Modern Idiots

◐ M A P v 3.5

User Guide

For Studio One 5

X-Touch ¦ Mackie

Contents

Intro

Qmap wasn't designed by a company, but by a user experiencing the same day to day frustrations with 3rd party daw controllers as everyone else.

After having bought standard Mackie Control Protocol models from 3 different manufacturers, it was clear that they were never going to deliver on the level of integration their marketing promised, at least not 'out of the box'.

Most users find that despite having plenty of theoretical hands-on control with rotaries, faders and buttons, the lack of flexibility and limited real-world use of those controls forces them to pick up the mouse so often it remains their go-to control method, completely defeating the purpose of having hardware control in the first place:

Centralised, tactile session control.

Qmap brings the hardware back into focus & returns daw control where it belongs – front and centre on physical controls. You can slave the S1 console to the hardware, control and recall scenes bi-directionally, recall markers and macros instantly, perform actions across multiple channels thanks to multi-select and get hands-on control of a massively expanded range of plugin controls, user-definable commands and shortcuts.

Enjoy features that are exclusive to QMap such as the option to link send/channel pan and/or monitoring/rec.arm, layers on top of pages for plugins that exploit *all* the hardware controls on your device, a 'Swiss Army' Jogwheel that can scroll through Inserts, Sends and Cues as smoothly as the timeline, shift Loop ranges, control event gain etc, and plenty more as you'll see once you start examining this guide..

QMap delivers useful and practical features that contribute greatly towards genuine freedom from the mouse for huge chunks of the production process.

For any questions you have that aren't covered in this guide, shoot me a mail at: MODERNIDIOTS.QMAP@GMAIL.COM

ENJOY QMAP!

User Customisation

It's well worth having a quick look at the macro triggering functionality of QMap first. This lets you create a personalised control environment, saving lots of time on everyday actions specific to your workflow.

QMap contains banks of macro 'slots' (8 slots in each bank) that are defined in two basic ways: 'User Macro' slots and 'Insert Trigger' slots. Slots 1-8 correspond to Encoder Buttons 1-8 (that execute the commands). Different banks are accessed by holding different modifier buttons – just hold a modifier and press an encoder to execute the assigned action. The more extenders you have (thus more encoder buttons), the more slots you get. Labels for the slots will appear on the custom controller skin (On-Screen-Display; hereinafter referred to as the 'OSD').

User Macro Slots

The modifier keys used to access the User Macro banks are:

BALANCE MODE button

TRACK MODE button

FOCUS ARRNGE/EDITOR/MIXER buttons

User Macro banks are places to store commands you use often, either single commands, ie 'Toggle Click' (turn metronome on/off), or a series of commands executed in an order of your choosing.

Commands can be drawn from anything you find in the macro command list or Keyboard Shortcut list. You access these by clicking 'Edit' after selecting a macro in the Macro Organiser (Options/Prefs>Macro Organiser).

To identify the name of the Macro you want to edit, just hold one of the Modifier Keys above and search for the macro name shown on the OSD.

The Macro Organiser itself is assigned by default to a Balance Bank slot.
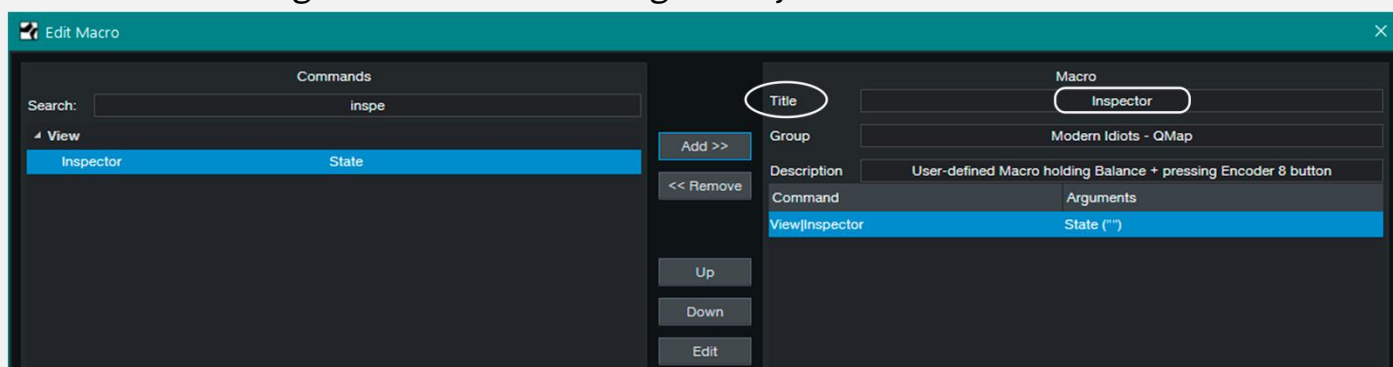
The Macro Editor

Once in the macro editor, choose your commands from the left panel and populate the right-hand panel by clicking 'Add'.

The 'Up' and 'Down' buttons are used to rearrange the order in which commands are executed.

It's possible to set friendly names for slots by editing the 'Title' field (see white circled area in the image above).

This will change the label that appears on the OSD when you hold a modifier. In the image below, I'm holding the Balance button to show the commands I've assigned to Balance Bank slots 1-8, with labels I've edited:
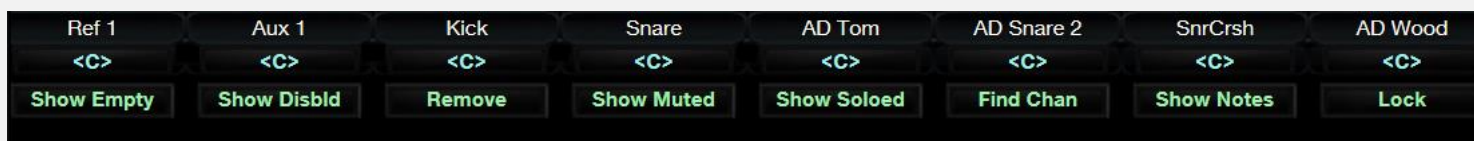

Ref 1	Aux 1	Kick	Snare	AD Tom	AD Snare 2	SnrCrsh	AD Wood
<C>	<C>	<C>	<C>	<C>	<C>	<C>	<C>
Show Empty	Show Disbld	Remove	Show Muted	Show Soloed	Find Chan	Show Notes	Lock

- *Slots 9-16 would appear on extender 1, slots 17-24 on extender 2 etc*

!CAUTION!

YOU MUST NOT RENAME THE MACRO *FILE* WHEN PROMPTED.

If you do you'll break the link between that slot and the controller, and wil need to rename the macro file manually and restart Studio One.

TO AVOID THIS:

When you've edited a macro's title field and you see this dialogue:
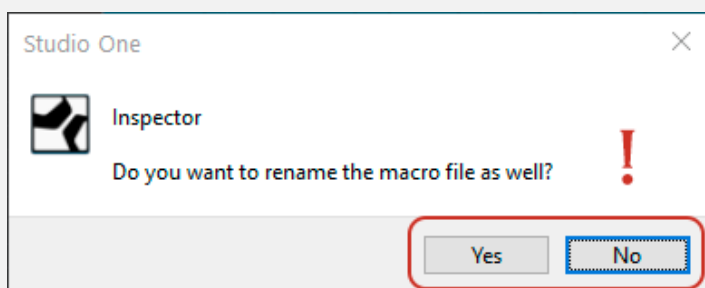
ALWAYS CLICK **NO!**

This applies to Plugin Insert Triggers as well [**next page**]

NOTE: *When you've edited a macro's title field, to find it again in the macro organiser you'll need to search using the new title.*

Plugin Insert Triggers

Plugin triggers are found in the following modifier banks:

Plugin Mode button, Alt button, Zoom button

Instead of assigning a command or string of commands to a trigger, these banks are set up for instant plugin insertion. There are enough slots to allow for meaningful collections of direct inserts.

When you hold one of these buttons you'll see the labels 'Plug User x' appear in each slot. Pipeline plugs are assigned by default. In the Macro Organiser as before, click to edit the 'Plug User x' macro of choice then double-click the command entry in the right-hand side panel - a dialogue will appear for selecting plugins/FX chains and pre-loading presets.

Note: *Insert triggers using the 'Plugin button' are not available on the main unit, to avoid control conflicts when in Plugin mode.*

Converting User Macro slots to Plugin Triggers

If you only own the base unit MCU/X-Touch, the default number of User Macro slots and Plugin Triggers available in QMap is 40 and 16 respectively.

This increases when you add extenders, but to get extra plugin triggers without them, you can 'convert' User Macro slots to Insert Triggers.

Open the relevant macro from the Macro Organiser and search the left-hand panel for 'Add Insert for Selected Channels'.

Highlight it then click 'Add' to copy that command to the right-hand panel:
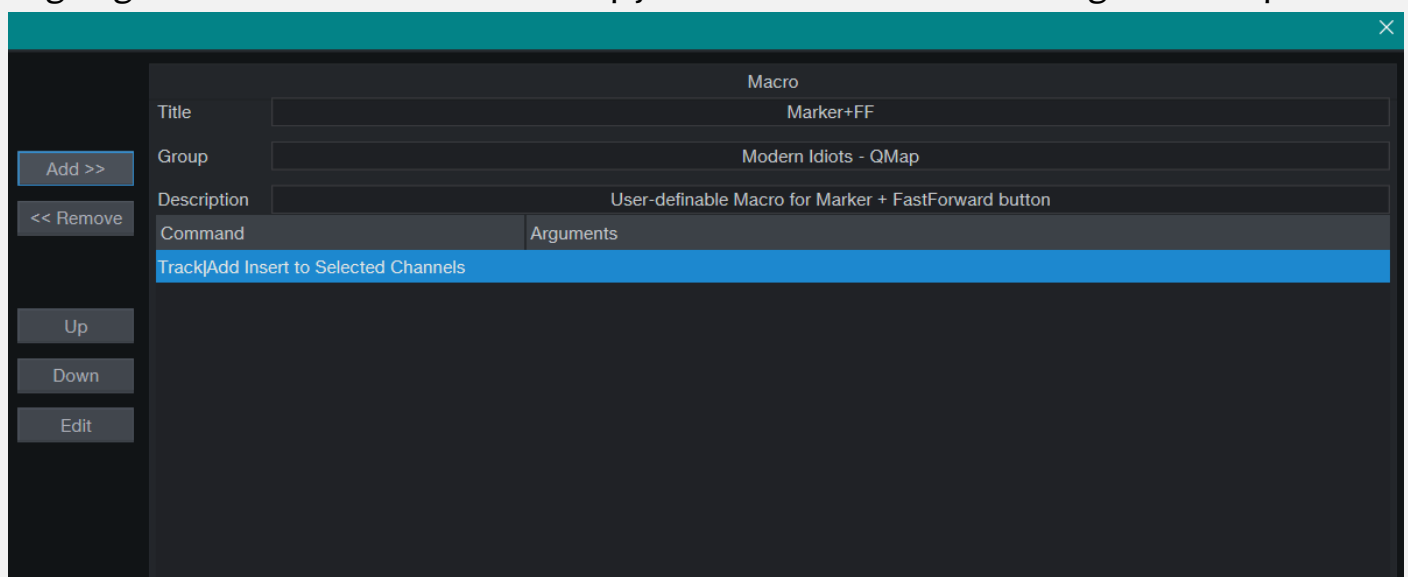
Double click the command to pre-define a plugin/FX chain as before.

The OSD

The OSD is the controller skin/graphic display that you can place on the computer screen. Each device in your setup has its own OSD with 8 strips.

On the base/main unit OSD there are 8 channel strips with a section on the left containing indicators for plugin Layer/Page, Display-mode and Flip:

The section on the right-hand side shows info for the selected channel or master out, with the channel name/Master indicator displayed at the top depending on which is active (toggled using the 'SLCTD/MASTER' button).
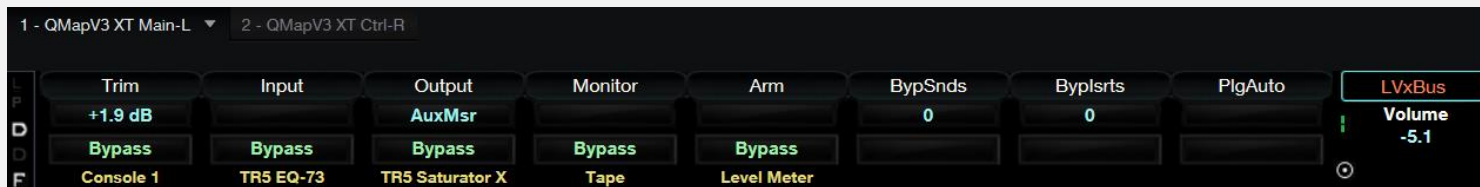
When the channel editor/plug GUI is open and you've assigned the 9th fader and/or jogwheel to any of a plugin's controls, the display will change to reflect this. You'll also see the plugin name (image below left).

If in Plugin mode, Layer and Page indicators will also appear (below right).
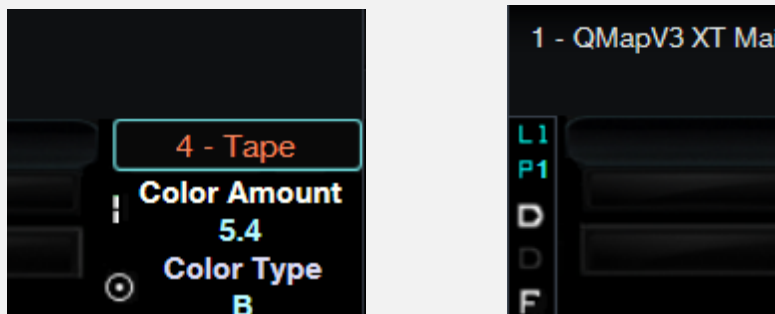
The extender OSDs are the same but without the indicators/focus section:

Extender OSD shown here to the right of the main unit OSD

In Track mode or Plugin mode where the extender controls aren't used, 'blanking plates' will appear until you exit that mode:
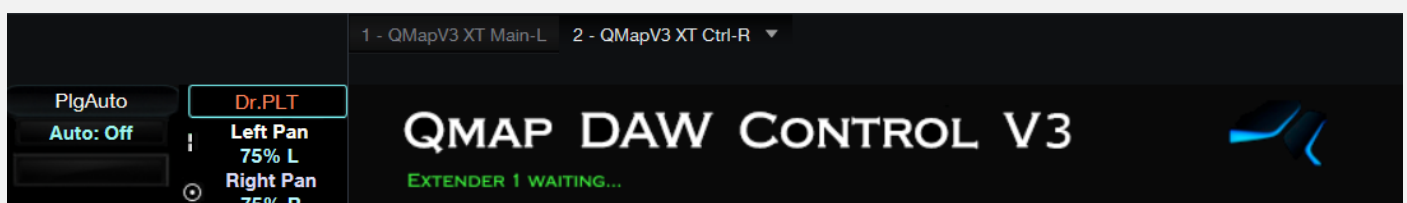
The 'Keypad'

The Keypad is the bank of 24 buttons on each device made up of 'Rec', 'Solo' and 'Mute'. QMap re-purposes these buttons with modifiers to create 'memory locations' for recalling markers and scenes, or for suspending individual groups. The 'Keypad' is laid out from left to right, top to bottom, so the left-most rec.arm button is 'location 1' and the furthest-right mute button is 'location 24'. Add an extender to increase location count to 48.
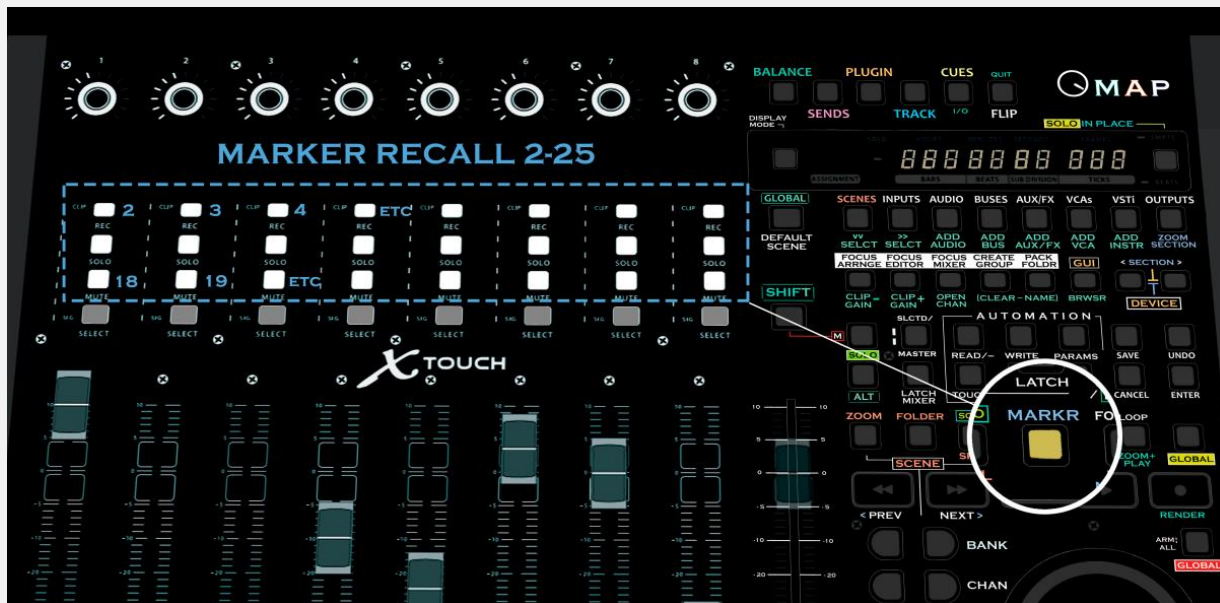
Controller/KB link

Some buttons on the controller have been bound to the computer Keyboard and vice-versa, as listed below. These bindings can be toggled on/off.

KB SHIFT = Controller Shift

KB LEFT CTRL + JOGWHEEL *RIGHT*: Empty - User-definable

KB LEFT CTRL + JOGWHEEL *LEFT*: Empty - User-definable

KB RIGHT ALT: Controller Zoom button (Nav section)

CONTROLLER ALT = Keyboard Alt*.
* *This is used for moving faders independently within channel groups or multi-selections.*

TURN BINDINGS OFF: Balance Button + Navigation Left

TURN BINDINGS ON: Balance Button + Navigation Right

Main Unit Controls

Channel Views

(Scenes, Inputs, Audio, Buses etc)

The Channel-views allow you to filter channels to see one particular type exclusively. 'Buses' shows only buses, 'VCAs' shows only VCAs etc.

DEFAULT SCENE: Scene 1 has a dedicated button that also resizes the arrange window to fit that scene.

SCENES brings the active Mix Scene up on the controller/s. Pressing the Scene-Sync button will auto-select Scenes view.

AUX/FX - On a normal press the 'Aux/FX' button shows the new AUX channels introduced in Studio One 5.

ENTER + AUX/FX brings up the regular FX channel view.

Modifiers & Channel Views

SHIFT + DEFAULT SCENE enters the Global Channel view (all channels).

SHIFT + SCENES lets you add events to the current selection that are positioned under any currently selected event/s.

SHIFT + INPUTS lets you add events to the current selection that are positioned to the right of any currently selected event/s.

SHIFT + AUDIO: adds a stereo Audio Track (switchable to mono in Balance Mode).

SHIFT + BUSES adds a new Bus – use this with multiple channels selected (Shift and channel select buttons) to pre-route those channels to it.

ALT + BUSES enables the **Listen Bus**.

SHIFT + AUX/FX adds a new-style Aux Track (for external instruments)

ALT + AUX/FX adds a regular FX Channel with selected tracks pre-routed.

SHIFT + VCAS adds a VCA channel (can be added with multiple channels pre-assigned using multi-select, as with Buses/FX).

SHIFT + VSTI adds a new instrument (midi) track.

Scenes Button as a Modifier

SCENES BUTTON + DEF. SCENE adds a new scene (a new scene will be created from all elements currently visible/enabled via filter. You need to create the scene from elements/filters *first* and then use the command].

SCENES BUTTON + CREATE GROUP [CLEAR] deletes the current scene.

SCENES BUTTON + SUSP ALL [NAME] brings up the Rename Scene dialogue.

SCENES BUTTON + GUI BUTTON updates the current scene.

SCENES BUTTON + DISPLAY-MODE BUTTON opens the Scene-List.

SCENES BUTTON + KEYPAD 1 - 48 recalls Scenes 2 – 49.

To use 'delete/update/rename', you must highlight a scene in the Scene list

The Action Buttons

FORMERLY KNOWN AS F1 — F8

The FOCUS ARRNGE/EDITOR/MIXER buttons switch focus between Studio One's Arrange, Editor and console windows respectively. Each button also contains banks of User Macro slots when held.

Using the 'Focus Editor/Mixer' buttons instead of F2 & F3 on your computer KB lets you switch directly without the multiple button pushes necessary when one is hidden behind the other. The 'Focus Arrnge' button closes both the Editor and Console windows and opens the Inspector if closed.

The focus buttons also have the following utilities:

- Studio One's Auto-Scroll and Snap functions (both available on the controller) work independently in both the Arrange and Editor windows. Therefore you can use the Focus buttons to shift the focus of those two functions between the two windows.

- The Arrange and Editor windows steal focus for event navigation when active, so the focus buttons can be used to toggle navigation of events between either window as well as perform selection actions.

Modifiers & Focus Buttons

Shift + Focus Arrnge: disables the event gain envelope for the selected event/s.

- *The event gain +/- function from earlier versions has moved to Zoom button + Jogwheel where it operates in finer increments of 0.1dB.*

Shift + Focus Editor: toggles the event gain envelope for the selected event/s on/off.

Shift + Focus Mixer: opens the currently selected channel in the console.

Group Button as a modifier

You can target and recall individual groups directly by holding the Create Group button and using the **Keypad** to suspend them.

Group Buttons

Pressing **Enter + 'Create Group'** creates a group from the currently selected channels. A dialogue will open prompting you to name the new group. You can remove the naming process from the macro if you prefer.

Shift + 'Create Group' will dissolve [Clear] the currently selected group (*a group is 'selected' when any track in the group is selected*).

'Susp All' temporarily deactivates (suspends) all existing groups. Re-enable them by pressing the button again.

Shift + 'Susp All' [Name] opens a dialogue to rename the currently selected group.

GUI Button

The **GUI BUTTON** toggles the channel editor open and closed. This window, also called the 'Device Rack' or 'plugin GUI' needs to be open in order for plugin controls to be displayed and to work.

MODIFIERS AND GUI

SHIFT + GUI: opens the pool to see the currently selected event source

ALT + GUI toggles the VSTi GUI open/closed.

ENTER + GUI toggles the Routing Editor open/closed.

Tip! *Keep the GUI closed when not in use to prevent navigation from becoming sluggish on big projects.*

Device/Section/Page Left & Right

These are the controls directly to the right of the GUI button.

DEVICE LEFT/RIGHT (no modifier) moves through Devices in the Rack.

MARKER + DEVICE LEFT/RIGHT moves through Arranger Sections (if the Arranger Track is open).

ALT + DEVICE LEFT/RIGHT moves through plugin control pages.

(**WARNING!** *Plugin paging is active in any mode!*)

Solo-in-Place

The solo-in-place feature is a remote toggle for Studio One's 'Solo follows Selection' option. Each device has a dedicated button for this labelled 'S.I.P' on the overlay.

What normally happens when you use a channel solo button is that if any channels are already soloed, the newly-soloed channel is *added* to that solo group.

Sometimes you want to hear just the channel you're soloing, no matter what's already soloed. That's when you use the S.I.P button.

It will activate immediately on the currently selected channel, soloing it and muting all other channels.

From that point on, channel solo will be exclusive to/will follow the selected channel/s. You can toggle between the last solo group and the S.I.P solo using the Global Solo button.

To return to the default solo behaviour, press the S.I.P button again.

The solo-in-place function has a status indicator to tell you when it's active. On the X-Touch this is the small yellow 'rude solo' LED found on the main display to the right of the Display Mode button and Mode display.

On Mackie devices the LED indicator is on the S.I.P button itself.

[**For X-Touch users with an X-Air device eg. an XR18, booting the X-Touch into XCtrl/MC mode locks the 'S.I.P' button to toggle DAW control/X-Air control, so the S.I.P feature is also found on 'Shift + Global Solo button'**]

Focused Channel Controls

Solo/M button

THIS BUTTON, TO THE RIGHT OF SHIFT solos the currently selected track/channel(s). Its LED will light if active.

SHIFT & SOLO/M mutes the currently selected track/channel(s). On X-Touch, there is a small, red indicator LED, to the left of and just below the S.I.P button. On Mackie there is no separate LED so you'll need to rely on the Global Mute LED instead.

Slctd/Master

This button toggles the 9th fader control between the Master output and the Selected Channel.

The default is set to control the selected channel, and will follow any channel selections you make in the console with a mouse which means instant hands-on automation control too. The button's LED will light when you switch control from the selected channel to the master, and the OSD will change to reflect this.

ALT + SLCTD.MASTER: select Master out in console

Usually you can control the master out volume with the 9th fader but not select the actual channel in the software console.

QMap V3 adds this option meaning you can now access inserts on the main out without having to pick up the mouse.

- *There will be a patch available that reverses the polarity of the default position and LED of the Selected/Master button.*

Automation Controls

READ/-, WRITE, TOUCH and LATCH are standard automation modes. If you need more info, please refer to the Studio One Help.

When set to Selected Channel, the 9th fader can be used to quickly create and edit automation moves.

There are two non-standard buttons in Qmap's automation section – 'PARAMS' and 'TRACKS/DEVICE'.

PARAMS: cycles through any existing automation parameters for the currently selected channel (so long as automation is not set to 'Off' or 'Hide').

SHIFT + PARAMS: toggles automation Show/Hide.

TRACKS: gives you an expanded/zoomed in track view which also zooms any automation data for the selected tracks or channels.

Selecting a new track then pushing 'Tracks' zooms the new track whilst resetting any previously selected track. This is handy for event editing in general as well as automation.

- *To reset all the track zoom states, just press the 'Zoom' button in the Scenes section (directly above the Rewind button).*

SHIFT + TRACKS: opens the plugin GUI for the device being automated by the currently selected parameter, if any exists. Note that send level, send pan etc are not device parameters; reverb pre-delay is an example of a device parameter.

Utility Section

ALT is a modifier whose use is explained in context throughout this guide, but also brings up a bank of Macro Triggers on the OSD.

CANCEL is used to exit out of dialogue boxes without changes - can be used wherever you would normally have clicked with the mouse.

ENTER confirms actions in dialogue boxes as above (when adding a send, for example), and acts as a modifier (see below).

UNDO works for actions in the console as well as for usual edit actions.

You can hold Undo to perform multiple fast undos.

Utility buttons with modifiers

ALT + ENTER toggles Snap On/Off [X-TOUCH & MACKIE]

SHIFT + CANCEL toggles Mute currently selected events [X-TOUCH]

ALT + CANCEL toggles Mute currently selected events [MACKIE]

SHIFT + UNDO saves the current session [X-TOUCH].

SHIFT + ENTER saves the current session [MACKIE].

SHIFT + CANCEL = Undo [MACKIE].

Utility buttons *AS* modifiers

ENTER + ENCODER BUTTON 1-8 resets the current Encoder parameter to its default value. When you hold Enter, you'll see the name of the parameter about to be reset on the OSD.

ENTER + CHANNEL SELECT resets the current Fader parameter to its default value (set per-channel like the encoders).

ENTER + GUI toggles the Routing Editor open/closed.

ENTER + 'CREATE GROUP' creates a group from selected channels.

ENTER + AUX/FX brings up the regular FX channel view.

Latch & Sync

Latch

LATCH toggles 'console-follow' on and off.

With QMap, selecting a channel on the controller brings that channel into view in the software mixer (console), but by default, when you bank on the controller the console channel selection will not follow along.

When you turn 'Latch' On, the channel selection in the console will follow along with the controller banking and will jump in blocks of 8 if no extenders are present, or in blocks of 16/24 or 32 channels depending on the number of extenders you have connected.

The 'Latch' button locks On/Off and has its own status LED with extra status LEDs on the Left Bank and Right Chan buttons (X-Touch only).

If you want the console (and therefore the selected channel) to remain static when you bank the controller, just leave/turn Latch Off.

[**On Mackie units, the Latch button is the 'Scrub' button**]

Sync

Sync refers to Scene synchronisation between controller and Studio One track/channel visibility.

When Sync is turned On, the Rewind and FF buttons let you cycle backwards/forwards through the Scenes you've created.

The LEDs on Rew/FF will light up when Sync is active as well as the Sync button itself.

The scenes will update on-screen and the controller will change to reflect what is showing in the current scene with each button press.

It's easy to forget to check that you're in the Scenes channel view (as opposed to Inputs view or Audio view etc) when switching to scene-sync, so when activating the Sync button, QMap will automatically select the Scenes channel view for you.

SETUPS WITH NO EXTENDERS:
Users that own the base unit only have 2-way sync, so clicking a channel in the console will auto-bank the main unit to that location.

The Command Buttons

Scene Controls

This is the trifecta of controls forming a pyramid above the Rew and FF buttons, colour coded to the Scenes button.

ZOOM re-sizes the current scene (visible tracks) to fill the arrange window. It can also be used to toggle between the previous & current zoom state.

FOLDER will toggle the selected Folder Track open and closed. The controller will synchronise if you are in Scenes view ('Scenes' button lit).

SPILL reveals any tracks or channels related to the currently selected Bus or VCA channel that weren't previously visible in the current scene or view.

Scene controls with Shift

SHIFT + ZOOM (MACKIE ONLY) solos the scene (solos all visible tracks and channels).

SHIFT + FOLDER [pack] places the currently selected tracks/channels into a Folder Track and prompts you to name it.

SHIFT + SPILL (X-TOUCH ONLY) solos the scene (solos all visible tracks and channels).

ALT + ZOOM [MACKIE] toggles 'Solo through Listen Bus On/Off.

ALT + SPILL [X-TOUCH] toggles 'Solo through Listen Bus On/Off.

Marker Button [MODIFIER]

The Marker button is a momentary modifier like Shift and Alt.

Buttons associated with it are colour-coded on the overlay and will light when 'Marker' is held. These are timeline-related actions and views:

MARKER + OUTPUTS BUTTON [X-TOUCH ONLY] zooms the current Arranger Section to fit the arrange window horizontally. Toggle between this view and the previous view using the scene 'Zoom' button.

Marker + Section/Device < & > navigates Arranger Sections.

Marker + Follow [drop marker] drops a marker at the playback position and prompts you to name it. If you prefer working with numbered markers then you can remove the naming aspect from the macro that contains this command.

Marker + Rew/FF hold empty user-definable macros.

Marker & Follow drops a marker & opens a dialogue to name it.

Marker + Keypad 1 — 48 recalls Markers 2 – 48.

You can hit the 'Stop' button a couple of times to go to Marker 1.

Other timeline actions:

Shift + Outputs button [x-touch] zooms the current selection.

Zoom Sectn button [Mackie] zooms arranger section to fit.

Shift + Zoom Sectn button [Mackie] zooms to selection.

Follow & Loop

Follow toggles Auto-scroll On and Off. When set to On, the arrangement window will move with the playback head.

Loop turns the active loop On and Off, and also works as a modifier:

Loop + Rew/FF moves the playback head to loop start/end.

Loop + Jogwheel shifts the current loop range forwards and backwards by the loop length.

Loop + Nav Left/Right set loop start/end points.

Shift + Loop [zoom+play] will zoom the contents of the current loop to fit the arrange window and start playing the loop from loop start, with PlayMarker set and loop deactivated.

Global Solo

GLOBAL SOLO toggles all existing channel solos On/Off.

SHIFT + GLOBAL SOLO toggles solo-in-place on/off when in XCtrl/MC boot mode [X-TOUCH].

- *The original S.I.P button locks to DAW/X-Air switch when in that mode*

Global Mute

Found just below the Record button.

GLOBAL MUTE toggles all existing channel mutes On/Off.

SHIFT + GLOBAL MUTE arms all audio tracks with active inputs.

The Jogwheel

With QMap the Jogwheel becomes a proper multi-functional tool with the use of various modifiers and is also assignable as a plugin control.

JOGWHEEL (in Balance displ. Mode): navigate send slots back/forward

Otherwise, if not modified as below, the Jogwheel scrolls the timeline.

ALT + JOGWHEEL trims the currently selected event start and end points: a left turn *trims the end* to the left, and a right turn trims the start to the right. In other words, use this when making events smaller.

ZOOM + JOGWHEEL adjusts plugin automation mode or channel pan dependent on mode.

SHIFT + JOGWHEEL adjusts event gain in 0.1dB increments.

LOOP + JOGWHEEL shifts the current loop range backwards and forwards by an amount equal to the loop's length.

MARKER + JOGWHEEL navigates through markers left and right.

SENDS BUTTON + JOGWHEEL: navigate send slots back/forward

CUES BUTTON + JOGWHEEL: navigate cue slots back/forward

Transport

REWIND + FAST FORWARD scroll backwards and forwards through your timeline for as long as they're held. They are modified by various other buttons as follows:

SCENE LATCH ON + REW/FF = Prev/Next Scene.

LOOP + REW/FF = Goto Loop Start/End.

MARKER + REW/FF = Empty macros/user-definable.

ZOOM + REW/FF = Data Zoom Out/In.

ALT + REW/FF moves through Quantize bases.

SHIFT + REW/FF = User-definable, default = Midi Velocity.

STOP:

ONCE to stop playback.

TWICE to return to where playback started.

THRICE to return to the start of the Song/Project.

PLAY toggles between playback running and playback paused.

HOLD PLAY when playback is running to turn the Encoder LEDs into reduction (Gating/Compression/Dynamic-EQ) indicators for each channel.

- *this feature only works for plugins that support this vst extension.*

SHIFT + PLAY enables the PlayStart Marker at the current playback position. Press Shift & Play again to disable it.

RECORD toggles recording for all tracks set to 'record-armed'.

IF PLAYBACK IS STOPPED, pushing 'Record' implements any pre-roll settings then starts recording.

IF PLAYBACK IS RUNNING, pushing 'Record' will start recording immediately on all 'record-armed' tracks, so you can manually punch in and out.

SHIFT + RECORD renders the current selection/range to audio, removing silence and creating an audio container for the resulting events.

Navigation Section

Bank & Channel L/R

NO EXTENDERS:

QMap will bank in blocks of 8 channels.

WITH EXTENDERS:

Banking block size increases with each extender that's added, so if you have two extenders, you'll bank in blocks of 24 channels and so on.

ZOOM + BANK/CHAN: Scroll auto-banking extender only (when 'Sync' on).

Nav Up, Down, Left & Right

These move amongst events, tracks, channels etc & are also used to navigate Studio One's dialogue boxes. They're modified as follows:

ZOOM + NAVIGATION Zooms horizontally/vertically

ALT + NAVIGATION Nudges Up/Down/Left/Right (events/notes etc)

LOOP + NAVIGATION LEFT/RIGHT sets Loop Start/End points.

BALANCE + NAVIGATION LEFT/RIGHT turns computer KB bindings on/off.

Zoom Button [MOMENTARY MODIFIER]

ZOOM + U/D/L/R zooms arrangement horizontally and vertically.

(You can hold for fluid zooming instead of the usual stepped MC response).

ZOOM + REW/FF zooms the view of track *data* without changing the size of the tracks themselves.

ZOOM + JOGWHEEL adjusts plugin automation mode or channel pan dependent on mode.

THE MODES

Modes Overview

Each Function Mode is designed to keep workflow fluid and efficient, with hardware controls changing dynamically for each mode. Shift, Flip and Display-Mode buttons as well as other one-touch modifiers add layers to modes that are streamlined on the surface but offer plenty of depth.

All encoders, encoder buttons and faders are put to full use in a complete overhaul of the default MC spec, meaning proper hands-on control of a broad range of commands that you usually only find in high-end controllers.

Balance Mode serves as the default 'mix mode', combining general balancing operations with recording functions, plus a display-mode that gives you an overview of the loaded inserts per channel.

Sends Mode gives you all the controls you'd hope to see in a send mode, incl. send pan, send mute (bypass), selectable send destinations and linkable send and channel pans.

Plugin Mode gives you 50 assignable controls on the main unit including a Shift layer, multiplied by eight pages, meaning you can map up to 400 parameters per plugin.

Track Mode contains controls for the currently selected channel. There's a palette of track controls plus views for sends, cues and inserts using the display-mode and flip buttons. There's another bank of Macro Triggers when holding Track.

Cues Mode operates as per Sends mode with a cue-specific control-set.

Plugin Mode

The core set of 8 Faders, 8 Encoders and 8 Encoder Buttons can be mapped twice per page using the 2 layers. The Master Fader and Jogwheel can be mapped once per page, totalling 50 controls per page, with 8 pages.

Zoom button + Jogwheel selects plugin automation mode.

Plugin Mode – Mapping Layer 1

Mapping any stock or 3rd party plugin is simple in Studio One.

Moving a physical control then clicking a plugin control on-screen will temporarily pair the two controls but not link them.

To confirm the pairings in the plugin GUI, make sure your base unit QMap device is selected (highlighted yellow at top right as shown below), then click the little 'cog' icon next to it so it turns blue:

A field will open to the top left (also shown above) that shows the current parameter/control pair.

- *You can also see these two fields and link controls from the top left of the Arrange Window.*

Click the arrow that appears between the control pairings to link them.

The arrow will turn yellow to confirm that the control has been linked dynamically (focus-linked, in S1 terminology). Clicking the arrow again will unlink the controls.

WARNING! *If either Flip or Display Mode is active in Plugin mode, controls may not link/update properly, so make sure those two functions are off.*

Mapping Layer 2

To map the second layer, you do exactly the same thing, but this time you HOLD THE PLUGIN MODE BUTTON when operating a hardware control. In the control/param field shown below, you can see the Layer 2 label:

Using the Layers

The controller always defaults to Plugin control Layer 1 when turned on, and also resets when you leave Plugin Mode. There's a layer number indicator on the OSD.

Switching between the two layers is simple and you have two different methods available:

1. HOLDING SHIFT which will bring the layer 2 controls/displays up momentarily, for as long as Shift is held.

2. PLUGIN MODE BUTTON + FLIP switches the two layers round so that Layer 2 is 'locked on' as the top layer. Use the same combination to flip them back.

- *If you use method 2, Shift is 'reversed'.*

Plugin LCD Views/OSD

The default view shows Layer 1 encoder assignments on the LCDs, parameter top and value bottom.

PRESSING DISPLAY MODE shows L1 button assignments on the LCDs.

FLIP shows L1 fader assignments on the LCDs. Fader displays have an inverted LCD layout.

ENCODER LEDS show encoder button parameter states, as in the other modes.

The OSD'S ACTIVE CHANNEL SECTION shows the name of the currently focused plugin when in Plugin mode.

Plugin Mode – Paging

When entering Plugin mode, a Page and Layer indicator will appear in the OSD. Make sure you have the Device Rack (plugin GUI) open, then use

ALT + PREV/NEXT DEVICE to navigate prev/next Pages

- *Without Alt you navigate the Device Rack*

When you're done mapping for a certain page, just navigate to a new page to assign more controls if needed. All controls will update instantly to reflect the different assignments on each page.

SHIFT AND PLUGIN MODE BUTTON:

Pressing the Plugin Mode button whilst holding Shift brings up the 'Add Insert' dialogue for choosing plugins via a menu.

- **It's highly recommended to use QMap's plugin insert triggers instead, as these offer a way to insert a range of user-definable plugins with a simple button-press.**

Balance Mode

Balance mode is the mode the controller defaults to when powered up. When in Balance mode, you can hold the Balance button to bring up a bank of User Macros for triggering with the encoder buttons. A selection of channel filters are assigned by default to slots 1-8.

The default view shows channel name, pan position (controlled with the encoders) and monitoring state. The encoder buttons toggle monitoring and the encoder LEDs function as monitor indicators. This info is also shown on the OSD:
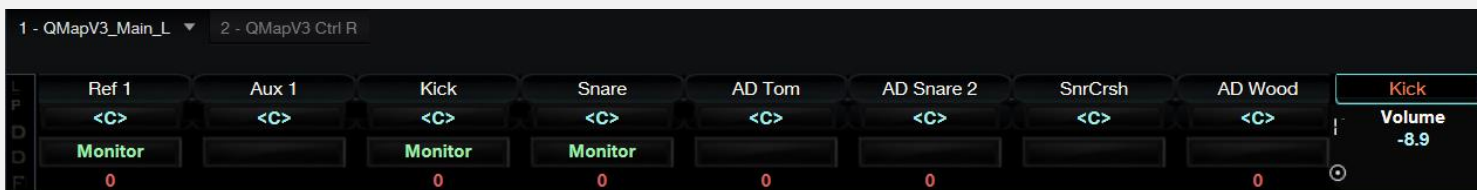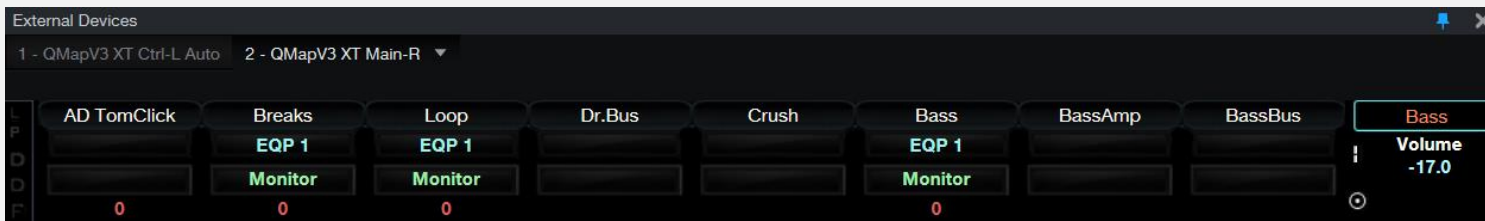

Faders control level, with the pan position information on the displays changing to level when a fader is touched or moved.

Zoom Button + Jogwheel controls selected channel pan, shown in blue in the master/selected section of the OSD:
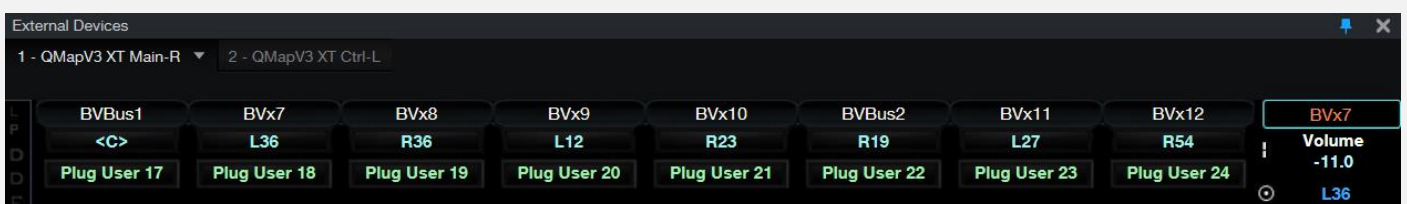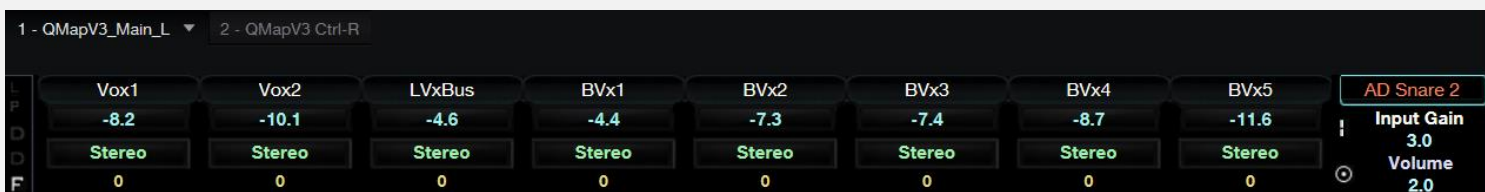
HOLDING SHIFT changes the encoder function to input channel selection:

Pressing Flip reverses pan and level on the encoders/faders, and the bottom line on the LCD changes to level. The fader touch response reverses to match (pan when touched, level when released).
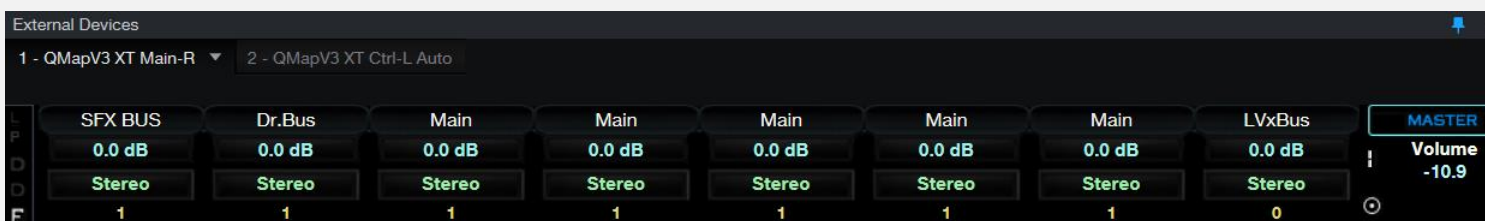
In the flip state, the encoder buttons change to mono/stereo switches:

The encoder LEDs update to show the current mono/stereo states.

- *For the selected channel, there's another mono/stereo indicator by way of the 'Spill' button LED (X-Touch) or 'Focus Tracks' LED (Mackie).*

When flipped, **HOLDING SHIFT** puts input gain on the faders and output bus selection on the encoders:

'REC' (record arm) **BUTTONS** toggle record arm on/off per channel.

SHIFT + REC BUTTONS link a channel's monitor and record arm functions.

- **Holding the Balance Mode button while pressing the Left or Right Navigation button will toggle the controller/computer KB link on/off.**

Balance Display-mode

Pressing the Display Mode button when in Balance Mode will switch you to the inserts view.

Here you have the same spread of channels as in the other Balance views, but now showing each channel's insert slots (1-8):

The encoder buttons control insert bypasses for whichever plugin is showing in each slot (with indicators on the encoder LEDs).

At startup the slot showing will be slot 1 (so the 1st insert on each channel).

Jᴏɢᴡʜᴇᴇʟ L/R steps forwards/back through insert slots.

Unlike Sends mode and Cues mode, when you reach slot 8, you are not cycled back to Slot 1, there is a hard stop at slot 8. This is actually quicker overall for navigating (using the jogwheel anyway)!

Zᴏᴏᴍ Bᴜᴛᴛᴏɴ + Jᴏɢᴡʜᴇᴇʟ selects a slot/plugin's automation mode (**but only when the channel editor/plugin GUI is open**):

- *In the image above you can also see the [Insert Triggers](#) that live in the Zoom button modifier bank.*

Touching a fader in Balance Display Mode momentarily changes the insert name to volume level, or to pan position if Flipped.

In V3, the controller assignment display will show 'B + Insert Slot number' instead of just 'BL'.

Sends Mode

Sends mode works by cycling through send slots, starting on slot 1 when you enter the mode.

Send Destination and Send Pan position is shown on the displays.

Pressing the Sends button moves through slots 2 to 8, then cycles back to slot 1. If the maximum number of sends on any channel is less than 8, it cycles back after the highest slot number.

Sends button + Jogwheel moves back/forwards through slots too.

The Mode display on the controller shows you which slot you're looking at (an 'S' followed by the slot number, shown in the photo above).

Send Pan is on the encoders, Send Level on the faders and Send Mutes (enable/disable) on the encoder buttons.

Holding Shift changes encoder buttons to Pre-Fader switching (with the encoder LEDs showing the button state, as they do in all modes), and also enables individually linkable send pan and channel pan (encoders).

Fader touch responses follow the same pattern as Balance mode.

Press Display-mode to choose send destinations with the encoders and get a channel name reminder on the displays.

Flip puts send level on the faders and send level on the encoders.

Shift + Send Mode Button:

Brings up the 'Add Send' dialogue which you can navigate using the Up/Down/Enter/Cancel buttons. You can also use Undo to remove a send (or any channel element) you just added.

Cues Mode
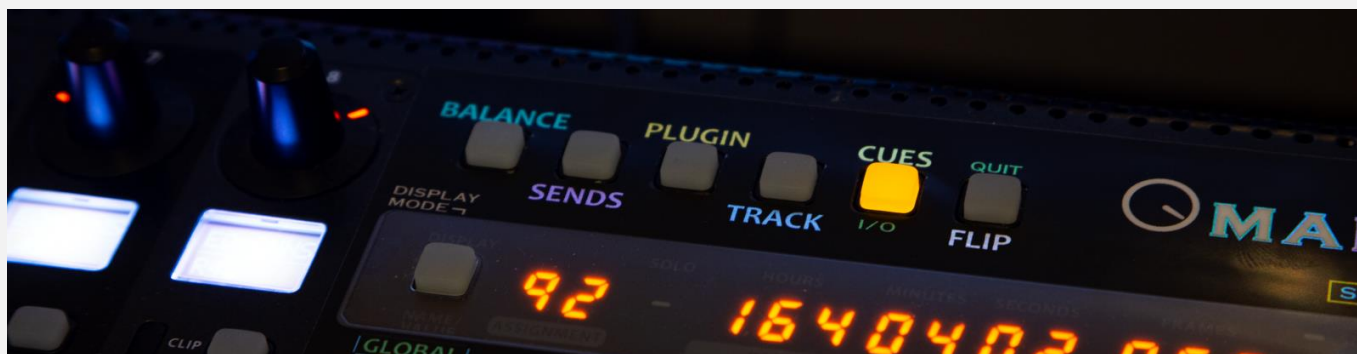
Cues Mode is conceptually identical to Sends mode with Cue button presses/Cue button + Jogwheel slot navigation, but with Cue Destination/Level on the displays and the encoder button pair (with/without Shift) changing to Cue Bypass (mute) and Cue Lock*.

*Cue lock automatically sets the cue to match the channel's volume and pan levels.

There are no selectors for cue mix destinations as these are set at the Song level. Cue Button

To establish a cuemix destination, enter Song Setup by pressing 'Shift + Cue Mode button' on the controller, or by going to Options/Preferences and clicking Audio Setup, then click 'Song Setup' at the bottom left of the dialogue window. Click the 'Outputs' tab. You'll see something similar to this:

	Used	Cue mix		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
HRK/MDX 2			3													M						
HRK/MDX ST		☐	4												L	R						
DAW 2		☐	5																		L	R
554 A			6						M													
554 B			7								M											
EQP/CHAIN 1			8			M																
EQP/CHAIN 2			9				M															
EQp CHN ST		☐	10			L	R															
Cue 1	●	✓	11											L	R							
Cue 2	●	✓	12													L	R					
Cue 3	●	✓	13															L	R			

To the right of any stereo output you'll see checkboxes arranged vertically beneath the 'Cue Mix' header. Use these to create/remove cues.

In order to see cue mixes on Bus and FX Channels, you need to enable the 'Cue mute follows channel' checkbox in the Studio One Options/Prefs.

Track Mode

Track Overview

This Mode focuses on the currently selected channel. If multiple channels are selected, the one selected last will be 'active'. Track mode gives you 3 different palettes: send, cue and insert controls. There's a bank of User Macro slots when holding the Track button, but only on the main unit. Different views are chosen using the 'Flip' and 'Display-mode' buttons.

When choosing Track mode, if you enter from Cues Mode you'll see the set of cue controls first, otherwise you'll enter into the sends view.

Track - Sends View [Display-mode & Flip both Off]

ENCODERS: Send Pan

SHIFT + ENCODERS: Send Pan linked to channel pan

ALT + ENCODERS: Select Send Destination

FADERS: Send Level

SHIFT + FADERS: Send Pan

ALT + FADERS: Move All Send Pans together

ENCODER BUTTONS: Send Mutes

SHIFT + ENCODER BUTTONS: Pre-fader switches

- *Default displays show send destination above and send pan below, changing to send level when a fader is touched.*

Track - Cues View [Flip Off, Display-mode On]

Again, works conceptually the same as the sends view.

Encoders: Cue Pan

Shift + Encoders: Cue Level

Faders: Cue Level

Shift + Faders: Cue Pan

Encoder Buttons: Cue Mutes

Shift + Encoder Buttons: Cue Lock

- *Default displays show cue name/destination above and cue pan below, changing to cue level when a fader is touched.*

Track - Inserts View [Flip On]

You'll see a set of Track controls on the displays assigned to the encoders. Also shown are the channel's first 8 inserts on the lowest line of the display. You can select each insert directly using the 'REC' buttons.

Encoders: Track controls L-R (Input Gain, Output Bus, Mute, Solo, Bypass All Inserts, Bypass All Sends & Plugin Automation mode with Level on the 9th fader).

Shift + Encoders: Plug control assignments for encoders (layer 1)

Encoder Buttons: Insert Bypasses 1-8

Shift + Encoder Buttons: Plug assignments for buttons (layer 1)

Faders: No action

Shift + Faders: Plug control assignments for faders (layer 1)

Shift and Track Mode Button: Triggers a user-editable macro that by default opens the Add Tracks' dialogue, which you can navigate the usual way with nav buttons/cancel/enter etc.

- *Touching a fader reveals plugin names, or plug fader info if Shift held.*

Using Scenes in Studio One

Overview

The scene functionality has had a facelift in Studio One 5.
Working with scenes is now a more stable, predictable and flexible process.

A Scene is a channel-view just like the 'Inputs', 'Audio' etc views, but scenes allow you to mix and match track & channel types as well as choose which individual tracks & channels to include. Every Scene is a custom channel view that can potentially be recalled at the push of a button.

In Studio One 5, you have access to extra 'Mix Scene' filters that give you options beyond visibility when customising scenes. You can access these options via the Scenes icon in the Inspector (top left of Arrange window).

For a full explanation of all QMap's scene controls, see the Scenes sections in this guide, Here and Here.

Note! For the scene controls like 'Update scene', 'Rename Scene' etc to work, you must have a scene highlighted blue in the scenes list (Scene button + Display mode button to open the scenes list).

A scene needs to be clicked in the list to be active for editing – you can use Trackpad mode for this.

If you're not using them, you're not doing it right..!

Scenes allow you to fly around even the largest sessions with ease, viewing what you want when you want, saving a huge amount of time. No more scrolling and mouse-clicking through masses of channels or endless controller banking to find your place.

You can create scenes in any way that helps you organise your Song sessions better - keeping drum sub-groups, bus and send-FX together for example, creating masking groups for problem elements or even scenes of each artist's custom cues.

Scenes offer more flexibility than folder tracks alone – they fully sync with the controller but more importantly, you can't recall up to 50 folder states at the push of a button..!

When combined with QMap's other sync options, you gain complete control of your session, with channels visible on the controller always matching the current scene track/channel view, and the Studio One console following your channel selection & banking from the controller.

You can solo scenes exclusively of current solo settings with a button-press, navigate through scenes, create, update, rename and remove scenes all from the controller.

- *See the Studio One Manual if you need more info on Scene functionality in Studio One.*

Default Scene/Adding Scenes

Scenes are numbered as they're created in ascending order.

To open the Inspector and reveal the scenes list, hold the 'Scenes' button and press 'Display-mode'. Alternatively, open the Inspector, open the tracklist by clicking on the 'mobile bars' icon at top left then click the scenes icon that appears to the right of it.

In Studio One, the first scene is at the top of the list with 2 below it, 3 below that etc. It's not currently possible to re-order Scenes once created, however since Studio One 5 you can rename them.

Scenes need to be highlighted blue in the scenes list to update etc from the controller.

Creating and adding scenes is as simple as making track and channel visibility selections using the Track-List, then holding the 'Scenes' button on the controller and pressing the 'Default Scene' button. You can also click the '+' icon next to the scenes dropdown arrow, either in the console or inspector when scene options are showing.

Pressing the DEFAULT SCENE BUTTON both selects Scene 1 and auto-sizes it to fit whatever space the arrange window currently occupies.

REW + FF are used to navigate through scenes when 'Sync' is enabled.

SCENES BUTTON + KEYPAD recalls scenes directly.

- *You must be in the Remote Bank (blue button at bottom left of console window) for the controller to sync to scenes.*

Editing Qmap Behaviour via Macros

Some aspects of QMap can be customised a bit further to suit you.

You can find the relevant macros by opening the Macro Organiser from Options/Prefs and scrolling to the Modern Idiots section.

There's a pre-configured array or 'page' of buttons available for importing into Studio One that contains Qmap's editable macros:
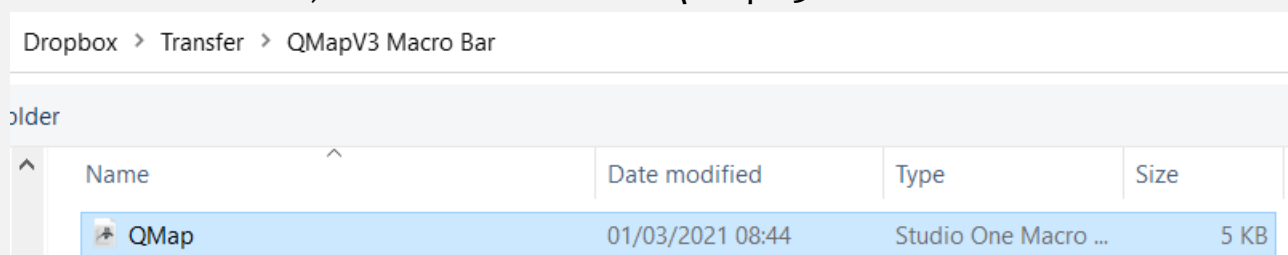
Open the Macro toolbar using the icon shown below:
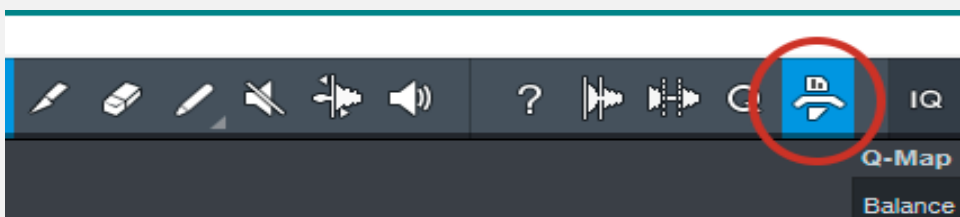
Then right click the area on the far left (outlined in white) that shows the current page's name. This will open a dropdown menu – click 'Import':
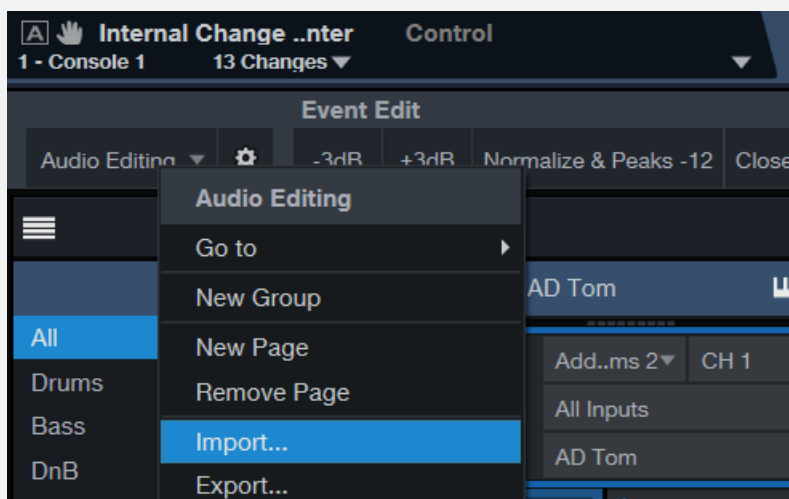

Browse for the QMap macro page file and click 'Open'. It's in your download folder, in a folder called 'QMapV3.2 Macro Bar':

Macros that generate name dialogues

(Add Bus & Name, Add VCA for Sel & name, Insert Marker, Pack Fldr & Name, Add FX & name)

When using certain commands, a renaming dialogue will pop up. If you prefer for this not to happen, you can remove the relevant entry in the command list for those macros:
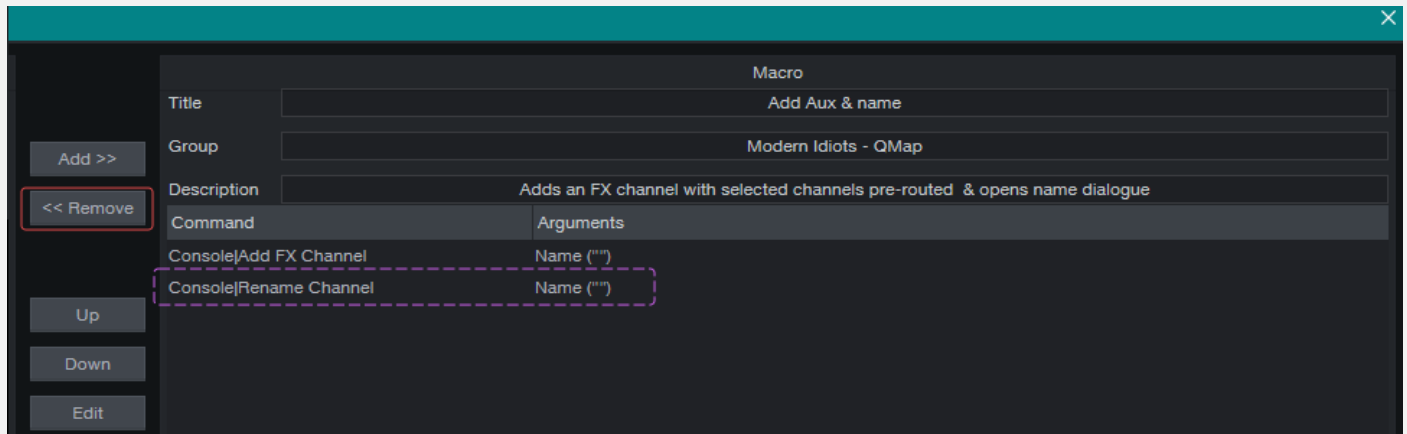
('Insert Marker')

This macro is slightly different in that the naming aspect is built-in to the command ('Insert Named'), so you have to remove that single command and replace it with the simpler 'Insert' command from the Marker section.

Defaults

('Shift+Rew' 'Shift+FF')

These two are also user-definable but have defaults assigned, which are 'Midi Velocity -3%' and 'Midi Velocity +3%' respectively.

('Shift+Track')

The default ('Add Tracks' dialogue is readily accessible on the computer KB ('T'), so I've made this editable/replaceable.

('Marker+Rew' 'Marker+FF')

These are macros that have no commands added yet. The right-hand panel in the macro editor will be empty. Populate these macros however you like. (Browse for and choose a command in the left panel, then click 'Add' to copy it to the right panel where you can also re-order added commands).

('Ctrl Wheel Left', 'Ctrl Wheel Right', 'Alt Wheel Left' 'Alt Wheel Right')

These are the macros that execute when you hold the computer keyboard 'Left Ctrl' / 'Left Alt' keys (or the mac equivalent) and use the Jogwheel.

These are also all empty/free to assign.

Missing Channels in Arrange View?
Add Channel to Tracklist

To keep the Studio One Console and Arrange window synchronised when navigating and selecting channels, *all* channel types need to be visible in both places. This will happen for all newly created tracks *from the point that you enabled* '**Automatically create automation tracks for channels**' in the Studio One Options/Prefs (see Installation Guide for more info).

If you have older Songs with channels that aren't appearing in the Arrange Window Track List, there's a macro included that adds them for you.

You'll find it on the QMap macro toolbar page for triggering with a mouseclick, but you can also bind the macro to a KB shortcut or copy the commands over to a User Macro slot if you want to trigger it from the controller.
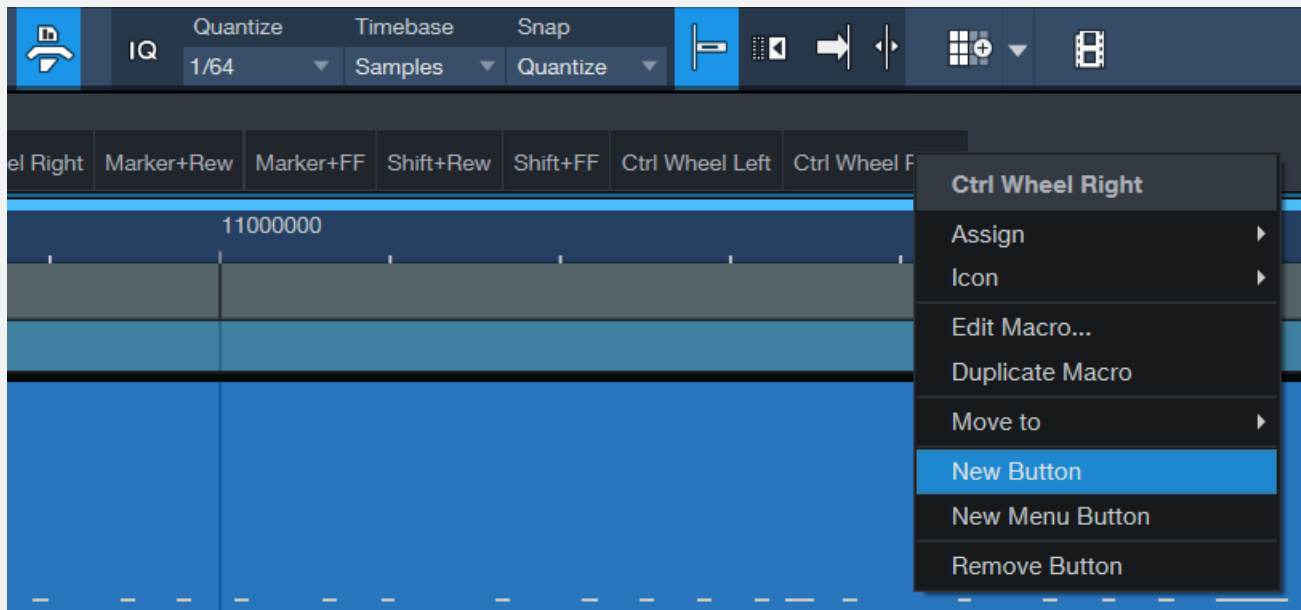
To use the macro:
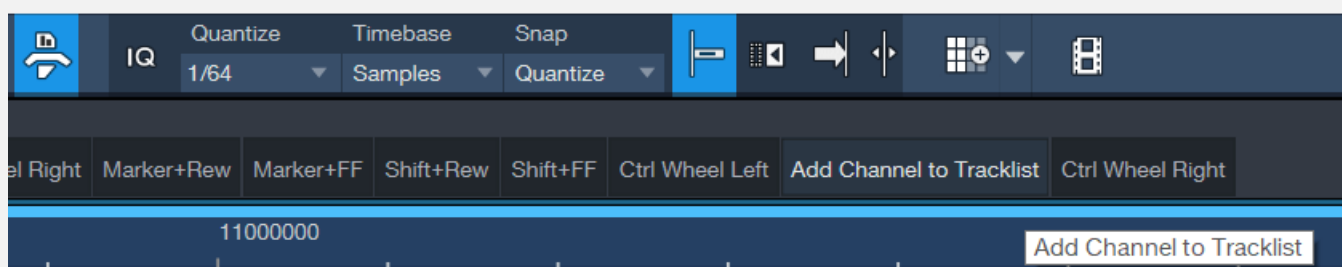
Select a channel in the console you want in the Arrange view, set its automation mode to 'Write' then click the 'Add Aux to Tracklist button' you created.

The channel will be added to the TrackList and its auto-mode will reset to 'Off'.

If you want to add new buttons to the QMap toolbar page (or any other page/group) to hold your own macro buttons:

Right-click on any button on the Macro Toolbar and select 'New Button':

An empty button will be created.

Now right-click that new button, hover over 'Assign' and then 'Macros', then scroll down and choose the macro you want:
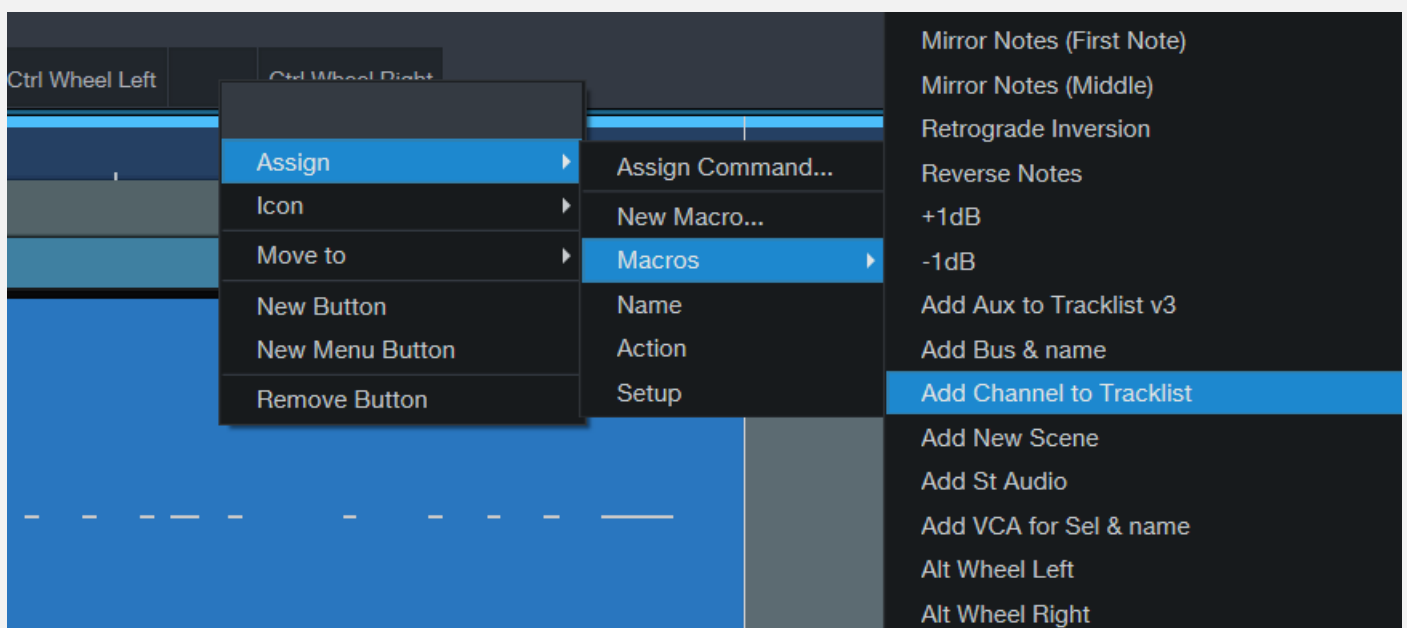
The macro is now 'loaded' onto that button and will execute each time the button is pressed.

Contact

If you have any questions that are not covered in this guide, please drop me a mail at:

MODERNIDIOTS.QMAP@GMAIL.COM

OR

Join the new QMap subreddit at:

r/QMap_StudioOne