

You can connect and use control surfaces to automate recording, mixing, and other tasks in Soundtrack Pro.

Control surfaces provide a set of hardware controls that let you mix and edit your projects with greater flexibility and precision than using a mouse to move onscreen controls. You can also change multiple parameters at once using a control surface.

There are a variety of control surfaces available for use with video and audio production applications. Most control surfaces include faders, knobs, and buttons similar to those found on a hardware mixing console, including channel strip controls for volume, pan, mute, solo, and track selection, and a set of transport controls. Control surfaces also typically provide buttons for selecting parameters to edit and for selecting different tracks or banks of tracks, a jog wheel for moving the playhead precisely, and other controls. When you use a control surface with Soundtrack Pro, some controls are premapped to common functions. You can map other controls to Soundtrack Pro commands and functions in the Control Surfaces Preferences pane.

To use a control surface, you connect it to your computer, add it to Soundtrack Pro, map the controls you want to use to Soundtrack Pro commands, then record control surface automation data in your project. Recorded control surface automation data appears in the corresponding envelope in the Timeline.

Connecting Control Surfaces

Soundtrack Pro supports control surfaces that use the Mackie Control and Logic Control protocols to communicate with your computer. In order to use a control surface, you must first connect the control surface to a MIDI interface, and connect the MIDI interface to your computer, unless the control surface allows direct connection to the computer. Before connecting a MIDI interface, be sure your computer supports the MIDI interface you plan to use. Read the installation instructions included with the MIDI interface, and install the latest version of any appropriate firmware or driver software if needed. For more information, refer to the documentation that came with the control surface and with the MIDI interface.

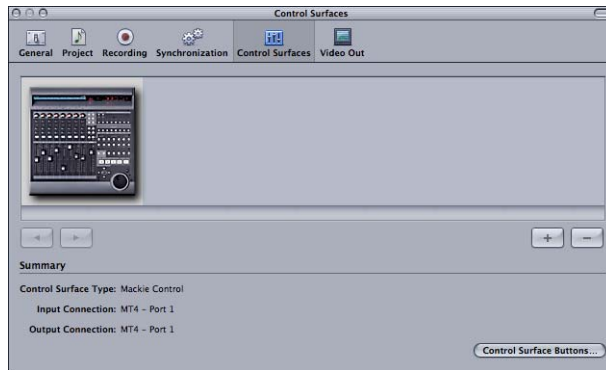
Adding and Deleting Control Surfaces

When you have connected the MIDI interface to your computer, and connected the control surface to the MIDI interface, you add the control surface in Soundtrack Pro Control Surface Preferences.

To add a connected control surface:

- 1 Choose Soundtrack Pro > Preferences, then click the Control Surfaces button.
- 2 Click the Add (+) button to add the control surface.

The visual representation of the control surface appears in the panel in the upper part of the window.



- 3 Choose the type of control surface you are adding from the Control Surface Type pop-up menu.
- 4 Choose the MIDI input port to use for the control surface from the Input Connection pop-up menu.
- 5 Choose the MIDI output port to use for the control surface from the Output Connection pop-up menu.
- 6 Click the Close button to dismiss the Preferences window.

You can delete a control surface, if you decide you don't want to use it any longer.

To delete a control surface:

- 1 Choose Soundtrack Pro > Preferences, then click the Control Surfaces button.
- 2 Select the control surface in the Control Surfaces display area.
- 3 Click the Delete (-) button.

Premapped Controls

When you connect a control surface, many controls are premapped to work with specific Soundtrack Pro buttons and commands. Premapped controls include the following:

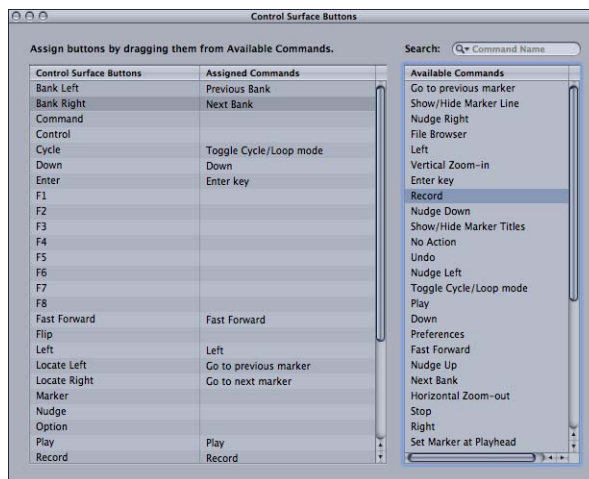
Control	Soundtrack Pro button or command
Channel strip volume faders	Track volume slider
Channel strip rotary knobs	Track pan slider
Channel strip record ready buttons	Track Record Enable button
Channel strip select buttons	Select the track.
Channel strip mute buttons	Track mute button
Channel strip solo buttons	Track solo button
Transport controls	Transport controls (Move back, Move forward, Play, Stop, Record)
Jog wheel	Moves playhead back or forward.

Mapping Commands to Control Surface Buttons

Many buttons on control surfaces are not directly assigned to a specific command in Soundtrack Pro. Some buttons, such as the bank and channel buttons, are premapped but can also be mapped to other commands. You can map these buttons in the Control Surface Buttons window and save the mappings or modify them later.

To map a command to a control surface button:

- 1 Choose Soundtrack Pro > Preferences, then click the Control Surfaces button.
- 2 Click the Control Surface Buttons button to show the Control Surface Buttons window.



- 3 In the Control Surface Buttons window, drag an action from the Available Commands list (on the right) to a button in the Control Surface Buttons list (on the left) to map the command to the button.
- 4 Optionally, you can search for commands and control surface buttons by typing text in the Search field, located at the upper-right corner of the window.

Recording Control Surface Automation

Once you have connected a control surface and mapped the controls you plan to use, you can use the control surface to control volume, pan, and other functions in your Soundtrack Pro projects. Using the automation modes described in “Automation Modes” on page 228, you can record control surface movements while a project plays.

To record control surface movements, follow the procedures described in “Recording Automation Data” on page 228.

You can thin automation data recorded from a control surface. For information on thinning automation data, see “Thinning Envelope Points in Recorded Automation Data” on page 229.