

## **Welcome to Mackie Control for Digital Performer**

Thank you for downloading this public beta Mackie Control driver for Digital Performer. We've been working hard to get this driver to you as soon as possible, without holding up our development efforts on DP 3.1. Because of this, you will notice that some of the buttons in the current layout don't work in DP 3.0.

Here's a run down of what currently does not work, that will in DP 3.1:

No support for expansion units. DP 3.0 only supports a single control surface, so you cannot hook up both a Mackie Control and a Mackie Control XT.

Can't change time formats from the control surface using the "Time Format" button.

Memory Link/ Pre/Post Roll buttons don't function.

In DP 3, use the "Undo" button to undo and redo. In DP 3.1 undo and redo will step backwards and forwards in the undo history.

Toggling Audio Patch Thru is not fully implemented with Mackie Control. You can assign the Audio Patch Thru Command in DP's command window to: Command-Control-P, which will active the remote for use with Mackie Control.

## **Using Mackie Control with Digital Performer**

There are a lot of features that are not obvious, so be sure to read the following. The left side of the console can function in several modes, and the buttons on the console change what they do in each mode. This is very powerful, but can be a little confusing.

When you first launch DP the driver will put the Mackie Control into Pan mode. In this mode, the faders adjust track volume, and the Virtual Potentiometers (V-Pots) along the top of unit adjust pan.

Essentially, the modes change what the V-Pots control.

To switch between modes, press the top left button in the Assignment section (We'll call this the Mode Menu button. This clears the track name display, and shows the following:

Pan, SndVal, SndOut, Input, Output, Effect.

The V-Pots double as buttons. To pick a mode, press the V-Pot under the label. For example, pressing the V-Pot under Effect would put you in Effect slot mode. To cancel the menu, press the Menu Mode button again.

Here's a brief description of what each of the modes does:

Pan: The V-Pots control Pan.

SndVal: The V-Pots control Send Levels and Send Mute.

SndOut: The V-Pots select the output to which the sends are assigned.

Input: The V-Pots control track input.

Output: The V-Pots control track output.

Effect: The V-Pots select effects for slots in the mixing board, and choose presets.

There are several buttons that are modified by each of these modes.

Assign "Alt" Key (this is the top right key in the Assign section)

EQ

Dyn

Fader Bank Keys

Flip

Edit

Let's look at what these buttons in each of the modes:

### **Pan Mode**

Assign "Alt" Key: This puts the track Select buttons and V-Pot buttons into "Default Value Mode" When you hold this button down, those buttons will flash.

Pressing a flashing button sets that fader or V-Pot to its default value (i.e. zero db for a fader, pan center for a pan pot).

EQ and Dyn do nothing in Pan Mode.

Fader Bank Keys scroll the tracks in view.

Flip: Puts the volume control on the V-Pots and the Pan control on the Faders.

Edit: Allows you to pop edit a sound bite. Position the wiper over a soundbite, press the edit button, then press the select button for the track containing the soundbite you wish to edit. Holding down the Shift key at the same time will open a stand alone Soundbite window to do destructive edits on the soundbite.

Holding down the option key will open a MIDI Edit window (if a MIDI track is selected). Holding down the control key will open an even list window for the selected track.

You will see “Pn” in the two character LED display above the assignment section to indicate that you are in Pan mode. You can jump to Pan mode directly at any time by pushing the Pan button below the Assignment Menu button.

### **Send Value Mode:**

Very similar to Pan mode.

Assign “Alt” Key: Same as Pan mode (Default Value) except this will set the send level to zero DB.

Pressing the V-Pot button mutes or unmutes the send.

Flip: Puts the volume control on the V-Pots and the send control on the Faders.

Up and Down Arrow Keys: Selects which Send you are editing. You will see “S1” in the two character LED display above the assignment section to indicate Send 1, “S2” to indicate Send 2, etc.

### **Send Output Mode**

In this mode, the V-Pots let you choose the input the send is sending to, i.e. what is connected to the send output. Turn the V-Pot under the track in question to select a new input. The V-Pot indicator light (below the knob) will flash indicating a selection is in progress. Press the V-Pot knob to confirm the selection, or press the Escape key to cancel the selection. The selection will auto-confirm after a couple of seconds.

When a selection is NOT in progress, pressing the V-Pot button selects between pre and post send. The V-Pot indicator light will be lit if the send is Post.

Assign “Alt” Key: Nothing.  
EQ and Dyn: Nothing.

Fader Bank Keys scroll the tracks in view.

Flip: Nothing.

Edit: Same as Pan.

Up and Down Arrow Keys: Selects which Send you are editing. You will see “S.1” in the two character LED display above the assignment section to indicate Send 1, “S.2” to indicate Send 2, etc. (Note, the “.” indicates you are in Send Output mode).

### **Input Mode**

In this mode, you can set the track inputs by turning the V-Pots.  
Confirmation/canceling works as described above.

Assign "Alt" Key: Nothing.  
EQ and Dyn: Nothing.

Fader Bank Keys scroll the tracks in view.

Flip:Nothing.

Edit: Same as Pan.

Up and Down Arrow Keys: Scroll the front window up and down.

### **Output Mode**

Same as input mode, but changes track outputs.

### **Effect Mode**

You can jump to Effect Mode at any time by pressing the "Plug-in" button in the assignment section.

In this mode you can see one effect slot for each track. Use the V-Pots to choose what effect is in the selected slot. Confirmation/canceling works as described above.

When a selection is NOT in progress, pressing the V-Pot button bypasses or unbypasses the effect in question. The indicator light is lit if the effect is bypassed, and an X appears in the middle of the effect name.

Assign "Alt" Key: Allows you to pick presets for the effects. Hold down the Alt Assign Key (Key to the right of the Assign Menu key) then turn the V-Pot corresponding to the track you want to assign a preset to.

EQ: Hold down the EQ button, then press the V-Pot associated with a track to insert a ParaEQ effect in that slot.

Dyn: Hold down the Dyn button, then press the V-Pot associated with a track to insert a Dynamics effect in that slot.

Fader Bank Keys scroll the tracks in view.

Flip:Nothing.

Edit: Enters Effect Editing Mode. Hold down the Edit Key, then press a V-Pot button to select that effect for editing.

Up and Down Arrow Keys: Selects which Effect Slot you are editing. You will see "E1" in the two character LED display above the assignment section to indicate Effect Slot 1, "E2" to indicate Slot 2, etc.

**Effect Editing Mode** (sub-mode of Effect Mode)

In this mode you can edit the parameters for a single effect. The top row on the main display indicates the parameters, and the bottom row displays the value. Turn the V-Pots to change the value.

Assign "Alt" Key: Allows you to compare your edits against the previously selected preset. The button will be off if you have not edited the effect, lit to indicate you have edited the effect, or flashing if you have pressed it and are comparing against a preset.

EQ/Dyn: Nothing.

Fader Bank Keys scroll the parameters into view.

Flip: Puts the effect parameters on the faders, and the volume on the V-Pots. This lets you set multiple effect parameters simultaneously.

Edit: Exits effect editing mode.

Up and Down Arrow Keys: Selects which Effect Slot you are editing. You will see "E1" in the two character LED display above the assignment section to indicate Effect Slot 1, "E2" to indicate Slot 2, etc.

Left and Right Arrow Keys: Jumps between tracks. Between the up/down and left/right keys, you can navigate to any effect slot in your sequence.

Most of the buttons on the right hand side are fairly self-explanatory. Here are some hidden features:

The Level Meters button turns the Mackie Control level meters on and off, but holding the Shift key opens the Audio Monitors window, and holding the Control key opens the MIDI Monitor window.

The Time Format button is not currently functional in DP 3.0, but holding the Shift key opens the big counter window, and using Control opens the MMC window.

Using the Shift key with the Sequence Editor window opens the Soundbites window.

Using the Control key with the Sequence Editor window opens the Movie window.

Using the Shift key with the Tracks Overview window opens the Chunks window.

The Marker button puts the transport into a state where pressing the Fast Forward button jumps to the next marker, and pressing Rewind jumps to the previous marker. Using Shift with the Marker button opens the Markers window. Using Control with the Marker button brings the Control Panel to the front.

Pressing the Grid button toggles grid editing. Using the Shift key with it open the Nudge Amount window.

For the Cycle and Punch buttons, pressing the button with no modifiers sets the start point. Pressing with the Shift button sets the end point. Pressing with the Control key toggles the mode. (For example, Control-Cycle turns on and off memory cycle).

Automation modes: Holding down any of these keys displays the current automation modes for the tracks. Pressing the track Select button sets the track to the selected mode. Read/Off toggles between Read and off based on the first track you press. This lets you “glide” to turn all tracks on or off.

The arrow keys for zooming/selecting/scrolling and nudging work the same as the HUI. See the DP 3 documentation on the HUI for a run-down of those functions.

The Jog wheel can scrub in any editor window with a wiper, pop edited selections, and the soundbites editor. Press the Scrub button to engage the jog wheel.

The following buttons when pressed in conjunction with modifier keys will simply send FKey strokes. You can rebind these keys to any function in DP to allow many other features to be accessed from the Mackie Control:

- Enter F1
- Escape F2
- Click F3
- Countoff F4
- Overdub F5
- Patch Thru F6
- Slave to Ext Sync F7
- Memory Link F8
- Pre/Post Roll F9
- Undo F10
- Redo F11

Thank you. Please email questions or comment to our technical support department at [techsupport@motu.com](mailto:techsupport@motu.com).

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