Automap 3.0

USER GUIDE

novation®

CONTENTS

INTRODUCTION

Welcome to the Automap Guide!

Your new Automap Hardware and software combination should enable you to revolutionise your music making experience, giving you hands on control of software parameters, never before touchable. Your computer mouse will start to feel left out and cold, but you should be a happier and more productive music maker.

This guide is designed to provide comprehensive information about the operational features of the Automap Software. Automap is designed to work the same way no matter which Automap Hardware you are using, therefore this guide is written with no specific Automap Hardware in mind. For specific details about the Automap Hardware you are using, please refer to the relevant guide.

We are constantly developing Automap and software updates will be made available on the Novation website and can be accessed via the built in Automap Software updater. We suggest checking the support page regularly to ensure you have the latest updates and documentation.

Automap complies with a variety of 3rd party software applications and the list of supported software is continually being updated. Please check the website for the current list of supported software as this is likely to have changed since the time of writing.

If you require further guidance, video tutorials or technical support after reading this guide please visit the Novation support pages, which can be found at www.novationmusic.com/support .

The Novation Answerbase www.novationmusic.com/answerbase contains troubleshooting articles for all Novation products and a technical support contact form that you can use to get in touch with us if you cannot find the information you are after.

REGISTRATION

To register, visit http://www.novationmusic.com and click the 'Register' link on the home page and fill in the required details. Once you have registered, your one-year product warranty will become active, providing a 'no compromise' service solution. In addition to this you can sign up to receive Novation e-zines - e-mail newsletters (sent once every two or three months) containing product update news, competitions, freebies and tips from signed artists. Registering your Automap Hardware is the best way to ensure your software and hardware is up to date, as well as assisting with any technical enquires you may make.

SYSTEM REQUIREMENTS

MACINTOSH

- OS: Mac OS X 10.4.11 or later
- Computer: Apple Macintosh series with USB port
- CPU/Clock: PowerPC G4/1 GHz or higher (Intel/Dual 1 GHz or better recommended)
- Memory (RAM): 512 MB (1 GB or more recommended)
- Screen Resolution: 1024x768 (1280x1024 or more recommended)

WINDOWS

- OS: 32-bit Microsoft Windows Vista or XP (with at least SP2)
- Computer: Windows compatible computer with USB port
- CPU/Clock: Pentium or AMD with 1 GHz or higher (Dual 1 GHz or better recommended)
- Memory (RAM): 512 MB (1 GB or more recommended)
- Screen Resolution: 1024x768 (1280x1024 or more recommended)

INSTALLATION INSTRUCTIONS

Both the Automap Software and your Automap Hardware Drivers will be installed to your computer from the same installer.

1. Insert your installer disk, or locate your downloaded installer and double click on the installation icon to begin the installation process.

2. Follow the onscreen instructions.

NOTE: Windows users may see a notification window saying that the drivers have not passed windows logo testing. You must press 'Continue Anyway' for successful driver installation.

3. Connect and turn on Hardware

4. If there are any hardware updates required for your connected Automap Hardware device then you will be presented with onscreen instructions on how to update your unit. Please follow these instructions carefully to ensure a successful hardware update.


USING THE PLUG-IN MANAGER

It is possible to control any VST, AU or Pro Tools (RTAS & TDM) format plug-in in your host software using Automap. Towards the end of the installation process, the Automap Plug-in Manager will open automatically. The plug-in manager scans your computer for installed plug-ins and displays them in a list. To use a plug-in with Automap, it must first be enabled for Automap control (Automap "wrapped") in the Plug-in Manager:

Tick the corresponding box for the plug-ins you wish to be Automap wrapped.
Un-tick the box to unwrap the plug-ins.
Tick the Enable All box to wrap all plug-ins.

The wrapped plug-in is the original plug-in with the added required functionality to enable the Automap Software to control its parameters.

IMPORTANT Please ensure that your DAW software is not running when you use the plug-in manager. You will need to restart your DAW after making any changes in the plug-in manager.
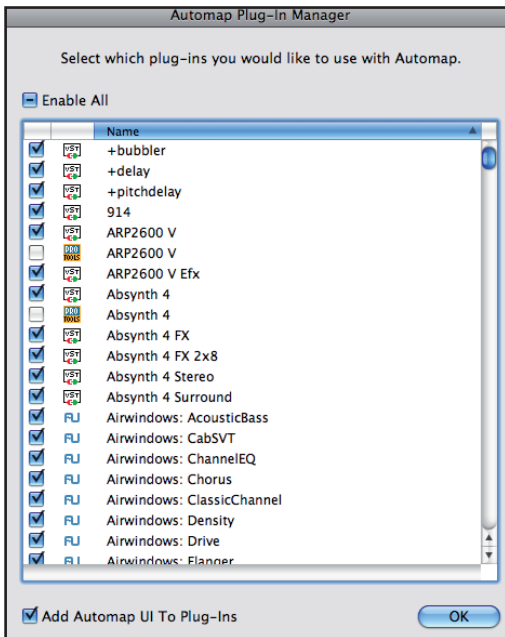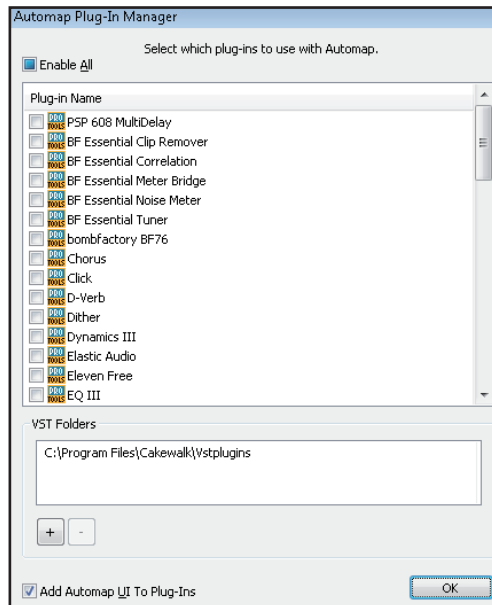
Mac OSX   Windows

ADD AUTOMAP UI TO PLUG-IN

As the default setting, your Automap wrapped plug-ins will have an added Automap User Interface (border) at the bottom of the plug-in's display. Un-ticking this option removes the border from the wrapped plug-in.

In some cases you may find that un-ticking this option resolves some graphical issues with certain plug-ins. Automap wrapped plug-ins without the Automap border operate in exactly the same way.

ADDING VST FOLDERS (WINDOWS ONLY)

On Windows, VST plug-ins can be installed to more than one folder location. Click on the + sign to add the folders which the Plug-in Manager should scan. Click on the - sign to remove any VST folders which you no longer wish to scan.

AUTOMAP FILE HANDLING

The plug-in manager creates files related to the original plug-in file. The following information shows what files are created, and where for each plug-in type.

Windows VST:

Original plug-in: plug-in X.dll
Wrapped plug-in: plug-in X (Automap).dll

The Automap file is created in the same folder as the original. You are free to move the Automap file to another location.

Mac VST:

Original plug-in: plug-in X.vst
Wrapped plug-in: plug-in X (Automap).vst

The Automap file is created in the user library:
Mac HD > Users > Your user name > Library > Audio > Plug-Ins > VST

Mac AU:

A single file is created which holds the information for all wrapped AUs: AUAutomapClient.component

Mac HD > Users > Your user name > Library > Audio > Plug-Ins > Components

A maximum of 256 AU plug-ins can be wrapped.

Mac and PC - RTAS/TDM:

Original plug-in: plug-in X.dpm is renamed to plug-in X.dpma
Wrapped plug-in: plug-in X (Automap).dpm

The Automap plug-in manager re-names the original plug-in because Pro Tools will not load both the original and a wrapped version of the same plug-ins. When you unwrap your Pro Tools plug-ins, then the plug-in will be renamed to the original name.

AUTOMAP AND AUTOMAP PRO

Automap now comes in two versions – Standard and Pro. Automap Pro requires authorisation with an Activation Code. If you have purchased a hardware product which comes with Automap Pro, then the Activation Code will be in the product's box.

If you don't have an Activation Code then you can still use Automap Software in the standard mode.
If you want to upgrade to Automap Pro press the 'Get Automap Pro!' button from the Automap Software,
then click on 'Buy Now!'

You will be directed to the Focusrite Estore http://www.focusrite-estore.com, where you can make you purchase. The Activation Code will be sent to your email address.

AUTOMAP PRO: SOFTWARE ACTIVATION

Automap Pro requires you to activate the software before you are able to use it. Activation requires Internet access, however this is not specifically required on the computer on which the Automap Software is installed.

Here are the steps required to activate Automap Pro.

1. Open the Automap Software.
2. Press Get Automap Pro!

MUSIC COMPUTER CONNECTED TO THE INTERNET

Click the 'Request Activation' button and your computer will automatically open a web browser and navigate to the activation page (see below).

MUSIC COMPUTER NOT CONNECTED TO THE INTERNET

If you received an Activation Code with your Novation product, click "Offline Activation" to activate Automap Pro.

If you are upgrading from a previous version, visit the e-store to buy an Activation Code:

http://www.focusrite-estore.com/novation/accessories/automap_pro/
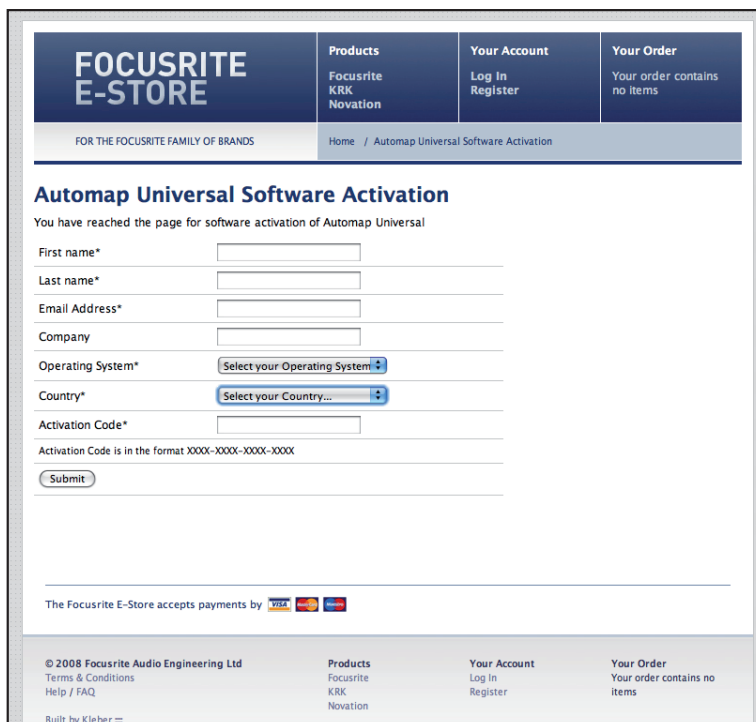
For more information about Automap Pro visit:

http://www.novationmusic.com/products/automap/

Return to Startup View

Click the 'Offline Activation' button and choose a location on your computer to save the Activation File.
The file will be named: AMProReq.html

Now copy this file on to some transferable media (e.g. USB memory stick) and then copy the file onto an Internet connected computer.

Double-Click the file and your web browser will open and automatically navigate to the activation page.

ENTER DETAILS AND ACTIVATION CODE

Enter your details and the Activation Code - which is located on a sticker on the back of the installer CD wallet, or if you purchased the upgrade online it will be in your purchase confirmation email.

It will be in the form 0000-0000-0000-0000.

Once you have entered your details press Submit and the License file will be sent to your email address and output for download by your browser

Please remember to disable junk mail filters or to check your junk mail folder.

The file will be named:
automap-License-XXXX-XX-XX.fnlf

Where XXXX-XX-XX is the date of activation.
Save the License file to your computer.

INSTALL LICENSE FILE

Now return to the Automap Window and click the 'Install License' button.

Locate the License file and press OK to finish the Activation process.

AUTOMAP TERMINOLOGY

Before you start to use Automap we recommend that you read this section carefully to get a good understating of the terminology used in Automap. The following terms are used throughout the user guide:

DAW
The DAW (digital audio workstation) is your recording / sequencing software such as Pro Tools, or Cubase or Logic.

The Automap Server
The Automap Server software is the link between the Automap Hardware and the client you are controlling. It runs in the background handling hardware to software communication. Automap Hardware connects to the Automap Server that communicates directly to 'clients'

The Automap HUD Window
Automap has a variety of views all displayed inside of the HUD (Heads Up Display). This is the core interface for Automap Server and it is the window that appears when you press 'view' on your Automap Hardware.

Clients
Client is the term used for anything you can control using Automap. Clients connect to the Automap Server and tell it what parameters they have available for control. The Server assigns these parameters to controls on the Automap Hardware. A maximum number of 253 clients can be connected to the Server at one time.

A Client is any one of the following:
•   Plug-ins – Effect (fx) and Instrument (inst)
•   Mixer
•   Mixer - Automap HUI
•   Automap MIDI

Plug-ins
Any Automap-wrapped plug-in (VST, AU or Pro Tools format).
Note: Your DAW software's native plug-ins may or may not be one of the above formats.

Mixer
A DAW mixer. DAWs that support mixer control are: Cubase / Nuendo, Sonar and Tracktion.

Automap HUI
A HUI controllable DAW mixer. DAWs that support Automap HUI mixer control are: Pro Tools, Logic, Digital Performer, and Reaper.

Automap MIDI
Automap MIDI is a virtual software MIDI client that allows control of any software or hardware device that responds to MIDI CC data. This allows you to use your hardware as a standard MIDI controller.

Parameters
A Parameter belongs to a client. Anything that can be controlled in a client is called a parameter. A parameter may be for example, the filter cut-off on a synthesiser plug-in, or a volume fader on a mixer.

Controls
A Control is a hardware knob, button, slider, or cross fader on your Automap Hardware. The layout of the hardware's controls is shown in the Automap HUD.

Control Maps
Control Map is the term used for the arrangement of parameters across the Automap Hardware's controls. It is possible to assign the parameters of whatever you are controlling to the physical controls on the Automap Hardware however you like.

Automap Focus
Focus refers to the client that Automap displays in the HUD and the hardware is currently controlling.

USING THE AUTOMAP SOFTWARE

When you load your DAW software, the Automap Software will automatically open.

The Automap Software can be opened manually the following location:

Windows: Start > All programs > Novation > Automap
Mac: Mac HD > Applications > Automap Server

AUTOMAP HUD

The Automap HUD is the software interface for your Automap Hardware. The window can be re-sized by clicking and dragging the handle in the bottom right hand corner of the display.

The HUD can also be set to three levels of Transparency from the Settings menu:
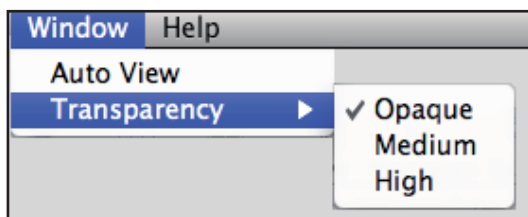
This is what you will see when Automap loads.
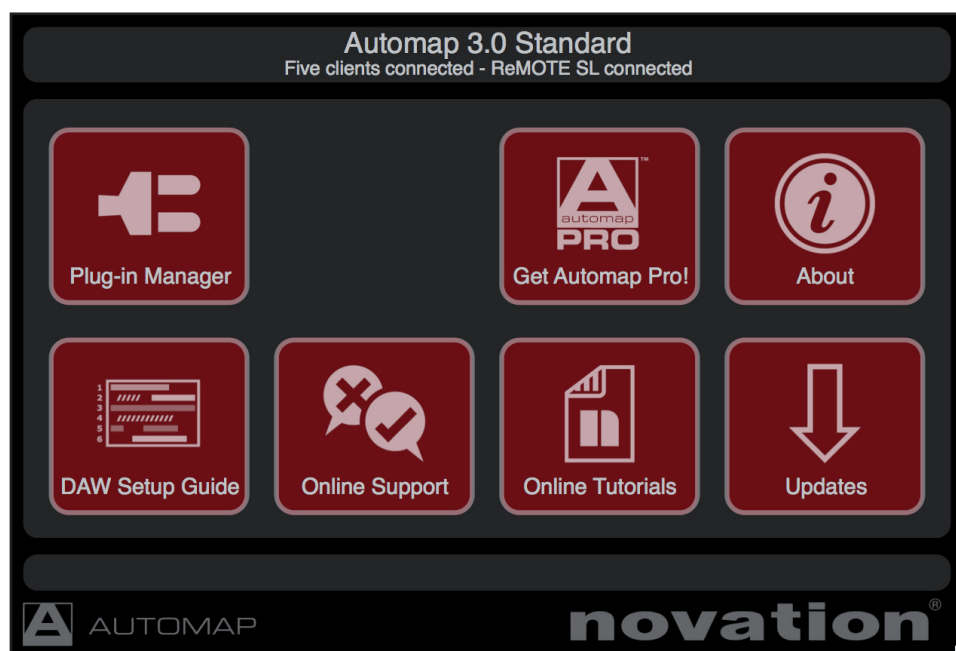
You can also access this page by going to Help > Go To Startup View.
Here you can access a number of key features to get up and running quickly:

Header Bar
• Software Name/Version number
• Client Connection Status (i.e. number of things Automap can talk directly to)
• Currently connected Automap Hardware Device(s) (note: Automap Pro can connect to multiple devices)

Main Window
• Plug-in manager – start the plug-in manager (should not be run whilst a DAW is active)
• Get Automap Pro – If running the standard version, some features will be disabled
• About – View information about the Automap Software
• Updates – runs the online software updater which also updates any Automap Hardware connected
• DAW Set-up guide – opens a folder on your computer where you will find instructions on setting up your DAW to be controlled by Automap.
• Online Support – access to a wealth of information via the Novation Website

LOADING AUTOMAP PLUG-INS

Load an Automap enabled plug-in in your DAW software. The plug-in will have (Automap) written next to it

The Automap enabled plug-in will load up with the Novation Automap border at the base of the plug-in window.
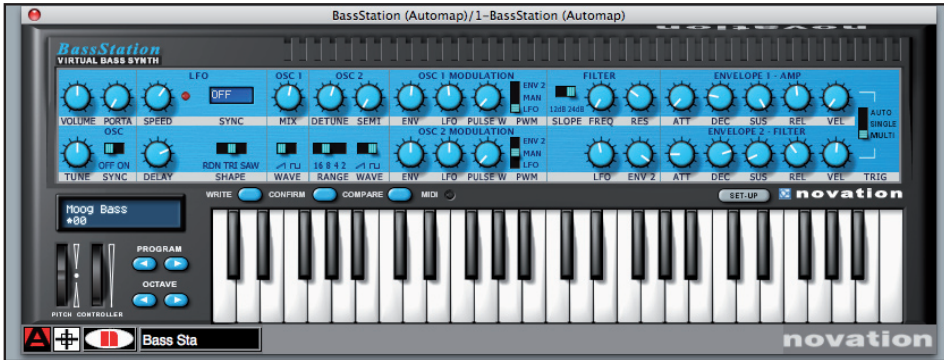
AUTOMAP FOCUS BUTTON

This red 'A' icon indicates that the plug-in has focus – i.e. it is displayed in the Automap HUD and is controllable with the Automap Hardware. If you have multiple plug-in windows open you can click on the A icon to switch focus to that plug-in.

AUTOMAP FOCUS FOLLOWS PLUG-IN UI (USER INTERFACE)
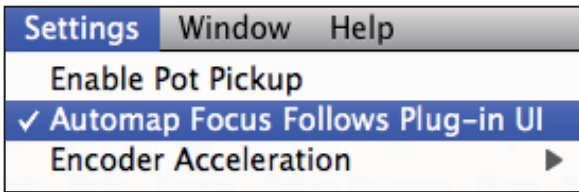
With this option enabled, Automap assigns focus to the plug-in automatically when the plug-in user interface is opened. With this option disabled the red 'A' icon (shown above) must be clicked to assign focus to the plug-in.

AUTOVIEW

With this option enabled, if the HUD is closed, the Automap HUD will automatically open when a hardware control is touched or moved and will automatically close a few seconds later. With this option disabled, the view button on the Automap Hardware must be pressed to open and close the Automap HUD.

AUTOMAP HUD CONTROL VIEW

The Automap HUD view will display the parameters that have been mapped by Automap, as well as other information about the plug-in.

Bass Station plug-in (Nocturn)

Bass Station plug-in (ReMOTE SL)

The layout of the controls in the HUD will match the physical controls on the Automap Hardware you have connected. Only the physical controls that can be learned are shown.

Name
Shows the name the default name of the plug-in client. Click on the text to edit or re-name the current client. This can be useful if you are using multiple instances of the same plug-in in your project, making each easier to find in the browser view. Reloading the project will keep the edited names, but loading another instance in the same project, or in a new project will revert to the default name.

Group
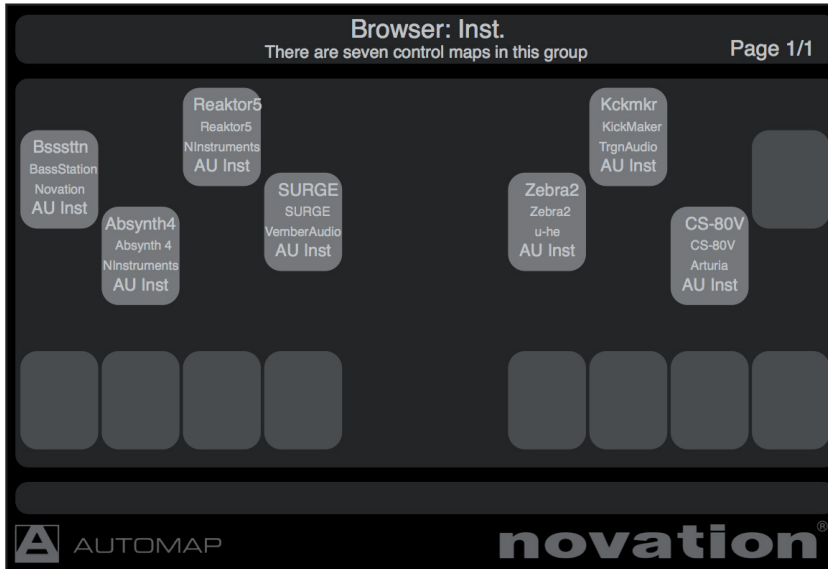Shows the browser group each client is assigned to. There are four main browser groups: user, fx, inst and mixer.

Client information
Shows full information (as provided by the plug-in manufacturer) - plug-in name and plug-in manufacturer name and the current preset name or MIDI program number.

AUTOMAP HUD BROWSER VIEW

The browser views display all clients currently connected to the Automap Server in 4 groups.

The 4 browser groups are:

User – MIDI client maps.
FX – Automap enabled Effects plug-ins
Inst – Automap enabled Instrument plug-ins
Mixer - Supported Automap mixers and for accessing HUI mixer controls.

Press the corresponding group button on your Automap Hardware to access the desired group.
All available clients in the group are displayed, with the one in Red being the currently active client.

Touch or move the corresponding control on your Automap Hardware to load the control map for that client.
Note: If there is only one client in the group, then pressing the relevant group button will auto-select the client.

CLIENT ORDER

The order in which the clients are displayed are the order in which they were loaded in your project.
If there are more clients loaded than there are slots in the browser, then use the page +/- buttons to access the additional clients.

Using browser view allows quick selection of client control maps. For example, if you want to control a certain FX plug-in then you know it will be in the FX group.

You can, however, assign a client to any of the 4 groups. For example, you may wish to control the plug-ins on only 4 of the tracks in your session, in which case you could assign the control maps such they are separated between the 4 groups on a track-by-track basis rather than according to the type of client.

Click in the 'Group' field to select a new group for the currently selected client
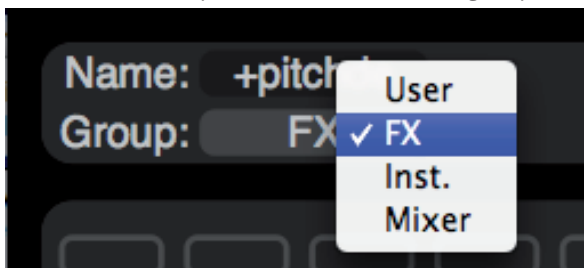
RE-ORDERING CLIENTS

Automap Pro allows you to re-order the clients within the group using drag and drop with your computer mouse. This allows for fixed positions of the clients in the group. If you drag a client from one slot to another slot that is already used for a different client, then the 2 will swap positions.

RECORDING PARAMETER AUTOMATION WHEN USING AUTOMAP

When you move a control on your Automap Hardware, the control data is sent directly to the Automap Server. The Automap Server then sends this data directly to the client. The Automap Server 'talks' directly to the client using host automation data, not MIDI. This means that control movements will not be recorded as MIDI data; they are recorded as host automation data.

To record control movements from the Automap Hardware, you must set the Automation mode on the relevant instrument or audio track to 'write' (some sequencers have a number of different write modes) and then put the sequencer into playback (not record). Automation data will then be written when you operate a control on the Automap Hardware. Remember to set the Automation mode for the track back to 'read' when you have finished recording control movements. Note that some sequencers use different methods for writing Automation data compared with this so check the documentation for your sequencer.

The exception to this is when you are using Automap MIDI. Automap MIDI is recorded as MIDI data. Therefore you need to have the relevant MIDI track in Record.

CREATING YOUR OWN CONTROL MAPS

This is where Automap comes alive!

An increasing number of plug-ins will already have default maps set-up, with controls set out logically. If this is not the case, then Automap will map all available controls in the order in which the plug-in manufacturer has dictated. In some cases this actually works quite well, but if you want to create your own control surface for your plug-ins, then this can be done very easily and quickly.

LEARNING AND EDITING PARAMETERS

There are a number of ways in which you can map controls to your hardware controller.

1. **Locate -** Open any Automap wrapped plug-in window, and find a parameter that you want to control by hardware.

2. **Click -** Move the parameter on your plug-in, and then press the 'learn' button on your Automap Hardware.
   (You can also press 'learn', then move the parameter)

3. **Touch -** Now either touch (on touch sensitive controls) or move any other control on your Automap Hardware.

4. **Assign -** The parameter, it's name and it's values are now mapped to the control.

Learn mode can be used to map new parameters to controls, or to overwrite existing parameters with new ones.

There are two different learn modes Once or Latch.

Learn Once – learning one control

Locate the learn button on your Automap Hardware. Pressing this once enables learn mode, when a control has been successfully learned, learn mode will automatically switch off.

### Learn Latch – learning multiple controls

Pressing the learn button twice enables learn latch mode. You can now learn parameters to control in succession until you manually switch learn off.

Learn mode can be accessed by clicking on the learn button on the Automap Hardware.

Alternatively, click the 'target' icon on the plug-in Automap boarder,

or the Learn field in the Automap HUD.
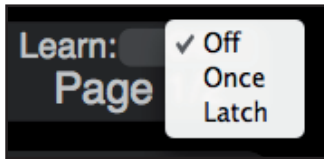
MANUAL PARAMETER ASSIGNMENTS

Another way to map parameters to controls is to select the parameters from the HUD.

1. Click on a control in the HUD view and it will turn red.
   The information for that control is then displayed at the bottom of the HUD in red.

2. Click in the parameter field, and a drop down list will appear. Displayed is a list of all the available parameters that can be controlled for the current plug-in.

Note that Automap can only control those parameters that are available for automation as defined by the plug-in manufacturer.

3. The selected parameter has now been assigned to the control.

This may be a quicker way of finding the parameter you want (especially if the plug-in has lots of controls and a cluttered interface).

RE-ORDERING PARAMETERS

Automap Pro allows you to drag and drop your control parameters within the client.
This is a quicker way of re-arranging your client map compared to re-assigning controls.
If you drag a control from one slot to another slot that is already used for a different control, then they will swap positions.

DELETING MAPPED PARAMETERS

Any assigned parameter can be deleted by clicking on the control in the HUD (so it is highlighted in red) and pressing the 'backspace' / 'delete' key on the computer keyboard.

To clear ALL assigned parameters in the map, go to the file menu and 'clear all controls'
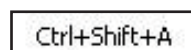
REBUILDING CONTROL MAP
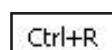
This option rebuilds the control map from the order in which parameters are determined by the plug-in. This is especially useful for plug-ins where parameter names are not consistent. For example, Native Instruments Reaktor is a single plug-in that allows you to load different instruments and effects (ensembles) each with completely different parameters and parameter names. Loading a new ensemble, then selecting Rebuild Control Map will ensure that Automap now has new names for all parameters.

PAGES (MORE CONTROL!)

| Add New Page | ⌘P | Ctrl+P |
| Remove Current Page | ⇧⌘P | Ctrl+Shift+P |

A control map can have more than one page of controls. It is possible to create as many pages as you like, or remove them if you have too many. The PAGE + / - buttons on your hardware are used to navigate through pages within a control map. It is possible to assign more than one control on the Automap Hardware to the same parameter, meaning the same physical control can be assigned to the same parameter on different pages of a control map.

To add or remove pages go to the file menu in, or use the keyboard shortcuts.

EDITING CONTROLS

Once you have learned some parameters to your Automap Hardware, you can edit how the parameters in the client will respond to control movements.

Click on the control in the HUD and a red box will appear around the control.
Information for the selected control is displayed: The parameter name and it's Max, Min and Step settings.

The Max, Min and Step Size settings determine how each control affects the parameters. Each has a different effect depending on whether the control is a pot, slider, encoder or button:
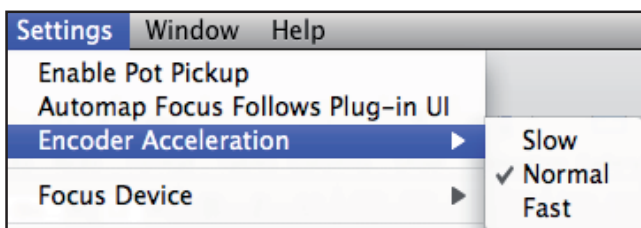
Encoders
The difference between the max and min values determines the number of encoder steps it takes to scale the whole range of a parameter i.e. it determines how sensitive the encoder is.

Since it is the difference between the max and min values and not their absolute values that determine sensitivity, the values you enter can be anything you like. We recommend leaving the min value set to 0 and the step size value set to 1, you can then simply edit the max value to change the encoder sensitivity. A higher max value will give finer control over a parameter and a lower max value will give coarser control.

If you want the encoder action to be reversed so that it changes the parameter from min to max as you rotate it anti-clockwise, swap the max and min values around. If you want an encoder to have it's 0 position in the centre, enter a negative number for the min value. This is useful for parameters such as pan and EQ gain.

Hardware Settings: Encoder Acceleration

Settings	Window	Help
Enable Pot Pickup		
Automap Focus Follows Plug-in UI		
Encoder Acceleration ▶		✓ Normal
		Slow
		Fast
Focus Device ▶		

Encoder Acceleration settings affect the relationship between how fast you rotate an encoder and the magnitude of its effect over the parameter you are controlling. The default setting is Medium but this can also be set to Fast (for coarser control) or Slow (for finer control).

Buttons
The difference between the max and min values determines the number of button presses required to change the parameter from its minimum value to its maximum value.

Toggle Switch:
For a switch-type parameter with only two states e.g. bypass on/off, max=1, min=0 and step size=1 will give the button a toggle action.

Multi-state Switch:
If the assigned parameter is a switch-type with more than two states e.g. filter type switchable between low-pass, band-pass and high-pass, enter a higher max value. For the example given, a max value of 2 will cause the button to switch between the three filter types.

Continuous Stepped:
If the assigned parameter is a continuous type e.g. filter cut-off, the button can be used to step up through the parameter range. With the min value set to 0 and step value set to 1, you can simply adjust the max value to determine the number of button presses it takes to step up through the whole parameter range. If you want the button action to be reversed so that it steps down through the parameter range, swap the max and min values around.

Momentary Switch:
Setting the step value to 0 will give the button a momentary type action. This means it will cause the parameter to go to its maximum value when pressed and minimum value when released. This may be useful for e.g. quickly toggling an effect such as a beat masher on/off in real time.

Normal (re-set) Switch:
Setting the high and low values to equal values will give the button a normal type action. If both are set to 0, then pressing the button will cause the parameter to go to it's minimum value and stay at the minimum value when released. Setting both to a non-zero means that the parameter will jump to the maximum value when pressed and stay there on release.

Pots / Sliders / Cross-faders
These controls have a fixed sensitivity so the difference between the max and min values will have no effect over them. As with encoders, if the min value is made larger than the max value the action of the pot or slider will be reversed i.e. it will change the parameter value from min to max as you rotate it anticlockwise (pot) or move it from top to bottom (slider). If you want a pot to have it's 0 position in the centre, enter a negative number for the min value.

Hardware Settings: Enable Pot Pickup
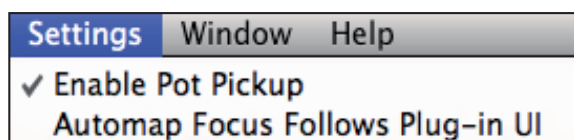
If this is active then the pot/slider will not affect the parameter it is assigned to until the physical position of the pot/slider matches the current value of the parameter. This stops the parameter value 'jumping' to the position of the pot/slider after selecting a different control map.

RENAMING PARAMETERS

A parameter can be renamed to something more useful than the name given by the plug-in manufacturer. This will change how the parameter appears in the HUD and on the Automap Hardware (if it has an LCD screen).

Click on the name field just below the control and enter your new name. Note that the name shown in the information box at the bottom of the HUD remains unchanged.

SAVING CONTROL MAPS

Automap saves Control Maps at three different levels as a "*.Automap" file:

Default Level
Installed with Automap are a set of customised mappings for particular clients. When a client is loaded, if a default Control Map exists, it is loaded automatically. To save a Control Map so that it loads by default for a client, go to the file menu and click "Set as Default Control Map for this Client"

Set As Default Control Map for this Client ⌘D		Ctrl+D

Default Mappings are saved to:

Mac: Mac HD/Users/<User>/Library/Application Support/Novation/Automap Universal/Mappings/<Automap Hardware Device>

Windows XP: C:\Documents and Settings\<User>\Local Settings\Application Data\Novation\Automap Universal\ Mappings\<Automap Hardware Device>

Windows Vista: C:\Users\<User>\AppData\Local\Novation\Automap Universal\Mappings\<Automap Hardware Device>

User Level
To save a Control Map in any desired location, go to the file menu and click "Save As" and navigate to the directory where you would like to save.

Project Level
When you save a project in your DAW each Control Map used in the project is automatically saved so that it is recalled when the project is reloaded.

OPENING CONTROL MAPS

Select Open from the file menu to open a previously saved control map for the selected client.

Open... ⌘O		Ctrl+O

MIXER AUTOMAP

There are a number of DAWs that support direct control of their mixers using Automap.

You will need to follow the relevant set up instructions for your DAW. These are available by clicking on the DAW set-up option from the front page of the Automap HUD.

Once you are set-up as instructed, a control map for your sequencer mixer will appear in the Mixer group of control maps.

The following mixer parameters can be assigned:

• Track level
• Track pan
• Mute
• Solo
• Record Arm
• Send level

This is the Cubase Mixer displayed in the Automap HUD (using the ReMOTE SL)

When using the Automap Hardware to control a sequencer mixer you can learn parameters in the same way as a plug-in client. Press the Learn button, move any mixer parameter (from the above list) and touch a control on the Automap Hardware.

This is the Cubase Mixer when controlled by a Nocturn
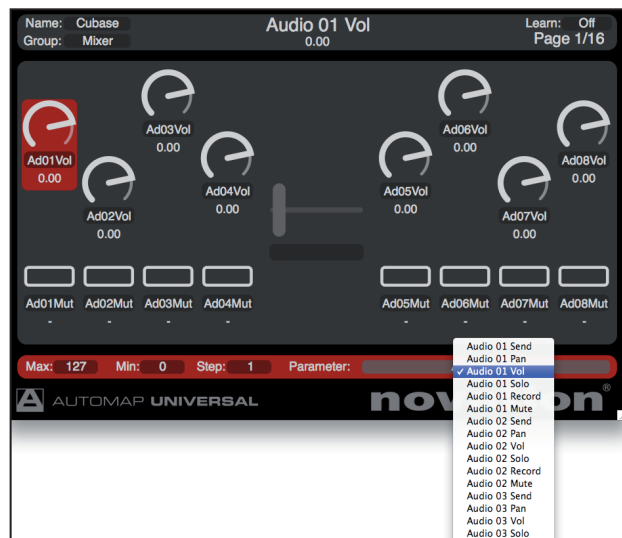
Controls can also be mapped by selecting a parameter from the drop-down list.

If you update the names of your tracks within your DAW, the Automap Server will also update the name displayed in the HUD. In most cases you will want the track name to be the same in the HUD as it is in your DAW, however you can overwrite the track name the same way as with any other client – click on where the name is displayed under the control, and type in the new name.

SAVING MIXER CONTROL MAPS

You can use the 'Set As Default....' option to save the current control map as the default mixer control map that loads when you open or start a new a sequencer project. With the exception of Tracktion, any changes to the default mixer control map are not automatically saved with the project. If you change the default mixer control map to suit the needs of a particular project then you must save the control map using the 'Save As...' option before closing the project. After reopening the project, select the mixer control map from the Browser View of the Automap window and then use the 'Open…' option to load the previously saved mixer control map.

AUTOMAP HUI

HUI is a standard protocol that some DAWs can utilise for controlling their mixers from a hardware device.

Automap offers a HUI client that communicates via a virtual MIDI port that will be seen by your DAW once activated from the Automap Server.
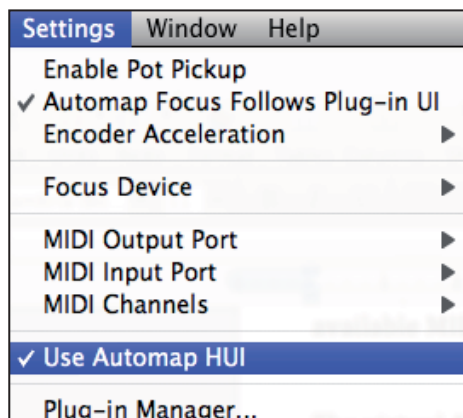
Full instructions for setting up HUI in your specific DAW are included in the DAW set-up option from the Automap Startup page.

The following mixer parameters can be assigned using HUI:

- Track fader level
- Track pan (pan Left and pan Right where applicable)
- Mute
- Solo
- Send Level A - E
- Record Arm

Bank Left and Right can be assigned to buttons to bank between groups of 8 tracks.

The Bank +/- control can be assigned to any knob, encoder, slider or cross fader to bank between groups of 8 tracks. If assigned to a non-button control, the control needs to be moved to it's fully left or right (or up/down) position for the bank to move up or down.

The above picture shows tracks 1-8 simply named 1 Vol, 2 Vol etc; 1 Mute, 2 Mute etc. However, once a project is loaded in your DAW the names of the tracks as they appear in you DAW, will be displayed in the HUD. Renaming a track in your DAW should update the Automap displayed track name.

NOTE: As with all clients, parameters can be re-ordered to create alternative layouts. Any re-ordering of parameters in the HUI client must be done with your DAW software closed. i.e. if changes are made whilst the HUI client is in use with a DAW, then no change will take effect until the DAW is re-started. If you make any changes to the HUI map, then remember to 'Save As Default...' from the file menu.
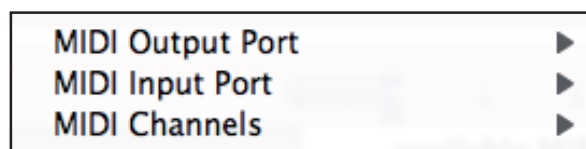
AUTOMAP MIDI

Automap MIDI is a way to use your Automap Hardware as you would any non-Automap 'standard' MIDI controller. Automap MIDI will send or receive MIDI CC, MIDI Notes and Pitchbend messages.

Before using the Automap MIDI client you must select a MIDI Output Port and MIDI Input Port from the Automap settings menu. These are the ports that the Automap MIDI client will send and receive MIDI data on.

The available Output and Input MIDI Ports include all MIDI interfaces connected to your computer and a virtual port called 'Automap MIDI'.

When MIDI interface ports are selected you can control any hardware device connected to the corresponding MIDI interface.

When 'Automap MIDI' is selected you can control any software using this virtual MIDI port. Consequently you will also see 'Automap MIDI' appear as an available MIDI input and output port in your software.

Automap MIDI can be used to control software applications that do not directly support Automap. A few examples would be using MIDI learn in Ableton Live, controlling Native Instruments Traktor DJ, or assigning Quick Controls in Cubase.

The virtual Automap MIDI port will only be available when the Automap Server is running. You must launch the Automap Server before launching your DAW so that your DAW can establish a connection to it as it launches. If you quit the Automap Server whilst your music software is running you must quit your music software, re-launch the Automap Server and then re-launch your music software to re-establish the connection.

In addition to selecting a MIDI port, you must also select a MIDI channel or Multiple MIDI channels from the same menu. Each MIDI channel enabled will create a new Automap MIDI client. These are listed in the 'user' group in the Automap HUD.

An option for 'All MIDI ports' has been included in the MIDI input ports list, for when you want the Automap MIDI client to receive on all available MIDI ports, including the virtual Automap MIDI port. On Windows computers, MIDI interface devices that do not have a multi-client MIDI driver may not work correctly with your music software if you select this option so you may need to select a specific input port instead.

When a MIDI Input Port is selected, Automap will 'listen' to incoming MIDI messages. This means that you can use Automap MIDI to learn parameters. For example: If you have a hardware synthesiser connected to the selected MIDI interface, moving a control on the synthesiser will output a MIDI CC message. Therefore, pressing Learn on your Automap Hardware, then moving a control will assign control to the received MIDI CC message.
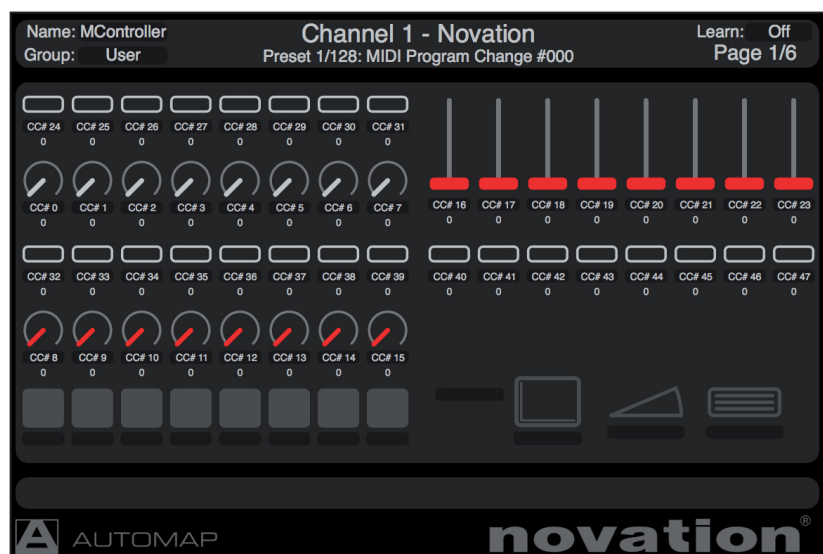
Assigning, renaming, re-ordering and editing controls work in the same way as using any other Automap Client.

SAVING AUTOMAP MIDI MAPS

Default Level
'Set as Default' will save the mapping to the MIDI channel (as added or removed from the 'settings' menu). If you remove the MIDI channel, then when it is re-added, the MIDI map will load from 'Set as Default' state.

User Level
'Save' and 'Save As' allow you to save the control map to any user location.

Project Level
As the MIDI Client is not directly linked to a DAW project, the MIDI Client maps are automatically saved when you quit Automap Server (rather than save your DAW project), and are re-called when you re-open Automap Server.
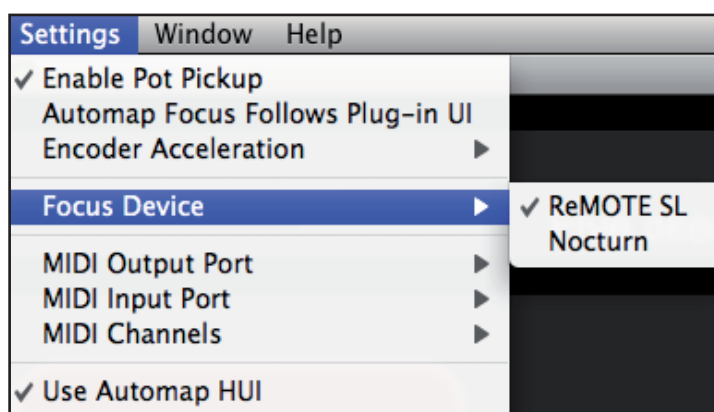
USING MULTIPLE AUTOMAP HARDWARE DEVICES

With Automap Pro it is possible to use multiple Automap Hardware devices. The Automap HUD will display the number of Automap Hardware devices connected to your computer.

Different hardware devices can control different Clients simultaneously, however the Automap HUD displays only one device at a time. Pressing the view button on any Automap Hardware device will display the HUD for that device.

FOCUS DEVICE

When using more than one piece of Automap Hardware, the device that is set as Focus Device is the one that will be made active when pressing the Automap Focus button from the plug-in GUI.

SAVING CONTROL MAPS WITH MULTIPLE DEVICES

Default mappings are saved for each device type, rather than each device.

Saving a default mapping for a type of device is global to that device – i.e. if you set a default mapping for a client on a Nocturn, all other Nocturns used with Automap will load the mapping as default for that client.
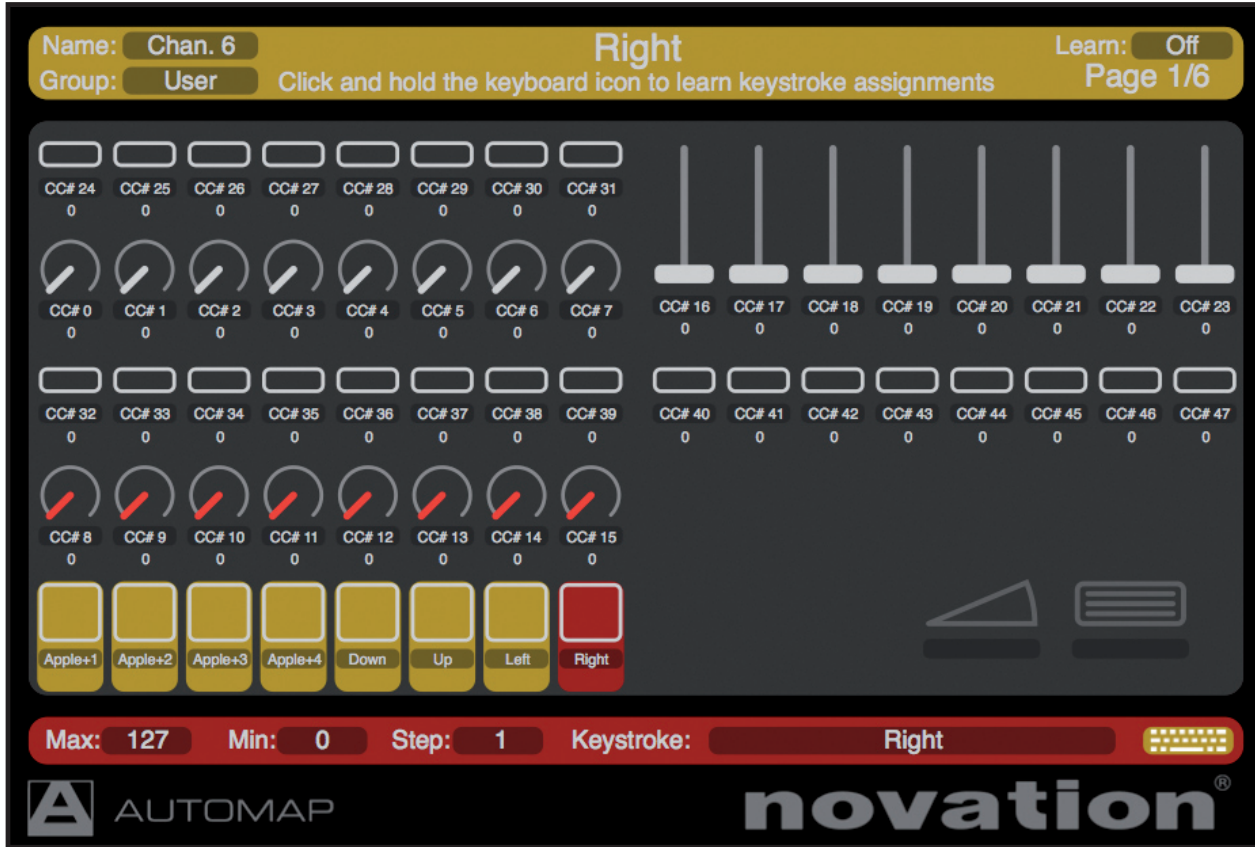
KEYSTROKE ASSIGNMENTS

Automap 3 Pro offers the option to use the Automap Hardware to send computer keyboard presses and shortcuts.

For example, you may want to move between selected track in your DAW mixer, and would therefore use arrow keys on your computer keyboard, or you could change between various workspace views in your DAW - which may be done with Apple+1, Apple+2 etc. / Ctl+1, Ctl+2, etc.

These keystrokes can be assigned to any control on your Autoamp Hardware by following these steps:

1. Open the Automap HUD window.

2. Click on the control in the HUD that you wish to assign a keystroke to (in this case, the 8th drum pad on a ReMOTE SL ZeRO)

3. Click on the keyboard icon at the bottom right hand side of the HUD.

4. With the mouse click held down press the desired computer keyboard key(s) (in this case, the Right arrow key).

5. Once assigned, the keystroke will be displayed in the 'Keystroke' box, then release the mouse.

Keystroke assignments are made on a per-mapping basis. i.e. in this case the keystroke assignments have been made in a mapping for MIDI client Channel 6. If you move to e.g. an Instrument client or a different MIDI client, the keystroke assignments will not be available for that client. This means that you can make keystrokes specific to the client you are using. For example, keystrokes added to a Mixer mapping can be specific to naviigating around the mixer, whereas a different set of keystrokes can be used with a MIDI mapping.

Note that Keystrokes Assignments must be saved with the mapping they are used in - either by using 'Set As Default Control Map For This Client' or 'Save As...' from the file menu.