Note On/Off (decimal)	Note On/Of	(hex)	No Modifier	M1	M2	M3	M4	Numeric Mode M1 + Nu	meric Mode	e MC_LOOP pressed	MC_SCRUB pressed	Edit Mode	Edit Mode + M1
	10 0x28	MC_PARAM	Shows Track Parameters										
4	10 0x29	MC_SEND	Shows Send Assignments										
4		MC_PAN	Shows Pan Settings										
4		MC_PLUGINS	Switches to first Plugin	Switch to controlling Synth Rack									
	4 0x2C	MC_EQ	Switches to first EQ effect										
4	15 0x2D	MC_DYNAMICS	Switches to first Compressor effect										
										Switch to controlling Tracks	Switch to controlling Tracks	•	
										Unless in Plugin Mode, then	Unless in Plugin Mode, thei		
4	6 0x2E	MC_BANK_DOWN	Go left 8 tracks – Moves track/bus assignment up by 8							Go left by one plugin	Go left by one plugin		
										Switch to controlling Buses,	Switch to controlling Buses Unless in Plugin Mode, then		
4	7 0x2F	MC_BANK_UP	Go right 8 tracks – Moves track/bus assignment down by 8							Go right by one plugin	Go right by one plugin	II	
4	18 0x30	MC_CHANNEL_DOW		Assign master fader to previous Vmain						3 7 1 3	3 , 1 3	Go left by one parameter	Go left by 1 plugin
4		MC_CHANNEL_UP	Go right one track – Moves track/bus assignment down by 1	Assign master fader to next Vmain								Go right by one parameter	
5		MC_FLIP	Swaps Fader/V-Pot control	Toggles display flip									
5		MC_EDIT	Enter/Leave Edit Mode	Enter/Leave Numeric Mode									
5		MC_NAME_VALUE MC_SMPTE_BEATS	Toggle displaying names/values Toggle Time Display format	Toggle display track numbers Show Big Time within Cakewalk	Toggle display level meters	Toggle display updates	Force Refresh of this Module Force Refresh of all Modules						
5		MC_F1	User Definable	Cut	Cut Special Dialog		Reload Plugin Mappings	Keypress 1					
5		MC_F2	User Definable	Сору	Copy Special Dialog	Export Track Template	Copy Special + Click OK	Keypress 2					
5		MC_F3	User Definable	Paste	Paste Special Dialog	Import Track Template	Paste Special + Click OK	Keypress 3					
5		MC_F4	User Definable	Delete	•		·	Keypress 4					
5		MC_F5	User Definable	Spacebar ( play / stop / continue )				Keypress 5					
5		MC_F6	User Definable	Alt keypress	CHIET A Tab Laster			Keypress 6					
6		MC_F7 MC_F8	User Definable User Definable	Tab Keypress	SHIFT + Tab keypress			Keypress 7					
6		MC_F8 MC_NEW_AUDIO	User Definable Insert a new Audio Track	Backspace Keypress Clone Track	Delete Track	Wipe Track		Keypress 8 Keypress 9					
6		MC_NEW_MIDI	Insert a new MIDI Track	Clone Track	Delete Track	Wipe Track Wipe Track		Keypress 0					
6		MC_FIT_TRACKS	Fit Tracks to Window	Show All Tracks	Show only Selected Tracks	Show & Fit Selection	Hide Selected Tracks	Keypress .					
6	55 0x41	MC_FIT_PROJECT	Fit Project to Window		•			Keypress -					
6		MC_OK_ENTER	Keypress Return					Keypress Return					
	67 0x43	MC_CANCEL	Cancel					Cancel		_			
6		MC_NEXT_WIN	Next Window ( CTRL + TAB )	Previous Window (SHIFT+CTRL+TAB)					s SHIFT+TA	В			
	69 0x45 70 0x46	MC_CLOSE_WIN MC_M1	Close Window ( CTRL + F4 ) ( used as modifier – is engaged while Note On )	Keypress Backspace	Keypress Spacebar			Keypress Backspace Keypress	s Spacebar				
7	'1 0x47	MC_M2	( used as modifier – is engaged while Note On )										
7	'2 0x48	MC_M3	( used as modifier – is engaged while Note On )										
	'3 0x49	MC_M4	( used as modifier – is engaged while Note On )										
7		MC_READ_OFF	Enable/Disable Automation Playback	Enable/Disable Faders									
	75 0x4B	MC_SNAPSHOT	Take an automation snapshot of all armed controls										
	76 0x4C	MC_TRACK	Switch to controlling Tracks	Export Track Template dialog	Import Track Template Dialog	Bounce to Tracks	Bounce to Clips						
	77 0x4D	MC_DISARM	Disarm all armed parameters	Disarm all tracks									
	'8 0x4E '9 0x4F	MC_OFFSET	Toggle Offset Mode File - > Save	Set all faders to default File - > Save As	Set all Vpots to default File - > Save Copy As	Evport Audio Diolog							
	9 0x4F 80 0x50	MC_SAVE MC_AUX	Switch to controlling Buses	File - > Save AS	File - > Save Copy AS	Export Audio Dialog							
8		MC_MAIN	Switch to controlling Buses Switch to controlling Hardware Outs										
8		MC_UNDO	Edit - > Undo	Show Undo History	Undo View Change	Reject Loop Take							
8		MC_REDO	Edit - > Redo	•	Redo View Change (SHIFT + U								
8		MC_MARKER	Switch to Marker Navigation Mode	Insert Markers	Open Markers View								
	85 0x55	MC_LOOP	Switch to Loop Navigation Mode	Transport   Loop / Auto Shuttle	Set Loop from Selection	5 lb O l All	5 P O. I N						
8	36 0x56	MC_SELECT	Switch to Selection Navigation Mode	Select Current Track	Extend Select Current Track	Edit - > Select All	Edit - > Select None						
8	37 0x57	MC_PUNCH	Switch to Punch Navigation Mode  Toggle Loop Mode ( only triggers when Note Off is received	Switch to Realtime Record mode	Set Punch from selection								
8	88 0x58	MC_LOOP_ON_OFF	( see nanoKONTROL section )	Transport   Loop / Auto Shuttle									
8		MC_HOME	Go to start of project	Go to end of project									
g		MC_REWIND	see navigation modes							Insert Marker	Insert Marker		
g		MC_FAST_FORWARI	· · · · · · · · · · · · · · · · · · ·	AMBI B	5					Insert Marker	Insert Marker		
g		MC_STOP	Transport Stop	MIDI Panic	Reject Loop Take								
g		MC_PLAY MC_RECORD	Transport Play Transport Record	Start Audio Engine Record Automation	Switch to Realtime Record mode	ρ				Edit - > Undo	Edit - > Undo		
g		MC_CURSOR_UP	see cursor modes	. 1000/a / latomation	Switch to reduine necold mode	•				Lan / Office	Edit / Office		
	96 0x60	MC_CURSOR_DOWN											
g		MC_CURSOR_LEFT	see cursor modes										
g		MC_CURSOR_RIGHT											
g		MC_CURSOR_ZOOM											
10		MC_SCRUB	Toggle Scrub Mode ( see nanoKONTROL section )										
10 10		MC_USER_A MC_USER_B	User Definable ( Footswitch A) User Definable ( Footswitch B)										
10	, <u> </u>	MO_00ER_B	Cool Demiable (1 Colewiton B)										
<b>Navigation Modes</b>													
	Normal M	ode Marker Mode	Loop Mode	Selection Mode	Punch Mode								
MC_REWIND	Rewind	Jump to Previous Mar	<u>.</u>	Jump to Start of Selection	Jump to punch in position								
MC_FAST_FORWARD	Fast Forward	Jump to Next Marker	Jump to End of Loop	Jump to End of Selection	Jump to punch out position								
Cursor Modes	Normal N	ada	Normal Mode + M1	Normal Modo J M2	Dlugin Mode*	Dlugin Modo* + M1							
MC_CURSOR_UP	Normal M Keypress		Normal Mode + M1 Keypress "Page Up"	Normal Mode + M2 Keypress "Home"	Plugin Mode* Go to next plugin	Plugin Mode* + M1							
MC_CURSOR_DOWN	Keypress Keypress	•	Keypress "Page Op Keypress "Page Down"	Keypress Home Keypress "End"	Go to flext plugifi Go to previous plugin								
MC_CURSOR_LEFT	Keypress		Keypress SHIFT + TAB	Keypress Backspace	Go to previous plugin param pag	ge Go to previous plugin param							
MC_CURSOR_RIGHT	Keypress		Keypress TAB	Keypress Spacebar	Go to next plugin param page	Go to next plugin param							
*This includes EQ / DYN	AIVIICO / SYNTN F	aun moue											
	Zoom Mode	Zoom Mode + M1	Zoom Mode + M2	Zoom Mode + M3	Zoom Mode + M4								
MC_CURSOR_UP			Tracks Scale Waveforms Current Track	Zoom current track out vertically	Fit tracks to Window								
INIC CURSUR DOWN	ıncrease Track	neigni Scale waveforms All 🛚	Fracks Scale Waveforms Current Track	Zoom current track in vertically									

## KORG nanoKONTROL 2 / nanoKONTROL Studio

MC\_CURSOR\_RIGHT Zoom in Horizontally

Zoom out Horizontally

MC\_CURSOR\_LEFT

When using the nanoKONTROL 2, the MC\_LOOP\_ON\_OFF button (note 0x58) behaves as a modifier. To facilitate this, the loop on/loop off behaviour is only triggered on receiving the No

Fit tracks to Window

On the nanoKONTROL Studio, the MC\_SCRUB button behaves in a similar way. For this to work on the nanoKONTROL Studio: 1. The "Scene" button must be configured to be the Scrub button within the KORG Kontrol Editor.

2. The "Use Scrub+Bank Down/Up to select Tracks/Buses" option should be enabled within Cakewalk's Mackie Control panel.

Additional parameters can be accessed using the "Scene" (MC\_SCRUB) button on the nanoKONTROL Studio (if configured as scrub) or the Cycle (MC\_LOOP\_ON\_OFF) button On the nanoKONTROL 2:

