

The control panel is organized into several functional sections:

- Channel Strip (1-16):** Each channel has a top row of buttons for **Record** (red), **Edit** (blue), **Input** (blue), and **Select** (yellow). Below this are **Auto Mode** (blue), **Enable** (blue), and **Write** (blue) buttons. The main control row includes **EQ Band** (1-4), **dB**, **Hz**, **BW**, **Aux Send** (1-4), **Trim**, **Pan**, and **Fine**. The bottom row features **Auto.**, **Marker**, **View**, and **Data** buttons. A **Loop** section includes **Start**, **In**, **Out**, and **End** buttons, along with **Previous**, **Next**, and **Set New** buttons. A **Marker** section includes **RTZ** and **End** buttons. A **Rec** button is also present.
- Channel Controls (1-16):** A row of buttons for **Auto.**, **Marker**, **View**, and **Data**.
- Channel Controls (1-8):** A row of buttons for **EQ Band** (1-4), **dB**, **Hz**, **BW**, **Aux Send** (1-4), **Trim**, **Pan**, and **Fine**.
- Channel Controls (9-16):** A row of buttons for **Auto.**, **Marker**, **View**, and **Data**.
- Channel Controls (17-24):** A row of buttons for **Start**, **In**, **Out**, **End**, **Previous**, **Next**, and **Set New**.
- Channel Controls (25-32):** A row of buttons for **RTZ**, **End**, **Rec**, and **Play Selection**.
- Channel Controls (33-40):** A row of buttons for **Loop**, **Punch**, **Locate**, and **Loop**.
- Channel Controls (41-48):** A row of buttons for **Monitor Level**, **Mute**, **Dim**, **Undo**, and **Redo**.
- Channel Controls (49-56):** A row of buttons for **Edit Object**, **Start**, **Position**, **End**, **Data**, **Shuttle**, **Coarse**, **Fine**, **Jog**, **Track**, **Select**, and **Submix**.
- Channel Controls (57-64):** A row of buttons for **Set Zero**, **RTZ**, **End**, **Rec**, and **Play Selection**.

The central display area features a large circular knob and a horizontal bar with a 'U' marker. The bottom of the panel includes a **Main L/R** section and the **C16 PRO Control 16** branding.