



QCon^{EX}G2

USB-MIDI Controller Station

MIDI/Audio control surface with motorized faders
for production



User manual



 CAUTION  RISK OF ELECTRIC SHOCK DO NOT OPEN RISQUE DE CHOC ELECTRIQUE NE PAS OUVRIR CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK DO NOT REMOVE COVER (OR BACK) NO USER-SERVICEABLE PARTS INSIDE REFER SERVICING TO QUALIFIED PERSONNEL ATTENTION: POUR EVITER LES RISQUES DE CHOC ELECTRIQUE: NE PAS ENLEVER LE COUVERCLE. AUCUN ENTRETIEN DE PIECES INTERIEURES PAR L'USAGER. CONFIER L'ENTRETIEN AU PERSONNEL QUALIFIE. AVIS: POUR EVITER LES RISQUES D'INCENDIE OU D'ELECTROCUTION, N'EXPOSEZ PAS CET ARTICLE A LA PLUIE OU A L'HUMIDITE	  The lightning flash with arrowhead symbol within an equilateral triangle is intended to alert the user to the presence of uninsulated dangerous voltage within the product's enclosure, that may be of sufficient magnitude to electric shock to persons. Le symbol clair avec point de flèche à l'intérieur d'un triangle équilatéral est utilisé pour avertir l'utilisateur de la présence à l'intérieur du coffret de voltage dangereux non isolé d'ampleur suffisante. exclamation point within an equilateral triangle is intended to alert the user of the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance. Le point d'exclamation à l'intérieur d'un triangle équilatéral est employé pour avertir les utilisateurs de la présence d'instructions importantes pour le fonctionnement et l'entretien (service) dans le livret d'instruction accompagnant l'appareil.
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Important Safety Instructions

1. Read this manual thoroughly before using this unit.
2. Keep this manual for future reference.
3. Take notice of and comply with all warnings included in the user's manual or indicated on the appliance.
4. Follow all instructions included in this manual.
5. Do not expose this unit to rain or moisture. Avoid having water or other liquids spilled on this unit.
6. When cleaning the cabinet or other parts of this appliance, use only a dry or slightly damp soft cloth.
7. Do not block any ventilation openings or interfere with the proper ventilation of this unit. Install in accordance with the manufacturer's instructions.
8. Do not use or store near any heat sources such as radiators, heat registers, stoves, or other heat-producing appliances.
9. Do not interfere with the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding-type plug has two blades and a third grounding prong. These are designated for your safety. If the provided plug does not fit into your outlet, consult an electrician.
10. Protect the power cord from being walked on or otherwise damaged by items placed on or against them. Particular attention should be given to the plugs, receptacles, and the point where the cord exits the appliance.
11. To avoid the risk of electrical shock, do not touch any exposed wiring while the unit is in operation.
12. Only use attachments/accessories specified by the manufacturer.
13. Unplug this unit and all connected electrical equipment during lightning storms or when left unused a long period of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the appliance has been damaged in any way or fails to operate normally.

WARNING: To reduce the risk of fire or electric shock, do not expose this unit to rain or moisture

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Introduction

Thank you for purchasing the ICON ProAudio QconEX G2 Midi/Audio control surface. We sincerely trust this product will provide years of satisfactory service, but if anything is not to your complete satisfaction, we will endeavor to make things right.

In these pages, you'll find a detailed description of the features of the QconEX G2, as well as a guided tour through its front and rear panels, step-by-step instructions for their setup and use, and full specifications.

Please register the product on our website at the below link **[www. iconproaudio.com/registration](http://www.iconproaudio.com/registration)**:

Please follow the step by step procedures starting from input the device's serial number to your personal information etc. By registering your product online, you will entitle to several different services and after-sales supporting at our ACS help center by visting our website at **www.iconproaudio.com**. Also, all the registered products under your account will be listed on your personal product page where you could get update information such as firmware/driver upgrade, software bundle and user manual download etc for your device.

As with most electronic devices, we strongly recommend you retain the original packaging. In the unlikely event the product must be returned for servicing, the original packaging (or reasonable equivalent) is required.

With proper care and adequate air circulation, your QconEX G2 will operate without any trouble for many years. We recommend that you record your serial number in the space provided below for future reference.

What's in the package?

- QconPro EX G2 USB-MIDI Controller x 1pc
- Quick Start Guide x 1
- USB2.0 Cable x 1
- AC adaptor x 1pc
- Screwdriver x 1

Register your ICON ProAudio product to your personal account

1. Check serial number of your device

Please go to [http:// iconproaudio.com/registration](http://iconproaudio.com/registration) or scan the QR code below.



Input your device's serial number and the other information on the screen. Click "Submit".

A message will pop up showing your device information such as model name and its serial number - Click "Register this device to my account" or if you see any other message, please contact our after-sales service team

2. Log in to your personal account page for existing user or sign up for new user

Existing user: Please log into your personal user page by inputing your user name and password.

New user: Please click "Sign Up" and fill in all the information.

3. Download all useful materials

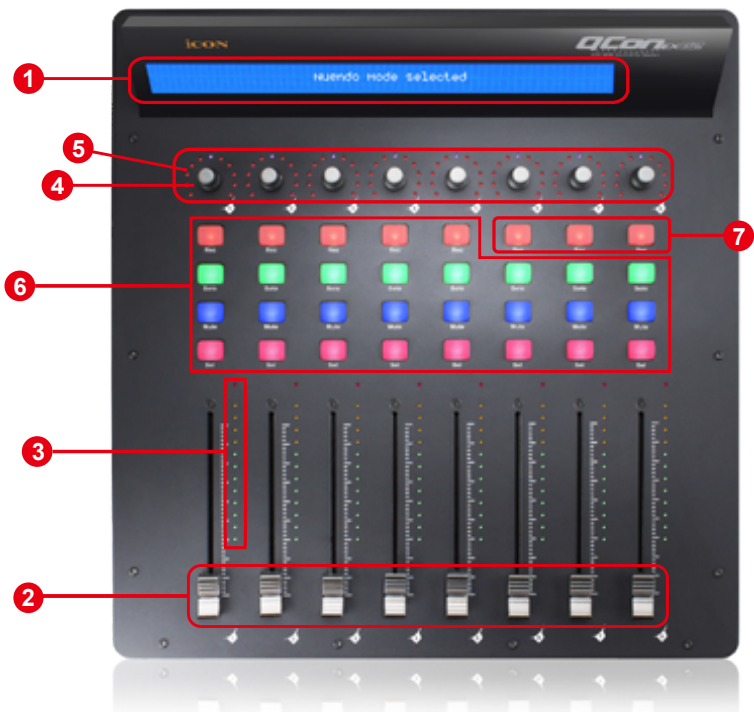
All your registered devices under your account will show on the page. Each product will be listed along with all its available files such as drivers, firmware, user manual in different languages and bundled software etc. for download. Please make sure you have download the necessary files such as driver before you begin device installation.

Features



- 8 touch-sensitive motorized channel faders
- 12-segment LED level metering for channels
- 8 x dual function encoder knobs (Enter & rotate)
- 11-segments LED surrounding the encoders to indicate the rotating position
- Large backlit LCD to display channel name, control values etc. for each channel
- Illuminated buttons for each channel including Rec-enable, Solo, Mute, Select and Monitor
- MackieControl and HUI Universal emulation
- iMap - Self midi mapping software is provided for user-defined mode (MIDI Learn)
- Expandable to 32-channel control surface with 3units of QconEX G2 and a QconProG2
- User A & User B 1/4" TRS connectors for connecting with pedals
- Class-compliant with Windows XP, Vista (32-bit), Windows 7/8/10 (32-bit & 64-bit), and Mac OS X (IntelMac)
- USB 2.0 high speed connectivity
- Firmware upgrade available simply via USB connection and iMap software
- Robust aluminum and metal casing with Kensington lock port

Top Panel Layout



Note: Function operates slightly difference between DAWs. Please refer to your DAW manual for each function and overlap the provided labeling template according to your currently used DAW. The following description is based on the functions that operate in Apple Logic.

1. LCD backlit display

The two-line backlit LCD display shows the parameter values as you adjust them and also provides feedback about channel selections, operating modes, and more.

2. Channel faders

The eight 100mm motorized faders are generally used for controlling the track volume of your DAW. Depending on your DAW, you may use the “Flip” button to switch the function of these faders to change other settings. They are all touch sensitive to allow override automation the moment you touch a fader. Also, they are motorized; they will automatically move to reflect the current level of the selected channels in your DAW application. Any automation recorded in a project will be reflected by the fader positions. Any parameter adjustments made with these faders will be displayed directly above on the LCD display.

3. Channel level metering

The 12-led meter shows the associated channel level.

4. Dual function encoders

The dual function encoders act as push-button and rotary controls.

When an encoder is pressed, it may be used to change modes of operation or to change what appears in the display above the channel strips. When an encoder is rotated, depending on its assigned function, it can be used to adjust a channel's pan, send level, or plug-in parameters.

5. Encoder LED

The 11-LED's surrounding the encoder light up to indicate the relative position of the rotation without having to look at your computer.

6. Control buttons

Recording channel control buttons section

REC buttons - Activate and deactivate the recording state of the associated channel. The switch will light red when the channel is armed.

SOLO buttons - Activate and deactivate the solo state of the associated channel. The switch will light green when the channel solo state is on and other channels will be muted. You can solo multiple channels by pressing SOLO buttons on additional channels.

MUTE buttons - Activate and deactivate the mute state of the associated channel. The switch will light blue when the channel is muted.

SEL buttons - The SEL buttons activate the associated channels in the DAW software in order to perform a specific operation (for example, when adjusting EQ with the ASSIGNABLE ENCODERS, the SEL switch will be used to choose the channel you want to adjust). The switch will light red when the channel is selected.

7. DAW Selector section

QconEX G2 has built-in Mackie Control, LogicPro protocols & HUI for different DAW's such as Cubase™, Samplitude™, Ableton Live™, Logic Pro™ and Pro Tools™. By selecting the correct Mackie control (HUI/LogicPro) protocol, QconEX G2 will automatically map the major functions and work seamlessly with that DAW.

<< / >> buttons - These arrow buttons are used to scroll through the mode list. The name of the mode will display on the LCD.

DAW button - Press to enter the mode selection.

To change your QconEX G2 Control mode, turn the power switch off and on to enter the Control selection mode. Select your desired mode from the list with the "<<" / ">>" buttons.

(Note: You have to select the "Unit Number" for QconEX G2 before you select the DAW.)

Tips: The DAW button cannot be activated if DAW software is running.

Tips: QconEX G2 will memorize your last selected DAW mode and re-enter the same mode a few seconds after it has been switched on. (i.e. DAW mode selection is not needed if the last mode is being used.)

Rear Panel Layout



1. User A / User B 1/4" TRS connectors

These 1/4" TRS connectors are able to connect to foot pedals (SPD-01) to activate your selected functions. To set their parameters, select USER A and USER B parameters in Mackie control mode.

2. USB port

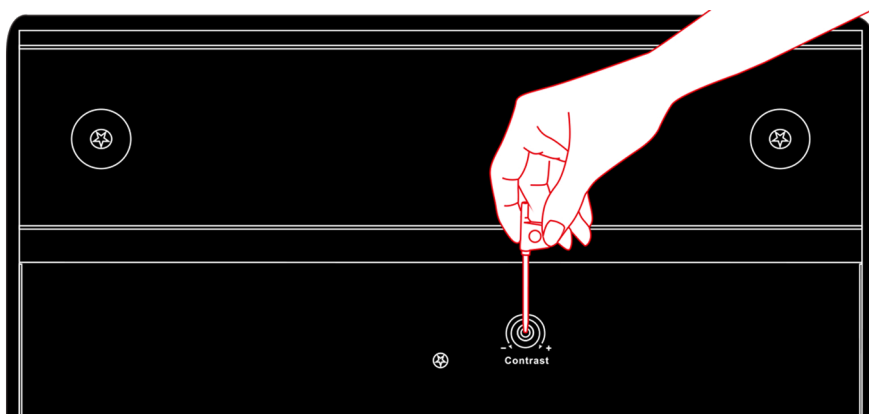
Connect your QconEX G2 to your Mac/PC via this USB port.

3. 12V/5A power adapter

Connect the provided power adapter here.

(Note: QconEX G2 is not able to work without the provided power adapter connected. The USB bus power is not able to provide sufficient power supply for QconEX G2.)

Bottom Panel Layout



1. LCD contrast adjustment

Rotate the adjustment knob with the provided screwdriver to adjust the contrast of the LCD. Rotate anticlockwise to reduce the contrast and clockwise will increase.

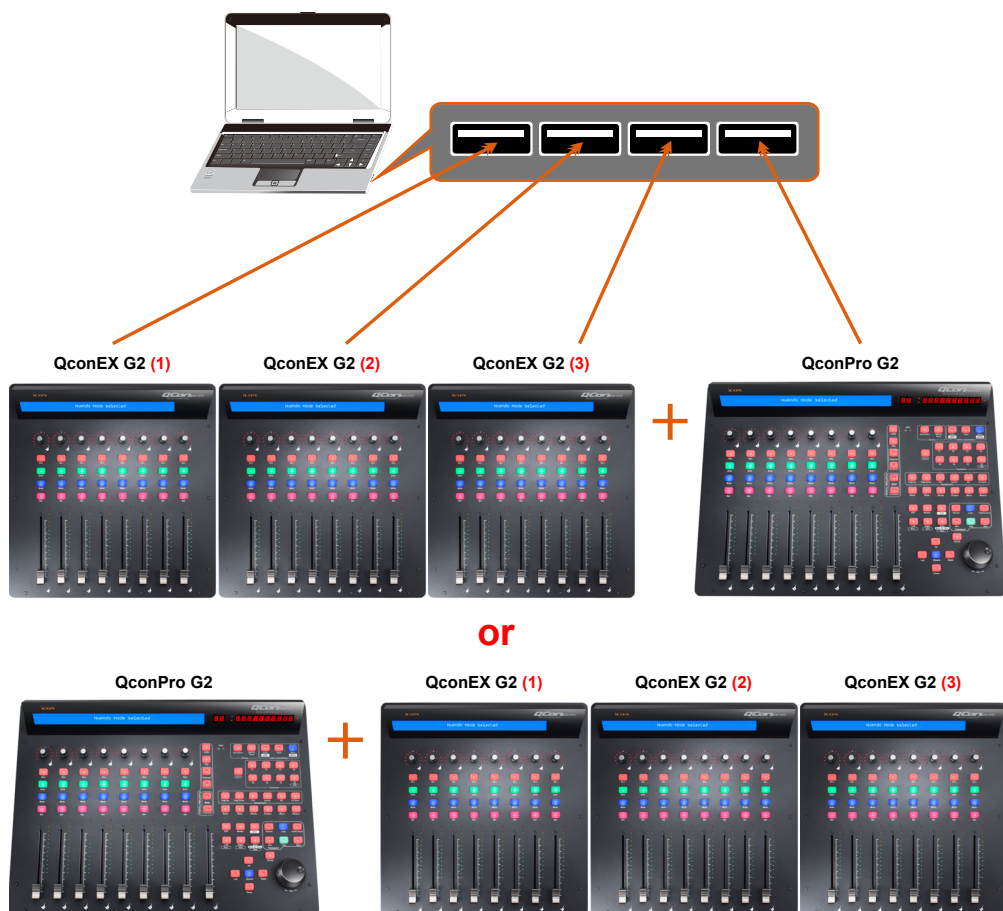
Getting Started *(Connected with QconEX G2 (1 - 3 units))*

Connecting Your QconPro G2 Controller

1. Connect the QconPro G2 to your Mac/PC via the USB port

Choose a USB port on your Mac/PC and insert the wide (flat) end of the USB cable. Connect the cable's other end to the QconPro G2. Your Mac/PC should automatically "detect" the new hardware and notify you that it is ready to use.

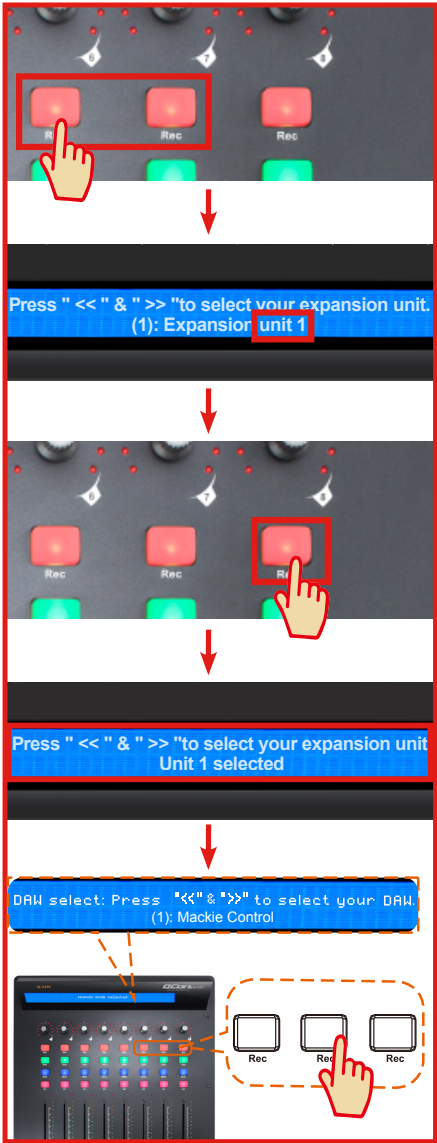
(Tips: We recommended that you use ICON's OneHub USB hub, which allows you to connect up to 3 units of QconEX G2, if you are not connecting QconEX G2 directly to your computer's USB port.)



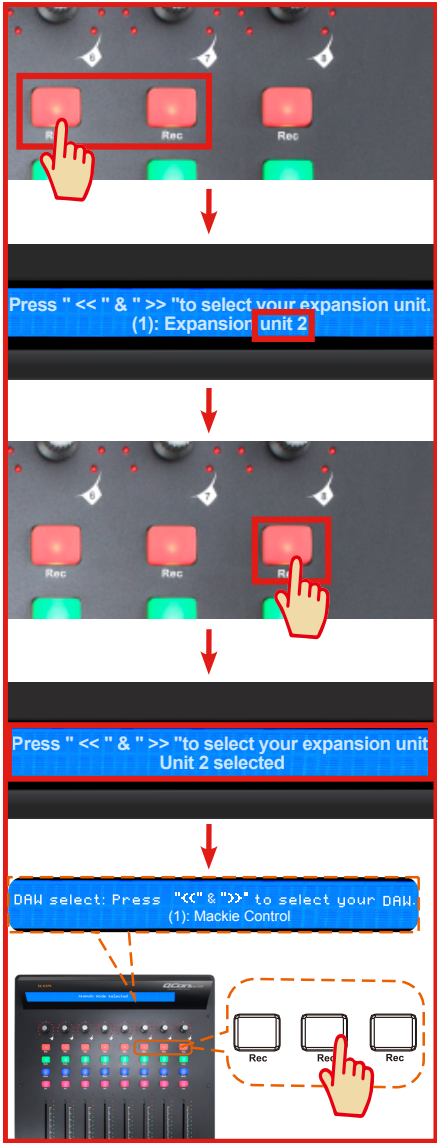
2. Select the DAW.

Press <</>> to scroll through the mode list after pressed the “DAW” button to make the selection.

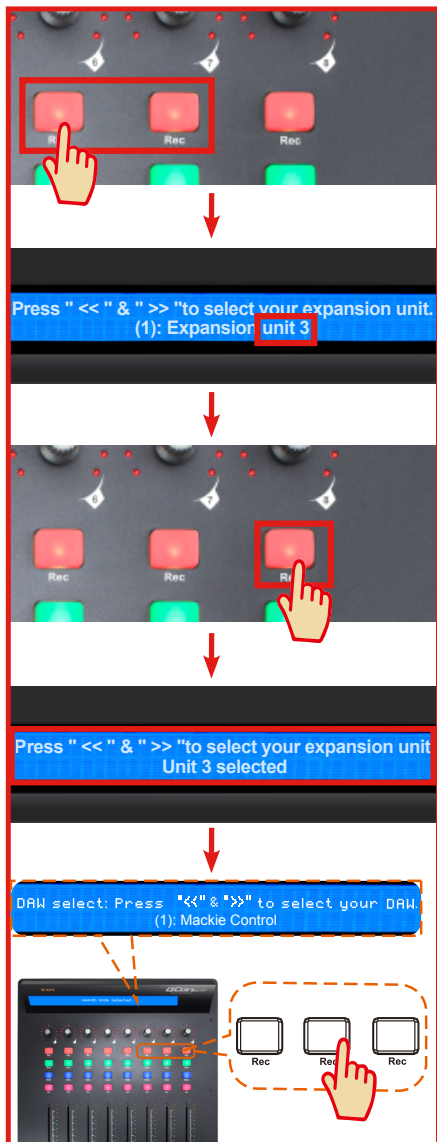
1 QconEX G2 (1)



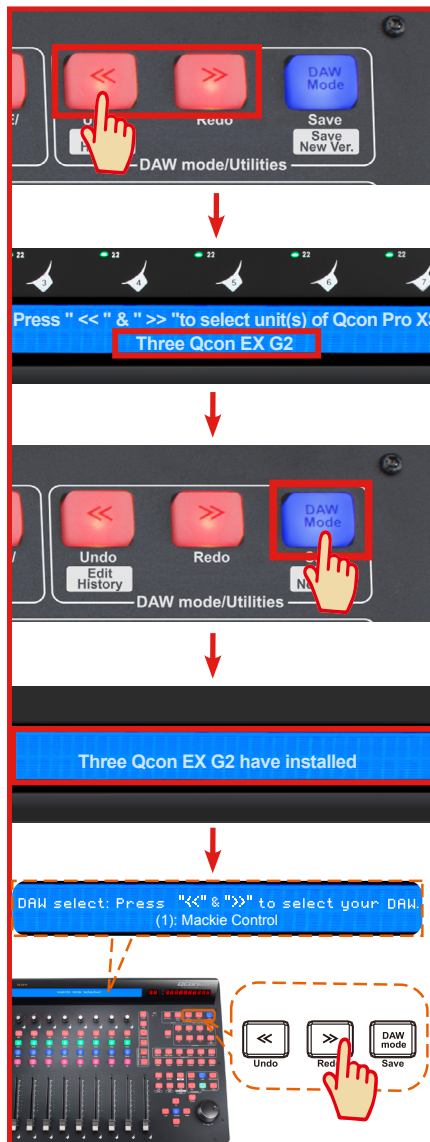
2 QconEX G2 (2)



3 QconEX G2 (3)



4 QconPro G2



3. Setup your DAW

The QconPro G2 has built-in Mackie Control, LogicPro and HUI protocol which will save you considerable trouble in setting up the device at your DAW. Simply add the “Mackie Control” or “HUI” device under the “MIDI Controller” on your software. After the Mackie Control or HUI device has been added, select QconPro G2 controller as your MIDI input and output device in your DAW.

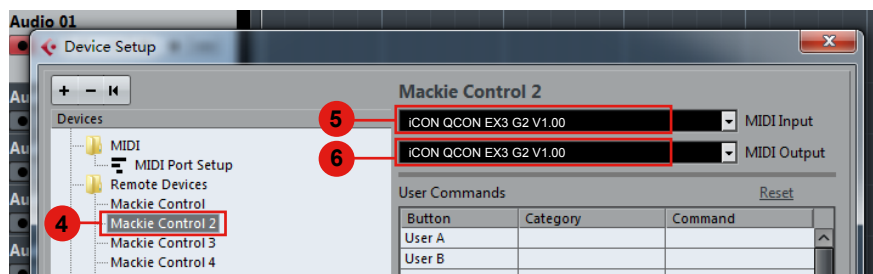
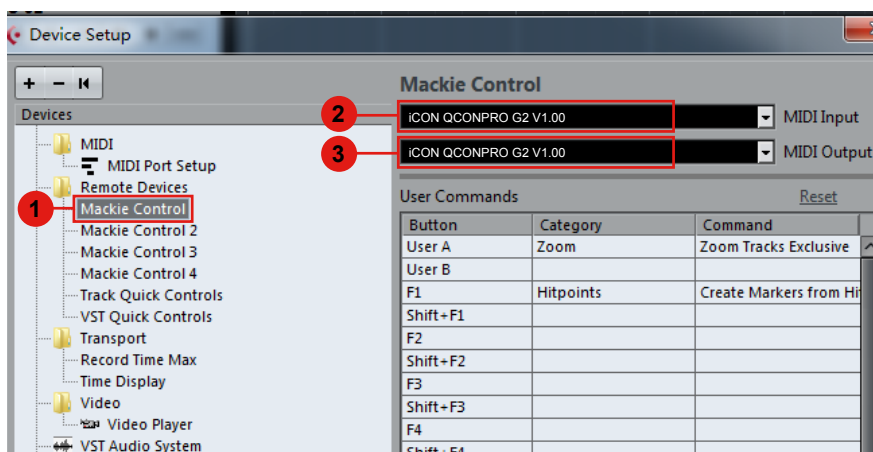
For the software below, please use Mackie Control
Nuendo/Cubase™, Samplitude™, Bitwig™, Reason™, Reaper™, Studio One™ and Ableton Live™.

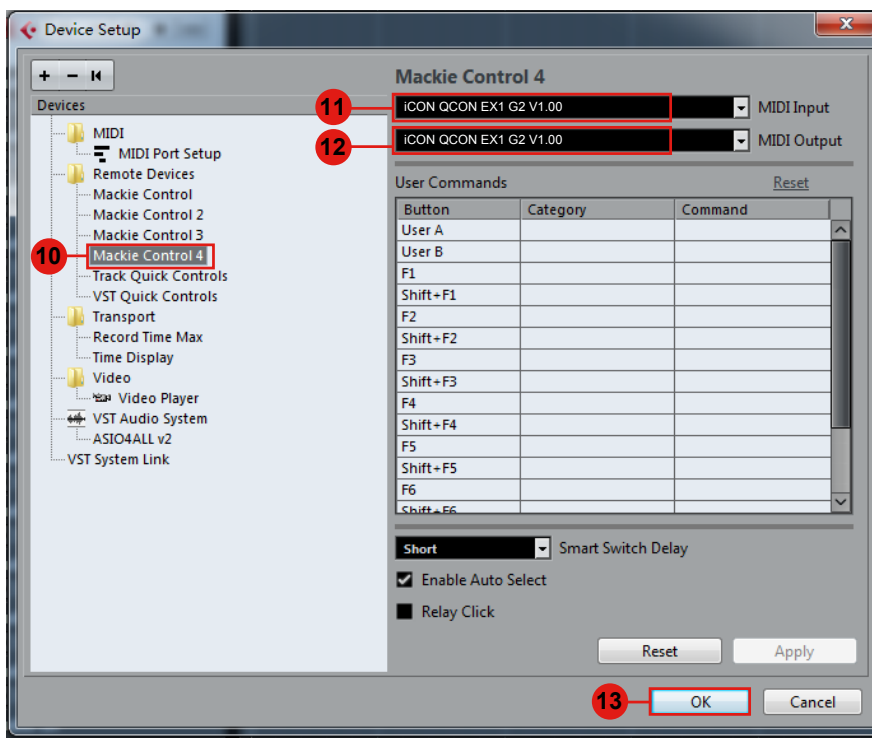
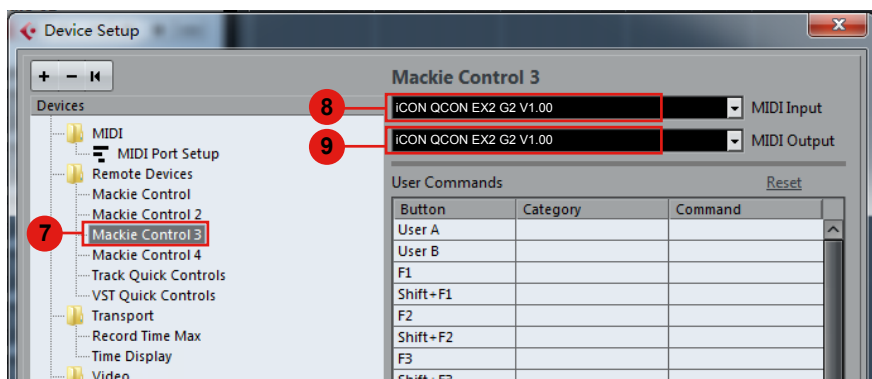
The software below, please use logic Pro Mackie Control

or the software below, please use HUI
Pro Tools™.

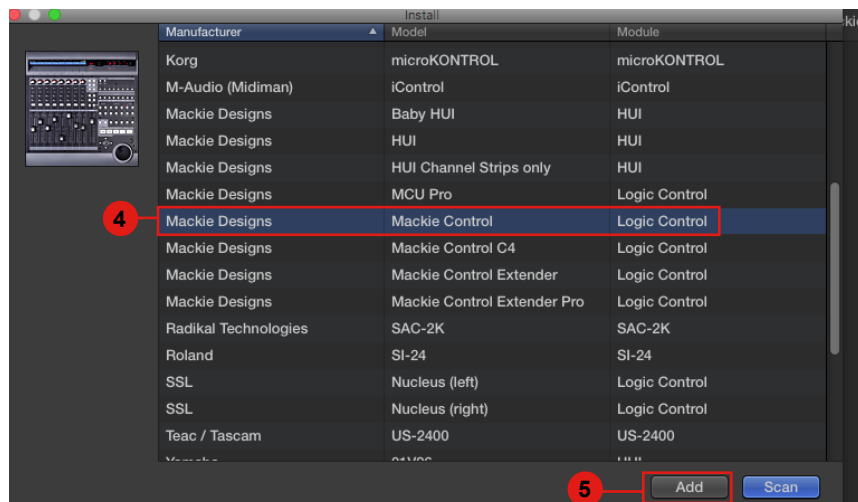
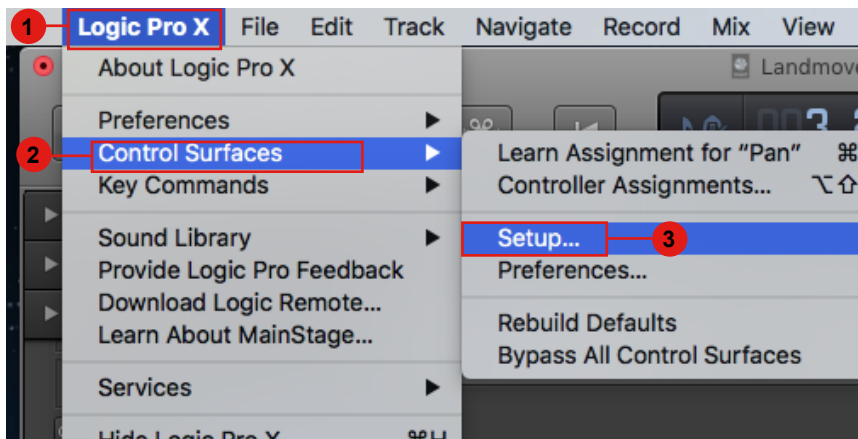
*(Tips: You may also refer to our website at www.iconproaudio.com, where you'll find set up illustrations for different DAW's in each controller (QconEX G2) product page's “Setup demo” section.
For DAW's not on our setup demo list, please refer to your software user manual for hardware setup.)*

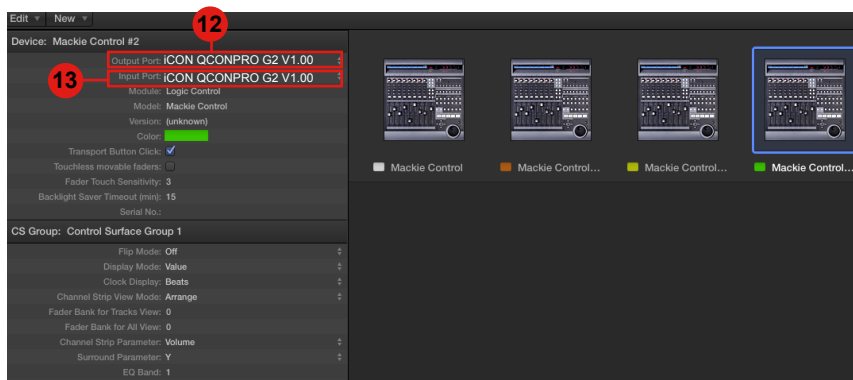
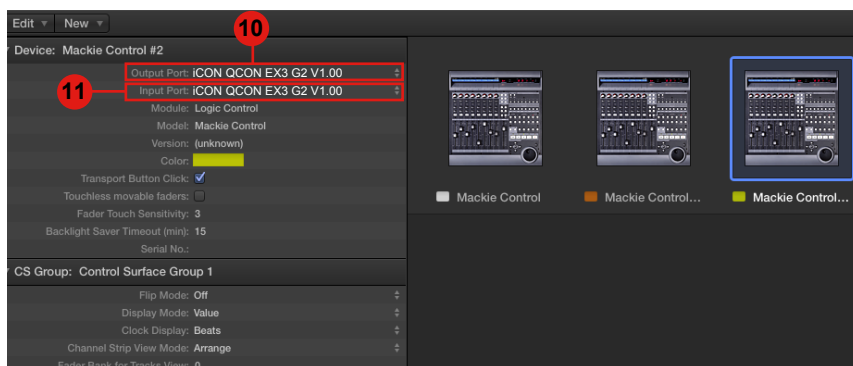
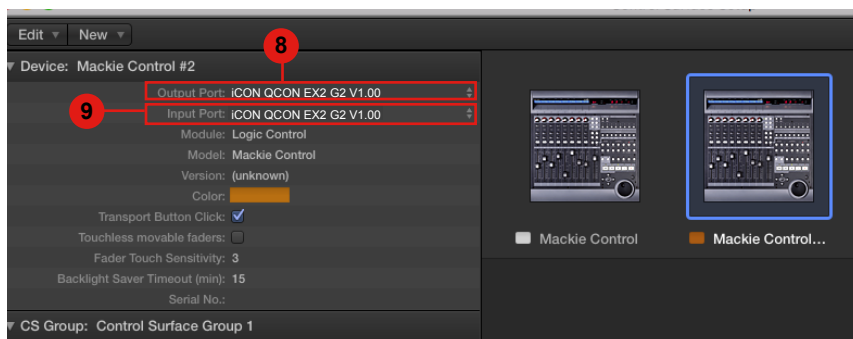
Cubase

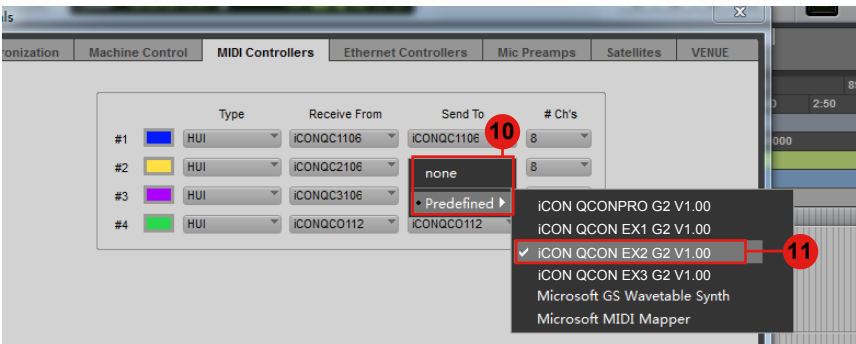
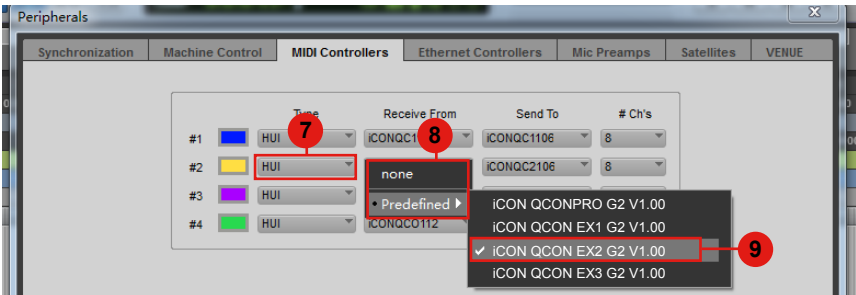
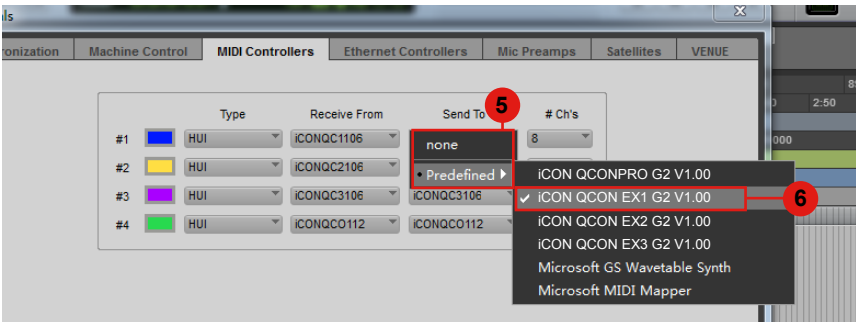
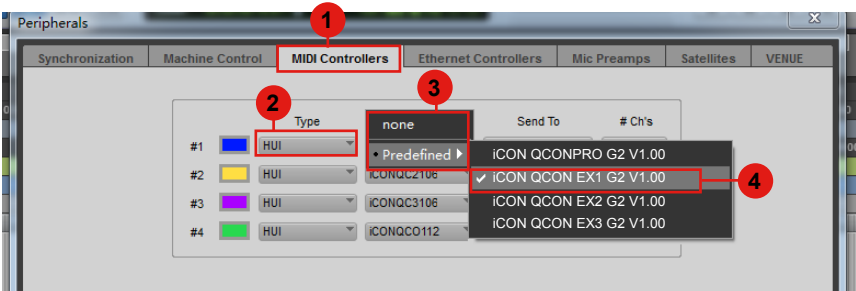


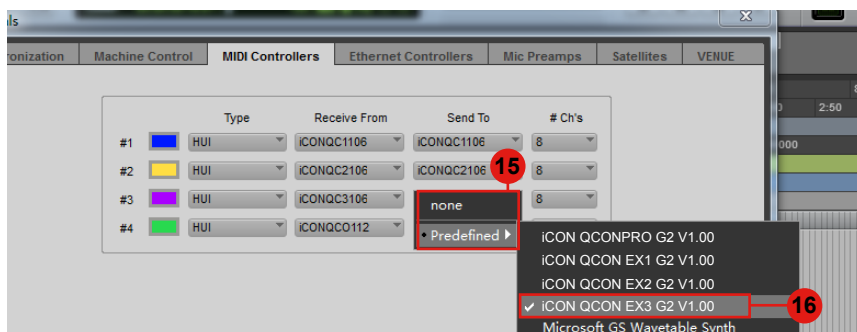
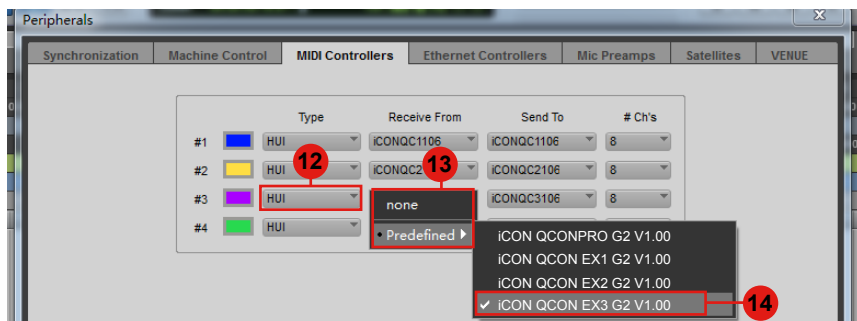


Logic Pro









Getting Started

Connecting Your QconEX G2 Controller



1 Connect the QconEX G2 to your Mac/PC via the USB port.

Choose a USB port on your Mac/PC and insert the wide (flat) end of the USB cable. Connect the cable's other end to the QconEX G2. Your Mac/PC should automatically “detect” the new hardware and notify you that it is ready to use.

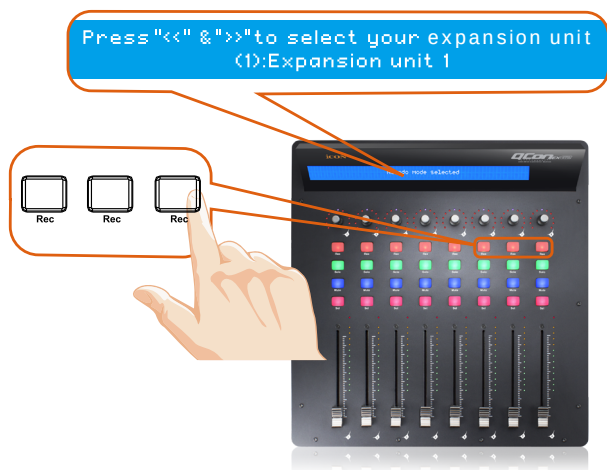
(Tip: We recommended that you use ICON's OneHub USB hub, which allows you to connect up to 3 units of QconEX G2, if you are not connecting QconEX G2 directly to your computer's USB port)

2 Select the “Unit number”

Press </> to scroll through “Unit number 1 to 3” and press the “DAW” button to confirm. You may connect up to a maximum of 3 units of QconEX G2.

3 Select the DAW

Press <</>> to scroll through the mode list after pressed the “DAW” button to make the selection.



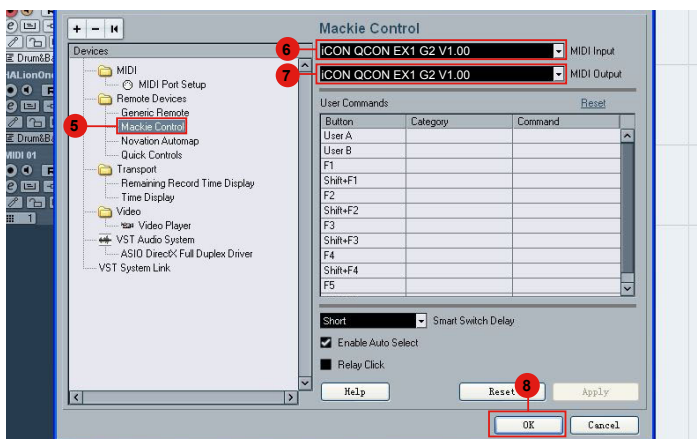
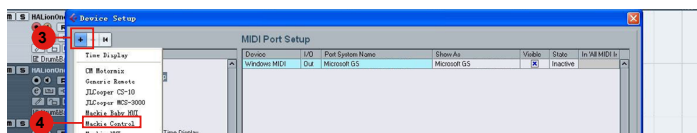
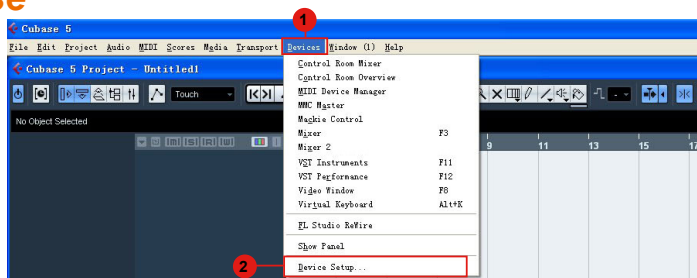
1. Setup your DAW

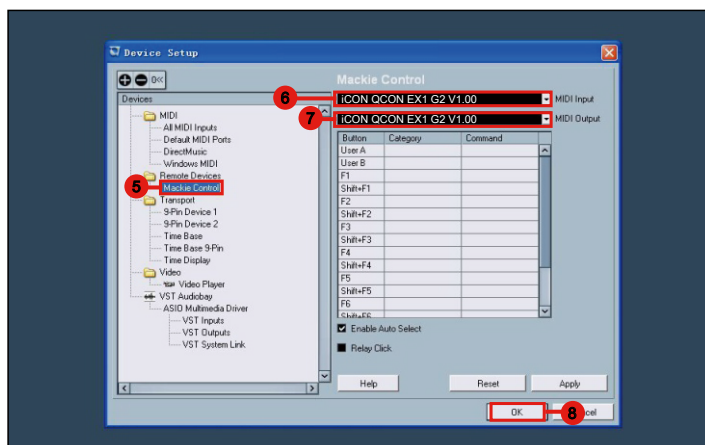
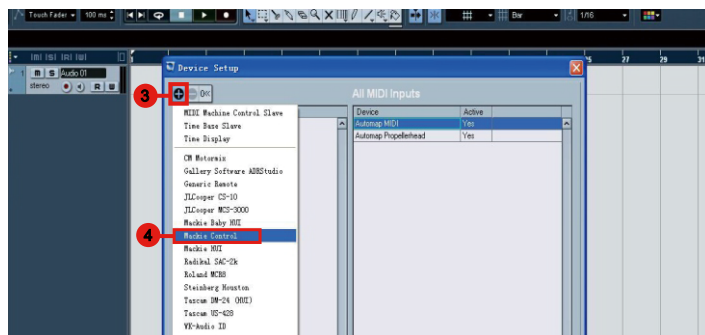
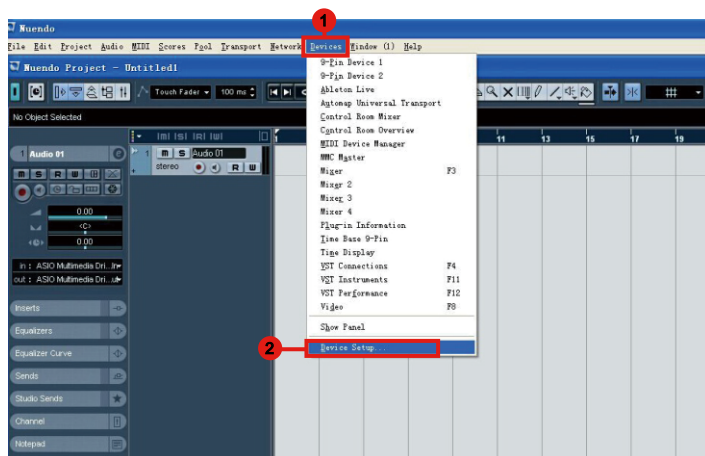
Activate the ICON ProAudioQconEX G2 controller in your DAW or MIDI software using “MIDI Setup” or “MIDI Devices”.

For example: ,Cubase™ and Nuendo™, choose Mackie Control at the “Device List”.

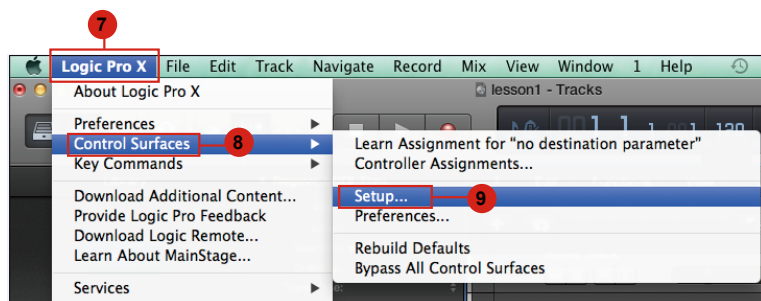
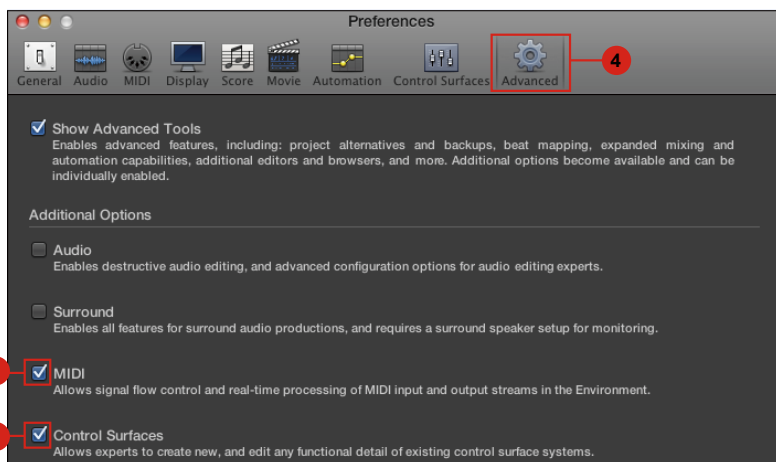
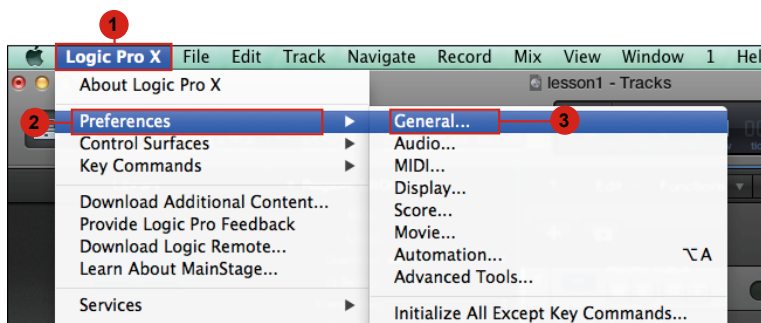
(Note: Every application does this a little differently, so refer to your software user manual for the settings.)

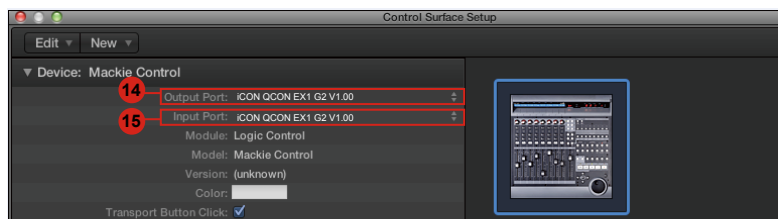
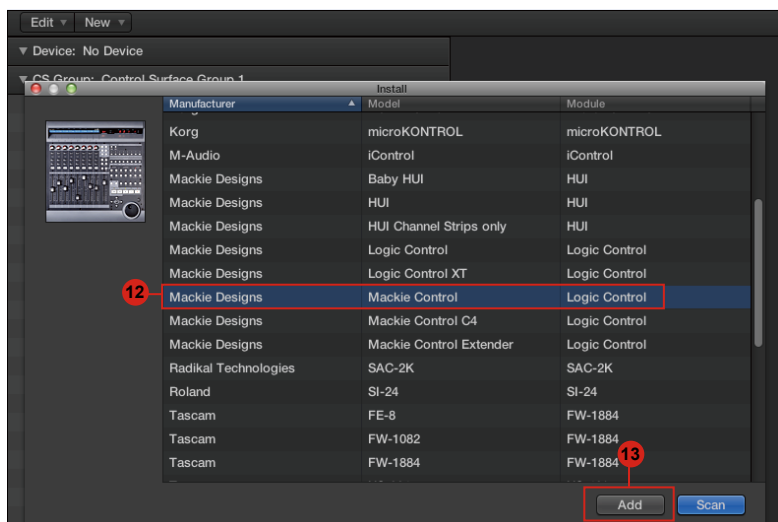
Cubase



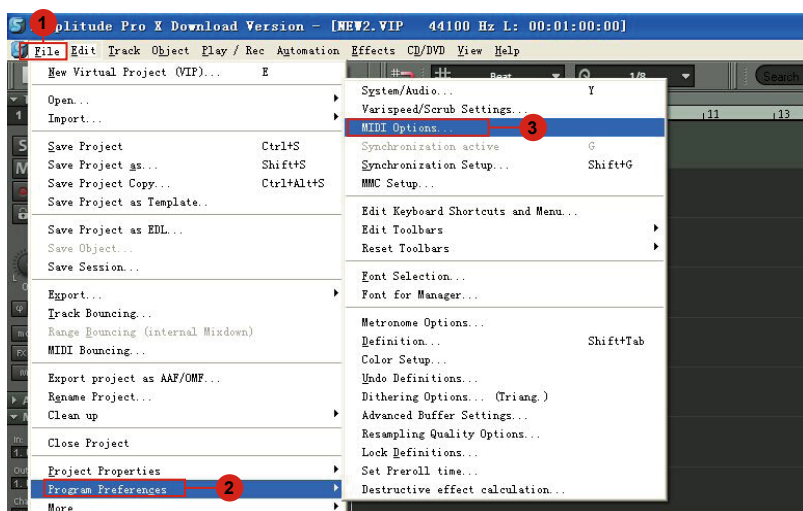


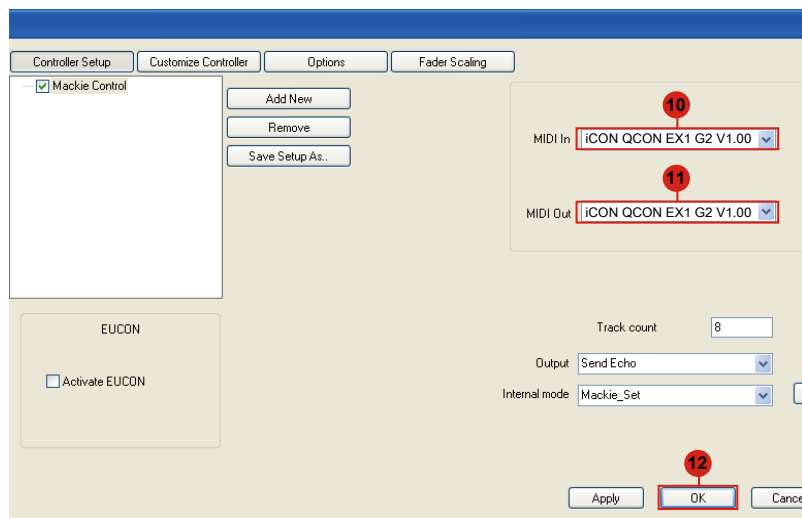
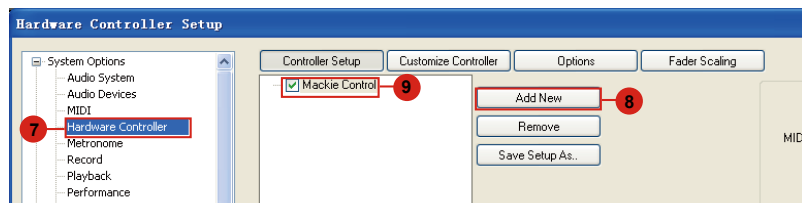
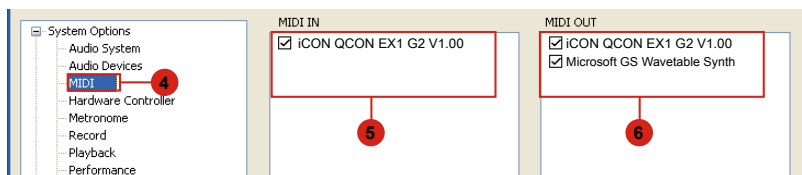
Logic Pro

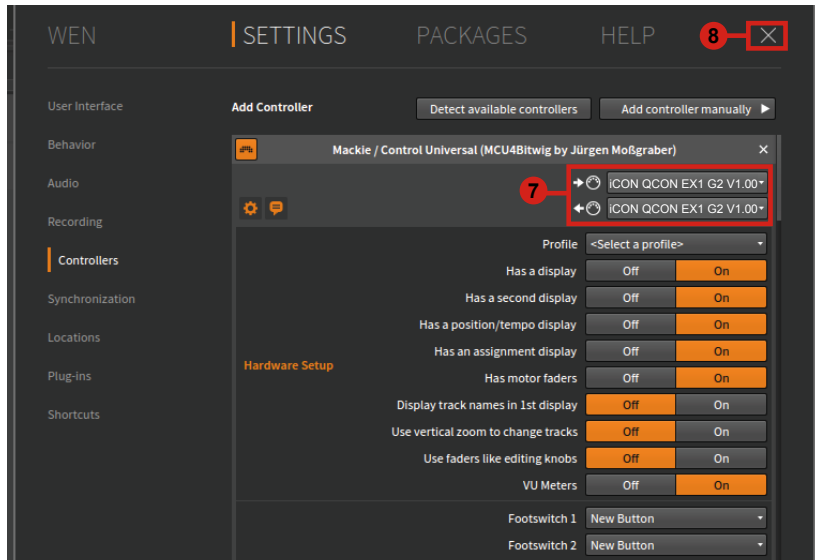
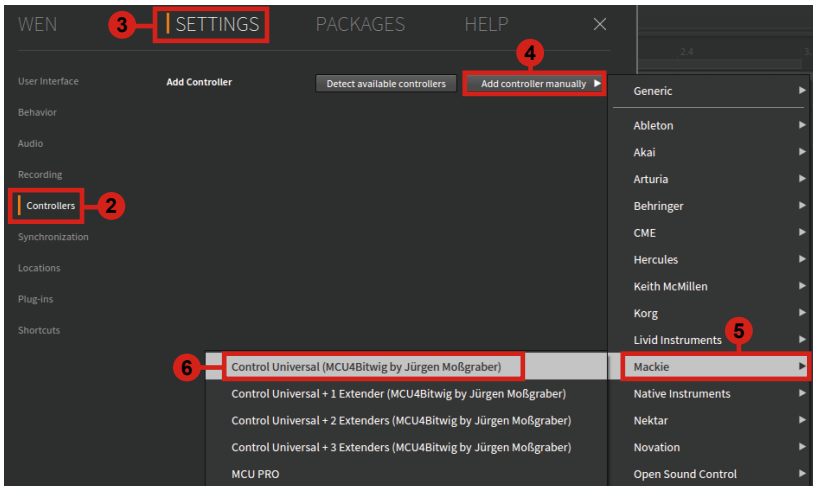
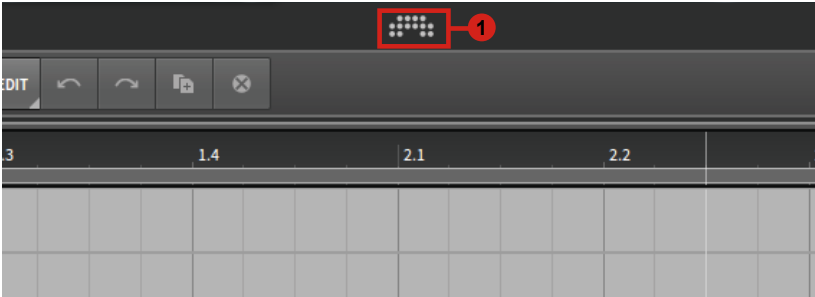


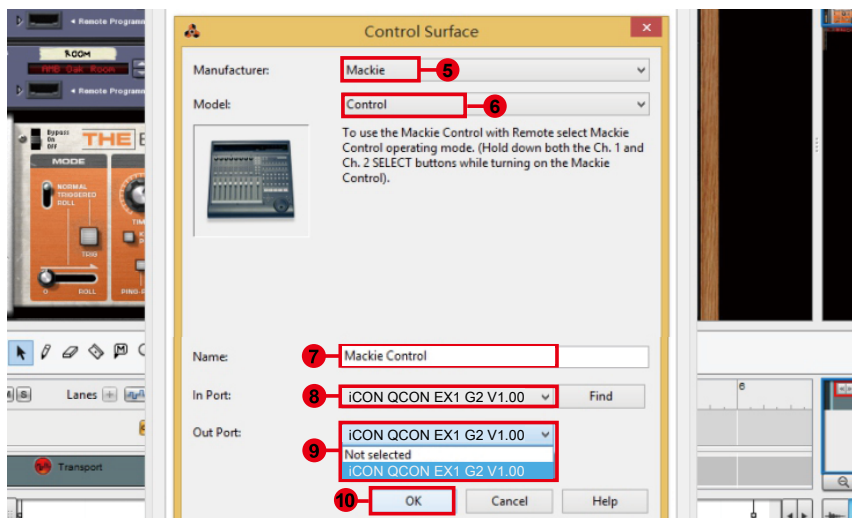
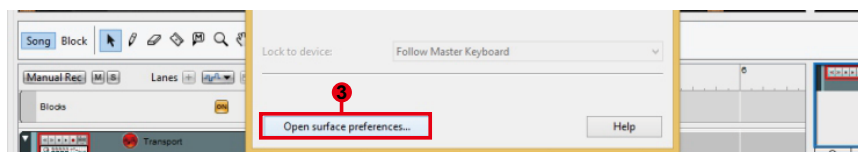
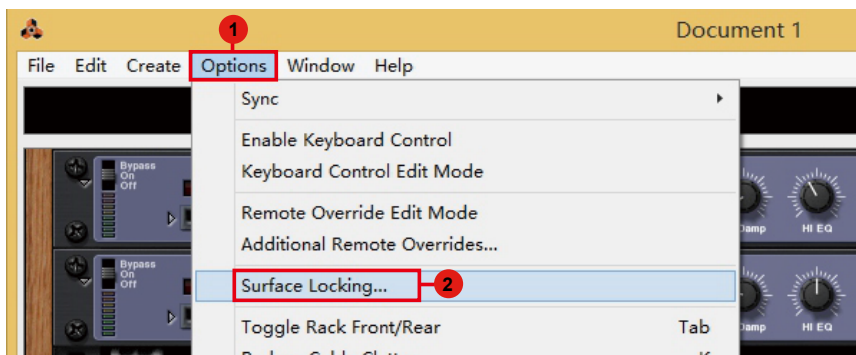


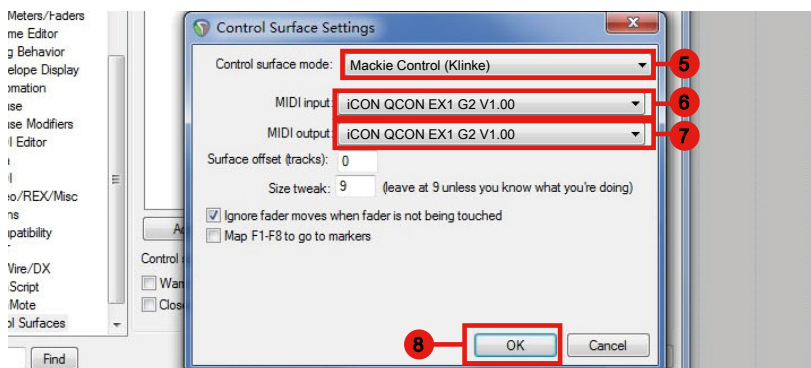
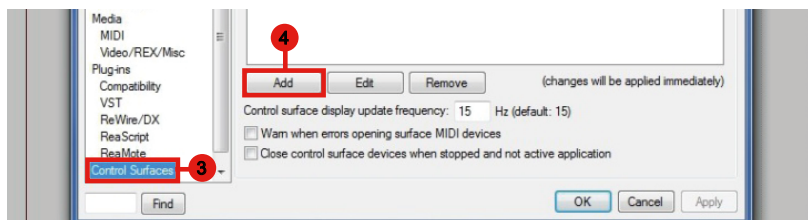
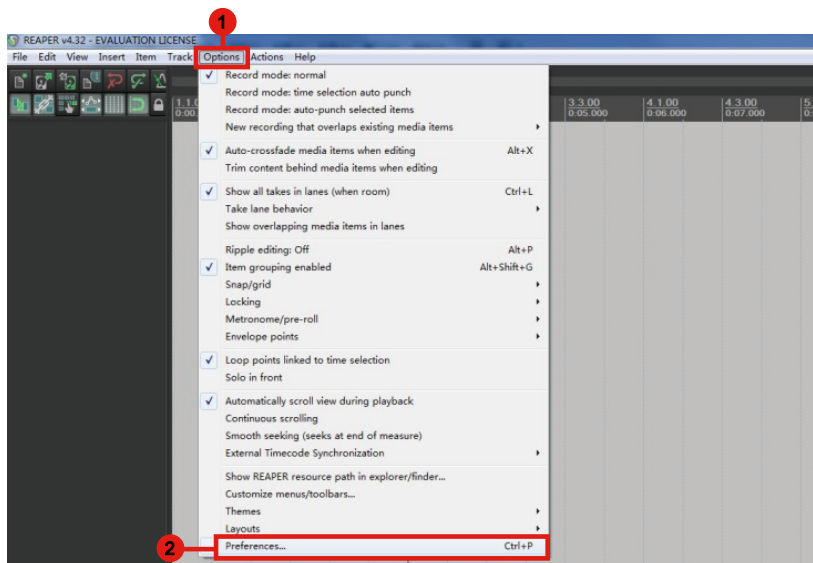
Samplitude



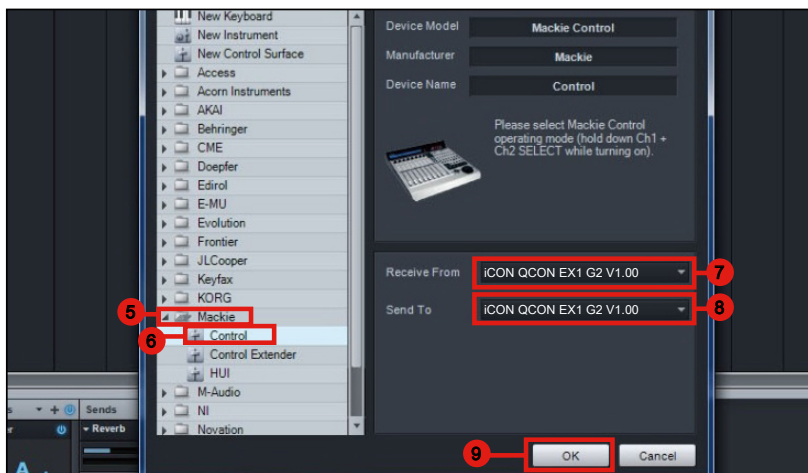
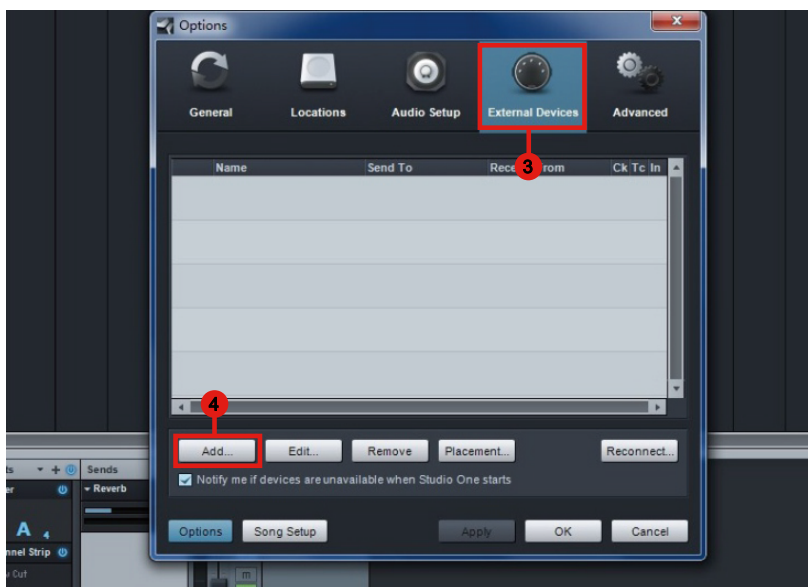
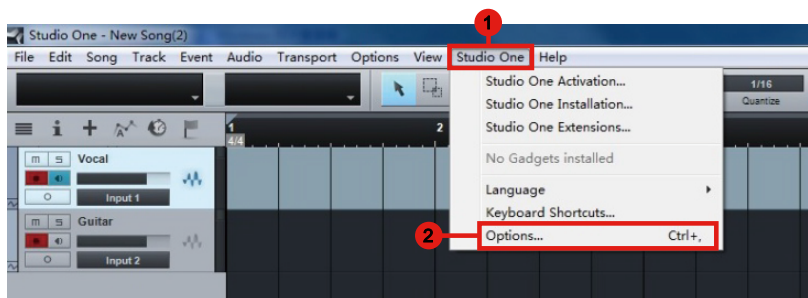




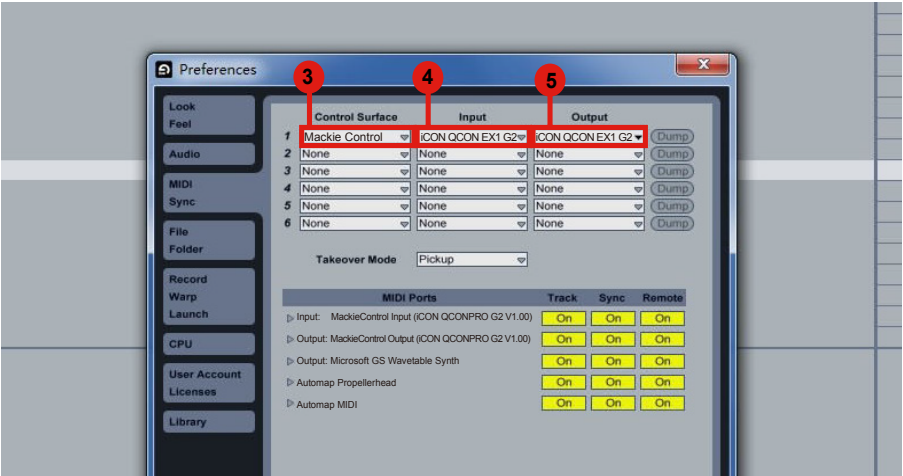
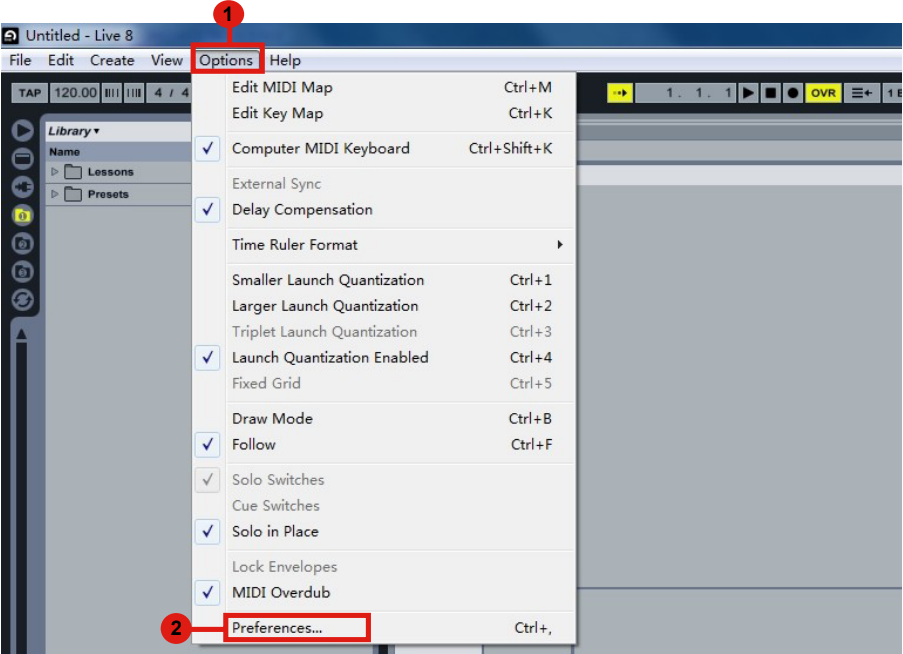




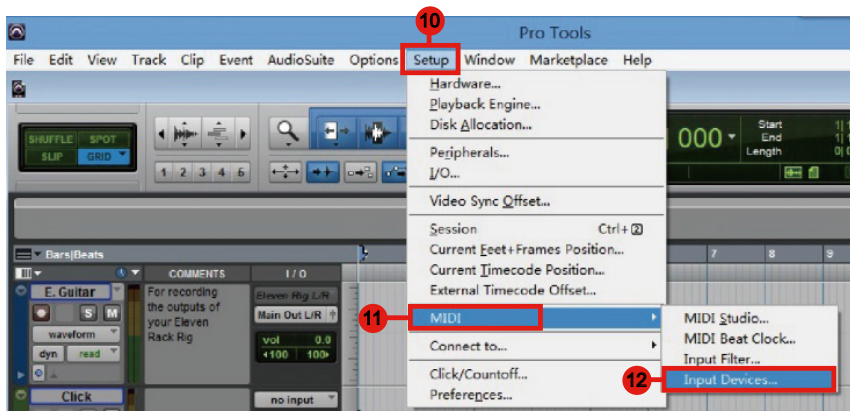
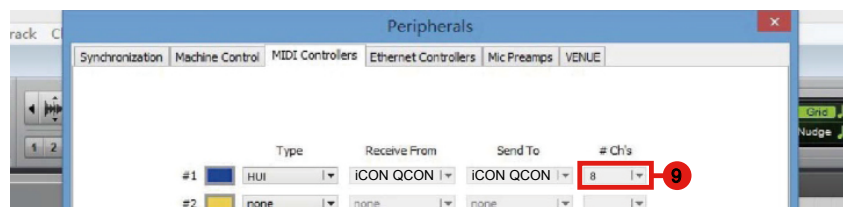
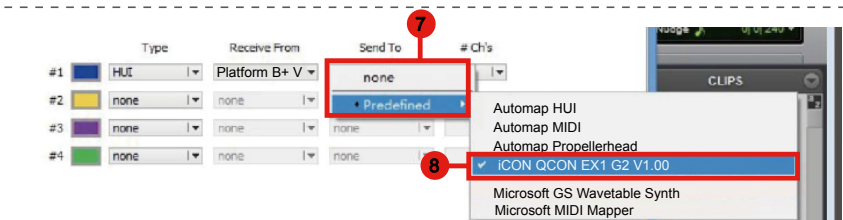
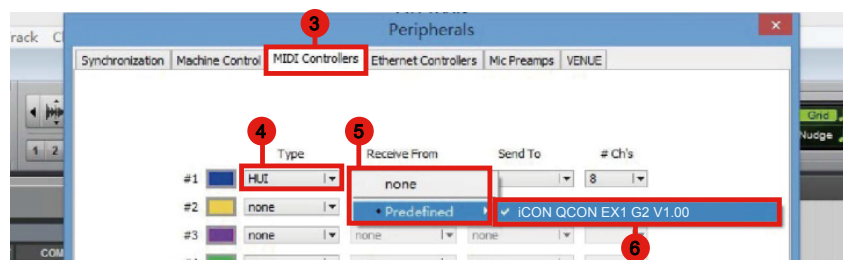
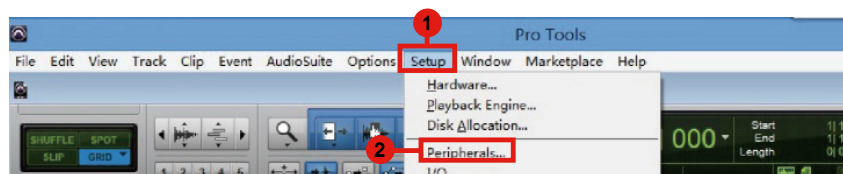
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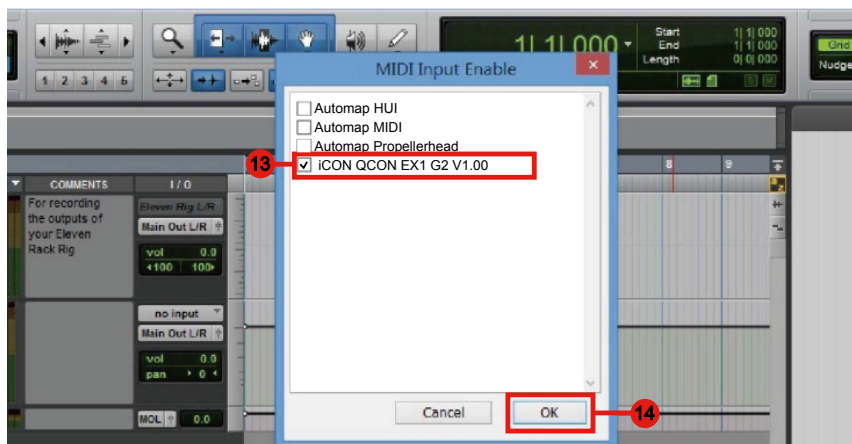


Ableton Live

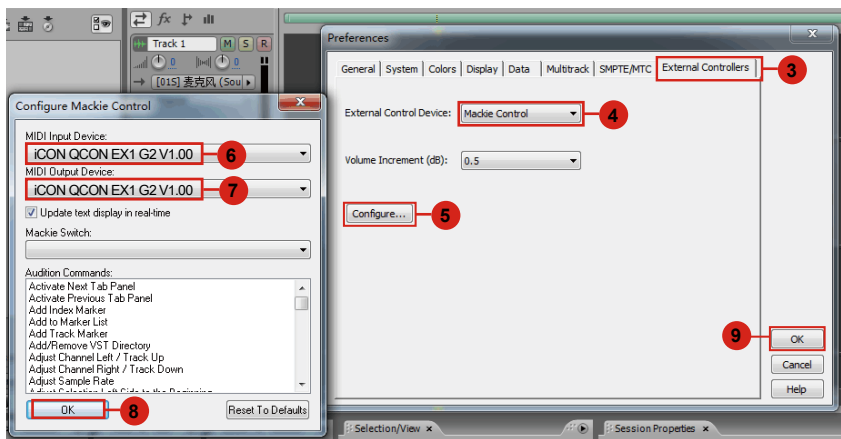
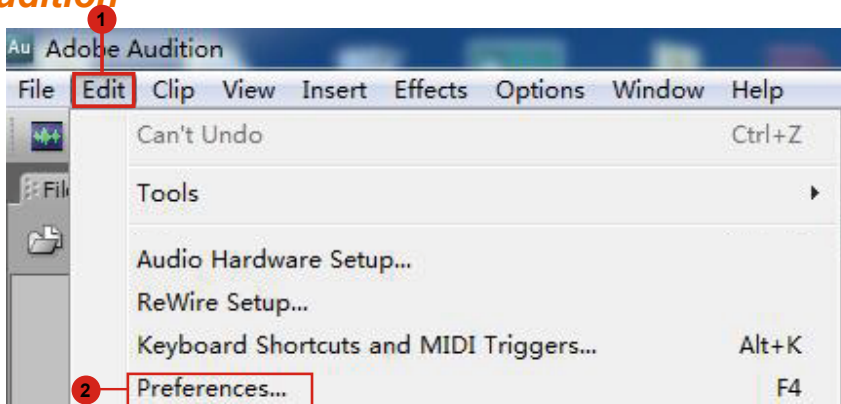


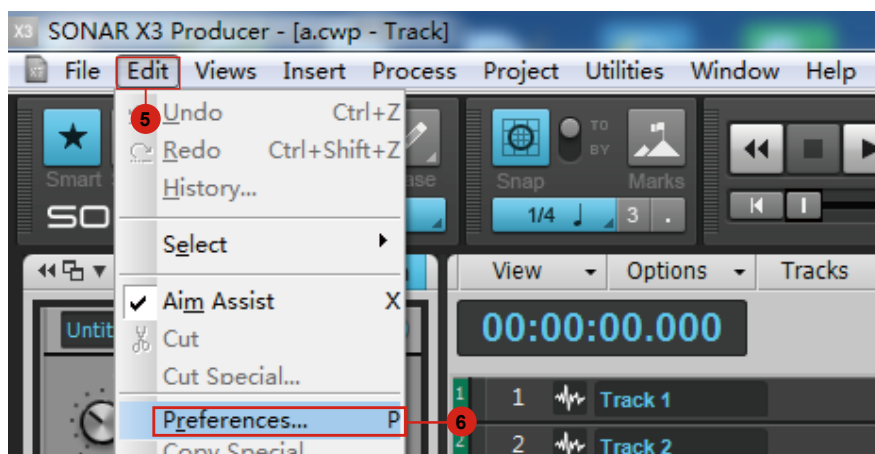
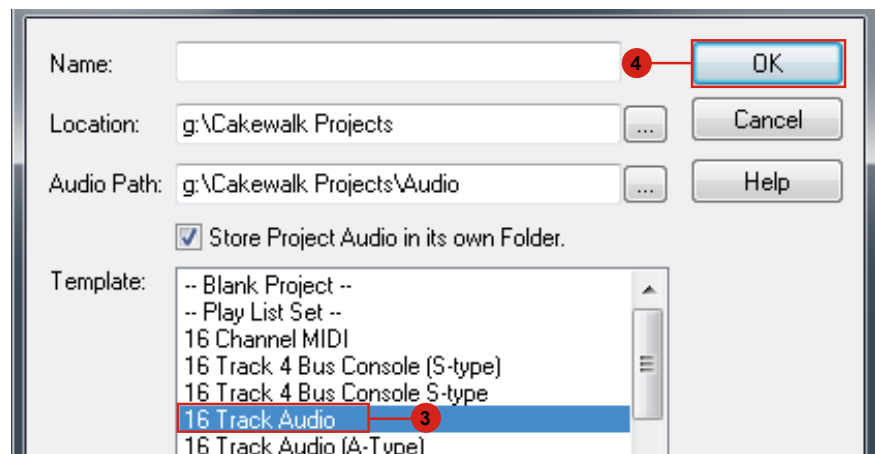
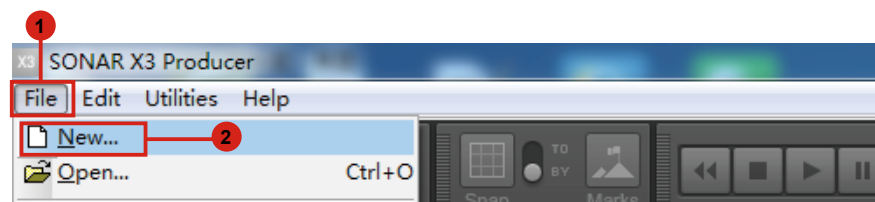
Pro Tools

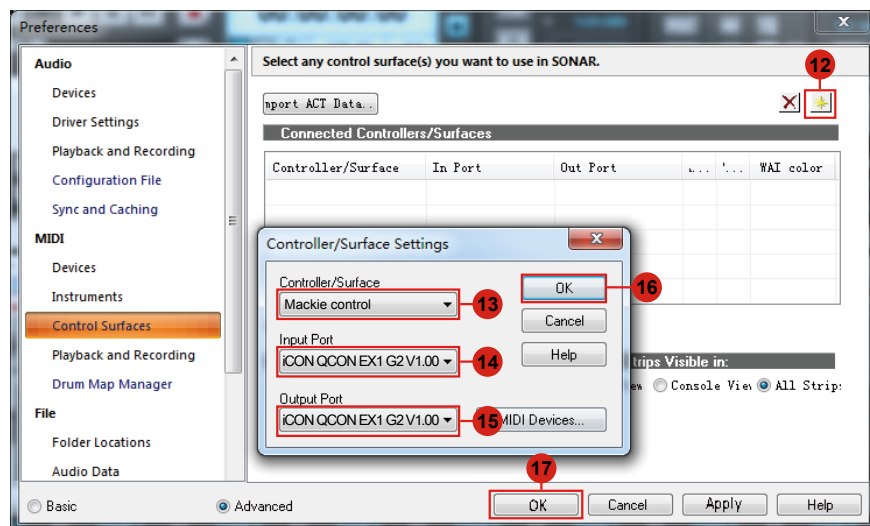
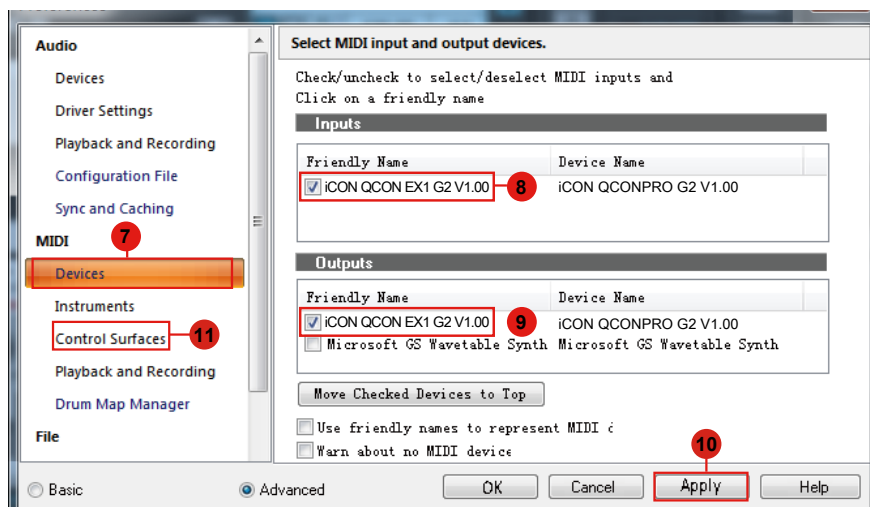




Audition







Download the Mac iMap from your Personal User Page at www.iconproaudio.com

After you downloaded the file, please click it to start the installation process.

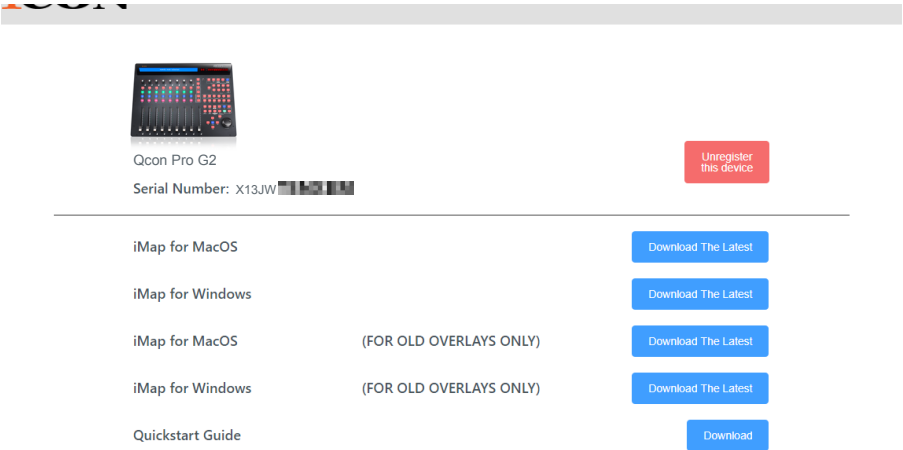


Diagram 1

1. iMap™ Software for Mac OS X

Please follow the procedures below step-by-step to launch your iMap™ software to Mac OS X.

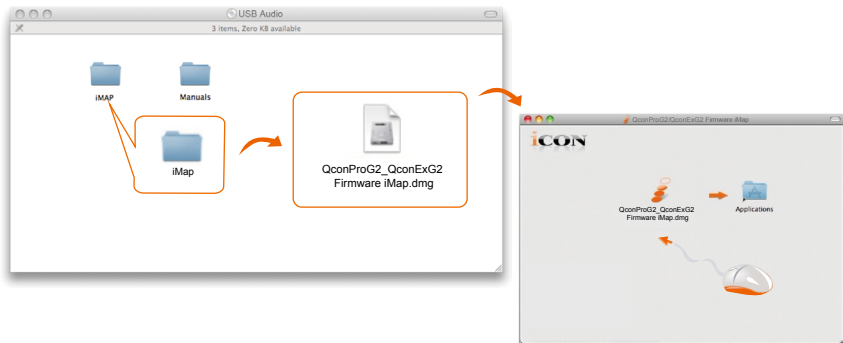


Diagram 2

Tip: By “dragging and dropping” the “QconEX G2 iMap” icon into the “Applications” folder, you can create an “iMap” shortcut on your Mac’s desktop.

Installing iMap™ Software for Windows

Please follow the procedures below step-by-step to install your iMap™ software.

1. Turn on your PC.
2. Download the Windows iMap from your Personal User Page at www.iconproaudio.com

After you downloaded the file, please click it to start the installation

3. Setup Wizard appear

(Note: Setup wizard appears, please click "Next")



Diagram 3

4. Choose Install Location

(Note: Choose your preferred install location for iMap™ or use the default location and click "Next")

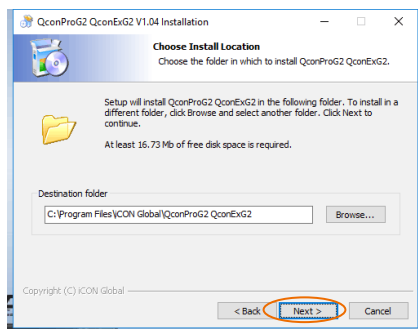


Diagram 4

5. Select shortcut

(Note: Select the start menu folder in which you would like to create the iMap™ shortcut. Then click "Next".)

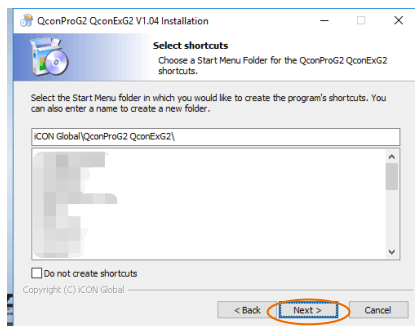


Diagram 5

6. Create a shortcut on your desktop

(Note: Please uncheck the box if you do not want to place a shortcut icon on your desktop for iMap™; otherwise click “Next”)

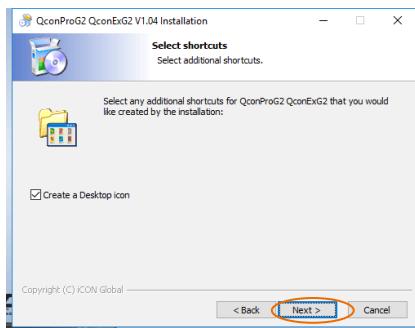


Diagram 6

7. iMap™ begins installation

(Note: The iMap™ installation has now started, wait for it to finish. Then click “Finish”.)

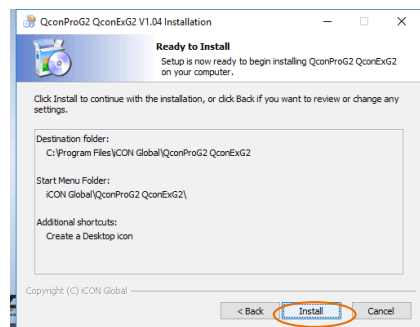


Diagram 7

8. Installation finished

(Note: Click “Finish” to complete the iMap™ software installation.)

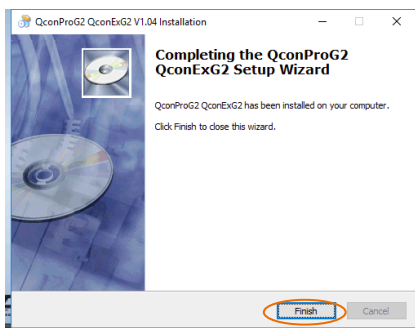


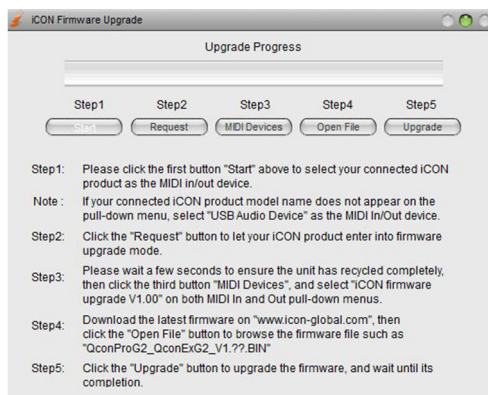
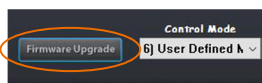
Diagram 8

iMap™ QconEX G2 software panel

1. “Firmware Upgrade” button

Click this button to enter into the firmware upgrade window for QconEX G2. Please refer to P.xx for the firmware upgrade procedure.

Firmware



Step 1: Connect the ICON product using a USB connection. Press the “MIDI Device” button at the top to select your connected ICON product as the “MIDI In and Out” device in the pull-down menu.

(**Note:** If your connected ICON product model name does not appear on the pull-down menu, select “USB Audio” as the MIDI In and Out device.)

Step 2: Click the “Update” button.

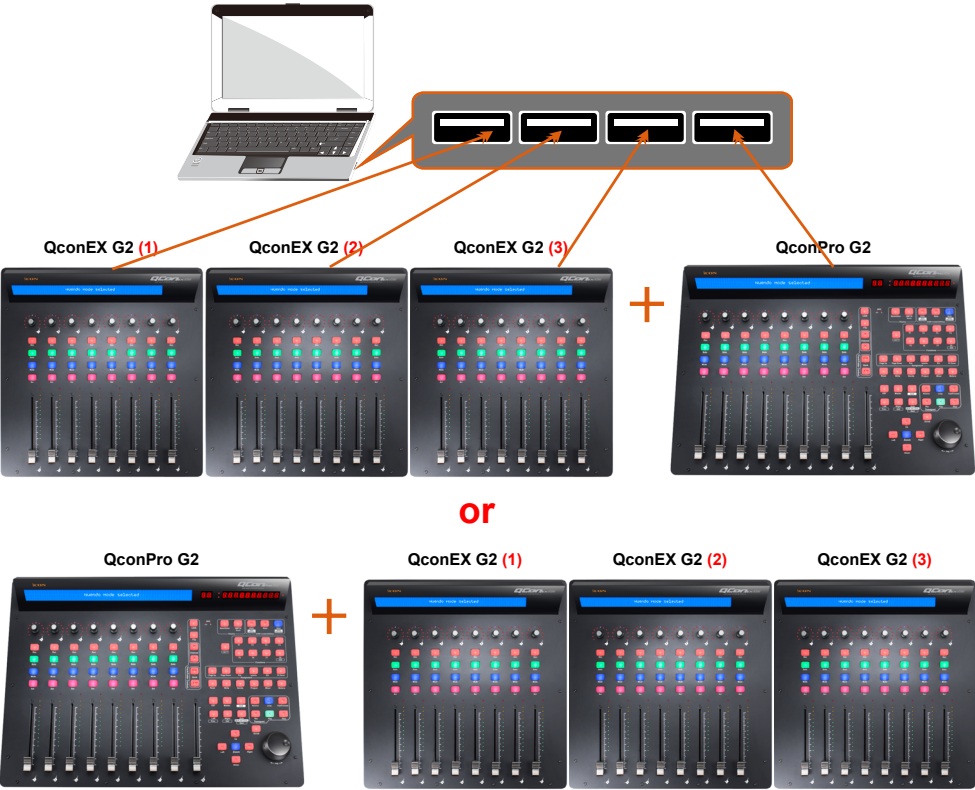
Step 3: Press the “MIDI Device” button at the top to select your connected ICON product as the “MIDI In and Out” device at the pull-down menu.

Step 4: Click the “Open File” button to browse the new firmware file.

Step 5: Click the “Download” button to upload the firmware

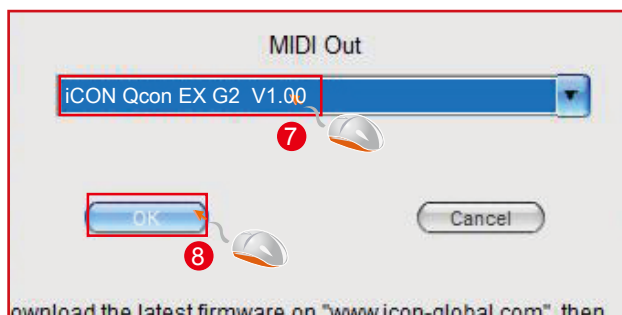
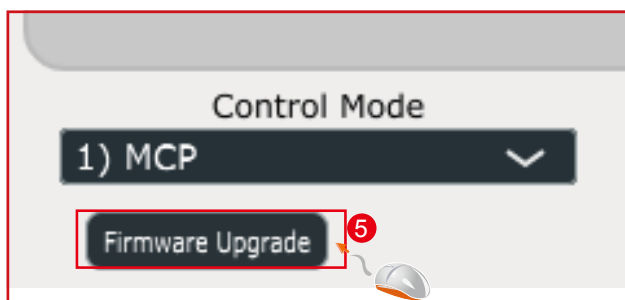
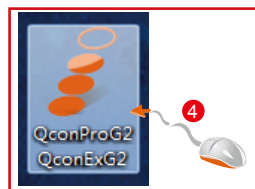
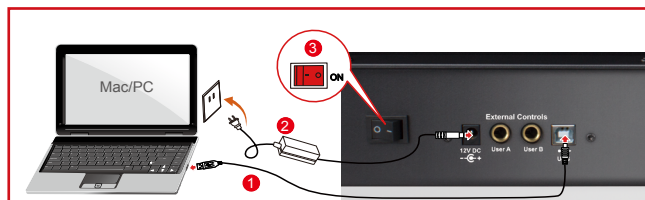
(**Warning:** The firmware upload process **MUST** be completed and not be interrupted during the file upload, otherwise the firmware may not be rewritten again.)

Connections

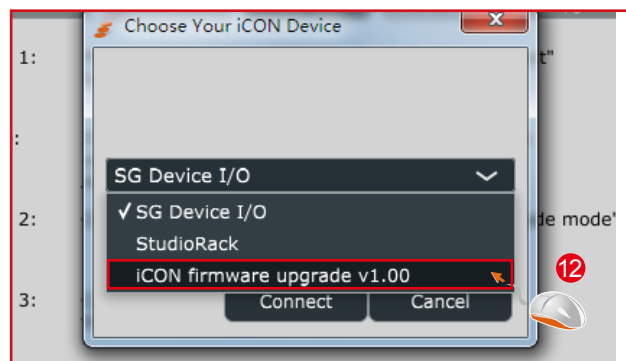
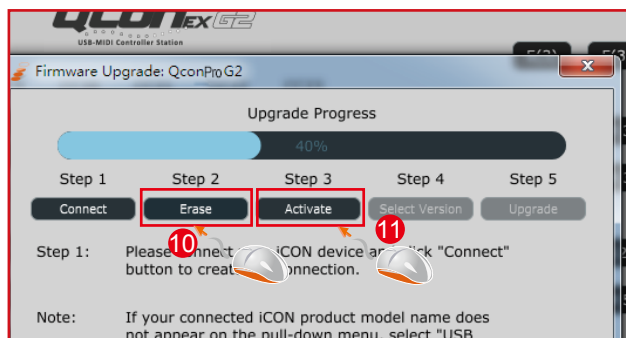
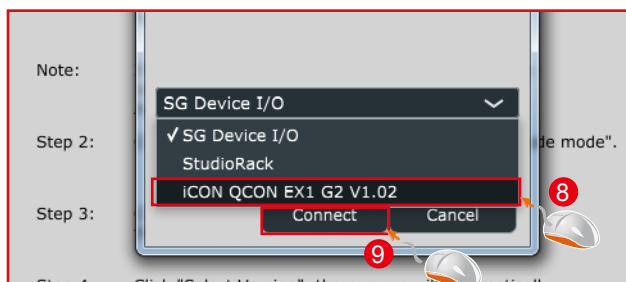


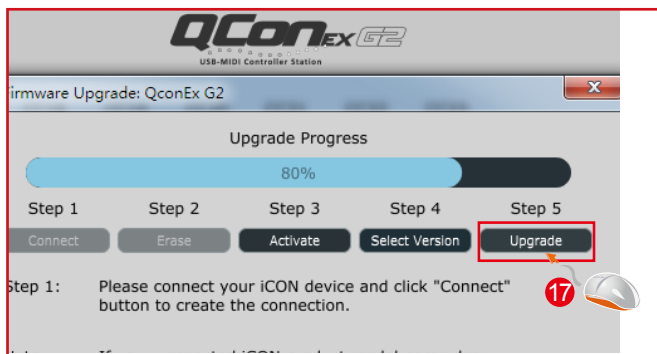
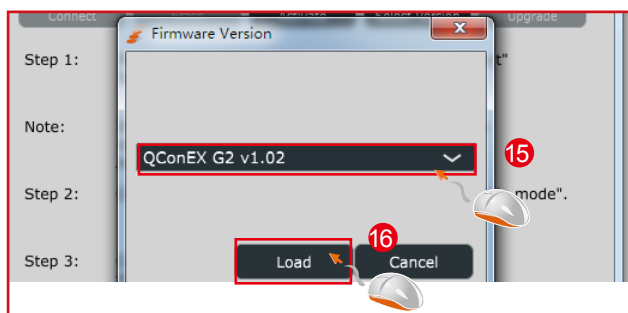
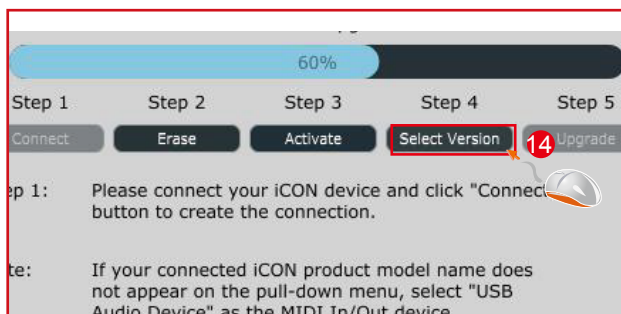
Firmware upgrade

QconPro G2 functional firmware upload procedure



download the latest firmware on "www.icon-global.com" then





Restore the factory default settings

To restore your QconEXG2 settings to factory default, simply launch iMap and import the original settings (i.e. without making any changes) to the device through the following steps.

1. Connect QconEX G2 with the provided USB cable and launch iMap software.
2. Click the "MIDI Device" button and select "QconEX G2" as the MIDI input and output device.

Note: *If QconEX G2 does not appear on the pull down menu, select USB audio as the MIDI I/O device.*

3. Click "Send Data" to upload the setting to your QconEX G2.
4. Close iMap, and then turn the QconEX G2 power of off & on again.

Specifications

Connector:	To computer	USB connector (standard type)
	To extender	USB connector (B-Type)
Power supply:		12V/2.5A DC
Current consumption:		2A or less
Weight:		5.015kg (11lb)
Dimensions		457(L) x 203(W) x 456.6(H)mm
		17.99"(L) x 7.92"(W) x 17.97"(H)

Services

If your QconEX G2 needs servicing, follow these instructions.

Check our online help centre at <http://support.iconproaudio.com/hc/en-us>, for information, knowledge, and downloads such as:

1. FAQ
2. Download
3. Learn More
4. Forum

Very often you will find solutions on these pages. If you don't find a solution, create a support ticket at our online Help Center at the link below, and our technical support team will assist you as soon as we can.

Navigate to <http://support.iconproaudio.com/hc/en-us> and then sign in to submit a ticket.

As soon as you have submitted an inquiry ticket, our support team will assist you to resolve the problem with your ICON ProAudio device as soon as possible.

To send defective products for service:

1. Ensure the problem is not related to operation error or external system devices.
2. Keep this owner's manual. We don't need it to repair the unit.
3. Pack the unit in its original packaging including end card and box. This is very important. If you have lost the packaging, please make sure you have packed the unit properly. ICON is not responsible for any damage that occurs due to non-factory packing.
4. Ship to the ICON tech support center or the local return authorization. See our service centers and distributor service points at the link below:

If you are located in US

Send the product to:

North America

Mixware, LLC – U.S. Distributor

11070 Fleetwood Street – Unit F.

Sun Valley, CA 91352; USA

Tel.: (818) 578 4030

Contact: www.mixware.net/help

If you are located in Europe

Send the product to:

Sound Service

GmbHEuropean

HeadquarterMoriz-Seeler-Straße

3D-12489 Berlin

Telephone: +49 (0)30 707 130-0

Fax: +49 (0)30 707 130-189

E-Mail: info@sound-service.eu

If you are located in Hong Kong

Send the product to:

ASIA OFFICE:

Unit F, 15/F., Fu Cheung Centre,

No. 5-7 Wong Chuk Yueng Street,

Fotan,

Sha Tin, N.T., Hong Kong.

Tel: (852) 2398 2286

Fax: (852) 2789 3947

Email: info.asia@icon-global.com

5. For additional update information please visit our website at:

www.iconproaudio.com

AppendixA

Control Surface Functionality Manual

Cubase

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

Revision v0.71

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

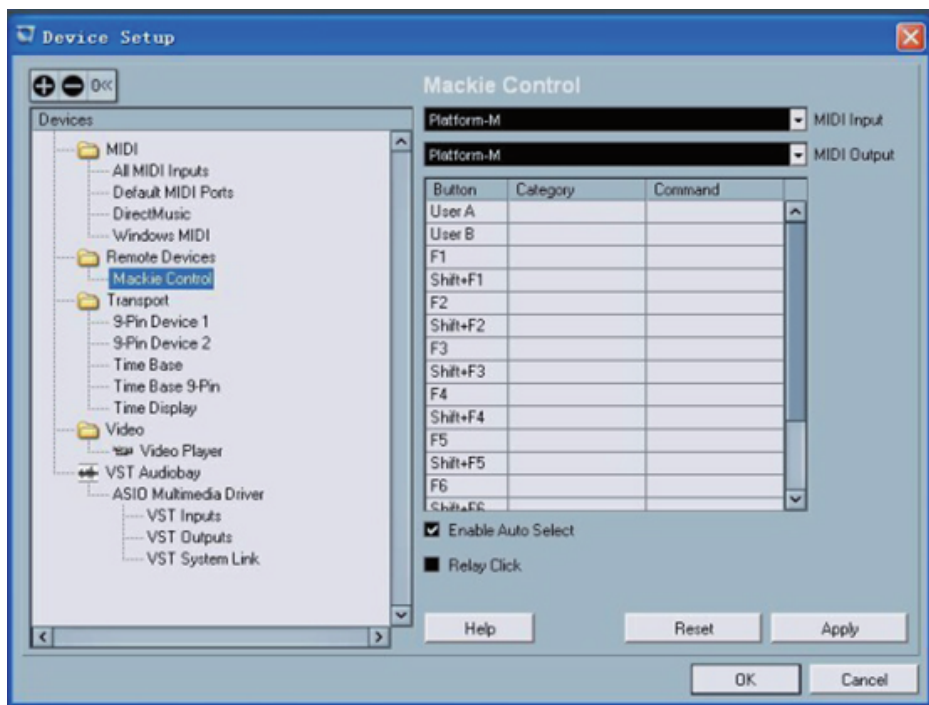
Congratulations on owning an Icon control surface! This manual documents the full range of potential functions when the device is installed in Cubase.

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

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

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



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

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

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

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

Listen Mode:

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

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

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

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

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

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

Assignment Modes:

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

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

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

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

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

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

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

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

Fader Flip:

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

<<<<< Pan >>>>>

Pan Assignment: (Pan)

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

Surround Assignment: (Shift+Pan)

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

Parameters:

L-R Standard, L-R Panner, Mode

<<<<< Inserts >>>>>

Insert Assignment Mode: (Plug-In)

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

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

Insert parameters appear automatically assigned across the Encoder Knobs

<<<<< EQ >>>>>

EQ Assignment Mode: (EQ)

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

Band 1 Frequency

Band 2 Frequency

Band 1 Gain

Band 2 Gain

Band 3 Frequency

Band 4 Frequency

Band 3 Gain

Band 4 Gain

Advanced EQ Assignment Mode: (Shift + EQ)

Band 1 Gain

Band 2 Gain

Band 1 Frequency

Band 2 Frequency

Band 3 Gain

Band 4 Gain

Band 3 Frequency

Band 4 Frequency

Band 1 Q-Factor

Band 2 Q-Factor

Band 1 Bypass

Band 2 Bypass

Band 3 Q-Factor

Band 4 Q-Factor

Band 3 Bypass

Band 4 Bypass

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

FX Aux Assignment Mode:

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

<<<<< Instrument >>>>>

Instrument Assignment Mode:

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

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

Page 01

Instrument Slot#

Instrument Bypass

Select Instrument

Page02+

Insert parameters appear automatically assigned across the Encoder Knobs

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

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

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

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

Page 01

FX Channel #

Send Bypass

Select Plug-In

Page02+

Insert parameters appear automatically assigned across the Encoder Knobs

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

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

Send Amount

Send Bypass

Send Pre/Post Fader

Send Bus Destination

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

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

Send Amount

Bypass

Pre/Post Fader

Send Panning

Bus Destination

Bypass All Sends

Cue Send Mode: (Shift+ Send)

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

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

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

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

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

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

Master FX Assignment Mode: (Master FX)

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

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

<<<<<Routing>>>>>

Routing Assignment Mode: (Page Down, Routing)

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

- Output Bus
- Monitor

Input Bus
Input Gain
Input Phase

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

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

<<<<<Utilities>>>>>

Project Utilities:

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

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

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

Marker:

XYZXYZXYZ

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

Punch:

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

Function Buttons:

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

Recommended custom user commands:

F1 = Click On/Off

F2 = MagicA

F3 = MagicA

F4 = MagicA

F5 = MagicA

F6 = MagicA

F7 = MagicA

F8 = MagicA

Shift + F1 = MagicA

Shift + F2 = MagicA

Shift + F3 = MagicA

Shift + F4 = MagicA

Shift + F5 = MagicA

Shift + F6 = MagicA

Shift + F7 = MagicA

Shift + F8 = MagicA

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

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

Visibility Modes:

Shift + 1 = All Channels

Shift + 2 = Audio Channels

Shift + 3 = Groups

Shift + 4 = FX Channels

Shift + 5 = Instrument Channels

Shift + 6 = MIDI Channels

Shift + 7 = I/O Busses

Shift + 8 = All Channels

Example user visibility modes:

1 = Project channels 1-8

2 = Project channels 9-16

3 = Project channels 17-24

4 = Project channels 25-32

5 = Project channels 33-40

6 = Project channels 41-48

7 = Project channels 49-56

8 = Project channels 57-64

External Controls:

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

User A = Toggle Play/Stop

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

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

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

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

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

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

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

Faders are not motorized:

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

Faders make noise or move improperly:

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

I want to control and automate certain parameters:

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

I want to change the behavior of a function:

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

I want to see custom values on the display:

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

I want to add a custom function:

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

I want to rescale the faders:

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

I want to change the Jog Wheel resolution:

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

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

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

Caution:

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

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

To Update:

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

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

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

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

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

! Never unpack a .bin firmware file

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

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

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

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

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

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



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

Jog Wheel:

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

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

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

Play - Scrub = Pause playback

There are options in Logic Pro X for scrubbing:

Preferences -> Audio -> Editing

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

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

Transport:

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

Play = Begin playback

Stop = Stop playback

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

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

Channel Strip Buttons:

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

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

Cycle:

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

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

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

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

Fader Lock:

Press **Lock Mix** to disable touch sensitive changes to fader position. Automation remains active. This is useful to secure a finished mix.
Press **Control + Flip** to set all faders to zero and disable all motor fader movement. This is useful to silence the control surface. (*Platform B+ only*)

Shift + F7 = Open Transport Window

Shift + F8 = Open List Editors

Zoom & Cursor Arrows:

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

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

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

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

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

Channel Bank Options:

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

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

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

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

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

Global View:

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

F1 = Midi Tracks

F2 = Inputs

F3 = Audio Tracks

F4 = Instrument Plug-ins

F5 = Aux

F6 = Bus

F7 = Outputs

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

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

Assignment Modes:

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

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

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

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

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

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

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

Fader Flip:

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

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

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

Track Assignment Shortcuts:

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

Encoder Knob 1 or **F1**= Volume

Encoder Knob 2 or F2= Pan

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

Encoder Knob 4 or F4= Input assignment

Encoder Knob 5 or F5= Output assignment

Encoder Knob 6 or F6= Automation mode

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

Encoder Knob 8 or F8= Activates Setup Focus Mode

Track + Group = Group Assignment

Track Focus Mode: (Track- Track)

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

Encoder Knob 1 = Volume

Encoder Knob 2 = Pan

Encoder Knob 3 = Software Instrument

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

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

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

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

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

Setup Focus Mode:(Track+F8)

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

Encoder Knob 2 = Spread parameter (Surround channels only)

Encoder Knob 3 = Channel strip input assignment

Encoder Knob 4 = Channel strip output assignment

Encoder Knob 5 = Automation mode

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

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

Pan Assignment Shortcuts:

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

Encoder Knob 1 or **F1** = Angle

Encoder Knob 2 or **F2** = Diversity

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

Encoder Knob 4 or **F4** = Spread

Encoder Knob 5 or **F5** = -

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

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

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

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

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

Encoder Knob 1 = Angle

Encoder Knob 2 = Diversity

Encoder Knob 3 = LFE Level

Encoder Knob 4 = Spread

Encoder Knob 5 = Surround X

Encoder Knob 6 = Surround Y

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

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

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

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

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

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

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

EQ Assignment Mode:(EQ)

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

EQ Assignment Shortcuts:

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

Encoder Knob 1 or **F1** = Frequency

Encoder Knob 2 or **F2** = Gain

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

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

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

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

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

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

EQ Focus Mode:(EQ- EQ)

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

Encoder Knob 1 = Band 1 Frequency

Encoder Knob 2 = Band 1 Gain

Encoder Knob 3 = Band 1 Q-Factor

Encoder Knob 4 = Band 1 Bypass

Encoder Knob 5 = Band 2 Frequency

Encoder Knob 6 = Band 2 Gain

Encoder Knob 7 = Band 2 Q-Factor

Encoder Knob 8 = Band 2 Bypass

Freq/Gain Mixer Mode:(EQ+ F7)

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

Freq/Gain Focus Mode:(EQ+ F8)

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

<<<<<Send>>>>>

Send Assignment Mode:(Send)

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

Send Focus Mode:(Send- Send)

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

Send 1:

Encoder Knob 1 = Select send destination

Encoder Knob 2 = Adjust send amount

Encoder Knob 3 = Set send pre/post fader

Encoder Knob 4 = Toggle send bypass

Send 2:

Encoder Knob 5 = Select send destination

Encoder Knob 6 = Adjust send amount

Encoder Knob 7 = Set send pre/post fader

Encoder Knob 8 = Toggle send bypass

Send Assignment Shortcuts:

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

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

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

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

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

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

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

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

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

Multiple Send Focus Mode:(Send+ F6)

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

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

Send Destination, Send Level, Pre/Post, Bypass

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

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

Bus 10 = Dry output to digital sum

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

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

Destination/Level Mixer Mode:(Send+ F7)

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

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

Destination/Level Focus Mode:(Send+ F8)

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

<<<<Plug-In>>>>

Plug-In Assignment Mode:(Plug-In)

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

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

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

<<<<<Instrument>>>>>

Instrument Assignment Mode:

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

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

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

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

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

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

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

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

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

Click:

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

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

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

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

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

File -> Project Settings -> Metronome

Solo:

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

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

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

Marker:

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

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

Encoder Knob 1 = Jump to marker 1

Encoder Knob 2 = Jump to marker 2

Encoder Knob 3 = Jump to marker 3

Encoder Knob 4 = Jump to marker 4

Encoder Knob 5 = Jump to marker 5

Encoder Knob 6 = Create marker at the playhead

Encoder Knob 7 = Create marker at the nearest bar

Encoder Knob 8 = Deletes marker at the playhead

Marker shortcuts:

Marker + F1 = Jump to marker 1

Marker + F2 = Jump to marker 2

Marker + F3 = Jump to marker 3

Marker + F4 = Jump to marker 4

Marker + F5 = Jump to marker 5

Marker + F6 = Jump to marker 6

Marker + F7 = Jump to marker 7

Marker + F8 = Jump to marker 8

Nudge:

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

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

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

Encoder Knob 2 = Move to the playhead

Encoder Knob 3 = Move by bar

Encoder Knob 4 = Move by beat

Encoder Knob 5 = Move by divisions

Encoder Knob 6 = Move by ticks

Encoder Knob 7 = Move by 1 frame

Encoder Knob 8 = Move by ½ frame

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

Nudge + F1 = Ticks

Nudge + F2 = Divisions

Nudge + F3 = Beats

Nudge + F4 = Bars

Nudge + F5 = Frames

Nudge + F6 = Half Frames

Drop – Autopunch:

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

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

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

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

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

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

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

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

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

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

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

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

Replace:

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

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

Region Operations:

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

Cmd + **F1** = Cut

Cmd + **F2** = Copy

Cmd + **F3** = Paste

Cmd + **F4** = Clear

Cmd + **F5** = Select All

Cmd + **F6** = Select All Following

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

Cmd + **F8** = Select Inside Locators

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

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

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

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

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

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

Save = Save Logic Pro X project

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

Cancel = Cancel preselection, Close track folder

Enter = Execute, OK, Open selected track folder

Undo = Logic Pro X **Undo** function

Shift + **Undo** = Redo

Option + **Undo** = Open Undo History

External Controls:

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

User A = Toggle Play/Stop

User B = Record

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

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

Touch Fader to Select Track:

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

Fader Touch Sensitivity:

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

Control Surface Group Parameters:

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

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

Display Mode: Value

Clock Display: SMPTE

Channel Strip View Mode: Arrange

Fader Bank for Tracks View: 0

Fader Bank for All View: 0

Channel Strip Parameter: Automation

Surround Parameter: Angle

EQ Band: 3

EQ Parameter: Gain

All EQs Parameter Page: 0

Send Slot: 1

Send Parameter: Destination

All Sends Parameter Page: 0

Split: no. of upper parameters: 0

Instrument Parameter Page: 0

Inst Param Page (Split Lower): 0

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

Insert Slot: 1

Insert Type (Split Lower): Audio

Plug-in Parameter Page: 0

Channel Strip Track: 262145

Channel Strip Track (Split Lower): 262145

Track Lock: (No)

Track Name Format: Name

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

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

Mix Group: 1

Group Parameter Page: 0

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

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

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

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

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

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

Faders are not motorized:

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

Faders make noise or move improperly:

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

I want to control and automate certain parameters:

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

Scrub plays no Audio:

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

I want to change the behavior of a function:

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

I want to see custom values on the display:

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

I want to add a custom function:

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

I want to rescale the faders:

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

I want to change the Jog Wheel resolution:

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

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

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

Caution:

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

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

To Update:

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

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

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

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

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

! Never unpack a .bin firmware file

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

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

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

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

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

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

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

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

Control Surface Functionality Manual

Pro Tools HUI

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

Revision v1.00

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

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

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

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

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<<<<Color Reference Key>>>>

Control Surface Function

Control Surface Button

DAW Term

ButtonA + ButtonB =hold Button A and press Button B

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

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

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

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

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

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

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

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

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

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

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

The Encoder **Knobs** edit parameters according to the current **Assignment Mode**. Turn them to edit a parameter or change a selection. Each knob affects the track on that channel strip, or in advanced encoder modes, 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 the track for recording.
- Solo** = Engage **Solo** for one or multiple tracks
- Mute** = Engage **Mute** for one or multiple tracks
- Select** = Focuses and selects the track

Jog Wheel:

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

Fader Lock:

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

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

Time Display:

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

Window Shortcuts:

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

Zoom & Cursor Arrows:

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

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

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

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

Pan Assignment:

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

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

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

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

Plug-In Assignment:

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

While a plugin is open:

Bypass = Toggle Plug-In Bypass

Compare = Toggle previous plugin parameter settings

Send Assignment:

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

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

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

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

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

Automation Modes:

Read = Toggle between Read and Off:

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

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

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

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

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

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

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

Controllers.

Faders are not motorized:

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

Faders make noise or move improperly:

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

I want to control and automate certain parameters:

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

I want to change the behavior of a function:

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

I want to see custom values on the display:

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

I want to add a custom function:

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

I want to rescale the faders:

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

I want to change the Jog Wheel resolution:

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

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

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

Caution:

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

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

To Update:

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

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

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

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

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

! Never unpack a .bin firmware file

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

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

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

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

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

Control Surface Function

Control Surface Button

DAW Term

ButtonA + ButtonB =hold Button A and press Button B

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

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

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

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

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

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

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

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

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

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

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

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

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

The **Encoder Knobs** edit parameters according to the current **Assignment Mode**. Turn them

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 **ArrangementView** in Ableton Live. **Scrub** toggles the **Jog Wheel** behavior. (On Platform M+, *scrub* is activated by pressing down the jog wheel.)

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

Transport:

Play = Begin playback

Stop = Stop playback

Rec (transport) = Begin recording Audio and MIDI input

Cycle = Toggle the playback loop cycle on/off

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

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

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

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

Rec (channel) = Arms a singletrack for recording.

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

Solo = Engage Solo for a singletrack

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

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

Select = Focuses and selects the track

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

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

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

Session/Arrange= Toggle Arrangement View and Session View

Track/Clip = Toggle Clip View and Track View

Browser = Show/hide the Browser

Clip Detail = Show/hide the Clip/Track View

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

Zoom & Cursor Arrows:

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

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

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

Show Return Tracks: (**Returns**)

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

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

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

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

Assignment Mode s:

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

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

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

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

Fader Flip :

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

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

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

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

Undo = Ableton Live **Undo** function

Redo = Ableton Live **Redo** function

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

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

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

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

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

Recommended custom user commands:

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

F2 = Play all clips in Scene 2

F3 = Play all clips in Scene 3

F4 = Play all clips in Scene 4

F5 = Play all clips in Scene 5

F6 = Play all clips in Scene 6

F7 = Play all clips in Scene 7

F8 = Play all clips in Scene 8

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

Additional recommended user commands:

G2 and Pro X

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

Additional for Pro X

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

External Controls:

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

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

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

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

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

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

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

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

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

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

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

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

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

Faders are not motorized:

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

Faders make noise or move improperly:

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

I want to control and automate certain parameters:

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

I want to change the behavior of a function:

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

I want to see custom values on the display:

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

I want to add a custom function:

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

I want to rescale the faders:

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

I want to change the Jog Wheel resolution:

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

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

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

Caution:

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

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

To Update:

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

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

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

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

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

! Never unpack a .bin firmware file

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

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

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

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

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

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

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

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

AppendixB

Cubase

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

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

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

MIDI Ch1	Functionl	nfo	Functionl	nfo
Cubase			Cubase	
G0	Mute 4	<i>Channel Mute</i>	D#6-	
G#0	Mute 5	<i>Channel Mute</i>	E6	Previous (Layer 2)
A0	Mute 6	<i>Channel Mute</i>	F6	Add (Layer 2)
A#0	Mute 7	<i>Channel Mute</i>	F#6	Next (Layer 2)
B0	Mute 8	<i>Channel Mute</i>	F7	Scrub
A6	Stop		D5	Read <i>Automation</i>
A#6	Play		D#5	Write <i>Automation</i>
B6	Record	<i>Main record</i>	E5	Sends <i>Automation</i>
C7	Cursor Up	^	F5	Project <i>Automation</i>
D7	Cursor Left	<	F#5	Mixer <i>Automation</i>
E7	Zoom		G5	Motors
D#7	Cursor Right	>	E3	Name/Value <i>Display</i>
C#7	Cursor Down	√	F3	SMPTE/Beats <i>Display</i>
G6	Rewind	<<	F#3	F1 <i>Function</i>
G#6	FastForward	>>	G3	F2 <i>Function</i>
G#5	Instrument		G#3	F3 <i>Function</i>
A5	Master		A3	F4 <i>Function</i>
A#5	Solo Defeat		A#3	F5 <i>Function</i>
B5	Write		B3	F6 <i>Function</i>
			C4	F7 <i>Function</i>
			C#4	F8 <i>Function</i>
D4	Group 1	<i>Layer 2 (Fader Groups)</i>	F#4	Group 5 <i>Layer 2 (Fader Groups)</i>
D#4	Group 2	<i>Layer 2 (Fader Groups)</i>	G4	Group 6 <i>Layer 2 (Fader Groups)</i>
E4	Group 3	<i>Layer 2 (Fader Groups)</i>	G#4	Group 7 <i>Layer 2 (Fader Groups)</i>
F4	Group 4	<i>Layer 2 (Fader Groups)</i>	A4	Group 8 <i>Layer 2 (Fader Groups)</i>

Logic Pro X

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

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

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

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

Pro Tools HUI

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

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

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

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

Ableton Live 10

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

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

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

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

AppendixC

Cubase

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

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

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

Logic Pro X

Mackie Control mode function table (Logic Pro)

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

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

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

ProTools HUI

HUI mode function table (Pro Tool - PVC Overlay)

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

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

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

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

Ableton Live 10

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

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

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



天猫官方旗舰店



天猫店iconproaudio旗舰店

抖音号



抖音iCON艾肯

哔哩哔哩



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微信公众号



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