

MC Color

1 High-resolution Displays (6)

High-resolution 128 x 64 pixel OLED displays provide you with parameter names and values being controlled by the trackballs, trackwheels, and six encoders – also displays room and Secondaries names when in NAV Mode

2 Touch-sensitive Rotary Encoders (6)

High-resolution control of Primary In, Primary Out, Secondaries, and Geometry parameters, as well as navigation between rooms – pressing knob top resets parameter value

3 Page Buttons

Page left/right in groups of six to access additional parameters controlled by the encoders –access additional Secondaries and rooms via the knob top navigation when using NAV Key

4 Application/Workstation Change

Lets you cycle through your applications - Workstation Change allows you to switch between multiple workstations

5 Soft Keys (9)

Nine Soft Keys are preprogrammed with context sensitive commands that automatically update their function as you move between rooms - can be programmed with custom, room-specific commands

6 Reset Keys (6)

Quickly allows you to reset parameter values modified by the Trackballs and Trackwheels

7 Nav Key

Enables quick navigation between rooms in Color via the encoder knob tops, automatically updating the surface with the controls for that room – also lets you quickly navigate between Secondaries

8 Optical Trackballs / Trackwheels (3)

Provide high-resolution, hands-on editing of color values, contrast sliders, vignettes, and pan and scan (reset these parameters by pressing the Reset Keys) -center trackball can be used as a mouse on the fly

9 Transport Section

Provides access to fast forward, rewind, play, next clip, and previous clip



10 Copy/Paste Grade Buttons

Copy grades to Apple Color memory banks 1-4 and then use the dedicated Paste Grade buttons to paste from Apple Color's memory banks 1-4 to clips in your Apple Color timeline

11 Bank Buttons

Quickly switches trackballs, trackwheels and six encoders between the Basic Tab, Advanced Tab (Primary In, Primary Out and Secondaries), and vignette control in the Secondaries