

# PreSonus FaderPort v2 (2018)

## - MIDI Remote Device for Cubase 12

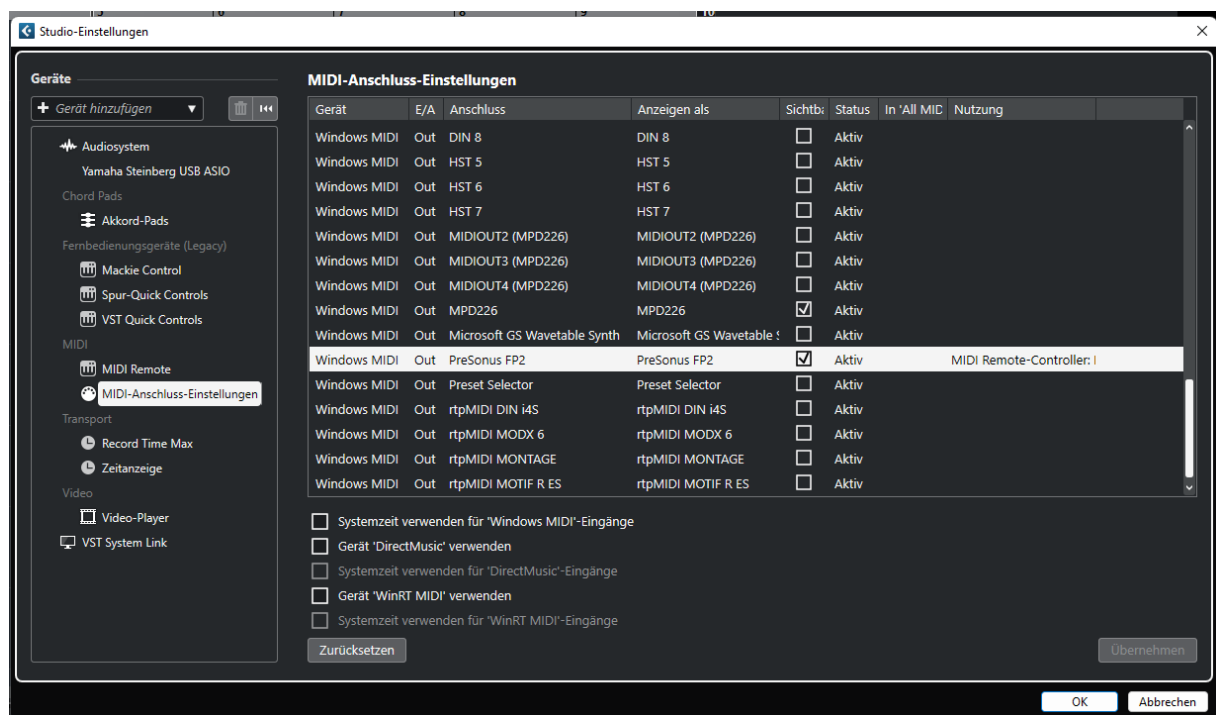
### General

#### Setup

By default, the FaderPort is set to Studio One Mode. If you changed into some other mode than you need to set it back to Studio One mode. To do this, you need to press and hold the NEXT button while powering on your FaderPort, then press the Solo button.

#### Midi Port Names:

By default, the MIDI Port of the FaderPort v2 is named "PreSonus FP2". The MIDI Remote Device script is searching for exactly this name. If you have changed the name, you need to set it back to the default name.



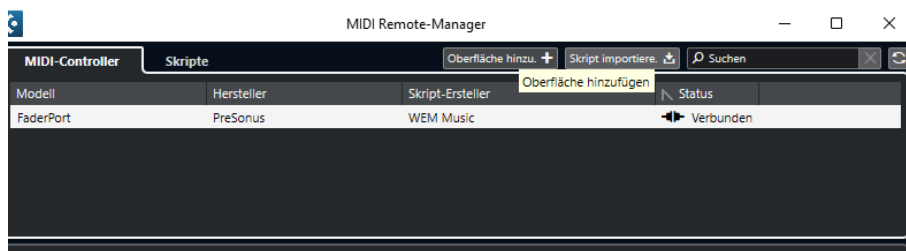
#### Installing the script (on Windows 10/11 systems)

If you are using the JavaScript file:

- Copy the JavaScript file (Presonus\_FaderPort.js) into the folder:  
"C:\Users\USERNAME\Documents\Steinberg\Cubase\MIDI Remote\Driver Scripts\Local\PreSonus\FaderPort"
- Create the PreSonus directory if not already existent

If you are using the midi remote file:

- Load the PreSonus\_FaderPort.midiremote file by using the MIDI Remote Manger and clicking the “add surface” button.



## Cubase 12 help for MIDI Remote Devices

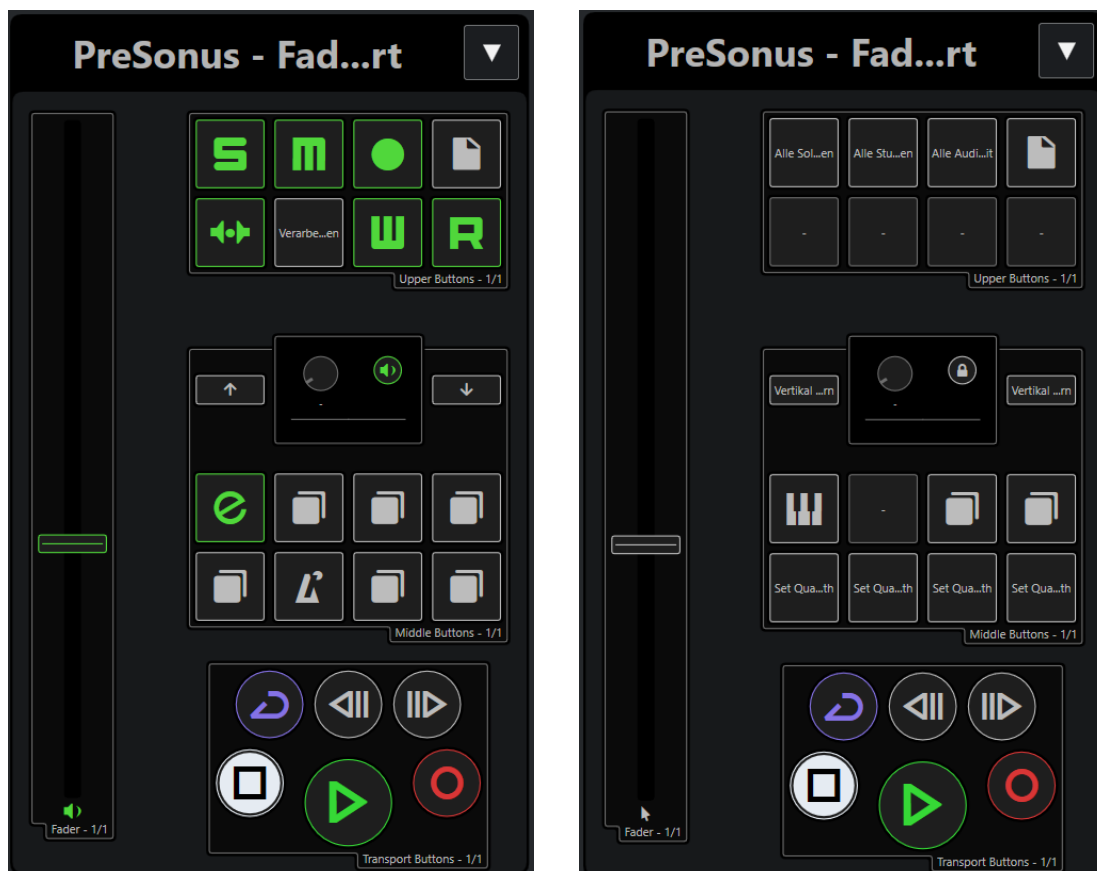
For more details about the general usage of the Midi Remote Devices please refer to the Cubase 12 manual.

You can find the help under following link:

[https://steinberg.help/cubase\\_pro/v12/en/cubase\\_nuendo/topics/midi\\_remote/midi\\_remote\\_c.html](https://steinberg.help/cubase_pro/v12/en/cubase_nuendo/topics/midi_remote/midi_remote_c.html)

## Functionally:

The script features two pages: the main page and a shift page with different mappings.



## Upper Section

Control Element	Function Main Page	Function Shift Page
<b>Fader</b>	Volume of selected track	Value under the mouse
<b>Solo</b>	Toggle solo of selected track	Unsolo all tracks
<b>Mute</b>	Toggle mute of selected track	Unmute all tracks
<b>Arm</b>	Toggle arm of selected track	Arm all audio tracks
<b>Shift</b>	Go to shift page	Return to main page
<b>Bypass</b>	Toggle Bypass Cue sends	n.a. <sup>2)</sup>
<b>Touch</b>	Clears audio performance peak	n.a. <sup>2)</sup>
<b>Write</b>	Toggle write automation of selected track	n.a. <sup>2)</sup>
<b>Read</b>	Toggle write automation of selected track	n.a. <sup>2)</sup>

## Middle Section

### Main Page Section

Main Page	Button	Prev Button	Next Button	Rotate Knob	Press Knob
<b>Link</b>	Open Channel Editor	-	-	-	-
<b>Pan</b>	activate Pan mode	Previous track	Next track	Pan of selected track	Toggle monitor state
<b>Channel</b>	activate Channel mode	Previous track	Next track	Scroll through tracks	Toggle monitor state
<b>Scroll</b>	activate scroll mode	Scroll left in timeline	Scroll right in timeline	Scroll though timeline	Toggle monitor state
<b>Master</b>	activate CR volume mode	Previous track	Next track	CR master volume	Toggle monitor state
<b>Click</b>	Toggle click	-	-	-	-
<b>Section</b>	activate nudge mode	Nudge selected event left	Nudge selected event right	Nudge event with knob	Toggle monitor state
<b>Marker</b>	Activates marker mode	Go to nearest marker on the left	Go to nearest marker on the right	Scroll through markers	Insert marker on current position

## Shift Page section

Shift Page	Button	Prev Button	Next Button	Rotate Knob	Press Knob
<b>Link</b>	Open VST Instrument Editor	-	-	-	-
<b>Pan</b>	n/a <sup>2)</sup>				
<b>Channel</b>	Activates value under mouse for knob <sup>1)</sup>			Modify value under mouse	Lock current value
<b>Scroll</b>	activate zoom mode	Zoom out vertically	Zoom in vertically	Zoom in/out horizontally	Lock current value
<b>Master</b>	Set Q to 2 <sup>th</sup> <sup>2)</sup>	-	-	-	-
<b>Click</b>	Set Q to 4 <sup>th</sup> <sup>2)</sup>	-	-	-	-
<b>Section</b>	Set Q to 8 <sup>th</sup> <sup>2)</sup>	-	-	-	-
<b>Marker</b>	Set Q to 16 <sup>th</sup> <sup>2)</sup>	-	-	-	-

<sup>1)</sup> In Value under Mouse mode for the knob the fader value under mouse operation is deactivated

<sup>2)</sup> Can be freely changed to user assignments

## Transport Section

Control Element	Function
<b>Cycle</b>	On/Off Cycle
<b>FWD</b>	Forward
<b>RWD</b>	Rewind
<b>Stop</b>	Stop
<b>Play / Pause</b>	Play (Pause is not possible)
<b>Record</b>	Start record