus
- Page 2 – Monitor
- Page 3 – Input Bus
- Page 4 – Input Gain
- Page 5 – Input Phase
- Buttons below dials: monitor

Selected Channel mode Panning:

- Page 1 – panning left/right, panning front/rear
- Buttons below dials: monitor

Selected Channel mode Routing:

- Page 1 – Output Bus, Monitor, Input Bus, Input Gain, Input Phase
- Buttons below dials: monitor

Fader Set mode EQ1 to EQ4 (e.g. EQ1):

- Page 01 – EQ Low Gain
- Page 02 – EQ Low Frequency
- Page 03 – EQ Low Q
- Page 04 – EQ Low Enable
- Page 05 – Bypass EQs
- Buttons below dials: bypass EQs

Fader Set mode Send1 to Send8 (e.g. Send1):

- Page 01 – Send1 Level
- Page 02 – Send1 Enable
- Page 03 – Send1 Pre/Post
- Page 04 – Send1 Bus
- Page 05 – Bypass Sends
- Buttons below dials: bypass sends

F2 button: Selected Channel mode EQ:

- Page 1 – Gain, Frequency, Q and Enable for the lo band, Gain, Frequency, Q and Enable for the lo mid band
- Page 2 – Gain, Frequency, Q and Enable for the hi mid band, Gain, Frequency, Q and Enable for the hi band
- Buttons below dials: bypass EQs

Holding down Shift and pressing the F2 button gives you a variation of Selected Channel mode EQ:

- Page 1 – Gain and Frequency for all bands
- Page 2 – Q and Enable for all bands
- Buttons below dials: bypass EQs

F3 button: Selected Channel mode Sends

- Page 1 – Level, Enable, Pre/Post and Bus for Send 1 and Send 2
- Page 2 – Level, Enable, Pre/Post and Bus for Send 3 and Send 4
- Page 3 – Level, Enable, Pre/Post and Bus for Send 5 and Send 6
- Page 4 – Level, Enable, Pre/Post and Bus for Send 7 and Send 8
- Buttons below dials: bypass sends

Holding down Shift and pressing the F3 button gives you a variation of Selected Channel mode Sends:

- Page 1 – Level for Send 1 to Send 8
- Page 2 – Enable for Send 1 to Send 8
- Page 3 – Pre/Post for Send 1 to Send 8
- Page 4 – Bus for Send 1 to Send 8
- Buttons below dials: bypass sends

For a description of the functionalities for the F4 button: Selected Channel mode Inserts, Next button: Global mode Send Effects, Last button: Global mode Master Effects, and Enter button: Global mode Instruments, see the chapter [“Mackie Control”](#) on [page 19](#).

Steinberg Houston

Houston is a MIDI/USB remote control device designed especially for use with VST audio applications such as Cubase or Nuendo. With clearly laid out controls (including touch sensitive motorized faders, rotary knobs, transport controls and a jog/shuttle wheel) Houston allows you to control the program, without having to use the computer keyboard or mouse.

- For details about parameters and hands-on mixing techniques, please see the Houston documentation.

The following functions are available:

[Dyn/User1]: Studio Send for selected channel

- Page 01 – Level
- Page 02 – Enable
- Page 03 – Pre/Post
- Page 04 – Pan Left/Right

[User2]: Instrument for selected channel (Instrument tracks and MIDI track to VSTi from the Rack)

- Page 1 – Select instrument
- Page 2-n – Instrument parameter

Fader Set Section:

- [Shift]+[FX Send1]: Studio Send 1
- [Shift]+[FX Send2]: Studio Send 2
- [Shift]+[FX Send3]: Studio Send 3
- [Shift]+[FX Send4]: Studio Send 4
- Page 1 – Level
- Page 2 – Enable
- Page 3 – Pre/Post
- Page 4 – Pan Left/Right

JL Cooper CS-10

The CS-10 can remote control 32 channels (in groups of 8). The following CS-10 controls will remote control the following parameters for each channel strip:

- Fader: volume
- Solo and Mute: solo and mute
- Sel: select channel for editing

The following parameters can be remote controlled for each selected channel using the six rotary knobs on the CS-10:

Dial	Parameter
Send 1	Effect send 1
Send 2	Effect send 2
Pan	Pan
Boost/cut	EQ 1 Gain
Frequency	EQ 1 Frequency
Bandwidth	EQ 1 Q Factor

- The CS-10 function keys 1–4 are used to select channels 1–32 in groups of 8.

Function key 1 selects channels 1–8, function key 2 selects channels 9–16, and so on.

- If you hold down the function key “Shift” and then move a fader, the two indicators beside the fader will indicate whether the fader position is below or above the current fader level in the program.

If the upper indicator is lit, the fader position on the panel is above the fader level in the program and vice versa. When both indicators are dark, the fader positions are matched for that channel.

- The CS-10 Play, Stop, Record, Rewind and Fast Forward transport controls control the equivalent functions in the program.

⚠ The CS-10 supports “MIDI Feedback”, allowing the mute, solo and selection status of channels in your application to be indicated on the panel. For this (and the fader position indication described above) to work, you need a two-way MIDI connection between the CS-10 and the program.

JL Cooper MCS-3000

The MCS-3000 can control 32 mixer channels remotely (in groups of 8). The following MCS-3000 controls will remote control the following mixer parameter for each channel strip:

- Fader: volume
- Solo and Mute: solo and mute
- Sel: Select channel for editing

These parameters can be remote controlled for each selected channel using the dials on the MCS-3000 and switching between Pages 1–4:

Page 1		Page 2	
Dial	Parameter	Dial	Parameter
1	Pan	1	EQ 1 Gain
2	Effect send 1	2	EQ 1 Freq
3	Effect send 2	3	EQ 1 “Q”
4	Effect send 3	4	EQ 1 Low Limit
5	Effect send 4	5	EQ 1 High Limit

Page 3		Page 4	
Dial	Parameter	Dial	Parameter
1	EQ 2 Gain	1	EQ 3 Gain
2	EQ 2 Freq	2	EQ 3 Freq
3	EQ 2 “Q”	3	EQ 3 “Q”
4	EQ 2 Low Limit	4	EQ 3 Low Limit
5	EQ 2 High Limit	5	EQ 3 High Limit

- The MCS-3000 bank keys 1–4 are used to select channels 1–32 in groups of 8.
Bank key 1 selects channels 1–8, bank key 2 selects channels 9–16, etc.
- You can create markers by pressing the “Set Locate” key on the MCS-3000, typing in a marker ID and pressing [Return].
- To locate to a marker, press “Locate”, type in a marker ID and press [Return].
- The MCS-3000 Play, Stop, Record, Rewind and Fast Forward transport controls will have the equivalent functionality in your application.

⚠ The MCS-3000 supports “MIDI Feedback”, allowing fader settings and channel mute, solo and selection status to be indicated on the panel. For this to work, you need a two-way MIDI connection between the MCS-3000 and the program.

Mackie Control

Mackie Control is an automated touch-sensitive control surface. It is a nine-fader (eight channels and master) MIDI controller that provides in-depth mixing, editing, automation and navigational control for any supported digital audio workstation. A special Lexan overlay that shows all Steinberg-specific key assignments for the Mackie Control device is available to customize the controller for your program.

This is described in a separate chapter, see “[Mackie Control](#)” on [page 19](#).

Mackie HUI

Mackie HUI can control any number of channels in groups of 8.

- Use the left and right Bank buttons to select channels 1–8, 9–16 etc.
 - Use the left and right Channel buttons to shift the fader assignment in steps of one channel.
 - The Fader button in the Auto Enable section is used to disable/enable the motors.
 - The Mute, Pan, Send, Plug In and Send Mute buttons in the Auto Enable section are currently not supported.
 - Use the Rec/Rdy buttons to arm a track for recording.
 - Use the Select buttons to select a single track for detailed settings.
 - With the Mute and Solo buttons you can mute or solo a track.
 - Use the Default button to un-solo all tracks.
 - Use the Assign button to un-mute all tracks.
 - To the right of the time display, you find an LED labeled “Rude Solo Light”. This LED lights up as soon as any channel is soloed.
 - Use the Insert buttons to bypass all inserts of one track.
- Pan button in the Select Assign section:
- Fader Set: panning left/right or panning front/rear. Press button repeatedly to cycle through the assignments (the eight V-Pots control the pan parameters).
 - V-Sel button in the Select Assign section: monitor track.

Send A to Send E buttons in the Select Assign section:

- Fader Set: Send 1 level to Send 8 level (Send A to Send D assigns Send 1 to Send 4, Send E assigns Send 5 to Send 8: press button repeatedly to cycle through the assignments).
- V-Sel button in the Select Assign section: send on/off switch (depending on selected Send).
- V-Sel button with Shift in the Select Assign section selected: pre/post fader switch (depending on selected Send).
- The SELECT ASSIGN four character display in the Select Assign section displays Send or Pan assignment for V-Pots and V-Sel buttons.
- The four character displays above the Select buttons display the assigned track names.
- The Bypass button in the Select Assign section is always selected to indicate the bypass function of the Insert buttons.
- The Mute, Rec/Rdy All, Input and Output buttons in the Select Assign section are currently not supported.
- Use the Auto buttons to control the status of the Read and Write buttons in the Mixer, depending on the Read/Write status in the Auto Mode section.
- Use the Off button in the Auto Mode section to control the Read All or Write All button in the mixer, depending on the Read/Write status in the Auto Mode section.
- The Touch, Latch and Trim buttons in the Auto Mode section are currently not supported.
- Use the Transport button in the Window section to open or close the Transport panel.
- Use the Edit button in the Window section to bring the current Project window to the front.
- Use the Status button in the Window section to open or close the VST Performance window.
- Use the Mix button in the Window section to open or close the Mixer window.
- Use the Mem-Loc button in the Window section to open the Marker window.
- The Alt button in the Window section is used for user-assigned functions.
- The Undo button in the Keyboard Shortcuts section undoes the last performed operation.
Hold down the Shift button and press Undo to redo the last undone operation.
- Press the Save button in the Keyboard Shortcuts section to save the current project.
Hold down the Shift button and press the Save button to save a backup copy of the current project.
- The Edit Mode, Edit Tool, Option/All, Ctrl/Clutch and Alt/Fine buttons in the Keyboard Shortcuts section are currently not supported.
- The Cut, Copy, Paste and Delete buttons in the Edit section control the equivalent program functions.
- The Capture and Separate buttons in the Edit section are currently not supported.
- The buttons in the Status/Group section are currently not supported.
- Use the In and Out buttons above the transport controls to set the project cursor to the positions of the left or right locators.
Hold down the Shift button and press the In or Out button to move the left or right locator to the current project cursor position.
- Use the RTZ and END buttons to set the project cursor to the beginning or the end of the project.
- Press the Quick Punch button to switch automatic punch in on or off.
Hold down the Shift button and press the Quick Punch button to switch automatic punch out on or off.
- Press the Loop button to switch Cycle mode on or off.
- Press the On Line button to switch Synchronization on or off.
- The Audition, Pre and Post buttons are used for user assignable functions (see function keys F1 to F7).
- The Mackie HUI Play, Stop, Record, Rewind and Fast Forward transport controls control the equivalent functions in your application.
- The jog wheel is used for moving the project cursor position in your application.
- The Scrub and Shuttle buttons are currently not supported.

- Pressing the cursor keys located to the left of the jog wheel is the same as pressing the arrow keys on your computer keyboard.

When the Mode button is selected, pressing the cursor keys will control zooming in the Project window.

- Use the Scroll control in the DSP Edit/Assign section to scroll through the pages of one parameter group.

- Use the Compare button in the DSP Edit/Assign section for page up.

Hold down the Shift button in the Keyboard Shortcuts section and press the Compare button to jump to the last page.

- Use the Bypass button in the DSP Edit/Assign section for page down.

Hold down the Shift button in the Keyboard Shortcuts section and press the Bypass button to jump to the first page.

- Use the Insert/Param button in the DSP Edit/Assign section to switch the display of names of the available parameters in the lower row on or off.

F1 button: Selected Channel: EQ

- Page 1 – Gain, Frequency, Q and Enable for the lo band
- Page 2 – Gain, Frequency, Q and Enable for the lo mid band
- Page 3 – Gain, Frequency, Q and Enable for the hi mid band
- Page 4 – Gain, Frequency, Q and Enable for the hi band
- Buttons above dials: bypass EQs

F2 button: Selected Channel: Sends

- Pages 1 to 8 – Level, Enable, Pre/Post and Bus for Sends 1 to 8
- Buttons above dials: bypass sends

F3 button: Selected Channel: Routing

- Page 1 – Output Bus, Monitor, Input Bus, Input Gain
- Page 2 – Input Phase
- Buttons above dials: monitor

▪ The functionalities for the F4 button: Selected Channel: Inserts, F5 button: Global mode Send Effects, F6 button: Global mode Master Effects, F7 button: Global mode Instruments are the same as for Mackie Control, see the chapter [“Mackie Control”](#) on [page 19](#).

- Use the Locate/Numerics buttons to set the project cursor position.

- Immediately after you enter a numeric character, the Mackie HUI time display will no longer show the project cursor position, but the new value.

- You don't have to enter decimal points, colons, or semicolons for a new value.

- Use the CLR button to delete the last character. Holding down Shift (in the Keyboard Shortcuts section) and pressing the CLR button will delete the new value.

- Press the Enter button to set the project cursor to the position according to the new value.

- Use the “+” and “-” buttons to shift the project cursor position forward or backward by the amount of time set with the new value.

- The three LEDs left of the time display indicate whether Bars+Beats (BEATS), a frame-based timecode (TIME CODE), Feet+Frames (FEET) or Samples (all LEDs off) is selected.

The following functions are available:

F8 button: Selected channel: Instrument

- Page 1 – Select instrument
- Page 2-n – Instrument parameter

Radikal Technologies SAC-2K

The SAC-2K can control 32 channels (8 channels at a time).

- Press the “17–24” and “25–32” buttons to switch from one set of eight channels to the next.
- Use the “1–8” and “9–16” buttons to shift the fader assignment in steps of one channel.
- Use the Select button above the master fader to disable/enable the motors.
- Press the Mute/Solo button (the button on the far left) repeatedly to cycle through the assignments for the Mute/Solo and Select buttons of every channel.

The current assignments are indicated by the LED in the button:

LED status	Mute/Solo buttons	Select buttons
Off	Mute track.	Select a single track for detailed settings.
On	Solo track.	Select a single track.
Blinking	Control the status of the Write buttons in the mixer.	Control the status of the Read buttons in the mixer.

- Use the From and To buttons to set the project cursor to the position of the left or right locator.
Hold down Shift and press the From or To button to move the left or right locator to the current project cursor position. If you hold down Shift and press the “<<” or “>>” buttons, the project cursor is set to the beginning or the end of the project
- Press the Store Marker button to create a marker at the project cursor position.
Hold down Shift and press the Store Marker button to open the Marker window.
- Use the Recall Marker button to move the project cursor to the closest marker to the right.
Hold down Shift and press the Recall Marker button to move the project cursor to the closest marker to the left.
- The Play, Stop, Record, “<<” and “>>” transport controls control the equivalent program functions.
- The jog wheel is used to move the project cursor position.
- The Scrub button is currently not supported.

- The status of the Num button (in the Software Navigation section) determines the assignment of the “1” to “0” and Enter buttons:

With Num-LED on, use the buttons to set the project cursor position:

- Immediately after you enter a numeric character, the SAC-2k time display will no longer show the project cursor position but the new value.
- You don’t have to enter decimal points, colons, or semicolons for a new value.
- Num button: delete the new value and deactivate locate functionality.
- Enter button: set the project cursor to the position according to the new value.
- Store Marker button: set the project cursor to the position according to the new value, and create a marker at the new project cursor position.

With the Num-LED off:

- Use the “1” button for page up (step through pages of one parameter group).
- Hold down Shift and press the “1” button to jump to the last page.
- Use the “6” button for page down.
- Hold down Shift and press the “6” button to jump to the first page.
- Press the Enter button to switch the display of names of the available parameters in the lower row on or off.
- The function keys “2” to “5”, “7” to “0” and function key combinations with the Shift button can be used to access program functions. Refer to the Operation manual for information about how to assign program functions to remote controller function keys.
Some of the keys are already pre-assigned (and/but can be modified):
“5” button: undo the last operation. Hold down Shift and press the “5” button to “undo the undo”.
“7” button: copy; hold down Shift and press the “7” button to cut.
“9” button: paste.
“0” button: save the current project; hold down Shift and press the “0” button to save a backup copy of the current project.
Hold down Shift and press the “2”, “3”, “4” or “8” buttons to control zooming in the Project window.

Pan button in the Mixer-Mode section: Fader Set mode Panning:

- Page 1 – Pan left/right
- Page 2 – Pan front/rear
- Pressing a V-Pot will toggle Monitor for that channel.

High button: Fader Set mode EQ High:

- Page 1 – Gain
- Page 2 – Frequency
- Page 3 – Q
- Page 4 – Enable
- Pressing a V-Pot will bypass EQs for that channel.

HiMid, LowMid, Low button: Fader Set mode EQ Mid-High, Mid-Low, Low (same functionality as above).

Snd/Ins 1 button: Fader Set mode Send 1:

- Page 1 – Level
- Page 2 – Enable
- Page 3 – Pre/Post
- Page 4 – Bus
- Pressing a V-Pot will bypass sends for that channel.

Snd/Ins 2 to 4 buttons: Fader Set mode Send 2 to Send 4 (same functionality as above). Depending on the Snd/Ins button status (above Snd/Ins 1 button) Snd/Ins 1 to Snd/Ins 4 buttons are assigned to Send 1 to Send 4 or Send 5 to Send 8.

EQs button (Channel-Strips section): Selected Channel mode EQ:

- Page 1 – Gain, Frequency, Q and Enable for the lo band, Gain, Frequency, Q and Enable for the lo mid band
- Page 2 – Gain, Frequency, Q and Enable for the hi mid band, Gain, Frequency, Q and Enable for the hi band
- Pressing a V-Pot will bypass EQs.

Inserts/Sends button: Selected Channel mode Sends:

- Page 1 – Level for Send 1 to Send 8
- Page 2 – Enable for Send 1 to Send 8
- Page 3 – Pre/Post for Send 1 to Send 8
- Page 4 – Bus for Send 1 to Send 8
- Pressing a V-Pot will bypass sends.

Dynamics button: Selected Channel mode Routing:

- Page 1 – Output Bus, Monitor, Input Bus, Input Gain, Input Phase
- Pressing a V-Pot will toggle Monitor.


For a description of the functionalities for the MIDI button: Selected Channel mode Inserts, Shift+Inserts/Sends button: Global mode Send Effects, Shift+Dynamics button: Global mode Master Effects, Shift+MIDI button: Global mode Instruments, see the chapter [“Mackie Control” on page 19](#).

The following functions are available:

Instrument button: Selected channel mode Instrument:

- Page 1 – Select instrument
- Page 2-n – Instrument parameter

Roland MCR-8


 Before you can initiate remote control operation, the MCR-8 “Mode” switch must be set to “4”.

The Roland MCR-8 can control 16 mixer channels, plus transport control. The “A/B switch” is used to switch between controlling channels 1–8 and 9–16. The following MCR-8 parameters control the equivalent parameters for each channel strip:

- Fader level, mute, solo and pan.

The following MCR-8 transport controls control the equivalent program functions:

- Play, Stop, Record, Rewind, Fast Forward.

 The MCR-8 does not support “MIDI feedback”, that is, the current status of program parameters is not indicated on the MCR-8. Therefore, you only need a one-way MIDI connection between the MCR-8 and the program.

Tascam US-428

Specifications


The US-428 can remote control up to 64 mixer channels.

- When the Tascam US-428 device is added in the Device Setup dialog, you can open the Remote Status window by selecting "Tascam US-428" from the Devices menu.

This indicates which bank (group of eight channels in your application) is currently being controlled by the remote device. To select another bank, use the pop-up menu in the window or use the Bank Left/Right buttons on the remote device.

- The US-428 transport keys will have the equivalent functionality in the program.
- To set markers, hold down "Set" while pressing a locator key.
- If you hold down the function key [Null] and move a fader, the Select and Rec indicators above the fader will indicate whether the fader position is below or above the current fader level in the program.

If the upper indicator is lit, the fader position on the panel is above the fader level and vice versa. When both indicators are dark, fader positions are matched for that channel.

-  The US-428 supports "MIDI Feedback", allowing for mute/solo, channel selection, EQ band, Aux 1 to 4 and transport status to be indicated on the panel. For this (and the fader position indication described above) to work, you need to select the "US-428 Control" port as input and output.

Mixer

The following US-428 controls will remote control the following mixer parameters for each channel strip:

- Fader: volume
- Mute/Solo: mute and solo (selected via the Solo switch)
- Select: selects channel for editing
- Pan-Dial: pan
- EQ-Gain

Controls the EQ gain for each band selected with the Low, LoMid, HiMid and High buttons. These correspond to the four EQ bands in the program, starting from the leftmost band.

- EQ-Freq

Controls the EQ frequency for each band selected with the Low, LoMid, HiMid and High buttons. These correspond to the four EQ bands in the program, starting from the leftmost band.

- EQ-"Q"

Controls the EQ "Q" for each band selected with the Low, LoMid, HiMid and High buttons. These correspond to the four EQ bands in the program, starting from the leftmost band.

- Aux 1 to Aux 4 and shuttle wheel:

The effect send levels for sends 1 to 4.

- The shuttle wheel will act as position shuttle if no Aux send button is selected.

Press the activated button to deselect it.

- Holding down the "Asgn" button and pressing the Low, LoMid, HiMid and High EQ buttons switches the corresponding EQ band "On" button status.

- Holding down the "Asgn" button and pressing the Aux1 to Aux4 buttons switches the corresponding Effect Send 1-4 "On" button status.

Gallery Software ADRStudio

Gallery's ADRStudio is a software application that helps you realizing ADR (Automated Dialog Replacement) sessions. You can run ADRStudio on a separate computer and connect it to your system via MIDI ports.

1. Open the Device Setup dialog and select Gallery Software ADRStudio from the Add Device pop-up menu.
2. Configure the MIDI In and Out ports accordingly, and assign program commands to ADRStudio's Audition and Window/Alt buttons.

The parameters you select will be assigned to the corresponding buttons in the Gallery Software ADRStudio.

The ADRStudio will control your application, turning it into an extended tape machine. ADRStudio controls recording, in and out times, track naming, and general management.

- For detailed information about features, parameters, etc., please see the documentation which comes with the Gallery Software.

WK-Audio ID

The WK Audio ID Controller is suitable for audio work, e.g. post production, music tracking and sound design, and can control the program functions.

1. Open the Device Setup dialog and select WK-Audio ID from the Add Device pop-up menu.
2. Configure the MIDI In and Out ports accordingly, and assign program commands to WK-Audio ID User buttons. The parameters you select will be assigned to the corresponding buttons in the WK-Audio ID Controller.
 - For detailed information about features, parameters, etc., please see the documentation which comes with the WK-Audio ID controller.

Yamaha 01V

The Yamaha 01V can remote control your application. Before you can initiate remote control operation, the 01V must be set up as follows:


- MIDI Parameter Change and Receive must be enabled.
- MIDI Control Change and Receive must be disabled.
- Device ID / MIDI Channel Receive must be set to "1".
- Local Control should be set to "Off".

As soon as Local Control is set to "Off", remote control is enabled.

The 01V remote operation of your application is very straightforward, with (almost) every parameter having the equivalent parameter controller in the 01V mixer. The current status of all controllable parameters is fed back to the 01V and indicated on the panel, using the motorized faders, indicators, etc. (for this to work, you need a two-way MIDI connection between the 01V and the program).

To facilitate 32 channel remote control, two separate control "Layouts" are used, each controlling 16 mixer channels. The "Memory" button on the 01V is used to switch between VST layout 1 and 2. Page 1 displays VST Layout 1, and page 2 VST Layout 2.

The following parameters are remote controllable for channels 1–32 in the mixer:

-  The value ranges for the parameters in the 01V may not match the ranges for the corresponding parameters in all cases.

- Fader level, mute and pan.

01V controls for these parameters control the equivalent program parameters.

- Effect sends 1–6.

01V Aux 1–4 control effect send 1–4, 01V effect 1 and 2 control effect send 5 and 6.

- EQ Frequency, Gain and Q (4 bands).

01V controls for these parameters control the equivalent program parameters.

- Stereo Master Volume.

The 01V control for this parameter controls the equivalent program parameter.

- Send effects master volume 1–4 are controlled by 01V Aux Master 1–4. Send effects master 5 and 6 are controlled by 01V effect master 1 and 2.

With Layout 1 the 01V controls the following channels:

- Channel 1–12, 13/14 and 15/16 will control channels 1–14.
- 01V Return 1 and 2 will control channels 15 and 16.

With Layout 2 the 01V controls the following channels:

- Channel 1–12, 13/14 and 15/16 will control channels 17–30.
- 01V Return 1 and 2 will control channels 31 and 32.

Yamaha DM2000/DM 2000v2

The Yamaha DM2000 is a digital mixing console that provides full automation of virtually all console parameters. It is designed to integrate effectively with digital audio workstations such as Cubase or Nuendo.

- For detailed information about features, parameters, etc., please see the documentation which comes with the Yamaha DM2000.

The following functions are available:

Automix Section

User defined key	DM 2000 Button	Program function
#0	Display	Open/Close Automation Panel
#1	Enable	Preview mode
#2	Rec	Punch Preview
#3	Abort	Drop out mode Touch
#4	Auto rec	Drop out mode Latch
#5	Return	Drop out mode X-Over
#6	Relative	Trim mode
#7	Touch sense	Toggle Write Enable All Tracks

Set and User defined key:

User defined key	DM 2000 Button	Program function
#1	Set + suspend	Suspend Preview
#2	Set + write	Punch on play
#3	Set + touch	Punch log: load selected
#4	Set + latch	Punch log: keep selected
#5	Set + read	Fill to punch
#6	Set + trim	Fill loop
#7	Set + off	Fill to end
#8	Fader	Suspend Writing Volume
#9	ON	Suspend Writing Mute
#10	PAN	Suspend Writing Pan
#11	Surround	Suspend Writing Inserts
#12	AUX	Suspend Writing Sends
#13	AUX on	Suspend Writing Others
#14	EQ	Suspend Writing EQ
#8	Set + Fader	Suspend Reading Volume
#9	Set + ON	Suspend Reading Mute

User defined key	DM 2000 Button	Program function
#10	Set + PAN	Suspend Reading Pan
#11	Set + Surround	Suspend Reading Inserts
#12	Set + AUX	Suspend Reading Sends
#13	Set + AUX on	Suspend Reading Others
#14	Set + EQ	Suspend Reading EQ

- [Auto]: write enable
- [Set] + [Auto]: read enable
- Studio 1–4 added as [Aux9]–[Aux12] to the DM2000 – Operation is identical to Sends (volume, on/off, pre/post supported)
- Matrix [Aux9]–[Aux12] will assign Studio 1–4 to the encoders above the faders
- Selected Channel Aux9–12 will assign Studio 1–4

Yamaha DM1000v2

The Yamaha DM1000v2 is a digital mixing console that provides full automation of virtually all console parameters. It is designed to integrate effectively with digital audio workstations such as Cubase or Nuendo.

- For detailed information about features, parameters, etc., please see the documentation which comes with the Yamaha DM1000v2.

Yamaha 01v96v2

The Yamaha 01v96v2 is a digital mixing console that provides full automation of virtually all console parameters. It is designed to integrate effectively with digital audio workstations such as Cubase or Nuendo.

- For detailed information about features, parameters, etc., please see the documentation which comes with the Yamaha 01v96v2.

Yamaha 02r96v2

The Yamaha 02r96v2 is a digital mixing console that provides full automation of virtually all console parameters. It is designed to integrate effectively with digital audio workstations such as Cubase or Nuendo.

- For detailed information about features, parameters, etc., please see the documentation which comes with the Yamaha 02r96v2.

Yamaha 01x

The Yamaha 01x is a digital mixing console that provides full automation of virtually all console parameters. It is designed to integrate effectively with digital audio workstations such as Cubase or Nuendo.

- For detailed information about features, parameters, etc., please see the documentation which comes with the Yamaha 01x.

The following functions are available:

[Shift]+[Send FX]: Studio Sends for selected channel

- Page 1 – Level
- Page 2 – Enable
- Page 3 – Pre/Post
- Page 4 – Pan Left/Right

[Instruments]: Instrument for selected channel (Instrument tracks and MIDI track to VSTi from the Rack)

- Page 1 – Select instrument
- Page 2-n – Instrument parameter
- [Shift]+[Instruments]: VST Instrument Rack access (as v3.x)

2

Mackie Control

The Steinberg layout for Mackie Control

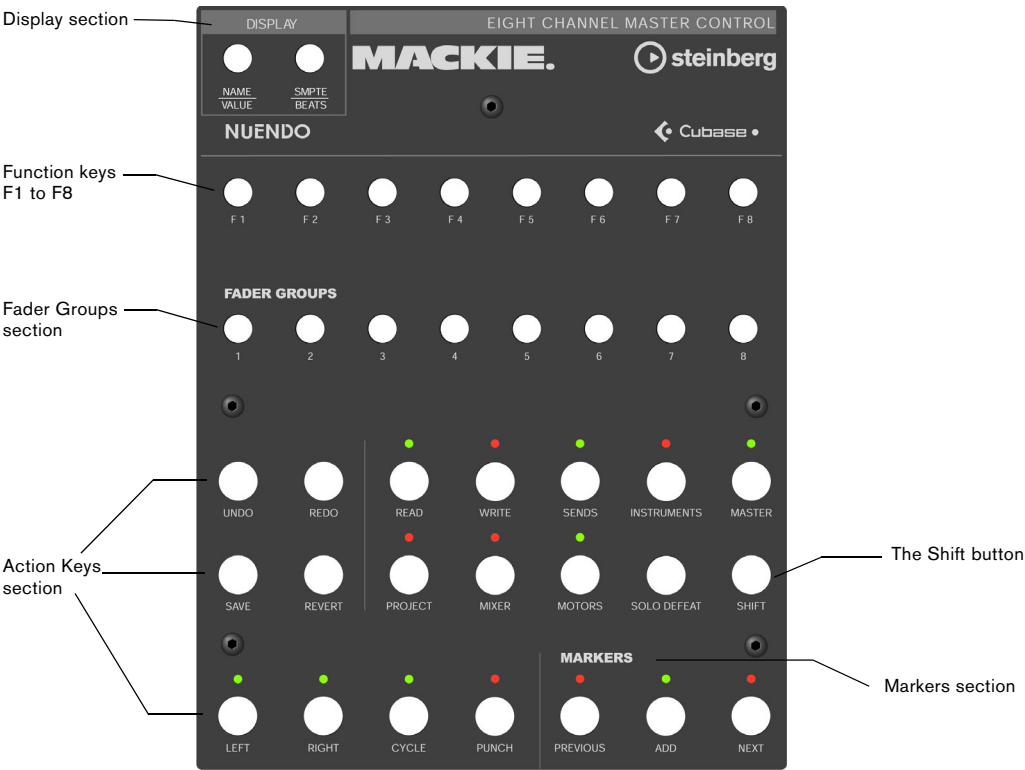
This section describes the Steinberg-specific layout for Mackie Control, and also provides information regarding the Mackie Control XT 8 channel extender unit.

An overlay is included with your Mackie Control that shows all Steinberg-specific key assignments for this device. The overlay can be placed over the top right part of Mackie

Control, above the transport controls. These key assignments are used to remote control the program.

You can also order this overlay from Mackie. Contact your hardware dealer for details.

The following figure shows the Steinberg overlay for Mackie Control:



Please note that we will refer to the key assignments of the Steinberg overlay throughout this chapter, i.e. the original key labels replaced by this overlay are not used.

About the Shift button

In the Action Keys section, to the right in the second row of buttons, you will find the Shift button. The Shift button is always used in combination with another button to extend that button's functionality. Pressing the Shift button alone has no effect.

About Mackie Control XT

Mackie Control XT 8 channel extender units are also supported. All faders and encoder/displays are combined into one continuous surface. The following applies:

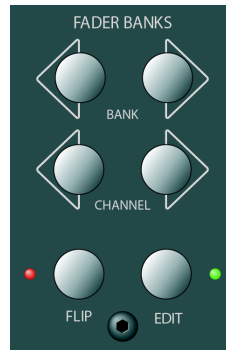
- When the encoder section is used to display the data for one channel (channel strip mode, or for plug-ins), the parameters are presented over the encoder section of all devices, from left to right.
- Fader bank navigation and encoder section assignment is controlled by the Mackie Control unit.
- For each Mackie Control and Mackie Control XT unit, a new device needs to be added in the Device Setup. For each device select the appropriate MIDI ports.
- In the Device List, the top-most device represents the right-most channels, and vice versa.
Please make sure that the used MIDI ports are deactivated in the "All MIDI Inputs" device.

Basic mixing with Mackie Control

This section describes how to work with the faders and the rows of buttons above them (Solo, Mute, Select and Rec), and how to select which channels are affected by the fader settings.

Selecting which channels to control

Mackie Control's fader section controls eight different channels in your application (plus the master level, which has its own fader). You select which channels to control with the aid of the Fader Banks section and the Fader Groups section of Mackie Control.



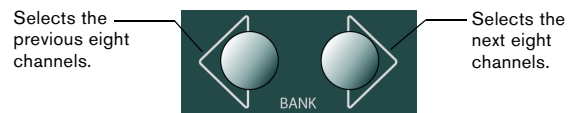
The Fader Banks section



The Fader Groups section

Using the controls in the Fader Banks section

In the Fader Banks section, press the left or right Bank button to switch from one set of eight channels to the next. For example, if you are currently controlling Mixer channels 1 to 8, pressing the right Bank button will switch to the next eight channels, i.e. channels 9 to 16. To go back to the previous eight channels, press the left Bank button.



- If you press the left or right Channel button in the Fader Banks section, the fader assignment will shift in steps of one channel instead.

Let's say the faders currently control audio channels 9–16. If you press the left Channel button, the faders will shift one step to the left and control audio channels 8–15.

- Pressing the Flip button in the Fader Banks section switches the parameter assignment between the faders and the V-Pots, i.e. what was controlled with a fader is now controlled with the corresponding V-Pot and vice versa.

- Press the Edit button in the Fader Banks section to open an editor for the current selection.
- Hold down Shift and press Edit to close the currently active window.

Using the controls in the Fader Groups section

In your application, you can create so called channel view presets in your Mixer window, by selecting the channels to be displayed and clicking the symbol button at the bottom left of the Mixer window.

The Steinberg key assignments for Mackie Control make use of the channel views feature. In the Fader Groups section, the first channel view defined in your application is assigned to button 1, the second channel view is assigned to button 2 and so on. In this way, you can switch between any of the first eight channel views of your program by pressing one of the buttons in the Fader Groups section.

Using the faders

The faders of Mackie Control are used for hands-on level control and mixing, and allow precise adjustments of the corresponding channel levels in your application. Since the faders are motorized, they will move to reflect any level automation you have created in your projects. The faders will also move when you select a new set of eight channels to control, instantly jumping to reflect the current levels of the eight channels.

- The faders are also touch sensitive, which means that as soon as you move a fader manually, the motors are “overridden”.

In other words, if you have automated level changes, you can grab a fader at any time, overriding the automation – just as you can click and hold a moving fader on screen with the mouse.

- Even though the faders are very quiet, there may be situations when you want absolute silence – e.g. when mixing an extremely soft and subtle piece of music. If that is the case, you can disable the motors by clicking the Motors button in the Action Keys section.

When you are finished, click the Motors button again. The fader motors are enabled again, and the faders will instantly move to reflect the current levels.

- ⚠ Turning the motors off does not affect the program automation – all automation data saved in your project is played back as usual.

Rec/Rdy

The buttons directly underneath the row of V-Pots are used to arm a track for recording. The LEDs indicate the record arming state for a particular track.



The Signal LEDs underneath the Rec/Rdy buttons indicate signal activity on the channels. The LED lights up as soon as the level meter for a channel shows any activity.

Mute and Solo



The two rows of buttons underneath the Rec/Rdy buttons allow you to mute or solo channels. The following rules apply:

- You can mute or solo several channels at the same time.
- The Mute and Solo buttons always show the status of the current set of eight channels!

This means that if you mute a channel and then select another set of eight channels for fader control, the Mute indicator will go dark.

- ⚠ If you have soloed a channel, this is indicated by the Rude Solo LED at the top right of the Mackie Control panel. You can un-solo or un-mute any channel or combination of channels by pressing (without or with Shift) the Solo Defeat button, see [“Working with windows”](#) on [page 32](#).

Using the Select buttons



In the rows of buttons above the faders you will find the Select buttons. These are used for selecting a single channel for detailed settings (see [“Selected Channel mode”](#) on [page 23](#)).

- Only one channel at a time can be selected.

- When you solo a channel, it is automatically selected as well.

- If you select a channel and then select another set of eight channels for fader control, the Select button will go dark.

This is because the channel is still selected, but it's not shown in the current fader set.

A note about automation

The Read and Write buttons in the top row of the Action Keys section control the status of the Read and Write buttons in the program Mixer, allowing remote control of Mixer automation.

- Press the Read button to enable or disable the reading of automation data for the selected channel.
- Hold down the Shift button and press the Read button to enable or disable the reading of automation data for all channels.
- Press the Write button to enable or disable the recording of automation data for the selected channel.
- Hold down the Shift button and press the Write button to enable or disable the recording of automation data for all channels.

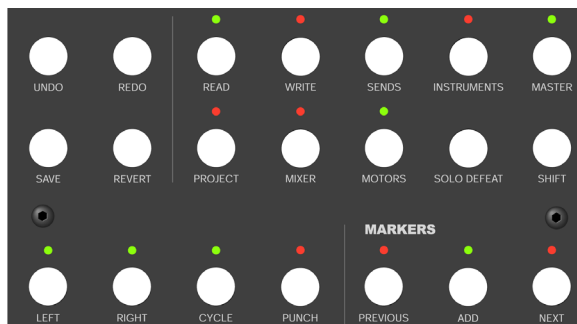
Control strip assignment

This section describes the assignment of the control strip to access all VST settings: EQ, effect sends, effect and VST Instrument parameters and so on. It also contains descriptions of the available parameter pages, as shown in the display of Mackie Control.

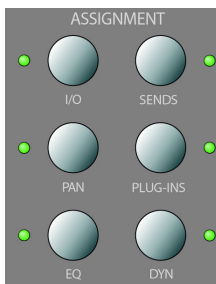
Basic procedures

Selecting a parameter group

To be able to view the settings of a parameter in the display and edit the values with the V-Pots, you need to select the corresponding parameter group. This is done by pressing one of the buttons in the Assignment and Action Keys sections of Mackie Control.



The Action Keys section



The Assignment section

About the three modes

Mackie Control operates in one of three modes: Selected Channel, Fader Set or Global. Which mode is used depends on which parameter group is selected. For example, pushing the Pan button in the Assignment section puts Mackie Control in Fader Set mode.

The functionality of the three modes is described on the following pages.

Selected Channel mode

This mode gives you access to up to eight different parameters at the same time for a single, selected channel. You can think of this as working with a single, vertical channel strip on a mixer desk, having access to pan, EQ, sends, etc. for a single channel.

When you have selected a parameter group in this mode, the display shows the following information:

The upper row shows the names of the available parameters. Each parameter can be controlled with the corresponding V-Pot. In this example, V-Pot 1 would control the "Freq1" parameter, V-Pot 2 would control "Gain1" and so on.

Freq1	Gain1	Freq2	Gain2	Freq3	Gain3	Freq4	Gain4
EQs		Ch 1					Page: 01/02

The name of the selected parameter group.

The selected channel.

This indicates which page is shown, and how many pages there are in the selected parameter group. In this example, the display shows page 1 out of 2 pages.

- You select which channel to edit in Selected Channel mode by pressing one of the eight Select buttons directly above the faders.

See ["Using the Select buttons"](#) on page 22.

Fader Set mode

In this mode, you can view and edit a single parameter for eight different channels (the current Fader Set). You can think of this as working with a horizontal segment of a mixer desk, e.g. the pan controls for eight consecutive channels:

The name of the selected parameter group. The parameter available for editing. This indicates which page is shown, and how many pages there are in the selected parameter group. In this example, the display shows page 1 out of 2 pages.

Pan				Pan Left-Right			Page: 01/02
Ch 1	Ch 2	Ch 3	Ch 4	Ch 5	Ch 6	Ch 7	Ch 8

The lower row shows the names of the eight channels in the current Fader Set. You can control the selected parameter for each one of the eight channels by using the corresponding V-Pot. In this example, V-Pot 1 would control the Pan parameter for the channel "Ch1", V-Pot 2 would control the same parameter for the channel "Ch2" and so on.

- You select which set of eight channels to edit by using the buttons in the Fader Banks and/or the Fader Groups section, as described on ["Selecting which channels to control"](#) on page 21.

Global mode

This is where you make global settings, i.e. settings that are not related to the individual channels. Examples include parameter settings for the send effects, master effects and VST Instruments.

The contents of the display depend on the selected parameter group. Here, the "Instruments" group is selected, and the display shows settings for one of the active VST Instruments:

The upper row shows the names of the available parameters. As you can see, only four parameters are shown on one page, allowing longer parameter names. Each parameter can be controlled with any of the two V-Pots above it. Here, the "Octave" parameter would be controlled with V-Pot 1 or 2, "Semitone" would be controlled with V-Pot 3 or 4 and so on.

Oct ave	Semi tone	Fine tune	sync 1/2
Instr 1	Synth name		Page: 02/08

The name of the selected parameter sub-group. See ["About parameter sub-groups"](#) on page 25 for an explanation of parameter sub-groups.

The name of the VST Instrument.

This indicates which page is shown, and how many pages there are in the selected parameter group. In this example, the display shows page 2 out of 8 pages.

Using the control strip

When you have selected a parameter group (or parameter sub-group – see below), you need to go to the page containing the desired parameter. This is done by pressing the two buttons labeled I/O for Page Down and Sends for Page Up at the top of the Assignment section.



- Holding down the Shift button (on the right in the second row of buttons in the Action Keys section) and pressing Page Up or Page Down takes you to the first or last available parameter page.

Once the parameter is shown in the display, you can adjust its value by moving the corresponding V-Pot.

- When you move the V-Pot, the display will switch to show the parameter values instead of the parameter names.
After you have moved a V-Pot, the display will keep the values shown for a short while before switching back to parameter names.
- To view the parameter values without making any changes, press the Name/Value button in the Display section.
This makes the display switch to showing parameter values. Click the Name/Value button again to go back to parameter names.
- The parameter values are also indicated by the LED rings around the V-Pots.

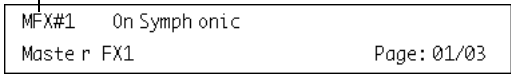
About parameter sub-groups

Most of the settings are structured in the following way: a parameter group (accessed by pressing a button in the Assignment or Action Keys sections) contains one or several pages, each holding one or several parameters.

However, in the case of send effects, master effects, instruments (Global mode) and inserts (Selected Channel mode), there is one more hierarchical level, called a parameter sub-group. For example, the parameters for master effects are structured in the following way:

- The “Master Effects” parameter group contains eight sub-groups – one for each insert effect slot in your application. Each sub-group contains a number of pages which contain a number of parameters (both numbers depending on the activated effects).
- To select another parameter sub-group, go to the first page of the current sub-group and use V-Pot 1.
- The figure below shows the first page of the first parameter sub-group in the Master Effects group.

This indicates Master Effect slot 1. Use V-Pot 1 to select another parameter sub-group (i.e. another Master Effect slot).



About the symbols

On the following pages, all the different parameter groups are described. The parameter groups are divided according to the three modes, Selected Channel, Fader Set and Global.

For quick navigation in this chapter, an icon at the top of each page shows to which mode it belongs:



This icon indicates the “vertical” Selected Channel mode.



This icon indicates the “horizontal” Fader Set mode.



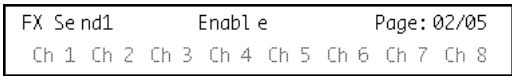
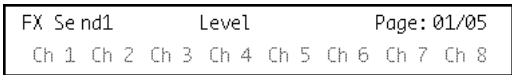
This icon indicates Global mode.

When a group of parameters has more than one page of parameters in the Mackie Control display, this is indicated by the following symbol:



This corresponds to the I/O and Sends buttons in the Assignment section of Mackie Control.

For example, in the picture below, you would use the I/O and Sends buttons to switch between the “Level” and the “Enable” parameter pages:

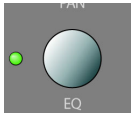




Selected Channel: EQ

Accessing the EQ controls for the currently selected channel is achieved by pressing the EQ button in the Assignment section. If you press Shift + EQ one band per page will be shown for the selected channel.

Please select a channel by pressing one of the Select buttons above the faders.



The controls for the equalizers are divided into 2 pages:

- Page 1
Frequency and Gain pairs for the four bands.
- Page 2
Enable and Q controls for the four bands.

Freq1	Gain1	Freq2	Gain2	Freq3	Gain3	Freq4	Gain4
EQs		Ch 1					Page: 01/02



Enab1	Q1	Enab2	Q2	Enab3	Q3	Enab4	Q4
EQs		Ch 1					Page: 02/02



Selected Channel: FX Send

Accessing the FX Send (auxiliary) controls for the currently selected channel is done by pressing the DYN button in the Assignment section. Pressing Shift+ DYN will step through Fader Set mode “FX Send 1” to “FX Send 8”.

Please select a channel by pressing one of the Select buttons above the faders.



The controls for the sends are divided into 4 pages:

- Page 1
Send Levels for each of the 8 FX Sends.
- Page 2
Enable switches for each of the 8 FX Sends.
- Page 3
Switches to change between pre/post fader mode.

Page 4

Controls to choose the destination of the FX send signal.

Leve1	Leve2	Leve3	Leve4	Leve5	Leve6	Leve7	Leve8
FX Se nd		Ch 1					Page: 01/04




Enab1	Enab2	Enab3	Enab4	Enab5	Enab6	Enab7	Enab8
FX Se nd		Ch 1					Page: 02/04



Pre1	Pre2	Pre3	Pre4	Pre5	Pre6	Pre7	Pre8
FX Se nd		Ch 1					Page: 03/04



Bus1	Bus2	Bus3	Bus4	Bus5	Bus6	Bus7	Bus8
FX Se nd		Ch 1					Page: 04/04

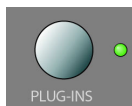
 The Bus destinations control whether the FX send signal is sent directly to the internal effects, to the Group channels or to a physical bus output (if your sound card has additional outputs).

Selected Channel: Inserts



Accessing the Insert Effect controls for the currently selected channel is done by pressing the Plug-Ins button in the Assignment section.

Please select a channel by pressing one of the Select buttons above the faders.



When Page 01 is selected, V-Pot 1 selects which of the insert slots is currently being edited (see [“About parameter sub-groups”](#) on [page 25](#)).

If no effect is selected for the current insert slot, the display will show that 'No Effect' is selected.

IFX#1	Off No Ef fect
Inser t1	Ch 1 Page: 01/01

After a plug-in has been selected in your program, the display will change to show the selected plug-in in this effect slot and the 'number of pages' indicator will be updated to show the amount of pages necessary to display all the plug-in's declared parameters.

Here the Reverb32 plug-in has been selected.

IFX#1	On Rever b32
Inser t1	Ch 1 Page: 01/03



Mix	Predelay	Rev. Time	Lo Cut
Rever b32	Ch 1		Page: 02/03



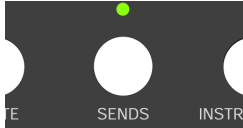
Hi Cut	Room size
Rever b32	Ch 1 Page: 03/03



Selected Channel: Studio Sends

Accessing the Studio Sends controls for the currently selected channel is done by pressing the Sends and the Shift button in the Action Keys section.

Please select a channel by pressing one of the Select buttons above the faders.



The controls for the Studio sends are divided into 4 pages:

- **Page 1**
Send Levels for each of the Studio Sends.
- **Page 2**
Enable switches for each of the Studio Sends.
- **Page 3**
Switches to change between pre/post fader mode.
- **Page 4**
Controls the left/right panning of the Studio send signal.



Selected Channel: Instruments

Accessing the Instrument controls for the currently selected channel is done by pressing the Instruments button in the Action Keys section.

Please select a channel by pressing one of the Select buttons above the faders.





Fader Set: Pan

Accessing the Pan controls for the current Fader Set is done by pressing the Pan button in the Assignment section.



The left/right panning of a channel in the current Fader Set is controlled by the corresponding V-Pot.

Pan	Pan Left-Right	Page: 01/02
Ch 1	Ch 2	Ch 3
Ch 4	Ch 5	Ch 6
Ch 7	Ch 8	

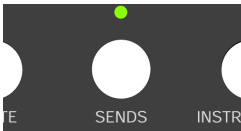


Pan	Pan Front-Rear	Page: 02/02
Ch 1	Ch 2	Ch 3
Ch 4	Ch 5	Ch 6
Ch 7	Ch 8	

Global: Send Effects



Mackie Control can control the parameters of the effects that are loaded in the first insert of FX channels. To access these effects, press the Sends button in the Action Keys section.



- When Page 01 is selected, V-Pot 1 selects which effect of the FX channels is currently being edited (see [“About parameter sub-groups”](#) on [page 25](#)).

If no effect is selected for the current slot, the display will show that 'No Effect' is selected.

FX#1	OffNoEffect	
Send FX1		Page: 01/01

After a plug-in has been selected in your program, the display will change to show the currently selected plug-in in this effect slot and the 'number of pages' indicator will be updated to show the amount of pages necessary to display all the plug-in's declared parameters.

Here the Reverb32 plug-in has been selected.

FX#1	On Rever b32	
Send FX1		Page: 01/03



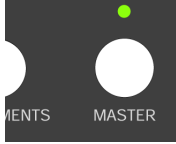
Mix	Predelay	Rev. Time	Lo Cut
Send FX1	Rever b32		Page: 02/03



Hi Cut	Room size	
Send FX1	Rever b32	Page: 03/03

Global: Master Effects

Mackie Control can control the parameters of the effects that are loaded in the master effects section of the main output. To access these effects, press the Master button in the Action Keys section.



- When Page 01 is selected, V-Pot 1 selects which of the master effect slots is currently being edited (see [“About parameter sub-groups”](#) on [page 25](#)).

If no effect is selected for the current master effect slot, the display will show that ‘No Effect’ is selected.

MFx#1	Off	NoEffect	
Master	FX1		Page: 01/01

After a plug-in has been selected in your program, the display will change to show the currently selected plug-in in this effect slot and the ‘number of pages’ indicator will be updated to show the amount of pages necessary to display all the plug-in’s declared parameters.

Here the Symphonic plug-in has been selected.

MFx#1	On	Symphonic	
Master	FX1		Page: 01/03



Mix	Delay	Depth	Rate
Master	FX1	Symphonic	Page: 02/03



Sync Beat	Stereo	Balance	Time Sync
Master	FX1	Symphonic	Page: 03/03

Global: Instruments

Mackie Control can control the parameters of the instruments that are loaded in the VST Instruments rack. To access these, push the Instruments button in the Action Keys section and press Shift.



- When Page 01 is selected, V-Pot 1 selects which of the VST Instrument slots is currently being edited (see [“About parameter sub-groups”](#) on [page 25](#)).

If no VST Instrument is selected for the current slot the display will read ‘No Effect’.

VST#1	No Effect	
Instr 1		Page: 01/01

After an instrument plug-in has been selected in your program, the display will change to show the currently selected instrument in this effect slot and the ‘number of pages’ indicator will be updated to show the amount of pages necessary to display all the plug-in’s declared parameters.

VST#1	Synth name	
Instr 1		Page: 01/08



Octave	Semitone	Fine tune	sync 1/2
Instr 1	Synth name		Page: 02/08



Octave	Semitone	Fine tune	Noise level
Instr 1	Synth name		Page: 03/08

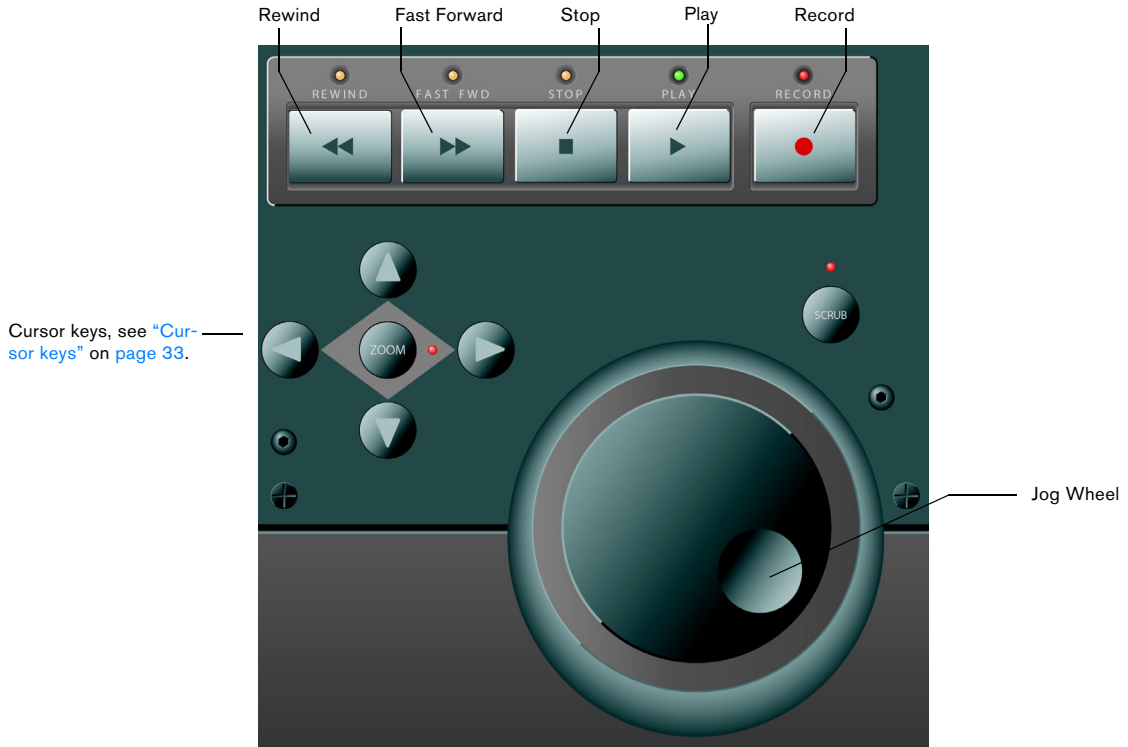


Filter Freq	Resonance	Env Amt	Overdrive
Instr 1	Synth name		Page: 04/08

Transport control

This section describes how to control playback, recording, positioning and the time display in your application from Mackie Control.

The transport controls of Mackie Control are located in the lower right corner of the panel:



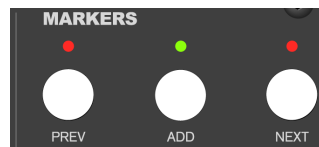
- Note that pressing Shift while pressing Rewind or Fast Forward will move the project cursor to the beginning or the end of the project.

About the jog wheel

The jog wheel will only move the project cursor position in your program.

If you press the Scrub button above the jog wheel, the jog function in your program will be used, i.e. you will hear playback.

Working with markers



You can use Mackie Control to move directly to particular positions defined in your project with the aid of markers. Also, you can place such a marker at the current position in the project. The most common use for this is probably to move to the L and R markers – the left and right locators.

Jumping to a marker

In the Markers section (directly above the Transport Controls), press the Prev or Next button to jump from the current project cursor position to the previous or next marker position in your project.

Adding a marker

1. Navigate the project cursor to the position where you want to add a marker.

2. In the Markers section, press the Add button.

A marker is placed at the current cursor position in your project.

Switching the time display

When you press the SMPTE/Beats button in the Display section, the time display of Mackie Control will switch between “bars and beats” and the timecode format as selected in the project setup of your application.

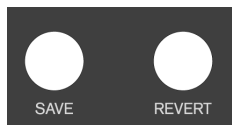
This change is also reflected on the Transport bar.

⚠ If you first change the time display on the Transport bar in your application, this change is not reflected by Mackie Control.

Other functions

This section describes the remaining functions available on the Mackie Control panel.

Project functions



The Save and Revert buttons in the Action Keys section of the panel have the following functionality:

- Press the Save button to save the current project. This is the same as selecting “Save” from the File menu.
- Hold Shift and press Save to save a backup copy of the current project. This is the same as using the “Save New Version” command.
- Press the Revert button to go back to the last saved version of the current project. This is the same as selecting “Revert” from the File menu.

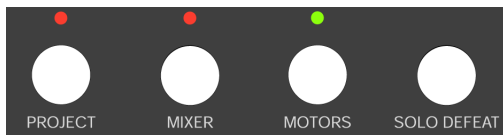
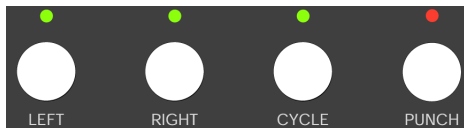
Edit functions



The Undo and Redo buttons in the Action Keys section of the panel have the following functionality:

- Press Undo to undo the last operation in your application.
- Pressing Shift and Undo simultaneously opens the Edit History dialog.
- Press Redo to “undo the undo”.

Working with windows

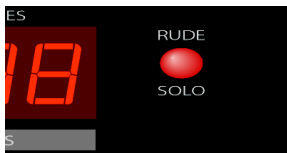


The buttons above and to the left of the Markers section allow you to control project functions or to open and close windows in your application.

- Press the Left button to set the project cursor to the position marked by the left locator.
- Hold down Shift and press the Left button to move the left locator to the current project cursor position.
- Press the Right button to set the project cursor to the position marked by the right locator.
- Hold down Shift and press the Right button to move the right locator to the current project cursor position.
- Press the Cycle button to switch Cycle mode on or off in your program. This setting is reflected on the Transport bar.

- Press the Punch button to switch automatic punch in on or off in your program. This setting is reflected on the Transport bar.
- Press the Project button to bring the current Project window to the front.
- Press the Mixer button to open or close the Mixer window.
- Press the Motors button to switch on or off the faders' motors – see [“Using the faders”](#) on [page 22](#).
- Press the Solo Defeat button to disable Solo for all channels.
- Hold down Shift and press the Solo Defeat button to disable Mute for all channels.

In the top right corner of Mackie Control, next to the display, you will find an LED labeled Rude Solo. This LED lights up as soon as any channel has been soloed.



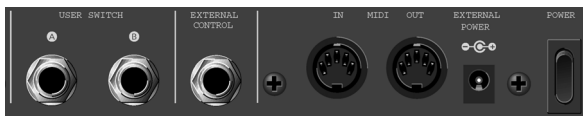
The Rude Solo LED

Function keys



You can use the function keys F1 to F8 and function key combinations with the Shift button to access functions in your application. Refer to the Operation Manual for information about how to assign program functions to remote controller function keys.

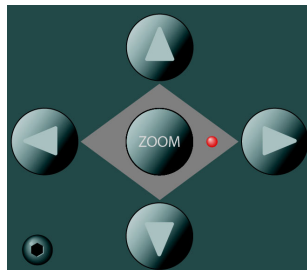
On the rear panel of Mackie Control you will find two input jacks for foot pedals, labeled User Switch A and B.



The switches and inputs on the rear panel of Mackie Control

The procedure for assigning functions to these foot pedals is the same as for the function keys (see above).

Cursor keys



Pressing the cursor keys located to the left of the jog wheel is the same as pressing the arrow keys on your computer keyboard.

Showing level meters in the parameter display

You can show level meters for each channel in the parameter display. This is done by pressing Shift and the SMPTE/Beats button. Pressing the same buttons again reverts the display back to parameter mode.

Index

A

Apple Remote [7](#)

C

CM Automation Motor Mix [7](#)

G

Gallery ADRStudio [15](#)

H

Houston [9](#)

J

JL Cooper CS-10 [9](#)

JL Cooper MCS-3000 [10](#)

M

Mackie Control [10](#)

Bank buttons [21](#)

Channel buttons [21](#)

Control strip [24](#)

Cursor keys [33](#)

Cycle button [32](#)

Edit button [21](#)

EQ (Selected Channel mode) [26](#)

Fader Set mode [24](#)

Faders [22](#)

Flip button [21](#)

FX Send (Selected Channel mode) [26](#)

Global mode [24](#)

Inserts (Selected Channel mode) [27](#)

Instruments (Global mode) [30](#)

Instruments (Selected Channel mode) [28](#)

Jog wheel [31](#)

Left button [32](#)

Level meters [33](#)

Markers [31](#)

Master Effects (Global mode) [30](#)

Mixer button [33](#)

Motors button [22](#)

Mute/Solo buttons [22](#)

Name/Value button [25](#)

Overlay [20](#)

Page Up/Down buttons [24](#)

Pan (Fader Set mode) [29](#)

Parameter groups [23](#)

Parameter sub-groups [25](#)

Project button [33](#)

Punch button [33](#)

Read button [23](#)

Rec/Rdy buttons [22](#)

Redo button [32](#)

Revert button [32](#)

Right button [32](#)

Save button [32](#)

Select buttons [22](#)

Selected Channel mode [23](#)

Send Effects (Global mode) [29](#)

SMPTE/Beats button [32](#)

Studio Sends (Selected Channel mode) [28](#)

Transport controls [31](#)

Undo button [32](#)

V-Pots [24](#)

Write button [23](#)

Mackie Control XT [21](#)

Mackie HUI [10](#)

R

Radikal SAC-2k [13](#)

Roland MCR-8 [14](#)

T

Tascam US-428 [15](#)

W

WK-Audio ID [16](#)

Y

Yamaha 01V [16](#)

Yamaha 01v96v2 [18](#)

Yamaha 01x [18](#)

Yamaha 02r96v2 [18](#)

Yamaha DM1000v2 [17](#)

Yamaha DM2000/DM2000v2 [16](#)