FaderPort™ 16 and FaderPort 8

Multichannel Production Controllers

Owner's Manual

PreSonus® www.presonus.com

English

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1 Overview

1.1 Introduction

Thank you for purchasing the PreSonus® FaderPort™ 16 or FaderPort 8 multichannel production controller. Featuring ultra-smooth, touch-sensitive, motorized faders; digital scribble strips; complete automation and transport controls; and the unique Session Navigator, FaderPort multichannel controllers make mixing in 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!

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

This manual describes the FaderPort behavior in the DAWs for which each operation mode was designed. ***Please see Section 9.1 for applications not listed in the Table of Contents***.

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

This manual describes the functions of both the FaderPort 16 and the FaderPort 8. Where differences occur, the FaderPort 16 will be called out first, followed by the FaderPort 8.

1.2 Features

- Touch-sensitive, 100 mm long-throw, motorized faders
- LCD 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
- Customized MCU modes for Logic, Cubase, and Sonar
- Footswitch input for hands-free start/stop
- USB 2.0 connectivity

1.3 Studio One Artist Features

Once you register your FaderPort 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.

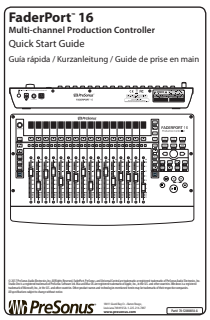
While the FaderPort works as both MCU and HUI devices in most major DAWs, inside of Studio One Professional and Studio One Artist, it provides unique functions and tight integration, making Studio One's streamlined workflow even faster. The Quick Start Guide in ***Section 7*** of this manual will provide you with a brief overview of Studio One Artist'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®

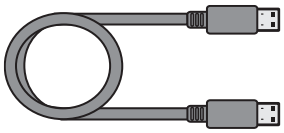
1.4 What's in the Box

Your FaderPort package contains the following:

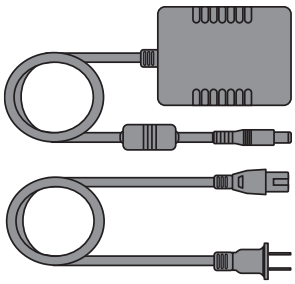
FaderPort 16 or FaderPort 8 multichannel production controller



Quick Start Guide



6' (1.8m) USB cable



External Power Supply

PreSonus Health, Safety, and Compliance Guide

1.5 What's in your My PreSonus Account

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

Studio One Artist recording software and content

Universal Control (necessary for firmware updates)

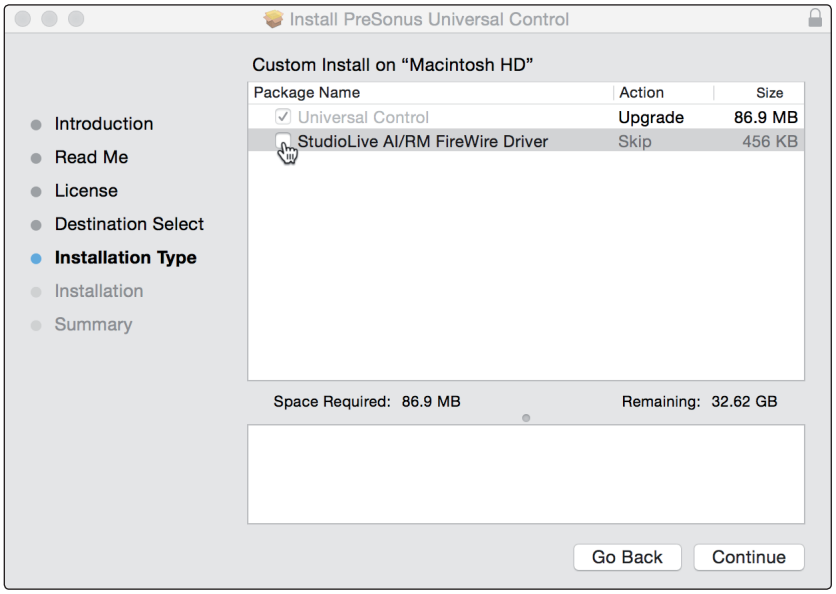
Visit http://my.presonus.com to register your FaderPort and download your software and license.

1.6 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.

Note: *At the time of this manual's publication, a firmware update is required for full functionality of your FaderPort. You must download and install Universal Control and run the firmware update on your unit.*

During installation, you will be given the option to install various PreSonus audio drivers. No driver installation is required to use the FaderPort.



Once installed, connect your FaderPort to your computer.

Universal Control will alert you if there is new firmware available for your FaderPort. Clicking on the Update Firmware button will begin the update process. This process can take up to five minutes. At the end of the firmware update, you will be prompted to reboot your FaderPort.

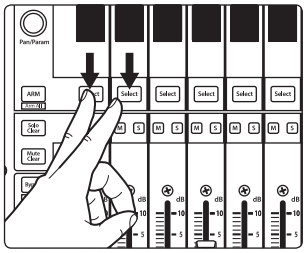
Once rebooted, your FaderPort faders may require recalibration. This is an automated process. Do not interfere with or interrupt the fader calibration process.

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

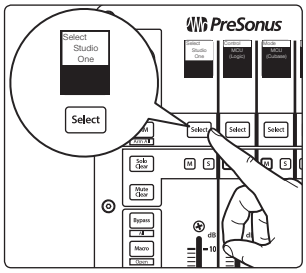
2 Studio One

2.1 Getting Started

By default, your FaderPort is configured for Studio One. No further device setup is required.

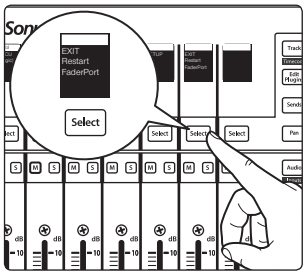


If you have changed the FaderPort's Operating Mode and would like to return to using it with Studio One, press the first two Select buttons while powering on your unit.



Press the Select button below Studio One.

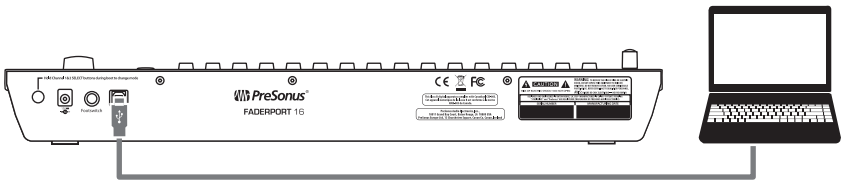
Note: *In addition to Studio One, this operation mode should be used with other DAWs that provide native FaderPort support. A complete list of native-support DAW applications is available at www.presonus.com.*



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

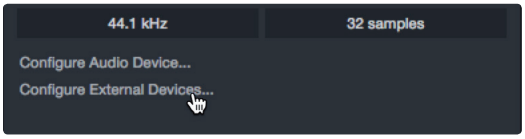
Power User Tip: *From the boot menu, you can also adjust the fader sensitivity and speed to fine tune your FaderPort to work the way you want it.* ***Please see Section 8 for more information on the customized setup modes****.*

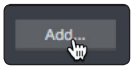
The FaderPort is a class-compliant device in both macOS® and Windows®. Simply connect your FaderPort to a free USB port on your computer. No further installation is necessary.



To configure your FaderPort in Studio One:

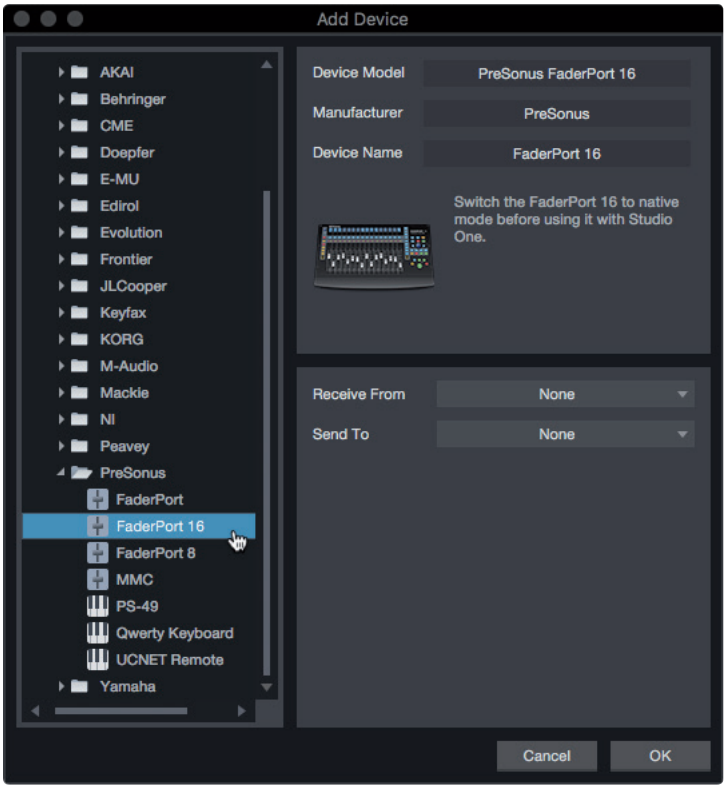
1. From the Start page, click on the Configure External Devices link.



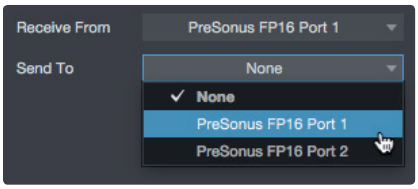


2. Click the Add button.

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

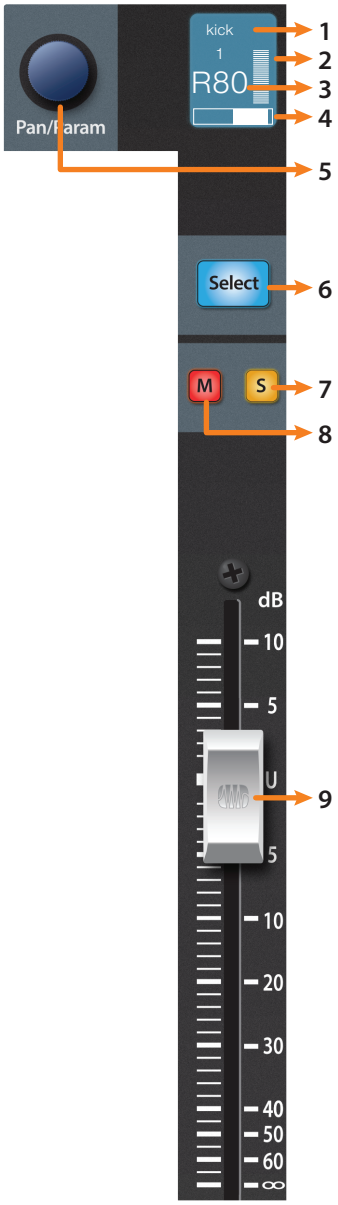


4. Set the Send To and Receive From fields to "PreSonus FP16 Port 1" or "PreSonus FP8" (depending on model).



Your FaderPort is now ready for use.

2.2 Channel Strip



1. **Channel Name.** Displays the Channel name.
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. **Value.** Displays the Channel's current pan position value. While the fader is being adjusted, this value will display the current fader level.
4. **Pan Display.** Displays the Channel's current pan position.
5. **Pan/Param.** Controls panning for the currently selected channel. Push to set the pan position back to center.
6. **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. ***See Section 2.2.1 for alternate functions and modes***.
7. **Solo.** Isolates the corresponding channel's output signal in the mix. Press and hold to solo momentarily.
8. **Mute.** Mutes the corresponding channel's output signal. Press and hold to mute momentarily.
9. **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.

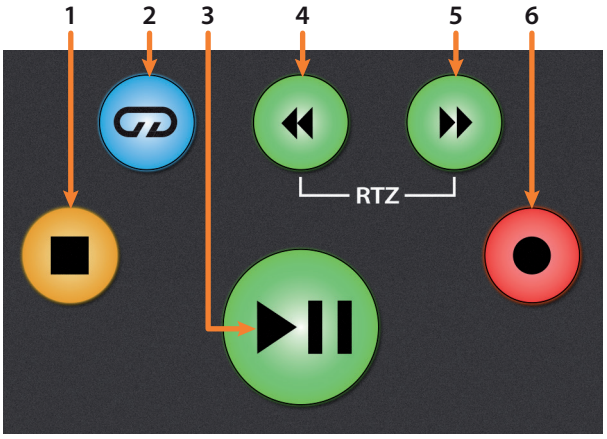
Macro. Press to display the Channel Editor macro controls for the Selected channel on your FaderPort (Studio One Pro only).

Link. When Link is enabled, the Pan / Param encoder will control any parameter beneath your mouse. To lock a parameter to this encoder, press SHIFT + Link.

Power User Tip: *The Channel Editor is a powerful feature in Studio One Pro that allows you to map multiple parameters to the same control, with independent range/polarity/ curve controls. Additional XY vector pads can be assigned with individual parameters; and much more.*

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

2.3 Transport Controls



1. **Stop.** Stops playback. Press twice to return playback-cursor 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 for continuous rewind. 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 for continuous fast forward.
6. **Record.** Press 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.

Power User Tip: *Press Shift with any of these buttons to access the F1-F8 Functions. These functions are user definable.* ***See Section 2.6.2 for more information.***

1. **Channel.** Encoder controls individual channel scrolling. Navigation buttons adjust the currently visible fader bank on the FaderPort by one channel.
2. **Master.** Encoder controls the Master level. Push the Encoder to reset the Master level to 0 dB. While in this mode, the navigation buttons will control banking.
3. **Zoom.** Encoder controls horizontal zooming. Navigation buttons control vertical zooming. Press the encoder to undo zooming in both directions.
4. **Click.** Turns the metronome on/off. The metronome can be engaged or disengaged while any mode is active.
5. **Scroll.** Encoder controls timeline scrolling. Push the encoder to fit the timeline to the window size. Use the navigation buttons to scroll through the track list.
6. **Section.** Encoder nudges the selected event. Use the navigation buttons to navigate through the events on the Arranger track.

Power User Tip: *Enable Snap to Grid for coarse nudging. Disable it for fine tuning. By default, this button is controlled by the User 2 function on the FaderPort.* ***See Section 2.5.1 for details.***

7. **Bank.** Encoder scrolls through the track list. Navigation buttons scroll through channels in banks of sixteen or eight (model dependent). Push the encoder to scroll the selected channel into view on the FaderPort.
8. **Marker.** Encoder moves the playback cursor in the Timeline. Use the navigation buttons to scroll through markers. Press Encoder to drop a marker.

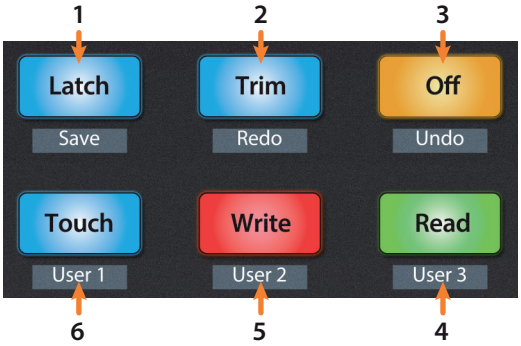
2.4.1 F1-F8 Functions

Using Shift plus any Session Navigator button will access alternate functions for your FaderPort. By default, these are assigned as follows:

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

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

2.5 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.** At the time of publication, 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 Functions

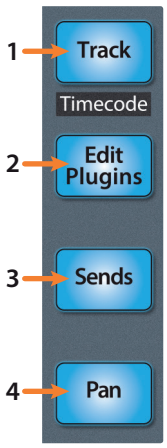
By default, the three User functions are set as follows:

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

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

2.6 Fader Modes

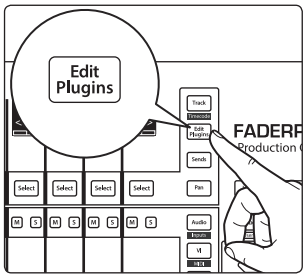
The faders on the FaderPort can be used to set levels, control plug-in parameters, set send levels, and panning for every track.



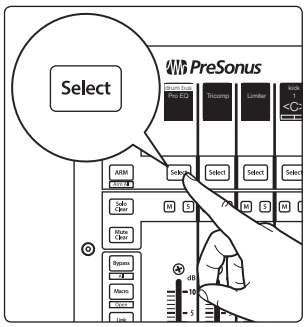
1. **Track.** When Track mode is active, the motorized faders will display and control channel levels. Pressing the Track mode button toggles metering on the scribble strip displays on and off. Press Shift and Track simultaneously to display Timecode on the scribble strips. While Timecode is active, 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. Pressing the Pan button also toggles metering on and off in 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.



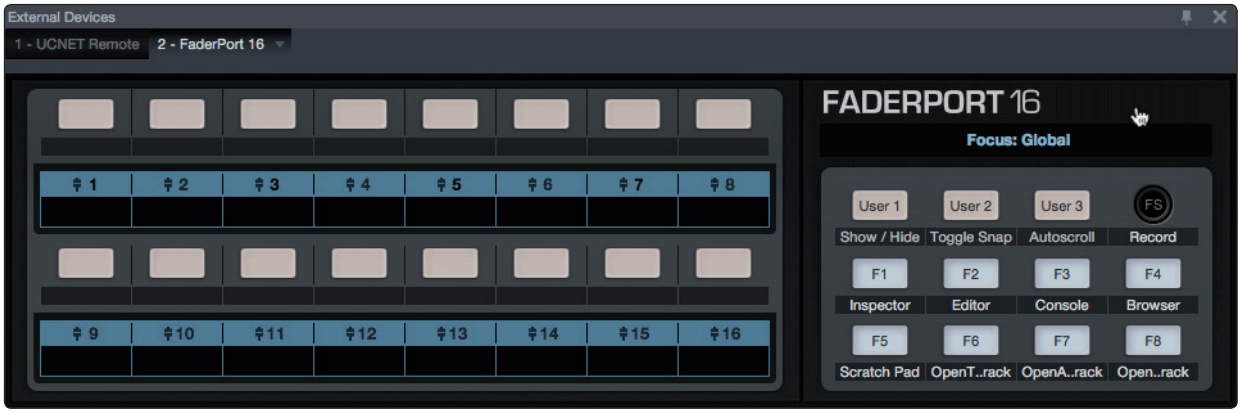
2. Press the Select button under the scribble strip displaying the name of the plug-in you'd like to edit.
3. The faders and Select buttons will control the parameters displayed in the scribble strips.

4. Press the Edit Plug-ins button again to return to the insert select view.

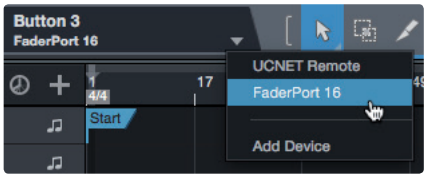
5. Press the bypass button to bypass every plug-in on the selected channel.

6. Press SHIFT + Bypass to disable every plug-in in the Session.

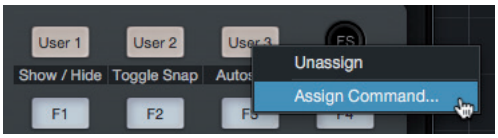
2.6.2 Control Link



Click on the pull-down menu in the Control Link display to launch the FaderPort editor window.

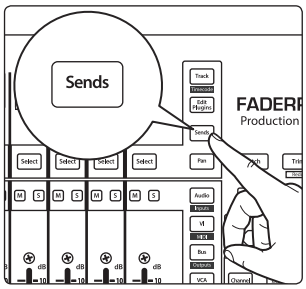


Right-click on any FaderPort control and select "Assign Command" to customize your FaderPort.

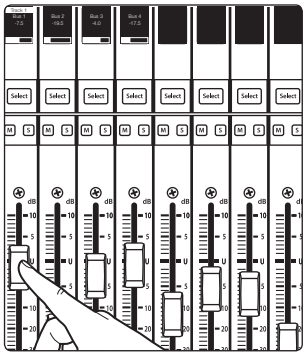


In Control Link mode, you can customize the parameters shown in the plug-in mode for each plug-in. This can also be done by dragging parameters to the FaderPort device editor from the top left of the toolbar or the plug-in editor.

2.6.3 Sends Mode

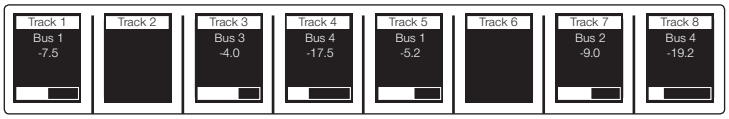


Your FaderPort provides two ways to view and control your bus and FX sends: individually and globally.



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

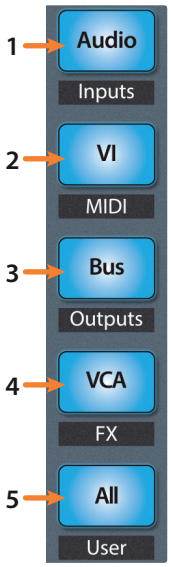
Press the Sends button again to control the first insert bus send levels for all focused channels.



As you continue to press the Sends button, you can cycle through all available send slots until the last active slot has been reached. Once all the available sends have been cycled through, you will be returned to view the sends for the currently selected channel once more.

Power User Tip: *While in Sends mode, the Pan / Param encoder will control the Sends Pan position and the mute buttons will mute the sends, not the channels.*

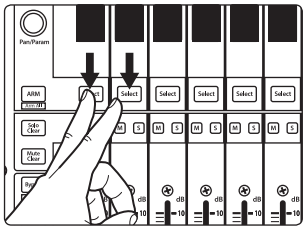
2.7 Mix Management



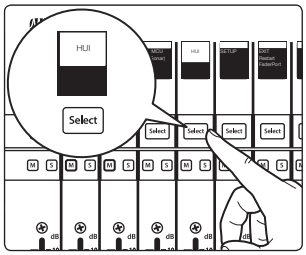
1. **Audio / Inputs.** Press to view Audio tracks only. Press Shift + Audio to view all Input channels.
2. **VI / MIDI.** Press to view Instrument tracks only. ***Note:*** *this view displays both MIDI and Virtual Instrument tracks*.
3. **Bus / Outputs.** Press to view buses only. Press Shift + Bus to 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.

3 Pro Tools (HUI)

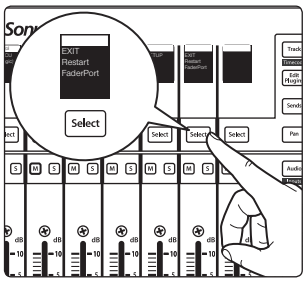
3.1 Getting Started



By default, the FaderPort is in Studio One operation mode. To switch to Pro Tools operation, power on the unit while pressing the first two select buttons.



This will open the boot mode screen, and you will be given the opportunity to select which mode of operation you'd like to use. When using the FaderPort with Pro Tools, select HUI by pressing the Select button below its scribble strip.

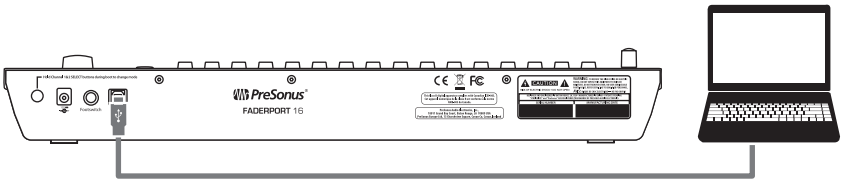


Once you have selected your mode, press the Select button below the "Exit" screen to reboot your FaderPort. This mode will be selected automatically every time you boot your FaderPort.

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

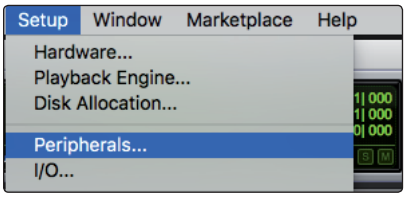
Power User Tip: *From this menu, you can also adjust the fader sensitivity and speed to fine tune your FaderPort to work the way you want it.* ***Please see Section 8 for more information on the customized setup modes****.*

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

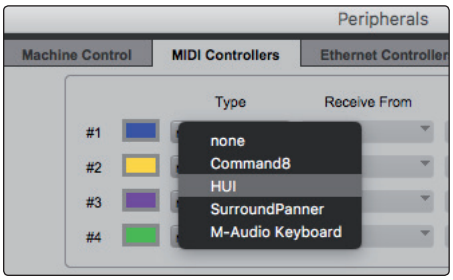


Once you have connected your FaderPort to your computer, launch Pro Tools to set up the FaderPort as a HUI device. The FaderPort 16 requires that you configure it as two HUI devices, while the FaderPort 8 only requires you to configure it as a single HUI device.

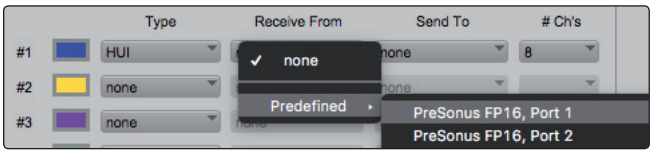
1. Go to Setups | Peripherals.



2. Create one HUI device under MIDI Controllers.



3. Set the Receive From and Send To menus to "PreSonus FP16 Port 1" or "PreSonus FP8" (model dependent). Whether using the FaderPort 16 or FaderPort 8, the #Ch's should be set to 8.

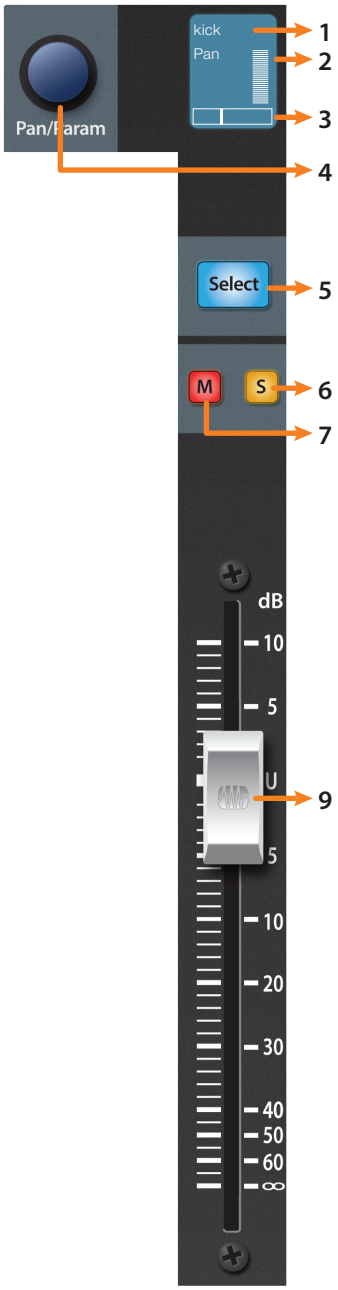


4. **FaderPort 16 ONLY:** Create a second HUI device and set the Receive From and Send To menus to "PreSonus FP16 Port 2" and "#Ch's" to 8.

5. Click "OK."

Your FaderPort is now ready to use. Enjoy!

3.2 Channel Strip



1. **Channel Name.** Displays the Channel name. When the fader is being adjusted, the fader value will also be displayed.
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.** The push-button encoder controls the pan of the currently selected channel while in Track mode. For stereo channels, this will default to the left pan control. Push the encoder to access the right pan control.
5. **Select Button.** This button selects the corresponding channel in Pro Tools. While selected, several editing functions are available. ***See Section 3.2.1***.
6. **Mute.** Mutes the corresponding channel's output signal.
7. **Solo.** Isolates the corresponding channel's output signal in the mix.
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 the corresponding track's 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

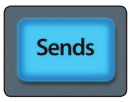
Selecting a track will provide several powerful editing functions. Each function is dependent on the currently active Fader Mode.

Track Mode

- **Pan.** While Track mode is active, 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, push the encoder.

Edit Plug-ins

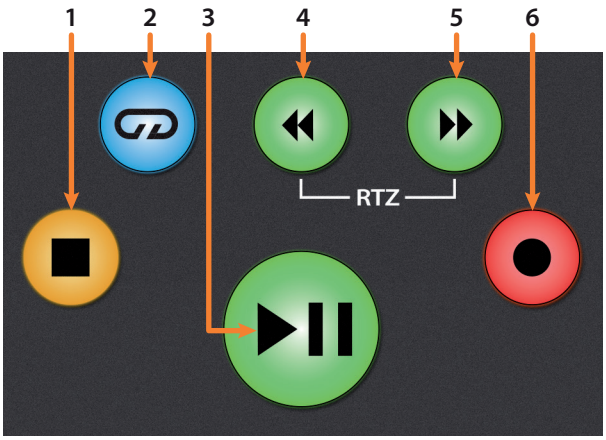
- **Inserts.** When Edit Plug-ins mode is active, the inserted plug-ins for the Selected channel will be displayed. ***See Section 3.6.1 for more information***.



Sends

- **Sends.** When Sends mode is active, the send slots for every channel will be displayed. ***See Section 3.6.2 for more information***.

3.3 Transport Controls



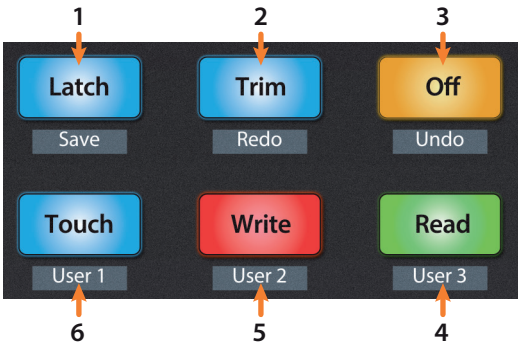
1. **Stop.** Stops playback.
2. **Loop.** Engages / disengages Looping.
3. **Play / Pause.** Starts playback at the current playback-cursor position.
4. **Rewind.** Press once to regress playback by bar, second, frame, or base sample rate depending on mode. Press and hold to regress in finer increments. 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 adjust the currently visible fader bank on the FaderPort by one channel. Press Shift and Channel to clear clip and peak holds.
2. **Master.** This function is not available in HUI mode.
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 sixteen or eight (model dependent).
8. **Marker.** Encoder and navigation buttons scroll through markers 1-9. Press Encoder to drop a marker. Press Shift and Marker to cycle through the tools.

3.5 Automation Controls

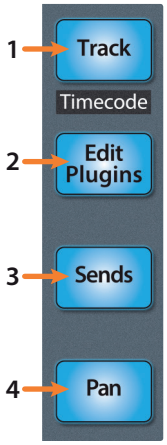


1. **Latch / Save.** Engages Latch Automation on currently selected track. Press the SHIFT and Latch buttons twice simultaneously to save your session.
2. **Trim / Redo.** Engages Trim Automation on currently selected track. At the time of publication, Redo is not a supported HUI function.
3. **Off / 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.
5. **Write / User 2.** Engages Write Automation on currently selected track.
6. **Touch / User 1.** Engages Touch Automation on currently selected track.

Note: *At the time of publication, the User functions are not available in Pro Tools.*

3.6 Fader Modes

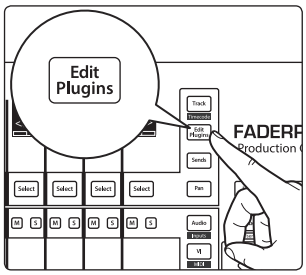
The faders on the FaderPort can be used to set levels, control plug-in parameters, set send levels, and panning for every track.



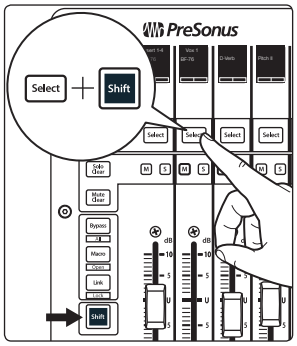
1. **Track.** When Track mode is active, the motorized faders will display and control channel levels. Press Shift and Track simultaneously to display Timecode on the scribble strips. ***See Section 3.6.4 for more information***.
2. **Edit Plug-ins.** When Edit Plug-ins mode is active, the motorized 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 send levels. ***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

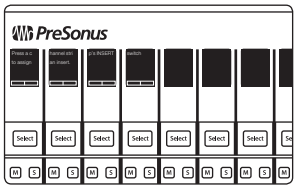
While working in HUI mode in Pro Tools, engaging Edit Plug-ins will allow Faders and Select buttons 1-4 to control the parameters and switches of the focused plug-in. The scribble strip above each fader will display the parameter that the fader and Select button are controlling.



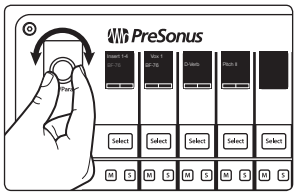
1. Press the Edit Plugins button.



2. Press SHIFT with the Select button for the channel you'd like view.



3. In Pro Tools, click on the plug-in you'd like to edit.



4. Use the Pan/Param encoder to scroll between inserts 1-4.
5. Press select under the plug-in you'd like to edit.
6. Use the faders and Select buttons to change parameter values and states.

Press the Bypass button to bypass the focused plugin.

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 control channel sends within Pro Tools. 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 of 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 again to return to the send slot selection view.
4. Press the Send button below the Exit screen to return to Track mode.

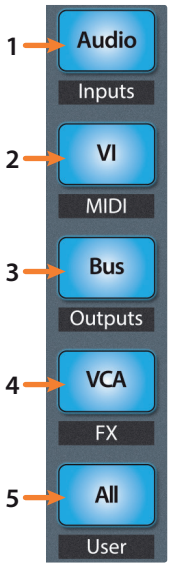
3.6.3 Pan Mode

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 Pro Tools. While Timecode is active, the faders continue to control level.

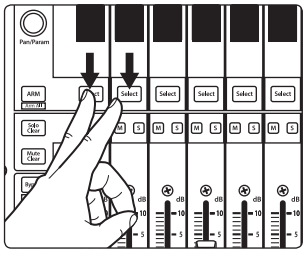
3.7 Session Management



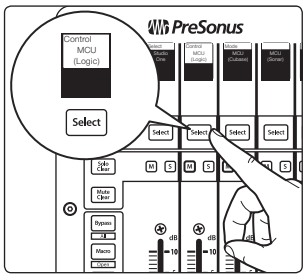
1. **Audio / Inputs.** Press to view Mixer window.
2. **VI / MIDI.** Press to view Arranger window.
3. **Bus / Outputs.** Press to view Transport window.
4. **VCA / FX.** At the time of publication, this button has no function in Pro Tools.
5. **All / User.** At the time of publication, this button has no function in Pro Tools.

4 Logic (MCU)

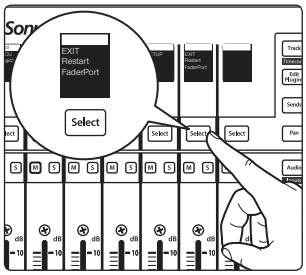
4.1 Getting Started



By default, the operation mode on the FaderPort is set Studio One. To switch to Logic operation, power on the unit while pressing the first two select buttons.



This will open the boot mode screen, and you will be given the opportunity to select which mode of operation you'd like to use. When using the FaderPort with Logic, select MCU (Logic) by pressing the Select button below its scribble strip.

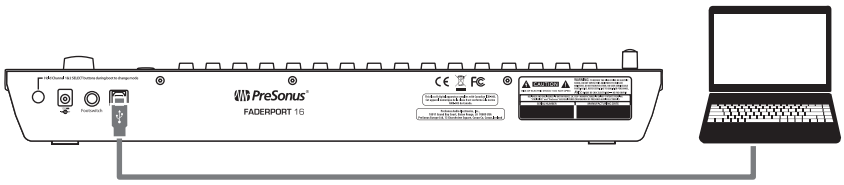


Once you have selected your mode, press the Select button below the "Exit" screen to reboot your FaderPort. This mode will be selected automatically every time you boot your FaderPort.

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

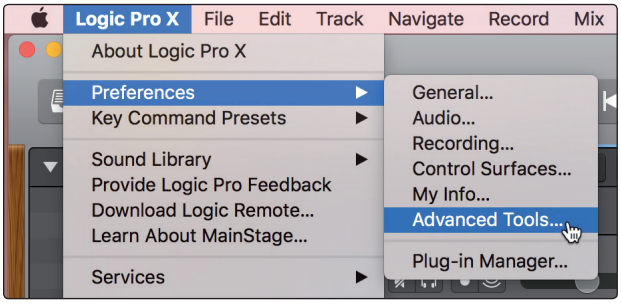
Power User Tip: *From this menu, you can also adjust the fader sensitivity and speed to fine tune your FaderPort to work the way you want it.* ***Please see Section 8 for more information on the customized setup modes****.*

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

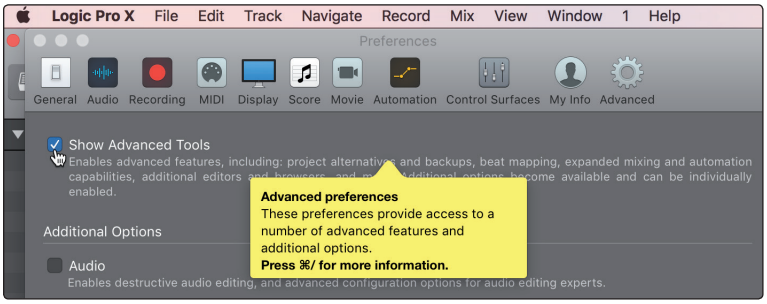


Once you have connected your FaderPort to your computer, launch Logic. The FaderPort 16 will auto-configure as two devices: a Mackie Control Universal and a Mackie Control Extender. The FaderPort 8 will auto-configure as a Mackie Control Universal device only. If for some reason this does not happen, you will need to enable it manually.

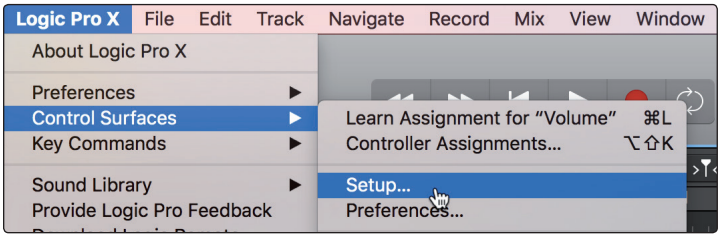
1. If you do not have Advanced preferences enabled, go to Logic Pro | Preferences | Advanced Tools…



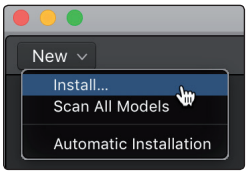
2. Enable "Show Advanced Tools."



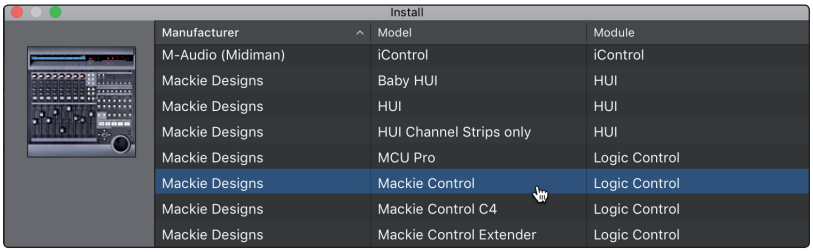
3. Go to Logic Pro | Control Surfaces | Setup…



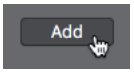
4. In the pop-up menu, go to New | Install…



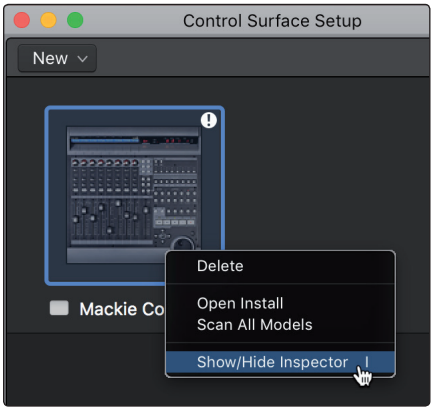
5. From the list of devices, select Mackie Control.



6. Click Add.



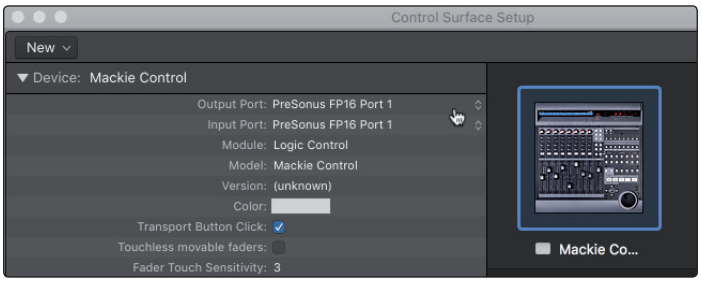
7. Right-click on the Mackie Control in the Control Surface Setup and select Show/Hide Inspector.



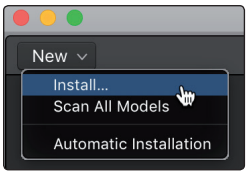
8. In the Inspector, set the Input and Output ports to "PreSonus FP16 Port 1" or "PreSonus FP8" (model dependent).

   FaderPort 8 Users: Your FaderPort 8 is now ready to use!

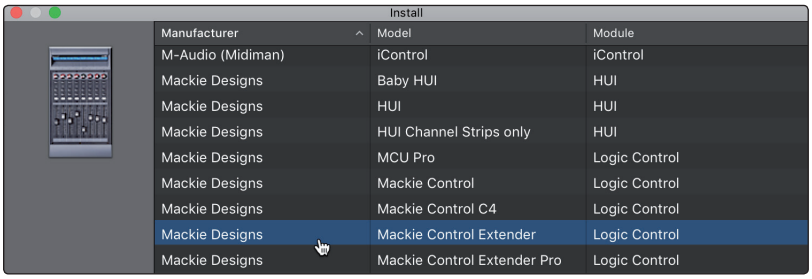
   FaderPort 16 Users: Please continue through the remaining steps to complete set-up.



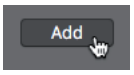
9. In the pop-up menu, go to New | Install…



10. From the list of devices, select Mackie Control Extender.



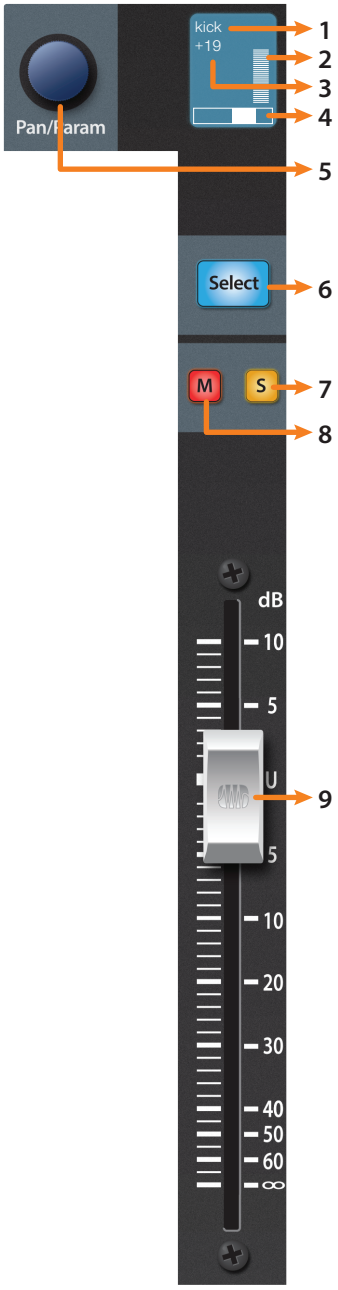
11. Click Add.



12. Select the Mackie Control Extender device and set the Input and Output ports to "PreSonus FP16 Port 2" in the Inspector.

Your FaderPort 16 is now ready to use. Enjoy!

4.2 Channel Strip



1. **Channel Name.** Displays the Channel name.
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. **Value.** Displays the Channel's current pan position value. While the fader is being adjusted, this value will display the current fader level.
4. **Pan Display.** Displays the Channel's current pan position.
5. **Pan/Param.** Controls panning for the currently selected channel.
6. **Select Button.** This button selects the corresponding channel in Logic. ***See Section 4.2.1 for alternate functions and modes***.
7. **Solo.** Isolates the corresponding channel's output signal in the mix.
8. **Mute.** Mutes the corresponding channel's output signal.
9. **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 currently focused bank of 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

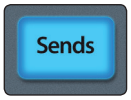
Selecting a track will provide several powerful editing functions.
Each function is dependent on which Fader Mode is active.

Track Mode

- **Pan.** While Track Mode is active, the Pan/Parameter encoder will control the pan position for that track.

Edit Plug-ins

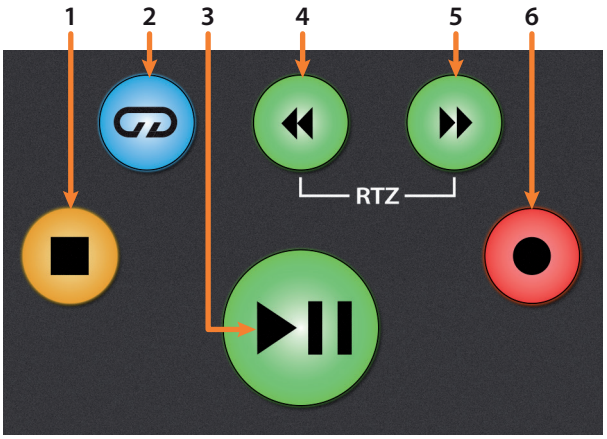
- **Inserts.** When Edit Plug-ins mode is active, the inserted plug-ins for the Selected channel will be displayed. ***See Section 4.6.1 for more information***.



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 restart playback at the previous play position.
4. **Rewind.** Press and hold to move the cursor backward 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.** Encoder scrolls through regions on the selected track. 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***.

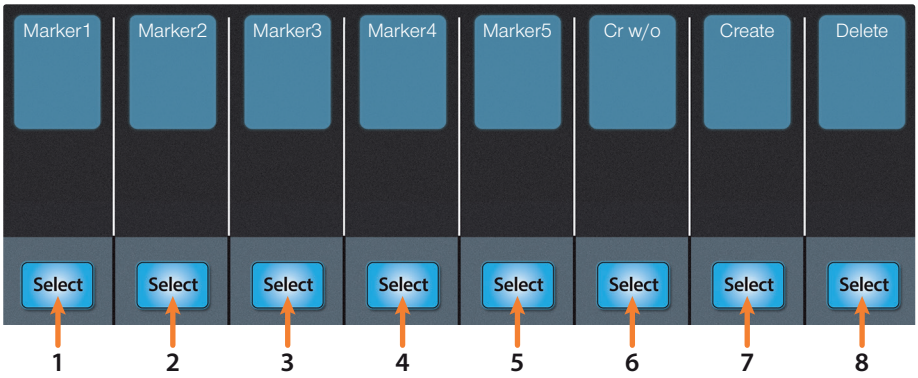
4.4.1 F1-F8 Functions

Pressing Shift with any of the Session Navigator buttons will access your first eight Screensets:

- **F1.** Screenset 1
- **F2.** Screenset 2
- **F3.** Screenset 3
- **F4.** Screenset 4
- **F5.** Screenset 5
- **F6.** Screenset 6
- **F7.** Screenset 7
- **F8.** Screenset 8

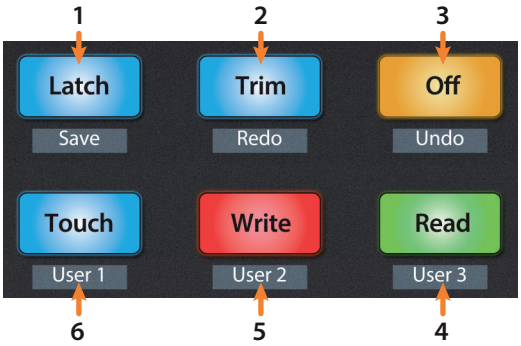
4.4.2 Large Marker Mode

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:



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

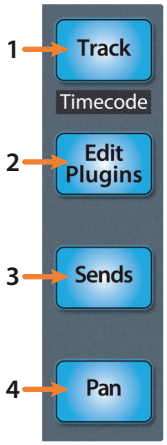
4.5 Automation Controls



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. 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.

4.6 Fader Modes

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

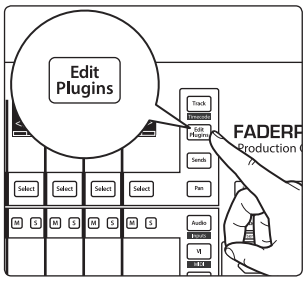


1. **Track.** When Track mode is active, the motorized faders will display and control channel levels. Press Shift and Track simultaneously to display Timecode on the scribble strips. ***See Section 4.6.2 for more information***.
2. **Edit Plug-ins.** When Edit Plug-ins mode is active, the motorized faders will control the parameter settings. The scribble strip 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.

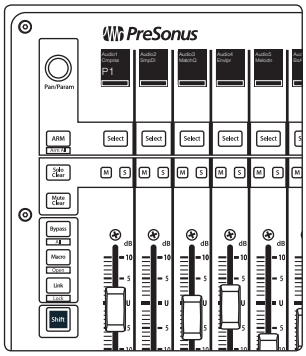
4.6.1 Edit Plug-ins

The FaderPort provides two different modes to control plugins within Logic: Mix Focus and Channel Focus.

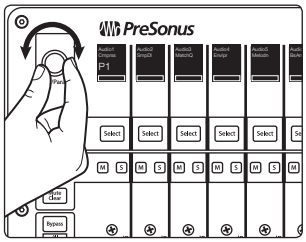
To engage Mix Focus mode:



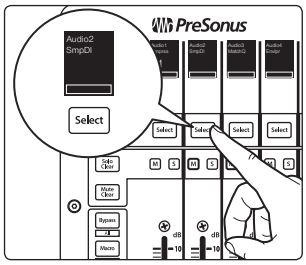
1. Press Edit Plugins once.



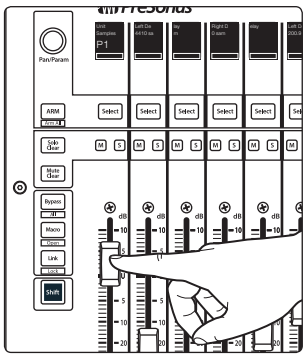
This will display the first Insert Slot for every channel in your Logic session.



2. Use the Pan/Param encoder to scroll through the available slots. The slot position will be displayed in the lower left-hand corner of the first scribble strip display.

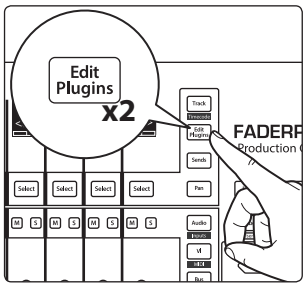


3. Press the Select button below the plug-in you'd like to edit.

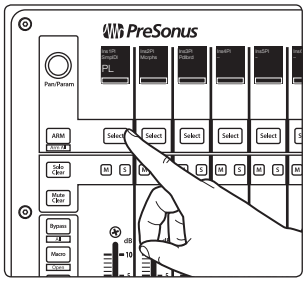


4. This displays the plug-in parameters on the scribble strips and allows you to control each parameter with the corresponding fader. Use the Pan/Param encoder to scroll through other plugins on the same channel.

To engage Channel Focus mode:



1. Press Edit Plugins twice. This will display every insert slot for the currently selected channel in the scribble strips.

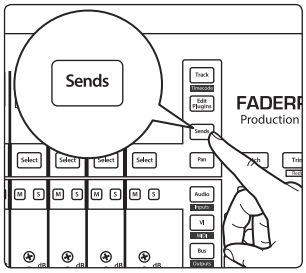


2. Press the Select button below any of the insert slots to edit that plug-in's parameters. Use the Navigation buttons to access additional parameters.

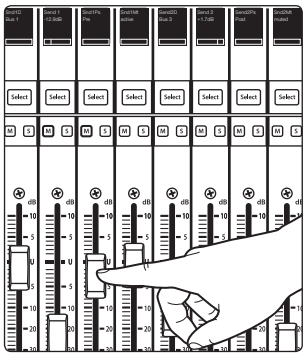
4.6.2 Timecode

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



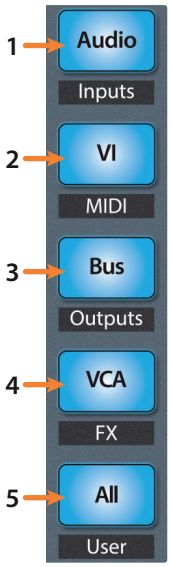
Pressing Sends allows you to edit the assigned bus sends for the currently selected channel.



In this mode, the following four parameters are available for Send Slots 1-4:

- **Send Destination.** Use the Fader to select the Bus.
- **Send Level.** Use the Fader to control the Send level.
- **Send Pre/Post selection.** Use the Fader to switch between pre- and post-fader send positions.
- **Send Active/Mute.** Use the Fader to enable / disable the send.

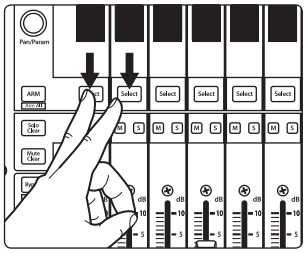
4.7 Mix Management



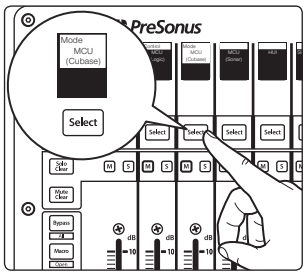
1. **Audio / Inputs.** Press to view Audio tracks only. Press Shift + Audio to view all Input channels.
2. **VI / MIDI.** Press to view Instrument tracks only. Press Shift + VI to view MIDI tracks.
3. **Bus / Outputs.** Press to view busses only. Press Shift + Bus to view Output channels.
4. **VCA / 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 Cubase / Nuendo (MCU)

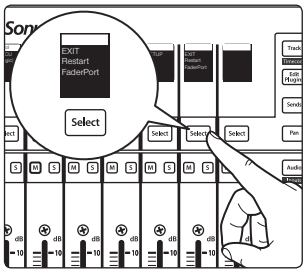
5.1 Getting Started



The default Operation Mode for the FaderPort is Studio One. To switch to Cubase operation, power on the unit while pressing the first two select buttons.



This will open the boot mode screen, and you will be given the opportunity to select which mode of operation you'd like to use. When using the FaderPort with Cubase, select MCU (Cubase) by pressing the Select button below its scribble strip.

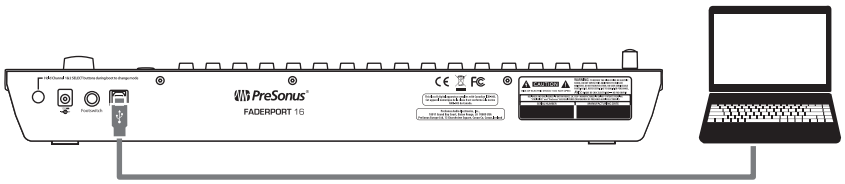


Once you have selected your mode, press the Select button below the "Exit" screen to reboot your FaderPort. This mode will be selected automatically every time you boot your FaderPort.

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 to work the way you want it.* ***Please see Section 8 for more information on the customized setup modes****.*

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

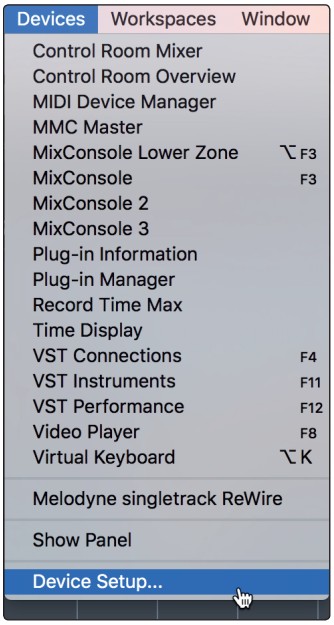


Once you have connected your FaderPort to your computer, launch Cubase or Nuendo to set up the FaderPort as a Mackie Control Universal device.

FaderPort 16 Users: Because Mackie Control Universal is an 8-channel protocol, you will need to create two Mackie Control devices: one for the right bank and one for the left bank.

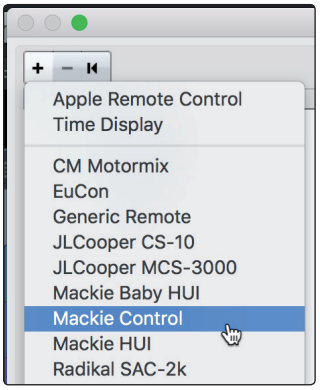
The FaderPort 16 presents two MIDI ports when connected to a computer. While in MCU (Cubase) mode, MIDI Port 1 controls the left bank of eight faders. MIDI Port 2 controls the right bank of eight faders as well as the buttons.

1. Go to Devices | Device Setup.

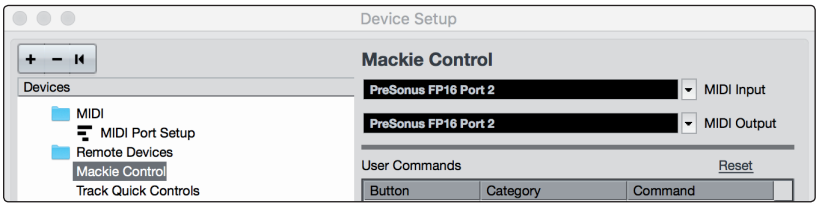


2. In the Setup window, click the "Add/Remove" menu to add the first Mackie Control device.

3. Select "Mackie Control" from the pull-down menu.



4. Set the MIDI Input and Output to "PreSonus FP16 Port 2" or "PreSonus FP8" (model dependent).



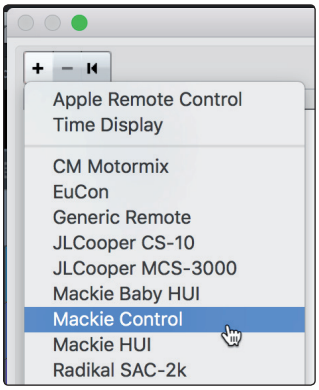
5. Click "Apply."

FaderPort 8 Users: Please skip to Step 10.

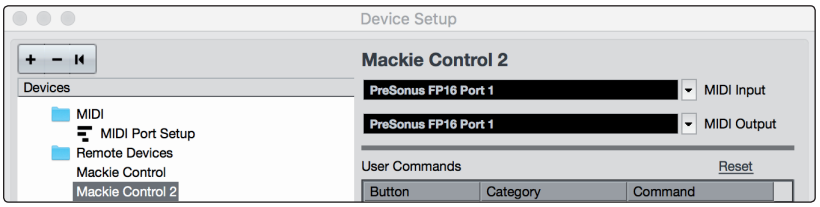
FaderPort 16 Users: Please continue through the remaining steps to complete set-up.

6. In the Setup window, click the "Add/Remove" menu to add the second Mackie Control device.

7. Select "Mackie Control" from the pull-down menu.



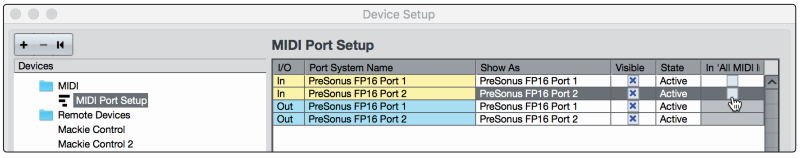
8. Set the MIDI Input and Output for Mackie Control 2 to "PreSonus FP16 Port 1."



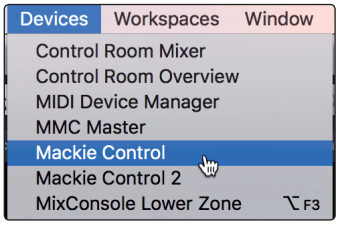
9. Click "Apply."

Note: *The Port order is critical to proper functionality. The first Mackie Control device must be set to Port 2 and the second Mackie Control device must be set to Port 1.*

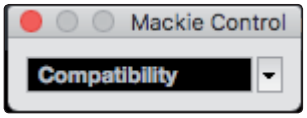
10. Select MIDI Port Setup and make sure that "In All MIDI" box is unchecked for both FaderPort 16 ports or the FaderPort 8 port and then click "OK."



Whether you're using the FaderPort 16 or the FaderPort 8, you will need to switch the Mackie Control device(s) to Compatibility mode. To do this, select both the Mackie Control and the Mackie Control 2 (FaderPort 16 only) from the Devices menu.

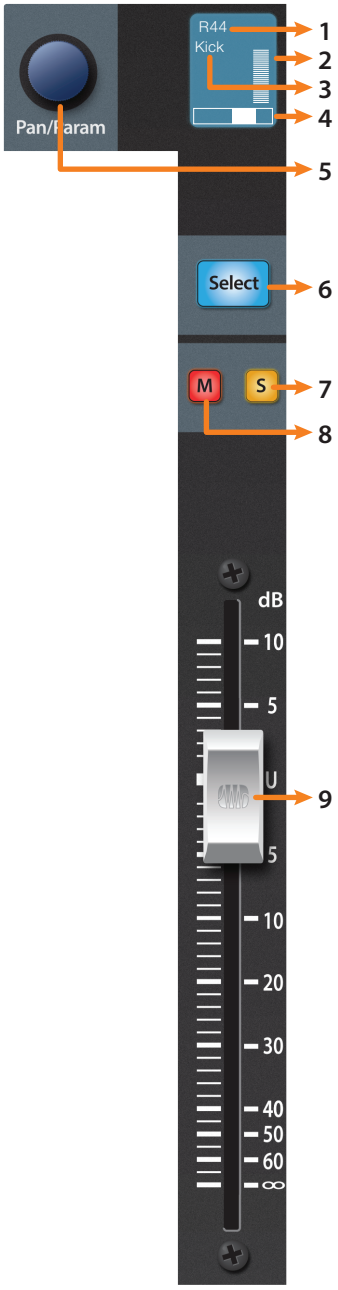


From the pop-up windows, select Compatibility from the menu.



Your FaderPort is now ready to use. Enjoy!

5.2 Channel Strip



1. **Pan Value.** Displays Pan Value while panning is actively being adjusted.
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. **Channel Name.** Displays the Channel name.
4. **Pan Display.** Displays the Channel's current pan position.
5. **Pan/Param.** Controls panning for the currently selected channel. Push to set the pan position back to center.
6. **Select Button.** This button selects the corresponding channel in Cubase. ***See Section 5.2.1 for alternate functions and modes***.
7. **Solo.** Isolates the corresponding channel's output signal in the mix.
8. **Mute.** Mutes the corresponding channel's output signal.
9. **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 right Shift + Arm to arm the currently focused bank of 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.

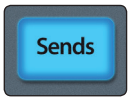
Track Mode

- **Pan.** While Track Mode is active, the Pan/Parameter encoder will control the pan position for that track.

  Power User Tip: *From the FaderPort, you can control both the Left / Right and Front / Rear panning when channels are assigned to a 5.1 bus. To access the Front / Rear panning function, use the Prev and Next buttons in the Session Navigator while Channel, Master, or Click modes are active to access the two panning pages.*

Edit Plug-ins

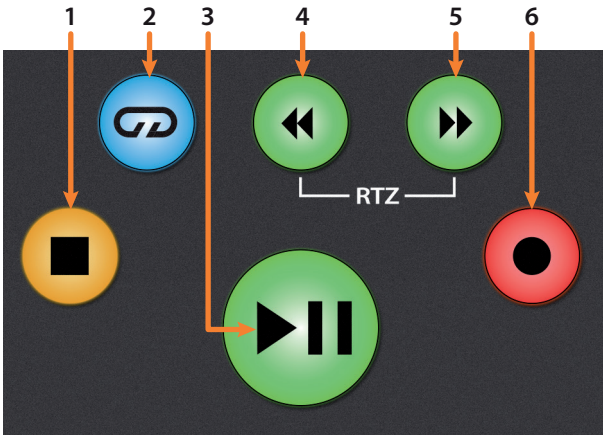
- **Inserts.** When Edit Plug-ins mode is active, the inserted plug-ins for the Selected channel will be displayed. ***See Section 5.6.1 for more information***.



Sends

- **Sends.** When Sends mode is active, the aux sends for the Selected channel will be displayed. ***See Section 5.6.3 for more information***.

5.3 Transport Controls



1. **Stop.** Stops playback. Press twice to return to the initial playback position.
2. **Loop.** Engages / disengages Looping.
3. **Play / Pause.** Starts playback at the current playback-cursor position. Pause is not available in Cubase.
4. **Rewind.** Press and hold to move the cursor backward 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.

5.4 The Session Navigator

The Session Navigator provides quick controls that you need to navigate your session and your workflow. 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 scrolls and selects individual channels. Navigation buttons adjust the current bank by one channel.
2. **Master.** The Encoder controls the Master bus level. Navigation buttons switch between the left / right panning and front / rear panning.
3. **Zoom.** Encoder controls horizontal zooming. Navigation buttons control vertical zooming.

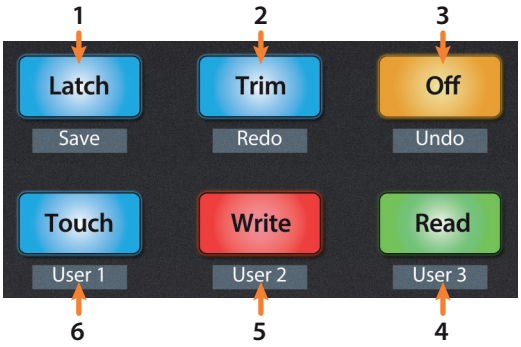
   Power User Tip: *Zoom works for whichever window is currently is in focus, not just the arranger window.*
4. **Click.** At the time of publication, this function is not available.
5. **Scroll.** Encoder controls Timeline scrolling by 1/16 note increments. Use the Navigation buttons for faster scrolling.
6. **Section.** Enables scrubbing control with the encoder and navigation buttons.
7. **Bank.** Encoder and navigation buttons scroll through channels in banks of sixteen or eight (model dependent).
8. **Marker.** Encoder and navigation buttons scroll through markers. Press the Encoder to drop a marker.

5.4.1 F1-F8 Functions

Pressing Shift with any of the Session Navigator buttons will allow you to switch between the first eight Channel Visibility configurations:

- **F1.** Channel Visibility Configuration 1
- **F2.** Channel Visibility Configuration 2
- **F3.** Channel Visibility Configuration 3
- **F4.** Channel Visibility Configuration 4
- **F5.** Channel Visibility Configuration 5
- **F6.** Channel Visibility Configuration 6
- **F7.** Channel Visibility Configuration 7
- **F8.** Channel Visibility Configuration 8

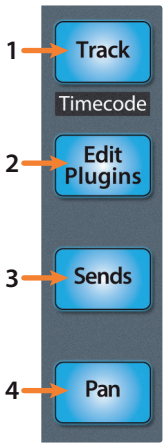
5.5 Automation Controls



1. **Latch / Save.** Press to save session, with or without SHIFT enabled.
2. **Trim / Redo.** Press to redo last action, with or without SHIFT enabled.
3. **Off / Undo.** Press to undo last action, with or without SHIFT engaged.
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.

5.6 Fader Modes

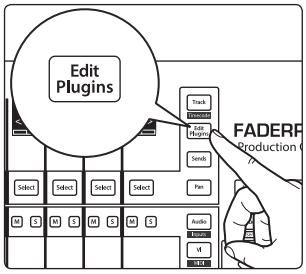
The faders on the FaderPort can be used to set levels, control plug-in parameters, set send levels, and panning.



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***.

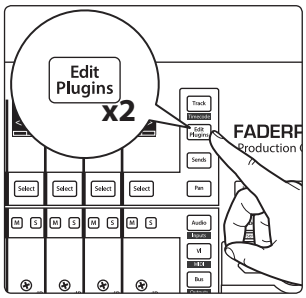
   Note: *At the time of publication, timecode display is not available in Cubase.*
2. **Edit Plug-ins.** When Edit Plug-ins mode is active, the motorized faders will allow you to select plug-in inserts and bypass insert slots. The scribble strip will display the parameter each fader controls. ***See Section 5.6.1 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.

5.6.1 Edit Plug-ins



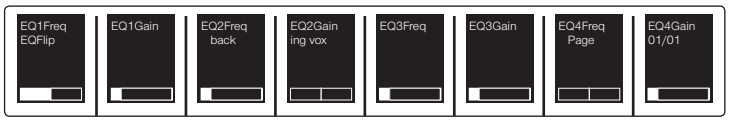
Pressing Edit Plugins will allow you to view and edit the insert slots for the currently selected channel. While active:

- **Fader 9.** Selects Insert Slot.
- **Fader 10.** Turns selected Insert on / off.
- **Fader 11.** Scrolls through available plug-ins.

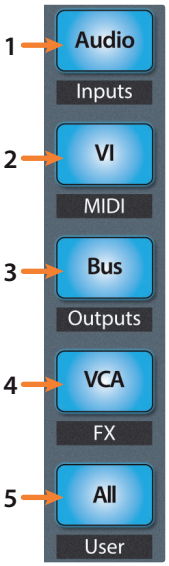


Press Edit Plugins twice to access the channel EQ:

Power User Tip: *For the best experience, instantiate the plug-in you wish to edit before engaging Edit Plug-ins mode.*



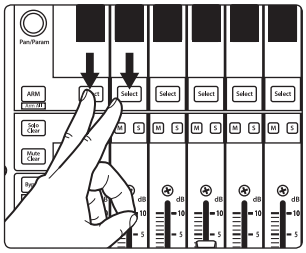
5.7 Mix Management



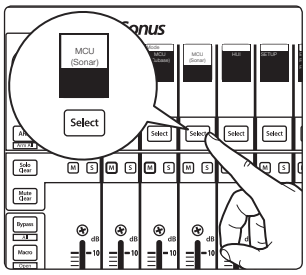
1. **Audio / Inputs.** At the time of publication, this button has no functionality in Cubase.
2. **VI / MIDI.** At the time of publication, this button has no functionality in Cubase.
3. **Bus / Outputs.** At the time of publication, this button has no functionality in Cubase.
4. **VCA / FX.** Press to open/close the Mixer window in Cubase.
5. **All / User.** Press to open/close the Edit Channel Settings window in Cubase.

6 Sonar (MCU)

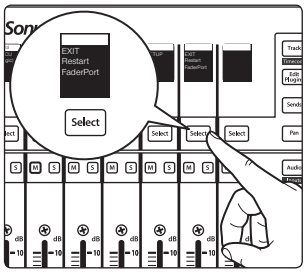
6.1 Getting Started



The default operation mode for the FaderPort is Studio One. To switch to Sonar operation, power on the unit while pressing the first two select buttons.



This will open the boot mode screen, and you will be given the opportunity to select which mode of operation you'd like to use. When using the FaderPort with Sonar, select MCU (Sonar) by pressing the Select button below its scribble strip.

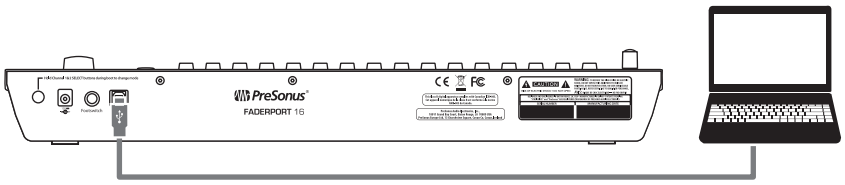


Once you have selected your mode, press the Select button below the "Exit" screen to reboot your FaderPort. This mode will be selected automatically every time you boot your FaderPort.

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 to work the way you want it.* ***Please see Section 8 for more information on the customized setup modes****.*

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

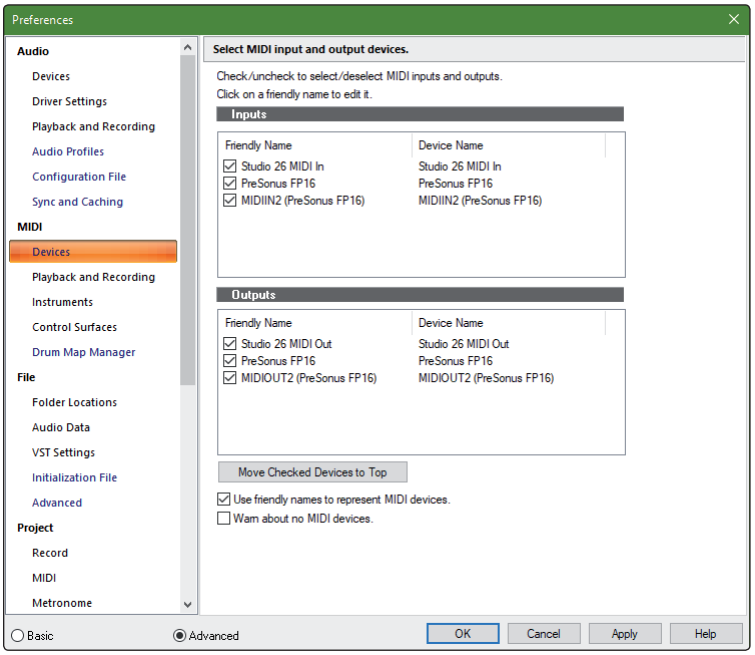


Once you have connected your FaderPort to your computer, launch Sonar to set up the FaderPort as a Mackie Control Universal device.

FaderPort 16 Users: Because Mackie Control Universal is an 8-channel protocol, you will need to create two devices: one Mackie Control and one Mackie ControlXT.

1. In Sonar, go to Edit | Preferences | MIDI | Devices and check PreSonus FP16 or PreSonus FP8. **FaderPort 16 Users** must also check MIDIIN2 (PreSonus FP16) as MIDI Inputs and PreSonus FP16 and MIDIOUT2 (PreSonus FP16) as MIDI Outputs.

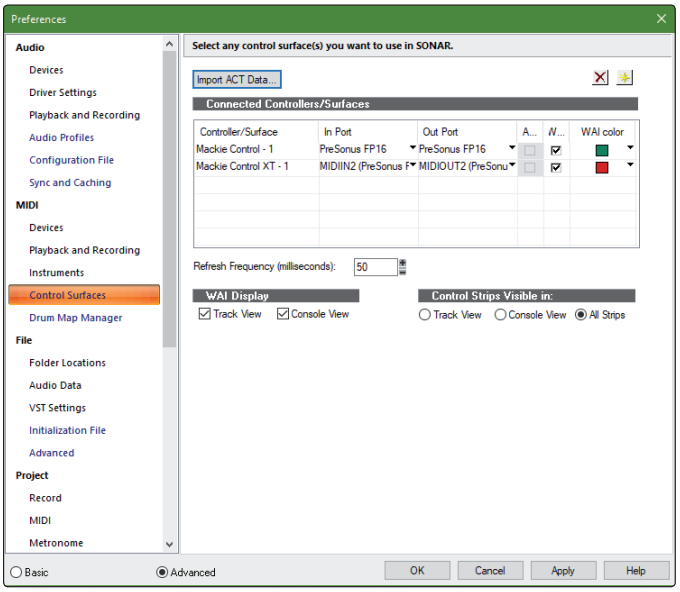
   Click Apply when finished.



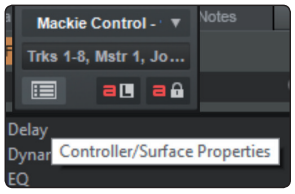
2. Next, go to the Control Surfaces section and click the yellow star to Add a New Control Surface.
3. Select Mackie Control as Controller/Surface.
4. Select "MIDIIN1 (PreSonus FP16)" or "MIDIIN (PreSonus FP8)" for the Input Port and "MIDIOUT1 (PreSonus FP16)" or "MIDIOUT (PreSonus FP8)" for the Output Port.

   FaderPort 8 Users: Click "Apply" and then "OK" to close the window. Your FaderPort 8 is now ready to use.

   FaderPort 16 Users: Please continue through the remaining steps to complete set-up.
5. Next, go to the Control Surfaces section and click the yellow star to Add a New Control Surface.
6. Select Mackie ControlXT as Controller/Surface.
7. Select "MIDIIN2 (PreSonus FP16)" for the Input Port and "MIDIOUT2 (PreSonus FP16)" for the Output Port.

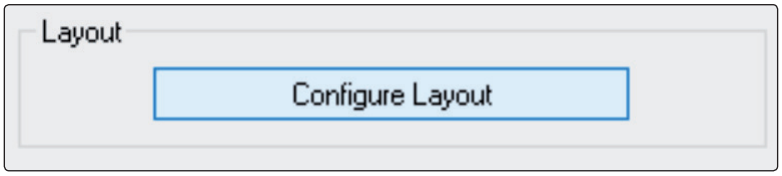


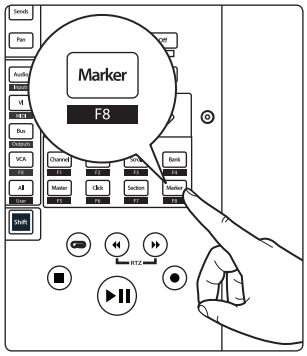
8. Click "Apply" and then "OK" to close the window.
9. Click on the ACT panel button.



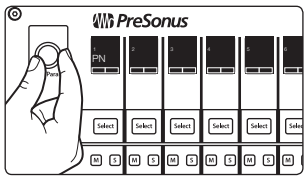
10. Click on the Control Surface Properties button.

11. From the Control Surface Properties window, click on the Configure Layout button.



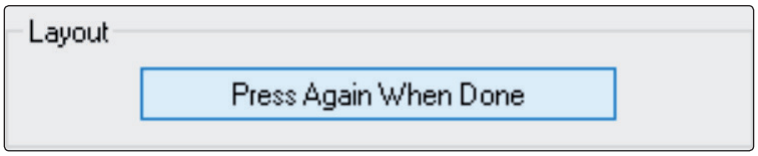


12. On your FaderPort 16, press the Marker button.



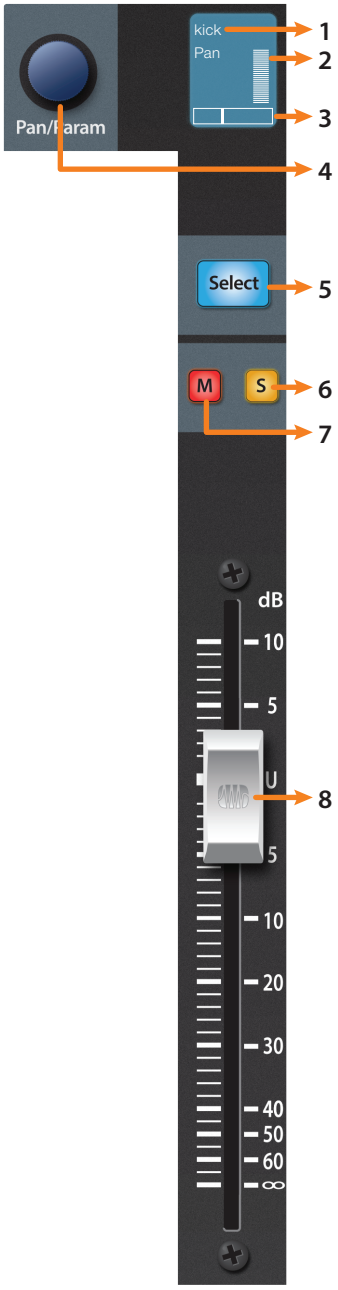
13. Turn the Pan /Param encoder one click to the right, until the scribble strips display 1-16.

14. In Sonar, click on the "Press Again When Done" button and close the window.



Your FaderPort 16 is now ready to use. Enjoy!

6.2 Channel Strip



1. **Channel Name.** Displays the Channel name.
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 Sonar. ***See Section 6.2.1 for alternate functions***.
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.

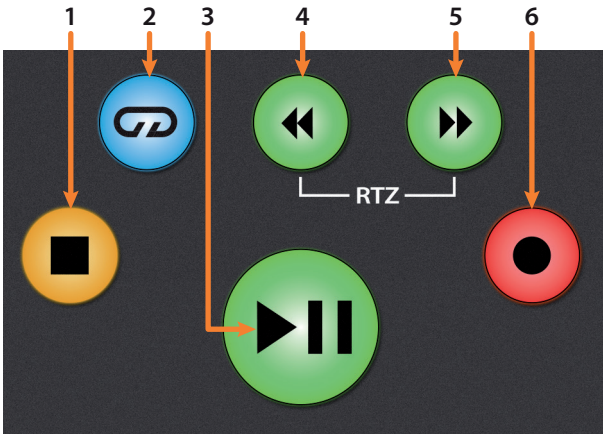
6.2.1 Select Button Modifiers

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

Arm All. Press right Shift + Arm to arm the currently focused bank of tracks for recording.

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

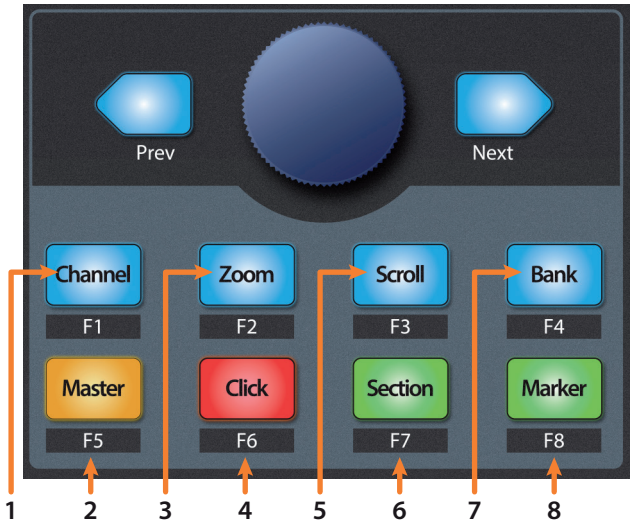
6.3 Transport Controls



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. 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.

6.4 The Session Navigator

The Session Navigator provides quick controls that you need to navigate your session and your workflow. 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.

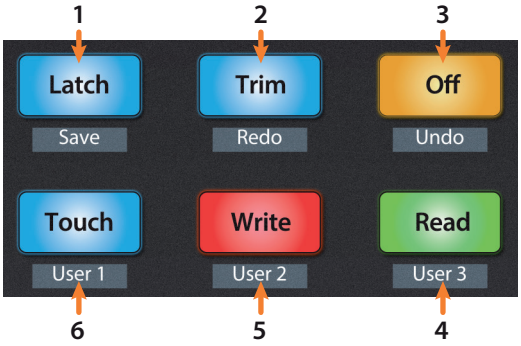


1. **Channel.** Encoder and navigation buttons scroll and select individual channels.
2. **Master.** Navigation buttons to scroll through channels. At the time of publication, control over the master fader in Sonar is not available.
3. **Zoom.** Encoder controls horizontal zooming. Navigation buttons control vertical zooming.

4. **Click.** At the time of publication, click is not available in Sonar.
5. **Scroll.** Encoder and navigation buttons control timeline scrolling.
6. **Section.** Encoder and navigation buttons shift the current bank by one channel.
7. **Bank.** Encoder and navigation buttons scroll through channels in banks of sixteen or eight (model dependent).
8. **Marker.** Encoder and navigation buttons scroll through markers. Press Encoder to drop a marker.

***Note:** At the time of publication, the F1-F8 functions are not available in Sonar.*

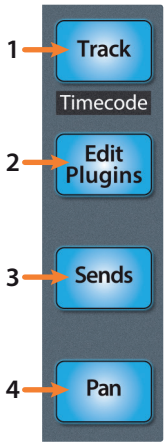
6.5 Automation Controls



1. **Latch / Save.** Press the SHIFT and Latch buttons simultaneously to save session. At the time of publication, Latch automation control is not available in Sonar.
2. **Trim / Redo.** Press the SHIFT and Trim buttons simultaneously to redo the last action. At the time of publication, Trim automation control is not available in Sonar.
3. **Off / Undo.** Press the SHIFT and Off buttons simultaneously to undo the last action. At the time of publication, Trim automation control is not available in Sonar.
4. **Read / User 3.** At the time of publication, this button has no function in Sonar.
5. **Write / User 2.** At the time of publication, this button has no function in Sonar.
6. **Touch / User 1.** At the time of publication, this button has no function in Sonar.

6.6 Fader Modes

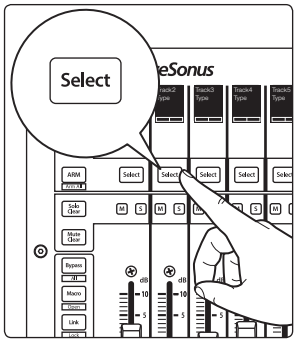
The faders on the FaderPort can be used to set levels, control plug-in parameters, set send levels, and panning for every track.



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 6.6.3 for more information***.
2. **Edit Plug-ins.** When Edit Plugins is active, the motorized faders will control the plugin parameters on the currently selected channel's insert slots. ***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 first send slot for every channel. Press twice to control send functions for just the selected channel. ***See Section 6.6.2 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 6.6.3 for more information***.

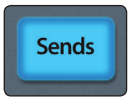
6.6.1 Edit Plug-ins Mode

Pressing Edit Plug-ins will display the first insert slot for every channel in the scribble strips.



Press the Select button below any of the insert slots to enable or disable that plug-in.

6.6.2 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.).

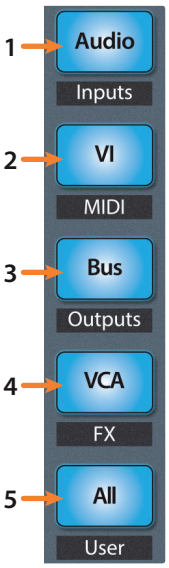
6.6.3 Pan Mode

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

6.6.4 Timecode

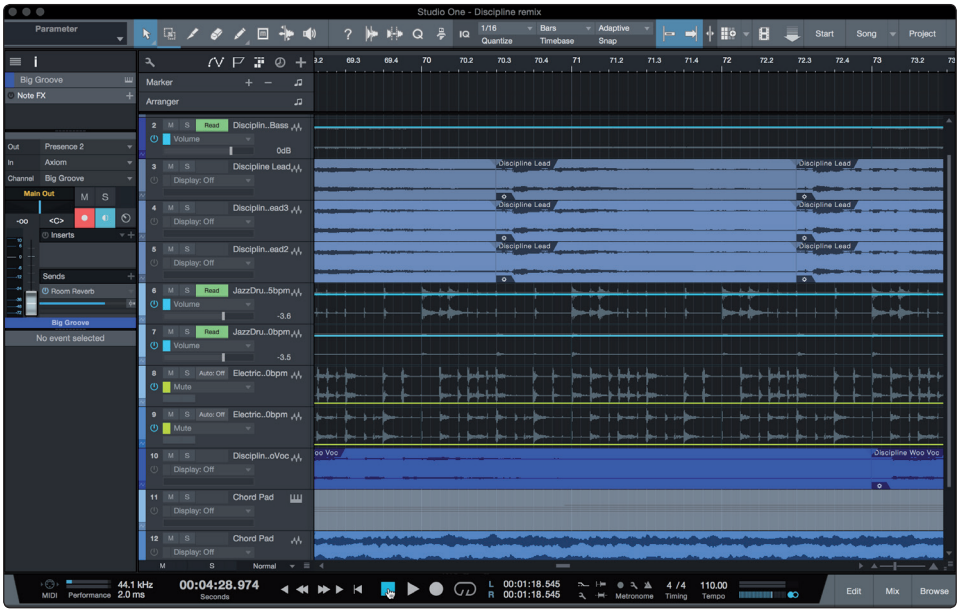
Press the Shift and Track buttons simultaneously to view the Timecode on the last four scribble strips. This follows the type of Timecode you have selected from within Sonar. While Timecode is active, the faders will continue to control level.

6.7 Mix Management



1. **Audio / Inputs.** Press to view Audio tracks only. Press Shift + Audio to create a new audio channel.
2. **VI / MIDI.** Press to view all MIDI tracks. Press Shift + VI to create a New MIDI Track.
3. **Bus / Outputs.** Press to view all Auxes.
4. **VCA / FX.** At the time of publication, this button has no function.
5. **All / User.** At the time of publication, this button has no function

7 Studio One Artist Quick Start



All registered FaderPort multichannel controller 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.

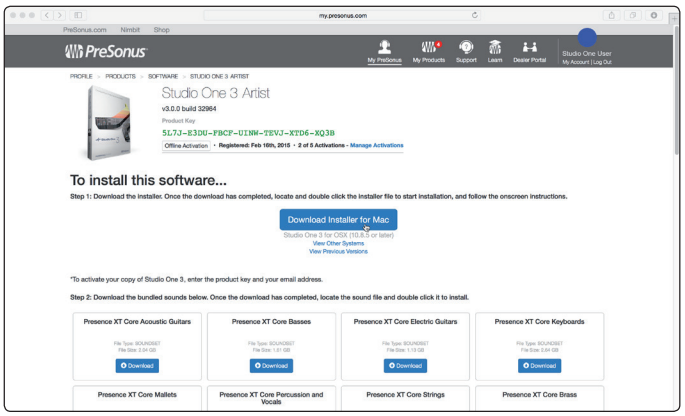
Power User Tip: *As a valued PreSonus customer, you are eligible for a discount upgrade to Studio One Professional. For more details on the Studio One upgrade program for PreSonus customers, please visit https://shop.presonus.com/products/software/studio-one-prods.*

7.1 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. 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.

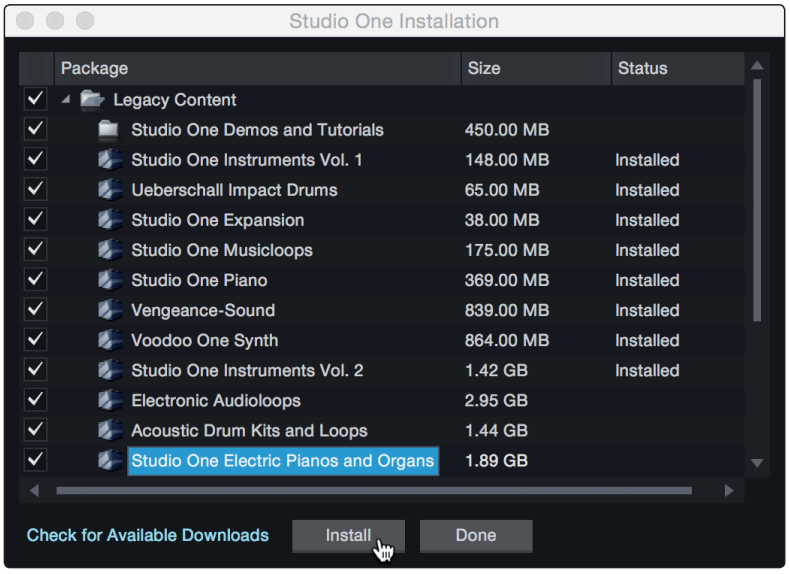
Authorizing Studio One

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.*

7.2 Setting Up Studio One

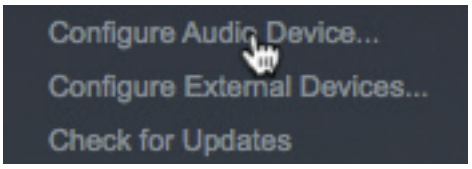
Studio One Artist was designed to work with PreSonus interfaces and provides unique interoperability and simplified setup. When Studio One Artist is launched, by default you will be taken to the Start page. On this page, you will find document-management and device-configuration controls, as well as 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 PDF located within Studio One. 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.

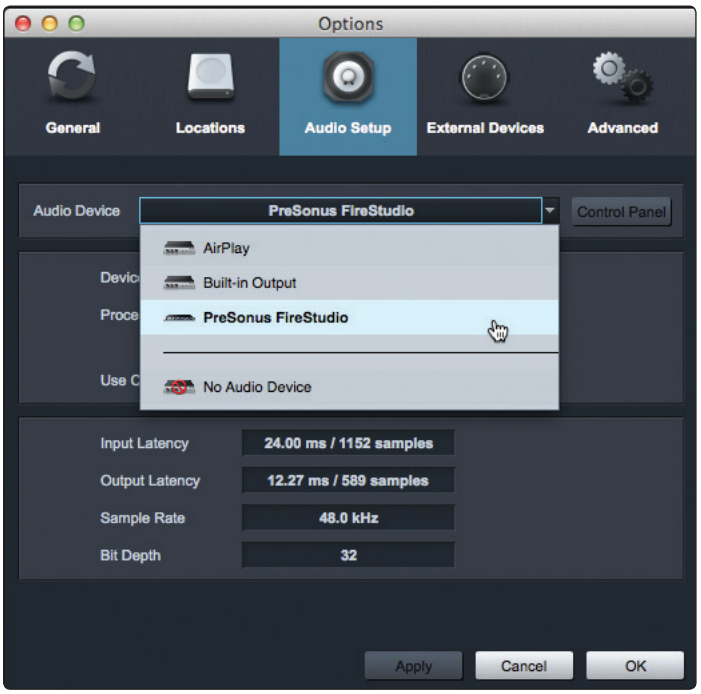
7.2.1 Configuring Audio Devices

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.



7.2.2 Configuring MIDI Devices

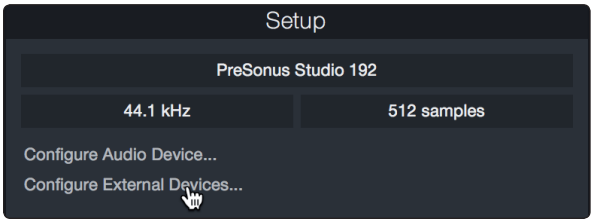
From the External Devices window in Studio One Artist, you can configure your FaderPort, MIDI keyboard controller, sound modules, and control surfaces. This section will guide you through setting up your FaderPort 16 as well as other MIDI keyboard controllers and sound modules. Please consult the Reference 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.

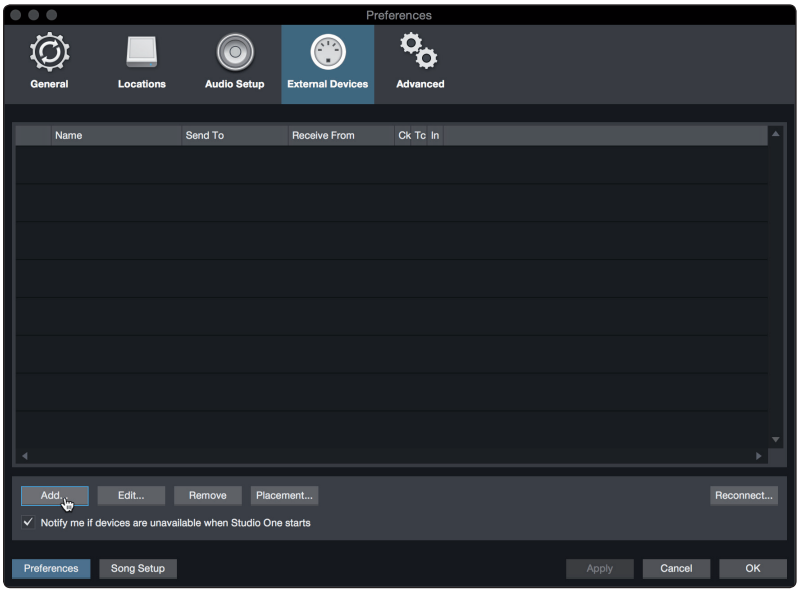
Setting up the FaderPort

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

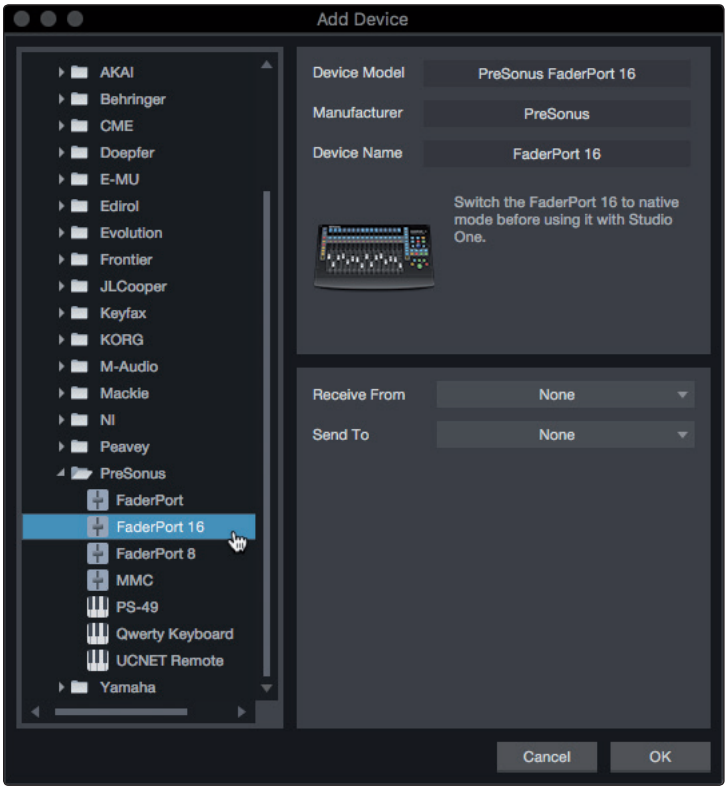
1. Click on the Configure External Devices link in the Setup area on the Start page to launch the External Devices window.



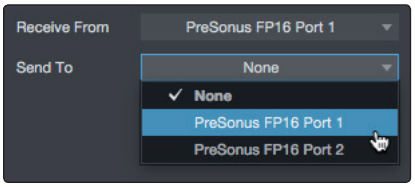
2. Click the Add button. This will launch the Add Device window.



3. From the menu on the left, click on the PreSonus folder and select "FaderPort 16" or "FaderPort 8" from the dropdown list.



4. In the Receive From and Send To drop-down menus, select "PreSonus FP16 Port 1" or "PreSonus FP8".



5. Click "OK."

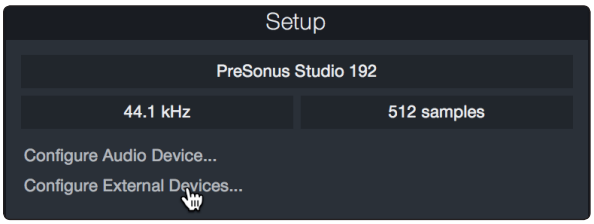
Setting up a MIDI Keyboard controller

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.

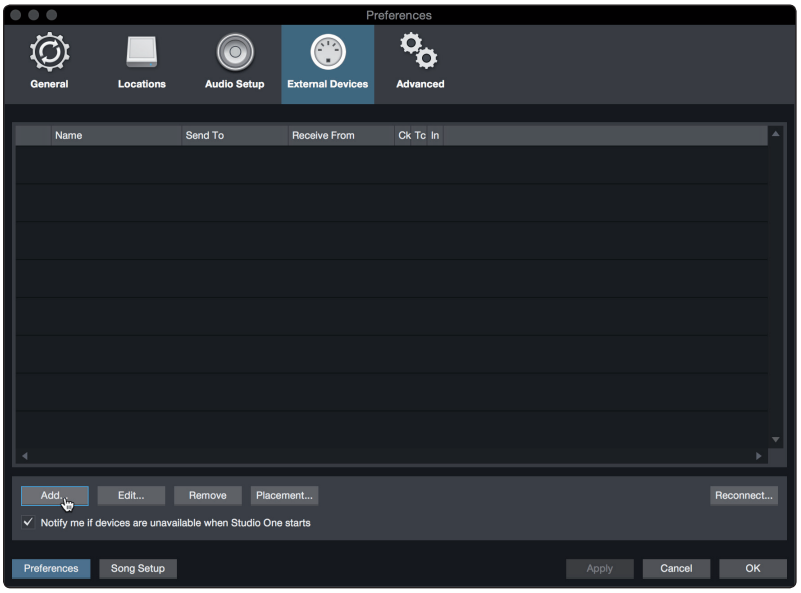
You can set up your external MIDI devices from the Setup area in the Start page. Before setting up a new Song for recording, take a moment to configure external devices.

Make sure you have connected the MIDI Out of your external MIDI controller to a MIDI In on your PreSonus audio interface (if available) or another MIDI interface. If you are using a USB MIDI controller, connect it to your computer and power it on.

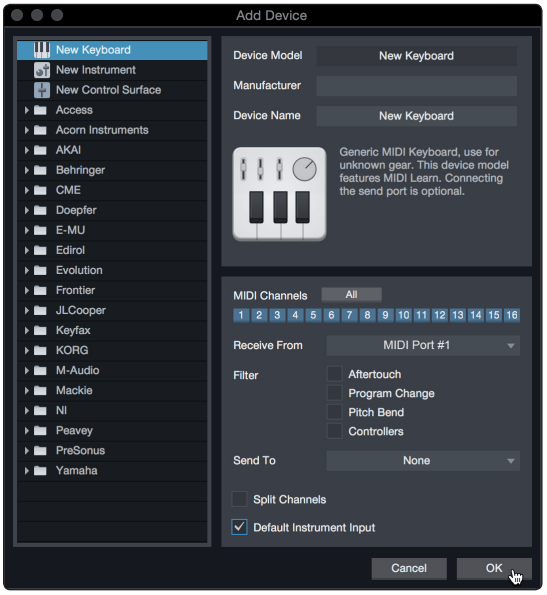
1. Click on the Configure External Devices link in the Setup area on the Start page to launch the External Devices window.



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."

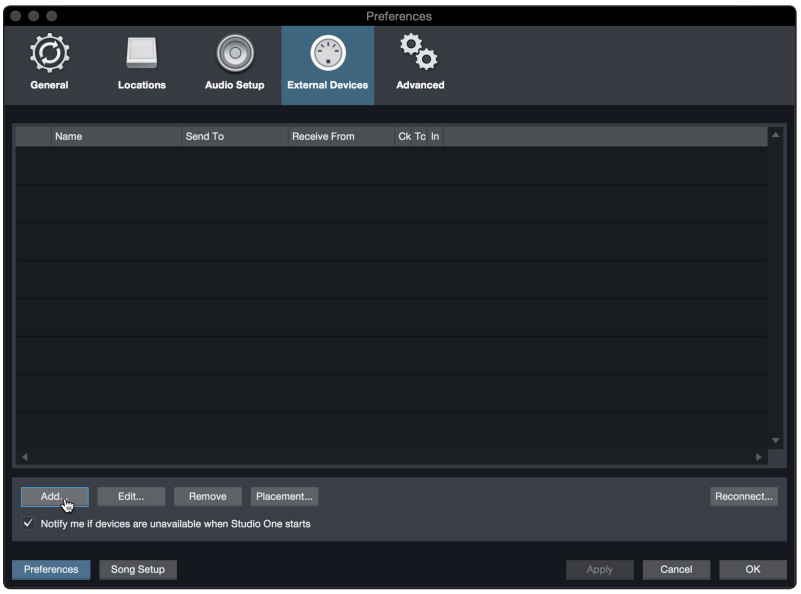
If you have a sound module that you'd like to connect, leave the External Devices window open and proceed to the next part of this section. If not, you can close the window and skip to the next section.

Setting up an External MIDI Sound Module

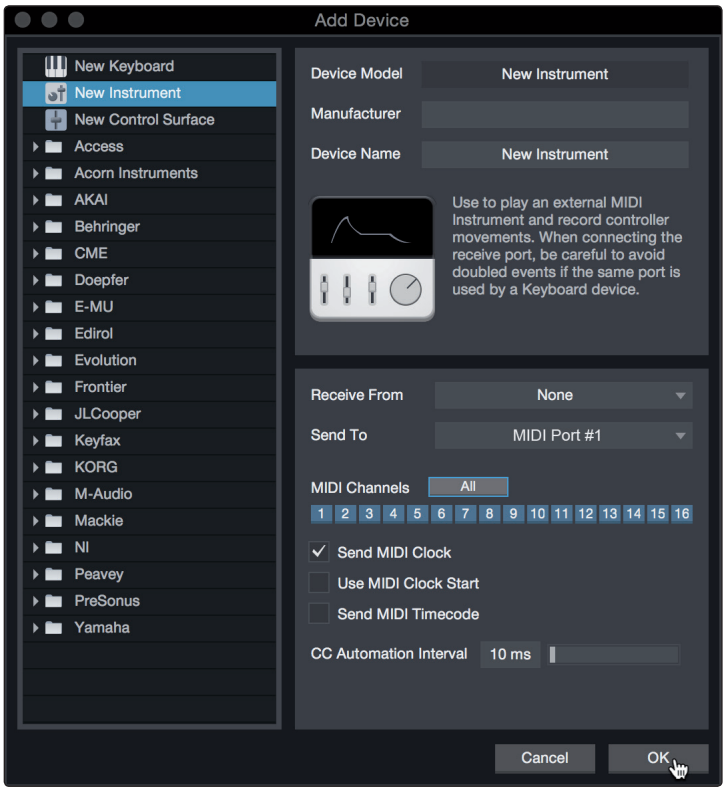
MIDI instrument controllers (keyboards, MIDI guitars, etc.) send musical information, in the form of MIDI data, to tone modules and virtual instruments, which respond by generating sound as instructed. Tone modules can be standalone sound devices or can be integrated into a MIDI instrument, such as a 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.

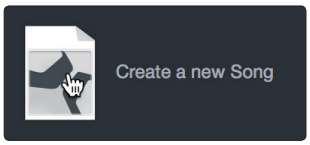
4. In the Send To menu, select the MIDI interface output from which Studio One Artist will send MIDI data to your sound module. Click "OK" and close the External Devices window. You are now ready to start recording in Studio One Artist.

   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.

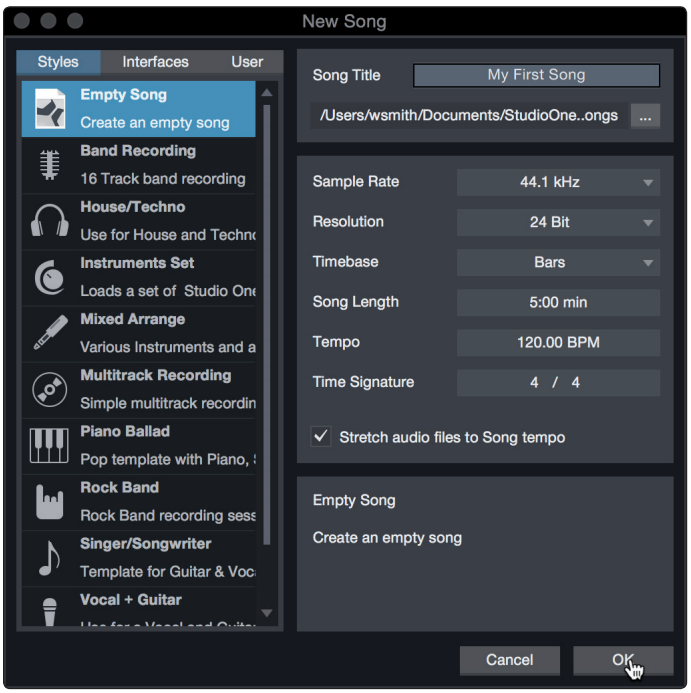
7.3 Creating a New Song

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.

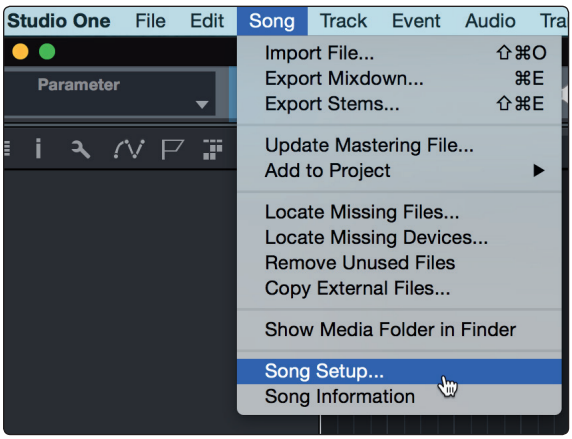


3. Select "Empty Song" from the Templates list. At this point, you should give your Song a name and select your preferred sample rate and bit depth for recording and playback. You can also set the length of your Song and the type of time format you would like the timeline to follow (notation bars, seconds,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

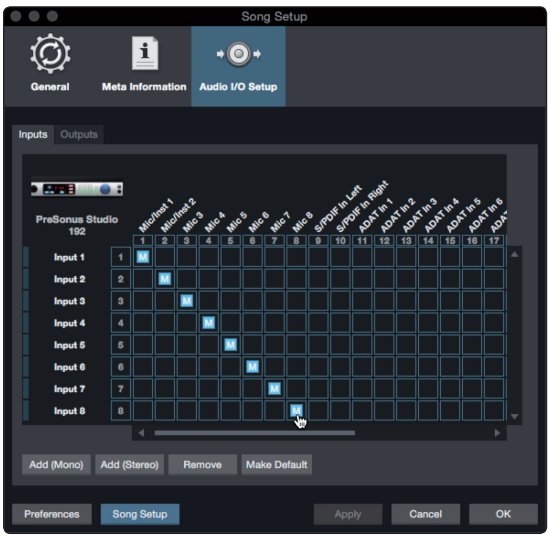
7.3.1 Configuring Your Audio I/O

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

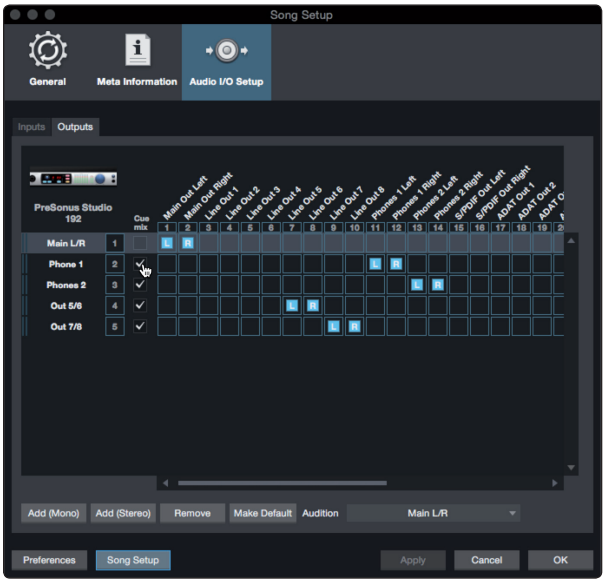


2. Click on the Audio I/O Setup tab.

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.



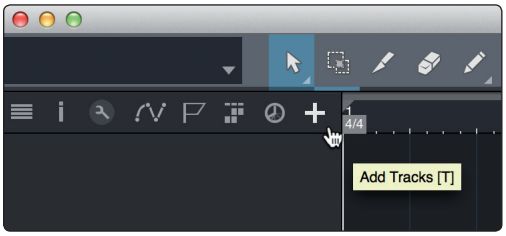
4. Click on the Outputs tabs to enable any or all of the outputs on your audio interface. In the lower right corner, you will see the Audition Select menu. This allows you to choose the output from which you will audition audio files prior to importing them into Studio One Artist. In general, you will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



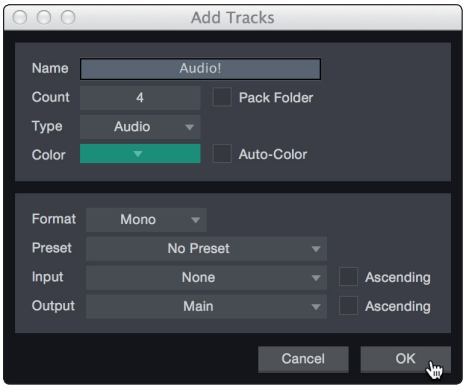
Power User Tip: *If you would like this I/O configuration to be the same every time you open Studio One, click the Make Default button.*

7.3.2 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.



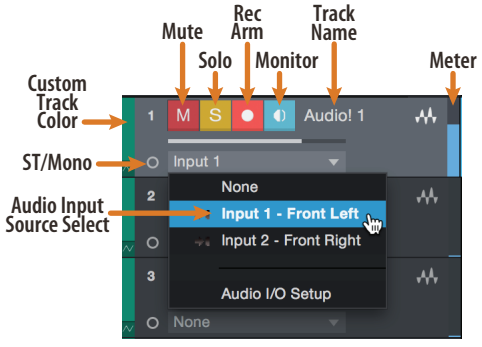
Audio. Use this track type to record and playback audio files.

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.

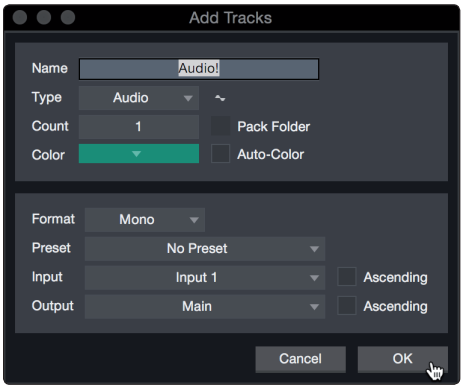
Power User Tip: *If you would like to add an audio track for each of the available inputs, go to Track | Add Tracks for All Inputs.*



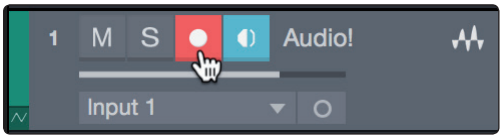
Note: *Instrument tracks are nearly identical to audio tracks. The Input Source list for Instrument tracks lists available external MIDI devices as well as any virtual instruments that have been added to the Song.*

7.3.3 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).



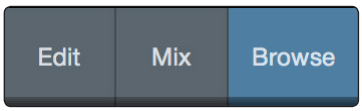
You are now ready to start recording. ***For complete instructions, please consult the Studio One Reference manual located in Help | Studio One Reference Manual.***

7.3.4 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:



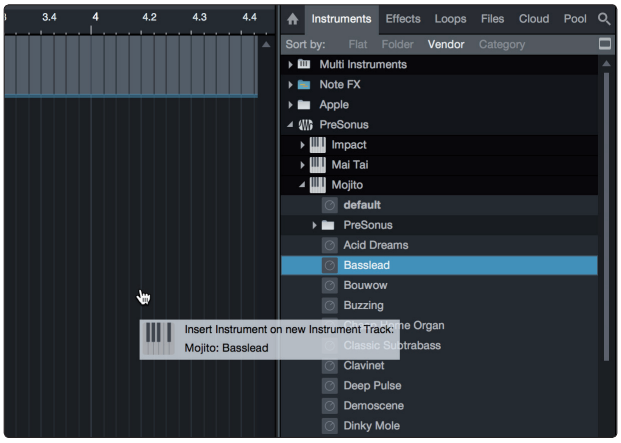
Edit. The Edit button opens and closes the audio and MIDI editors.

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.

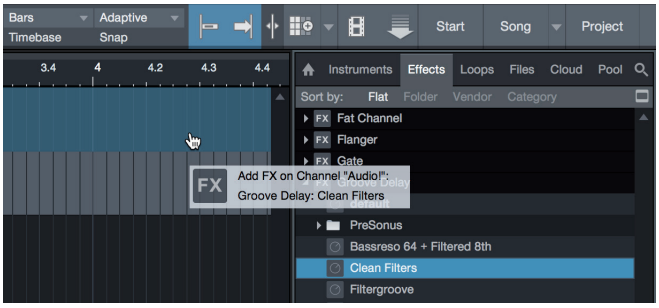
Drag-and-Drop Virtual Instruments

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.



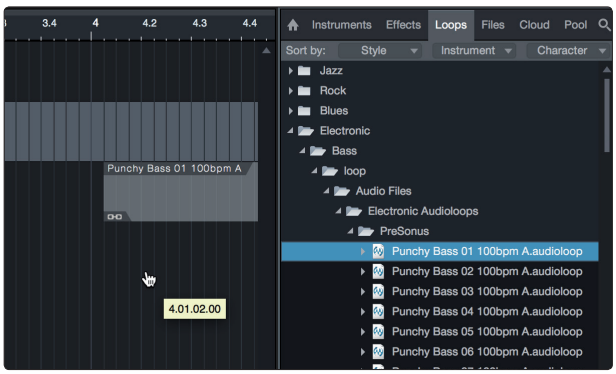
Drag-and-Drop Effects

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.

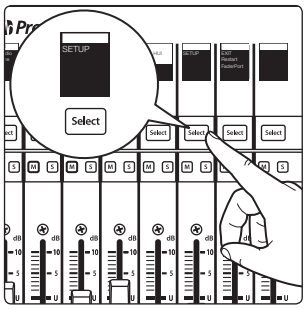


Drag-and-Drop Audio and MIDI Files

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.



8 Customizing Your FaderPort

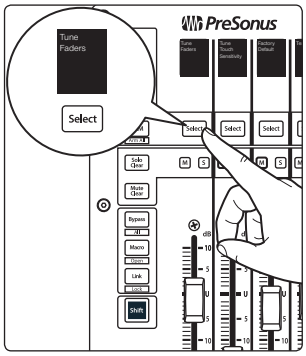


Several useful customization features available for your FaderPort. This allows you adjust fader sensitivity, adjust contrast, and more.

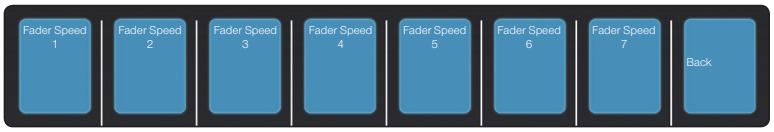
In general, the default settings will work well for more users. If you would like to adjust these settings, press and hold the first two Select buttons while powering on your FaderPort.

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

8.1 Tune Faders



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

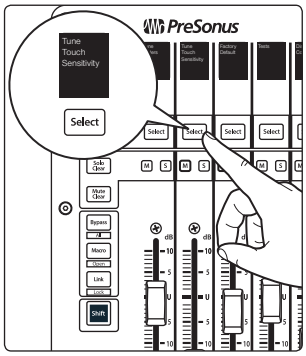


You can adjust the speed at which your faders will follow automation moves from 1 to 7, where 1 is the slowest and 7 is the fastest. By default, this is set to '5.' Slower speeds will provide smoother fader movements. Faster speeds will provide snappier fader recall.

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

Note: *Fader Calibration may be necessary before the speed can be adjusted. If this is the case, you must allow the calibration process finish completely.*

8.2 Tune Fader Sensitivity



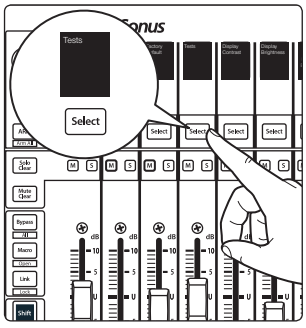
To adjust the touch sensitivity of your faders, press the Select button beneath the Tune Fader Sensitivity screen. This will open the Fader Sensitivity menu.

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.

8.3 Test Modes

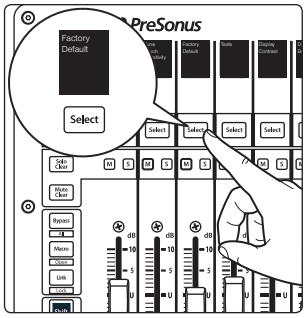


Your FaderPort is equipped with multiple test modes to verify electrical functionality of all its components. Press the Select button below the Test screen to access these modes.

- **Mardi Gras.** This test mode will cycle through all the LEDs and Fader movements. Press the last Select button to exit.

- **Turn LEDs on.** This test mode turns on all LEDs, allowing you to verify their functionality. Press the Select button below "Turn LEDs off" to end the test.
- **Set LEDs (red, green, blue).** These test modes allow you to test the color functionality of the RGB LEDs.
- **Test Inputs.** Use this mode to test the faders and encoders.

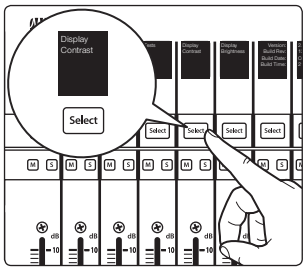
8.4 Factory Default



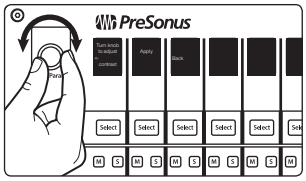
In the unlikely event that a firmware update fails, restoring your FaderPort to Factory Default will allow you to restore your unit to its factory firmware version.

8.5 Display Options

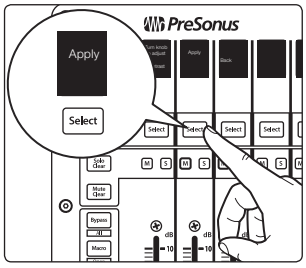
Contrast



Press the Select button below "Display Contrast" to set the contrast of the scribble strip displays to your desired setting.

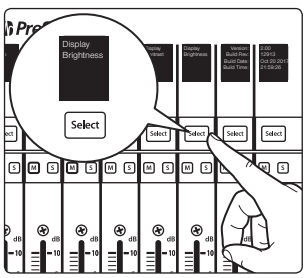


Turn the Pan/Param encoder on the left until the desired setting has been reached.



Press Apply to set.

Brightness



Press the Select button below "Display Brightness" to adjust your Scribble Strip display settings. You can choose between Dim, Medium, and Bright.

9 Appendix

9.1 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:

DAW	Recommended Mode
Ableton Live	MCU (Logic)
Apple Logic	MCU (Logic)
Avid Pro Tools	HUI
Cakewalk Sonar	MCU (Sonar)
MOTU Digital Performer	MCU (Logic)
PreSonus Studio One	Studio One
Steinberg Cubase	MCU (Cubase)
Steinberg Nuendo	MCU (Cubase)
Others	MCU (Logic): If "FaderPort 16" or "FaderPort 8" is not listed as a supported device in your DAW, you will need to configure it as follows: **FaderPort 16:** Either as (2) Mackie Control devices or (1) Mackie Control and (1) Mackie Control Extender depending on the application. **FaderPort 8:** (1) Mackie Control device. **OR** Studio One: If "FaderPort 16" or "FaderPort 8" is listed as a supported device by your DAW, it has been integrated into your application using the Studio One native protocol.

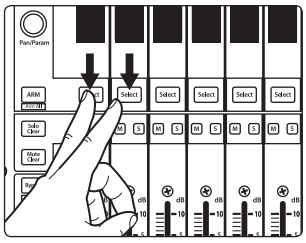
Track Names Not Updating. If you connect your FaderPort while a session is already open, the track names on the scribble strips may not update immediately. To update, bank left or right.

FaderPort 16: First Eight Faders Mirrors Second Eight Faders. If your FaderPort 16 fader back splits into two identical banks of eight, it has not been configured properly. In general, the first FaderPort 16 MIDI port should be used for the first Mackie Control or HUI device and the second FaderPort 16 MIDI port should be used for the Mackie Control Extender or second Mackie Control / HUI device. The exception is Cubase. Please review the instructions in this manual.

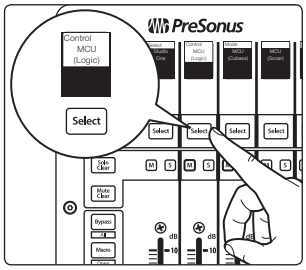
9.2 Other Supported DAW Applications

9.2.1 Ableton Live

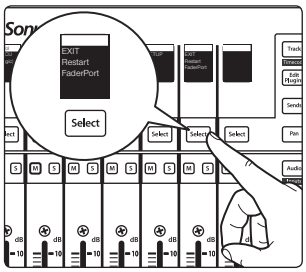
At the time of publication, the FaderPort does not feature a customized MCU mode for Ableton Live. However, because of the way Ableton has implemented the MCU protocol, using MCU (Logic) will provide the most functionality and flexibility.



Press the first two Select buttons while powering on the FaderPort to open the boot mode screen.



Press the Select button below the scribble strip that displays "MCU (Logic)."



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

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

FaderPort 16 Users: Because Mackie Control Universal is an 8-channel protocol, you will need to create two devices: one Mackie Control and one Mackie ControlXT.

1. Go to Live | Preferences
2. Choose the Link MIDI tab and set Control Surface 1 to Mackie Control and the Input and Output to "PreSonus FP16 (Port 1)" or "PreSonus FP8."
3. Make sure that Track, Sync, and Remote are all enabled for both the Input and the Output of "MackieControl."

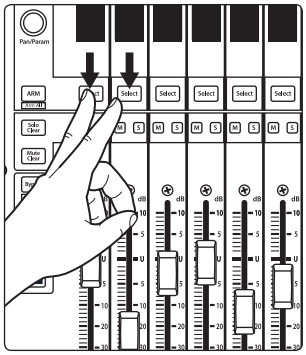
   FaderPort 8 Users: Your FaderPort 8 is now ready to use.

   FaderPort 16 Users: Please continue through the remaining steps to complete set-up.
4. Set Control Surface 2 to Mackie ControlXT and the Input and Output to "PreSonus FP16 (Port 2)."
5. Make sure that Track, Sync, and Remote are all enabled for both the Input and the Output for both devices.
6. Close the Preferences window.

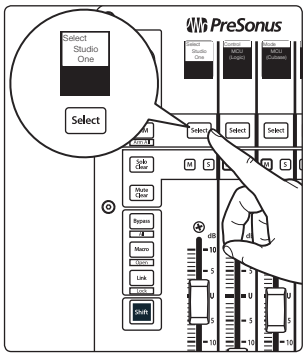
Your FaderPort 16 is now set up and ready to use. Enjoy!

9.3 FaderPort Multichannel Controller MIDI Protocol

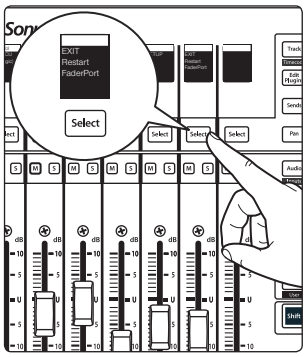
Studio One operation mode employs a native MIDI protocol. For advanced users or developers, this MIDI protocol can be used to access the FaderPort user interface elements directly.



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



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 will retain this information.

9.3.1 SysEx

SysEx	
SysEx header <SysExHdr>	F0 00 01 06 02
Manufacturer ID	00 01 06
FaderPort 16 Device ID	16
FaderPort 8 Device ID	02

9.3.2 Faders

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

FaderPort 8. Channels 0-7 are used to address faders 1-8 respectively.
FaderPort 16. Channels 0-15 are used to address faders 1-16 respectively.

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

9.3.3 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 6 = direction, Bits 0-5 = number of steps)

9.3.4 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
Solo 9 (FaderPort 16)	50	LED
Solo 10 (FaderPort 16)	51	LED
Solo 11 (FaderPort 16)	52	LED
Solo 12 (FaderPort 16)	58	LED
Solo 13 (FaderPort 16)	54	LED
Solo 14 (FaderPort 16)	55	LED
Solo 15 (FaderPort 16)	59	LED
Solo 16 (FaderPort 16)	57	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
Mute 9 (FaderPort 16)	78	LED
Mute 10 (FaderPort 16)	79	LED
Mute 11 (FaderPort 16)	7A	LED
Mute 12 (FaderPort 16)	7B	LED
Mute 13 (FaderPort 16)	7C	LED
Mute 14 (FaderPort 16)	7D	LED
Mute 15 (FaderPort 16)	7E	LED
Mute 16 (FaderPort 16)	7F	LED

Channel Strip Controls		
Button Label	ID (Hex)	LED Type
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
Select 9 (FaderPort 16)	07	RGB
Select 10 (FaderPort 16)	21	RGB
Select 11 (FaderPort 16)	22	RGB
Select 12 (FaderPort 16)	23	RGB
Select 13 (FaderPort 16)	24	RGB
Select 14 (FaderPort 16)	25	RGB
Select 15 (FaderPort 16)	26	RGB
Select 16 (FaderPort 16)	27	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 Touch 9 (FaderPort 16)	70	n/a
Fader Touch 10 (FaderPort 16)	71	n/a
Fader Touch 11 (FaderPort 16)	72	n/a
Fader Touch 12 (FaderPort 16)	73	n/a
Fader Touch 13 (FaderPort 16)	74	n/a
Fader Touch 14 (FaderPort 16)	75	n/a
Fader Touch 15 (FaderPort 16)	76	n/a
Fader Touch 16 (FaderPort 16)	77	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

9.3.5 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)

B0, 4i, vv

i Value bar number (0 thru 7) for strip 9-16

vv value (0 to 7F)

B0, 4i, mm

i Value bar number (8 thru 15) for strip 9-16

mm Value bare mode (0: normal, 1: bipolar, 2: fill, 3: spread, 4: off)

9.3.6 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

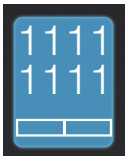
  [<SysExHdr> 0x**13**, 0x01, 0x05 F7] - Changes display mode to **Mode 5** and redraw old strings in new mode

- **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 min. 7 chars Line 1 : Small min. 7 chars Line 2 : Large min. 4 chars	
1	0x01	**Alternative Default Mode**	**3 lines of text* and value bar:** Line 0 : Large min. 4 chars Line 1 : Small min. 7 chars Line 2 : Small min. 7 chars	
2	0x02	**Small Text Mode**	**4 lines of text* and value bar:** Line 0 :Small min. 7 chars Line 1 :Small min. 7 chars Line 2 :Small min. 7 chars Line 3 :Small min. 7 chars	
3	0x03	**Large Text Mode**	**2 lines of text* and value bar:** Line 0 :Large min. 4 chars Line 1 :Large min. 4 chars	
4	0x04	**Large Text Metering Mode**	**3 lines of text* and meters:** Line 0 : Small min. 4 chars Line 1 : Small min. 4 chars Line 2 : Large min. 2 chars	
5	0x05	**Default Text Metering Mode**	**3 lines of text*, meters and value bar:** Line 0 : Small min. 4 chars Line 1 : Small min. 4 chars Line 2 : Large min. 2. chars	
6	0x06	**Mixed Text Mode**	**3 lines of text*, and value bar:** Line 0 : Small min. 7 chars Line 1 : Large min. 4. chars Line 2 : Small min. 7 chars	
7	0x07	**Alternative Text Metering Mode**	**3 lines of text*, meters and value bar:** Line 0 : Large min. 2. chars Line 1 : Small min. 4 chars Line 2 : Small min. 4 chars	
8	0x08	**Mixed Text Metering Mode**	**3 lines of text*, meters and value bar:** Line 0 : Small min. 4 chars Line 1 : Large min. 2 chars Line 2 : Small min. 4. chars	
9	0x09	**Menu Mode**	Line 0 :Small min. 7 chars Line 1 :Small min. 7 chars Line 2 :Small min. 7 chars Line 3 :Small min. 7 chars Line 1 :Small min. 7 chars Line 2 :Small min. 7 chars Line 3 :Small min. 7 chars	
*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

Channel 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).

Program Change message for the peak and reduction meters 9-16.

Cn, vv

n meter address

- 0-7 peak meters strip 9-16
- 9-15 reduction meters strip 9-16

vv meter value (0...7F)

Peak meters decay automatically. 100% decay in 1.8 seconds.

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

Running Status

The following message is should be sent **every second:**

A0,00,00

10 Warranty Information

PreSonus' warranty obligations for this hardware product are limited to the terms set forth below:

10.1 How Consumer Law Relates To This Warranty

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE (OR BY COUNTRY OR PROVINCE). OTHER THAN AS PERMITTED BY LAW, PRESONUS DOES NOT EXCLUDE, LIMIT OR SUSPEND OTHER RIGHTS YOU MAY HAVE, INCLUDING THOSE THAT MAY ARISE FROM THE NONCONFORMITY OF A SALES CONTRACT. FOR A FULL UNDERSTANDING OF YOUR RIGHTS YOU SHOULD CONSULT THE LAWS OF YOUR COUNTRY PROVINCE OR STATE.

PreSonus Products And EU Statutory Warranty

When you purchase PreSonus products, European Union consumer law provides statutory warranty rights in addition to the coverage you receive from the PreSonus limited warranty. A summary of the EU Statutory Warranty and the PreSonus Limited Warranty is below:

	EU Consumer Law	PreSonus Limited Warranty
Repair or Replacement Coverage For	Defects present when customer takes delivery	Defects arising after customer takes delivery
Warranty Period	2 years (minimum) from original date of purchase (unless superseded by PreSonus)	1 year from original date of purchase (unless superseded by PreSonus)
Cost of Coverage	Provided at no additional cost	Included at no additional cost
Who to contact to make a claim	The seller	PreSonus technical support for your region

What This Warranty Covers

PreSonus Audio Electronics, Inc., ("PreSonus") warrants defects in material and workmanship in PreSonus-branded products under normal use. This Limited Warranty applies only to hardware products manufactured by or for PreSonus that can be identified by the PreSonus trademark, trade name, or logo affixed to them.

Exclusions and Limitations

This warranty does ***not*** cover the following:

1. Damage caused by accident, abuse, improper installation, failure to follow instructions in the applicable owner's manual or improper operation, rental, product modification, alteration, or neglect.
2. Damage from improper grounding, faulty wiring (AC and signal), faulty equipment, or connection to a voltage range outside published specifications (see applicable owner's manual).
3. Damage to drivers or diaphragm assemblies found to have burnt voice coils from over/under driving or signal surge from another device.
4. Damage occurring during shipment or improper handling.
5. Damage caused by repair or service performed by persons not authorized by PreSonus.
6. Products on which the serial number has been altered, defaced, or removed.
7. Products purchased from an unauthorized PreSonus dealer (products that have transferable warranties are excluded from this provision provided the customer and the product are registered with PreSonus).

Who This Warranty Protects

This Warranty protects only the original retail purchaser of the product (products that have transferable warranties are excluded from this provision provided the customer and the product are registered with PreSonus)

How Long This Warranty Lasts

The Warranty begins on the original date of purchase from the retail purchaser, and the duration is as follows:

1-Year Limited Warranty		
Product Category	**Model**	**Transferable**
Recording Interfaces	AudioBox-, Studio-, Studio 192-, FireStudio™-, and Quantum-series	No
Preamplifiers	ADL-series, BlueTube DP V2, DigiMax-series, RC500, Studio Channel, and TubePre V2	No
StudioLive® Mixers	AI-series, AR-series, Classic, and Series III	No
Monitoring & Controlling	Central Station Plus, Ceres-series, Eris®-series, FaderPort™-series, HP-series, Monitor Station V2, R-series, Sceptre®-series, Temblor®-series	No
Accessories	Covers, Dolly, PRM1 mic, Sub Pole, breakout cables, power supplies, M10 Kit	No
3-Years Limited Warranty		
Product Category	**Model**	**Transferable**
Live Sound	StudioLive AI 328, 312, 315, 18S	Yes
6-Years Limited Warranty		
Product Category	**Model**	**Transferable**
Live Sound	AIR10, AIR12, AIR15, AIR15s, AIR18s, ULT10, ULT12, ULT15, ULT18	Yes

What PreSonus Will Do

PreSonus will repair or replace, at our sole and absolute option, products covered by this warranty at no charge for labor or materials. If the product must be shipped to PreSonus for warranty service, the customer must pay the initial shipping charges. PreSonus will pay the return shipping charges.

How to Get Warranty Service (USA)

1. You must have an active user account with PreSonus and your hardware must be on file with your account. If you do not have an account, please go to https://my.presonus.com and complete the registration process.
2. Contact our Technical Support Department at (225) 216-7887 or log a support ticket at: http://support.presonus.com. TO AVOID THE POSSIBILITY OF SENDING IN A PRODUCT THAT DOES NOT HAVE A PROBLEM, ALL SERVICE REQUESTS SHALL BE CONFIRMED BY OUR TECH SUPPORT DEPARTMENT.
3. The return authorization number, as well as shipping instructions, shall be provided after your service request is reviewed and confirmed.
4. The product should be returned for service in the original product packaging. Products may be shipped in a manufactured "flight" or "road" style cases but PreSonus will NOT cover any shipping damage to these cases. Products that are not shipped in the original product package or a manufactured case may not receive a warranty repair, at PreSonus' sole discretion. Depending on the product model and the condition of your original packaging, your product may not be returned to you in the original packaging. The return shipping box may be a generic box that has been fitted for that model tested if the original gift box is not available.

How to Get Warranty Service (outside of USA)

1. You must have an active user account with PreSonus and your hardware must be on file with your account. If you do not have an account, please go to: https://my.presonus.com and complete the registration process.
2. Contact the Technical Support/Service Department for your region at www.presonus.com/buy/international_distributors and follow procedures provided by your PreSonus contact.

Limitation of Implied Warranties

ANY IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE LENGTH OF THIS WARRANTY.

Some states, countries, or provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

Exclusion of Damages

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Added bonus: PreSonus' previously Top Secret recipe for. . .

Redfish Couvillion

Ingredients:

- ¼ C Vegetable oil
- ¼ C flour
- 1 onion diced
- 1 clove garlic minced
- 1 green pepper diced
- 3 celery stalks diced
- 1 14oz can diced tomatoes
- 1 bottle light beer
- 2 bay leaves
- 1 tsp thyme
- 2 lbs Redfish fillets

Cooking Instructions:

1. In a heavy saucepan or large skillet, heat oil on medium high and slowly add flour a tablespoon at a time to create a roux. Continue cooking the roux until it begins to brown, creating a dark blond roux.
2. Add garlic, onions, green pepper, and celery to roux.
3. Sauté vegetables for 3-5 minutes until they start to soften.
4. Add tomatoes, bay leaves, thyme, and redfish. Cook for several minutes.
5. Slowly add beer and bring to a low boil.
6. Reduce heat and simmer uncovered for 30-45 minutes until redfish and vegetables are completely cooked, stirring occasionally. Break up redfish into bite size chunks and stir in. Add pepper or hot sauce to taste. Do not cover.
7. Serve over rice

Serves 6-8

While not one of Southeast Louisiana's more famous dishes, Redfish Couvillion is a favorite way to serve our favorite Gulf fish. Also known as Reds or Red Drum, Redfish is not only fun to catch, it's also delicious!

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FaderPort™ 16 and FaderPort 8

Multichannel Production Controllers

Owner's Manual

PreSonus®

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