Mike Bello Custom FaderPort 16 MIDI Remote Script Guide

Using the Mike Bello and Edwin Kuipers MIDI Remote script in Cubase

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Throughout this guide, **Shift** means either Shift button on the FaderPort. **Shift + a button** means hold Shift while pressing that button.

Start with Setup, then use the Hidden modes cheat sheet for a quick reference to extra functions. The guide then covers the buttons to the left of the faders, the automation buttons and navigation. Each main mode has its own section, including what its Shift function does. Track visibility follows the mode sections.

Press an encoder means push the knob down. **Touch and release a fader** means touch its cap without moving it, then let go.

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Please follow all setup instructions carefully as multiple setup steps are required to use all features.

1. Setup

Set the hardware operating mode

Set the FaderPort to **Studio One mode** to use this script.

1. Connect the power supply and USB cable, then turn the FaderPort off.
2. Hold the **Select buttons on channel strips 1 and 2** while turning it on.
3. Release them when the displays show **Select Control Mode**.
4. Press the Select button under **Studio One**, then the button under **Exit**.

PreSonus control mode instructions

Import the script into Cubase

With the FaderPort connected and powered on in **Studio One mode**:

1. In Cubase, choose **Studio > MIDI Remote Manager**.
2. Click **Import Script** on the toolbar.
3. Select the supplied **Presonus_Faderport 16.midiremote** file, then click **Open**.

Cubase installs the main script and all required helper files automatically. These steps are the same on Mac and Windows. Cubase script import instructions

The script appears as **Presonus / Faderport 16**, with **Mike Bello & Edwin Kuipers** as the authors. Its mapping page is named **Mixer**.

Install the supplied Project Logical Editor presets separately, as described below.

Check the MIDI ports

The script looks for these MIDI ports:

Setting	Port
MIDI input	PreSonus FP16 Port 1
MIDI output	PreSonus FP16 Port 1

Check the input and output in the MIDI Remote controller settings. If the port names differ on your computer, select the FaderPort's **Port 1** for both.

Use these ports only for this script. A second Mackie Control or Generic Remote setup using them can cause conflicts.

In **Studio > Studio Setup > MIDI Port Setup**, exclude the FaderPort control input from **In All MIDI Inputs** if it is enabled there. This keeps controller messages out of instrument tracks that receive All MIDI Inputs. Cubase remote input guidance

Install the Project Logical Editor presets

Copy the entire supplied **Faderport 16 PLE-presets** folder, including its **visibility** and **track-lanes** subfolders, into the **Project Logical Editor** folder below. Its eight XML presets enable multiple track selection, track visibility and the Tempo, Arranger and Marker shortcuts.

Mac

~/Documents/Steinberg/Cubase/User Presets/Project Logical Editor/

Windows — open your Documents folder in File Explorer, then follow this path:

Documents\Steinberg\Cubase\User Presets\Project Logical Editor\

The copied **Faderport 16 PLE-presets** folder should sit directly inside **Project Logical Editor**.

You can also locate Cubase's user presets through the Project Logical Editor preset browser: choose **Show User Presets Location**, then open the **Project Logical Editor** folder if needed. This works on both Mac and Windows. Cubase preset locations

Keep the preset filenames unchanged and restart Cubase after copying the folder.

Purpose	Required preset filenames
Multiple selection	FP16 Select Marked Tracks.xml; FP16 Remove Selection Marker.xml
Track visibility	FP16 Hide Visibility Marked Tracks.xml; FP16 Show Visibility Marked Tracks.xml; FP16 Show All Tracks.xml
Track lanes	FP16 Toggle Tempo Tracks.xml; FP16 Toggle Arranger Tracks.xml; FP16 Toggle Marker Tracks.xml

For other Cubase editions, check that the Project Logical Editor, Control Room and required commands are available.

Synchronize visibility and selection

Set Cubase to show the same tracks in the Project window, MixConsole and FaderPort:

1. Open the Project window's left zone and choose **Visibility**.
2. Select the **Track** tab at the bottom of that zone.
3. Click the equals-sign visibility synchronization menu.
4. Choose **Sync Project and MixConsole**.
5. Use the MixConsole window you intend to control, then press the FaderPort's **All** button to reveal project tracks and show all channel types.

Only one separate MixConsole can be synchronized at a time. Cubase makes exceptions for the divided upper track list and channels fixed in the left or right MixConsole zones. Cubase visibility synchronization

For multiple track selection, enable **Sync Selection in Project Window and MixConsole** under **Preferences > Editing > Project & MixConsole**. On Mac, open Settings or Preferences from the **Cubase** menu. On Windows, choose **Edit > Preferences**. Cubase selection preference

Set Focus Quick Controls to plug in windows only

In **Macro mode**, faders **9–16** control the selected track's Quick Controls. Set faders **1–8** to follow the open plug-in window:

1. Open the **MIDI Remote** tab in the Project window's lower zone.
2. On the MIDI Remote info line, click **Quick Control Focus Setup**.
3. Select **Plug-in Window Focus Only**.
4. Open a plug-in window and bring it to the front.
5. Check the target name in the MIDI Remote **Quick Control Focus** section.
6. Leave the focus lock unlocked while testing so opening another plug-in can change the target.

Cubase Quick Control Focus Setup

To keep faders **1–8** on one plug-in, open its window and enable **Focus Quick Controls Lock State** on the MIDI Remote info line. Unlock it to follow another plug-in window. Cubase focus locking

Check that the controller responds

Use a small project with audio or instrument channels and an assigned plug-in.

1. Press **Track**. Confirm that the displayed channel names match the bank in Cubase.
2. Press a channel's **Select**, then move its fader. Confirm selection and volume on screen.
3. Change that volume with the mouse. Confirm the hardware fader follows after you release it.
4. Test **Mute**, **Solo**, **Solo Clear** and **Mute Clear**.
5. Press **Play**, then press it again. Playback should start and stop.
6. Press **Macro**. Test an assigned plug-in Focus Quick Control on fader 1 and an assigned track Quick Control on fader 9.
7. Press **Track** to return to volume control.

If something does not work, see **Troubleshooting** in section 10.

Hidden modes cheat sheet

Most buttons follow the alternate label printed beneath them when **Shift** is held. Hold Shift and press the button to use that labelled function.

This cheat sheet lists the exceptions: buttons with no alternate label, or labels such as **User 1** that do not explain the function. It also covers button combinations, track linking and knob presses. **Shift always means Shift on the FaderPort.**

Shift shortcuts that need explaining

Hold Shift and press	Function
Edit Plugins	Control Channel Strip processors, PRE and EQ.
Sends	Control cue sends for Control Room headphone mixes.
Pan	Control channel Pre Gain with the faders.
All labelled **User**	Choose one of your saved MixConsole configurations using the navigation buttons, as explained below.
Channel	Show or hide the Channel left zone.
Zoom	Show or hide the left zone.
Scroll	Show or hide the lower zone.
Bank	Show or hide the right zone.
Master	Open or close the editor for the selected material.
Click	Show or hide existing Tempo tracks.
Section	Show or hide existing Arranger tracks.
Marker	Show or hide existing Marker tracks.
Touch	Show or hide automation lanes, or a folder track's contents.
Write	Turn Snap on or off.
Read	Turn Autoscroll on or off.

Recall your saved MixConsole configurations

Press **Shift + All**, then release Shift. The eight navigation buttons flash. Press one to recall the configuration you saved in that slot:

Top row button	Slot	Bottom row button	Slot
Channel	1	Master	5
Zoom	2	Click	6
Scroll	3	Section	7
Bank	4	Marker	8

Press **Shift + All** again to cancel. See section 9 for how to save configurations in Cubase.

Press two buttons together

Buttons	Function
Latch + Touch	Enter Cross-Over automation mode. Press both together, then release both. The Touch and Latch buttons light orange.
Rewind + Forward	**RTZ — Return to Zero.** Move the transport to the beginning.

Select and link multiple tracks

In **Track** mode, hold **Shift** and press each track's **Select** button to select several tracks. Press a selected track's Select button again while holding Shift to remove it.

Release Shift and briefly press **Link** to open the **Link Channels** dialogue. Choose which controls should move together and confirm. With the linked tracks selected, briefly press **Link** again to clear the link.

Control the parameter under the mouse

Hold **Link** for at least half a second, then release it. Its light turns orange. Point the mouse at a parameter and turn **Pan/Param** to adjust it. Briefly press **Link** again to exit mouse control.

Press the Session Navigator knob

Press the main knob in the navigation section. Its action depends on the current navigation mode:

Navigation mode	Knob press function
Channel	Open the selected channel's Channel Settings.
Zoom	Fit the project on screen; press again to undo that zoom.
Scroll	Fit the project on screen.
Bank	Bring the selected track onto the FaderPort.
Master	Reset the main output volume, usually Stereo Out.
Section	No assigned action.
Marker	Insert a marker at the project cursor.

Click toggles the metronome and leaves the knob in its current navigation mode.

Press the Pan Param knob

Fader mode or editing view	Knob press function
Track or **Pan**	Center the selected channel's pan.
Edit Plugins, while editing an insert	Turn that plug-in's bypass on or off.
Shift + Edit Plugins, while editing a Channel Strip processor	Turn that processor's bypass on or off.
Shift + Edit Plugins, while editing PRE	Turn PRE bypass on or off.
Shift + Edit Plugins, while editing an EQ band	Turn that EQ band on or off.
Macro, **Sends**, cue sends, **Pre Gain**, or the insert and Channel Strip lists	No assigned action.

Mouse control changes what turning Pan/Param does; pressing it keeps the function listed above.

2. Buttons to the left of the faders

These buttons let you arm tracks, clear mute and solo, bypass inserts, use Quick Controls and link tracks.

Arm

Arm turns record enable on or off for the selected track. Once the track is armed, use **Record** to start recording.

Shift + Arm toggles record enable on all tracks. Each track reverses its current state: armed tracks become unarmed and unarmed tracks become armed.

Solo Clear and Mute Clear

Solo Clear clears all solos. **Mute Clear** unmutes all channels. Both include channels outside the current bank.

Their lights reflect only the channels currently shown on the FaderPort. Channels in another bank may still be soloed or muted.

Bypass

Bypass turns insert bypass on or off for the selected tracks.

Shift + Bypass runs Cubase's **Mixer > Bypass: Inserts** command. Which inserts it affects depends on the current MixConsole context.

To bypass just the plug-in or processor you are editing in Edit Plugins mode, press **Pan/Param**.

Macro for Quick Controls

Macro puts Quick Controls on the faders. **Shift + Macro** opens or closes the selected track's VST instrument window.

Faders	What they control
1–8	The focused plug-in's eight Quick Controls
9–16	The selected track's eight Quick Controls

With **Plug-in Window Focus Only** enabled in Setup, opening another plug-in window changes what faders **1–8** control. Selecting another track changes what faders **9–16** control.

The displays show the assigned controls. Unassigned controls have blank displays and their faders sit at the bottom. **Select** still changes the selected track. Press **Track** to return to volume, Mute and Solo control.

Assign track Quick Controls

1. Select the track in Cubase and open **Quick Controls** in its Inspector.
2. Enable **QC Learn Mode** and choose the Quick Control slot to assign.
3. Move the control you want to assign in Cubase or its plug-in window.
4. Disable QC Learn Mode.
5. Press **Macro** and use the corresponding fader on strips **9–16**.

Repeat for the other slots. You can save these assignments as track Quick Control presets. Cubase QC Learn instructions

Choose the plug in Quick Controls

Open the plug-in window and click **Show/Hide VST Quick Controls** in its header to see its eight controls. A lit **Focus Quick Controls Indicator** shows that they have focus. Faders **1–8** control them in Macro mode. Cubase plug in control panel

To keep these faders on one plug-in while opening other windows, enable **Focus Quick Controls Lock State** in Cubase. Unlock it to follow another plug-in.

To change the plug-in's assignments, use **Remote Control Editor** if the plug-in supports it. Check which parameters appear in its eight Quick Controls.

Link channels

1. Press **Track**.
2. Hold **Shift** and press the **Select** button for each track you want to link. Press a selected track's Select button again while holding Shift to remove it.
3. Release Shift, then briefly press **Link** to open the **Link Channels** dialogue.
4. Choose which controls move together and confirm the dialogue.
5. To unlink those channels, select them and briefly press **Link** again.

Shift + Link locks or unlocks the selected track. This is separate from Quick Control focus locking.

Link for mouse control

1. Hold **Link** for at least half a second, then release it. Its light turns orange.
2. Point the mouse at the parameter you want to adjust.
3. Turn **Pan/Param** to adjust it.
4. Press **Link** again to exit.

Pressing Pan/Param keeps its usual action for the current mode. Some third-party plug-in controls do not support mouse control. Exit mouse control before using **Shift + Link** to lock a track.

3. Buttons above the navigation section

These buttons control automation for the selected channel. Their Shift functions provide editing shortcuts.

Read Write and Off

Button	Normal function	Shift function
Read	Turn automation playback on or off	Turn Autoscroll on or off
Write	Turn automation recording on or off	Turn Snap on or off
Off	Turn both Read and Write off	Undo

Off does not erase recorded automation. Read, Write and Off lights show the selected channel's automation state. While Shift is held, Read and Write still show automation state.

Touch Latch and Trim

Button	Normal function	Shift function
Touch	Choose Touch automation mode	Show or hide automation lanes; on a folder track, show or hide its contents
Latch	Choose Auto-Latch automation mode	Save
Trim	Turn Trim on or off	Redo

Press and release **Touch** or **Latch** to choose the mode.

- **Touch:** write while touching the fader. When you release it, Cubase returns to existing automation at its Return Time.
- **Auto-Latch:** the last value keeps writing after you release the fader, until you stop playback or punch out.
- **Trim:** add an offset to existing volume or cue-level automation.

Press the **Touch and Latch buttons together**, then release both buttons, to enter **Cross-Over automation mode**. In this mode, touch the fader again and move it across the existing automation value to stop writing and return to that automation. Touch, Auto Latch, Cross Over, Trim

Automation mode lights

Touch, Latch and Trim are pale green. Cross-Over automation mode lights the Touch and Latch buttons orange.

These mode lights remember choices made on the FaderPort. They start unlit after a script reload and do not follow changes made in Cubase. To keep them in sync with Cubase, use only the FaderPort to change automation modes. Check Cubase's **Automation Panel** for the current mode. Pressing a mode already shown as selected does nothing.

4. Navigation and transport

Press a navigation button, then use the **Session Navigator** encoder and **Previous/Next** as described below. Navigation is independent of the fader mode: you can zoom or move through the project while editing a plug-in.

Channel

Turn the Navigator or use **Previous/Next** to select the previous or next track. Press the Navigator to open that channel's **Channel Settings**.

Shift + Channel shows or hides the Channel left zone.

Zoom

Turn the Navigator to zoom horizontally. Use **Previous/Next** to zoom vertically. Press the Navigator to fit the project on screen; press again to undo that zoom.

Shift + Zoom shows or hides the left zone.

Scroll

Turn the Navigator to move the project cursor left or right. **Previous** goes to the left locator; **Next** goes to the right locator. Press the Navigator to fit the project on screen.

Shift + Scroll shows or hides the lower zone.

Bank

A bank is the group of sixteen channels shown on the FaderPort. Turn the Navigator or use **Previous/Next** to show the previous or next bank. Your track selection stays the same.

Press the Navigator to bring the track selected in Cubase onto the FaderPort. If that track is hidden, show it first.

Shift + Bank shows or hides the right zone.

Master

Turn the Navigator to adjust the first output channel's volume, usually **Stereo Out**. Press it to reset that volume to the script's stored value. **Previous/Next** select a range to the previous or next event.

If you use several outputs, check which output Master controls. It controls output volume rather than Control Room monitor level.

Shift + Master opens or closes the editor for the selected material.

Section

Turn the Navigator to move selected events left or right by Cubase's current nudge amount. **Previous/Next** move to the previous or next step in the active Arranger chain. Pressing the Navigator has no assigned action.

Shift + Section shows or hides existing Arranger tracks.

Marker

Turn the Navigator to move the project cursor left or right. **Previous/Next** go to the previous or next marker. Press the Navigator to insert a marker.

Shift + Marker shows or hides existing Marker tracks.

Click

Click turns the metronome on or off. It leaves the Navigator in its current mode.

Shift + Click shows or hides existing Tempo tracks.

The Shift shortcuts leave the current navigation mode unchanged. The Tempo, Arranger and Marker shortcuts need the supplied presets and show or hide tracks that already exist.

Transport buttons

Button	Function
Play	Start playback; press again to stop
Stop	Stop playback
Record	Start or stop recording
Loop	Turn Cycle on or off between the left and right locators
Rewind	Rewind while held
Forward	Fast forward while held
Rewind and Forward together	Return to zero

To record, select the track, press **Arm**, then **Record**.

5. Track mode

Track puts channel volumes on the faders for mixing. **Shift + Track** shows or hides the transport position across displays **13–16** while the faders continue to control volume.

Mix tracks

1. Press **Track**.
2. Press a channel's **Select** button to select it.
3. Move its fader to adjust volume.
4. Press its **Mute** or **Solo** button to turn that function on or off.

Turn **Pan/Param** to pan the selected channel. Press it to center that pan.

Press **Bank**, then use the Navigator or **Previous/Next** to show another group of sixteen channels.

Select multiple tracks

Hold **Shift** and press **Select** for each track you want. Press an already-selected track's Select button while holding Shift to remove it. You can move to another bank and continue selecting tracks.

This needs the selection presets and **Sync Selection in Project Window and MixConsole** enabled in Setup.

Displays and meters

The displays show channel names and numbers. Touching or moving a fader briefly shows its volume. Empty strips stay dark. Select buttons use Cubase's channel colors and indicate the selected channel.

The numbers follow mixer channel order, excluding inputs and outputs. They may differ from Project window track numbers. An unidentified number is left blank.

Press **Track again** while in Track mode to show or hide meters. The faders keep controlling volume.

Shift Track timecode and position display

Press **Shift + Track** to show Cubase's primary transport position on displays **13–16**. Press it again to hide the position. The Track button flashes while this display is active.

The display labels are **bar**, **beat**, **16th** and **rem**, so set Cubase's primary transport display to **Bars and Beats** to match them. Meters and the position display cannot be shown at the same time.

Reset a volume

Hold **Shift**, touch and release a fader without moving it, then release Shift. This resets volume to the script's stored value, intended as **0 dB**. Moving the fader cancels the reset. Check the resulting value in Cubase the first time you use it.

Record a volume ride

1. Select the channel in Track mode.
2. Press **Touch** and check the mode in Cubase's Automation Panel.
3. Turn **Write** on. Enable **Read** if you want existing automation to play back.
4. Press **Play** and move the fader through the passage.
5. Release the fader to return to existing automation.
6. Stop playback, turn Write off and Read on, then play back the ride.

6. Edit Plugins mode

Edit Plugins lets you choose and edit the selected channel's insert plug-ins. **Shift + Edit Plugins** gives you its Channel Strip processors, PRE controls and four EQ bands.

Edit an insert plug in

1. Select the track, then press **Edit Plugins**.
2. The displays show its insert slots **1–16**. Press **Select** beneath the plug-in you want to edit.
3. Move the faders to adjust the parameters shown on their displays.
4. Turn **Pan/Param** to move through more banks of parameters.
5. Press **Edit Plugins** to return to the insert list, or **Track** to return to mixing.

Choosing a plug-in also opens its editor. Press the same **Select** again to close it. Empty insert slots stay dark; the faders become active after you choose a plug-in. Plug-ins with fewer than sixteen parameters leave some faders unused.

Press **Pan/Param** to turn bypass on or off for the plug-in being edited. **Previous/Next** keep their navigation functions.

Change the fader parameter assignments

Use Cubase's **Remote Control Editor** to choose which plug-in parameters the faders control and the order they appear in.

1. Open the plug-in window. In Cubase's toolbar at the top of that window, open the **Functions** menu and choose **Remote Control Editor**. You can also right-click an empty area of the plug-in panel and choose it there.
2. Use the default **Standard Layout**. Click **Set up Cell Layout** and set **Number of Cells Per Page** to **8**. This script requires the default eight-slot layout, even though the FaderPort has sixteen faders.
3. Enable **Learn Mode** in the Remote Control Editor, then select the knob in the slot you want to assign.
4. Click the parameter in the plug-in window, or double-click the editor's knob and choose a parameter from the list. Repeat for the other slots. Drag cells to change their order.
5. Press **Esc** on your computer keyboard to leave Learn mode, then click **Apply** to use the new assignments.

Cubase Remote Control Editor · Assigning parameters

Shift Edit Plugins for Channel Strip PRE and EQ

Select the track, then press **Shift + Edit Plugins**. The Edit Plugins button flashes. This view always uses the following layout:

Strip	Section	Fader in this view
1	Gate	First available parameter
2	Compressor	First available parameter
3	Tools	First available parameter
4	Saturator	First available parameter
5	Limiter	First available parameter
6–11	Unused	Inactive
12	PRE	Pre Gain

Strip	Section	Fader in this view
13	EQ band 1	Gain
14	EQ band 2	Gain
15	EQ band 3	Gain
16	EQ band 4	Gain

Press a section's **Select** button to put its controls on the faders. Read the display to see which parameter faders **1–5** adjust before you select a processor. These strip positions stay fixed even if you rearrange processors in Cubase. Mute and Solo are inactive in this view.

Edit a Channel Strip processor

Press **Select** on strips **1–5** to choose Gate, Compressor, Tools, Saturator or Limiter. Faders **1–8** control that processor's parameters; faders **9–16** are inactive.

Turn **Pan/Param** to change parameter banks. Press it to turn processor bypass on or off.

Edit PRE

Press **Select on strip 12**. The first eight faders control:

Fader	Control
1	Pre Gain
2	Phase switch
3	Low Cut on or off
4	Low Cut frequency
5	Low Cut slope
6	High Cut on or off
7	High Cut frequency
8	High Cut slope

Faders **9–16** are inactive. Press **Pan/Param** to turn PRE bypass on or off.

Edit an EQ band

Press **Select on strip 13, 14, 15 or 16** to choose EQ band 1, 2, 3 or 4. The first five faders control:

Fader	Control
1	Gain
2	Frequency
3	Q
4	Band on or off
5	Filter type

Faders **6–16** are inactive. Press **Pan/Param** to turn the selected EQ band on or off.

Use **Select on strips 1–5 or 12–16** to choose another processor, PRE or EQ band. Press **Shift + Edit Plugins** to return to the combined view, or **Track** to return to mixing.

Button colors

Insert buttons are blue/teal. Channel Strip buttons are yellow for Gate, blue for Compressor, green for Tools, orange for Saturator and red for Limiter. PRE is red; EQ is blue.

The selected processor is brighter. Bypassed processors and disabled EQ bands are white.

7. Sends mode

Sends controls regular effect sends, such as reverb and delay. **Shift + Sends** controls cue sends for Control Room headphone mixes. Both let you work on one channel or the same send slot across sixteen channels.

Control one channel sends

Select the source track in Track mode, then press **Sends**. The first view shows that channel's eight sends:

Strips	Faders	Select	Solo
1–8	Send levels 1–8	Turn the send on or off	Switch pre/post fader
9–16	Send pans 1–8	Choose the send for Pan/Param	Inactive

Faders **1 and 9** control Send 1's level and pan; **2 and 10** control Send 2, and so on. The displays show the send destinations. Empty slots have no destination name. Mute is inactive.

Send-level Select buttons are orange; send-pan Select buttons are blue. For encoder control of a send's pan, press its **Select** button on strips **9–16**, then turn **Pan/Param**. Pressing Pan/Param does not center send pan. If pan shows **--**, use Cubase's pan control instead.

Control sends across the bank

Press **Sends again** to put one send slot's levels across the sixteen faders. Each fader adjusts that send on its channel. **Select** turns the send on or off; **Solo** switches pre/post fader. Mute and Pan/Param send pan are inactive in this view.

Keep pressing **Sends** to move through the used slots, then return to the selected channel's sends. Empty slots are skipped. For example, if slots 1, 4 and 8 are used, it cycles through Send 1, Send 4, Send 8, then back to one channel's sends. If the bank has no sends, it stays on the one-channel view.

Sends are grouped by **slot number**, rather than destination. To adjust reverb across several channels, put that reverb in the same send slot on each channel.

Reset a send level

In the one-channel Sends view, hold **Shift**, touch and release a send-level fader on strips **1–8** without moving it, then release Shift. This uses the same stored value as the volume reset; check the result in Cubase the first time.

The reset does not apply to sends across the bank or cue sends.

Shift Sends for cue mixes

Cue sends control headphone mixes through **Cubase Control Room**. Enable Control Room and create cue channels in **Audio Connections**, then enable the channel's **Cue Sends** in MixConsole. The script controls up to four cue sends. Cubase cue send setup

Select the source track, then press **Shift + Sends**. The Sends button flashes. The first view controls that channel's cue sends:

Strips	Faders
1–4	Cue levels 1–4
5–8	Inactive
9–12	Cue pans 1–4
13–16	Inactive

On strips **1–4 and 9–12**, **Select** turns the matching cue send on or off and **Solo** switches pre/post fader. For example, strips 1 and 9 both control Cue 1. Use the faders for cue pan; Pan/Param does not control it. Mute is inactive.

Control cue sends across the bank

Keep pressing **Shift + Sends** to put each used cue slot's levels across all sixteen channels, then return to one channel's cue sends. **Select** turns each cue send on or off; **Solo** switches pre/post fader. Mute is inactive.

Press **Sends** without Shift to return to one channel's regular sends. Press **Track** to return to mixing.

8. Pan mode

Pan puts each channel's pan on its fader. **Shift + Pan** puts each channel's Pre Gain on its fader instead.

Pan channels

Press **Pan**, then move a channel's fader to adjust its pan. Moving the fader also selects that channel. Press **Pan/Param** to center the selected channel's pan.

Press **Track** to return to volume control and use channel Select, Mute and Solo.

Shift Pan for Pre Gain

Press **Shift + Pan**, then move the faders to adjust each channel's Pre Gain. The Pan button flashes. **Select**, **Mute** and **Solo** still work on the channels.

Pre Gain changes the level before channel processing in Cubase. Use it to adjust recorded track levels before processing, then return to Track mode to balance the mix.

Press **Pan** to return to pan, or **Track** to return to volume.

9. Track visibility buttons

Use **Audio**, **VI**, **Bus** and **VCA** to show only the chosen track type and hide the other types. **Shift + VI** shows only MIDI tracks; **Shift + VCA** shows only FX return tracks. **Shift + Audio** and **Shift + Bus** toggle inputs and outputs in MixConsole. **All** shows all project tracks; **Shift + All** recalls saved MixConsole views.

Show only one track type

Button	Normal function	Shift function
Audio	Show only audio tracks	Toggle inputs in MixConsole
VI	Show only instrument tracks	Show only MIDI tracks
Bus	Show only group tracks	Toggle outputs in MixConsole
VCA	Show only VCA tracks	Show only FX return tracks
All	Show all project tracks and channel types	Choose or cancel a saved MixConsole configuration

For example, press **Audio** to show only audio tracks, then **VI** to switch to only instrument tracks. Press **All** to show all track types again. Pressing the same track-type button again keeps that type visible. These changes also apply to the Project window when visibility synchronization is enabled in Setup.

Inputs and outputs remain toggles: **Shift + Audio** shows or hides inputs in MixConsole; **Shift + Bus** shows or hides outputs.

Visibility lights

A lit type button means that type is visible. **All** lights when all project mixer channels are visible, excluding inputs and outputs.

While holding Shift, **MIDI** (VI) and **FX** (VCA) show those tracks' visibility. **Inputs** (Audio) and **Outputs** (Bus) do not show visibility state; check MixConsole.

Shift All for configuration recall

MixConsole configurations let you switch between saved views, such as the full mix, vocals or instruments. They store channel visibility, zones and displayed sections, rather than mix settings.

To create a configuration in Cubase:

1. Arrange the channels and sections in MixConsole.
2. Open **Channel Visibility Configurations** on its toolbar.
3. Choose **Add Configuration**, enter a name and confirm.
4. Repeat for other views and check which numbered slot recalls each one.

Cubase configuration instructions

To recall one on the FaderPort, press **Shift + All**, then release Shift. The eight Navigator buttons flash. Press the button for the slot you want:

Top row button	Slot	Bottom row button	Slot
Channel	1	Master	5
Zoom	2	Click	6
Scroll	3	Section	7
Bank	4	Marker	8

After you choose a slot, the buttons return to their normal functions. Press **Shift + All again** to cancel.

All eight buttons flash, including empty slots. Only saved slots recall a view. The FaderPort does not display configuration names or the current slot. The Navigator encoder and Previous/Next keep their navigation functions during recall.

10. Troubleshooting and supporting files

Controller not detected

Check power, USB, Studio One mode and both MIDI Port 1 assignments. If the script is missing, import **Presonus_Faderport 16.midiremote** through **Studio > MIDI Remote Manager > Import Script**, then check the MIDI ports again. If it still fails, check the **MIDI Remote Script Console** for errors.

Faders or displays do not follow Cubase

Check the MIDI **output** port as well as the input. Release the faders and wait for the displays to update. Check the active mode. If the problem continues, reload the script and repeat the setup check.

To reload, open the **MIDI Remote** tab, right-click its info line and enable **Scripting Tools**. Click **Open MIDI Remote Script Console**, then **Reload Scripts**. Release Shift and Link before reloading, then wait for the faders and displays to settle. Cubase Script Console instructions

A fader at the bottom may be unassigned. Check the display and whether that parameter is available in Cubase.

A button seems to affect the wrong thing

Press **Track** and check the channel name. Exit configuration recall or Link mouse control if active. Also check that a second controller setup is not using the same MIDI ports.

Use **Track mode** for channel Mute and Solo. Their functions differ in other views; check that mode's section.

Multiple selection or visibility fails

Check that the **Faderport 16 PLE-presets** folder is installed with all eight preset filenames unchanged, and restart Cubase. Enable visibility and selection synchronization as described in Setup. If it still fails, check **[FP16 Multi Select]** or **[FP16 Visibility]** messages in the Script Console.

Track names may briefly gain a temporary suffix during selection or visibility changes. If it remains after an error, stop using those commands and check the Script Console. The reserved text **F6xQ2z** and **Fv8K2p** must not already be in your track names.

Sends do not appear or pan is unavailable

Assign a send destination in Cubase first. **Sends** controls regular sends; **Shift + Sends** controls cue sends. Views across the bank group sends by slot number.

For cue sends, enable Control Room, create cue outputs and turn on the channel's cue sends. If regular send pan shows **--**, use Cubase's pan control and check **[FP16 Send Pan]** messages in the Script Console.

Quick Controls target the wrong plug in

Choose **Plug-in Window Focus Only**, unlock Quick Control focus and bring the required plug-in window to the front. Check its name in MIDI Remote. Faders **1–8** follow the plug-in; **9–16** follow the selected track.

If both banks move the same parameter, check whether that parameter is assigned to both. If a fader has no label, check its Quick Control assignment.

Automation lights disagree with the screen

Touch, Latch and Trim lights remember FaderPort choices and do not follow changes made in Cubase. Check the **Automation Panel** for the current mode. Read, Write and Off lights follow the selected channel.

A configuration button flashes but no view changes

Make sure a configuration is saved in that slot. All eight buttons flash even if some slots are empty. Press **Shift + All** to cancel.

Footswitch

The script has no footswitch assignment.

Required helper files

The **.midiremote** package installs these twelve helper files together with the main driver:

Feature	Helper filename
Automation mode buttons	fp16-automation-mode-buttons.js
Multiple selection	fp16-multi-select.js
Regular send pan	fp16-send-pan.js
Channel numbers	fp16-track-numbers.js
Sends across the bank	fp16-global-sends.js
Control Room cue sends	fp16-cue-sends.js
Pre Gain	fp16-input-gain.js
Find selected channel	fp16-bank-selection.js
Track visibility	fp16-track-visibility.js
Show or hide MixConsole inputs and outputs	fp16-mixconsole-filters.js
Configuration selector	fp16-configuration-recall.js
Channel Strip overview and faders	fp16-strip-overview-controls.js