

Joystick Setting in different DAW

1. Hardware setting

Prepare the connection cable (Type-C TO USB) before use, The product package doesn't contain the cable.

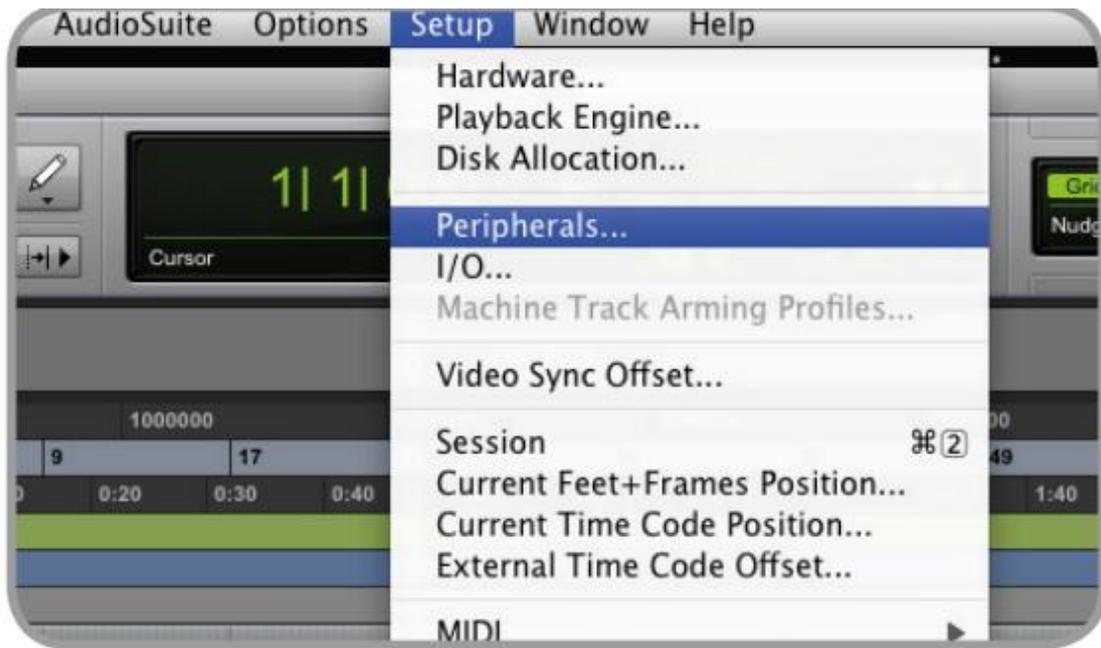


The Magic Joystick is compatible with MAC/WIN and doesn't i nstall anydrive, so once you've connected the cables properly, you've done setting up the hardware.

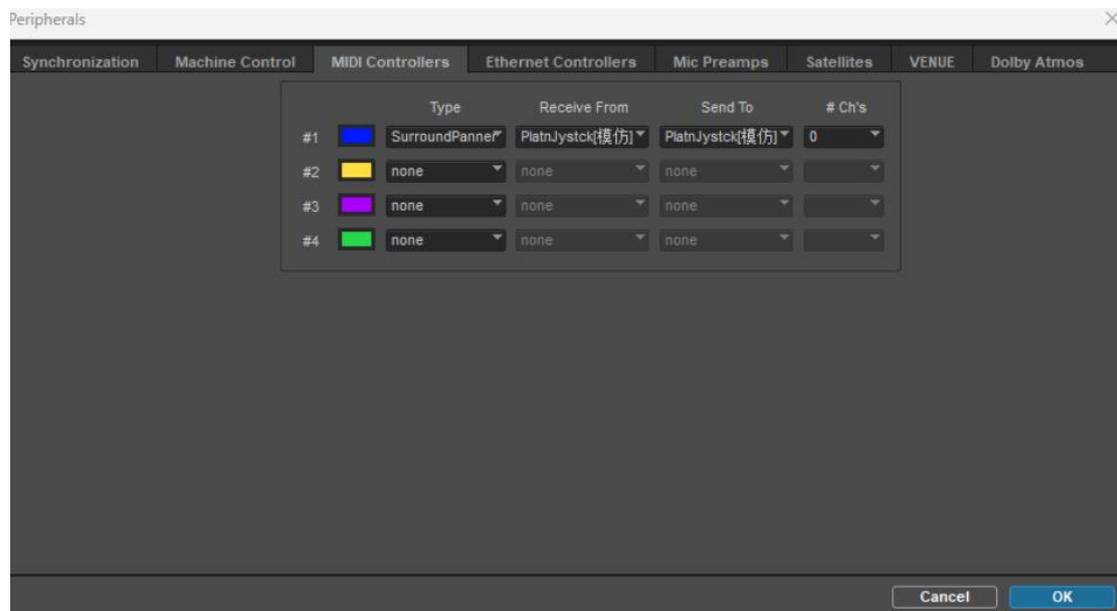
2. DAW Setting

Protools:

- (1) Panel choose **【JOYSTICK】** mode;
- (2) Click menu **【setup】** -> **【Peripherals】**



(3) MIDI Controllers choose Surround Panner and JYStck final like this picture

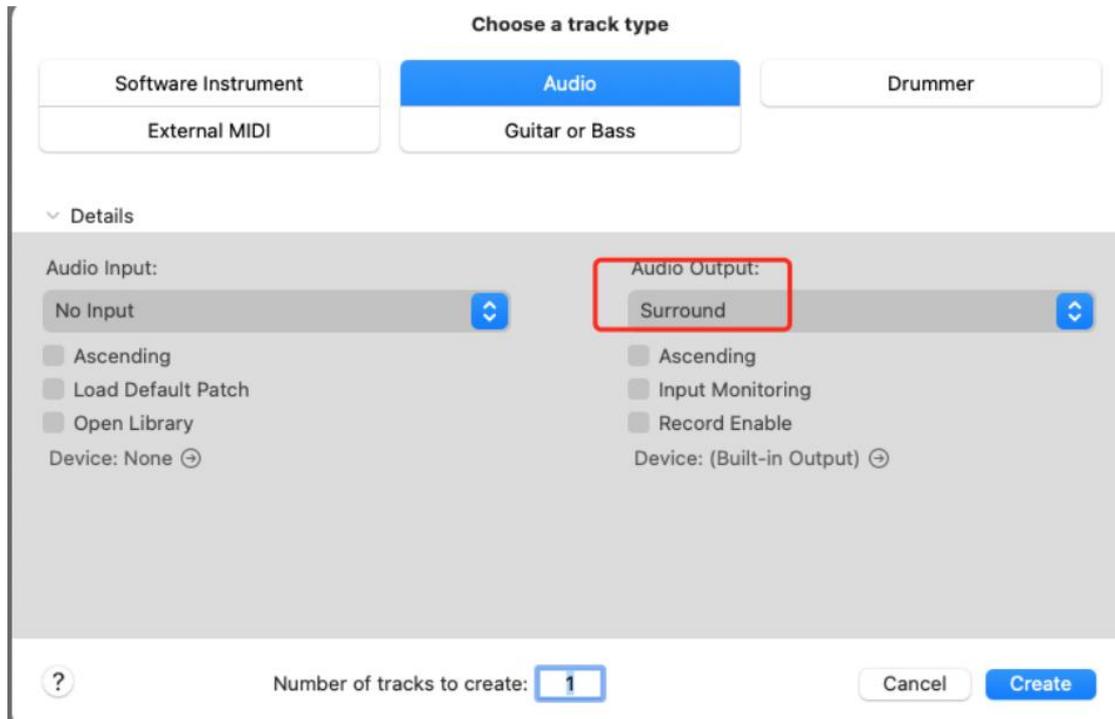


Logic Pro:

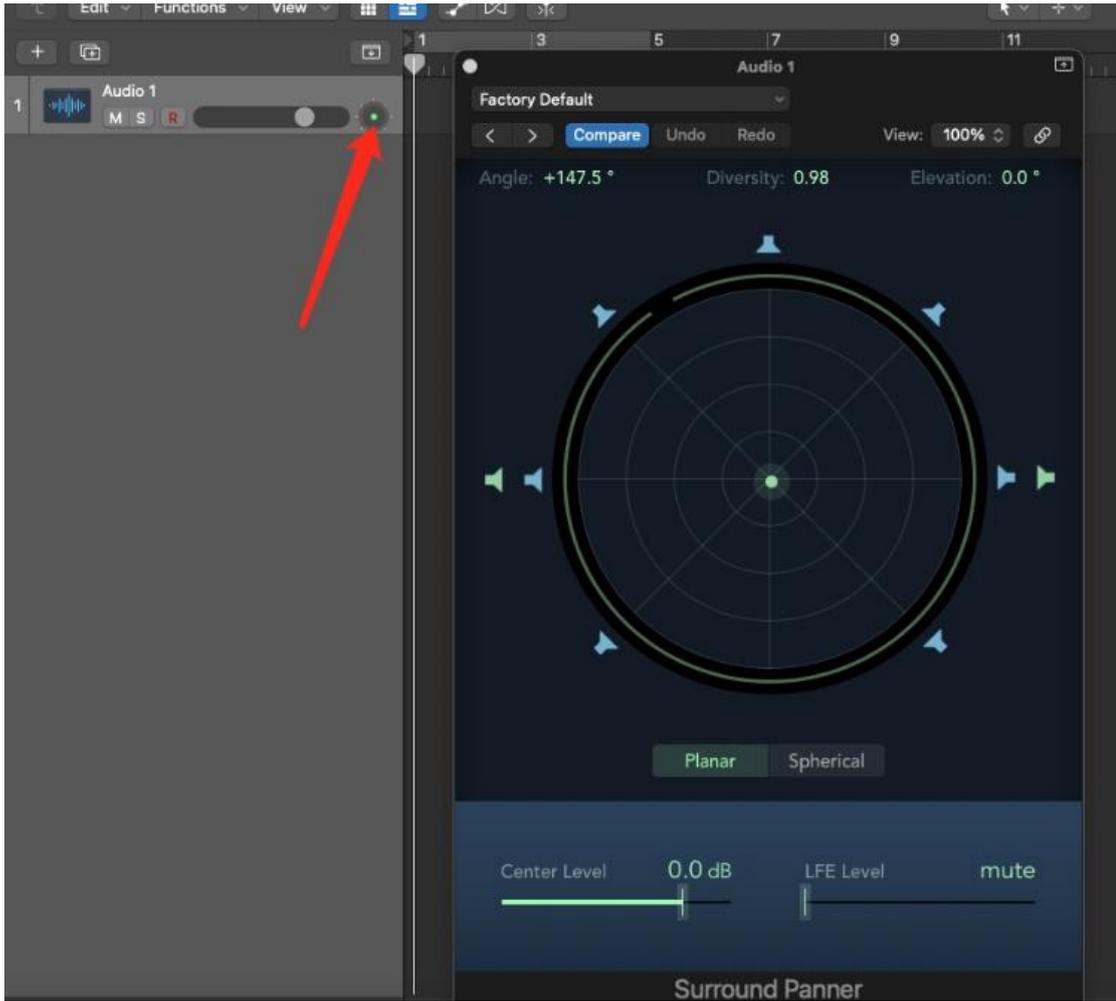
There are two mode to use joystick,if you make surround you should Select **【JOYSTICK】** mode,if you make Atoms you should select **【MIDI Pan】** mode

1. Panel choose **【JOYSTICK】** mode to pan surround track;

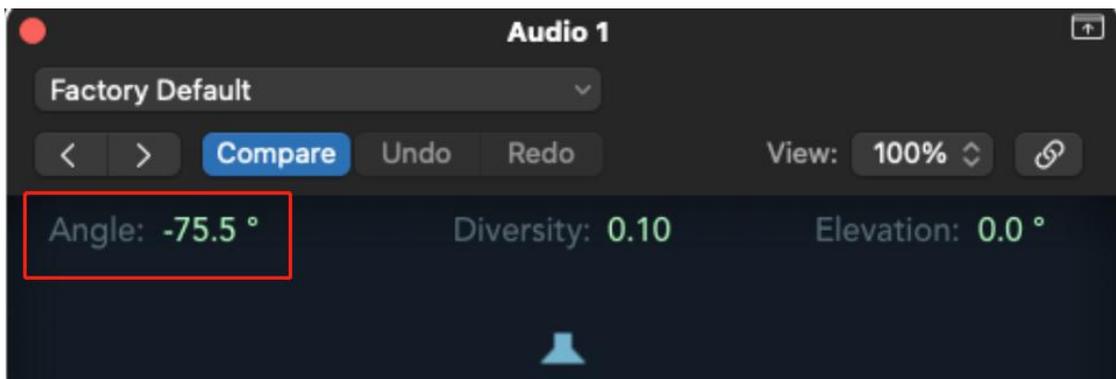
(1) Open Logic add a new surround Audio track



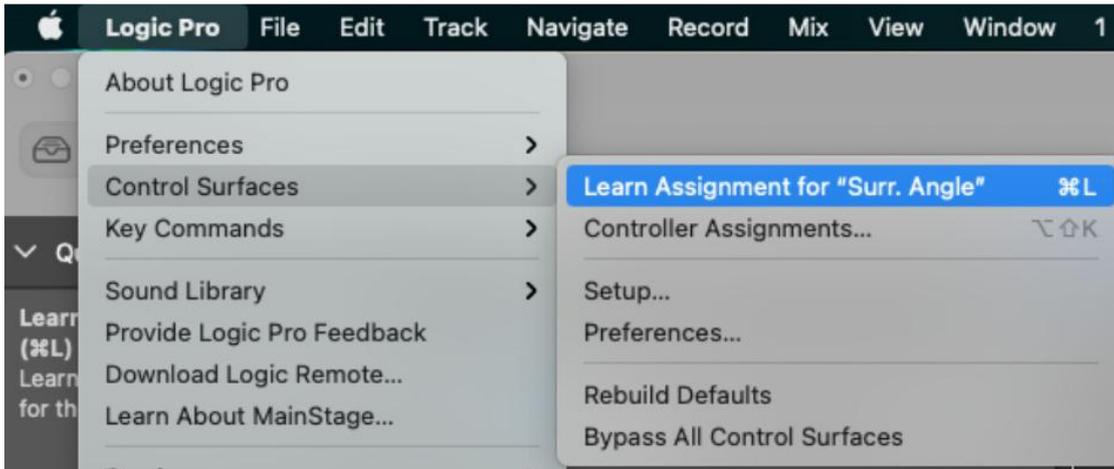
(2) Double click the panner



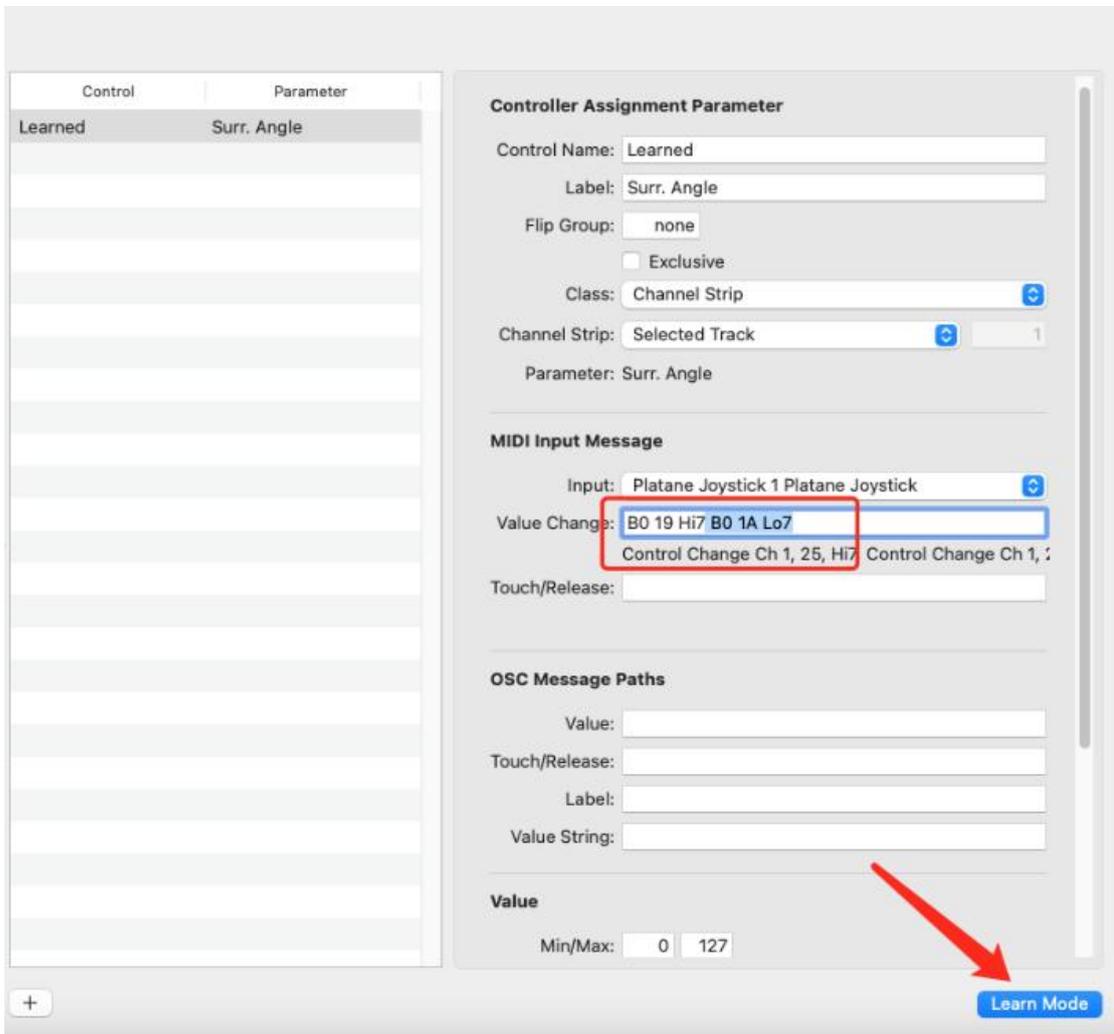
(3) Mouse Drag Angle to change the value(number is not matter)



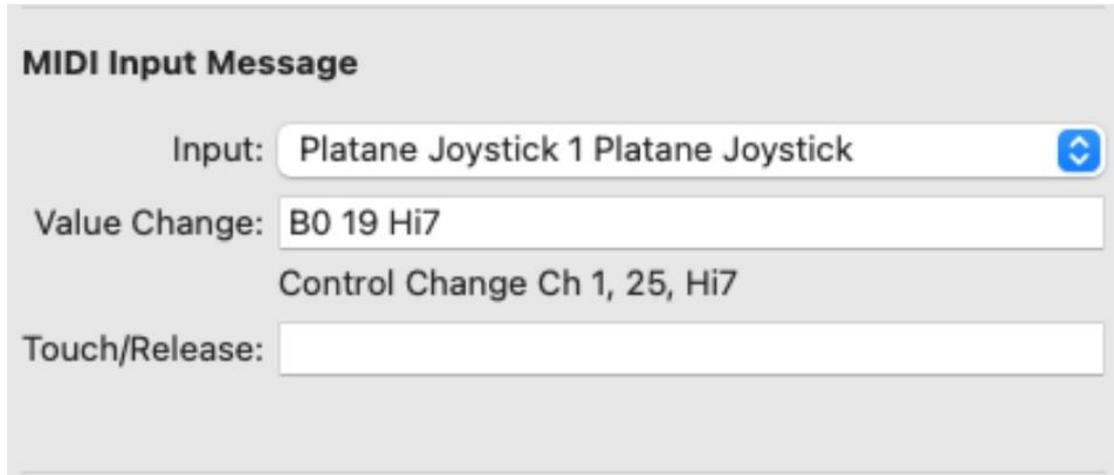
(4) 【Logic Pro】 -> 【Control Surfaces】 -> 【Lean Assignment for"Surround.Panner.Angle"】



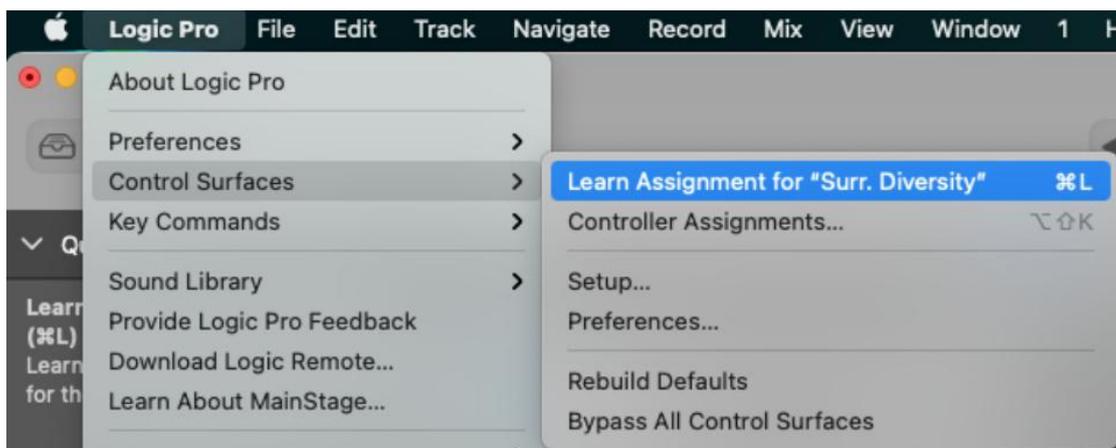
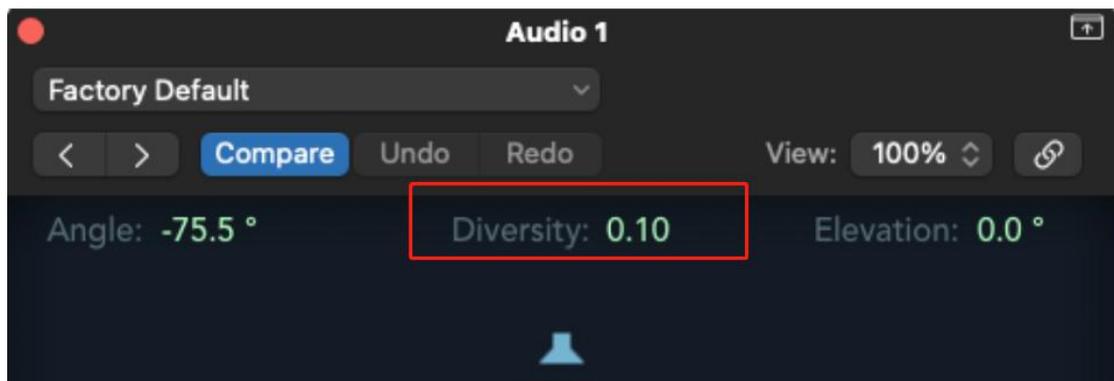
(5) Then Sway physical Joystick, there will a value appear



(6) next will be the most important step:Manually delete the blue value then click Learn mode and close(If not, there will be a conflict)



(7)The same way to learn Diversity,change the value and assign



(9)Sway physical Joytick,there will a value appear,then delete the blue value

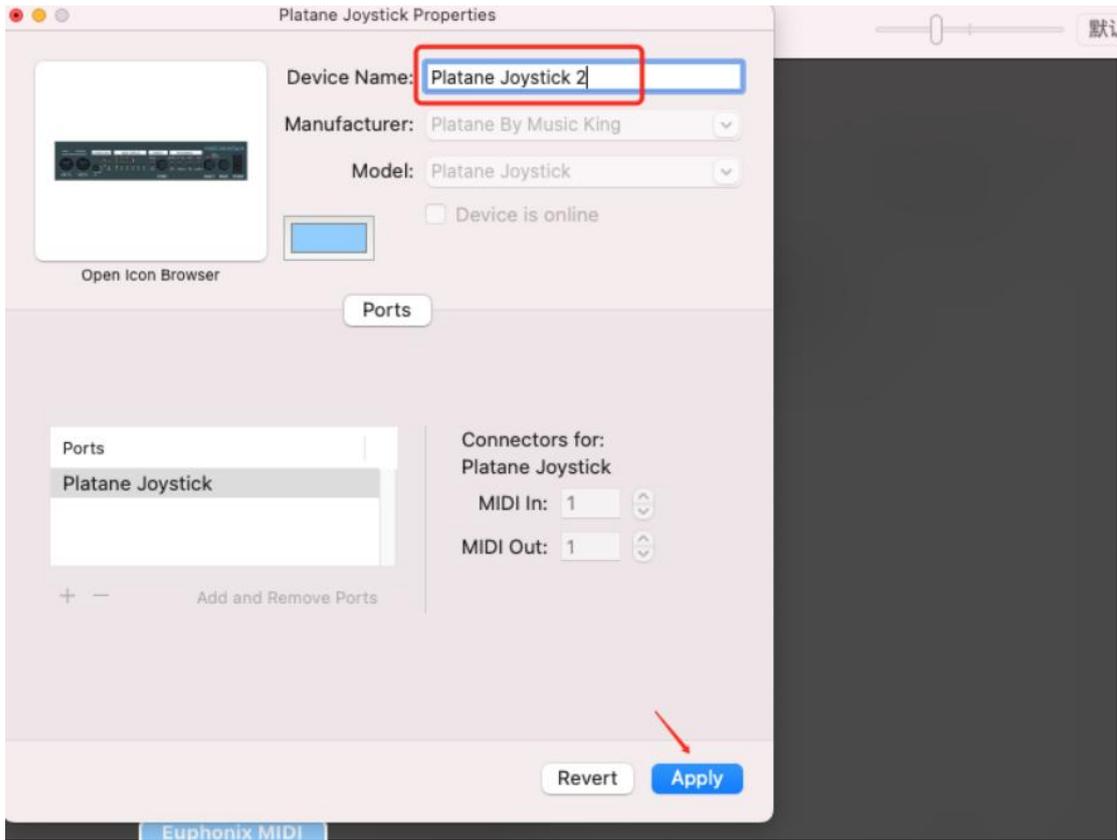
(1) 【Audio MIDI Setup】 -> menu choose 【window】 -> 【show MIDI studio】



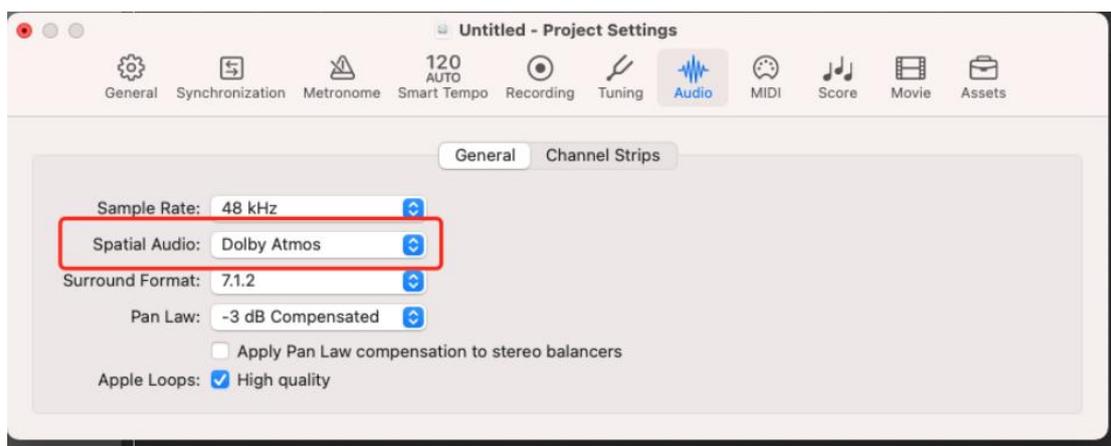
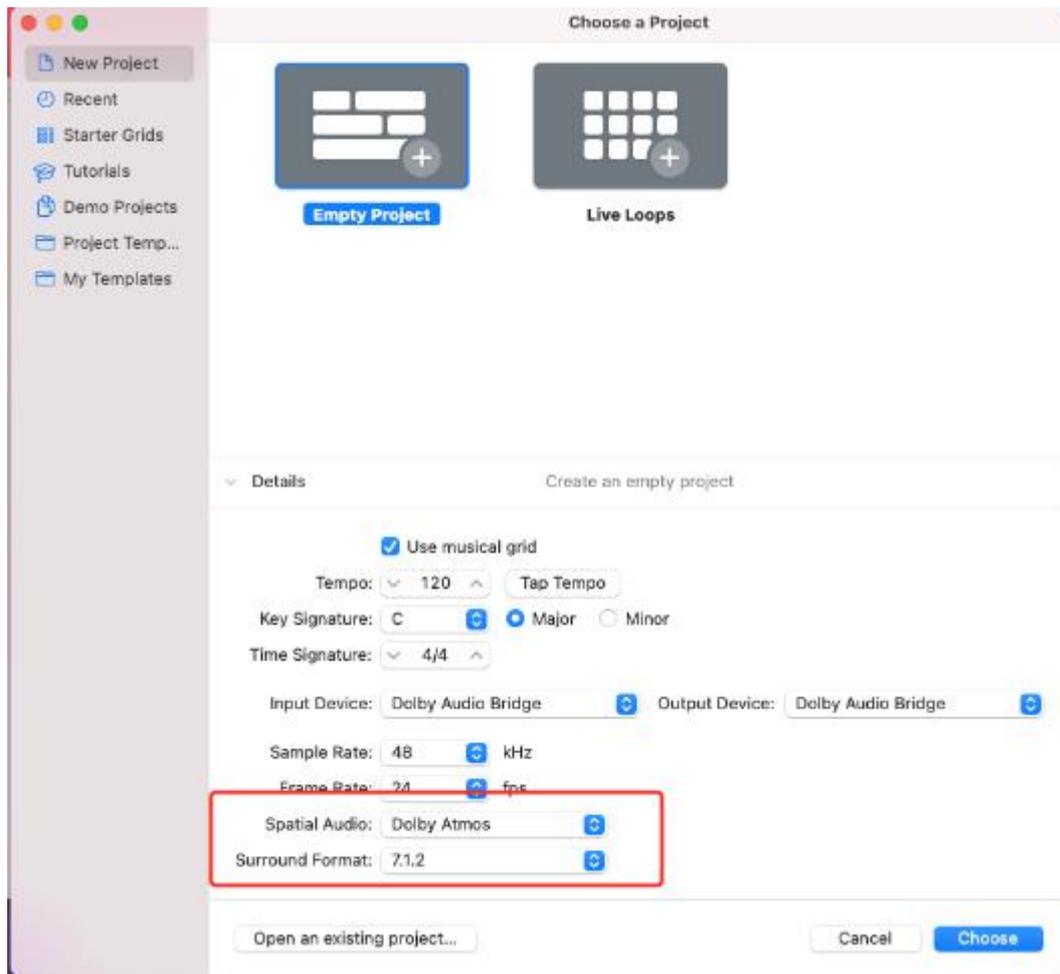
you will see two Joysticks in surface



Now need to rename one of them, double click a name, i write Joystick 2,
You can change any name to differentiate it

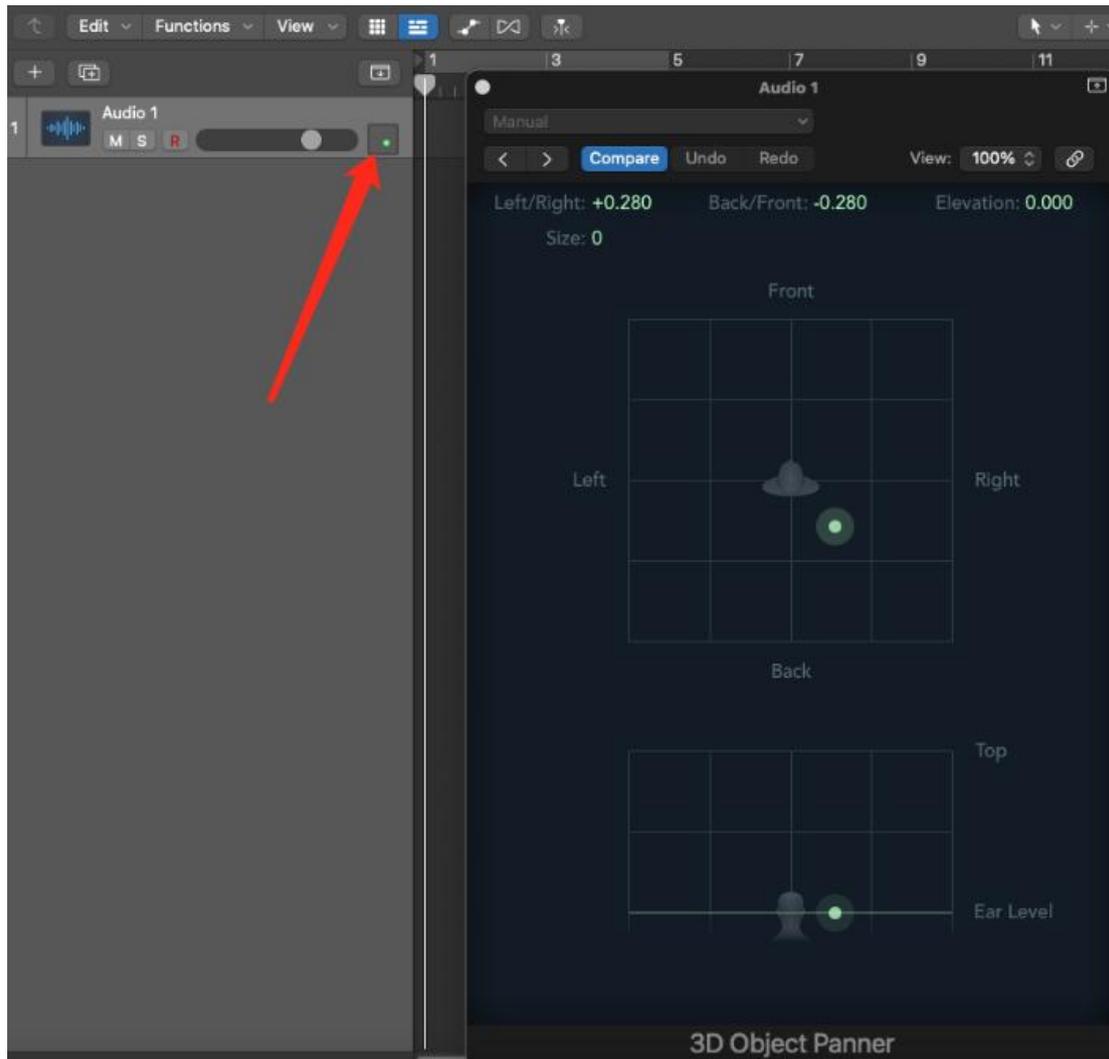


(2) Create a new Atmos project



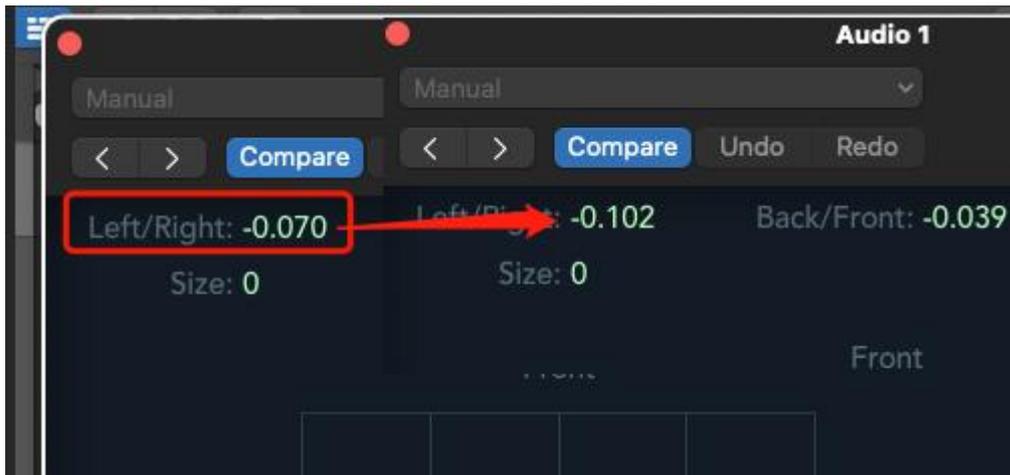
(3) Add a new audio track and output choose 3D Object Panner you will get this surface, double click the

panner

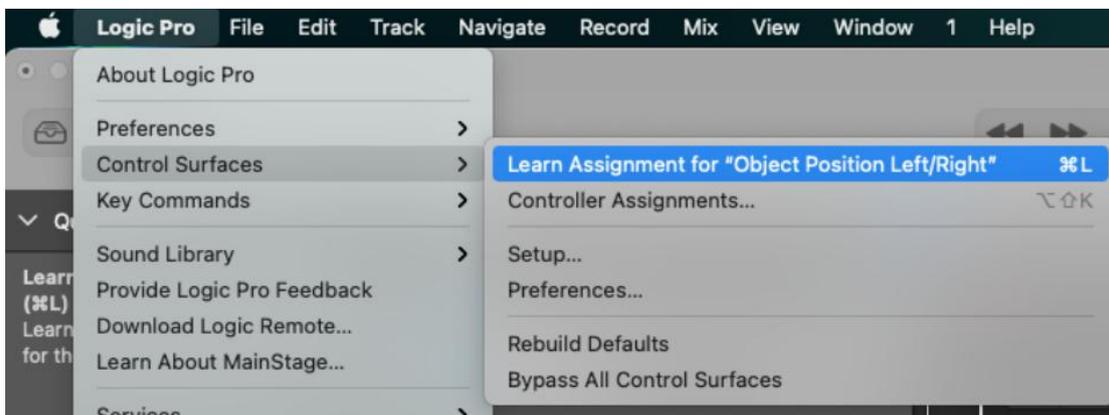


(4) There are four values: Left/Right; Back/Front; Elevation and Size

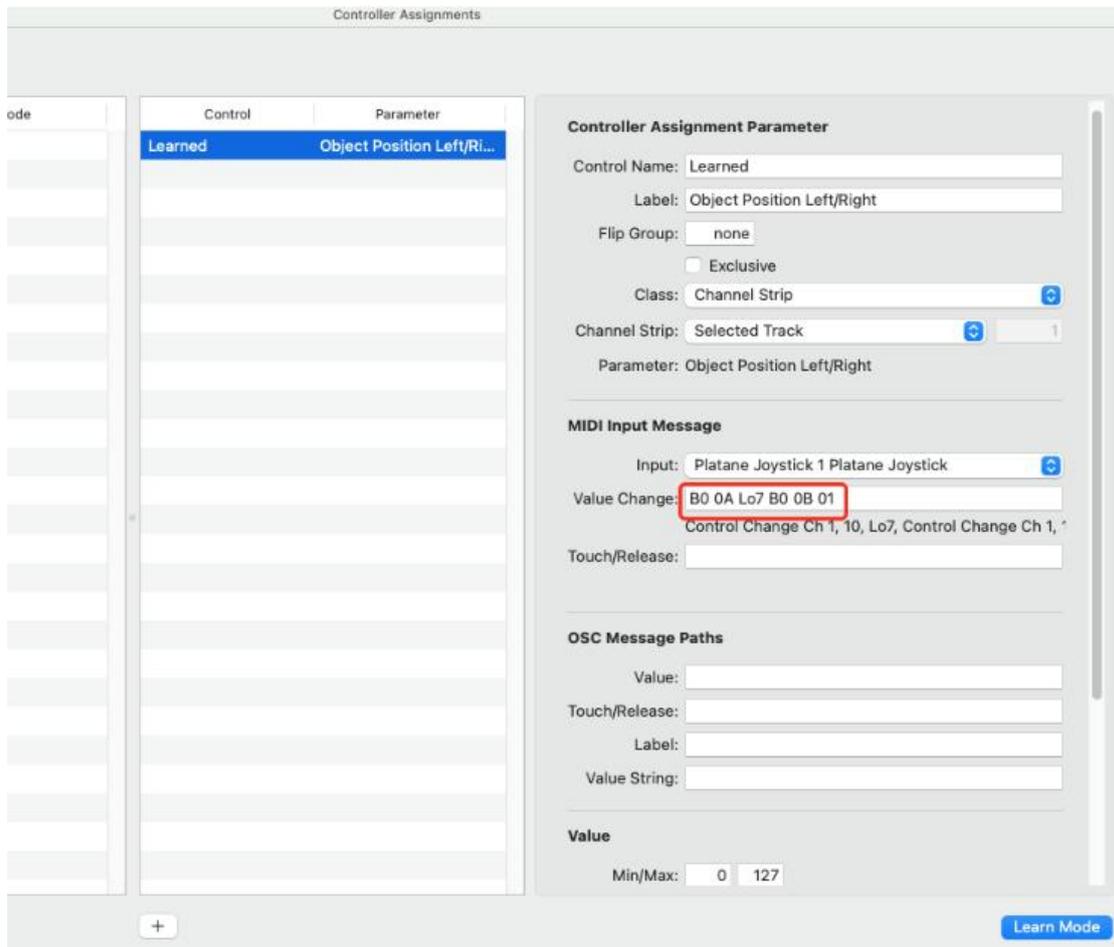
Now we will assign them one by one, mouse drags Left/Right to change the value (number is not matter)



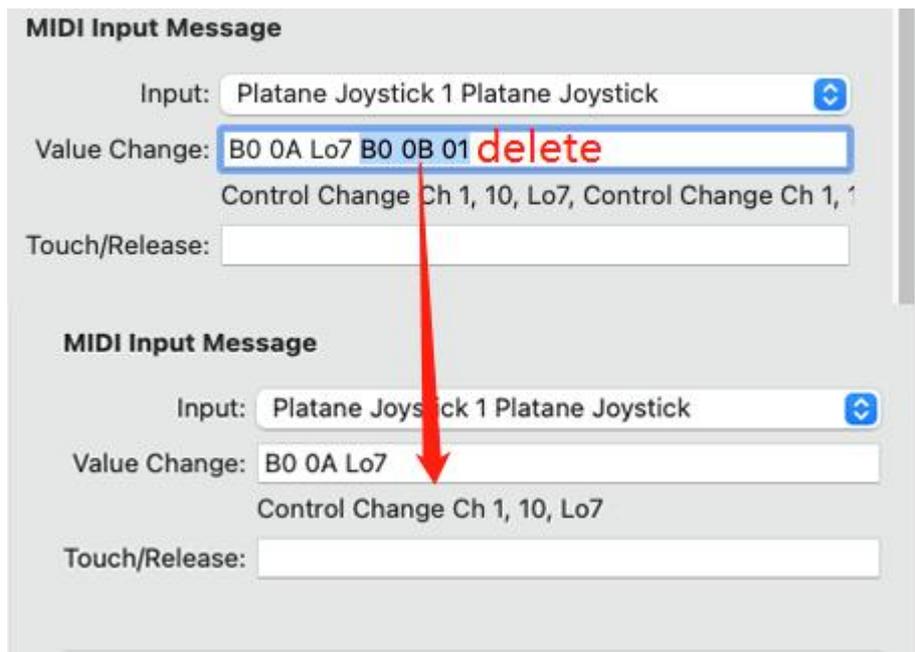
(5) 【Logic Pro】 -> 【Control Surfaces】 -> 【Learn Assignment for "Object Position Left/Right"】



(6) Then Sway physical Joytick, there will a value appear



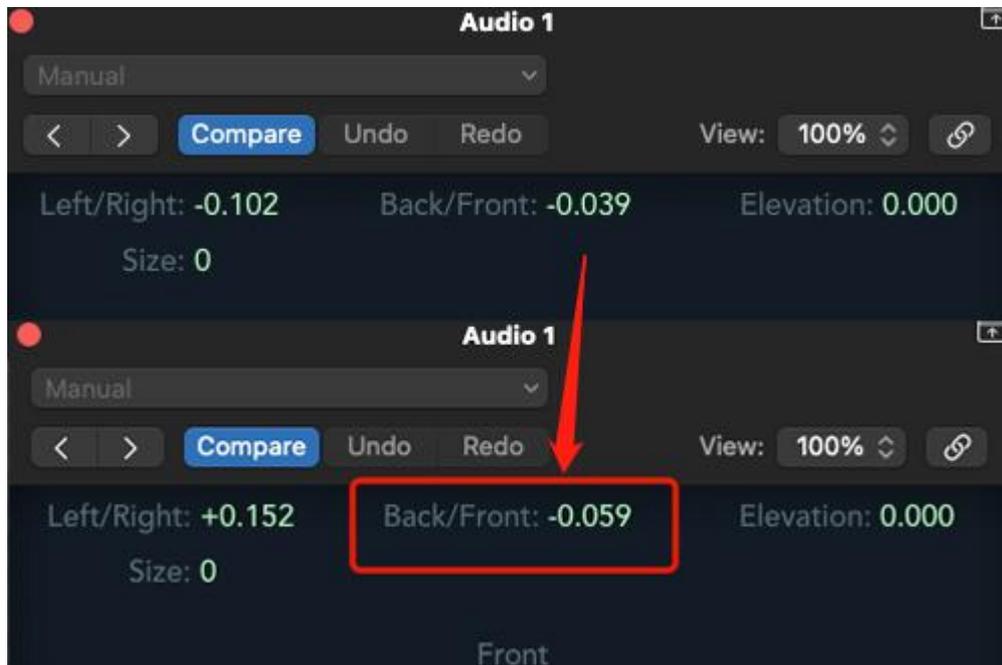
(7)Then it will be the most important step:Manually delete the blue value then close



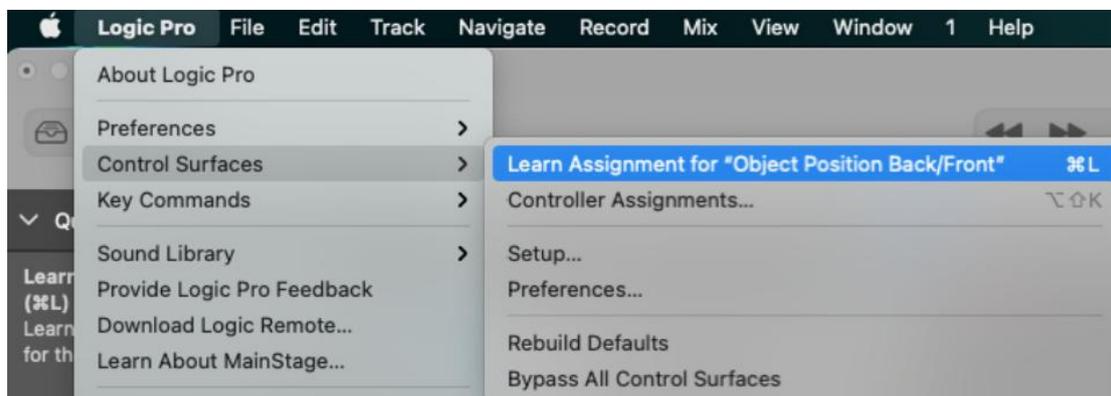
OK,The Value is already assigned,the same way to assign next three

value

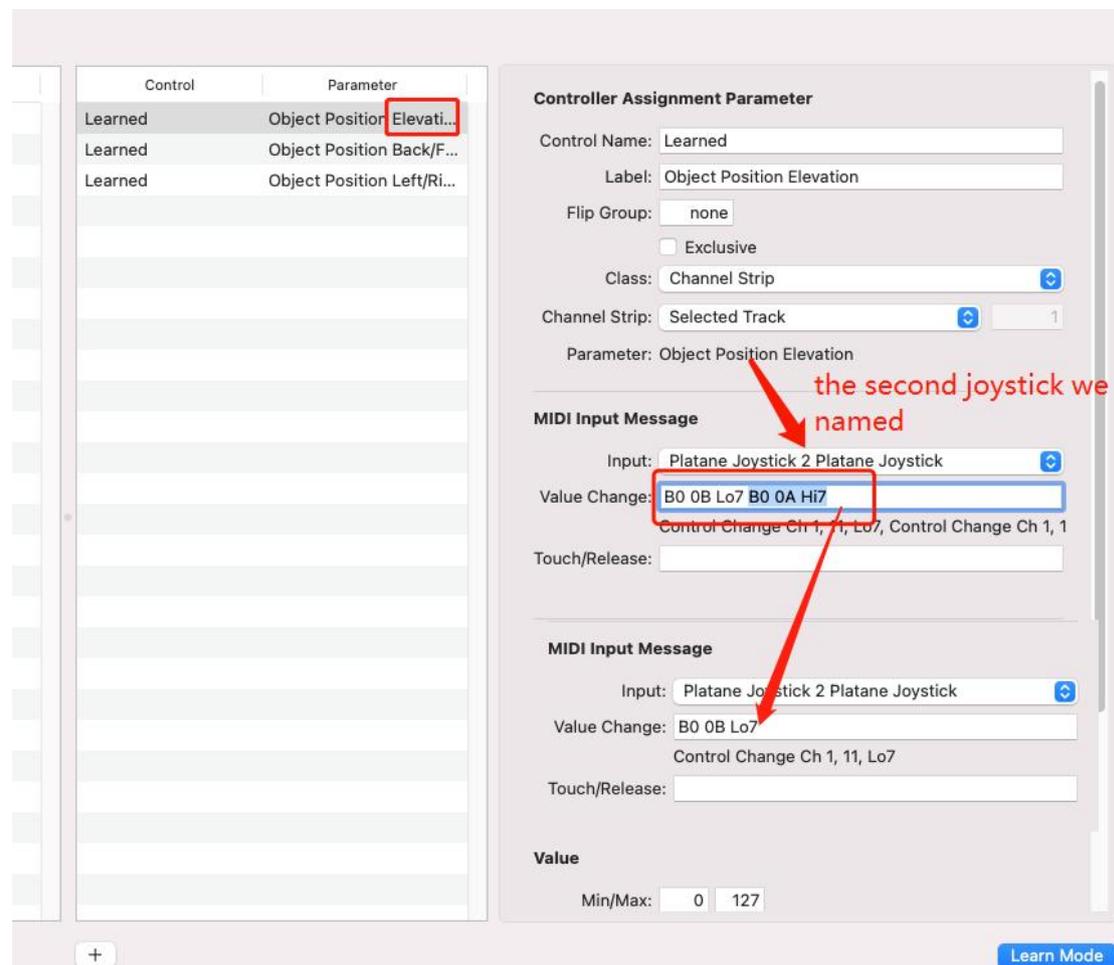
(8) Mouse drags Back/Front to change the value



(9) 【Logic Pro】 -> 【Control Surfaces】 -> 【Learn Assignment for "Object Position Back/Front"】



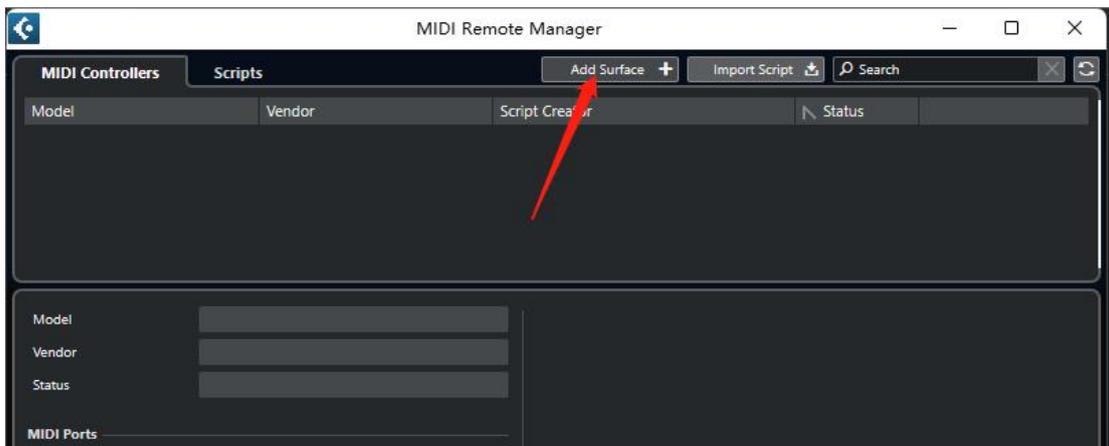
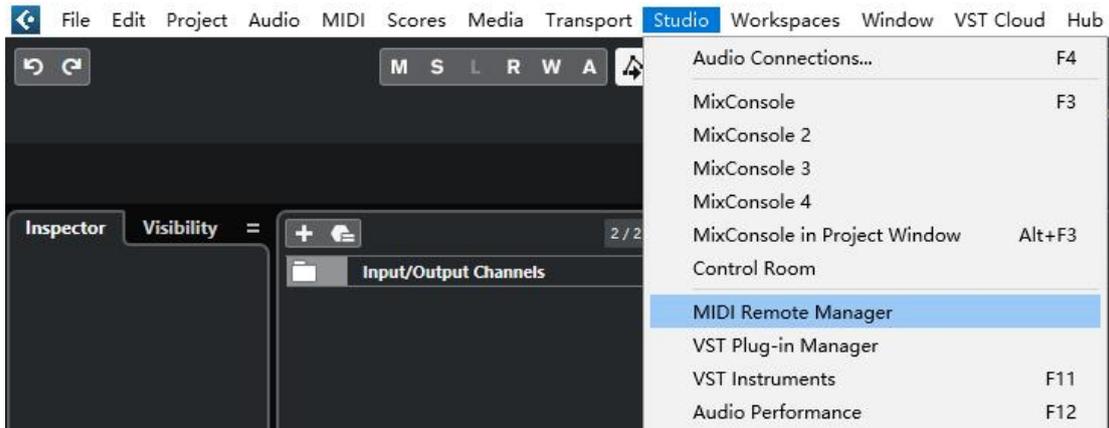
(9) Then, another Joystick the same way to setting, drag -> Sway -> delete



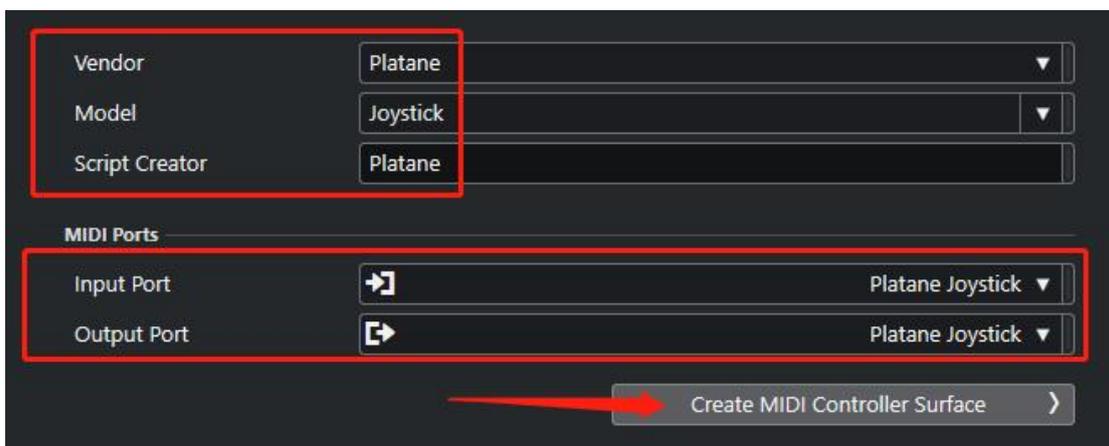
(10) Size according to own's needs setting

Cubase Pro 12 (Version 12.0.52) :

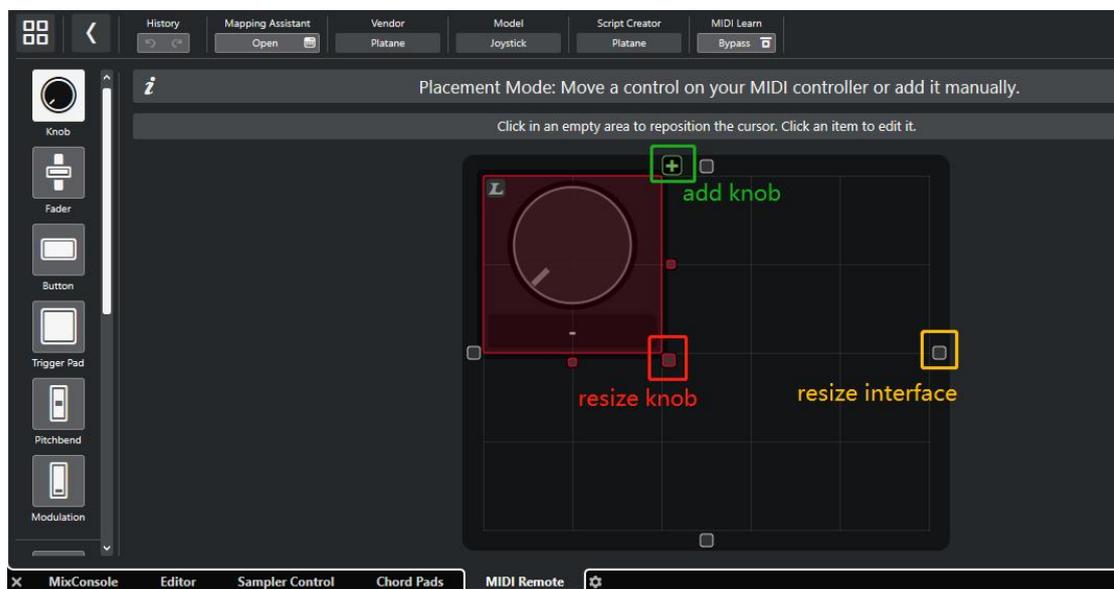
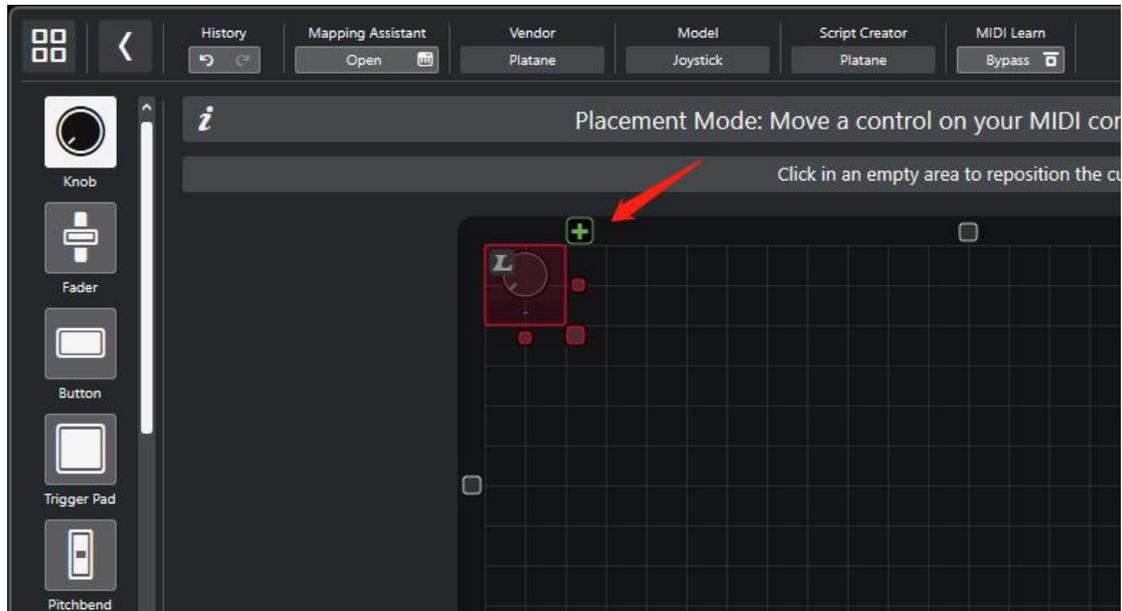
- (1) Panel choose **【MIDI PAN】** mode;
- (2) Open Cubase, after build project and track, click menu **【Studio】**
-> **【MIDI Remote Manager】** -> **【Add Surface】**

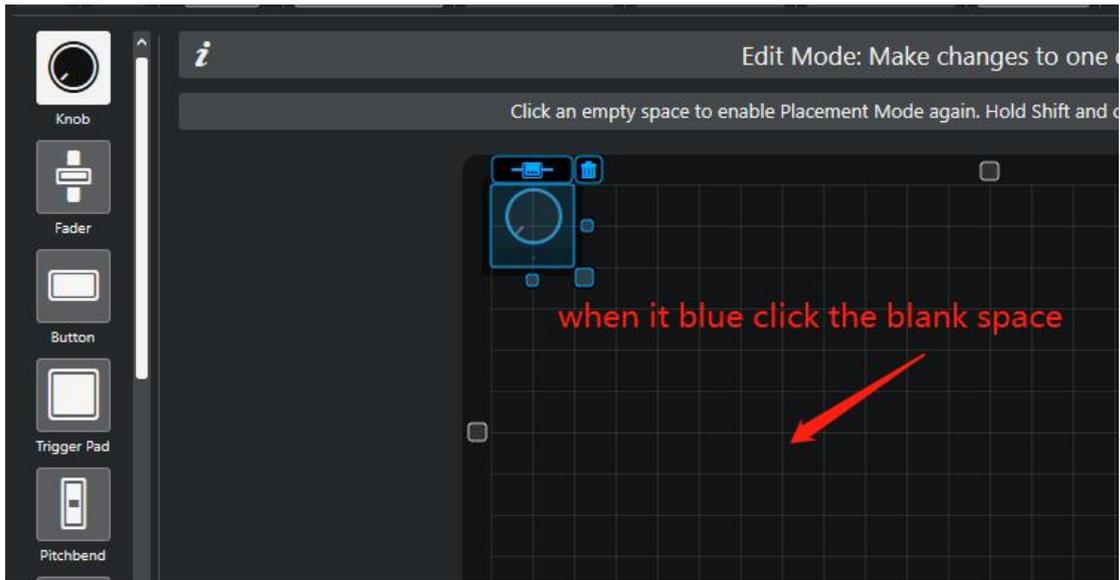


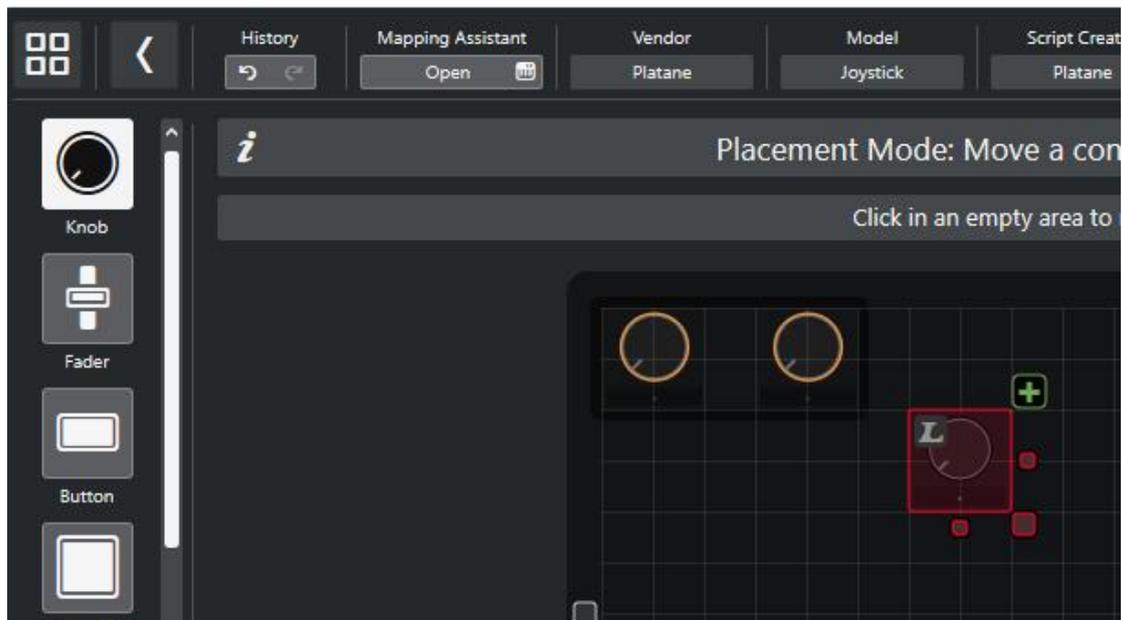
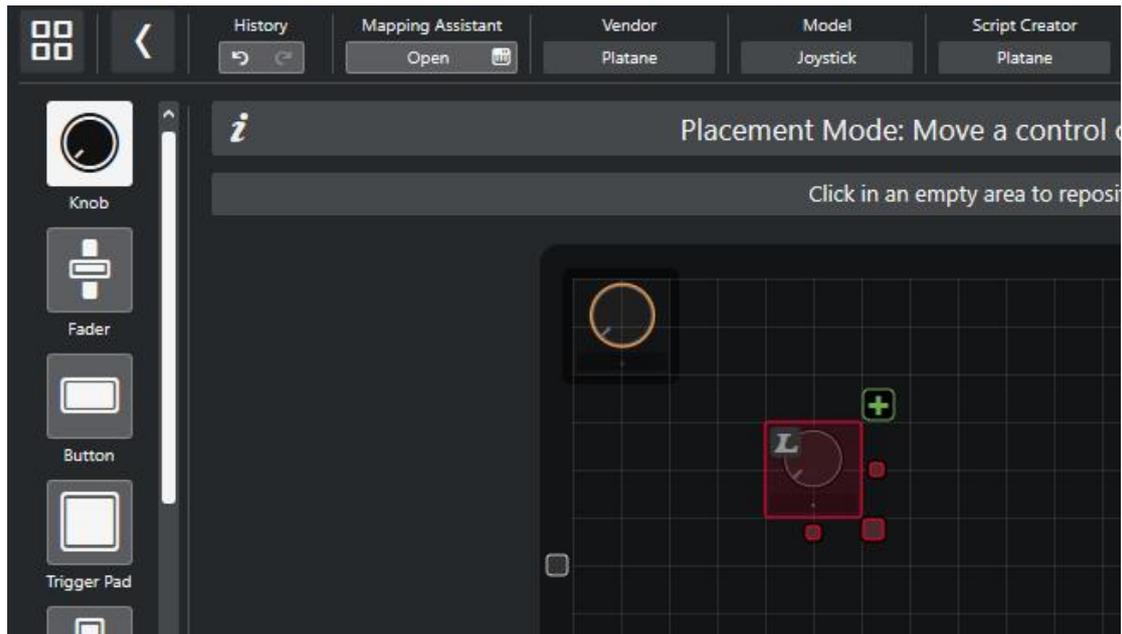
(3) Vendor and Model select Add and enter the name (I enter Platane,Magic Fader),input/output port select Joystick and create



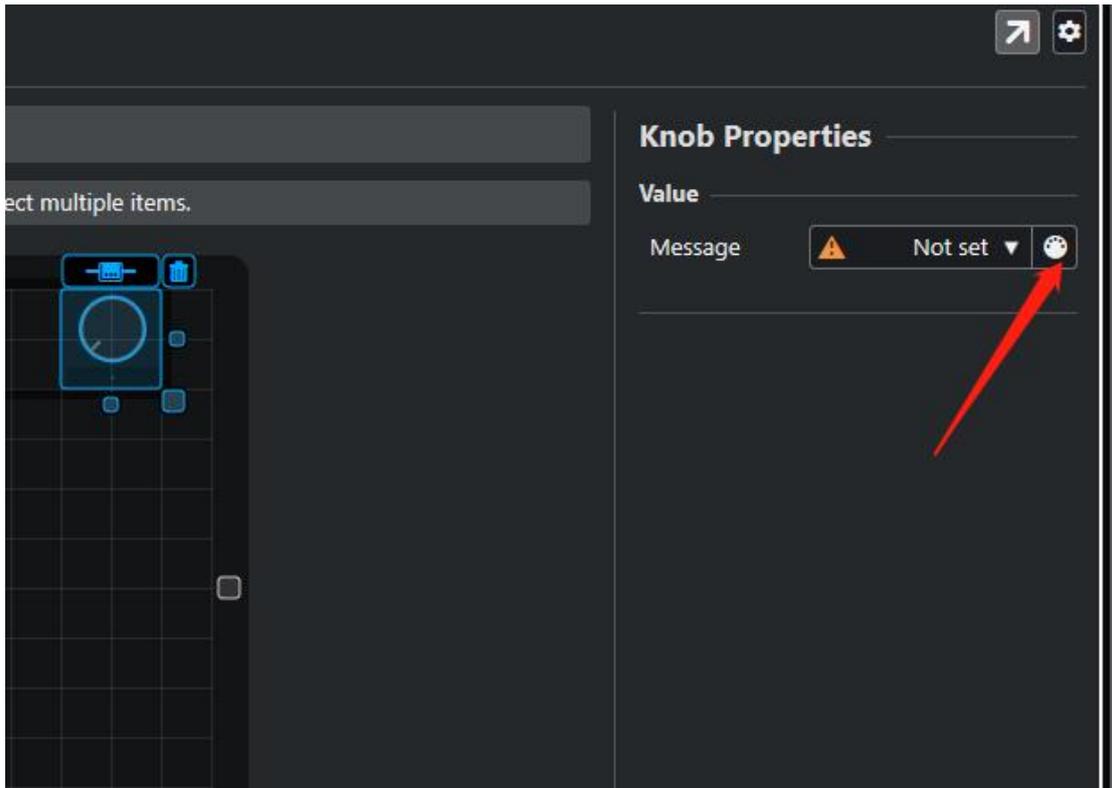
(4) Click Green “+” to add a new knob,when it become Blue color,click the blank space to add another knob by the same way(Sway your stick can feel it too)



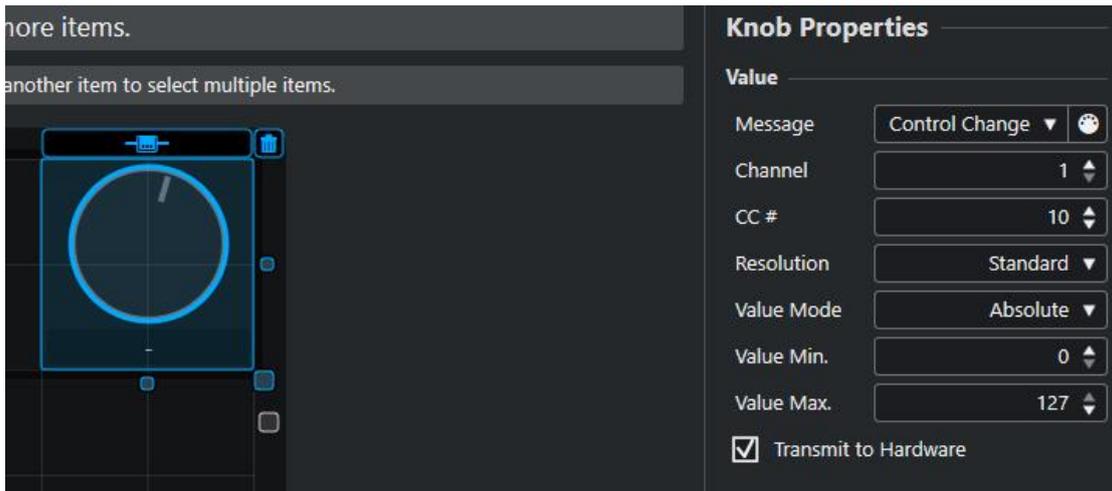
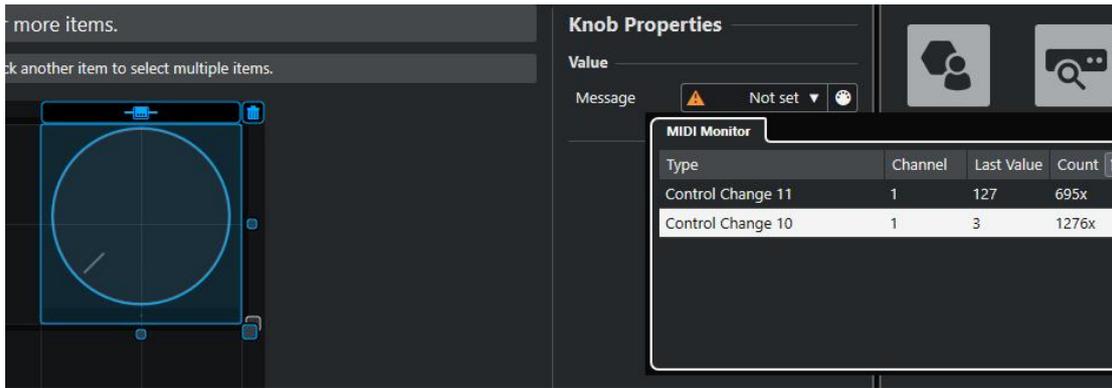




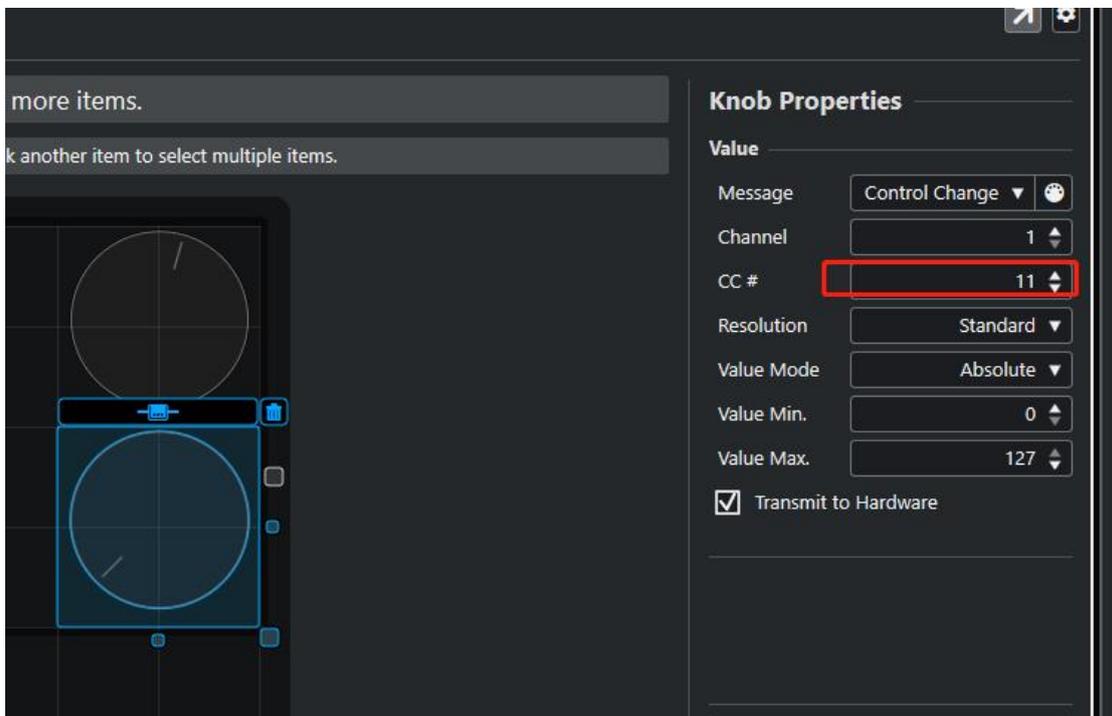
(5) Assign two yellow knob: Click one of them it will become blue, click the right small MIDI knob



(6) Then Sway physical Joytick,there will appear two value , click "Control Change 10",



(7) the same way to assign the second knob select CC11



(8) Insert a **【VST Multitpanner】** plugin on your audio track,you can search to find it

Inspector Visibility =

- ▶ Audio 01
- ▶ Track Versions
- ▶ Chords
- ▶ Equalizers
- ▼ Inserts

Input/Output Channels 3 / 3

1 m s Audio 01

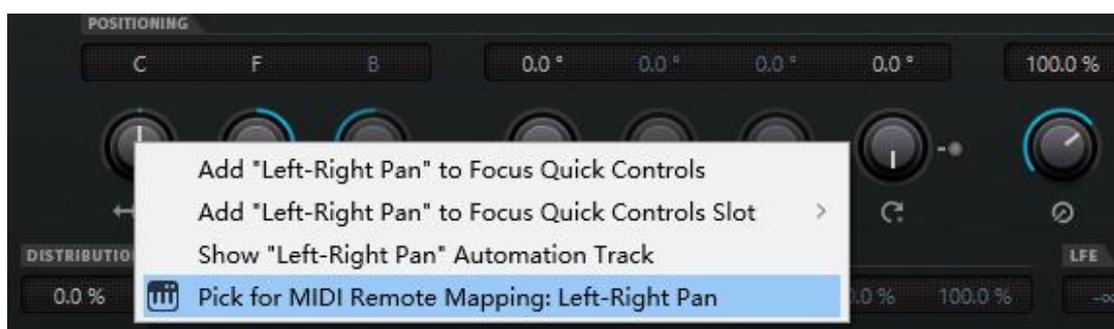
Default + - mul

- C4 Mono ///
- C4 Stereo ///
- C6 Mono ///
- C6 Stereo ///
- C6-SideChain Mono ///
- C6-SideChain Stereo ///
- L3 MultiMaximizer Mono ///
- L3 MultiMaximizer Stereo ///
- L3 UltraMaximizer Mono ///
- L3 UltraMaximizer Stereo ///
- L3-LL Multi Mono ///
- L3-LL Multi Stereo ///
- L3-LL Ultra Mono ///
- L3-LL Ultra Stereo ///
- L316 Mono ///
- L316 Stereo ///
- LinMB Mono ///
- LinMB Stereo ///
- MannyM Tone Shaper Mono ///
- MannyM Tone Shaper Stereo ///
- MannyM TripleD Mono ///
- MannyM TripleD Stereo ///
- TransX Multi Mono ///
- TransX Multi Stereo ///
- Vitamin Mono ///
- Vitamin Stereo ///
- ▼ Spatial + Panner
 - VST MultiPanner ///

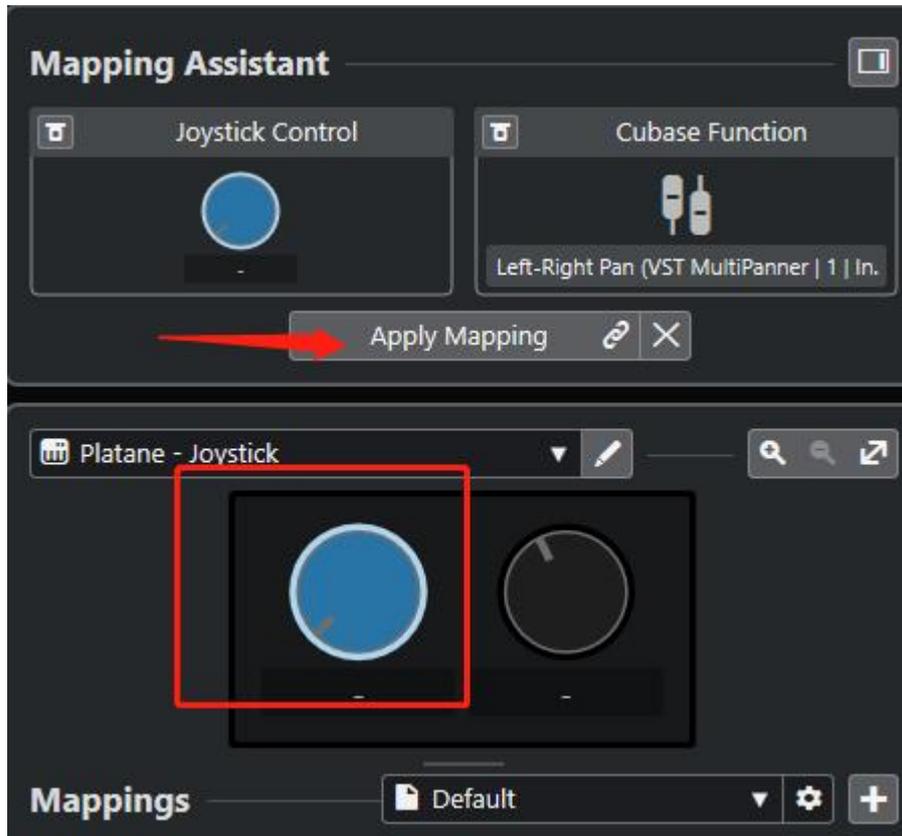
History Mapping



(9) right click X knob -> 【Pick for midi remote mapping:left-right pan】



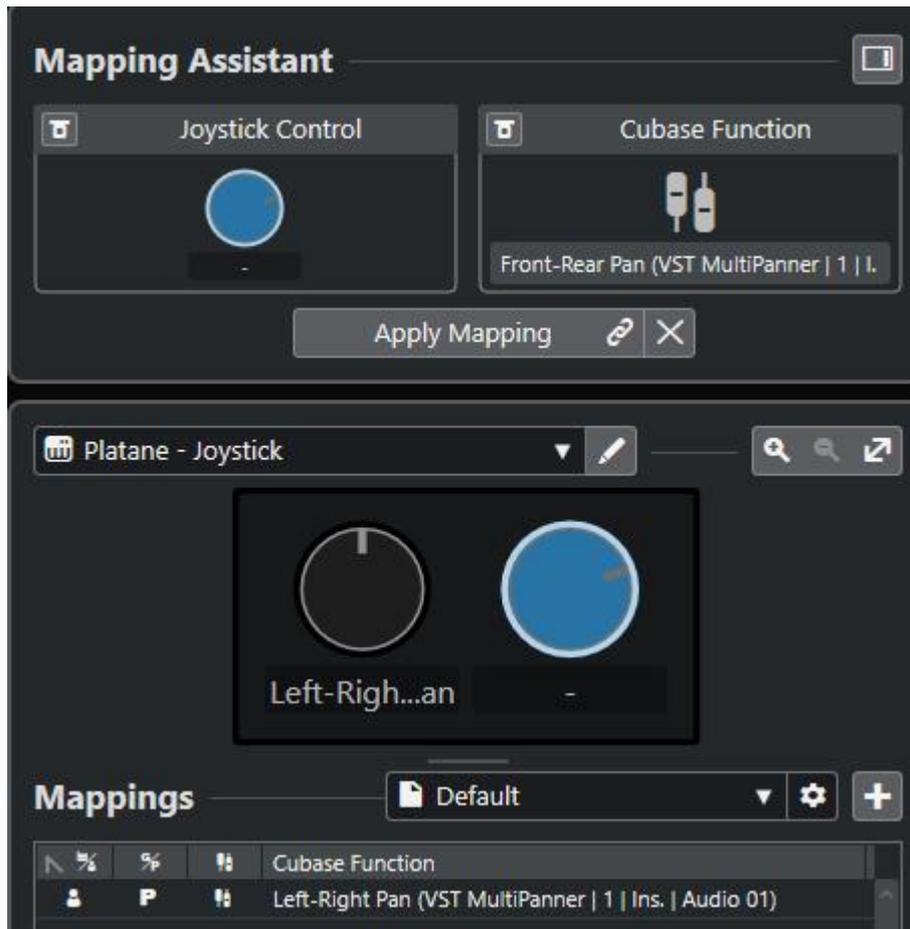
(10) click the knob assign CC10 then Apply Mapping



(11) Right click Y knob -> 【Pick for midi remote mapping:Front-Rear pan】



(12) click the knob assign CC11 then Apply Mapping



(13) it will be the most important step:Manually swap value Min and Max

Platane - Joystick

Left-Righ...an Front-Re...an

Mappings

Default

Icon	Mode	Function
		Cubase Function
	P	Left-Right Pan (VST MultiPanner 1 Ins. Audio 01)
	P	Front-Rear Pan (VST MultiPanner 1 Ins. Audio 01)

before

Mapping Configuration

Value Mode: Jump

Focus Mode: Fixed

Min. 0.0 %

Max. 100.0 %



If you use MAC, you also can use two Joysticks to pan ATOMS Audio
connect two Magic Joysticks to your MAC

(1) **【Audio MIDI Setup】** -> menu choose **【window】** -> **【show MIDI studio】**

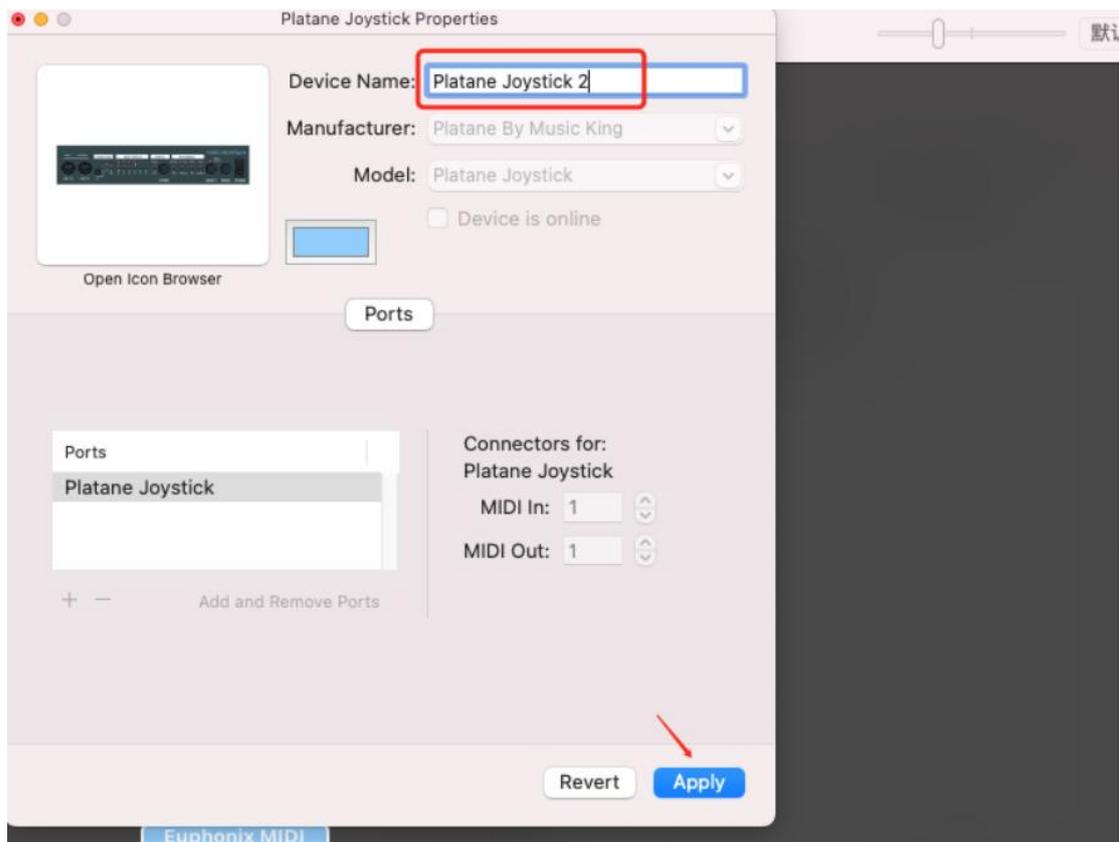


you will see two Joysticks in the surface



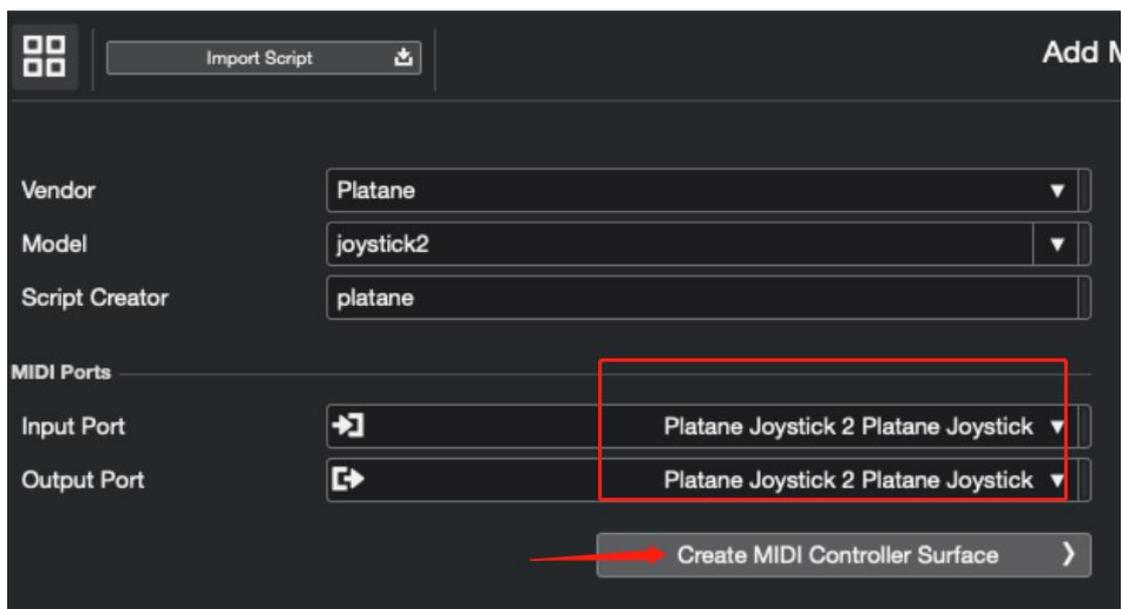
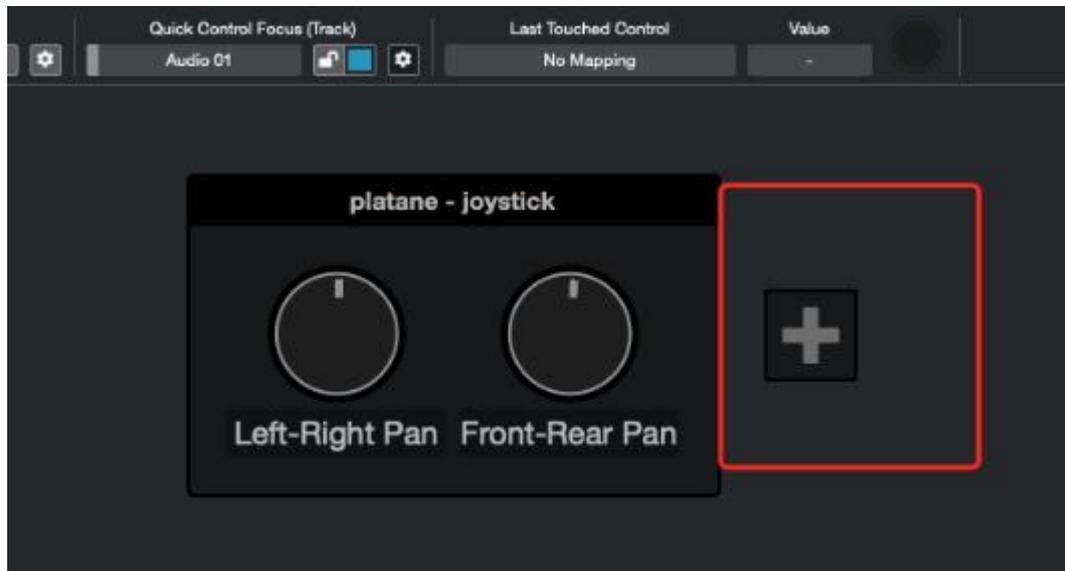
Now need to rename one of them, double click a name, i write Joystick 2,

You can change any name to differentiate it

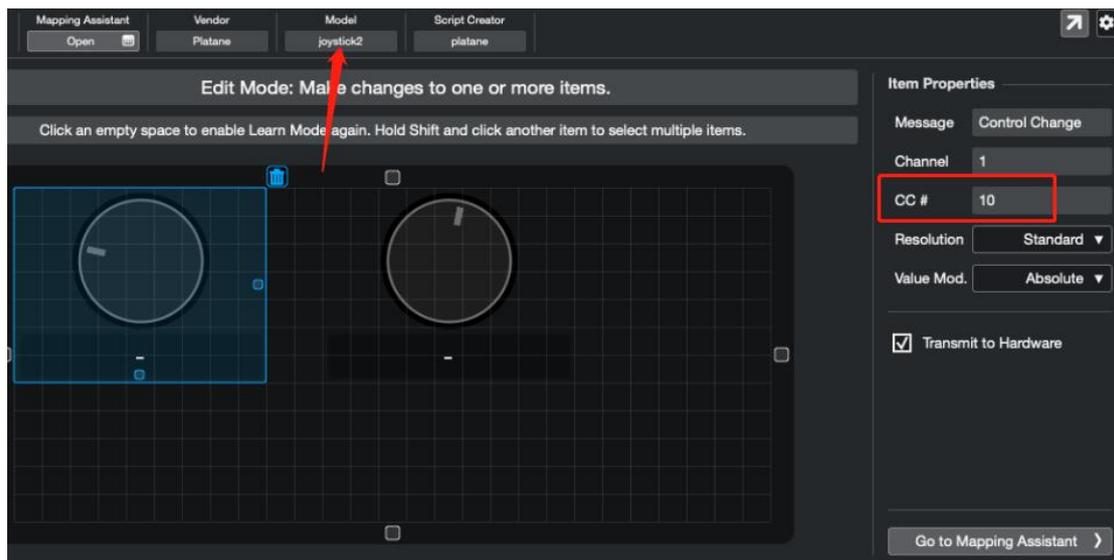


(2) The same way to Add another surface,click “+”

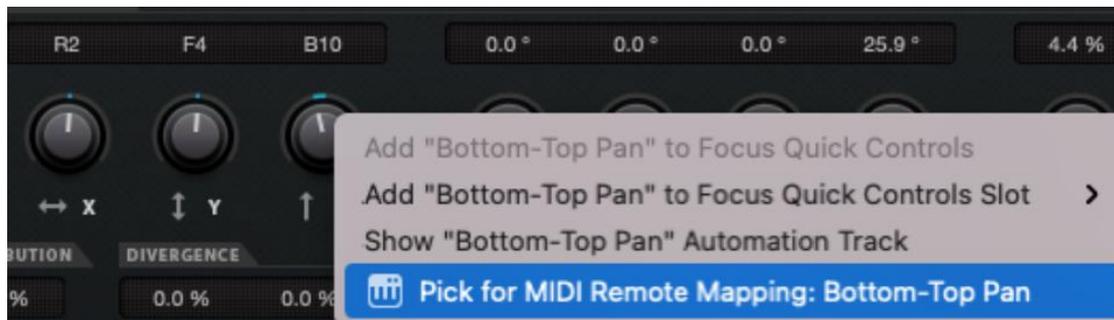
Vendor and Model select Add and enter another name ,input/
output port select Joystick 2 and create



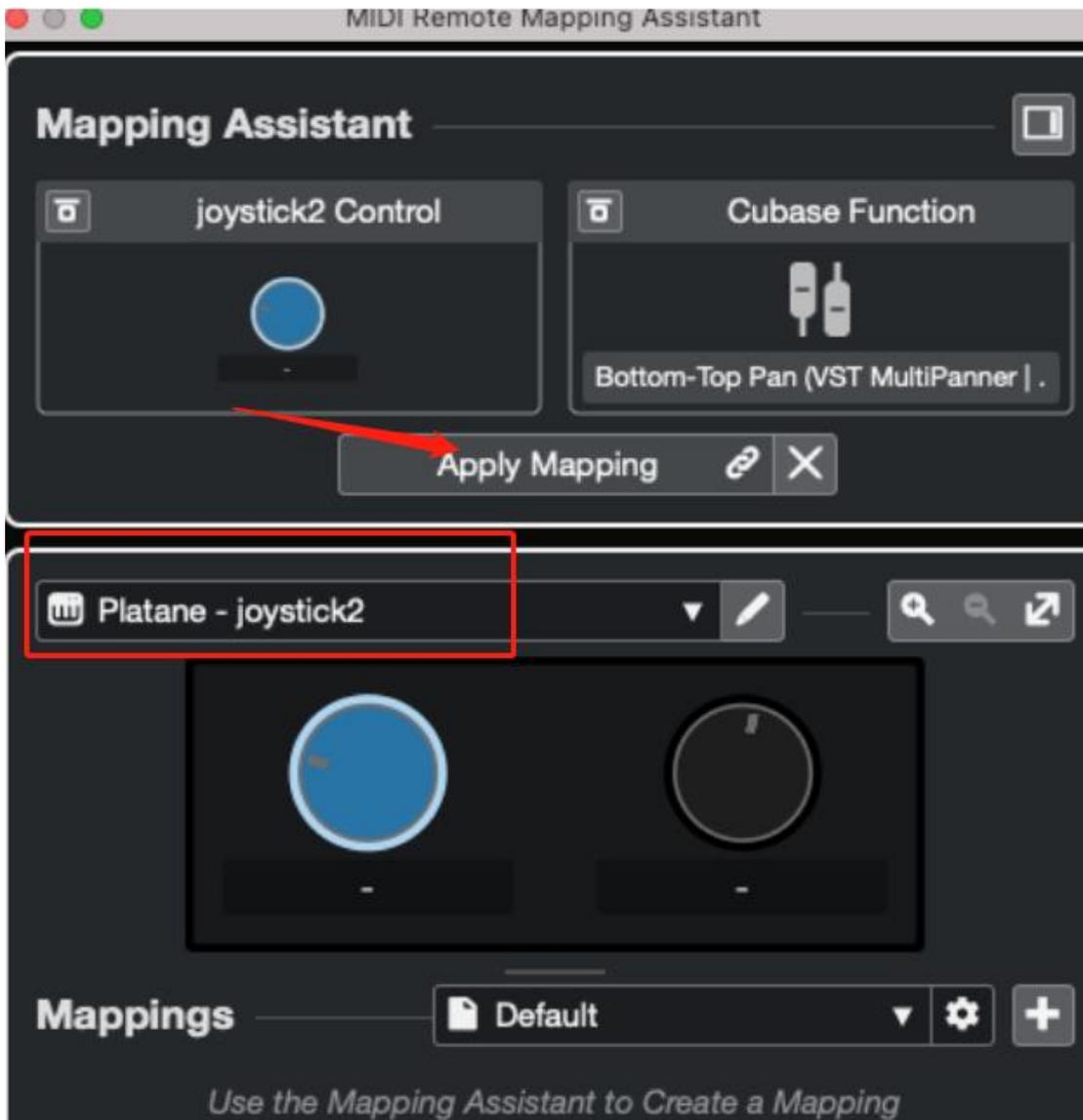
(3) The same way assign CC10 in Joystick2



(4) right click Z knob -> Pick for MIDI remote Mapping:Bottom-Top Pan



(5) click knob you and Apply



(6) Done

