



MIDIDeviceManager (MDM)

Apple Watch Companion

Quick Start Guide

Version 1.0 for Build 111

Control Your Entire MIDI Environment

Welcome to MIDIDeviceManager

Spend less time managing MIDI. More time making music.

Welcome to MIDIDeviceManager (MDM).

MDM helps you organize your MIDI equipment, quickly find your favourite patches and prepare your entire musical environment for rehearsals and live performances.



Chapter 1

What Is the MDM Watch App?

MDM now runs on the Apple Watch, and it stays in step with whatever is on your phone or iPad while you play. Tap a Pad on either device and it highlights on both — the Watch is not a second, separate copy of MDM, it is the same session, seen from your wrist.

The real value on stage is not the convenience — it is the second pair of hands. Because the Watch and the phone stay independently in sync rather than simply mirroring one another, they can be pointed at two different pieces of equipment at once. One hand on the phone recalling patches on a guitar processor, the other glancing at the wrist to recall something entirely different on a keyboard rig — two Devices, two surfaces, no juggling a single screen between them.

This guide covers what you need before you start, installing MDM on your Watch, choosing which equipment your Watch controls, and what to expect once you are using both together.

Chapter 2

Before You Begin

Before installing MDM on your Apple Watch, make sure of the following:

- MDM is already installed on your iPhone. This is what makes the Watch app available to install in the first place.
- Your Apple Watch is running **watchOS 26.5** or later, and your iPhone is running **iOS 17** or later.
- Your Watch is paired to your iPhone and unlocked.
- Bluetooth is switched on, on both your iPhone and your Watch. If your Watch and phone ever stop talking to each other, toggling Bluetooth off and back on, on the Watch itself, is usually what fixes it.
- Wi-Fi is switched on too, on both devices. Bluetooth is the usual path between phone and Watch, but the connection can fall back to Wi-Fi when Bluetooth range is marginal — only if both devices have Wi-Fi available to fall back to.
- Neither device is in Airplane Mode.

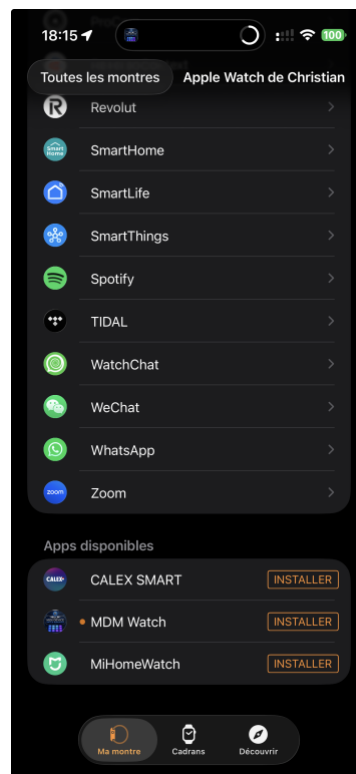
Once these are in place, you are ready to install.

Chapter 3

Installing MDM on Your Apple Watch

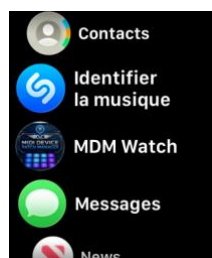
Because MDM is already on your iPhone, the Watch app is ready and waiting for you to install — you do not download it separately or search for it.

1. Open the **Watch** app on your iPhone — Apple's own app for managing your Watch, not MDM itself.
2. On the **My Watch** tab, scroll down past your installed apps to **Available Apps**.
3. Find **MDM Watch** in the list and tap **Install**.



Exact wording varies with your device's own language — this example shows French (**Apps disponibles** / **INSTALLER**), but the layout and position are the same regardless of language.

Once installed, MDM Watch appears on your Watch alongside your other apps, and is ready to open.



Chapter 4

Choosing Which Device's Pads Appear on Your Watch

The **Devices** page on your Watch shows the Pads of whichever Device sits first in your phone's Devices list.

This is not a limitation to work around — it is how you choose. Reorder your phone's Devices list and the Watch follows, so you always know exactly which equipment your wrist is controlling: whichever one is at the top.

This is also what makes controlling two different Devices at once possible, as Chapter 1 described. Put a guitar processor first in your phone's Devices list and it becomes what your Watch controls, while your phone can still browse or edit a completely different Device underneath it, or move on to another Device page entirely — the two are never forced to show the same thing.

Scenes are not affected by any of this, since a Scene is already built to reach several Devices at once — there is nothing to choose. A future update is planned to let you choose a Device for the Watch directly, without reordering your list; until then, the order of your Devices list is the whole of it.

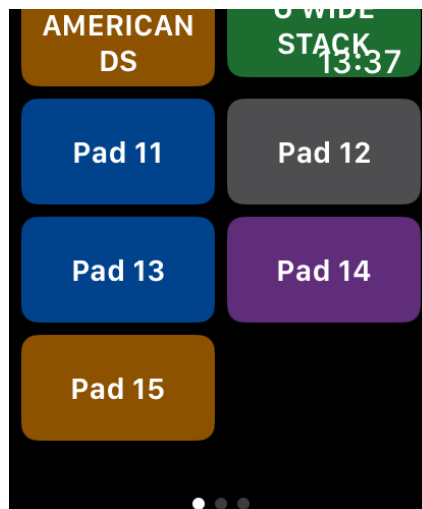
Chapter 5

Using the Watch App

MDM Watch has three pages — **Devices**, **Scenes**, and **Live** — swipe left or right to move between them, the same three dots at the bottom of the screen tell you which one you're on.

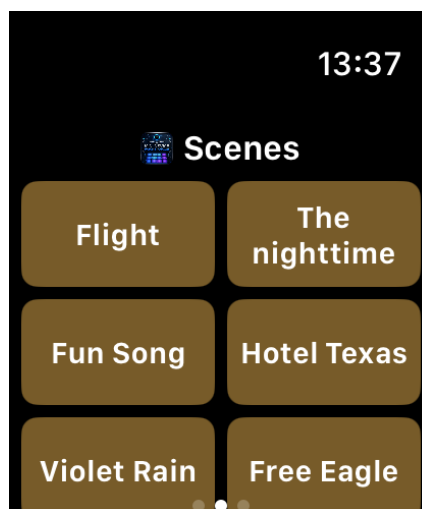
Devices

Shows every Pad belonging to whichever Device is first in your phone's Devices list, as Chapter 4 explained. There is no six-Pad limit — scroll down for as many as the Device has.



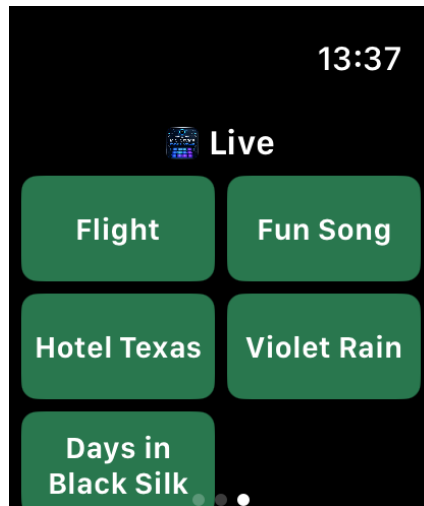
Scenes

Every Scene you have built, tap one to recall it exactly as it would from the phone. Since a Scene already reaches several Devices at once, nothing here depends on your Devices list order.



Live

Your current Setlist, in order, for working straight down a planned set without hunting through Scenes out of sequence.

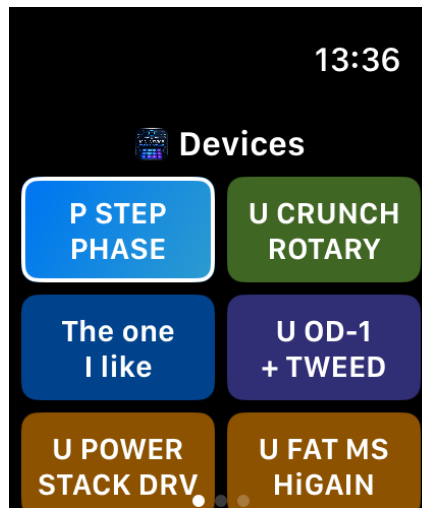


The small MDM mark beside each page's title is a quick way to confirm you're looking at MDM Watch and not another app, at a glance.

Chapter 6

Two-Way Sync in Practice

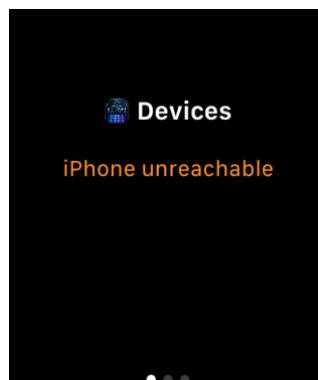
Tap a Pad on your phone or iPad, and it highlights on the Watch too — the same full colour change you would see tapping it on the phone directly, not just a dimmer or brighter version of the Pad's own colour. Tap a Pad on the Watch, and the phone highlights it back. Either side can lead.



Two things are worth knowing before you rely on it.

The very first tap of a session, after a period of inactivity, does not always register on the Watch immediately. Every tap after that one works reliably — a second tap, or simply moving on to the next Pad, is all it takes.

If the Watch shows "iPhone unreachable," this is almost always the Watch's own screen having gone to sleep. Ordinary Apple Watch behaviour, not anything MDM has lost. Tap the Watch screen to wake it, and the connection returns.



Background operation is solid in practice — you do not need MDM open and in front of you on the phone for the Watch to keep working.

Chapter 7

Troubleshooting

MDM Watch doesn't appear under Available Apps.

Confirm MDM is installed on your iPhone first — the Watch app is only offered once the phone app is already there.

My Watch shows "iPhone unreachable."

Tap the Watch screen to wake it — see **Chapter 6, Two-Way Sync in Practice**. If that does not resolve it, confirm Bluetooth is on for both devices, toggling it off and back on for the Watch specifically if needed.

The wrong Device's Pads are showing on my Watch.

This is working as intended, not a fault — see **Chapter 4, Choosing Which Device's Pads Appear on Your Watch**. Reorder your phone's Devices list to put the one you want at the top.

Nothing happens when I tap a Pad on my Watch.

Confirm your Watch is unlocked, Bluetooth and Wi-Fi are on for both devices, and neither is in Airplane Mode — see **Chapter 2, Before You Begin**. Beyond that, the Pad itself still needs to reach your equipment correctly, which is the same MIDI Health check that applies whether you tapped it from the Watch or the phone.

Congratulations

MDM is now on your wrist as well as your phone or iPad, staying in step with whatever you're playing.

Looking for more?

Visit the [MDM Resource Centre](#) on the MIDIDeviceManager website, where you'll find downloadable Searchable Instrument Indexes, supported devices, Quick Start Guides and additional documentation as they become available.

Enjoy exploring your MIDI environment with MIDIDeviceManager.