

P1-Nano Script for Studio One User Guide (V1.1)

This User Guide is also available as a video, included in this playlist:

[P1-Nano Playlist](#)

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General Features

The Single Display Above the Fader

These scripts use the D5 display. There is also a single display on the Nano itself. This is controlled internally by the Nano. I have very little control over what it shows from my custom script. While I've done my best to ensure that most of the time it shows the currently controlled channel, there can be circumstances where it shows another channels info (e.g. after turning one of the VPots).

You should not place too much attention on this single display if using this script. Everything you need is on the main display (including a clear indication of which channel is currently being controlled by the fader).

The exception to this is that the single display is where the Master Channel Meter is shown when you switch on the Master button next to the fader.

Another drawback of the main display is that it only shows the top 2 lines of text and not the lower 2. iCON may choose to fix this in a later firmware version.

You should only pay attention to the main D5 display except for the master meter.

Shift

Some buttons have different functions in shift mode. The shift key is on the Touch screen. To activate shift mode you can either:

1. Press and hold the Shift button. Shift mode is activated as long as you press the button. When you release the buttons shift mode is cancelled.
2. Tap the shift button to toggle shift mode on and off.

VPot (Rotary Encoder) Press

The rotary encoders were known as "VPots" (Virtual Potentiometers) on the original Mackie Control. I've used this name throughout the documentation. The VPot press has different functions depending on which scene you are using. However, when shift mode is activated the VPot press will ALWAYS return whatever the VPot is controlling to the default value. E.g. if the VPot is controlling the Pan, pressing the VPot in Shift mode will return the pan to centre.

Fader

The fader controls different functions depending on which scene you are using. To reset the fader to the default value, enable shift mode and tap the fader. E.g. if the fader is controlling the track volume, shift-tap will return the value to 0dB.

Scenes

Selecting the different scenes will configure the controller to control different functions. Details of each scene are given later in this guide.

Each scene can also be put into [Focus] mode. This focuses in on the currently selected track.

Without [Focus] mode enabled each strip on the controller controls parameters on a different channel.

With [Focus] mode enabled each strip on the controller controls a different parameter for the currently selected track.

The current scene is displayed on the screen. If [Focus] mode is enabled the name of the currently selected track is also displayed.

Display



All four lines of the display are used

Line 3 will usually show you the track number. If the track is selected the number will be enclosed in square brackets, e.g. [1].

Select Mode

The VPot press can also be used as a track select button by engaging the “<Select>” mode using the touch screen button.

When this is on (lit) you can directly select a channel by pressing the VPot. Once you make a selection the select mode is cancelled.

Like the Shift mode, the Select mode can either be held down or latched with a tap.

When the select mode is on, the main display will show <> around all the unselected track numbers, prompting you to pick one. This also serves as a visual reminder that Select mode is active and the normal VPot press functions will not apply.

Banking and Stepping Through Channels

Pressing the channel left/right buttons will make the previous/next track the selected track. If you move past the end of the bank, the Nano will switch to the next bank and the first track in the new bank will become selected. For example: moving right from track 8 will move to the next bank and select track 9.

Pressing the bank left/right will make the switch to the previous/next bank of 8. After banking the selected track will be in the new bank, but at the same position as the previously selected track. For example: You start on the first bank (tracks 1 – 8) and have track 3 selected. If you bank right you will now see the second bank of 8 tracks (track 9-16). The third track in this bank will become the new selected track (track 11 (3+8)).

DAW Console Follows Controller

When you select a track on the controller, the Studio One console will scroll so that the selected track is in view. If you don't want that feature you can turn it off in the UserSettings. (See the InstallationGuide pdf).

Locate Selected Track on Controller

If the selected track is not visible on the controller, press the “Locate” button on the touch screen. The Nano will be banked so that the selected track becomes visible on the controller. E.g. if track 10 is selected but not visible, pressing locate will bank the Nano to the second bank (tracks 9 to 16) so you can see track 10.

Transport

The transport section works the same as the Mackie scripts and is self-explanatory.

Loop

The loop button turns the loop mode on/off.

The start and end of the loop can be set by engaging the SHIFT mode and pressing the rewind and fast forward buttons on the transport section.

Marker Mode

Enable marker mode by pressing the Markers button on the touch screen. In this mode:

- The Rewind button in the transport section moves to the previous marker
- The Forward button in the transport section move to the next marker
- The Record button or clicking the Jog Wheel creates a new marker at the current position.

Master Section

On the P1-Nano, the master fader is activated by pressing the Master button next to the fader. The fader then becomes the master fader. The meter on the single display becomes the Master output meter. This is a single meter that shows the maximum peak level of the left and right channel.

If the master channel clips the blue lights next to the Jog Wheel will turn red. When the master clip is reset these lights will return to blue.

Metering

In most scenes the meters on each channel show the highest value of the Left and Right channels. This can be switched to showing the gain reduction level on that channel by pressing the [FLIP] button on the controller. Press [FLIP] again to return to level metering.

Level Meters

The level meters can be configured in the User Settings for two different modes. Which mode you use will depend on your personal preference and how you gain stage your mixes.

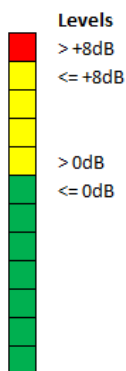
'Full' Meter Mode



If you like to gain stage so that no track exceeds 0dBFS you'll probably want to use the 'full' meter mode. This sets 0dB to be the top of the yellow segments, giving you the best possible range on the meters up to 0dB. Anything over 0dB will light the red overload light.

This mode is the default.

"Green" Meter Mode

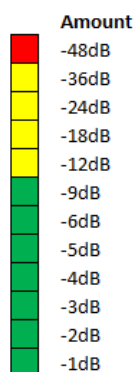


If you prefer allowing tracks to go over 0dB you can switch to the 'green' mode. This moves the 0dB position to the top of the green segments and gives you +8dB of metering headroom in the yellow segments. The red overload comes on over +8dB.

This mode can be selected in the User Settings. See the UserSettings.pdf for more info.

Gain Reduction Meters

The meters can be switched between level and gain reduction by pressing the 'flip' button on the Nano.



Gain reduction is shown from the bottom up. The more gain reduction, the higher the meter goes. The scale is shown on the left.

Meters on the Master Channel and Input/Output Channels

These are fixed to use the 'full' mode (see above).

- Stereo metering is shown on the V1-M for the master channel.
- The P1-M shows a single meter which is the highest level of the left and right channels.

Jog/Zoom/Move

NOTE: On Studio One Version 6 the Jog Wheel only moves in steps of 1 Bar, regardless of the time format of the ruler. The 'jog fine' feature also does not work on this version.

The Jog Wheel moves the playback cursor. By default the amount of time moved by the wheel is affected by the zoom level of the time line. The more you are zoomed in, the smaller jog wheel movements become.

The units correspond to the time format of the active ruler. If the ruler is set to Bars/Beats then the jog wheel moves by bars/beats/quarter notes etc. depending on the zoom level. If the ruler is set to seconds then the jog wheel moves by minutes/seconds/fractions of a second depending on the zoom level.

Fine Mode

Pressing the [Jog Fine] touchscreen button (or pressing the jog wheel on the P1-M and P1-Nano) will put the jog wheel into fine movement mode. This will move in smaller steps than the normal mode.

Secondary Ruler

Pressing the [2nd Ruler] touch screen button will make the Jog Wheel use the secondary ruler in Studio One. It will also change the time code on the controller to use the secondary time format.

Changing Time Formats

Pressing the [Time Format] button on the touchscreen will change the format of the time used by the active ruler and the active timecode display. Each press will cycle through the 4 formats: Bars/Seconds/Samples/Frames.

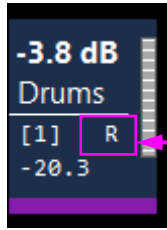
Customisation

The Jog Wheel behaviour can be customised in the User Settings. E.g. you can change to a fixed amount of time, or to use the quantize value etc. (See the Installation Guide pdf).

Move/Zoom

To move or zoom, press one of the zoom or move buttons then turn the Jog wheel. Press the zoom/move button again to return the jog wheel to normal operation.

Automation



Pressing an automation mode key enables that mode on the **selected track**. To turn off automation, press the currently active automation mode to toggle it off

Automation modes for each track are shown to the right of the track number.

R=Read, W=Write, T=Touch, L=Latch, Blank=Off

Track Filters

There are a number of buttons on the touch screen that will filter which types of track are shown on the controller.

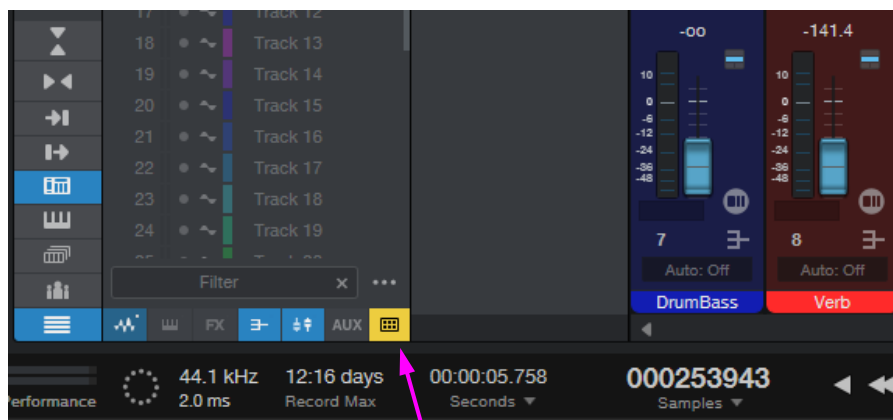
By default (with no filter active) the control surface will show all tracks that are currently visible in the Studio One console. Hiding certain types of track or individual tracks in the console will hide them from the control surface.

Tap one of the filter buttons on the touch screen to engage the filter. Only tracks of those types will be shown. Press again to turn the filter off and return to showing all visible tracks. You can also press a different filter to jump directly to that filter.

Remote Filter

A special filter called 'Remote' will display all tracks set up as the 'Remote' bank in the Studio One console. With the Remote bank active, configure the console to show the types of tracks (or individual tracks) that you want to see.

When activating the 'Remote' filter on the controller, you will see the track you made visible in the 'remote' bank in the console. You do not need to have the remote bank active in Studio One.



Click this button to activate/deactivate 'remote' view in Studio One. When active, configure the track visibility that you want to see on the controller with the 'remote' filter selected.

Remote view in Studio One does not need to be active when used on the controller.

Bus and VCA Spill Filter

The 'spill' filter can be enabled when the selected track is a VCA, Bus or FX Channel.

Enabling the filter will only show tracks on the control surface that route audio into that Bus or FX Channel. The routing can either be from a send, or because the track itself having its output routed to the bus.

In the case of VCAs, only tracks controlled by the VCA will be shown on the surface.

In the spill mode, the Bus/FX/VCA channel is also included.

Pressing the 'spill' filter again will return to the default 'all tracks' view (no filter). You can also jump straight to another filter by pressing another filter button.

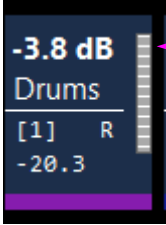
Track Scene

The track scene is for setting up tracks and gain staging.

Track - Normal

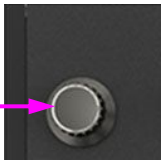
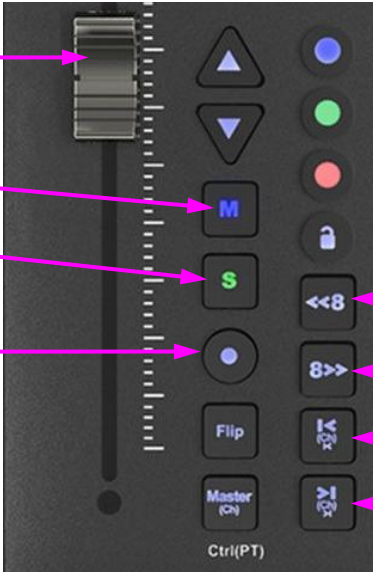
Each channel strip controls a different track. The VPots are connected to the track's input gain.

Gain Level (Also shows polarity when changing)
Track Name
Track Number Automation Mode
Fader Volume



Track Meter
Press [Flip] button to toggle between level and gain reduction

Rotate: Adjust Gain
Press (Normal): Toggle Polarity
 0 = Normal, 1 = Reversed
Press (<Select> Mode): Select this Track

Track Volume

Mute

Solo

Record Arm
+Shift: Displays and sets monitoring status

Bank Left

Bank Right

Select Previous Track

Select Next Track

Track - Focused

The scene focuses on the selected track. Each VPot controls a different parameter on the track.

Meters	Left Level	Right Level	Gain Reduction					
Parameter Value	-3.8 dB	0	<C>	Mic2	Main	VCA 2	0	0
Parameter Name	Gain	Phase	Pan	Input	Output	VCA	BypSend	Byplns
Track Number Automation	[1] R	2 R	3 R	4 R	5	6 R	[TRACK]	Drums
Track Name	Drums	Pad	Arp	Synth	Piano	B3	Gtr	GtrDb1

Scene Name | Focused Track

Gain Level	Phase (Polarity)	Pan Level	Input Routing	Output Routing	VCA Routing *	Bypass all sends	Bypass all inserts

* To clear the VCA Routing click the VPot with the Shift engaged.

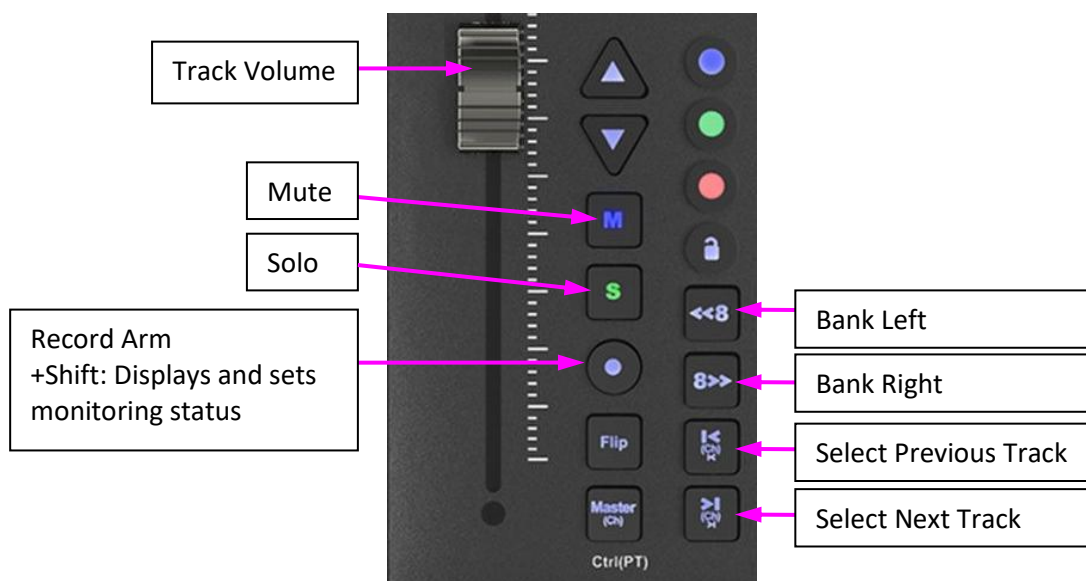
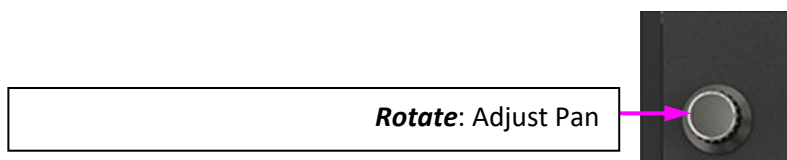
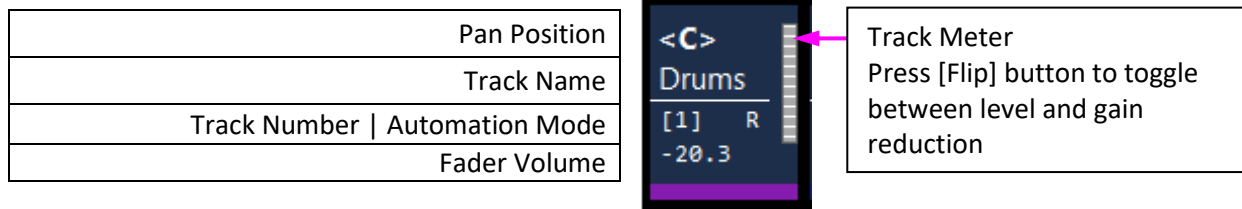
Track Volume	Mute	Solo	Record Arm (Shift: Monitor)	Bank Left	Bank Right	Select Previous Track	Select Next Track

Pan Scene

The Pan scene is for general mixing with panning.

Pan – Normal

Each channel strip controls a different track. The VPots are connected to the track's pan position.



Pan – Focused

The scene focuses on the selected track. Each VPot controls a different panning parameter for the track.

Meters	Left Level	Right Level	Gain Reduction
Parameter Value	Dual	L69	R69
Parameter Name	Type	Left	Right
Track Number Automation	[1] R	2 R	3 R
Track Name	Drums	Pad	Arp

Press to change Pan Type *

Rotate to change pan values (depends on current pan type)

Track Volume

Mute

Solo

Record Arm (Shift: Monitor)

Bank Left

Bank Right

Select Previous Track

Select Next Track

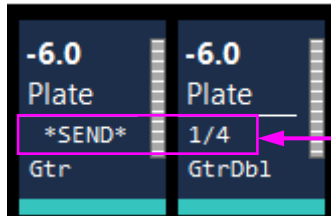
* Press here is inconsistent; it should be rotate, but the Pan Type parameter in Studio One is read-only so it cannot be bound to the VPot rotation. Instead, I've used the press to run a command in Studio One to advance to the next pan type. It works but it's an annoying inconsistency.

Send Scene

Controls the track sends

Send - Normal

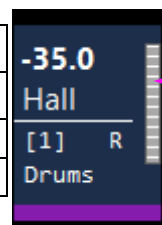
Each channel strip controls a send slot for the track. Each time you press the Send scene button on the touch screen the channel strip will be connected to the next Send slot.



Scene Name | Send Slot / Total Send Slots
Pressing the 'Send' button on the touch screen will cycle through each used send slot.

If the track does not have a send in the selected slot the channel strip will be inactive.

Send Level (Also shows pan position when changing)
Send Destination
Track Number Automation Mode
Track Name

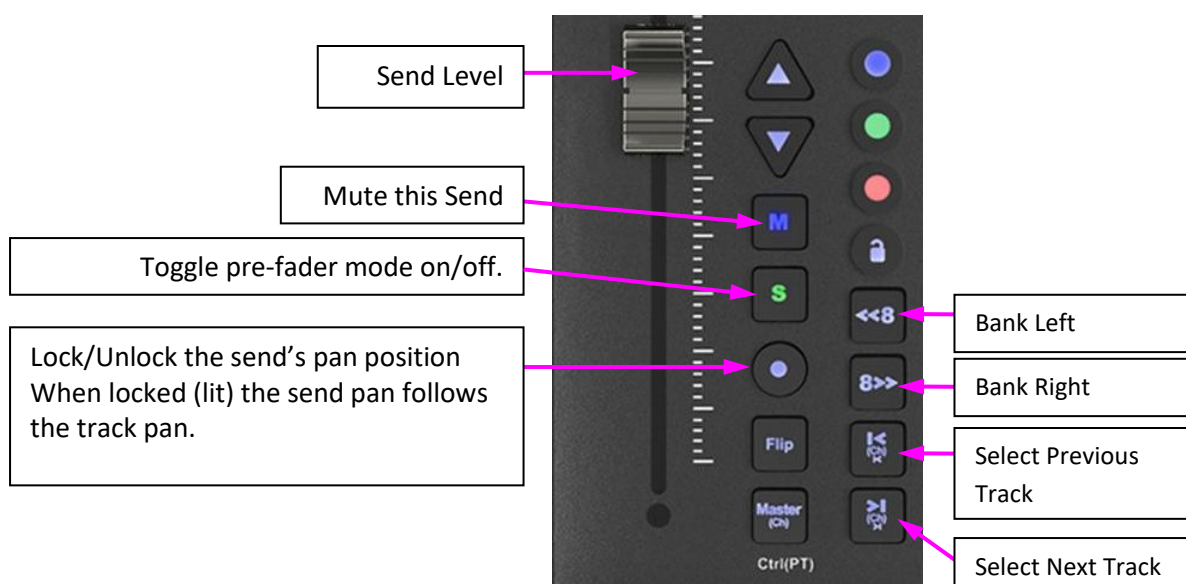


Track Meter
Press [Flip] button to toggle between level and gain reduction.

Rotate:

Normal: Adjust send pan (if pan is unlocked)
<Route> mode: Change the destination of the send

Press: Toggle <Route> mode on/off.



Send - Focused

The scene focuses on the selected track. Each channel strip is connected to a different send slot on the selected track. E.g. Channel Strip 1 is connected to the first send slot. In the example below the track called 'Drums' has three sends: A hall reverb, a plate reverb and the parallel compression bus.

If there is no send assigned to that slot, the channel strip is inactive. The channel strips faders and buttons have the same function as the normal send scene. (See above for more details).

Meters	Left Level	Right Level	Gain Reduction
Send Level (& pan when changed)	-35.0	-19.6	-14.2
Send Destination	Hall	Plate	PComp
Send Slot	[0]	1	2
Not Used			

Rotate: Normal: Adjust send pan (if the pan is unlocked)
 <Route> mode: Change the destination of the send
Press: Toggle <Route> mode on/off.



Send Level

Mute this Send

Toggle pre-fader mode

Lock/Unlock the send's pan position

Flip

Master (C)

Select Previous Send Slot

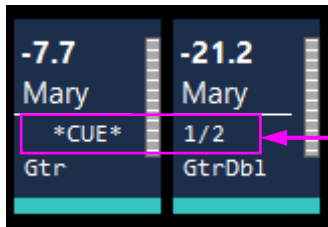
Select Next Send Slot

Cue Scene

Controls the Cue Mix sends

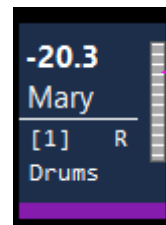
Cue - Normal

Each channel strip controls a Cue Mix slot for the track. Each time you press the Cue scene button on the touch screen the channel strip will be connected to the next Cue Mix slot.



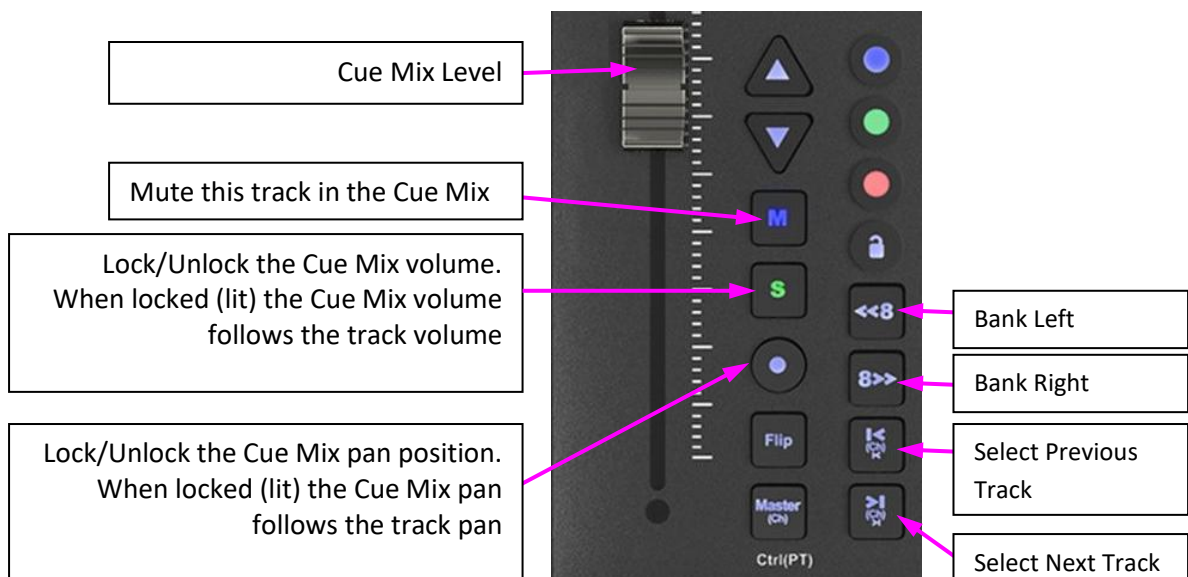
Scene Name | Cue Slot / Total Cue Slots
Pressing the 'Cue' button on the touch screen will cycle through each Cue Mix.

Cue Mix Volume
Cue Destination
Track Number Automation Mode
Track Name



Track Meter
Press [Flip] button to toggle between level and gain reduction.

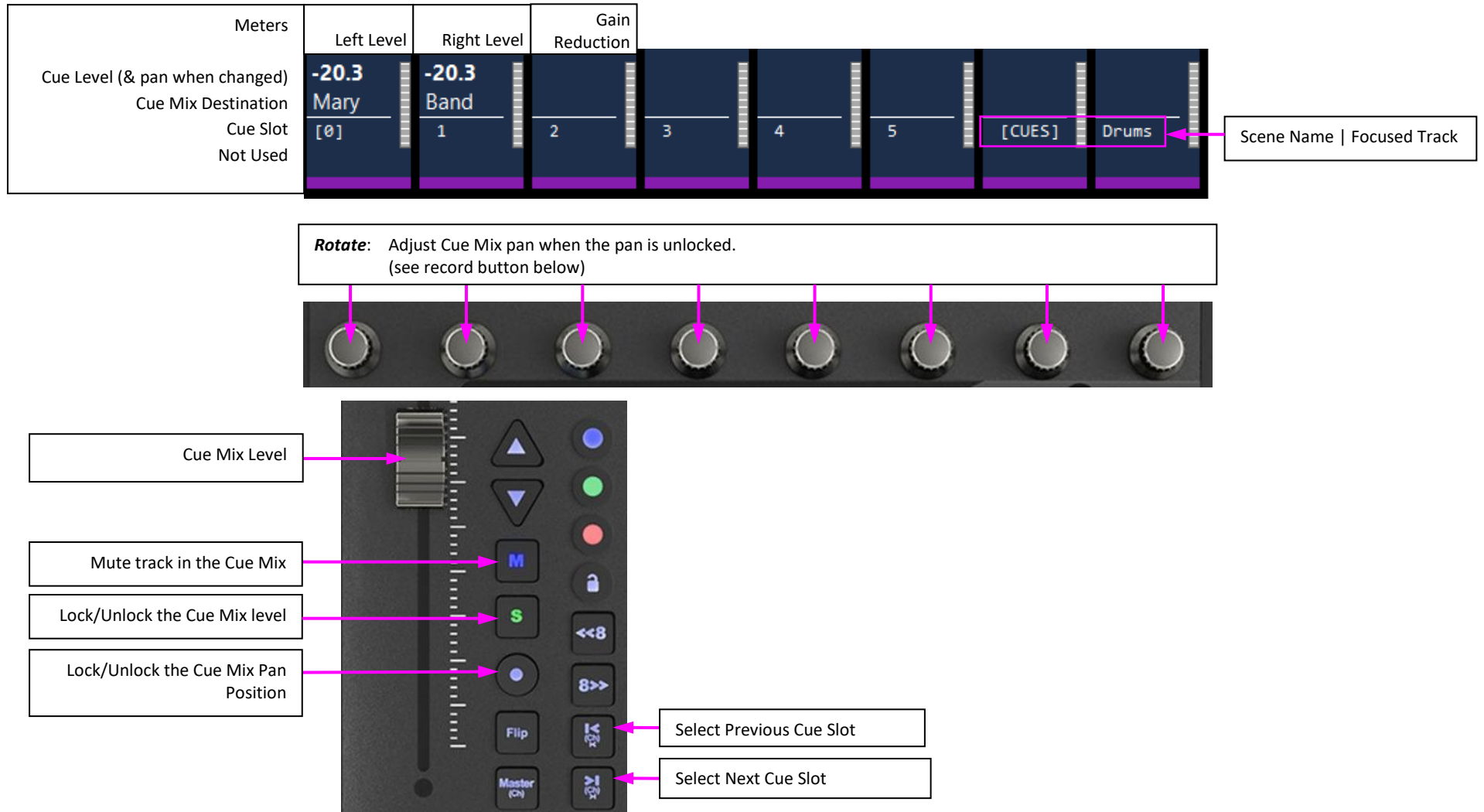
Rotate: Adjust Cue Mix pan when the pan is unlocked. (See record button below).



Cue - Focused

The scene focuses on the selected track. Each channel strip is connected to one of the available cue mixes. E.g. Channel Strip 1 is connected to the first cue mix. In the example below the track called “Drums” is focused and there are two available Cue Mixes for band members Adam and Mary.

Channel strips without Cue Mixes assigned are inactive. The channel strips faders and buttons have the same function as the normal cue scene. (See above for more details).



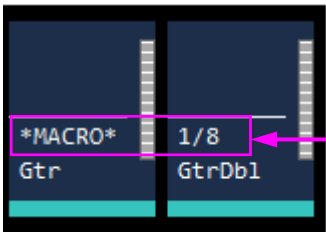
Macros Scene

Shows the 8 Macro Controls that can be mapped for each track.

Macros - Normal

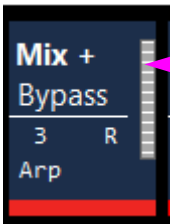
Each channel strip controls the normal controls for each track. The display shows the Macro Controls for the channel in the current slot. Each time you press the Macro scene button on the touch screen, the display will show the next Macro Control.

Each Macro Control has a rotary and a toggle button. The rotary control is mapped to the V-Pot rotation and the toggle button is mapped to the V-Pot press.



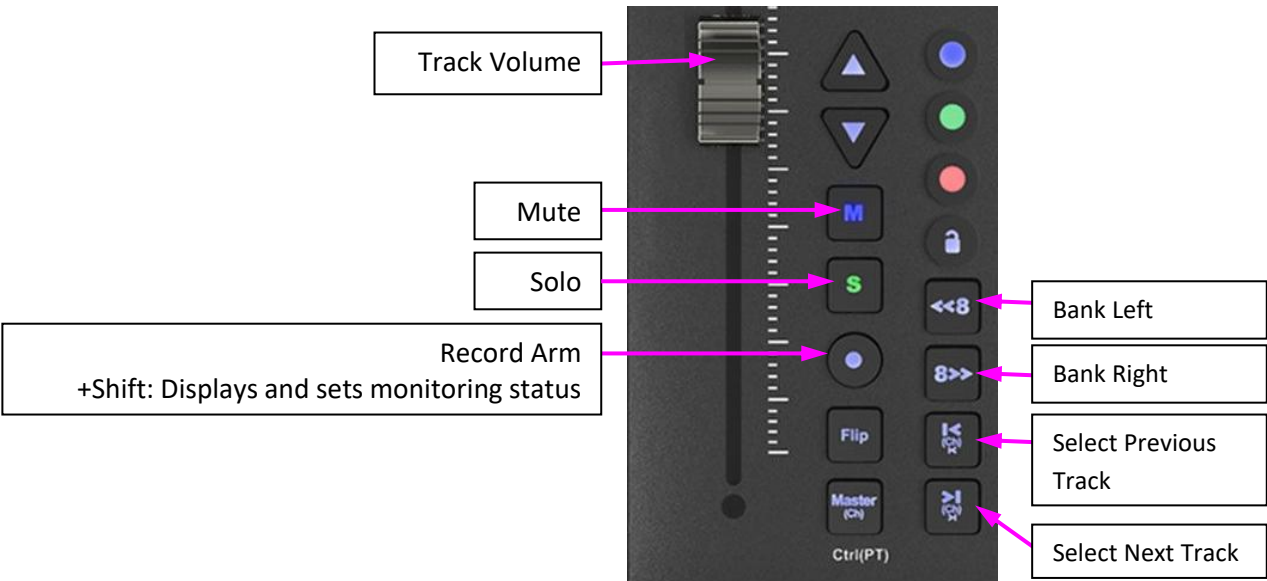
Scene Name | Macro Slot / Total Macro Slots (always 8)
Pressing the 'macro' button on the touch screen will cycle through each macro slot.

Rotary Macro Control
Push Macro Control
Track Number Automation Mode
Track Name



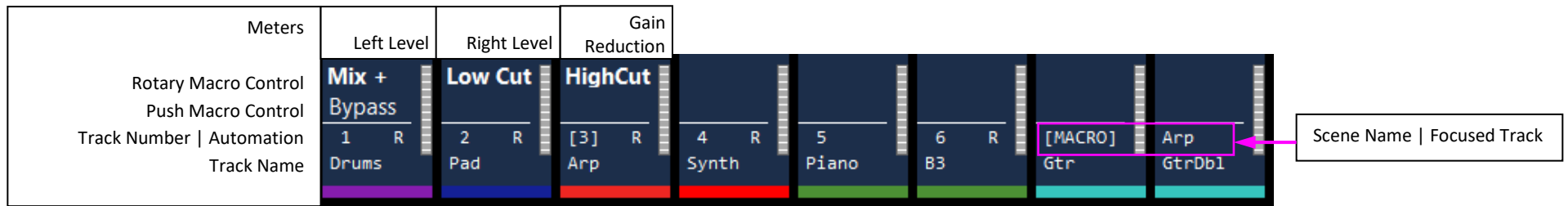
Track Meter
Press [Flip] button to toggle between level and gain reduction.

Rotate: Change the controls assigned to the rotary macro control
Push: Change the controls assigned to the toggle macro control

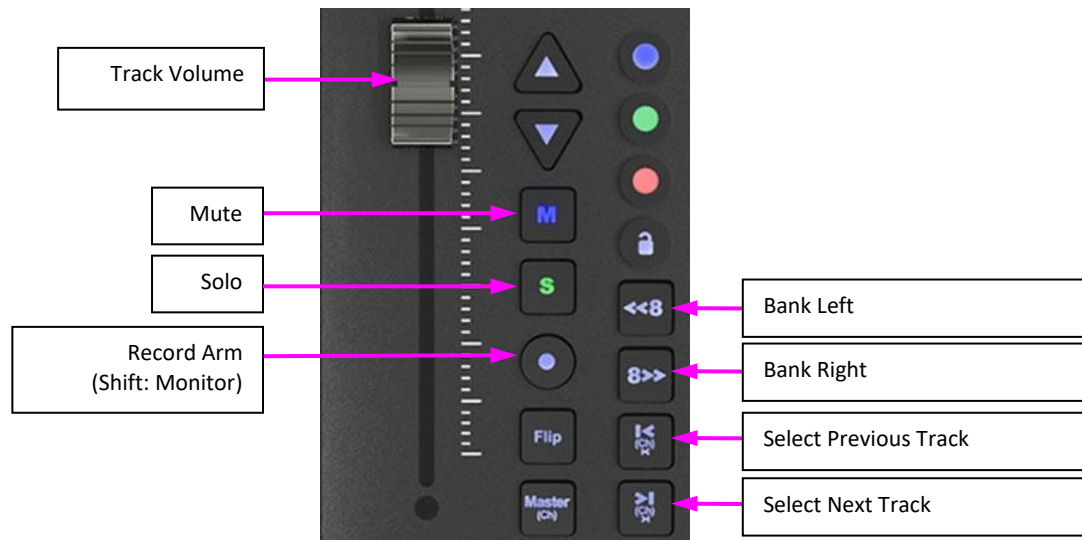


Macros - Focused

The scene focuses on the selected track. The display shows all macro controls on the selected (focused) track.



Rotate: Change the controls assigned to the rotary macro control
Push: Change the controls assigned to the toggle macro control

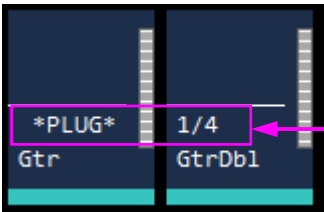


Plugin Scene

Shows the Plugins inserted on the tracks.

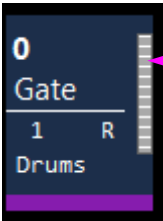
Plugin - Normal

Each channel strip controls the normal controls for each track. The display shows the plugins connected to the channel in the current slot. Each time you press the Plugin scene button on the touch screen the display will show the next Plugin slot. Pressing the V-Pot opens the editor for that plugin and puts the controller into plugin control mode.



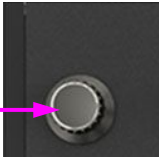
Scene Name | Plugin Slot / Total Plugin Slots
Pressing the 'plugin' button on the touch screen will cycle through each plugin slot.

Plugin Bypass Status (1=Bypassed. 0=Not Bypassed)
Plugin Name
Track Number Automation Mode
Track Name



Track Meter
Press [Flip] button to toggle between level and gain reduction.

Rotate: Turn right to set plugin to Bypass mode.
Turn left to turn off Bypass mode.
Press: Opens the plugin editor and puts the controller into Plugin control mode.



Track Volume

Mute

Solo

Record Arm
+Shift: Displays and sets monitoring status

Bank Left

Bank Right

Select Previous Track

Select Next Track

Plugin- Focused

The scene focuses on the selected track. The display shows all plugins on the selected (focused) track.

Meters	Left Level	Right Level	Gain Reduction							
ByPass (0=Off, 1=On)	0	0	0	0						
Plugin Name	Gate	Compres	Pro EQ	RoomRev						
Track Number Automation	[1] R	2 R	3 R	4 R	5	6 R	[PLUG]	Drums	Scene Name Focused Track	
Track Name	Drums	Pad	Arp	Synth	Piano	B3	Gtr	GtrDb1		

Rotate: Turn right to set plugin to Bypass mode. Turn left to turn off Bypass mode.

Press: Opens the plugin editor and puts the controller into Plugin Control mode.



Track Volume		
Mute		
Solo		
Record Arm (Shift: Monitor)		
		Bank Left
		Bank Right
		Select Previous Track
		Select Next Track

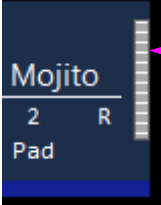
Instrument Scene

Shows the Instrument inserted on the tracks.

Instrument - Normal


Each channel strip controls the normal controls for each track. The display shows if there is a instrument loaded on the track. Pressing the V-Pot opens the editor for that instrument and puts the controller into instrument control mode.

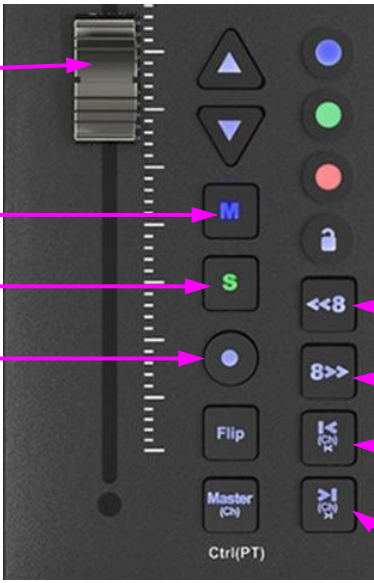
Not used
Instrument Name
Track Number Automation Mode
Track Name



Track Meter
Press [Flip] button to toggle between level and gain reduction.

Rotate: Not used
Press: Opens the instrument editor and puts the controller into instrument control mode.





Track Volume

Mute

Solo

Record Arm
+Shift: Displays and sets monitoring status

Bank Left

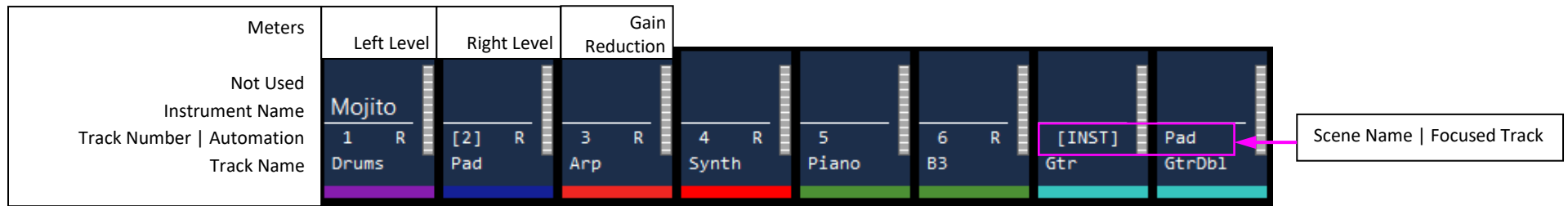
Bank Right

Select Previous Track

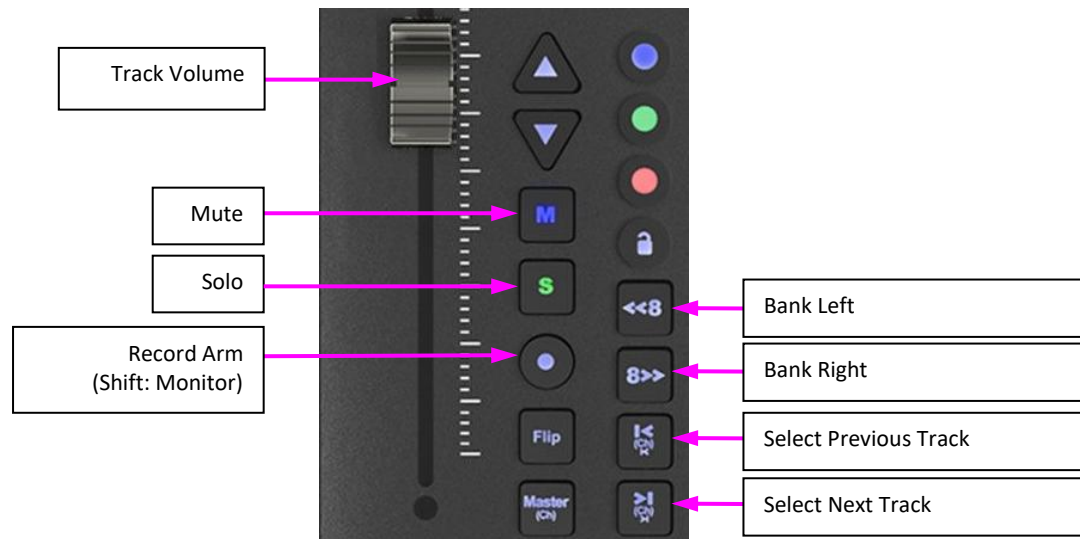
Select Next Track

Instrument - Focused

The scene focuses on the selected track. If the selected (focused) track has an instrument on it, its name will be shown on the first track.



Rotate: Not Used
Press: Opens the instrument editor and puts the controller into Instrument Control mode.



Plugin/Instrument Control Mode

Introduction

The controller can be used to control parameters on Plugins and Virtual Instruments. When this mode is active the controller no longer controls the mixer console. Instead the V-Pots, Fader and Select Buttons (VPot press while in <Select> mode) can all be mapped to a specific control on the Plugin or Instrument.

The rest of this section will refer to plugins, but everything here applies to instruments as well.

Manual/Automatic Control Mapping

This mapping can either be done manually for each plugin, or you can set a particular plugin to use Automatic Mapping.

To use Automatic Mapping press the [Auto Map] button on the touch screen when in plugin control mode. You can switch between manual and auto mapping without losing your manual mapping. The mode will be remembered for each plugin.

The auto mapping is not very logical. Some PreSonus plugins seem to have better auto mapping than third-party plugins. I find it's best used on plugins with a small number of control (e.g. < 16). For larger plugins it's better to make your own map that you can lay out in a logical way.

If you have mapped a plugin manually that mapping will apply to all instances of that plugin in all songs and projects.

Activating the Plugin Control Mode

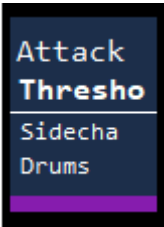
This mode becomes active under the following conditions:

- 1. The Plugin/Instrument Scene is active (either Focused or not)
- 2. The Plugin/Instrument editor window for the currently selected track is open in Studio One and in focus

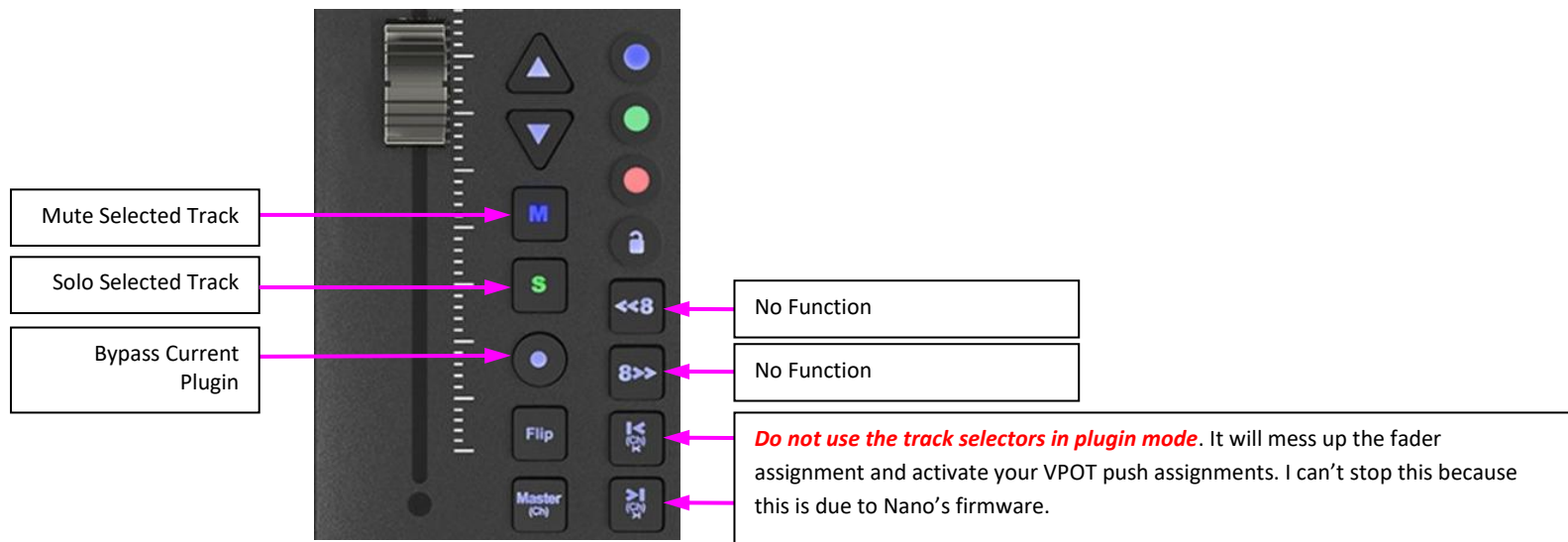
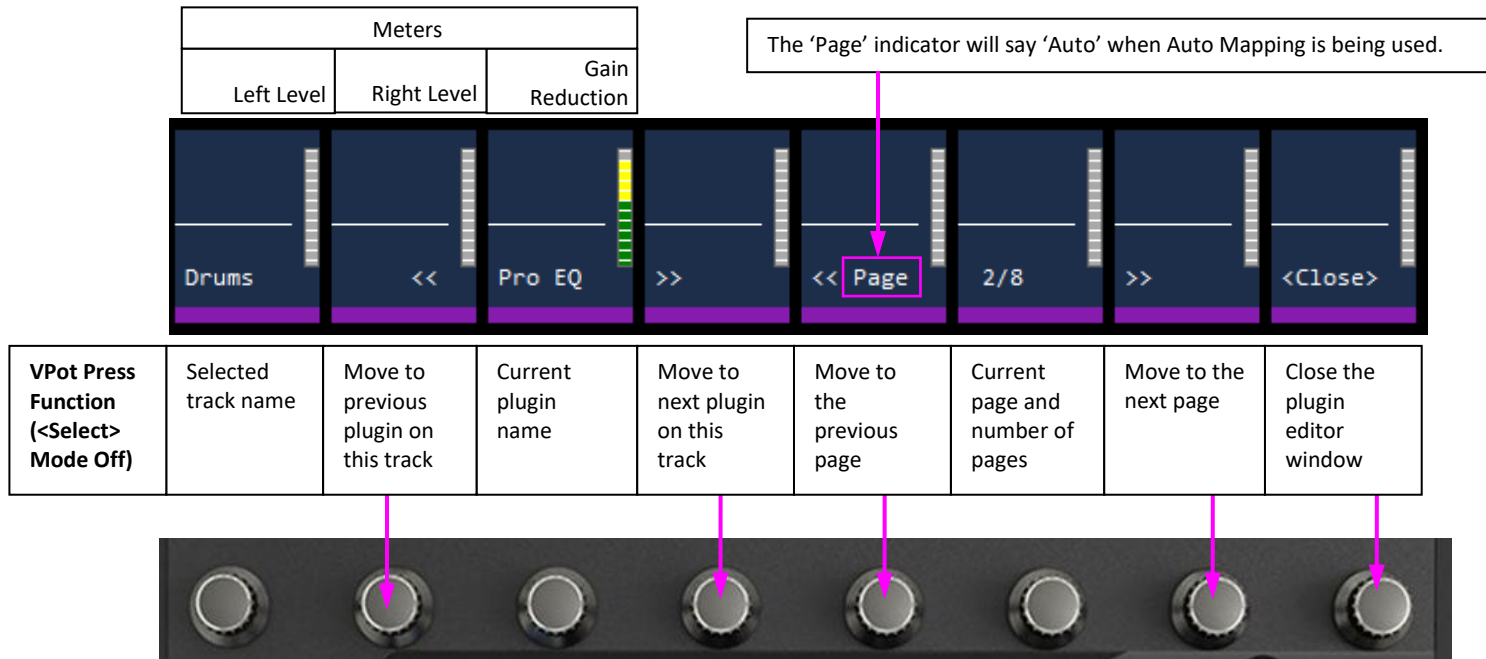
You can do this from the controller by clicking a VPot when in the Plugin/Instrument Scene. The relevant track will be selected and the editor window for the relevant plugin will be opened. The controller will then be placed in Plugin Control Mode.

The Display

When in Plugin Control Mode, the top three rows will display any parameters assigned to the surface controls.



Parameter assigned to the V-Pot
Parameter assigned to the Fader (Channel 1 only)
Parameter assigned to the Select Button (VPot press in <Select> mode)
<i>The bottom row of the display will show information and commands that can be activated by pressing the corresponding V-Pot. See next page for details.</i>



Assignments

For each channel on the controller you can assign the V-Pot rotation and the Select button (VPot press when <Select> mode is enabled) to any parameter on the plugin. You can also assign the fader. This gives you 17 controls that can be connected per 'page'.

For each page you can connect the channel controls to a different set of parameters on the plugin. You have total of 8 pages which gives you the ability to assign controls to a total of $17 \times 8 = 136$ parameters on each plugin.

Pages come in very useful for channel strips where you can have a different page for each section of the channel strip. E.g. page 1 could control the EQ, page 2 the compressor etc.

The select button is best suited to 'on/off' type parameters on the plugin. When in <Select> mode, the status of the parameter (0 or 1) will be shown on the bottom row instead of the usual VPot press commands. Examples are: switching EQ bands on/off, enabling/disabling the sidechain of a compressor, enabling BPM syncing on a delay.

The fader is best suited for continuous parameters like EQ Gain, Reverb decay time, output trim.

The V-Pot rotation can be used for either type of parameter. When connected to on/off type parameters, rotating the pot left will turn the control off, rotating right will turn it on. Good examples for the V-Pot are: EQ Frequency and Q, Compressor Ratio.

Mapping a Plugin

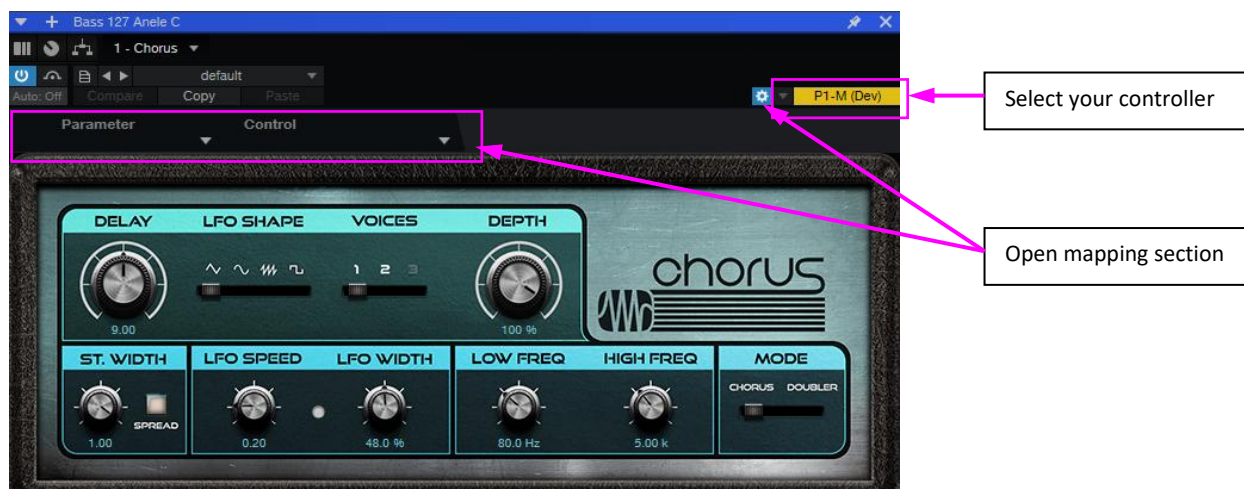
Once you have mapped a plugin manually, it will work for all instances of that plugin in all songs and projects.

Preparation

Before mapping make sure you have your control surface selected in the yellow box. Use the dropdown arrow to select it if it's not already selected.

Make sure you are not in Auto Mapping mode (the Auto Map button on the touch screen is not lit).

Then, press the cog icon to light it in blue and open the mapping section above the plugin.

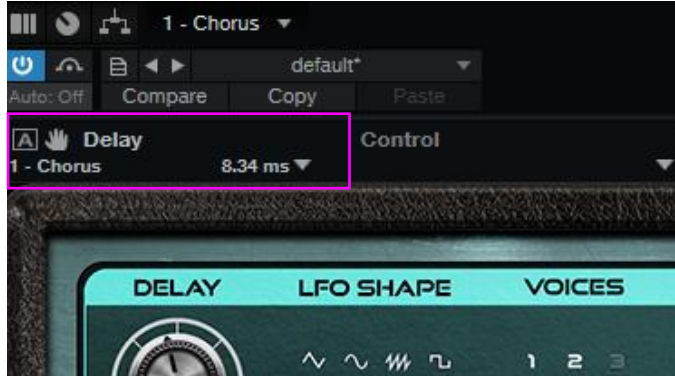


Mapping Procedure

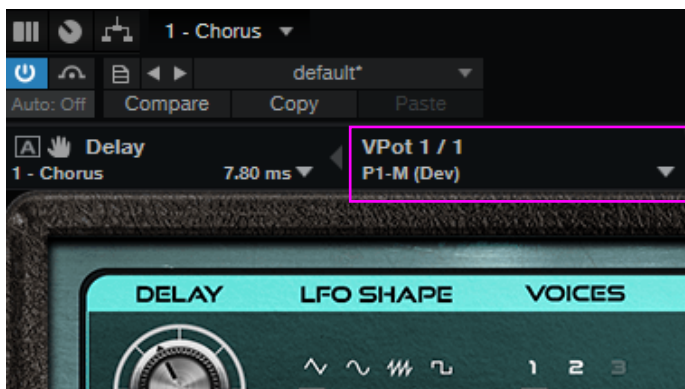
To map any control on the plugin you follow this procedure:

For this example we will map the VPot rotation on Channel Strip 1 to the Delay parameter on the Chorus plugin.

1. Using the mouse, move the delay knob on the plugin. The 'parameter' box on the left hand side of the mapping section will display the name of the parameter.



2. Rotate the VPot on the control surface. The 'control' box on the right hand side of the mapping section will display the name of the control.



The controls are named like this:

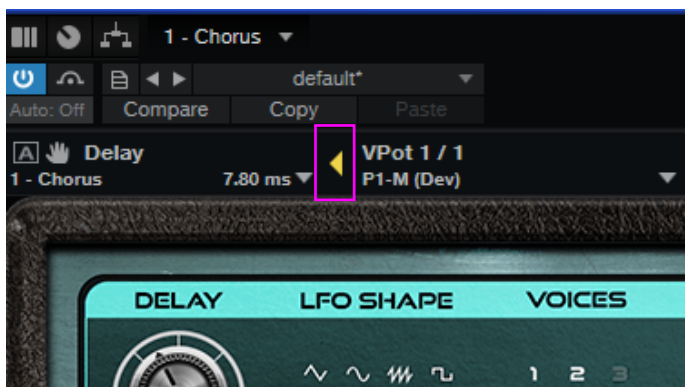
[Name] [Strip] / [Page]

e.g. **[VPot 1 / 1]** will be the Vpot on channel strip 1 when page 1 is active.

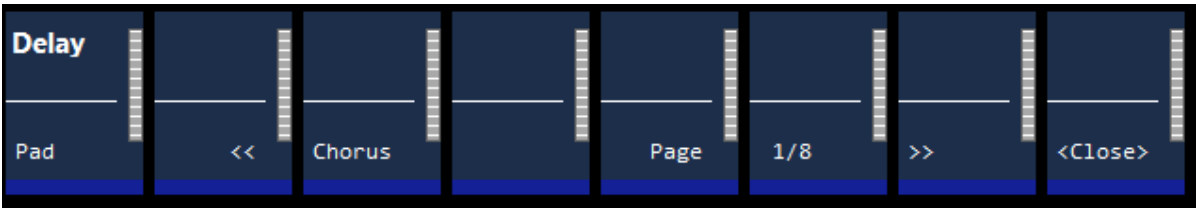
The fader when page 2 is active will be **[Fader 1 / 2]**

The select button on strip 2 on page 1 will be called **[Select 2 / 1]**

3. Using the mouse, click the 'connect' button between the two sections. It will light up. The control will now change the parameter in the plugin.

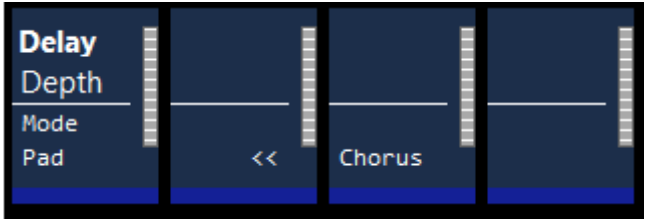


When you connect a control to a parameter, the display will show the name of the parameter above the corresponding channel strip:



This is the display when channel strip 1 has some other parameters mapped to the fader and the select button:

V-Pot connected to Delay
Fader connected to Depth
Select Button connected to Mode



To map and use the Select buttons you must engage the <Select> mode. The VPots then become the select buttons.

While select mode is engaged the normal VPot functions (see top image on this page) are no longer active and are replaced by the values of the parameter mapped to the select button.

Below we can see the select mode engaged. The Mode parameter's value is show under the parameter name. In this case the mode is "Doubler". Some select button parameters will just display 0 for off and 1 for on.

