FUNCTION MAP AB64 / Motor Mix Control Surface											
	MODE:										
	INPUT	OUTPUT	CROSSPOINT	INPUT	OUTPUT	CROSSPOINT				RECORD	RECORD
	GAIN	GAIN	GAIN	DELAY	DELAY	DELAY	PLAYBACK	SHOW	SUBMASTER	INPUTS	OUTPUTS
CONTROL											
MODE button	s mute eff-2	s mute eff-2	s mute eff-2	pre/pst eff-3	pre/pst eff-3	pre/pst eff-3	select eff-4	select eff-4	group	rec/rdy funt A	rec/rdy funt A
MODE LED indicator	green	yellow	green+yellow	green	yellow	green+yellow	green	yellow	green	red	yellow
ROTARY LED	"IP"	"OP"	matrix row 1..64	"dL"	"dL"	matrix row 1..64	"PL"	"SH"	"Sx" x:gain 0..3	"r1"	"rO"
LCD Row 1	input chan. I1..I64	output chan. O1..O64	output chan. O1..O64	input chan. I1..I64	output chan. O1..O64	output chan. O1..O64	input chan. I1..I64	list, clock, last cue	submaster S1..S32, Z	input chan. I1..I64	output chan. O1..O64
LCD Row 2	input level	output level	crosspoint level	input delay	output delay	crosspoint delay	selection number	path, cue time, next cue	submaster level	input level	output level
ROTARY ENCODER			matrix row (input chan.)			matrix row (input chan.)	audio selection	show, list, path, cue	submaster gain		
ENCODER PUSH KNOB							load selection	set next cue			
1 - 8 buttons							channel to load	list for cue display			
ROTARY POTs				delay	delay	delay					
A - H buttons							start / stop channel	start / stop list clock			
I - P buttons								Go next cue	zero submaster	enable record on channel	enable record on channel
SOLO buttons	input solo	output solo	output solo	input solo	output solo	output solo	input solo			input solo	output solo
MUTE buttons	input mute	output mute	output mute	input mute	output mute	output mute	input mute			input mute	output mute
MOTORIZED FADERS	input level	output level	crosspoint level	input level	output level	crosspoint level	input level	submaster level	submaster level / zero	input level	output level
PLAY button	start all list clocks	start all list clocks	start all list clocks	start all list clocks	start all list clocks	start all list clocks	start all plbk chans	start all list clocks	start all list clocks	start recording	start recording
STOP button	stop all list clocks	stop all list clocks	stop all list clocks	stop all list clocks	stop all list clocks	stop all list clocks	stop all playback	stop all list clocks	stop all list clocks	stop recording	stop recording
REWIND button	zero all list clocks	zero all list clocks	zero all list clocks	zero all list clocks	zero all list clocks	zero all list clocks	zero all list clocks	zero all list clocks	zero all list clocks	zero all list clocks	zero all list clocks
NEXT button	advance next cue	advance next cue	advance next cue	advance next cue	advance next cue	advance next cue	advance next cue	advance next cue	advance next cue	advance next cue	advance next cue
LAST button	decrement next cue	decrement next cue	decrement next cue	decrement next cue	decrement next cue	decrement next cue	decrement next cue	decrement next cue	decrement next cue	decrement next cue	decrement next cue
ENTER button	Go next cue, all lists	Go next cue, all lists	Go next cue, all lists	Go next cue, all lists	Go next cue, all lists	Go next cue, all lists	Go next cue, all lists	Go next cue, all lists	Go next cue, all lists	Go next cue, all lists	Go next cue, all lists
shift DEFAULT	RESET	RESET	RESET	RESET	RESET	RESET	RESET	RESET	RESET	RESET	RESET
SUSPEND button	ALL_OFF / RESTORE	ALL_OFF / RESTORE	ALL_OFF / RESTORE	ALL_OFF / RESTORE	ALL_OFF / RESTORE	ALL_OFF / RESTORE	ALL_OFF / RESTORE	ALL_OFF / RESTORE	ALL_OFF / RESTORE	ALL_OFF / RESTORE	ALL_OFF / RESTORE
shift ALL button	Matrix ON diagonal	Matrix ON diagonal	Matrix ON diagonal	Matrix ON diagonal	Matrix ON diagonal	Matrix ON diagonal	Matrix ON diagonal	Matrix ON diagonal	Matrix ON diagonal	Matrix ON diagonal	Matrix ON diagonal
shift WINDOW button	Matrix Off	Matrix Off	Matrix Off	Matrix Off	Matrix Off	Matrix Off	Matrix Off	Matrix Off	Matrix Off	Matrix Off	Matrix Off