Mackie Control Protocol Software Mappings

OK, so as we know, the Mackie Protocol (as opposed to Logic control) is now supported by a whole slew of audio applications (to varying extent). The way in which each button works with each software package is similar in some cases, but generally quite different. (example: the Logic “Global view-MIDI tracks” is also “Bank A” -(reason), “D4 (assignable)” -(Live), “New Track-Audio” -(Sonar), etc. I did a little reconnaissance at the Mackie website, and have compiled a list of functions-assigned-to-buttons:

/tilted/

MIDI Output	Ableton Live	Adobe Audition	Cakewalk (Sonar)	Midibox (Logic)	Mackie (Tracktion)	Mackie Universal	MOTU (Digital Performer)	Propellerhead (Reason)	ProTools HUI	SAW Studio	Steinberg	Sony (Vegas)
Ch1 C 1	Select Chn#1	Select Chn#1	Select Chn#1	Select Chn#1	Select Chn#1	Select Chn#1	Select Chn#1	Select Chn#1	Select Chn#1	Select Chn#1	Select Chn#1	Select Chn#1
Ch1 C# 1	Select Chn#2	Select Chn#2	Select Chn#2	Select Chn#2	Select Chn#2	Select Chn#2	Select Chn#2	Select Chn#2	Select Chn#2	Select Chn#2	Select Chn#2	Select Chn#2
Ch1 D 1	Select Chn#3	Select Chn#3	Select Chn#3	Select Chn#3	Select Chn#3	Select Chn#3	Select Chn#3	Select Chn#3	Select Chn#3	Select Chn#3	Select Chn#3	Select Chn#3
Ch1 D# 1	Select Chn#4	Select Chn#4	Select Chn#4	Select Chn#4	Select Chn#4	Select Chn#4	Select Chn#4	Select Chn#4	Select Chn#4	Select Chn#4	Select Chn#4	Select Chn#4
Ch1 E 1	Select Chn#5	Select Chn#5	Select Chn#5	Select Chn#5	Select Chn#5	Select Chn#5	Select Chn#5	Select Chn#5	Select Chn#5	Select Chn#5	Select Chn#5	Select Chn#5
Ch1 F 1	Select Chn#6	Select Chn#6	Select Chn#6	Select Chn#6	Select Chn#6	Select Chn#6	Select Chn#6	Select Chn#6	Select Chn#6	Select Chn#6	Select Chn#6	Select Chn#6
Ch1 F# 1	Select Chn#7	Select Chn#7	Select Chn#7	Select Chn#7	Select Chn#7	Select Chn#7	Select Chn#7	Select Chn#7	Select Chn#7	Select Chn#7	Select Chn#7	Select Chn#7
Ch1 G 1	Select Chn#8	Select Chn#8	Select Chn#8	Select Chn#8	Select Chn#8	Select Chn#8	Select Chn#8	Select Chn#8	Select Chn#8	Select Chn#8	Select Chn#8	Select Chn#8
Ch1 C-1	Rec/Ready Chn#1	Rec/Ready Chn#1	Rec/Ready Chn#1	Rec/Ready Chn#1	Rec/Ready Chn#1	Rec/Ready Chn#1	Rec/Ready Chn#1	Rec/Ready Chn#1	Rec/Ready Chn#1	Rec/Ready Chn#1	Rec/Ready Chn#1	Rec/Ready Chn#1
Ch1 C#-1	Rec/Ready Chn#2	Rec/Ready Chn#2	Rec/Ready Chn#2	Rec/Ready Chn#2	Rec/Ready Chn#2	Rec/Ready Chn#2	Rec/Ready Chn#2	Rec/Ready Chn#2	Rec/Ready Chn#2	Rec/Ready Chn#2	Rec/Ready Chn#2	Rec/Ready Chn#2
Ch1 D-1	Rec/Ready Chn#3	Rec/Ready Chn#3	Rec/Ready Chn#3	Rec/Ready Chn#3	Rec/Ready Chn#3	Rec/Ready Chn#3	Rec/Ready Chn#3	Rec/Ready Chn#3	Rec/Ready Chn#3	Rec/Ready Chn#3	Rec/Ready Chn#3	Rec/Ready Chn#3
Ch1 D#-1	Rec/Ready Chn#4	Rec/Ready Chn#4	Rec/Ready Chn#4	Rec/Ready Chn#4	Rec/Ready Chn#4	Rec/Ready Chn#4	Rec/Ready Chn#4	Rec/Ready Chn#4	Rec/Ready Chn#4	Rec/Ready Chn#4	Rec/Ready Chn#4	Rec/Ready Chn#4
Ch1 E-1	Rec/Ready Chn#5	Rec/Ready Chn#5	Rec/Ready Chn#5	Rec/Ready Chn#5	Rec/Ready Chn#5	Rec/Ready Chn#5	Rec/Ready Chn#5	Rec/Ready Chn#5	Rec/Ready Chn#5	Rec/Ready Chn#5	Rec/Ready Chn#5	Rec/Ready Chn#5
Ch1 F-1	Rec/Ready Chn#6	Rec/Ready Chn#6	Rec/Ready Chn#6	Rec/Ready Chn#6	Rec/Ready Chn#6	Rec/Ready Chn#6	Rec/Ready Chn#6	Rec/Ready Chn#6	Rec/Ready Chn#6	Rec/Ready Chn#6	Rec/Ready Chn#6	Rec/Ready Chn#6
Ch1 F#-1	Rec/Ready Chn#7	Rec/Ready Chn#7	Rec/Ready Chn#7	Rec/Ready Chn#7	Rec/Ready Chn#7	Rec/Ready Chn#7	Rec/Ready Chn#7	Rec/Ready Chn#7	Rec/Ready Chn#7	Rec/Ready Chn#7	Rec/Ready Chn#7	Rec/Ready Chn#7
Ch1 G-1	Rec/Ready Chn#8	Rec/Ready Chn#8	Rec/Ready Chn#8	Rec/Ready Chn#8	Rec/Ready Chn#8	Rec/Ready Chn#8	Rec/Ready Chn#8	Rec/Ready Chn#8	Rec/Ready Chn#8	Rec/Ready Chn#8	Rec/Ready Chn#8	Rec/Ready Chn#8
Ch1 G#-1	Solo Chn#1	Solo Chn#1	Solo Chn#1	Solo Chn#1	Solo Chn#1	Solo Chn#1	Solo Chn#1	Solo Chn#1	Solo Chn#1	Solo Chn#1	Solo Chn#1	Solo Chn#1
Ch1 A-1	Solo Chn#2	Solo Chn#2	Solo Chn#2	Solo Chn#2	Solo Chn#2	Solo Chn#2	Solo Chn#2	Solo Chn#2	Solo Chn#2	Solo Chn#2	Solo Chn#2	Solo Chn#2
Ch1 A#-1	Solo Chn#3	Solo Chn#3	Solo Chn#3	Solo Chn#3	Solo Chn#3	Solo Chn#3	Solo Chn#3	Solo Chn#3	Solo Chn#3	Solo Chn#3	Solo Chn#3	Solo Chn#3
Ch1 B-1	Solo Chn#4	Solo Chn#4	Solo Chn#4	Solo Chn#4	Solo Chn#4	Solo Chn#4	Solo Chn#4	Solo Chn#4	Solo Chn#4	Solo Chn#4	Solo Chn#4	Solo Chn#4
Ch1 C 0	Solo Chn#5	Solo Chn#5	Solo Chn#5	Solo Chn#5	Solo Chn#5	Solo Chn#5	Solo Chn#5	Solo Chn#5	Solo Chn#5	Solo Chn#5	Solo Chn#5	Solo Chn#5
Ch1 C# 0	Solo Chn#6	Solo Chn#6	Solo Chn#6	Solo Chn#6	Solo Chn#6	Solo Chn#6	Solo Chn#6	Solo Chn#6	Solo Chn#6	Solo Chn#6	Solo Chn#6	Solo Chn#6
Ch1 D 0	Solo Chn#7	Solo Chn#7	Solo Chn#7	Solo Chn#7	Solo Chn#7	Solo Chn#7	Solo Chn#7	Solo Chn#7	Solo Chn#7	Solo Chn#7	Solo Chn#7	Solo Chn#7
Ch1 D# 0	Solo Chn#8	Solo Chn#8	Solo Chn#8	Solo Chn#8	Solo Chn#8	Solo Chn#8	Solo Chn#8	Solo Chn#8	Solo Chn#8	Solo Chn#8	Solo Chn#8	Solo Chn#8
Ch1 E 0	Mute Chn#1	Mute Chn#1	Mute Chn#1	Mute Chn#1	Mute Chn#1	Mute Chn#1	Mute Chn#1	Mute Chn#1	Mute Chn#1	Mute Chn#1	Mute Chn#1	Mute Chn#1
Ch1 F 0	Mute Chn#2	Mute Chn#2	Mute Chn#2	Mute Chn#2	Mute Chn#2	Mute Chn#2	Mute Chn#2	Mute Chn#2	Mute Chn#2	Mute Chn#2	Mute Chn#2	Mute Chn#2
Ch1 F# 0	Mute Chn#3	Mute Chn#3	Mute Chn#3	Mute Chn#3	Mute Chn#3	Mute Chn#3	Mute Chn#3	Mute Chn#3	Mute Chn#3	Mute Chn#3	Mute Chn#3	Mute Chn#3
Ch1 G 0	Mute Chn#4	Mute Chn#4	Mute Chn#4	Mute Chn#4	Mute Chn#4	Mute Chn#4	Mute Chn#4	Mute Chn#4	Mute Chn#4	Mute Chn#4	Mute Chn#4	Mute Chn#4
Ch1 G# 0	Mute Chn#5	Mute Chn#5	Mute Chn#5	Mute Chn#5	Mute Chn#5	Mute Chn#5	Mute Chn#5	Mute Chn#5	Mute Chn#5	Mute Chn#5	Mute Chn#5	Mute Chn#5
Ch1 A 0	Mute Chn#6	Mute Chn#6	Mute Chn#6	Mute Chn#6	Mute Chn#6	Mute Chn#6	Mute Chn#6	Mute Chn#6	Mute Chn#6	Mute Chn#6	Mute Chn#6	Mute Chn#6
Ch1 A# 0	Mute Chn#7	Mute Chn#7	Mute Chn#7	Mute Chn#7	Mute Chn#7	Mute Chn#7	Mute Chn#7	Mute Chn#7	Mute Chn#7	Mute Chn#7	Mute Chn#7	Mute Chn#7
Ch1 B 0	Mute Chn#8	Mute Chn#8	Mute Chn#8	Mute Chn#8	Mute Chn#8	Mute Chn#8	Mute Chn#8	Mute Chn#8	Mute Chn#8	Mute Chn#8	Mute Chn#8	Mute Chn#8
Ch1 E 2	Assign I/O	Assign Track	Assign Track	Assign Track	Assign Pan	Assign I/O	Assign Track	Assign 1	Pan	Assign Track	Assign Track	Output / Composting
Ch1 F 2	Assign Sends	Assign Send	Assign Send	Assign Send	Assign Aux	Assign Sends	Assign Send	Assign 2	Plug-In	Assign Send	Assign Send	Input / Motion Blur
Ch1 F# 2	Assign Pan	Assign Pan/Surround	Assign Pan/Surround	Assign Pan/Surround	Assign Plug-In	Assign Pan	Assign Pan/Surround	Assign Pan	Assign	Assign Pan/Surround	Assign Pan/Surround	Pan / Fade to Color
Ch1 G 2	Assign Plug Ins	Assign Plug In	Assign Plug In	Assign Plug In	Assign Marker	Assign Plug-Ins	Assign Plug In	Assign Aux Ret	Send	Assign Plug In	Assign Plug In	Sends

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Ch1 G# 2	Assign Page Left	Assign EQ	Assign EQ	Assign EQ	Page L	Assign EQ	Assign EQ	Assign Treble	Input	Assign EQ	Assign EQ	Inserts
Ch1 A 2	Assign Page Right	Assign Instrument	Assign Instrument	Assign Instrument	Page R	Assign Dyn	Assign Instrument	Assign Bass	Output	Assign Instrument	Assign Instrument	Settings
Ch1 A# 2	Bank Left	Bank Left	Bank Left	Bank Left	Bank Left	Bank Left	Bank Left	Bank Left	Bank Left	Bank Left	Bank Left	Bank Left
Ch1 B 2	Bank Right	Bank Right	Bank Right	Bank Right	Bank Right	Bank Right	Bank Right	Bank Right	Bank Right	Bank Right	Bank Right	Bank Right
Ch1 C 3	Bank Channel Left	Bank Channel Left	Bank Channel Left	Bank Channel Left	Bank Channel Left	Bank Channel Left	Bank Channel Left	Bank Channel Left	Bank Channel Left	Bank Channel Left	Bank Channel Left	Bank Channel Left
Ch1 C# 3	Bank Channel Right	Bank Channel Right	Bank Channel Right	Bank Channel Right	Bank Channel Right	Bank Channel Right	Bank Channel Right	Bank Channel Right	Bank Channel Right	Bank Channel Right	Bank Channel Right	Bank Channel Right
Ch1 D 3	Flip	Flip	Flip	Flip	Flip	Flip	Flip	Flip	V-sel	Flip	Flip	Flip
Ch1 D# 3	Returns	Edit	Edit	Global View	Edit	Edit	Edit	Normal	Insert	Edit	Edit	Video mode
Ch1 A# 4	Shift	Show/hide Mixer	M1	Shift	Shift	Shift	Shift	<Blank>	Shift/Add	No	Undo	Shift
Ch1 B 4	Option	Show/hide Ses.Prop.	M2	Option	Add New Marker	Option	Control	<Blank>	Option/Alt	Clear Softedge	Redo	Option / Track Order
Ch1 C 5	Control	Show/hide EQ	M3	Control	Nudge <	Control	Option	<Blank>	Control/Clutch	Enter	Save	Control
Ch1 C# 5	Alt	Show/hide Organizer	M4	Cmd/Alt	Nudge >	Alt	Command	<Blank>	Cmd/Alt	Cancel	Revert	Alt
Ch1 C 6	Locator Previous	Play >	< Marker >	Marker	Loop	< Frm	RTZ	To Left Location	In/RTZ	Shift	Left	Marker / CD Index
Ch1 C# 6	Locator Next	Play (>)	\/ Loop /\	Nudge	Punch	Frm >	< Marker >	To Right Location	Out/End	Ctrl	Right	Region / CD Track
Ch1 D 6	Loop	Play ∞	\/ Select /\	Cycle	Click	Loop	Edit Grid	Song Pos	Loop/Pre	Alt	Cycle	Loop / Select
Ch1 D# 6	PI	Punch In	\/ Punch /\	Drop	Snap	PI	\/ Cycle /\	Left Pos	Online/Post	Select Mode	Punch	Mark In / Go to in
Ch1 E 6	PO	Anchor L	Jog Param.	Replace	End to end	PO	\/ Punch /\	Right Pos	QPunch	Auto Mode	Previous	Mark Out / Go to out
Ch1 F 6	Home	Anchor R	Loop On/Off	Click	Scroll	Home	\/ Select /\	Loop	Cue Mgr	Offset Mode	Add	Event Trim / Center. Cursor
Ch1 F# 6	!!End	!!Disable	!!Home	!!Solo	!!MTC Chase	!!End	!! Solo	!!Click	!!Suspend	!!Auto-Rew Mode	!!Next	!!RTZ / End
Ch1 G 6	Rewind	Rewind	Rewind	Rewind	Rewind	Rewind	Rewind	Rewind	Rewind	Rewind	Rewind	Rewind
Ch1 G# 6	FFwd	FFwd	FFwd	FFwd	FFwd	FFwd	FFwd	FFwd	FFwd	FFwd	FFwd	FFwd
Ch1 A 6	Stop	Stop	Stop	Stop	Stop	Stop	Stop	Stop	Stop	Stop	Stop	Stop
Ch1 A# 6	Play	Play	Play	Play	Play	Play	Play	Play	Play	Play	Play	Play
Ch1 B 6	Record	Record	Record	Record	Record	Record	Record	Record	Record	Record	Record	Record
Ch1 C 7	Cursor Up	Cursor Up	Cursor Up	Cursor Up	Cursor Up	Cursor Up	Cursor Up	Cursor Up	Cursor Up	Cursor Up	Cursor Up	Cursor Up
Ch1 C# 7	Cursor Left	Cursor Left	Cursor Left	Cursor Left	Cursor Left	Cursor Left	Cursor Left	Cursor Left	Cursor Left	Cursor Left	Cursor Left	Cursor Left
Ch1 D# 7	Zoom	Zoom	Zoom	Zoom	Zoom	Zoom	Zoom	Zoom	Zoom	Zoom	Zoom	Zoom
Ch1 E 7	Cursor Right	Cursor Right	Cursor Right	Cursor Right	Cursor Right	Cursor Right	Cursor Right	Cursor Right	Cursor Right	Cursor Right	Cursor Right	Cursor Right
Ch1 F 7	Cursor Down	Cursor Down	Cursor Down	Cursor Down	Cursor Down	Cursor Down	Cursor Down	Cursor Down	Cursor Down	Cursor Down	Cursor Down	Cursor Down
Ch1 D 7	!!Scrub Button	!!Scrub Button	!!Scrub Button	!!Scrub Button	!!Scrub Button	!!Scrub Button	!!Scrub Button	!!Scrub Button	!!Scrub Button	!!Scrub Button	!!Scrub Button	!!Scrub Button
Ch1 G# 1	VPot Select Chn#1	VPot Select Chn#1	VPot Select Chn#1	VPot Select Chn#1	VPot Select Chn#1	VPot Select Chn#1	VPot Select Chn#1	VPot Select Chn#1	VPot Select Chn#1	VPot Select Chn#1	VPot Select Chn#1	VPot Select Chn#1
Ch1 A 1	VPot Select Chn#2	VPot Select Chn#2	VPot Select Chn#2	VPot Select Chn#2	VPot Select Chn#2	VPot Select Chn#2	VPot Select Chn#2	VPot Select Chn#2	VPot Select Chn#2	VPot Select Chn#2	VPot Select Chn#2	VPot Select Chn#2
Ch1 A# 1	VPot Select Chn#3	VPot Select Chn#3	VPot Select Chn#3	VPot Select Chn#3	VPot Select Chn#3	VPot Select Chn#3	VPot Select Chn#3	VPot Select Chn#3	VPot Select Chn#3	VPot Select Chn#3	VPot Select Chn#3	VPot Select Chn#3
Ch1 B 1	VPot Select Chn#4	VPot Select Chn#4	VPot Select Chn#4	VPot Select Chn#4	VPot Select Chn#4	VPot Select Chn#4	VPot Select Chn#4	VPot Select Chn#4	VPot Select Chn#4	VPot Select Chn#4	VPot Select Chn#4	VPot Select Chn#4
Ch1 C 2	VPot Select Chn#5	VPot Select Chn#5	VPot Select Chn#5	VPot Select Chn#5	VPot Select Chn#5	VPot Select Chn#5	VPot Select Chn#5	VPot Select Chn#5	VPot Select Chn#5	VPot Select Chn#5	VPot Select Chn#5	VPot Select Chn#5
Ch1 C# 2	VPot Select Chn#6	VPot Select Chn#6	VPot Select Chn#6	VPot Select Chn#6	VPot Select Chn#6	VPot Select Chn#6	VPot Select Chn#6	VPot Select Chn#6	VPot Select Chn#6	VPot Select Chn#6	VPot Select Chn#6	VPot Select Chn#6
Ch1 D 2	VPot Select Chn#7	VPot Select Chn#7	VPot Select Chn#7	VPot Select Chn#7	VPot Select Chn#7	VPot Select Chn#7	VPot Select Chn#7	VPot Select Chn#7	VPot Select Chn#7	VPot Select Chn#7	VPot Select Chn#7	VPot Select Chn#7
Ch1 D# 2	VPot Select Chn#8	VPot Select Chn#8	VPot Select Chn#8	VPot Select Chn#8	VPot Select Chn#8	VPot Select Chn#8	VPot Select Chn#8	VPot Select Chn#8	VPot Select Chn#8	VPot Select Chn#8	VPot Select Chn#8	VPot Select Chn#8
Ch1 D 4	User D4	Global View	New Audio Track (9)	Global Tracks	Fit all tracks	F9	Rec. Click	Bank A	Read/Send A	Split	Fader Groups 1	Add New Track
Ch1 D# 4	User D#4	Global Mon. Rec	New MIDI Track (0)	Global Inputs	Zoom out	F10	Rec. Countoff	Bank B	Write/Send B	Split/rem	Fader Groups 2	Add New Bus
Ch1 E 4	User E4	Global Cue	Fit Tracks (+)	Global Audio Trck	Prev Mark	F11	Rec. Overdub	Bank C	Touch/Send C	Update	Fader Groups 3	Mixer Window
Ch1 F 4	User F4	Global Cue List	Fit Project (-)	Global Audio Instr	Next Mark	F12	Rec. Patch thru	Bank D	Latch/Send D	Move	Fader Groups 4	Vid. Preview Window
Ch1 F# 4	User F#4	Global Sel.All	Dialog Ok/Enter	Global Aux	Insert Tempo Change	F13	Rec. Clear Clip	Run	Trim/Send E	Stretch	Fader Groups 5	Plug-in Window
Ch1 G 4	User G4	Global Zoom Full	Dialog Cancel	Global Busses	Projects Screen	F14	Trans. Slave to Ext	<Blank>	Off/Shift	Delete	Fader Groups 6	Bus Tracks Window
Ch1 G# 4	User G#4	Global Close	Next Window (TAB)	Global Outputs	Settings Screen	F15	Trans. Memory Link	Prev Patch	<Blank>/Mute	Retake	Fader Groups 7	Dock Area Window

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Ch1 A 4	User A4	Global Save	Close Window (Back)	Global User	Edit Screen	F16	Trans. Pre/Post Roll	Next Patch	Default/Bypass	Undo/Redo	Fader Groups 8	Track List Window
Ch1 D 5	View Sess/Arr.	MT Next Block	Autom. Read Off	Autom. Read Off	Show Meters	Autom. On	Autom. Read Off	Reset Autom	Auto Enable Fader	Soft Edge	Read	Automation
Ch1 D# 5	View Clip/FX	MT Split	Autom. Snapshot	Autom. Write	Show Racks	Autom. Rec/Rdy	Autom. Touch	<Blank>	Auto Enable Mute	Select Ext	Write	Bypass FX
Ch1 E 5	Functions Undo	MT Trigger	Control Track	Autom. Trim	Show Filters	Function Undo	Autom. Trim Touch	Undo	Auto Enable Plug-in	View Filter	Sends	Metronome
Ch1 G# 5	!!Functions BTA	!!MT SMPTE	!!Control Aux	!!Util Save	!!Util Save	!!Function Cancel	!!Project Save	!!All Mute Off	!!Util Save	!!Zero Cross	!!Intruments	!! Save
Ch1 A 5	!!Functions Draw	!!MT SMPTE	!!Control Main	!!Util Undo	!!Util Undo	!!Function Enter	!!Audible Mode	!!All Solo Off	!!Util Undo	!!Clear Marks	!!Master	!! Undo / Redo
Ch1 F 5	View Browser	MT Remove	Autom. Disarm	Autom. Touch	Save	Autom. Snapshot	Autom. Overwrite	<Blank>	Auto Enable Pan	Locate	Project	Surround / Ext Monitor
Ch1 F# 5	View Detail	MT Metronome	Autom. Offset	Autom. Latch	Undo	Autom. Touch	Autom. Latch	<Blank>	Auto Enable Send	Select	Mixer	Downmix / Split Screen
Ch1 G 5	!!Functions Redo	!!MT < Cursor	!! Save	!!Autom. Group	!!Redo	!!Function Redo	!!Autom. Trim Latch	!!Redo	!!Auto En Send Mute	!!Fade	!!Motors	!!Dim Overlays
Ch1 A#5	Functions Marker	MT < Nudge	Undo	Util Cancel	Clear Peaks	Function Marker	Undo	Mute Track	Util Esc/Cancel	Mark Beginning	Solo Defeat	OK /Enter
Ch1 B 5	Functions Follow	MT Nudge >	Redo	Util Enter	Freeze/Unfreeze Track	Function Mixer	Redo	Solo Track	Util Enter	Mark End	Shift	Cancel
	MBLC Hold Layer	MBLC Hold Layer	MBLC Hold Layer	MBLC Hold Layer	MBLC Hold Layer	MBLC Hold Layer	MBLC Hold Layer	MBLC Hold Layer	MBLC Hold Layer	MBLC Hold Layer	MBLC Hold Layer	MBLC Hold Layer
Ch1 F# 3	User F#3	Copy	F1/Cut (1)	F1	Enable Filters	F1	Dialog Enter	Pattern 1	Edit	1	F1	Marker 1/9 / Auto Mode
Ch1 G 3	User G3	Cut	F2/Copy (2)	F2	Enable Master Filters	F2	Dialog Escape	Pattern 2	Mix	2	F2	Marker 2/10 / Pan Mode
Ch1 G# 3	User G#3	Paste	F3/Paste (3)	F3	Mark In	F3	Track Group	Pattern 3	Transport	3	F3	Marker 3/11 / Track Phase
Ch1 A 3	User A3	Trim	F4/Delete (4)	F4	Mark Out	F4	Track Ungroup	Pattern 4	Mem Loc	4	F4	Marker 4/12 / Input Monitor
Ch1 A# 3	User A#3	Freq	F5/Space (5)	F5	Cut	F5	Track Suspend	Pattern 5	Auto	5	F5	Marker 5/13 / Pre/Post
Ch1 B 3	User B3	Phase	F6/Alt (6)	F6	Copy	F6	Sequence Edit Window	Pattern 6	Monitor/Plugin Assign	6	F6	Marker 6/14 / Default
Ch1 C 4	User C4	Spectral	F7/Tab (7)	F7	Paste	F7	Trk. Overview Window	Pattern 7	Group/Compare	7	F7	Marker 7/15
Ch1 C# 4	User C#4	Insert	F8/Back (8)	F8	Delete	F8	Mixing Board Window	Pattern 8	Create/Bypass	8	F8	Marker 8/16
Ch1 E 3	!!Meter	!!Undo	!!Display Name/Value	!!Display Name/Value	!!CPU%	!!Display Name/Value	!!Display Level Meters	!!Device/Param	!!Special MackieMan	!!Session Snapshot	!!Display Name/Value	!!Display Meters/Values / Tracks/Busses
Ch1 F 3	!!SMPTE/Beats	!!Redo	!!Display Smpte/Beats	!!Display Smpte/Beats	!!SMPTE/Beats	!!Display Smpte/Beats	!!Display Time Format	<Blank>	!!Special Clear Peaks	!!Session Save/Update	!!Display Smpte/Beats	!!Time Format / Set Zero

!! = Not implemented in the standard LC application. (don’t worry, there are plenty of DINs left...)

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