



Using EuControl Surfaces



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1 Introduction

This guide shows how to use EuControl software with the Avid Control app, Avid Dock, Avid S1, Avid S3, and Artist Series media controllers to record, edit, and mix in Pro Tools®.

EuControl Software

- € EuControl lets your workstation computer find, link, and communicate with Control app, Dock, S1, S3, and Artist Series via the EUCON protocol.

EuControl lets your workstation computer find, link, and communicate with EuControl also lets you set preferences for and customize the controls on your Avid media controller. EuControl software must be installed on the workstation computer. You can also control applications on a secondary workstation computer by installing the separate EUCON Workstation software.

System Requirements and Compatibility

Avid can only assure compatibility and provide support for hardware and software it has tested and approved. For compatibility information and other resources, visit [EuControl Compatibility](#).

About This Guide

This guide shows how to get set up, record, edit and mix using the Control app, Dock, S1, S3, and Artist Series media controllers with Pro Tools.

Thanks to the EUCON protocol, steps will be similar in other EUCON-compatible applications including those from Avid, Adobe, Apple, Magix, Merging Technologies, Mark of the Unicorn, Steinberg, and others. To learn how to establish communication between EuControl and other applications such as Live, Logic Pro X, or Nuendo, see the *EUCON Application Setup Guide*. (For operational information about EuControl support in DAWs and applications from our Development Partners, contact the manufacturer.)

For an overview of features available on each controller, see the individual guide for that unit (such as the *Avid Control Guide*, or the *Avid Dock Guide*).

These and all other Avid guides are available for download from the [EuControl Product Guides](#) article on our Knowledge Base.



Conventions Used in This Guide

All of our guides use the following conventions to indicate menu choices and key commands:

Convention	Action
File > Save	Choose Save from the File menu
Control+N	Hold down the Control key and press the N key
Control-click	Hold down the Control key and click the mouse button
Right-click	Click with the right mouse button

The names of **Commands**, **Options**, and **Settings** that appear on-screen are in a different font.

The following symbols are used to highlight important information:



User Tips are helpful hints for getting the most from your system.



Important Notices include information that could affect your data or the performance of your system.



Shortcuts show you useful keyboard or mouse shortcuts.



Cross References point to related sections in this guide and other Avid guides.

How to Use this PDF Guide

These are some useful features of this PDF:

- The Bookmarks on the left serve as a continuously visible table of contents. Click a + symbol to expand that heading to show subheadings. Click the – symbol to collapse a subheading. Click on a subject heading to jump to that page.
- The Table of Contents provides active links to their pages. Select the hand cursor, allow it to hover over the heading until it turns into a finger. Then click to locate to that subject and page.
- Any text entry in blue is an active link. Click on the link to go to that section.
- Select **Find** from the Edit menu to search for a subject.

Resources

The Avid website (www.avid.com) is your best online source for information to help you get the most out of your Avid system. The following are just a few of the services and features available.

Account Activation and Product Registration

Activate your product to access downloads in your [Avid account](#) (or quickly create an account if you don't have one). Register your purchase online, download software, updates, documentation, and other resources.

Support and Downloads

Contact Avid Customer Success (technical support); download software updates and the latest online manuals; browse the Compatibility documents for system requirements; search the online Knowledge Base or join the worldwide Avid user community on Facebook (Avid Official EUCON Control Surface Users) or the Pro Mixing – Avid Pro Audio Community.

[Avid Control Support](#)

[Dock Support](#)

[S1 Support](#)

[S3 Support](#)

For Artist Mix and other Artist Series media controllers, visit [EUCON Compatibility](#).

Products and Developers

Learn about [Avid products](#); download demo software or learn about our Development Partners and their plug-ins, applications, and hardware.

Video Tutorials

Watch the latest video tutorials for the Control app, Dock, S3, and other EuControl products on YouTube:

[Avid S1 Overview](#)

[Avid Control App](#)

[S3 + Dock Integrated Workflows](#)

For earlier EuControl hardware and software videos, watch the videos [Get Started Fast with Pro Tools | S3 and Dock](#).

You can find more videos, including the latest workflow tutorials, on the Avid website. Go to www.avid.com, view **Products** and select **Pro Mixing**. Follow the links for your controller and check the Learn and Support listings for video resources.

User Guides

To install your controller as well as EuControl software, follow the instructions in the most recent editions of the following guides:

Guide	Description
Avid Control Guide	Installation instructions, overview of controls and features
Avid Dock Guide	Installation instructions, overview of controls and features, and hardware specifications
Avid S1 Guide	Installation instructions, overview of controls and features, and hardware specifications
Avid S3 Guide	Installation instructions, overview of controls and features, AVB audio capabilities, and hardware specifications
EUCON Application Setup Guide	Setup and configuration instructions for applications from EUCON Development Partners
Using EuControl Surfaces	Comprehensive operations guide for all controllers that explains track and session basics, recording, plug-ins and sends, mixing, and more including explanations of all EuControl Settings and examples of how to use and customize Soft Keys

You can download all EuControl documentation from this article on our Knowledge Base: [EuControl Product Guides](#).

2 Installation and Setup

This section shows how to install and configure EuControl software and your Avid media controllers.

The complete installation and setup process consists of the following steps:

- ["Installing Your Controller" below](#)
- ["Installing EuControl Software" below](#)
- ["Create Your Surface in EuControl Settings" on page 17](#)
- ["Updating Firmware" on page 25](#)
- ["Enabling EUCON in Pro Tools " on page 26](#)
- ["Confirming EUCON" on page 27](#)

Installing Your Controller

Begin by installing the Control app and/or connecting your hardware control surface(s), if any.

- For Avid Control, see ["Installing AvidControl on iOS or Android" below](#).
- For Avid Dock, see the Avid Dock Guide.
- For Avid S1, see the Avid S1 Guide.
- For S3, see the Avid S3 Guide.

These guides also provide an overview of the hardware controls on each unit.

After installing the Control app on your tablet(s), and/or connected your hardware control surfaces to your workstation, proceed to ["Installing EuControl Software" below](#)

Installing AvidControl on iOS or Android

If you are only using the Control app, do the following to install it and EuControl software.

To install the Avid Control app:

1. Do the following for your tablet(s):
 - ▶ On iPad, open the App Store.
 - ▶ On Android, open the GooglePlay or Amazon Appstore.
2. Enter "Avid Control" in the Search box, then tap **Search**.
3. Locate the app on-screen, tap **Get**, then tap **Install**.
4. When installation is complete, tap **Open**.
5. Follow the on-screen instructions to complete the registration process and log in to your Avid account (required for obtaining EuControl software).

If you do not have an account, you can create one for free.

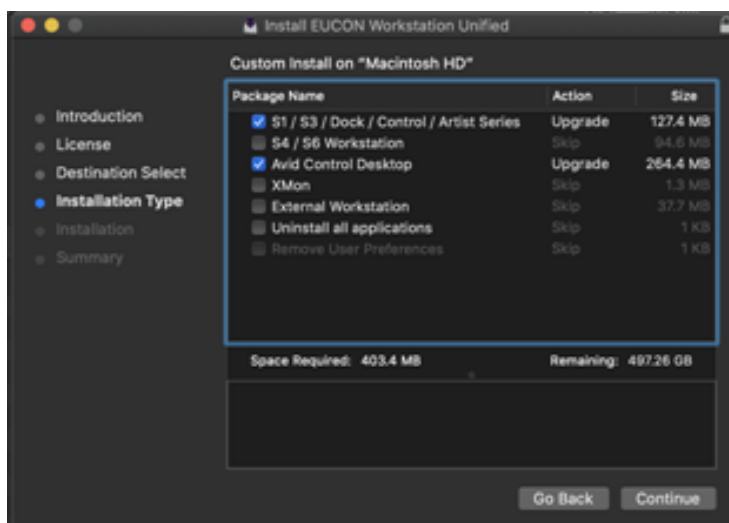
Installing EuControl Software

Next, install EuControl software on the computer running your media applications, such as Pro Tools. The computer running media applications is referred to in this guide as a *workstation*. An Internet connection is required to download EuControl.

To install EuControl software:

1. Once you have registered the Control app on your workstation, open a web browser and visit www.avid.com/account.
2. Log into your Avid account and download the **EUCON_WorkstationUnifiedInstall** for your workstation's operating system (macOS or Windows).
If you do not see EuControl software in your account go to [Register and Download Your Product \(avid.com\)](http://www.avid.com) and click on **EuControl**.
3. When download is complete, locate the **EUCON_WorkstationUnifiedInstall** and do one of the following:
 - ▶ macOS: Double-click the installer to mount it to your macOS desktop.
 - ▶ Windows: Extract the .zip file into a new folder.
4. Launch the installer and follow the on-screen prompts until the Installer list is displayed.
For a description of each option, select it (macOS) or hover the mouse over it (Windows only).
5. Select each option you want to install:
 - To only install EuControl to be able to use the Control app, Dock, S1, or S3, select **S1 / S3 / Dock / Control / Artist Series**.
 - To also install **Avid Control Desktop**, select it.
 - If you want to use the S4 or S6 and the Control app simultaneously, select both **S3/Dock/Control/Artist Series** and **S4/S6 Workstation**.

Other combinations can be installed (such as **S4/S6 Workstation** and **External Workstation** software), but cannot be run simultaneously.



Installing EuControl and Avid Control Desktop onto a primary workstation (macOS shown)

6. Click **Continue** (macOS) or **Next** (Windows), then click **Install**.
When reminded to restart, click **Continue Installation** (macOS) or **Yes** (Windows).
7. When installation is complete click **Restart**.

💡 (macOS Only) Follow the on-screen instructions if prompted to add EuControl to the Security Accessibility list in System Settings.

AutoLaunch Settings

When your computer restarts, the EuControl software launches automatically (by default) and an icon appears in the macOS Menu bar, or Windows System tray.



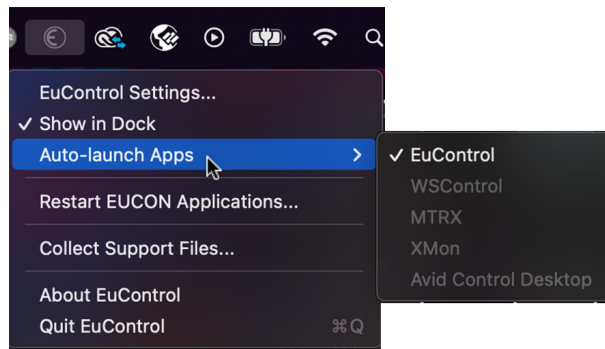
The icon appears unlit until you connect at least one device in EuControl software (explained later).

You can enable or disable auto-launch for EuControl software elements using the AutoLaunch selector.

To configure AutoLaunch on Mac:

1. Make sure EuControl is installed, and then do the following:

- ▶ macOS: Click on the EuControl icon in the menu bar.
- ▶ Windows: Right-click on the EuControl or WSControl icon in the System Tray at the bottom of the screen.



EuControl Auto-launch Apps selector (macOS shown)

2. From the **Auto-launch Apps** sub-menu, choose any of the following (you can enable more than one):
 - ▶ EuControl (for S1, S3, Dock, Avid Control (including Desktop), and Artist Series)
 - ▶ WSControl (for S4 and S6)
 - ▶ MTRX (DADMan for Pro Tools | MTRX and MTRX Studio)
 - ▶ XMON
 - ▶ Avid Control Desktop

Create Your Surface in EuControl Settings

EuControl is responsible for finding, linking, and communicating with all Avid media controllers on the network. You can use the different tabs in the EuControl Settings window to manage surfaces, pair surfaces with tablets, connect to workstations, and more.



EuControl can be configured to launch automatically upon starting your compute. See "AutoLaunch Settings" above).

First Time Startup

The first time your computer starts up after installing EuControl, the software guides you through the initial configuration steps.

Multiple Network Adapters

When launched, EUCON displays a warning message if any possible network conflicts are detected. This type of conflict can occur if both adapters are connected to the same router or switch. For the best, most reliable connectivity and performance, have EUCON on its own, separate network. It is worth noting, however, that a separate network is not always required to provide acceptable performance in many simpler configurations with fewer EuControl devices, fewer network devices (including EuControl surfaces, network switches, and routers), and/or less overall network traffic (including Internet).

Multiple network adapters should be on different Subnets. For example, two separate ports on a Mac cannot have the same 192.168.1.x 255.255.255.0 addressing. The other port should be in the 192.168.2.x 255.255.255.0 range, or similarly unique. To resolve this condition, disable one of the adapters.



In most cases Wi-Fi can share addressing with EUCON.

Check Firmware

A dialog appears reminding you to check and update firmware on hardware units. Click **OK** to proceed.

Create Surface

Next, the **Create Surface** dialog is shown that describes how to configure your surface arrangement in EuControl Settings. Click **OK** to proceed to the **Surfaces** tab in EuControl Settings.

macOS Privacy Settings

macOS prompts you to add applications such as EuControl, EUCON Client Monitoring (MCClient), and Pro Tools to the Privacy list in System Preferences. When prompted, follow the on-screen instructions to add the applications to the list. If you do not, EuControl will not be able to communicate keyboard shortcuts within Soft Keys.

If you experience unexpected behavior with Soft Keys that include keyboard shortcuts after adding EUCON software to the Privacy list, try the following:

1. Open **System Preferences** (or **System Settings** in Ventura) and go to the **Security & Privacy**.
2. Go to the **Privacy** tab, then select Accessibility in the list to the left.
3. Remove all EUCON software from the Accessibility list to the right.
4. Add all EUCON software back to the Accessibility Privacy list.

Open EuControl Settings

You can access EuControl Settings at any time.

To open the EuControl Settings window:

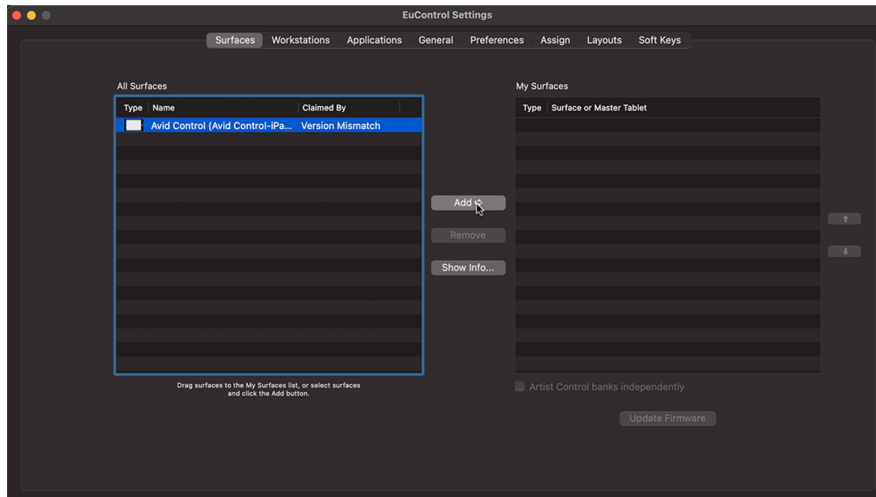
1. Do following:
 - ▶ On macOS, click the EuControl icon on the taskbar and select EuControl Settings.
 - ▶ On Windows, double-click the EuControl icon in the system tray and select EuControl Settings. If you don't see the EuControl icon, it could be automatically hidden by Windows. Click on the small white arrow to show hidden icons, then double-click the EuControl icon.
2. Proceed to ["Create Your Surface in EuControl Settings" on the previous page.](#)

Using the Surfaces Tab to Add and Manage Controllers

After installing EuControl for the first time, or whenever there is no existing surface configuration, use the Surfaces tab to add and arrange a Dock, S1, S3, Artist Series controller, and Avid Control apps (including Avid Control Desktop).

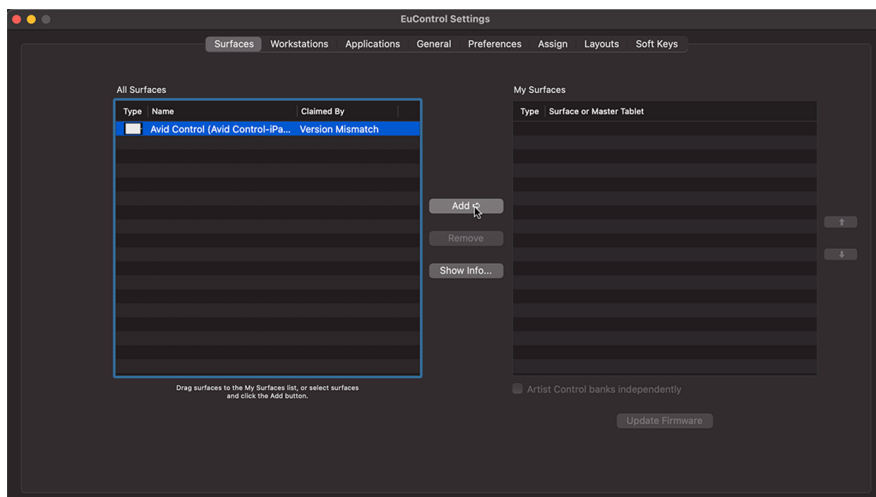
To connect a single controller to EuControl:

1. Select the controller in the All Surfaces list and click Add. Or drag the controller from All Surfaces and drop into My Surfaces.



Surfaces tab showing an Avid Control selected in All Surfaces to be added to My Surfaces

The controller appears in the Surface or Master Tablet column in My Surfaces.



Surfaces tab showing Avid Control in My Surfaces

If prompted to update firmware, follow the on-screen instructions.

2. Repeat to add additional controllers, if any as described in the following examples and sections. If you have no other controllers to add, proceed to ["Enabling EUCON in Pro Tools " on page 26.](#)

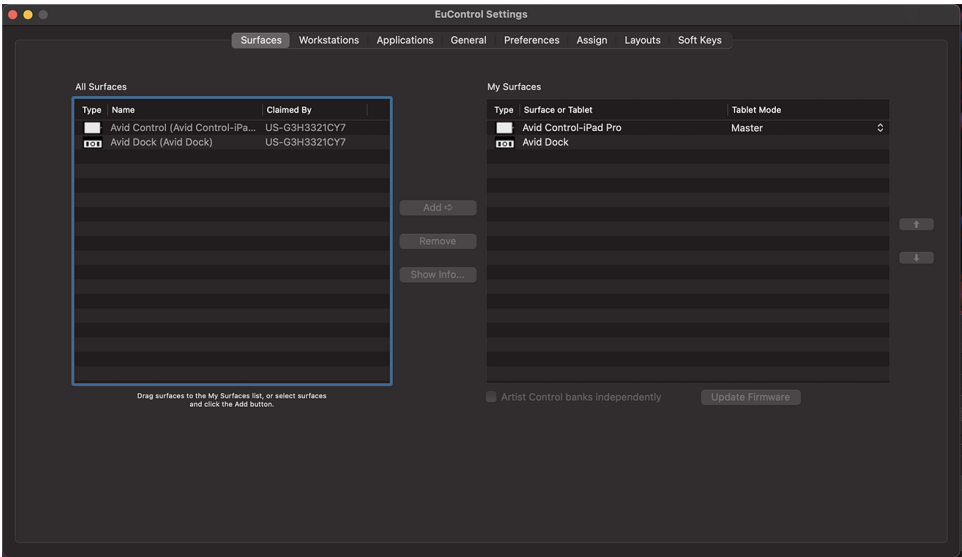
To enter a custom name for a controller:

- Double-click it in My Surfaces and enter a new name.

Configuring Multiple Controllers

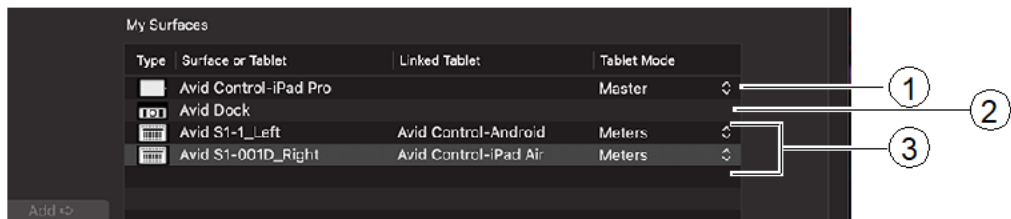
Here are two example configurations with multiple EuControl devices:

Example 1: Avid Control + Dock



Example showing 1x Avid Control and an Avid Dock

Example 2: Avid Control (3x) + Dock + 2x S1



Example of the My Surfaces list showing a configuration with 3x Avid Control tablets, a Dock, and 2x Avid S1 controllers

In the example above:

Legend	Item	Description
1	Avid Control (Master)	This Avid Control tablet is in Master mode, providing all views and controls
2	Avid Dock	Typically, the Master Avid Control tablet is placed on the Dock
3	S1s (2x) with 2x Avid Control (Meters)	Each S1 has a Linked Tablet (Meters mode)

Arranging Multiple S1s or Artist Mix (Fader Order)

The order (top-to-bottom) that surfaces are listed in My Surfaces determines the order of fader strips (1–n, left-to-right). For example, if you add two S1s the top-most S1 will default to tracks 1–8 and the lower S1 to tracks 9–16.

To arrange multiple S1s or multiple Artist Mix units:

- ▶ Select a controller in My Surfaces and use the up/down arrow buttons located to the right of the My Surfaces list.
- ▶ Drag controllers to rearrange their order.

For more information about Tablet Modes, see ["Control App Master, Hybrid, Meters, and Remote Modes"](#) below.

Control App Master, Hybrid, Meters, and Remote Modes

The Control app can be used in Master, Hybrid, Meters, or Remote modes.

Master

The Control app is not linked to any control surface and provides all views (Mixer, Tracks, Channel, Meters, Monitoring, and Soft Keys). Meters view is independent of, and does not follow, control surface banking. When using the Control app by itself, or with only a Dock and/or S3, the app functions in Master mode. There can only be one Master tablet.

Hybrid (Master + Meters)

The Control app is linked to an S1 and all Control app views are available, but Meters view follows the S1 to which it is linked.

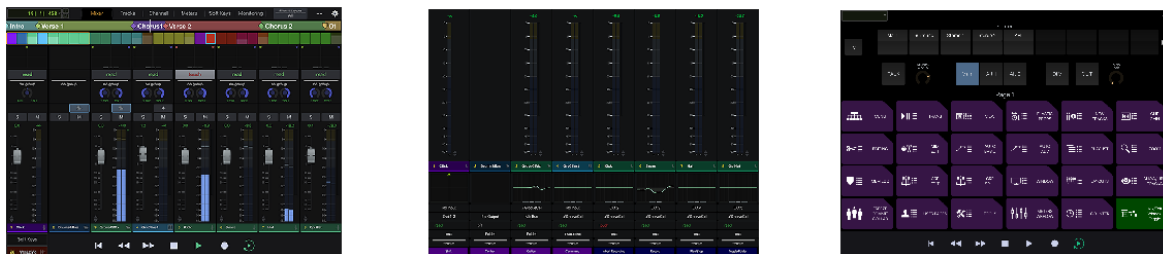
There can only be one Hybrid tablet, or one Master tablet.

Meters

The Control app is linked to an S1 and provides Meters view only, which banks with the S1 to which it is linked. To use the Control app in Meters mode there must be at least one S1, and one other Control app already configured as a Master or Hybrid tablet. Each additional Meters tablet requires its own S1. (Avid Control Desktop, when present, operates in Meters mode only.)

Remote

Avid Control Remote provides a counter in the upper left, monitoring controls across the upper area, the primary Soft Keys view in the center, and transport controls across the lower section. Remote mode does not change views (other than viewing different pages of Soft Keys) for constant and consistent access to essential functions and all Soft Keys. Use Remote mode to listen through different monitor sets, apply Soft Keys, and control playback from anywhere in the room without having to change views or move the Master tablet.



Avid Control in Master or Hybrid mode (left), in Meters mode (center), and in Remote mode (right)

You designate tablets for Master, Hybrid, Meters, or Remote modes in the **My Surfaces** list in EuControl Settings.

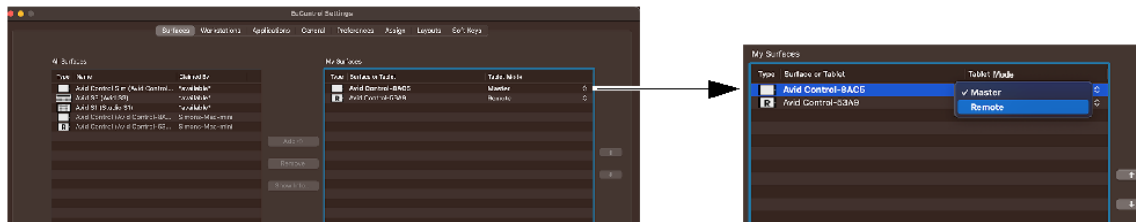
Designating Tablet Mode in My Surfaces

When you first start adding surfaces and tablets to the My Surfaces list in EuControl Settings > Surfaces, tablets are designated for Master, Hybrid, Meters, or Remote mode based on the initial order in which they are added (for Master or Remote) and/or the surfaces to which they are linked (for Hybrid and Meters).

Adding new tablets from All Surfaces to My Surfaces auto-assigns an initial mode based on the following rules:

- If there is no Master tablet in My Surfaces, a new tablet will be auto-assigned as a Master or (if linked to a compatible surface) Hybrid tablet.
- If a Master tablet is already present in My Surfaces, a new tablet will be auto-assigned as a Remote or (if linked to a compatible surface) Meters tablet.
- If both a Master and a Remote tablet are already present in My Surfaces, a new tablet can only be added as a Meters tablet linked to an available S1 (the tablet will not be able to be added as any other mode).

Once tablets have been added to the My Surfaces list, use the Tablet Mode selector to assign tablets to an available mode. Assignments persist. If a tablet briefly disconnects or you have to restart EuControl, Tablet Mode assignments are restored.



Tablet Mode selector in My Surfaces list (shown at left) and choosing a mode (shown at right)

 *The Tablet Mode column and selector will only be shown when compatible surfaces and tablets are in My Surfaces.*

When an unlinked tablet is in My Surfaces, the selector lets you designate that tablet as either a Master or Remote. When linked, choices include Hybrid or Meters.

 *In previous versions of EuControl, a Master or Hybrid tablet had to be in My Surfaces before you could designate any other tablet for Meters or Remote mode. Beginning with EuControl 2024.10 this requirement has been removed. As long as there are no S1s, you can use up to 2x tablets (only) and designate one as a Master and one as a Remote tablet, for example.*

Linking a Tablet to an S1

When a tablet is linked to an S1 it provides Meters view (only) for that S1, showing whichever tracks are banked, spilled or recalled on that S1.

To link a tablet to an S1:

1. In the Surfaces tab of EuControl Settings, add an S1 to My Surfaces.
2. Drag and drop an available Avid Control tablet on top of the same row as the S1. That tablet becomes linked to the S1 and functions in Meters mode.

To unlink a Control app/tablet from an S1:

- Select the S1 row in My Surfaces and click Remove. Both that S1 and its paired Control app are moved to All Surfaces.

To reassign tablets and S1s in the My Surfaces list:

- To link a Control app to a different S1, drag the app onto the new S1.

Changing Modes or Removing Tablets

When changing modes using the Tablet Mode selector, other assignments are maintained as long as the resulting configuration conforms to the following rules:

- There can never be more than one Master tablet. (Both standalone Masters and Hybrids count as Masters.)
- There can never be more than one Remote tablet.

Some changes to Tablet Mode assignment require a tablet to be reassigned or removed. If this occurs, a dialog alerts you.

Here is an example configuration:

Surface	Tablet Mode
Avid Control A	Master
Avid Control B	Remote

Action: Using the Tablet Mode selector, Avid Control B is changed to Master.

Result: Because there can only be one (1) Master, Avid Control A is changed to Remote mode. A dialog appears describing the reassignment with choices to accept or cancel the changes (see ["Too Many Master/Hybrid or Remote Tablets" on the next page](#)).

Surface	Tablet Mode
Avid Control A	Remote
Avid Control B	Master

Here is another example configuration:

Surface	Linked Tablet	Tablet Mode
Avid Control A		Master
Avid Control B		Remote
S1	Avid Control C	Meters

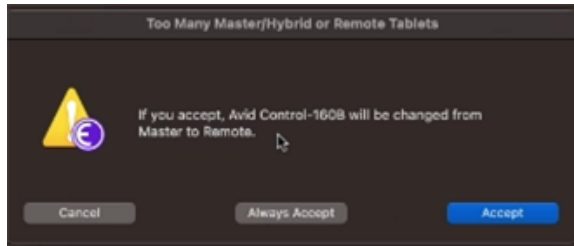
Action: Using the Tablet Mode selector, Avid Control C is changed from Meters to Hybrid.

Result: Avid Control C is changed to Hybrid, Avid Control B is changed to Remote, and Avid Control A is removed from the list.

Surface	Linked Tablet	Tablet Mode
Avid Control B		Remote
S1	Avid Control C	Hybrid

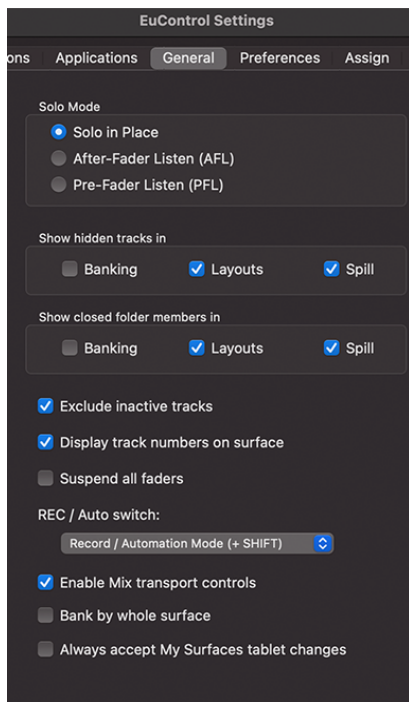
If any other tablet has to be reassigned or removed to allow the new assignments to conform to the rules for Master/Hybrid and Remote modes, EuControl alerts you and lets you accept or cancel the changes.

Too Many Master/Hybrid or Remote Tablets



Example Surface configuration alert when a tablet is re-assigned

Click **Accept** to accept the assignment. Click **Always Accept** to accept the current change to assignment and “don’t show again.” (You can also configure this setting in EuControl Settings > General.) Click **Cancel** to cancel without changing assignments.



EuControl Settings > General, “Always accept My Surfaces tablet changes” setting

For more information about adding and managing multiple Avid Control tablets, see the Using EuControl Surfaces guide.

Hybrid Mode and S1 Sync Preference

When using Avid Control with S1, Hybrid Mode enables two-way synchronization of function controls between the app and surface.

To Enable Hybrid Mode and Sync:

1. Launch Avid Control.
2. Go to **Channel View** settings in Avid Control.
3. Enable the preference: **Sync Function with S1**.

When this setting is active, selecting a function on either the S1 or Avid Control instantly updates the function in both locations. This mirrors the Dock’s 8-knob behavior, creating a more unified experience between surfaces and Avid Control.

Avid Control Desktop

The Avid Control Desktop app is available for macOS and Windows computers. Much like a linked Meters mode instance of the Avid Control app for iOS and Android, Avid Control Desktop provides a customizable Meters view for its associated S1. Unlike the iOS and Android app, however, Avid Control Desktop can also be used for Meters display with an Avid S3.

Avid Control Desktop can show meters for up to 32 tracks, and can be installed on either your primary EuControl workstation or on a separate, external workstation on the same network (does not require EuControl or EuControl External Workstation).

 *In this and other EuControl user guides, references to Avid Control or the Control app refer only to the iOS and Android app. Avid Control Desktop is always referred to as Avid Control Desktop.*

Updating Firmware

Once installed, EuControl software prompts you if the firmware on your Dock, S1, S3, or Artist Series control surface requires updating. The firmware is provided within EuControl, so an Internet connection is not required.

To update control surface firmware:

1. Click (macOS) or double-click (Windows) the EuControl icon and select **EuControl Settings**.
2. If necessary, click **Surfaces** to display the Surfaces tab.
3. Click to select the first hardware control surface in the My Surfaces list so it is highlighted.

 *If a unit does not appear in the My Surfaces list, add it manually. See "Overview of the Surfaces Tab" on page 33.*

4. Click **Update Firmware**.

If the Update Firmware dialog shows a message that the surface is up to date, no further action is necessary.

5. If the firmware needs to be updated, follow the instructions in the Update Firmware dialog box to proceed, and make sure to observe the following guidelines when updating firmware:
 - Ensure that the control surface is connected to a trustworthy power source.
 - Do not power off the unit during the update or attempt to interrupt the update.

The status of the firmware update is shown on the control surface displays as well as in the EuControl dialog.

6. Click **Done** when the firmware update is complete.
7. Repeat for any additional Avid control surfaces (except the Avid Control app or Avid Control Desktop), selecting and then updating their firmware one unit at a time.

Enabling EUCON in Pro Tools

When you first connect an Avid control surface, you must enable EUCON in Pro Tools. EUCON subsequently remains enabled in Pro Tools unless you disable it.

 *To learn how to configure EuControl for other EUCON-compatible applications see the [EUCON Application Setup Guide.pdf](#) or the documentation provided by the application's manufacturer.*

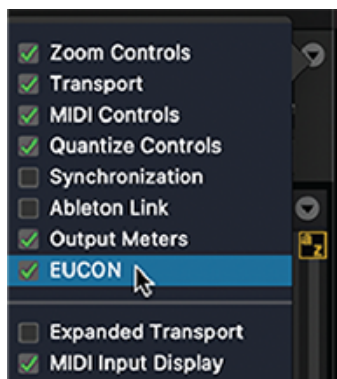
The ways you can enable EUCON depend on which version of Pro Tools and operating system you are using.

- **Mac only:** When running Pro Tools natively on Apple Silicon Macs, the previously available **Ethernet Controllers** tab in Pro Tools **Setup > Peripherals** is no longer provided. See ["EUCON in the Toolbar"](#) below.
- **Windows or Rosetta (Mac):** When running under Rosetta on Apple Silicon Macs, the Ethernet Controllers tab remains available to enable EUCON (in addition to the Edit window Toolbar controls for EUCON). See ["EUCON in Setup > Peripherals"](#) on the next page

EUCON in the Toolbar

To show EUCON controls in the Edit window:

1. Do one of the following:
 - ▶ Click the Edit Window Toolbar menu (in the upper-right corner of the window).
 - ▶ Right-click the icon in the Toolbar.
2. From the menu, select **EUCON**. EUCON controls are shown in the Tool bar.



Selecting EUCON in the Edit window Tool bar menu (shown at left) and EUCON in the Edit window Toolbar (shown at right)

To turn EUCON on or off:

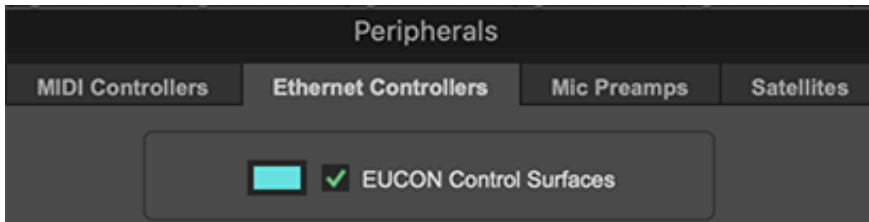
- ▶ Click the **EUCON** button.
- EUCON is enabled when the background is lit green with black text.

 *The Status LED indicates EUCON communication status. You can also hover over the LED to view a tooltip, if enabled in Pro Tools Preferences.*

EUCON in Setup > Peripherals

To enable EuControl in Pro Tools:

1. Launch Pro Tools.
If the Dashboard dialog appears, close it.
2. Choose **Setup > Peripherals**, click the **Ethernet Controllers** tab, then select **Enable EUCON**.



Enable EUCON check box

3. Click **OK**.
You do not need to configure any other Ethernet Controllers settings (they do not apply to EUCON).

 *Pro Tools scans your system until it identifies attached EUCON-compatible hardware. When Pro Tools finishes scanning your system, your controllers are ready to use with Pro Tools.*

 *If you disable EUCON while connected to a surface, you must restart all components (Pro Tools + control surfaces) before re-enabling.*

 *Always remove surfaces first under **EuControl Settings > Surfaces** before disabling EUCON.*

4. Proceed to [Confirming EUCON](#).

Confirming EUCON

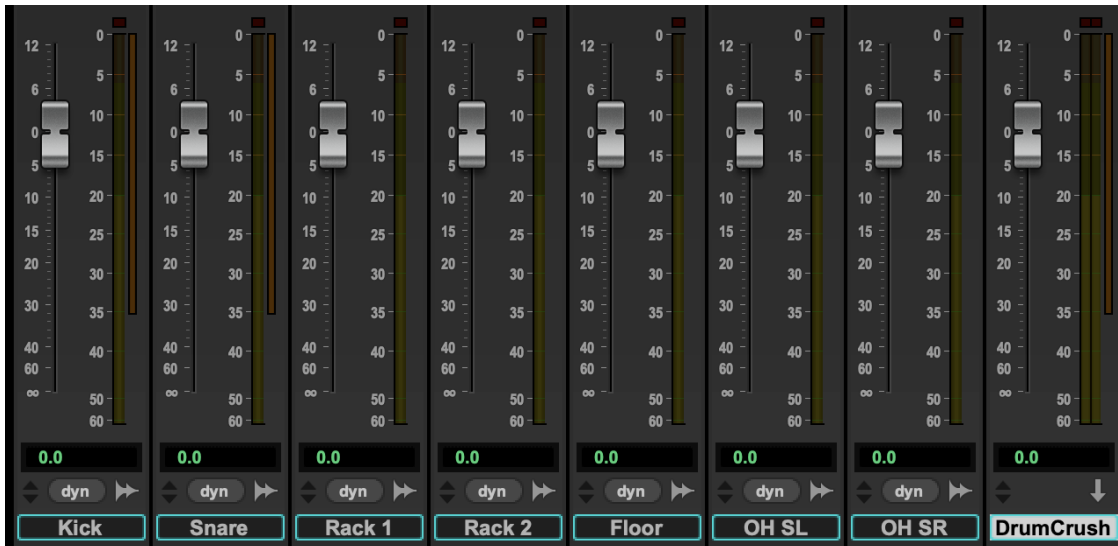
To confirm installation and communication:

1. Make sure you have enabled EUCON.
2. Open a session if one is not already open.
3. Verify that the Tracks or Mixer view in the Control app shows the track names from the Pro Tools session.



Avid Control Tracks view showing the first 16 tracks in a session

4. In the Pro Tools Mix window, verify that the names of the tracks currently banked to fader strips on your control surface are highlighted with blue-green borders.



Pro Tools Mix window showing tracks currently banked to S1

5. Proceed to any of the following:

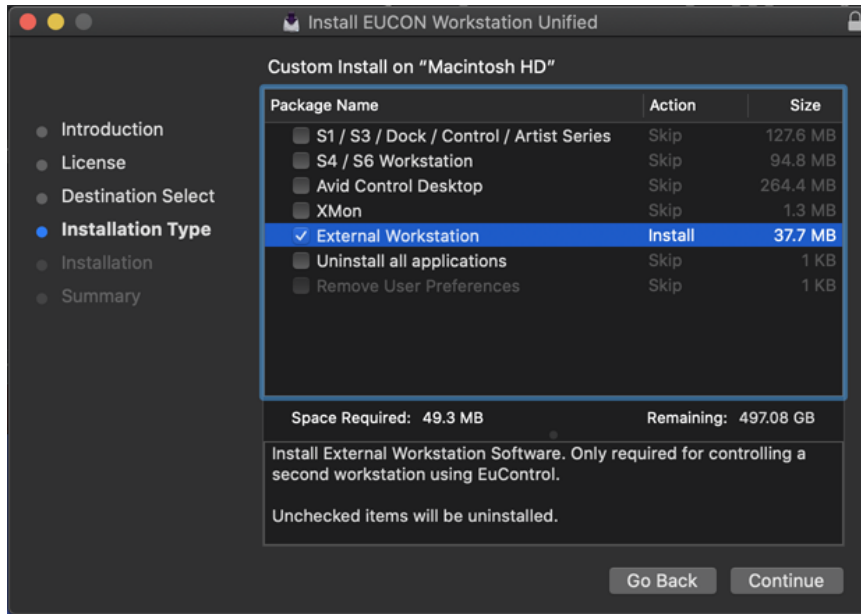
- ▶ To connect a second workstation computer, go to ["Connecting a Second Workstation" below](#).
- ▶ For additional installation information (such as connecting a footswitch, or power up/down instructions) see the guide for your controller(s).
- ▶ To start learning how to use your controllers with Pro Tools, proceed to ["Using EuControl Surfaces with Pro Tools" on page 35](#).

Connecting a Second Workstation

Your Avid control surfaces can control applications running on a second computer connected to the same network as the primary computer, referred to in this guide as a *workstation*. If EuControl is running on the same workstation as all your audio/video applications you can skip these instructions.

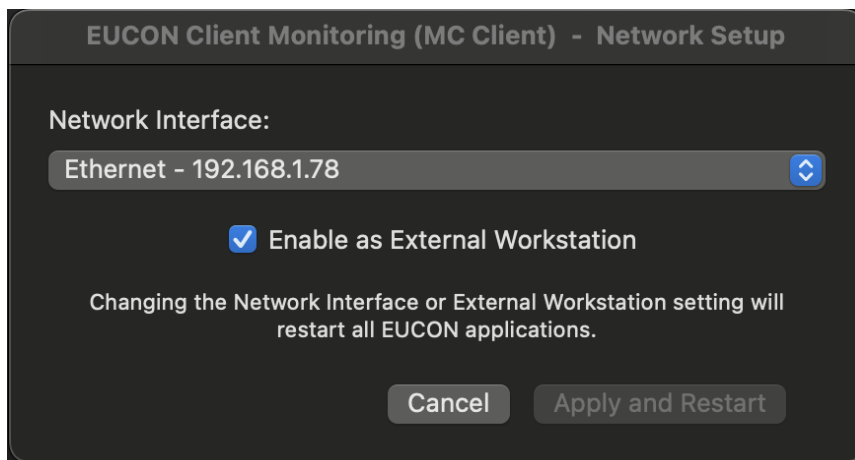
To be able to control a second workstation:

1. Quit (macOS) or Exit (Windows) Pro Tools and any other EUCON applications running on any of your workstations.
2. Transfer the `EUCON_WorkstationUnifiedInstall` file onto the second computer.
3. Do one of the following:
 - ▶ macOS: Double-click the installer to mount it to your macOS desktop.
 - ▶ Windows: Extract the .zip file into a new folder.
4. Double-click the `Install EUCON Workstation Unified` installer.
5. Select the `External Workstation` option and click `Next`.



EUCON Workstation selected in EUCON Combined Installer

6. When installation has finished, complete the following steps on the primary workstation.
 - a. Go to Spotlight (macOS) or Search (Windows), and type "**EUCON Client Monitoring (MCClient)**" to locate the application.
 - b. Launch **EUCON Client Monitoring (MCClient)**.
 - c. Open EuControl Settings, go to the **Workstations** tab, and click to enable **Enable External Workstations**.
 - d. Follow the prompt and wait until EUCON applications restart.
You must also manually relaunch your DAW.
 - e. Right-click the EUCON Client Monitoring icon in the system tray (Windows) or menu bar (macOS), and choose Network Setup.
 - f. In the **Network Setup** dialog of EUCON Client Monitoring, select the active network interface (Ethernet or Wi-Fi) and enable External Workstation mode if required.

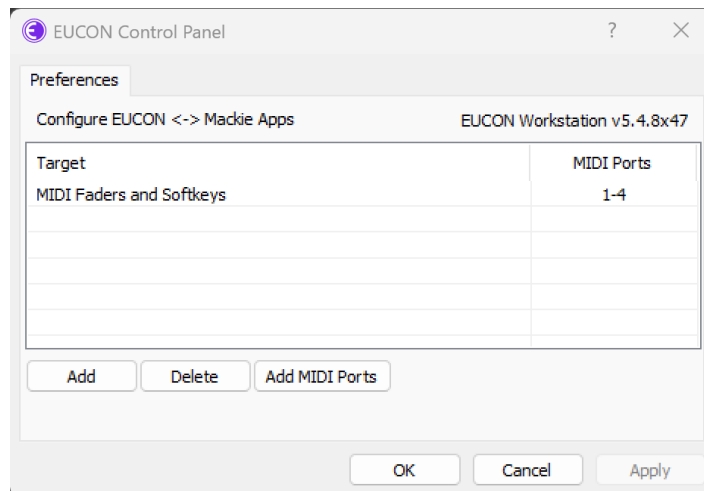


Updated EUCON Client Network Setup dialog inside EUCON Client Monitoring (MCClient)

7. Complete the following steps on the secondary workstation.

- a. Go to Spotlight (macOS) or Search (Windows), and type "**EUCON Client Monitoring (MCClient)**" to locate the application.
- b. Launch **EUCON Client Monitoring (MCClient)**.
- c. Right-click the **MCClient** icon and choose **Network Setup**.
- d. Make sure the **Network Interface** selector shows the correct network port for your EUCON connection.
- e. If it is not already enabled, click to enable **Enable as External Workstation**.
- f. Follow the prompt and wait until EUCON applications restart.

You must also manually relaunch your DAW.



System Preferences in EUCON Control Panel (Windows)

8. On the primary workstation, open the EuControl Settings window by doing either of the following:
 - ▶ On macOS, click the EuControl icon on the taskbar and select **EuControl Settings**.
 - ▶ On Windows, double-click the EuControl icon in the system tray and select **EuControl Settings**.



If you don't see the EuControl icon, it could be automatically hidden by Windows. Click on the small white arrow to show hidden icons, then double-click the EuControl icon.

9. In EuControl Settings, go to the **Workstations** tab.
10. Select your secondary workstation in the **All Workstations** list, then click **Add** to add it to the **My Workstations** list.

You can now switch between workstations by doing either of the following:

- ▶ On the Dock or S3, press the **Workstation** switch.
For example, on the Dock press **SHIFT+App/Workstation**.
- ▶ In the **Workstations** tab of EuControl Settings, select the desired workstation in the **My Workstations** list and click **Attach**.

If you are using the Control app without any other Artist Series controllers, you must use this method to switch workstations.

See "[Workstations](#)" on page 142 for information on the other features of the Workstations tab.

Powering-On Your System After Initial Setup

After the initial installation and setup, it is recommended to power up system components in the following order.

1. Router or switch: Avid strongly recommends that your router or switch should always be turned on and booted before anything else.
2. Avid media controllers: Dock, S1(s), S3, tablet(s) and Avid Control app.
3. Computer.

If a surface is not recognized by EuControl on your workstation, click the EuControl icon in the menu bar (macOS) or System tray (Windows) and choose **Restart EUCON Applications**. This process relaunches EuControl and re-initiates the connection. See also ["Troubleshooting EuControl Connections" below](#).



If you find a different power-up sequence that works for your controllers, computer, and particular configuration, power up in that same sequence every time.

Removing EuControl Software

To uninstall items:

1. Launch the installer.
Items that are currently installed are selected (checked) and indicated as Installed.
2. Do any of the following:
 - ▶ To uninstall specific component, make sure it is not selected (no check mark).
 - ▶ To uninstall all EUCON applications, select **Uninstall all applications**.
 - ▶ To uninstall all User Preferences, select **Uninstall User Preferences** (your appsets will not be removed).
3. Click **Continue** (macOS) or **Next** (Windows).

Troubleshooting EuControl Connections

This section provides troubleshooting for EuControl connection issues.

Tablets or Surfaces Disconnecting from EuControl

If your tablets or surfaces are losing connection to EuControl, try the following:

- Make sure the computer is not going to sleep.
- Restart the Control app(s).
- Turn Wi-Fi off and then back on.
- Restart tablet(s).
- Restart EuControl.

Multiple Network Adapters

When launched, EUCON displays a warning message if any possible network conflicts are detected. This type of conflict can occur if both adapters are connected to the same router or switch. For the best, most reliable connectivity and performance, have EUCON on its own, separate network.

For more information, see the *EUCON Networking Guidelines.pdf*, available for download from the [EuControl Product Guides](#) article on our Knowledge Base.

“EUCON Network Not Found” Dialog

If the **EUCON Network Not Found** dialog appears when launching EuControl software on a EuControl External Workstation, check to make sure the correct **Network Interface** is selected in the **EUCON Preferences** (Mac) or **EUCON Control Panel** (Windows).

To select the correct Network Interface for EuControl:

1. Do one of the following depending on your workstation computer’s operating system:
 - ▶ macOS: Go to System Preferences and select **EUCON**.
 - ▶ Windows: Go to the Control Panel and select **EUCON**.
2. From the Network Interface (macOS) or the Select Network Interface (Windows) pop-up menu, select the appropriate Network Interface.
3. In the **EUCON Network Not Found** dialog, choose **Restart EUCON**.
4. If you chose **Quit** in the EUCON Network Not Found dialog, relaunch EuControl by typing “EuControl” into Spotlight Search (macOS) or the Start Menu Search box (Windows), then choose **EuControl**.

Unlit EuControl Icon

If a lit EuControl icon does not appear when EuControl launches, do any of the following:

- ▶ See ["Overview of the Surfaces Tab" on the next page](#) to learn how to add the Control app manually.
- ▶ Click the EuControl icon in the menu bar (Mac) or right-click the choose **Restart EUCON Applications**.
- ▶ Shut down the tablet and your computer, then turn them on (tablet first, then the workstation computer).
- ▶ Make sure the name of your tablet does not exceed 31 characters.
- ▶ See <https://kb.avid.com/articles/faq/Avid-Control-Support> for the most current troubleshooting information.

Optimizing Wifi

To troubleshoot and optimize Wi-fi performance see the **Improving Avid Control Wi-Fi Connections** information in the [Avid Control Support](#) article on our Knowledge Base.

Appset

See ["Import Compatible Custom Appset" on page 169](#).

Optimizing Wi-Fi

Consider doing either or both of the following to optimize Wi-Fi performance.

Change the Router Wi-Fi Channel

Many common routers use the same default Wi-Fi channel. To avoid dropped or unreliable performance it can be helpful to choose a different wireless channel, especially if there are other people using Wi-Fi nearby. When multiple routers are present and are using the same channel, performance can be compromised. This is more likely to occur when a router uses the more crowded 2.4 G Hz band (such as older routers) but can also occur with routers that use the 5 G Hz band.

To learn how to identify and change your router’s Wi-Fi channel, search the internet for “Change your router channel to avoid interference from other Wi-Fi networks.”

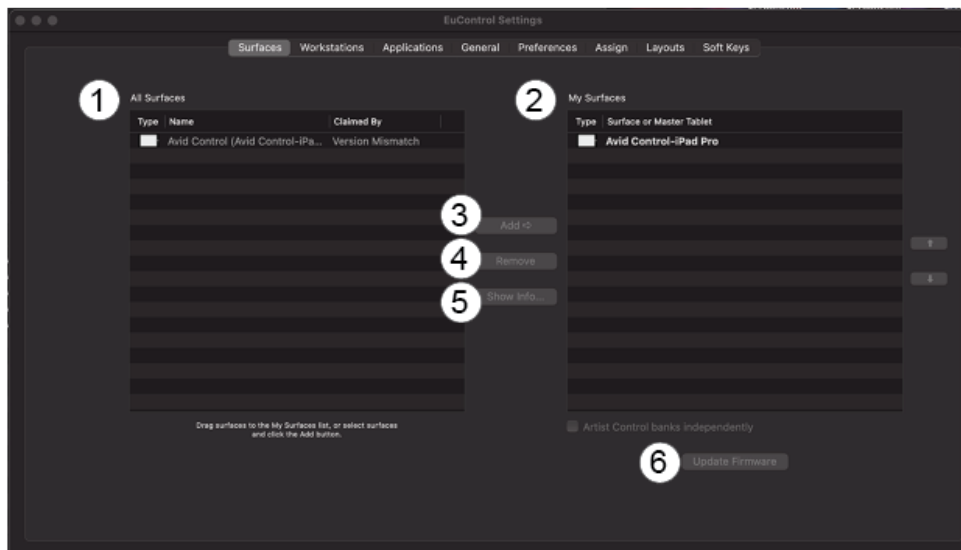
Use a Router with Multiple Channels

When using three or more Control app tablets and control surfaces simultaneously, consider getting a separate “gaming” router that provides multiple Wi-Fi channels such as the TP-Link AC5400 Tri Band Gaming Router. In addition to providing multiple Wi-Fi channels, this unit is an example of a router that also provides eight Ethernet ports which allows connection of up to four S1s, a Dock (or S3), and up to two workstations.

For more troubleshooting, visit [Avid Control Support](#).

Overview of the Surfaces Tab

The **Surfaces** tab in EuControl Settings shows all EUCON controllers on your network and those connected to your instance of EuControl. Use the **Surfaces** tab to add and connect surfaces, arrange them in the desired order, pair S1s with Control app tablets and manage Control app Master/Meters/Hybrid designation.



Surfaces tab showing the Avid Control app in All Surfaces (at left) and added to the My Surfaces list (at right)

The Surfaces tab provides the following lists and controls.

1 – All Surfaces

All Surfaces shows all Avid media controllers on the network. A device shown in light gray is already connected either to your own or another instance of EuControl running on a different workstation. In both cases, it is not selectable.

2 – My Surfaces

My Surfaces shows the media controllers connected to your instance of EuControl. The **Type** column shows an icon for each device. The **Surface or Master Tablet** column shows the name of the device, and for tablets indicates whether Avid Control is functioning in Master, Meters, or Hybrid mode. The top-to-bottom order corresponds to the left-to-right order of the surfaces, respectively. The leftmost surface is assigned to fader strip 1. Use the up and down arrow buttons (located to the right of **My Surfaces**) to reorder the list. Each media controller can be renamed by double-clicking the existing name and typing a new name.

3 – Add

Click **Add** to add the selected All Surfaces entry to My Surfaces. This connects the selected Avid media controller to your instance of EuControl. You can also click and drag an Avid media controller from All Surfaces to My Surfaces. **Add** is disabled if all media controllers in All Surfaces are connected to any instance of EuControl.

4 – Remove

Click **Remove** to remove the selected surface or linked S1/Control app pair from My Surfaces and make it available to other instances of EuControl. **Remove** is disabled if no surface is selected.

5– Show Info

Select a unit in **All Surfaces** or **My Surfaces** and click **Show Info** to see the name of the device (and currently linked Control app, if any), hardware and software information, or troubleshooting suggestions.

6 – Update Firmware

Select a single hardware media controller (not Avid Control/Desktop) in the **My Surfaces** list, then click **Update Firmware** to check and, if necessary, update firmware on that unit by following the on-screen instructions. Repeat for any additional hardware controllers.

Artist Control Banks Independently

(Artist Control Only) This option is only available when an Artist Control is selected in the My Surfaces list. When enabled, each Artist Series unit can bank independently of each other (in applications that support it).

3 Using EuControl Surfaces with Pro Tools

This section shows how to use EuControl software and Avid media controllers with the latest version of Pro Tools. Examples include:

- ["Overview of Configurations and Parameter Control " below](#)
- ["Track Basics" on page 40](#)
- ["Layouts " on page 83](#)
- ["Working with Plug-Ins and Sends" on page 92](#)
- ["Working with VCAs" on page 115](#)
- ["Working with Automation" on page 120](#)
- ["Surround Panning" on page 130](#)
- ["Monitoring" on page 135](#)

Overview of Configurations and Parameter Control

Each supported EuControl control surface can be used alone or in supported combinations with other units. The following sections give an overview of the capabilities of each control surface and example configurations. For requirements and guidelines, see ["Create Your Surface in EuControl Settings" on page 17](#).

Control App

The Control app for iOS and Android can be used standalone or in combination with other EuControl surfaces. Multiple Control apps can be used when one or more S1s are present in the configuration. One instance of the Avid Control Desktop application for macOS and Windows can be used with one or more S1s, or an S3 to provide Meters view. For an overview of the tabs, views, and settings, see the Avid Control and Avid Control Desktop Guide.

Dock

One Dock can be used with one Control app, and up to four S1s (with up to four additional Control apps) or with one S3. For an overview of controls on the Dock, see the Avid Dock Guide.

S1

Up to four S1s can be used, with up to four Control apps. If a Dock is present, one more Control app can be added. For an overview of controls on the S1, see the Avid S1 Guide.



S1 cannot be used with S3 or legacy Artist/MC units (Transport, Mix, Control, or Color).

S3

One S3 can be used simultaneously with one Dock and one Control app. For an overview of controls on the S3, see the Avid S3 Guide.

Control App Standalone

You can use one Control app for iOS and Android regardless of whether you have any other Avid hardware control surfaces. When used standalone or with a Dock or S3, the Control app operates in *Master* tablet mode and provides all available views (*Mixer*, *Tracks*, *Channel*, *Meters*, *Soft Keys*, and *Monitoring*) letting you access and adjust many track parameters and automation directly, including plug-ins, sends, EQ, Dyn (dynamics), pan, signal routing, and groups.



Avid Control app

Control App and Dock

When the Control app is used with a Dock you can use the Dock Soft Knobs to adjust parameters displayed in the Control app. You can use the combination of Dock and Control app with one or more S1s, or with a single S3, or with supported Artist Series units.



Avid Dock and Control app

Control App and S1

When a single Control app is used with a single S1, the Control app can operate in *Master* or *Hybrid* Tablet mode. In Hybrid mode, the app provides all the same views as when in Master mode but its **Meters view** is linked to and follows banking on the S1. When the preference “Sync Function with S1” is enabled in Avid Control’s **Channel View** settings, function selection is synchronized between the Control app and the S1. This means selecting a function (for example, EQ, Pan and Sends) on one automatically updates the other. This provides two-way synchronization for a smoother, more responsive workflow. You can adjust parameters from the Control app or S1.



Avid S1 and Control app

When more than one Control app is used with a combination of one Dock and/or up to four S1s, one instance of the Control app (often the one mounted on the Dock) operates in Master Tablet mode for full access to all views, while other Control apps (including up to one Avid Control Desktop) operate in Meters mode for linked S1 metering (only). Multiple S1s can bank as one unit.



Two Avid S1s with Control app and Dock

Control App and S3

When a Dock/Control app is used with S3, parameters can be adjusted from either the Dock, Control app (iOS or Android), or S3. Separately, one Avid Control Desktop app (macOS or Windows) can be installed to provide a dedicated Meters view for S3.

Avid Control Desktop

One instance of the Avid Control Desktop application for macOS and Windows can be used with one or more S1s, or an S3 to provide Meters view.



Avid S3 with Avid Control Desktop

Hardware Switches on Control Surface

In this and other EuControl guides, the names of switches on the Dock and S3 control surface are shown in bold, such as **Sel**.

Accessing Secondary Functions Using Surface SHIFT

The **Surface SHIFT** switches are used in conjunction with other switches to access a secondary layer of functions.

- The primary function of switches are shown directly on each switch.
- Most secondary (**Surface SHIFT**) functions are listed next to or above each switch, or on the switch but in black text with a white background.



Primary and secondary switch functions

The Dock has two **Surface Shift** switches to the lower left and lower right of the Transport switches.



Dock Surface SHIFT switches

On S1, the **Surface SHIFT** switch is to the left of the Function switches.



S1 Surface SHIFT switch

S3 has two **Surface Shift** switches in the lower left and lower right corners of the top panel.

In this and other EuControl guides, the **Surface SHIFT** switch(es) are indicated by bold text in all-caps to distinguish them from references to the Shift, Option/Alt, and Control modifiers on your computer keyboard, and from the Global Modifier switches **Multi Select/Shift** (S3 only).

For example, to enable Do to All using the Dock you press and hold the **Surface SHIFT** switch, then press the **Do to Sel/Do to All** switch, and then perform the command you want to apply. In guides, this is written as:

To enable Do to All using the Dock:

1. Press **Surface SHIFT+Do to Sel/Do to All**.
2. Perform the command you want to apply to all tracks.



Surface SHIFT is available as a Soft Key, letting you assign it to any available switch. For more information, see "Surface SHIFT Available as a Surface Soft Key" on page 168.

Momentary or Latching SHIFT

By default, the **Surface SHIFT** switch operates in momentary behavior (active only while pressed and held down).

You can change this to operate in Latching behavior (pressing toggles the state on or off) in the "Preferences" on page 153 tab of **EuControl Settings**.

Video Resources

You can watch video tutorials on YouTube:

- [Avid S1 Overview](#)
- [Avid Control App](#)
- [S3 + Dock Integrated Workflows](#)
- [Get Started Fast with Pro Tools | S3 and Dock](#)

You can find more videos, including the latest workflow tutorials, on the Avid website. Go to www.avid.com, view Products and select Pro Mixing. Follow the links for your controller and check the **Learn** and **Support** listings for video resources.

4 Track Basics

This section shows how to select, bank and nudge tracks to assign them to fader strips. You will also see how to adjust track volume and pan, use the Assignable Knob, record enable tracks, assign track input and output, assign tracks to groups, and more.

- "Selecting and Attentioning Tracks" below
- "Renaming Tracks from Avid Control" on page 44
- "Banking" on page 44
- "Folder Tracks" on page 49
- "Adjusting Track Volume, Pan, Solo, and Mute" on page 57
- "Assignable Knob " on page 63
- "Recording" on page 66
- "Toggling Input Monitor " on page 70
- "Assigning Track Input and Output" on page 71
- "Working with Groups" on page 75
- "Zoom, Jog/Shuttle, Mark and Move Using the Dock Wheel" on page 77
- "Flipping Encoder Parameters to Faders" on page 78
- "Pro Tools Markers in Avid Control " on page 79

Selecting and Attentioning Tracks

Selecting a track also attentions it, assigning it to the Dock channel strip, focusing it on S1 or S3, and selecting it in Pro Tools. You can select tracks:

- In Mixer or Tracks view in the Control app.
- Using the **se1** switches on S1 or S3 .
- On-screen in Pro Tools.

In Pro Tools and other applications, multiple tracks can be selected but only one can be attentioned. When multiple tracks are selected, the last selected track is attentioned.



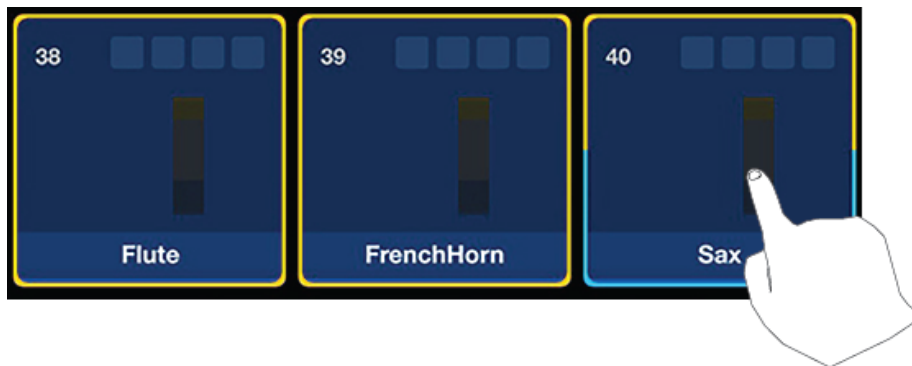
With Pro Tools, you can optimize function recall when selecting different tracks and track types. See "Function Recall Mode" on page 152.

Selecting Tracks Using the Control App

To select and attention a track, do any of the following:

- ▶ In Mixer view, tap a track name under the fader for the desired track.
- ▶ In Tracks view, tap **se1** in the Toolbar to enable it (lit), then tap the desired track tile.
- ▶ In Channel or Soft Keys views, tap the desired track tile. (You cannot select tracks in any Meters view.)

An orange rectangle surrounds the selected track's fader strip in Mixer view, and its track tile in Tracks view. When a track is both selected and attentioned, the upper half of its outline is orange and the lower half is blue. (In the Universe Scroller, all tracks currently visible in the Control app are highlighted in orange.)



Select button enabled in the Tracks view Toolbar, three tracks selected, and the last track selected and attentioned

 *With Pro Tools, you can configure your controllers to follow on-screen actions by configuring "Surface Attention Follows DAW" on the next pagesettings. You can also select / attention a track by touching a fader by enabling "Select by Touch" on page 148 in the EuControl software.*

To select a range of tracks (Pro Tools only):

1. Select a track in any view.
2. Tap and hold a different track. All tracks between the two are selected.

To select non-adjacent tracks (add to a selection):

1. Select any track.
2. To select additional tracks, do either of the following:
 - ▶ Tap and hold the initially selected track, then tap any other track.
 - ▶ Or, tap and hold the Command Soft Key (from Home, tap Modifiers), then tap any other tracks to add them to the selection.

To select all tracks:

1. In the lower Tool bar, tap **Soft Keys**.
2. If necessary, navigate to the first page of Soft Keys by tapping **Home** until the **Do to All** Soft Key is displayed.
3. Tap to enable **Do to All**, then select any track.

To deselect a track (when multiple tracks are selected):

- ▶ **Command-click** (macOS) or **Control-click** (Windows) on the track you want to deselect.

To deselect all other selected tracks, do one of the following:

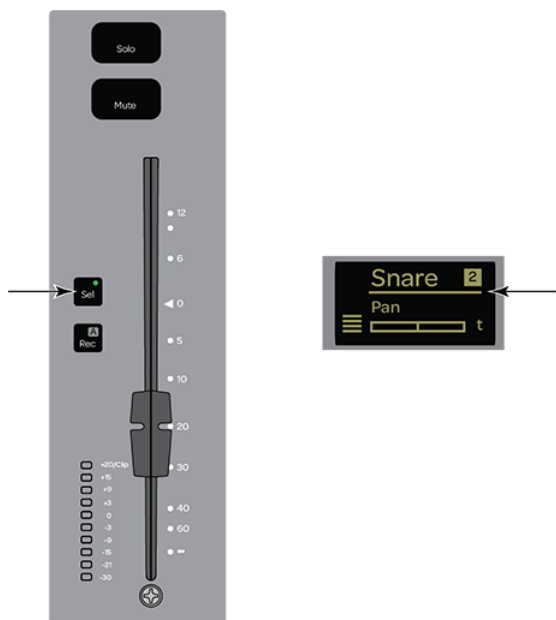
With multiple tracks selected, tap and hold the **Option Soft Key**, then tap any selected track you want to leave selected.

Selecting Tracks Using S1 or S3

You can select and attention tracks using channel **sel** switches. You can use the Modifier switches to select multiple tracks. When multiple tracks are selected, the last selected track is the attentioned track. When S1 or S3 is used with a Dock, the attentioned track will always be assigned to the fader strip on the Dock.

To select a track:

- Press any channel **Se1** switch. The track is selected in Pro Tools, and that track is attentioned on the S1 or S3.

**To select all tracks:**

- ▶ Hold **Option** (Mac) or **Alt** (Windows) on your computer keyboard and press any unlit channel **Se1** switch.

To deselect a track:

- ▶ Hold **Command** (Mac) or **Start** (Windows) on your computer keyboard and press any lit channel **Se1** switch.

To deselect all selected tracks:

- ▶ Hold **Option** (Mac) or **Alt** (Windows) on your computer keyboard and press any lit channel **Se1** switch.

To select a range of tracks (multi-select):

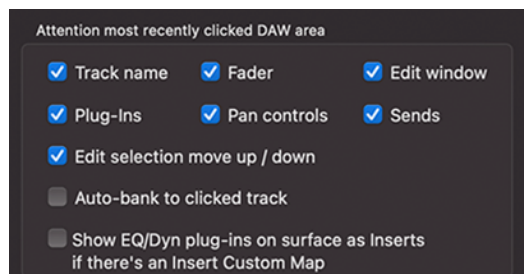
1. Press the first track's channel **Se1** switch (usually the leftmost track you want to include in the selection).
2. Hold **Shift** (S1) or **Multi Select/SHIFT** (S3) and press **Se1** on the last (right-most) track. All tracks between the two are selected.

To select non-adjacent tracks (add to a selection):

1. Press the channel **Se1** switch to select any track.
2. Hold the S1 or S3 **Command** switch (in the Modifiers below the fader strips) and press an unlit channel **Se1** switch.

Surface Attention Follows DAW

You can optimize how EUCON surfaces react to actions on-screen in your DAW using the **Attention Most Recently Clicked DAW Area** options in the **General** tab of EuControl Settings.



Attention Most Recently Clicked DAW Area settings in EuControl Settings > General

Enable any available setting to control when a mouse click tells the surface to attention a track. For example, if **Edit Window** is enabled and you click in the time line or clicking/selecting a clip in your DAW, that track is automatically attentioned on your controller. If **Edit Window** is not enabled, clicking in the time line or clicking/selecting a clip will not attention that track.

 *If using Pro Tools 2018.12 or earlier, consider disabling these settings to avoid possible undesirable behaviors.*

Additional Information for Attention Triggers

Definitions for Attention Most Recently Clicked DAW Area Settings

Attention Setting	Trigger	Additional Information
Track Name	Clicking a track name in Mix or Edit window	
Fader	Clicking a track volume fader in Mix window	
Edit Window	Clicking in a track/playlist lane in the timeline Keyboard shortcuts that move the insertion or section between tracks (such as Command Focus “p” and “;”). See “Edit Selection Move Up / Down” below.	When clicking, the attention trigger is only based on the initial mouse click location. If you define a selection spanning multiple tracks, or bound an edit group, the attentioned track is based on the first point of contact on the edit timeline.
Plug-Ins	Clicking to open a plug-in window Clicking anywhere in the plug-in window (including the header with automation, Librarian and the Target icon)	
Pan Controls	Clicking a pan knob or puck in the Mix window Clicking anywhere within a floating Pan window Clicking on a pan puck in the I/O view of the Edit window	Note that clicking on a pan control in the I/O view of the Edit window will not trigger attention.
Send Controls	Clicking to open a send window Clicking anywhere within an open send window (including the window Target)	Note that clicking a send control in any Expanded Sends view will not trigger attention.
Edit Selection Move Up / Down	Using the computer keyboard or EUCON key commands to move the edit cursor or a selection up or down. For example, pressing “p” to move up or “;” to move down will attention the last	In Pro Tools make sure to enable Link Track and Edit Selection

Attention Setting	Trigger	Additional Information
		track in which the cursor lands.

Attention on Select Button Press and Auto-Bank to Clicked Track

These settings let you further optimize workstation and controller interaction.

- Enable **Attention on Select Button Press** to have track Attention follow strip **Se1** (Select) and/or tapping to select a track in the Control app.
- Enable the **Auto-Bank to Clicked Track** setting to have controller banking follow **Attention Most Recently Clicked DAW Area** settings. For example, when **Auto-Bank to Clicked Track** and **Track Name** are enabled, clicking a track Name banks that track onto the surface and attentions it. If **Track Name** is not enabled, clicking a track name will not bank or attention that track. Banking will only occur if the selected track is not already banked to a strip. In addition, **Auto-Bank to Clicked Track** and **Auto-Bank to Selected Track** are mutually exclusive (enabling either disables the other) to best support applications which may or may not support the **Attention Most Recently Clicked DAW Area** settings.



When using a DAW that does not directly support these new features, the previously available “Attention most recently selected track” setting remains available. When using a DAW that does directly support these new features, “Attention most recently selected track” is not available.

Renaming Tracks from Avid Control

You can rename tracks from the Control app.

To rename a track from the Control app:

1. Double-tap a Track name in any view to display the on-screen keyboard.
2. Enter a name.

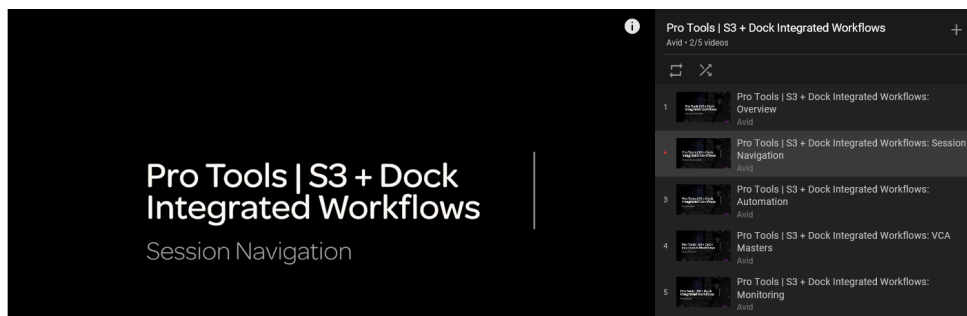
Banking

You can control which tracks are displayed in the Control app, on the Dock Attention fader, and on S1 or S3 by banking and nudging, using **Scroll to Track** and **Scroll into View** commands, and using Layouts (S1, S3, and Artist Mix only).

You can use the **Bank** and **Nudge** switches on the Dock, S1 or S3 to navigate through tracks.

- The Dock **Bank** and **Nudge** switches only bank the Control app and any other EuControl surfaces. To have tracks shown in the focused DAW follow Control app banking, enable the **App banks DAW** option in the Control app local options (gear icon).
- On systems that include an S1, S3 or other Artist Series media controller, the **Bank** and **Nudge** switches on those controllers affect all connected surfaces but not the Control app (except when the Control app is in Hybrid or Meters Tablet mode in which case it will follow banking on its linked S1).

To watch some of these features in action, check out the [Session Navigation](#) video from the EuControl [Integrated Workflows](#) series on YouTube.



Banking the Control App

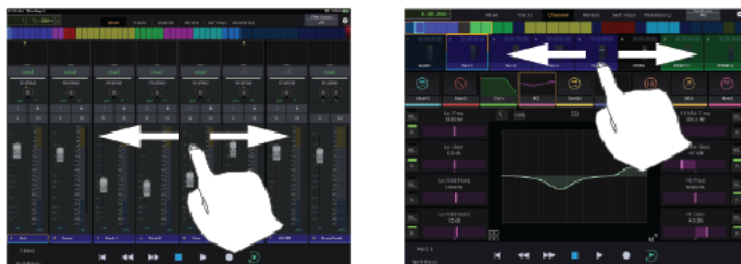
In both Mixer and Track views you can display additional tracks by swiping the screen, or using the Universe Scroller.

When using the Control app with one multi-fader Avid media controller such as S1 or S3, tracks are banked to each device independently. For example, if the S3 is banked to tracks 1–16 and you bank the Control app Mixer view from tracks 1-8 to tracks 17-24, the S3 remains banked to tracks 1-16.

To bank tracks in Mixer, Channel, or Soft Keys view:

- Swipe horizontally to bank other channels.

In Pro Tools, the names of the tracks currently banked to the faders in the Mixer view are outlined with blue-green borders.



Banking by swiping in Mixer view (shown at left) and Channel view (shown at right)

To bank tracks in Tracks view:

- If necessary, tap **Tracks**, then swipe vertically in the track tiles area to bank other tracks.

To bank tracks using the Universe Scroller, do one of the following:

- Tap the **Universe Scroller** and slide horizontally until the desired tracks are shown.
- Tap anywhere in the **Universe Scroller**. In Mixer view, the tapped track is assigned to the leftmost fader, and in Tracks view, the tapped track is assigned to the top-leftmost track tile.

*By default, banking the Control app does not bank the focused DAW. You can change this so that your DAW does follow Control app banking by enabling **App Banks DAW** in the Control app General settings.*

Auto-Bank to Selected Tracks (Control App follows DAW)

You can link Control app track display to DAW track selection by enabling the **Auto-Bank to Selected Tracks** setting. When enabled, selecting a track in Pro Tools banks the Control app to that track. Note that if the selected track is already visible on the Control app no scrolling will occur.

To configure Auto Bank to Selected Tracks:

1. In the Master or Hybrid Control app, tap the **Gear** icon to open settings.
2. Locate and configure the **Auto Bank to Selected Tracks** option as desired.



This setting only affects Master or Hybrid Control apps, not Avid Desktop Control.

Independent and Global Banking for Avid Control App Views

You can configure the Control app views for global (linked) or independent (unlinked) banking, to optimize banking on Master or Hybrid tablets. This setting affects banking across Mixer, Tracks, Channel, and Meters view (Meters view only on Master tablets).

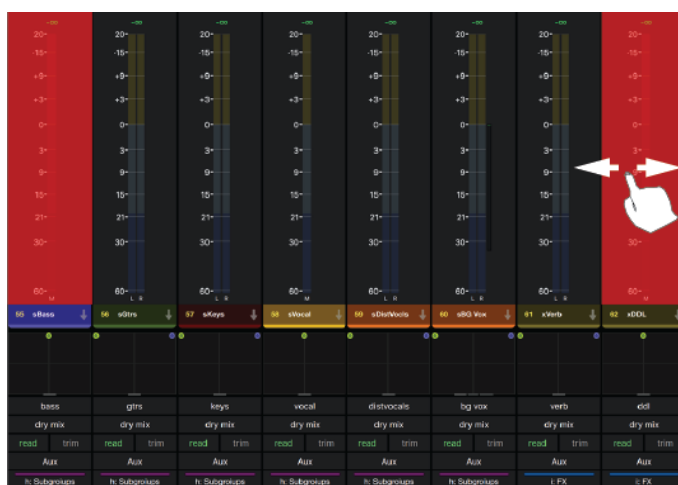
To configure Banking in Views mode:

1. In the Control app for iOS and Android, tap the Gear icon, then tap to display the **General** settings.
2. Configure the **Views Bank Independently** setting as desired.

Bank S1 from Linked Meters Tablet

To nudge or bank S1 from its linked Control app:

1. Make sure the Control app is linked to an S1 and operating in Meters or Hybrid mode.
2. To nudge left or right, tap with one finger on the far left or far right meter in the linked Control app.
3. To bank left or right, tap with two fingers on the far left or far right meter in the linked Control app.



Nudge/bank zones (highlighted in red in the image, above)

Banking Using the Dock

To bank tracks:

1. Press **< Bank** to bank the previous set of eight tracks, or **Bank >** to bank to the next set of eight tracks.
2. Press the **SHIFT+Bank>/Nudge >** switch to nudge tracks one channel to the right. If tracks 1–16 were assigned to S3 fader strips 1–16, tracks 2–17 are now assigned to the 16 fader strips.

3. Press **Surface SHIFT+< Bank/< Nudge** switch to nudge tracks one channel to the left.



Nudge and Bank switches

Banking Using S1 or S3

Bank tracks to the S1 or S3 fader strips using the **Bank**, **Nudge**, **Home** and **End** switches.

- *Banking* provides “bank stop” to avoid empty fader strips. For example, banking fully left stops at track 1 on strip 1.
- *Nudging* lets you move beyond the first or last track. For example, nudging repeatedly to the left lets you move track 1 onto strip 8, with blank strips on faders 1–7.
- If multiple S1s (or Artist Mix) are present, banking can be optimized using the **Bank by Whole Surface** setting, described below.

To bank tracks to fader strips:

1. Press the **Bank >** switch to bank the next set of 16 tracks. If tracks 1–16 were assigned to fader strips 1–16, tracks 17–24 are now assigned to the 16 fader strips.
2. Press the **Nudge >** switch to bank tracks one channel to the right. If tracks 1–16 were assigned to fader strips 1–16, tracks 2–17 are now assigned to the 16 fader strips.



Bank Nudge, Home, and End switches on S1

3. Press **Home** (**Surface SHIFT+< Bank**) to restore tracks so that track 1 is on strip 1, track 2 on strip 2, and so on.
4. Press **End** (**Surface SHIFT+Bank >**) to bank the last set of tracks to the channel strips.

Bank by Whole Surface

The **Bank by Whole Surface** setting in the **General** tab of **EuControl Settings** lets you bank multiple S1s and linked Artist Mix/Control units by the total number of faders in the configuration (not including the Dock fader, if present).

For example, with two S1s and tracks 1–16 on the faders:

- If **Bank by Whole Surface** is enabled, pressing **Bank >** brings tracks 17–32 to the faders. If using three S1s, **Bank >** banks in units of 24, and in units of 32 if using four S1s.
- If **Bank by Whole Surface** is not enabled (its default setting), pressing **Bank >** banks in units of 8. If using two S1s and tracks 1–16 are currently on the faders, pressing **Bank >** brings tracks 9–24 to the faders. Other configurations bank as follows when **Bank by Whole Surface** is not enabled:
- S1s and Artist Mix units (when set to bank independently/unlinked) bank in units of 8.

- Artist Control, when set to bank independently, banks in units of 4.
- S3 banks in units of 16.
- Linked Artist Mix/Artist Control bank in units of 8.

Additional Banking Features

With Pro Tools, the Scroll to Track and Scroll Into View features provide additional ways to control banking.

Scroll to Track and Scroll Into View

(Pro Tools Only)

EUCON surfaces fully support ICON-style Scroll to Track and Scroll into View to scroll Pro Tools windows so that the selected track is at the far left in the Mix window and at the top of the Edit window.

- Scroll to Track lets you search for and scroll/bank to tracks by name. The searched track is selected.
- Scroll into View lets you scroll and bank without selecting the desired track by clicking its on-screen name, or using its **Sel** switch.

Scroll to Track

To enable Scroll to Track:

- In Pro Tools, go to **Preferences > Mixing** and enable “**Scroll to Track**” **Banks Controllers**.

To utilize Scroll to Track:

1. Choose **Track > Scroll to Track** (or press Command-Option-F (Mac) or Control-Alt-F (Windows)).
2. Enter the desired track name and click **OK** (you only need to type the first few letters and matches will be suggested).

Stroll into View

To scroll a track into view and bank it onto the surface without selecting it:

- Shift-Control-click (Mac) or Shift-Win-click (Windows) on the track Name on-screen.

To scroll a track into view that is off-screen but is already banked on the control surface:

- Hold Shift-Control (Mac) or Shift-Win (Windows) and press **Sel** on the strip for the desired track.

To scroll a track into view and select it:

- Right-click the track name and choose **Scroll Into View**.

Avid Control Scroll Into View

The Avid Control setting **Mixer Scroll into View** lets you scroll the Pro Tools Mix and Edit windows from the Control app. To enable, go to the **Control app Settings (gear icon) > General**, and enable **Mixer Scroll into View**. When enabled, **Control+Shift (Mac)/Win+Shift (Windows)** tapping on a track name in the Control app Mixer view or a track tile in Tracks view scrolls the Pro Tools Mix and Edit windows so that the selected track is at the top of the Edit window and far left in the Mix window. In the Control app, other views follow if the **Views Bank Independently** option is Off.

Layouts

If your configuration includes one or more S1s, an S3, or one or more Artist Mix units you can also use ["Layouts" on page 83](#) to be able to store and recall custom track-to-strip assignments.

Folder Tracks

You can select, open, close, and spill Folder Tracks from S1 and S3, from the Control app **Tracks** view, and using Soft Keys.

Folder Tracks in the Control App Mixer and Track Views

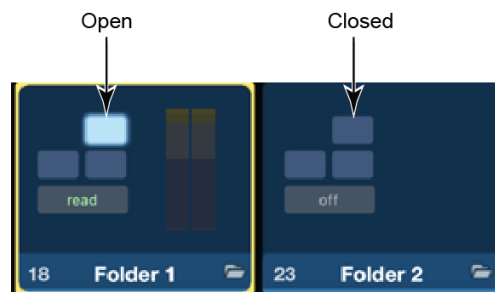
In Mixer view, Folder Tracks provide a Folder icon that toggles and indicates open or closed status.



Folder Tracks in Mixer view; an open Routing Folder Track (shown at left) and closed Basic Folder Track (shown at right)

- The Open/Closed icon is lit and “open” when a Folder Track is open, and unlit and “closed” when closed.
- Routing Folders in Mixer view include the same strip controls as Auxes (such as fader, Solo, Mute, and Automation mode). Basic folders include only Solo and Mute.

In the Track matrix, Folder Track blocks provide a Folder icon in the track name plate that indicates open/close status, and indicates nested status as follows.



- The Open/Closed indicator is lit when a Folder Track is open, and unlit when closed.
- Routing Folders include a meter to the right of the Open/Close indicator.

Folder Tracks on Fader Strips

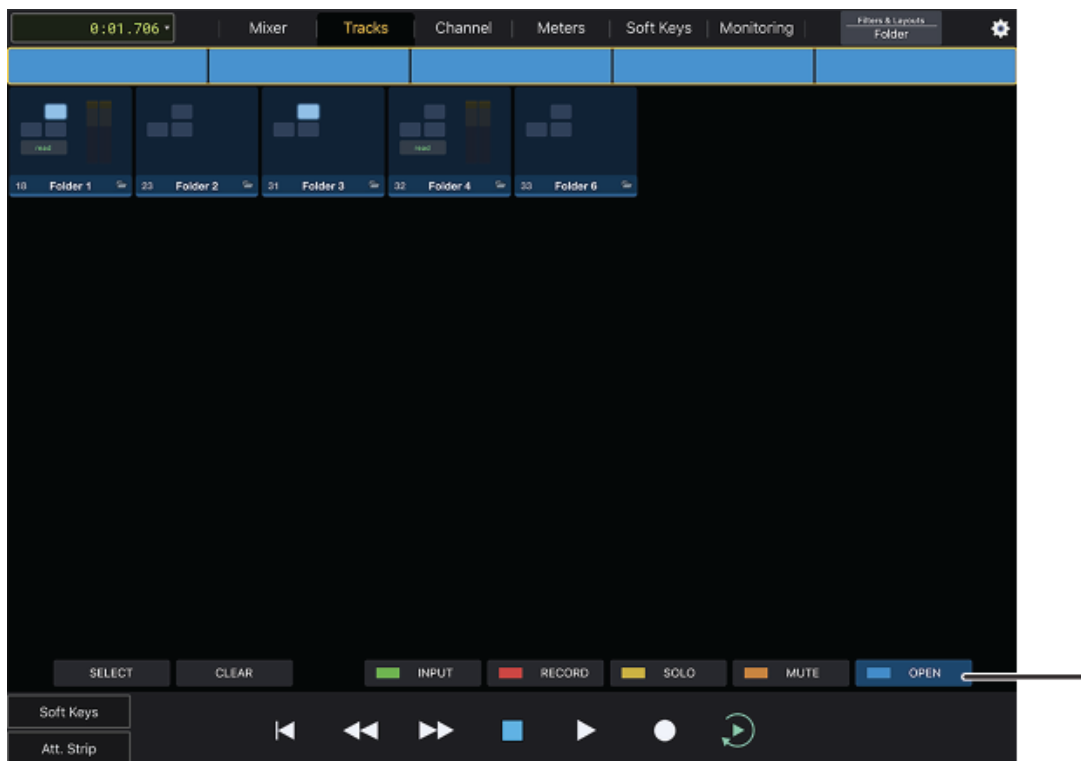
Folder Tracks appear on fader strips like other track types. When a Folder is open its member tracks are shown on the surface. When a folder is closed its member tracks are not shown on the surface by default. You can change this behavior by configuring the ["Show Hidden Tracks and Show Closed Folder Members"](#) on page 54 setting in the **General** tab of EuControl Settings.

Opening and Closing Folder Tracks

Folder Tracks can be opened and closed from the Tracks view, Mixer view, and using Soft Keys.

To open or close a Folder Track from Tracks view:

1. Make sure a Folder Track is visible in the Tracks matrix, and that Tracks view is not in **Assign** mode.
2. Tap to select **Open**.



Tracks view Open button (Filters & Layouts showing only Folder Tracks)

3. Tap a Folder Track block to toggle it open or closed.

 *Open remains active until you select a different function (such as Select).*

To show only Folder Tracks in the Track Matrix:

- From the **Filters & Layouts** selector, tap to enable **Folder**.

To open or close Folder Tracks from Mixer view:

- ▶ Tap the Folder icon on a Folder track to toggle it open/closed.



Folder Tracks Open/Close button in Mixer view

Folder Spill

You can open and close Pro Tools Folder Tracks from a Dock, S1, S3, or Artist surface. This capability is referred to as *Folder Spill* because of its similarities to VCA Spill, including support for Single-Master and Multi-Master Modes, and the ability to quickly recall and spill the most recently spilled Folder Track.

Spilling a Folder

To spill a Folder Track:

1. Bank a Folder Track to the surface.
2. Double-press the fader strip **Se1** switch for that Folder Track.

Folder Track members “spill” across the faders.

The parent Folder Track is assigned to the Dock fader (if present) by default. You can lock the Folder track (or VCA Master), or change this so the parent Folder Track appears on the S1, or on S3, by configuring the ["VCA/Folder Spill Settings" on the next page](#) for **Single-Master Mode** in **EuControl Settings > Preferences**. When using two or more S1s, or an S3, you can also configure ["Multi-Master Mode" on page 53](#) to further optimize spill.

To unspill a Folder Track:

- ▶ From a control surface, double-press the fader strip **Se1** switch on the parent Folder Track. Or press both < **Nudge+Nudge** > at the same time.
- ▶ In the Control app, tap the green Spill indicator on-screen.
- ▶ From the Dock, tap the flashing green or yellow Spill indicator button (the **Fader** button at the lower-left of Soft Keys).



Spill indicator in the Control app and the Fader button on the Dock

 Beginning in EUCON 2021.6 you can still spill by tapping a track block but to unspill you must tap the flashing green dot in the lower left corner, or use any other unspill gestures on the Dock or other control surface.

Recall Last Spilled

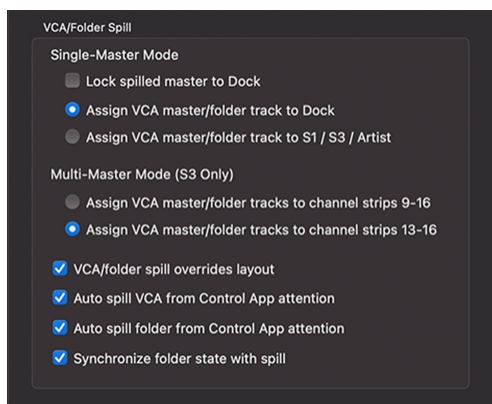
You can quickly re-enter Spill mode by recalling the last spilled (Single-Master Mode) VCA or Folder without having to bank through channels to find it.

To recall the last spilled VCA or Folder Track:

1. Press < **Nudge** and **Nudge** > simultaneously. The last-spilled VCA or Folder Track and its member tracks are spilled to the fader strips.
2. To exit:
 - ▶ Double-press the fader strip **Se1** switch on the VCA master or Folder Track.
 - ▶ To unspill and exit Spill mode completely, press < **Nudge** and **Nudge** > simultaneously.

VCA/Folder Spill Settings

You can optimize spill behavior using the **VCA/Folder Spill** settings in **EuControl Settings > Preferences**.



VCA/Folder Spill settings in EuControl Settings > Preferences

Single-Master Mode

Configure the **Single-Master Mode** setting to have the spilled VCA master, or parent Folder Track, assigned to the Dock (if present), or to a strip on S1, S3, Artist Mix, or Artist Control.

- When **Lock Spilled Master to Dock** is enabled, spilling a VCA Master or Folder Track keeps the spilled master/folder on the Dock fader. To unspill, double-press the Dock fader **Sel** switch.
- When **Assign VCA Master/Folder Track to Dock** is enabled, spilling a VCA or Folder Track assigns the spilled VCA Master or Folder Track to the Dock fader strip. Double-press the Dock fader strip **Sel** switch to unspill.
- When **Assign VCA Master/Folder Track to S1/S3/Artist** is enabled, the VCA master or parent Folder Track is assigned to a strip on the right-most fader strip in the configuration. For example, if using three S1s the spilled master or parent is assigned to fader 24. Double-press that strip's **Sel** switch to unspill.

Multi-Master Mode

(Requires Two or More S1s, or S3)

Multi-Master Mode Spill is available for VCAs and Folder Tracks when using two or more S1s, or when using an S3.

- When used with two or more S1s, the S1 used for entering Multi-Master Mode displays the multiple masters/Folder Tracks while others display spilled member tracks.
- When used with an S3 (only), the Multi-Master Mode settings for assigning masters and parent Folder Tracks to either strips 9–16, or to strips 13–16, are available to optimize how many masters and spilled tracks are displayed.

Folder Track Multi-Master Mode is activated using the same switches on S1 and S3.



Multi-Master Spill is not available with Artist Mix or Artist Control.

To enter Folder Track Multi-Master Mode:

1. On S1 or S3, press and hold **(Surface) SHIFT** then press both **< Bank+Bank >** switches simultaneously.



S1 switches to enable Folder Track Multi-Master Mode

- On S1s, all parent Folder Tracks appear on the S1 on which you pressed **(Surface) SHIFT+< Bank+Bank >**.
 - On S3 (only), up to 4 or 8 parent Folder Tracks appear on strips 13–16, or 9–16, as determined by the **Multi-Master Mode** setting in **EuControl Settings > Preferences**.
 - On S1 and S3, **< Bank** and **Bank >** light to indicate Multi-Master Mode.
2. To spill one of the displayed VCA masters or Folder Tracks, double-press its fader strip **Sel** switch.
 - On S1s, the VCA masters or Folder Tracks remain on the initiating S1 and member tracks are spilled to strips on other S1s.
 - On S3, up to 12 or 8 spilled member tracks appear on strips 1–12 or 1–8.

3. To bank the spilled member tracks, press < **Bank** or **Bank** >.
4. When there are more VCA masters or Folder Tracks than strips, press < **Nudge** or **Nudge** > to bank the masters.

To exit (unspill) VCA or Folder Track Multi-Master Mode:

- ▶ Press < **Bank+Bank** > simultaneously.

All banking LEDs light blue.

VCA/Folder Spill Overrides Layout

By default, if you spill a VCA or Folder while a Layout is recalled, the spilled member tracks replace all tracks from the Layout.

Unspilling returns fader strips to their previous assignments from the Layout. You can defeat this behavior in the Preferences tab of EuControl Settings. When the **VCA/Folder Spill Overrides Layout** setting is disabled, member tracks of a spilled VCA or Folder only spill to any <auto assigned> strips in the current Layout. If the current Layout has explicitly assigned tracks to all 16 S3 fader strips, no member tracks will be visible.

Auto Spill VCA from Control App Attention

When enabled, tapping to attention a VCA in the Control app spills that VCA across S1, S3, Artist Mix, or Artist Control.

Auto Spill Folder from Control App Attention

When enabled, tapping to attention a Folder Track in the Control app spills member tracks across S1, S3, Artist Mix, or Artist Control.

Synchronize Folder State with Spill

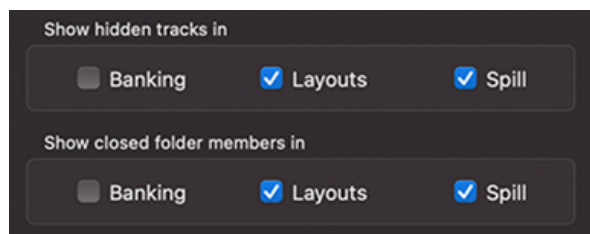
The **Synchronize Folder State with Spill** setting lets you link or unlink Pro Tools track display and EuControl Folder Track Spill.

Go to **EuControl Settings > Preferences**, and configure the **Synchronize Folder State with Spill** setting as desired.

- When enabled, spilling a Folder Track opens that Folder Track in Pro Tools. Unspilling closed the Folder Track.
- When not enabled, spilling and unspilling Folder Tracks is not reflected on-screen in Pro Tools.

Show Hidden Tracks and Show Closed Folder Members

You can choose whether or not hidden tracks and member tracks of closed folders are shown on the surface and tablet. Display of hidden tracks and member tracks of closed folders can be configured separately for Banking, Layouts, and Spill modes in the **General** tab of **EuControl Settings**.



Hidden and Member track settings in EuControl Settings > General

Show Hidden Tracks and Show Closed Folder Members In:

Banking

When enabled, hidden tracks/member tracks of closed Folder Tracks are visible in Banking mode and can be assigned to Layouts (default is disabled).

Layout

When enabled, hidden tracks/member tracks of closed Folder Tracks stored in Layouts are visible when the layout is recalled (default is enabled).



In Layouts mode, hidden tracks and member tracks of closed Folder Tracks are not shown in the track screen even when the preference to show them tracks is enabled. Enable Banking mode to see hidden tracks or members of closed Folders in Layout mode.

Spill

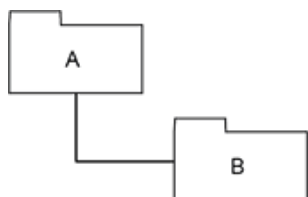
When enabled (default) hidden tracks/member tracks of closed Folder Tracks are visible when their master VCA is spilled.

Parent, Sibling, and Child Folders

Soft Keys for Folder Tracks use the terms *Parent*, *Child*, and *Sibling* in Folder commands to provide maximum flexibility when opening and closing Folder Tracks from the surface.

Parent Folder Tracks

are the top-most Folder Track in a hierarchy of nested Folder Tracks. In the following diagram Folder Track A is a Parent Folder Track to Folder Track B.

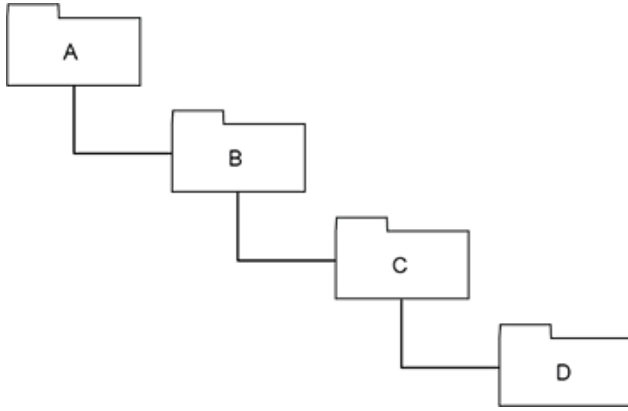


Parent Folder Track (A) and Child Folder Track (B)

The **Open/Close Folder** commands open/close the currently attentioned Folder Track. For example, if Folder Track A is attentioned, the **Open/Close Folder** commands open/close Folder Track A. If B is attentioned, they open/close Folder Track B.

Child Folder Tracks

are nested within a Parent Folder Tracks. Pro Tools Folder Tracks can be nested up to nine layers. In the following diagram Folder Track B is nested within A, C is nested within B, and D is nested within C, meaning B is a child of A, C is a child of B, and D is a child of C.

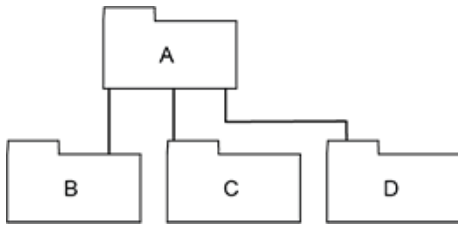


Parent Folder Track (A) and Child Folder Tracks (B, C, and D)

Open/Close Child Folders opens/closes all folders contained within the currently attentioned track. In the example diagram above, if Folder Track B is attentioned the **Open/Close Child Folders** commands open/close Folder Tracks C and D. (The **Open/Close Sibling Folders** commands do nothing since in this example there is only one Folder Track per layer.)

Sibling Folder Tracks

are nested Folder Tracks that are at the same layer within their parent folder. In the following diagram Folder Track A contains Folder Tracks B, C, and D, making Folder Tracks B, C, D *sibling* Folder Tracks.



Sibling Folder Tracks (B, C, and D)

For example, if Folder Track A is attentioned, use the **Open/Close Child Folders** commands to open/close Folder Tracks B, C, and D. If Folder Track B, C, or D are attentioned, **Open/Close Sibling Folders** commands open/close Folder Tracks B, C and D.

Soft Keys for Folder Tracks

Soft Keys for Folder Tracks are available in the default Pro Tools appset.

Controller(s)	Soft Keys	Page	Actions
Avid Control and Dock	Primary Soft Keys 1–12	16 (User Page 1)	Open, Close, and Toggle Folder, Sibling Folders, Child Folders
Avid Control	Soft Keys View	1 (Home)	Meters & Workflow (Jump to Page 49)
		49 (Meters & Workflow)	Toggle Folders, and Folders (Jump to Page 150)
		150 (Folders)	Open, Close, and Toggle Folder / Sibling / Child, Show Closed Folder Members In
Avid Dock	Horizontal Touchstrip		Toggle Folders, Toggle Sibling, Toggle Child, System Usage
	Vertical		

Controller(s)	Soft Keys	Page	Actions
	Touchstrip		
Avid S1	Track Color / Modifier Soft Keys		Strip 8 = Toggle Folders

You can also assign the following commands to customize Soft Keys using the Soft Key Command Editor in *EuControl Settings*:

Soft Keys for Folder Tracks

Command	Command Type	Category 1	Category 2	Category 3
Open Folder	EUCON >	Navigation >	Folders >	Open Folder
Open Sibling Folders	EUCON >	Navigation >	Folders >	Open Sibling Folders
Open Child Folders	EUCON >	Navigation >	Folders >	Open Child Folders
Close Folder	EUCON >	Navigation >	Folders >	Close Folder
Close Sibling Folders	EUCON >	Navigation >	Folders >	Close Sibling Folders
Close Child Folders	EUCON >	Navigation >	Folders >	Close Child Folders
Toggle Folder	EUCON >	Navigation >	Folders >	Toggle Folder
Toggle Sibling Folders	EUCON >	Navigation >	Folders >	Toggle Sibling Folders
Toggle Child Folders	EUCON >	Navigation >	Folders >	Toggle Child Folders
Show Closed Folder Members In	Surface >	Options >	Show Closed Folder Members in Banking Show Closed Folder Members in Layouts Show Closed Folder Members in Spill	
Show Hidden Tracks In	Surface >	Options >	Show Hidden Tracks in Banking Show Hidden Tracks in Layouts Show Hidden Tracks in Spill	

Adjusting Track Volume, Pan, Solo, and Mute

You can adjust track volume, pan, solo, and mute from the Control app, Dock, S1, or S3.

Using the Control App to Adjust Track Volume, Pan, Solo, and Mute

You can adjust track volume, solo, and mute from Mixer view, solo and mute from Tracks view, and adjust track pan from Mixer and Channel view.

Adjusting Volume

To adjust track volume in Mixer view:

- Bank to the desired track, then touch the desired fader and slide vertically.

The Control app supports multi-touch, letting you adjust more than one fader simultaneously.

Volume Fine Adjust Mode

To adjust a fader in “Fine” mode (0.1 dB):

- ▶ Tap and hold any fader(s) in Mixer view, then (using another finger) touch and hold on that track’s meter (or anywhere other than that track’s fader path and tick marks).

Moving any fader(s) now adjusts in Fine-adjust mode (0.1 dB resolution). You can Fine-adjust one or multiple faders.



Adjusting track 7 in Fine mode (shown at right)

Because the Control app supports multi-touch you might find it easier to use one hand to engage Fine mode and the other to adjust one or more faders.



Engaging Fine mode with the left hand while adjusting with the right hand

Reset Volume

To reset a track fader level to default (0 db):

- ▶ Double-tap a fader cap.

Using the Floating Fader

You can open a floating fader for the currently attentioned track to “pin” its fader strip on-screen in all views. The floating fader can be positioned anywhere on-screen.

To use the floating fader:

1. Make sure the Control app Transport is shown. If it is not, go to Control app settings (gear icon), tap **General**, then tap to enable **Transport bar** (On).
2. Attention a track (see ["Selecting and Attentioning Tracks" on page 40](#)), then tap the **Fader** button, or the name of the currently selected track in the location shown below. A white outline indicates that the floating fader is active and locked in position.

If a Dock is present, you can press the Fader Soft Key button in the lower-left of the Primary Soft Key switches.



Fader button in the Control app and on the Dock

The floating fader persists when you switch primary Control app views. All strips controls are active in the floating fader.

3. Tap another track tile in Tracks view to make it the floating fader, or tap the **Fader** button again (it shows the name of the associated track while displayed) to close the Fader pop-up.

To move the floating fader:

1. Tap and hold on its track name display for two or more seconds, until the floating fader strip is outlined in blue.
2. Tap and hold the track name display again and slide the floating fader to the right or left.
3. To close the floating fader, tap the track name displayed in the lower left corner of the app (or press the corresponding switch on the Dock).

Adjusting Track Pan

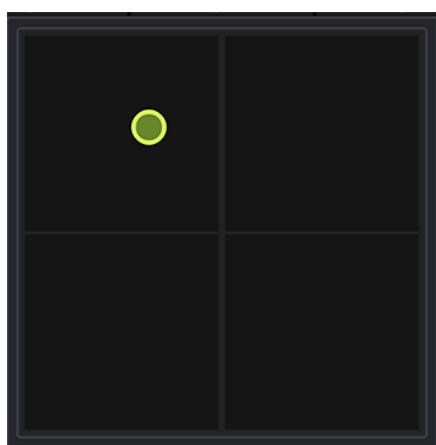
To pan a track in Mixer view:

1. Tap **Mixer** and bank to the desired track, then touch a track pan indicator.
2. In the Pan Control pop-up, touch a pan control and slide it horizontally or vertically to adjust pan. Stereo tracks provide two pan controls.



Pan Control pop-up showing mono (left) and stereo (right) pan controls, with Use Sliders enabled (above) and disabled/knobs view (below)

When a track is assigned to a multichannel output path, a multichannel panner is shown in the Mixer view pan display.



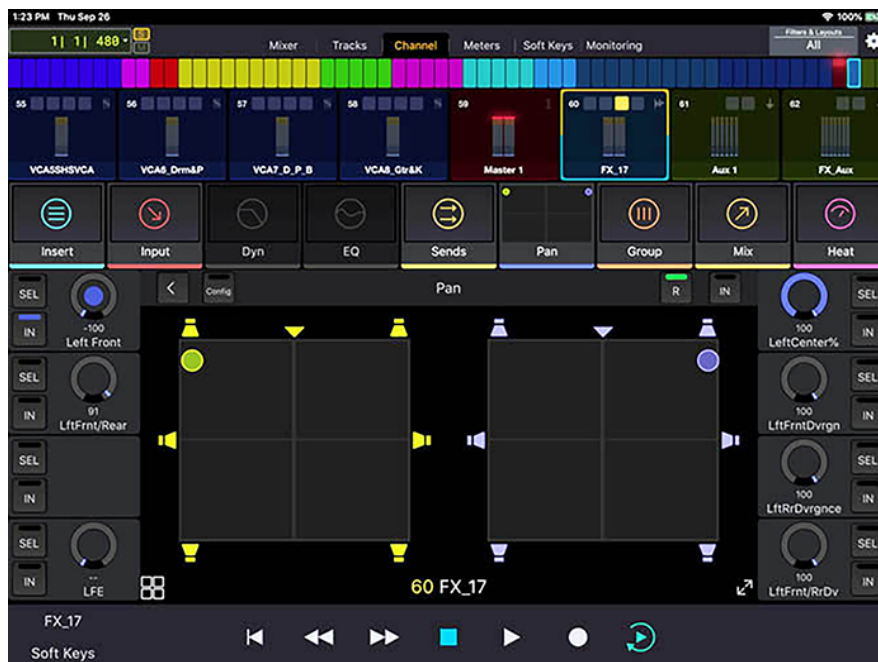
Multi-channel panner

To reset track pan:

- In the Pan Control pop-up, double-tap a pan control. Pan is reset to 0 (center).

To pan a track in Channel view:

1. Select the desired track, then tap **Channel1**.
2. In Channel view, tap the **Pan** function block. If the track is mono, a single pan indicator appears in the panner. If the track is stereo, two pan indicators appear.



Channel view, Pan function for a stereo track assigned to a multichannel output

3. Touch and drag a track pan indicator (green or blue circle) to pan. You can drag more than one pan indicator simultaneously. To snap a pan indicator to a displayed speaker, tap the speaker (or the small green, triangular Center icon to pan to center).
4. To access other parameters such as pan Link or Inverse Pan, tap the Tiles button in the lower left corner of the Function Editor.

You can expand Pan view to full-screen by tapping the Expand icon (two arrows) in the lower right corner. For information about multichannel Pan features in Channel view, see ["Surround Panning Using the Control App and Dock" on page 130](#). To have on-screen DAW windows follow actions in the Control app, see ["General" on page 145](#).

You can also use Channel view to pan the track.

Solo and Mute

- Navigate the Control app to Mixer, Tracks, or Channel view.
- In Mixer view, tap the track **Solo** or **Mute** buttons.
- In Tracks view, select the **Solo** or **Mute** function then tap a track tile.
- In Channel view, select **Solo**, **Mute**, **Input**, or **Record** from the **Control** selector.

Using the Dock, S1, or S3 to Adjust Track Volume, Pan, Solo, and Mute

Adjust track volume, solo, and mute using the controls in the fader strip.



Fader strip (Dock)

Adjusting Volume

To adjust track volume:

- ▶ Adjust the fader for that track.

To reset the fader to default (0 dB):

- ▶ Hold **Surface SHIFT** and touch the fader.

Solo and Mute

To solo or mute a track:

- ▶ Press the **Solo** or **Mute** switch on the desired fader strip.

Adjusting Track Pan

To adjust pan using the Control app:

1. Select a track, tap to go to **Channel** view and select the **Pan** function block.
2. Adjust pan using the on-screen controls, or the Dock knobs (if present).

S1 and S3 provide several ways to adjust volume and pan.

To adjust track pan from S1 or S3:

1. If unlit, press **Pan** so that it stays lit.



Pan switch on S1

2. Rotate the encoder below the name of the track you want to pan. Stereo tracks default to left pan.
3. To adjust right side pan on stereo tracks, press the lit **Page >** switch and rotate the encoder for the desired track.

The display shows **R Pan** above stereo tracks and the **< Page** key lights. To return to left side pan, press the lit **< Page** switch.



To reset pan to 0 (center):

- ▶ If unlit, press **Pan** so that it stays lit, then press the Channel Encoder below the name of the track you want to reset to center.

💡 *The standard Pro Tools modifier for parameter reset by holding Option (Mac) or Alt (Windows) also resets controls. For example, holding Option (Mac) or Alt (Windows) and touching a fader resets the fader to 0/unity.*

Pan Auto-Switches Channel Mode

You can enable the "**Pan Auto-Switches Channel Mode**" on [page 151](#) setting to optimize Pan for surround mixing. When enabled, selecting Pan automatically enters Channel mode for direct access to pan parameters on a surface.

Assignable Knob

Dock and Artist Transport

The Assignable Knob can be assigned to almost any on-screen Pro Tools continuous control, including Clip Effects and AudioSuite plug-ins, to be able to keep control over a given parameter regardless of window or controller focus. With the optional ability to mirror the assignment to the Jog Wheel on the S4/S6 Master Module or Dock, the Assignable Knob also lets you adjust a parameter with maximum resolution.

Note that while the Assignable Knob supports almost any continuous control parameter that can be automated, not all parameters in all plug-ins from all manufacturers fully support the Assignable Knob. Knob assignment persists in the current session only.

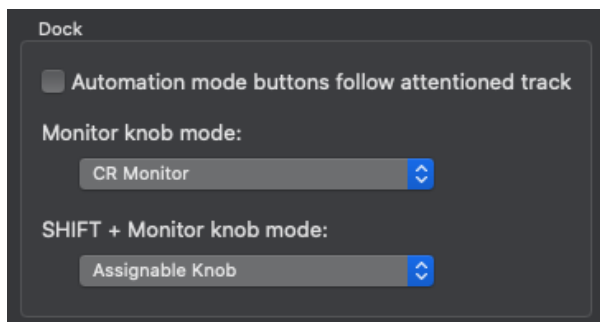
💡 *Make sure all to update to the latest versions of all your plug-ins. While all Avid plug-ins support the Assignable Knob, at the time of this writing not all third-part plug-ins do yet. If you find a plug-in that does not support the Assignable Knob contact the manufacturer for more information.*

Dock

With the Dock you must first configure the Monitor knob for Assignable Knob functionality in **EuControl Settings**. In addition to support for the Assignable Knob, the Dock lets you customize both the default **Monitor** knob function (**non-SHIFT** layer, "Monitor" mode) and the **SHIFT** function (Control Room). Choices include available Control Room and Monitor outputs, and **Assignable Knob**.

To assign a parameter to the Assignable Knob:

1. Go to EuControl Settings and navigate to the **General** tab.
2. In the **Dock** section, click the **Monitor knob mode** or **SHIFT + Monitor knob mode** menus and choose **Assignable Knob**. Choices include available **CR Monitor** (which includes any EUCON Master Fader assignment), other monitor outputs (such as **Monitor A**, **Monitor B**, and other), and **Assignable Knob**.

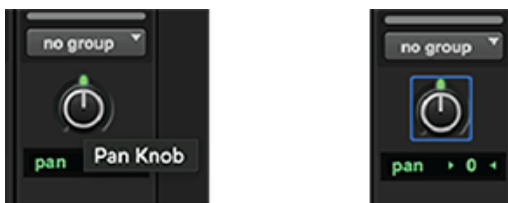


Dock settings in the General tab of EuControl Settings, SHIFT + Monitor knob mode set to Assignable Knob

Note that there can only be a single Assignable Knob; for example, both **SHIFT** and **non-SHIFT** modes can be configured for Assignable Knob, but only one can be assigned to any parameter (it is not possible to assign both modes and switch between two assignments).

3. In Pro Tools hover the cursor over the desired parameter.

Hovering over, clicking, assigning, or turning the Monitor knob displays a blue border around that parameter in Pro Tools as determined by the "[Pro Tools Preference for Display of Assignable Knob Control](#)" on the next page setting.



Hovering over a pan control in Pro Tools (shown at left) and blue highlighting (shown at right)

4. Do either of the following:

- ▶ If you assigned the **Monitor Knob mode** to **Assignable Knob**, hover the mouse over the desired parameter.
- ▶ If you assigned the **SHIFT + Monitor Knobmode** to **Assignable Knob**, hold the Dock **Surface SHIFT** switch.

 *With Pro Tools parameters and Avid plug-ins, hover the cursor over the desired parameter or click directly on it. If using a third-party plug-in that does not yet support the Assignable Knob hover, click the desired parameter.*

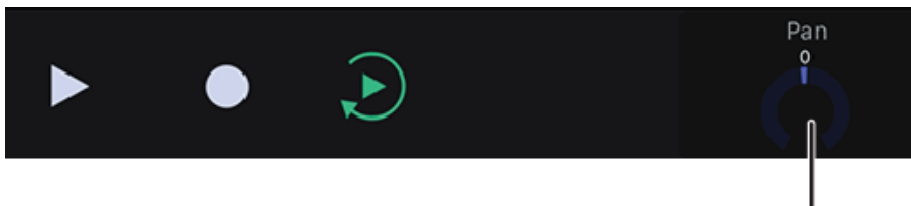
5. To assign and lock the Monitor knob to that parameter, press the knob. The Monitor knob lights red.



Monitor knob, assigned

6. To adjust the assigned parameter rotate the knob, or hold **Surface SHIFT** and rotate the knob.

If you are also using the Avid Control for iOS and Android, touching the Monitor knob displays the parameter name and value in the lower-right corner of the tablet display.



Assignable Knob display in Avid Control

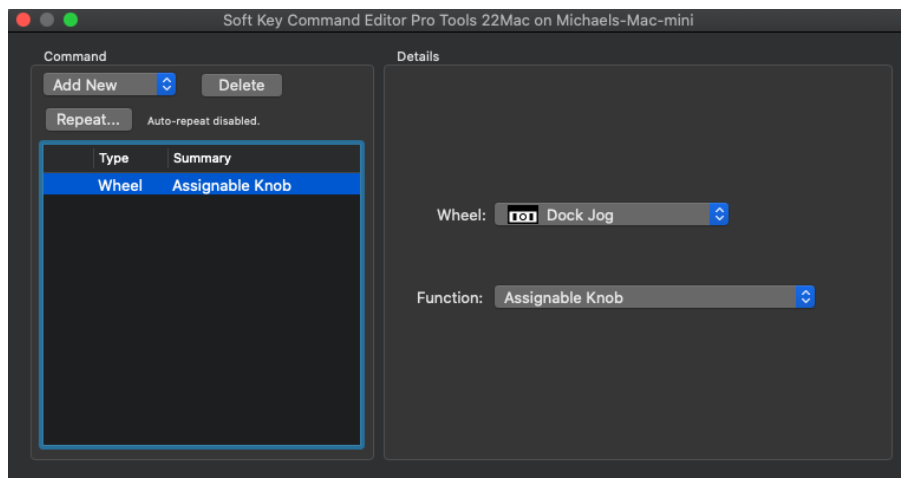
7. To un-assign, press the Monitor knob so its LED becomes unlit.

Adjusting the Assignable Knob Using the Dock Jog Wheel

You can use the Jog Wheel to adjust the current Assignable Knob parameter with greater resolution.

To control the Assignable Knob from the Jog Wheel:

1. Assign a parameter to the Assignable Knob as described previously.
2. In EuControl Settings, go to the **Soft Keys** tab.
3. Create a new Soft Key then double-click it to open the Soft Key Editor.
4. Click **Add > Wheel**, choose **Dock Jog** from the Wheel: selector, then assign its Function to **Assignable Knob**.



New Soft Key to put the Dock Jog Wheel into Assignable Knob mode

5. Close the Soft Key Editor.
6. To map the Assignable Knob to the Wheel, press the Soft Key you just created. To exit, press the Soft Key again or choose a different Wheel mode such as Jog.

Settings

The "Monitor Knob Modes" on page 150 settings are provided in EuControl Settings. You can also configure the "Pro Tools Preference for Display of Assignable Knob Control" below.

Pro Tools Preference for Display of Assignable Knob Control

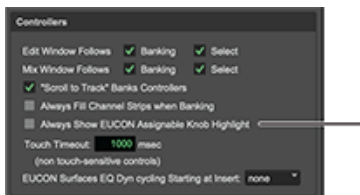
On-screen in Pro Tools a blue highlight border appears around either the parameter being hovered over, or the currently assigned parameter (if any) as determined by the Pro Tools Preference setting **Always Show EUCON Assignable Knob Highlight**.



The blue highlight appears in Pro Tools whenever EUCON is enabled (Setup > Peripherals, Ethernet Controllers) even when using an Artist Mix or Artist Transport, which do not support the Assignable Knob.

To optimize Assignable Knob indication:

1. In Pro Tools choose **Setup > Preferences**, and click the **Mixing** tab.
2. In the **Controllers** section, configure the **Always Show EUCON Assignable Knob Highlight** setting:



Assignable Knob setting in the Mixing tab, Controllers section of Setup > Preferences

- When enabled, the Assignable Knob highlight is shown in Pro Tools whenever any parameter is hovered over, clicked, assigned, or adjusted.
- When not enabled, the Assignable Knob highlight is only shown around the currently assigned parameter (if any).

Recording

You can toggle track Record Enable and Input Monitoring using the Control app, Dock, S1, and S3, and initiate a recording using the Control app, Dock, or S3.

Record-Enabling Tracks Using the Control App

You can record-enable tracks from the Mixer and Tracks views. A track must have a valid hardware input to be record-enabled.



For Pro Tools, make sure to enable the Latch Record Enable Pro Tools Preference (Preferences > Operation > Record) so you don't have to hold the Shift key to record enable additional tracks.

To record-enable tracks in Mixer view:

1. Tap **Mixer** and bank to the desired track.
2. Tap the record-enable button for each track you want to record to. The fader cap for each record-enabled track lights red and the record enable button flashes red. While recording, the record enable

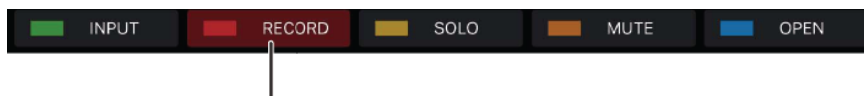
buttons light red (no flashing).



Record-enabled tracks in Mixer view

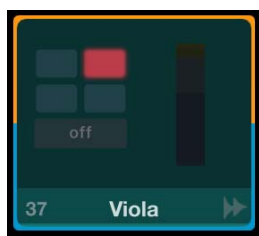
To record-enable tracks in Tracks view:

1. Tap **Tracks**, then bank to the desired track.
2. Tap the **RECORD** track function button so it is highlighted.



Enabled RECORD track function button

3. Tap the track tiles for the tracks you want to record to. Their record-enable indicators flash red.



Record-enabled track tile in Tracks view

To record enable all tracks:

- Touch and hold the **Option** Soft Key, then tap the record-enable button (Mixer view) or the track tile (in Tracks view with the **Record** track function button enabled).

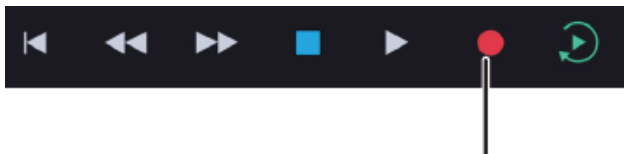
Initiating a Recording

You can initiate a recording using the Control app's Transport controls.

To initiate recording

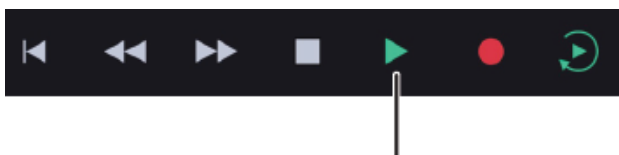
1. Tap **Transport** to show the transport controls. If the Transport controls are not available, go to Control app settings (gear icon in upper right corner), tap **General**, then tap to enable **Transport bar** (On).

2. Tap the Record Arm button in the Transport. The button flashes red in the Control app and in Pro Tools.



Transport showing the Record Arm button enabled

3. Tap the Play button in the Transport to start recording. The Play and Record buttons light solid in the Control app and Pro Tools.



Transport showing Recording engaged

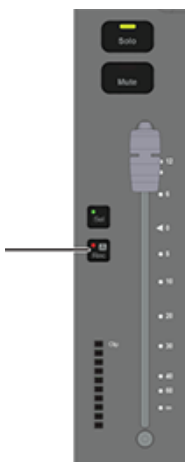
4. To stop recording, tap the Stop button in the Transport. The Stop button lights blue in the Control app.
5. To disarm the transport, tap the Record button so it is unlit.

Record Enabling Tracks Using the Dock

You can record enable tracks from the Dock channel strip, and from Mixer or Tracks view in the Control app. A track must have a valid input to be record enabled.

To record enable a track from the Dock channel strip:

- Press the channel **Rec** switch. The switch flashes red.



Rec switch in a fader strip (Dock shown)

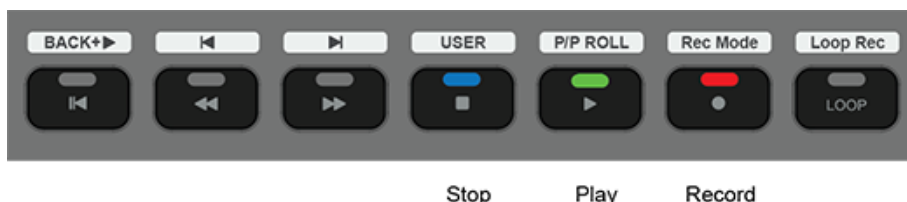


You can choose the primary and SHIFT functions of the Rec/A switch in the General tab of EuControl Settings. For more information, see "General" on page 145.

Initiating a Recording Using the Dock

To initiate recording

1. Press the **Record Arm** switch in the Transport section. (The button flashes red in the Control app and in Pro Tools.)
2. Press the **Play** button in the Transport to start recording. (The Play and Record buttons light solid in the Control app and in Pro Tools.)
3. To stop recording, press the Stop button in the Transport.
4. To disarm the transport, press the Record switch so it is unlit.



Dock Transport controls (switches for recording shown lit)

Record Enabling Tracks Using S1 or S3

To record enable a track:

- Press the channel **Rec** switch. The switch flashes red.

You can swap the primary and SHIFT functions of the Rec/A switch in the "General" on page 145 tab of EuControl Settings.

To record enable additional tracks:

- Hold the **Shift** modifier switch (on S1) or **SHIFT/Multi Select** (on S3) and press additional channel **Rec** switches.

You can set Pro Tools Preferences for latching record enable, so you don't have to hold the Shift key to record enable additional tracks. For more information, see the Pro Tools Reference Guide.

To record enable all tracks:

- Hold Option (macOS) or Alt (Windows) then press a channel **Rec** switch.

Use the modifier keys appropriate your DAW operating system. On S1, **Opt/Win** is equivalent to the computer keyboard Option key. On S3, use **Alt**.

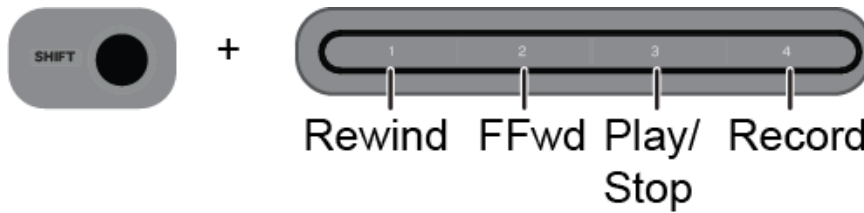
Using the S3 Touchstrip

The default assignments for the S3 Touchstrip include transport controls on the **Surface SHIFT** layer.

To use the Touchstrip to control the transport for recording:

1. Press **Surface SHIFT** + Touch Strip Zone **4** to arm the transport. The Record icon in Pro Tools flashes red.
2. Press **Surface SHIFT** + Touch Strip Zone **3** to commence recording.
3. To stop recording, press **Surface SHIFT** + Touch Strip Zone **3** again.

4. To disarm the transport, press **Surface SHIFT** + Touch Strip Zone 4.



Default Surface SHIFT layer Transport assignments for the S3 Touchstrip

Using a Footswitch for Record and Play

(Dock, S1, S3, Artist Mix and Artist Control Only)

You can connect a footswitch for hands-free punch in/out, and Talkback. Connect a footswitch to the 1/4-inch footswitch input on the back panel of a Dock, S1, S3, Artist Mix, or Artist Control.

To configure the Footswitch in EuControl:

- In the **Footswitch** section of the Preferences tab, click to select the desired assignment:

Record | Record

When the application is rolling, pressing the footswitch once punches into recording on record enabled tracks. Pressing the footswitch again takes the track(s) out of record but does not stop the transport.

💡 *In Pro Tools you must first enable a punch recording mode (QuickPunch, TrackPunch, or DestructivePunch).*

Record | Play

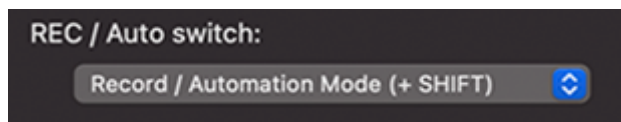
Pressing the footswitch once punches into recording on record enabled tracks. Pressing the footswitch again stops the record pass (your DAW may or may not automatically take the track out of record on stop; see the documentation for your application).

You can also configure the footswitch to control ["Monitoring" on page 135](#) Talkback.

Toggling Input Monitor

(Rec/A Switch Mode Settings for Dock, S1, S3, Artist Mix, and Artist Control)

The strip **Rec/A** switch can be configured in **EuControl Settings > General** to provide different pairs of functions in its primary and **Surface SHIFT** layers. Available functions include Automation mode cycling, track Record Enable toggle, track Input Monitor toggle, and Automation Trim.



Rec/A Switch setting in the General tab of EuControl Settings

The following table lists the layers and functions for the **Rec/A** switch settings and functions.

Rec/A Switch Settings and Functions

Setting	Layer		Notes
	Primary Function	Surface SHIFT Function	
Record / Automation Mode (+ SHIFT)	Track Record Enable	Automation Mode cycle	Default
Automation mode / Record (+ SHIFT)	Automation Mode cycle	Track Record Enable	New in EUCON 2022.12
Record / Input Monitor (+ SHIFT)	Track Record Enable	Track Input Monitor	
Automation Mode / Trim (+ SHIFT)	Automation Mode cycle	Trim Automation mode	New in EUCON 2023.6

When a track is Input Monitor enabled, the strip OLED displays a letter “i”.



*This global setting applies to the switches labeled **Rec/A** on the Dock, S1, and S3, and labeled **Rec/Auto** on Artist Mix and Artist Control.*

Soft Key for Rec/A

The **REC Auto Switch** setting is available as a Surface command in the Soft Key Command Editor. If you used the previously available Surface Soft Key labeled **Rec-Auto Changes Automation + Shift Enables Rec**, it toggles between the two new switch modes described above.

Assigning Track Input and Output

You can assign track I/O using the Control app Channel view with or without a Dock, using S1, or using S3.

Using the Control App and Dock to Assign Track Input and Output

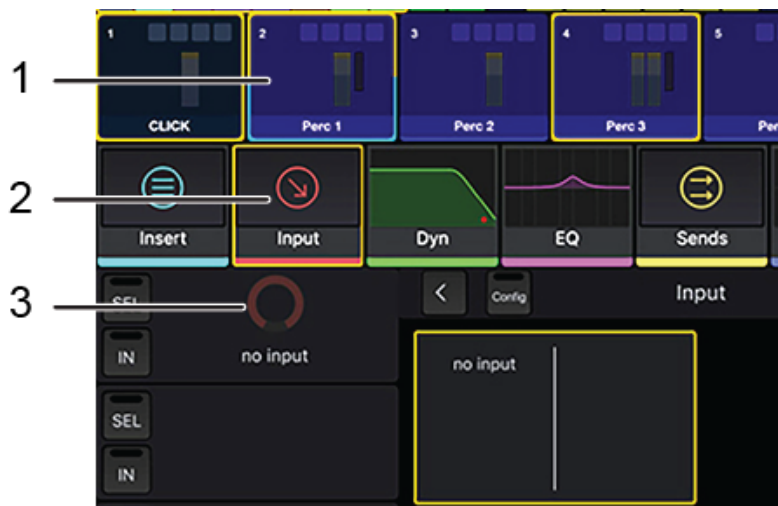
To assign track input or output:

1. Attention a track (see ["Selecting and Attentioning Tracks" on page 40](#)), then tap **Channel** to display Channel view.
2. In the Function scroller:
 - To assign track input, tap **Input**.
 - To assign track output, tap **Mix**.

Any currently assigned input or outputs are shown in the upper left Function slot (such as **no input**, as shown in the figure).

3. Tap the upper left slot in the Function view, or press the upper left knob on the Dock.

The next level of choices appears. For example, for Input, interface and bus appear in the two upper left slots. For Mix (output), **output** and **bus** appear.



Steps 1-3

4. Swipe the on-screen slider or rotate the knob for **interface** or **bus** (for input) or **output** or **bus** (for output) to select the desired input source or output destination.
5. Tap the **In** button next to the on-screen selector to assign the selected input source or output destination.

To add an additional output assignment:

- Repeat steps 1–4, above, then tap the **Se1** button next to the on-screen selector to add the selected output source to that track's output assignments.

Using S1 or S3 to Assign Track Input and Output

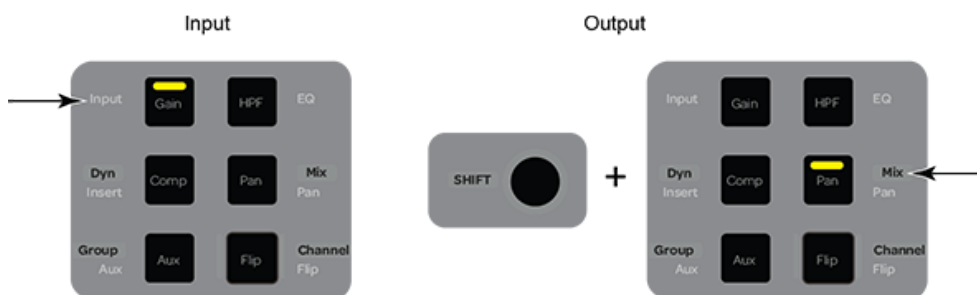
You can route track I/O using the S1 or S3 encoders. On S3 (only) you can also route track I/O using Channel Control.

To route track input or output using the S1 or S3 channel encoders:

1. Select a track, then do either of the following:
 - To assign track input, press **Input** (S1: **Surface SHIFT+Inserts/Input**, or on S3 press **Input**).
 - To assign track output, press **Mix** (Surface **SHIFT+Pan/Mix**).



S1



S3 Input switch (shown at left); S3 Surface SHIFT+Pan/Mix to assign output (shown at right)

The channel displays show the current input or output assignments for the banked tracks.



Current input assignments (left) and output assignments (right) in the channel displays

2. Press the encoder for the track you want to assign.

The leftmost channel displays show the available types of input sources (**interface**, **bus**, or **plug-in**, if available) or output destinations (output or bus) for the selected track.



Input types (left) and Output types (right) for the selected track in the channel displays

4. Under the display showing the desired input or output type, rotate the corresponding encoder until the desired input or output appears in the display.
5. Press the corresponding encoder **In** switch to assign the selected input or output. A lit encoder **In** switch indicates assignment.
6. To reassign, rotate the encoder until the desired input or output appears and press the encoder **In** switch.
7. To exit assign mode, press **Surface SHIFT+Back/Top**.

 A track can be assigned to multiple outputs. See "Multiple Output Path Assignments" on the next page.

Using S3 Channel Control to Assign Track Input and Output

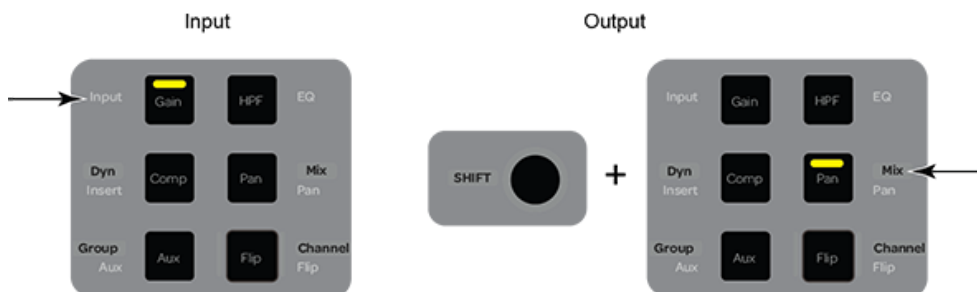
(S3 Only)

To route track input or track output using Channel Control:

1. Select a track, then do either of the following:
 - ▶ To assign track input, press **Input** (S1: **Surface SHIFT+Inserts/Input**, or on S3 press **Input**).
 - ▶ To assign track output, press **Mix** (Surface **SHIFT+Pan/Mix**).



S1



S3 Input switch (shown at left); S3 Surface **SHIFT+Pan/Mix** to assign output (shown at right)

The channel displays show the current input or output assignments for the banked tracks.



Current input assignments (left) and output assignments (right) in the channel displays

2. Press the encoder for the track you want to assign.

The leftmost channel displays show the available types of input sources (interface, bus, or plug-in, if available) or output destinations (output or bus) for the selected track.



Input types (left) and Output types (right) for the selected track in the channel displays

4. Under the display showing the desired input or output type, rotate the corresponding encoder until the desired input or output appears in the display.
5. Press the corresponding encoder **In** switch to assign the selected input or output. A lit encoder **In** switch indicates assignment.
6. To reassign, rotate the encoder until the desired input or output appears and press the encoder **In** switch.
7. To exit assign mode, press **Surface SHIFT+Back/Top**.

 A track can be assigned to multiple outputs. See "[Multiple Output Path Assignments](#)" below.

Multiple Output Path Assignments

You can assign a Pro Tools track to multiple output paths.

To assign another track output:

1. Repeat the previous instructions to assign a track output.
2. Rotate the encoder to select the desired output type.
3. Press the corresponding Channel Encoder **Se1** switch to assign the selected output.

The new assignment is *added* to the current assignments, and is indicated by a lit Channel Encoder **Se1** switch.

When a track has multiple output assignments, a plus (+) sign appears next to the current track output assignment in the channel display (after exiting the Input Knob Set) and on-screen.



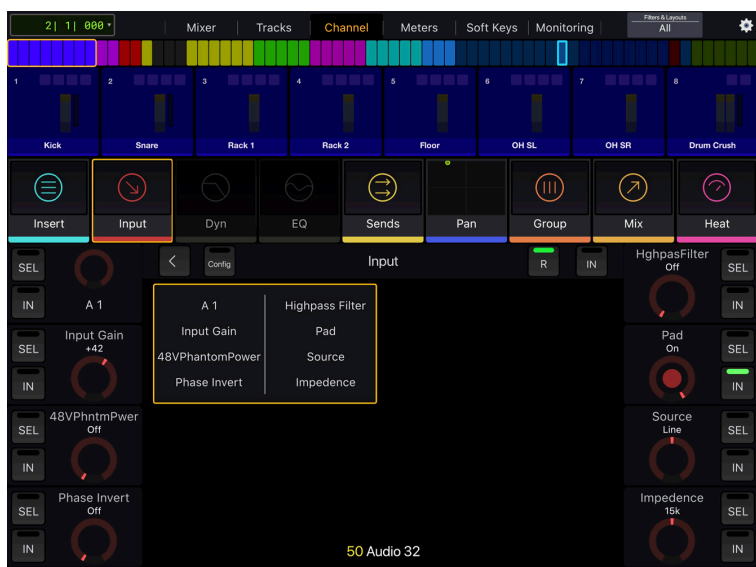
Channel display showing a track with multiple output assignments

Adjusting Mic PRE Settings

If your system includes a supported remote controllable pre-amp (such as a MTRX Studio), you can control its parameters from the Control app.

To adjust remote control mic preamplifier controls:

1. Make sure your remote control preamp is correctly installed, configured, and communicating with Pro Tools.
2. In the Control app, attention an audio track with a hardware input assigned that corresponds to a preamp source.
3. Go to Channel view, then tap Input.
4. Adjust parameters as desired.



Channel View, Input for a remote control mic pre

Working with Groups

The Control app and Dock (if present), S1 and S3 let you assign Group membership and manage Group status.

Using the Control App and Dock to Assign Group Membership

Channel view lets you assign tracks to Groups. Make sure you have already created one or more Groups in your session.

To assign a track to a Group (refer to the figure):

1. Attention a track, then tap **Channel** to display Channel view.
2. In the Function scroller, tap **Group**. Each existing Group appears in its own slot.
3. Tap the slot for the desired Group, or press the Dock knob for that slot.
4. In the slot for the selected Group, the **In** switch lights to confirm assignment of the currently

attended track.



Working with Groups Using S1 or S3

You can add and remove tracks to Pro Tools track Groups, and suspend or enable Groups using the encoders. On S3 you can also use Channel Control. Groups must be created in Pro Tools before they can be accessed and modified on the S1 or S3.

To add or remove tracks from a Group:

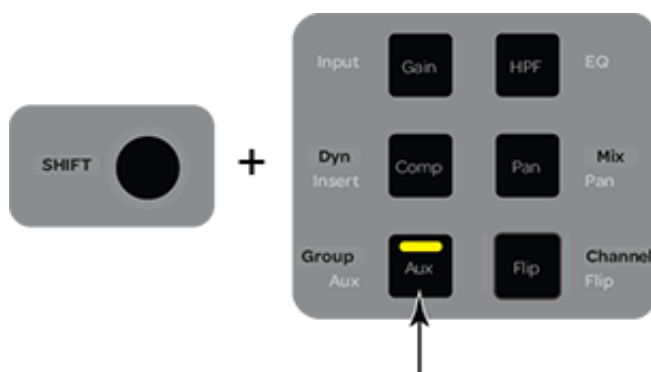
1. Press **Surface SHIFT+Aux/Group**.

► S1



Accessing Groups on S1

► S3



Accessing Groups on S3

The display shows **<All>** above each encoder (or the letter designation of the last edited group). All tracks are members of the **<All>** group by default.



2. To show other available Groups across the display press the lit **Page >** switch.
As you navigate to other Groups, encoder **In** switches light to indicate track membership in the currently displayed Group.
3. To add a track to the currently displayed Group, press the encoder under the displayed Group name.
The corresponding encoder **In** switch lights green showing that track is now a member of the currently displayed Group.
4. To remove a track from a Group, press the encoder again so that the encoder **In** switch is unlit.
5. To exit Group Assign mode press any other Encoder Assign switch (such as Pan).

To enable or suspend a track Group:

1. Press **Surface SHIFT+Aux/Group**. The display shows **<All>** in every fader display (or, the letter designation of the last edited group).
2. Press the lit **Page >** switches to show other available Groups across the display. As you navigate to other Groups, the encoder **Sel** switches (in the encoder row) light to indicate an active (enabled) Group.
3. To enable a Group, press any unlit encoder **Sel** switch so it is lit.
4. To suspend a Group, press any lit encoder **Sel** switch so it is unlit.

Working with Groups Using S3 Channel Control (S3 Only)

To work with track Groups using Channel Control:

1. Select a track, and make sure it is attentioned.
2. From the Channel Control top-level Knob Set, press the Channel Control Encoder under the display showing **Groups**. The Channel Control displays show the available Groups.



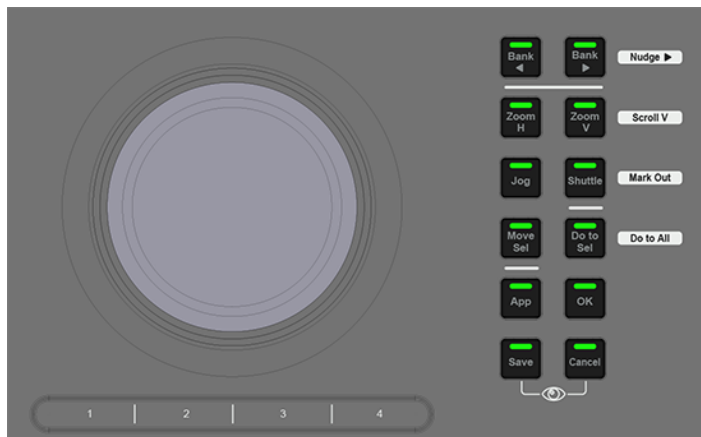
*If the top-level Channel Control Knob Set is not shown, press the **Back Channel Control Navigation** switch until it is shown.*



3. To add the track to a Group, press the Channel Control Encoder under the display showing the desired Group so the corresponding Encoder **In** switch is lit. To remove the track, press the Channel Control Encoder so the **In** switch is unlit.
4. To enable a Group, press any unlit Channel Control Encoder **Sel** switch so that it is lit. To suspend a Group, press any lit Channel Encoder **Sel** switch.
5. To edit another track's Group properties without returning to the top-level Channel Control Knob Set, just select the channel.

Zoom, Jog/Shuttle, Mark and Move Using the Dock Wheel

You can use the Wheel on the Dock to zoom and scroll, Jog/Shuttle, and mark In and Out points.



To use the Wheel:

1. Press the desired switch in the Right Control section:
 - ▶ To zoom the Edit window, press **Zoom H** (horizontal) or **Zoom V** (vertical).
 - ▶ To scroll, press **SHIFT+Zoom H** or **Zoom V**.
 - ▶ To Jog, press **Jog**.
 - ▶ To Shuttle, press **Shuttle**.
 - ▶ To mark In (edit selection start), press **SHIFT+Jog**.
 - ▶ To mark Out (edit selection end), press **SHIFT+Shuttle**.
 - ▶ To move a selection, press **Move Sel**.
2. Spin the wheel left to decrease/move earlier, or to the right to increase/move later.

Flipping Encoder Parameters to Faders

S1 and S3 let you “flip” parameters mapped to the encoders to the faders, and map track level controls to the encoders.

The following example shows how to flip pan to faders. Flip also works with sends and plug-ins.

To flip pan to faders:

1. Select a track.
2. Press **Pan**.
3. Press **Flip** (its LED flashes green).
4. Adjust a fader to adjust pan for the corresponding track. Adjust the encoder to adjust track level.
5. Press **Flip** again to flip parameters back to the encoders.



If your system also includes a Dock, note that the Dock fader does not flip.

Pro Tools Markers in Avid Control

Avid Control in Master or Hybrid mode can show the Pro Tools Marker ruler (Memory Locations) and/or Track Markers at the top or bottom of the screen, in all views. This lets you use the Control app to navigate among session markers by tapping a marker. You can also zoom the marker view, see Marker comments, and view both Track markers and Ruler marker colors simultaneously.

 *Track Markers require Pro Tools 2023.6 or later.*



Markers Timeline in Avid Control (Mixer view shown)

Marker Display and Settings

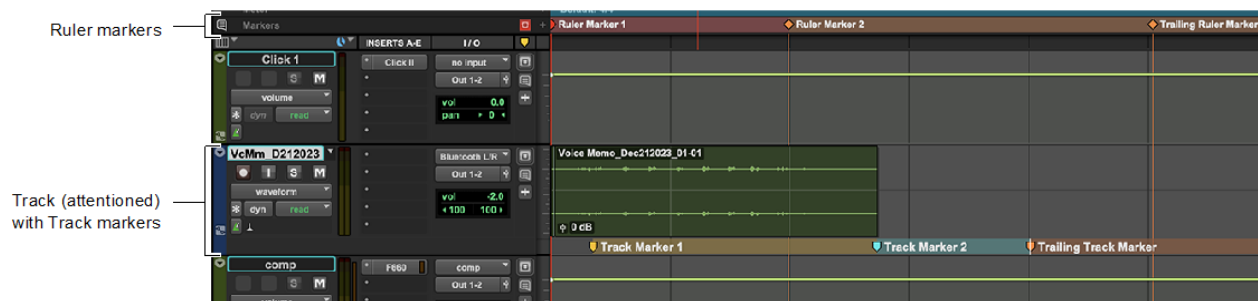
In Avid Control Settings (gear icon) > Universe & Markers, the **Display Marker Type** setting provides three choices: **Ruler**, **Track**, and **TR** (Track markers over Ruler markers). Use this setting to show only Ruler markers, only Track markers, or both.

 *In previous versions of EuControl, there were two independent settings for Marker display which have now been consolidated.*

To show Pro Tools Markers:

1. Tap the Gear icon in Avid Control.
2. In the **Universe & Markers** settings, locate the **Marker Timeline position on the screen** setting and choose **N** (not visible/off), **T** (Top), or **B** (Bottom).
3. Locate the **Displayed Marker Type** setting and choose **R** (Ruler markers), **T** (Track markers), or **TR** (to show both Ruler and Track markers). Display of Track markers follows the currently attentioned track. (These settings are also available as Soft Keys. See "[Displayed Marker Type](#)" on [page 81](#))

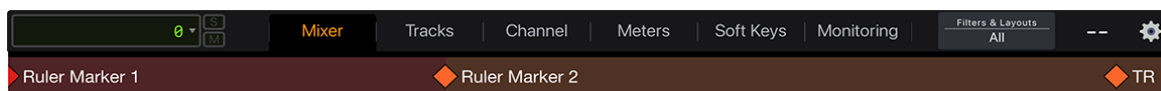
For example, here is a simple Pro Tools session with Ruler markers and Track markers:



Example session

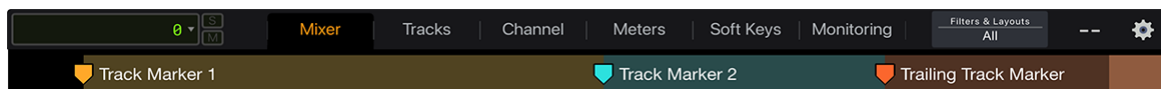
Filtering memory locations in the Pro Tools Memory Locations window also filters markers from Avid Control.

- When **Ruler** is selected, all Ruler markers are displayed. If these include a “trailing” marker (one beyond the tail of the last clip) it is represented by a slightly larger area at the far right of the Markers view. Moving a Ruler marker so it becomes the trailing marker makes it appear at the far right of the Markers view. No Track markers are displayed.



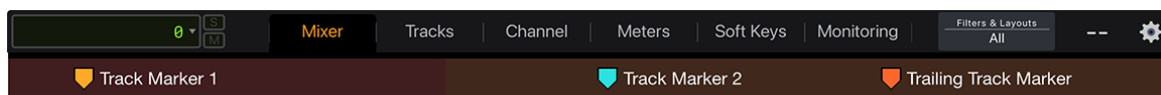
Ruler markers

- When **Track** is selected, Track markers are displayed only for the currently attentioned track. If these include a trailing marker (on the attentioned track) it is represented by a slightly larger area to the far right of the Markers view. Moving a marker on the attention track so it becomes the trailing marker makes it appear at the far right of the Markers view. No Ruler markers are displayed.



Track markers

- When **TR** (track markers over ruler markers) is selected, any track markers on the currently attentioned track are shown in the Markers view but without any background. Ruler marker colors are displayed behind the Track markers. If there are no Track markers in the currently attentioned track, only the Ruler marker colors are displayed. If there are no Ruler markers, only Track markers (if any) in the currently attentioned track are displayed, but without any color background. A trailing Ruler marker is represented by its color.



Track markers over Ruler markers (TR)

To navigate using the Pro Tools Marker Timeline:

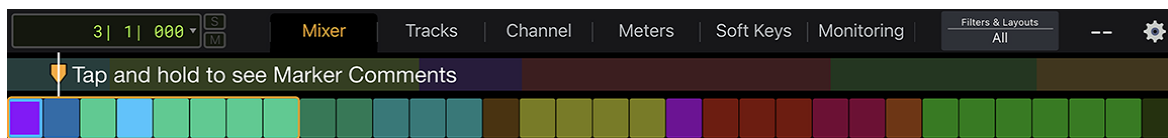
- Tap a Marker.

To zoom the Marker Timeline:

- Double-tap on the Marker Timeline to zoom 2x (the default zoom setting).
- To set a different zoom value, see ["Universe and Markers" on the next page](#). (Zoom settings are also available as Soft Keys. See ["Marker timeline zoom level" on the next page](#).)

To view the Comments for a Marker:

- ▶ Tap and hold the Marker. (To return to Marker display, tap again.)



Marker Comment displayed in Markers view

Universe and Markers

Beginning in EUCON 2023.6, the following settings let you customize the display of the Universe view and Markers timeline.

Display Detailed Universe

Lets you show or hide display of meters and clip status for each strip in the Universe Scroller. When shown, Universe meters show the highest meter value for all paths or sub-paths (also known as “legs”) on each track.

Universe View Position on the Screen

Lets you position the Universe view at the top, left, or bottom of the screen.

Marker timeline position on the screen

Lets you turn the Pro Tools Marker timeline display on or off, and (when shown) position it at the top or bottom of the screen.

Marker timeline zoom level

Lets you turn Marker timeline zoom on or off. When on, double-tapping the Marker timeline zooms to 2x, 4x, 8x, 16x, 32x, or 64x. These settings are also available as Soft Keys.

Surface Soft Keys for Avid Control Marker Zoom

Command	Level 1	Level 2	Level 3
Marker Timeline Zoom	Avid Control	Marker Timeline Zoom	Cycle Selection
			No Zoom
			2x Zoom
			4x Zoom
			8x Zoom
			16x Zoom
			32x Zoom

Displayed Marker Type

Lets you show the Pro Tools Marker ruler (R), Track Markers for the currently attentioned track (T), or both ruler and track markers (TR).

Surface Soft Keys for Avid Control Displayed Marker Type

Command	Level 1	Level 2	Level 3
Displayed Marker Type	Avid Control ›		Cycle Show Ruler Markers Show Track Markers Track markers over ruler markers

Marker Background Colors Brightness

Determines the brightness of the colors shown behind the markers.

Timeline follows Playhead

When on, the timeline centers around the playhead (when the transport is stopped).

5 Layouts

Layouts let you assign specific tracks to specific channel strips on S1, S3, Artist Mix, or Artist Control and have those channel strips ignore banking and nudging, ensuring that the specific tracks remain available for as long as the Layout is active.

Common uses for Layouts include being able to leave a lead vocal or important dialog track on the fader closest to your mix position, and leaving one or more VCAs on the same fader strips while banking other tracks to other strips. Layouts are also useful as an alternative to standard banking, especially in larger sessions.

Avid Control

You can define, store, and recall Layouts from the **Tracks** view of the Avid Control app.

All Systems

You can also define, store, and recall Layouts using the **Assign** and **Layouts** tabs of the EuControl Settings application. Once stored, you can then recall Layouts using the **Layouts** selector in the Control app, or using Soft Keys. You can also export and import Layout sets as “Titles.”

S3 (only)

On S3, Layouts can also be recalled using the Bank switches **A–F**. Bank switches **A–F** correspond to Layouts 1–6 respectively. **Shift+A–F** correspond to Layouts 7–12 respectively. Layouts are saved with your Pro Tools session.



*You can see how to use **Layouts** by watching the **Layouts** video from the **Get Started Fast** series on YouTube.*

Layouts Assign from Avid Control

(Avid Control with S1(s), S3, Artist Mix, or Artist Control Only)

The Avid Control app lets you store and recall Layouts from Tracks view. Layouts require the presence of at least one Avid S1, an S3, at least one Artist Mix, or an Artist Control. Up to 48 unique Layouts can be stored and recalled from the Tracks view or Soft Keys. Each Layout can include track assignments for as many strips as physical faders in your configuration. You can assign specific DAW tracks, blank strips, Attention Strip, and Auto-Assign to fader strips, as well as insert, delete, or clear them from Layouts. Saving the Pro Tools session saves your Layouts, and Layouts are automatically loaded from Pro Tools session the next time you open it.

Layouts Mode versus Banking Mode

Banking mode is the default, and lets you access all tracks across the surface. In contrast, Layout mode lets you arrange tracks on as many (or as few) strips as are present in your configuration. You can define Layouts to include blank strips, the Attentioned track, and auto-assigned.

Creating Layouts

To access **Layouts Assign** mode from Avid Control:

- Navigate to Tracks view, then tap **Assign**.

Tracks view enters Layout Assign mode, providing a reduced size Tracks matrix above buttons for Assign, DAW Tracks, Blank Strip, Attention Strip, and Auto-Assign, the row of Strip Blocks (representing physical faders in your configuration), as well as management commands Insert, Delete, Recall, and Store.



Tracks view in Layouts Assign mode.

A – Tracks Matrix

B – Track Commands

When **Assign** is enabled, Layouts commands **Track**, **Blank Strip**, **Att. Track**, and **Auto-Assign** replace the **Record**, **Input**, **Solo**, **Mute** and **Open** buttons.

C – Strip Universe scroller

Universe view of all strips.

D – Strip blocks

Each block represents a physical strip available on the surface configuration.

E – Layouts Commands

When **Assign** is enabled, **Insert**, **Delete**, **Blank All**, **Clear All**, **Recall**, and **Store** are displayed below the strip blocks.

Track and Layouts commands can be activated by tapping them on the screen. Tapping a track block in the Matrix or Strip Blocks then applies the currently active command as described in the following sections.

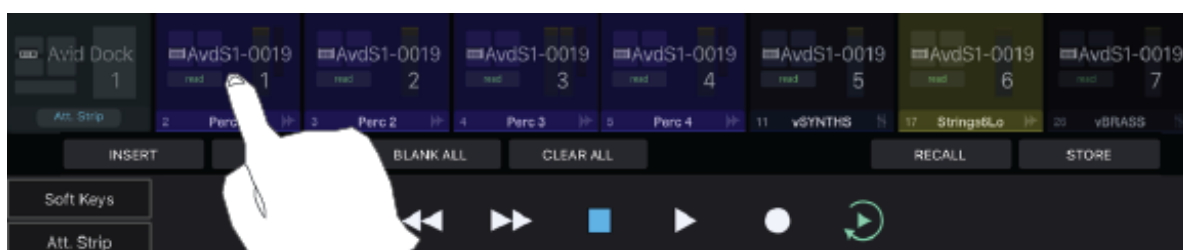
To create a Layout:

1. Make sure Tracks view is in Layout Assign mode.
2. Make sure the **ASSIGN** button is enabled (lit).
3. Tap to enable **TRACK**.
4. In the Tracks matrix, do the following:
 - To select dis-contiguous tracks, tap to select each track tile. Avid Control remembers the order in which you select tracks (they do not need to be adjacent to each other). Selected tracks are outlined in green. Swipe the matrix to access additional tracks.



DAW tracks selected in the matrix (outlined in green)

- To select multiple adjacent tracks, press and hold on the tile for the first track you want to select, then drag across other tiles to select those tracks. To select additional tracks, press and hold on the next desired “first” track tile and drag across additional tiles.
5. Tap a strip block at the bottom of the screen to place the currently selected track(s) starting on that strip. On systems with 8 or more fader strips, swipe the lower strip scroller, or the Strip Universe scroller, to navigate to other strips beyond those shown.



Selected tracks placed on strip blocks

When you tap on a strip block, the currently selected tracks are placed on the surface starting on that strip, in the order in which you selected them (not in their absolute track order). For example:

- If four tracks (1–4) are selected and you tap the first (left-most) strip block, the selected tracks are placed on strips 1–4.
 - If four tracks (1–4) are selected and you tap the fifth strip block, the selected tracks are placed on strips 5–8.
 - If you first select track 4, then select tracks 1, 2 and 3, when you tap a strip in the strip block track 4 will be placed on that strip, followed by tracks 1, 2, and 3.
6. Repeat the previous steps to add and arrange other tracks in the Layout.
7. When you have selected and placed tracks onto strips, tap **Store**. The Layouts grid appears.



Store grid

8. Tap a block in the grid. The block highlights and the Layout Name field appears with a flashing cursor.
9. Enter a name using the on-screen keyboard, then tap **Store**.
10. Repeat to create additional Layouts.

Track, Blank Strip, Att. Track, and Auto Assign

These commands determine what will be added to the Layout when a strip block is selected.

TRACK

Places the currently selected track(s) from the track matrix onto the strip block(s).

BLANK STRIP

Replaces any previously placed element with a blank strip (useful for providing visual dividers between stems or other track arrangements).

ATT. TRACK

Designates that strip as the Attention Track, where the currently attentioned track will always appear. When a Dock is present, its fader strip defaults to Attention Track. Using Layouts you can have a different fader be the Attention Track, and even have multiple fader strips assigned to be the Attention Track.

AUTO ASSIGN

Lets you designate strips to remain in Banking mode when a Layout is recalled. To clear a strip assignment, assign it to **AUTO ASSIGN**.



You can see how to use [Layouts](#) by watching the [Layouts](#) video from the [Get Started Fast](#) series on YouTube.

Insert, Delete, Blank All, and Clear All

Use these commands to optimize track placement in Layouts.

INSERT

When enabled, the next track(s) placed on strip blocks will be inserted at the designated strip location. Any previously placed tracks will be moved to the right by the number of selected tracks. For example, to insert

a blank strip between strips 3 and 4 tap to enable Blank Strip then tap strip 4. The black strip is inserted in the strip 4 position, and any tracks previously placed on strips 4 and beyond are moved to strips 5 and beyond.

DELETE

When enabled, tapping an occupied strip block deletes its current assignment and moves all subsequent strip assignments to the left.

BLANK ALL

Tap to set all strips to Blank strips. (If a Dock is present, its strip will revert to its default assignment of Attention Track.)

CLEAR ALL

Tap to set all strips to Auto-Assign.

Tip: Create an “All” (“Home”) Layout

Before creating any custom Layouts, create and save one “home” or “All” Layout so you can quickly return all fader strips to standard banking.

To create an “All” Layout from Avid Control:

1. Go to **Tracks** view and tap **Assign** to enable Layouts Assign mode.
2. Tap **Clear All**. All strips are set to Auto-Assign. If a Dock is present, its strip is set to Attention Track.
3. Tap **Store**, select a Layout block, name the Layout “All” or “Home”, then tap **Store**.

Recalling Layouts

You can recall Layouts in several ways, as described below.

To recall a Layout from the Control app in Assign mode:

1. In Tracks view tap to enable **Assign**.
2. Tap **Recall**.
3. Tap a block in the grid to recall that Layout.



While the Recall grid is displayed you can still scroll the Track matrix by swiping outside the Recall grid.



Current Layout

4. To close the Recall tab, tap the **Recall** button again (below the grid).

To recall a Layout using the Control app **Filters & Layouts** selector:

1. Tap the Control app **Filters & Layouts** selector (upper right of the upper Tab bar).
2. Tap to display **Layouts**.
3. Select your Layout from the list.



Recalling a Layout using the Filters & Layouts selector

To recall a Layout from the Control app using Soft Keys:

- In the Control app, go the **Soft Keys** tab > **Home** page, tap **Layouts**, then select the desired Layout.

Because Layouts are available as Soft Keys you can also assign them to any available Soft Key on your hardware control surface.

To recall a Layout from S1:

- Hold **Surface SHIFT** and press one of the Track Color/Modifier switches 1–8. By default, these switches recall Layouts 1–8 while **Surface SHIFT** is held down.

To recall a Layout from S3:

- Press a Bank switch **A–F** (each row in the **Layouts** tab corresponds to an S3 Bank switch; row 1 = **A**, row 2 = **B**, row 3 = **C**, and so on).

Layouts and Banking/Nudging

Once you recall a Layout, banking or nudging only moves focus by the number of available (<auto assigned>) channel strips. For example, with S3 if a Layout includes tracks assigned to strips 1–12, pressing **Bank** > only banks four strips at a time (since only four faders, 13–16, are <auto assigned> or “not locked” to a specific track). Note also that it is possible to end up with one track appearing on and being controllable by more than one strip. In this case, changes made to one strip are reflected in the other.

Layouts and VCA Spill

By default, if you spill a VCA while a Layout is recalled, the spilled VCA member tracks overwrite tracks from the Layout. Unspilling the VCA returns fader strips to their previous assignments from the Layout.

You can defeat this default behavior in the Preferences tab of EuControl Settings. When the **VCA Spill Overrides Layouts** setting is disabled, member tracks of a spilled VCA can only spill to any <auto assigned> strips in the current Layout. If the current Layout has explicitly assigned to all available fader strips, no member tracks will be visible.

For more information, see ["VCA/Folder Spill Overrides Layout" on page 154](#).

Recall Banked Position With Layout

You can control whether or not recalling a Layout also recalls the banked position at the time the Layout was saved using the ["Recall Banked Position with Layout" on page 160](#) setting.

Creating Layouts in EuControl Settings

Regardless of whether or not you are using the Control app, you can define, store, and recall Layouts in EuControl Settings.

Creating an “All” Layout in EuControl Settings

Before creating any custom Layouts, create and save one “home” or “All” Layout so you can quickly return all fader strips to standard banking.

To create a “home” Layout:

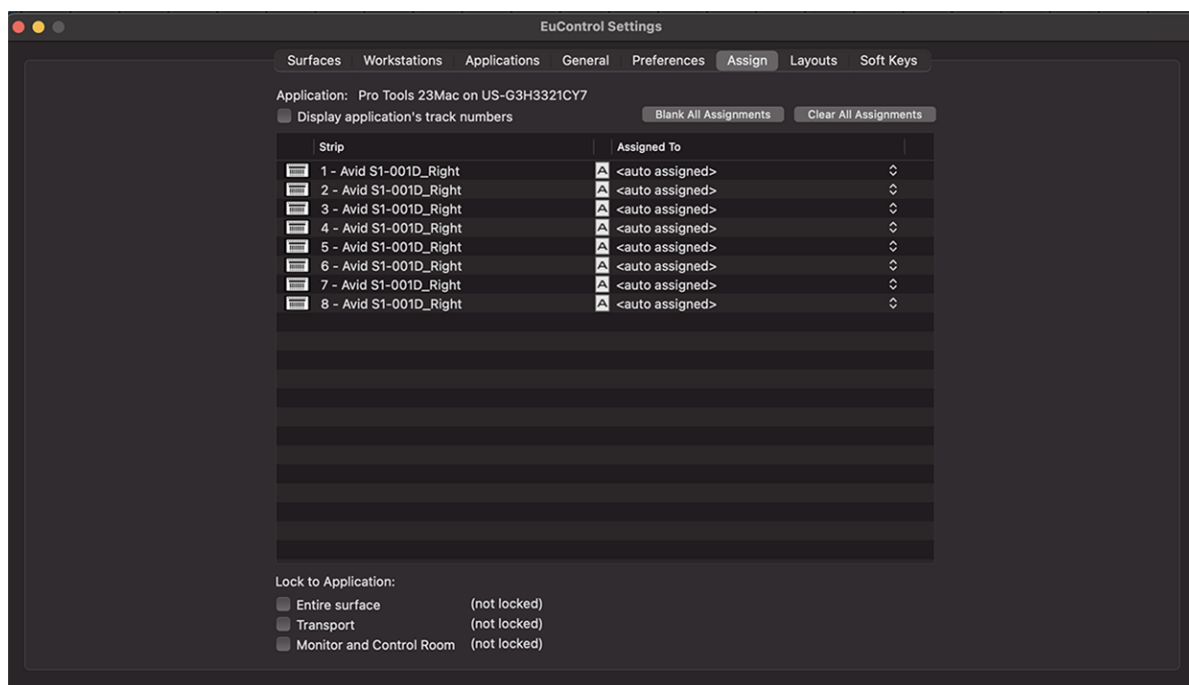
1. Launch Pro Tools (or another application) and open your session.
2. Click the EuControl icon on the taskbar (Mac) or the System tray (Windows), and select **EuControl Settings** to open the EuControl Settings application.
3. Click the **Assign** tab and make sure Pro Tools (or your other targeted application) appears next to **Application**.



*On S3 you can also press **Surface SHIFT+a** channel **Sel** switch to automatically open the Assign tab of EuControl Settings.*

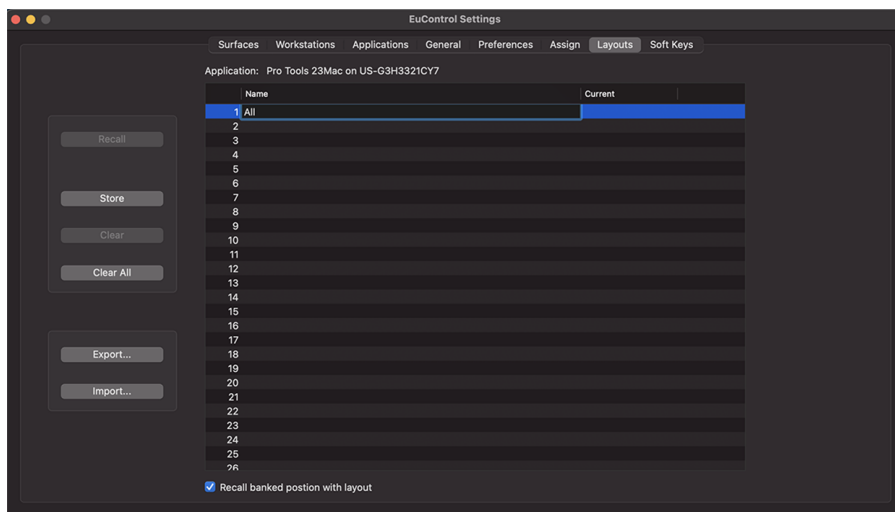
Available channel strips appear in the **Strip** column, and tracks assigned to each channel strip appear in the **Assigned To** column.

4. For a “home” Layout, make sure all strips say **<auto assigned>** in the **Assigned To** column. If any are not, click the displayed name in the **Assigned To** column and choose **<auto assigned>**.



Assign tab showing all strips are auto-assigned (S1 shown)

5. Click the **Layouts** tab, then do the following:
 - a. Double-click the first layout in the list and type in a name (such as “All”).
 - b. Press Enter.



Entering a name for a Layout

6. Making sure row 1 is still highlighted, click **Store**.

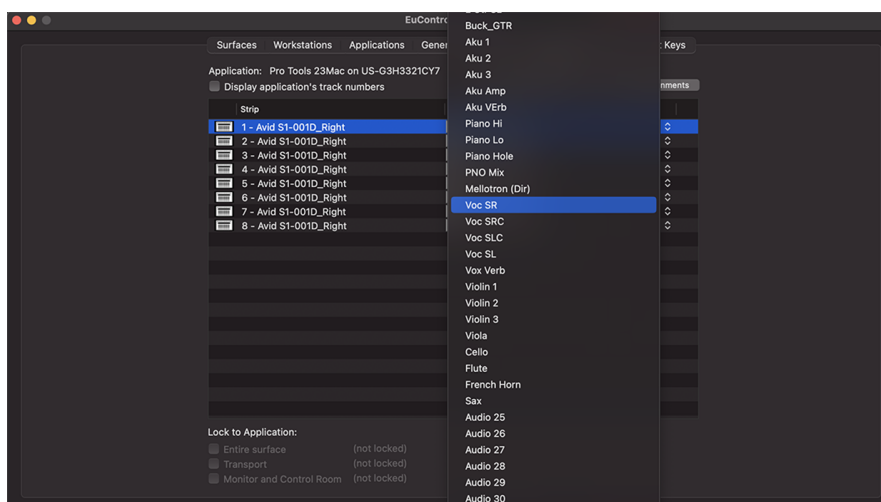
To recall the All (home) Layout:

- ▶ Tap the Control app **Filter & Layouts** selector (upper right of the upper Tab bar), tap to display **Layouts**, then select your **All** Layout from the list.
- ▶ You can also use Soft Keys to recall Layouts. In the Control app, go the **Soft Keys** tab. From the **Home** page, tap **Layouts**, then select the desired Layout.
- ▶ On S1, hold **Surface SHIFT** and press Track Color switch 1. By default, the Track Color/Modifier switches recall Layouts 1–8 while **Surface SHIFT** is held down.
- ▶ On S3 (only) you can use the Bank switches to recall Layouts. Press Bank switch **A** to recall the top-most Layout (each row in the **Layouts** tab corresponds to an S3 Bank switch; row 1 = A, row 2 = B, row 3 = C, and so on).

Creating a Custom Layout in EuControl Settings

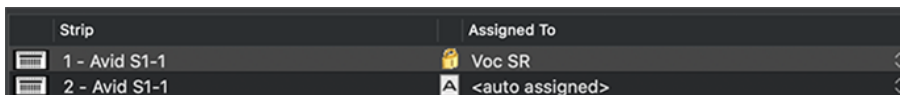
To create a custom Layout:

1. In the Layouts tab, double-click row 2, type in a name, and press Enter.
2. Be sure the Layout you have named is highlighted, then click the **Assign** tab.
3. Click in the **Assigned To** column and select a track from the pop-up to assign (lock) that track to the corresponding channel strip.



Assigning a track to a channel strip

A lock icon appears next to the assigned track.

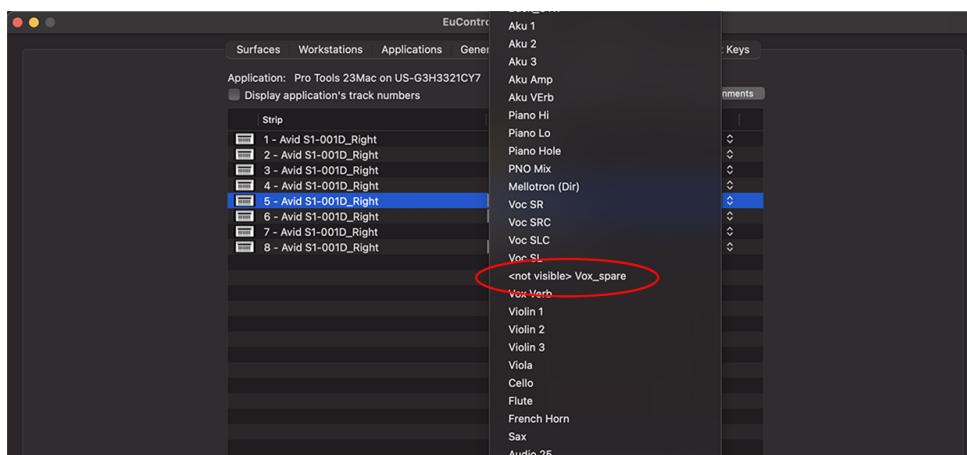


Lock icon indicating an assigned track

4. Repeat for other tracks and strips as desired.
5. Return to the **Layouts** tab and click **Store**. The Layout is saved with your Pro Tools session.

Indication of Hidden Tracks and Closed Folder Member Tracks

The **Assign** tab shows all tracks in the current session or project, including hidden tracks and tracks within closed folders. When the settings for **Show Hidden Tracks In:** and **Show Closed Folder Member Tracks In:** are not enabled in the **General** tab of EuControl Settings, hidden and closed member tracks are listed as **<not visible>** [track name] in the **Assign** tab. This identifies tracks that can be assigned to a layout but that will not be visible or appear on the surface when that layout is recalled.



<not visible> track listings in the Assign tab

Import and Export Layouts (Titles)

The **Layouts** tab of **EuControl Settings** provides **Export** and **Import** commands to save and load Layouts to and from disk. Use these features to load Layouts for specific sessions, to transfer Layouts to other EuControl systems, and for archiving.

To save Layouts manually:

1. Go to **EuControl Settings > Layouts**.
2. In the Layouts screen, click **Export** to store a new file containing the current Layouts.
3. In the dialog that appears, enter a name for the Layout file, then press Enter.



Do not use spaces or special characters in names for Layouts files.

4. Click **Save**. (Or **Cancel** to cancel the operation.)

To load Layouts manually:

1. In the Layouts tab, click **Import**.
2. In the dialog that appears, select the desired Layouts file and click **Open**.

6 Working with Plug-Ins and Sends

This section shows how to work with plug-ins and sends.

- "Adjusting Plug-Ins " below
- "Inserting Plug-Ins" on page 98
- "Plug-In Copy and Paste" on page 101
- "Auto-Insert Default EQ/Dyn" on page 102
- "EQ and DYN Cycling " on page 104
- "Assigning and Adjusting Sends" on page 104

Adjusting Plug-Ins

You can adjust plug-in inserts using the Control app and Dock, using S1, or using S3.



After learning the essentials of plug-ins with EUCON, see also "Custom Knobs in Avid Control for Dock, S1, and S3" on page 110.

Adjusting Plug-Ins and Sends Using the Control App and Dock

The combination of the Control app and Dock provide a powerful and intuitive way to adjust most track parameters.

- **Channel** view lets you quickly navigate among parameters by selecting a parameter type such as **EQ** in the Function scroller.
- The Soft Knobs surrounding the tablet automatically map to whichever parameters you are viewing in the Control app.

To start using the Soft Knobs:

1. Attention a track (see "Selecting and Attentioning Tracks" on page 40).
2. In the Control app, tap **Channel** if it is not already selected.

The upper part of Channel view provides the same Tab bar and Universe Scroller as Tracks view, along with a single row of Track tiles. Along the bottom of Channel view is the same Toolbar as in Tracks view, letting you view Transport controls or Soft Keys. The other elements of Channel view are the following.

In the figure, below:

1 – Function Scroller

Tiles to select the desired function, such as Inserts, Input, Dynamics, EQ, Sends, Pan, Group, and Mix.

2 – Function View

Four parameter blocks on each side, each showing their currently assigned parameters. Parameter blocks align with, and correspond to, the Soft Knobs on the left and right sides of the Dock. The center of the Function View varies with the chosen function.



Channel view, with Inserts selected in the Function scroller

Using Channel View to Adjust Plug-Ins, Dynamics, EQ, Sends, and Pan

To use Channel view:

1. Tap a Function block. The lower area of the screen displays parameters for the chosen function.



Channel view, EQ selected

2. To adjust a displayed parameter, rotate and/or press the corresponding knob on the Dock.

For example:

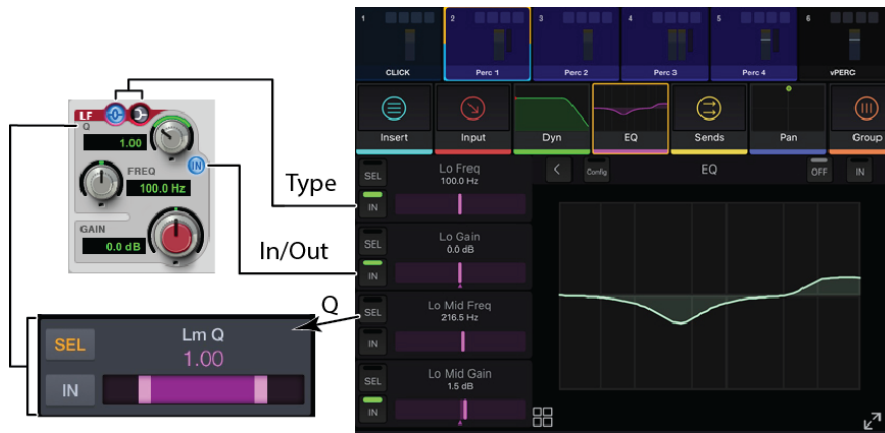
- ▶ To adjust Low-Mid Band Gain shown above, tap the EQ function block and then rotate the lower left Soft Knob on the Dock.
- ▶ To reset a variable parameter (frequency, gain, or Q) to its default setting, press the corresponding encoder.
- ▶ To use the Dock knobs to pan, tap the Pan function block and then rotate two upper left Soft Knobs as appropriate.

3. For two-state or in/out parameters, tap the **Sel** or **In** buttons in the corresponding slot.

For example:

- ▶ To turn a band on or off, tap the **IN** button for a band's Gain.
- ▶ To access Q for a band in EQ3 tap the **Sel** button in the slot for the desired frequency. That slot displays Q. Tap **Sel** again to return to **Freq**.
- ▶ To change filter Type (such as Peak or Shelf), tap the **IN** button for the desired band's Frequency control.

Additional parameters might be available with other plug-ins, so check with the manufacturer for more information.



Filter Type, Band In/Out, and Q parameter mapping (EQ3 shown)



You can have the app use sliders instead of knobs, which can make some plug-in parameters easier to adjust from the tablet. For best control and resolution use the knobs on the Dock, if present.

Plug-in Parameter Mapping for Inserts, EQ/DYN, and Custom

Plug-in parameter *mapping* (the arrangement of plug-in parameters on control surface knobs) depends on the selected knobset (function), and whether you have created any custom maps, as follows:

Inserts

In the default **Inserts** knobset parameters are mapped according to the manufacturer's specifications. Parameter mapping can vary between plug-ins, even of the same type. Custom Knob maps created through Inserts will be displayed when accessing plug-ins through Inserts.

EQ/DYN

In the default **EQ** and **DYN** knobsets, parameter mappings are standardized across types of plug-ins. For example, the Threshold controls for two compressor plug-ins from different manufacturers appear on the same encoder. Custom Knob maps created through EQ or DYN will be displayed when accessing any/all EQ or DYN plug-ins through the **EQ** or **DYN** functions.

You can create Custom Knob maps for both Inserts and EQ/DYN. If you do not create custom maps using **EQ** or **DYN**, the default EUCON maps are used. For more information, see ["Custom Knobs in Avid Control for Dock, S1, and S3" on page 110](#).

Plug-In Bypass

To bypass a plug-in from Inserts view:

1. Tap **Channel1** to display Channel view.
2. In the Function scroller, tap **Inserts**. All plug-ins inserted on the currently attentioned track appear in slots.
3. Tap the **In** switch for the desired plug-in. When **In** is unlit, the plug-in is bypassed.

To bypass all plug-ins on the currently attentioned track:

- ▶ Tap the **In** switch in the upper right of the Function view.

To bypass a plug-in from parameter view:

1. In Channel view, do either of the following:
 - Tap **Inserts**, then tap the slot showing the desired plug-in to display its parameters.
 - Tap **EQ** or **Dyn** to show the desired EQ or Dynamics plug-in (if any).
2. Tap the **IN** button in the upper right of Function view. When lit, the plug-in is not bypassed. When unlit, the plug-in is bypassed.



IN disabled (plug-in bypassed) when viewing plug-in parameters

To open or close the plug-in window on-screen:

- ▶ In Inserts view, tap the **SEL** button for the desired plug-in.

Using Plug-in Presets

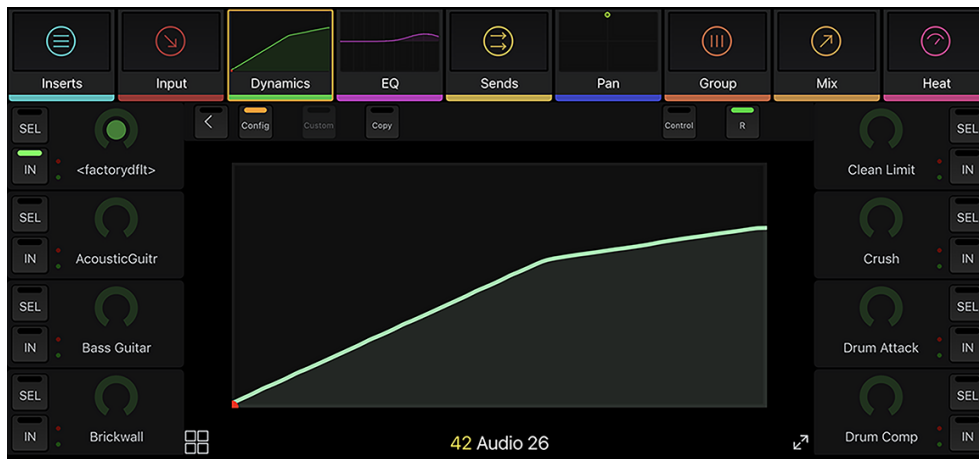
Config mode lets you select plug-in Presets (Settings files).

To select a Settings file:

1. Attention a track with one or more plug-ins (see ["Selecting and Attentioning Tracks" on page 40](#)) then tap **Channel1** to open Channel view.
2. In the Function scroller, tap **Inserts**. All currently assigned plug-ins are shown in slots of the Function view.

 If the track already has an EQ or Dynamics plug-in and you want to select a Settings file for either of them, tap the EQ or Dynamics blocks in the Function scroller, then skip to step 5.

3. Select a plug-in by tapping its slot. Parameters for the selected plug-in appear in each slot.
4. Tap the **Config** button on-screen, in the upper part of the Function view.
The **Config** button lights orange. The name of the current Settings file appears in the upper left slot (such as <factorydflt> when the factory default Settings file is loaded), and that slot's **In** switch lights.
5. Tap the upper left slot. The names of available Settings files, or categories (sub-folders) of Settings files, appear in slots.
6. Tap to navigate through categories until the desired Settings file is listed in a slot, then tap that slot to select and load it. (To display the names of other available Settings files press the Tiles button (to the lower left of the graph)).



7. When finished, tap **Config** to exit Config mode. Plug-in parameters reappear in Function view slots.

Window Control

You can link on-screen DAW windows to follow actions in the Control app by configuring the **"General"** on [page 145](#) settings in EuControl.

Adjusting Plug-Ins Using S1 or S3

Plug-Ins can be accessed and adjusting using the encoders. You can also access only EQ plug-ins or only dynamics plug-ins. Plug-in parameter mapping to the encoders depends on the selected Knob Set, as follows:

Inserts Knob Set

In the Inserts Knob Set, parameters are mapped according to the manufacturer's specifications. Parameter mapping can vary between plug-ins, even of the same type.

EQ and Dyn Knob Sets

In the EQ and Dyn Knob Sets, parameter mappings are standardized across types of plug-ins. For example, the threshold controls for two compressor plug-ins from different manufacturers appear on the same encoder.

Adjusting Plug-Ins

To adjust plug-ins using the Inserts Knob Set:

1. Press **Inserts**.

Plug-ins assigned to first Inserts slots (a) for the currently banked channels are shown in the channel displays. If no plug-in is inserted in that slot for the corresponding track, the Inserts slot letter is shown.



Channel displays showing the first Inserts slots for tracks 1–3

2. If you want to bypass a plug-in, press the lit **In** switch under the corresponding display.
3. Press the encoder under the display showing the plug-in you want to access.

Parameters for the selected plug-in on the attentioned track are spilled across the encoders, mapped according to the plug-in manufacturer's mapping.



Channel displays i showing EQ parameters, with the attentioned track at the left ("Kick")

4. Do any of the following to adjust parameters:
 - ▶ Rotate the encoder below the desired parameter to adjust its value.
 - ▶ To access Q (width) for an EQ band in EQ3, press the encoder **Sel** switch below the desired Frequency, then rotate the encoder. Press **Sel** again to return to Frequency.
 - ▶ Press the encoder **In** switch to toggle the corresponding parameter, where applicable. For example, to switch an EQ3 band between filter types (such as Peak and Shelf) press the **In** switch next to the encoder for the desired band Frequency. To toggle an EQ band in/out, press the **In** switch next to the encoder for the desired band Gain.
 - ▶ Press the encoder **Sel** switch to toggle a secondary parameter on the encoder, where applicable.

Additional parameters might be available with other plug-ins, so check with the manufacturer for more information.

5. Press the lit **< Page >** switches to access more parameters.
6. To navigate to a different plug-in on the same track, press the **Back** switch to exit that plug-in and then press the lit **Page >** switch to access the next Inserts slots.

To adjust an EQ plug-in using the EQ Knob Set:

1. Select a track and make sure it is attentioned, then press **EQ**. Parameters for the first EQ plug-in on the attentioned track are spilled across the encoders, mapped according to the standardized EUCON EQ mapping.
2. Press **Pan** to exit.

To adjust a Dynamics plug-in using the Dyn Knob Set:

1. Select a track and make sure it is attentioned, then press **Dyn**. Parameters for the first dynamics plug-in on the attentioned track are spilled across the encoders, mapped according to the standardized EUCON dynamics mapping.
2. Press **Pan** to exit.

Bypassing Using the S1 X Button

If the S1 surface is focused on any of the following knob sets the **X** switch (**Surface SHIFT + Page > / X**) lets you do the following for the currently attentioned track:

Function	Action	LED Indication*
Inserts Top Level	Toggle bypass on all inserts for the attentioned track	Bypassed, LED is unlit All enabled, LED lights green Mixed state, LED lights amber
Plug-In	Toggle bypass on the plug-in for the attentioned track	Bypassed, LED is unlit All enabled, LED lights green
EQ	Toggle bypass on the EQ for the attentioned track	Bypassed, LED is unlit All enabled, LED lights green
Dyn	Toggle bypass on the Dynamics for the attentioned track	Bypassed, LED is unlit All enabled, LED lights green

*The LED indication is only visible when **Surface SHIFT** is depressed.

Shortcut to Enable/Disable Plug-In Automation

(Pro Tools Only)

- When in Inserts view (top level), press and hold **Control-Option-Command** (Mac) / **Control-Alt-Start** (Win) and touch a knob top (such as the knob or slot showing **EQ3-7Bnd**) to toggle automation enable state of all controls in the corresponding plug-in.
- When a plug-in is spilled to encoders, use the same key combinations and touch the knob for any parameter to toggle its individual automation enable state.



Toggling automation enable status off can cause automation data to be deleted (Pro Tools warns you).

Toggling Plug-ins Active/Inactive

To toggle a plug-in between active and inactive:

1. Bank to and select the desired track by pressing its **Se1** switch.
2. Press the **Inserts** switch.
3. Use the **< Page** and **Page >** switches to navigate the display until the desired insert slot and plug-in name is shown.
4. Hold **Command+Control** (Mac) or **Control+Start** (Windows) and press the encoder **SEL** switch for the desired plug-in.

Inserting Plug-Ins

You can insert plug-ins using the Control app Channel view and the Dock, using S1, or using S3.

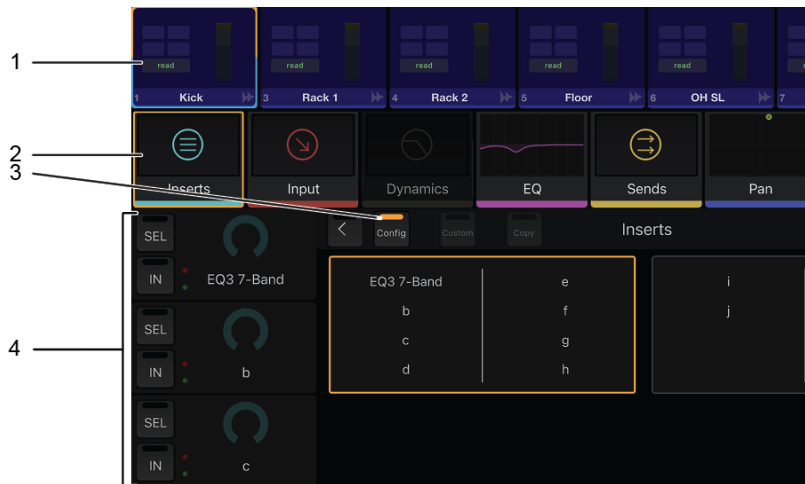
- 💡 At any time while inserting plug-ins, choosing Settings files, or assigning sends, tap the on-screen < button (to the left of Config) to return to the previous level of choices.

Inserting Plug-Ins Using the Control App and Dock

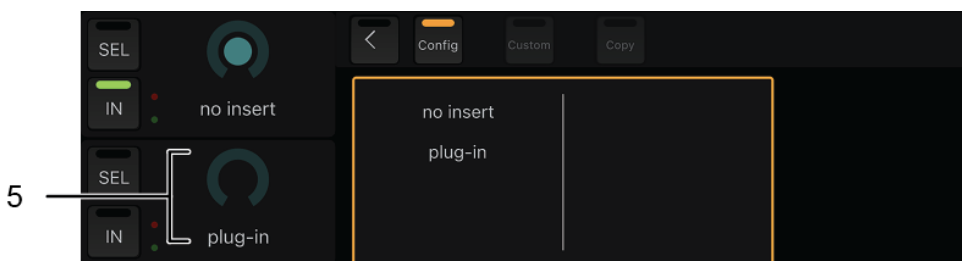
To insert a plug-in on a track:

1. Attention a track (see "Selecting and Attentioning Tracks" on page 40), then tap **Channel** to display Channel view.
2. In the Function scroller tap **Insert**. Any currently assigned plug-ins or sends are shown in slots of the Function view.
3. Tap to enable the **Config** button on-screen. The **Config** button lights orange.
4. Tap a slot (or press the corresponding knob on the Dock) for the insert or send slot (a–j) where you want to add the plug-in or send. To navigate to other slots (such as i or j) tap their block in the center of the Function view.

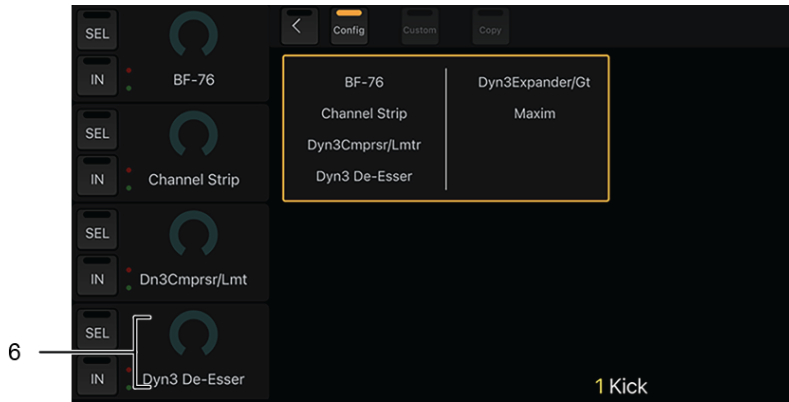
The next level of choices appears in slots in the Function view. For example, for plug-ins, the choices are **no insert**, **plug-in**, and **default plug-ins** (if any) such as Pro Tools **EQ3** or **Dyn3Comp/Lim**.



5. Tap the slot for **plug-in** to see the next level of plug-in choices (such as Categories, or Manufacturer), or select a default plug-in.



6. Tap a slot (such as **Dynamics**) to navigate to the next level of choices until the desired plug-in appears in a slot, then tap a slot to insert that plug-in.



The **In** button in that slot lights to confirm assignment.

7. Tap **Config** to exit Config mode. The Function view returns to showing all currently inserted plug-ins.

Inserting Plug-Ins Using S1

You can assign plug-ins to tracks using encoders and the **Config** switch. You can also ["Auto-Insert Default EQ/Dyn" on page 102](#) plug-ins.

To insert a plug-in on a track:

1. Select a track, and make sure it is attentioned.
2. Press the **Inserts** switch.



The Channel displays show available Inserts slots. If no plug-in is inserted in a slot, the slot letter appears in lower-case (**a**, **b**, **c**, and so on) in the displays. If a plug-in is inserted in a slot, the name of the plug-in is shown in the corresponding display. Plug-in names are abbreviated as necessary.

3. Press the **Config** switch (**SurfaceSHIFT+< Page/Config**) to enter Insert Assign mode. **CFG** appears in each display.



Insert slots a–c (left-to-right) in Config mode, showing plug-ins already inserted in slots a and b

4. To view other insert slots press the lit **Page** > until that slot and any assigned plug-ins are displayed
5. Press the encoder under the display showing the Inserts slot you want to populate (such as slot **c**).
The displays 1–4 show **no insert**, **plug-in**, then the default EQ and Dyan plug-ins (if any).
6. Press the encoder under the display showing **Plug-In**.
7. Press the encoder under the display showing the plug-in type you want to insert, such as **EQ**, **Dynamics**, or **Reverb**.



Choices shown on your system will vary depending on which plug-ins you have installed, and the Pro Tools setting that organizes plug-ins by Category or Manufacturer.

8. Press the encoder under the display showing the desired plug-in to assign the plug-in.
9. To adjust the plug-in:
 - Press **SurfaceSHIFT+Back/Top** to return to the top level Inserts view.
 - If necessary, press the let **Page** switch to navigate to the desired insert slot a–j.
 - Press the encoder below the desired plug-in to access parameters on the encoders.
10. To exit press any other Encoder Assign switch (such as **Pan**).

Inserting Plug-Ins Using S3

You can assign plug-ins to tracks using Channel Control and the **Config** switch, and "Auto-Insert Default EQ/Dyn" on the next page plug-ins.

To assign a plug-in to a track using Channel Control:

1. Select a track, and make sure it is attentioned.
2. From the Channel Control top-level Knob Set, press the **Inserts** Channel Control Encoder.



The Channel Control displays now show the available Inserts slots. The slot letter appears in lower-case (**a**, **b**, **c**, and so on) in the corresponding displays of empty slots. If a plug-in is inserted in a slot, the plug-in name is shown (plug-in names are abbreviated as necessary).

 If the top-level Channel Control Knob Set is not shown, press the **Back** Channel Control Navigation switch until it is shown.

3. Press the **Config** switch so it is lit. **CFG** appears in each Channel Control display.



Insert slots a–c (left-to-right) in Config mode in Channel Control

4. Press the Channel Control Encoder under the display showing the Inserts slot you want to populate.
5. Press the Encoder under the display showing **Plug-In**.
6. Press the Encoder under the display showing the plug-in type you want to insert, such as **EQ**, **Dynamics**, or **Reverb**.

 Choices shown on your system will vary depending on which plug-ins you have installed, and the Pro Tools setting that organizes plug-ins by Category or Manufacturer.

7. Press the Encoder under the display showing the desired plug-in to assign the plug-in.

Plug-In Copy and Paste

Avid Control lets you copy plug-in settings and paste them to the same plug-in on a different track.

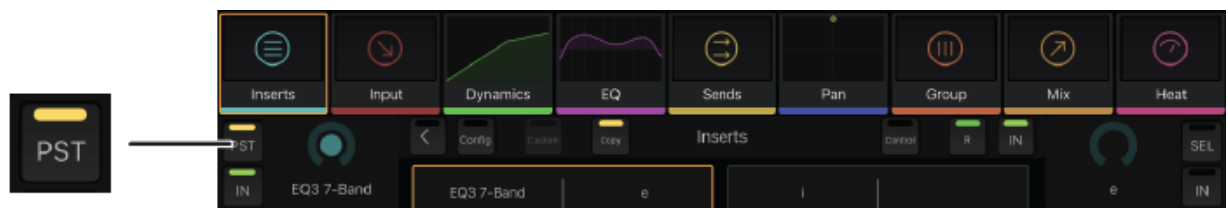
To copy and paste plug-in settings:

1. In Avid Control, go to **Channel** view and tap the **Inserts**, **EQ**, or **DYN** function.
2. Make sure the desired Pro Tools plug-in you want to copy is the Target plug-in window (bulls-eye lit red). Open the plug-in whose settings you want to copy and make sure its bulls-eye is lit, or press the **SEL** button next to the plug-in you want to copy.
3. Press the **Copy** button. While still focused on the same (source) track, **Copy** flashes yellow, indicating you have copied settings.



Copying plug-in settings

4. Navigate Channel view to the desired destination track, and if necessary press the **Inserts** function block to display the top level Inserts view. In Avid Control, the **Copy** button flashes orange and the **SEL** button changes to **PST**, indicating settings from the copied track are ready to paste.
5. In the block for the desired destination plug-in, press its **PST** button to paste the copied settings. The **Copy** button continues to flash, indicating that the settings can be pasted into the same plug-in on other tracks.



PST button in Channel view

To clear the Copy buffer:

1. If the **Copy** button is flashing yellow press the **Copy** button to clear.
2. If flashing orange pressing the **Copy** button clears the buffer and copies the current plug-in. Pressing one more time will turn it off and clear the buffer.

Auto-Insert Default EQ/Dyn

You can configure Pro Tools to let you automatically insert a default EQ or Dynamics plug-in from the Control app.

To configure Default EQ and Dyn settings in Pro Tools:

1. Choose **Setup > Preferences** and click to go to the **Mixing** tab.
2. In the **Setup** section, enable **Auto Insert Default Plug-Ins from EUCON Surfaces**, then choose default plug-ins from the **Default EQ** and **Default Dynamics** selectors.

To use Auto Insert Default Plug-Ins:

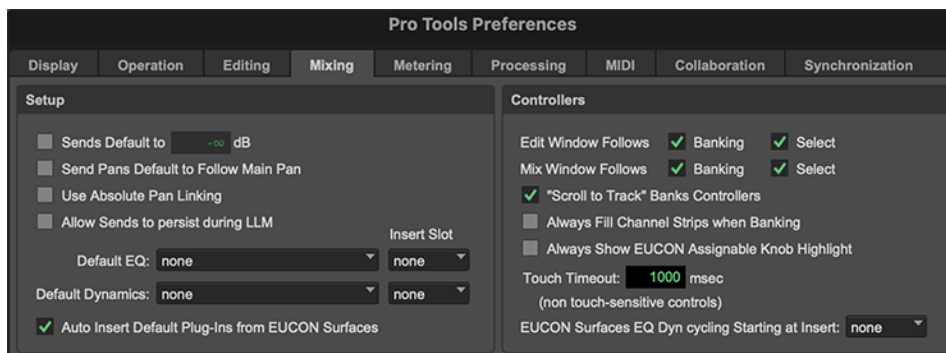
- ▶ Attention the desired track, go to Channel View, then tap the **EQ** or **Dyn** function blocks. The plug-in is inserted.

Specifying the Slot to Auto Insert Plug-Ins

You can designate a specific slot for Pro Tools to use when automatically inserting plug-ins using the **Insert Slot** selectors.

To designate the Insert Slot for auto-inserted EQ or Dynamics plug-ins:

1. In Pro Tools choose **Setup > Preferences**, click the **Mixing** tab and make sure **Auto Insert Default Plug-Ins from EUCON Surfaces** is enabled.
2. Choose a default EQ and/or Dynamics plug-in from their selectors.
3. Use the **Insert Slot** selectors to designate the slot (a–j) where you want the default plug-ins to be inserted when the **EQ** or **Dyn** switch is pressed on a strip. If a plug-in is already inserted into the designated slot, Pro Tools uses the next available slot. Choose **<none>** to have Pro Tools insert the default plug-in into the first available slot.



Pro Tools Preferences (Setup > Preferences, Mixing tab)

4. Click **OK** to close Preferences.

💡 *The related setting in the Controllers section **EUCON Surfaces EQ Dyn cycling Starting at Insert** is currently for S6 only.*

Shortcut to Enable/Disable Plug-In Automation

(Pro Tools Only)

- When in Inserts view (top level), press and hold Control-Option-Command (Mac) / Control-Alt-Start (Win) and touch a knob (such as the knob or slot showing **EQ3-7Bnd**) to toggle automation enable state of all controls in the corresponding plug-in.
- When a plug-in is spilled to encoders, use the same key combinations and touch the knob for any parameter to toggle its individual automation enable state.

⚡ **Toggling automation enable status off can cause automation data to be deleted (Pro Tools warns you).**

EQ and DYN Cycling

(S1, S3, Control App, Artist Mix, and Artist Control)

EQ and Dyn Cycling

You can use the **EQ** or **Dyn** switch on S1, S3, Artist Mix, or Artist Control, or the **EQ** or **Dynamics** function tiles in the Control app to cycle to the next EQ or Dynamics plug-in (if any) on that track.

To cycle:

1. Configure the desired starting insert slot for EQ/Dyn cycling (see ["Specifying the Slot for EQ/Dyn Cycling" below](#)).
2. Do the following:
 - a. From S1, S3, Artist Mix, or Artist Control press **EQ** or **Dyn** on a track with multiple EQ or Dynamics plug-ins.
 - b. From the Control app, tap the **EQ** or **Dynamics** function tile in Channel view.

The plug-in inserted in the designated starting insert slot is displayed.

3. To cycle to other EQ or Dyn plug-ins, press **EQ** or **Dyn** again. (On S3, use the EQ or Dyn encoder in the lower row of encoders. In the Control app, use the **EQ** or **Dynamics** function tiles.)

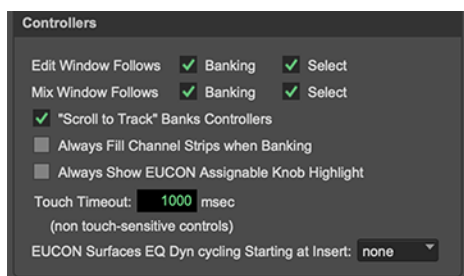
If you change the Pro Tools Preference settings for EQ/Dyn cycling while a session is open you must close and re-open the session.

Specifying the Slot for EQ/Dyn Cycling

You can specify the starting slot for EQ/Dyn cycling for situations when there might be more than one EQ or Dyn plug-in on a track. This lets you optimize EQ and Dyn cycling (via repeated pressing of the **EQ** or **Dyn** switches) to start from either a specific slot, or from the most recently cycled slot.

To designate the starting slot for EQ/Dyn cycling:

1. In Pro Tools choose **Setup > Preferences**, then click the **Mixing** tab.
2. In the **Controllers** section, choose a slot (a–j) from the **EUCON Surfaces EQ Dyn cycling Starting at Insert** selector. Choose **<none>** to have Pro Tools begin cycling from the most recently cycled slot.



Pro Tools Preferences (Setup > Preferences), Mixing tab, Controllers section

3. Click **OK** to close Preferences.

Channel View Display of EQ or DYN Plug-In Names While Cycling

When cycling through EQ or Dynamics plug-ins, the name of the currently focused plug-in is shown in the graph.

Assigning and Adjusting Sends

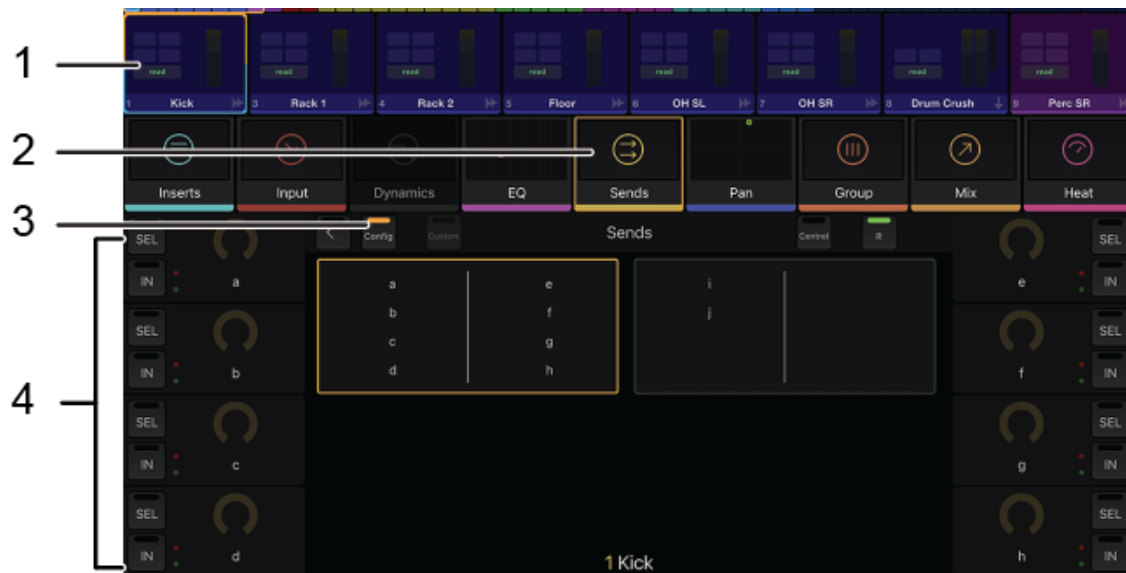
You can assign and adjust sends using the Control app Channel view, using S1, or using S3.

Assigning Sends Using the Control App and Dock

To assign a send to a track using Channel View:

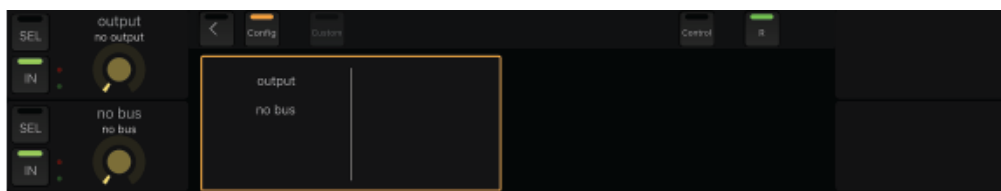
1. Attention a track (see "Selecting and Attentioning Tracks" on page 40).
2. In the Function scroller, tap **Sends**. Any currently assigned sends are shown in slots of the Function view.
3. Tap the **Config** button on-screen, in the upper part of the Function view. The **Config** button lights orange.
4. Tap a slot corresponding to the send slot (a–j) where you want to add the send. To see other slots (such as i or j) tap their block in the center of the Function view.

Send controls appear in the selected slot.



Steps 1 thru 4 to assign a send

5. Rotate the knob for **output** (for a hardware output) or **bus** (for an internal bus) until the desired path is shown.



6. Tap the **In** button in the corresponding slot to confirm the assignment.

Adjusting Sends Using the Control App and Dock

To adjust send parameters using Channel View:

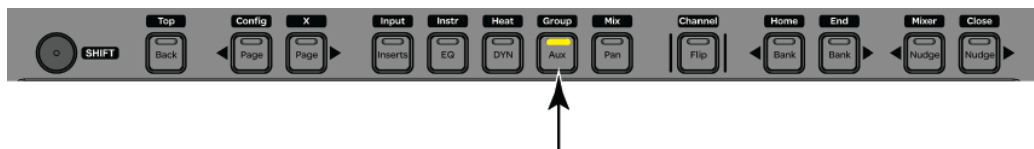
1. Attention a track with one or more sends already assigned, then tap **Channel 1** to display Channel view.
2. In the Function scroller, tap **Sends**. All sends assigned on the currently attentioned track appear in slots.
3. To adjust send level, adjust the on-screen control for the desired send or rotate and/or press the corresponding knob on the Dock.

4. To toggle the send between pre- and post-fader, tap its **Se1** switch. When **Se1** is lit, the send is in pre-fader mode.
5. To mute or unmute a send, tap its **In** switch. When **In** is unlit, the send is muted.
6. To adjust send pan, double-tap any blank area in the block for a stereo send (do not tap its level knob/slider, **Se1** or **In** buttons). Send pan controls appear in slots on the right side of Function view. To return to other send controls, tap the < button next to the **Config** button.
7. To navigate, press the Back (<) button to return to the previous Knob Set. Press **Back** repeatedly to back out of all sub-menus and display the top of the current Knob Set.

Assigning and Adjusting Sends Using S1 or S3

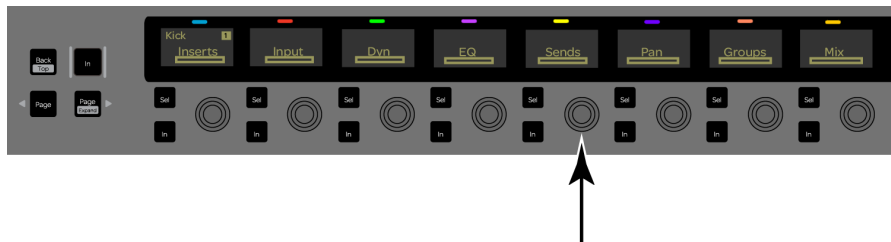
To assign sends:

1. Select one or more tracks.
2. Do either of the following:
 - **S1** Press the **Aux** switch.



Aux mode on S1

- **S3** From the Channel Control top-level Knob Set, press the **Sends** Channel Control Encoder.



3. The displays show available Sends slots a–j and any sends already assigned in that slot (such as **Bus 9–10**).

💡 If the top-level S3 Channel Control Knob Set is not shown, press the Back Channel Control Navigation switch until it is shown.

4. To access additional sends use the **Page** > switch.
5. Enter Sends Assign mode by doing either of the following:
 - **S1** Press the **Config** switch (Surface **SHIFT**+< **Page/Config**).
 - **S3** Press the **Config** switch.

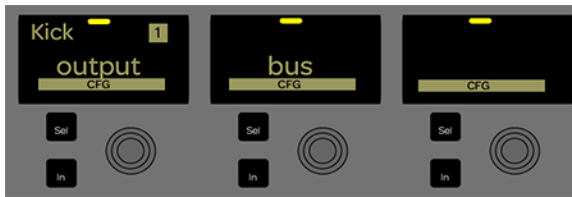
CFG appears in each display.



Sends top-level Knob Set in Config mode

6. Press an encoder under the display showing the send slot you want to assign.

The leftmost encoders now display the available send types (**output** or **bus**) .



Available send types

7. Under the display showing the type of send you want to assign, rotate the encoder until the desired send appears in the display (such as **Bus1-2**).
8. Press the corresponding encoder **In** switch so it is lit to assign the send to the selected track(s).
 - S1: To assign the same send to multiple selected tracks (Do to Selected), hold Option+Shift (Mac) or Alt+Shift (Windows) while pressing **In**. To assign the same send to all tracks in the session (Do to All), hold Option (Mac) or Alt (Windows) while pressing **In**.
 - S3: To assign the same send to multiple selected tracks (Do to Selected), press **Multi Assign** so it is lit. To assign the same send to all tracks in the session (Do to All), press and hold **Surface SHIFT+Multi Assign**.
9. To adjust the send:
 - Press **Surface SHIFT+Back/Top** to return to the top level Aux view.
 - Press the encoder below the desired send to access its parameters.
10. To exit Config mode press any other Encoder Assign switch (such as Pan). Or press **Config** so it is unlit.

Adjusting Sends

You can adjust send parameters using the S1 or S3 encoders. On S3 you can also use Channel Control to adjust sends.

To access a send using S1 or S3 encoders:

1. Bank to the desired track.
2. Press the **Aux** switch. Send assignments in slot **a** are displayed in the encoder displays for the currently banked channels.
3. To view other sends, press **Page >** until the desired sends are displayed (such as **Bus 1-2**).

To access sends using S3 Channel Control:

1. Select a track.
2. From the top-level Channel Control Knob Set, press the Channel Control Encoder under the display showing **Sends**. The Channel Control displays show the send assignments for the send slots on that channel. If a send is not assigned in that slot for the selected track, the Sends slot letter is shown.

Send Level

To adjust send level:

- Rotate the encoder under the display showing the send you want to adjust.

Send Mute

To mute the send:

- ▶ Press the encoder **In** switch under the display showing the send you want to mute. When muted, the **In** switch is unlit; when the send is on, the **In** switch is lit.

To mute all sends in the same slot (a–j):

- ▶ With Sends spilled to the encoders, hold Option (Mac) or Alt (Windows) and press a lit encoder **In** switch.

To mute all sends in the same slot on the currently selected tracks:

- ▶ Hold Option+Shift (Mac) or Alt+Shift (Windows) and press a lit encoder **In** switch.

Muting/Unmuting Sends Using S3

You can mute/unmute individual sends using the Channel Encoders and Channel Control.

To mute/unmute a send:

1. Bank to the desired track.
2. Using the Channel Encoders, do the following:
 - Press **Aux**.
 - Use the < **Page** and **Page** > keys to navigate the displays until the desired send is shown.
3. Using Channel Control, do the following:
 - Select a track and make sure it is attentioned.
 - Press the **Sends** Channel Control encoder.
4. Hold the **Command+Control** Modifier switches and press the encoder **Sel** switch for the desired send.

To mute all sends on a track:

- From the top-level Channel Control Knob Set, press the **In** switch under the displays showing **Sends**.
- Or, with Sends spilled to the Channel Control Encoders, press the Channel Control Navigation **In** switch.

Send Pre-/Post-Fader

To toggle the send between pre- and post-fader:

- ▶ Press the encoder **Sel** switch under the display showing the send you want to adjust. When the send is post-fader, the **Sel** switch is unlit. When the send is pre-fader, the **Sel** switch is lit. Sends are post-fader by default.

You can also toggle all sends in the same slot on all or all selected tracks by enabling Do to All or Do to All Selected.

Send Pan

To adjust send pan:

1. Press the encoder under the display showing the send you want to adjust.
 - If the send is stereo, a single encoder will be mapped to send pan (usually encoder eight).



Send pan on encoder eight

- If the send is three or more channels (such as LCR, or a 5.1 send), additional send pan parameters become available in the encoders (such as divergence, center percentage, and other multichannel pan parameters).



Multi-channel Send pan across encoders 1–8

2. Rotate the appropriate encoder.

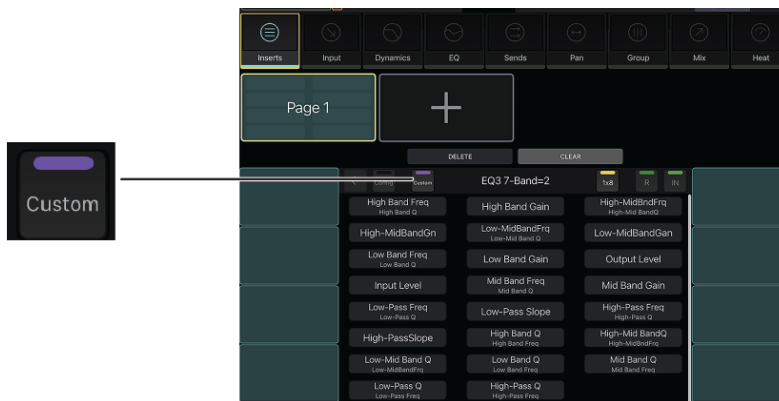
7 Custom Knobs in Avid Control for Dock, S1, and S3

Use *Custom Knobs* to arrange and save custom mappings of plug-in parameters to knobs on supported EUCON control surfaces. You can create Custom Knob maps for Inserts, and as the default EQ/Dyn layout. Custom Knob maps are compatible with both EuControl and S4/S6 maps of the same size and can be transferred between systems.

Creating Custom Knob Maps

To create a Custom Knob set:

1. Attention a track that already has the desired plug-in inserted.
2. In the Control app Channel view, select the **Inserts** function and then select the desired plug-in. Or, to create a new default EQ or Dyn map, select the **EQ** or **Dynamics** function and then select the desired plug-in.
3. Press the **Custom** button so it lights purple to enter Custom Knob Assign mode. Available parameters are listed in the center area. Knobs with multiple parameters (“peer knobs”) list both parameters, such as band Frequency and Q. Any previously saved knob assignments are shown in each knob slot down the left and right sides.



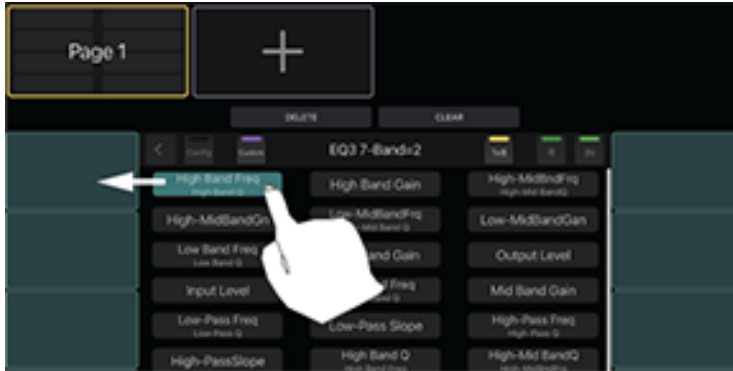
Accessing Custom Knob Assign mode in Channel view

4. Tap the **Form Factor** display (showing either 1x8 or 4x2). Choose 4x2 for the Dock, or 1x8 for S1 or S3.



You can define separate layouts for the Dock (4x2) and S1/S3 (1x8). Select a Form Factor (such as 4x2) and assign parameters to its knobs, then select 1x8 and assign its parameters. To create a single layout for both form factors, use 1x8. Parameters will be displayed on all surfaces.

5. Drag a parameter from the center area to the desired knob slot. Or tap to select a parameter in the center area then tap the desired on-screen knob slot in the Control app.



Selecting a parameter and assigning to a knob (Inserts function shown)

When working in the Inserts function, selected parameters and knobs are highlighted blue-green. When working in the EQ function, they light purple. When working in the Dynamics function they are highlighted bright green. Parameters that are already assigned to a knob are shown dimmed in the center area, and are listed in each page in the Pages and Commands area.

6. Repeat steps 4 and 5 to assign additional parameters.
7. To revert back to the manufacturer default map, use the **Delete** or **Clear** commands to remove assignments or whole pages.

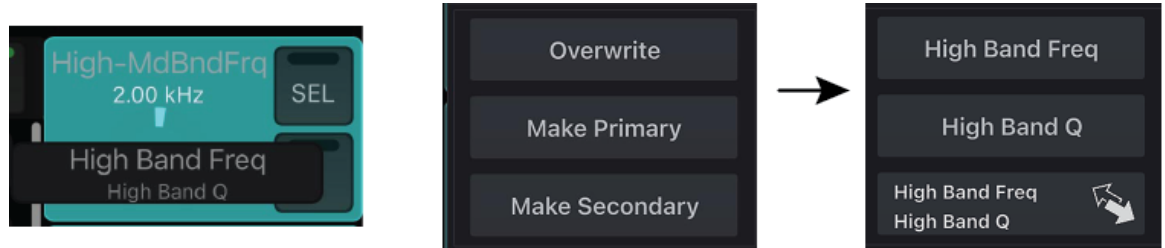
Pairing Parameters to Knobs

You can pair any parameters from the same plug-in onto the same Custom Knob to be able to switch between them by pressing the knob **Sel** switch. You can assign any parameters to any knob, such as having the frequency control of two different EQ bands available on the primary and secondary layer of a Custom Knob. When assigning multiple parameters to a knob (“peer” knobs) you can specify which should be the primary or secondary parameter.

To assign different parameters to the primary and secondary “Sel” layer of a custom knob:

1. Attention a track that already has a plug-in inserted, navigate the Control app to **Channel** view, tap **Insert**, then select a plug-in to select and open it.
2. Tap **Custom** to enable Custom Knob mode (for instructions see the *Using EuControl Surfaces.pdf*).
3. Drag a parameter onto a knob (or select a parameter then tap the desired knob).
 - If you assign a single (no-peer) parameter to an empty knob, the parameter is assigned directly to that knob.
 - If you assign a single (no-peer) parameter such as EQ Output level to a knob that already has a single parameter assigned (such as EQ Input level) you can choose to **Overwrite** (replace) the previous assignment, or **Make Secondary** to add the new parameter to the **Sel** layer on that knob.
 - If you assign a multi-parameter knob such as High Band Frequency to an empty knob you can choose to assign only that parameter’s primary or secondary function, or assign the parameters as peers (to toggle between them using the **Sel** switch).
 - If you assign a single parameter knob to a knob that already has a multi-parameter knob, you can choose to **Overwrite** (replace), **Make Primary** (to leave the previous secondary knob available using the **Sel** switch), or **Make Secondary** (to leave the previous parameter on the primary layer).

- If you assign a multi-parameter knob (such as EQ3 High-Mid Frequency) onto a knob that already has a multi-parameter assignment you can choose which of the new parameters to make the primary or secondary assignment, or whether to assign both (new) peers and replace the previous assignment completely. Choosing a single parameter lets you choose whether to Overwrite (replace) the previous assignment completely, make the new single parameter the new primary parameter, or make the new single parameter the new secondary parameter on that knob.



Select Action dialogs

Assigning multiple parameters to knobs in one gesture overwrites any assignments on the destination knobs. If a knob has a function on the knob **Sel** switch, that function is replaced by the new Custom Knob assignment.

Peer Knob Indicators in Avid Control

Knobs in Channel view indicate peer knobs as follows (refer to the figure and legend below):



Peer knobs in Channel view

Legend	Description
1	Shows the primary parameter on a knob with a peer (the Peer indicator is visible but unlit, indicating the primary parameter is currently focused).
2	Shows a single parameter on a knob (the Peer indicator is not visible, indicating only one parameter assigned to the knob).
3	Shows the secondary parameter on a knob with a peer (the Peer indicator is visible and lit, indicating the secondary (peer) parameter is currently focused).

Plugin Parameter Mapping for Inserts, EQ/DYN, and Custom

Plugin parameter *mapping* (the arrangement of plug-in parameters on control surface knobs) depends on the selected knobset (function), and whether you have created any custom maps, as follows:

Inserts

In the default **Inserts** knobset parameters are mapped according to the manufacturer's specifications. Parameter mapping can vary between plug-ins, even of the same type. Custom Knob maps created through Inserts will be displayed when accessing plug-ins through Inserts.

EQ/DYN

In the default **EQ** and **DYN** knobsets, parameter mappings are standardized across types of plug-ins. For example, the Threshold controls for two compressor plug-ins from different manufacturers appear on the same encoder. Custom Knob maps created through EQ or DYN will be displayed when accessing any/all EQ or DYN plug-ins through the **EQ** or **DYN** functions.

Custom Knobs

You can create Custom Knob maps for both Inserts and EQ/DYN. If you do not create custom maps using **EQ** or **DYN**, the default EUCON maps are used.

Show EQ and DYN Plug-Ins on Surface as Inserts...

(Pro Tools 2021.6 and later): If you want to use Custom Knob maps created in the **Inserts** function when clicking on an EQ or Dynamics plug-in in Pro Tools, enable the **Show EQ and DYN plug-ins on surface as inserts if there's an Inserts Custom Map** setting in the Attention section of **EuControl Settings > General**. You must also enable **Plug-Ins** under **Attention Most Recently Clicked DAW Area** in the **General** tab **EuControl Settings**. When enabled, clicking an EQ or Dynamics plug-in on-screen displays its Custom Knob map on the surface as determined by the **Open Windows on Workstation When Knobs Assigned**.

Additional Information for EQ and Dyn Custom Knob Maps

Only parameters in the current plug-in are available to add to a Custom Knob map. For example, if you create an EQ map using Channel Strip and then focus EQ3 7-band, the 5th band in EQ3 will not be mapped since it does not exist in Channel Strip (and therefore could not have been mapped while creating the Custom Knob map). To add a missing parameter, focus on the desired plug-in, re-enable Custom Assign mode, and add the parameter.

Similarly, when a parameter has been assigned using one EQ or DYN plug-in that is not available in the current plug-in, that knob is shown as **N/A**. For example, if you instead created a map using EQ3 7-band that included its 5th band, then focus Channl Strip, the knob for the 5th band in EQ3 will appear as **N/A**.

Pages

Your Custom Knob maps can utilize multiple pages, just like standard plug-in maps. You can create, clear and delete pages.



Custom Knob map with two pages

To replace an assignment:

1. Select (highlight) a new parameter.
2. Touch a knob to assign the new parameter.

To create an additional Page for custom assignments:

1. In the Pages and Commands area, tap “+” (plus sign).
2. Repeat the previous steps to select and assign parameters to the new page(s). On your control surfaces, use the same **⌘Page** and **⌘Page** commands to access the different plug-in pages.

To delete or clear an assignment or page:

1. Tap to enable **DELETE** or **CLEAR**.
2. Touch an assigned knob to delete or clear its assignment, or tap a page to delete or clear it.

Note also that any blank pages are automatically deleted when exiting Custom mode.

To reorder pages:

- Drag a page to a new position.

Location of Custom Knob Map Files

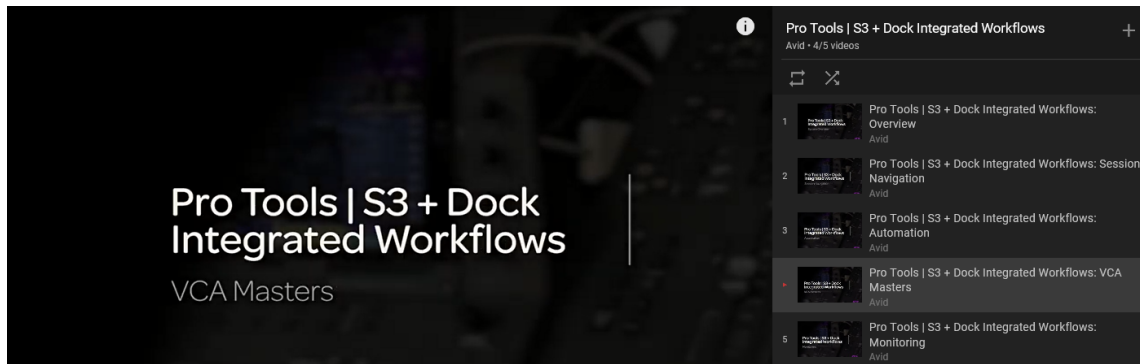
Custom Knob map XML files are stored in the following locations:

- **macOS**
Go > (Option key) Library > Preferences > Avid > Consoles > KnobMaps
- **Windows**
C:\Users\<USERNAME>\AppData\Roaming\Avid\Consoles\KnobMaps

8 Working with VCAs

This section shows how to spill and unspill VCAs from EuControl surfaces.

To watch these features in action, watch the [VCA Masters](#) video from the EuControl [Integrated Workflows](#) series on YouTube.



Spilling and Unspilling VCAs Using the Control App

(Control App and S1(s), or S3, or Artist Mix Only)

VCA Spill lets you quickly access (*spill*) only those channels assigned to the selected VCA Master track to the channel strips on an S1, S3, or Artist Mix. You can spill VCAs from the Control app whenever an S1, S3, Artist Mix, or Artist Control are present, as well as spill and unspill directly from an S1, S3, or Artist Mix.

 *In Pro Tools you must assign Mix Groups to VCA Masters on-screen in the Pro Tools Groups dialog.*

When the Dock is used with an S1 or S3 you can configure whether the VCA Master is assigned to the Dock channel strip or to an S1/S3 strip when a VCA is spilled in Single-Master Mode. You can also optimize whether or not VCA Spill overwrites any currently recalled Layout. For more information, see ["Preferences" on page 153](#).

To spill a VCA from the Control app:

1. In EuControl Settings, go to the **Preferences** tab and make sure to enable **Auto Spill VCA from Control App Attention**.
2. In the Control app, go to the **Tracks** screen.
3. Tap a VCA. Members of the selected VCA spill onto S1, S3, Artist Mix, or Artist Control. When a Dock is present, spill and Master follow current ["VCA/Folder Spill" on page 153](#) settings.

While a VCA is spilled and the Dock fader is assigned to **<attentioned track>** in **EuControl Settings > Assign** tab:

- On the Dock, the upper-left Soft Key (the **Fader** button) flashes green to indicate an active Spill. On the Control app, the Spill indicator also flashes green as shown in the figure below.



Spill indicator in the Control app and the Fader button on the Dock

- You can select another track and the Dock fader (including its **Sel** and **Rec** switches) focuses on that recently selected track. The Spill indicator in the Control app and Fader button on the Dock flash yellow. Spill remains active on the S1, S3 or other multi-fader surface..

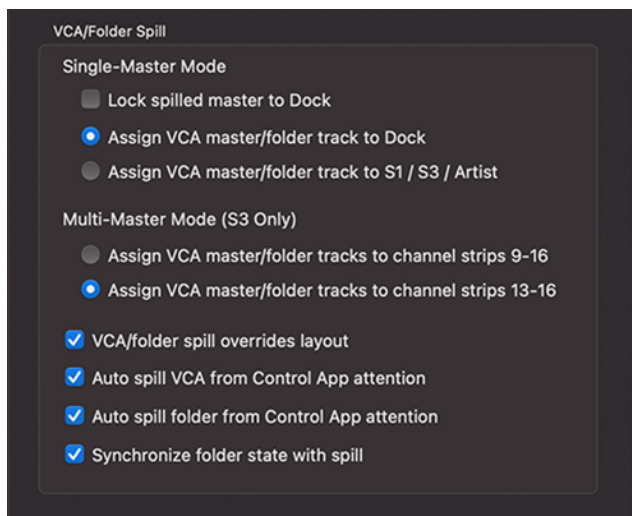
To unspill the VCA:

- From the Dock, tap the flashing green or yellow Spill indicator button (the **Fader** button at the lower-left of Soft Keys).
- From S1, press both <Nudge and Nudge> switches.

Lock Spilled Master to Dock

This setting in **EuControl Settings > Preferences** lets you lock VCA Master and Folder Tracks to the Dock fader when spilling.

- When enabled, spilling a VCA Master or Folder Track keeps the spilled master/folder on the Dock fader strip. Attentioning a spilled member or any other track does not change Dock fader focus. To unspill, double-press the Dock fader **Sel** switch.
- When not enabled, attentioning a spilled member or any other track focuses the Dock fader strip on that attentioned track.



Lock Spilled Master to Dock in EuControl Settings > Preferences

This setting is available as a **Surface Soft Key**.

Command	Level 1	Level 2	Level 3
Lock Spill Master to Dock	Options >	Preferences >	Lock Spill Master to Dock

Working with VCAs Using a Single S1 or Artist Mix

You can spill VCAs while using a single S1 or Artist Mix. Before spilling VCAs, set EuControl preferences as appropriate for the hardware units in your configuration.

 *Mix Groups are assigned to VCA Master tracks in Pro Tools. See Pro Tools Help for instructions on creating VCA Masters.*

To configure EuControl Preferences for VCA spill:

- ▶ In EuControl Settings, go to the **Preferences** tab and make sure to enable either of the following in the **VCA Spill / Single-Master Mode** section:
 - If your system includes a Dock, enable **Assign VCA Master to Dock**. This places the VCA Master onto the Dock fader when spilled, where you can adjust the master and unspill it.
 - If your system does not include a Dock, or you prefer to access and unspill the VCA Master from the same surface as the member tracks, enable **Assign VCA Master to S1/S3/Artist**. This places the VCA Master on the S1, S3, or Artist unit when spilled, where you can adjust the master and unspill it.

To spill a VCA Master track:

1. Bank a VCA Master to the channel strips.
2. Double-press the **Sel** switch on a VCA Master track.
VCA member tracks spill to the left-most strips, and the spilled VCA master appears on the right-most strip.
3. If there are more member tracks than fader strips, use the lit < **Bank** > and < **Nudge** > switches to access other members.

To exit VCA Spill (unspill):

- ▶ Double-press the **Sel** switch on the VCA Master strip (whether configured to appear on the Dock fader, or on the S1, S3, or Artist unit). The previous track assignments are restored to the channel strips.

Working with VCAs Using Two or More S1s, or S3

When using multiple S1s, or an S3, EuControl provide two VCA Spill modes, *Single-Master* mode and *Multi-Master* mode (EuControl Settings > Preferences, **VCA/Folder Spill** settings).

 *Mix Groups are assigned to VCA Master tracks in Pro Tools. See Pro Tools Help for instructions on creating VCA Masters.*

Spilling VCAs in Single-Master Mode

In Single-Master mode, spilling a VCA Master spills the VCA's member tracks and the VCA Master track to the fader strips.

To spill a VCA Master track in Single-Master mode:

1. Bank a VCA Master to the channel strips.
2. Double-press the **Sel** switch on a VCA Master track.

VCA members 1–15 are spilled to channels 1–15 on the control surface(s), and channel LEDs light solid dark green. The VCA Master is assigned to channel 16 on the control surface(s), and the corresponding channel LED lights solid dark green. The VCA Master remains on that channel strip while VCA Spill is active.



If your system include a Dock, the VCA Master can also be assigned to the Dock fader strip (see "VCA/Folder Spill" on page 153).

3. If the VCA has more than 15 members, do either of the followings:
 - ▶ Press **Bank** > or < **Bank** to access the next or previous bank of channels.
 - ▶ Press **Nudge** > or < **Nudge** to advance or return one track at a time.

To unspill:

- ▶ On S1, double-press the **Sel** switch on the spilled VCA Master (if visible) or press both <**Nudge+Nudge**> simultaneously.
- ▶ On S3, double-press the **Sel** switch on the spilled VCA Master track (channel 16). The previous track assignments are restored to the channel strips. Or press a switch, such as a **Bank A–F** switch, that is assigned to recall a custom Layout.

Spilling VCAs in Multi-Master Mode

(Requires Two or More S1s, or S3)

In Multi-Master mode, VCA member tracks can be spilled to the surface while VCA Masters are assigned to their own “spill zone.” This lets you have access to multiple VCA Masters and a selected VCA’s member tracks simultaneously. Once spilled, members and masters can be banked within their zones independently.

Multi-Master Mode Spill is available for VCAs and Folder Tracks when using two or more S1s, or when using an S3.

- When used with two or more S1s, the S1 used for entering Multi-Master Mode displays the multiple masters/Folder Tracks while others display spilled member tracks.
- When used with an S3 (only), the Multi-Master Mode settings for assigning masters and parent Folder Tracks to either strips 9–16, or to strips 13–16, are available to optimize how many masters and spilled tracks are displayed.

Folder Track Multi-Master Mode is activated using the same switches on S1 and S3. EuControl provides a preference setting that lets you set the number of channel strips VCA member tracks are spilled to in Multi-Master mode.



Multi-Master Spill is not available with Artist Mix or Artist Control.

To set the size of the Multi-Master mode VCA Spill Zone (S3 only):

- ▶ In EuControl Settings, go to **Preferences**, and under **Multi-Master Mode** in the **S3 VCA Spill** section select one of the following:

Assign VCA Masters to Channel Strips 9–16

When selected, up to eight VCA Masters are assigned to S3 channel strips 9–16. Members of the selected VCA Master are spilled to channel strips 1–8 in banks of eight channels.

Assign VCA Masters to Channel Strips 13–16

When selected, up to four VCA Masters are assigned to S3 channel strips 13–16. Members of the selected VCA Master are spilled to channel strips 1–12 in banks of 12 channels.

To spill a VCA Master track in Multi-Master mode:

1. Press the **Bank** and **Bank** > switches simultaneously. Bank switch LEDs light green to indicate Multi-Mode is active.
 - Channel strips 1–8 or 1–12 show the first eight or twelve tracks of the current session, depending on the **S3 VCA Spill/Multi-Master Mode** preference setting.
 - Channel strips 9–16 or 13–16 show VCA Masters, depending on the **S3 VCA Spill/Multi-Master Mode** preference setting, and their channel strip LEDs light solid green.
 - To spill, double-press a VCA Master **Sel** switch.

VCA Members 1–8 or 1–12 are spilled to channels strips 1–8 or 1–12.

VCA Masters are assigned to channel strips 9–16 or 13–16, and the spilled VCA Master channel LED flash green.
2. To bank to the next or previous bank of the currently spilled VCA members, press **Bank** > or < **Bank**.
3. To access additional VCA Masters, press **Nudge** > or < **Nudge**.
4. To exit Multi-Master mode, press the < **Bank** and **Bank** > switches simultaneously. The previous track assignments are restored to the channel strips. Or, press a switch, such as a **Bank A–F** switch, that is assigned to recall a custom Layout.

Recalling the Last Spilled VCA

You can quickly recall the last spilled VCA without having to bank through channels to find it.

To recall the last spilled VCA:

1. Press < **Nudge** and **Nudge** > simultaneously. The last-spilled VCA and its member tracks are spilled to the S3 channels strips.
2. To exit VCA Spill, press < **Nudge** and **Nudge** > simultaneously. The previous track assignments are restored to the channel strips. Or, double-press the **Sel** switch on the VCA Master track (channel 16).

VCA Spill and Layouts

By default, VCA Spill overrides Layouts. For more information, see ["VCA/Folder Spill Overrides Layout" on page 154](#).

9 Working with Automation

This section shows the different ways you can set track Automation modes and use advanced automation features.

To watch these features in action, check out the [Automation](#) video from the EuControl [Integrated Workflows](#) series on YouTube.

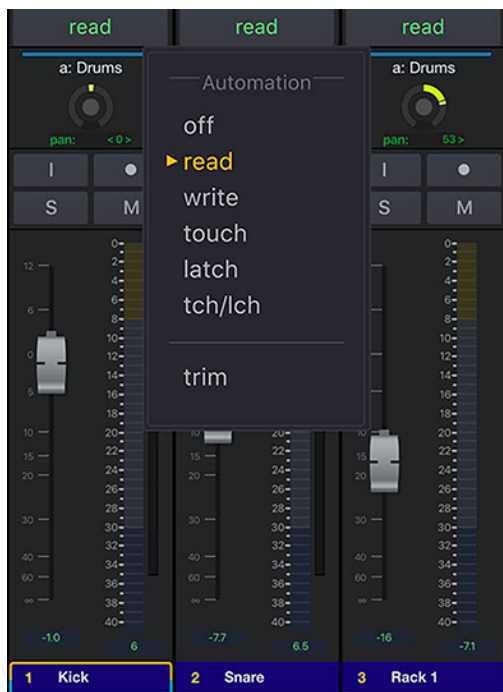


Setting Track Automation Mode Using the Control App

You can set the automation mode for a track in Mixer, Channel and Tracks view.

To set track automation mode in Mixer view:

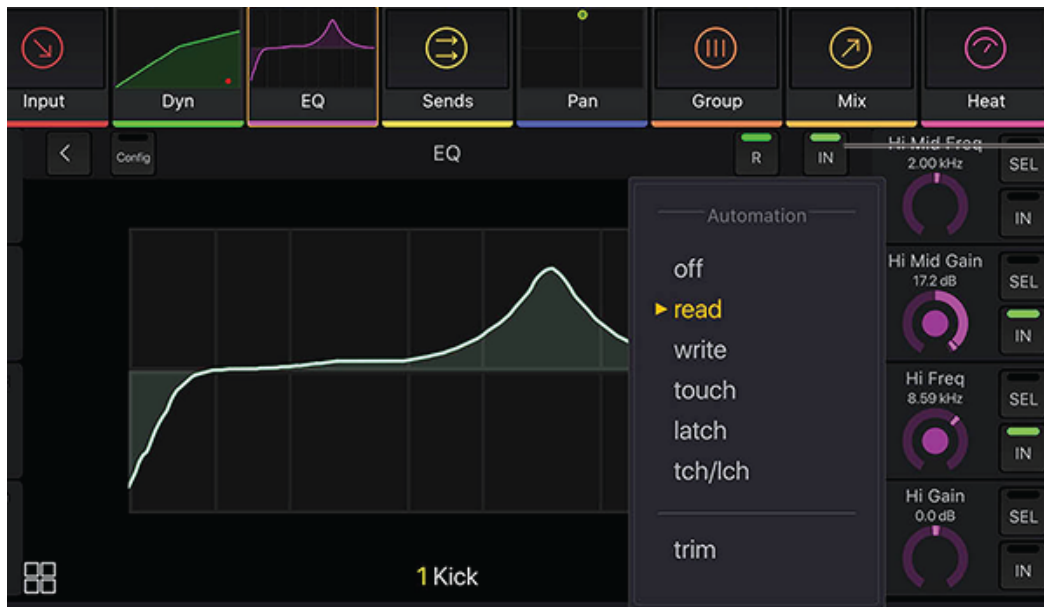
1. In Mixer view, bank to display the desired track.
2. Tap the track Automation mode selector.
3. Choose the desired mode.



To change automation mode on all tracks, or all selected tracks, hold the Soft Key for Do to All or Do to Sel while choosing an automation mode.

To set track automation mode in Channel view:

1. Attention the desired track, then top to show Channel view.
2. Tap the track Automation mode button and choose the desired mode.



Track Automation selector in Channel view

You can also set track automation mode in Tracks view using the Soft Keys.

To set track automation mode in Tracks view using the primary Soft Keys:

1. From the **Home** page of primary Soft Keys, press **Automation** to go to the Automation page **AUTO BASIC**.
2. Make sure the desired track is visible in the Track Scroller above the primary Soft Keys.
3. Tap and hold the Soft Key for the desired automation mode (such as **Touch**), then tap a track in the Track scroller.
4. To set the automation mode for a selection of tracks, do each of the following:
 - a. Select the desired tracks.
 - b. Press the **Do to Sel** Soft Key (available in the lower, secondary Soft Keys when shown).
 - c. Press the desired automation mode Soft Key.
5. To set the automation mode of all tracks, do each of the following:
 - a. Press the **Do to All** Soft Key (available in the lower, secondary Soft Keys when shown).
 - b. Press the desired automation mode Soft Key.

Avid Control AutoMatch Indicators

AutoMatch indicators are shown in the Control app Mixer and Meters views, and on the Meters strips in Avid Control Desktop.



AutoMatch indicators in Mixer view

Indication of Write Modes in Pan Controls

The Control app can show pan controls in the **Mixer view** and **Channel view** Pan function view in standard DAW colors (such as green for left, blue for right), or in red to indicate when a track is in an automation Write mode and pan automation is enabled.

To configure pan knob color:

- In the Control app go to **Settings > Mixer View**, and configure the **Pan knob color** setting as desired.
- When enabled (On) pan controls show standard DAW colors.
- When set to **Auto Mode** (Off) pan controls light red whenever the track is in an automation Write mode and Pan automation is enabled.

Automation LEDs in Channel View

In **Channel View**, each knob provides track automation indicator LEDs. The upper red and lower green LEDs indicate automation status the same as the similar hardware LEDs on EUCON control surfaces.



Automation Indicator LEDs

Setting Track Automation Modes Using the Control App and Dock

You can set the Automation mode for one or more tracks in the following ways.

Setting Automation Mode for a Single Track

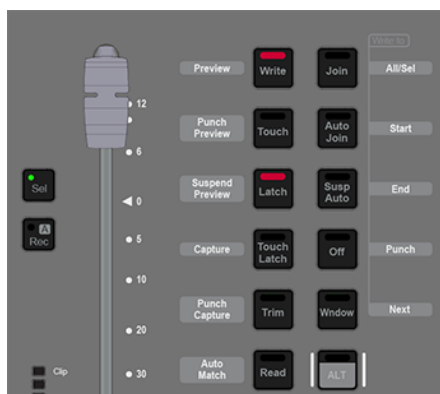
You can set track Automation mode for a single track using the dedicated mode switches and strip **Sel** switch on the Dock. The Dock Automation mode switch LEDs light to indicate all automation modes currently enabled on any tracks in the session. This is the default procedure for selecting track Automation mode, as determined by the "[Automation Mode Buttons Follow Attentioned Channel](#)" on page 150 setting (not enabled, by default).

To set the automation mode for a single track:

1. Attention a track to bring it to the Dock fader strip.
2. On the Dock, press and hold the switch in the Left Control section for the desired track automation mode (**Write**, **Touch**, **Latch**, **TouchLatch**, **Trim**, **Read**, or **Off**).
3. Press the Dock strip **Sel** switch.

The current Automation mode is shown in Mixer and Tracks view, in the corresponding channel display on the S1 or S3 (if present), and on-screen in Pro Tools.

On the Dock, automation switch LEDs indicate mode(s) globally, lighting to show all modes currently set for any tracks in the session. In the figure to the right, one or more tracks are in Write and Latch modes.



To set the automation mode for multiple tracks:

1. Select one or more tracks.
2. Do either of the following:
 - To set Automation mode for all currently selected tracks, press the Dock **Do to Sel** switch or the Control app **Do to Sel** Soft Key (they light and latch on).
 - To set Automation mode for all tracks in the session, press the Dock **Do to All** switch (**SHIFT+Do to Sel**) or the Control app **Do to All** Soft Key (they latch on, and the **Do to All** Soft Key lights).
3. Press the switch in the Left Control section for the desired track automation mode (**Write**, **Touch**, **Latch**, **TouchLatch**, **Trim**, **Read**, or **Off**).

The current Automation mode is shown in Mixer and Tracks view, in the corresponding channel display on the S3 (if present), and on-screen in Pro Tools. On the Dock, the automation switch LEDs indicate the current mode(s) globally, lighting to show all modes currently set for any tracks in the session.

Using the Dock Automation Mode Switches for Direct Assign

When the ["Automation Mode Buttons Follow Attentioned Channel"](#) on [page 150](#) setting is enabled, you can set track Automation mode for the currently attentioned track directly using the mode switches in the Left Control section (you do not need to press **Sel**). In addition, the Automation mode switch LEDs light to indicate automation status of the currently attentioned track, only.

To set track automation mode for one or more tracks in “direct” mode:

1. Make sure the "Automation Mode Buttons Follow Attentioned Channel" on page 150 setting is enabled (in the Dock section of EuControl Settings > General tab) as shown in the figure below.
2. Attention a track to bring it to the Dock fader strip, or select multiple tracks.
3. (Optional) Do either of the following:
 - ▶ To set Automation mode for all currently selected tracks, press the **Do to Sel** switch or Soft Key (they light and latch on).
 - ▶ To set Automation mode for all tracks in the session, hold **Do to All** (**SHIFT+Do to Sel**) or its Soft Key (they light and latch on).
4. Press the desired Automation mode switch in the Left Control section of the Dock.



The Automation mode switch LEDs light to indicate automation status of the currently attentioned track, only.

Using the Dock Automation Mode Switches and Control App

To select track automation mode using the Dock Mode switches and the Control app:

1. In the Control app, tap **Mixer** or **Tracks**.
2. Bank the Control app so that the desired track is shown. Select multiple tracks if you want to set automation mode for more than one track.
3. On the Dock, press and hold the switch in the Left Control section for the desired track automation

mode (**Write**, **Touch**, **Latch**, **TouchLatch**, **Trim**, **Read**, or **Off**).

4. While still holding the automation mode switch, tap the desired track on-screen (if multiple tracks are selected, tap any of them).

The switch LEDs in the Left Control section indicate automation modes as determined by the ["Automation Mode Buttons Follow Attentioned Channel"](#) on page 150 setting.

 You can configure the Control app to light pan controls in red when tracks are in any automation write mode, and pan automation is enabled. In the Control app, open the Settings page and select the Mixer view section. Configure the Pan Knob Color setting as desired.

Using the REC/A Switch

You can also set the Automation mode for the track currently assigned to the Dock channel strip using its **REC/A** switch.

 In the following instructions, the **REC/A** switch is configured for its default behavior in which its primary function is record enable, and its secondary, **SHIFT** function is automation (A). You can swap the primary and **SHIFT** functions of the **REC/A** switch in the General tab of EuControl Settings. For more information, see ["General"](#) on page 145.

To select the automation mode from the fader strip using the **REC/A** switch:

1. Hold **Surface SHIFT** and press **REC/A**.

The track is assigned to the next automation mode. On-screen in the Control app, the Fader button in the lower left corner temporarily displays a tile similar to Tracks view showing the currently assigned automation mode. This is useful when the selected track is banked out of view in the Control app.

2. While still holding **SHIFT**, press **REC/A** again. Each press cycles through the following automation modes (as available in the currently focused DAW):

- **read**
- **write**
- **touch**
- **latch**
- **touch/latch**
- **off**

3. To change the automation mode on all selected tracks, press **Do to Sel**, then press **SHIFT+REC/A**.

4. To change the automation mode on all tracks, press **Do to All** (**SHIFT+Do to Sel**), then press **REC/A**.

Using the Dock Advanced Automation Switches

The Dock provides dedicated switches for many advanced automation features in its Left Control section. These include Preview, Punch Preview, Suspend Preview, Capture, Punch Capture, Auto Match, and Write to... commands (All/Sel, Start, End, Punch, and Next).

These switch functions can be accessed by engaging the **ALT** switch.

Use these switches as you would use their corresponding commands or keyboard shortcuts in Pro Tools.



Advanced Automation switches on the Dock

Working with Automation Using S1 or S3

This section shows many of the ways you can control automation settings using the S1 or S3.

Selecting Track Automation Modes

You can select track Automation Modes using the channel strip **REC/A** (Auto) switches and the Function switches. The current Automation Mode is shown in the corresponding channel display on the S1 or S3, and on-screen.

 You can swap the primary and Surface SHIFT functions of the Rec/A switch in the "General" on page 145 tab of EuControl Settings.

Using the REC/A Switches

REC/A (Surface **SHIFT+Rec**) lets you cycle through the following automation modes:

To select the automation mode using the **REC/A** switches:

1. Hold **Surface SHIFT** the press **REC/A** on a track.
2. Press **Surface SHIFT+REC/A** again to cycle through available automation modes.

 Neither **Write** or **Trim** are available via mode cycling. To enable **Write** or any **Trim** automation mode, use the Soft Keys, Avid Control app, or Dock (if present). Also note that **Trim** mode requires **Pro Tools | Ultimate**.

The following table shows how different modes are indicated in the channel displays.

Mode	Display
Off	(blank)
Read	r
Touch	t
Latch	l

Mode	Display
Touch-Latch	tl
Write	W
Trim	<mode>

3. To change the automation mode on all tracks, hold Option (Mac) or Alt (Windows) while pressing **SHIFT+REC/A**.
4. To change the automation mode on all selected tracks, hold Option+Shift (Mac) or Alt+Shift (Windows) while pressing **SHIFT+REC/A**.

Rec Switch LED Automation Mode Indication

EuControl can be configured to use the **Rec** key (**Rec/A** on some units, and **Rec/Auto** on others) for Automation mode selection as follows:

- In **EuControl Settings > General**, by enabling the **Rec/Auto switch press changes automation modes...** setting.
- Or when this setting is not enabled, by holding **SHIFT** and pressing the **Rec/Auto** switch.

When the **Rec/Auto switch press changes automation modes...** setting is enabled, the **Rec** key controls track automation mode. The **Rec** key LEDs are off when in Read or Off, light red when a track is in any Write mode, and flashes while writing automation.

When not enabled and using **SurfaceSHIFT+Rec/A**, the **Rec** key LEDs also indicate automation mode but only for as long as **SHIFT** is held down.

Automation Indicator LEDs

This table lists automation mode LED indication for any knob or switch (such as **Rec/A**) with automation LEDs, such as on S1. The following values apply:

- 0 = unlit
- 1 = lit
- * = flashes

Automation Mode	Red LED	Green LED
Off	0	0
Read	0	1
Touch	1	0
Latch	1	0
Touch/Latch	1	0
Write	1	0
Preview	0	*
Off + Trim	0	1
Read + Trim	0	1
Touch + Trim	1	1
Latch + Trim	1	1

Automation Mode	Red LED	Green LED
Touch/Latch + Trim	1	1
Write + Trim	1	1

The red LED flashes while writing automation. The green LED flashes in Preview mode.

Setting Track Automation Mode Using the S3 Function Switches (S3 Only)

The following table shows the available automation modes on the S3 Function switches.

Switch	Automation Function	Switch	Automation Function
F1	Write	F2	Read
F3	Touch	F4	Automation Off
F5	Latch	F6	Automation Match
F7	Trim	F8	Automation Window
F9	Preview	F10	Write to All/Selected
F11	Punch Preview	F12	Write to Start
F13	Capture	F14	Write to End
F15	Punch Capture	F16	Write to Next
9–16	Toggles switches between banks F1-F8 and F9-F16	Show Me (Eye Icon)	Opens EuControl Settings > Soft Keys > Right Control section

To select the Automation Mode using the Function switches:

- Press and hold the Function switch for the desired Automation Mode, then select a channel.

To select the automation mode on multiple tracks using the Function switches:

1. Select multiple channels.
2. Press and hold **Multi-Select/SHIFT+ ALT**, then press the switch for the desired Automation Mode.

The Function Switch LED lights whenever its respective automation mode is enabled. In certain automation modes (such as Write) the LED flashes.

Shortcuts to Display Automation Playlists Using the Control App

The following shortcuts let you quickly display the breakpoint automation playlist for a control by clicking it in combination with modifier keys on your computer keyboard.

Waveform View

To show the waveform for a track in the Edit window:

- Hold **Control+Command** (Mac) or **Control+Start** (Windows) and press the channel **Se1** switch.

Track Volume View

To show volume automation for a track in the Edit window:

- Hold **Control+Command** (Mac) or **Control+Start** (Windows) and touch the track fader.

Pan, Send Level, Send Pan, and Other Views

To display other breakpoint automation data you must first select and display that parameter in the Control app. For example, for track pan first tap a track Pan control in Tracks view, then hold Command+Control (Mac) or Control+Start (Windows) and tap the displayed track pan slider.

Plug-In Automation

Plug-in parameters can be enabled for automation from the Dock and the Control app.



Pro Tools provides a preference setting for newly inserted plugins to default to all parameters enabled for automation. Go to Pro Tools > Preferences > Mixing, and under Automation, select Plug-In Controls Default to Auto-Enabled.

Enabling All Plug-in Parameters for Automation

To enable all plug-in controls for automation:

1. In the Control app, navigate to **Channel view** and tap **Inserts**.
2. Make sure the desired Inserts slot is displayed in a **Function view** slot.
3. Hold Control+Command+Option (Mac) or Control+Start+Alt (Windows) and tap the on-screen **In** switch for the plug-in for which you want to enable automation.

Enabling an Individual Plug-In Parameter for Automation

To enable automation for a plug-in parameter:

1. Display the desired plug-in parameters in the Control app (select a track, tap to display **Channel** view, then use the Function scroller to select the desired plug-in).
2. If necessary, tap to select a block of parameters in the center of the Function view until the desired parameter is displayed.
3. Hold Control+Command+Option (Mac) or Control+Start+Alt (Windows) and do one of the following:
 - ▶ For a continuous plug-in parameter such as a level control, touch the encoder for the desired parameter.
 - ▶ For a switch-type parameter such as an **In/Out** switch, tap the on-screen **In** switch for the desired parameter.

Suspending the Faders

(Motors Off)

In **EuControl Settings > General** the **Suspend All Faders** setting lets you disengage faders from following Pro Tools automation. Faders still control on-screen levels, but will not move in response to automation or on-screen adjustment of their current parameter. This silences the faders, which can be beneficial during critical listening.

Unlike the Faders Off Soft Key (**EUCON > Global > Faders Off**) faders stay at their current position when suspended.

Suspend All Faders is available as a Soft Key. In the Soft Editor, add a new **Surface** command, then choose **Options > General > Suspend All Faders**.

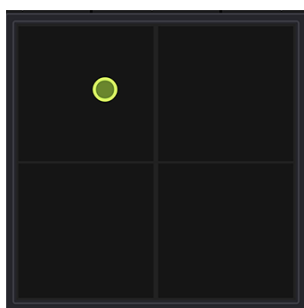
10 Surround Panning

This section shows how to pan in surround with EuControl surfaces, including the ["Avid Control Atmos Pan Graph" on the next page](#).

- ["Surround Panning Using the Control App and Dock" below](#)
- ["Avid Control Atmos Pan Graph" on the next page](#)
- ["Surround Meters" on page 133](#)
- ["Surround Panning Using S1 or S3" on page 133](#)
- ["Pan Knob Mapping for Surround" on page 134](#)

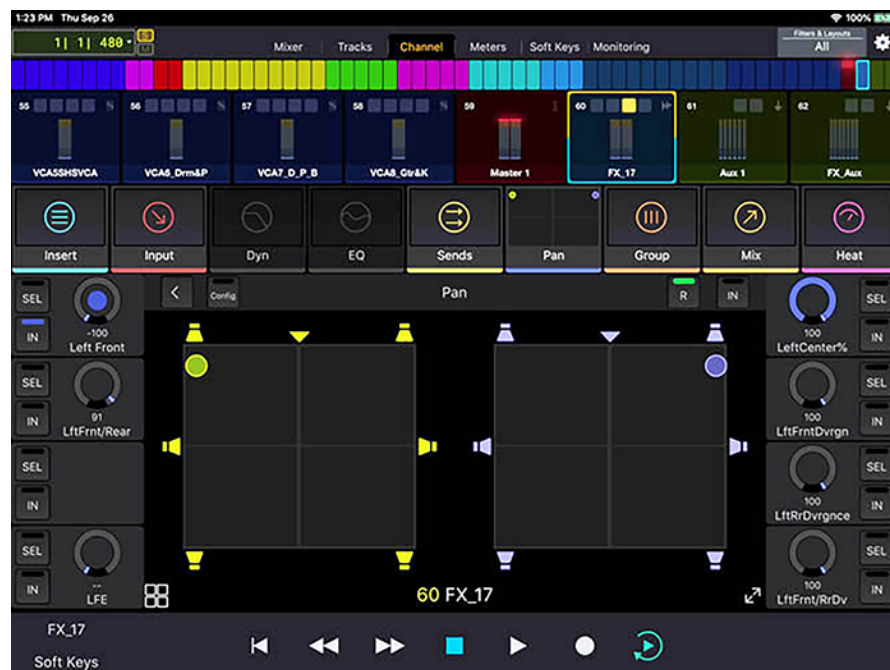
Surround Panning Using the Control App and Dock

You can control multi-channel panners from the Control app Mixer view. When a track is assigned to a multichannel output path, a multichannel panner is shown in the Mixer view pan display. Tap the panner to open the Multi-channel panner window. Tap and move the pan dot to pan in surround.



Multi-channel panner

Channel view in the Control app also lets you access the surround panner. The Soft Knobs on the Dock map to the currently displayed pan parameters.



Surround panner in Channel view

To pan in surround using Channel view:

1. Select a track assigned to a multichannel output path.
2. In Channel view, tap the **Pan** function block.
3. Drag the green pan dot to pan, or use the sliders on either side of the panner. Tap a speaker icon to jump the pan dot to that location.

When the current track is in any automation write mode, the pan dot turns red. When automation is off, it turns yellow.
4. Use the on-screen controls or hardware knobs to adjust other pan settings, as available.

To access other parameters:

- ▶ Tap the **Tiles** button in the lower left corner.

Blocks of additional parameters are displayed; tap a block to select its set of parameters, such as **Right Front**.

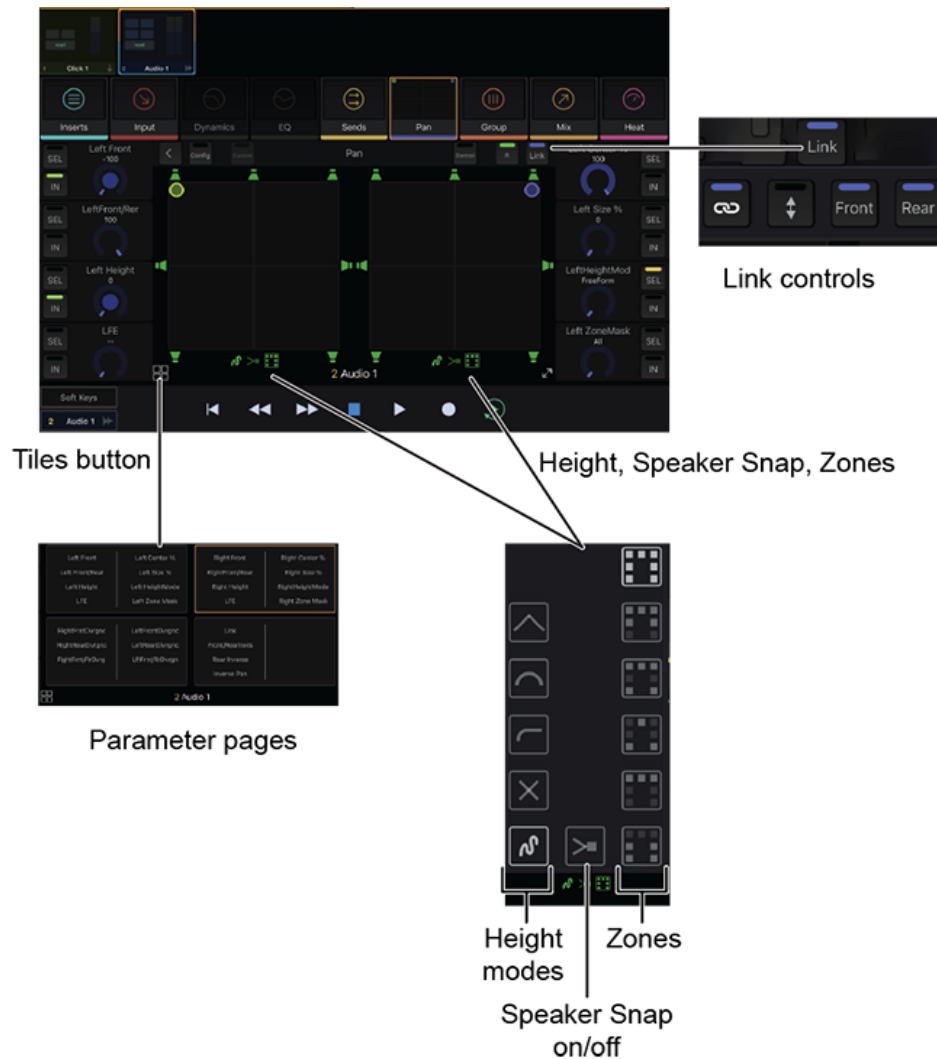
To expand the surround panner:

1. Tap the Expand icon in the lower right corner.

The surround panner fills the screen, and the sliders are hidden. The Collapse icon appears below the panner.
2. To return to panner and sliders view, tap the Collapse icon.

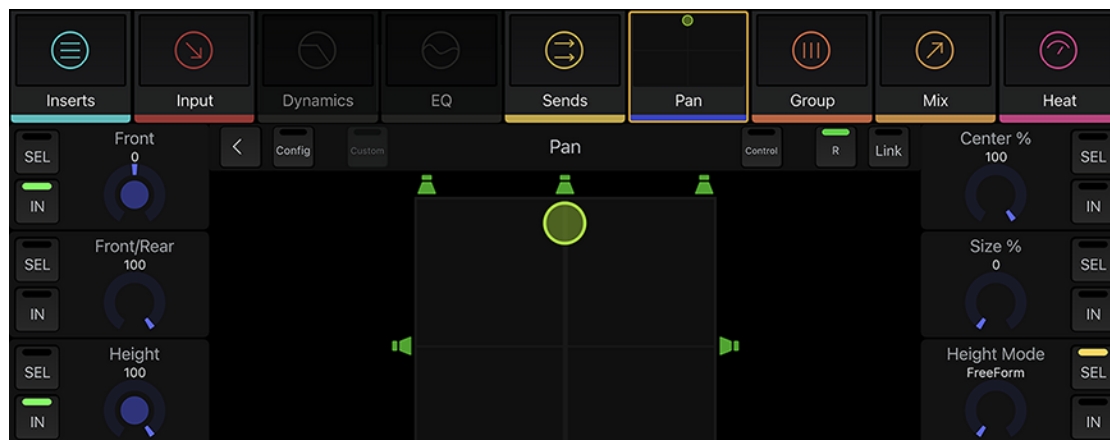
Avid Control Atmos Pan Graph

The Channel view Pan graph in Avid Control supports Dolby Atmos[®] with a 2D grid and access to all pan parameters, Height modes, speaker settings, and Zone controls.



Channel view Pan controls for an Atmos track

Height is indicated by the pan dot becoming larger as Height is increased, and smaller as Height decreased.



Pan dot indicating maximum Height setting

Adjusting Height in Avid Control

While surround panning in Channel view you can use two-finger pinch and stretch gestures to control Height.

To pan in surround:

1. Attention a track that has a multi-channel output or send, then focus Channel view on the panner for that track.
2. Touch the pan dot and move it left, right, forward or back (normal surround panning). While moving the pan dot with one finger, use another finger to “pinch” inward to lower Height, or outward to raise Height.

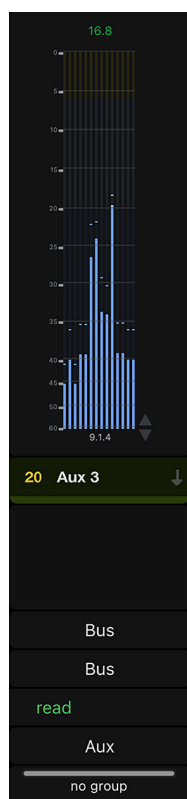
Two-Finger Pinch to Decrease, or Stretch to Increase Height

While pinching or stretching to pan and adjust Height an indicator shows the zoom direction and color of the pan dot being changed. If multiple pan dots are on the panner, the one closest to the center of your fingers will be focused.

Surround Meters

EUCON 2023.6 and later supports all channel width formats available in Pro Tools 2023.6 and later, such as 5.1.2, 7.1.4, and 9.1.6 (as well as many other contemporary formats). All legs (individual channels within a multi-channel element) are shown in Mixer, Track, and Meters views.

For more information on available formats, in Pro Tools choose **Help > Pro Tools Help**.



Example 9.1.4 Aux meter

Surround Panning Using S1 or S3

Use the Channel Encoders or Channel Control (S3 only) to control multichannel pan parameters.

To pan in surround using the S1 or S3 Channel Encoders:

1. Select a track assigned to a multichannel output path (such as a 5.1 or 7.1.4 output path).
2. Press **Pan**. The first Multichannel pan parameters such as **Front** (for 5.1 outputs) appear on the Channel Encoders.
3. Optional: To “spill” multi-channel parameters for the selected track across all knobs, press **Surface SHIFT + Flip/Channel**.
4. Press the lit **Page** > switch to show other available pan parameters.
5. Rotate an Encoder to adjust the selected parameter, or use encoder **In** and **Sel** switches to toggle parameters (see ["Pan Knob Mapping for Surround" below](#)).
6. To reset a parameter to its default setting, press the encoder for that parameter.

To pan in surround using S3 Channel Control:

1. Select a track assigned to a multichannel output path (such as a 5.1 or 7.1 output path).
2. Press the **Channel Control Encoder** under the display showing **Pan**. Multichannel pan parameters appear across Channel Control.

Pan Knob Mapping for Surround

Pan knob mapping and linking make the location of parameters more intuitive than it was in earlier versions of Pro Tools.

- Rear position is available from the same knob as Front (see ["L/R Rear via L/R Front + Sel" below](#)).
- You can link the Front and Rear positions (see ["Link F/R" below](#)).

L/R Rear via L/R Front + Sel

When the L or R Front parameter is mapped to a knob, press that knob's **Sel** switch to reassign the knob to the corresponding channel's Rear parameter. For example, when L Front is displayed on an encoder pressing that encoder's **Sel** switch maps L Rear to that encoder. Press the lit **Sel** switch again (it becomes unlit) to return the encoder to L Front.

Link F/R

You can link the Front and Rear pan positions.

- When linked, Rear position follows Front position; if you pan that channel front-to-back while linked, it pans vertically. Automation is written to both front and rear L and R knobs.
- When unlinked, panning the same channel front-to-back will follow the trajectory between the current front position (left-to-right) and the current rear position (left-to-right).

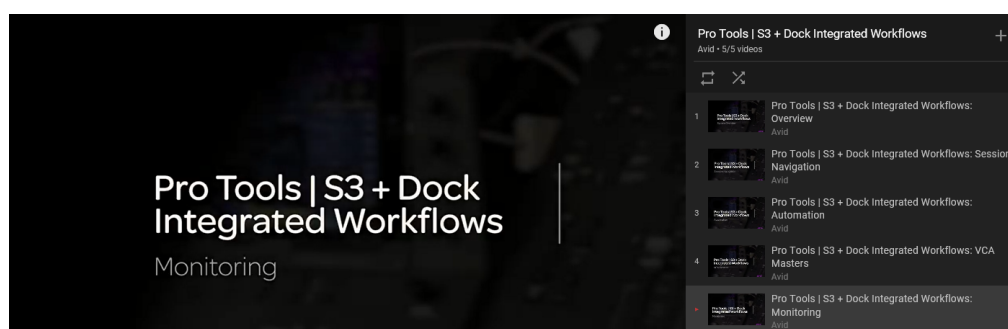
To link Front and Rear:

1. Attention a mono or stereo track assigned to a multichannel output, and make sure Pan is assigned to an encoder for the attentioned track. If you are using the Control app, tap to go to Channel View and then select **Pan** from the Function selector.
2. Press the **In** switch next to the encoder assigned to **Front** or **Rear** (if the track is mono) or **L** (or **R**) **Front** or **Rear** if stereo.
3. When linked (**In** switch lit), adjusting the F/R (front/rear) parameter pans the channel front-to-back vertically. Any offset between front and rear is ignored.

11 Monitoring

This section shows how you can use the Control App (with or without a Dock) in combination with a EUCON-compatible monitoring solution such as Pro Tools | MTRX, MTRX Studio, XMON, and similar for comprehensive audio monitoring. You can also use the Control app and/or Dock as a designated EUCON Master Fader control without a dedicated monitoring solution.

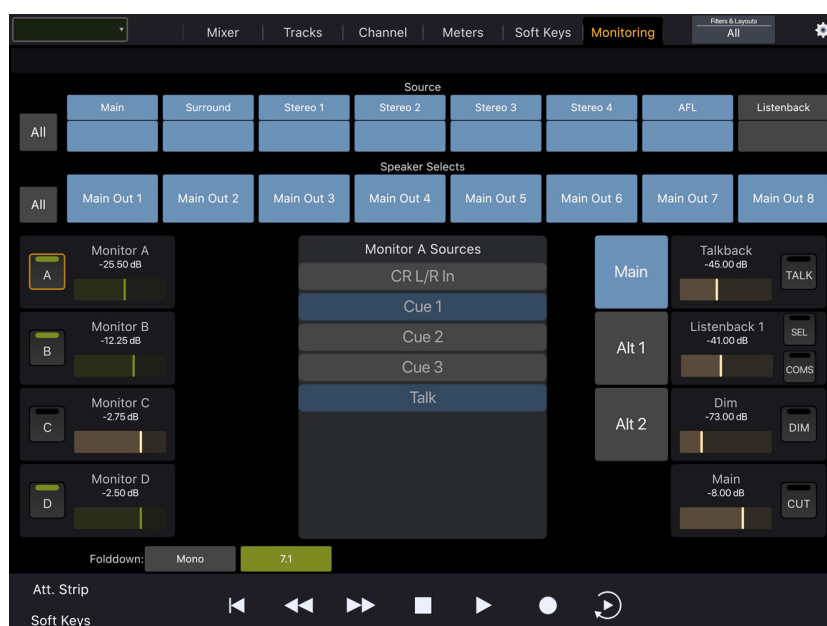
To watch these features in action, check out the [Monitoring](#) video from the EuControl [Integrated Workflows](#) series on YouTube.



Monitoring Using the Control App

The **Monitoring** view in the Control app let you assign and manage monitor controls. The **Monitoring** view supports any hardware or software application with a EUCON Monitor, such as Pro Tools | MTRX, MTRX Studio, Avid XMON, as well as Nuendo, Cubase, and Pyramix. Main (level), and Cut (mute) are also supported in Pro Tools without MTRX or XMON when you ["Enable EUCON Monitor" on page 137](#).

 *Monitoring view is not available in the Control app when used simultaneously with an S4 or S6.*



Monitoring view (XMon shown)

You can lock the Monitoring controls to DADman, XMON or other from the **Assign** tab in EuControl Settings. When a monitoring solution is focused in the Monitoring view:

- To configure a source, double-tap (or tap and hold) on a **Source block** then choose the desired source from the pop-up selector.
- For Output formats greater than 8 channels, scroll the Speaker Selects from right to left.
- To mute or unmute **Monitor A, B, C, or D**, tap their block along the lower left side. When muted, the block is red.
- To cut (or engage) **Talkback, Dim, Main**, or other, tap their block.
- The Monitoring tab in the Control app also provides up to 32 Folddowns.

See these articles to learn more about how to configure DADman for Pro Tools | MTRX and MTRX Studio:

[Creating a New Profile for Pro Tools | MTRX](#)

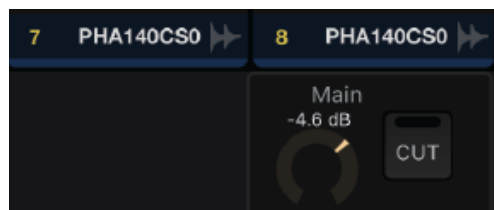
[Creating Sources for Pro Tools | MTRX with S6](#)

[Pro Tools | Dock Monitoring with Pro Tools | MTRX](#)

For XMON, download the *XMON EUCON Guide.pdf* from your Avid account or from [Avid S4 and S6 Support](#) on our Knowledge Base.

Dock Monitor Knob Pop-Up

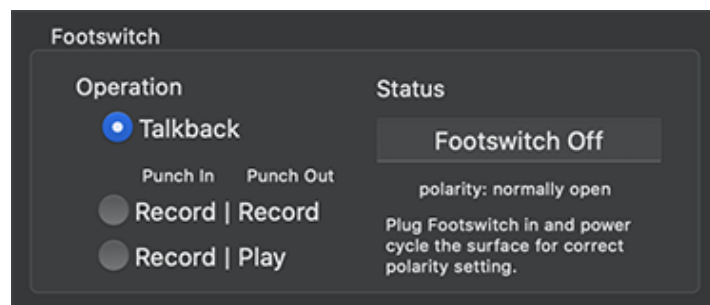
The Mains knob is displayed on-screen in the lower-right corner of Avid Control while the Dock **Monitor** knob is being touched, or while being used to adjust or cut (mute) a EUCON Monitor path.



Dock Monitor Knob pop-up

Talkback via Footswitch

On supported controllers (such as S1, S3, Dock, and Artist Mix), you can designate a footswitch to control Talkback in the Preferences tab of EuControl Settings. Talkback must be provided by the hardware or software monitor controller such as MTRX or XMON.



Footswitch settings in EuControl Settings > Preferences

A normally Open, momentary Footswitch should be used for Talkback. Latching footswitches can also be used, and can be configured for momentary operation using the **Latching Talkback** setting in EuControl Settings > **"Preferences"** on [page 153](#). For latching behavior, tap the footswitch quickly.

Sum and Intercancel for Sources and Speakers

The Control app provides Sum and Intercancel setting for Sources and Speakers (requires a supported hardware or software monitor solution such as MTRX or XMON).

To access and adjust these settings:

1. Tap the Settings (gear icon) in the Tab bar in the Control app, then select the **Monitoring View** page.
2. Tap to select either **Local Source Sum**, or **Local Speaker Sum**.
3. Toggle the control for the desired setting (on = Sum, off = Intercancel).

Custom Names for Speakers in the Control App Monitoring View

To enter custom speaker name:

1. In the Monitoring view, double-tap a **Speaker Selects** label. The tapped tile becomes highlighted, and the on-screen keyboard appears.
2. Enter a name, then tap Enter to hide the keyboard.
3. Repeat to enter custom names for other speakers.

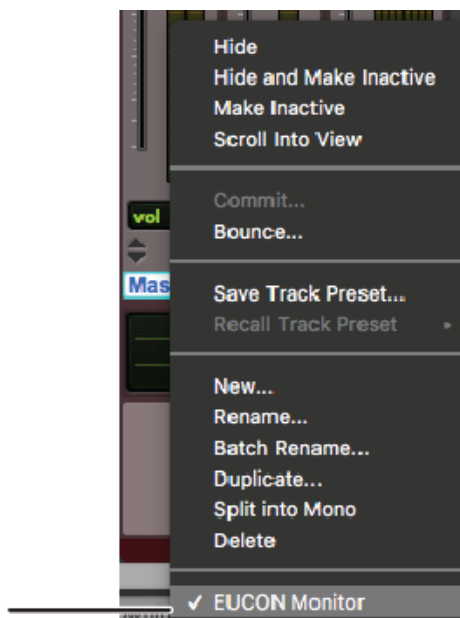
Enable EUCON Monitor

(Pro Tools Only)

Pro Tools lets you designate a Master Fader to act as a Monitor Path that can be controlled from EUCON control surfaces (including from the Control app). Designation of a Master Fader as a EUCON Monitor path is stored in the Pro Tools session, letting it persist when a session is moved from a system with an S6 to one with a Dock, or similar.

To enable a Master Fader for EUCON Monitoring:

1. Ensure that **Enable EUCON** is selected in the Pro Tools Edit Window toolbar.
2. Create a Master Fader track and assign it to any path being used for monitoring (this can be your main Monitor Path, or other).
3. Right-click the name of the Master Fader and select **EUCON Monitor**.



The **Control Room/Monitor** knob on your EUCON control surface controls that Master Fader track for monitoring. For example, on the Dock with a Master Fader assigned to EUCON Monitor, rotating the **Monitor/Control Room** knob raises and lowers the Master Fader level. Pressing the knob sets Master Fader level to $-\text{INF}$ (effectively Muting or “cutting” the monitor level). Press again to return to the previous level.

If you are using the Control app standalone (no Dock or other controller with a Control Room/Monitor knob) you can adjust level and cut using the available slider in the **Monitoring** view, or from other views.

If using the Control app without a Dock, do the following to keep the monitor level available as a floating fader:

1. In Mixer or Tracks view, select the designated EUCON Monitor track. The name of that track appears in the lower-left corner of the Control app.
2. Tap the name of the selected track displayed in the lower-left corner (above the **Soft Keys** selector), such as **Master 1**.

For more information, see ["Using the Floating Fader" on page 58](#).

Monitoring Using S3 as a Standalone Monitor Controller

The S3 provides a separate audio I/O section that lets you use it as a standalone monitor controller (or as an AVB audio interface). For more information, see the *Avid S3 Guide*, or watch the [S3 as Standalone Monitor Controller](#) video from the Quick Tips series.

12 EuControl Settings

EuControl is launched automatically upon starting your computer and runs in the background. EuControl is responsible for finding, linking, and communicating with all Avid media controllers on the network.

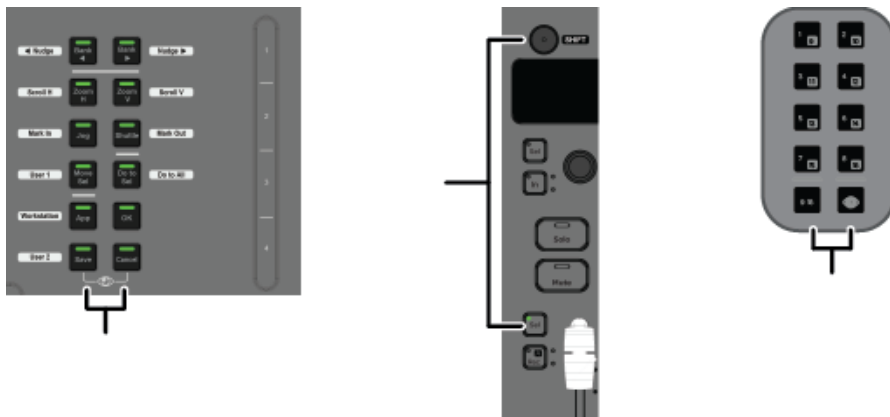
This section describes each of the tabs in the EuControl Settings software.

- "Accessing EuControl Settings" below
- "Surfaces" on the next page
- "Workstations" on page 142
- "Applications" on page 143
- "General" on page 145
- "Preferences" on page 153
- "Assign" on page 158
- "Layouts" on page 158
- "Soft Keys" on page 161
- "Restart EUCON Applications" on page 164

Accessing EuControl Settings

To open the EuControl Settings window, do any of the following:

- ▶ On Mac, click the EuControl icon on the taskbar and select **EuControl Settings**.
- ▶ On Windows, double-click the EuControl icon in the system tray and select **EuControl Settings**. If you don't see the EuControl icon, it could be automatically hidden by Windows. Click on the small white arrow to show hidden icons.
- ▶ On the Dock, simultaneously press **Save** and **Cancel**. The **Soft Keys** tab of EuControl Settings appears on-screen.
- ▶ On S1, simultaneously press **Surface SHIFT** and any strip **Sel** switch (that strip is pre-selected in the Assign tab).
- ▶ On S3, simultaneously press **9-16** and "Show Me" (eye icon). The **Soft Keys** tab of EuControl Settings appears on-screen.



Dock, S1, and S3 switches to access EuControl Settings

Only one instance of EuControl can run on a workstation. However, multiple workstations on a single network can each run EuControl.

Show Me (Eye) Mode

On surfaces that support Show Me mode (also known as “Eye” mode) such as the Dock, S3, and Artist Transport, the Show Me switch(es) always function in latching mode.

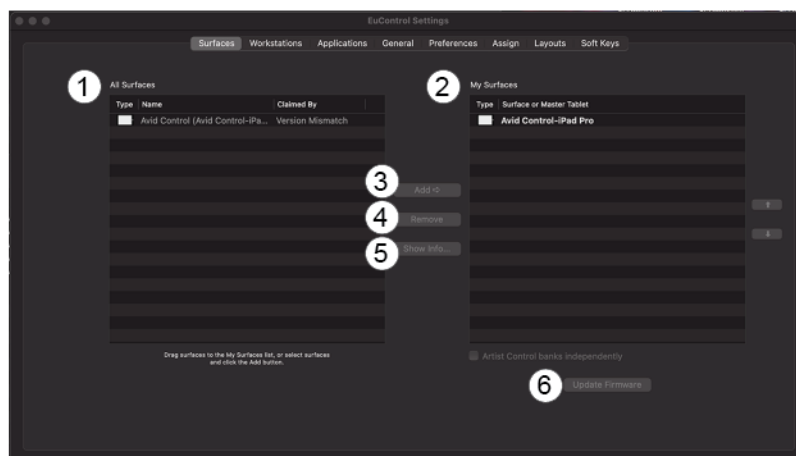
 *In previous versions of EuControl, some surfaces supported either momentary or latching.*

To use Show Me mode:

1. Press and hold the **Show Me** switch.
2. Press a Soft Key to see or edit its assignment in the Soft Keys tab of EuControl Settings.
3. To exit, press the **Show Me** switch again.

Surfaces

The **Surfaces** tab in EuControl Settings shows all EUCON controllers on your network and those connected to your instance of EuControl. Use the **Surfaces** tab to add and connect surfaces, arrange them in the desired order, pair S1s with Control app tablets and manage Control app Master/Meters/Hybrid designation.



Surfaces tab showing the Avid Control app in All Surfaces (at left) and added to the My Surfaces list (at right)

The Surfaces tab provides the following lists and controls.

1 – All Surfaces

All Surfaces shows all Avid media controllers on the network. A device shown in light gray is already connected either to your own or another instance of EuControl running on a different workstation. In both cases, it is not selectable.

2 – My Surfaces

My Surfaces shows the media controllers connected to your instance of EuControl. The **Type** column shows an icon for each device. The **Surface or Master Tablet** column shows the name of the device, and for Control app tablets indicates whether Avid Control is functioning in Master, Meters, or Hybrid mode. The Tablet Mode selector also lets you assign the mode for individual tablets.

The top-to-bottom order corresponds to the left-to-right order of the fader strips on the surfaces. The leftmost surface is assigned to fader strip 1. Use the up and down arrow buttons (located to the right of **My Surfaces**) to reorder the list, or drag and drop surfaces to new positions.

Each media controller can be renamed by double-clicking the existing name and typing a new name. If a hardware unit needs a firmware update, EuControl alerts you when that unit is added to the **My Surfaces**.



If you changed the name of the S3 in VENUE software, that name will appear in the My Surfaces list. Likewise, if you changed the name in the My Surfaces list, it will appear as such in VENUE software.

3 – Add

Click **Add** to add the selected All Surfaces entry to My Surfaces. This connects the selected Avid media controller to your instance of EuControl. You can also click and drag an Avid media controller from All Surfaces to My Surfaces. **Add** is disabled if all media controllers in All Surfaces are connected to any instance of EuControl.

4 – Remove

Click **Remove** to remove the selected surface from My Surfaces and make it available to other instances of EuControl. **Remove** is disabled if no surface is selected. You can also drag surfaces from My Surfaces into All Surfaces to remove them.



In previous versions of EuControl software the Surfaces tab included the “Automatically Add” menu. This menu has been removed to better support multiple tablets and Control apps.

5 – Show Info

Select a unit in **All Surfaces** or **My Surfaces** and click **Show Info** to see the name of the device (and currently linked Control app, if any), hardware and software information, or troubleshooting suggestions.

When a device has disconnected or is unable to respond, the Show Info button changes to **Click for Info**, which provides troubleshooting suggestions when clicked.

6 – Update Firmware

Click **Update Firmware** to check and, if necessary, update firmware on the hardware control surface currently selected in My Surfaces. This setting does not apply to Avid Control.

Select a single media controller in the My Surfaces list. Click **Update Firmware** to update that unit’s firmware. If a dialog displays a message that the firmware is up to date, no further action is necessary. Repeat for any additional hardware controllers.

The firmware is embedded in EuControl so an Internet connection is not required.

Follow the instructions in the EuControl dialog box.

- The media controllers must be plugged into a working power source.
- Do not power off any media controllers during the update or attempt to interrupt the update.
- The status for each media controller being updated is displayed on that device as well as in the EuControl dialog.

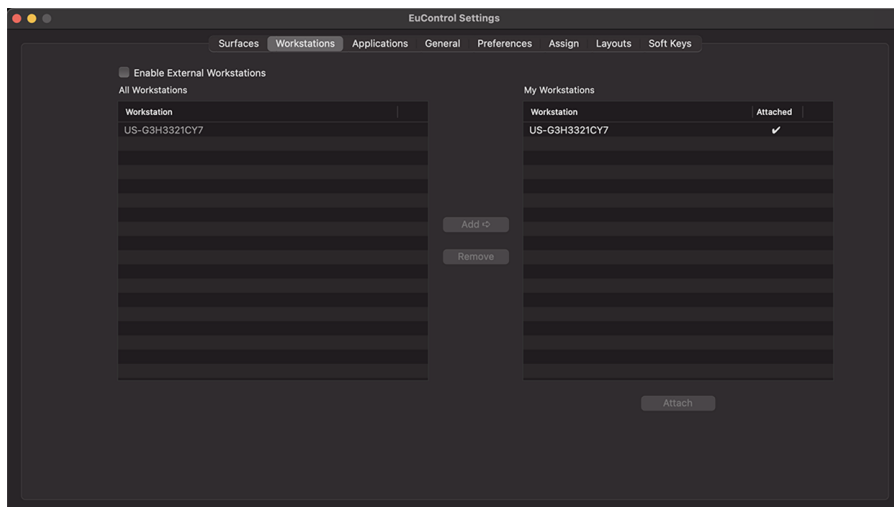
Artist Control Banks Independently

(Artist Control Only)

This option is only available when an Artist Control is selected in the My Surfaces list. When enabled, each Artist Series unit can bank independently of each other. In applications that support it, this lets you configure one unit for dedicated control of output busses, for example.

Workstations

A media controller can control applications running on a second computer, referred to in this guide as a **workstation**. The Workstations tab establishes the list of workstations that the **Workstation** switch cycles through. Any workstation running EuControl software can be in this list (at least two must be in this list for the **Workstation** switch to function).



Workstations tab

Enable External Workstations

Enables communication with other workstations (other than the one currently running EuControl). Before enabling an additional workstation, make sure you have installed EuControl or the External Workstation option on your secondary workstation and configured your systems as explained in the ["Connecting a Second Workstation" on page 28](#).

When the Enable External Workstation setting is enabled, the Workstation tab also provides the ["Redirect Keyboard and Mouse Control to Attached External Workstation" on the next page](#) setting.

All Workstations

All Workstations lists all EUCON-enabled workstations on the network. If the workstation is already in the My Workstations list, it is shown in gray and cannot be selected.

My Workstations

My Workstations lists the workstations that can be attached to by pressing the **Workstation** switch (**Surface SHIFT+Application/Workstation**) when available, such as on the Dock (requires that two or more workstations must be in the My Workstations).

It is possible to put a workstation in the **My Workstations** list that is already attached to another instance of EuControl running on another computer. It cannot be attached here until it is unattached from the other instance of EuControl. This allows multiple users to share workstations without having to frequently edit their **My Workstation** list.

Add

Click **Add** to add the selected workstation from the All Workstations list to the My Workstations list. If the workstation is already in the My Workstations list, it is grayed out and cannot be selected.

Remove

Click **Remove** to remove the selected workstation from the My Workstations list.

Attach/Detach

Use the **Attach/Detach** buttons to switch between Workstations when using the Control app by itself, or any Avid media controller that does not provide an **Application/Workstation** switch.

Select a workstation in the My Workstations list and click **Attach**. A check mark appears in the Attach column next to that workstation. This workstation is now communicating with the media controller(s) connected to your instance of EuControl.

If the selected workstation is already attached, the button displays **Detach**. Click it to detach the workstation.

Redirect Keyboard and Mouse Control to Attached External Workstation

When the ["Enable External Workstations" on the previous page](#) setting is enabled, the Workstation tab also provides the **Redirect keyboard and Mouse Control** setting.

Your computer keyboard and mouse can control a second external workstation, if desired. Select this option to redirect keyboard and mouse control to the attached workstation. Note that the keyboard and mouse will no longer control your primary computer.

You can manually toggle control back and forth between your primary workstation and the attached external workstation by pressing Control+Option+Command+Esc (Mac), or Control+Alt+Win+Esc (Windows), or by pressing the **App/Workstation** switch on the Dock, S3, or other supported controller.

The **Redirect Keyboard and Mouse Control to Attached External Workstation** option must be checked before adding the workstation to the My Workstations list. If it is toggled ON after adding the workstation it will have no affect. Only workstations added with the option checked will respond.

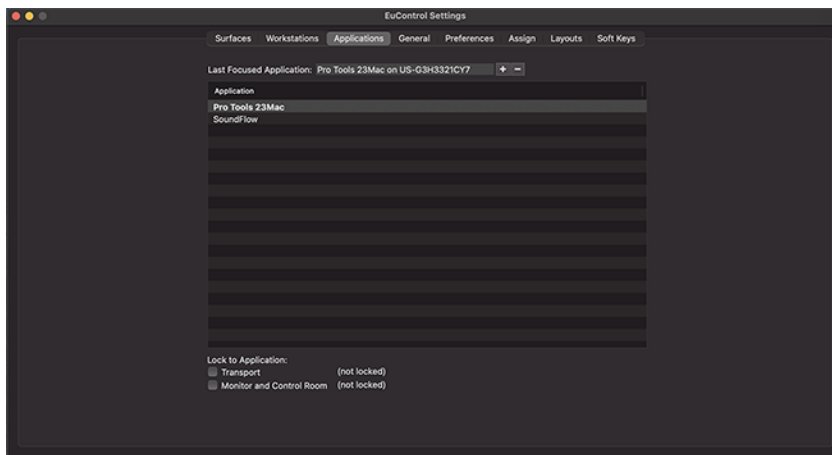
Applications

(Filtered Applications List for Improved Application Switching and Locking)

The **Applications** tab in EuControl Settings lets you specify which applications you want EuControl to recognize as available for EUCON application focus and inter-application Soft Key assignment.

If you frequently move between two or more different applications (such as Pro Tools and DADman, email, or others) you can use the **Application** list to control which applications EUCON can focus on and which it will ignore. This simplifies multi-application workflows and improves performance by preventing EuControl devices from going blank when you switch to a browser to reply to an email, then jumping back when you return to Pro Tools.

The list also determines application availability in the Soft Key Command Editor (for more information, see ["Inter-Application Soft Keys" on page 187](#)).



To configure the Filtered Applications List:

1. In EuControl Settings, navigate to the **Applications** tab.
2. Make sure the desired application is listed as the **Last Focused Application** at the top. If it is not, switch your computer focus to the desired application, then return immediately to EuControl Settings.
3. Click the plus sign (+) to the right of the Last Focused Application to add that app to the list. To include other applications, repeat steps 2 and 3 to focus and then add the other application(s).

Applications Tab Overview

The Applications tab includes the following elements.

Item	Description
Last Focused Application	Displays the most recently focused application. The + and – buttons add or remove that application to or from the Application list.
Application List	Shows applications that have been added as available for EUCON application focus.
Lock to Application	As available previously, these settings let you lock the Transport and/or Monitor and Control Room sections to specific application(s). For example, locking the Transport to Pro Tools means your control surfaces maintain control of Pro Tools even when you move to (focus) a different application, such as DADman or MBOX Control. Applications do not need to be added to the Application List in order to lock Transport or Monitor and Control Room controls. Add applications such as DADman only if you want to be access its channels; if you only need Monitor (level) control, lock to DADman but do not add it to the Application List.

Lock to Application

This feature lets the transport and monitor controls, and/or the entire surface, stay locked to the application listed at the top-left of the dialog, even when that application is not focused. The locked-to application also is the only application that will be affected by adjusting the EuControl **Wheel Sensitivity** settings. This feature does not apply to S3.

You can lock the Entire Surface, Transport, and/or Monitor Controls to any EUCON application even when no surface is connected in the **My Surfaces** list in the **Surfaces** tab. Also, when locked to a EUCON application and focus is changed to a non-EUCON application, you can unlock any section but will not be able to re-enable any lock setting until a EUCON application is focused.



For examples watch the [EuControl Locking Tech Tip video](#).

Transport

Select this checkbox to lock only the transport controls, including jog/shuttle wheels, to the currently focused application.

Monitor and Control Room

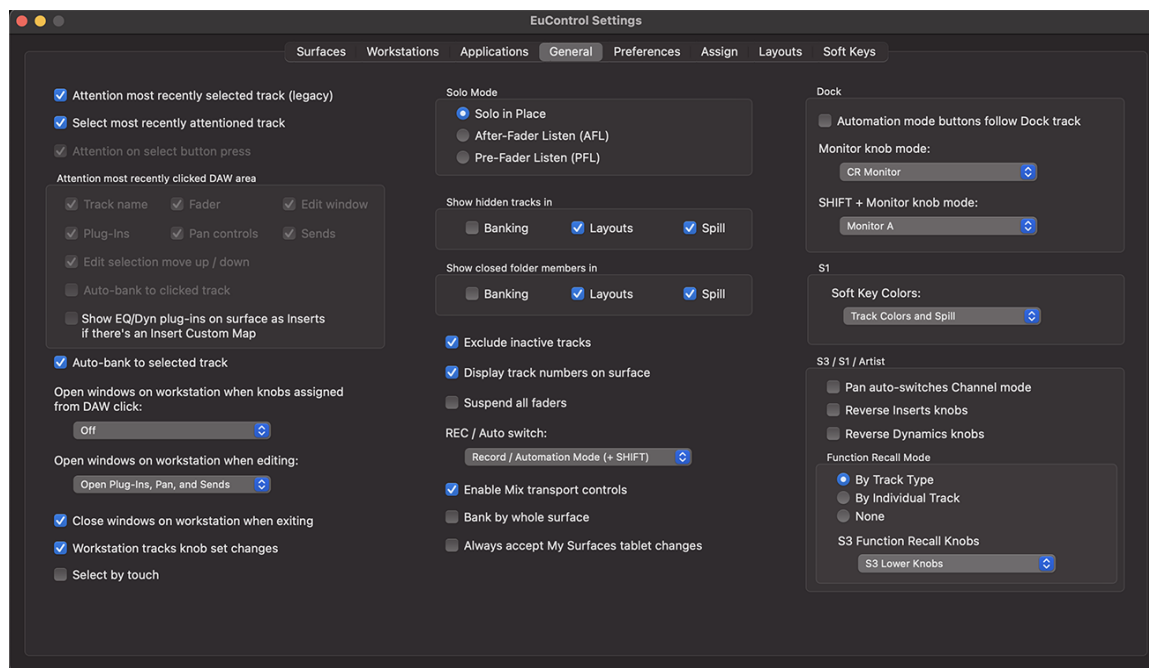
Locks the Monitor and Control Room controls to the currently focused application. Not all control surfaces provide Monitor and Control Room controls.

vEntire Surface (EUCON 2022.12.1 and Lower Only)

Select this checkbox to lock the entire surface, including those of all linked Avid controllers, to the currently focused application. Beginning in EUCON 2023.6 this setting is replaced by functionality provided in the Applications tab.

General

The **General** tab lets you control how the Control app and the media application work together.



Attention Most Recently Selected Track (Legacy)

When using a DAW that does not directly support the new **Attention Most Recently Clicked DAW Area** features, the previously available **Attention most recently selected track** setting remains available. When using a DAW that does directly support these new features, **Attention most recently selected track** is not available.

Select Most Recently Attentioned Track

When enabled (the default setting) attentioning a track also selects it.

Attention on Select Button Press

See ["Surface Attention Follows DAW"](#) on page 42.

Attention Most Recently Clicked DAW Area

See ["Surface Attention Follows DAW"](#) on page 42.

Show EQ/DYN Plug-Ins On Surface as Inserts If There's an Inserts Custom Map

When selected, entering EQ or DYN mode by clicking in your DAW uses Inserts mode instead of EQ or DYN mode. If you have created Custom Knob maps for EQ or dynamics plug-ins using Inserts view, the custom maps will be displayed as determined by the current setting for ["Open Windows on Workstation When Knobs of Type are assigned"](#) on the next page. When not enabled, standard EQ and DYN modes are used with default EUCON mappings, unless you have also created Custom Knob maps for any EQ or dynamics plug-ins using EQ or DYN mode.

Auto-bank to Selected Track

When selected, the S3 and Artist Series media controllers (including the Control app) bank to tracks when the tracks are selected on-screen. The controller will auto-bank such that the selected track appears on the leftmost fader of the surface as long as the selected track is not currently visible on the surface.

Open Windows on Workstation When Knobs of Type are assigned

The **Open Windows on Workstation When Knobs of Type are assigned** setting lets you specify which surface and which window type (Plugin, Pan, Sends) should appear when attention comes from a DAW click (for example, clicking a track name, plugin insert, fader).

Choices include the following:

Open Windows on Workstation When Knobs Assigned From DAW Click

Setting	Description
Off	No window opens when knobs are assigned
Avid Control	Selecting a function in the Control app opens or changes the DAW window
S3 Upper Knobs	Selecting a function on the upper row of S3 knobs opens or changes the DAW window
Channel Mode Knobs	Selecting a function on the lower S3 Channel knobs, or channel knobs on Mix, opens or changes DAW window

Open Windows on Workstation When Selecting from Surface

A new dropdown menu lets you specify which DAW windows open (Plugins, Pan, Sends) when interacting with physical controls, such as knobs, on your surface.

- Appears in the General tab as a new dropdown
- Configurable independently of DAW click-triggered behaviors
- Makes surface-triggered window behavior consistent and customizable

Options in the dropdown include:

- **Open Plug-Ins Only**
- **Open Plug-Ins and Pan**
- **Open Plug-Ins and Sends**
- **Open Plug-Ins, Pan, and Sends**

When **Open Windows on Workstation When Selecting from Surface** is enabled for plug-ins, pan and/or sends:

- **Plug-Ins**: Pressing a knob to access a function (such as **Inserts > EQ3**, or **EQ** if that type of insert exists on the currently selected track) opens the corresponding window on-screen and closes any previously opened window of the same types. To open a plug-in window from the top-level function view, press the **Sel** switch for the displayed plug-in name.
- **Pan**: Touch a knob assigned to Pan.
- **Sends**: Touch a knob assigned to Sends.

In the Control app, touching the Pan, EQ, or Dyn block in the function scroller opens the corresponding window on-screen. For sends, touch a Send level slider (or associated knob on the Dock, S3, or other hardware controller, if any).



If using Pro Tools 2018.12 or earlier, consider disabling these settings to avoid possible undesirable behaviors.

Close Windows on Workstation When Exiting

When this setting is enabled, attentioning any other track “exits” the current function and closes the corresponding window type(s) selected in **Open Windows on Workstation When Editing** (unless the same function exists on the newly attentioned track, in which case the window remains open but is focused on the newly attentioned track).

Additional Information for Open/Close Windows Settings

Additional Information for Open / Close Windows Settings

Open Windows Setting	Trigger	Additional Information
Plug-Ins	S3/Dock/Artist: Pressing a knob to access a plug-in’s controls. Or pressing the Sel switch below an insert name in Inserts view (press Sel again to close the plug-in window)	Switches (such as In and Sel) do not trigger a windowing action, except for the Sel switch below an insert name in Inserts view.
	Control app: Tapping the Dyn or EQ function blocks in Channel view (when a compatible plug-in exists on the currently attentioned track), or tapping to select a plug-in block in Inserts view	Hold Shift (on the computer keyboard or equivalent soft key) while triggering to open the plug-in window with the Target off.
Pan	Touch a pan knob	Hold Shift (on the computer keyboard) while triggering to open the window with the Target off.
	Touch a pan puck in the Control app Channel view	
Sends	Touch a Send knob	Switched controls (In , Sel) on Send encoders do not trigger a Windowing action.
		Hold Shift (on the computer keyboard or equivalent soft key) while triggering to open the window with the Target off.

Tip for Managing Pro Tools Windows

If you want certain plug-in, output/pan, or sends windows to remain visible at all times, use the Target feature in Pro Tools.

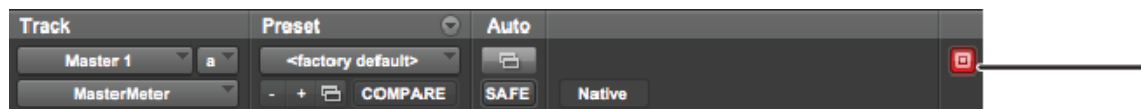
For windows such as essential metering plug-ins, turn the Target off to ensure it remains visible. Click on the Target to toggle it on/off, or hold Shift on the computer keyboard while clicking to open a plug-in window to open it with the Target off. For example, using the Control app hold down Shift on the computer keyboard (or the Soft Key for computer Shift) while tapping an Insert. On S3, hold down **Multi-Select/Shift** (or Shift on the computer keyboard). The window opens with the Target off.

When the Target icon is unlit (grey), that window remains on-screen until you explicitly close that window.



Target, unlit/off

When the Target icon is lit red in a plug-in, output/pan or send window, that window is replaced when another similar element is attentioned (such as a plug-in on a different track). By default, windows open with the Target on.



Target, lit/on

Workstation Tracks Knob Set Changes

This command lets supported workstations (such as Nuendo) follow selection of knob sets on Avid media controllers. This feature does not apply to the Control app.

Select by Touch

When this command is enabled, touching a fader on a hardware controller, or in the Mixer view of the Control app, selects / attenttions the track.

Solo Mode

These settings let you configure the following Solo modes as (if) available in the current workstation (see the documentation for your specific workstation for details on Solo modes):

- Solo-in-Place
- After-Fader Listen (AFL)
- Pre-Fader Listen (PFL)

Show Hidden Tracks and Show Closed Folder Members In

These settings let you configure whether hidden tracks and member tracks of closed Folder Tracks are shown in Banking mode, Layouts mode, or Spill.

Banking

When enabled, hidden tracks or member tracks of closed Folder Tracks are visible in Banking mode and can be assigned to Layouts (default is disabled).

Layout

When enabled, hidden tracks or member tracks of closed Folder Tracks stored in Layouts are visible when the layout is recalled (default is enabled).

Spill

When enabled, hidden tracks or member tracks of closed Folder Tracks are visible when their master VCA is spilled (default is enabled).

Exclude Inactive Tracks

This setting can increase system responsiveness and performance by not loading any inactive tracks from Pro Tools sessions. Enable this setting to reduce load times and overall performance, especially when working with large sessions and session templates that have many active and/or inactive tracks.

Display Track Numbers on Surface

When this is selected, the controller and/or Control app shows track numbers as assigned by the current workstation (if supported) in the channel displays.

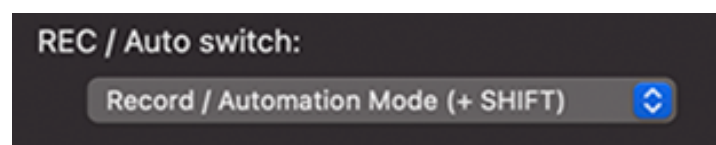
Suspend All Faders

Suspend All Faders lets you disengage faders from following automation. Faders still control on-screen levels, but will not move in response to automation or on-screen adjustment of their current parameter. Unlike the Faders Off Soft Key (**EUCON > Global > Faders Off**) faders stay at their current position when suspended.

Suspend All Faders is available as a Soft Key. In the Soft Key Editor, add a new **Surface** command, then choose **Options > General > Suspend All Faders**.

Rec/Auto Switch

The strip **Rec/A** switch can be configured in **EuControl Settings > General** to provide different pairs of functions in its primary and **Surface SHIFT** layers. Available functions include Automation mode cycling, track Record Enable toggle, track Input Monitor toggle, and automation Trim mode.



Rec/A Switch setting in the General tab of EuControl Settings

The following table lists the layers and functions for the **Rec/A** switch.

Rec/A Switch Settings and Functions			
Setting	Layer		Notes
	Primary Function	Surface SHIFT Function	
Record / Automation Mode (+ SHIFT)	Track Record Enable	Automation Mode cycle	Default
Automation mode / Record (+ SHIFT)	Automation Mode cycle	Track Record Enable	New in EUCON 2022.12
Record / Input Monitor (+ SHIFT)	Track Record Enable	Track Input Monitor	
Automation Mode / Trim (+ SHIFT)	Automation Mode cycle	Trim Automation mode	New in EUCON 2023.6

When a track is Input Monitor enabled, the strip OLED displays a letter “i.”



*This global setting applies to the switches labeled **Rec/A** on the Dock, S1, and S3, and labeled **Rec/Auto** on Artist Mix and Artist Control.*

Soft Key for Rec/A

The **REC Auto Switch** setting is available as a Surface command in the Soft Key Command Editor. If you used the previously available Surface Soft Key labeled **Rec-Auto Changes Automation, + Shift Enables Rec**, that Soft Key will trigger the **Automation mode/Record (+ SHIFT)** toggle described above.

Enable Mix Transport Controls

The Artist Mix provides Transport controls from the Surface **Shift** layer of channel Solo and On (Mute) switches. Beginning in EuControl 20.5 this Transport functionality can be globally enabled or disabled in the **General** tab of EuControl Settings.

- When **Enable Mix Transport Controls** is enabled, Transport functionality is available from the channel Solo and On switches.
- When **Enable Mix Transport Controls** is disabled, the switches act as solo and mute only.

Bank by Whole Surface

The **Bank by Whole Surface** setting in the **General** tab of **EuControl Settings** lets you bank multiple S1s and linked Artist Mix/Control units by the total number of faders in the configuration (not including the Dock fader, if present).

For example, with two S1s and tracks 1–16 on the faders:

- If **Bank by Whole Surface** is enabled, pressing **Bank** > brings tracks 17–32 to the faders. If using three S1s, **Bank** > banks in units of 24, and in units of 32 if using four S1s.
- If **Bank by Whole Surface** is not enabled (its default setting), pressing **Bank** > banks in units of 8. If using two S1s and tracks 1–16 are currently on the faders, pressing **Bank** > brings tracks 9–24 to the faders. Other configurations bank as follows when **Bank by Whole Surface** is not enabled:
 - S1s and Artist Mix units (when set to bank independently/unlinked) bank in units of 8.
 - Artist Control, when set to bank independently, banks in units of 4.
 - S3 banks in units of 16.
 - Linked Artist Mix/Artist Control bank in units of 8.

Always Accept My Surfaces tablet changes

If any tablet has to be reassigned or removed to allow the Tablet mode assignments to conform to the rules for Master/Hybrid and Remote modes, EuControl alerts you and lets you accept or cancel the changes. The dialog that appears lets you choose to Accept, Always, Accept, or Cancel.

When enabled, the Always Accept My Surfaces tablet changes setting will always accept changes to Tablet mode assignment without showing the alert dialog.

Dock

The following settings only apply to the Avid Dock.

Automation Mode Buttons Follow Attentioned Channel

(Avid Dock Only)

This setting lets you optimize how the Automation mode switches in the Left Control section of the Dock select and indicate Automation modes. By default, this setting is off (not enabled).

- When not enabled, you can set track Automation mode for the currently attentioned track by holding one of the dedicated Automation mode switches on the Dock, then pressing the **Sel** switch to the left of the Dock fader. The Automation mode switch LEDs light to indicate all automation modes currently enabled on any tracks in the session. When applying an automation mode change to a selection of tracks or all tracks, simply press the **Do to Sel** (Selected) or **Do to All** switches, then press the desired Automation mode switch. There is no need to press the **Sel** switch.
- When enabled, you can set track Automation mode for the currently attentioned track directly using the mode switches in the Left Control section (you do not need to hold an Automation mode switch and press **Sel**). The Automation mode switch LEDs light to indicate automation status of the currently attentioned track, only.



At the time of this writing, this feature is fully supported in Pro Tools, only.

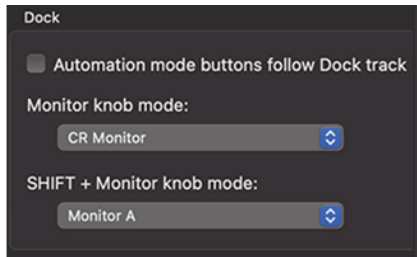
Monitor Knob Modes

For Dock Monitoring and the Assignable Knob

By default, the **Monitor** knob is assigned to CR Monitor, and the **SHIFT** layer is assigned to Monitor A. You can change these assignments in the **General** tab of EuControl Settings, including enabling either for the Assignable Knob.

To configure the knob:

- In the **Dock** section of the **General** tab, click to choose an assignment from the **Monitor knob mode** and **SHIFT + Monitor knob mode** menus. Choices include available **CR Monitor** (which includes any EUCON Master Fader assignment), other monitor outputs (such as **Monitor A**, **Monitor B**, and other), and **Assignable Knob**.



Dock settings in the General tab of EuControl Settings

S1

S1 Soft Key Colors

You can choose the color scheme for the S1 Track Color switches 1–8. Choosing a color scheme affects all keys on all S1 units.

To customize S1 Soft Key color display:

1. Go to **EuControl Settings** and navigate to the **General** tab.
2. Choose the desired setting from the **S1 Soft Key Colors** menu.

Setting	Description
Track Colors	Show track colors only
Track Colors and Spill	Show track colors, or EUCON spill indicator (green) when in a spill mode
Soft Key Colors	Show Soft Key colors only

S3 / S1 / Artist

Pan Auto-Switches Channel Mode

You can enable the **Pan auto-switches Channel mode** setting to more quickly access surround panning parameters directly from the surface. When enabled, entering Pan mode automatically enters Channel mode.

Quick Controls Auto-Switches Channel Mode (Cubase/Nuendo only)

S3 / S1 / Mix (When using Cubase or Nuendo)

When working in Cubase or Nuendo, pressing and holding the **Aux** button to activate Quick Controls automatically switches the knobs into Channel mode. This mirrors the behavior of Pan, EQ, and DYN modes and ensures a more intuitive user experience with consistent knob behavior across track parameters.

- This behavior is always enabled—no EuControl preference setting is needed.
- Applies only to Cubase and Nuendo; in other DAWs, Quick Controls do not trigger Channel mode.

Reverse Inserts Knobs and Dynamics Knobs

You can reverse the order of plug-in parameters by enabling these options in the **General** tab of **EuControl Settings**. These settings are useful when using certain manufacturer's plug-ins that spill parameters differently than others.

- When not enabled (default setting), parameters are displayed across S1, S3 (upper knobs), and Mix in their default order.
- When either setting is enabled, parameters are spilled in reverse order.

Function Recall Mode

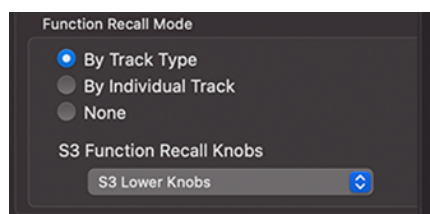
S1, S3, Artist Mix and Artist Control

The **Function Recall Mode** setting in **EuControl Settings > General** lets you optimize function display on hardware surfaces when selecting (attentioning) different tracks. You can have each newly selected track display the same function (such as EQ or pan) that you were editing on the previous track, or have the surface remember unique function views per Track Type, or for each track individually.

 *For similar functionality in the Control app, configure the setting **Function Recall Mode** in **Settings > Channel View**. For more information, see the [Avid Control Guide.pdf](#).*

To configure Function Recall Mode:

1. Go to **EuControl Settings > General**.
2. Choose an available **Function Recall Mode** setting:
 - **By Track Type**
Remembers and restores different functions per track type (such as Audio, Auxiliary, or Instrument).
 - **By Individual Track**
Each track's function is remembered.
 - **None**
The current function is retained regardless of track selection or track type.



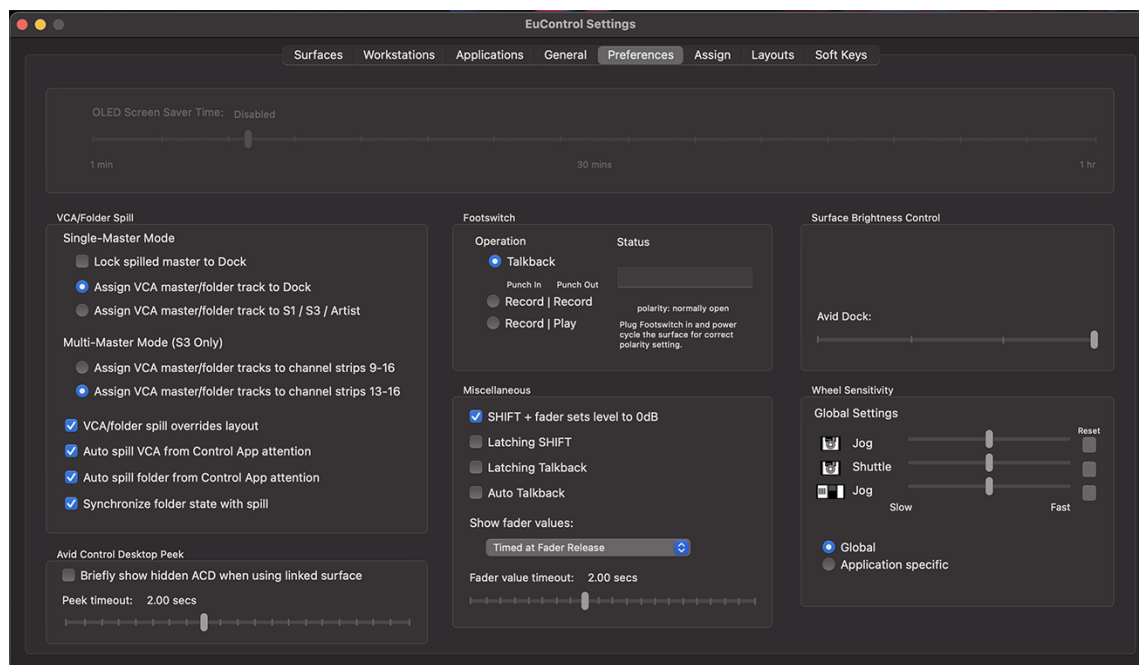
Function Recall Mode settings in EuControl Settings > General

3. If using an Avid S3, choose the desired row of knobs (Upper or Lower) to apply the current Function Recall mode.



The step switch (3-state toggle) for Function Recall Mode has been removed from the Avid Control app, as this function is already fully managed within EuControl. This avoids redundant configuration paths and simplifies setup.

Preferences



Preferences tab

OLED Screen Saver Time

This setting sets the amount of idle time before displays on supported units are dimmed.

VCA/Folder Spill

The options in the VCA/Folder Spill section determine how and where VCA and Folder members and masters/folders spill.

Single-Master Mode

These choices determine whether a spilled VCA master or Folder Track is assigned to the Dock channel strip (with an option to lock it to the Dock strip) or to an S1/S3/Artist Mix/Artist Control channel strip.

Lock Spilled Master to Dock

This setting in **EuControl Settings > Preferences** lets you lock VCA Master and Folder Tracks to the Dock fader when spilling.

- When enabled, spilling a VCA Master or Folder Track keeps the spilled master/folder on the Dock fader strip. Attentioning a spilled member or any other track does not change Dock fader focus. To unspill, double-press the Dock fader **Sel** switch.
- When not enabled, attentioning a spilled member or any other track focuses the Dock fader strip on that attentioned track.

Assign VCA/Folder Master to Dock

When selected, spilling a VCA from S1 or S3 in Single-Master mode assigns the spilled VCA master or Folder track to the Dock channel strip only.

Assign VCA/Folder Master to S1/S3/Artist

When selected, spilling assigns the spilled VCA master or Folder track to the right-most strip on S1, or to strip 16 on the S3.

Multi-Master Mode (S3 Only)

These options determine VCA Spill behavior in Multi-Master Mode, as follows:

Assign VCA Master/Folder Tracks to Channel Strips 9–16

When selected, up to eight VCA Masters or Folder tracks are assigned to S3 channel strips 9–16. Members of the selected VCA Master are spilled to channel strips 1–8 in banks of eight channels.

Assign VCA Master/Folder Tracks to Channel Strips 13–16

When selected, up to four VCA Masters or Folder tracks are assigned to S3 channel strips 13–16. Members of the selected VCA Master are spilled to channel strips 1–12 in banks of 12 channels.

VCA/Folder Spill Overrides Layout

By default, if you spill a VCA or Folder track while a Layout is recalled, the spilled VCA/Folder member tracks replace all tracks from the Layout. Unspilling the VCA/Folder returns fader strips to their previous assignments from the Layout. You can defeat this behavior in the Preferences tab of EuControl Settings. When the **VCA/Folder Spill Overrides Layout** setting is disabled, member tracks of a spilled VCA or Folder only spill to any **<auto assigned>** strips in the current Layout.

Auto Spill VCA from Control App Attention

When enabled, tapping to attention a VCA in the Control app spills that VCA across S1, S3, Artist Mix, or Artist Control.

Auto Spill Folder from Control App Attention

When enabled, tapping to attention a Folder Track in the Control app spills member tracks across S1, S3, Artist Mix, or Artist Control.

Synchronize Folder State with Spill

The **Synchronize Folder State with Spill** setting lets you link or unlink Pro Tools track display and S1/S3 Folder Track Spill.

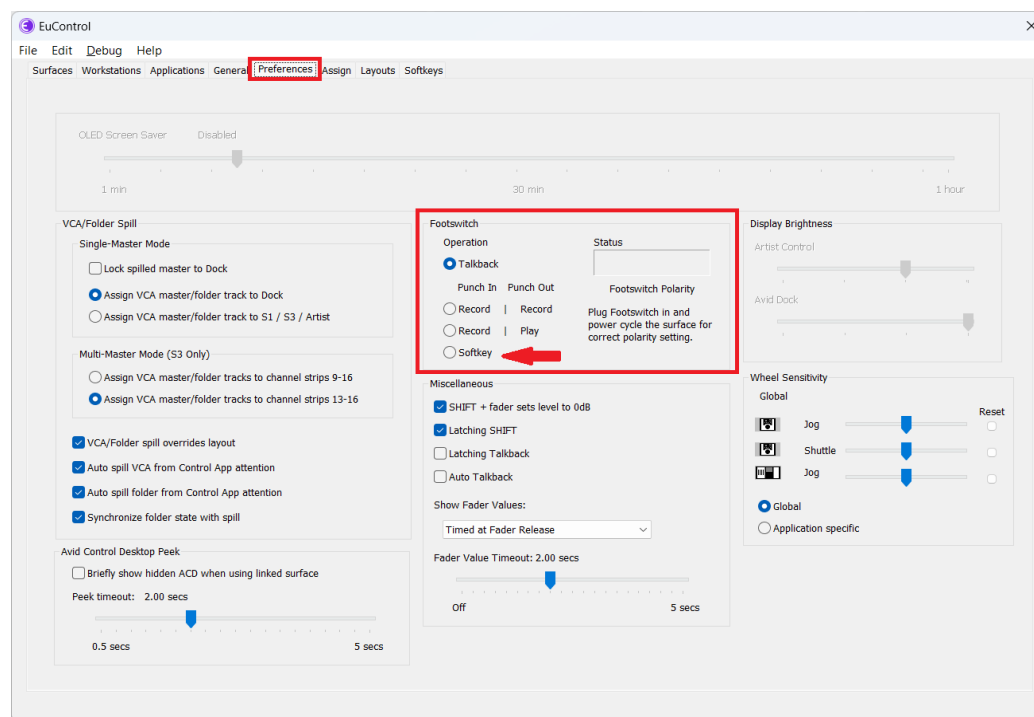
Go to **EuControl Settings > Preferences**, and configure the **Synchronize Folder State with Spill** setting as desired.

- When enabled, spilling a Folder Track opens that Folder Track in Pro Tools. Unspilling closed the Folder Track.
- When not enabled, spilling and unspilling Folder Tracks is not reflected on-screen in Pro Tools.

Footswitch

(Dock, S1, S3, Artist Mix and Artist Control Only)

You can connect a footswitch for hands-free control of various functions such as Punch In/Out, Talkback, or triggering Soft Keys (with a supported hardware controller such as the Dock). Connect a footswitch to the 1/4-inch Footswitch Input on the back panel.



Footswitch in Preferences (Windows)

To configure the Footswitch in EuControl:

- In the **Footswitch** section of the Preferences tab, click to select the desired assignment:

Talkback

On supported controllers (such as S3, Dock, and Artist Mix), you can designate a footswitch to control **"Monitoring" on page 135** Talkback. A normally Open, momentary Footswitch should be used for Talkback. Pressing and holding enables Talkback, releasing disables. For latching behavior, tap the footswitch quickly.

If using a latching footswitch, pressing and releasing once enables Talkback (pressing and releasing again disables).

💡 See also **"Auto Talkback" on the next page**.

Record | Record

When the application is rolling, pressing the footswitch once punches into recording on record enabled tracks. Pressing the footswitch again takes the track(s) out of record but does not stop the transport.

💡 In Pro Tools you must first enable a punch recording mode (QuickPunch, TrackPunch, or DestructivePunch).

Record | Play

Pressing the footswitch once punches into recording on record enabled tracks. Pressing the footswitch again stops the record pass (your DAW may or may not automatically take the track out of record on stop; see the documentation for your application).

Status

Shows whether the footswitch state is currently on or off.

Softkey

The Softkey assignment allows you to trigger a user-defined Soft Key or macro using the footswitch—just as if you tapped it on the touchscreen or surface button.



When being used as an audio interface, S3 also lets you assign the footswitch to engage Talkback. For more information, see the [Avid S3 Guide.pdf](#).

Miscellaneous

Shift+Fader Sets Level to 0dB

When enabled, holding **SHIFT** and touching a fader sets the fader to 0dB. **Surface SHIFT**-lock does not apply (**Surface SHIFT** must be pressed).

Latching Shift

By default, the **Surface SHIFT** switch operates in momentary behavior (active only while pressed and held down). You can change this to operate in Latching behavior (pressing toggles the state on or off) by enabling **Latching Shift**.

Latching Talkback

This setting lets you configure Talkback to operate as desired whether you are using a latching or non-latching footswitch, as well as when using the surface Talkback switch or a Soft Key to control Talkback.

- When enabled, Talkback operates in Latching mode if held down for less than 1/2 second (it stays in its current state until the switch is pressed again).
- When not enabled, Talkback will only be open while the switch is pressed; releasing the switch closes Talkback.

Auto Talkback

You can enable **Auto Talkback** for hands-free Talkback on/off. When enabled, the Talkback mic automatically mutes while the Transport is playing or recording. When the Transport is stopped, in shuttle, rewind or any mode other than play or record, Talkback is unmuted and on. Pressing the **Talkback** switch overrides this setting.



Talkback audio and control must be provided by the hardware or software monitor controller such as [Pro Tools | MTRX](#).

Momentary Fader Value Display

You can optimize fader display of track name and values by configuring the **Show Fader Values** and **Fader Value Timeout** settings in the **Preferences** tab of EuControl Settings.

Show Fader Values

When enabled, values temporarily replace track name on fader displays when the fader is touched or adjusted. The length of time values are displayed is determined by the **Fader Value Timeout** setting.

The following options are available:

Settings for Momentary Fader Value

Setting	Description
Off	Displays always show track name (ignore Fader Value Timeout)
While Fader is Touched	Shows value when fader is touched and reverts to track name when released

Setting	Description
Timed at Fader Touch, Off at Release	Shows value on touch, reverts to track name when the timer expires If the fader is released before the timer expires, the display reverts to name If the Fader Value Timer slider is set to Off (full left), then values are <i>not</i> shown
Timed at Fader Touch	Shows value on touch, reverts to track name when the timer expires If the fader is released before the Fader Value Timer setting expires, the display stays on value until the timer expires then reverts to name If the Fader Value Timer slider is set to Off (full left), then values are <i>not</i> shown
Timed at Fader Release	Shows the value while touched and continues to show value on release until the timer expires
(default)	If the timer is set to OFF, shows value when fader is touched and reverts to track name when released (equivalent to ‘While Fader is Touched’ option)

Fader Value Timeout

The **Fader Value Timeout** setting lets you customize the length of time values are displayed (between 0 and 5 seconds).

Surface Brightness Control

The settings in this section let you control brightness for Artist Control LCD screens and for the Pro Tools | Dock switch LEDs.

Artist Control LCD Screen

Adjusts the brightness of the LCD screen on Artist Control (only). To increase brightness, adjust the slider to the right. To decrease, adjust to the left.

Avid Dock

Adjusts the brightness of the switch LEDs on Dock (only). To increase brightness, adjust the slider to the right. To decrease, adjust to the left. Setting the slider to the far left turns all switch LEDs off.

Wheel Sensitivity

(Avid Dock, Artist Control, and Artist Transport Only)

The sensitivity of the Jog Wheel and Shuttle Ring can be precisely adjusted using the Wheel Sensitivity sliders. The top two sliders pertain to the Avid Dock and Artist Transport, the bottom is the Jog Wheel for the Artist Control. (The Shuttle Ring is only available on Artist Transport.)

The center position is the default for each control. Click and drag a slider to move it right for faster response or left for a slower, more controlled movement. Click the **Reset** button to restore the center position.

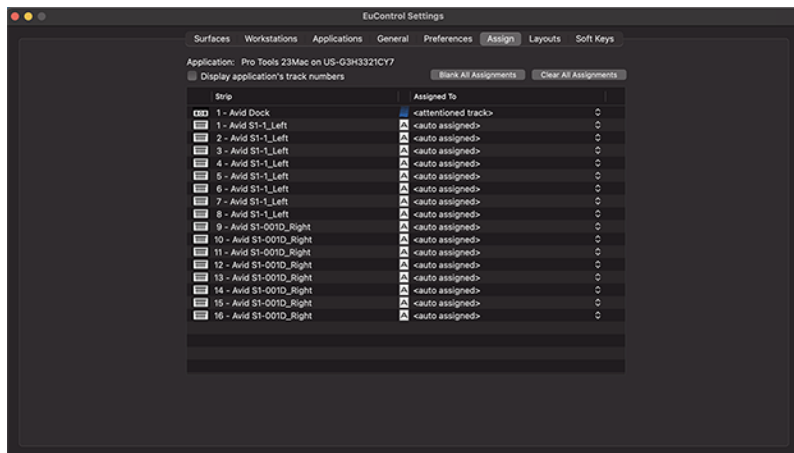
Global or Application Specific

- Click to enable the **Global** option to maintain a single set of your Wheel Sensitivity settings to be available regardless of the current application.
- Click to enable the **Application Specific** option to be able to have unique Wheel Sensitivity settings in each application you use. To store settings, switch to your other application, open **EuControl Settings > General**, and adjust the Wheel Sensitivity sliders for that environment. The name of the currently focused application is shown above the sliders (the application that will be

affected by adjusting Wheel Sensitivity). If the controls have been locked to a specific application, the display will list it and identify it as the application being adjusted. For more information on locking, see ["Layouts" below](#).

Assign

The **Assign** tab manages how tracks are assigned to S1, S3, Artist Mix, or Artist Control channel strips, or to the Dock channel strip, and to ["Layouts" below](#). By default, tracks are automatically assigned on S3 in banks of 16.



Assign tab

Application

Shows the currently focused application.

Display Application's Track Numbers

Enabling this option lets EuControl display track numbers as assigned by the currently selected (in focus) application, if that application supports track numbers.

Blank All Assignments

Clicking this command sets all strips to **<blank strip>** (when a Dock is present its fader remains assigned to **<attentioned track>**). When creating Layouts that use fewer tracks than available fader strips, the **Blank All Assignments** command makes it faster to assign only the desired strips without having to unassign any unwanted strips.

Clear All Assignments

Clears all currently displayed assignments and resets them to **<auto assigned>** (equal to standard Banking mode).



Beginning in EUCON 2023.6 the Lock to Application settings are located in the ["Applications" on page 143 tab](#).

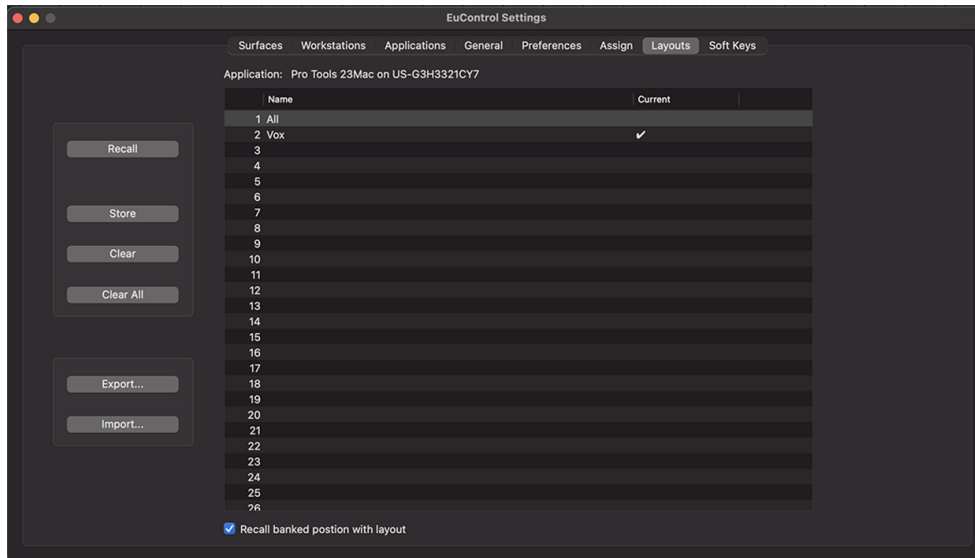
Layouts

(S1, S3, Artist Mix, and Artist Control Only)

Use the **Layouts** tab to store and recall custom fader layouts. For example, you can use the **Assign** tab to assign tracks to specific S1 or S3 channel strips, then save those assignments as part of a fader layout on the **Layouts** tab. The **Layouts** tab also provides **Export** and **Import** commands to export and import

Layouts to and from disk. Use these features to load Layouts for specific sessions, to transfer Layouts to other EuControl systems, and for archiving.

Layouts can be recalled from the Control app, or from Soft Keys. On S3 you can recall Layouts using the Bank **A–F** switches. For more information on creating Layouts, see "[Layouts](#)" on page 83.



Layouts tab

Recall, Store, Clear, and Clear All

Recall

Recalls the Layout currently selected in the Layouts list.

Store

Stores the currently selected Layout.

Clear

Clears the currently selected Layout.

Clear All

Clears all Layouts.

Export and Import

Export

Lets you save the current Layouts to disk (Layouts are saved as a "Title" file).

Import

Lets you load a saved Title to import Layouts.



Layouts are created and temporarily stored in EuControl as long as the current session or project is open. To be able to recall your layouts, be sure to save your session or project in your workstation application.

Recall Banked Position with Layout

By default, Layouts store the banking position of auto-assigned strips at the time the Layout is stored. When the Layout is recalled, auto-assigned strips bank to their stored position. You can change this behavior using the **Recall Banked Position with Layout** setting in the **Layouts** tab of **EuControl Settings** (also available as a Soft Key) .

Example

For example, with a single S1 imagine you store a Layout with strips 1–4 set to auto-assign and currently banked to tracks 1–4, while strips 5–8 have specific track assignments (such as VCA 1, 2, 3, and 4).

Layout 1 when stored								
Fader Strips	1	2	3	4	5	6	7	8
Tracks	Audio 1	Audio 2	Audio 3	Audio 4	VCA 1	VCA 2	VCA 3	VCA 4

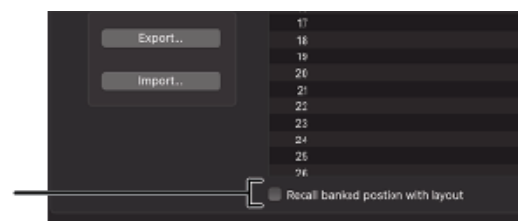
Let's say you exit Layouts mode and bank the surface so that tracks 17–24 are on fader strips 1–8.

Strips after banking								
Fader Strips	1	2	3	4	5	6	7	8
Tracks	Audio 17	Audio 18	Audio 19	Audio 20	Audio 21	Audio 22	Audio 23	Audio 24

Recalling the Layout restores auto-assigned strips to their banking position when the Layout was stored.

Strips after banking and then recalling Layout 1								
Fader Strips	1	2	3	4	5	6	7	8
Tracks	Audio 1	Audio 2	Audio 3	Audio 4	VCA 1	VCA 2	VCA 3	VCA 4

You can instead configure auto-assigned tracks to “stay wherever I just left them” when a Layout is recalled by disabling the **Recall Banked Position with Layout** setting in the **Layouts** tab of **EuControl Settings**.



Recall Banked Position with Layout, disabled in EuControl Settings > Layout

When disabled, banking to tracks 17–24 and then recalling the Layout will leave tracks 17–20 on strips 1–4, and VCAs 1–4 recalling to strips 5–8.

Strips after banking and then recalling Layout 1 when Recall Banked Position with Layout is disabled

Fader Strips	1	2	3	4	5	6	7	8
Tracks	Audio 17	Audio 18	Audio 19	Audio 20	VCA 1	VCA 2	VCA 3	VCA 4

Soft Keys

This tab controls assignments and programming for the switches and touchstrips on Avid hardware control surfaces, and on-screen Soft Keys in Avid Control. See ["Soft Keys" on page 165](#) for more information.

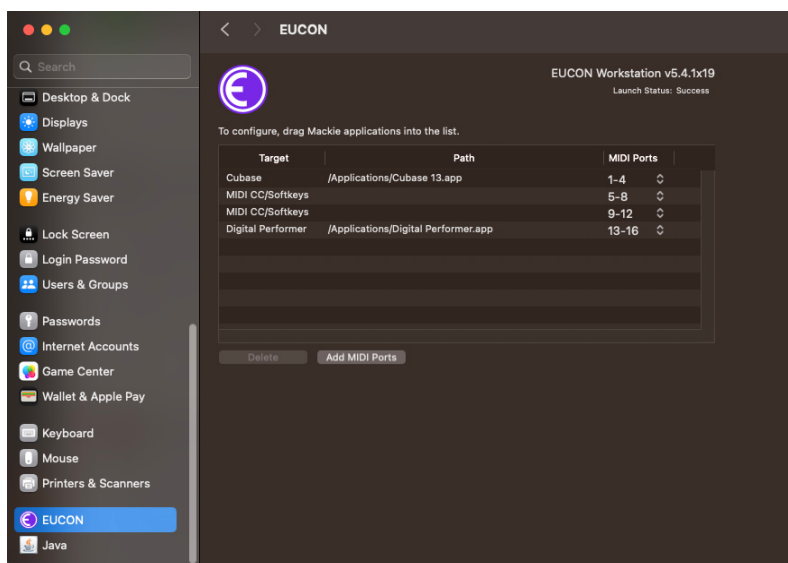
MIDI CC Control

MIDI CC Control (Dock, S1, and S3 Only)

EuControl supports assigning MIDI Continuous Controllers (MIDI CC) to surface faders and knobs. This allows real-time control of MIDI-enabled software instruments and external devices.

To enable MIDI CC control:

1. Open EuControl Settings:
 - ▶ macOS: **System Settings** > **EUCON**
 - ▶ Windows: **Control Panel** > **EUCON**
2. Go to the MIDI Ports section.
3. Click Add MIDI Ports to create a new MIDI port range for use with MIDI CC.



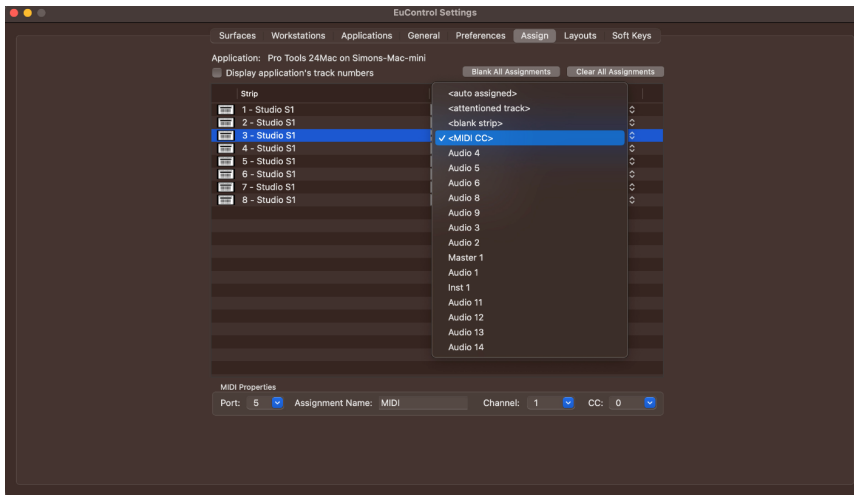
MIDI Ports List in EUCON Panel

4. Select the created port range in the list and assign:
 - Port Name
 - MIDI Channel
 - CC Number

These ports can be referenced later in strip or softkey assignment.

To assign MIDI CC to Surface Strips:

1. Navigate to the Assign tab.
2. Select a surface strip.
3. Choose MIDI CC as the source.



Assigning MIDI CC control to a surface strip in EuControl

4. Enter the following in the MIDI CC section:
 - Port (from those created in Preferences)
 - MIDI Channel
 - CC Number
 - Assignment Name (optional)

Behavior:

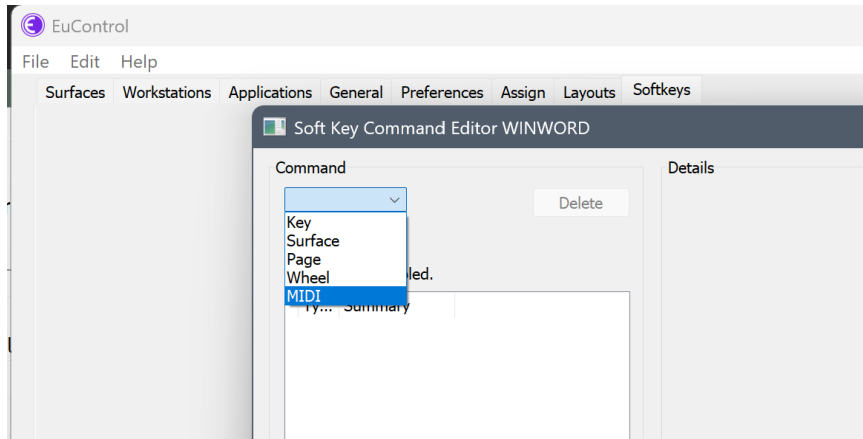
- Faders send absolute CC values.
- Knobs send relative CC values.

To assign MIDI Commands to Softkeys:

Once MIDI ports are added through Preferences, you can configure softkeys to send MIDI commands.

1. Open the **Softkeys** tab in EuControl Settings.
2. The Soft Key Command Editor window appears.
3. From the Command dropdown menu, select **MIDI**.

This allows for MIDI-triggered macros or toggles using the surface buttons.



Add MIDI commands to softkeys with the new MIDI Softkeys feature (Windows)

Flip Mode Support

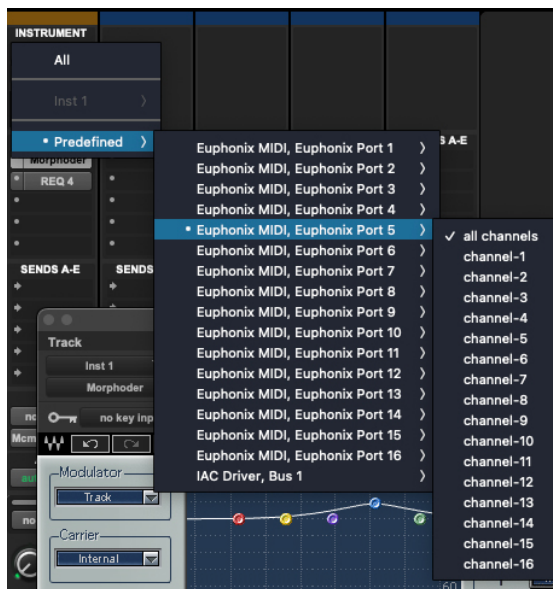
- If Flip is disabled: Knobs control their default assignments.
- If Flip is enabled: Faders now control the CC assigned knob functions.

DAW MIDI Input Matching

Ensure that the DAW track receiving the MIDI CC input matches the configured Euphonix MIDI port and channel.

macOS: Hold **CTRL** when assigning a second MIDI output.

Windows: Hold **WIN** when assigning multiple destinations.



DAW MIDI Input Matching example

Troubleshooting on macOS

If MIDI CC is non-functional and Euphonix MIDI is offline.

1. Uninstall all EUCON apps and preferences.
2. In Audio MIDI Setup, remove Euphonix MIDI using “-”.
3. Restart your Mac.

4. Reinstall EuControl and re-add MIDI ports.
5. Restart again.

Restart EUCON Applications

If you are having trouble connecting your surface to your DAW, use the Restart EUCON Applications command.

To restart all EUCON applications (including EuControl software):

- ▶ On Mac, click the EuControl icon on the taskbar and select **Restart EUCON Applications**, then click **Yes**.
- ▶ On Windows, click the EuControl icon in the Task or System tray (Windows) and select **Restart EUCON Applications**, then click **Yes**. Unused icons will be shown in the Hidden icons view.

All EUCON applications are restarted, including EuControl.

13 Soft Keys

When using the Control app, Dock, S1, S3, or Artist Series with Pro Tools and other selected DAWs, an appset (application set) is installed providing default functionality for surface controls. You can customize commands in the **Soft Key Editor** in EuControl software.

 For a searchable listing of all EUCON-ized Pro Tools commands, see the [Pro Tools EUCON Commands guide](#).

- "Soft Keys Overview" below
- "Surface SHIFT Available as a Surface Soft Key" on page 168
- "Import, Save, and Export" on page 168
- "Import Compatible Custom Appset" on page 169
- "Viewing Soft Key Assignments in the Soft Key Editor" on page 170
- "Using the Soft Key Editor" on page 174
- "Multiple EUCON Commands in Soft Keys" on page 185
- "Inter-Application Soft Keys" on page 187
- "EuControl Surface Commands" on page 188

Soft Keys Overview

Each Avid controller provides controls that be customized using the Soft Key Editor.

Control App

The Control app provides two sets of default Soft Key assignments when used with Pro Tools or other EUCON-aware applications.

- The **Primary Soft Keys** appear across the bottom of the Control app when the Toolbar **Soft Keys** button is enabled. Each page has 12 Soft Keys slots. Each Soft Key slot can be activated by tapping on your tablet or by pressing the corresponding Soft Key switch directly below on the Dock (if present).
- Additional Soft Keys can be accessed when the **Soft Keys** view button (in the upper Tab bar) is enabled. Each page in Soft Keys view provides four rows of six Soft Keys, and over one hundred pages are supported.



Control app Primary Soft Keys (shown at left) and Soft Keys View (shown at right, with Primary Soft Keys available below)

Using EuControl software, you can [reassign existing Soft Keys](#), or, if you want to keep the default assignments, you can find a blank slot and [add your own](#). You can also [undo](#) assignments.

Example: Folder Track Commands

To access Soft Keys for Folder Track commands:

1. From the Control app Soft Keys view Home page, tap **MetersWorkflow** to jump to the “Meters & Workflow” page (49).
2. Tap **Folders**. Soft Keys view jumps to page 150 and provides Soft Keys to open, close, and toggle folders, and for the settings to show closed folder members in Banking, Layouts, and Spill mode.

Control Touchscreen Assignments (Soft Keys View in the Control App and Artist Control)

The Control app and Artist Control share all Soft Key assignments, so changes to Soft Key assignments for the Control app affect any existing Artist Control Soft Key assignments, and vice-versa. If using these controllers simultaneously, only use the Soft Keys on one or the other; do not switch back and forth between Soft Keys on the Control app and Artist Control.

Dock

You can customize switches, the Dock touchstrips, and other commands using the Soft Key Editor in EuControl software.

Dock Touchstrip Assignments

Each of the two Dock Touchstrips are capable of four single Soft Key commands (one per zone 1, 2, 3, and 4) or one Wheel mode, per layer. There are two layers for which each can be programmed: Normal and **SHIFT**. You can program one layer to be a single wheel mode and the other layer to be four discrete Soft Keys via the four zones. Alternatively, both layers can be assigned to two different wheel modes, or up to eight different Soft Keys.

- The horizontal touchstrip automatically duplicates the selected Wheel mode, with the exception of Jog. When Jog is enabled for the wheel, the touchstrip is automatically placed in Shuttle mode. Any single tap Soft Key commands are still observed.
- The vertical touchstrip can dynamically be assigned to any Wheel mode by tapping and holding the vertical touchstrip, then pressing the desired Wheel mode button. Any single tap soft key commands are still observed.

Default Touchstrip Assignments

By default, the four zones of the vertical touchstrip are assigned to the following functions:

Touchstrip (vertical) primary and SHIFT functions		
Zone	Primary Layer	SHIFT Layer
1	Talkback	Preferences
2	Toggle Child Folders	Task Manager
3	Toggle Sibling Folders	Workspace
4	Toggle Folders	Video window

By default, the four zones of the horizontal Touchstrip are assigned to the following functions:

Touchstrip (horizontal) primary and SHIFT functions		
Zone	Primary Layer	SHIFT Layer
1	Toggle Folders	Mix/Edit Window toggle
2	Toggle Sibling Folders	Hide All Floating Windows
3	Toggle Child Folders	Memory Locations Window

Zone	Primary Layer	SHIFT Layer
4	System Usage	System Usage Window

S1

Track Color Switches (Modifiers and User 1–4)

Track Color switches at the bottom of each fader strip default to show the assigned track colors for tracks banked to the surface. On each S1, the four left switches provide Modifier functionality, and the four right switches provide customizable User switches. By default, the **Surface SHIFT** layer recalls Layouts 1–8. All 8 switches can be customized in the Soft Key Editor of EuControl Settings. All S1s can mirror the same 8 Soft Keys, or be configured uniquely by ["Assigning Soft Keys for Multiple S1s" on page 181](#).

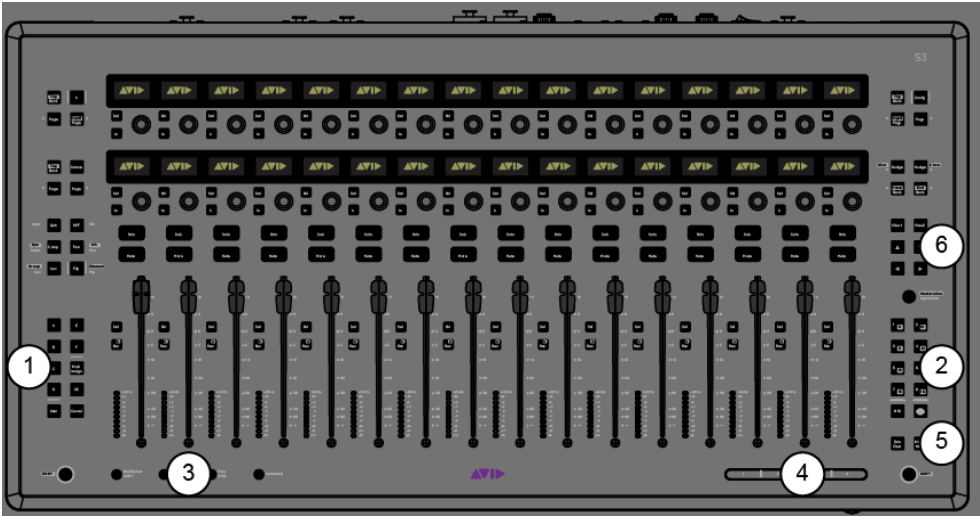
The Modifier switches duplicate the function of the computer keyboard modifiers. Note that multiple keys can be held down together. The table below lists each Modifier key's function for Mac and Windows, and the default assignments for User 1–4.

Track Color / Modifier Key default functions for Mac and Windows								
	Shift	Control	Opt / Win	Command / Alt	User 1	User 2	User 3	User 4
Mac	Shift	Control	Option	Command	Abort	Record	Play/Stop	Toggle Folder
Windows	Shift	Ctrl	Win	Alt	Record			

You can specify the color scheme for the Track Color switches in the General tab of EuControl Settings (see ["S1 Soft Key Colors" on page 151](#)).

S3

You can customize the functions of the switches in the following sections on the S3 (refer to the figure below):



S3 control sections that can be customized in EuControl > Soft Keys

- 1 – Left Control
- 2 – Right Control
- 3 – Modifiers

- 4 – Touchstrip
- 5 – Monitor
- 6 – View and Arrow Switches

Note that in the Monitor section, the **Mix to Mons** switch cannot be customized.

Soft Key LEDs

Beginning in 2023.6, all switch LEDs and buttons light dimly when assigned to any command (whether a Key, EUCON, Surface, or Wheel command). In addition, LEDs and buttons light briefly when pressed for confirmation.

Soft Key colors are assigned automatically, but can be overridden using the Color controls in the Soft Key Command Editor.

Surface SHIFT Available as a Surface Soft Key

The **Surface SHIFT** switch is available as a Soft Key to be assigned to any available switch or key.

Soft Keys for Avid Control Track Filters

Command	Level 1	Level 2	Level 3
Surface SHIFT	Surface Shift ›	Left Shift	
		Right Shift	

If using S1, use either the **Left** or **Right Shift** command. If using a Dock you can assign the **Left** and **Right Shift** commands separately.

Assigning both Left and Right Shift to the same Soft Key lets you toggle Latching **SHIFT** (the same as toggling the setting in the **Preferences** tab of EuControl Settings, or pressing both Dock **SHIFT** switches simultaneously).

Among other benefits this also lets you put the EUCON Shift and **Surface SHIFT** onto the same switch so it does both Shifts at the same time.

Import, Save, and Export

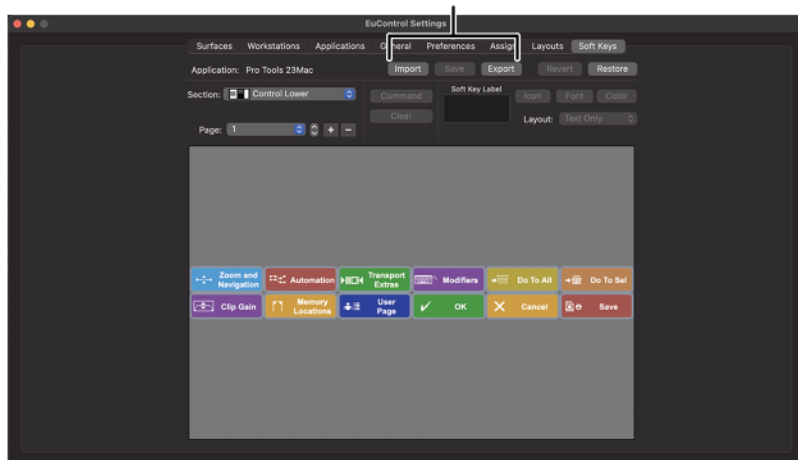
The Soft Keys tab of EuControl Settings provides **Import**, **Save**, and **Export** commands. Use these to save (export) and load (import) your custom appsets.

After updating your version of Pro Tools or other DAW that provides their own appsets, use the Import command to load the latest appset, or to load any custom appset you have created. Importing an older appset renames it and makes it the default.



See also "Import Compatible Custom Appset" on the next page.

After customizing your appset, use Export to save the file to disk for transfer and archiving.



Import, Save, and Export in the Soft Keys tab of EuControl Settings

To load a saved appset file:

- Click **Import**. All compatible appset files are available for loading.

To save an appset file and make it the default:

- Click Save.

 When saving edited appsets using the **Save** button, EuControl automatically names the saved appset to ensure it is compatible with the currently focused application.

To write the currently loaded appset to disk:

1. Click **Export**.
2. Name the new appset file but be sure to leave the (default) application name in the file name.

When using **Export**, the name of the focused application must be included in the file name of the appset. For example, saving a Pro Tools appset on Windows as “Pro Tools.xmls” is a compatible file name, while “myappset.xmls” is not compatible.

3. Click OK.

Import Compatible Custom Appset

This dialog (Import Compatible Custom Appset) is intended to help bring any custom appsets you created in an older version of Pro Tools or other DAW into a newer version of Pro Tools or other DAW.

(Custom appsets are Soft Key assignments that you have added or edited from the default assignments. The default appset is the appset supplied by Pro Tools or the EuControl installer.)

For example, imagine you have a custom appset for Pro Tools 2022.12 then upgrade to Pro Tools 2023.3. When you first launch EuControl and Pro Tools 2023.3, EuControl will show this dialog to let you choose whether to import your previous appset (from 2022.12) OR load the default (dynamic appset supplied by Pro Tools or the EuControl installer) for 2023.3.

This dialog will keep being displayed until you do both of the following: (1) Import your custom appset, and then (2) save it (in EuControl Settings > Soft Keys, click Save) to update your custom appset to the current version (such as 2023.6).

If you do not select “Don’t show again” and you do NOT save the loaded appset, it will keep asking you each time you run and connect EuControl to that same DAW (such as Pro Tools 2023.3).



If you do choose to load either your older custom appset or the new default appset and save it, but the dialog continues to be displayed, this most likely means you erased all your files and EuControl registry settings.

Viewing Soft Key Assignments in the Soft Key Editor

Soft Key assignments can be accessed in the Soft Keys tab of EuControl Settings.

- All configurations can access Soft Keys using the EuControl icon and navigating to the Soft Keys tab.
- Some Avid media controllers provide dedicated shortcuts to access the Soft Keys tab (see ["Accessing EuControl Settings" on page 139](#)).

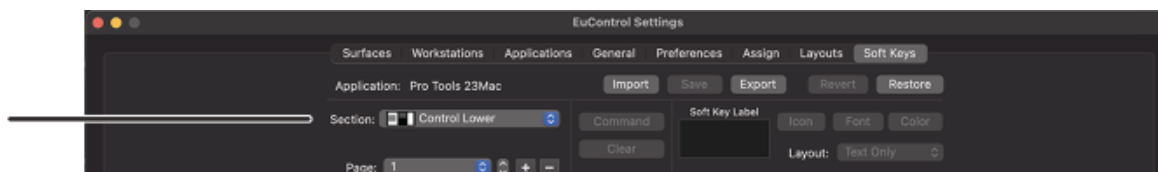
To view Soft Key assignments in the Soft Key Editor:

- ▶ Click the EuControl icon on the Menu bar (Mac) or double-click the EuControl icon in the system tray (Windows), then select **EuControl Settings** and click the **Soft Keys** tab.

Avid Control

To view Soft Keys for Avid Control, do either of the following:

- ▶ To view assignments for the primary Soft Keys, click the **Section** selector and choose **Control Lower**.
- ▶ To view assignments for Soft Keys view, click the **Section** selector and choose **Control Center**.



Section selector in the Soft Keys tab of EuControl Settings

Dock

To view Dock assignments in the Soft Key Editor:

1. Simultaneously press **Save** and **Cancel** (identified by the **Show Me** icon between the two switches at the bottom of the Right Control section).



Dock Save and Cancel switches

2. Press a Soft Key on the Dock to display it in the Soft Key Editor.

S1

To view S1 assignments in the Soft Key Editor:

- ▶ On S1, simultaneously press **Surface SHIFT** and any strip **Sel** switch (that strip is pre-selected in the Assign tab).



S1 Surface + SHIFT and a strip Sel switch

S3

To view S3 assignments in the Soft Key Editor:

- ▶ Simultaneously press **9–16** and **Show Me** (eye icon). The **Soft Keys** tab of EuControl Settings appears on-screen showing the default S3 Right Control section.

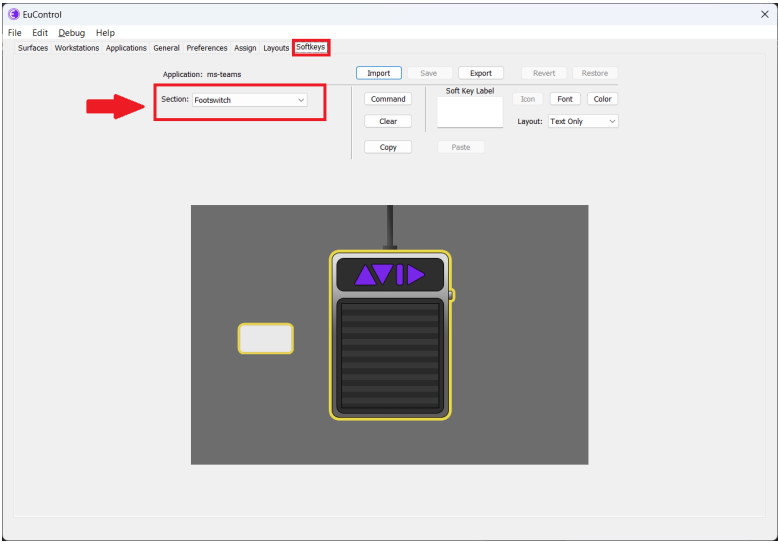


S3 9–16 and “Show Me” switches (shown at left) and default page of controls in the Soft Keys tab of EuControl Settings (shown at right)

Footswitch

To view or assign a Soft Key to the Footswitch:

1. In EuControl settings, go to the **Soft Keys** tab.
2. In the Section selector, choose **Footswitch**.
3. Select or assign a desired Soft Key or macro to trigger when the footswitch is pressed.



Footswitch in Softkey (Windows)

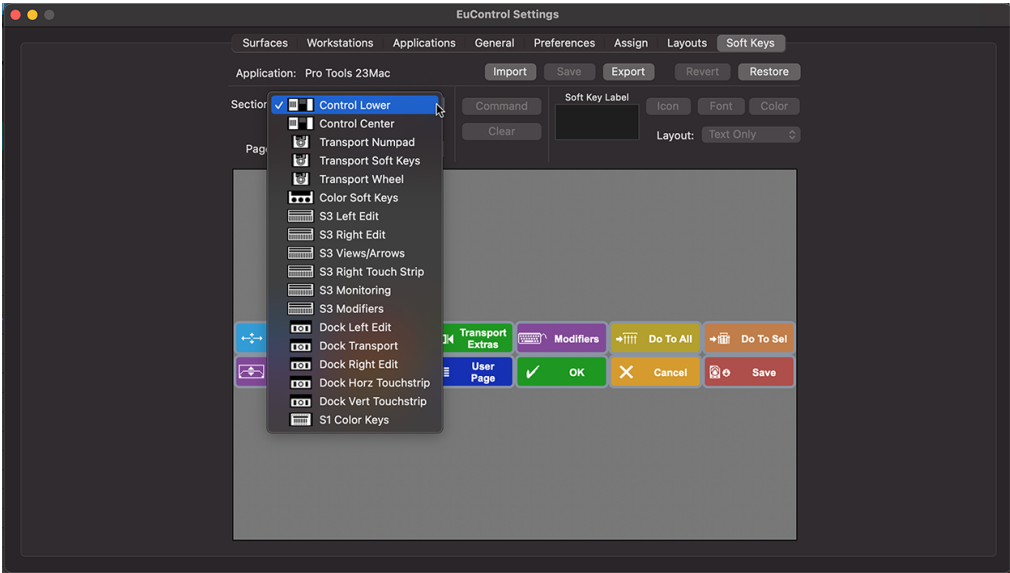
Navigating the Soft Key Editor

In the Soft Key Editor, use the "Section Selector" below to specify which controller or controller section you want to customize, use the **Shift** checkbox to access the "Surface+SHIFT" on the next page layer of assignments, and the "Page on page 174" selector and tools to navigate and manage additional pages of commands per Section.

Section Selector

To access Soft Keys on different controllers and controller sections:

- 1. Click the **Section selector**.



Section selector in the Soft Keys tab of EuControl Settings

- 2. Choose the desired section in the Soft Key Editor.

Section	Description
Control Lower	12 Primary Dock/Control app Soft Keys

Section	Description
Control Center	Control app Soft Keys view (see also "Control Touchscreen Assignments (Soft Keys View in the Control App and Artist Control)" on page 166)
Transport Numpad	Legacy Artist Transport numeric keypad
Transport Soft Keys	Legacy Artist Transport Soft Keys
Transport Wheel	Legacy Artist Transport jog/shuttle wheel
Color Soft Keys	Legacy Artist Color Soft Keys
S3 Left Control	S3 Left Control section
S3 Right Control	S3 Right Control section
S3 View/Arrows	S3 View and Arrow sections
S3 Touchstrip	S3 Touchstrip
S3 Monitoring	Solo Clear (Mix to Mons not available)
S3 Modifiers	S3 Multi-Select/Shift, Default/Alt, Fine/CTRL, Command
Dock Left Edit	Dock Left Control section
Dock Transport	Dock's Transport section
Dock Right Edit	Dock Right Control section
Dock Horz Touchstrip	Dock horizontal touchstrip
Dock Vert Touchstrip	Doc vertical touchstrip
S1 Track Color Keys	S1 Track Color / Modifier switches 1–8 (see also "S1 Soft Key Colors" on page 151). When multiple S1 Pages are created, each S1 can have up to 8 unique Soft Key assignments, and these can be shown on linked Meters tablets. See "Assigning Soft Keys for Multiple S1s" on page 181, and "Show Soft Keys on S1 Meters Tablets" on page 183.

Surface+SHIFT

- To view switches assigned to the **SHIFT** layer (functions accessed by pressing either of the Dock **SHIFT** switches, or the S1/S3 **Surface SHIFT**, plus the relevant switch), click to enable the **Shift** checkbox next to the Section selector.

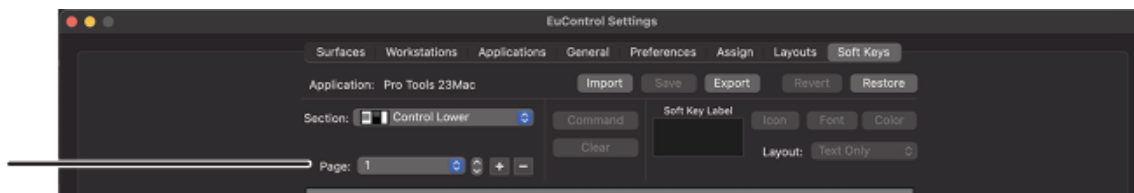


The Shift checkbox is not available for all sections. For example, the Dock Left Edit section has no Shift layer because it provides the dedicated ALT switch for its secondary functions.

Page

To access additional Soft Key pages and controller sections:

1. To view the second page of switch assignments, click the **Page** selector and choose **Page 2** from the pop-up menu.



Page selector in the Soft Keys tab of EuControl Settings

2. Repeat to access additional pages.
3. To add or remove pages, click the + or – buttons.

 *When using multiple S1s the Page selector lets you have unique Soft Keys on each unit, or mirror the same 8 Soft Keys on each unit. For more information, see "Assigning Soft Keys for Multiple S1s" on page 181.*

Using the Soft Key Editor

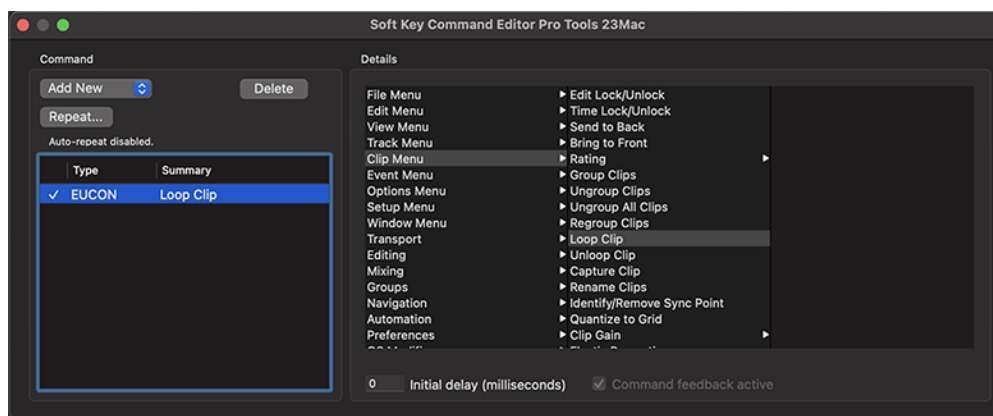
The Soft Key Editor lets you reassign a switch from its default Soft Key assignment (if applicable), add a new command to an unassigned switch, copy and paste existing Soft Key macros between buttons and locations, revert (undo) all recent assignments, and restore to factory default assignments. Soft Key assignments can include multiple commands (macros), key commands to invoke a keyboard shortcut, inter-application assignments, pauses, and more. You can also assign MIDI CC commands to Soft Keys, provided MIDI Ports are configured in the EUCON Preferences. Once set, these Soft Keys can trigger MIDI events directly from the surface or Avid Control.

 *If you customize a key command in Pro Tools or other DAWs, be sure to update your Soft Key assignments accordingly.*

Reassigning a Soft Key

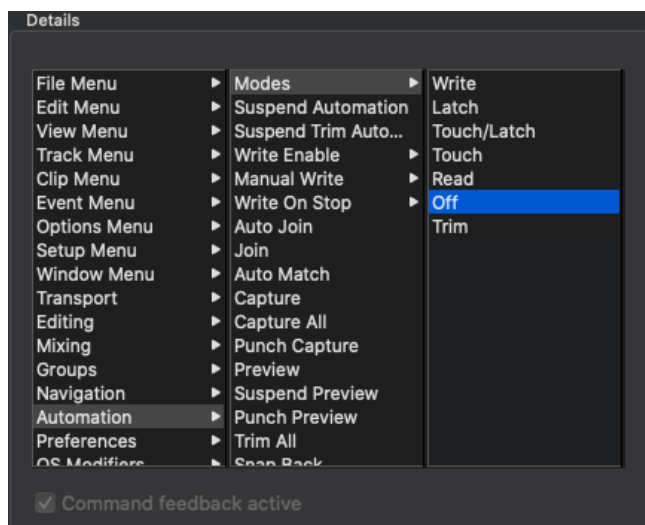
To reassign a Soft Key for Pro Tools:

1. Open the Soft Key Editor (see "Viewing Soft Key Assignments in the Soft Key Editor" on page 170).
2. Click the **Section** selector and choose the section of switches containing the switch you want to reassign.
3. On-screen double-click the switch or Touchscreen Soft Key you want to reassign. The Soft Key Command Editor window opens, showing the switch's current assignment (if any).



Soft Key Command Editor

4. To reassign the currently selected Soft Key, click a different command. Navigate to commands by clicking in the left-most list in the **Details** section (such as **File Menu**, **Edit Menu**, and so on) to access other choices, as available. For example, to reassign a Soft Key to Automation Off mode, click **Automation > Modes > Off**.



A new assignment shown in the Command Editor

5. Close the **Soft Key Command Editor** and return to the **EuControl Settings** window.
6. Click the **Save** button in the Soft Keys tab to save the assignments. The next time you launch EuControl, your custom assignments are recalled.



If you do not save assignments, EuControl software retains your assignments until you Quit (Mac) or Exit (Windows) the EuControl application. EuControl then recalls the default Appset the next time you launch EuControl.

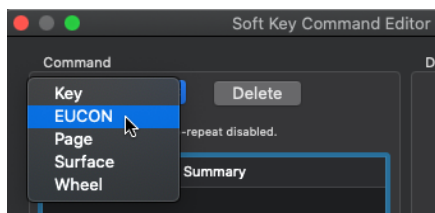
Adding a New Soft Key Assignment

You can add a new Soft Key assignment to a blank Soft Key in the Control Touchscreen Soft Keys view.

To add a new assignment:

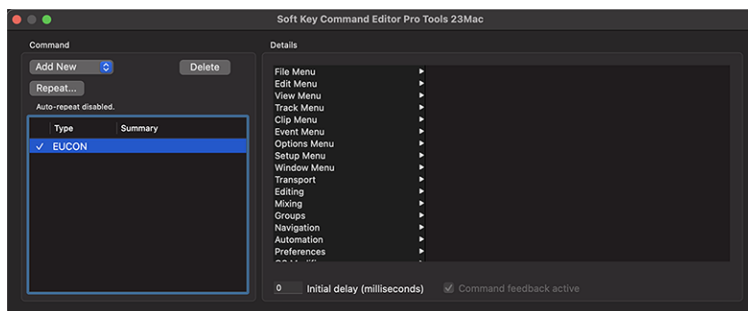
1. Open the Soft Key Editor (see ["Viewing Soft Key Assignments in the Soft Key Editor" on page 170](#)).
2. Click the **Section** selector and choose the section of switches containing the switch you want to assign.
3. On-screen, double-click the switch you want to assign. The Soft Key Command Editor window opens.

4. In the Command area, click **Add** and choose **EUCON**.



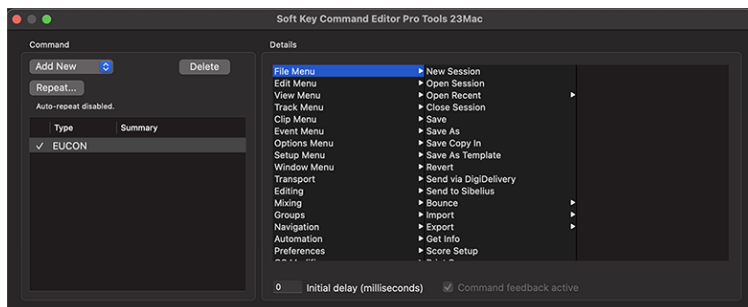
Adding a new EUCON command

After you add a EUCON command, choices appear in the **Details** area.



Details area showing commands

5. Click an item in the left-most list (level 1) within the **Details** area to reveal associated commands in the middle column.



An item selected in Level 1 (the first column) of the Details area

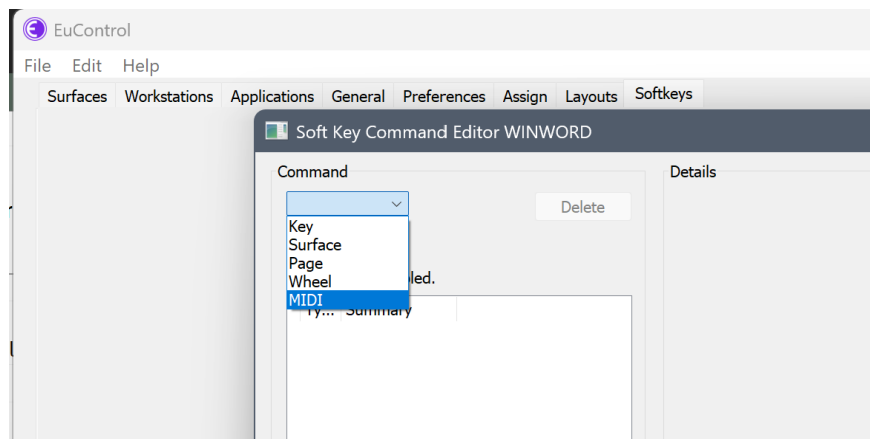
6. Click a command to assign a command, or click an item with an arrow to reveal more commands in the third column and assign as necessary.
7. Close the **Soft Key Command Editor** and return to the **EuControl Settings** window.
8. Click the **Save** button in the Soft Keys tab to save the assignments.

Assigning MIDI Commands to Soft Keys

Once MIDI ports are added through Preferences, you can configure softkeys to send MIDI commands.

1. Open the **Softkeys** tab in EuControl Settings.
2. The Soft Key Command Editor window appears.
3. From the Command dropdown menu, select **MIDI**.

This allows for MIDI-triggered macros or toggles using the surface buttons.



Add MIDI commands to softkeys with the new MIDI Softkeys feature (Windows)

Undoing Soft Key Assignments

If you have made changes to Soft Key assignments, the Soft Key Editor gives you the option to revert (undo) all Soft Key assignments since the last time you saved your assignments, and restore Soft Key assignments to factory default assignments.

To revert (undo) all assignments since the last time you saved changes:

- Click the **Revert** button in the Soft Keys tab.

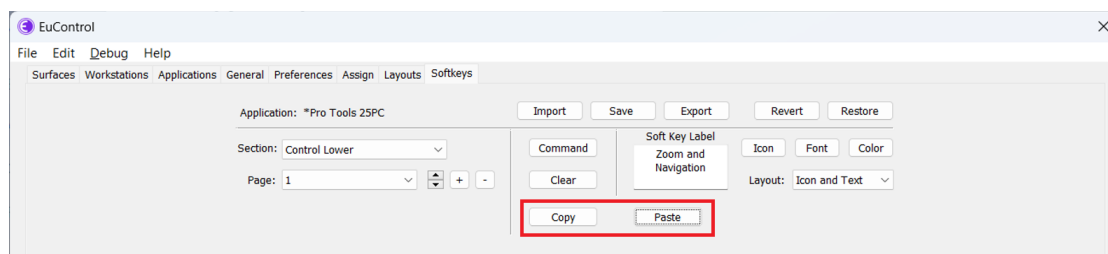
To restore assignments to their factory defaults:

- Click the **Restore** button in the Soft Keys tab.

Copying and Pasting Soft Keys

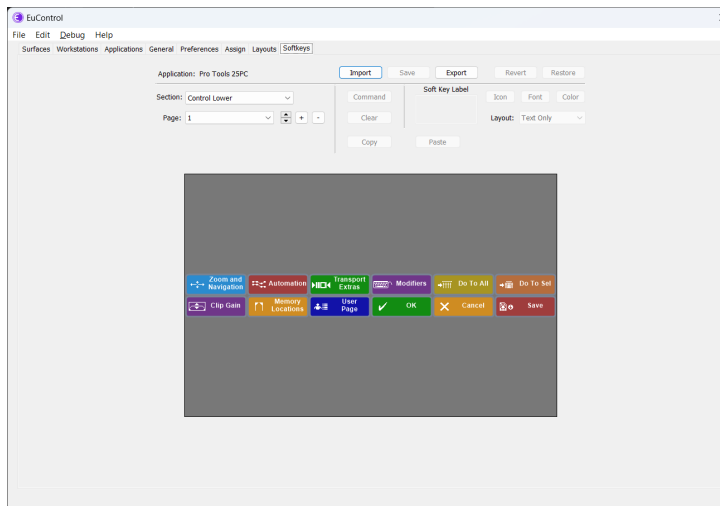
The EuControl Soft Key Editor now includes the ability to copy and paste individual Soft Key Macros between buttons and locations.

Two new buttons—**Copy** and **Paste**—are available within the Soft Key Editor interface.

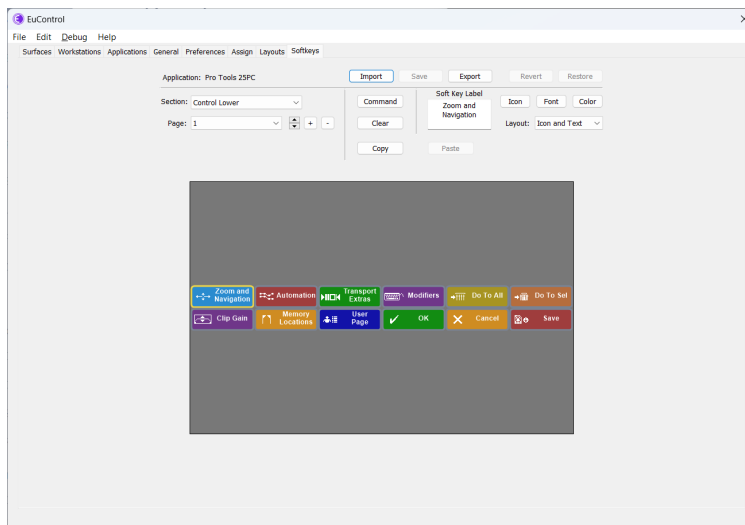


New Copy and Paste buttons highlighted in red box

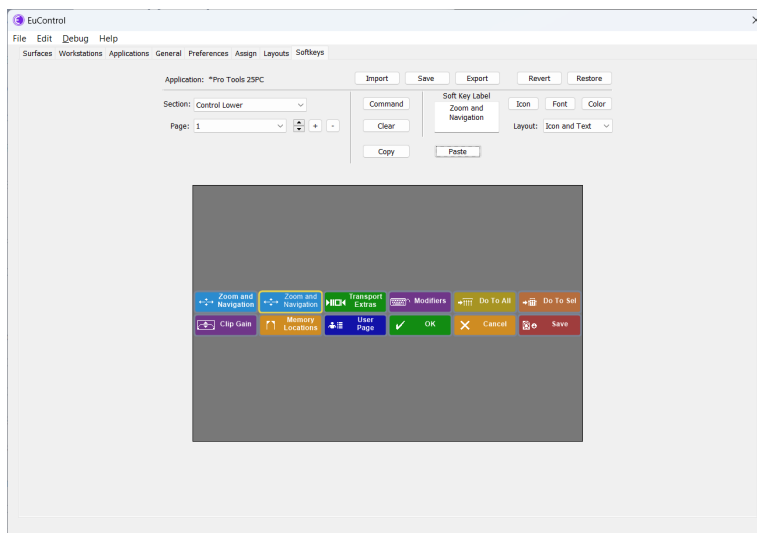
- When no Soft Key is selected, both **C**opy and **P**aste are disabled.



- When a Soft Key is selected but nothing has been copied yet, **C**opy becomes active while **P**aste remains grayed out.



- Once a Soft Key macro has been copied, both **C**opy and **P**aste are enabled, allowing you to paste the macro into a new Soft Key location of your choice.



To copy and paste a Soft Key:

1. Select a Soft Key slot containing the macro you want to duplicate.
2. Click **Copy**.
3. Select the destination Soft Key slot.
4. Click **Paste**.



These buttons are located at the bottom or side panel of the Soft Key Editor window and only appear once a valid Soft Key selection is made.

Adding a Custom Key Command for Keyboard Shortcuts and Other Actions

The previous examples showed how to reassign or assign Soft Keys to commands in your DAW that have been “EUCON-ized.” You can also add custom Soft Key assignments that perform keyboard shortcuts or other commands that have no predefined function in EuControl using the Soft Key Editor.

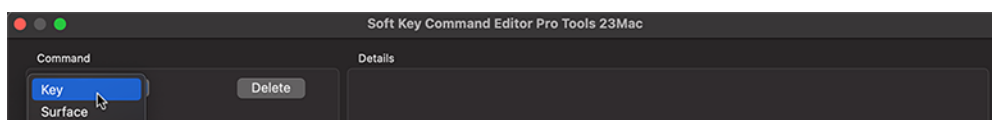
The following example shows how to assign the Pro Tools shortcut for halving the length of an Edit selection (Command+Control+Option+Shift+L on Mac, and Ctrl+Alt+Start+Shift+L on Windows) to a soft Key. The same basic steps apply to any custom assignment for any Avid controller.



You can use the Pro Tools Shortcut Guide to find the relevant Pro Tools shortcuts for your operating system.

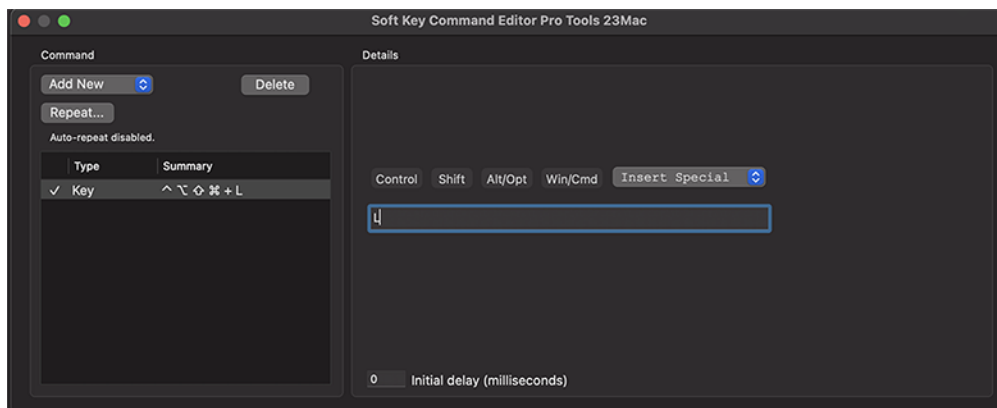
To assign a custom key command:

1. Open the Soft Key Editor (see ["Viewing Soft Key Assignments in the Soft Key Editor" on page 170](#)).
2. Click the **Section** selector and choose the section of switches containing the switch you want to assign.
3. On-screen, double-click the switch you want to assign. The Soft Key Command Editor window opens.
4. In the Soft Key Editor, do the following:
 - If the switch already has an assignment, select the assignment in the Command list then press **Delete**.
 - Click **Add** and choose **Key**.



Choosing Key from the Add pop-up menu

5. In the Details area, click **Control**, **Shift**, **Alt/Opt**, and **Win/Cmd**, to add them to the **Summary** list for the current assignment.
6. Enter “**I**” in the field below.



Details area of the Soft Key Command Editor for a Key assignment

 To insert special keyboard characters in the field such as a Function key, an arrow key, or pauses, use the **Insert Special** menu.

7. Close the **Soft Key Command Editor** and return to the **EuControl Settings** window. Now, pressing the assigned switch halves the length of the current Edit selection in the Pro Tools Edit window.
8. If desired, do any of the following:
 - Click in the Soft Key Label field and enter a name for the Soft Key assignment.
 - Click the **Save** button in the Soft Keys tab to save the assignment.

Initial Delay

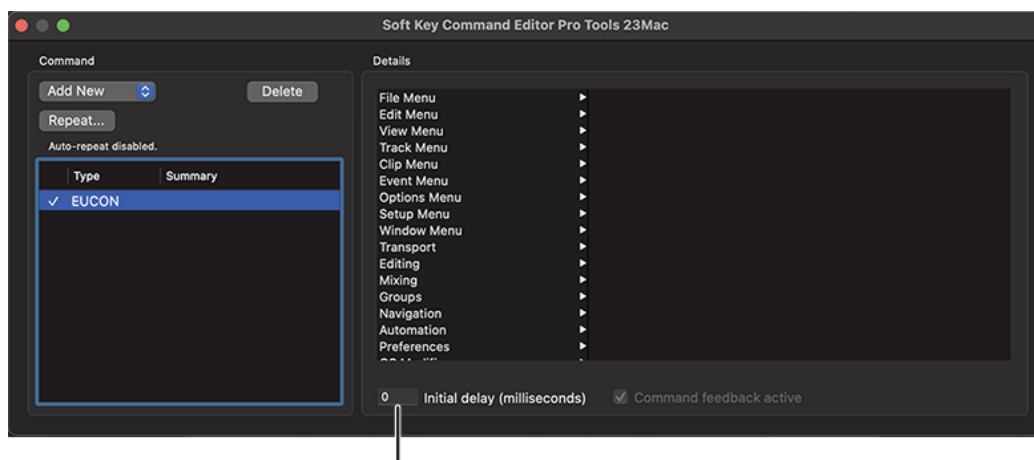
The **Initial Delay** setting in the Soft Key Command Editor lets you enter a value (in milliseconds) for the system to pause before executing the command. In multi-command Soft Keys, each command can have its own unique delay value.

 You can also insert delay commands between individual key commands. See "Pause / Delay Command ("a")" on the next page).

To set an Initial Delay value:

1. Go to **EuControl Settings > Soft Keys**, then select the desired hardware controls from the **Section** selector. (For instructions, see the *Using EuControl Surfaces.pdf*.)
2. Double-click a Soft Key to open the Soft Key Command Editor.
3. Select a command in the **Command** list.
4. Double-click the value shown for **Initial Delay** value and enter a desired delay amount (in

milliseconds).



5. Optional: Select other items in the Command list and repeat.

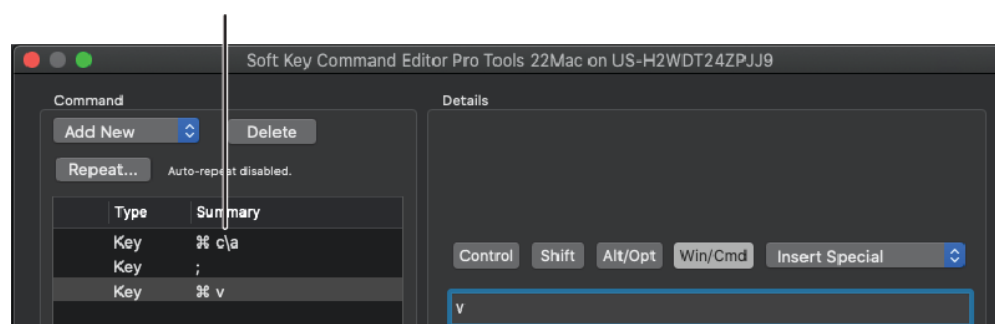
Pause / Delay Command (“\a”)

When a Soft Key includes more than one Key or other command it is sometimes necessary to insert Pause commands, to allow each action to complete before the next. When inserted between commands in the Soft Key Editor, the Pause command (\a) applies a 25ms delay. Multiple Pause commands (\a\a\a...) can be added for longer delays.

The Pause command can only be added after another keystroke, not before. For example, attempting to start a command with a Pause is not supported (a dialog alerts you if you try to add a Pause in an unsupported location).

Example

The figure, below, shows an example Soft Key that utilizes a Pause command. This Soft Key is made up of three **Key** commands (Add New > Key) to 1) copy a selection 2) move the to the next track and 3) paste. A Pause (\a) has been added after the copy command.



Example Soft Key with Pause



While the above example shows a macro (multi-command) Soft Key with a single Pause, the actual number of pauses needed, if any, varies based on computer speed. If a single Pause command does not work, try adding Pause commands (one at a time), or try setting an "Initial Delay" on the previous page until the macro has enough time to execute each command or action.

Assigning Soft Keys for Multiple S1s

The eight Track Color keys on S1 at the bottom of each strip can be assigned uniquely on as many S1s are in the current configuration, up to the maximum of four, for a total of up to 64 available Soft Keys (32 primary and 32 **Surface SHIFT** assignments).

 In previous versions of EuControl software, all S1s mirrored the same 8 Soft Key assignments.

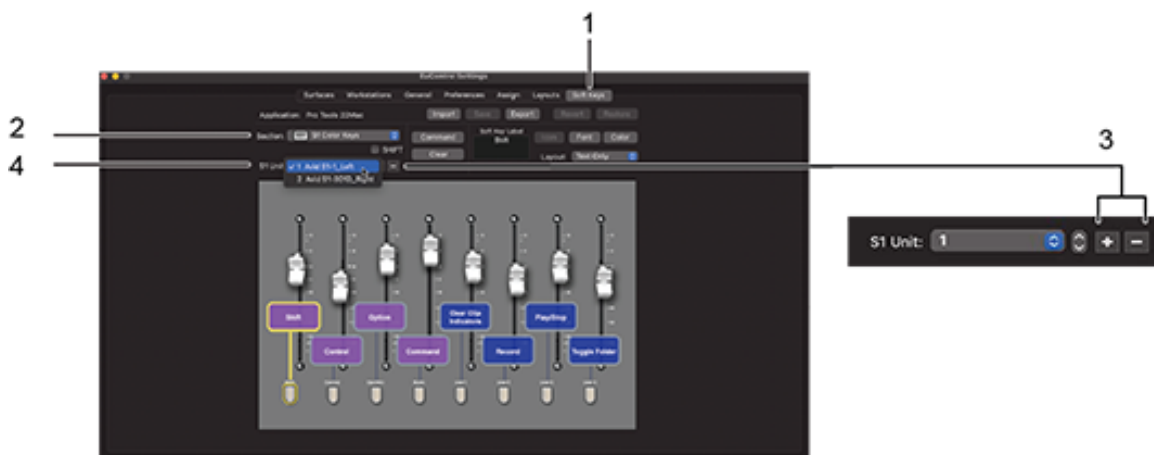
By default, S1 Soft Key assignments are displayed on linked Meters tablets (see ["Show Soft Keys on S1 Meters Tablets"](#) on the next page).

To assign Soft Keys to multiple S1s.

1. Go to **EuControl Settings > Soft Keys**.
2. Click the **Section** selector and choose **S1 Color Keys**.
3. By default only one S1 **Page** is enabled. With only one Page those eight Soft Keys are mirrored across all connected S1s. Press the **S1 Unit** plus sign (+) to add more pages up to a maximum of four pages.

 Only add as many pages as needed for each S1 in your configuration. Additional pages beyond the number of S1s can be added and populated, but will not be accessible unless more S1s are connected. Additional pages are maintained regardless of the number of S1 units.

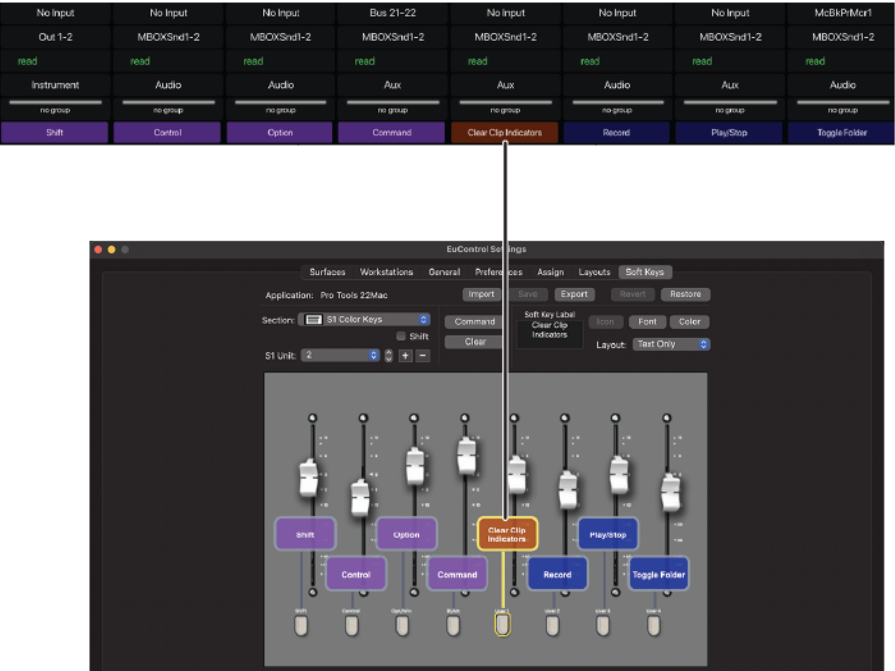
4. Click the **S1 Unit** selector to select the S1 you want to customize. Unit numbers 1–4 correspond to the order, top to bottom, of S1s in the **My Surfaces** list (**EuControl Settings > Surfaces**). Custom names, if any, are also included.



Adding Pages and Soft Keys for S1s

5. If desired, click to enable **Shift** (to assign to the **Surface SHIFT** layer).
6. On-screen double-click the Soft Key you want to reassign. The Soft Key Command Editor window opens, showing the switch's current assignment, if any.
7. Program the Soft Key as desired and set any display options, as available.

In the example below, the S1 unit 2 Track Color key 5 has been customized to provide **Clear Clip Indicators** on its linked Meters tablet. In Avid Control, the default Meter Strip Designer displays Soft Keys assignments at the bottom of each meter strip.



Custom Soft Key on a Meters tablet (above) and in the Soft Key Editor (below)

8. If you want to revert to mirrored (the same 8 Soft Key assignments on all S1s) delete all pages except the one you want.

Mirroring and S1 Soft Key Pages

Whenever there is a mismatch between the number of physical S1 units and the number of pages (1–4) of S1 Track Color Soft Key assignments, EuControl redistributes Soft Key assignments to S1 units as needed for maximum consistency. This can be required after adding or removing S1 units, or loading an appset with more or fewer assignments than S1 units in the current configuration.)

- If there are more soft keys assigned than S1s the assignments on S1 unit 1 are used (assignments from missing S1 units are still retained in the appset file).
- If there are fewer soft keys assigned than S1s, some assignments could be mirrored depending on how many pages (1–4) of Soft Keys are being loaded. For example, on a configuration with 3 S1s there are 3 banks of Track Color keys being used.

Examples of Soft Key Location with Hardware / Appset Mismatches

Soft Keys	Page 1	Page 2	Page 3
	(S1 Unit 1)	(S1 Unit 2)	(S1 Unit 3)
8 (in slots 1–8)	1–8	1–8	
16 (in slots 1–16)	1–8	9–16	1–8
12 (in slots 1–12)	1–8	9–12 (13–16 blank)	1–8

Show Soft Keys on S1 Meters Tablets

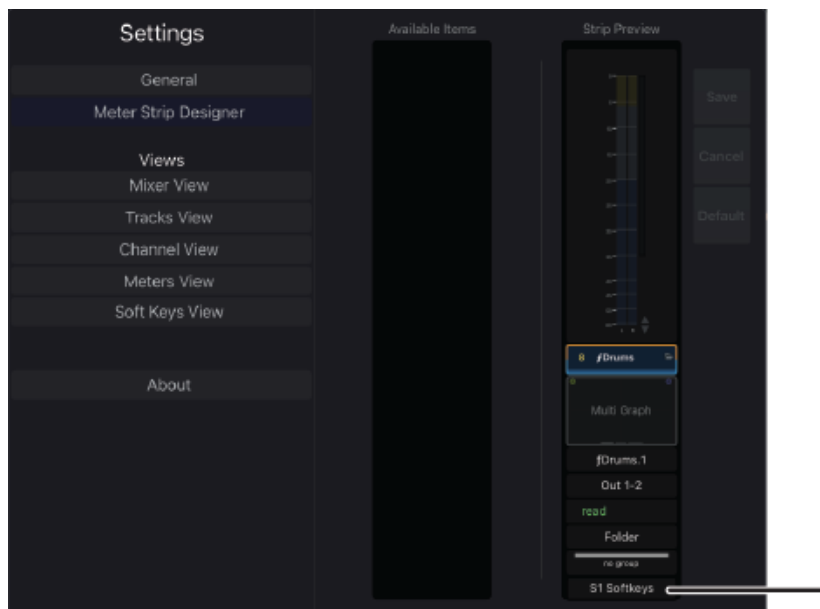
S1 Track Color Soft Keys can be shown on linked S1 meters tablets for easy visual confirmation of Soft Key assignments. Soft Keys are available elements in the Meter Strip Designer, letting you choose to not display any Soft Keys on Meters tablets, or to place them anywhere in the vertical meter strip.

To use an S1 Soft Key:

- ▶ Tap the Soft Key on the Meters tablet.
- ▶ Press an S1 Track Color key.

To hide, show, or move Soft Keys on S1 Meters Tablets:

- ▶ In Avid Control, use the Meter Strip Designer to remove, add, or relocate Soft Keys in meter strips.



Soft Keys in the Meter Strip Designer

For more information on the Meter Strip Designer see the *Avid Control Guide.pdf*.

S1 Soft Keys on Avid Control Desktop

Avid Control Desktop can show the Soft Keys (if any) assigned to its associated S1, to trigger S1 Soft Keys using a mouse and the Avid Control Desktop screen. Soft Keys on Avid Control Desktop are configured in its Meter Strip Designer.



S1 Soft Keys in Avid Control Desktop

To have S1 Soft Keys on Avid Control Desktop:

1. In **EuControl Settings > Surfaces**, configure the **My Surfaces** list with Avid Control Desktop:
 - One or more S1s must already be present in the **My Surfaces** list. Unlike Avid Control for iOS and Android, Avid Control Desktop cannot be used standalone, and cannot be used without a supported hardware control surface (see below).
 - As long as there is one S1 that is not linked to a tablet for Meters mode, one instance of Avid Control Desktop can be added to provide Meters mode for the unlinked S1. When two or more S1s are connected (or one S1 is not linked to a Meters tablet) you can combine one or more tablets running Avid Control app for iOS/Android with one instance of Avid Control Desktop.
 - Note that only one instance of Avid Control Desktop can be used at any time.
2. In the Soft Keys tab of EuControl Settings, configure the S1 Color Keys and pages as desired.
3. In Avid Control Desktop, choose **Avid Control Desktop > Meter Strip Designer**, then add the S1 Softkeys block from the **Available Items** list into the **Strip Preview**.



S1 Soft Keys in the Available Items list of the Avid Control Desktop Meter Strip Designer

4. Click **Save**.

Multiple EUCON Commands in Soft Keys

Soft Key assignments can include multiple EUCON commands, one of which can have **"Command Feedback Active"** on the next page enabled.

To add a Soft Key assignment:

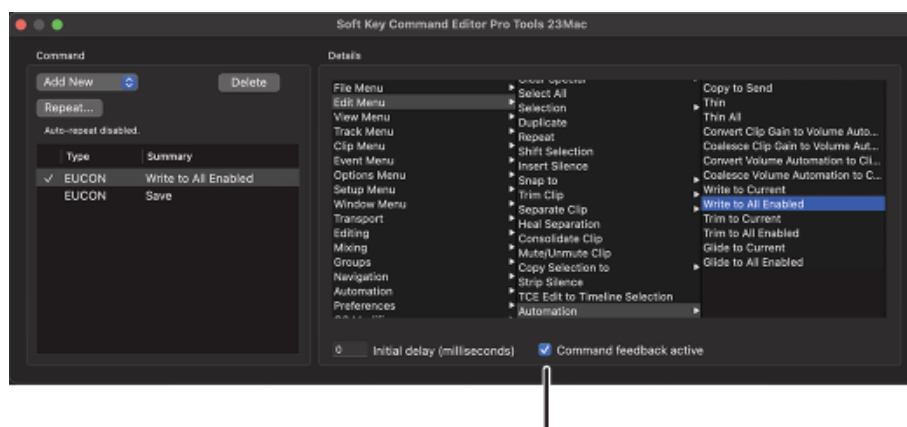
1. Navigate EuControl to the **Soft Keys** tab, click the **Section** selector and choose the section of switches containing the switch you want to assign. On-screen, double-click the switch you want to assign. The Soft Key Command Editor window opens.
2. In the Command area, click **Add** and choose **EUCON**.
After you add a EUCON command, choices appear in the **Details** area.
3. Click an item in the left-most list (level 1) within the **Details** area to reveal associated commands in the middle column.
4. Click a command to assign it, or click an item with an arrow to reveal more commands in the third

column and assign as necessary.

- Repeat the previous steps to add additional EUCON commands to the Soft Key assignment. Each command can have a unique "Initial Delay" on page 180.

Command Feedback Active

When Soft Key assignments include multiple EUCON commands, you can specify which command should be indicated on the Soft Key and/or controller LED by enabling the **Command Feedback Active** option for that command. When enabled, your controller displays status indication of the specified EUCON command. This option, located in the Details area of the Soft Key Editor, can only be enabled for a single EUCON command in each Soft Key definition.



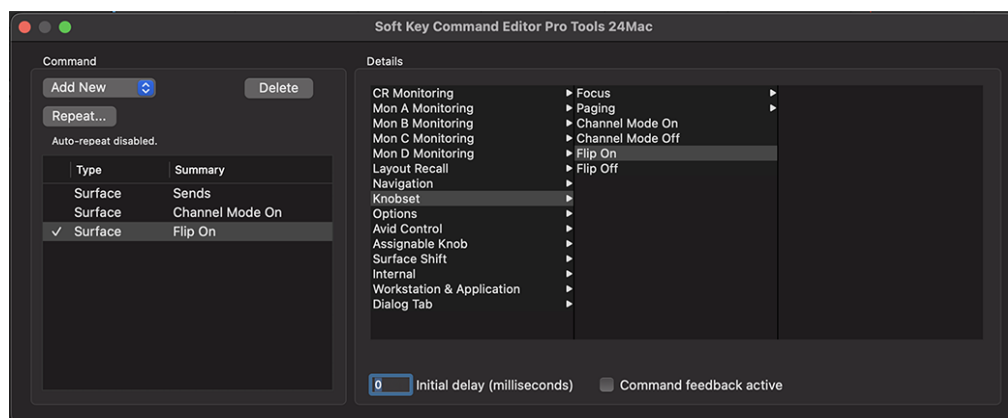
Command Feedback Active option enabled in the Soft Key Editor

Availability and status of this option varies depending on the associated command.

Example: Quickly access Sends on Faders

To create a multi-command Soft Key for Sends on Faders:

- Create one macro to:
 - Focus Sends
 - Enter Channel mode
 - Engage Flip



- Optional: Create other new macros to navigate to the next or previous pages of the currently focused function (in this example, to the next or previous Send slot).
- Another macro could act as a "home" Soft Key to:

- a. Focus Pan
- b. Exit Channel mode
- c. Disengage Flip

Macros that utilize these Soft Keys can be triggered from any EuControl device that provides Soft Keys, but will only affect S1, S3, or Artist Mix.

Inter-Application Soft Keys

(Soft Keys for SoundFlow and Other Non-Focused Applications)

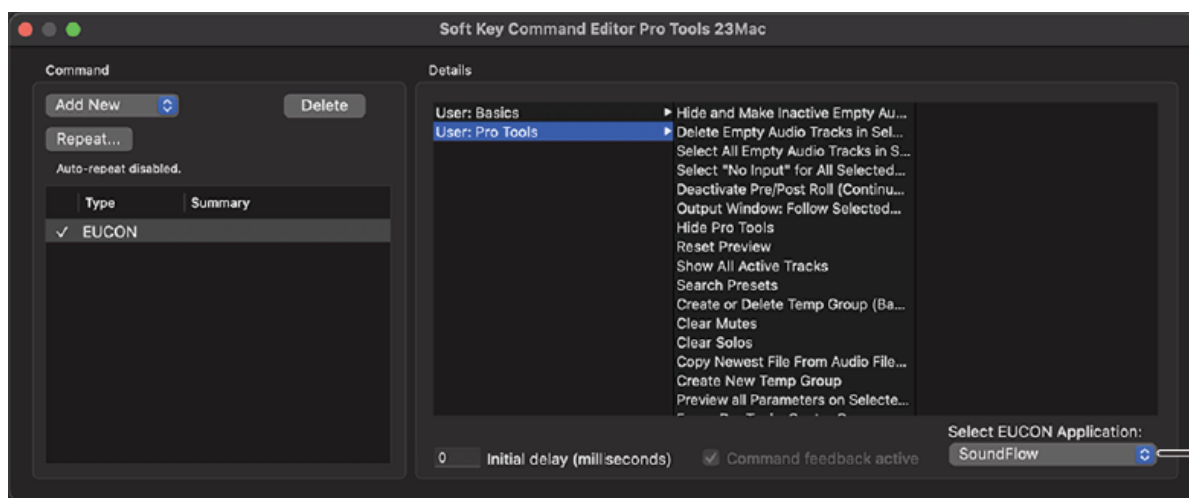
You can include Soft Keys from other applications in the appset for the currently focused application. The EuControl Soft Keys Command Editor lets you choose from not just the commands available in the currently focused application, but also from other EUCON-ized applications running on the same computer. Supported applications do not need to be focused to be available for assignment or for using its Soft Keys.

For example, you could add a SoundFlow Soft Key to your Pro Tools appset, letting you trigger SoundFlow macros and events from the Control app or surface Soft Keys without having to switch controller focus. You can also trigger commands to multiple DAWs in one EuControl Soft Key macro.

 *Requires SoundFlow 5.4.0 or later.*

To include Soft Keys from other applications:

1. Make sure all the desired applications are running.
2. Go to **EuControl Settings > Soft Keys**.
3. Click the **Section** selector and choose the section of switches containing the switch you want to reassign.
4. On-screen double-click the switch or Touchscreen Soft Key you want to reassign. The Soft Key Command Editor window opens, showing the switch's current assignment (if any).
5. In the Command area, click **Add** and choose **EUCON**. After you add a EUCON command, choices appear in the **Details** area.
6. Choose an available application from the **Select EUCON Application** selector. The currently focused application (such as Pro Tools) is chosen by default. The list of available applications is determined by the configuration of the **Applications** tab (see ["Soft Keys and the Applications List" on the next page](#)).



Select EUCON Application in the Soft Key Command Editor

7. Click a command to assign a command, or click an item with an arrow to reveal more commands in the next column.
8. Close the **Soft Key Command Editor** and return to the **EuControl Settings** window.
9. Click the **Save** button in the Soft Keys tab. The assignments are saved to the appset of the currently focused application.
10. If you then want to be able to work in that other application (such as SoundFlow) without it taking control surface focus, remove that application from the Application list.

Soft Keys and the Applications List

In the Soft Key Command Editor, the list of available applications is determined by the configuration of the ["Applications" on page 143](#) tab in EuControl Settings:

- When one or more applications have been added to the list of filtered Application, only those applications that are EUCON-ized are available.
- When no applications have been added to the list, all EUCON-ized applications are available.

EuControl Surface Commands

In the EuControl Soft Key Editor (**EuControl Settings > Soft Keys**) the command type previously labeled **MC/Internal** has been renamed **Surface**. Available commands include numerous monitoring commands, Layout recall, navigation, control surface Options (such as brightness and other Preference settings), Avid Control settings, Assignable Knob settings and more.

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