Modern Idiots

QMAP V3.2

Installation Guide

For Studio One 5

x-touch ¦ mackie ¦ pro x

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Existing Users

Backup Your Plug-in Mappings

The QMap devices in V3 all have unique identifiers so won't overwrite any existing devices, but your current stored plugin mappings won't automatically transfer over either. It's always recommended to back your mappings (surfacedata) file up anyway.

To find the surfacedata files:

On Mac, first browse to:

Users\Username (home folder), then press '**command+shift+dot**' to unhide the Library folder.

If you need more help with this, refer to the 'QMapInstallLibraryMac' pdf.

Then go to:

Library\Application Support\PreSonus Software\Studio One X\Surface Data[1]\

On PC browse to:

C:\Users\Username\AppData\Roaming\PreSonus Software\Studio One X\Surface Data[1]

You can copy the entire 'Surface Data[1]' folder and paste it somewhere safe. That's your backup of all plug maps on all devices in your system.

Each hardware device you own will have a surfacedata file that matches its name – make sure you don't mix up devices when copying plug data from one to the other!

Transfer your plugin mappings

Make sure your new V3 devices have been added via External Devices, and if Studio One is open, close it.

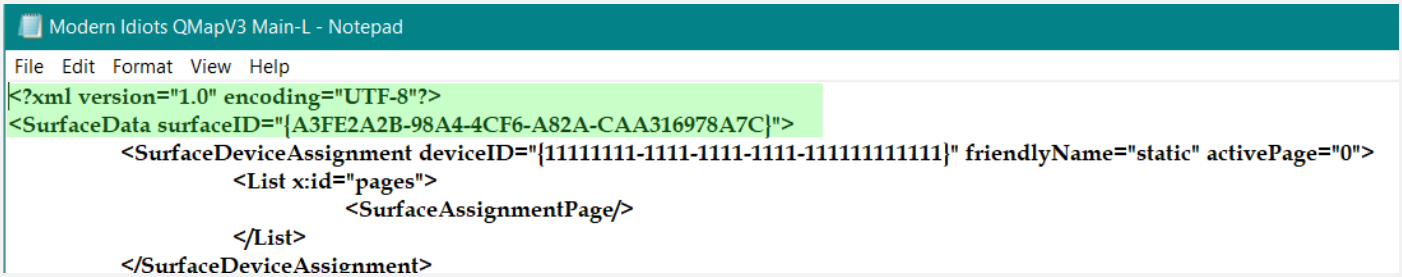
Turn the controllers off and close MT Player.

When you added your V3 devices via 'External Devices' in Studio One, new surfacedata files were automatically created for them in the 'Surface Data[1]' folder.

To make all your previous plugin mappings available on your new V3 device, you need to copy the body of the old surfacedata file and paste it into the new one.

So if you were using 'QMapV2 Main-L X-Touch' as your device for plugin mappings, you want to copy **from** 'Modern Idiots QMapV2 Main-L X-Touch.surfacedata'.

At the very top of each file is a 2-line header that contains data you must not copy over:



DO **NOT** COPY THOSE TWO LINES!

You want to **copy everything *below* those top two lines.**

- ***If you copy over the top two lines, Studio One will see a device name/ID mismatch and your plugin mappings will be corrupted.***

Find the new V3 surfacedata file for the device you want your plugin maps transferred to and open it in a text editor. Paste the text you copied into it, *taking care to avoid overwriting the top 2 lines*!

- **Remember: Don't copy the top 2 lines, and don't paste over the top two lines!!!**

Your mappings will be available after a restart of Studio One/controllers.

Bome MT Player

QMap has powerful underlying scripts but certain features would not be possible without Bome Midi Translator.

On purchasing QMap, you will receive installers and a license for a bespoke player version of Bome MTP for your device family (Mackie, Qcon, XTU etc).

You'll be provided with installer packages for both Mac and PC.

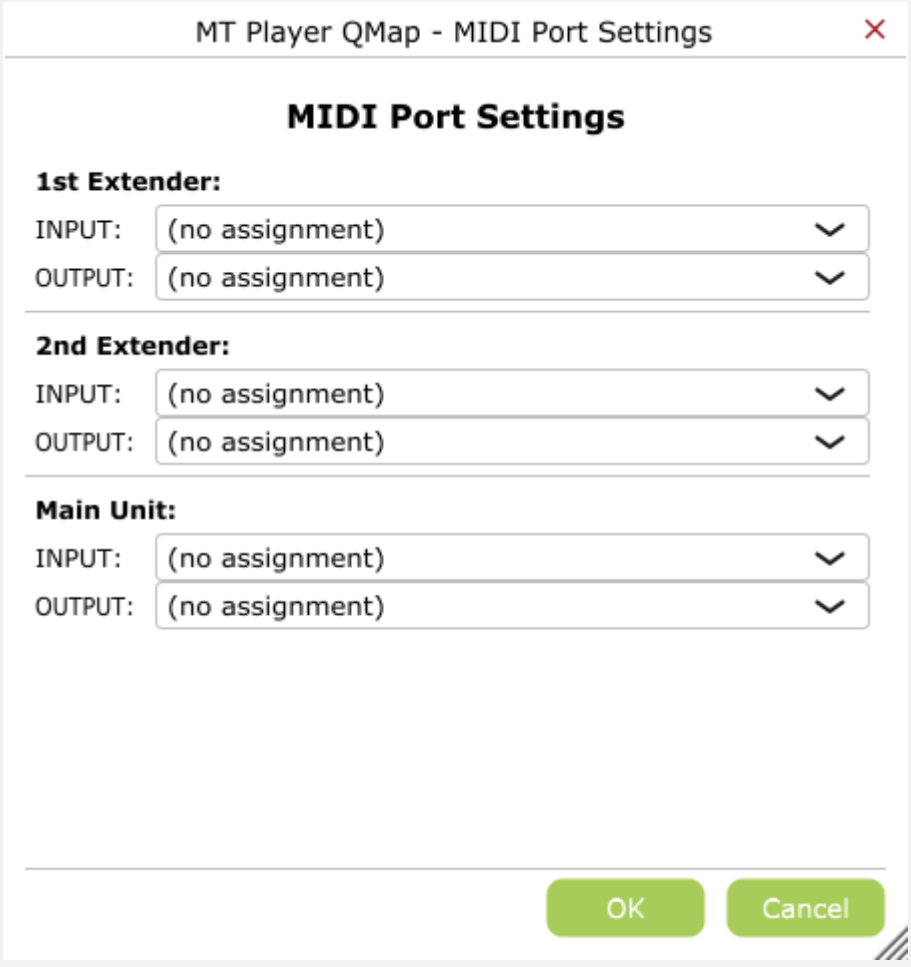
- ***A new V3 installer will be available soon – until then, there are update files to drop into the current version MT Player installation.***

Installing MT Player

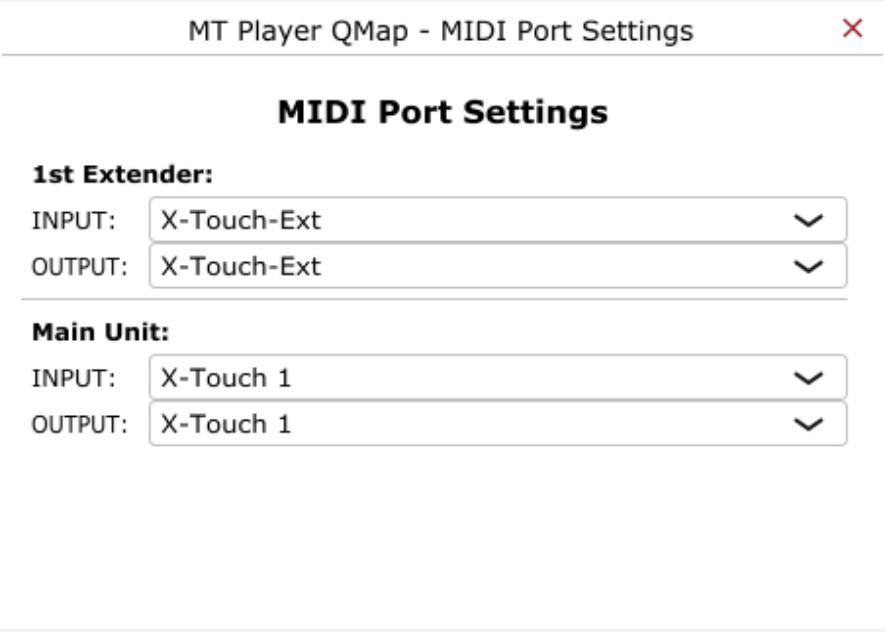
With Studio One *closed*, power on all the devices you'll be using with QMap.

Run the v3.2 MT Player installer. Choose any startup options during install by choosing the 'Custom' option.

On first opening, you'll be shown a set of assignment dropdowns:



Set both the Input and Output fields to your physical device ports, e.g:



In the MT Player interface you'll see a dropdown that says "(no project)". Click to see a list of projects:

Select the project that matches your device and extender configuration. Device Families: **XT = X-Touch, MK = Mackie.** (**Pro-X has its own installer**).

You'll need to enter your username/license combination once when loading a new project for the first time if you're a new user.

Mac Users

QMap utilises some keystroke to midi commands and vice-versa.

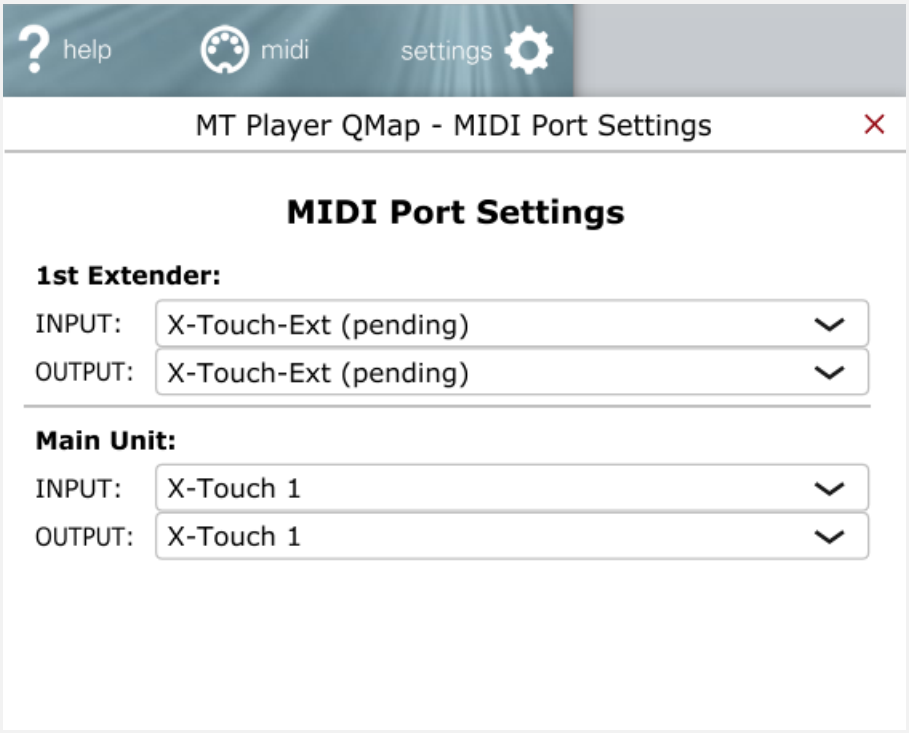
These won't work on mac systems until you change your permissions to allow the MT Player 'access' to the keyboard. If these permissions are not already set (i.e you're a new user), MT Player will warn you of this, and has an integrated help feature that will give you directions on how to set them.

Connection Issues

This should be a pretty rare event that only happens if Studio One has sent a 'kill' signal to the controllers, e.g. when exiting Studio One.

If you have a connection issue, check the status by pressing the 'Midi' button on the MT Player interface.

If you see any devices set to 'Pending' like this:



It means that Windows hasn't registered the device properly on connection. This can also sometimes happen when you exit Studio One and relaunch it without restarting controllers/MT Player.

Re-start the controllers and check to see if 'Pending' disappears.

If it doesn't:

1. Quit MT Player, turn controller/s off, then on again.

2. Wait a few seconds.

3. Start MT Player, wait a few seconds. Click midi button to check status.

Note:
If you close a Song and exit to the Studio One Start Page, then open a new Song, **hold Shift** (on the controller) and **press the Flip button** to re-sync controller/Song/MT Player.

Check you're using the project version that matches your QMap version!

Qmap Files

Qcon Pro-X Users: Make sure you're using the latest firmware and have booted into MCP mode before you start Studio One.

System Files

In the DropBox download folder, open the QMap V3.2 folder and then open the 'QMap Files' folder.

Copy the 'QMap' folder you find there to:

PC: C:\Program Files\PreSonus\Studio One 5\devices\

MAC: Right-Click the Studio One icon in 'Applications' and choose 'Show Package Contents', then open: contents > devices and paste there.

Warning! With every file change you make in the devices folder, you ***must*** close Studio One and power off your controllers, close MT Player then, always in this same order:

1. Turn controllers on. 2. Launch MT Player. 3. Launch Studio One.

This makes sure that all the file changes have been registered and the controllers are running on the updated files.
***** *If you don't do this, you can experience weird/unpredictable behaviour!*

Macros

If your Studio One installation folders haven't been moved, you can paste the ***contents*** of the QMap Macros 'ALL' or 'Update' folder into Studio One's default Macros Folder location:

PC: C:/Users/UserName/Documents/Studio One/Macros

MAC: Finder/Documents/Studio One/Macros

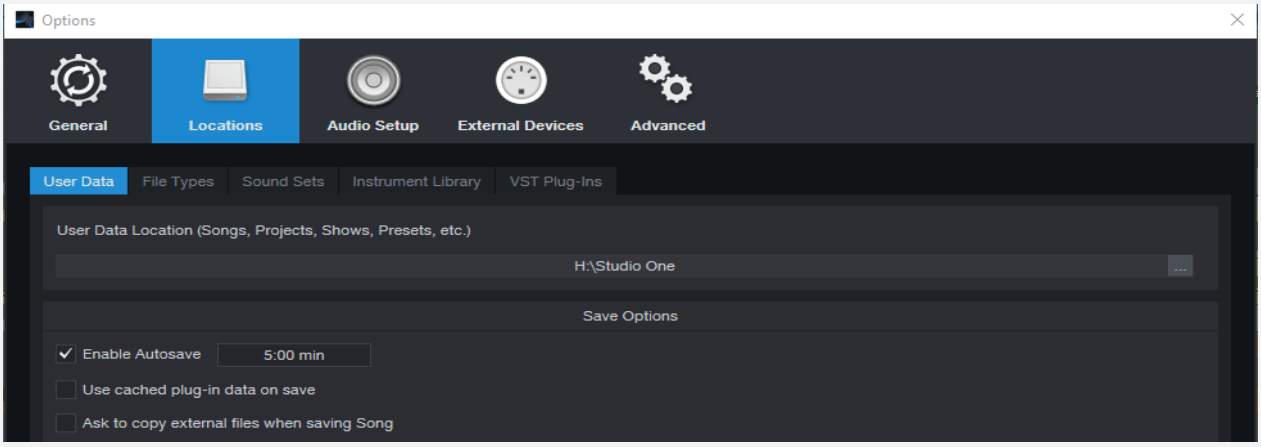
If you're an existing user, copy over the macros from the 'Update' folder.

This will preserve any saved macros/commands/plugin triggers you created.

If you're a new user, copy over the macros from the 'ALL' folder.

If you've moved your Studio One folders onto a dedicated drive, you can get a reminder of where your user data is by going to:

Options/Preferences>Locations>User data, as shown below:



This location is where you'll find your active Macros Folder.

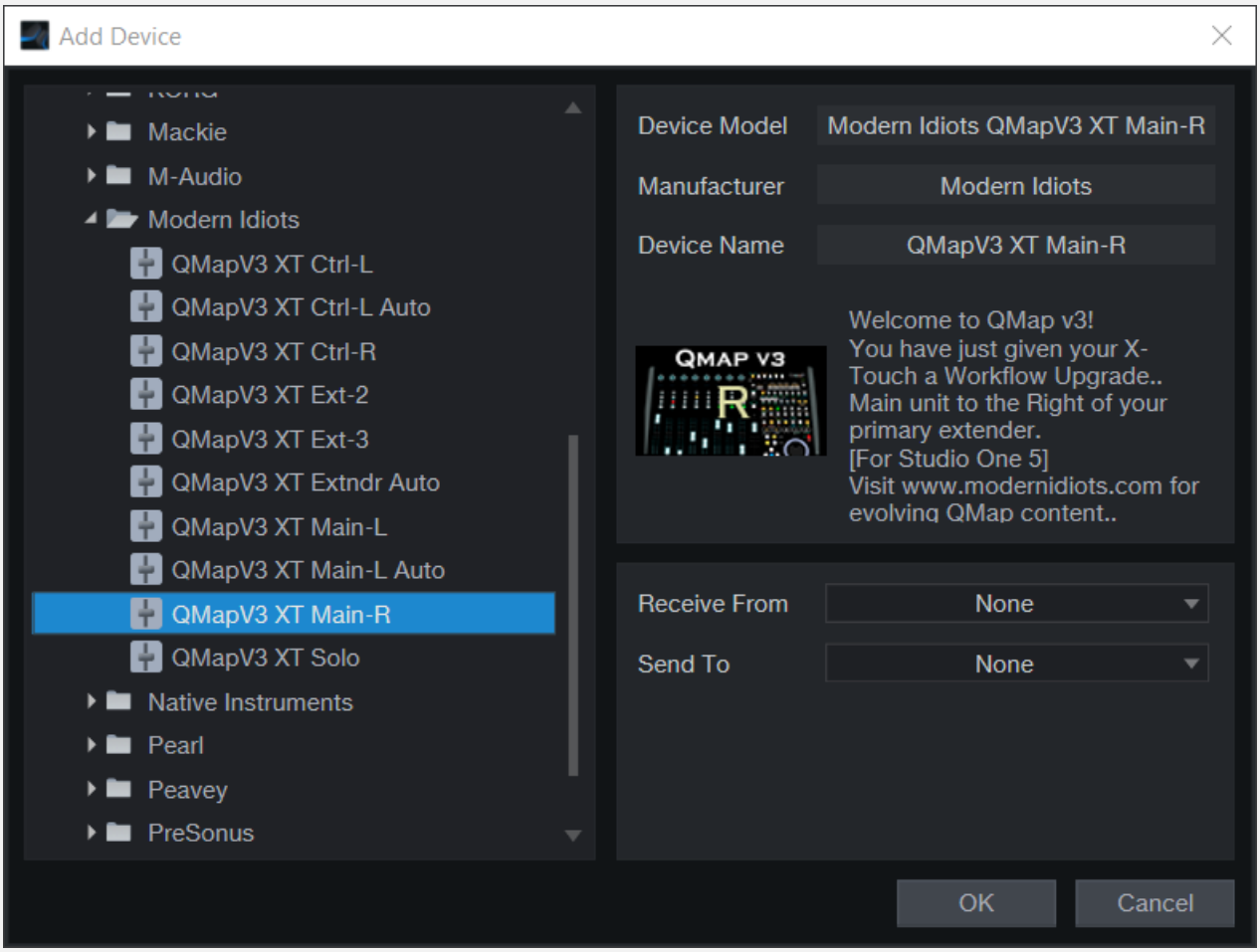
Paste the QMap macros into that folder. Restart Studio One if it was open.

Adding the New Devices

Launch Studio One, and from either the Start Page or the command bar at the top of the Studio One window, go to:

Options/Preferences > External Devices

Click 'Add' and navigate to the Modern Idiots folder:



You'll see a list of devices as above.

QMap is set up using the following hierarchy:

1. **Base Unit** ['Main-L, Main-R, Main-L Auto, Solo']

2. **Primary Extender** ['Ctrl-L, Ctrl-R, Ctrl-L Auto']

* *Primary extenders are differentiated by the* Keypad [see User Guide]

3. **Other Extenders** ['Extndr Auto, Ext-2, Ext-3']

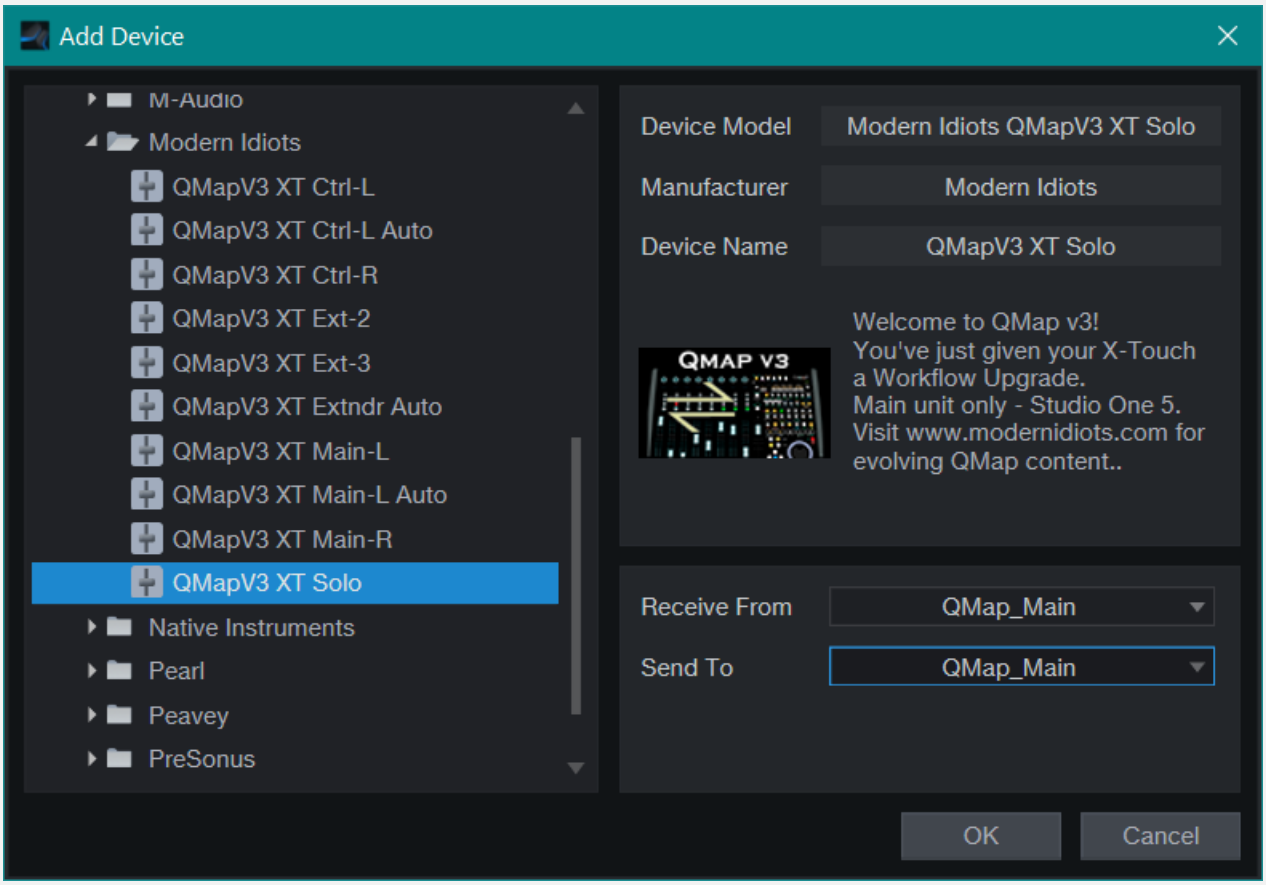
* ***All auto-banking units have 'Auto' appended to the name***

Main Unit Only

Select the '**QMapV3.2 XX Solo**' device. Use the '**Solo**' MT Player preset.

The 'XX' is a shorthand ID for your device family: 'XT' for X-Touch, 'MK' for Mackie and 'PX' for the Qcon Pro X.

Set the '***Receive From***' and '***Send To***' ports to '**QMap_Main**' in the dropdown.



Main Unit + One Extender

Main Unit

You can choose regular banking on all units, or you can set the left-most unit in your array to auto-bank.

If you're adding one extender *and your main unit is to the left of it*, choose the '**Main-L**' device. If you want this Main Left device to be auto-bank enabled, add the '**Main-L Auto**' device *instead*.

If your main unit is on the right, add the '**Main-R**' device. Set the '***Receive From***' and '***Send To***' ports to '**QMap_Main**' for the main unit in all cases.

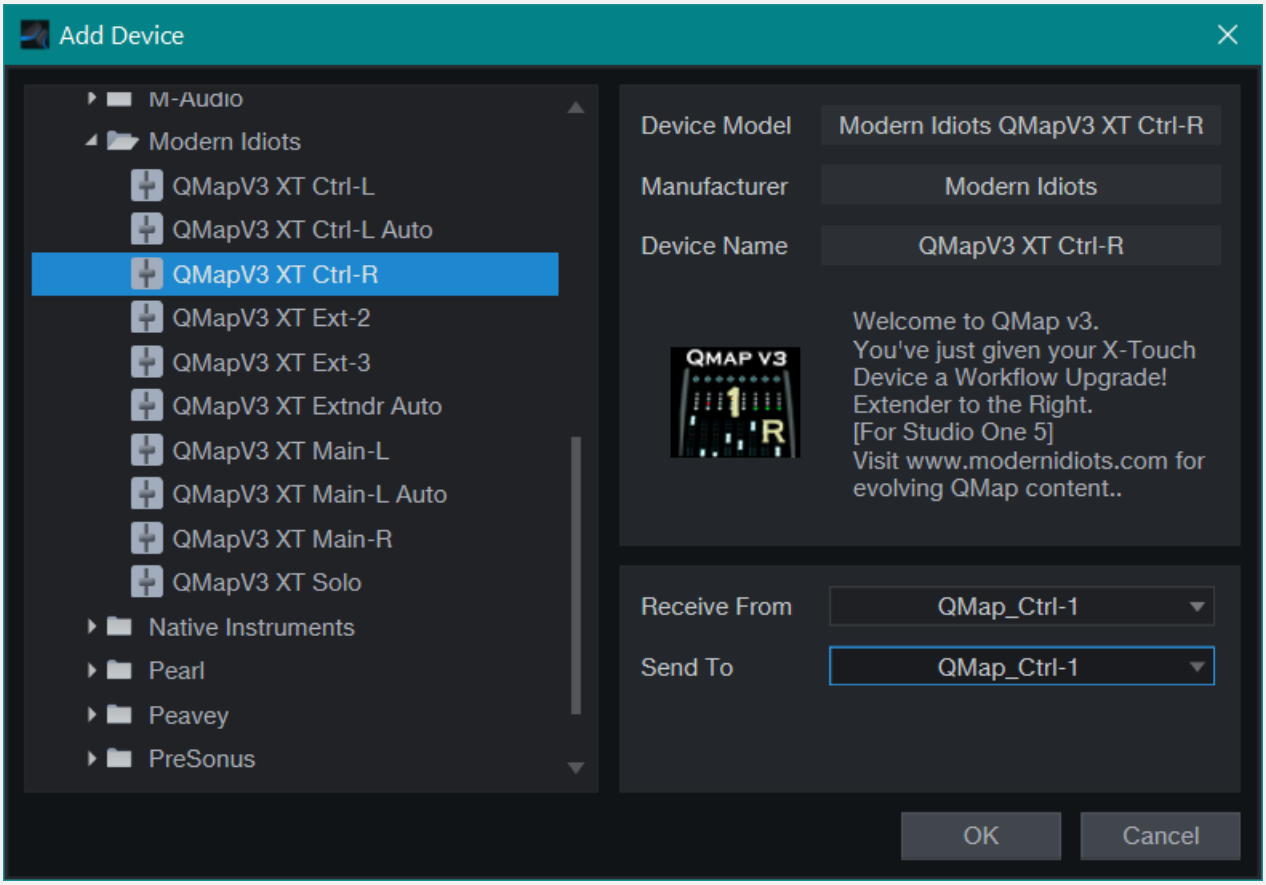
Primary Extender

Next add the 'QMap Ctrl' (primary extender) device that's the opposite of your base unit.

So, if you added your base unit as a '**Main-L**' or '**Main-L Auto**' device, you need to add the '**Ctrl-R**' device as your primary extender. If you added your main unit as the '**Main-R**' device, choose the '**Ctrl-L**' (fixed banking) *or* '**Ctrl-L Auto**' (with auto-banking) device.

Whichever option you choose for left/right 'Ctrl' devices, make sure you've chosen the '**QMapV3.2_XX_1 Xtndr**' MT Player project/preset.

Set the '***Receive From***' and '***Send To***' ports to '**QMap_Ctrl-1**' in the dropdown, no matter which 'Ctrl' device you're using:



Click OK.

If you have two or three extenders, make sure you've chosen either the '**QMapV3_XX_2 Xtndrs**' or '**QMapV3_XX_3 Xtndrs**' MT Player presets.

For regular banking, add the extenders using the '**QMapV3 Ext-2**' and '**QMapV3 Ext-3**' devices.

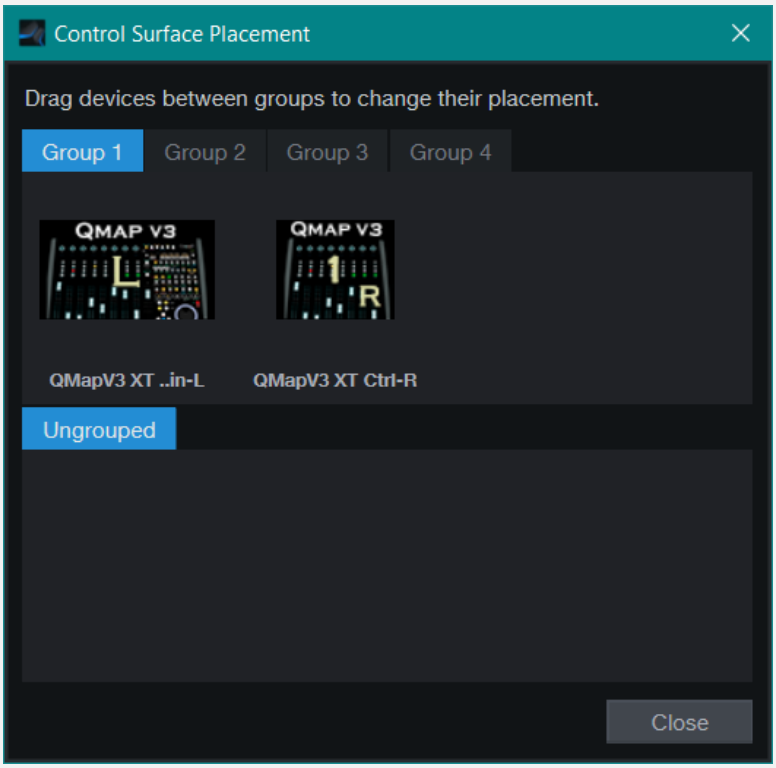
If you've got two or more extenders *to the left of your main unit*, and you want the left-most device to be auto-banking, add the '**QMapV3 Extndr Auto**' device for that left-most unit. Then add the 3rd if you have one using the regular '**QMapV3 Ext-3**' device.

For '***Receive From***' and '***Send To***':

Use the '**Ext-2**' port for the '**Ext-2**'/'**Extndr Auto**' devices & the '**Ext-3**' port for the '**Ext-3**' device.

Device Placement

You need to group your devices before use. Click the 'Placement' button. Drag the device icons from the lower 'Ungrouped' panel into 'Group 1'. Make sure you drag them into the correct positions:



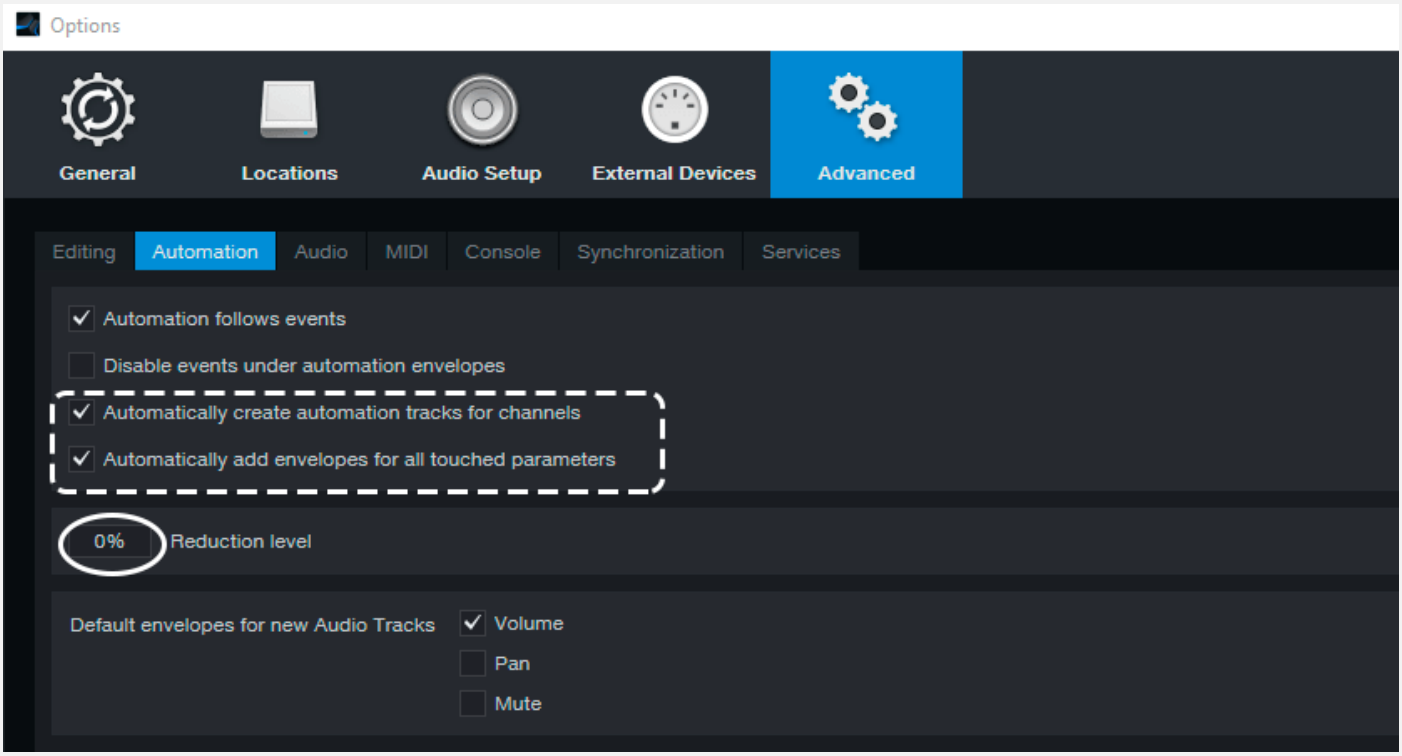
Click 'Close' when done and continue with the Studio One settings.

Studio One 5 Settings

These are not recommendations! The settings mentioned here are only optional if stated as such. QMap relies on these settings to function as expected.

Launch Studio One 5 if closed, go to Options/Preferences & in the Advanced Section, click the Automation tab.

Set the options as in the image below:



'Automatically create automation tracks for channels'

This makes sure that all channel types appear in the arrange window as soon as they're created.

'Automatically add envelopes for all touched parameters'

This automatically adds automation lanes for parameters on tracks whose automation is armed, but only when playback is running.

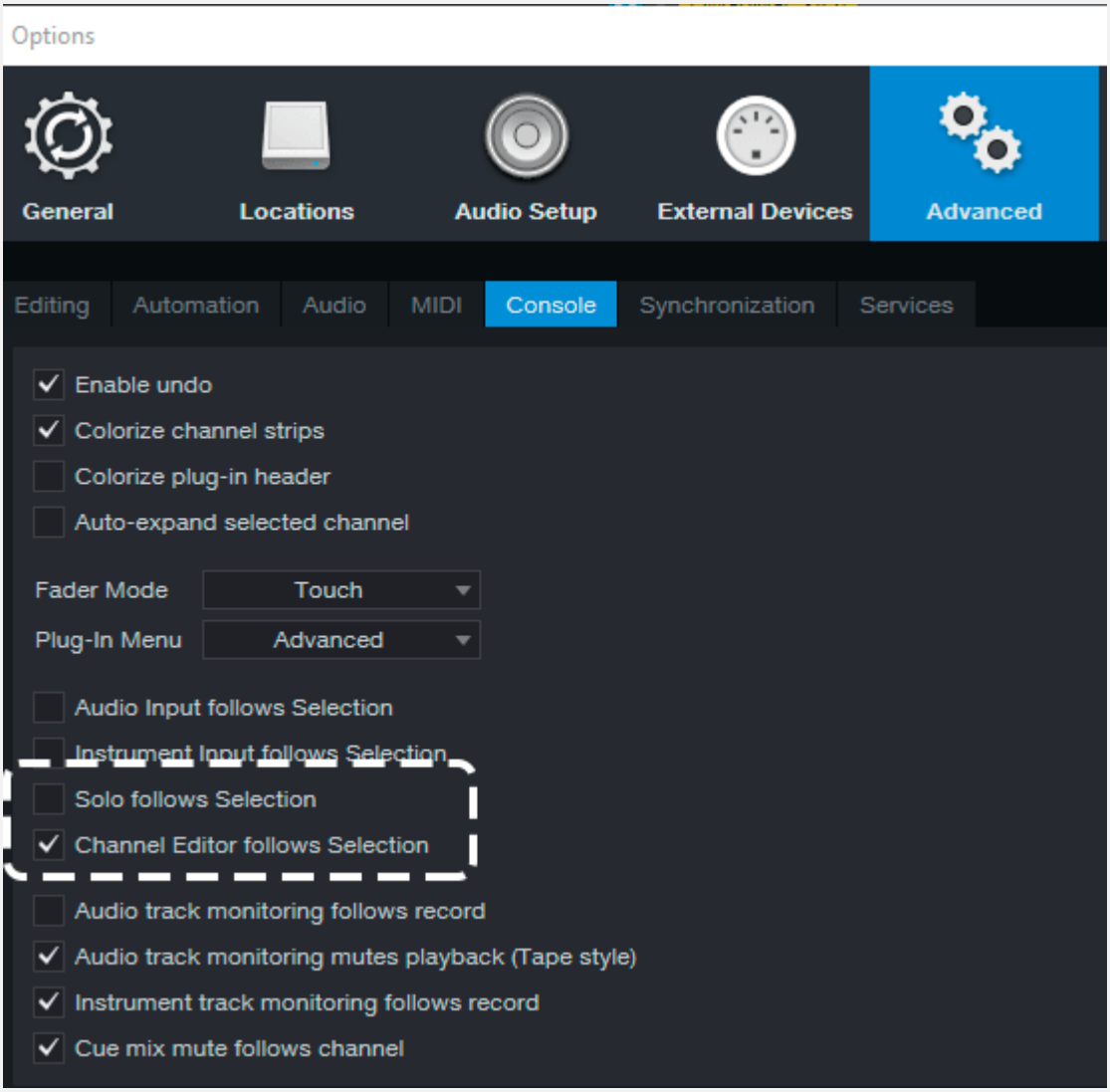
'Reduction level'

When set to 0% this writes automation data at the highest resolution (lowest resolution would be 100%).

‘Default envelopes’

Choose which of these you want created automatically for each new track and channel.

Move to the Console tab and check the following options:



‘Solo follows Selection’

After your first install, making sure this is unchecked will keep solo-in-place synchronised between daw and controller.

‘Enable Undo’

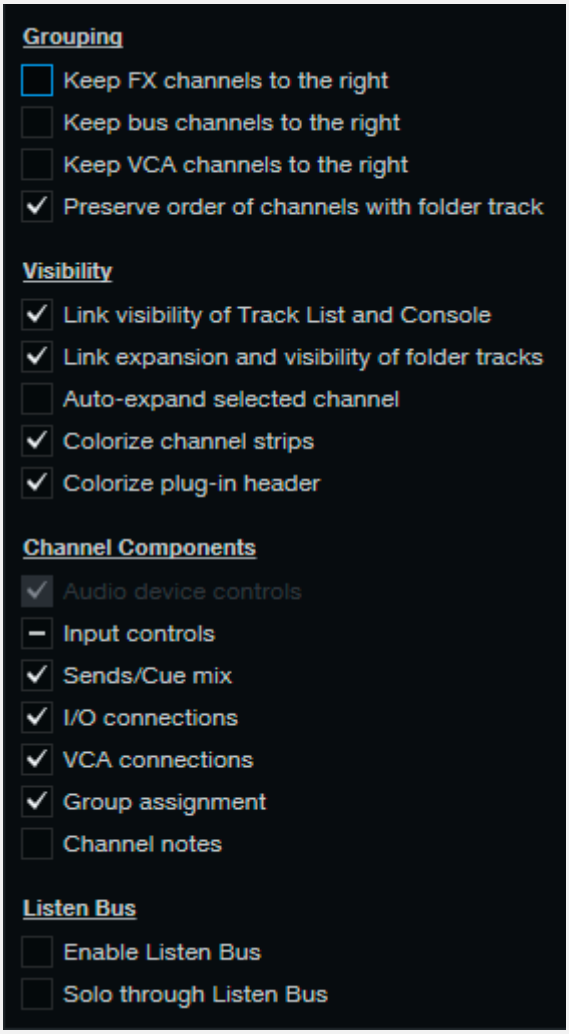
Activates undo for console moves as well as edit moves. You can access Undo from the controller.

‘Channel Editor follows Selection’

This needs to be ticked in order for the plugin GUIs to follow the selected track/channel.

Exit the Options dialogue.

Click the wrench icon to the left of the Console to open console settings:



Unchecking the first 3 gives you free channel ordering which is a must-have when working with scenes.

'Preserve order of channels...' keeps the controller in sync when you reorder channels in folders from the arrange window.

'Link visibility of Track List and Console' keeps the controller fully synced to Scenes.

'Link expansion and visibility of folder tracks' keeps the controller synced to folder states.

'Auto-expand selected channel' does what it says on the tin (originally a QMap-only feature!). Some users may find this intrusive so set this to taste.

The two 'Colorize...' options are not required so set to taste.

Channel Components

These elements when checked/unchecked dictate whether they will be visible in the console itself. If a check box has a flat line in it, such as that shown in the 'Input controls' box above, it means the element will be visible but due to the current sizing of the Console window, it can't currently be seen.

'Input controls' shows input gain and channel polarity.

'Sends/Cue mix' shows channel sends and cues when a channel is expanded (or if the Inspector is open).

'I/O connections' shows input channel and output bus routing.

'VCA connections' and 'Group assignment' show the corresponding info for a channel at the bottom of the fader travel and above the automation indicator respectively.

'Channel notes' show channel notes.

The Listen Bus options can be accessed/toggled on and off from the controller itself (see User Guide).

All Studio One settings are now configured.

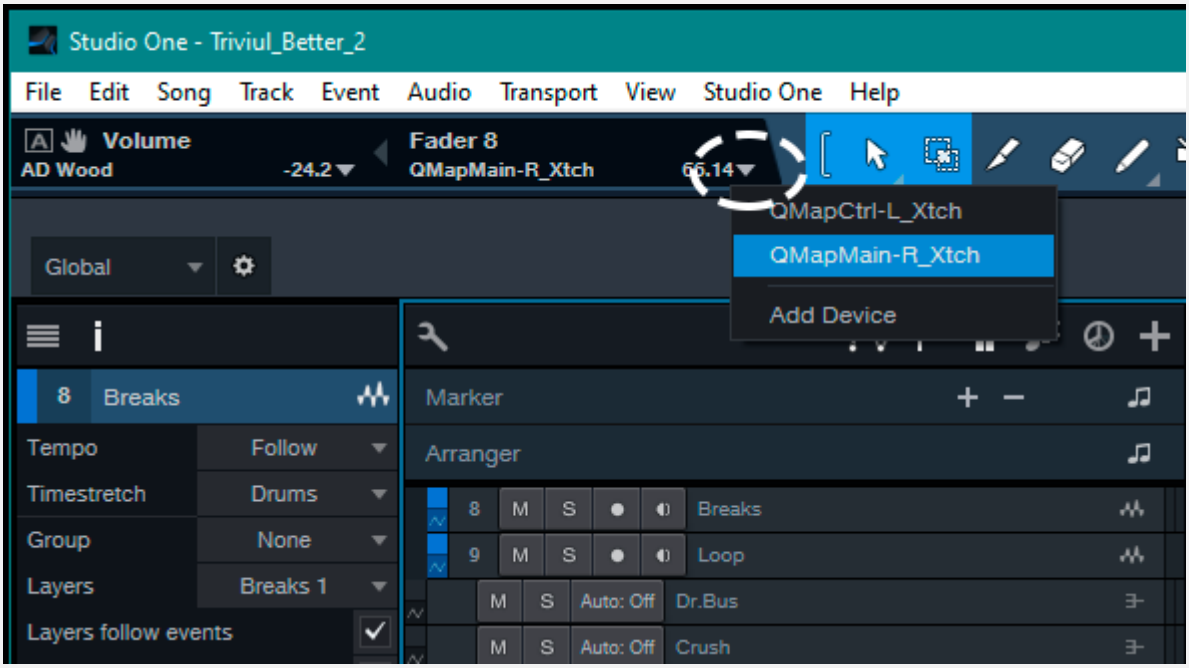
Continue on to ***'Positioning the OSDs'*** – [Next Page]

Add & Position the OSDs

QMap has bespoke device skins/on-screen-displays (OSDs).

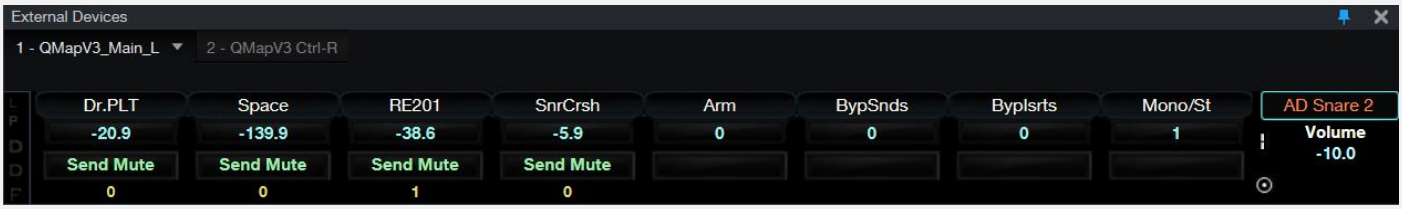
To bring them up and position them:

Click the dropdown arrow furthest to the right in the control field at top left of the Studio One window:



You'll see the names of your added devices.

Click the name of your Main Unit device. The OSD will appear on screen:



Position it to your liking then pin it (blue pin @ top right of OSD).

Go back to the dropdown arrow in the control field, choose any extenders if present and repeat, placing them to match your physical layout.

That's it, enjoy QMap!

Troubleshooting

If you lose any functionality it can only be caused by one of two things, both of which have quick easy fixes.

Dead-edit areas

The most likely and common way to experience unexpected weirdness is by clicking into a 'dead' edit area with the mouse.

One of Studio One's idiosyncracies is that certain areas of a window can 'capture' a controller like a Venus Fly-Trap, making it impossible to navigate away using the buttons on the controller itself.

When this happens, navigation from the controller will be confined to that one area until you physically click out of it with the mouse.

The good news is, the areas where this happens are places you would have clicked into anyway, such as the arranger section list in the Inspector, where you would click in to edit a section's name, with the other primary offenders being the Arranger, Marker & Tempo Tracks.

To avoid issues, if you've clicked in to one of these areas, just click any track/channel in the Arrange window/Console to regain controller focus when you exit.

Closing/opening/switching Songs

The only other thing that could potentially hiccup are the midi streams, especially if you have multiple extenders and a lot of other throughput.

This will also happen though in a controlled way every time you close a Song and exit to the Start page, and often when you switch between open Songs. When you load/change to a new Song, the controller will return to its default state but MT Player will not.

Therefore you have to use the reset/re-sync command below to bring the whole system together again:

Shift + Flip (once the new Song has opened) resets the controller/MTP and re-syncs them to the new Song.

Updating or Upgrading Studio One

Updating Studio One will sometimes - and upgrading will always - delete your QMap folder in the PreSonus devices folder.

This is normal as only devices installed with S1 remain untouched in that folder.

Follow these steps to ensure correct re-installation:

1. Update or upgrade to the new version of Studio One.

2. Once updated and with Studio One closed, turn your controller/s off, and close Bome MT Player if installed/running.

3. Copy the relevant 'QMap' folder for the new version from your download folder to the Studio One devices folder:

PC: C:\Program Files\PreSonus\Studio One 5\devices\

MAC: Right-Click the Studio One icon in 'Applications' and choose 'Show Package Contents', then open: contents > devices.

4. Copy any new version/updated Macros and paste them into your Macros Folder.

5. Install Bome MTP if not installed, make sure you have the latest versions of the MT Player project files, then select the relevant project setup (Solo, 1 Xtnder, 2 Xtndrs etc).

6. Enter UserName & license key if loading the project for the 1st time then close Bome MTP.

7. Power on your controller/s.

8. Start the Bome MT Player.

9. Start Studio One.

10. Rejoice.

Contact & Support

For any questions on topics not covered here, please email

modernidiots.qmap@gmail.com

I aim to answer all mails within 48 hours but it's usually quicker!

link to buy:

QMap - ModernIdiotS