



MIDI Device Manager (MDM)

Sliders and Buttons

Quick Start Guide

Version 1.0 for Build 108

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.

This guide covers a Device's Sliders and Buttons: continuous and on/off controls that live alongside its Pads, set once in Edit Device and available during a performance from any screen that shows that Device.

Once created, a Slider or Button works immediately — no patch to build, no index required, and nothing else about the Device changes.

Chapter 1

Before You Begin

Sliders and Buttons belong to a Device, not to any one Pad. Once created, they stay in effect no matter which patch is currently selected — tapping a Pad to change patch never resets or affects them.

What they can actually control depends entirely on the equipment itself — whether the manufacturer has made a setting available as a Control Change, and which one. Where they have, common examples include volume, pan, a mute or bypass switch, and on some equipment an effect switched on and off — wah, distortion, or chorus. MDM sends whatever Control Change you configure; your equipment's own design decides what happens when that message arrives.

This route needs no new connection and no equipment reconnected. Sliders and Buttons belong to a Device you have already added — open its settings and they are there for you to create.

Chapter 2

Opening Sliders & Buttons

Open the Device you want to add controls to, then tap Edit.

Scroll down to the Sliders & Buttons section, and tap the **Sliders & Buttons** row inside it.

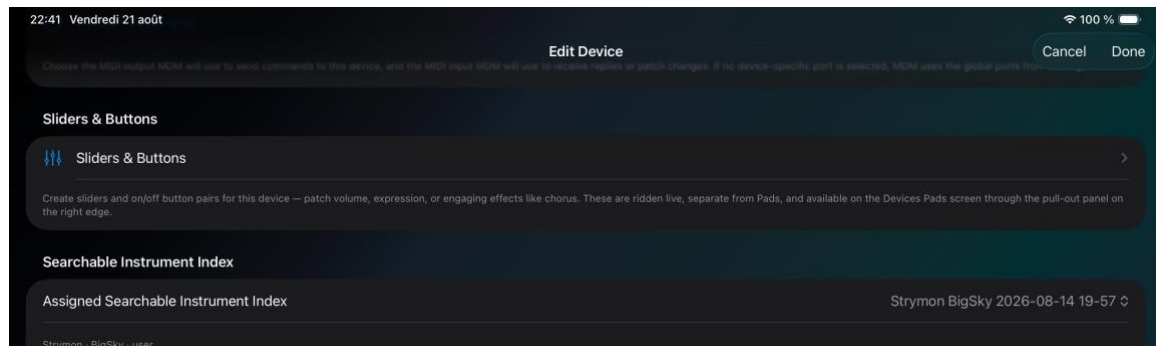


Figure 2.1 — Sliders & Buttons, inside Edit Device, above the Searchable Instrument Index section.

This is separate from every other field on this screen — the ports, the MIDI channel, the SysEx Device ID. None of those affect a Slider or Button, and a Slider or Button never affects them.

Chapter 3

The Sliders & Buttons Screen

A short explanation sits at the top of the screen, worth reading once:

“Sliders are ridden live by hand — MDM never sends anything on their own. Buttons always come as an On and an Off control, each sending one fixed, known value. MDM cannot know what the instrument is actually set to, so there is no remembered on/off state anywhere — the button tells you what it is about to do, not what is currently true.”

Below it, two sections: **Sliders** and **Buttons**, each with whatever you have already created and a button to add another.

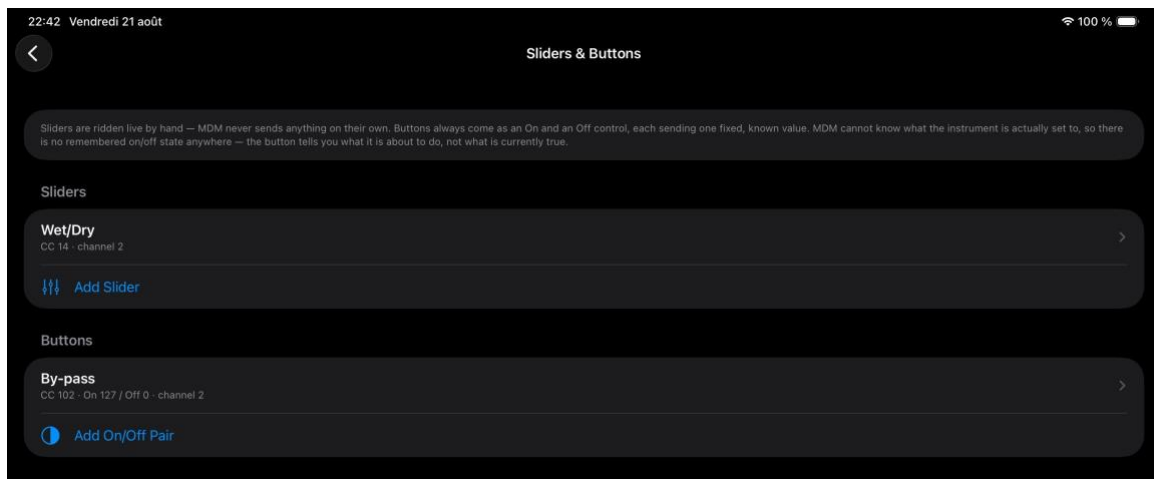


Figure 3.1 — A Slider named *Wet/Dry* and a Button pair named *By-pass*, already created on this Device.

A Slider shows its CC number and channel underneath its name. A Button pair shows its CC number, its On and Off values, and its channel — everything you need to know about what it does, without opening it.

Wet/Dry and By-pass, above, already existed on this Device before this guide opened it — they are not what the next two chapters walk you through creating. Chapters 4 and 5 build a new Slider and a new Button pair from nothing, using Chorus as the example.

Chapter 4

Adding a Slider

Tap Add Slider.

Name it for what it does, not for the CC number — **Wet/Dry** is more useful on stage than **CC 14**.

If this Device will ever share a Scene with another one, lead the name with the Device's own name, in short form. A Scene that uses several Devices shows all of their Sliders and Buttons together in one panel, with nothing beside a name to say which Device it belongs to. *Wet/Dry* is fine on this Device's own Pads screen, where only one Device is ever shown — but on a Scene spanning several Devices, *BigSky Wet/Dry* is the name that still makes sense.

Choose a Control Change from **Suggested CC**, a General MIDI list of common controls, or type the number your equipment actually uses directly into **CC Number**.

Leave **Use Different MIDI Channel** off unless this one control genuinely needs its own channel. Off, it follows the Device — shown directly beneath the toggle.

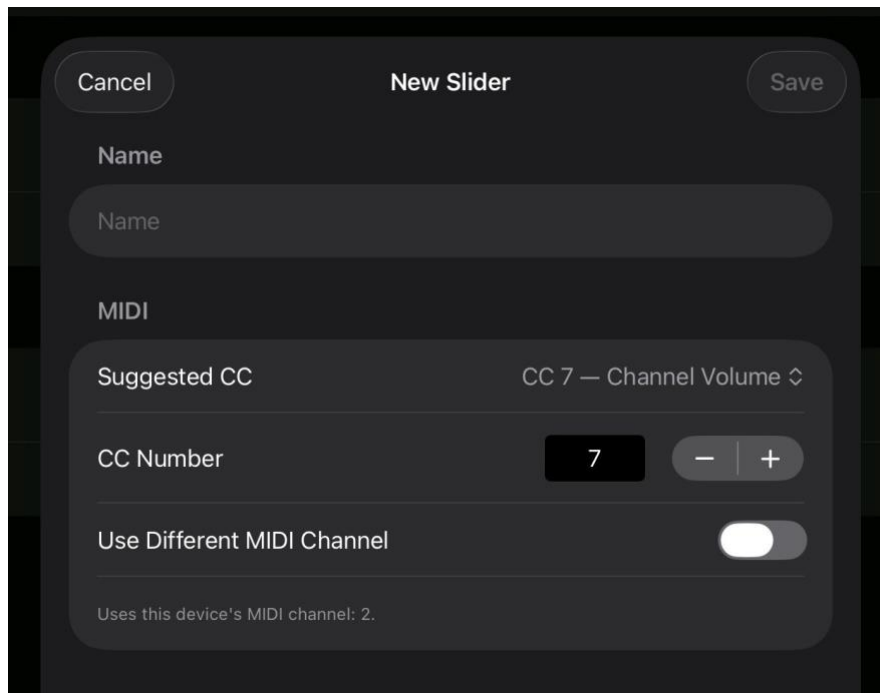


Figure 4.1 — New Slider. CC 7, Channel Volume, on the Device's own channel.

Tap Save. The Slider sends across its full range, 0 to 127, the moment you move it — nothing is sent until you touch it.

Chapter 5

Adding a Button

Tap Add On/Off Pair.

A Button is not one control with two states — it is a pair, always. Type one name and MDM creates two: **Name On** and **Name Off**. Naming this one **Chorus** creates **Chorus On** and **Chorus Off**, each its own button.

The same rule applies here, doubled: lead with the Device's name if this Device might ever share a Scene with another. A Scene using several Devices shows every Button from every one of them together, with nothing to say which Device each belongs to. Naming the pair *BigSky Chorus* instead of just *Chorus* keeps both halves — *BigSky Chorus On* and *BigSky Chorus Off* — identifiable at a glance.

The MIDI section works exactly as it does for a Slider — a suggested CC, a number you can type directly, and the same channel-follows-Device default.

Below it, **Values** sets what each half actually sends: **On Value** defaults to 127, **Off Value** to 0. Change either if your equipment expects something different.

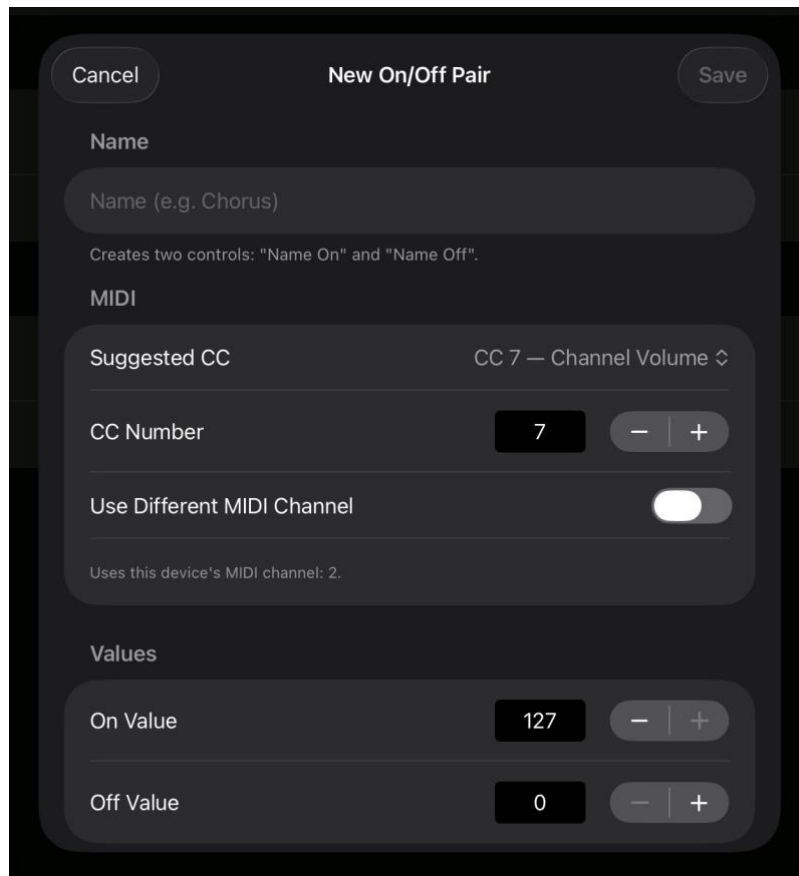
The image shows a dark-themed mobile interface for creating a new On/Off button pair. At the top, there are 'Cancel' and 'Save' buttons. The title is 'New On/Off Pair'. Below this is a 'Name' section with a text input field containing 'Name (e.g. Chorus)' and a subtitle 'Creates two controls: "Name On" and "Name Off"'. The next section is 'MIDI', which includes a 'Suggested CC' dropdown set to 'CC 7 — Channel Volume', a 'CC Number' input field with the value '7' and minus/plus adjustment buttons, and a 'Use Different MIDI Channel' toggle switch which is currently turned off. A subtitle for this section reads 'Uses this device's MIDI channel: 2.'. The final section is 'Values', which has two rows: 'On Value' with a text input field showing '127' and adjustment buttons, and 'Off Value' with a text input field showing '0' and adjustment buttons.

Figure 5.1 — New On/Off Pair. Two buttons from one name, each with its own fixed value.

Tap Save. Tapping either button afterwards always sends its own value — nothing is tracked, and nothing alternates. MDM has no way to confirm what the equipment is actually set to, so rather than claim to toggle a state it cannot verify, it gives you two buttons with two known, fixed outcomes.

Chapter 6

Using Them During a Performance

Sliders and Buttons are not confined to Edit Device. A handle at the right edge of the screen opens them on Device Pads, on Scenes, and in Live — wherever that Device is in view.

Tap the handle to snap the panel open to a standard width, or closed again. Drag it to any width in between.

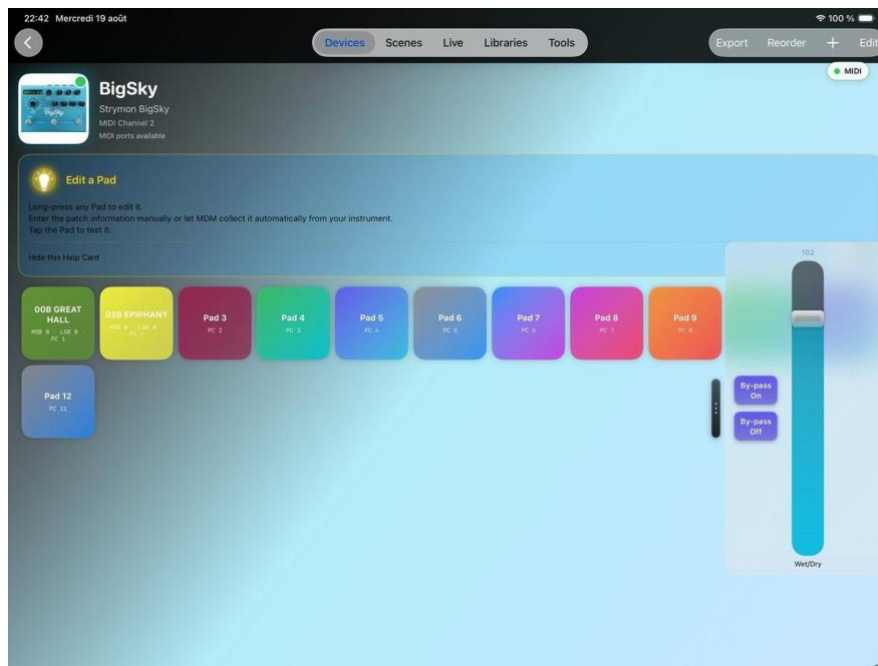


Figure 6.1 — The panel open beside a BigSky's Pads: the Wet/Dry Slider and the By-pass pair created earlier.

On Device Pads, the panel always shows that Device's own controls — there is only ever one Device in view, so nothing needs distinguishing.

On Scenes and Live, the panel shows only the controls belonging to whichever Device the current Scene actually uses — not a permanent fixture there the way it is on Device Pads.

This is exactly why naming a Slider or Button with its Device's name matters, covered back in Chapters 4 and 5: the panel shows only a control's own name, and on a Scene spanning several Devices, nothing else distinguishes them.

Chapter 7

Things Worth Knowing

- There is no limit to how many Sliders and Buttons a Device can carry.
- There is no manual reordering — they appear in the order you created them.
- Channel follows the Device by default. Use Different MIDI Channel, at creation, is the only way to change that for one control.
- A Slider's range is always 0 to 127 — not configurable per control.
- Deleting a Device removes its Sliders and Buttons with it, the same as its Pads.

Chapter 8

Congratulations

You have added Sliders and Buttons to a Device, and used them during a performance.

Looking to go further? Additional Quick Start Guides and reference material are published at the resource centre as they become available.

Thank you for choosing MIDIDeviceManager.