



FaderMate GUI - Calibration and Management Software  
User Guide v1.0.0 (September 2018)

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# 1. Introduction

## 1.1 Background

The FaderMate GUI program provides a simple calibration and management interface for the FaderMate moving fader automation system.

The program provides the following facilities:

- **Initial system calibration.** This process ensures that all automated channels behave identically despite small manufacturing variations in system components and mechanical peculiarities of your console in particular (e.g. metalwork apertures which are not quite long enough to accommodate the full travel of the faders)
- **Firmware update deployment.** We may release firmware updates from time-to-time for a couple of reasons:
  - A problem has been identified and a firmware fix is required
  - We release an improvement (e.g. a new hardware add-on or support for a new control surface emulation)

The program provides a way to deploy these updates to your system.

- **Mackie HUI protocol settings.** FaderMate emulates a Mackie *Hardware User Interface (HUI)* control surface. In order to allow correct operation with some DAW packages, it is necessary to tweak the way the emulation works.

FaderMate GUI includes a way to control this.

- **Touch sensitivity trim adjustments.** FaderMate uses capacitive touch sensing to detect whether or not a fader knob is currently being touched. As electrical characteristics differ between human bodies, a particular user might find it difficult to get the system to detect that a fader has been touched despite it behaving correctly for somebody else. We have equipped the system with a means of making each fader individually more or less sensitive to touch.
- **'Wave' startup routine enable/disable.** By default, your FaderMate system will cause the faders to move in a sine wave pattern which lasts around 3 seconds

whenever you power the system on. If this feature is not to your taste, we've included a way to turn it off.

## 1.2 Document Outline

This document explains the following:

- Software compatibility requirements
- How to get the software
- How to install the software and test that it can find your FaderMate system
- How to calibrate your system
- How to deploy a system firmware update
- How to trim touch sensitivity for a given fader
- How to turn the 'Wave' startup routine on/off
- How to modify the HUI settings

## 2. Compatibility

FaderMate GUI is available for Microsoft Windows and Apple Mac OS X.

As it would be impractical to test the software on every operating system version, we have restricted our testing to the following 64 bit operating systems:

- Microsoft Windows 7
- Microsoft Windows 10
- Apple Mac OS X 10.8.5 (Mountain Lion), 10.10 (Yosemite), 10.11 (El Capitan) and 10.13 (High Sierra)

There is no theoretical reason that the software will not function on different versions of the operating systems in question. However, it is unlikely that FaderMate GUI will work properly on Mac OS X versions earlier than 10.8.

## 3. Getting FaderMate GUI

It is advisable to always use the most up-to-date version of FaderMate GUI as it will contain fixes for reported bugs.

To obtain a copy of the software, navigate to <http://fadermate.co.uk/downloads.html> in your web browser and select the appropriate download link. Save the file to a known location.

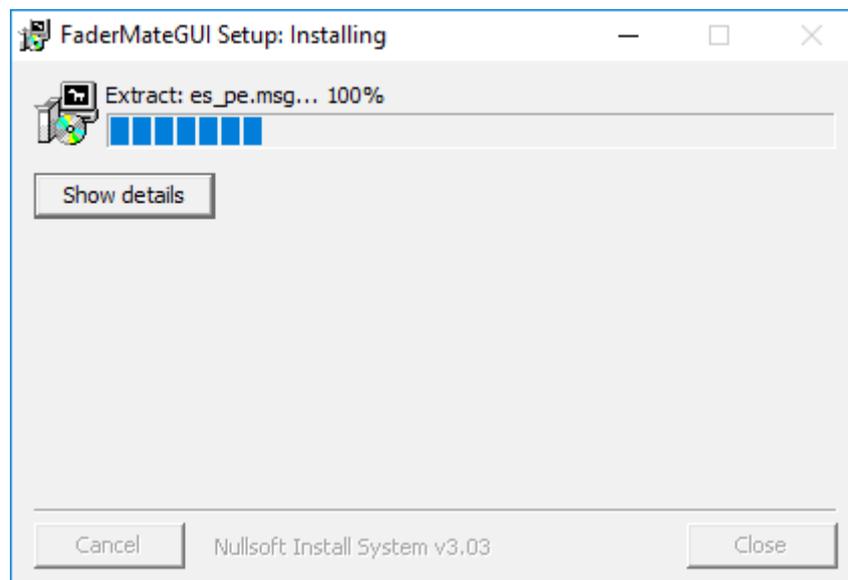
## 4. Windows Installation

The FaderMate GUI Windows installer will automatically perform the following steps:

- Install the appropriate drivers for the USB management interface
- Install FaderMate GUI
- Add shortcuts to your Start Menu for FaderMate GUI and its uninstaller
- Add a shortcut to your desktop for FaderMate GUI

To start the installation process, browse to the location of the installer executable and double-click its icon. You may receive a warning from Windows *User Account Control* that a program wants to make changes to your computer. It is safe to allow this to happen.

You will then see the installation complete in a few seconds as shown in Figure 4.1.



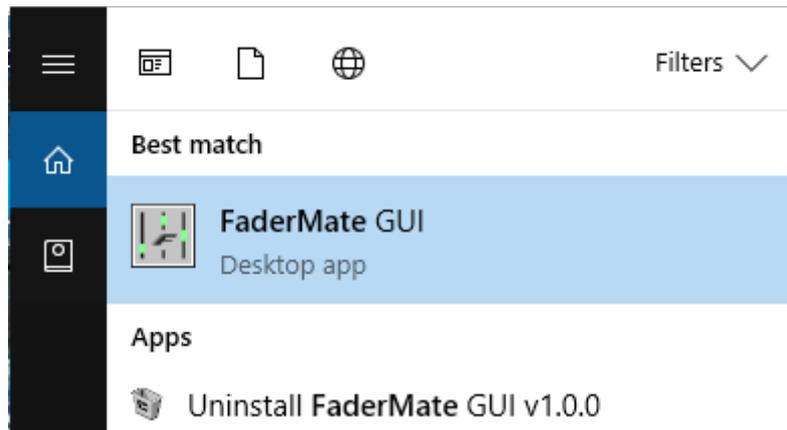
*Figure 4.1 – FaderMate GUI Installation Progress Window*

After the installation process has completed, you should be able to see an icon similar to that shown in Figure 4.2 on your desktop.



*Figure 4.2 – FaderMate GUI Desktop Icon*

If you type *'fadermate'* into your Start menu search facility, you should also note that shortcuts for both FaderMate GUI and an uninstaller for the program have been added to the Start menu as shown in Figure 4.3.



*Figure 4.3 – FaderMate GUI Start Menu Entries*

To run FaderMate GUI, double-click on the desktop shortcut or select the program from the Start menu.

Before starting the program, please observe the guidance given in section 6: *Using FaderMate GUI*.

## 5. OS X Installation

To use FaderMate GUI on OS X/macOS, the following steps are required:

1. Ensure that the appropriate drivers for the MCU's USB management interface are installed
2. Extract *fmgui.app.zip* to your computer's hard disk

### 5.1 USB Management Interface Drivers

The FaderMate MCU utilises a device manufactured by *Future Technology Devices International Ltd (FTDI)* to deal with USB communications. Therefore, in order to allow FaderMate GUI to communicate with your Mac, it is first necessary to ensure that a driver for this device is installed.

OS X versions from *Mavericks (10.9)* onwards include the driver as standard as detailed here: [https://developer.apple.com/library/content/technotes/tn2315/\\_index.html](https://developer.apple.com/library/content/technotes/tn2315/_index.html) so no further action is required for users of these later versions.

For versions of OS X earlier than *Mavericks*, it will be necessary to install a driver from FTDI as detailed here:

[http://www.ftdichip.com/Support/Documents/InstallGuides/Mac\\_OS\\_X\\_Installation\\_Guide.pdf](http://www.ftdichip.com/Support/Documents/InstallGuides/Mac_OS_X_Installation_Guide.pdf)

### 5.2 Extracting the Application

FaderMate GUI for OS X is distributed as a zip file (*fmgui.app.zip*).

In order to run the application, simply extract the zip file to a convenient location. We suggest */Applications/fmgui.app* The application can then be run by double-clicking its icon in *Finder*.

### 5.3 “Unknown Developer” Warning

As FaderMate GUI for OS X is downloaded from our website (rather than being distributed via the Apple App Store), you may receive a warning similar to one of those shown in Figures 5.3.1 and 5.3.2 when you try to run the application.



*Figure 5.3.1 – Unknown Developer Warning (No 'Open' Option)*



*Figure 5.3.2 – Unknown Developer Warning (With 'Open' Option)*

Be assured that it is safe to proceed at this point.

In the case that you see the warning shown in Figure 5.3.1, you will simply need to click *OK* and then try to open FaderMate GUI again by right-clicking on it in Finder and selecting *Open* from the menu. This is likely to cause the warning shown in Figure 5.3.2 to be displayed.

If you see the warning in Figure 5.3.2, simply click *Open* and FaderMate GUI should then load.

## 6. Using FaderMate GUI

**BEFORE YOU START THE PROGRAM:** FaderMate GUI will not operate correctly unless there is a FaderMate MCU correctly connected to your computer and powered up.

### 6.1 Connecting the MCU

The relevant part of the MCU front panel is shown in Figure 6.1.1.

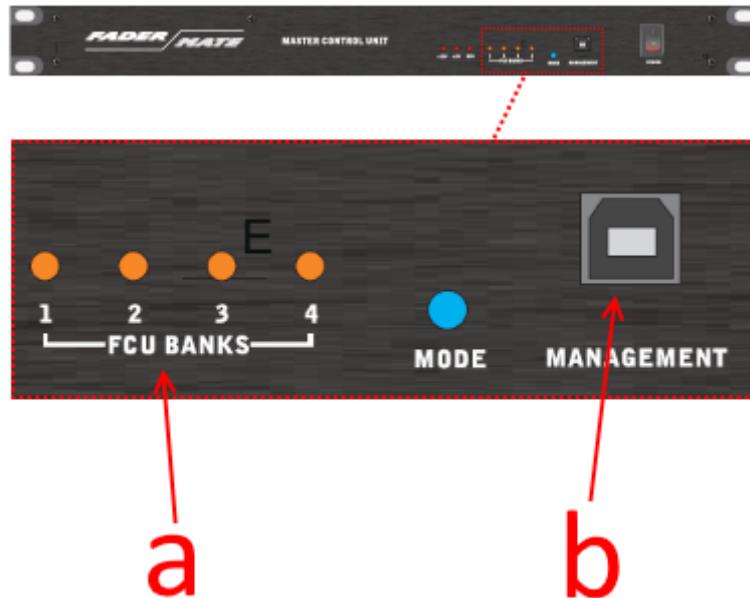


Figure 6.1.1 – FaderMate MCU Front Panel Features

The following features are of interest here:

- a) **FCU status LEDs.** These LEDs indicate the current status of all connected FCUs. An extinguished LED signifies that the corresponding FCU bank is not connected. If an FCU is connected and healthy, its indicator LED will light solid green within a few moments of powering up the MCU.
- b) **Management USB port.** This connector is only ever used to manage the FaderMate system. No MIDI/automation data passes through this port. It is advised that you only connect this port to a computer when you intend to perform management actions upon the system using FaderMate GUI. The management port should be left disconnected during normal operation.

The following order of operations must be observed to ensure that FaderMate GUI operates as intended:

- Connect the MCU USB management connector to your computer via a suitable USB cable
- Power up the MCU
- Wait until all of the connected FCUs have been recognised by the MCU (as signified by the status LEDs)
- Open the FaderMate GUI software

## 6.2 Application Startup

When the application is opened, it first attempts to establish a link to the MCU and discover information about all FCUs in the system. During this process, you will see a screen similar to that in Figure 6.2.1.

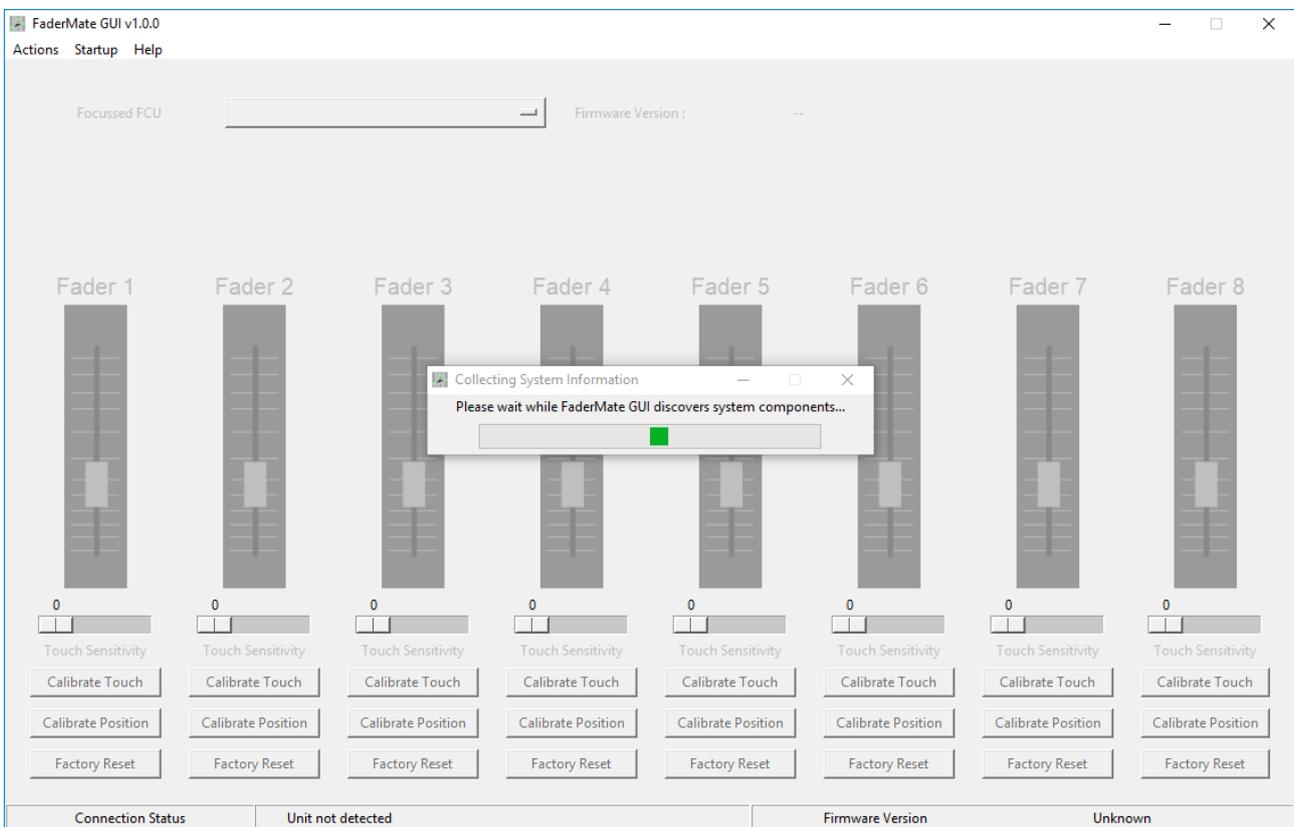


Figure 6.2.1 – FaderMate GUI Application Startup

The discovery process may last for around 5 seconds. If it fails to find an MCU, you will see an error screen similar to that shown in Figure 6.2.2.



Figure 6.2.2 – FaderMate GUI Failed to Find an MCU

If a FaderMate system has been detected, the FaderMate GUI window will be updated as shown in Figure 6.2.3.

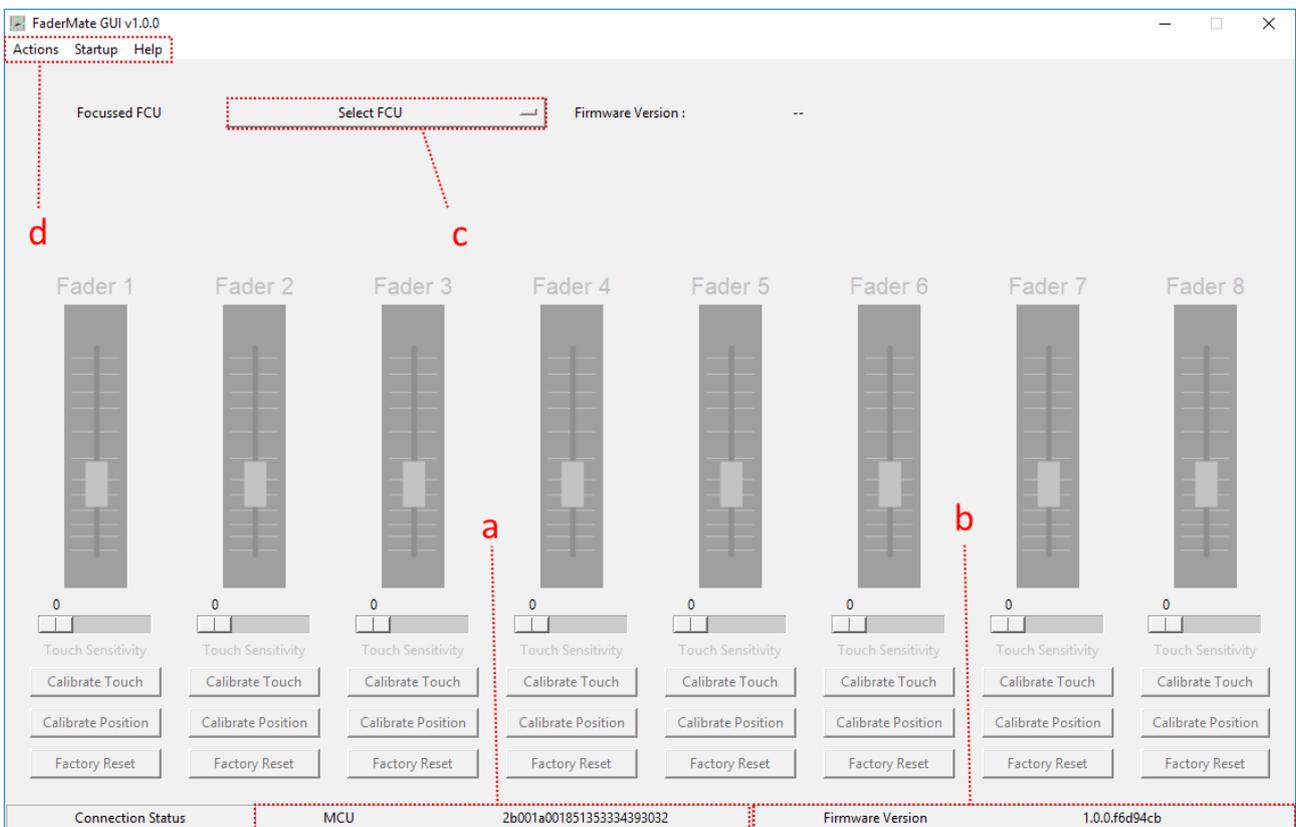


Figure 6.2.3 – FaderMate GUI Window After System Discovery

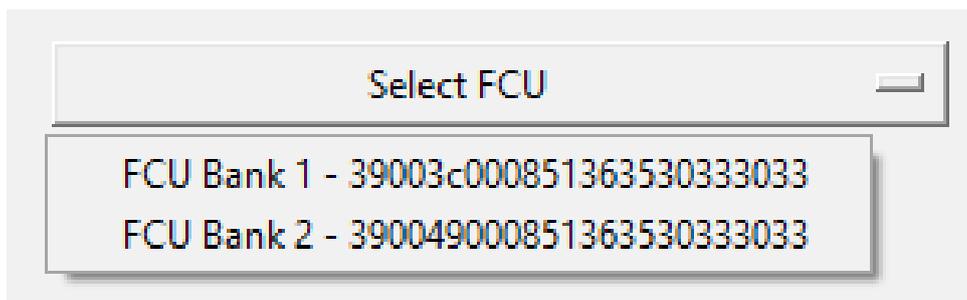
The fields of interest marked in Figure 6.2.3 are described here:

- a) **Connected system type/identifier.** In this case, the software is indicating that it is connected to an MCU. The identifier (long sequence of letters/numbers) will only be of any consequence if you require product support and so can usually be ignored.
- b) **MCU firmware version.** The version of firmware currently running on the MCU.
- c) **FCU dropdown menu.** This menu allows you to toggle between the banks (FCUs) in your system so that you can do things like
  - Find out what firmware version is running on a particular FCU
  - Apply calibration routines to any fader in the system
  - Tweak touch sensitivity for any fader in the system
- d) **Menu bar.** These menus provide access to advanced functionality such as full console calibration and firmware updating.

### 6.3 Focussing an FCU

After FaderMate GUI has loaded successfully it is possible to inspect the current state of any of the FCUs in your installation using the FCU dropdown menu.

Figure 6.3.1 shows what the FCU dropdown menu looks like when it is clicked for a FaderMate installation with 16 channels (2 FCUs).



*Figure 6.3.1 – FCU Dropdown Menu*

This menu should contain a single entry for every FCU in the system. To select a particular FCU, click on the menu entry for the appropriate bank.

When you have selected a particular FCU, the window will change to look something similar to Figure 6.3.2.



Figure 6.3.2 – FaderMate GUI With FCU Selected

The features of interest for this screen are as follows:

- a) **Selected FCU (bank).** Tells you which of the FCUs in your system is being described/controlled by this screen. To switch to a different bank, simply click the dropdown and select the desired bank.
- b) **Selected FCU firmware version.** Tells you what firmware version is installed on the currently-focussed FCU.
- c) **Selected FCU HUI full scale value.** Tells you what number FaderMate’s HUI emulation is using as ‘full scale’. 16383 is default but this may be set to a different value to allow correct operation with some DAWs. More details about HUI emulation settings are given in section 11.
- d) **Calibration warning.** Will be visible if any of the faders attached to the focussed FCU are not fully-calibrated.
- e) **Fader status display.** Shows the current calibration status for all faders attached to the focussed FCU. More details about fader calibration and the status display are given in section 7.

- f) **Per-fader calibration/trim controls.** Each fader attached to the FCU has an associated set of controls which operate only upon that fader.

## 7. Calibrating Your System

### 7.1 Why Calibrate?

There are several reasons why your FaderMate system must be calibrated before use:

- The components in your system are subject to manufacturing spread and so different installations behave slightly differently
- The system's capacitive touch sensing circuitry may be impacted by the physical construction of your console
- The apertures in your console's fader faceplates may not allow the faders to exhaust their entire range of travel

### 7.2 What Will Be Calibrated?

The calibration process establishes and corrects for the characteristics of your system in two ways:

- **Position calibration.** This is the process of establishing the range through which a given fader can move.
- **Touch calibration.** This is the process of measuring the electrical characteristics of a given fader's capacitive touch sensing circuitry when it is installed in the console in which it will be used.

***WARNING: Your FaderMate installation is unlikely to operate correctly unless all faders have been fully calibrated for both position and touch.***

### 7.3 What Is Currently Calibrated?

The calibration status of a given fader can be determined by examining that fader's status display. Each fader can be in one of four different states, as shown in Figure 7.3.1.

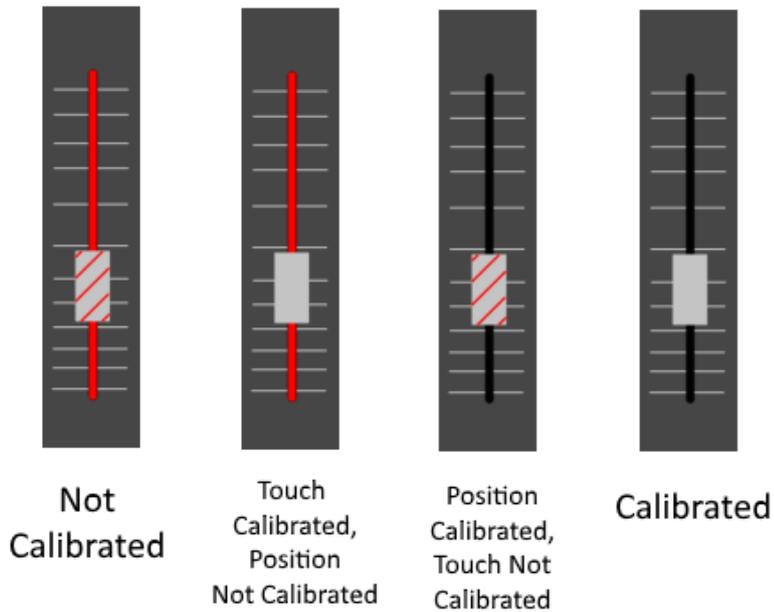


Figure 7.3.1 – Fader Calibration Statuses

If, for instance, you wanted to establish the calibration status of fader 13, you would select **FCU 2** from the dropdown menu which would reveal the status displays for faders 9 to 16. The status display for fader 13 might look something like Figure 7.3.2.

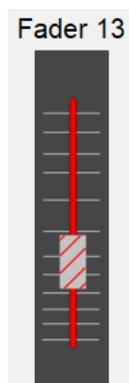


Figure 7.3.2 – Calibration Status Example

In this case, the fader is not calibrated for position or touch.

## 7.4 Calibrating FaderMate

There are two different approaches to calibrating your FaderMate installation:

1. Running an automated routine which will calibrate both position and touch for every fader in the entire installation (*this is the recommended method to use when you install the system*)
2. Calibrating position or touch for one individual fader at a time (*we recommend that this method is only used if required to resolve problems after installation*)

### 7.4.1 Calibrating the Entire Console

It is possible to calibrate all faders in the system without the requirement for any human interaction once the process has started.

In order to start this process, select the menu option **Actions > Calibrate Entire Console** as shown in Figure 7.4.1.

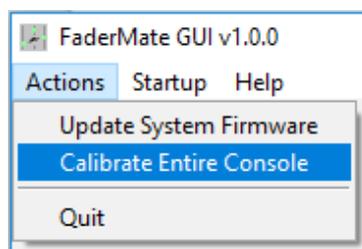


Figure 7.4.1 – Invoking Entire Console Calibration

When you have selected this option, you will see the dialog box shown in Figure 7.4.2.

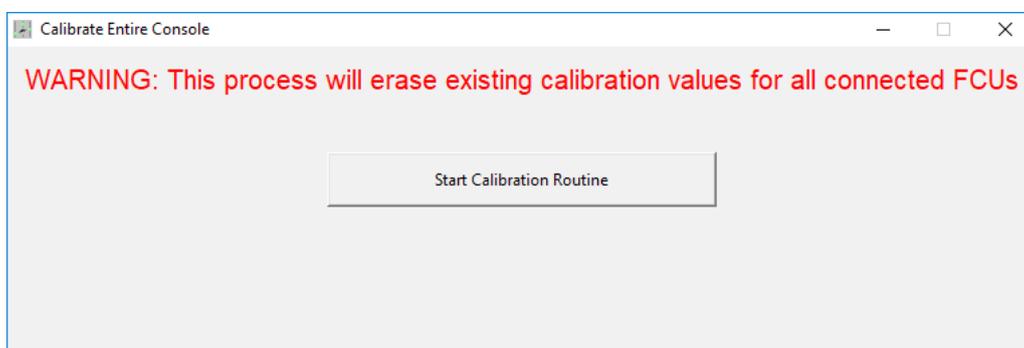


Figure 7.4.2 – Entire Console Calibration Dialog

**NOTE:** If you start the calibration routine, all existing calibration parameters for every automated fader in your console will be erased. Only start this routine if you want to calibrate the entire installation. If you are having trouble with a particular fader, you should use the methods described in section 7.4.2 instead.

Click the button to start the calibration process.

The calibration process will then calibrate each of your automated faders in turn, first for position and then for touch. During this process, you will see a progress display similar to that shown in Figure 7.4.3.



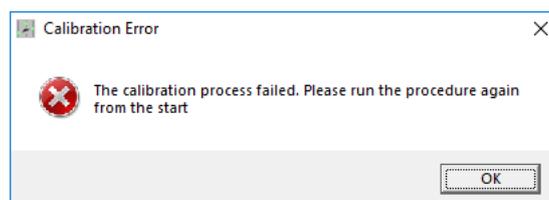
*Figure 7.4.3 – Entire System Calibration Progress Bar*

The calibration process will take approximately 3-4 minutes per FCU (it's fine to go and have a coffee whilst the process is in progress!)

If the calibration process has been successful, you will see the notification shown in Figure 7.4.4.

*Figure 7.4.4 – Calibration Successful Notification*

If the calibration process did not complete successfully, you will see the notification shown in Figure 7.4.5. In this case, the calibration process should be run again from the start.

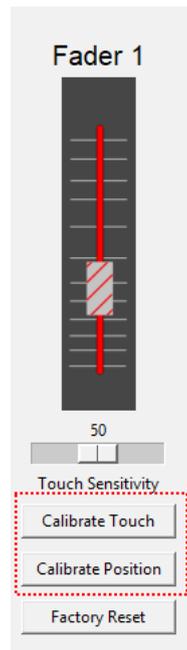


*Figure 7.4.5 – Calibration Failure Notification*

If you find that the process fails continually, this may indicate a connectivity issue. All system connections should be double-checked before the calibration process is re-attempted.

## 7.4.2 Calibrating Individual Faders

It is possible to perform both position and touch calibration for an individual fader using its calibration buttons (as highlighted in Figure 7.4.2.1).



*Figure 7.4.2.1 – Individual Fader Calibration Buttons*

**NOTE:** If you run either of the individual fader calibration processes, the existing calibration routines are not cleared first. It is therefore strongly recommended that, before starting either touch or position calibration for a given fader, you press the 'Factory Reset' button for that fader.

## 8. Tweaking Touch Sensitivity

The FaderMate system utilises capacitive touch sensing to determine when each fader is touched by the user. In essence, when you touch one of your faders, its electrical characteristics are altered by the presence of your body.

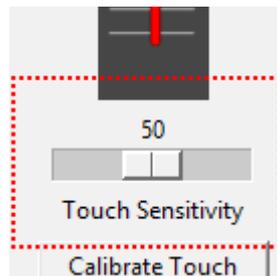
During system development, we noticed that various members of our team caused the system to behave in very different ways, due to the differences between their bodies' electrical characteristics.

We have therefore included a trim capability to allow a particular user to adjust the behaviour of FaderMate's touch sensing to suit their own body's electrical characteristics.

***NOTE: It is highly likely that the system will operate correctly 'out of the box'. Please only modify the setting described here if you notice that the system is not functioning correctly.***

### 8.1 Trim Controls

With an FCU focussed, the current state of a fader's touch sensitivity trim is shown by the slider underneath the fader's status display as shown in Figure 8.1.1.



*Figure 8.1.1 – Touch Sensitivity Trim Control*

A fader's touch sensitivity trim can be set to any value between 0 and 100 (inclusive). *Lower* values make the fader *less* likely to recognise that it is currently being touched. *Higher* values make the fader *more* likely to recognise that it is currently being touched.

To set a new trim value, click and hold the slider and drag it to the value you desire.

### 8.2 Default Settings

Before any changes have been made, all of your faders will have their touch sensitivity trim set to a value of 50. Pressing the 'Factory Reset' button for a given fader will (as well as erasing calibration values) restore this original trim state.

## 8.3 When Should I Adjust Sensitivity?

There are 2 circumstances which make touch sensitivity tweaks necessary:

1. Touch detection is too difficult to engage (a fader is resisting your effort to move it)
2. Touch detection is engaged when the fader is not being touched

### 8.3.1 Touch Detection Won't Engage Properly

You will be able to tell if a fader's touch detection is not sensitive enough if you feel that the fader's motor is resisting your attempt to make an adjustment despite the fact that your hand is making a good contact with the fader knob.

Under normal operating conditions, a fader's touch detection should engage when one of your fingers is placed fully on the fader knob (or, alternatively, if you are holding the fader with 2 fingers in a 'pincer' grip). You shouldn't have to press or squeeze hard.

If you think that a particular fader needs to be made more sensitive to touch, try *gradually* increasing the sensitivity trim from its default value. It is recommended that you increase the sensitivity trim in increments of around 5 points, re-testing the fader's behaviour after each change.

### 8.3.2 Touch Detection is Engaged But the Fader is Untouched

The most common symptom of this problem is that a given fader is not responding to automation data from the DAW. For example, you pull the DAW fader from -inf to full-scale but the physical fader does not follow its move.

In this case, the FaderMate system is ignoring the commands it receives from the DAW as it believes the fader to be touched.

The solution to this problem is to gradually reduce the fader's touch sensitivity trim until data from the DAW can always move the fader as desired.

*CARE: Do not decrease the touch sensitivity trim too much, otherwise you will find it difficult to get the fader to detect real touches.*

Again, it is recommended that you decrease the sensitivity trim in increments of around 5 points, re-testing the fader's behaviour after each change.

## 9. Deploying Firmware Updates

We may occasionally release FaderMate system firmware upgrades to fix bugs or to provide improvements to the product's functionality.

If a firmware upgrade is released, we will inform all of our registered customers via email.

All firmware upgrades must be completed using FaderMate GUI.

### 9.1 Obtaining the New Firmware

All released versions of FaderMate system firmware are made available in the *Resources* section of our website: <http://fadermate.co.uk/downloads.html>

Details of what has changed in each firmware release can be found in the *Release Notes* files also available in the *Resources section*.

Download the firmware update binary file (.bin extension) and the release notes to a known location on your computer before you start.

It is strongly recommended that you read the release notes for the new firmware version as they may contain important information about dependencies which must be satisfied. For example, if we release a new feature, it may be necessary for you to obtain an updated version of FaderMate GUI in order to control the new feature.

### 9.2 Before You Begin

During the firmware update process, each of the updated components (MCU and all FCUs) will be reset in order to finalise the installation process.

If you currently have the 'Wave' startup routine enabled, each reset will cause your faders to move in a sine wave. In an installation with 4 FCUs (32 channels) this would happen 5 times during the update process.

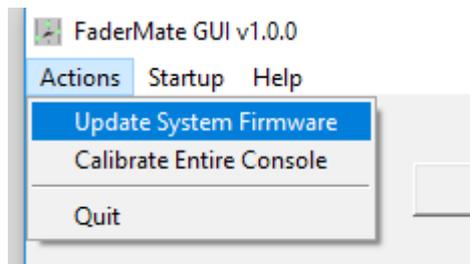
This will not cause any problems with the update process but you may wish to temporarily disable the feature as detailed in Section 10: *Enabling/Disabling 'Wave' Startup Routine*.

It is also advised that you turn off your console during the update, leaving only the FaderMate equipment powered up.

### 9.3 Installing the Update

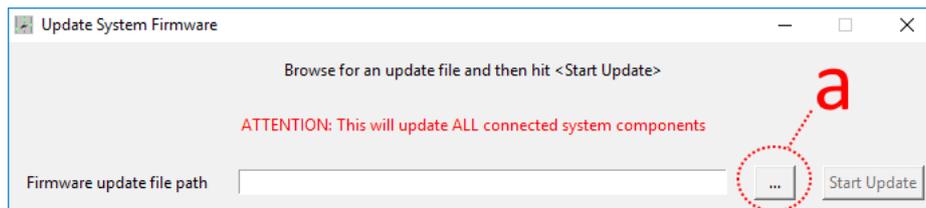
To deploy a firmware update, power up your FaderMate system and start FaderMate GUI as detailed in section 6: *Using FaderMate GUI*.

Initiate the firmware update using the menu option **Actions > Update System Firmware** as shown in Figure 9.3.1.



*Figure 9.3.1 – Initiating a Firmware Update*

You will be presented with the form shown in Figure 9.3.2.



*Figure 9.3.2 – Browsing For a Firmware Update File*

To browse your computer for the firmware press the button marked (a). When you have selected a valid firmware update file, press 'Start Update'.

You will then see a progress bar which will initially detail the system components whose firmware will be updated. For example, Figure 9.3.3 shows the progress bar at the start of a firmware update performed on a system with a single FCU.



*Figure 9.3.3 – Firmware Update Progress Bar*

The progress bar will indicate

- the status of the current component update and;
- how much of the entire process has completed

For example, Figure 9.3.4 shows the progress bar after the MCU update has completed successfully and the single FCU in the system is currently being updated.

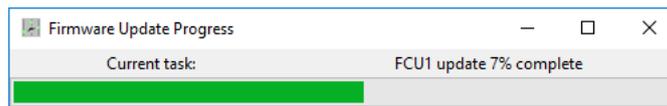


Figure 9.3.4 – Firmware Update Progress Bar During FCU Update

**NOTE: FaderMate GUI will deploy the entire system firmware update without any requirement for you to intervene in any way. However, please note that the firmware update will take around 1 minute for the MCU and up to 3 minutes for each FCU. For a 32 channel system then, it is not unusual for a firmware update to take more than 10 minutes. This is entirely normal.**

## 9.4 MCU Indicator LEDs

During the firmware update process, the FCU status LEDs (described in section 6.1: *Connecting the MCU*) will display specific patterns depending upon the current update phase:

- **MCU update in progress:** all 4 status LEDs will cycle through the colours Green > Extinguished > Red > Amber together
- **FCU update in progress:** the status LED for the FCU in question will cycle through the colour sequence Green > Extinguished > Red > Amber. All other FCU status LEDs will be lit/extinguished depending upon whether or not there is an FCU present in this position.

You may also notice that all of the FCU status LEDs as well as the 'CPU' LED are momentarily extinguished after the MCU phase of the firmware update has completed.

## 10. Enabling/Disabling 'Wave' Startup Routine

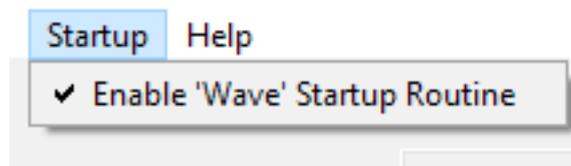
The 'Wave' startup routine causes all of the automated faders in a FaderMate installation to move in the shape of a sine wave for approximately 3 seconds as soon as the MCU is powered up.

The FaderMate system ships with this feature enabled but it is not essential to the functioning of the product.

If you wish to enable/disable the feature, first power up your FaderMate installation and open FaderMate GUI as detailed in section 6: *Using FaderMate GUI*.

Once FaderMate GUI has successfully connected to your MCU, you can determine the current state (enabled/disabled) of the 'Wave' startup feature by selecting the *Startup* menu and observing whether or not the option is checked.

For example, Figure 10.1 shows that 'Wave' startup is enabled.



*Figure 10.1 – 'Wave' Startup Menu Option*

To toggle the feature, simply click this menu option.

To confirm that the option has been correctly toggled, you may wish to power cycle your FaderMate system and observe the startup behaviour.

## 11. Altering the HUI 'full scale' settings

FaderMate emulates a Mackie *Hardware User Interface (HUI)* control surface device.

The HUI protocol uses position values between 0 and 16383. That is, if a fader is pulled all the way down to the bottom of its travel, its position is represented by the number 0. If a fader is pulled all the way up to the top of its travel, its position is represented by the number 16383.

The implementation of HUI functionality in some DAW packages (e.g. Apple Logic Pro) does not comply with the HUI protocol as described above. Instead, a lower value may be used as full scale (14848 in the case of Logic Pro X).

This means that if you write a mix to volume envelopes in a Logic Pro project, any movements of a physical fader more than 90% of the way up its range of movement (i.e. the last little bit of available gain on a channel) cannot be recalled and the physical fader gets 'stuck' before it reaches the top.

This does not cause a problem when using an actual control surface as it doesn't really matter if the surface fader never reaches the top (it isn't controlling any audio signals). However, in the case of a moving fader system like FaderMate, it is critically important that the physical fader movements you perform to edit a mix are reproduced exactly when you play it back.

To compensate for this problem, it is possible to tell the FCUs in your FaderMate system to use a different value for HUI full scale.

To modify the HUI full scale settings for your FCUs, first select the menu option **Settings > HUI Full Scale Settings** as shown in Figure 11.1.

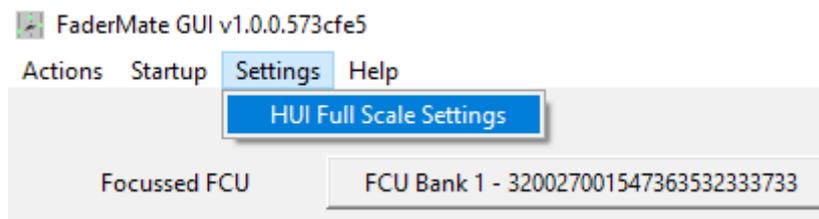
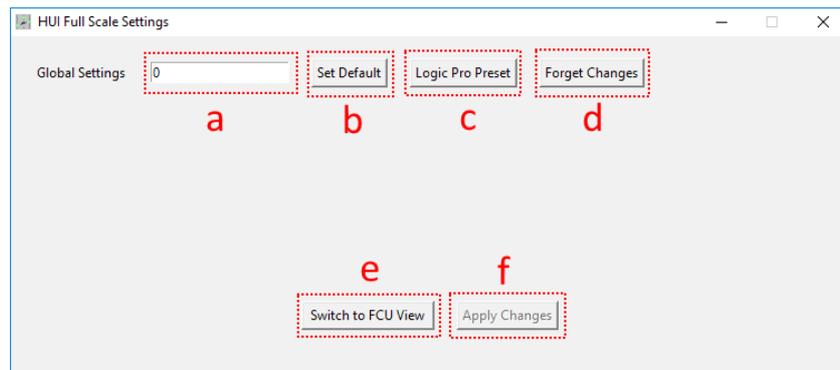


Figure 11.1 – HUI Full Scale Settings Menu Option

You will then see a window similar to that shown in Figure 11.2.



*Figure 11.2 – HUI Full Scale Settings Window*

The features of interest for this screen are as follows:

- a) **Global full scale setting to apply.** If you enter a valid number (i.e. something between 1 and 16383) and apply your changes, all FCUs in the system will use the new value for full scale.
- b) **'Set Default' button.** Clicking this button will insert the default HUI full scale value (16383). Note that you will still need to apply the changes as described in (f).
- c) **'Logic Pro Preset'.** Clicking this button will insert a value which will make FaderMate interact correctly with Logic Pro. Note that you will still need to apply the changes as described in (f).
- d) **'Forget Changes' button.** Clicking this button will clear the value to be applied. You will need to enter another valid number or select one of the presets from (b) or (c) before the system will let you apply the settings.
- e) **'Switch to FCU View' button.** Clicking this button will allow you to apply individual settings to each of the FCUs in your system. Note that under most circumstances, it is better to apply the settings to the system as a whole rather than configuring FCUs individually.
- f) **'Apply Changes' button.** Click this button to apply the selected value to the FCUs.

When you apply a change, you will see a confirmation dialog similar to that shown in Figure 11.3 with details of which FCUs in your system have had changes applied.

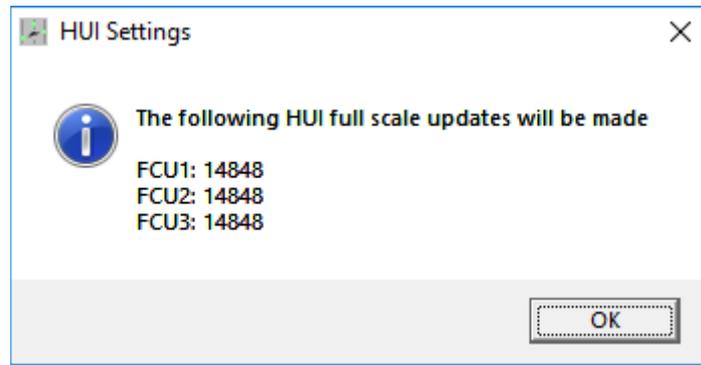


Figure 11.3 – HUI Full Scale Update Confirmation

**NOTE: The confirmation dialog only gives details about FCUs whose HUI settings have actually been changed. If you try to reapply the same setting to all FCUs in the system, you will see an information dialog similar to that shown in Figure 11.4.**

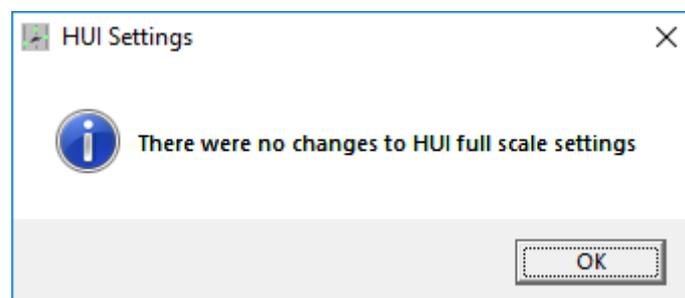


Figure 11.3 – HUI Full Scale Update Confirmation – No Changes

## 12. Reporting Bugs

If you observe any problems with FaderMate GUI, please send the details to [info@fadermate.co.uk](mailto:info@fadermate.co.uk).

In order to give us the best possible chance to fix the problem in the next release, please observe the following guidelines for submitting a bug report:

- Give as much detail as possible about what went wrong. What were you trying to do? What did you expect to happen? What actually happened?
- Include a 'recipe' for reproducing the bug if possible
- Include as many relevant screenshots (or photographs of the physical FaderMate installation) as necessary to explain what went wrong

# Version History

<b>Version</b>	<b>Date</b>	<b>Author</b>	<b>Details</b>
1.0.0	18 September 2018	AJN	First release