FaderPort™ 8

8-channel Production Controller

Owner's Manual

PreSonus® www.presonus.com

English

Table of Contents

1 Overview

1.1 Introduction

Thank you for purchasing the PreSonus® FaderPort™ 8 production controller. Featuring eight ultra-smooth, touch-sensitive, motorized faders; digital scribble strips; complete automation and transport controls; and the unique Session Navigator, the FaderPort 8 makes mixing in and controlling your favorite DAW application quick and easy.

PreSonus Audio Electronics is committed to constant product improvement, and we highly value your suggestions. We believe the best way to achieve our goal of constant product improvement is by listening to the real experts: our valued customers. We appreciate the support you have shown us through the purchase of this product and are confident that you will enjoy your FaderPort 8!

1.2 About this manual

We suggest that you use this manual to familiarize yourself with the features, applications, and correct connection procedures for your FaderPort 8 before trying to connect it to your computer. This will help you avoid problems during installation and setup.

MCU and HUI are implemented differently in each DAW. This manual describes the FaderPort 8's behavior in several popular DAW applications. For DAWs not included in this manual, please consult your application's documentation.

Throughout this manual you will find ***Power User Tips*** that can quickly make you a FaderPort 8 expert and help you get the most out of your investment.

1.3 FaderPort 8 Features

- 8 touch-sensitive, 100 mm long-throw, motorized faders
- 8 high-definition Scribble Strip displays
- Complete recording-transport controls: Play, Stop, Fast Forward, Rewind, Record, Loop
- Drop Marker, Next/Prev Marker, Next / Prev Event
- General session controls: Undo/Redo, Arm All, Solo/Mute Clear, Track Management, Click On/Off
- Session Navigator provides quick control over track scrolling, channel banking, timeline scrolling, and much more
- Channel Controls: Level, Pan, Solo, Mute, Rec Arm
- Automation Controls: Touch, Latch, Trim, Write, Read, Off
- Optional Fader functionality: plug-in edit, bus sends, pan
- macOS® / Windows® compatible with native Studio One® support and HUI and Mackie Control Universal emulation
- Footswitch input for hands-free start/stop (Positive tip)
- USB 2.0 connectivity

1.4 Studio One Artist Features

Once you register your FaderPort 8 at **my.presonus.com**, you will find a license for PreSonus Studio One Artist recording software as well as more than 4 GB of plug-ins, loops, and samples in your user account. Studio One Artist provides all the tools and features you need for modern recording and production.

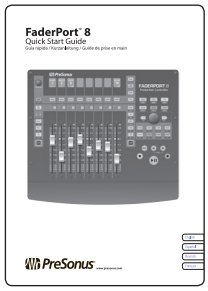
While the FaderPort 8 works as both an MCU and a HUI device in most major DAWs, inside of Studio One and Studio One Artist, it provides unique functions and tight integration, making Studio One's streamlined workflow even faster. The Quick Start Guide in Section 8 of this manual will provide you with a brief overview of Studio One's features.

- Unlimited track count, inserts, and sends
- 20 high-quality, Native Effects™ plug-ins; amp modeling (Ampire XT),
- delay (Analog Delay, Beat Delay), distortion (RedLightDist™), dynamics processing (Channel Strip, Compressor, Gate, Expander, Fat Channel, Limiter, Tricomp™), equalizer (Channel Strip, Fat Channel, Pro EQ), modulation (Autofilter, Chorus, Flange, Phaser, X-Trem), reverb (Mixverb™, Room Reverb), and utility (Binaural Pan, Mixtool, Phase Meter, Spectrum Meter, Tuner)
- More than 4 GB of loops, samples, and instruments, featuring: Presence™ XT virtual sample player, Impact virtual drum machine, SampleOne™ virtual sampler, Mai Tai virtual polyphonic analog modeling synth, Mojito virtual analog-modeled subtractive synthesizer
- Innovative and intuitive MIDI mapping
- Powerful drag-and-drop functionality for faster workflow
- Available for macOS® and Windows®

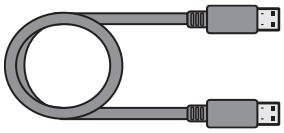
1.5 What's in the Box

Your FaderPort 8 package contains the following:

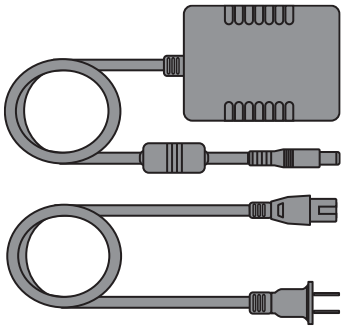
- FaderPort 8 production controller



- FaderPort 8 Quick Start Guide



- 6' (1.8m) USB cable



External Power Supply

- Studio One Key Commands Guide

Power User Tip: *Studio One Artist and a more in-depth Owner's Manual are available for download from your My PreSonus user account. Visit http://my.presonus.com and register your FaderPort 8 to receive downloads and licenses.*

- PreSonus Health Safety and Compliance Guide

1.6 What's in your My PreSonus Account

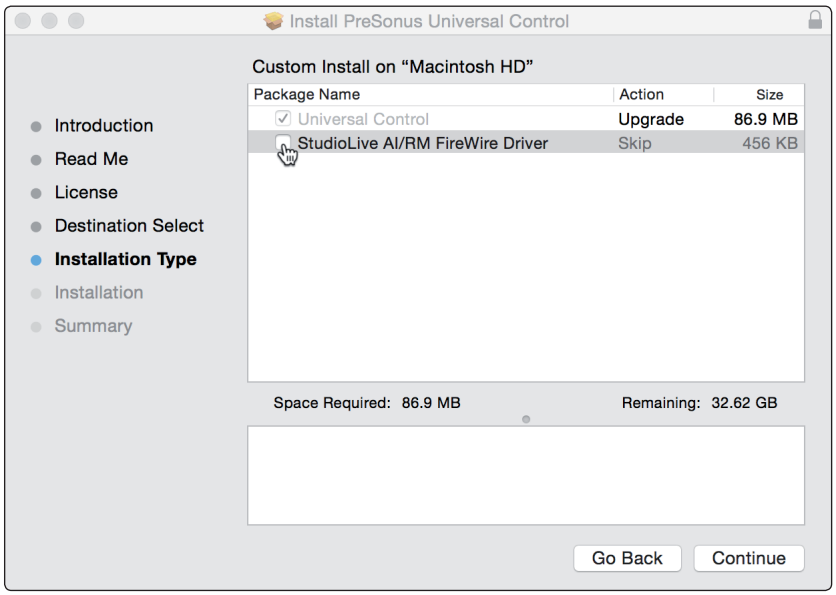
Once you register your FaderPort 8, you will be able to download the following:

Studio One Artist recording software and content

Universal Control (necessary for firmware updates)

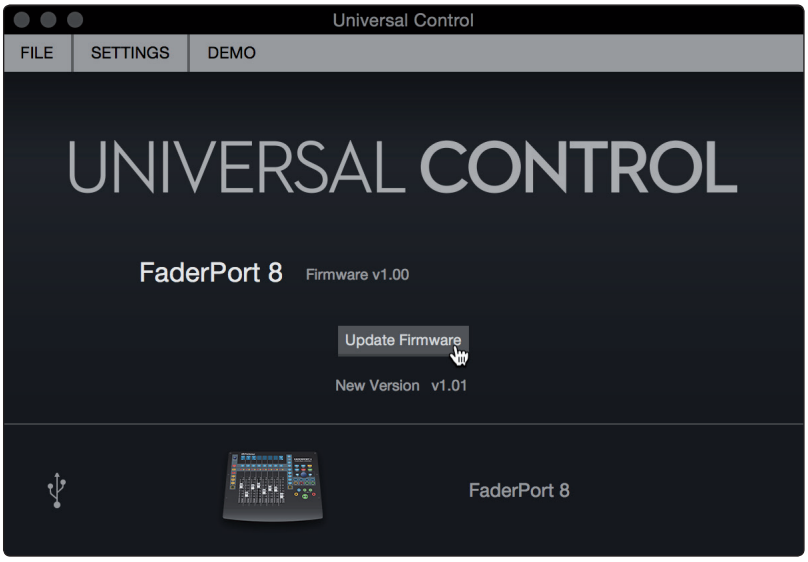
1.7 Firmware Updates

PreSonus is committed to constant product improvement. As part of this commitment, we offer periodic firmware updates that add features, improve functionality, and resolve issues that are discovered in the field. Because of this, it is highly recommended that you download Universal Control from your My PreSonus account after registering your FaderPort 8.



During installation, you will be given the option to install the StudioLive AI/RM FireWire driver. This driver is not required to use the FaderPort 8. Unchecking the box will omit the driver from the installation.

Once installed, connect your FaderPort 8 and select your operating mode (S1, MCU, or HUI).



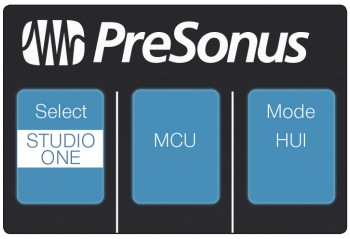
If there is new firmware available for your FaderPort 8, Universal Control will alert you that an update is available. Clicking on the Update Firmware button will begin the update process. This process will take approximately five minutes. At the end of the firmware update, you will be prompted to reboot your FaderPort 8. Once rebooted, your FaderPort 8 faders may require recalibration. This is an automated process. Do not interfere with or interrupt the fader calibration process.

Note: *One of the Operating Modes must be selected to perform a firmware update.*

2 Studio One

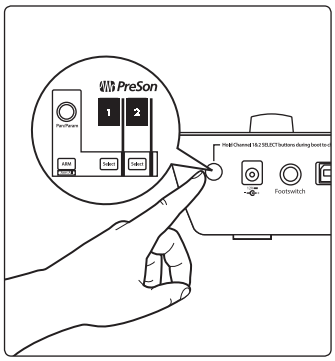
2.1 Getting Started

When you first power on your FaderPort 8, you will be given the opportunity to select which mode of operation you'd like to use. When using the FaderPort 8 with Studio One, you will need to select Studio One mode.



Studio One. Studio One operation should be used with Studio One and other DAWs that provide native FaderPort 8 support. A complete list of native-support DAW applications is available at www.presonus.com. Press the Select button below to enable Studio One mode.

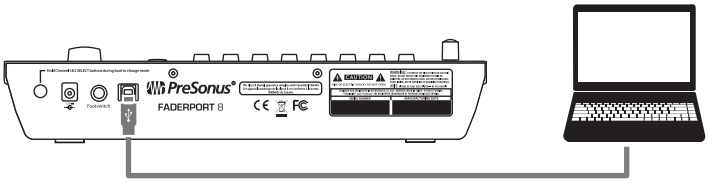
Once you have selected your mode, press the Select button below the "Exit" screen to reboot your FaderPort 8. This mode will be selected automatically every time you boot your FaderPort 8.



If you would like to change the mode at any point, power on the unit while holding down the first two Select buttons.

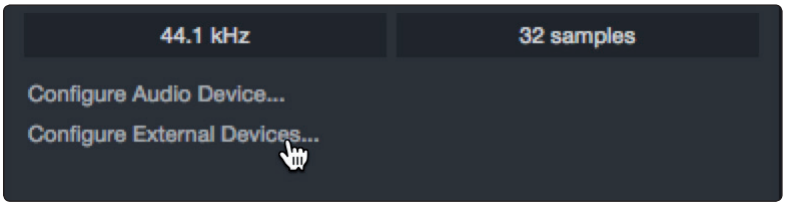
Power User Tip: *From the boot menu, you can also adjust the fader sensitivity and speed to fine tune your FaderPort 8 to work the way you want. Please* ***see Section 9*** *for more information on the customized setup modes.*

The FaderPort 8 is a class-compliant device in both macOS® and Windows®. Simply connect your FaderPort 8 to a free USB port on your computer. No further installation is necessary.

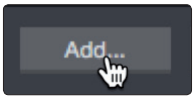


To configure your FaderPort 8 in Studio One:

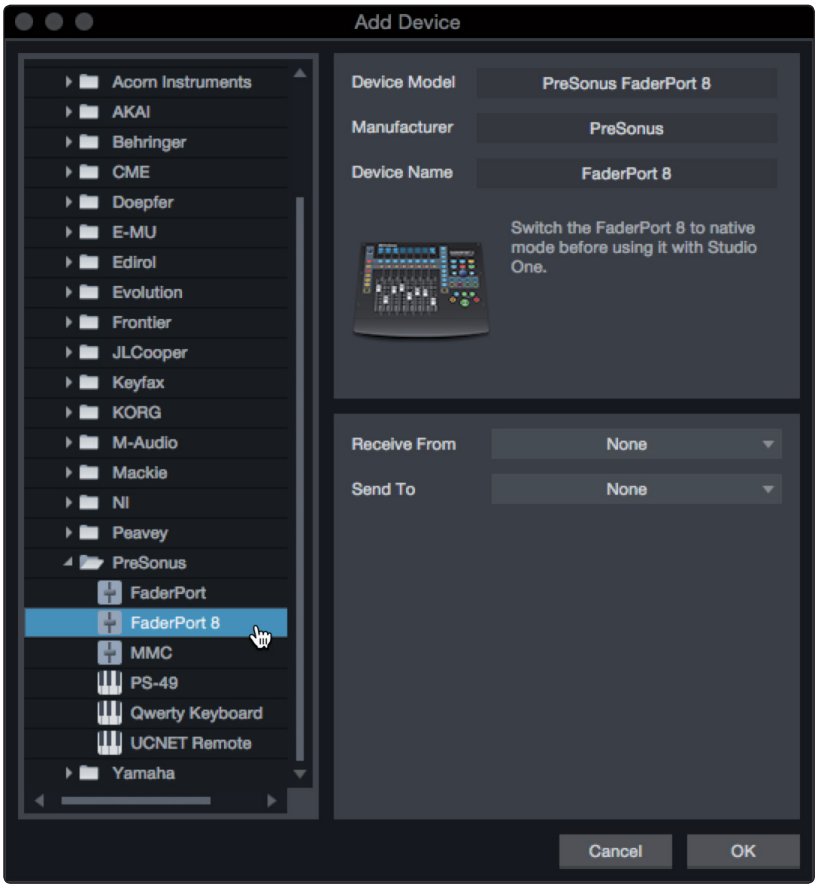
1. From the Start page, click on the Configure External Devices link.



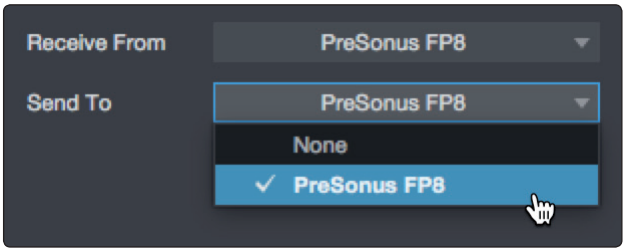
2. Click the Add button.



3. From the manufacturers list at the left, click on PreSonus and then select the FaderPort 8.



4. Set the Send To and Receive From fields to FaderPort 8 on your FaderPort 8.



Your FaderPort 8 is now ready for use.

2.2 Channel Strip

1. **Channel Name and Level.** Displays the Channel name and current fader level.
2. **Metering.** Displays the channel metering. This can be turned on or off by pressing SHIFT plus the push button encoder in the Session Navigator.
3. **Pan Position.** Displays the Channel's current pan position.
4. **Pan/Param.** Controls panning for the currently selected channel. Push to set the pan position back to center.
5. **Select Button.** This button selects the corresponding channel in Studio One and changes color to match the channel color codes you have chosen in your session.
6. **Solo.** Isolates the corresponding channel's output signal in the mix. Press and hold to solo momentarily.
7. **Mute.** Mutes the corresponding channel's output signal. Press and hold to mute momentarily.
8. **Touch-Sensitive Fader.** This 100 mm motorized fader can be used to control volume levels, aux send levels, panning, or plug-in parameters, depending on mode. ***See Section 2.6*** for more information.

2.2.1 Select Button Modifiers.

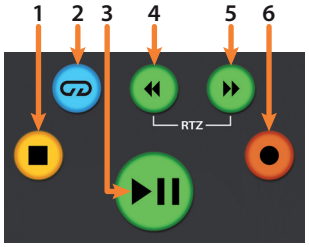
Arm. Pressing the Arm button will allow you to arm track for recording by pressing the corresponding track's Select button.

Arm All. Press Shift + Arm to arm all tracks for recording.

Macro. Press to open the Channel Editor macro controls for the Selected channel on your FaderPort.

Solo and Mute Clear. These buttons will clear all solos or mutes.

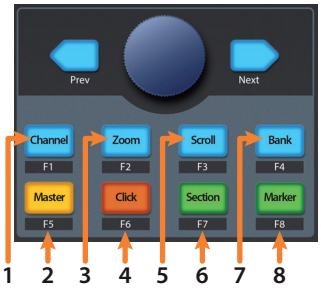
2.3 Transport Controls



1. **Stop.** Stops playback. Press twice to return to zero.
2. **Loop.** Engages / disengages Looping.
3. **Play / Pause.** Starts playback at the current playback-cursor position. Press again to pause playback.
4. **Rewind.** Press once to regress playback by bar, second, frame, or base sample rate depending on mode. Press and hold to regress in finer increments.
5. **Fast Forward.** Press once to advance playback by bar, second, frame, or base sample rate depending on mode. Press and hold to advance in finer increments.
6. **Record.** Press to enable record ready. Press with Play to start recording at the current playback-cursor position for record-enabled tracks.

2.4 The Session Navigator

The Session Navigator provides quick navigation and session controls. Each button alters the functions of the push-button encoder and the Next and Prev buttons on either side. Pressing Shift with any of these buttons to access the F1-F8 Functions The functions are user definable. ***See Section 2.6.2*** for more information.



1. **Channel.** Encoder and navigation buttons control individual channel scrolling. Push the encoder to scroll the selected Channel into view on the FaderPort 8.
2. **Master.** Encoder controls the Master level. Push the Encoder to reset the Master level to 0 dB.
3. **Zoom.** Encoder controls horizontal zooming. Navigation buttons control vertical zooming. Press the encoder to undo zooming in either direction.
4. **Click.** Turns the metronome on and off.
5. **Scroll.** Encoder controls timeline scrolling. Push the encoder to fit timeline. Use the navigation buttons to scroll through the track list.
6. **Section.** Encoder will nudge the selected event. Use the navigation buttons to navigate through the events on the current track.
7. **Bank.** Encoder and navigation buttons scroll through channels in banks of eight. Push the encoder to scroll the selected channel into view on the FaderPort 8.
8. **Marker.** Encoder moves the playback cursor in the Timeline. Use the navigation buttons to scroll through markers. Press Encoder to drop a marker.

2.4.1 Function Buttons

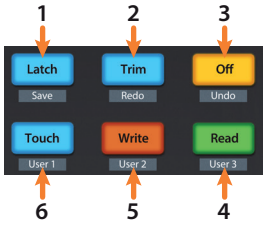
Using Shift plus any other Session Navigator buttons will access the Function buttons for your FaderPort 8. By default, the Function buttons are assigned as follows:

- **F1.** Open Inspector
- **F2.** Open Editor
- **F3.** Open Mixer
- **F4.** Open Browser
- **F5.** Open Scratch Pad
- **F6.** Open Tempo Track
- **F7.** Open Arranger Track
- **F8.** Open Marker Track

Power User Tip: *The default assignments for the Function buttons can be customized using the FaderPort 8 device editor.* ***See Section 2.6.2*** *for more information.*

2.5 Automation Controls

The Automation controls provide access to the automation modes for the currently selected channel. Holding the Shift button will provide access to additional functions.



1. **Latch / Save.** Engages Latch Automation on currently selected track. Press the SHIFT and Latch buttons simultaneously to save your session.
2. **Trim / Redo.** At this time, Trim Automation is not available in Studio One. Press the SHIFT and Trim buttons simultaneously to redo the last action.
3. **Off / Undo.** Turns Automation off on currently selected track. Press the SHIFT and Off buttons simultaneously to undo the last action.
4. **Read / User 3.** Engages Read Automation on currently selected track. Press the SHIFT and Read buttons simultaneously to engage the User 3 function. ***See Section 2.5.1*** for more information.
5. **Write / User 2.** Engages Write Automation on currently selected track. Press the SHIFT and Write buttons simultaneously to engage the User 2 function. ***See Section 2.5.1*** for more information.
6. **Touch / User 1.** Engages Touch Automation on currently selected track. Press the SHIFT and Touch buttons simultaneously to engage the User 1 function. ***See Section 2.5.1*** for more information.

2.5.1 User buttons

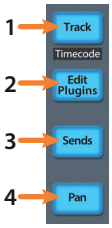
By default, the three User buttons are set as follows:

- **User 1.** Show/Hide Automation
- **User 2.** Snap to Grid
- **User 3.** Autoscroll On/Off

User buttons can be reassigned from the FaderPort 8 Control Link window. ***See Section 2.6.2***.

2.6 Fader Modes

The eight faders on the FaderPort 8 can be used to set levels, control plug-in parameters, set send levels, and panning.



1. **Track.** When Track mode is active, the motorized faders will display and control channel levels. Press Track again to view metering on the scribble strip displays. Press Shift and Track simultaneously to display Timecode on the scribble strips. While Timecode is active, the faders still control level.
2. **Edit Plug-ins.** When Edit Plug-ins mode is active, the motorized faders will control the parameter settings. The scribble strip will display the parameter each fader controls. ***See Section 2.6.1 and 2.6.2*** for more information.
3. **Sends.** When Sends mode is active, the motorized faders will control the send levels for the selected channel. ***See Section 2.6.3*** for more information.
4. **Pan.** When Pan mode is active, the motorized faders will display and control channel pan. When not active, the Pan/Param knob to the left of the scribble strips controls the panning for the currently selected channel. Press the Pan button again to view metering on the scribble strip displays.

2.6.1 Edit Plug-ins

To control plug-ins in Studio One:

1. Press the Edit Plug-ins button to view the inserts for the selected channel.
2. Press the Select button under the scribble strip displaying the name of the plug-in you'd like to edit.
3. The faders and Select buttons will control the parameters displayed in the scribble strips.
4. The Edit Plug-ins button again to return to the insert select view.

2.6.2 Control Link

In Control Link mode, you can customize the parameters shown in the plug-in mode for each plug-in. This can also be done by dragging parameters to the FaderPort 8 device editor from the top left of the toolbar or from the plug-in editor.

2.6.3 Sends Mode

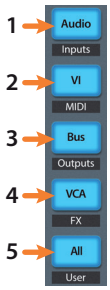
Press the Sends button once to control the send levels for all the sends on the selected channel.

Press the Sends button again to control the send levels for all focused channel to the same bus.

Continue pressing the Sends button once more to cycle through the remaining sends. Once all the available sends have been cycled through, you will view all the sends on the selected channel once more.

2.7 Mix Management

These buttons allow you to limit the tracks you see on your FaderPort 8 by type.



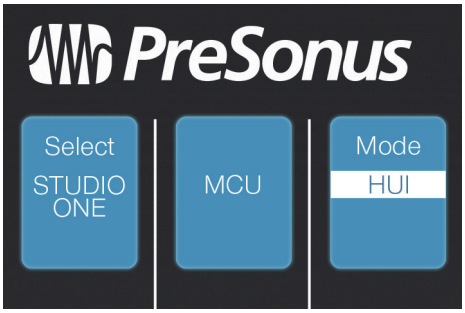
1. **Audio / Inputs.** Press to view Audio tracks only. Press Shift + Audio to view all Input channels.
2. **VI.** Press to view Instrument tracks only.
3. **Bus / Outputs.** Press to view buses only. Press Shift + Bus to view Output channels.
4. **VCA / FX.** Press to view VCAs. Press Shift + VCA to view all Effects channels.
5. **All / User.** Press to view all Studio One channels (mixer and outputs). Press Shift + All to view the User Remote Bank.

Power User Tip: *Use the User Remote bank to hide channels that you do not want to view on the FaderPort 8.*

3 ProTools (HUI)

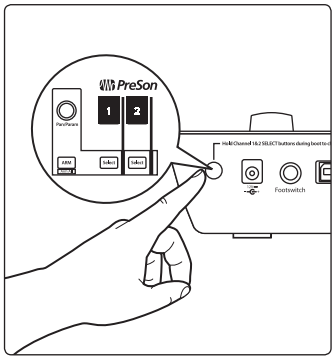
3.1 Getting Started

When you first power on your FaderPort 8, you will be given the opportunity to select which mode of operation you'd like to use. When using the FaderPort 8 with ProTools, you will need to select HUI mode.



HUI. Select HUI to use your FaderPort 8 with ProTools by pressing the Select button below its scribble strip.

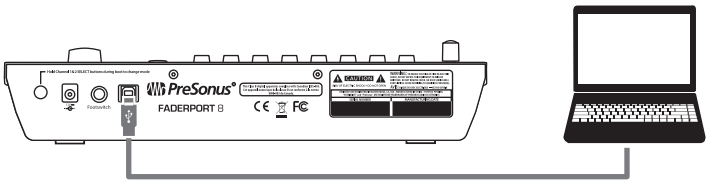
Once you have selected HUI mode, press the Select button below the "Exit" screen to reboot your FaderPort 8. Once selected, your FaderPort 8 will automatically boot into HUI mode every time it is powered on.



If you would like to change the mode at any point, power on the unit while holding down the first two Select buttons.

Power User Tip: *From this menu, you can also adjust the fader sensitivity and speed to fine tune your FaderPort 8 to work the way you want. Please* ***see Section 9*** *for more information on the customized setup modes.*

The FaderPort 8 is a class-compliant device in both macOS® and Windows®. Simply connect your FaderPort 8 to a free USB port on your computer. No further installation is necessary.



Once you have connected your FaderPort 8 to your computer, launch ProTools to set up the FaderPort 8 as a HUI device

1. Go to Setups | Peripherals
2. Create one HUI device under MIDI Controllers
3. Set the Receive From and Send To menus to "FaderPort 8" and "#Ch's" menu to 8.
4. Click "OK"

Your FaderPort 8 is now ready to use. Enjoy!

3.2 Channel Strip

1. **Channel Name and Level.** Displays the Channel name and current fader level.
2. **Metering.** Displays the channel metering. This can be turned on or off by pressing SHIFT plus the push button encoder in the Session Navigator.
3. **Pan Position.** Displays the Channel's current pan position.
4. **Pan/Param.** This push-button encoder controls pan for the currently selected channel while in Track mode. For stereo channels, this will default to the left pan control. Press the encoder to access the right pan control.
5. **Select Button.** This button selects the corresponding channel in ProTools. While selected, several editing functions are available. ***See Section 3.2.2***.
6. **Solo.** Isolates the corresponding channel's output signal in the mix.
7. **Mute.** Mutes the corresponding channel's output signal.
8. **Touch-Sensitive Fader.** This 100 mm motorized fader can be used to control volume levels, aux send levels, panning, or plug-in parameters, depending on mode. ***See Section 3.6*** for more information.

3.2.1 Select Button Modifiers

Arm. Pressing the Arm button will allow you to arm track for recording by pressing its Select button.

Arm All. Press Shift + Arm to arm all tracks for recording.

Solo and Mute Clear. These buttons will clear all solos or mutes in the currently focused bank of channels.

3.2.2 Select Button Editing Functions

Selecting a track will provide several powerful editing functions. Each function is dependent on the currently active Fader Mode.

Track Mode

- **Pan.** While selected, the Pan/Parameter encoder will control the pan position for that track. As previously mentioned, for stereo channels, this encoder will default to control the left pan. To access the right pan, press the encoder.

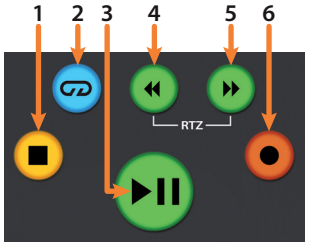
Edit Plug-ins

- **Inserts.** When Edit Plug-ins mode is active, the inserted plug-ins for the Selected channel will be displayed. ***See Section 3.6.1*** for more information.

Sends

- **Sends.** When Sends mode is active, the aux sends for the Selected channel will be displayed. ***See Section 3.6.2*** for more information.

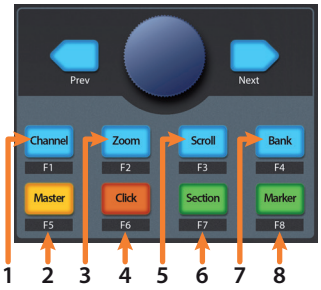
3.3 Transport Controls



1. **Stop.** Stops playback.
2. **Loop.** Engages / disengages Looping.
3. **Play / Pause.** Starts playback at the current playback-cursor position. Press again to pause playback.
4. **Rewind.** Press once to regress playback by bar, second, frame, or base sample rate depending on mode. Press and hold to regress in finer increments. Press the Rewind and Fast Forward buttons simultaneously to Return to Zero.
5. **Fast Forward.** Press once to advance playback by bar, second, frame, or base sample rate depending on mode. Press and hold to advance in finer increments.
6. **Record.** Press to enable record ready. Press with Play to start recording at the current playback-cursor position for record-enabled tracks.

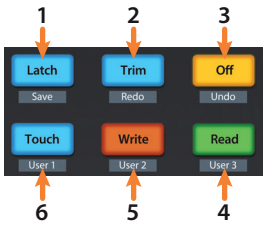
3.4 The Session Navigator

The Session Navigator provides quick navigation and session controls. Each button alters the functions of the push-button encoder and the Next and Prev buttons on either side.



1. **Channel.** Encoder and navigation buttons control individual channel scrolling. Press Shift and Channel to clear clip and peak holds.
2. **Master.** Encoder and navigation buttons control the Master level.
3. **Zoom.** Encoder and navigation buttons control horizontal zooming.
4. **Click.** Turns the metronome on and off.
5. **Scroll.** Press once to enable audio scrubbing. Press twice to enable faster audio scrubbing.
6. **Section.** This function is not available in HUI mode.
7. **Bank.** Encoder and navigation buttons scroll through channels in banks of eight.
8. **Marker.** Encoder and navigation buttons scroll through markers. Press Encoder to drop a marker. Press Shift and Marker to toggle between Smart Tools.

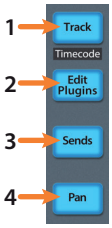
3.5 Automation Controls



1. **Latch / Save.** Engages Latch Automation on currently selected track. Press the SHIFT and Latch buttons simultaneously to save your session.
2. **Trim / Redo.** Engages Trim Automation on currently selected track. Press the SHIFT and Trim buttons simultaneously to redo the last action.
3. **Off / Undo.** Turns Automation off on currently selected track. Press the SHIFT and Off buttons simultaneously to undo the last action.
4. **Read / User 3.** Engages Read Automation on currently selected track. Press the SHIFT and Read buttons simultaneously to engage the Transport window.
5. **Write / User 2.** Engages Write Automation on currently selected track. Press the SHIFT and Write buttons simultaneously to engage the Mixer window.
6. **Touch / User 1.** Engages Touch Automation on currently selected track. Press the SHIFT and Touch buttons simultaneously to open the Arrangement window.

3.6 Fader Modes

The 8 faders on the FaderPort 8 can be used to set levels, control plug-in parameters, set send levels, and panning for every track.



1. **Track.** When Track mode is active, the motorized faders will display and control channel levels. Press Shift and Track simultaneously to display Timecode on the scribble strips. ***See Section 3.6.4*** for more information.
2. **Edit Plug-ins.** When Edit Plug-ins mode is active, the motorized faders will control the parameter settings. The scribble strip will display the parameter each fader controls. ***See Section 3.6.1*** for more information.
3. **Sends.** When Sends mode is active, the motorized faders will control the send levels for the selected channel. ***See Section 3.6.2*** for more information.
4. **Pan.** When Pan mode is active, the motorized faders will display and control channel pan. When not active, the Pan/Param knob to the left of the scribble strips controls the panning for the currently selected channel. ***See Section 3.6.3*** for more information.

3.6.1 Edit Plug-ins

While working in HUI mode in ProTools, engaging Edit Plug-ins will allow Faders and Select buttons 1-4 to control the parameters and switches of the focused plug-in. The scribble strip above each fader will display the parameter that the fader and Select button are controlling.

Use the Pan/Parameter encoder to page through the parameters of the focused plug-in.

Press the Link button to switch to Assign Plug-ins mode. This will display the first 4 inserts of the selected channel on the scribble strips. Use the Pan/Parameter encoder to page through Inserts 5-8.

If no plug-in is focused, you will see "Press Insert Select of channel" displayed.

To insert a new plug-in:

1. Press the Shift button. Every Select button will turn yellow.
2. Press the yellow Select button to enable a channel's Insert Switch. You will see the name of the channel after pressing Select. Use the Session Navigator to bank or scroll to other channels.
3. Press Shift again to exit and view the channel's inserts.
4. If a plug-in is assigned to an insert slot, the corresponding Select button will be teal. Press the Select button to edit.
5. If an insert slot is empty, move the corresponding fader. This will scroll through the list of available plug-ins.
6. Press the Select button to load the desired plug-in into the insert slot.

Press the Bypass button to bypass the focused plug-in.

Press the Macro button to compare plug-in changes.

To toggle between Velocity Sensitive and Fixed modes, press Shift and Master simultaneously:

Velocity Sensitive. While in Velocity Sensitive mode, parameter selection is based on how fast you move the corresponding fader.

Fixed. While in Fixed mode you can scroll through the entire range of a parameter.

3.6.2 Sends Mode

Engaging Sends mode will allow Faders and Select buttons to control channel sends within ProTools. The scribble strip above each fader will display the send that the fader and Select button are controlling.

1. Press "Sends" button to enter Sends mode. Sends slots A - E will be listed in the Scribble strips.
2. Press the Select button below the lettered Send slot you want to adjust and use the faders to adjust the send level of each channel.

Power User Tip: *While Sends mode is active, you can use the Pan/Param knob to the left of the scribble strips to adjust the send for the currently selected channel.*

3. Press the Select button below the ESC screen to return to the Send slot selection view.
4. Press the Track button to exit this mode.

3.6.3 Pan Mode

Pressing the Pan button will allow you to adjust pan for every track using the faders. For stereo channels, the left pan is active by default. To switch to the right pan control, press Shift.

3.6.4 Timecode

Press the Shift and Track buttons simultaneously to view the Timecode on the scribble strips. This follows the Timecode type you have selected from within ProTools. While Timecode is active, the faders continue to control level.

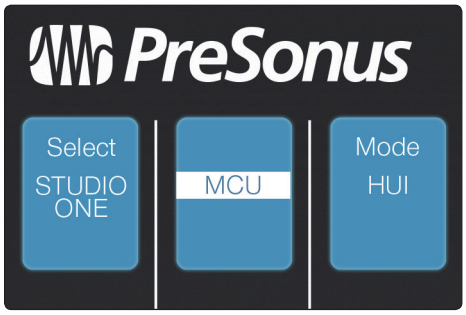
3.7 Mix Management

The Mix Management buttons are not available within the HUI protocol and so will not function in ProTools. These functions are available in Mackie Control and Studio One modes in other DAW applications.

4 Logic (MCU)

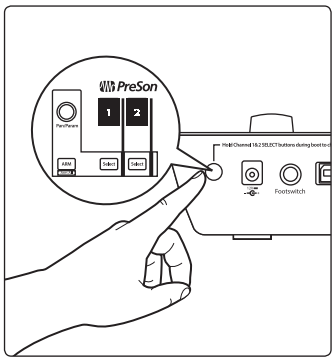
4.1 Getting Started

When you first power on your FaderPort 8, you will be given the opportunity to select which mode of operation you'd like to use. To use the FaderPort 8 with Logic, select Mackie Control Universal (MCU).



Mackie Control. Select Mackie Control by pressing the Select button below its scribble strip label.

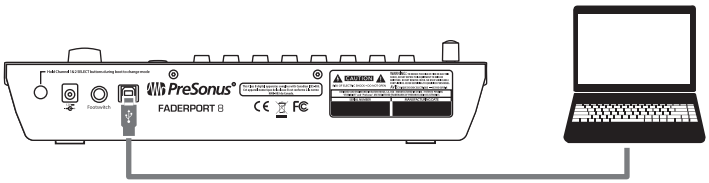
Once you have selected MCU mode, press the Select button below the "Exit" screen to reboot your FaderPort. Once you have set the operation mode, your FaderPort 8 will retain this information.



If you would like to change the mode at any point, power on the unit while holding down the first two Select buttons.

Power User Tip: *From this menu, you can also adjust the fader sensitivity and speed to fine tune your FaderPort 8 to work the way you want. Please* ***see Section 9*** *for more information on the customized setup modes.*

The FaderPort 8 is a class-compliant device in both macOS® and Windows®. Simply connect your FaderPort 8 to a free USB port on your computer. No further installation is necessary.



Once you have connected your FaderPort 8 to your computer, launch Logic to set up the FaderPort 8 as a Mackie Control Universal device:

1. Go to Logic Pro | Preferences | Control Surfaces | Setup...
2. In the Setup window, go to New | Install...
3. Select "Mackie Control" from the list of control surfaces and click "Add". Close the device list window.
4. In the configuration menu to the left, set the Out Port to "FaderPort 8" and the Input to "FaderPort 8."
5. Close the Control Surface setup window.

Your FaderPort 8 is now ready to use. Enjoy!

4.2 Channel Strip

1. **Channel Name and Level.** Displays the Channel name and current fader level.
2. **Metering.** Displays the channel metering. This can be turned on or off by pressing SHIFT plus the push button encoder in the Session Navigator.
3. **Pan Position.** Displays the Channel's current pan position.
4. **Pan/Param.** This push-button encoder controls the pan of the currently selected channel while in Track mode.
5. **Select Button.** This button selects the corresponding channel in Logic. While selected, several editing functions are available. ***See Section 4.2.2***.
6. **Solo.** Isolates the corresponding channel's output signal in the mix.
7. **Mute.** Mutes the corresponding channel's output signal.
8. **Touch-Sensitive Fader.** This 100 mm motorized fader can be used to control volume levels, aux send levels, panning, or plug-in parameters, depending on mode. ***See Section 4.6*** for more information.

4.2.1 Select Button Modifiers

Arm. Pressing the Arm button will allow you to arm track for recording by pressing the corresponding track's Select button.

Arm All. Press Shift + Arm to arm the eight currently focused tracks for recording.

Solo and Mute Clear. These buttons will clear all solos or mutes in the currently focused bank of channels.

4.2.2 Select Button Editing Functions

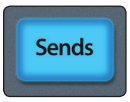
Selecting a track will provide several powerful editing functions. Each function is dependent on the which Fader Mode is active.

Track Mode

- **Pan.** While selected, the Pan/Parameter encoder will control the pan position for that track.

Edit Plug-ins

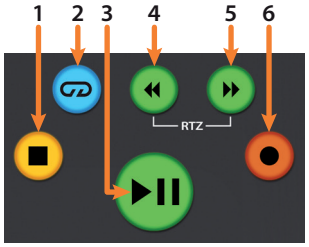
- **Inserts.** When Edit Plug-ins mode is active, the inserted plug-ins for the Selected channel will be displayed. ***See Section 4.6.1*** for more information.



Sends

- **Sends.** When Sends mode is active, the aux sends for the Selected channel will be displayed. ***See Section 4.6.3*** for more information.

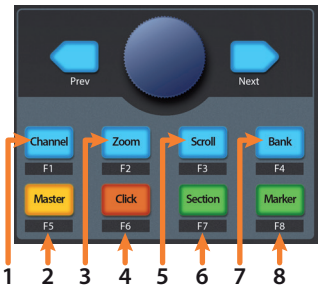
4.3 Transport Controls



1. **Stop.** Stops playback. Press twice to Return to Zero.
2. **Loop.** Engages / disengages Looping.
3. **Play / Pause.** Starts playback at the current playback-cursor position. Press again to pause playback.
4. **Rewind.** Press and hold to move the cursor backwards through the timeline. Press the Rewind and Fast Forward buttons simultaneously to Return to Zero.
5. **Fast Forward.** Press and hold to move the cursor forwards through the timeline.
6. **Record.** Starts recording at the current playback-cursor position for record-enabled tracks.

4.4 The Session Navigator

The Session Navigator provides quick navigation and session controls. Each button alters the functions of the push-button encoder and the Next and Prev buttons on either side. Pressing Shift with any of these buttons will allow you to access the F1-F8 Functions.



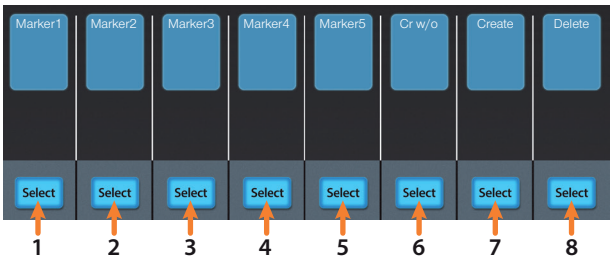
1. **Channel.** Encoder and navigation buttons control individual channel scrolling.
2. **Master.** Encoder and navigation buttons control the Master level.
3. **Zoom.** Encoder controls horizontal zooming.
   Navigation buttons control vertical zooming.
4. **Click.** Turns on the metronome.
5. **Scroll.** Encoder and navigation buttons control timeline scrolling.
   By default, Scroll mode is set to Coarse tune scrolling, press the Scroll button a second time to engage Fine tune scrolling.
6. **Section.** Navigation buttons control region nudging.
7. **Bank.** Encoder and navigation buttons scroll through channels in banks of eight.
8. **Marker.** Encoder and navigation buttons scroll through markers.
   Press Encoder to drop a marker. Press and hold the Marker button to engage Large Marker mode in Logic. ***See Section 4.4.2*** for details.

4.4.1 Function Buttons

Pressing Shift with any of the Session Navigator buttons will access Screensets 1-8.

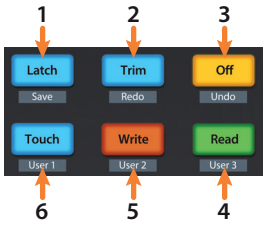
4.4.2 Large Marker Mode

As previously mentioned, pressing and holding the Marker button will engage Large Marker mode in Logic. While in Large Marker Mode, the Select buttons will control the following functions:



1. **Select 1.** Marker 1
2. **Select 2.** Marker 2
3. **Select 3.** Marker 3
4. **Select 4.** Marker 4
5. **Select 5.** Marker 5
6. **Select 6.** Create new marker at current playback position
7. **Select 7.** Create new marker at nearest bar
8. **Select 8.** Delete nearest marker

4.5 Automation Controls

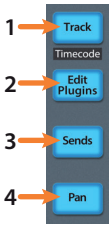


1. **Latch / Save.** Engages Latch Automation on currently selected track. Press the SHIFT and Latch buttons simultaneously to save your session.
2. **Trim / Redo.** Engages Trim Automation on currently selected track when Touch mode is engaged. Press the SHIFT and Trim buttons simultaneously to redo the last action.
3. **Undo.** Press the SHIFT and Off buttons simultaneously to undo the last action.
4. **Read.** Engages Read Automation on currently selected track. Press again to turn automation off on currently selected track.
5. **Write.** Engages Write Automation on currently selected track.
6. **Touch.** Engages Touch Automation on currently selected track.

Note: *Off and User 1-3 functions are not available in Logic at the time this manual was written.*

4.6 Fader Modes

The 8 faders on the FaderPort 8 can be used to set levels, control plug-in parameters, set send levels, and panning for every channel.



1. **Track.** When Track mode is active, the motorized faders will display and control channel levels. Press Shift and Track simultaneously to display Timecode on the scribble strips. ***See Section 4.6.2*** for more information.
2. **Edit Plug-ins.** When Edit Plug-ins mode is active, the motorized faders will control the parameter settings. The scribble strips will display the parameter each fader controls. ***See Section 4.6.1*** for more information.
3. **Sends.** When Sends mode is active, the motorized faders will control the send levels for the selected channel. ***See Section 4.6.3*** for more information.
4. **Pan.** When Pan mode is active, the motorized faders will display and control channel pan. When not active, the Pan/Param knob to the left of the scribble strips controls the panning for the currently selected channel.

4.6.1 Edit Plug-ins

The FaderPort 8 provides two different modes to control plug-ins within Logic: **Mix Focus** and **Channel Focus**.

To engage **Mix Focus** mode:

1. Press Edit Plug-ins once. This will display the first Insert Slot for every channel in your Logic session.
2. Press the Select button below the plug-in you'd like to edit. This display the plug-in parameters on the scribble strips and allow you to control each parameter with the corresponding fader. Use the Navigation buttons to access additional parameters

To engage **Channel Focus** mode:

1. Press Edit Plug-ins twice. This will display every insert slot of the currently selected channel in the scribble strips.
2. Press the Select button below any of the insert slots to edit that plug-in's parameters. Use the Navigation buttons to access additional parameters.

Power User Tip: *If the insert slot is empty in either mode, move the corresponding fader to scroll through the available plug-ins. Press the Select button once to instantiate the desired plug-in.*

4.6.2 Timecode

Press the Shift and Track buttons simultaneously to view the Timecode on the scribble strips. This follows the type of Timecode you have selected from within Logic. While Timecode is active, the faders will continue to control level.

4.6.3 Sends

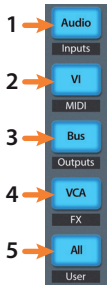
Like Edit Plug-ins, engaging Sends offers two different modes: **Mix View** and **Channel Focus**.

To engage **Mix View**, press Sends once. In this mode, the Faders will control the first send for every channel and the Select button will control the first send Mute for every channel.

To engage **Channel Focus**, press Sends twice. In this mode, the following four parameters are available for Send Slots 1 and 2:

- **Send Destination.** Use the Fader to select the Bus. Press the Pan/Param encoder to commit the Bus selection. Fader 1 controls this parameter for Insert Slot 1. Fader 5 controls this parameter for Insert Slot 2.
- **Send Level.** Use the Fader to control the Send level. Fader 2 control Insert Slot 1's send level. Fader 6 controls Insert Slot 2's send level.
- **Send Pre/Post selection.** Use the Fader to switch between pre- and post-fader send positions. Fader 3 sets this position for Insert Slot 1. Fader 7 sets this position for Insert Slot 2.
- **Send Active/Mute.** Use Faders 4 and 8 to enable / disable the send for Insert Slot 1 and 2 respectively.

4.7 Mix Management

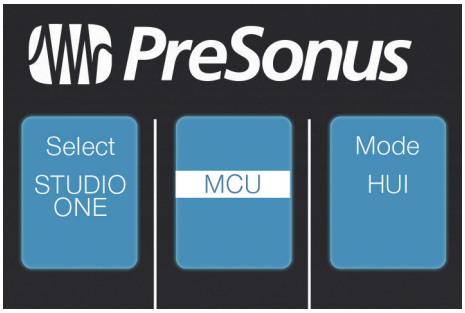


1. **Audio / Inputs.** Press to view Audio tracks only. Press Shift + Audio to view all Input channels.
2. **VI.** Press to view Instrument tracks only. MIDI view is not available in Logic.
3. **Bus / Outputs.** Press to view busses only. Press Shift + Bus to view Output channels.
4. **VCA / FX.** There is no VCA view in Logic, however VCA's can be viewed when either "All" or "Outputs" is active. Press Shift + VCA to view all Effects channels.
5. **All / User.** Press to view all channels. User view is not available in Logic.

5 Ableton Live (MCU)

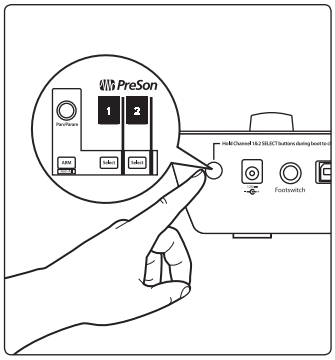
5.1 Getting Started

When you first power on your FaderPort 8, you will be given the opportunity to select which mode of operation you'd like to use. When using the FaderPort 8 with Ableton Live, select Mackie Control Universal (MCU).



Mackie Control. Select Mackie Control to use your FaderPort 8 as a Mackie Control device in Ableton Live by pressing the Select button below its scribble strip.

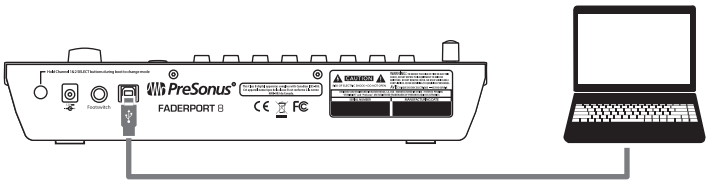
Once you have selected your mode, press the Select button below the "Exit" screen to reboot your FaderPort. Once you have set the operation mode, your FaderPort 8 will retain this information.



If you would like to change the mode at any point, power on the unit while holding down the first two Select buttons.

Power User Tip: *From this menu, you can also adjust the fader sensitivity and speed to fine tune your FaderPort 8 to work the way you want. Please* ***see Section 9*** *for more information on the customized setup modes.*

The FaderPort 8 is a class-compliant device in both macOS® and Windows®. Simply connect your FaderPort 8 to a free USB port on your computer. No further installation is necessary.



Once you have connected your FaderPort 8 to your computer, launch Live to set up the FaderPort 8 as a Mackie Control Universal device:

1. Go to Options | Preferences
2. Choose the Link MIDI tab and set the Control Surface to Mackie Control and the Input and Output to "FaderPort 8."
3. Make sure that Track, Sync, and Remote are all enabled for both the Input and the Output of "MackieControl."
4. Close the Preferences window.

Your FaderPort 8 is now set up and ready to use. Enjoy!

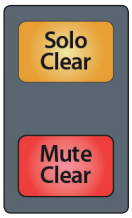
5.2 Channel Strip

1. **Channel Name and Level.** Displays the Channel name and current fader level.
2. **Metering.** Displays the channel metering. This can be turned on or off by pressing SHIFT plus the push button encoder in the Session Navigator.
3. **Pan Position.** Displays the Channel's current pan position.
4. **Pan/Param.** This push-button encoder controls the pan of the currently selected channel while in Track mode.
5. **Select Button.** This button selects the corresponding channel in your DAW application. While selected, several editing functions are available. ***See Section 5.2.2***.
6. **Solo.** Isolates the corresponding channel's output signal in the mix.
7. **Mute.** Mutes the corresponding channel's output signal.
8. **Touch-Sensitive Fader.** This 100 mm motorized fader can be used to control volume levels, aux send levels, panning, or plug-in parameters, depending on mode. ***See Section 5.6*** for more information.

5.2.1 Select Button Modifiers

Arm. Pressing the Arm button will allow you to arm track for recording by pressing the corresponding track's Select button.

Arm All. Press Shift + Arm to arm the eight currently focused tracks for recording.



Solo and Mute Clear. These buttons will clear all solos or mutes in the currently focused bank of channels.

5.2.2 Select Button Editing Functions

Selecting a track will provide several powerful editing functions. Each function is dependent on the which Fader Mode is active.

Track Mode

- **Pan.** While selected, the Pan/Parameter encoder will control the pan position for that track. As previously mentioned, for stereo channels, this encoder will default to control the left pan. To access the right pan, press the Shift button.

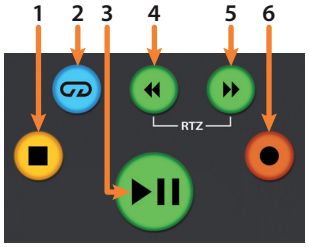
Edit Plug-ins

- **Inserts.** When Edit Plug-ins mode is active, the inserted plug-ins for the Selected channel will be displayed. ***See Section 5.6.1*** for more information.

Sends

- **Sends.** When Sends mode is active, the aux sends for the Selected channel will be displayed.

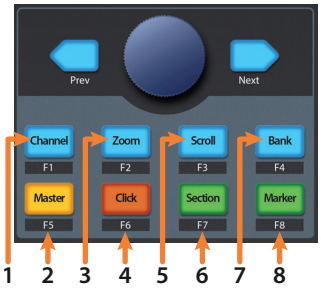
5.3 Transport Controls



1. **Stop.** Stops playback. Press twice to reset the insert marker to the 1.1.1.1 mark.
2. **Loop.** Engages / disengages Looping.
3. **Play / Pause.** Starts playback at the current playback-cursor position. Press again to restart playback from the insert marker.
4. **Rewind.** Press and hold to move the cursor backwards through the timeline.
5. **Fast Forward.** Press and hold to move the cursor forwards through the timeline.
6. **Record.** Starts recording at the current playback-cursor position for record-enabled tracks.

5.4 The Session Navigator

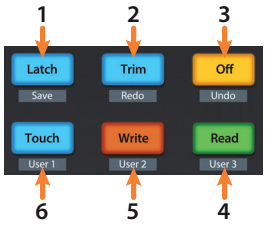
The Session Navigator provides quick navigation controls. Each button alters the functions of the push-button encoder and the Next and Prev buttons on either side.



1. **Channel.** Encoder and navigation buttons control individual channel scrolling.
2. **Master.** Encoder controls the Master level.
3. **Zoom.** Encoder controls horizontal zooming.
   Navigation buttons control vertical zooming.
4. **Click.** Sets play mark to 1.1.1.
5. **Scroll.** Encoder scrolls insert marker.
6. **Section.** This function is not available in Live.
7. **Bank.** Encoder scrolls through channels in banks of eight.
8. **Marker.** Sets play marker to 1.1.1.

5.5 Automation Controls

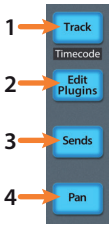
Live has a singular method of configuring automation modes that does not correspond to MCU mappings. However, the automation mode buttons on the FaderPort 8 map to quite useful functions.



1. **Latch.** Show/Hide Detail View.
2. **Trim / Redo.** Undo last action. Press the SHIFT and Trim buttons simultaneously to toggle draw mode.
3. **Off / Undo.** Press the SHIFT and Off buttons simultaneously to toggle draw mode.
4. **Read.** Toggle Session/Arrangement View.
5. **Write.** Toggle Clip/Device View.
6. **Touch.** Show/Hide Browser.

5.6 Fader Modes

The 8 faders on the FaderPort 8 can be used to set levels, control plug-in parameters, set send levels, and panning.



1. **Track.** When Track mode is active, the motorized faders will display and control channel levels. Press Shift and Track simultaneously to display Timecode on the scribble strips. ***See Section 5.6.2*** for more information.
2. **Edit Plug-ins.** When Edit Plug-ins mode is active, the motorized faders will control plug-in parameters. The scribble strip will display the parameter each fader controls. ***See Section 5.6.1*** for more information.
3. **Sends.** When Sends mode is active, the motorized faders will control the send levels for the selected channel.
4. **Pan.** When Pan mode is active, the motorized faders will display and control channel pan. When not active, the Pan/Param knob to the left of the scribble strips controls the panning for the currently selected channel.

5.6.1 Edit Plug-ins

Because of the way Mackie Control Universal is implemented within Ableton Live, the most effective way to edit plug-ins using your FaderPort 8 is to do the following:

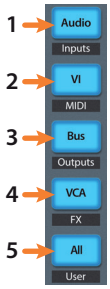
1. Select the track that has the plug-in you'd like to edit inserted on it.
2. Press Pan or Sends on the FaderPort 8.
3. Press Edit Plug-ins to load the names of every plug-in inserted on the track into the scribble strips.
4. Press the Select button under the scribble strip displaying the name of the plug-in you'd like to edit.
5. Touch any fader to display the plug-in's parameters in the scribble strip. The fader below each scribble strip will control the corresponding parameter.

5.6.2 Timecode

Press the Shift and Track buttons simultaneously to view the Timecode on the scribble strips. This follows the type of Timecode you have selected from within Live. While Timecode is active, the faders will continue to control level.

5.7 Mix Management

While these views are not available in Ableton Live, these buttons can be used for the following alternate functions:

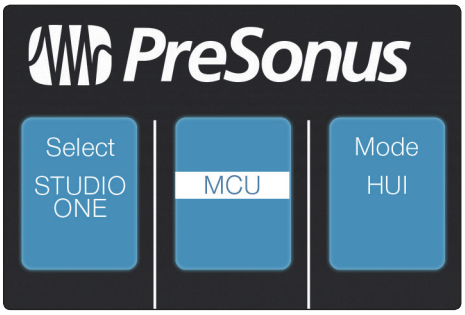


1. **Audio / Inputs.** Audio view is not available in Live. Press Shift + Audio to access an assignable MIDI message (D#3)
2. **VI/MIDI.** VI view is not available in Live. Press Shift + VI to access an assignable MIDI message (D3).
3. **Bus / Outputs.** Bus view is not available in Live. Press Shift + Bus to access an assignable MIDI message (G#3).
4. **VCA / FX.** VCA view is not available in Live. Press Shift + VCA to access an assignable MIDI message (F#3).
5. **All / User.** Press to switch focus from Tracks to Sends volume. Press Shift + All to access an assignable MIDI message (A3)

6 Cubase / Nuendo (MCU)

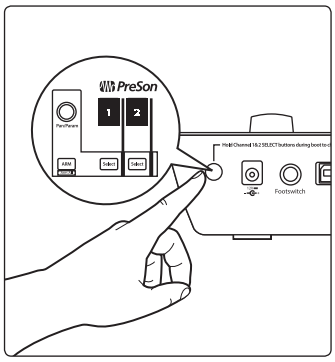
6.1 Getting Started

When you first power on your FaderPort 8, you will be given the opportunity to select which mode of operation you'd like to use. When using the FaderPort 8 with Cubase or Nuendo, select Mackie Control Universal (MCU).



Mackie Control. Select Mackie Control to use your FaderPort 8 as a Mackie Control device in Cubase or Nuendo by pressing the Select button below its scribble strip.

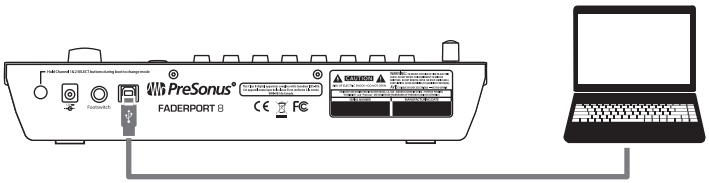
Once you have selected your mode, press the Select button below the "Exit" screen to reboot your FaderPort. Once you have set the operation mode, your FaderPort 8 will retain this information.



If you would like to change the mode at any point, power on the unit while holding down the first two Select buttons.

Power User Tip: *From this menu, you can also adjust the fader sensitivity and speed to fine tune your FaderPort 8 to work the way you want. Please* ***see Section 9*** *for more information on the customized setup modes.*

The FaderPort 8 is a class-compliant device in both macOS® and Windows®. Simply connect your FaderPort 8 to a free USB port on your computer. No further installation is necessary.



Once you have connected your FaderPort 8 to your computer, launch Cubase or Nuendo to set up the FaderPort 8 as a Mackie Control Universal device:

1. Go to Devices | Device Setup.
2. In the Setup window, click the "Add/Remove" menu.
3. Select 'Mackie Control' from the pull-down menu.
4. Set the MIDI Input and Output to "FaderPort 8."
5. Click "Apply."
6. Select MIDI Port Setup and make sure that "In All MIDI" box is unchecked for the FaderPort 8 and then click "OK".

Your FaderPort 8 is now ready to use. Enjoy!

Power User Tip: *For the best user experience, it is recommended that you select compatibility mode for your FaderPort 8 from within Cubase.*

6.2 Channel Strip

1. **Channel Name and Level.** Displays the Channel name and current fader level.
2. **Metering.** Displays the channel metering. This can be turned on or off by pressing SHIFT plus the push button encoder in the Session Navigator.
3. **Pan Position.** Displays the Channel's current pan position.
4. **Pan/Param.** This push-button encoder controls the pan of the currently selected channel while in Track mode.
5. **Select Button.** This button selects the corresponding channel in your DAW application. While selected, several editing functions are available. ***See Section 6.2.2***.
6. **Solo.** Isolates the corresponding channel's output signal in the mix.
7. **Mute.** Mutes the corresponding channel's output signal.
8. **Touch-Sensitive Fader.** This 100 mm motorized fader can be used to control volume levels, aux send levels, panning, or plug-in parameters, depending on mode. ***See Section 6.6*** for more information.

6.2.1 Select Button Modifiers

Arm. Pressing the Arm button will allow you to arm track for recording by pressing its Select button.

Arm All. Press Shift + Arm to arm the eight currently focused tracks for recording.

Solo and Mute Clear. These buttons will clear all solos or mutes in the currently focused bank of channels.

6.2.2 Select Button Editing Functions

Selecting a track will provide several powerful editing functions. Each function is dependent on the which Fader Mode is active.

Track Mode

- **Pan.** While selected, the Pan/Parameter encoder will control the pan position for that track.

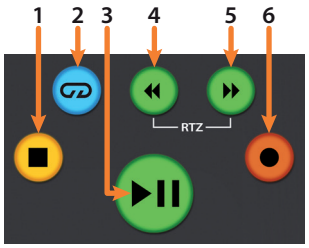
Edit Plug-ins

- **Inserts.** When Edit Plug-ins mode is active, the inserted plug-ins for the Selected channel will be displayed. ***See Section 6.6.1*** for more information.

Sends

- **Sends.** When Sends mode is active, the aux sends for the Selected channel will be displayed.

6.3 Transport Controls

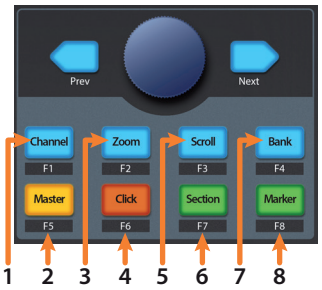


1. **Stop.** Stops playback. Press twice to Return to Zero.
2. **Loop.** Engages / disengages Looping.
3. **Play / Pause.** Starts playback at the current playback-cursor position. Press again to pause playback.
4. **Rewind.** Press and hold to move the cursor backwards through the timeline. Press the Rewind and Fast Forward buttons simultaneously to Return to Zero.
5. **Fast Forward.** Press and hold to move the cursor forwards through the timeline.
6. **Record.** Starts recording at the current playback-cursor position for record-enabled tracks.

6.4 The Session Navigator

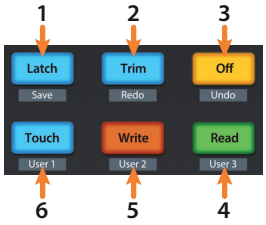
The Session Navigator provides quick navigation controls. Each button alters the functions of the push-button encoder and the Next and Prev buttons on either side.

Note: *At the time this manual was written, F1-F8 Functions are not available in Cubase or Nuendo.*



1. **Channel.** Encoder and navigation buttons switch between the left and right side of stereo channels.
2. **Master.** The Encoder controls the Master bus level.
3. **Zoom.** Encoder controls horizontal zooming. Navigation buttons control vertical zooming.
4. **Click.** Press to add a new marker at the current playback position.
5. **Scroll.** Press once to enable scrubbing control with the encoder and navigation buttons. Press twice to enable timeline scrolling control with the encoder and navigation buttons.
6. **Section.** The Encoder will control Timeline scrolling. Navigation buttons control rewind and fast forward.
7. **Bank.** Encoder and navigation buttons scroll through channels in banks of eight.
8. **Marker.** Press to return to zero.

6.5 Automation Controls

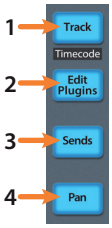


1. **Latch / Save.** Opens Mixer view. Press the SHIFT and Latch buttons simultaneously to save your session.
2. **Trim / Redo.** Opens Sends view. Press the SHIFT and Trim buttons simultaneously to redo the last action.
3. **Touch/ Undo.** Touch automation is not available for Cubase / Nuendo. Press the SHIFT and Off buttons simultaneously to undo the last action.
4. **Read.** Engages Read Automation on currently selected track. Press again to turn automation off on currently selected track.
5. **Write.** Engages Write Automation on currently selected track. Press again to engage Read Automation.
6. **Touch.** Brings Arrangement to front when Mixer window is active.

Note: *At the time this manual was written, User modes are not available in Cubase or Nuendo.*

6.6 Fader Modes

The 8 faders on the FaderPort 8 can be used to set levels, control plug-in parameters, set send levels, and panning.



1. **Track.** When Track mode is active, the motorized faders will display and control channel levels. Press Shift and Track simultaneously to display Timecode on the scribble strips. ***See Section 6.6.2*** for more information.
2. **Edit Plug-ins.** When Edit Plug-ins mode is active, the motorized faders will allow you to select plug-in inserts and bypass insert slots. The scribble strip will display the parameter each fader controls. ***See Section 6.6.1*** for more information.
3. **Sends.** When Sends mode is active, the motorized faders will control the send levels for the currently selected channel.
4. **Pan.** When Pan mode is active, the motorized faders will display and control channel pan. When not active, the Pan/Param knob to the left of the scribble strips controls the panning for the currently selected channel.

6.6.1 Edit Plug-ins

Pressing pan will allow you to view and edit the insert slots for the currently selected channel. While active:

- **Fader 1.** Selects Insert Slot.
- **Fader 2.** Turns selected Insert on / off.
- **Fader 3.** Scrolls through available plug-ins.
- **Fader 4.** Opens the currently selected plug-in window.

6.6.2 Timecode

Press the Shift and Track buttons simultaneously to view the Timecode on the scribble strips. This follows the type of Timecode you have selected from within Cubase or Nuendo. While Timecode is active, the faders will continue to control level.

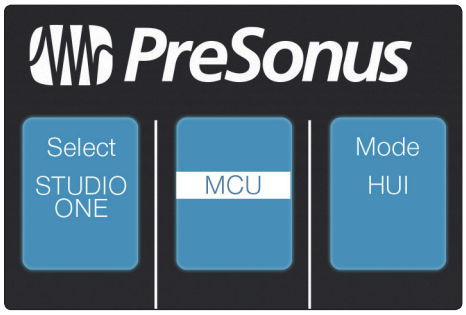
6.7 Mix Management

These views are not available in Cubase or Nuendo. However, pressing the All button will open the Edit Channel Settings window for the currently selected channel.

7 Sonar (MCU)

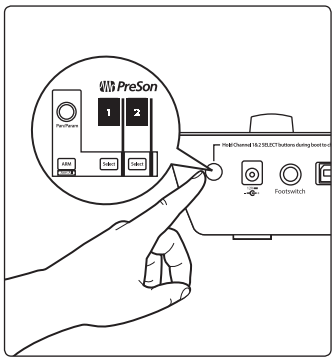
7.1 Getting Started

When you first power on your FaderPort 8, you will be given the opportunity to select which mode of operation you'd like to use. When using the FaderPort 8 with Sonar, select Mackie Control Universal (MCU).



Mackie Control. Select Mackie Control to use your FaderPort 8 as a Mackie Control device in Ableton Live by pressing the Select button below its scribble strip.

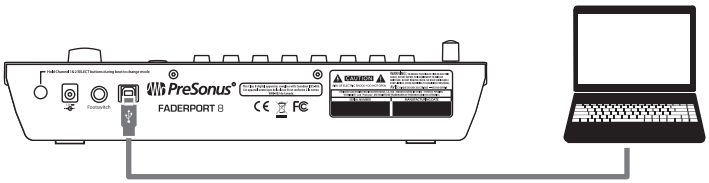
Once you have selected your mode, press the Select button below the "Exit" screen to reboot your FaderPort. Once you have set the operation mode, your FaderPort 8 will retain this information.



If you would like to change the mode at any point, power on the unit while holding down the first two Select buttons.

Power User Tip: *From this menu, you can also adjust the fader sensitivity and speed to fine tune your FaderPort 8 to work the way you want. Please* ***see Section 9*** *for more information on the customized setup modes.*

The FaderPort 8 is a class-compliant device in both macOS® and Windows®. Simply connect your FaderPort 8 to a free USB port on your computer. No further installation is necessary.



Once you have connected your FaderPort 8 to your computer, launch Sonar to set up the FaderPort 8 as a Mackie Control Universal device:

1. In Sonar, go to Edit | Preferences | MIDI | Devices and check FaderPort 8 for both the Input and Output section.
2. Next, go to the Control Surfaces section and click the yellow star to Add a New Control Surface.
3. Select Mackie Control as Controller/Surface.
4. Select FaderPort 8 for both Input Port and Output Port. If the FaderPort 8 is not available from the drop-down menus, click on the MIDI button and enable the FaderPort 8 inputs and outputs. Click "Apply" and then "OK" to close the window.

Your FaderPort 8 is now ready to use. Enjoy!

Power User Tip: *Sonar provides several useful preferences from the ACT panel in the tool bar. From here you can enable options like "Fader Touch selects channels" and "Select highlights track." Both are recommended for the best FaderPort 8 experience. You can also define the functionality of the Function buttons.* ***See Section 7.4.1*** *for details.*

7.2 Channel Strip

1. **Channel Name and Level.** Displays the Channel name and current fader level.
2. **Pan Position.** Displays the Channel's current pan position.
3. **Pan/Param.** This push-button encoder controls the pan of the currently selected channel while in Track mode.
4. **Select Button.** This button selects the corresponding channel in Sonar.
5. **Mute.** Mutes the corresponding channel's output signal.
6. **Solo.** Isolates the corresponding channel's output signal in the mix.
7. **Touch-Sensitive Fader.** This 100 mm motorized fader can be used to control volume levels, aux send levels, panning, or plug-in parameters, depending on mode.

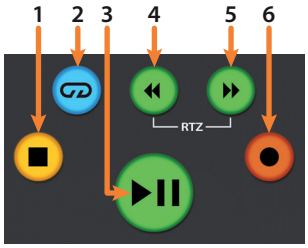
7.2.1 Select Button Modifiers

Arm. Pressing the Arm button will allow you to arm track for recording by pressing the corresponding track's Select button.

Arm All. Press Shift + Arm to arm the eight currently focused tracks for recording.

Solo and Mute Clear. These buttons will clear all solos or mutes in the currently focused bank of channels.

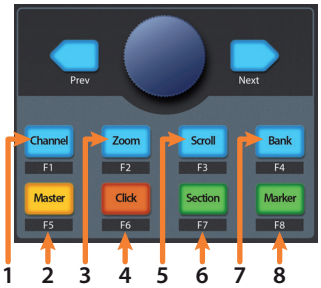
7.3 Transport Controls



1. **Stop.** Stops playback.
2. **Loop.** This button is unavailable in Sonar. Looping is controlled by the Click button in the Session Navigator. ***See Section 7.4***.
3. **Play / Pause.** Starts playback at the current playback-cursor position. Press again to pause playback.
4. **Rewind.** Press once to regress playback by bar, second, frame, or base sample rate depending on mode. Pressing and holding will rewind more quickly.
5. **Fast Forward.** Press once to advance playback by bar, second, frame, or base sample rate depending on mode. Pressing and holding will fast forward more quickly.
6. **Record.** Starts recording at the current playback-cursor position for record-enabled tracks.

7.4 The Session Navigator

The Session Navigator provides quick navigation controls. Each button alters the functions of the push-button encoder and the Next and Prev buttons on either side. Press Shift with any of these buttons to access the F1-F8 Sonar Functions.



1. **Channel.** Encoder controls individual channel scrolling. Use the navigation buttons to navigate through the Help module.
2. **Master.** Encoder controls the Master level. Use the navigation buttons to scroll channels.
3. **Zoom.** Encoder controls horizontal zooming. Navigation buttons control vertical zooming.
4. **Click.** Toggles Loop on/off.
5. **Scroll.** Encoder controls individual channel scrolling. Use the navigation buttons to navigate through the Help module.
6. **Section.** Encoder and navigation buttons control rewind and fast forward.
7. **Bank.** Encoder and navigation buttons scroll through channels in banks of eight.
8. **Marker.** This feature is not available in Sonar.

7.4.1 Function Buttons

Using Shift plus any other Session Navigator buttons will access the Function buttons for your FaderPort 8. These buttons are user-definable from the ACT panel in Sonar. By default, the Function buttons are assigned as follows:

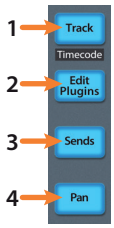
- **F1.** Show/Hide Browser
- **F2.** Show/Hide Loop Construction
- **F3.** Show/Hide Console View
- **F4.** Show/Hide Event List
- **F5.** Show/Hide Piano Roll
- **F6.** Show/Hide Video
- **F7.** Show/Hide Staff View
- **F8.** Show/Hide Lyrics

7.5 Automation Controls

At the time this manual was written, Automation controls and their Shift functions are not available from the FaderPort 8 in Sonar.

7.6 Fader Modes

The eight faders on the FaderPort 8 can be used to set levels, set send levels, and panning.



1. **Track.** When Track mode is active, the motorized faders will display and control channel levels. Press Shift and Track simultaneously to display Timecode on the scribble strips. ***See Section 7.6.3*** for more information.
2. **Edit Plug-ins.** At the time this manual was written, Edit Plug-ins is not available in Sonar.
3. **Sends.** When Sends mode is active, the motorized faders will control the send levels for the first send slot for every channel. Press twice to control send functions for just the selected channel. ***See Section 7.6.1*** for more information.
4. **Pan.** When Pan mode is active, the motorized faders will display and control channel pans. Press twice to control the send pan and main pan for the selected channel. When not active, the Pan/Param knob to the left of the scribble strips controls the panning for the currently selected channel. ***See Section 7.6.2*** for more information

7.6.1 Sends Mode

Pressing the Sends button will allow you to adjust the first assigned sends for every track in the session. Press the Sends button twice to control all the send functions for the currently selected track (Level, Pre/Post, Pan, etc.).

7.6.2 Pan Mode

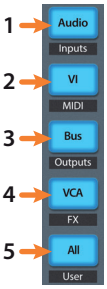
Pressing the Pan button will allow you to adjust the pans for every track using the faders. Press the Pan button a section time to control the send pans and the main pan for the currently select channel.

7.6.3 Timecode

Press the Shift and Track buttons simultaneously to view the Timecode on the scribble strips. This follows the type of Timecode you have selected from within Sonar. While Timecode is active, the faders will continue to control level.

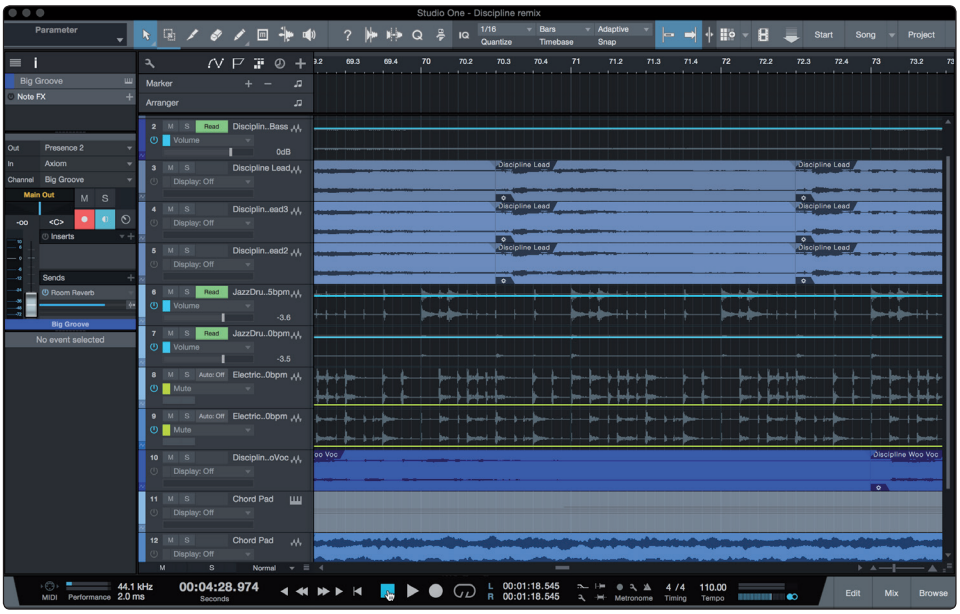
7.7 Mix Management

These views are not available in Sonar. However, there are several useful functions mapped to these buttons in Sonar:



1. **SHIFT Audio.** Press Shift + Audio to view all MIDI tracks.
2. **VI / MIDI.** Press to enable Fit Project. Press Shift + VI to create a New Audio Tracks.
3. **Bus / Outputs.** Press to Cancel. Press Shift + Bus to view the Next window.
4. **SHIFT VCA.** Pressing Shift + VCA will send the OK/ Enter function when a dialog is open.
5. **SHIFT User.** Press to close window.

8 Studio One Artist Quick Start



All registered FaderPort 8 users receive Studio One Artist recording and production software. Whether you are about to record your first album or your fiftieth, Studio One Artist provides you with all of the tools necessary to capture and mix a great performance..

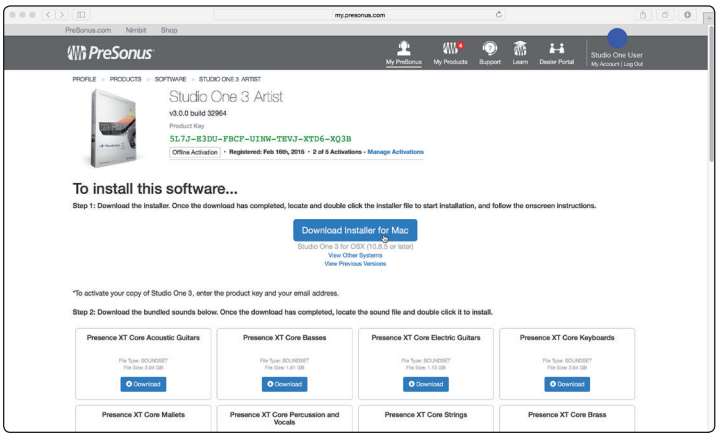
Power User Tip: *As a valued PreSonus customer, you are eligible for a discount upgrade to Studio One Professional. For more details on the Studio One upgrade program for PreSonus customers, please visit https://shop.presonus.com/products/software/studio-one-prods.*

8.1 Installation and Authorization

Once you have installed the drivers for your audio interface and connected it to your computer, you can use the included PreSonus Studio One Artist music-production software to begin recording, mixing, and producing your music. To install Studio One Artist, log into your My PreSonus account and register your FaderPort 8. Your product key for Studio One Artist will automatically be registered to your My PreSonus account, along with your hardware registration.

Downloading and Running the Studio One Installer

To install Studio One Artist, download the Studio One Artist installer from your My PreSonus account to the computer on which you will use it.



- **Windows:** Launch the Studio One Artist installer and follow the onscreen instructions.
- **Mac:** Drag the Studio One Artist application into the Applications folder on your Mac hard drive.

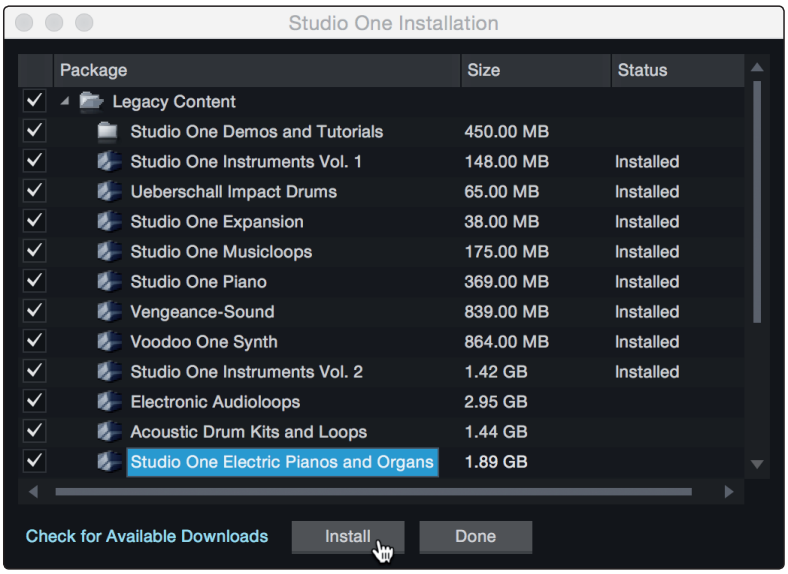
Authorizing Studio One

When Studio One is launched for the first time on your computer, it will communicate with your My PreSonus account and verify your registration. To ensure a seamless authorization process, make sure to download your installer to the computer on which you will be using it, and be sure that your computer is connected to the Internet when you launch the application for the first time.

Installing Bundled Content for Studio One Artist

Studio One Artist comes bundled with an array of demo and tutorial materials, instruments, loops, and samples. The Studio One Artist bundle includes all that you need to begin producing music.

The first time you launch Studio One Artist, you will be prompted to install its companion content. Select the content you wish to add and click "Install." The content will automatically begin to download and install from your My PreSonus user account.



Power User Tip: *You may be prompted to enter your My PreSonus user account information. Clicking "Remember Credentials" will allow you to have immediate access to any content you purchase from the PreSonus Marketplace.*

8.2 Setting Up Studio One

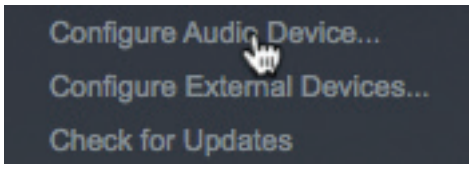
When Studio One Artist is launched, by default you will be taken to the Start page. On this page, you will find document-management and device-configuration controls, as well as a customizable artist profile, a news feed, and links to demos and tutorials from PreSonus. If your computer is connected to the Internet, these links will be updated as new tutorials become available on the PreSonus Web site.

Complete information on all aspects of Studio One Artist is available in the Reference Manual located within the Studio One Help menu. The information in this tutorial covers only the basic aspects of Studio One Artist and is intended to get you set up and recording as quickly as possible.

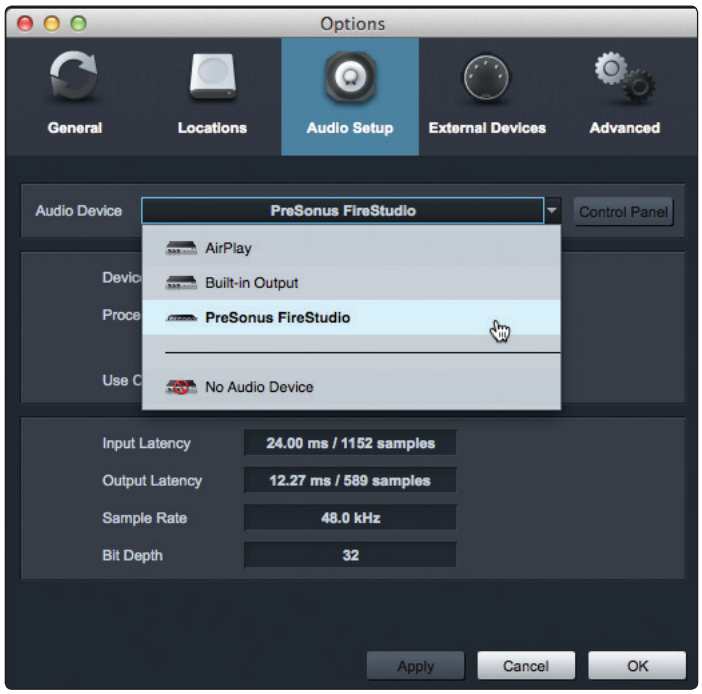
8.2.1 Configuring Audio Devices

In the middle of the Start page, you will see the Setup area. Studio One Artist automatically scans your system for all available drivers and selects a driver. By default, it will choose a PreSonus driver if one is available.

1. Click on the Configure Audio Interface link to select your audio interface driver.



2. Select your audio interface from the Audio Device pull-down menu. From this page, you can also adjust your device buffer block size. Click OK when you are finished.



8.2.2 Configuring MIDI Devices

From the External Devices window in Studio One Artist, you can configure your FaderPort 8, MIDI keyboard controller, sound modules, and control surfaces. This section will guide you through setting up your FaderPort 8 as well as other MIDI keyboard controllers and sound modules. Please consult the Reference Manual located within Studio One for complete setup instructions for other MIDI devices.

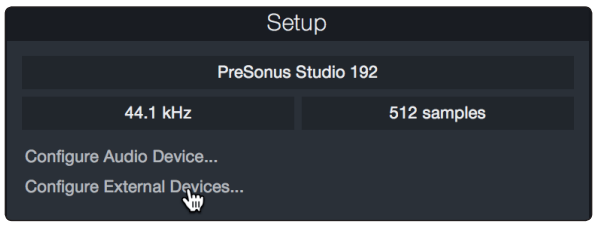
If you are using a third-party MIDI interface or USB MIDI-controller keyboard, you must install any required drivers for these devices before

beginning this section. Please consult the documentation that came with your MIDI hardware for complete installation instructions.

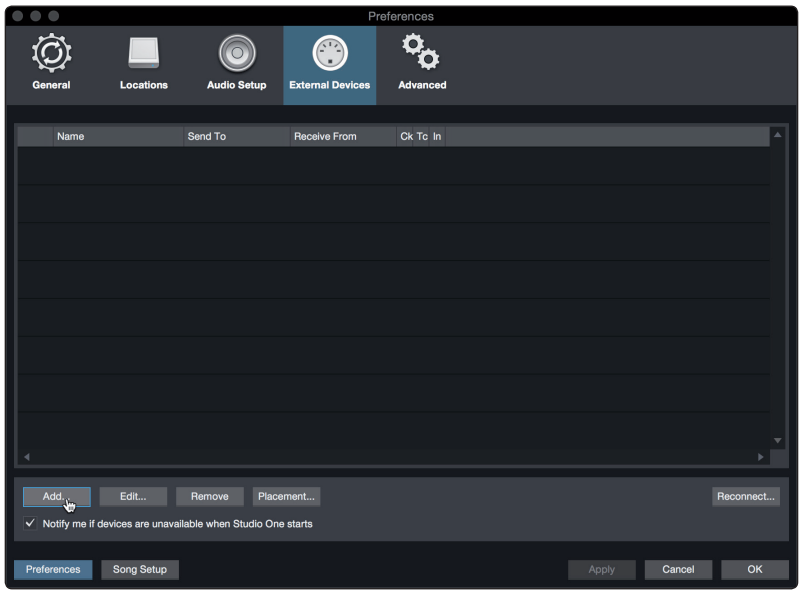
Setting up the FaderPort 8

You can set up your FaderPort 8 from the Setup area in the Start page. Before you begin, make sure your FaderPort 8 is connected to one of your computer's USB ports, is powered on, and set to Studio One mode.

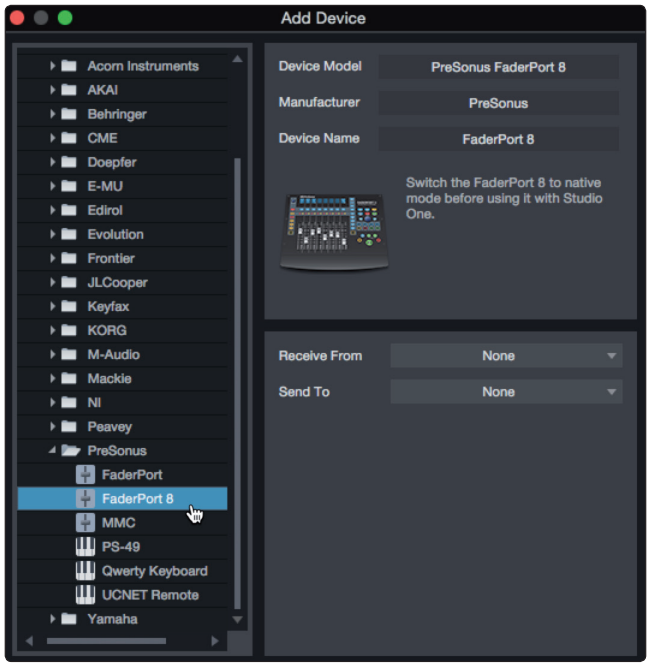
1. Click on the Configure External Devices link in the Setup area on the Start page to launch the External Devices window.



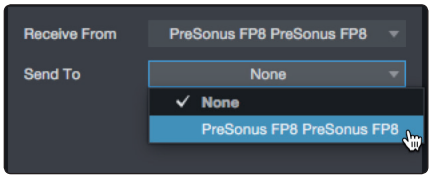
2. Click the Add button. This will launch the Add Device window.



3. From the menu on the left, click on the PreSonus folder and select "FaderPort 8" from the dropdown list.



4. In the Receive From and Send To drop-down menus, select the FaderPort 8.



5. Click "OK."

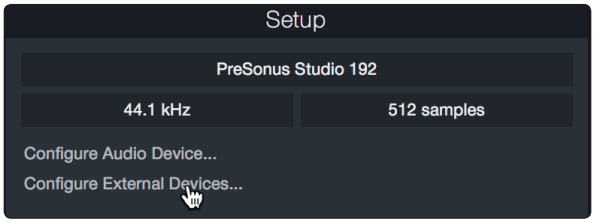
Setting up a MIDI Keyboard controller

A MIDI keyboard controller is a hardware device that is generally used for playing and controlling other MIDI devices, virtual instruments, and software parameters. In Studio One Artist, these devices are referred to as Keyboards, and they must be configured before they are available for use. In some cases, your MIDI keyboard controller is also used as a tone generator. Studio One Artist views the controller and tone-generation functions as two different devices: a MIDI keyboard controller and a sound module. The MIDI controls (keyboard, knobs, faders, etc.) will be set up as a Keyboard. The sound modules will be set up as an Instrument.

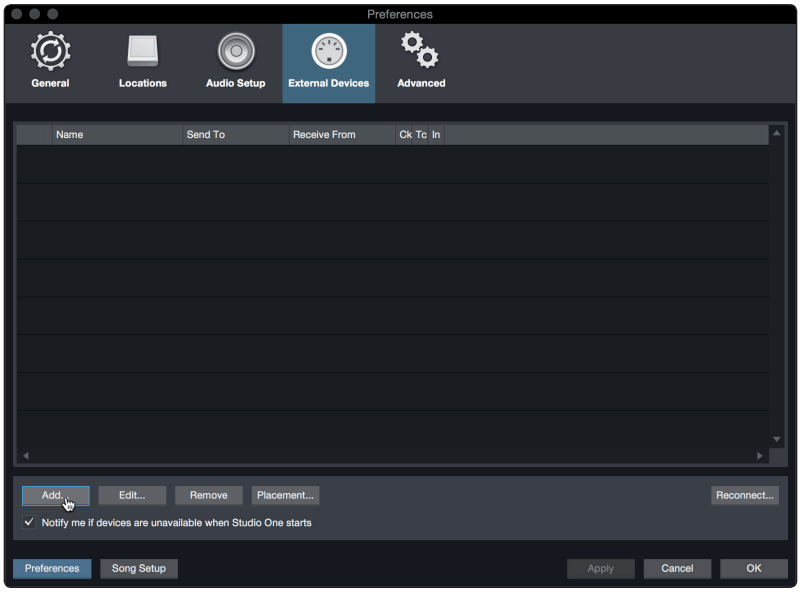
You can set up your external MIDI devices from the Setup area in the Start page. Before setting up a new Song for recording, take a moment to configure external devices.

Make sure you have connected the MIDI Out of your external MIDI controller to a MIDI In on your MIDI interface. If you are using a USB MIDI controller, connect it to your computer and power it on.

1. Click on the Configure External Devices link in the Setup area on the Start page to launch the External Devices window.



2. Click the Add button. This will launch the Add Device window.



3. From the menu on the left, select your MIDI controller from the list of manufacturers and models. If you do not see your MIDI controller listed, select New Keyboard. At this point, you can customize the name of your keyboard by entering the manufacturer and device names.

4. You must specify which MIDI channels will be used to communicate with this keyboard. For most purposes, you should select all MIDI channels. If you are unsure of which MIDI channels to choose, select all 16.
5. Studio One allows you to filter out specific control functions. If you would like Studio One to ignore Aftertouch, Pitch Bend, Program Change, or all CC messages, enable filtering for any or all of these messages.
6. In the Receive From drop-down menu, select the MIDI interface input from which Studio One Artist will receive MIDI data (that is, the MIDI port to which your keyboard is connected).

Power User Tip: *In the Send To drop-down menu, select the MIDI interface output from which your Studio One Artist will send MIDI data to your keyboard. If your keyboard controller doesn't need to receive MIDI data from Studio One, you can leave this unselected.*

7. If this is the only keyboard that you will use to control your external synthesizers and virtual instruments, you should check the box next to Default Instrument Input. This will automatically assign your keyboard to control all MIDI devices in Studio One Artist.
8. Click "OK."

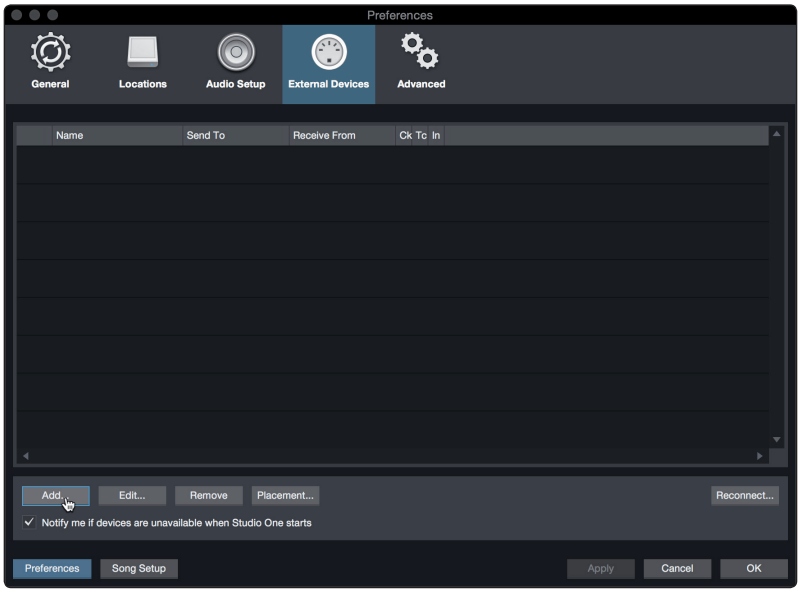
If you have a sound module that you'd like to connect, leave the External Devices window open and proceed to the next part of this section. If not, you can close the window and skip to the next section.

Setting up an External MIDI Sound Module

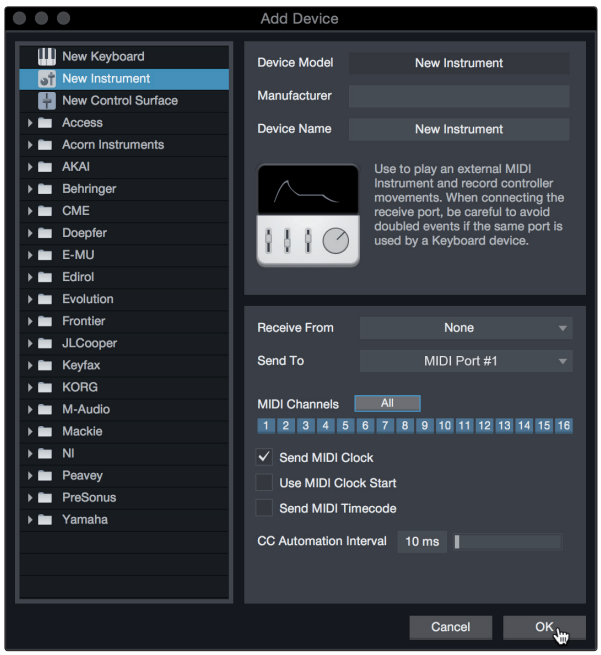
MIDI instrument controllers (keyboards, MIDI guitars, etc.) send musical information, in the form of MIDI data, to tone modules and virtual instruments, which respond by generating sound as instructed. Tone modules can be standalone sound devices or can be integrated into a MIDI instrument, such as a keyboard synthesizer. Studio One Artist refers to all tone generators as Instruments. Once you have set up your MIDI keyboard controller, take a moment to configure your sound module.

Make sure you have connected the MIDI In of your external sound module to the MIDI Out of your MIDI interface.

1. In the External Devices window, click the Add button.



2. Select your device in the menu on the left. If your device is not listed, select New Instrument. At this point you can customize the name of your keyboard by entering the manufacturer and device names.



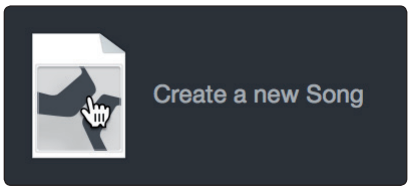
3. Specify which MIDI channels will be used to communicate with this sound module. For most purposes, you should select all MIDI channels. If you are unsure of which MIDI channels to select, we suggest you select all 16.
4. In the Send To menu, select the MIDI interface output from which Studio One Artist will send MIDI data to your sound module. Click "OK" and close the External Devices window. You are now ready to start recording in Studio One Artist.

The rest of this Quick Start Guide will go over how to set up a Song and will discuss some general workflow tips for navigating through the Studio One Artist environment.

8.3 Creating a New Song

Now that you've configured your audio and MIDI devices, let's create a new Song. We'll start by setting up your default audio I/O.

1. From the Start page, select "Create a New Song."



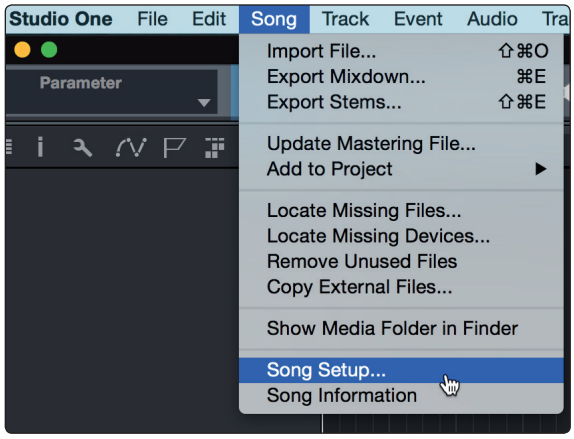
2. In the New Song window, name your Song and choose the directory in which you'd like it saved. You'll notice a list of templates on the left. These templates provide quick setups for a variety of devices and recording situations. The section will describe creating a Song from an empty session.

3. Select "Empty Song" from the Templates list. At this point, you should give your Song a name and select your preferred sample rate and bit depth for recording and playback. You can also set the length of your Song and the type of time format you would like the timeline to follow (notation bars, seconds, samples, or frames). Click the OK button when you are finished.

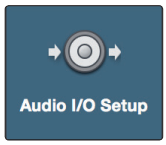
Power User Tip: *If you plan to import loops into your Song, make sure that the Stretch Audio Files to Song Tempo option is selected. This will automatically import loops at the correct tempo.*

8.3.1 Configuring Your Audio I/O

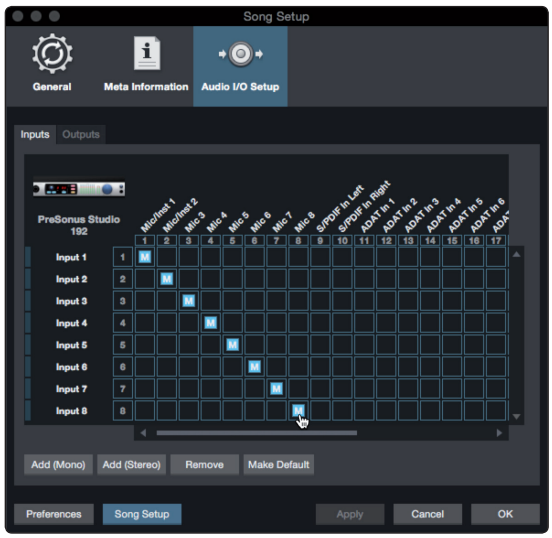
1. Click on Song | Song Setup to set your sample rate and resolution and configure your audio I/O.



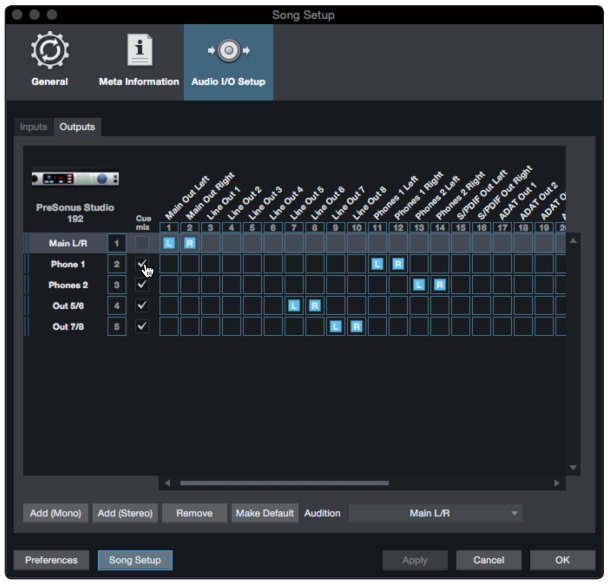
2. Click on the Audio I/O Setup tab.



3. From the Inputs tab, you can enable any or all of the inputs on your audio interface that you'd like to have available. We recommend that you create a mono input for each of the inputs on your interface. If you plan on recording in stereo, you should also create a few stereo inputs.



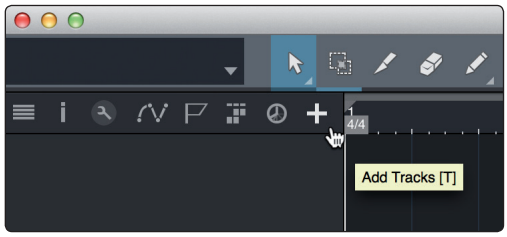
4. Click on the Outputs tabs to enable any or all of the outputs on your audio interface. In the lower right corner, you will see the Audition Select menu. This allows you to choose the output from which you will audition audio files prior to importing them into Studio One Artist. In general, you will want this to be the main output bus.



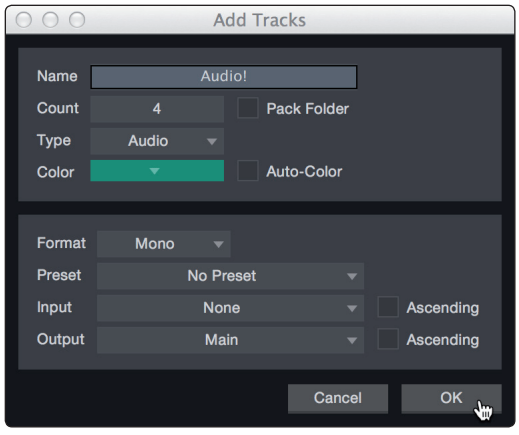
Power User Tip: *If you would like this I/O configuration to be the same every time you open Studio One, click the Make Default button.*

8.3.2 Creating Audio and Instrument Tracks

1. In the upper left corner of the Arrange window, you will notice several buttons. The button furthest to the right is the Add Tracks button. Click on this button to open the Add Tracks window.



2. In the Add Tracks window, you can customize the track name and color, add a preset rack of effects, and set the physical source for the input and output of your audio tracks. Most important, you can select the number and type of tracks you'd like to create.



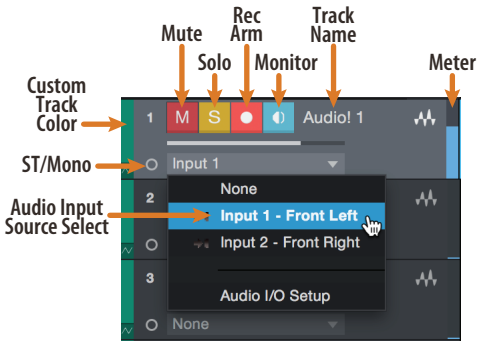
Audio. Use this track type to record and playback audio files.

Instrument. Use this track to record and playback MIDI data to control external MIDI devices or virtual instrument plug-ins.

Automation. This track type lets you create automated parameter controls for your session.

Folder. This track helps you to manage your session as well as to quickly edit multiple tracks at once.

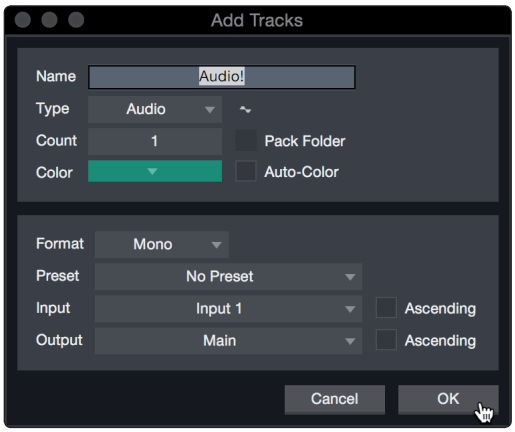
Power User Tip: *If you would like to add an audio track for each of the available inputs, go to Track | Add Tracks for All Inputs.*



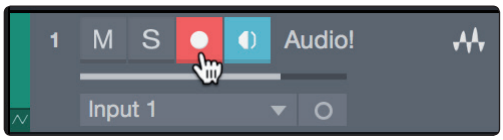
Note: *Instrument tracks are nearly identical to audio tracks. The Input Source list for Instrument tracks lists available external MIDI devices as well as any virtual instruments that have been added to the Song.*

8.3.3 Recording an Audio Track

1. To begin recording, create an audio track from the Add Tracks window, set its input to Input 1 on your audio interface, and connect a microphone to the same input.



2. Select Record Enable on the track. Turn up the Input 1 level on your audio interface while speaking/singing into the microphone. You should see the input meter in Studio One Artist react to the input. Adjust the gain so the input level is near its maximum without clipping (distorting).



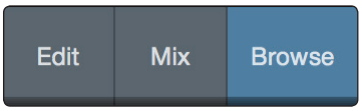
You are now ready to start recording. For complete instructions, please consult the Studio One Reference manual located in Help | Studio One Reference Manual.

8.3.4 Adding Virtual Instruments and Effects

You can add plug-ins and instruments to your Song by dragging-and-dropping them from the browser. You can also drag an effect or group of effects from one channel to another, drag in customized effects chains, and instantly load your favorite virtual-instrument preset without ever scrolling through a menu.

Opening the browser.

In the lower right corner of the Arrange window are three buttons:



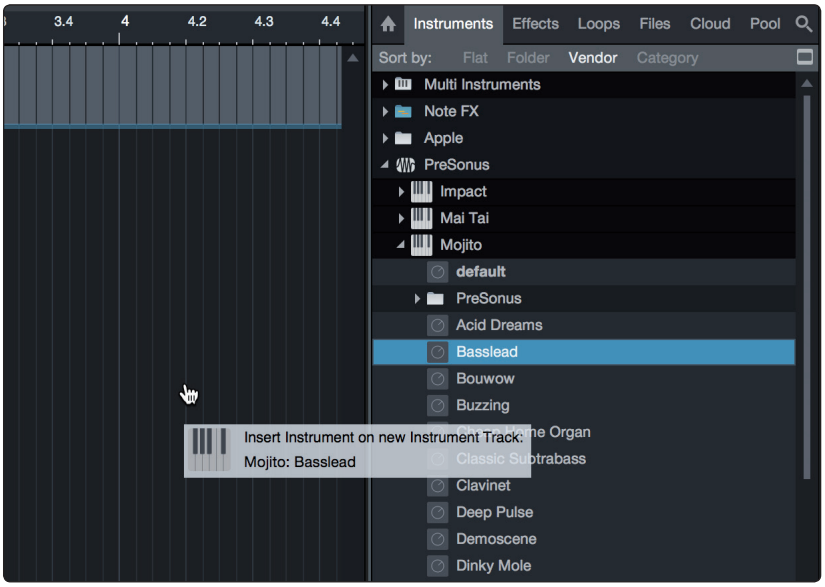
Edit. The Edit button opens and closes the audio and MIDI editors.

Mix. The Mix button opens and closes the Mixer window.

Browse. The Browse button opens the browser, which displays all of the available virtual instruments, plug-in effects, audio files, and MIDI files, as well as the pool of audio files loaded into the current session.

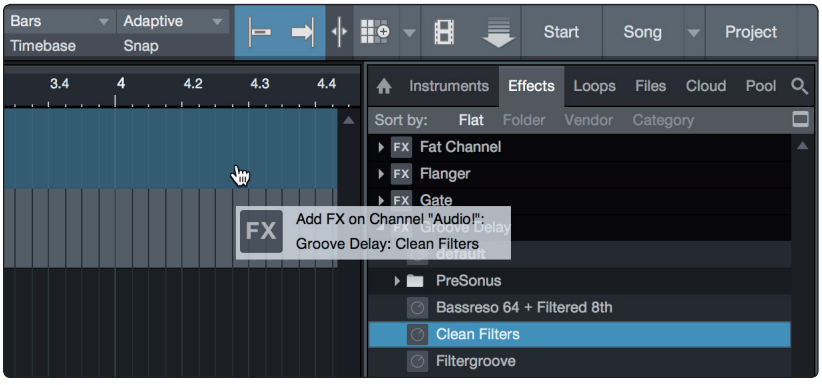
Drag-and-Drop Virtual Instruments

To add a virtual instrument to your session, open the browser and click on the Instrument button. Select the instrument or one of its patches from the Instrument browser and drag it into the Arrange view. Studio One Artist will automatically create a new track and load the instrument as the input.



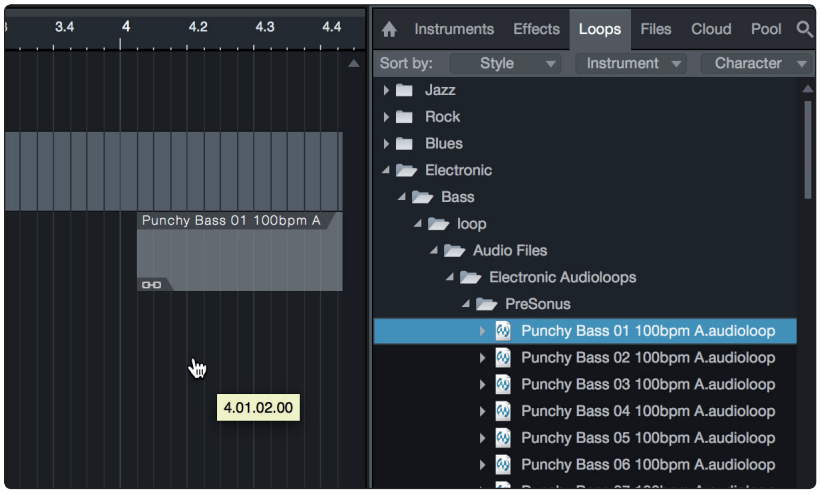
Drag-and-Drop Effects

To add a plug-in effect to a track, click the Effects button in the browser and select the plug-in or one of its presets in the effects browser. Drag-and-drop the selection over the track to which you would like to add the effect.



Drag-and-Drop Audio and MIDI Files

Audio and MIDI files can be quickly located, auditioned, and imported into your Song by dragging them from the file browser into the Arrange view. If you drag the file to an empty space, a new track will be created with that file placed at the position to which you dragged it. If you drag the file to an existing track, the file will be placed as a new part of the track.



9 Customizing Your FaderPort 8

Several useful customization features are available for your FaderPort 8. This allows you adjust fader sensitivity, adjust contrast, and more.

In general, the default settings will work well for more users. If you would like to adjust these settings, press and hold the first two Select buttons while powering on your FaderPort 8.

Once your FaderPort 8 powers on, press the Select button beneath the "Setup" scribble strip.

9.1 Tune Faders

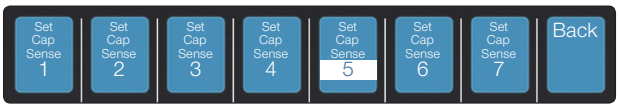
To adjust your fader speed, press the Select button beneath the Tune Faders screen. This will open the Tune Faders menu.

You can adjust the speed at which your faders will follow automation moves from 1 to 7, where 1 is the slowest and 7 is the fastest. By default, this is set to '5.' Slower speeds will provide smoother fader movements. Faster speeds will provide snappier fader recall.

When you are done, press the Select button beneath the Back screen. This will return you to the Setup menu.

9.2 Adjust Fader Touch

To adjust the touch sensitivity of your faders, press the Select button beneath the Adjust Fader Touch screen. This will open the Fader Sensitivity menu.



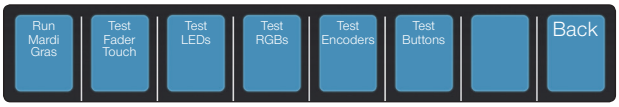
You can adjust how sensitive the touch capacitors in your faders will respond. The sensitivity can be adjusted from 1 to 7, where 1 is the least sensitive and 7 is the most. By default, this is set to '3.' If you find that the faders do not immediately react to your touch, increase the sensitivity. If you find the faders to be too sensitive, lower it.

Please note: *in some environments, increasing the sensitive too high may result in false touches, so it is recommended to make incremental adjustments.*

When you are done, press the Select button beneath the Back screen. This will return you to the Setup menu.

9.3 Test Modes

Your FaderPort 8 is equipped with multiple test modes to verify electrical functionality of all its components. Press the Select button below the Test screen to access these modes.



- **Mardi Gras.** This test mode will cycle through all the LEDs and Fader movements. Press the last Select button to exit.
- **Test Fader Touch.** This mode allows you to test to touch sensitivity of your faders. As you touch each fader, you will receive feedback in the respective scribble strip display.
- **Test LEDs.** This mode allows you to confirm the functionality of all the LEDs on your FaderPort 8. You can turn every LED on, off, as well as blink them.
- **Test RGBs.** Your FaderPort 8 is equipped with several RGB LEDs. This mode will test their functionality by changing their colors to red, green, and blue.
- **Test Encoder.** This mode allows you to confirm the functionality of both encoders as well as the footswitch.
- **Test Buttons.** This mode will illuminate all buttons and allow you to test the elastomeric switch of each.

9.4 Factory Default

In the unlikely event that a firmware update fails, restoring your FaderPort 8 to Factory Default will allow you to restore your unit to its factory firmware version.

Note: *Once restored to the factory version, you will need to update your FaderPort 8 firmware to version 1.0.1 or later.*

10 Appendix

10.1 Troubleshooting

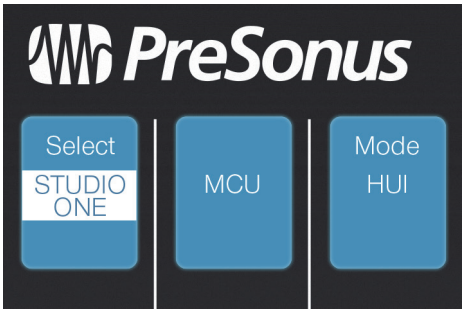
Session Navigator and Scribble Strips not responsive. Make sure you are in the correct mode for your DAW application and that the FaderPort is configured as the correct device type in your DAW: Studio One – Native, ProTools – HUI, All others – MCU.

Track Names Not Updating. If you connect your FaderPort 8 while a session is already open, the track names on the scribble strips may not update immediately. To update, bank left or right.

10.2 Customized MIDI Mapping

Studio One operation mode employs a customized MIDI map. For advanced users, this MIDI map can be used to create customized controls for any DAW application. This section describes how the FaderPort 8 communicates via the USB MIDI port while in Studio One operation mode.

To access this mode, press the first two Select buttons while powering on the FaderPort 8.



Press the Select button to enable Studio One mode.

Once you have selected your mode, press the Select button below the "Exit" screen to reboot your FaderPort. Once you have set the operation mode, your FaderPort 8 will retain this information.

10.2.1 SysEx

SysEx	
SysEx header <SysExHdr>	F0 00 01 06 02
Manufacturer ID	00 01 06
FaderPort 8 Device ID	02

10.2.2 Faders

Use MIDI pitch bend message to transmit fader moves and receive fader positions.

Channel 0-7 are used to address faders 1-8 respectively.

Faders	
Received	Ex, ll, hh
Transmitted	Ex, ll, hh
Fader index	x
Low 7 bits	ll
High 7 bits	hh

10.2.3 Encoders

Use CC messages to transmit increment and decrement values.

Transmitted endless rotary encoder delta values:

Pan / Param Encoder: **B0, 10, xx**
Session Navigator Encoder: **B0, 3C, xx**
xx delta value bit (Bit 7 = direction, Bits 0-6 = number of steps)

10.2.4 Buttons and LEDs

Buttons use Note On/Off messages to transmit the pressed and released state on channel 0.

LEDs use Note On/Off messages to receive the on, off and flashing state on channel 0.

Transmitted	
Button press and release message	90, id, ss
ID	See ID Table
ss	State (Release: 00, Pressed, 7F)
Received (On, Off, Flashing)	
LED on / off message	90, id, ss
ID	See ID Table
ss	State (Off: 00, On: 7F, Flashing: 01)
Received (Color)	
LED Color message	MIDI channel 1-3 is used to set the RGB values of a LED color with 7-bit resolution per color
Red	91, id, cc
Green	92, id, cc
Blue	93, id, cc
ID	See ID table
cc	7-bit color value

Button and LED ID Tables:

General Controls (Left Side)		
Button Label	ID (Hex)	LED Type
Pan / Param Push Encoder	20	n/a
Arm	00	LED
Solo Clear	01	LED
Mute Clear	02	LED
Bypass	03	RGB
Macro	04	RGB
Link	05	RGB
Shift (Left)	06	LED

Channel Strip Controls		
Button Label	ID (Hex)	LED Type
Solo 1	08	LED
Solo 2	09	LED
Solo 3	0A	LED
Solo 4	0B	LED
Solo 5	0C	LED
Solo 6	0D	LED
Solo 7	0E	LED
Solo 8	0F	LED
Mute 1	10	LED
Mute 2	11	LED
Mute 3	12	LED
Mute 4	13	LED
Mute 5	14	LED
Mute 6	15	LED
Mute 7	16	LED
Mute 8	17	LED
Select 1	18	RGB
Select 2	19	RGB
Select 3	1A	RGB
Select 4	1B	RGB
Select 5	1C	RGB
Select 6	1D	RGB
Select 7	1E	RGB
Select 8	1F	RGB
Fader Touch 1	68	n/a
Fader Touch 2	69	n/a
Fader Touch 3	6A	n/a
Fader Touch 4	6B	n/a
Fader Touch 5	6C	n/a
Fader Touch 6	6D	n/a
Fader Touch 7	6E	n/a
Fader Touch 8	6F	n/a

Fader Mode Buttons		
Button Label	ID (Hex)	LED Type
Track	28	LED
Edit Plugins	2B	LED
Send	29	LED
Pan	2A	LED

Session Navigator		
Button Label	ID (Hex)	LED Type
Prev	2E	LED
Session Navigator Push Encoder	53	n/a
Next	2F	LED
Channel	36	LED
Zoom	37	LED
Scroll	38	LED
Bank	39	LED
Master	3A	LED
Click	3B	LED
Section	3C	LED
Marker	3D	LED

Mix Management		
Button Label	ID (Hex)	LED Type
Audio	3E	RGB
VI	3F	RGB
Bus	40	RGB
VCA	41	RGB
All	42	RGB
Shift (Right)	46	LED

Automation		
Button Label	ID (Hex)	LED Type
Read	4A	RGB
Write	4B	RGB
Trim	4C	RGB
Touch	4D	RGB
Latch	4E	RGB
Off	4F	RGB

Transport		
Button Label	ID (Hex)	LED Type
Loop	56	LED
Rewind	5B	LED
Fast Forward	5C	LED
Stop	5D	LED
Play	5E	LED
Record	5F	LED
Footswitch	66	n/a

10.2.5 Value Bar

Received:

B0, 3i, vv
i Value bar number (0 thru 7)
vv value (0 to 7F)

B0, 3i, mm
i Value bar number offset by 8 (8 thru 15)
mm Value bar mode (0: normal, 1: bipolar, 2: fill, 3: spread, 4: off)

10.2.6 Scribble Strips

Addressing: Scribble Strip ID and Scribble Strip Line via SysEx:

Received:

Set Mode:

<SysExHdr> 13, xx, mn F7

xx = scribble strip id 0-7

m = bits **6 to 4**

- **bit 4 = 0** - do not clear the strings/ redraw old strings in new mode

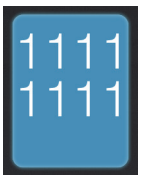
  [<SysExHdr> 0x**13**, 0x01, 0x05 F7] - Changes display mode to **Mode 5** and redraw old strings in new mode

- **bit 4 = 1** - clear strings / new strings will be send and drawn in new mode

  [<SysExHdr> 0x**13**, 0x01,0x12 F7] - Changes display mode to **Mode 2** and clears the old strings for Scribble Strip #1)

- **bit 5** = unused
- **bit 6** = unused

n = mode number (bits **3 to 0**)

Mode	N Value	Scribble Strip Mode	Description	Example
0	0x00	Default Mode	**3 lines of text* and value bar:** **Line 0:** Small, 0-7 characters **Line 1:** Small, 0-7 characters **Line 2:** Large, 0-4 characters	
1	0x01	Alternative Mode	**3 lines of text * and value bar:** **Line 0:** Large, 0-4 characters **Line 1:** Small, 0-7 characters **Line 2:** Small, 0-7 characters	
2	0x02	Alternative Small Mode	**4 lines of text* and value bar:** **Line 0:** Small, 0-7 characters **Line 1:** Small, 0-7 characters **Line 2:** Small, 0-7 characters **Line 3:** Small, 0-7 characters	
3	0x03	Alternative Large Mode	**2 lines of text* and value bar:** **Line 0:** Large, 0-4 characters **Line 1:** Large, 0-4 characters	
4	0x04	Big Metering Mode	**3 lines of text* and meters:** **Line 0:** Small, 0-4 characters **Line 1:** Small, 0-4 characters **Line 2:** Large, 0-2 characters	
5	0x05	Small Metering Mode	**3 lines of text*, meters, and value bar:** **Line 0:** Small, 0-4 characters **Line 1:** Small, 0-4 characters **Line 2:** Large, 0-2 characters	
*The font is not mono-spaced, so the number of characters per line can vary.				

Send String:

Send the text messages to the scribble strips.

Received:

<SysExHdr> **12, xx, yy, zz, tx,tx,tx,...** F7

xx = scribble strip id 0-7

yy = line number 0-3

zz = alignment flag and normal/inverted

- flag bits **xxxxiaa** (**0000000** = centered normal)
- **aa** = alignment (center: 0, left: 1, right: 2)
- **i** = inverted
- **x** = not used

tx = text in **ASCII** format

Metering

Chanel Pressure message (After Touch) for the peak and reduction meters.

Received:

Dn, vv

n meter address

- 0-7 peak meters 1-8
- 9-15 reduction meters 1-8

vv meter value (0...7F)

Peak meters decay automatically.

Reduction meters are set by the host only (no automatic decay).

Added bonus: PreSonus' previously Top Secret recipe for…

Chicken and Andouille Gumbo

Ingredients:

- 1 C All-Purpose flour
- ¾ C Vegetable Oil
- 1 large onion (diced)
- 1 small onion (quartered)
- 6 celery stalks (diced)
- 1 large green bell pepper (diced)
- 3 cloves garlic (2 minced, 1 whole)
- 1 lb link Andouille sausage
- 4 Chicken leg quarters
- 4 qt water
- 4 bay leaves
- 1 tsp thyme
- 1 tsp Old Bay seasoning
- 1-2 C frozen okra, sliced
- ¼ C fresh parsley, minced
- 6-8 eggs (optional)

Cooking Instructions:

1. In a large pot, combine whole chicken leg quarters, water, quartered onion, Old Bay, 2 bay leaves and 1 whole clove garlic. Cover and bring to a low boil. Simmer stock until chicken is falling off the bone. Remove the chicken and set aside. Discard the onion, bay leaves, and garlic, reserving the liquid.
2. In a heavy saucepan, heat 1 Tbsp of the oil on medium high heat and brown the andouille until it is cooked through. Set aside sausage for later.
3. In the same saucepan, add and heat remaining oil. Slowly add flour 1-2 Tbsp at a time, stirring continuously. Continue cooking and stirring the roux until it is a dark brown (it should look like melted dark chocolate). Be careful to not to get the oil too hot or the flour will burn and you'll have to start over.
4. Once roux has reached the correct color, add diced onion, celery, green pepper, and minced garlic. Cook until vegetables are very tender. Do not cover.
5. Slowly add 1 quart of chicken broth and bring to a low boil, stirring constantly.
6. Transfer roux mixture to a soup pot and bring to low boil. Do not cover, the roux will settle on the bottom of the pot and burn.
7. Add remaining chicken broth, bay leaves, and thyme. Simmer for 30 minutes.
8. While gumbo is simmering, debone and shred chicken and slice the andouille.
9. Add chicken and andouille to gumbo and return to a simmer. Simmer for 30-45 minutes.
10. Stir in frozen okra and parsley and bring to a rolling boil.
11. **Optional:** Crack one egg into a teacup and quickly pour into the boiling gumbo. Repeat with the other eggs being careful not to cluster them too closely. After all the eggs have risen back to the surface, reduce heat and simmer.
12. 12. Correct seasoning with salt and pepper (red, white and/or black) if necessary.
13. Serve over rice with potato salad.

Serves 12

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FaderPort™ 8

8-channel Production Controller

Owner's Manual

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