MIDIDeviceManager (MDM)

Quick Start Guide

Version 3.1 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.

In just a few minutes you will:

• Connect your first MIDI device.

• Create your first Pad.

• Change your device to a patch.

Once you've done that, you're ready to begin exploring everything MDM has to offer.

Let's get started.

Before You Begin

Before you start, make sure you have:

✓ Your MIDI equipment.

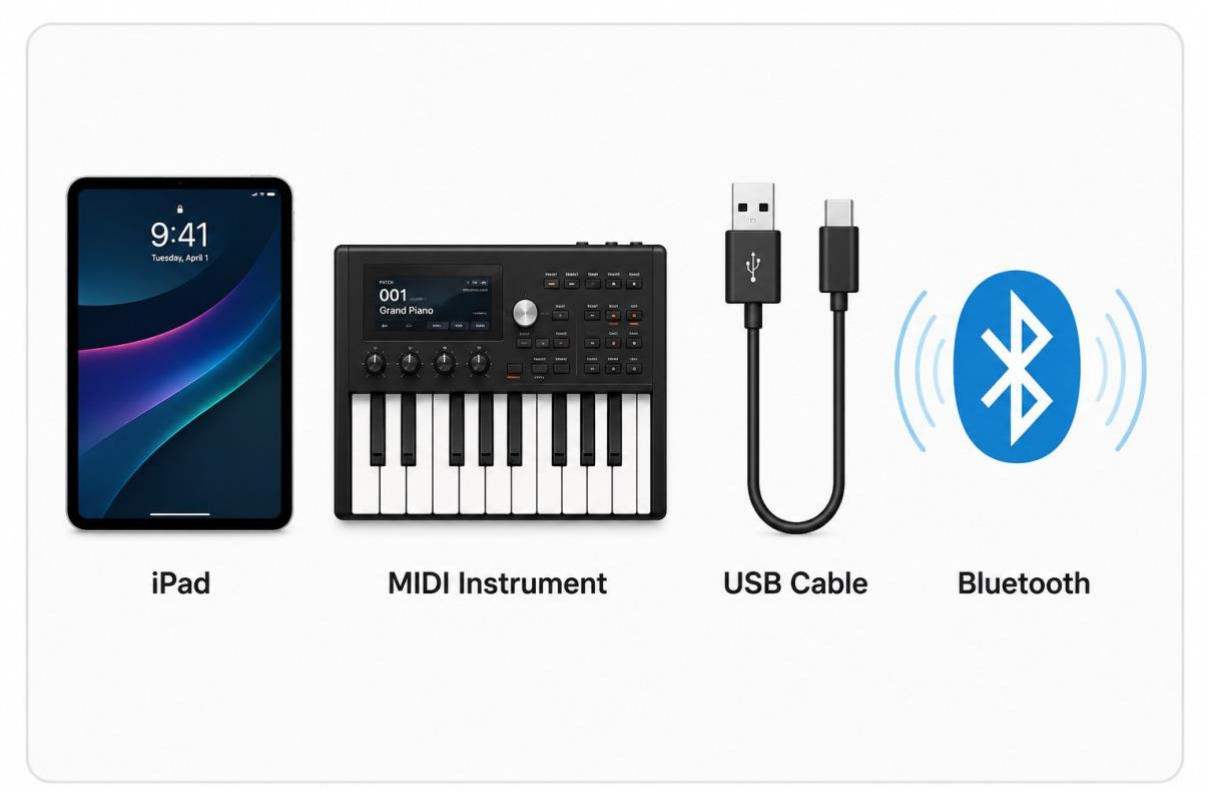
✓ A USB or Bluetooth MIDI connection.

✓ Your iPhone or iPad with MIDIDeviceManager installed.

That’s it.

If your equipment is powered on and connected, you’re ready to discover it.

Turn the page and let’s connect your first device.



While MIDIDeviceManager Starts

When you launch MIDIDeviceManager it checks your equipment before handing you the application.

It waits for your equipment rather than for a fixed time. Each one is shown as it answers, so you can see how far along the check is. A simple setup is ready in a few seconds; a larger rig takes a little longer. The screen closes on its own when everything has been checked.

Equipment that does not answer is not a problem. Some equipment does not respond to the check at all, and MIDIDeviceManager says so on the Devices screen rather than holding up your start.

If a connection is missing, MIDIDeviceManager can tell you which one. It recognises a port it has seen before, so from the second launch after installing this version onward it can name the adaptor or interface that is not connected. On the first launch there is no record yet, and it can only report that something is absent.

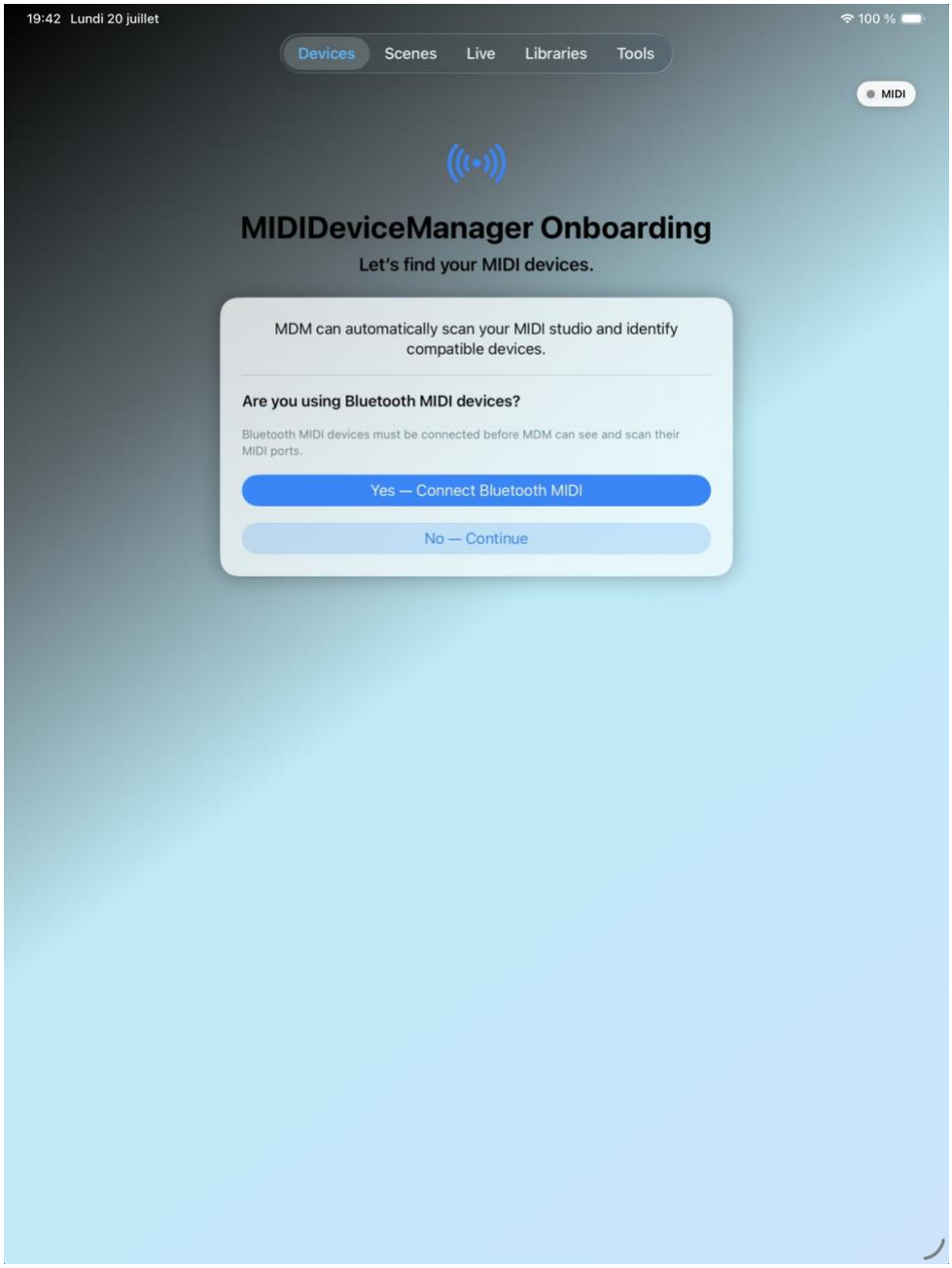
This screen closes by itself and there is nothing to tap. Anything you need to act on will be waiting for you inside the application.

Startup Screen

This is the first screen you'll see when you launch MIDIDeviceManager.

Before discovering your MIDI devices, MDM asks whether you use Bluetooth MIDI devices.

- If you use Bluetooth MIDI devices, tap **Yes — Connect Bluetooth MIDI** and continue to the next page.
- If you use USB MIDI devices only, tap **No — Continue** and skip the next page.



Connect Your Bluetooth MIDI Devices (Optional)

If you selected **Yes — Connect Bluetooth MIDI**, MIDIDeviceManager opens the Bluetooth MIDI connection window.

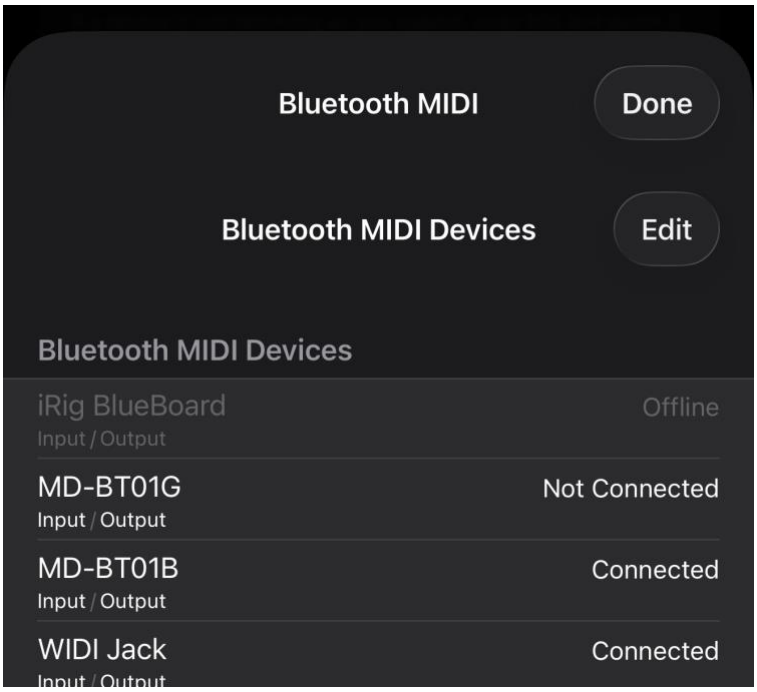
Tap each piece of Bluetooth MIDI equipment you want to connect.

Each one shows its state beside its name. **Connected** means MIDIDeviceManager can reach it. **Not Connected** means it is powered and in range but not yet joined — tap it. **Offline** means MIDIDeviceManager remembers it but cannot see it: check that it is powered on and within range.

When you're finished, tap **Done** to return to MIDIDeviceManager.

A habit worth forming. Bluetooth adaptors do not always announce themselves when MIDIDeviceManager opens. Tapping **Reconnect BLE MIDI** once at startup costs a second and saves a puzzle later. You will find it in the MIDI Health badge at the top right of every screen, just below the title bar — the right-hand of the two capsules there if a background session is running — and on the Tools page.

If you cannot see the badge, the MIDI Health Monitor is switched off in Tools → Settings. Both actions are still available from the Tools page and from Settings, but nothing will be watching your connections.



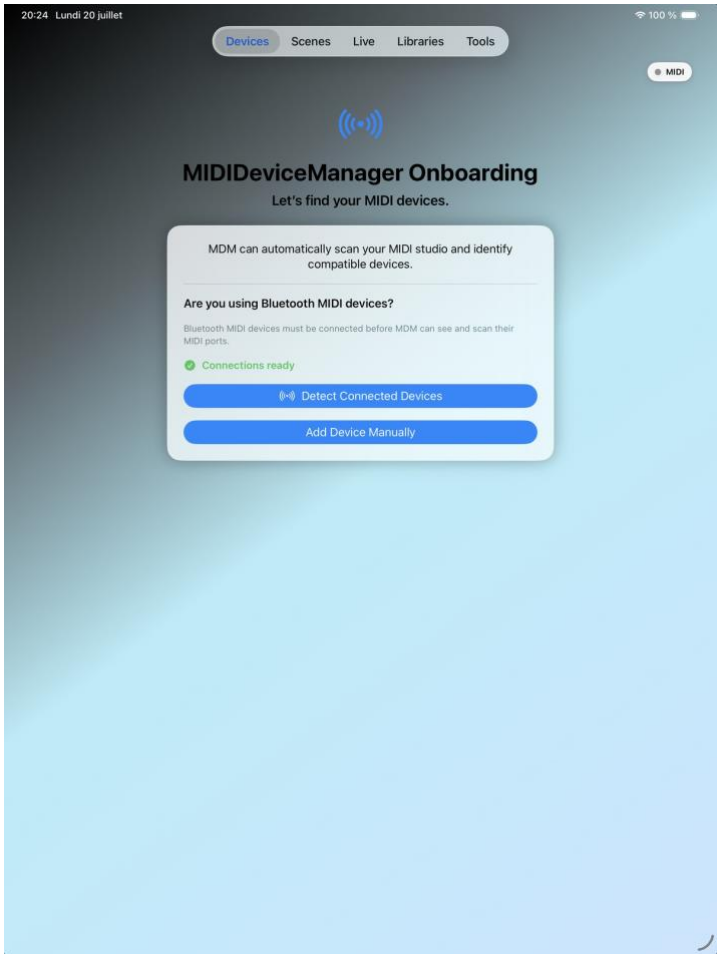
Discover Your MIDI Devices

Once you've connected your Bluetooth MIDI devices—or if you're using USB MIDI devices only—you are ready to discover your MIDI studio.

Tap **Detect Connected Devices**.

MIDIDeviceManager automatically discovers the compatible MIDI devices connected to your iPhone or iPad.

MIDIDeviceManager is now ready to scan. The figure below shows this screen.



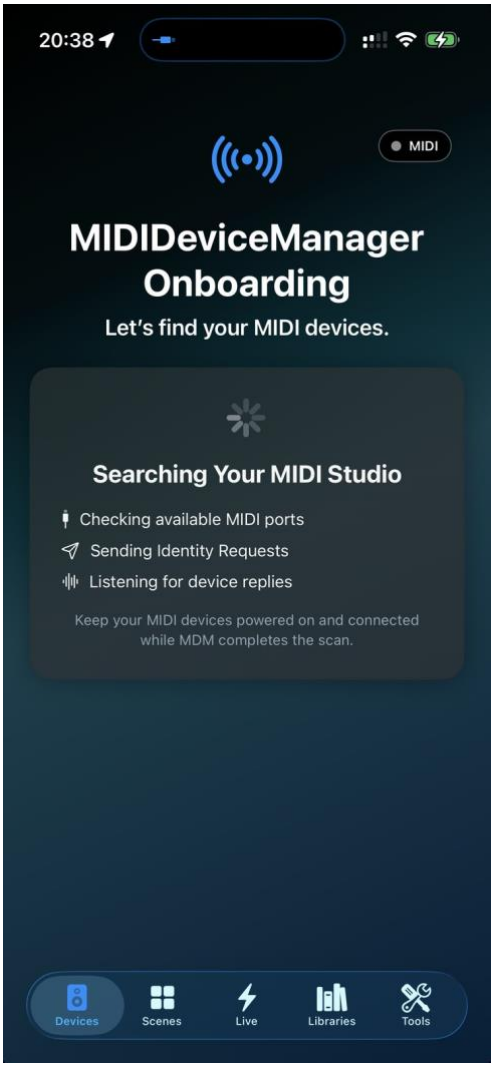
Searching MIDI Devices

Once you've connected your Bluetooth MIDI devices—or if you're using USB MIDI devices only—MIDIDeviceManager automatically begins searching your MIDI studio.

During this process, MDM checks the available MIDI ports, identifies compatible MIDI devices and listens for device replies.

Depending on your MIDI setup this may take anything from a few seconds to a few minutes. Wait until the scan has finished before continuing.

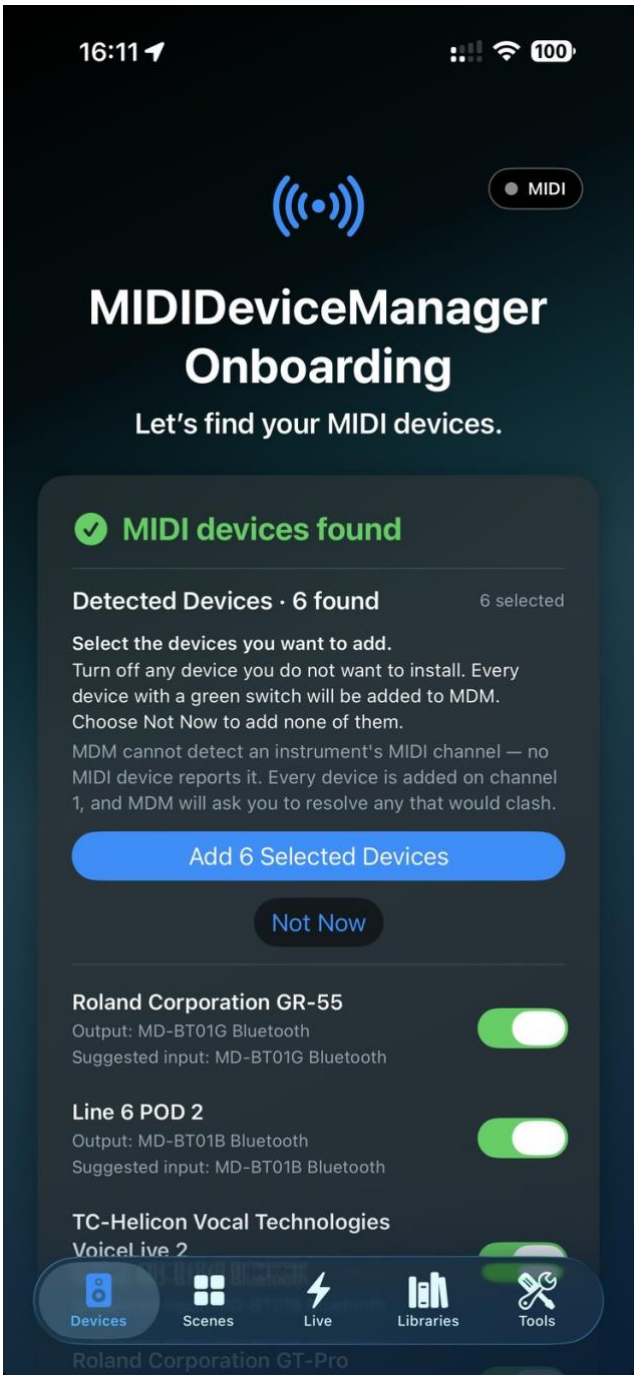
When the search is complete, your Devices appear in the **Devices** list.



Add Your MIDI Devices

MIDIDeviceManager has now finished searching your MIDI studio.

All compatible MIDI devices that were detected are listed on this screen.



By default, all detected devices are selected. If there are Devices you do not want to add to MIDIDeviceManager, switch them off.

One thing to leave switched off. Some MIDI interfaces answer for themselves and are therefore detected as Devices in their own right — a WIDI Jack, a UM-880 or similar. They reply with a device ID of their own, but in most setups they are not the thing you actually want to control by MIDI. Turn its switch off in this list — leave the interface itself powered on and connected — and add the MIDI-controllable equipment behind it instead.

Adding the interface creates a device on the same port and Device ID as the equipment already there, and both then stop identifying themselves. The message that appears asks you to enter the Device ID manually, which will not resolve it. If you have already done it, delete the interface Device.

Tap Add Selected Devices. MIDIDeviceManager then asks you one more thing before the Devices are created.

Once added, your Devices are ready to configure and use.

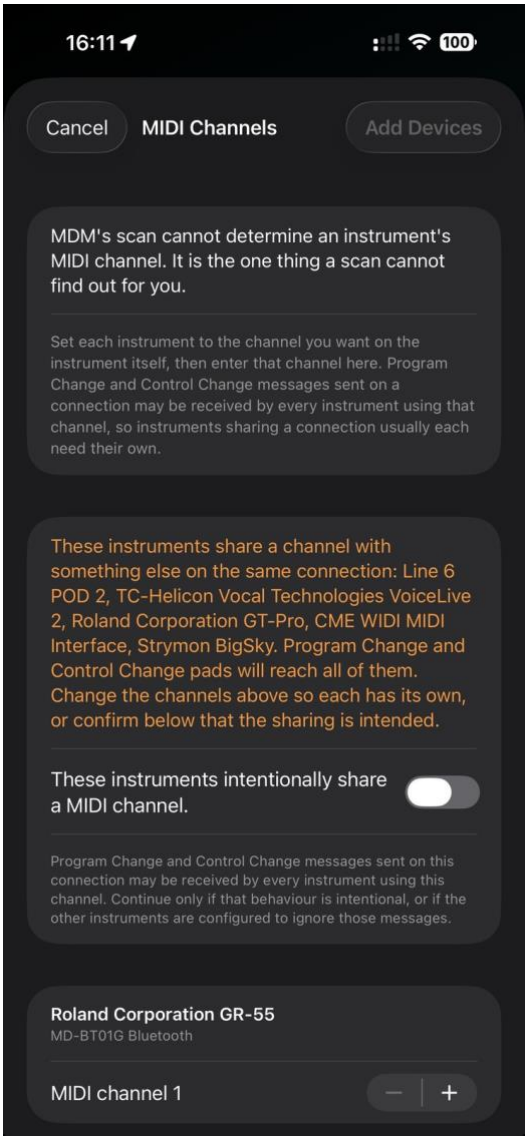
If a scan finds nothing new, MIDIDeviceManager says so rather than returning silently. No New Devices Found means everything that responded is already in MIDIDeviceManager. If something is missing, check that it is powered on and connected, and that any Bluetooth interface is connected before you scan.

Set Your MIDI Channels

Every piece of equipment listens on a MIDI channel, and MIDIDeviceManager cannot discover which one. It is the single thing a scan cannot find out for you — equipment does not report its channel when it identifies itself.

So before your Devices are created, MIDIDeviceManager shows a MIDI Channels screen listing each one with a channel setting. Set the channel you want on the equipment itself, then enter that same channel here.

Why it matters. Program Change and Control Change messages sent on a connection may be received by everything using that channel. Two Devices sharing a channel on the same connection will both respond to a pad meant for one of them.



If two Devices on the same connection are set to the same channel, MIDIDeviceManager warns you and will not add them until you change one — or confirm that the sharing is intentional. Equipment on different connections is not in conflict, so two Bluetooth adaptors each carrying a Device on channel 1 raise no warning.

Channel 16 is reserved for Scene triggers. MDM never relays a trigger message to any Device, so this is not a guaranteed conflict — but if a MIDI THRU box, a merge box, or several instruments daisy-chained on one cable routes a trigger source into the same path as a Device on channel 16, that Device would receive it too, entirely outside MDM's control. Leaving channel 16 free means never needing to know whether your rig is wired that way.

Then tap Add Devices.

If You Change a Channel Later

This is worth reading once, because it is the fault that looks least like a fault.

If you change the MIDI channel on a piece of equipment, you must tell MIDIDeviceManager. Open Edit Device and enter the new channel.

Until you do, Program Change and Control Change pads for that Device will stop working — and nothing will look wrong. The Device stays connected and confirmed, because MIDIDeviceManager identifies equipment without using its channel. A green Device with silent pads usually means its channel has changed.

Changing the SysEx Device ID on a piece of equipment behaves differently and announces itself: on the Devices where that identifier takes part in identity, the Device turns orange and reports that its identity differs. That is also corrected in Edit Device.

Trust This Connection

On a shared connection — several instruments behind one interface, or a smart adaptor with its own identity, like a WIDI Jack or a UM-880 — more than one thing can answer when MDM checks that a Device is still there. It might be the instrument itself. It might be the interface, replying on its own behalf.

MDM can usually tell these apart. When it can't — exactly one reply comes back, and it doesn't match what was expected — it asks you: **Trust This Connection**.

Trust This Connection is not "my gear is fine." It tells MDM to treat that interface's reply as proof the Device is present, from then on, every time, without checking further. This is written into that Device's own settings and stays there until you remove it — **Edit Device**, **Stop Trusting This Interface**.

When it's the right choice. One interface, one instrument behind it. If that's the whole connection, trusting it is reasonable — the prompt was never really ambiguous in practice, even though MDM can't prove that on its own.

When it's the wrong choice. Several instruments sharing one connection — exactly the situation the prompt exists for. Trusting the interface there means MDM will report an instrument present and correct using someone else's reply, even while that instrument is switched off. Nothing will look wrong. The Device stays green.

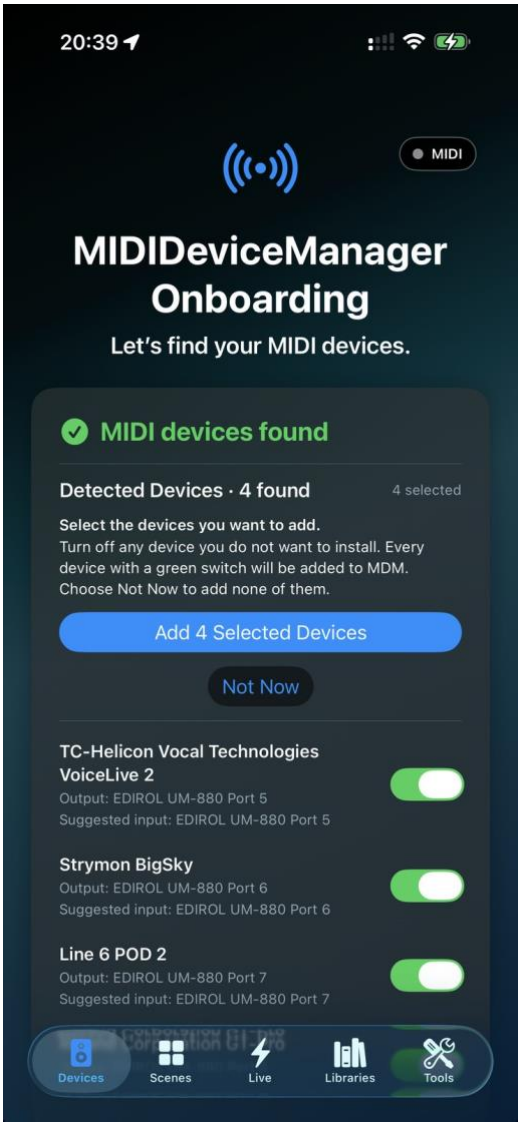
This is not left over from a bug. It is a choice you can make yourself, at any time, on any shared connection. Decline the prompt, and MDM keeps checking properly. Accept it there, and you have told MDM to stop looking — the one setting in MIDIDeviceManager that can make a Device say it is present when it is not, because you asked it to.

How Much Equipment on One Connection?

Fifteen channels are available to your equipment, with channel 16 reserved for Scene triggers. On a single connection, MIDIDeviceManager can therefore address at most fifteen separate pieces of equipment by Program Change or Control Change.

Separate connections lift this, because the limit applies per connection rather than across your whole setup. Two Bluetooth adaptors, each carrying a Device on channel 1, work perfectly well together.

This is a property of MIDI itself rather than of MIDIDeviceManager, and it applies to any application that controls equipment this way.



Your MIDI Studio

Your selected MIDI devices have now been added to MIDIDeviceManager.

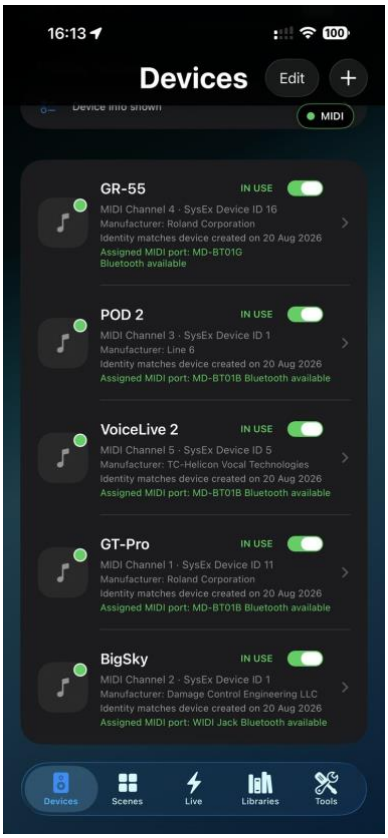
The **Devices** screen gives you an overview of your musical environment. From here, you can access every Device you have added.

At first, your Devices use a default icon. Later, you can personalize each Device by assigning its own image, making it easier to recognize at a glance.

We recommend giving each Device its own image. It takes a moment and makes MIDIDeviceManager considerably easier to read at a glance, particularly on stage.

Each Device also carries an In Use toggle. Turn it off for equipment you own but are not bringing to this rig — a studio-only instrument left home for a stage show, for example — and MIDI Health stops watching it, so its absence no longer shows as an orange warning. Its Pads, Scenes and sliders and buttons stay exactly as configured, but nothing sent to it goes out while it is off — MDM tells you so rather than staying quiet about it. The Device itself is not deleted; switch it back on when it returns to your setup.

The figure below shows the Devices screen, including the In Use toggle.



Tap the Device you want to use. We'll use it to create your first Pad.

Each Device shows the MIDI port it is using. Where sending and listening happen on the same connection, this is one line: Assigned MIDI port. Where they differ — which is normal when equipment is reached through a multi-port interface — it is shown as two, Sends on and Listens on. Seeing two lines is not a fault.

If You Change Your Wiring

If you move a cable, change a port or reconfigure your interface, expect a Device to change colour.

Orange means MIDIDeviceManager is still working: your equipment's identity has not yet been reconfirmed, or its assigned port is gone and MIDIDeviceManager has fallen back to the global MIDI port set in Settings. It is still sending — just not necessarily where you expect. If more than one piece of equipment shares an interface, something else on that interface may receive what was meant for the one that dropped.

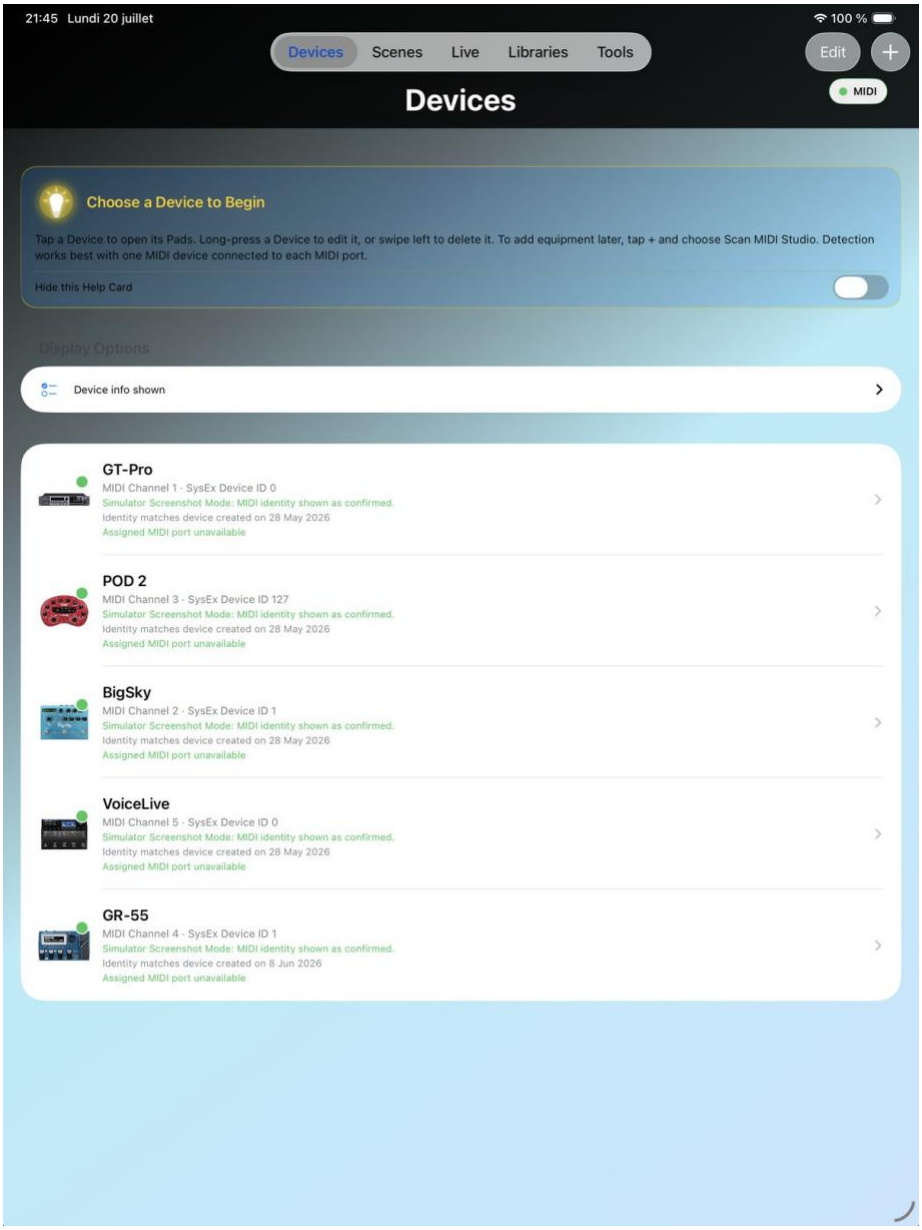
Red means the assigned port is gone and there is no fallback port to use instead. Nothing is being sent for that Device.

Tap the MIDI Health badge to see which Device is affected. The Devices screen reads "Assigned MIDI port unavailable" either way. Inside MIDI Health, orange reads "Assigned output not found; defaulting to [name]," red reads "Assigned output not found and no global output is available."

A Device dropped by a loose cable or adaptor usually turns green again by itself once the connection returns. Refresh Device MIDI Connections speeds this up and checks every port at once.

If the change is permanent — you have genuinely rewired your setup — scan again, then correct the existing Device to match what the scan found.

Do not delete the Device and create it again. Deleting a Device discards every Pad you have built on it. Correcting it keeps them.


21:45 Lundi 20 juillet
100 %
Devices
Scenes
Live
Libraries
Tools
Edit
MIDI
Devices
Choose a Device to Begin
Tap a Device to open its Pads. Long-press a Device to edit it, or swipe left to delete it. To add equipment later, tap + and choose Scan MIDI Studio. Detection works best with one MIDI device connected to each MIDI port.
Hide this Help Card
Display Options
Device info shown
GT-Pro
MIDI Channel 1 · SysEx Device ID 0
Simulator Screenshot Mode: MIDI identity shown as confirmed.
Identity matches device created on 28 May 2026
Assigned MIDI port unavailable
POD 2
MIDI Channel 3 · SysEx Device ID 127
Simulator Screenshot Mode: MIDI identity shown as confirmed.
Identity matches device created on 28 May 2026
Assigned MIDI port unavailable
BigSky
MIDI Channel 2 · SysEx Device ID 1
Simulator Screenshot Mode: MIDI identity shown as confirmed.
Identity matches device created on 28 May 2026
Assigned MIDI port unavailable
VoiceLive
MIDI Channel 5 · SysEx Device ID 0
Simulator Screenshot Mode: MIDI identity shown as confirmed.
Identity matches device created on 28 May 2026
Assigned MIDI port unavailable
GR-55
MIDI Channel 4 · SysEx Device ID 1
Simulator Screenshot Mode: MIDI identity shown as confirmed.
Identity matches device created on 8 Jun 2026
Assigned MIDI port unavailable

Create Your First Pad

Tap the MIDI Device you want to control from the **Devices** screen.

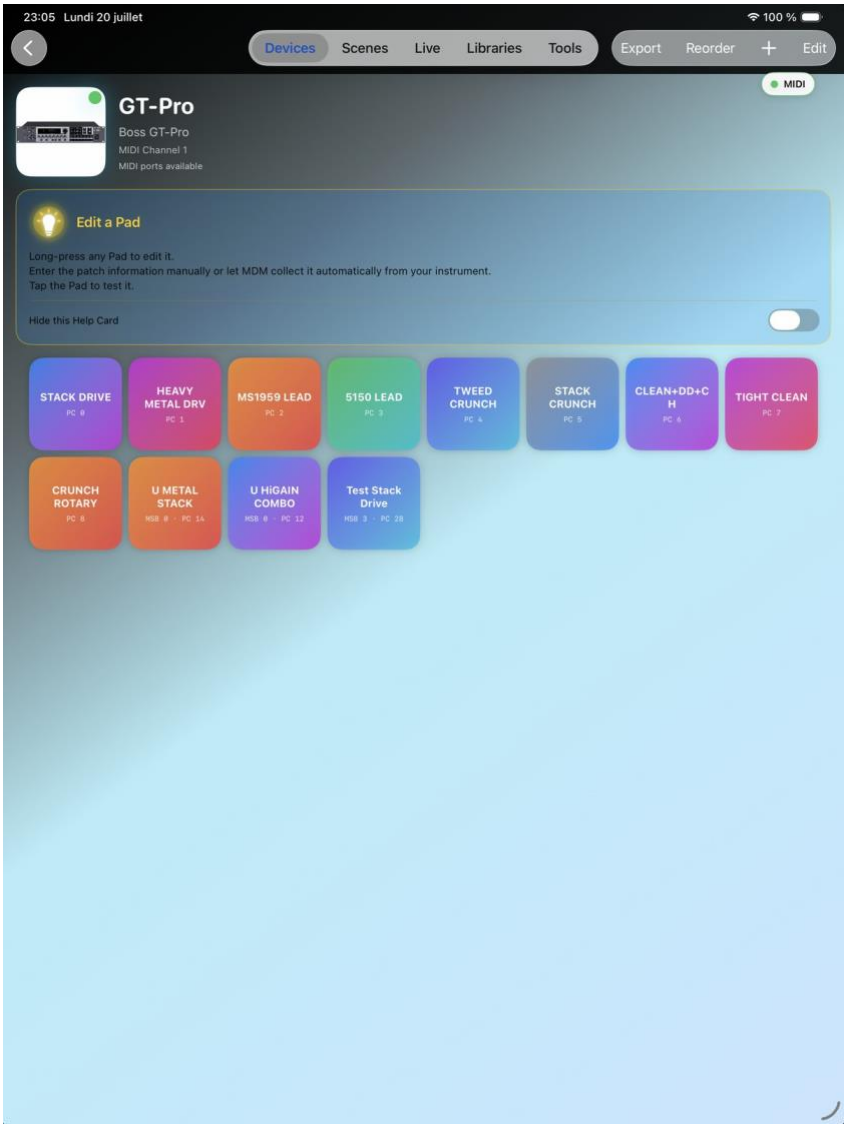
MIDIDeviceManager opens that Device's **Pads** screen.

Pads give you one-touch access to your favourite patches. The screenshot shows an example of a configured Pad layout. Your own Pads will reflect the patches you choose for your musical environment.

To create your own layout, you can either:

- Tap **+** to add a new Pad, or
- **Long-press** any Pad to edit it.

Let's create or edit your first Pad and make your MIDI device recall a patch of your choice.



Edit Your First Pad

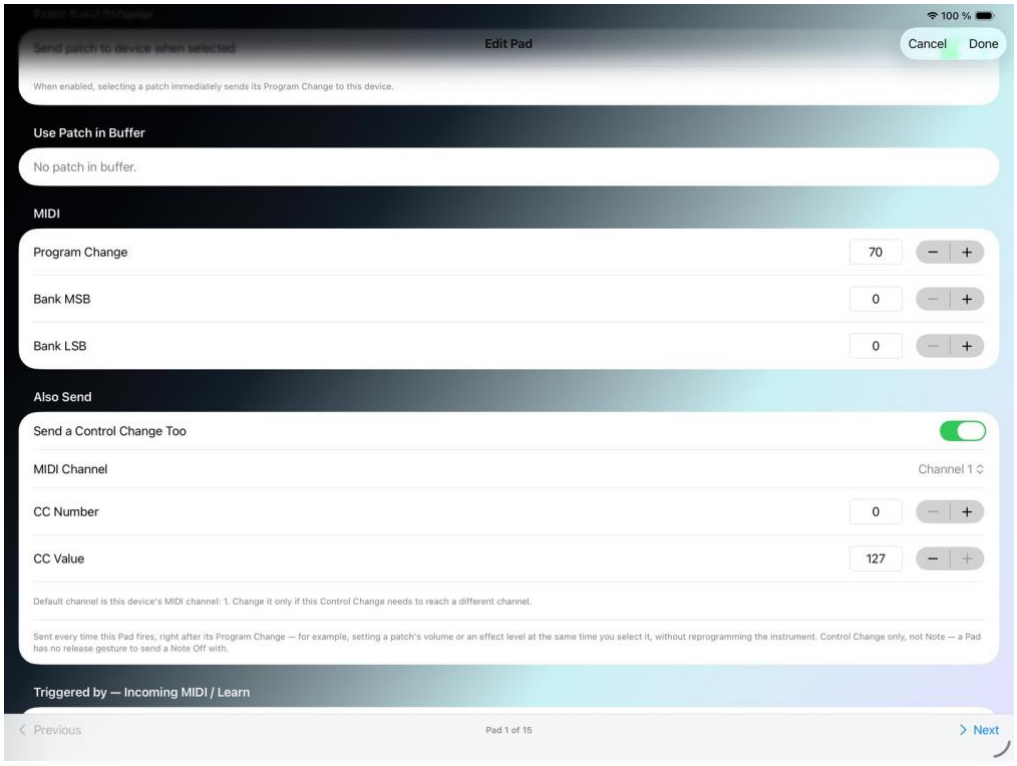
To edit a Pad, **long-press** any Pad on the **Pads** screen.

Give your Pad a meaningful name.

To recall a patch, MIDIDeviceManager needs its MIDI information. Enter the required **Program Change** and, if your equipment uses them, the **Bank MSB** and **Bank LSB** values. These values are usually listed in your equipment's user manual or MIDI implementation guide.

Some MIDI devices can provide this information automatically. Tap **Listen for Patch Changes**, then select the patch on your equipment. When supported, MIDIDeviceManager fills in the required MIDI values for you.

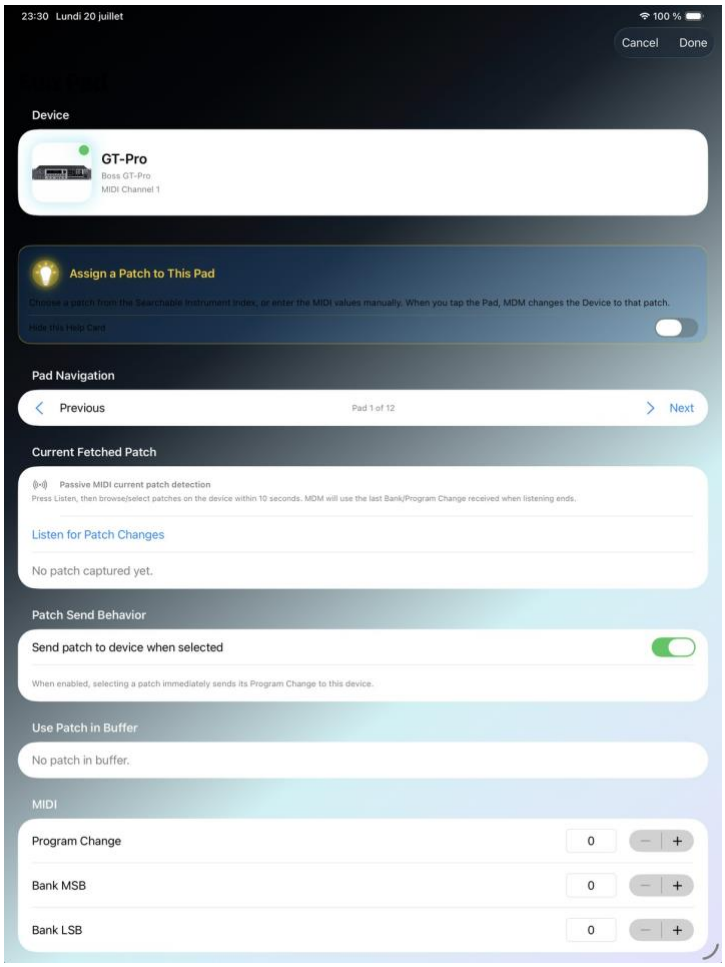
If you want the Pad to send more than a patch change, scroll down to **Also Send** and turn on **Send a Control Change Too**, then set the **CC Number** and **CC Value**. It sends every time the Pad fires, right after its Program Change — Control Change only, since a Pad has no release gesture to send a Note Off with.



For now, don't worry if you need to enter the patch name yourself. **You'll soon learn how to let MIDIDeviceManager do that for you. See Use Your Equipment's Own Patch Names, later in this guide.**

When you're finished, tap **Done**.

Your Pad is now ready to recall that patch with a single tap.



Enjoy Your Pads

Now spend a few minutes creating or editing a few more Pads and recalling different patches on your MIDI device.

This is what MIDIDeviceManager is all about—instant, one-touch access to your favourite patches.

We recommend creating at least **three** Pads before continuing.

Imagine being able to find any patch in seconds using powerful search and filters instead of looking through patch lists.

You'll learn how to do that shortly.

Use Your Equipment's Own Patch Names

Entering Program Change numbers by hand works, but it is not how you think about your patches. A Searchable Instrument Index gives MIDIDeviceManager the patch list for your equipment, so you can find a patch by name and let the application fill in the MIDI values for you.

There are two steps: bring the patch list into MIDIDeviceManager, then tell MIDIDeviceManager which Device it belongs to. The second step is easy to miss, and until you do it your patch names will not appear on your Pads.

Step 1 — Bring in the patch list. Download a CSV Device Index for your equipment from the resource centre at mididevicemanager.com/documentation and import it. If your equipment is one MIDIDeviceManager can read directly, you can build the index from the equipment itself instead. The CSV Device Index Import Quick Start Guide, on the same page, covers both.

If you are building the index from the equipment itself, either connection works. Every piece of equipment MIDIDeviceManager reads directly has been imported over Bluetooth, complete and without skips. Check the finished index rather than assuming, and if patches are missing, build it again over a cable. A downloaded CSV Device Index is unaffected either way — it is a file, and no MIDI is involved.

Step 2 — Assign the library to your Device. Tap Libraries in the tab bar and open your new patch library. Scroll down to Device Compatibility. Choose your Device under Assign to Device, then tap Assign Library to Selected Device.

The Device now appears under Compatible Devices with a green tick and the word Assigned. That is how you know the two are linked.

Now long-press a Pad again. Instead of typing Program Change and Bank Select values, you can pick the patch by name, and MIDIDeviceManager fills in the MIDI information for you.

Once a patch library is assigned, Edit Pad shows arrows beside the patch name. Tapping them walks through the patch list, applying each patch to the Pad and sending it to your equipment so you can hear it before moving on. It follows whatever filter you have applied and stops at each end of the list rather than wrapping round.

This is the quick way to program a set of Pads. Rather than opening a list of several hundred patches twelve times, step through and stop where it sounds right.

Your First Scene

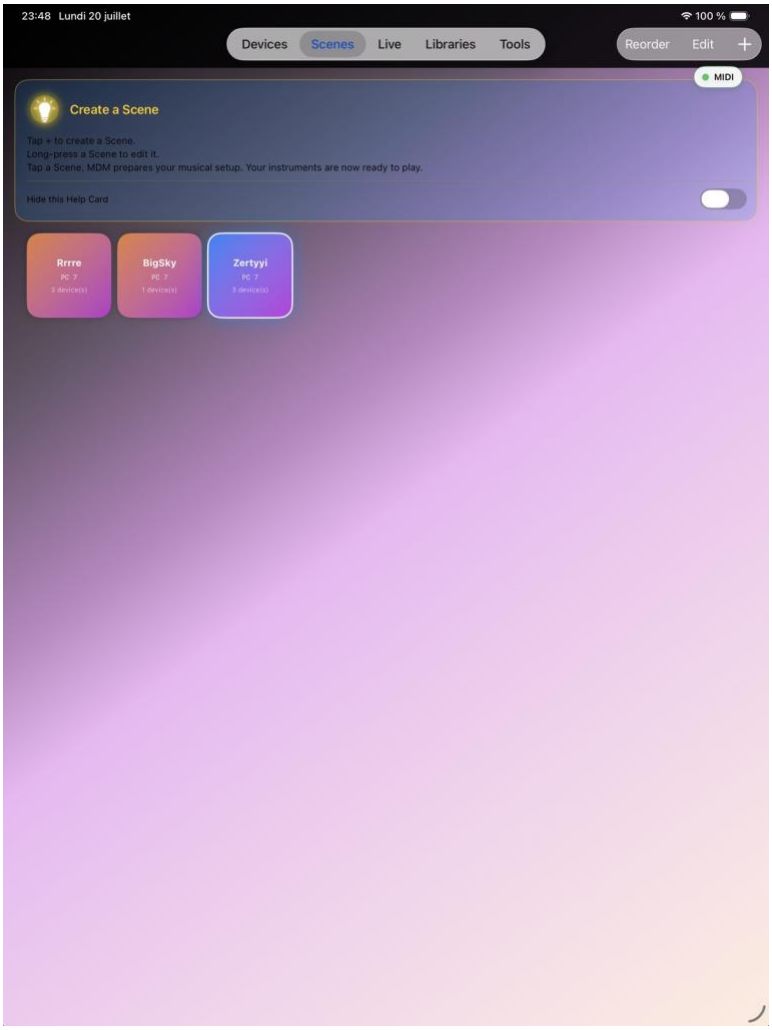
Once you have created a few Device Pads, you're ready to combine them into a **Scene**.

A Scene lets you prepare several MIDI devices for a song, rehearsal, or live performance with a single tap.

From the **menu bar**, tap **Scenes**.

If this is your first Scene, the list will be empty. Tap the + button to create a new Scene.

The figure below shows an example of a Scenes screen containing several Scenes. Your screen may initially be empty until you create your first Scene.



Creating Your First Scene

When you tap the + button, the **Add Scene** screen opens.

Enter a name for your Scene. Save stays greyed out until you do — a Scene cannot be saved without a name.

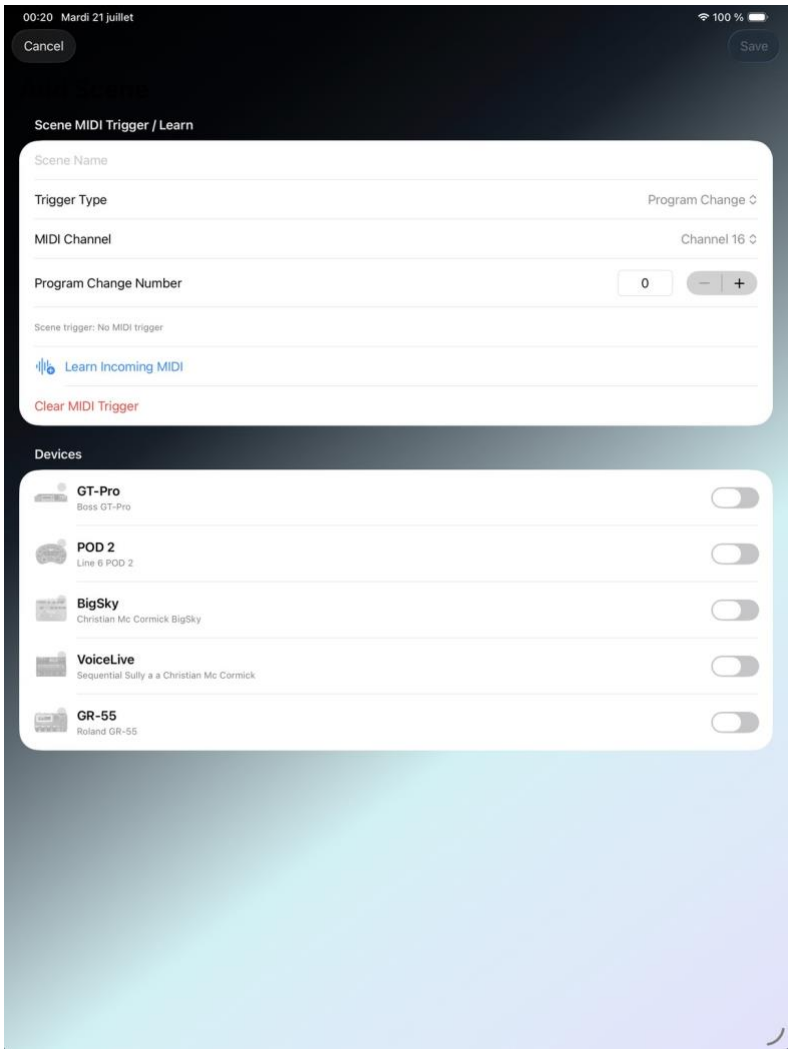
Next, turn on the switches for the MIDI devices you want this Scene to control. Only the enabled Devices will participate in the Scene.

For now, you can ignore the **Scene Triggered by — Incoming MIDI / Learn** section. It lets an incoming MIDI message recall a Scene automatically — useful, but not needed yet.

When you have entered the Scene name and selected the Devices, tap **Save**.

You will return to the **Scenes** screen, where your new Scene now appears in the list.

The figure below shows the **Add Scene** screen.



Configure Your Scene

Tap the Scene you just created to open the **Edit Scene** screen.

For each device that you enabled, an assignment section is now available.

The top of the Edit Scene screen shows the devices this Scene will use, as you set them when you created it. Scroll past those to reach the Assignments section, where you choose what each Device will actually do.

If you have already created a Device Pad for the patch you want to use, simply tap **Copy Pad Settings Into Scene**. This copies the Pad's MIDI settings into the Scene, saving you from entering them again.

For each Device you can either pick one of the Pads you have already built for it, or enter the patch by hand.

Alternatively, you can enter the **Program Change**, **Bank MSB**, and **Bank LSB** values manually. These values are usually listed in your equipment's user manual or MIDI implementation guide.

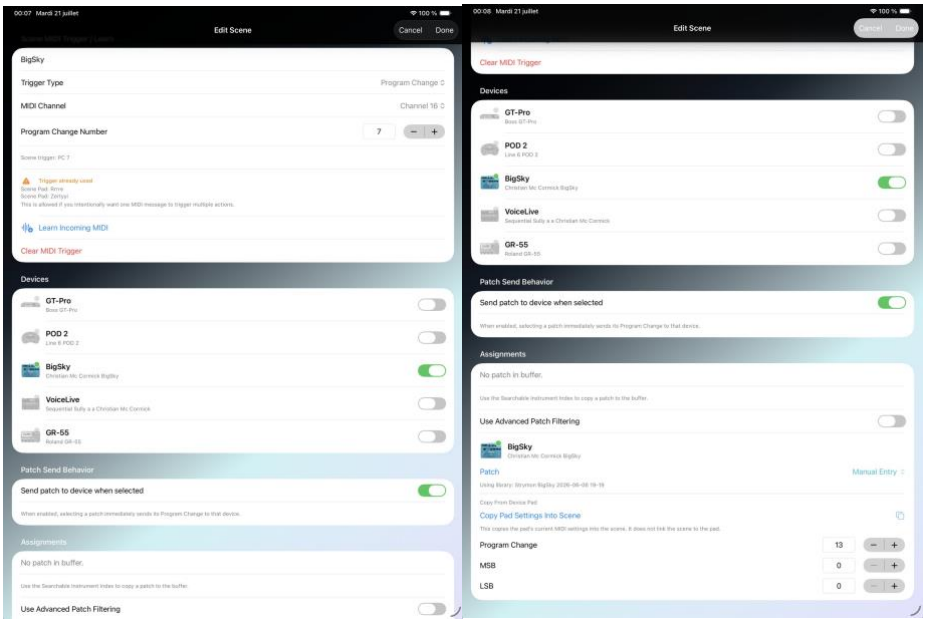
Repeat this process for each Device included in the Scene.

When your configuration is complete, tap **Done**.

The next time you select this Scene, MIDIDeviceManager prepares all of the assigned devices and recalls the required patches with a single tap.

Your musical environment is now ready to play.

The figures below show the upper and lower portions of the **Edit Scene** screen.



Live Mode

MIDIDeviceManager has now been configured with one or more Devices, Pads and Scenes.

Live Mode brings everything together into a simple performance interface designed for rehearsals and live performances. It recalls the Scenes in your active Setlist with a single tap, preparing your musical environment for each song or performance.

Tap **Live** in the navigation bar to open the **Live** screen.

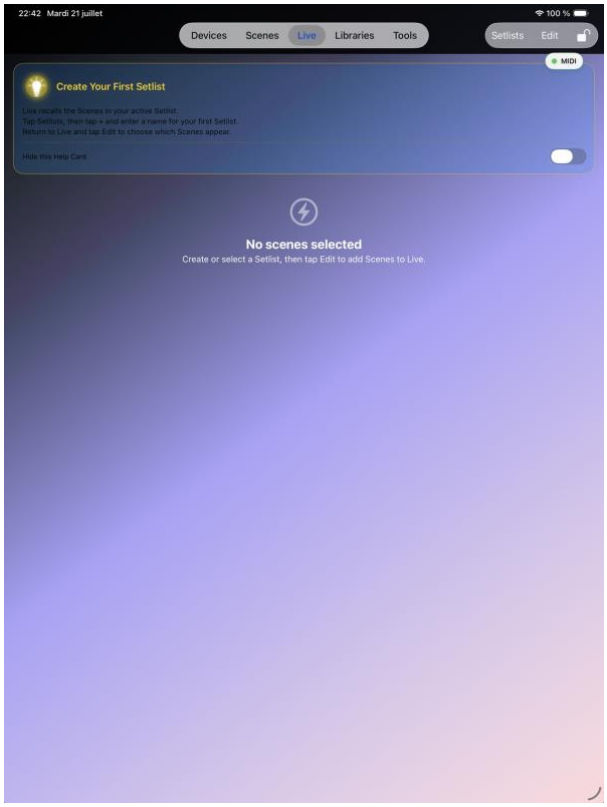
The first time you open **Live**, no Live Pads are displayed because no Setlist has been created yet.

To get started:

1. Tap **Setlists**.
2. Tap + and enter a name for your first Setlist (for example, the venue where it will be used).
3. Tap **Create**. Your new Setlist is created and automatically becomes the active Setlist.
4. Tap **Done** to return to the **Live** screen.

Your Setlist is now ready to be populated with Live Pads.

The figure below shows the **Live** screen before any Live Pads have been added.



Edit Live Pad

Tap **Edit** on the Live screen to configure your active Setlist.

Choose which Scenes appear as Live Pads.

- Tap a Scene under **Available Scenes** to add it as a Live Pad.
- Use the **–** button to remove a Live Pad.
- Drag the handle to change the order of your Live Pads.
- Tap **Done** when you're finished.

MIDI Triggers

Live Pad MIDI Triggers are available to every musician — no mode switch is required.

These settings choose the MIDI message that triggers this Pad from a footswitch or controller. They do not change what the Pad sends when tapped — that is set separately, as Program Change and, if configured, a fixed Control Change.

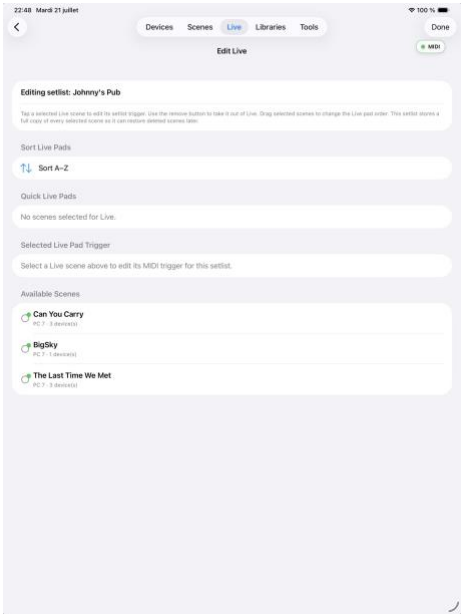
Important

Each MIDI Trigger should be assigned to **one Pad only**.

If the same Trigger is assigned to multiple Pads (for example, a Device Pad and a Live Pad), every matching Pad will be activated at the same time.

For reliable operation, assign a unique MIDI Trigger to each Pad.

The figure below shows the **Edit Live Pad** screen.



Your 30-Day Trial

MIDIDeviceManager is free to download and gives you thirty days of the complete application. There is no subscription and no recurring payment — one purchase unlocks it permanently.

The trial begins when you create your first Device. Before it starts, MIDIDeviceManager shows you the terms: how long you have, what happens afterwards, and the price. Nothing begins until you have seen that screen and accepted it.

In the final week a countdown appears on the startup screen, and inside the application above the tab bar, so you see it whether or not you quit MIDIDeviceManager between sessions. Three days before the end MIDIDeviceManager offers to make a backup of everything you have built.

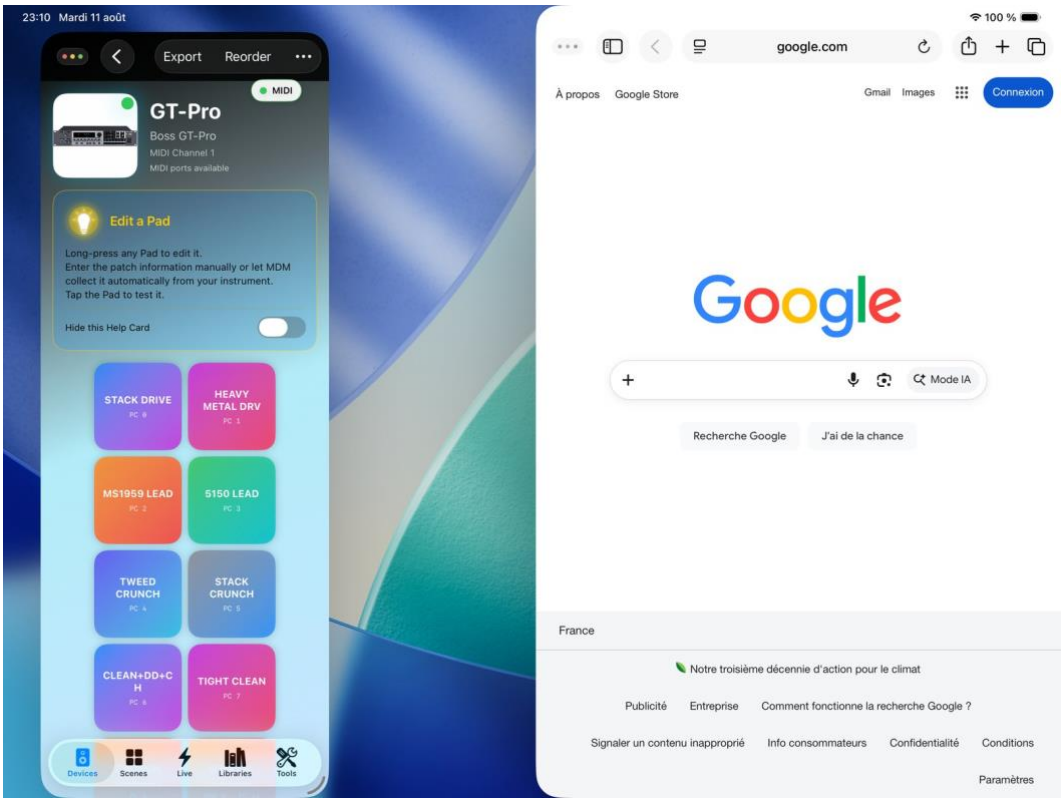
When the thirty days end, MIDIDeviceManager asks you to unlock it. Nothing you have created is deleted. Your devices, patch libraries, scenes and setlists stay on your iPhone or iPad and are there the moment you unlock.

Once unlocked, MIDIDeviceManager stays unlocked. It does not need a network connection to keep working, and it is designed to remain unlocked if you reinstall the app or move to a new iPhone or iPad signed in to the same Apple Account.

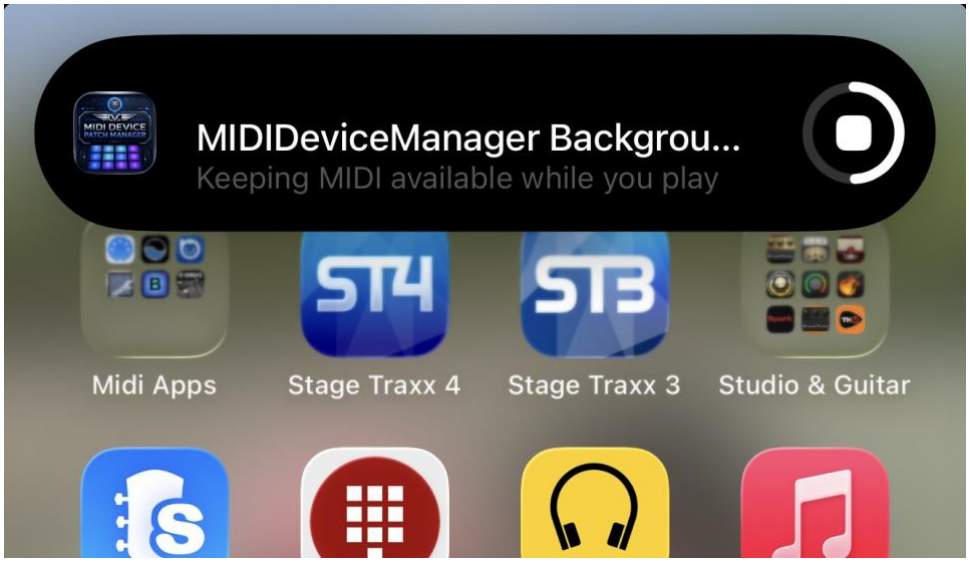
Keep MIDI Running

During a performance you will often want another app in front of you — lyrics, chord charts, backing tracks — while MIDIDeviceManager keeps listening to your equipment. How that works depends on which iPad or iPhone you are using.

On iPad, keep MIDIDeviceManager on screen beside the other app in Split View. It is never suspended, so MIDI keeps flowing.



On iPhone there is no Split View. On iOS 26 and later you can start a Background Session instead: open Keep MIDI Running in Settings and tap Start Background Session. MIDIDeviceManager then keeps receiving MIDI while another app is in front. Start it before you play.



While a session is running, a BG badge appears beside the MIDI Health badge.

Green — MIDI is protected and the session is running.

Amber — the session is not currently carrying MIDI. It may be starting, or it may have ended, including at the three-hour limit.

Red — the session could not be started, or the system stopped it more than once.

No badge means no session, which is the normal state and not a fault.

While a session is running, you do not have to keep checking the badge yourself. MIDIDeviceManager names the affected Device directly on the Dynamic Island if one disconnects, and sends one silent notification the first time a Device drops out of green. Nothing to turn on — it works automatically whenever a background session is active.

Amber is the one to know. It does not always mean the session is starting up. If you have been playing for some hours and the badge turns amber, the likeliest explanation is that the session has reached its limit and ended. If your equipment stops responding, bring MIDIDeviceManager to the front and start a new session.

iOS shows the session in the Dynamic Island, from any app. What you do with that indicator matters, because three of the gestures look similar and do very different things.

Swiping the iOS indicator away only hides it. The session keeps running.

Stopping the session from the iOS indicator ends it, and iOS then closes MIDIDeviceManager. You will come back to a cold start, with MIDI and Bluetooth reconnecting. Avoid this between songs.

Stopping it from Keep MIDI Running inside MIDIDeviceManager ends the session and leaves the app running. This is the one to use.

Tapping the indicator expands it, so you can see that the session is running. Tapping it a second time takes you straight back to MIDIDeviceManager. This is the quickest way back to your Pads without hunting for the app.

MDM keeps watching even while it is off screen. If a Bluetooth adaptor reconnects on its own, MDM notices and tries again on a slower cadence — you do not need to bring it to the front for that. What you cannot do off screen is see the current state or act sooner: bring it forward and you can check MIDI Health and use the recovery actions directly.

A lock-screen prompt may appear after about two hours. Accepting it keeps the session alive, and MIDI keeps flowing while it is shown. MDM also tries to restart a stopped session automatically, up to three times, whether or not you saw a prompt. For a long service or a full evening, start a fresh session during a break anyway — the automatic attempts are a safety net, not a reason to stop planning around one.

Stopping a session yourself never shows red. Stop it from inside MDM and the badge clears with no colour; stop it from the Dynamic Island and MDM closes entirely, with no app left running to show any badge. Red means something rarer: the system tried and failed to hold a session you never asked to end.

Not Sure What a File Is?

MIDIDeviceManager can tell you. Open any file in Create Searchable Instrument Index and it will identify it before attempting anything — the manufacturer, the format, and whether an index can be built from it.

It reads the contents of the file rather than its name, so renaming a download cannot break it.

If MIDIDeviceManager does not recognise the format, it says so and offers to pass the file on. That is genuinely how new equipment comes to be supported: every format MIDIDeviceManager reads today began as a file somebody sent us.

If Something Is Not Behaving

Tools, then Settings, has Copy Diagnostics. One tap puts a plain-text report on the clipboard describing your MIDI connections and Devices. Paste it into an email to support@mididevicemanager.com. It contains technical information about your MIDI connections and Devices, but does not include your patch libraries, pads, scenes or setlists.

This is worth knowing about because the detailed information that solves connection problems is not present in a released build. The report is how you can tell us what MIDIDeviceManager is seeing.

If you have told MIDIDeviceManager to trust a MIDI interface and want to undo that, open Edit Device. A Trusted MIDI Interface section appears there whenever trust has been granted, with Stop Trusting This Interface. A trust left in place from an old setup will quietly accept a reply from the wrong equipment, so it is worth removing when your equipment changes.

MIDIDeviceManager shows Help Cards on many screens while you are finding your way around. Each one has a Hide this Help Card switch, so you can dismiss them individually as you stop needing them.

If you want them back — or if someone else is picking up your iPad — Tools, then Settings, has an option to restore all Help Cards at once.

Checking That Your Equipment Is Still There

While you work, MIDIDeviceManager keeps an eye on your rig so that a lost connection shows up on screen instead of failing silently in the middle of a song. It does this in two separate ways, and both are in **Tools → Settings**.

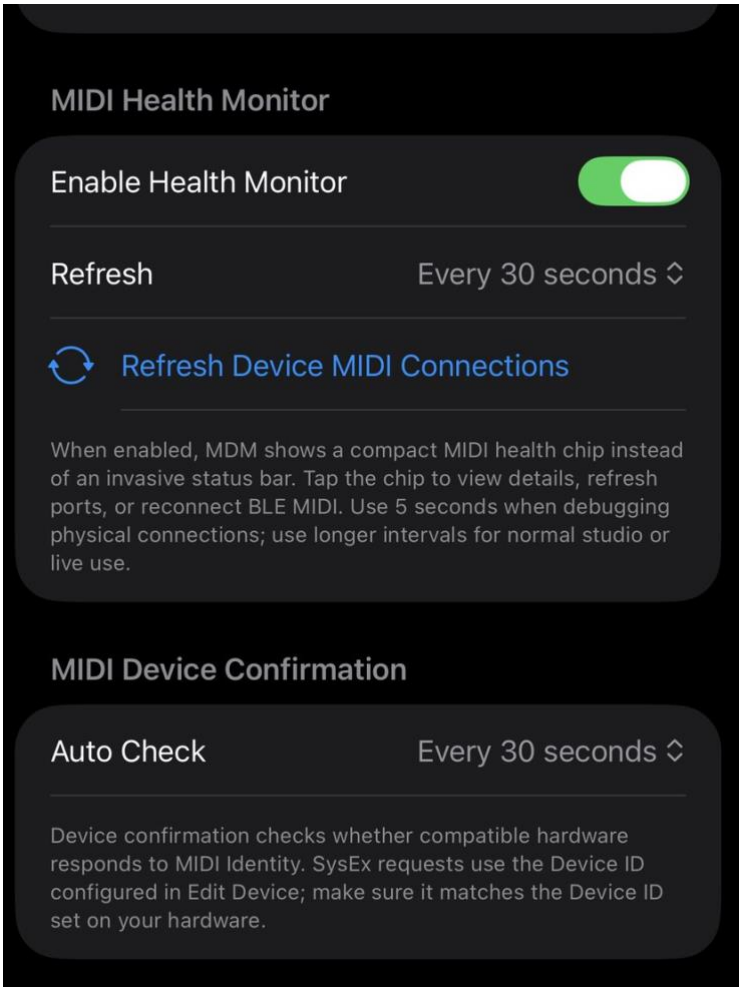
MIDI Health Monitor watches the connections. Its **Refresh** setting is how often MIDIDeviceManager re-checks your ports. Every thirty seconds is the default. Use five seconds while you are working out a connection problem at home; leave it longer for studio or live use.

Refresh Device MIDI Connections, in the same section, reconnects ports and Bluetooth MIDI immediately rather than waiting for the next check.

The quickest route to it is the MIDI Health badge. It sits at the top right of every screen, just below the title bar — and while a background session is running, it is the right-hand of the two capsules there. It turns orange or red within seconds of a connection dropping — orange if MIDIDeviceManager can still reach your equipment another way, red if it can't. Tapping it opens **MIDI Health**, which shows the state of every connection and carries both recovery actions at the foot. If anything in your rig is on a Bluetooth adaptor, tap Reconnect BLE MIDI first — refreshing MIDI connections cannot help while the adaptor itself is gone. Then Refresh Device MIDI Connections. Both briefly confirm themselves with a checkmark before returning to normal, so a quick tap never leaves you wondering whether it registered. That is the first thing to try when something drops during a performance.

MIDI Device Confirmation watches identities. Its **Auto Check** setting is how often MIDIDeviceManager asks each Device to confirm it is still the equipment it expects. Every thirty seconds is the default and suits most rigs. A shorter interval notices a change sooner, at the cost of more MIDI traffic — which matters most on Bluetooth, where that traffic competes with the notes you are playing.

Choosing **Manual** turns automatic checking off altogether. MIDIDeviceManager will then only check when you ask it to, and will not notice on its own if a piece of equipment stops answering. The setting explains this when you select it. Leave it on an interval unless you have a reason not to.


MIDI Health Monitor
Enable Health Monitor
Refresh
Every 30 seconds
Refresh Device MIDI Connections
When enabled, MDM shows a compact MIDI health chip instead of an invasive status bar. Tap the chip to view details, refresh ports, or reconnect BLE MIDI. Use 5 seconds when debugging physical connections; use longer intervals for normal studio or live use.
MIDI Device Confirmation
Auto Check
Every 30 seconds
Device confirmation checks whether compatible hardware responds to MIDI Identity. SysEx requests use the Device ID configured in Edit Device; make sure it matches the Device ID set on your hardware.

Congratulations

You have completed the Quick Start Guide.

You now know how to:

- connect your MIDI equipment;
- discover compatible MIDI devices;
- create Devices;
- assign patches to Device Pads;
- create Scenes;
- prepare your musical environment in Live Mode.

From here, MIDIDeviceManager can grow with your musical setup.

MIDIDeviceManager goes further than this guide covers. Additional Quick Start Guides and reference material are published at the resource centre as they become available, covering areas such as:

- Searchable Instrument Indexes
- Sliders and Buttons
- Controlling Other Apps
- Supported Device Imports
- Patch Walk MIDI Mapping
- Apple Watch Companion
- Setlists
- Health Monitoring
- Discovery Workspace
- SysEx Tools
- MIDI Triggers
- Backup & Restore

Thank you for choosing MIDIDeviceManager.

Our goal is simple:

Spend less time managing MIDI. More time making music.
