

# FaderPort™

Production Controller 产品控制器

Owner's Manual 用户手册



## Table of Contents 目录内容

### 1 Overview 概述 — 1

- 1.1 Introduction 概要 — 1
- 1.2 What's in the Box 包装有什么 — 2
- 1.3 What's in your MyPreSonus Account 我的 PreSonus 账户里有什么 — 3
- 1.4 Firmware Updates 固件更新 — 3

### 2 Studio One — 5

- 2.1 Getting Started 开始使用 — 5
- 2.2 Channel Strip 通道条插件 — 7
- 2.3 Transport Controls 传输控制 — 7
- 2.4 The Session Navigator 会话导航 — 8
  - 2.4.1 F1-F4 Functions 功能 — 9
- 2.5 Automation Controls 自动化控制 — 9
- 2.6 Control Link 控制链接 — 9

### 3 Pro Tools (HUI) — 10

- 3.1 Getting Started 开始使用 — 10
- 3.2 Channel Strip 通道条插件 — 11
- 3.3 Transport Controls 传输控制 — 11
- 3.4 The Session Navigator 会话导航 — 12
- 3.5 Automation Controls 自动化控制 — 12

### 4 Logic (MCU) — 13

- 4.1 Getting Started 开始使用 — 13
- 4.2 Channel Strip 通道条插件 — 15
- 4.3 Transport Controls 传输控制 — 15
- 4.4 The Session Navigator 会话导航 — 16
- 4.5 Automation Controls 自动化控制 — 17
- 4.6 Bypass — 17

### 5 Cubase/Nuendo (MCU) — 18

- 5.1 Getting Started 开始使用 — 18
- 5.2 Channel Strip 通道条插件 — 20
- 5.3 Transport Controls 传输控制 — 20
- 5.4 The Session Navigator 会话导航 — 21
- 5.5 Automation Controls 自动化控制 — 22

### 6 Live (MCU) — 23

- 6.1 Getting Started 开始使用 — 23
- 6.2 Channel Strip 通道条插件 — 24
- 6.3 Transport Controls 传输控制 — 24
- 6.4 The Session Navigator 会话导航 — 25
- 6.5 Automation Controls 自动化控制 — 26

### 7 Studio One Artist Quick Start 快速入门 — 27

- 7.1 Installation and Authorization 安装和授权 — 27
- 7.2 Setting Up Studio One 设置 Studio One — 28
  - 7.2.1 Configuring Audio Devices 配置音频设备 — 29
  - 7.2.2 Configuring MIDI Devices 配置 MIDI 设备 — 30
- 7.3 Creating a New Song 创建一首新歌 — 35
  - 7.3.1 Configuring Your Audio I/O 配置你的音频 I/O — 36
  - 7.3.2 Creating Audio and Instrument Tracks 创建音频和乐器轨道 — 37
  - 7.3.3 Recording an Audio Track 录制一个音轨 — 38
  - 7.3.4 Adding Virtual Instruments and Effects 添加虚拟乐器和效果器 — 39

### 8 Appendix — 41

- 8.1 Operation Modes 操作模式 — 41
- 8.2 FaderPort Multichannel Controller MIDI Protocol 多通道控制器 MIDI 协议 — 41
  - 8.2.1 SysEx — 41
  - 8.2.2 Fader — 42
  - 8.2.3 Session Navigator Encoder — 42
  - 8.2.4 Buttons and LEDs 按钮和 LED 灯 — 42

## 1 Overview 概述

### 1.1 Introduction 简介



**Thank you** for purchasing the PreSonus® FaderPort™ production controller. Featuring an ultra-smooth, touch-sensitive, motorized fader; complete automation and transport controls; and the unique Session Navigator, FaderPort controllers make mixing in your favorite DAW application quick and easy.

感谢你购买 PreSonus® FaderPort™ 生产控制器。FaderPort UBS产品控制器具有超平顺、触控式感应机动控制器；完整的自动化和传输控制；以及独特的会话导航器，使你在最喜欢的DAW应用程序中，混音变得快速而简单。

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!

PreSonus Audio Electronics 致力于不断改进产品，我们高度重视你的建议。我们相信，不断改进产品，实现目标的最佳方式是听取专家的建议：我们尊贵的客户。感谢你通过购买本产品对我们的支持，相信你会喜欢上 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.

**关于本手册：**我们建议你尝试将 FaderPort 连接到计算机之前，使用本手册来熟悉产品的功能、应用和正确的连接程序。这将有助于你在安装和设置过程中避免问题。

This manual describes the FaderPort behavior in the DAWs for which each operation mode was designed. **Please see Section 8.1 for applications not listed in the Table of Contents.**

本手册描述了FaderPort 在 DAW 中的性能，每个操作模式都是为其设计的。请参阅第8.1，了解目录中未列出的应用。

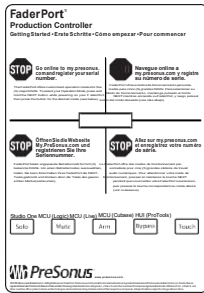
Through out this manual, you will find Power User Tips that can quickly make you a FaderPort expert and help you get the most out of your investment.

在这本手册中，你会发现一些 Power User Tips 用户提示，可以让你迅速成为 FaderPort 的专家，帮助你从投资中获得最大的回报。

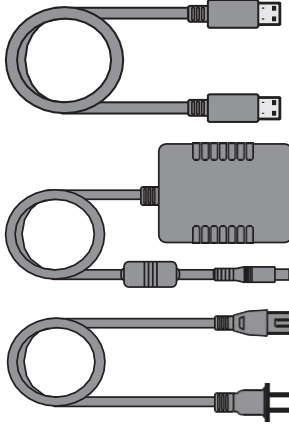
1.2 What's in the Box 包装有什么

Your FaderPort package contains the following 你的 FaderPort 软件包包含以下内容:

FaderPort production controller FaderPort 产品控制器



Quick Start Guide 快速入门指南



6' (1.8m) USB cable 线缆

External Power Supply 外部电源供应



PreSonus Health, Safety, and Compliance Guide  
PreSonus健康、安全和合规指南

### 1.3 What's in your My PreSonus Account My PreSonus 账户里有什么？



Once you register your FaderPort, you will be able to download the following: Studio One Artist recording software and content

你的 FaderPort 一旦注册，你可以下载下方内容：Studio One Artist 录音软件和内容



Universal Control (necessary for firmware updates)

通用控制（固件更新所需）

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

请访问 <http://my.presonus.com>，注册你的 FaderPort 并下载你的软件和许可证。

### 1.4 Firmware Updates 固件更新

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.

PreSonus 致力于不断改进产品。作为这一承诺的一部分，我们提供定期的固件更新，增加功能，改进功能，并解决在现场发现的问题。因此，强烈建议你在注册完 FaderPort 后，从你的 My PreSonus 账户下载 Universal Control。

**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.*

**注意：** 在本手册出版时，需要进行固件更新以实现 FaderPort 的全部功能。

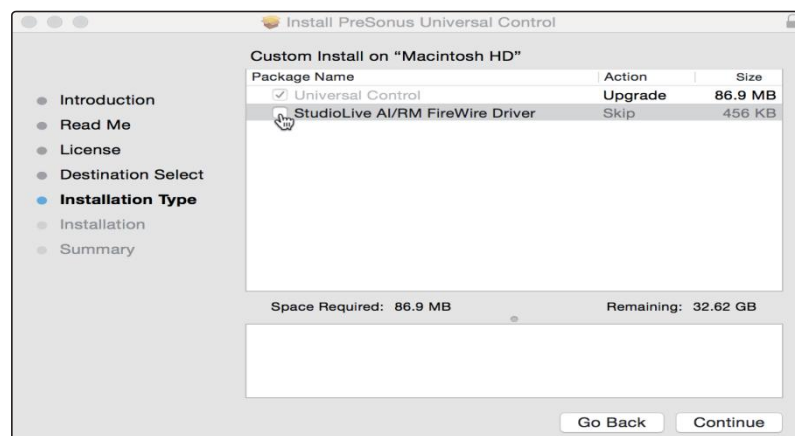
你必须下载并安装 Universal Control，在你的设备上运行固件更新。

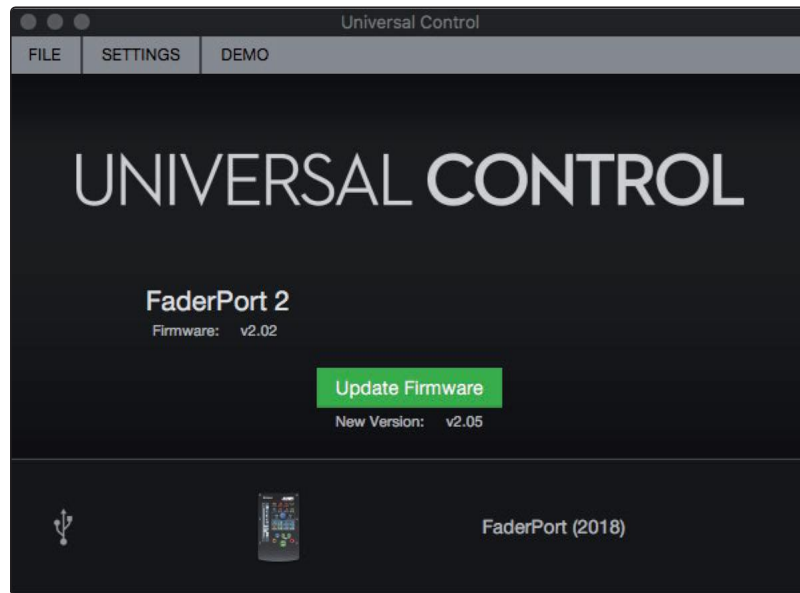
During installation, you will be given the option to install various PreSonus audio drivers. No driver installation is required to use the FaderPort.

在安装过程中，你可以选择安装各种 PreSonus 音频驱动程序。使用 FaderPort 不需要安装驱动程序。

Once installed, connect your FaderPort to your computer.

安装完毕后，将 FaderPort 连接到你的电脑。





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.

如果你的 FaderPort 有新的固件可用，Universal Control 会提醒你。点击 "Update Firmware" 按钮将开始更新过程。这个过程最多需要5分钟。在固件更新结束时，会提示你重新启动你的 FaderPort。

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

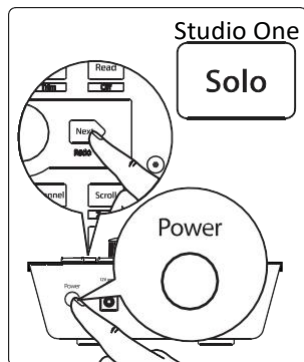
一旦重启，你的 FaderPort 控制器可能需要重新校准。这是一个自动过程。不要干扰或中断控制器的校准过程。

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

注意：必须选择其中一个操作模式来执行固件更新。

## 2 Studio One

### 2.1 Getting Started 开始使用



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

在默认情况下，你的 FaderPort 是为 Studio One 配置的。不需要进一步的设备设置。

If you have changed the FaderPort's Operation Mode and would like to return to using it with Studio One, press and hold the NEXT button while powering on your FaderPort, then press the Solo button to enable Studio One.

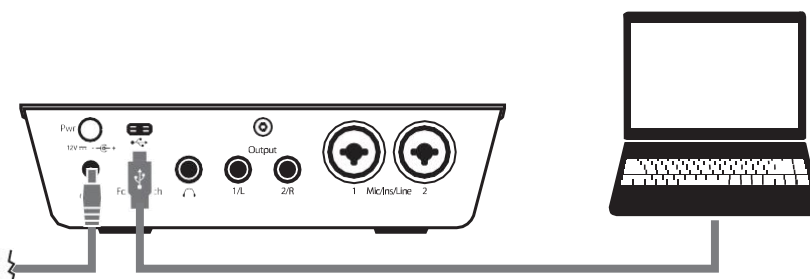
如果你已经改变了 FaderPort 的操作模式，并希望回到 Studio One 的使用，请在 FaderPort 开机时，按住 NEXT 按钮，然后按 Solo 按钮，启用 Studio One。

**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](http://www.presonus.com).

**注意：**除了 Studio One 之外，这种操作模式，应该与其他提供本地 FaderPort 支持的 DAW 一起使用。可以在 [www.presonus.com](http://www.presonus.com) 上获得本机支持 DAW 应用程序的完整列表。

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.

FaderPort 在 macOS® 和 Windows® 中，都是一个符合等级标准的设备。只需将 FaderPort 连接到电脑上的一个空闲 USB 端口。不需要进一步安装。

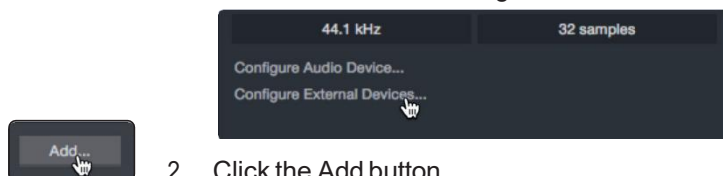


To configure your FaderPort in Studio One:

要在 Studio One 中配置你的 FaderPort:

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

在 "Start" 页面，点击 "Configure External Devices" 链接。



2. Click the Add button.

点击 "Add" 键

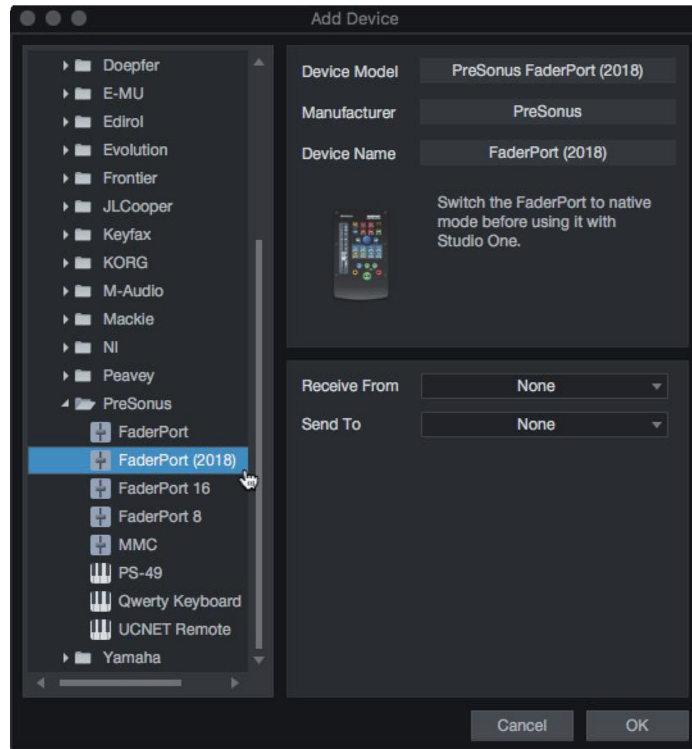


- From the manufacturers list at the left, click on PreSonus and then select FaderPort (2018).

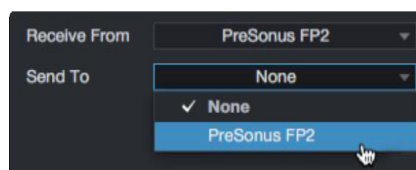
从左边的制造商列表中，点击PreSonus，然后选择 FaderPort（2018）。

**Note:** The original FaderPort uses a different mapping than its successor. You must select FaderPort (2018) for proper functionality.

**注意：**原始的FaderPort使用的映射与它的后续版本不同。你必须选择FaderPort（2018）以获得专有的功能。



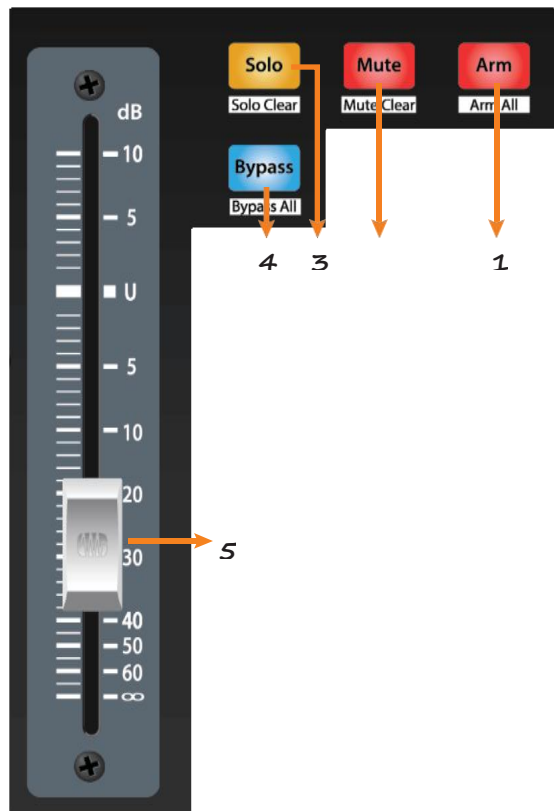
- Set the Send To and Receive From fields to "PreSonus FP2"  
将 "To" 和 "Receive" 字段设置为 "PreSonus FP2"。



Your FaderPort is now ready for use.

你的FaderPort现在已经可以使用了。

## 2.2 Channel Strip 通道条插件



1. **Arm.** Pressing the Arm button will allow you to arm track for recording by pressing the corresponding track's Select button. Press with SHIFT to arm all tracks for recording.

**Arm.** 按 "Arm" 键, 可以按相应轨道的 "Select" 按钮来为录音配备轨道。按下 "SHIFT" 键, 可以为录音配备所有轨道。

2. **Mute.** Mutes the corresponding channel's output signal. Press and hold to mute momentarily. Press with SHIFT for Mute Clear.

**Mute.** 将相应通道的输出信号静音。按住不放, 可以瞬间静音。按住 "SHIFT" 键可以清除静音。

3. **Solo.** Isolates the corresponding channel's output signal in the mix. Press and hold to solo momentarily. Press with SHIFT for Solo Clear.

**Solo.** 隔离混音中相应通道的输出信号。按住不放可以瞬间独奏。按住 "SHIFT" 键, 则独奏清除。

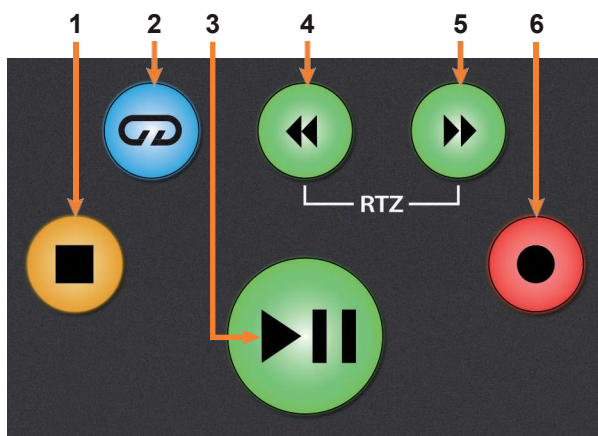
4. **Bypass / Bypass All.** Press the Bypass button to bypass every plug-in on the selected channel. Press SHIFT + Bypass to disable every plug-in in the Session.

**Bypass / Bypass All.** 按 "Bypass" 键可以绕过所选通道上的每个插件。按 "SHIFT+Bypass" 键, 可以禁用会话中的每个插件。

5. **Touch-Sensitive Fader.** This 100 mm motorized fader can be used to control volume levels and panning in Pan Flip mode. **See Section 2.4 for details.**

**Touch-Sensitive Fader.** 这个100毫米机动控制器可以用来控制音量大小和 "Pan Flip" 模式下的声像。详见第2.4节。

## 2.3 Transport Controls 传输控制



1. **Stop.** Stops playback. Press twice to return playback-cursor to zero.

停止播放。按两次可以使播放光标返回到零。

2. **Loop.** Engages / disengages Looping.

启用 / 取消 Looping 播放。

3. **Play / Pause.** Starts playback at the current playback- cursor position. Press again to pause playback.

在当前的播放光标位置开始播放。再按一次就可以暂停播放。

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.

按一次可以按小节、秒、帧或基本采样率倒退播放，具体取决于模式。按住不放可以连续倒退。同时，按“Rewind”和“Fast Forward”键，可“Return”返回到“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.

按一次可以按小节、秒、帧或基本采样率推进播放，具体取决于模式。按住不放可以连续快进。

6. **Record.** Press to start recording at the current playback- cursor position for record-enabled tracks.

按住开始在当前播放的光标位置进行录音，用于支持录音的轨道。

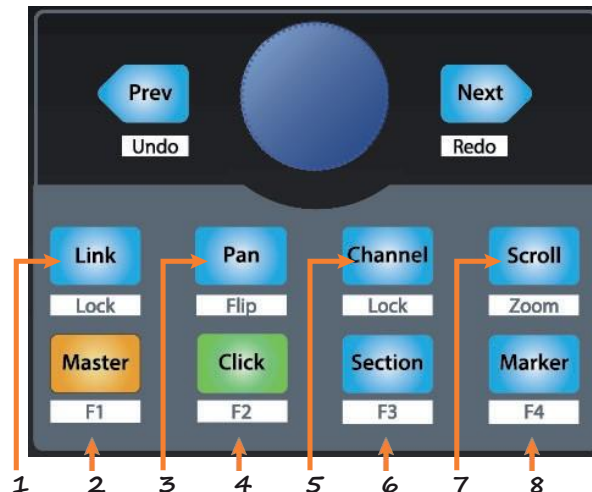
## 2.4 The Session Navigator 会话导航

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 + Prev will Undo the last action. Pressing SHIFT + Next will Redo the last action.

会话导航仪提供快速导航和会话控制。每个按钮都改变了按钮编码器和两侧的“下一步”和“上一步”按钮的功能。

按“SHIFT+Prev”可以撤销上一个动作。按“SHIFT + Next”将重做上一个动作。



1. **Link.** Encoder controls any parameter beneath your mouse. Navigation buttons select Next and Previous tracks respectively. To lock a parameter to this encoder, press SHIFT + Link.

**Link.** 编码器控制你的鼠标下面的任何参数。“Navigation”按钮分别选择“Next”和“Previous”轨道。要把一个参数锁定在这个编码器上，按“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.

**Power User Tip:** Channel Editor 通道编辑器是 Studio One Pro 的一个强大功能，它允许你将多个参数映射到同一个控制上，并有独立的范围/极性/曲线控制。额外的 XY 矢量垫可以与单个参数进行分配；以及更多。

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. Press SHIFT + Master to enable F1 User function. **See Section 2.4.1 for details.**

**Master.** Encoder controls 编码器控制主水平。按下编码器可以将主控电平重置为 0dB。在这个模式下，导航按钮将控制组。按 SHIFT + Master 键，启用 F1 用户功能。详见 2.4.1 节。

3. **Pan.** Encoder controls panning. Navigation buttons scroll through track list. Push the Encoder to reset the level to 0 dB. Press SHIFT + Pan to use the fader to control panning.

**Pan.** 编码器控制声像。Navigation 按钮在轨道列表中滚动。按下 Encoder 编码器可以将电平重置为 0dB。按 SHIFT + Pan 来使用控制器来控制声像。

4. **Click.** Turns the metronome on/off. The metronome can be engaged or disengaged while any mode is active. Press SHIFT + Click to enable F2 User function. **See Section 2.4.1 for details.**

**Click.** 将节拍器打开/关闭。在任何模式下，节拍器都可以被激活或解除。按SHIFT + Click来启用F2用户功能。详见2.4.1节。

5. **Channel.** Encoder controls individual channel scrolling. Navigation buttons adjust the currently visible fader bank on the FaderPort by one channel. Press SHIFT + Channel to lock the channel controls to the currently selected track.

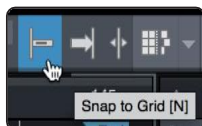
**Channel.** Encoder 编码器控制单个通道的滚动。Navigation 按钮按一个通道调整FaderPort上当前可见的控制器组。按SHIFT + Channel 可以将通道控制锁定在当前选定的轨道上。

**Note:** Channel Lock is only available in Studio One v4 and higher.

**注意:** 频道锁定只在 Studio One v4 及以上版本中可用。

6. **Section.** Encoder nudges the selected event. Use the navigation buttons to navigate through the events on the Arranger track. Press SHIFT + Section to enable F3 User function. **See Section 2.4.1 for details.**

**Section.** Encoder 编码器对选定的事件进行点动。使用导航按钮，在 Arranger track 上的项目中导航。按 SHIFT + Section 键，启用F3用户功能。详见第2.4.1节。



**Power User Tip:** Enable Snap to Grid for coarse nudging. Disable it for fine tuning.

**Power User Tip:** 启用 "Snap to Grid" 以进行粗略的调整。禁用它来进行微调。

7. **Scroll/Zoom.** 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. Press SHIFT + Scroll to enable Zooming. While Zoom is active, encoder controls horizontal zooming. Navigation buttons control vertical zooming. Press the encoder to undo zooming in both directions.
8. **Scroll/Zoom.** Encoder 编码器控制时间线的滚动。按下编码器，使时间线适合窗口的大小。使用导航按钮来滚动轨道列表。按SHIFT + Scroll 来启用 Zooming。当缩放处于活动状态时，编码器控制水平缩放。Navigation 按钮控制垂直缩放。按编码器可以撤销两个方向的缩放。
9. **Marker.** Encoder moves the playback cursor in the Timeline. Use the navigation buttons to scroll through markers. Press Encoder to drop a marker. Press SHIFT + Marker to enable F4 User function. **See Section 2.4.1 for details.**

**Marker.** Encoder 编码器在时间轴上移动播放光标。使用导航按钮，滚动浏览标记物。按 Encoder 来删除一个标记。按SHIFT + Marker，启用F4用户功能。详情见第2.4.1节。

### 2.4.1 F1-F4 Functions 功能

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

使用Shift和下面四个Session Navigator 会话导航按钮，可以访问FaderPort的备用功能。默认情况下，这些功能被分配如下：

- **F1.** Open Inspector 打开检查器
- **F2.** Open Editor 打开编辑器
- **F3.** Open Mixer 打开混音器
- **F4.** Open Browser 打开浏览器

**Power User Tip:** The default assignments for the Function buttons can be customized using the FaderPort device editor. See Section 2.6 for more information.

**Power User Tip:** 功能按钮的默认分配可以通过 FaderPort 设备编辑器来定制。更多信息见第 2.6 节。

## 2.5 Automation Controls 自动化控制



1. **Touch / Latch.** Engages Touch Automation on the currently selected track. Press the SHIFT and Touch buttons simultaneously to engage Latch Automation on the currently selected track.

**Touch / Latch.** 在当前选定的轨道上，启动触感自动化。同时，按 SHIFT 键和Touch键，在当前选定的轨道上，实现锁存自动化。

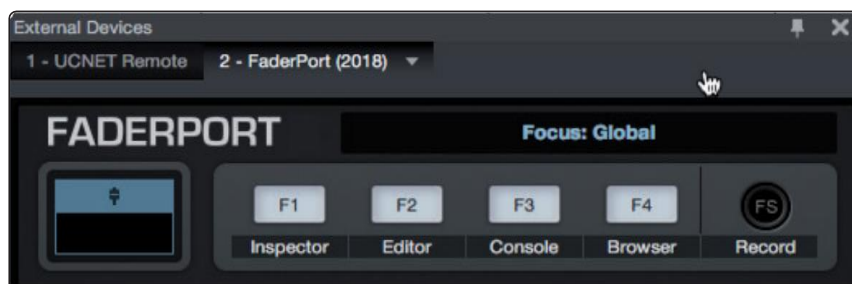
2. **Write / Trim.** Engages Write Automation on the currently selected track. At the time of publication, Trim Automation is not available in Studio One.

**Write / Trim.** 在当前选择的轨道上，启用 Write Automation。在出版之时，修剪自动化在Studio One中是不可用的。

3. **Read / Off.** Engages Read Automation on the currently selected track. Press the SHIFT and Read buttons simultaneously to turn automation off on the selected channel.

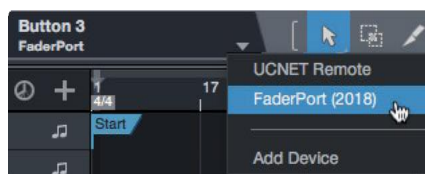
**Read / Off.** 在当前选定的轨道上启动 Read Automation。同时按下 SHIFT和Read按钮，可以关闭所选通道上的自动化。

## 2.6 Control Link 控制链接



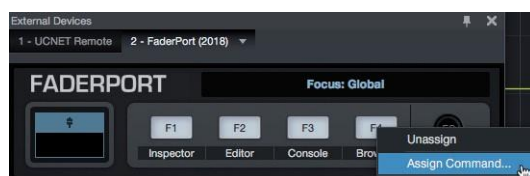
Click on the pull-down menu in the Control Link display to launch the FaderPort editor window.

点击在控制链接中显示的下拉菜单，启动 FaderPort 编辑窗口。



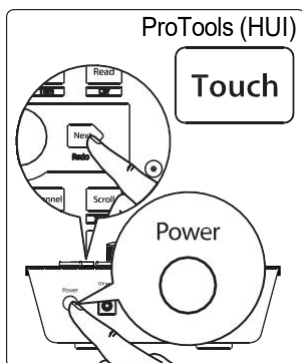
Right-click on any FaderPort control and select “Assign Command” to customize your FaderPort.

在任何 FaderPort 控制上按右键，选择 “Assign Command” 来定制你的 FaderPort。



## 3 Pro Tools(HUI)

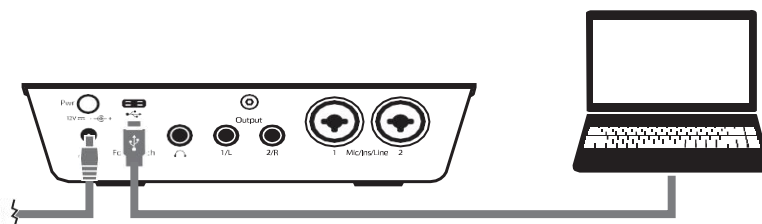
### 3.1 Getting Started 开始使用



By default, the FaderPort is in Studio One operation mode. To switch to Pro Tools operation, press and hold the NEXT button while powering on your FaderPort, then press the Touch button to enable Pro Tools (HUI) operation.

默认情况下，FaderPort 处于 Studio One 操作模式。要切换到 Pro Tools 操作，在打开 FaderPort 电源的同时，按住 NEXT 按钮，然后按 Touch 按钮，启用 Pro Tools (HUI) 操作。

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.

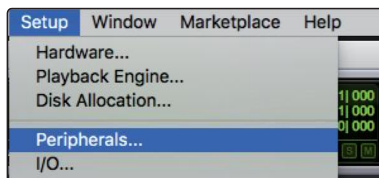


FaderPort 在 macOS® 和 Windows® 中都是一个符合等级标准的设备。只需将 FaderPort 连接到计算机上的一个空闲 USB 端口。不需要进一步安装。

Once you have connected your FaderPort to your computer and the power supply, power it on and launch Pro Tools to set up the FaderPort as a HUI device.

你的 FaderPort 一旦连接到你的电脑和电源上，打开电源并启动 Pro Tools，将 FaderPort 设置为 HUI 设备。

1. Go to Setups | Peripherals. 进入 "Setups" | "Peripherals".

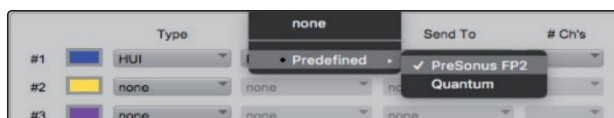


2. Create one HUI device under MIDI Controllers. 创建一个在 MIDI 控制器下的 HUI 设备。



3. Set the Receive From and Send To menus to "PreSonus FP2" and #Ch's to 8.

将 "Receive From" 和 "Send To" 菜单设置为 "PreSonus FP2"，将 #Ch's 设置为 8。



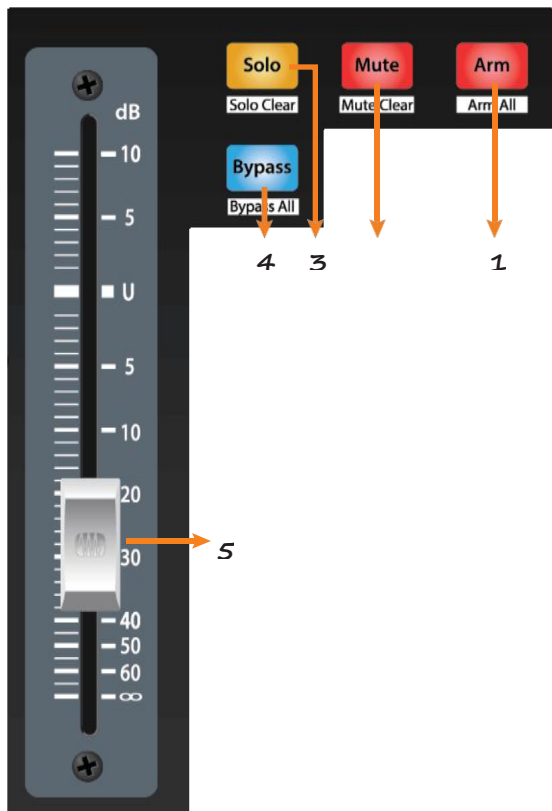
4. Click "OK." 点击 "OK"

Your FaderPort is now ready to use. Enjoy!

你的 FaderPort 现在就可以使用了。请享受吧!



### 3.2 Channel Strip 通道条插件



1. **Arm.** Pressing the Arm button will allow you to arm the currently selected track for recording. Press with SHIFT to arm all tracks for recording.

**Arm.** 按 "Arm"按钮, 可以为录音配备当前选定的轨道。按下SHIFT键, 可以为录音配备所有轨道。

2. **Mute.** Mutes the corresponding channel's output signal. Press with SHIFT to clear mutes on the active bank.

**Mute.** 将相应通道的输出信号静音。按 SHIFT 键可以清除活动库的静音。

3. **Solo.** Isolates the corresponding channel's output signal in the mix. Press with SHIFT clear solos on the active bank.

**Solo.** 隔离混音中相应通道的输出信号。用 SHIFT键清除活动库上的独奏。

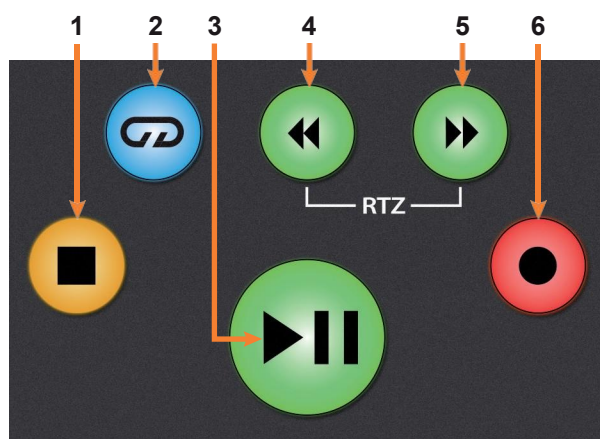
4. **Bypass / Bypass All.** At the time of publication, this button has no functionality in Pro Tools.

**Bypass / Bypass All.** 在公布之时, 这个按钮在 Pro Tools中没有任何功能。

5. **Touch-Sensitive Fader.** This 100 mm motorized fader can be used to control volume levels and panning in Pan Flip mode. **See Section 3.4 for details.**

**Touch-Sensitive Fader.** 这个100毫米的机动控制器, 可以用来控制音量大小和在 Pan Flip模式下的声像控制。详见第3.4节。

### 3.3 Transport Controls



1. **Stop.** Stops playback. 停止播放。

2. **Loop.** Engages / disengages Looping. 启用/取消Looping播放。

3. **Play / Pause.** Starts playback at the current playback-cursor position. 在当前播放光标的位置, 开始播放。

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. 按一次可以按小节、秒、帧或基本采样率回放, 取决于模式。按住不放可以以更细的增量回放。同时按 Rewind和Fast Forward 按钮可以Return 返回到零点 Zero。

5. **FastForward.** Press once to advance playback by bar, second, frame, or base sample rate depending on mode. Press and hold to advance in finer increments. 按一次可以按小节、秒、帧或基本采样率推进播放，具体取决于模式。按住不放可以以更细的增量前进。
6. **Record.** Press to enable record ready. Press with Play to start recording at the current playback-cursor position for record-enabled tracks. 按一下，使录音准备就绪。在播放时按下，可以在当前播放光标位置，开始录音，用于录音轨道的支持。

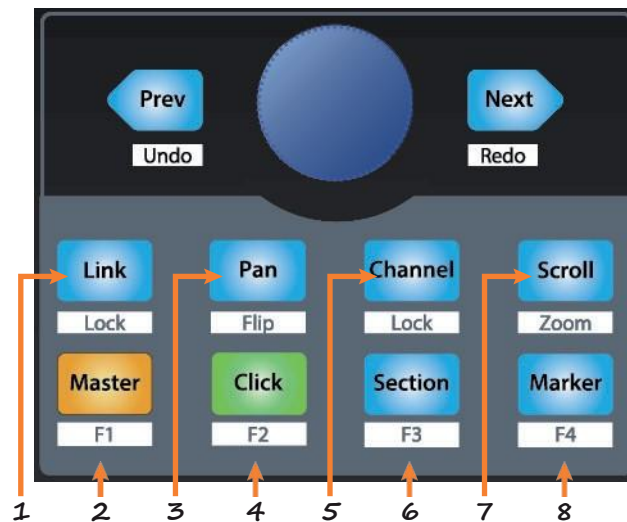
### 3.4 The Session Navigator 会话导航

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.

Session Navigator 会话导航仪提供快速导航和会话控制。每个按钮都改变了按钮编码器和两侧的 Next 和 Prev 按钮的功能。

Pressing SHIFT+Prev will Undo the last action. Pressing SHIFT + Next will Redo the last action.

按 SHIFT+Prev 将撤销上一个动作。按 SHIFT+Next 将重做上一个动作。



1. **Link.** At the time of publication, this button has no function in Pro Tools. 在公布之时，这个按钮在 Pro Tools 中，没有任何功能。
2. **Master.** This function is not available in HUI mode. 这个功能在 HUI 模式下，是不可用的。
3. **Pan.** Encoder controls panning. Navigation buttons scroll through track list. Press SHIFT + Pan to use the fader to control panning. Pressing the encoder toggles pan control between Left and Right for stereo channels. Encoder 编码器控制声像。导航按钮在轨道列表中滚动。按 SHIFT + Pan 来使用控制器来控制声像。按编码器可以在立体声通道的左和右之间切换声像控制。
4. **Click.** Turns the metronome on/off. The metronome can be engaged or disengaged while any mode is active. **Note:** This only functions if a click track has been created for the Pro Tools session. 打开/关闭节拍器。在任何模式下，节拍器都可以被激活或关闭。 **注意：** 只有在为 Pro Tools session 创建，点击轨道的情况下才有此功能。
5. **Channel.** Encoder and navigation buttons select the previous or next channel. Press SHIFT + Channel to lock the channel controls to the currently selected track. Encoder 编码器和导航按钮，选择上一个或下一个频道。按 SHIFT+Channel，将通道控制锁定在当前选定的轨道上。

6. **Section.** This function is not available in HUI mode. 此功能在HUI模式下不可用。
7. **Scroll / Zoom.** Press once to enable audio scrubbing. Press twice to enable faster audio scrubbing. Press Stop or any other Session Navigator button to disengage scrubbing. Press SHIFT + Scroll to enable Zooming. While Zoom is active, encoder and navigation buttons control horizontal zooming. 一旦按住，启用 audio scrubbing。按两下可使 audio scrubbing 速度加快。按 "Stop" 或任何其他会话导航器按钮来解除清理。按SHIFT + Scroll键，启用缩放功能。当缩放激活时，编码器和导航按钮控制水平缩放。
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. 编码器和导航按钮在标记物1-9中滚动。按编码器可以放下一个标记。按Shift和Marker来循环使用这些工具。

### 3.5 Automation Controls 自动化控制



1. **Touch / Latch.** Engages Touch Automation on the currently selected track. Press the SHIFT and Touch buttons simultaneously to engage Latch Automation on the currently selected track.  

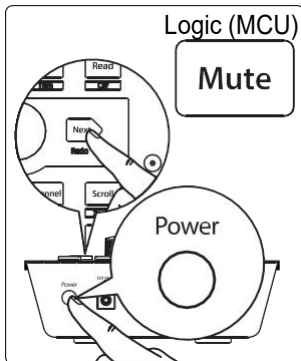
在当前选定的轨道上，启动触感自动化。同时按 SHIFT 和 Touch键，在当前选定的轨道上，启用锁存自动化。
2. **Write / Trim.** Engages Write Automation on currently selected track. Press the SHIFT and Write buttons simultaneously to engage Trim Automation on the currently selected track.  

在当前选定的轨道上，进行Write Automation。同时按下 SHIFT和Write按钮，在当前选定的轨道上，进行Trim Automation。
3. **Read / Off.** Engages Read Automation on the currently selected track. Press the SHIFT and Read buttons simultaneously to undo the last action.  

在当前选定的音轨上，启动 Read Automation功能。同时按下SHIFT和 Read 按钮，可以撤销上一个动作。

## 4 Logic (MCU)

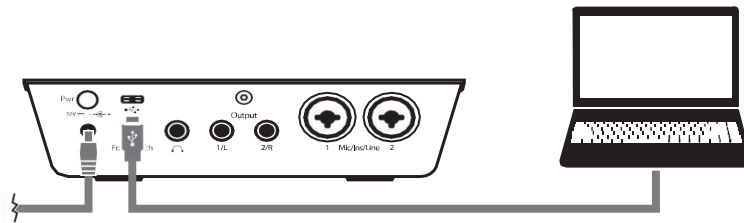
### 4.1 Getting Started 开始使用



By default, the FaderPort is in Studio One operation mode. To switch to Logic operation, press and hold the NEXT button while powering on your FaderPort, then press the Mute button to enable Logic (MCU) operation.

默认情况下，FaderPort 处于Studio One操作模式。要切换到Logic操作，在打开 FaderPort电源的同时，按住NEXT按钮，然后按Mute按钮，启用 Logic (MCU) 操作。

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. FaderPort在macOS®和Windows®中都是一个符合等级标准的设备。只需将 FaderPort 连接到计算机上的一个空闲USB端口。不需要进一步安装。

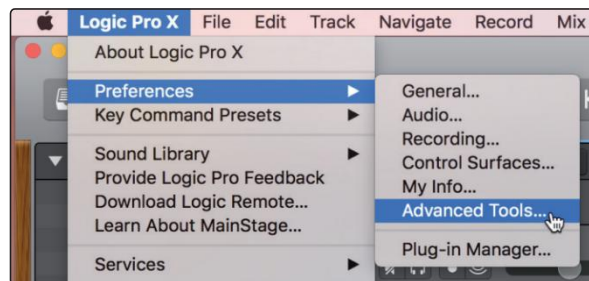


Once you have connected your FaderPort to your computer and the power supply, power it on and launch Logic. The FaderPort will auto-configure as a Mackie Control Universal device. If for some reason this does not happen, you will need to enable it manually.

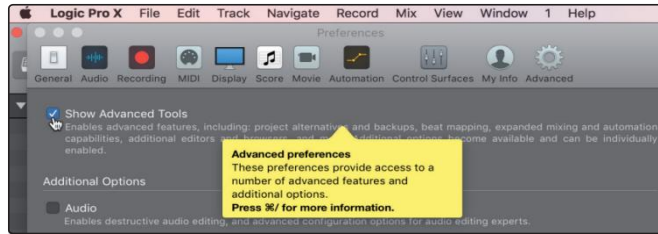
一旦你的FaderPort连接到你的电脑和电源上，打开电源并启动 Logic。FaderPort会自动配置为Mackie Control Universal设备。由于某种原因如果没有实现，你需要手动启用它。

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

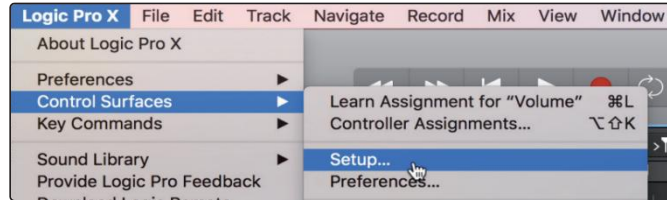
如果你没有启用 Advanced preferences，请进入 Logic Pro | Preferences | Advanced Tools...



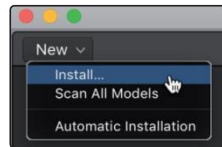
2. Enable "Show Advanced Tools." 启用 "显示先进工具".



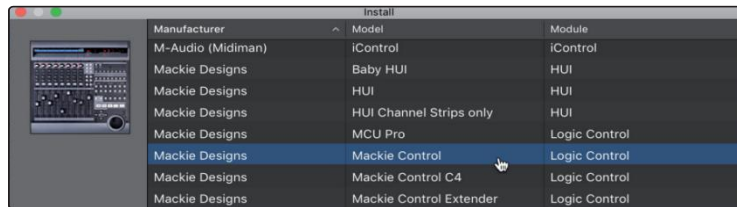
- Go to Logic Pro | Control Surfaces | Setup... 转到 Logic Pro | 控制界面 | 设置...



- In the pop-up menu, go to New | Install... 在弹出的菜单中，进入新建|安装...



- From the list of devices, select Mackie Control. 从设备列表中，选择 Mackie Control。



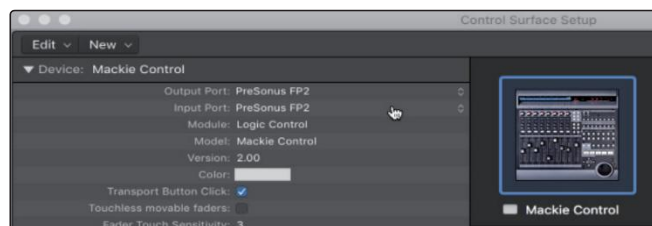
- Click Add. 点击“Add”



- Right-click on the Mackie Control in the Control Surface Setup and select Show/Hide Inspector. 右键单击控制界面设置中的Mackie控制，选择Show/Hide 检查器。



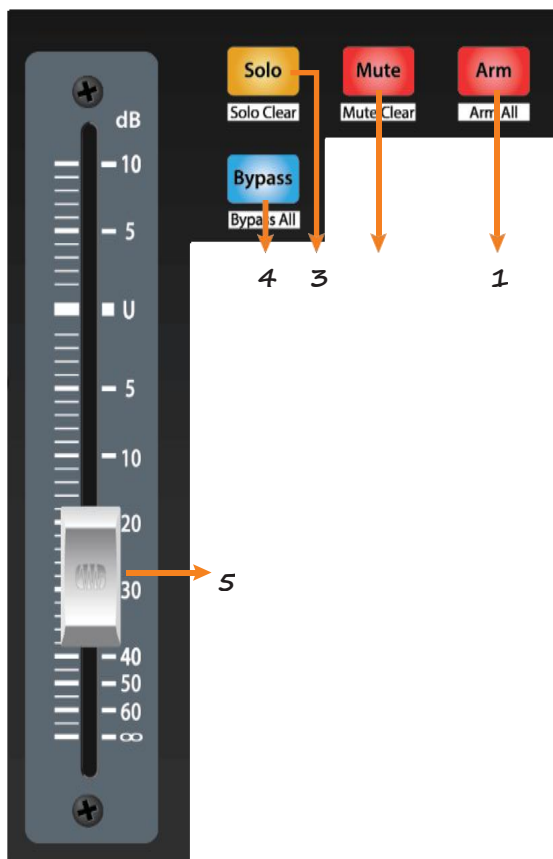
- In the Inspector, set the Input and Output ports to “PreSonus FP2.” 在检查器中，将Input and Output端口设置为“PreSonus FP2”。



Your FaderPort is now ready to use. Enjoy!

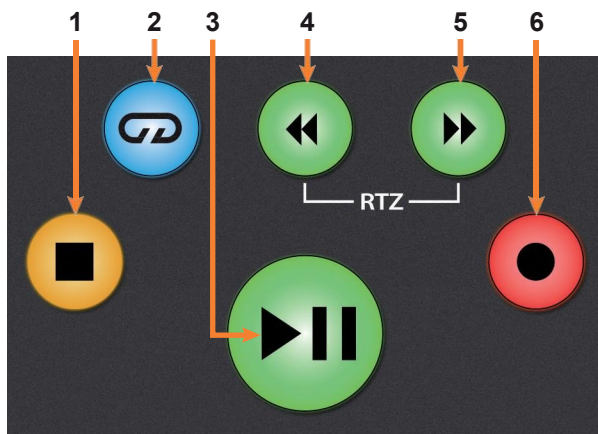
现在你的FaderPort已经可以使用了。好好享受吧!

## 4.2 Channel Strip 通道条插件



1. **Arm.** Pressing the Arm button will allow you to arm the currently selected track for recording. Press with SHIFT to arm all tracks for recording.  
按 "Arm"按钮, 可以为录音配备当前选定的轨道。按 SHIFT键可为录音配备所有音轨。
2. **Mute.** Mutes the corresponding channel's output signal. Press with SHIFT for Mute Clear. 将相应通道的输出信号静音。按SHIFT键, 可以清除静音。
3. **Solo.** Isolates the corresponding channel's output signal in the mix. Press with SHIFT for Solo Clear. 隔离混音中相应通道的输出信号。与 SHIF T一起按, 可以进行独奏清除。
4. **Bypass / Bypass All.** At the time of publication, this button has no functionality in Logic.在公布之时, 这个按钮在Logic中没有任何功能。
5. **Touch-Sensitive Fader.** This 100 mm motorized fader can be used to control volume levels and panning in Pan Flip mode. **See Section 4.4 for details.** 这个100毫米的机动控制器可以用来控制音量大小和Pan Flip模式下的声像控制。详情见第4.4节。

## 4.3 Transport Controls 传输控制



1. **Stop.** Stops playback. Press a second time to return to the project start point, or the beginning of the nearest cycle area, if Cycle mode is active.  
停止播放。再按一次, 回到项目的起始点, 如果Cycle 模式处于活动状态, 则回到最近的循环区域的起始点。
2. **Loop.** Engages / disengages cycle/loop playback. Press and hold the Loop and Rewind button simultaneously to set the cycle start point at the current timeline position.  
启用/取消循环/回路播放。同时按住 " Loop"和 "Rewind" 按钮, 将循环的起始点设置在当前的时间线位置。  
Press and hold the Loop and Fast Forward buttons simultaneously to set the cycle end point at the current timeline position.  
同时按住 "Loop" 和 "Fast"按钮, 将循环终点设置在当前时间

线位置。

3. **Play / Pause.** Starts playback at the current playback-cursor position. Press again to restart playback at the previous play position.

在当前的播放光标位置上开始播放。再按一次，在前一个播放位置重新开始播放。

Hold the Shift button and press Play to Pause playback.  
按住Shift键并按下Play键来暂停播放。

4. **Rewind.** Press and hold to move the cursor backward through the timeline. Repeated pressing will accelerate speed.

按住不放可以在时间轴上向后移动光标。反复按压会加快速度。

5. **Fast Forward.** Press and hold to move the cursor forwards through the timeline. Repeated pressing will accelerate speed.

按住不放可以在时间轴上向前移动光标。反复按压会加快速度。

6. **Record.** Starts recording at the current playback- cursor position for record-enabled tracks.

在当前播放的光标位置开始录音，用于支持录音的轨道。

## 4.4 The Session Navigator 会话导航

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.

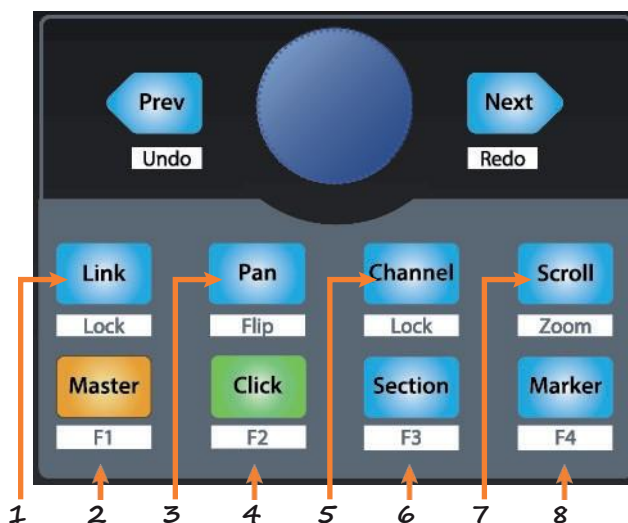
会话导航仪提供快速导航和会话控制。每个按钮都改变了按钮编码器和两侧的 "Next" 和 "Prev" 按钮的功能。

Pressing SHIFT + Prev will Undo the last action.

Pressing SHIFT + Next will Redo the last action.

按SHIFT+Prev可以撤销上一个动作。

按SHIFT + Next将重做上一个动作。



1. **Link.** At the time of publication, this button has no function in Logic.
2. **Master.** Encoder and navigation buttons control the Master level. Press SHIFT + Master to open Screenset 1.
3. **Pan.** Encoder controls panning. Navigation buttons scroll through track list. Press SHIFT + Pan to use the fader to control panning.
4. **Click.** Turns the metronome on/off. The metronome can be engaged or disengaged while any mode is active. Press SHIFT + Click to open Screenset 2.
5. **Channel.** Encoder and navigation buttons control individual channel scrolling. Press SHIFT + Channel to lock the channel controls to the currently selected track.
6. **Section.** Engages Punch In switch. Press SHIFT + Section triggers MIDI Note G#2.
7. **Scroll / Zoom.** Press once to advance the current playback position by one bar. Press a second time to engage scrubbing. While scrubbing is active, the Scroll button will blink. Press and hold the Loop button in the Transport to use the Encoder to set a loop range starting from the current playback position.  
Press SHIFT + Scroll to enable Zooming. While Zoom is active, encoder controls horizontal zooming. Navigation buttons control vertical zooming.
8. **Marker.** Encoder and navigation buttons scroll through markers. Press Encoder to drop a marker. Press SHIFT + Marker to open Screenset 4.



1. **Link.** 在公布时，这个按钮在Logic 中没有任何功能。
2. **Master.** Encoder 编码器和 navigation 导航按钮控制主水平。按SHIFT + Master 来打开Screenset 1。
3. **Pan.** 编码器控制平移。Navigation 导航按钮在轨道列表中滚动。按SHIFT + Pan 来使用控制器来控制平移。
4. **Click.** 将节拍器打开/关闭。在任何模式下，节拍器都可以参与或不参与。按SHIFT + Click 来打开 Screenset 2。
5. **Channel.** 编码器和导航按钮控制各个频道的滚动。按SHIFT + Channel 来锁定通道控制，来到当前选择的轨道。
6. **Section.** 启用Punch In开关。按 SHIFT + Section 启动 MIDI音符G#2。
7. **Scroll / Zoom.** 按一次，可以使当前的播放位置前进一小节。再按一次，就可以进行刷新。当数据清理激活时，滚动按钮将闪烁。按住Transport中的 Loop 按钮，用Encoder 来设置一个从当前播放位置开始的循环范围。  
按SHIFT + Scroll 键来启用缩放功能。当缩放处于激活状态时，编码器控制水平缩放。  
导航按钮控制垂直缩放。
8. **Marker.** 编码器和导航按钮在标记器中滚动。按编码器可以放下一个标记。按SHIFT + Marker，打开Screenset 4。

## 4.5 Automation Controls 自动化控制



1. **Touch / Latch.** Engages Touch Automation on the currently selected track. Press the SHIFT and Touch buttons simultaneously to engage Latch Automation on the currently selected track.  
在当前选定的轨道上，启动“Touch Automation”。同时按SHIFT键和触感键，在当前选定的轨道上，实现自动化锁存。
2. **Write / Trim.** Engages Write Automation on currently selected track. Press the SHIFT and Write buttons simultaneously to toggle Trim automation when Latch or Touch modes are active.  
在当前选择的音轨上，进行“Write Automation”。当Latch或Touch模式激活时，同时按下SHIFT和Write按钮，可以切换Trim自动化。
3. **Read / Off.** Engages Read Automation on the currently selected track. Press the SHIFT and Read buttons simultaneously to undo the last action.  
在当前选择的音轨上，启用“Read Automation”。同时按下SHIFT和Read按钮，可以撤销上一个动作。

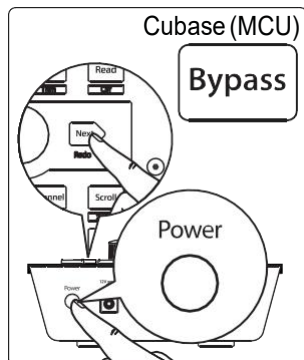
## 4.6 Bypass



- Bypass.** Switch faders to control Return tracks.  
**Bypass.** 切换控制器来控制返回轨道。

## 5 Cubase / Nuendo (MCU)

### 5.1 Getting Started 开始使用

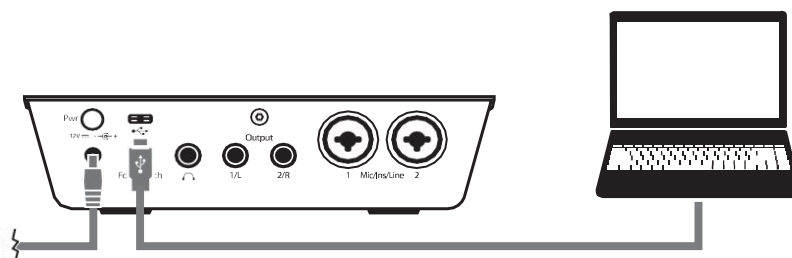


By default, the FaderPort is in Studio One operation mode. To switch to Cubase / Nuendo operation, press and hold the NEXT button while powering on your FaderPort, then press the Bypass button to enable Cubase / Nuendo (MCU) operation.

默认情况下，FaderPort 处于 Studio One 操作模式。要切换到 Cubase / Nuendo 的操作，打开 FaderPort 的同时，按住 NEXT 按钮，然后按 Bypass 按钮来启用 Cubase / Nuendo (MCU) 的操作。

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.

FaderPort 在 macOS® 和 Windows® 中都是一个符合等级标准的设备。只需将 FaderPort 连接到电脑上的一个空闲 USB 端口。不需要进一步安装。

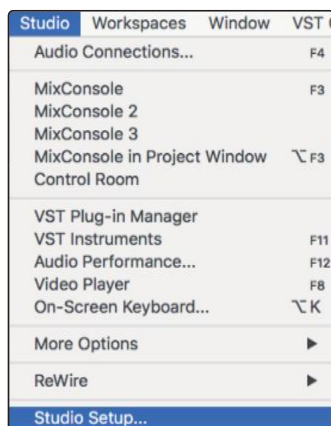


Once you have connected your FaderPort to your computer and the power supply, power it on and launch Cubase or Nuendo to set up the FaderPort as a Mackie Control Universal device.

一旦你将 FaderPort 连接到你的电脑和电源上，打开电源并启动 Cubase 或 Nuendo，将 FaderPort 设置为 Mackie Control Universal 设备。

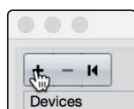
1. Go to Studio | Studio Setup.

进入工作室|工作室设置。



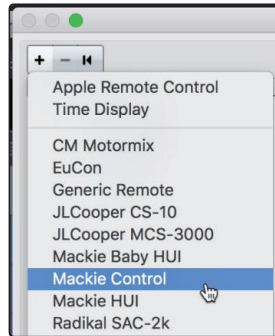
2. In the Setup window, click the "Add/Remove" menu to add the first Mackie Control device.

在设置窗口，点击 "添加/删除" 菜单，添加第一个 Mackie Control 设备。



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

从下拉菜单中，选择 "Mackie Control"。

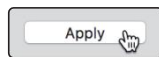


4. Set the MIDI Input and Output to "PreSonus FP2."

将MIDI输入和输出设置为 "PreSonus FP2"。

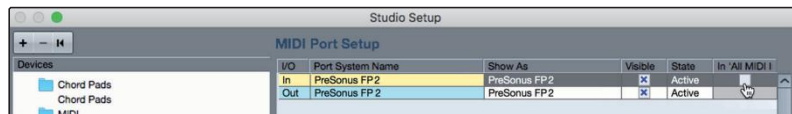


5. Click "Apply." 点击 "Apply"



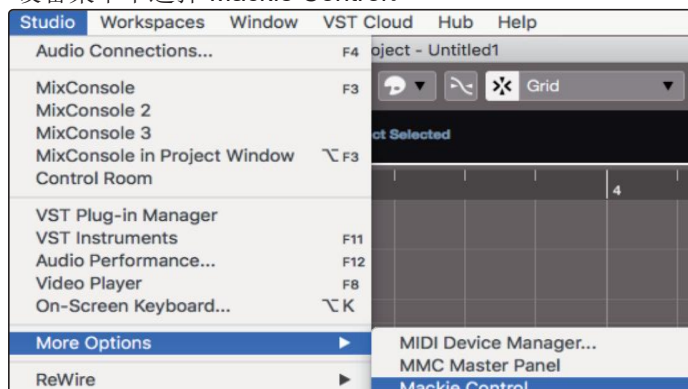
6. Select MIDI Port Setup and make sure that "In All MIDI" box is unchecked and then click "OK."

选择 MIDI 端口设置，确保 "在所有 MIDI 中" 的方框没有被选中，然后点击 "OK"。



7. You will need to switch the Mackie Control device to Compatibility mode. To do this, select the Mackie Control from the Devices menu.

你需要把 Mackie Control 设备切换到 "Compatibility" 兼容模式。要做到这一点，从设备菜单中选择 Mackie Control。



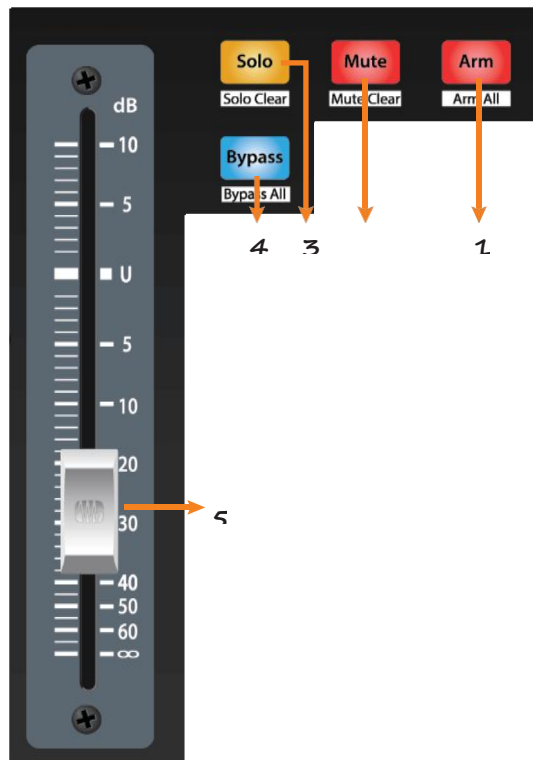
8. From the pop-up windows, select Cubase from the menu.

在 pop-up 窗口中，选择菜单中的 Cubase。



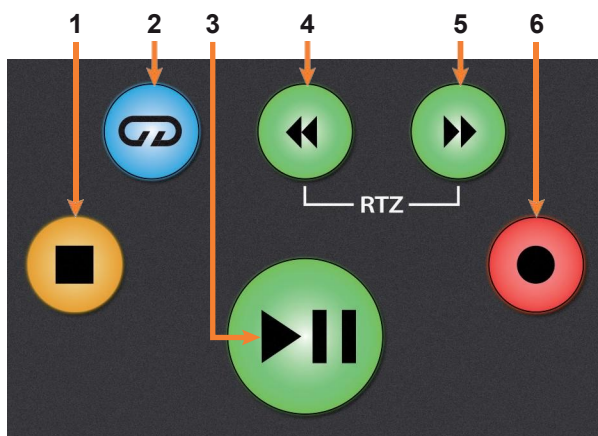
Your FaderPort is now ready to use. Enjoy!  
FaderPort 现在你可以使用了。尽情享受吧!

## 5.2 Channel Strip 通道条插件



- 1. Arm.** Pressing the Arm button will allow you to arm the currently selected track for recording. Press with SHIFT to arm all tracks for recording.  
按 "Arm" 按钮，你可以配备当前选定的轨道进行录音。按SHIFT键，可以将所有的音轨随时配备起来进行录音。
- 2. Mute.** Mutes the corresponding channel's output signal. Press and hold to mute momentarily. Press with SHIFT for Mute Clear.  
将相应通道的输出信号静音。按住可以瞬间静音。按下SHIFT键可以 "Mute Clear" 清除静音。
- 3. Solo.** Isolates the corresponding channel's output signal in the mix. Press and hold to solo momentarily. Press with SHIFT for Solo Clear.  
在混音中隔离相应通道的输出信号。按住不放可以瞬间独奏。按住SHIFT键可以Solo Clear 清除独奏。
- 4. Bypass / Bypass All.** At the time of publication, this button has no function in Cubase or Nuendo.  
在公布时，这个按钮在Cubase或Nuendo中没有功能。
- 5. Touch-Sensitive Fader.** This 100 mm motorized fader can be used to control volume levels and panning in Pan Flip mode. See Section 5.4 for details.  
这个100毫米的机动控制器，可以用来控制音量大小和Pan Flip 模式下的声像控制。详见第 5.4 节。

## 5.3 Transport Controls 传输控制



- 1. Stop.** Stops playback. Press twice to return to the initial playback position.  
停止播放。按两次可以回到最初的播放位置。
- 2. Loop.** Engages / disengages Looping.  
启用/取消循环播放。
- 3. Play / Pause.** Starts playback at the current playback- cursor position. Pause is not available in Cubase.  
在当前的播放光标的位置，开始播放。暂停在 Cubase 中不可用的。

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.  
按住不放可以使光标在时间轴上向后移动。同时按Rewind 和 Fast按钮，可以返回到零点。
5. **Fast Forward.** Press and hold to move the cursor forward through the timeline.  
长按可以将光标在时间轴上向前移动。
6. **Record.** Starts recording at the current playback- cursor position for record-enabled tracks.  
在当前播放光标的位置，开始录音。用于支持录音的轨道。

## 5.4 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.

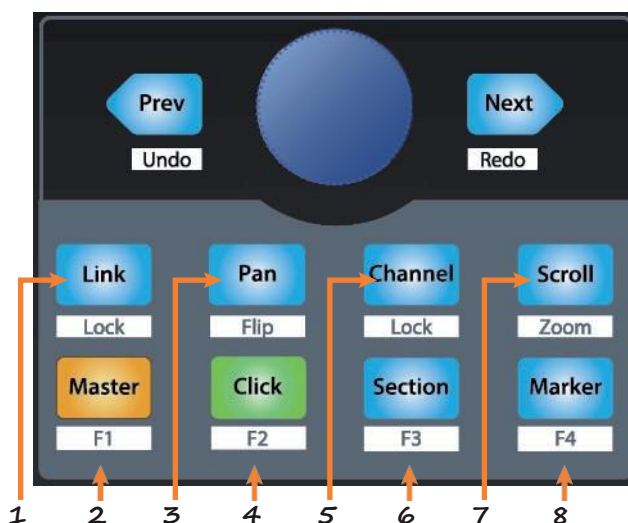
Session Navigator 会话导航仪提供快速导航和会话控制。每个按钮都会改变按钮编码器和两侧的 "下一步" 和 "上一步" 按钮的功能。

Pressing SHIFT + Prev will Undo the last action.

Pressing SHIFT + Next will Redo the last action.

按 SHIFT+Prev 可以撤销上一个动作。

按 SHIFT + Next 将重做上一个动作。



1. **Link.** Pressing the Link button toggles the Channel Setting Window. Press SHIFT + Link to bring the Arrangement into focus.

按链接按钮可以切换到通道设置窗口。按SHIFT + Link键，使 Arrangement成为焦点。

2. **Master.** The Encoder controls the Master bus level. Navigation buttons switch between the left / right panning and front / rear panning. Press SHIFT + Master to open Channel Visibility Configuration 1.

编码器控制主总线的电平。导航按钮在左/右平移和前/后平移之间切换。按SHIFT + Master来打开Channel Visibility Configuration 1。

3. **Pan.** Encoder controls panning. Navigation buttons scroll through track list. Press SHIFT + Pan to use the fader to control panning.

编码器控制平移。导航按钮在轨道列表中滚动。按SHIFT + Pan来使用控制器来控制声像。

4. **Click.** Pressing the Click button toggles the Mixer. Press SHIFT + Click to open Channel Visibility Configuration 2.

按 "点击" 按钮可以切换混音器。按SHIFT + Click来打开 Channel Visibility Configuration 2。

5. **Channel.** Encoder scrolls and selects individual channels. Navigation buttons adjust the current bank by one channel. Press SHIFT + Channel to lock the channel controls to the currently selected track.  
编码器滚动并选择单个通道。导航按钮按一个通道调整当前的库。按SHIFT + Channel来锁定通道，控制到当前选择的轨道。
6. **Section.** Enables scrubbing control with the encoder and navigation buttons. Press SHIFT + Section to open Channel Visibility Configuration 3.  
启用编码器和导航按钮的擦写控制。按SHIFT + Section键，打开通道可见性配置3。
7. **Scroll / Zoom.** 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. Press SHIFT+ Scroll to enable Zooming. While Zoom is active, encoder controls horizontal zooming. Navigation buttons control vertical zooming.  
编码器和导航按钮控制时间线的滚动。默认情况下，滚动模式被设置为Coarse tune滚动，再按一次滚动按钮，就可以进行 Fine tune滚动。按SHIFT+ Scroll键来启用缩放。当缩放处于活动状态时，编码器控制水平缩放。导航按钮控制垂直缩放。
8. **Marker.** Encoder and navigation buttons scroll through markers. Press the Encoder to drop a marker. Press SHIFT + Marker to open Channel Visibility Configuration 4.  
编码器和导航按钮在标记物中滚动。按编码器可以放下一个标记。按SHIFT + 标记，打开Channel Visibility Configuration 4。



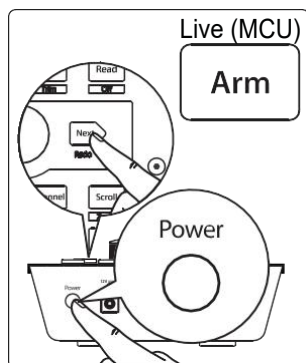
## 5.5 Automation Controls 自动化控制



1. **Touch / Latch.** Press Touch to open the dialog prompt in Cubase to revert to the last saved version of your session.  
按Touch键，打开Cubase中的对话提示，恢复到你的会话的最后保存的版本。
2. **Write / Trim.** Engages Write Automation on the currently selected track.  
在当前选择的音轨上，进行 Write Automation。
3. **Read / Off.** Engages Read Automation on the currently selected track. Press again to turn automation off on the currently selected track.  
在当前选定的轨道上，启用 Read Automation。再按一次，关闭当前选定轨道上的自动化。

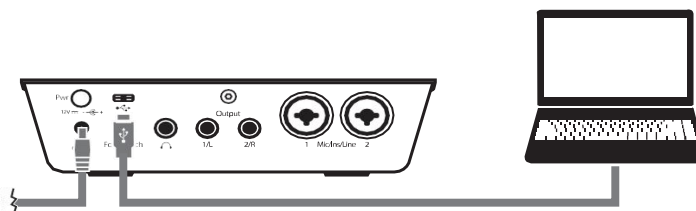
## 6 Live (MCU)

### 6.1 Getting Started 开始使用



By default, the FaderPort is in Studio One operation mode. To switch to Live operation, press and hold the NEXT button while powering on your FaderPort, then press the Arm button to enable Live (MCU) operation.

默认情况下，FaderPort 处于 Studio One 操作模式。要切换到现场操作，在打开FaderPort电源的同时，按住NEXT按钮，然后按 Arm按钮，启用现场（MCU）操作。



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.

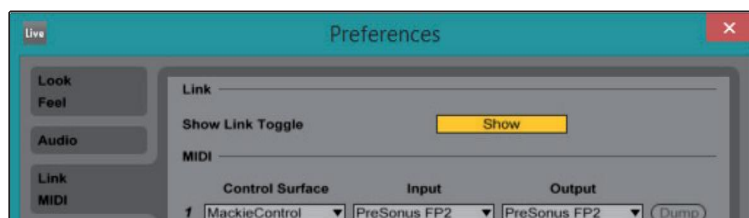
FaderPort 在 macOS® 和 Windows® 中，都是一个符合等级标准的设备。只需将FaderPort连接到电脑上的一个空闲USB端口。不需要进一步安装。

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

一旦你将FaderPort连接到你的电脑和电源上，打开电源并启动 Live，将FaderPort设置为 Mackie Control Universal 设备。

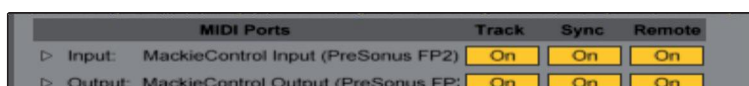
1. Go to Live | Preferences  
进入Live | 首选项
2. Choose the Link MIDI tab and set Control Surface 1 to Mackie Control and the Input and Output to "PreSonus FP2."

选择链接MIDI标签，将 Control Surface 1 设置为 Mackie Control，输入和输出设置为 "PreSonus FP2"。



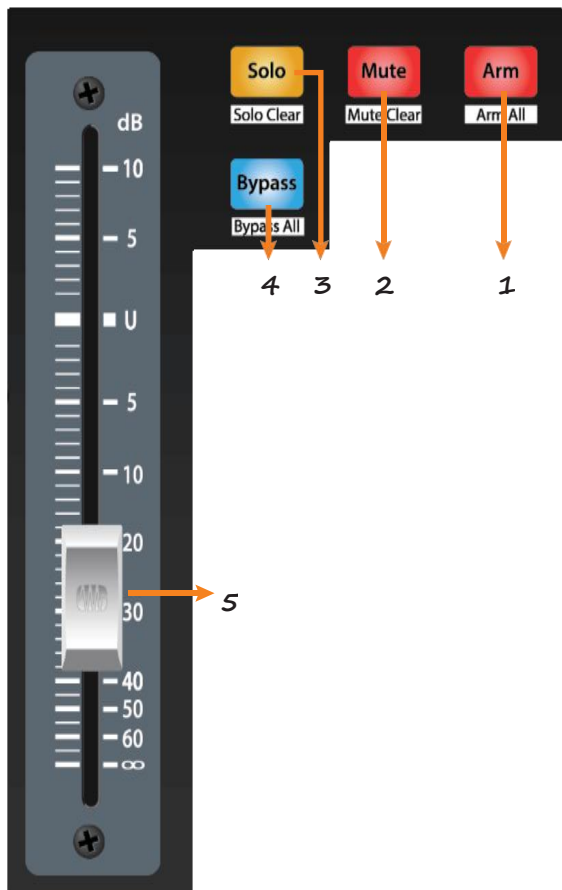
3. Make sure that Track, Sync, and Remote are all enabled for both the Input and the Output of "MackieControl."

确保 "MackieControl" 的输入和输出，Track、Sync和 Remote全被启用。



Your FaderPort is now ready to use. Enjoy!  
你的 FaderPort 现在可以使用了。尽情享受吧!

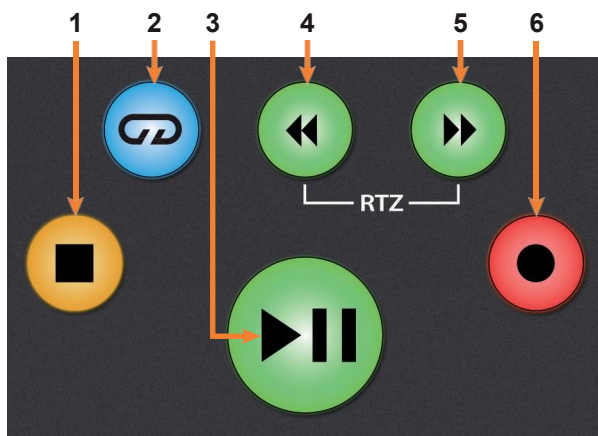
## 6.2 Channel Strip 通道条插件



1. **Arm.** Pressing the Arm button will allow you to arm the currently selected track. Press with SHIFT to arm the currently focused bank of tracks for recording. 按 "Arm "按钮，可以对当前选定的轨道进行配备。按下SHIFT键，可以对当前关注的轨道组进行配备，以便进行录音。
2. **Mute.** Mutes the corresponding channel's output signal. Press with SHIFT to clear all mutes for the currently focused bank.  
将相应通道的输出信号静音。按SHIFT键可以清除当前聚焦的库的所有静音。
3. **Solo.** Isolates the corresponding channel's output signal in the mix. Press with SHIFT to clear all solos for the currently focused bank.  
隔离混音中相应通道的输出信号。按SHIFT键可以清除当前焦点库的所有独奏。
4. **Bypass / Bypass All.** Press to Show/Hide the Detail View.  
按下Show 显示/Hide隐藏键，详细视图
5. **Touch-Sensitive Fader.** This 100 mm motorized fader can be used to control volume levels and panning in Pan Flip mode. See Section 6.4 for details.

这个100毫米的机动控制器，可以用来控制音量大小和Pan Flip 模式下的声像控制。详见第6.4节。

## 6.3 Transport Controls 传输控制



1. **Stop.** Stops playback. Press again to return to zero.  
停止播放。再按一次就可以返回到零点。
2. **Loop.** Engages / disengages Looping.  
启用/取消循环播放。
3. **Play / Pause.** Starts playback at the current playback-cursor position. Press again to restart playback at the previous play position.  
在当前的播放光标的位置，开始播放。再按一下，在前一个播放位的位置，重新开始播放。
4. **Rewind.** Press and hold to move the cursor backward through the timeline.  
按住不放，可以使光标在时间轴上向后移动。

5. **Fast Forward.** Press and hold to move the cursor forwards through the timeline.  
按住不放，可以使光标在时间轴上向前移动。
6. **Record.** Starts recording at the current playback- cursor position for record-enabled tracks.  
在当前播放的光标的位置，开始录音，用于支持录音的轨道。

## 6.4 The Session Navigator 会话导航

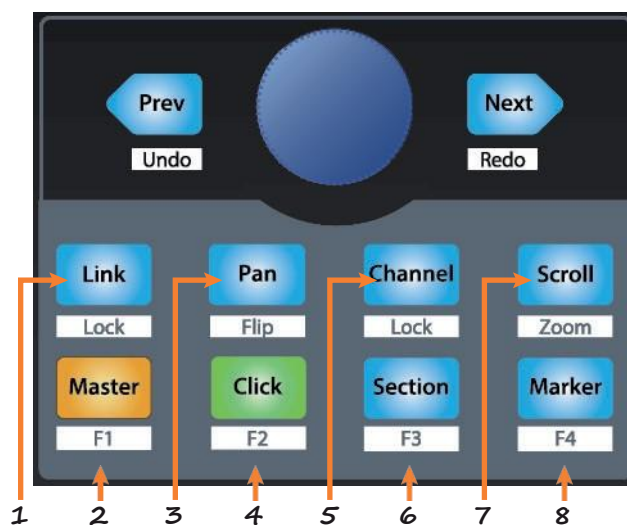
The Session Navigator provides quick navigation and session controls. Each button alters the functions of the push-button encoder and the Next and Prev buttons on either side.

会话导航仪提供快速导航和会话控制。每个按钮都改变了按钮编码器和两侧的“下一步”和“上一步”按钮的功能。

Pressing SHIFT + Prev will Undo the last action.  
Pressing SHIFT + Next will Redo the last action.

按 SHIFT+Prev 可以撤销上一个动作。

按 SHIFT + Next 将重做上一个动作。



1. **Link.** Press to return to Arrangement. 按下 Link 返回到 Arrangement。
2. **Master.** Encoder controls the Master Level. Navigation buttons control Channel mode. Press SHIFT + Master triggers MIDI Note F#2.  
编码器控制主等级。导航按钮控制通道模式。按SHIFT + Master启动MIDI音符 F#2。
3. **Pan.** Encoder controls panning. Navigation buttons scroll through track list. Press SHIFT + Pan to use the fader to control panning. Press the encoder to reset panning to C.  
编码器控制平移。导航按钮在轨道列表中滚动。按SHIFT + Pan来使用f控制器控制声像。按编码器可以重置panning 为 C。
4. **Click.** Engages the Punch-in switch. Press SHIFT + Click triggers MIDI Note G2.  
启用Punch-in开关。按SHIFT + Click 启动 MIDI Note G2。
5. **Channel.** Encoder and navigation buttons control individual channel scrolling. Press SHIFT + Channel to lock the channel controls to the currently selected track.  
编码器和导航按钮，控制单个通道的滚动。按SHIFT + Channel可以将通道控制锁定在当前选择的轨道上。
6. **Section.** Encoder nudges the selected event. Use the navigation buttons to navigate through the events on the Arranger track. Press SHIFT + Section triggers MIDI Note G#3. Section = Punch Out Switch, MIDI note G#2.

编码器对选定的项目进行点动。使用导航按钮，浏览编曲器轨道上的项目。按 SHIFT + Section 启动MIDI音符G#3。Section = Punch Out开关，MIDI音符G#2。

7. **Scroll / Zoom.** While in Arranger view, the encoder controls horizontal zooming. Navigation buttons control vertical zooming for the currently selected track.

在编曲器视图中，编码器控制水平缩放。导航按钮控制当前选定轨道的垂直缩放。

While in Session view, pressing Zoom once will engage clip/ scene launch mode. Zoom and Scroll will both light up.

在会话视图中，按一次 "缩放" 将进入片段/场景启动模式。缩放和滚动将同时亮起。

- Encoder selects the next/previous scene. Navigation buttons select the next/previous track.
  - Press Zoom to launch the currently selected clip.
  - Press Scroll to launch the currently selected scene.
  - Press any other mode to leave clip/scene launch mode.
- 
- 编码器选择下一个/前一个场景。导航按钮选择下一个/上一个轨道。
  - 按 "Zoom" 键，启动当前选定的片段。
  - 按 "Scroll" 键，启动当前选定的场景。
  - 按任何其他模式，离开剪辑/场景启动模式。

8. **Marker.** Encoder scrolls though timeline in Arranger view. Use the Navigation button to jump to Next or Prev markers. MIDI Note A2.

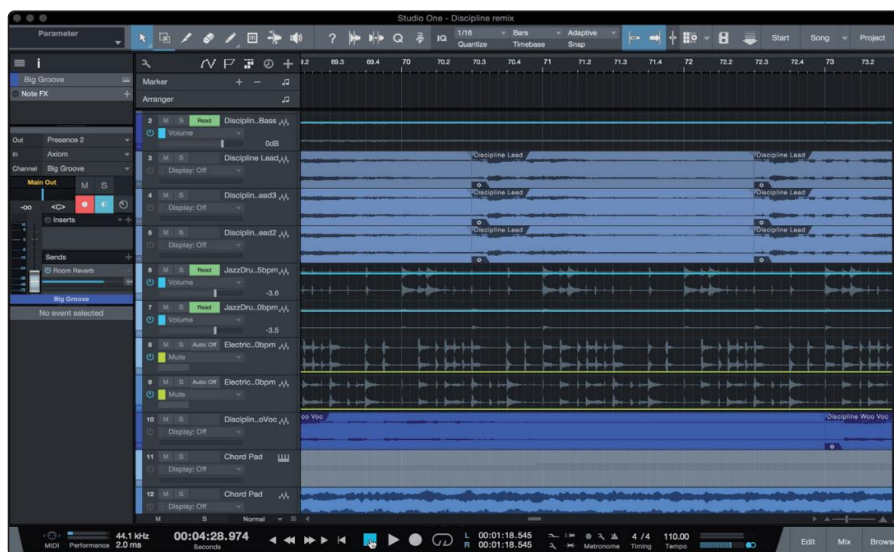
编码器在Arranger编排器视图中，滚动时间线。使用导航按钮，跳到下一个或上一个标记。MIDI音符A2。

## 6.5 Automation Controls 自动化控制器



1. **Touch / Latch.** Press to Show/Hide Browser.  
按下**Touch / Latch**键，显示/隐藏浏览器。
2. **Write / Trim.** Press to toggle Clip and Device views.  
按下**Write / Trim**键，切换剪辑和设备视图。
3. **Read / Off.** Press to toggle Session and Arrangement views. Press SHIFT + Read to toggle Draw Mode on or off.  
按下切换 Session会话和 Arrangement 排列视图。  
按 **SHIFT+Read** 键来切换 Draw Mode 绘图模式的开启或关闭。

## 7 Studio One Artist Quick Start Studio One 艺术家版快速入门



All registered FaderPort 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.

所有注册的FaderPort用户，都会收到Studio One Artist 录音和制作软件。无论你是要录制你的第一张专辑，还是第五十张专辑，Studio One Artist 会提供给你所有必要的工具，来捕捉和混音出一个超赞的表演。

**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>.

用户提示：作为一位PreSonus的重要客户，你可享受并获得升级到Studio One Professional 专业版本软件的折扣。关于PreSonus客户的Studio One 升级计划的更多细节，请访问 <https://shop.presonus.com/products/software/studio-one-prods>。

### 7.1 Installation and Authorization 安装和授权

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.

一旦你安装了音频接口的驱动程序，将其连接到电脑上，你就可以使用附带的PreSonus Studio One Artist 音乐制作软件，开始录音、混音和制作音乐。

要安装 Studio One Artist，请登录你的 My PreSonus 账户，并注册你的 FaderPort。你的 Studio One Artist 的产品密钥将自动注册到你的 My PreSonus 账户中，同时你的硬件注册，也会自动进行。

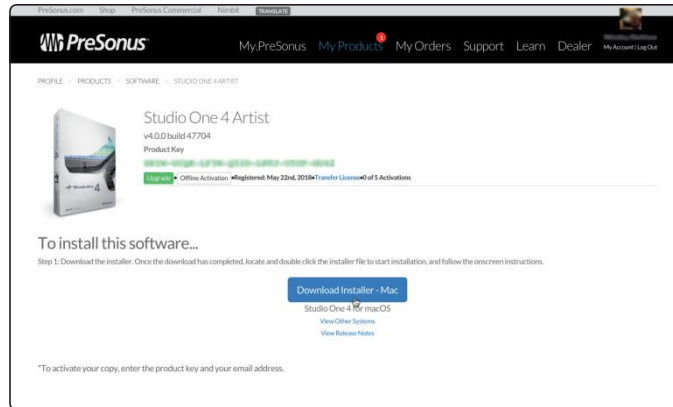


## Downloading and Running the Studio One Installer

### 下载并运行Studio One安装程序

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.

要安装Studio One Artist，请从你的My PreSonus账户下载Studio One Artist 音乐制作软件，安装到你使用它的电脑上。



**Windows:** Launch the Studio One Artist installer and follow the onscreen instructions.

**Windows:** 启动 Studio One Artist 安装程序，并按照屏幕上的指示操作。

**Mac:** Drag the Studio One Artist application into the Applications folder on your Mac hard drive.

**Mac:** 将Studio One Artist 应用程序，拖入到你 Mac 硬盘上的应用程序文件夹。

## Authorizing Studio One 授权给 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.

当 Studio One 第一次在你的电脑上启动时，它将与你的 My PreSonus 账户通信，并验证你的注册。为了确保无缝的授权过程，请确保将安装程序下载到你要使用的电脑上，并确保你的电脑在第一次启动应用程序时，与互联网连接。

## Installing Bundled Content for Studio One Artist

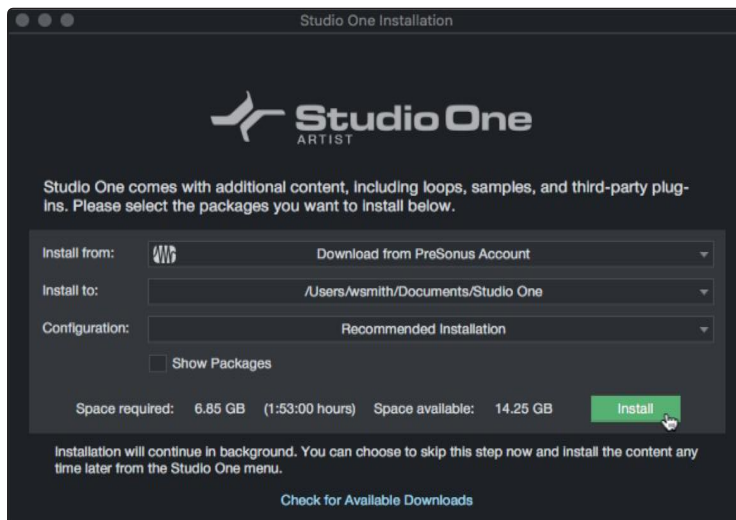
### 为 Studio One Artist 安装捆绑的内容

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.

Studio One Artist 捆绑了一系列的演示和教程材料、乐器、循环和样本。其中还包含了开始制作音乐你所需的全部内容。

当你第一次启动 Studio One Artist 时，你会被提示安装其配套内容。选择你想添加的内容并点击 "Install"。内容将自动开始从你的 "My PreSonus " 用户账户中下载和安装。



**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.

**用户提示:** 你可能会被提示输入你的 My PreSonus 用户帐户信息。点击 "Remember Credentials" 使你能够立即访问从 PreSonus Marketplace 购买的任何内容。

## 7.2 Setting Up Studio One 设置 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.

Studio One Artist 的设计，可以与 PreSonus 接口一起使用，并提供独特的互操作性和简化的设置。当 Studio One Artist 启动时，默认情况下，你会被带到 "Start" 页面。在这个页面上，你会发现文件管理和设备配置控制，以及一个可定制的艺术师档案，一个新闻提要，还有 PreSonus 的演示和教程链接。当你的电脑连接到互联网时，PreSonus 网站中的新教程会被更新。

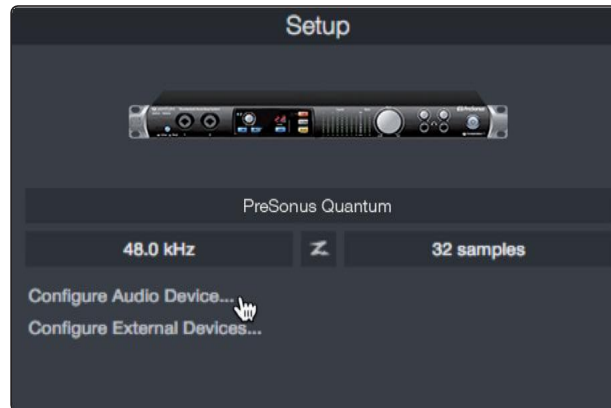
Complete information on all aspects of Studio One Artist is available in the Reference Manual PDF located within Studio One. The information in this tutorial covers only the basic aspects of Studio One Artist and is intended to get you set up and recording as quickly as possible.

关于 Studio One Artist 各方面的完整信息，可以在 Studio One 的《参考手册》PDF 中找到。本教程中的信息，只包括 Studio One Artist 的基本方面，目的是使你尽快完成设置和录制。

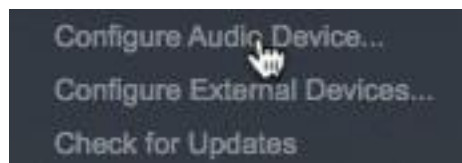
### 7.2.1 Configuring Audio Devices 配置音频设备

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.

在开始页面的中间，你会看到设置区域。Studio One Artist 会自动扫描你的系统，寻找所有可用的驱动，并选择一个驱动。默认情况下，如果有 PreSonus 的驱动，它将选择一个 PreSonus 的驱动。

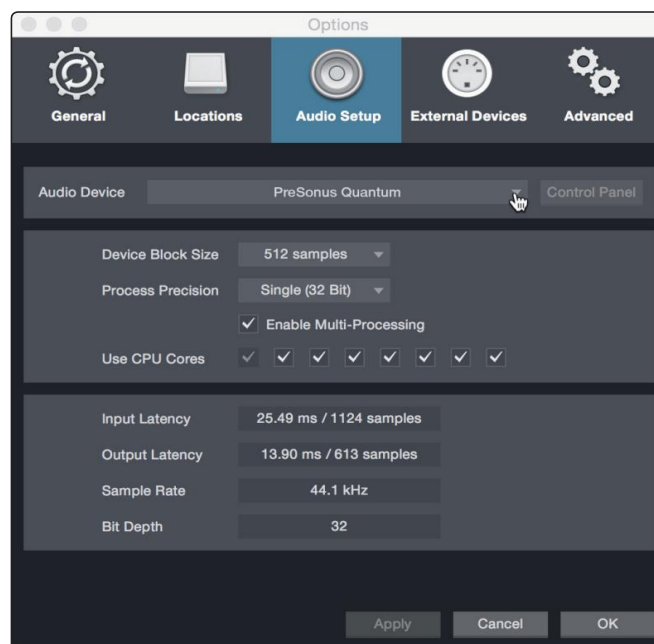


1. Click on the Configure Audio Interface link to select your audio interface driver.  
点击“Configure Audio Interface”配置音频接口链接，选择你的音频接口驱动程序。



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.

从“Audio Device”音频设备的下拉菜单中，选择你的音频接口。在这个页面，你也可以调整你的设备缓冲区大小。当你完成后，单击“确定”。



## 7.2.2 Configuring MIDI Devices 配置 MIDI 设备

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 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.

在 Studio One Artist 的外部设备窗口，你可以配置你的 FaderPort、MIDI 键盘控制器、声音模块和控制面。本节将指导你设置 FaderPort 以及其他 MIDI 键盘控制器和声音模块。关于其他 MIDI 设备的完整设置说明，请查阅 Studio One 中的《参考手册》。

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.

如果你使用的是第三方 MIDI 接口或 USB MIDI 控制器键盘，你必须在开始本节之前，安装这些设备所需的驱动程序。请查阅你的 MIDI 硬件附带的文件，了解完整的安装说明。

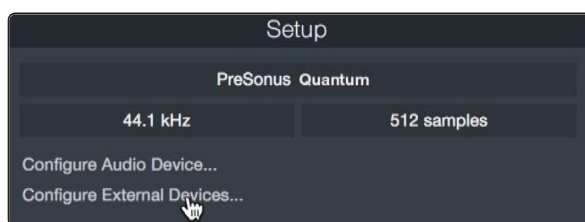
### Setting up the FaderPort 设置 FaderPort

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.

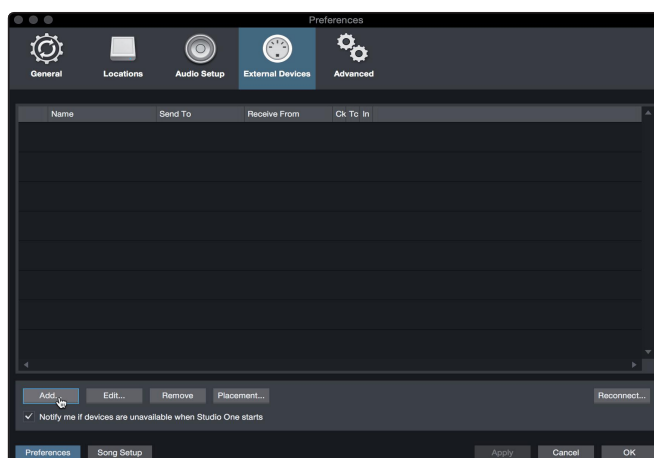
你可以在 "Start" 页面的设置区域，设置你的 FaderPort。在你开始之前，请确保你的 FaderPort 连接到电脑的一个 USB 端口，接通电源，并设置为 Studio One 模式。

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

点击 "Start" 页面设置区的 "配置外部设备" 链接，启动外部设备窗口



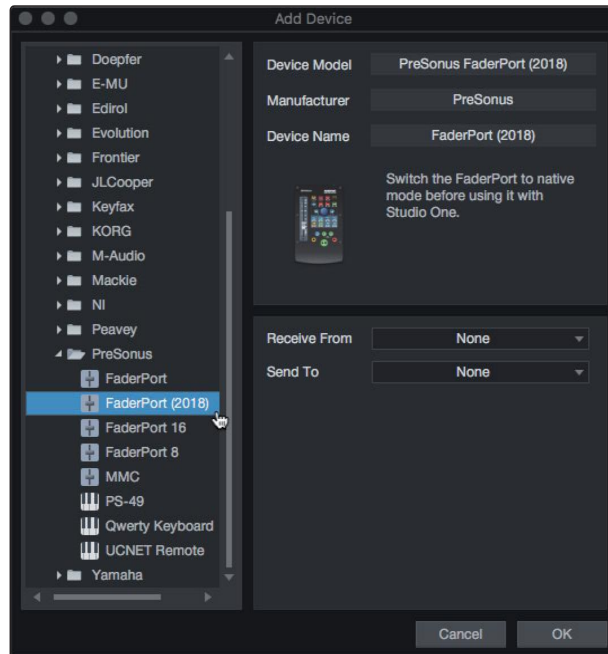
2. Click the Add button. This will launch the Add Device window.



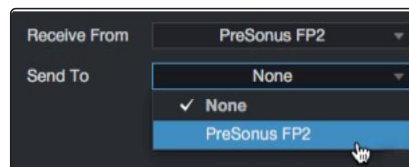
单击 "Add " 按钮。这将启动 "Add Device " 窗口。

3. From the menu on the left, click on the PreSonus folder and select "FaderPort (2018)."

从左边的菜单中，点击PreSonus文件夹，选择 "FaderPort (2018) "。



4. In the Receive From and Send To drop-down menus, select "PreSonus FP2."
- 在接收自和发送至下拉菜单中，选择 "PreSonus FP2"。



5. Click "OK."
- 点击 "OK"

## Setting up a MIDI Keyboard controller 设置一个MIDI键盘控制器

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.

MIDI键盘控制器是一种硬件设备，一般用于演奏和控制其他MIDI设备、虚拟乐器和软件参数。在Studio One Artist中，这些设备被称为键盘，它们必须经过配置才能使用。在某些情况下，你的MIDI键盘控制器也被用作音色发生器。Studio One Artist将控制器和音调发生器的功能视为两个不同的设备：一个MIDI键盘控制器和一个声音模块。MIDI控制器（键盘、旋钮、控制器等）将被设置为键盘。声音模块将被设置为一个乐器。

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.

你可以在 "Start" 页面的 "设置" 区域设置你的外部MIDI设备。在设置新的歌曲进行录音之前，花点时间来配置外部设备。

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.

确保你已经把外部MIDI控制器的MIDI输出连接到PreSonus的音频接口（如果有的话）或其他MIDI接口的MIDI输入上。如果你使用的是USB MIDI控制器，请将它连接到你的电脑上并接通电源。

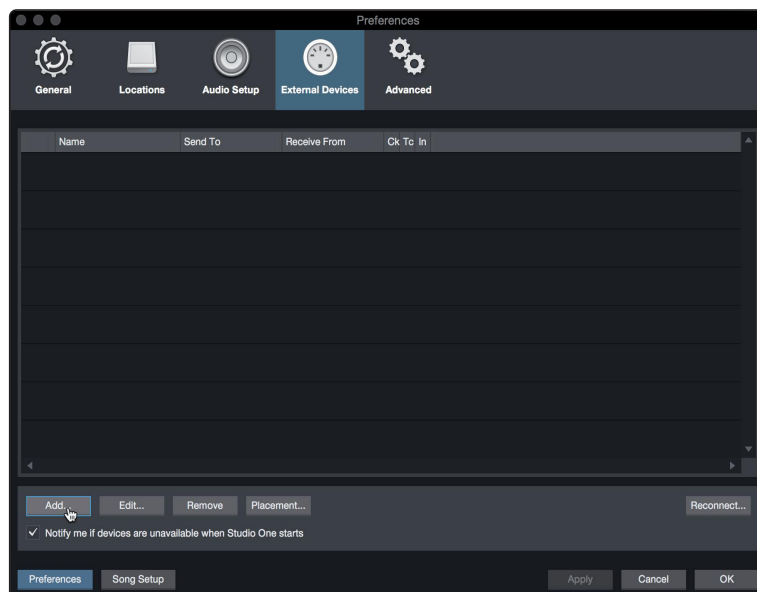
1. Click on the Configure External Devices link in the Setup area on the Start page to launch the External Devices window.

点击 "开始" 页面设置区的 "配置外部设备" 链接，启动外部设备窗口。



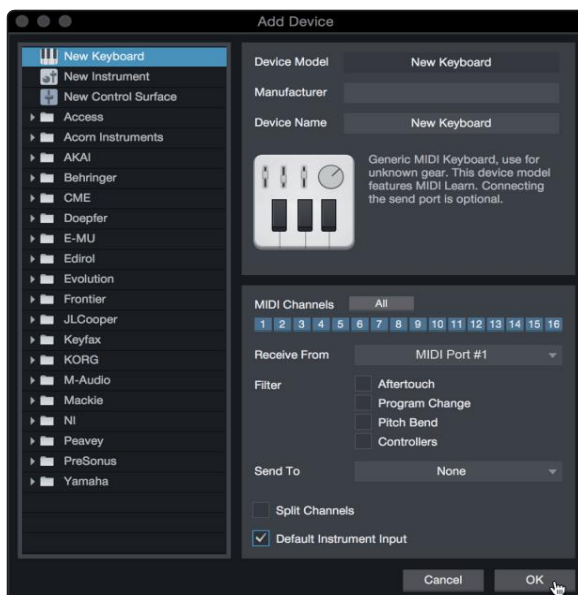
2. Click the Add button. This will launch the Add Device window.

单击 "Add button" 按钮。这将启动 "Add Device" 窗口。



- 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.

在左边的菜单中，从制造商和型号列表中，选择你的MIDI控制器。如果你没有看到你的MIDI控制器被列出，请选择“New Keyboard”。这时，你可以通过输入制造商和设备名称来定制你的键盘名称。



- 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.

你必须指定哪些 MIDI 通道，将被用来与该键盘通信。在大多数情况下，你应该选择所有的 MIDI 通道。如果你不确定要选择哪些 MIDI 通道，请选择全部 16 个。

- 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.

Studio One 允许你过滤掉特定的控制功能。如果你想让 Studio One 忽略 Aftertouch、Pitch Bend、Program Change 或所有 CC 信息，请启用这些信息的过滤。所有的 CC 信息，请启用任何或所有这些信息的过滤功能。

- 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).

在 Receive From（接收自）下拉菜单中，选择 Studio One Artist 接收 MIDI 数据的 MIDI 接口输入（也就是你的键盘所连接的 MIDI 端口）。

**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.

**用户提示:** 在 "Send To 发送到" 下拉菜单中, 选择MIDI接口输出, Studio One Artist 将从该接口向键盘发送MIDI数据。如果你的键盘控制器不需要从Studio One接收MIDI数据, 你可以不选择此项。

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.

如果这是你用来控制外部合成器和虚拟乐器的唯一键盘, 你应该勾选 "Default Instrument Input" 旁边的方框。这将自动分配你的键盘来控制Studio One Artist中的所有MIDI设备。

8. Click "OK."

点击 "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. 如果你有一个你想连接的声音模块, 让 "External Devices" 窗口打开, 然后继续本节的下一部分。如果没有, 你可以关闭该窗口, 跳到下一节。

### Setting up an External MIDI Sound Module 设置一个外部 MIDI 声音模块

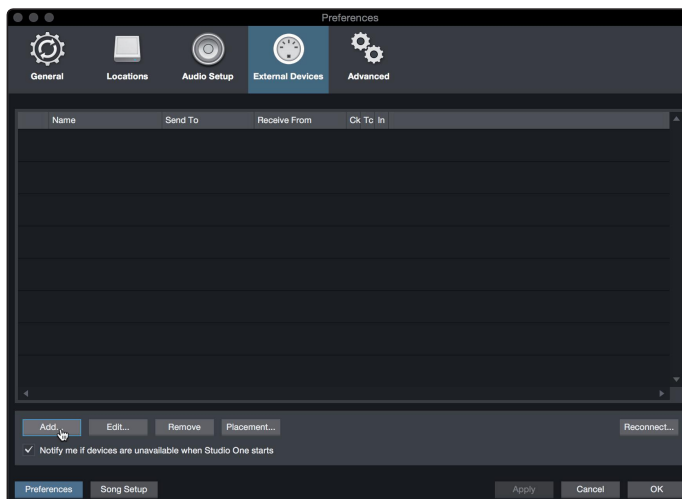
MIDI instrument controllers (keyboards, MIDI guitars, etc.) send musical information, in the form of MIDI data, to tone modules and virtual instruments, which respond by generating sound as instructed. Tone modules can be standalone sound devices or can be integrated into a MIDI instrument, such as a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

MIDI乐器控制器（键盘、MIDI吉它等）以MIDI数据的形式向音色模块和虚拟乐器发送音乐信息, 音色模块按照指示产生声音来回应。音色模块可以是独立的声音设备, 也可以集成到一个MIDI乐器中, 比如键盘合成器。Studio One Artist 把所有的音色发生器都称为乐器。一旦你设置了你的MIDI键盘控制器, 需要花点时间来配置你的声音模块。

Make sure you have connected the MIDI In of your external sound module to the MIDI Out of your MIDI interface.

确保你已经把你的外部声音模块的MIDI输入连接到你的MIDI接口的MIDI输出。

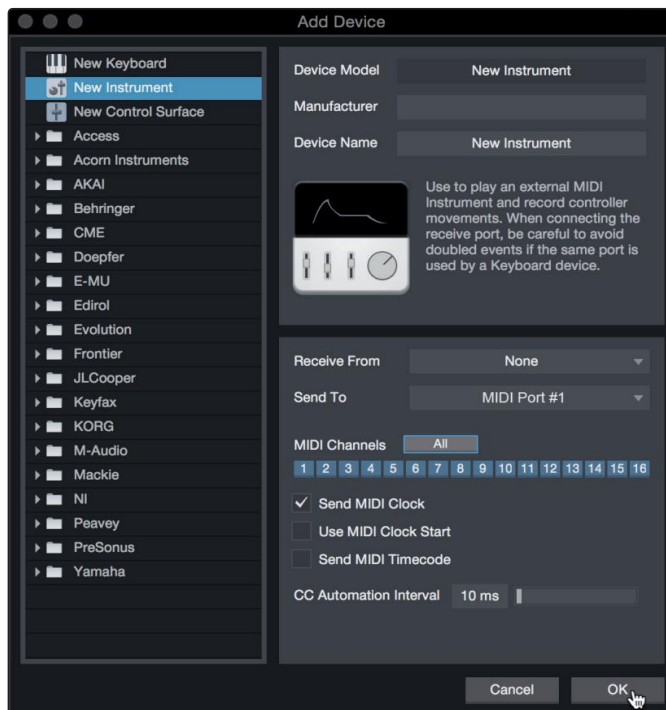
1. In the External Devices window, click the Add button.





在 "External Devices" 窗口, 点击 "Add" 按钮。

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.



在左边的菜单中选择你的乐器。如果你的设备没有列出, 请选择 "New Instrument"。这时, 你可以通过输入制造商和设备名称来定制你的键盘的名称。

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.

指定哪些MIDI通道将被用来与这个声音模块通信。在大多数情况下, 你应该选择所有的MIDI通道。如果你不确定要选择哪些MIDI通道, 我们建议你选择全部16个。

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.

在 "Send To" 菜单中, 选择MIDI接口输出, Studio One Artist 将从该接口向你的声音模块发送MIDI数据。点击 "OK", 关闭 "External Devices" 窗口。现在你已经准备好在 Studio One Artist 中开始录音了。

5. 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.

本 "Quick Start Guide" 快速入门指南的其余部分将介绍如何设置歌曲, 并将讨论在Studio One Artist环境中, 通常的一些导航的工作流程提示。

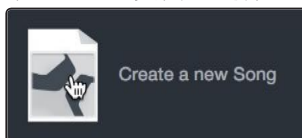
## 7.3 Creating a New Song 创建一首新歌曲

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.

现在你已经配置了你的音频和MIDI设备，让我们来创建一个新的歌曲。我们将从设置你的默认音频输入/输出开始。

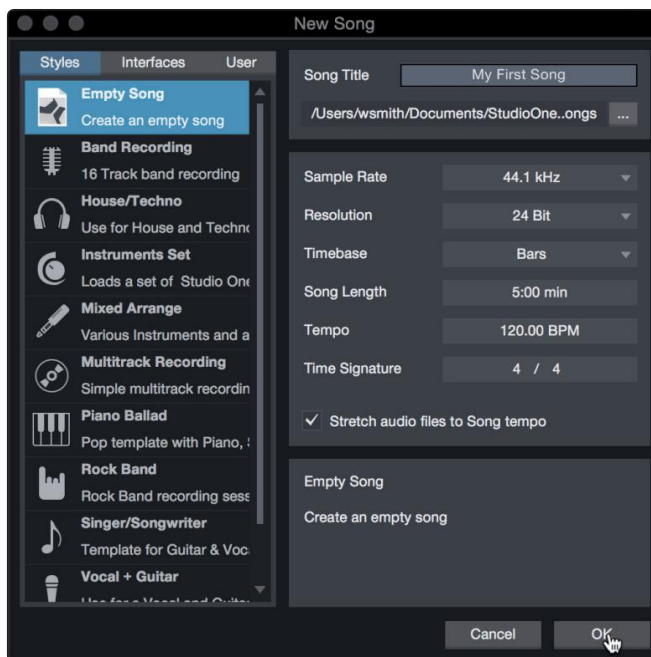
1. From the Start page, select "Create a New Song."

从 "Start " 页面，选择 "Create a New Song" 创建一首新歌曲。



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.

在 " New Song " 窗口，为你的歌曲命名，并选择你想保存的目录。你会注意到左边有一个模板列表。这些模板为各种设备和录音情况提供快速设置。本节将描述从一个空的会话中创建一首歌曲。



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.

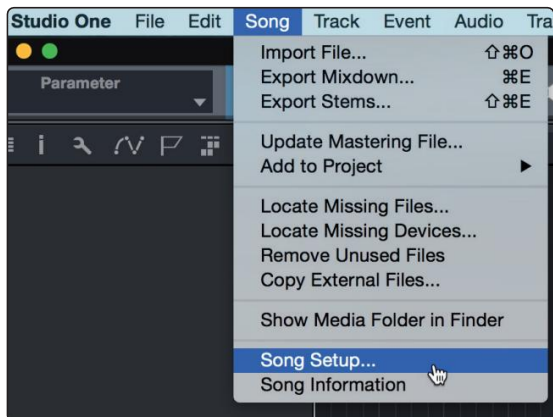
从模板列表中选择 "Empty Song"。在这一点上，应该给你的歌曲起个名字，并选择你喜欢的采样率和比特深度来进行录音和播放。你还可以设置歌曲的长度和你希望时间线遵循的时间格式类型（记号条、秒、样本或帧）。完成后，点击 "OK" 按钮。

**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.

**用户提示:** 如果你打算将循环播放导入你的歌曲, 请确保选择"将音频文件拉伸至歌曲节奏"选项。将自动以正确的节奏导入循环。

### 7.3.1 Configuring Your Audio I/O 配置你的音频输入/输出

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



点击歌曲 | 歌曲设置, 设置你的采样率和分辨率, 配置你的音频输入/输出。

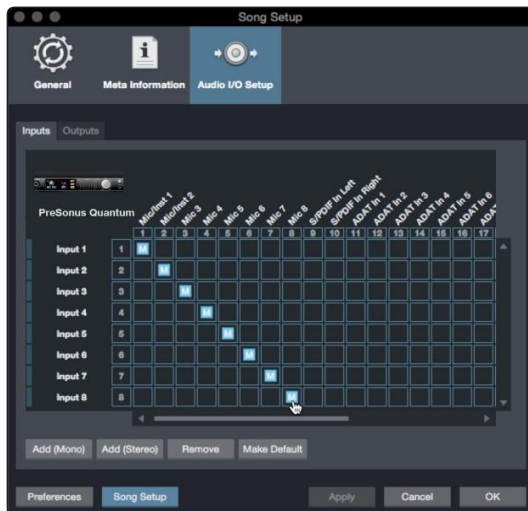
2. Click on the Audio I/O Setup tab.

点击音频 I/O 设置标签



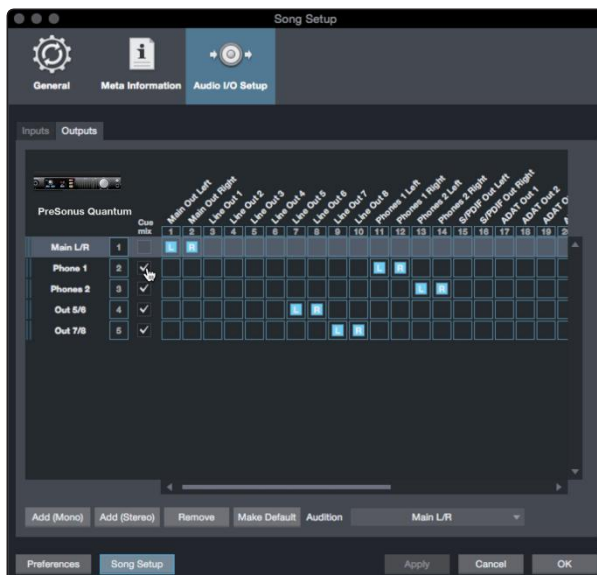
3. From the Inputs tab, you can enable any or all of the inputs on your audio interface that you'd like to have available. We recommend that you create a mono input for each of the inputs on your interface. If you plan on recording in stereo, you should also create a few stereo inputs.

在 Inputs (输入) 选项卡上, 你可以在你的音频接口上启用任何或所有你想使用的输入。我们建议, 为你接口上的每个输入创建一个单声道输入。如果你打算用立体声录音, 你也应该创建一些立体声输入。



- 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.

点击 "Outputs" 选项卡，启用你的音频接口上的任何或所有输出。在右下角，你会看到试听选择菜单。这允许你选择在将音频文件导入 Studio One Artist 之前，对其进行试听的输出。一般来说，你会希望这是主输出总线。

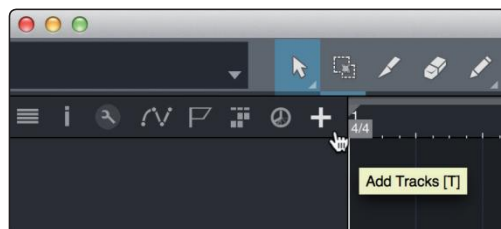


**Power User Tip:** If you would like this I/O configuration to be the same every time you open Studio One, click the Make Default button.

**用户提示:** 如果你希望每次打开 Studio One 的时候，这个 I/O 配置都是一样的，请点击 Make Default 按钮。

### 7.3.2 Creating Audio and Instrument Tracks 创建音频和乐器轨道

- 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.



在编曲窗口的左上角，你会注意到几个按钮。最靠右的按钮是 "Add Tracks" 按钮。点击这个按钮，打开 "Add Tracks" 窗口。

- 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.

- 在 "Add Tracks" 窗口中，你可以自定义音轨名称和颜色，添加预设的效果器，并为音轨的输入和输出设置物理源。最重要的是，你可以选择你想创建的轨道的数量和类型。



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

使用这种轨道类型来录制和播放音频文件。

**Instrument.** Use this track to record and playback MIDI data to control external MIDI devices or virtual instrument plug-ins.

使用这种轨道来记录和播放MIDI数据，以控制外部MIDI设备或虚拟乐器插件。

**Automation.** This track type lets you create automated parameter controls for your session.

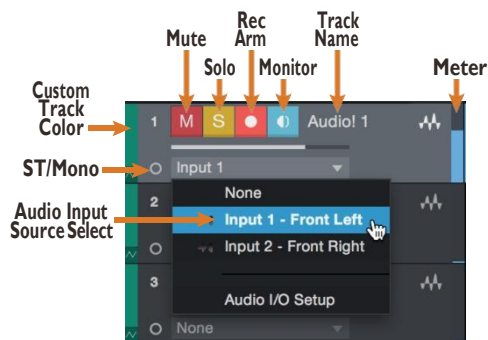
这种轨道类型可以为你的会话创建自动参数控制。

**Folder.** This track helps you to manage your session as well as to quickly edit multiple tracks at once.

这种轨道可以帮助你，并管理你的会话，以及一次快速编辑多个轨道。

**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.

**用户提示:** 如果你想为每个可用的输入添加一个音轨，请进入音轨 | 为所有输入添加音轨。



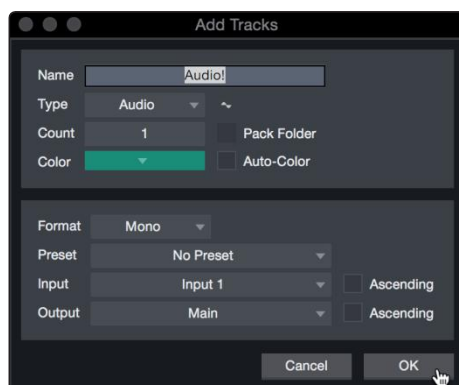
**Note:** Instrument tracks are nearly identical to audio tracks. The Input Source list for Instrument tracks lists available external MIDI devices as well as any virtual instruments that have been added to the Song.

**注意:** 乐器轨道几乎与音频轨道相同。乐器轨道的输入源列表列出了可用的外部MIDI设备，以及已经添加到歌曲中的任何虚拟乐器。

### 7.3.3 Recording an Audio Track 录制一个音轨

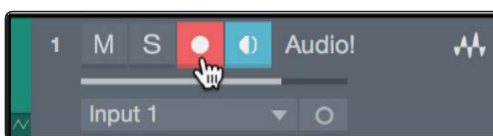
1. To begin recording, create an audio track from the Add Tracks window, set its input to Input 1 on your audio interface, and connect a microphone to the same input.

要开始录音，从 "Add Tracks" 窗口创建一个音轨，将其输入设置为音频接口上的 Input 1，并将一个麦克风连接到同一输入上。



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).

选择轨道上的 Record Enable。在对着麦克风说话/唱歌时，调高音频接口上的 Input1 电平。你应该看到 Studio One Artist 中的输入表对输入的反应。调整增益，使输入电平接近其最大值而不发生削波（失真）。



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

你现在可以开始录音了。如需完整的说明，请查阅位于 Help | Studio One Reference Manual 参考手册的“Studio One Reference manual 参考手册”。

### 7.3.4 Adding Virtual Instruments and Effects 添加虚拟乐器和效果器

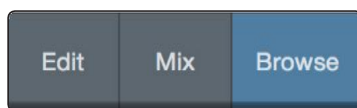
You can add plug-ins and instruments to your Song by dragging-and-dropping them from the browser. You can also drag an effect or group of effects from one channel to another, drag in customized effects chains, and instantly load your favorite virtual-instrument preset without ever scrolling through a menu.

从浏览器中你可以通过拖放插件和乐器来为你的歌曲添加插件和乐器。你还可以把一个或一组效果器，从一个通道拖到另一个通道，拖入定制的效果器链，并立即加载你最喜欢的虚拟乐器预设，而无需滚动菜单。

#### Opening the browser 打开浏览器

In the lower right corner of the Arrange window are three buttons:

在 "Arrange" 窗口的右下角有三个按钮：



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

编辑按钮可以打开和关闭音频和MIDI编辑器。

**Mix.** The Mix button opens and closes the Mixer window.

混合按钮打开和关闭混合器窗口。

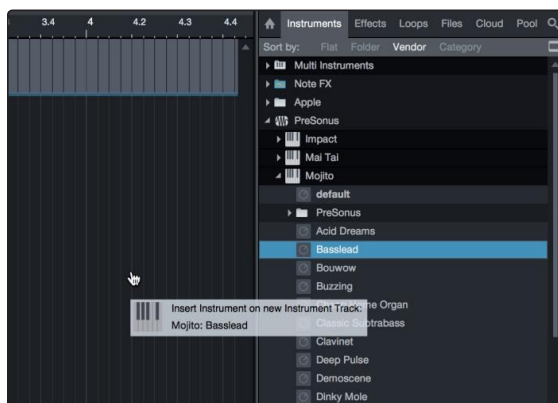
**Browse.** The Browse button opens the browser, which displays all of the available virtual instruments, plug-in effects, audio files, and MIDI files, as well as the pool of audio files loaded into the current session.

浏览按钮打开浏览器，显示所有可用的虚拟乐器、插件效果、音频文件和MIDI文件，以及加载到当前会话的音频文件共用资源。

#### Drag-and-Drop Virtual Instruments 拖放虚拟乐器

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.

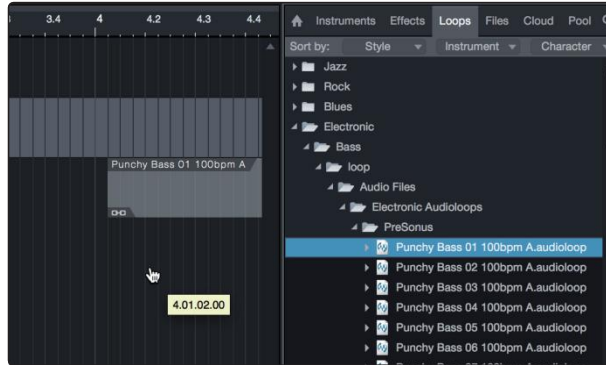
要在你的会话中，添加一个虚拟乐器，打开浏览器并点击乐器按钮。从乐器浏览器中，选择乐器或它的一个补丁，然后把它拖到编曲视图中。Studio One Artist 将自动创建一个新的音轨，并将该乐器作为输入载入。



### Drag-and-Drop Effects 拖放效果器

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.

要将插件效果添加到轨道上，请单击浏览器中的 "Effects" 按钮，并在效果浏览器中选择插件或其预置之一。将选择的效果拖放到你想添加效果的轨道上。

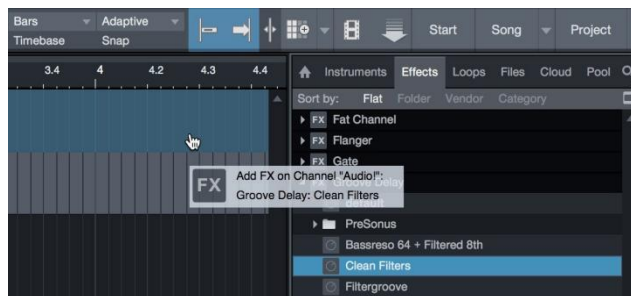


### Drag-and-Drop Audio and MIDI Files

#### 拖放音频和MIDI文件

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.

通过将音频和MIDI文件，从文件浏览器拖到编曲视图中，可以快速定位、试听并导入你的歌曲中。如果你把文件拖到一个空位上，就会创建一个新的轨道，把该文件放在你拖动的位置上。如果你把文件拖到一个现有的轨道上，该文件将作为该轨道的一个新部分被放置。



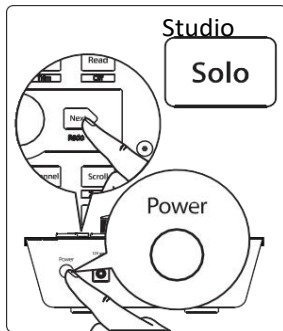


## 8 Appendix 附录

### 8.1 Operation Modes 操作模式

DAW	Recommended Mode
Ableton Live	MCU (Live)
Apple Logic	MCU (Logic)
Avid Pro Tools	HUI
MOTU Digital Performer	MCU (Logic)
PreSonus Studio One	Studio One
Steinberg Cubase	MCU (Cubase)
Steinberg Nuendo	MCU (Cubase)
Others	<p>MCU (Logic): If "FaderPort FP2" or "FaderPort (2018)" is not listed as a supported device in your DAW, you will need to configure it as follows:</p> <p><b>OR</b></p> <p>Studio One: If "FaderPort FP2" or "FaderPort (2018)" is listed as a supported device by your DAW, it has been integrated into your application using the Studio One native protocol.</p>

### 8.2 FaderPort Multichannel Controller MIDI Protocol FaderPort多通道控制器MIDI协议



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.

Studio One操作模式采用了本地MIDI协议。对于高级用户或开发者来说，这个MIDI协议可以用来直接访问FaderPort的用户界面元素。

To access this mode, press and hold the Next button on power up, then press Solo.

要进入这种模式，开机时按住Next按钮，然后按Solo。

#### 8.2.1 SysEx

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

### 8.2.2 Fader

Use MIDI pitch bend message to transmit fader moves and receive fader positions.  
Channel 0 is used to address the fader.

Faders	
Received	E0, ll, hh
Transmitted	E0, ll, hh
Low 7 bits	ll
High 7 bits	hh

使用 MIDI pitch bend 信息来传送控制器的移动和接收控制器的位置。  
Channel 0 用来解决控制器问题。

### 8.2.3 Session Navigator Encoder 会话导航仪编码器

Use CC messages to transmit increment and decrement values.

Transmitted endless rotary encoder delta values:

Session Navigator Encoder: **B0, 3C, xx**

**xx** delta value bit (Bit 7 = direction, Bits 0-6 = number of steps)

使用CC信息来传输增量和减量值。传输无尽的旋转编码器delta值。  
会话导航仪编码器: **B0, 3C, xx**

**xx** delta 值位 (位7=方向, 位0-6=步数)

### 8.2.4 Buttons and LEDs 按钮和LED指示灯

**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.

**Buttons** 使用 Note On/Off 信息来传输 channel 0 上的 "pressed" 按下和 "released" 释放状态。

**LED** 使用 Note On/Off 信息来接收 channel 0 上的开、关和闪烁状态。

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:

按钮和 LED 标识表:

Channel Strip Controls		
Button Label	ID (Hex)	LED Type
Arm	00	LED
Bypass	03	LED
Solo	08	LED
Mute	10	LED
Fader Touch	68	n/a
SHIFT	46	LED

Session Navigator		
Button Label	ID (Hex)	LED Type
Prev	2E	LED
Session Navigator Push Encoder	20	n/a
Next	2F	LED
Link	05	RGB
Pan	2A	RGB
Channel	36	RGB
Scroll	38	RGB
Master	3A	LED
Click	3B	LED
Section	3C	LED
Marker	3D	LED

Automation		
Button Label	ID (Hex)	LED Type
Read	4A	RGB
Write	4B	RGB
Touch	4D	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

# Addedbonus:PreSonus'previouslyTopSecretrecipefor...Redfish Couvillion

## 额外的奖励： PreSonus公司以前的绝密配方，为...Couvillion 鲑鱼

### Ingredients 成分:

- 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

- 1/4 C 植物油
- 1/4 C 面粉
- 1个洋葱切丁
- 1瓣大蒜切碎
- 1个青椒切丁
- 3根芹菜茎切丁
- 1个14盎司的西红柿丁罐头
- 1瓶淡啤酒
- 2片月桂叶
- 1茶匙百里香
- 2磅红鱼片

### Cooking Instructions 烹饪指导 :

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

1. 在一个沉重的锅或大平底锅中，用中高火加热油，每次慢慢加入一汤匙面粉，形成面糊。继续煮面团，直到它开始变色，形成深色的金黄色面团。
2. 在面糊中，加入大蒜、洋葱、青椒和芹菜。
3. 翻炒蔬菜3-5分钟，直到它们开始变软。
4. 加入西红柿，月桂叶，百里香，和红鱼。煮几分钟。
5. 慢慢加入啤酒，并将其煮至低沸。
6. 小火慢炖30-45分钟，直到红鱼和蔬菜完全熟透，偶尔搅拌一下。将红鱼打碎成一口大小的块状，并搅拌均匀。加入胡椒或辣酱以调味。不要加盖。
7. 盖上半米饭

### Serves 6-8 可供 6-8人份

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! 虽然不是路易斯安那州东南部著名的菜肴之一，但 Couvillion 鲑鱼是我们最喜欢的食用海湾鱼的一种烹饪方法。也被称为红鱼或红鼓，捕捉红鱼不仅有趣，它的味道也很鲜美!

# FaderPort™

Production Controller 产品控制器

Owner's Manual 用户手册

