

# AudioSwift Surround Controller for Logic Pro - User Guide

This user guide will show how to configure a trackpad and Magic Mouse as a surround controller for Logic Pro using AudioSwift. If it's your first time working with AudioSwift, please [watch the installation and overview tutorial](#) or download the [AudioSwift User Guide](#) before continuing. Visit [audioswiftapp.com](https://audioswiftapp.com) for more information.

## 1.1 Introduction

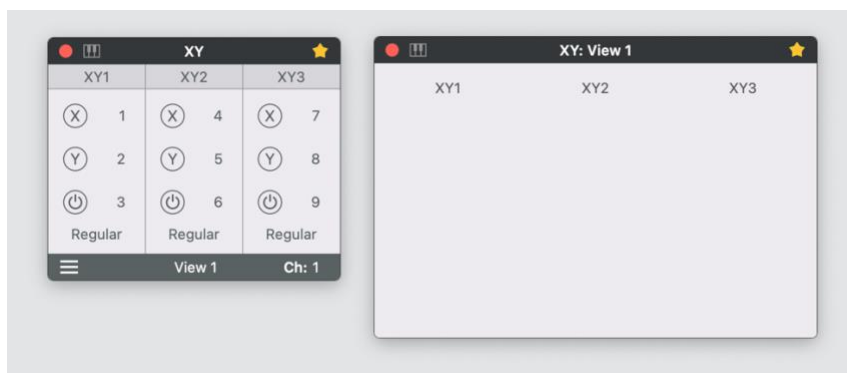
AudioSwift for macOS transforms your trackpad and the surface of a Magic Mouse into MIDI controllers. By tapping the trackpad with a four or five finger tap gesture, or by pressing a hotkey for the Magic Mouse, we activate AudioSwift to send MIDI using touches on the surface of the device. After we finish, we press the *Esc* key.

AudioSwift comes with different controller modes and tools we can use for mixing, add expression to virtual instruments, make beats, MPE and more. One of these controller modes is the XY Mode, now it has the option to set a trackpad as a wireless touch controller for the Surround and 3D Object panners in Logic Pro, to speed up the mixing workflow.

All parameters in the panners can be controlled from the trackpad and Magic Mouse using a third-party driver and with additional MIDI Learn assignments we'll need to make. We'll work with different views for the trackpad and Magic Mouse via key shortcuts depending on the parameters we need to control.

## 1.2 Configuration

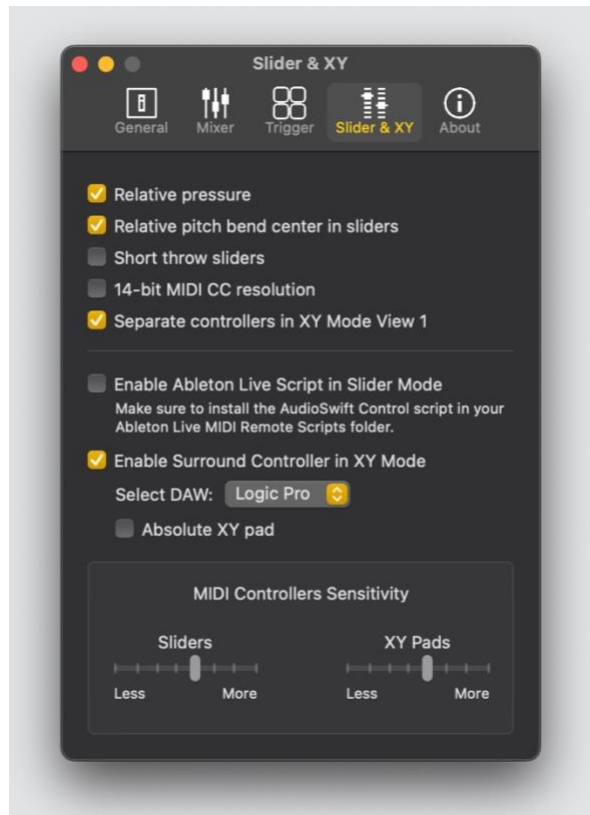
Download the latest AudioSwift Beta version [from the website](#) and launch it. Open the Console window by clicking *AudioSwift > Show Console* and change it to the XY Mode. Let's enable the star button on the top right to keep the window always on top. Also click *AudioSwift > Show Trackpad* to open the trackpad window and enable its star.



Go to the *AudioSwift > Preferences > Slider and XY* tab and click *Enable Surround Controller in XY Mode*. Notice that by enabling the surround option, it automatically checks the option for *Separate controllers in XY Mode View 1* and keeps *14-bit MIDI CC resolution* unchecked. Leave both like that.

Select *Logic Pro* as the DAW. The XY pads work with Relative MIDI by default. We'll keep it in Relative for this configuration. Later you can change it to Absolute by enabling *Absolute XY pad*. Don't choose Absolute if you're using a Magic Mouse because the device doesn't allow to reach the corners of the XY pad.

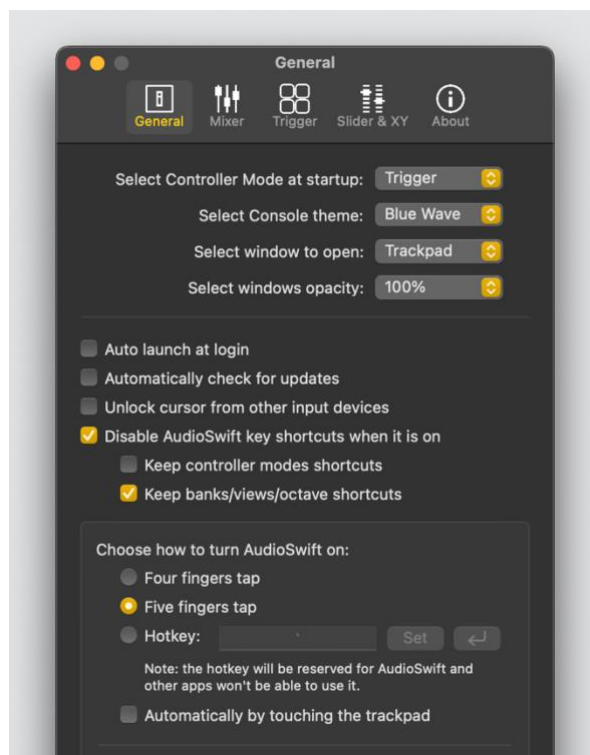
Under MIDI Controllers Sensitivity reduce both Sliders and XY Pads you can set their sensitivity to your taste. Close the window.



There's a key shortcut to enable and disable the surround controller while working in the XY Mode by pressing *CONTROL + OPTION + COMMAND + S*. The Console and Trackpad windows will change to the Surround Controller mode.

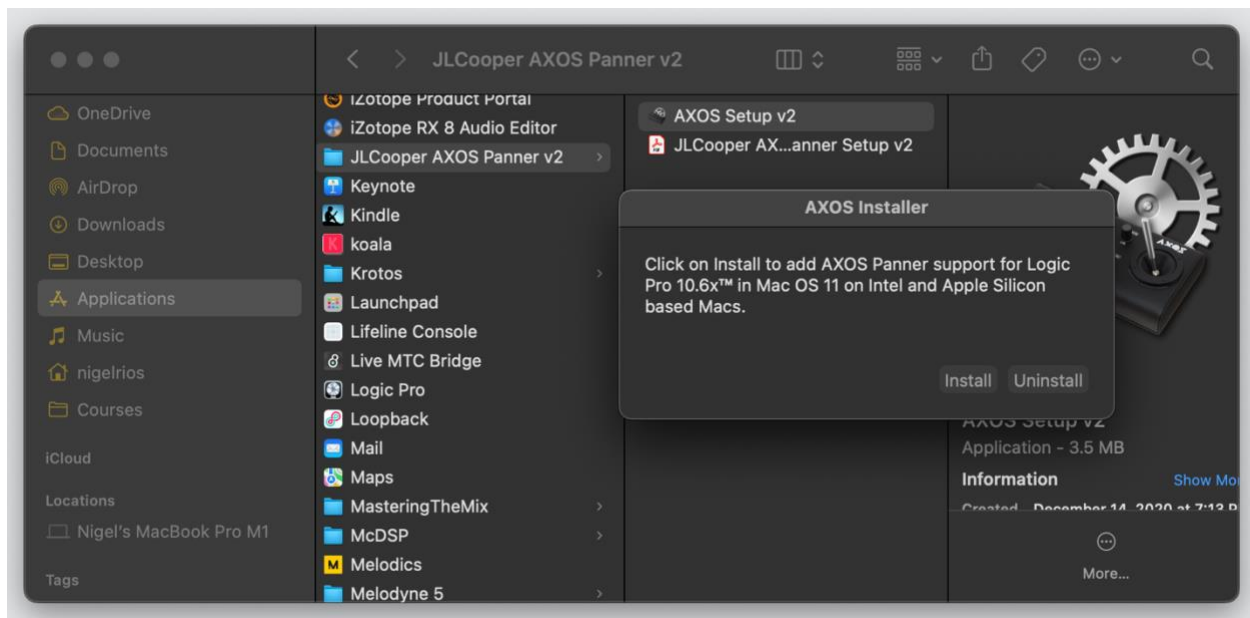
If you're going to use a Magic Mouse as the controller, go to *AudioSwift > Preferences > General Tab > Choose how to turn AudioSwift on*. Change it to HotKey and set the key shortcut to turn AudioSwift on and off.

If you're already using the [Mixer Mode with Logic Pro](#), skip the following step: go to *AudioSwift > Preferences > General Tab*, check *Disable AudioSwift key shortcuts when it is on* to be able to continue using the space bar from Logic Pro, but also click *Keep banks/views/octave shortcuts* because we need to use keys from *Z* to *Period* in AudioSwift.

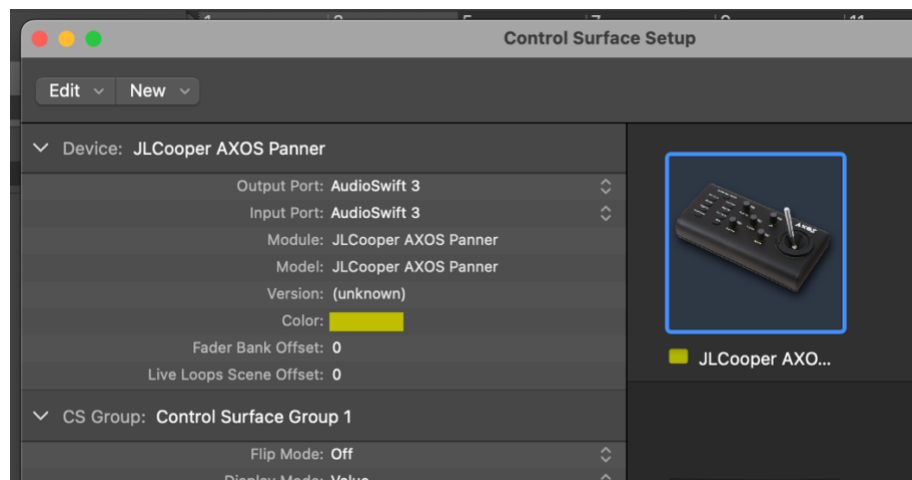


Download this third-party driver from this website: [AXOS Support for Logic Pro 10.6x under MacOS 11.x \(Big Sur\) on Intel and Apple Silicon based Macs, version 2.0](#). This driver will help to map most of the MIDI from AudioSwift to the panner parameters without doing it manually, except for the following parameters: XY pad in Relative MIDI, Size and Elevation. These parameters require to use MIDI Learn assignments in Logic Pro.

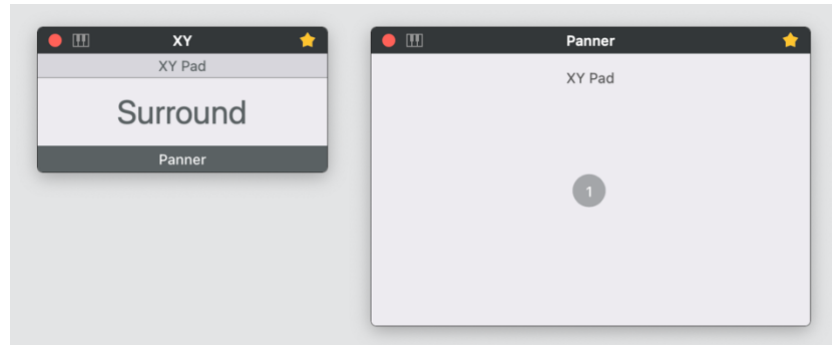
Quit Logic Pro. Open the file you downloaded and move the folder as it says into your Application folder. Then, go to *Application > JLCopper AXOS Panner 2* folder and run the *AXOS Setup v2* file. Click *Install* and then *Quit*.



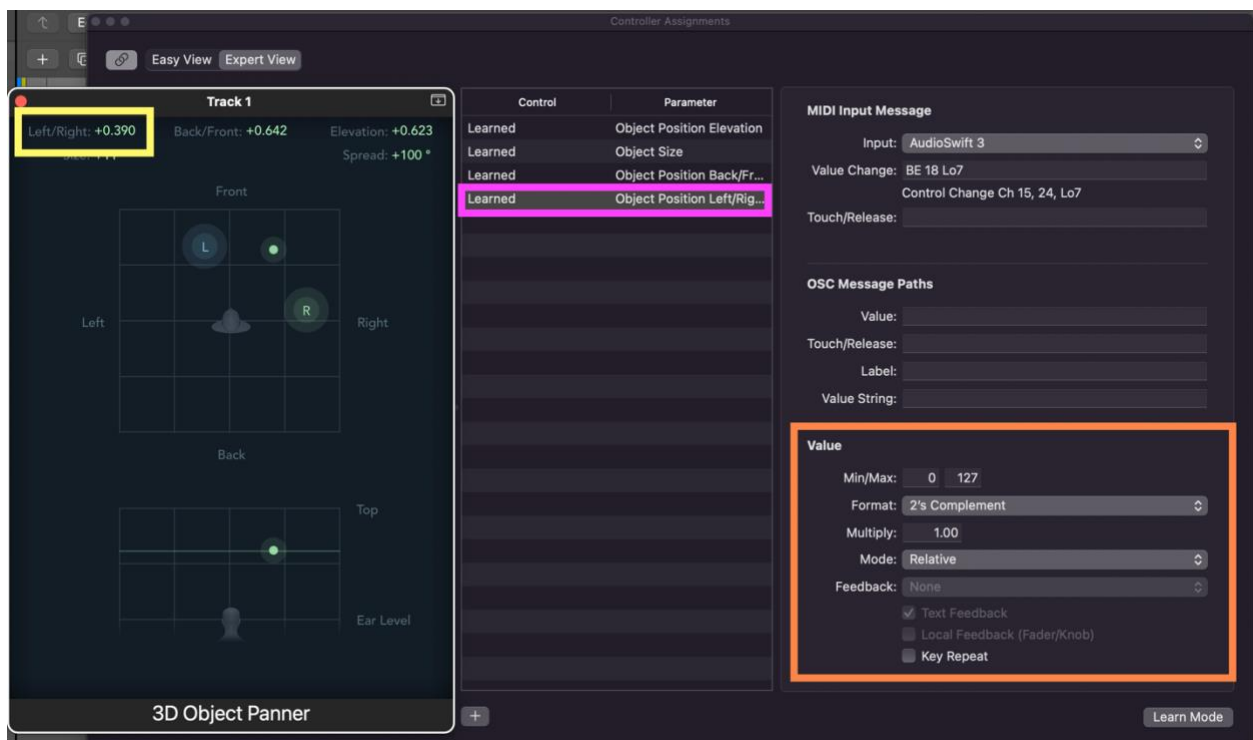
Launch Logic Pro. Go to *Logic Pro > Control Surfaces > Setup*. In the top of the window, click *New* and then *Install*. In the list look for the controller *JLCopper AXOS Panner*. Select it and click *Add*. In the Device panel, set both *Output* and *Input Ports* to *AudioSwift 3*. At the end, the configuration should look like this:



We need additional MIDI mappings before we can use the surround controller. Click the Console window and press *Z* to change the trackpad view to View 1 for the *XY Pad*. We're going to work with Relative MIDI here, so be sure you didn't enable *Absolute XY pad* in the *Preferences* window before.



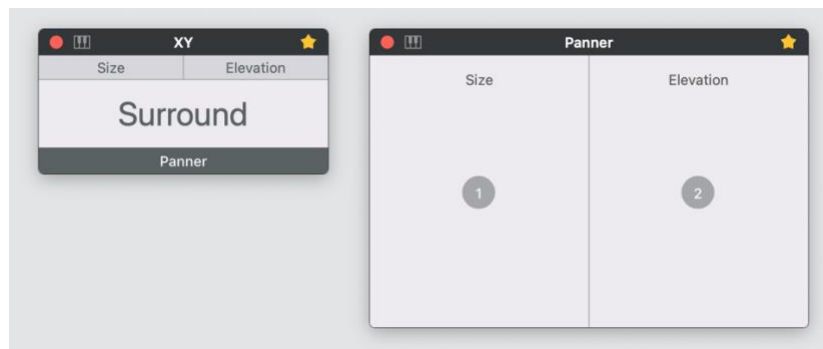
Open a 3D Object Panner of any track. We're going to start with the *Left/Right* parameter by clicking and dragging its value in the panner (yellow box in the image below). Press *COMMAND + L* to start the MIDI Learn function in Logic Pro. It opens the *Controller Assignments* window and it's ready to receive MIDI from AudioSwift (pink box). Turn AudioSwift on with a four or five finger tap gesture on the trackpad or a hotkey. Then keep pressing *CONTROL* to constraint the horizontal movements, and with only one finger, touch the surface and move the finger left to right. Logic Pro will map the MIDI sent from the trackpad. Press *Esc* to turn AudioSwift off.



In the Controller Assignments window, go to the Value section of the parameter mapped (orange box) and change the *Format* to *2's Complement* and *Mode* to *Relative*. The X axis of the XY pad is mapped to the Left/Right parameter of the 3D Object Panner. Don't close the *Controller Assignments* window and keep the *Learn Mode* button enabled.

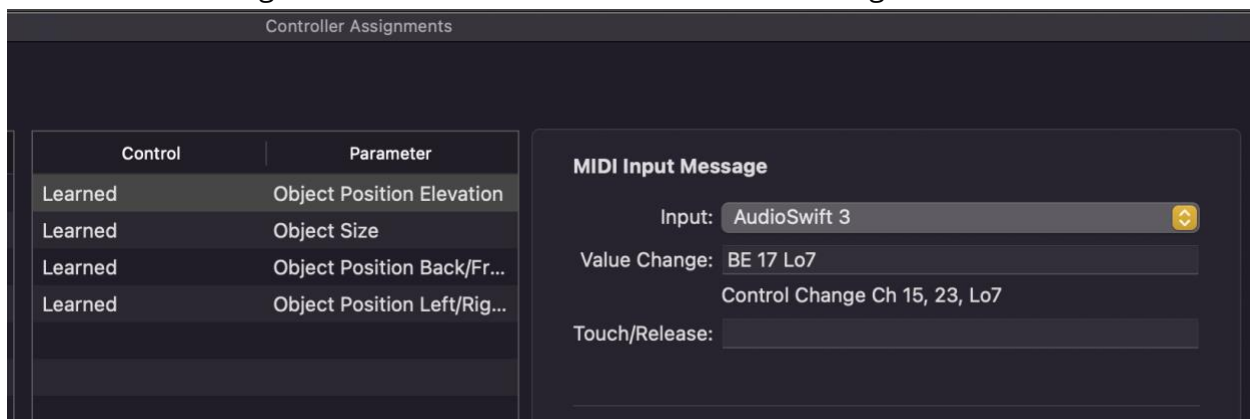
Let's go now with the Y axis and *Back/Front*. The process is the same as before: click and drag *Back/Front* in the 3D Object Panner. The Learn Mode is already enabled so just call AudioSwift, but this time constraint the vertical movements by pressing *SHIFT* and moving only one finger up and down. Press *Esc* to turn AudioSwift off. Go to the Value section and again set its parameter the *Format* to *2's Complement* and *Mode* to *Relative*.

Now let's map the Size and Elevation parameters. Click the Console window and press *V* to change the trackpad view to View 4 for *Size* and *Elevation*. Repeat the same process as explained before but this time moving the fingers up and down.



Repeat the same MIDI mapping process but with the *Size* and *Elevation* parameters in the 3D Object Panner.

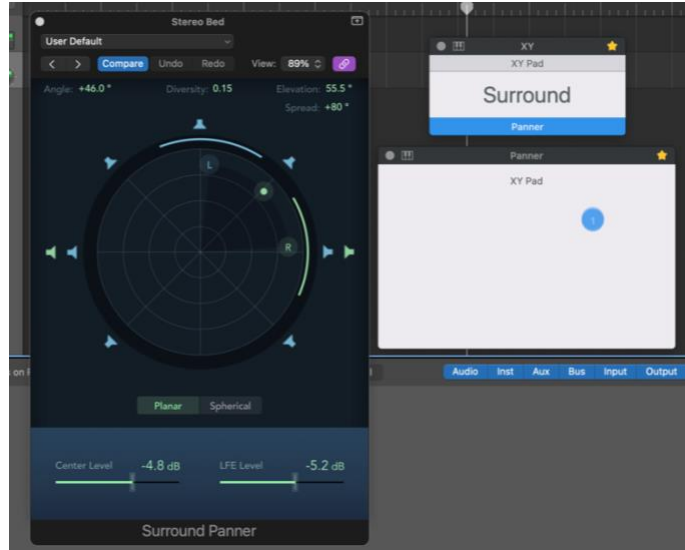
The four parameters should now be mapped to AudioSwift 3. Once we map the 3D Object Panner, we don't need to do it for the Surround Panner because it will already work. Close the Controller Assignments window. The controller is now configured.



## 1.3 Working with the Surround Controller

With a Logic Pro surround project, let's open the Surround Panner of a stereo track. Logic Pro assigns the trackpad controller to the panner of the selected track. The Console and Trackpad windows show the current view and parameters we are controlling. By default, we are on View 1 and we can control the XY Pad.

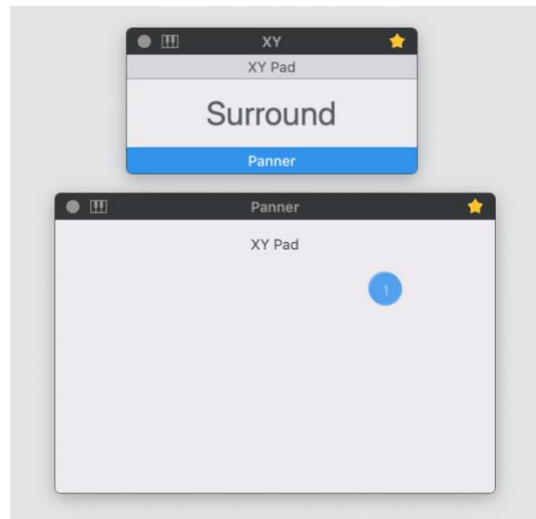
Let's turn on AudioSwift with a four or five finger tap gesture if you're using a trackpad, or with the hotkey if you're using a Magic Mouse. We'll go through the different views by pressing their corresponding key shortcuts. The following process is the same using a trackpad or touching the surface of the Magic Mouse.



### 1.3.1 View 1 - XY Pad

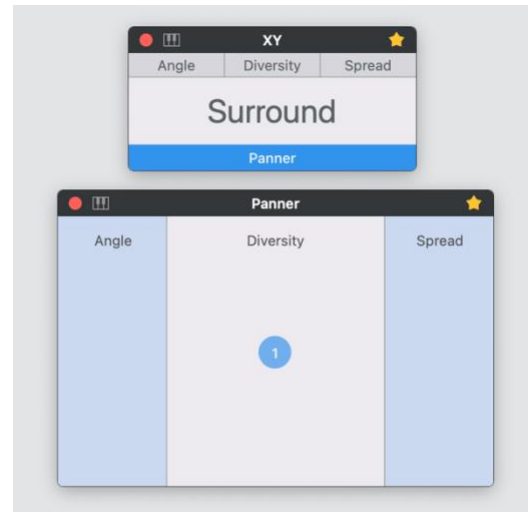
Press *Z*. The whole surface is an XY pad, and it controls the position of the pan cursor in both 3D Object and Surround panners. With only one finger, touch the trackpad or the surface of the Magic Mouse and the cursor will move with the finger. Depending on if you chose Absolute or Relative MIDI for the XY pad in the Preferences window, the cursor would move accordingly.

To constraint the vertical movements, keep pressing the *SHIFT* key while moving the finger. To constraint the horizontal movements, press the *CONTROL* key. Keep pressing the *COMMAND* key for fine tuning.



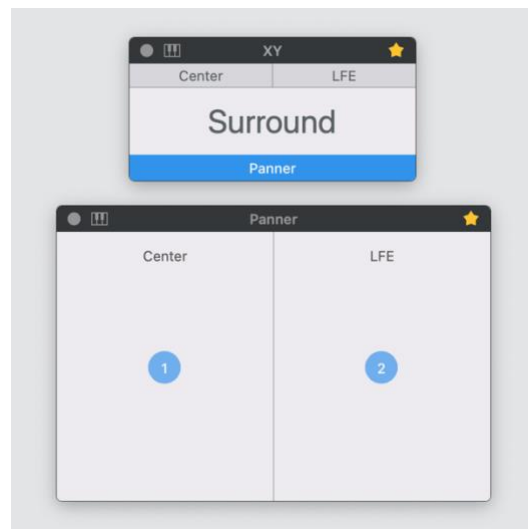
### 1.3.2 View 2 – Angle, Diversity & Spread

Press *X*. The surface is divided into two sliders on both sides and a center XY pad that only responds to vertical movements. This view controls the Angle, Diversity in the Surround Panner using Relative MIDI and Spread in both panners. The three parameters can be changed at the same time using different fingers. For fine tuning, press *COMMAND* while touching the surface.



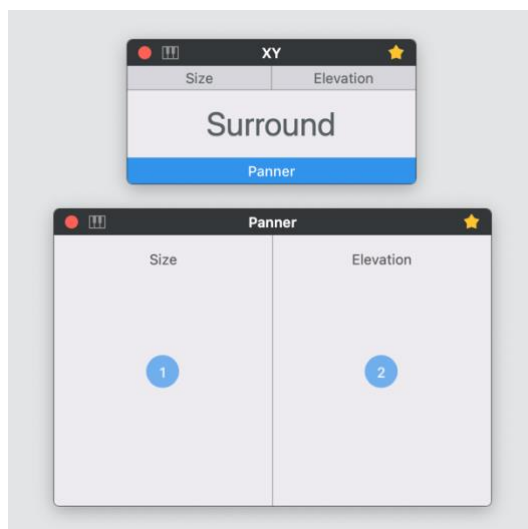
### 1.3.3 View 3 – Center & LFE

Press *C*. The surface is divided into two XY pads with only vertical movements allowed, to control Center and LFE in the Surround Panner using Relative MIDI. Use *COMMAND* for fine tuning.



### 1.3.4 View 4 – Size & Elevation or XY Pad & Elevation

Press *V*. Again, this view has two XY pads constrained to vertical movements and controls Size and Elevation with Relative MIDI in the 3D Object Panner and Elevation in the Surround Panner. Use *COMMAND* for fine tuning. Alternately, press *SHIFT + V* and half the surface is for the XY Pad while the other half is for the Elevation.





### 1.3.5 Additional Key Shortcuts

Press *M* to open the surround panner. Pressing *M* again doesn't close it, though.

Press *PERIOD* to control the surround panner of the next track and press *COMMA* for the previous track. Use these two key shortcuts or select a track with the mouse pointer to focus the surround controller to a specific track panner. Always verify the track selected before using the surround controller.

## 1.4 Tips

When using a trackpad plus a secondary input device like a mouse or trackball, you can set the trackpad to turn AudioSwift on automatically by just touching its surface. Go to *AudioSwift > Preferences > General Tab > Choose how to turn AudioSwift on* and enable *Automatically by touching the trackpad*. After this, you only need to tap the trackpad once with a four or five finger tap gesture, and AudioSwift will then recognize it is the controller. Be careful with this option, because any touch with the hand will activate AudioSwift and move a parameter.

Always try to turn off AudioSwift with the *Esc* key if you're not going to change any surround parameter. This is to avoid accidental changes when you want to move the cursor. Alternately you can set AudioSwift to be turned off automatically after a second if no fingers are touching the surface. Go *AudioSwift > Preferences > General Tab > Choose how to turn AudioSwift off* and enable *Automatically after 1 second*.

When using a Magic Mouse as a surround controller, try to only touch the upper surface with your fingers and try to not rest the palm of your hand. If you still need to, keep the palm resting below the Apple logo,

Choose which windows will appear when calling AudioSwift or select None in *AudioSwift > Preferences > General Tab > Select window to open*.

Configure [AudioSwift in Mixer Mode](#) to use the trackpad as a mixer controller for quick access to faders and automation.