

MetaSystem Apps

# **MIDI & DAW**

Setup Guide

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# INTRODUCTION

MetaSystem apps feature deep integration with the following popular Digital Audio Workstation (DAW) software:

- **LOGIC X**
- **CUBASE/NUENDO**
- **ABLETON LIVE**
- **DIGITAL PERFORMER**
- **REAPER**
- **STUDIO ONE**

The integration is handled by dedicated plugins, control surface devices or keybiding files depending on your DAW application. For example, for **LOGIC** doesn't need any control surface device, while for **CUBASE** needs adding a few Generic Remote devices. In most cases MetaSystem apps send MIDI CC messages through the dedicated MIDI ports configured in MetaServer that trigger respective commands hard-coded in the support files. Each time you perform a gesture or tap a button assigned with an application specific command, your DAW is responding to a MIDI CC command received on the dedicated MIDI port. This way MetaSystem apps can control for example **CUBASE** and **ABLETON LIVE** active on the same computer without any routing issues. Additionally, you can use **METASYSTEM MIDI** port to send some generic MIDI messages to the specified DAW.

To enable integration with your DAW:

1. Download the App Specific Resources package from the [Download](#) section at [www.metasytem.io](http://www.metasytem.io).
2. Configure MIDI ports in your DAW and copy the respective files from the downloaded package to respective folders on your Mac/PC per the instructions below specific for your DAW.

# MIDI SETUP



No MIDI setup needed for Mac :-). MetaServer automatically creates all necessary MIDI ports.

If you use MetaSystem apps to control a Windows computer and you want to use MIDI commands or app-specific commands, you need to:

1. On your PC, install **LoopMIDI** - a free virtual MIDI cable software (you can download it from [here](#)).
2. Open **LoopMIDI** and create your ports - e.g. one port for Metasystem MIDI messages and another port for your DAW supported by Metapad like Cubase, Live or Digital Performer. To create a port, click **New port name** text field, type the port name, e.g. "*Metasystem - Cubase*" or "*Metasystem - MIDI*" and click the plus icon.
3. Run Metaserver and then right click the Metaserver icon in the Windows task bar. Choose **Set-up... > MIDI Ports**. You will see a list of ports for each supported DAW that enables you to pair your virtual MIDI ports with Metasystem apps ports for MIDI actions and each supported DAW or MIDI.



For **DIGITAL PERFORMER**, name your port *METASYSTEM - DP - IN*. This port is hard-coded into the DP keybindings file that needs to be imported to make Metasystem apps work with this DAW.



For time code display for Windows, you need to create additional MIDI port in LoopMIDI named *METASYSTEM MCU*.



For more information, watch [Windows Setup tutorial](#)

# LOGIC X PRO



Metagrid 1.7 and later and MetaGrid Pro doesn't need any setup in Logic - all the commands are handled by Apple Script-based engine. Also Logic 10.6 no longer supports the bundle. For legacy Metagrid/Metapad/Logic versions please use the procedure below.

The App Specific Package (downloadable from [here](#)) contains the bundle file (Metasystem.bundle) needed for **LOGIC PRO X**, which needs to be added to **LOGIC PRO X** application package.

In Apple Finder:

1. Copy the provided **Metasystem.bundle** file.
2. Go to **Applications** and find **Logic Pro X**.
3. Right click on **Logic Pro X** icon and click **Show Package Contents**.
4. Navigate to **MIDI Device Plug-ins** folder and paste *Metasystem.bundle* file.

In Logic X Pro:

1. Go to **Logic Pro X > Control Surfaces** on the menu bar and click **Setup**.
2. Click **New/Install**.
3. Navigate to **Metasystem.io** and click **Metasystem** item.
4. Click **Add** and close **Install** window.
5. In **Control Surface Setup** window, set **Input Port** to *METASYSTEM - LOGIC PRO X - IN*.



If the left pane of the **Control Surfaces Setup** window is not available, go to **Preferences > Advanced** and select **Control Surfaces** checkbox.

Anytime MetaSystem apps seem to have communication problems with Logic, go to Logic's **Control Surface Setup** and check if there is an exclamation mark on the Metasystem bundle icon. Reassign the input ports and you are ready to go.



For more information, watch [Logic Pro X Setup tutorial](#)

## Time Code Display Setup

*To enable time display in Metagrid for Logic (MetaGrid v1 only):*

1. Go to **Logic Pro X > Control Surfaces > Setup**.
2. Click **New > Install**.
3. Choose **Mackie Control** from the list of available control surfaces.
4. In the left pane **Output Port** to **Metasystem MCU**.

# CUBASE/NUENDO

The **Cubase** folder in the **App Specific Resources package** contains the following xml files used to create Generic Remote Devices in **CUBASE/NUENDO**.

- *Metasystem1.xml* - the Generic Remote device with the first part of core Cubase/Nuendo commands
- *Metasystem2.xml* - the Generic Remote device with the second part of core Cubase/Nuendo commands
- *Metasystem3.xml* - the Generic Remote device for controlling selected track parameters - currently used by Metapad only - no need to import it for Metagrid
- *Metasystem\_macros.xml* - the Generic Remote device for 200 user macros items and 100 scenes
- *Metasystem\_macros2.xml* - the Generic Remote device for additional 200 user macros
- **Logical Edit** folder - containing over 200 xml files with MIDI-related custom LE macros - courtesy of [Luke Johnson](#) (the macros are handled by the *Metasystem2.xml* Generic Remote file)
- **Project Logical Editor** folder - containing over 100 xml files with PLE macros for scene creation

In summary:

- To enable app-specific commands for **CUBASE/NUENDO** you need to add 2 Generic Remote devices (*Metasystem1.xml* and *Metasystem2.xml*).
- To enable the selected track control like volume and pan, you need to create a Generic Remote device with *Metasystem3.xml* file.
- If you want to use Metasystem apps to trigger your custom LE and PLE macros including the ones provided in the App Specific Package, you need to add additional 2 Generic Remote devices for *Metasystem\_macros.xml* and *Metasystem\_macros2.xml* file.

To create a Generic Remote device in Cubase/Nuendo:

1. Go to **Devices > Device Setup**.
2. Click the **+** icon in the upper left corner. The list with predefined controllers will appear.
3. Choose **Generic Remote**.
4. Click **Import** and import the respective xml file.
5. For *Metasystem1.xml* and *Metasystem2.xml* set **MIDI INPUT/OUTPUT** ports as **METASYSTEM - CUBASE - IN/OUT** (Mac) or the port you have created in LoopMIDI for **CUBASE** (Windows).
6. For *Metasystem3.xml* set the ports as **METASYSTEM - MIDI - IN/OUT** and **METASYSTEM - MIDI - IN/OUT**. Please note that this file is responsible for selected channel commands (volume, pan) and supports bi-directional communication.



To avoid MIDI feedback, you need to exclude Metasystem's MIDI input port from the MIDI ports visible in **All MIDI Input** group in Cubase. To do this:

1. Go to **Device Setup>MIDI Port Setup** (under **MIDI** folder).
2. Uncheck the checkbox in **In All MIDI Inputs** column that correspond to **Metasystem - Cubase - In** (Mac) or the port you have created in **LoopMIDI** for Cubase (Windows).

If you don't follow this procedure, you can experience MIDI feedback on MIDI tracks. Don't exclude **Metasystem - MIDI - In** or the port you have created in LoopMIDI for Metasystem MIDI if you want to receive actions with MIDI messages.



*To assign a user macro to a button:*

1. Decide which macro item in the *Metasystem\_macros.xml* or *Metasystem\_macros2.xml* you want to edit (e.g. Macro 001, which corresponds to **Macro 001** command in **Macros** command category in Metasystem apps).
2. In **CUBASE**, open **Device Setup** and select the respective Generic Remote device.
3. Choose **Command** from the **Device** column in the lower pane of **Device Setup** window.
4. Choose **Process Project Logical Editor** from the **Channel/Category** column in the lower pane of **Device Setup** window.
5. Choose your already existing macro in the **Value/Action** column in the lower pane of **Device Setup** window.
6. In a Metasystem app, assign the **Macro 001** app-specific action to a gesture or a button. This action will trigger the macro assigned in your Generic Remote device.



If the name of the item is changed in the Generic Remote file, for example from Macro 001 to Repeat Record, this change can be reflected on the list of app-specific commands in Metasystem apps. To enable this functionality, you have to specify the paths to *Metasystem\_macros.xml* and *Metasystem\_macros2.xml* in Metaserver.

*To specify the path to Metasystem macro .xml files for macro names retrieval:*

1. On Mac/PC click **MetaServer** > **Setup...** > **FILES**.
2. In **CUBASE** section locate *Metasystem\_macro.xml* and *Metasystem\_macros2.xml* files respectively.



The macro names are updated on MetaServer/MetaSystem app restart - not upon xml file update.

To create a scene macro in Metapad:

1. In CUBASE go to **Edit > Project Logical Editor** and navigate to **Metagrid>SceneXX**.
2. Under **Folder Track** change the string “--- **your folder name** ---” to the name of the folder track in your project that you want to show with your button.
3. In Metapad create the following 5-step macro:
  - **Step 1** - App Specific Command: Metagrid Scenes > -Hide All
  - **Step 2** - Pause: 0.5 s
  - **Step 3** - App-Specific Command: Metagrid Scenes > SceneXX
  - **Step 4** - Pause: 0.3 s
  - **Step 5** - App Specific Command: Metagrid Scenes > -Unfold All Visible



Metasystem apps can also retrieve the names of the scenes defined in *Metasystem\_macros.xml* file - e.g. you can change **Scene001** to **Cellos** and this change will be reflected in the app-specific commands in **Scenes** category in Metasystem apps. Metaserver must know the location of this file, though.



For more information on scenes and macros, watch a [YouTube tutorial](#) by Luke Johnson - a must for any Metagrid/Metapad/Cubase/Nuendo power user.



For more information on Metasystem apps setup for Cubase/Nuendo see the following videos:

- [Cubase/Nuendo Setup](#)
- [Custom LE Macros](#)

## Time Code Display Setup

*To enable time display in Metagrid for Cubase/Nuendo (MetaGrid v1 only):*

1. Go to **Studio > Studio Setup**.
2. Click **+** and select Mackie Control.
3. Assign MIDI output/input ports for Mackie Control as **Metasystem MCU**.
4. Click **Apply**.



For time code display for Windows, you need to create additional MIDI port in LoopMIDI named *METASYSTEM MCU*.

# STUDIO ONE

The package contains Metasystem\_ControlSurface folder with all support files needed for Studio One.

In **FINDER**, copy the content of the folder to the following directories:

1. **Surface Data** folder - copy the content of the folder to:

- **MAC:** /Users/<user name>/Library/Application Support/PreSonus Software/Studio One X/Surface Data
- **Windows:** /Users/<user name>/AppData/Roaming/PreSonus/Studio One X/Surface Data

2. **User Devices** folder - copy the content of the folder to:

- **MAC:** /Users/<user name>/Library/Application Support/PreSonus Software/Studio One X/User Devices
- **Windows:** /Users/<user name>/AppData/Roaming/PreSonus/Studio One X/User Devices

In **STUDIO ONE**:

1. Open **Options** window and go to **External Device** tab.
2. Click **Add...** and navigate to **Metasystem.io** folder and select **Metasystem**.
3. Set **Receive From** and **Send To** to **Metasystem - Studio One - In/Out** (Mac) or the port you have created in LoopMIDI for Studio One (Windows).



For more information, watch [Studio One Setup tutorial](#)

## Time Code Display Setup

*To enable time display in Metagrid for Studio One:*

1. Go to **Preferences > External Devices**.
2. Click **Add...**
3. Go to **Mackie** folder and select **Control**.
4. From **Sent To** and **Receive From** drop-down lists choose **Metasystem MCU**.
5. Click **OK**.



For time code display for Windows, you need to create additional MIDI port in LoopMIDI named *METASYSTEM MCU*.

# DIGITAL PERFORMER

The package contains DP/Key Bindings folder with the dedicated key bindings file that needs to be imported in DP.

In **DIGITAL PERFORMER**:

1. Go to **Setup > Commands**.
2. Choose **Import Key Bindings...** from **Mini Menu** (in the upper right corner of **Commands** window).
3. Navigate to the location you saved Metagrid's app-specific files and select `Metasystem_DP_key_bindings.dpkeybind`.
4. Click OK to import the file.

`Metasystem_DP_key_bindings` file does not overwrite any default DP keyboard shortcuts - it just adds MIDI assignments for each available command that are handled by Metaserver's Metasystem - DP - In port.

The predefined viewset for DP includes Layouts scene with 40 buttons named Layout 1 - 40. By default, DP does not feature layout selection commands - they appear in **Commands** window when you create them through **Track Selector** window in DP. However, MetaGrid features a dedicated command category name **Layouts** with already assigned MIDI messages that can be used for assignment in **Commands** window. This is very useful for frequently used project templates - you can easily assign the layout buttons to layouts you create in DP.

Make sure all items in **MIDI Masters** section in **Commands** window are checked.



For more information, watch [DP Setup tutorial](#)

## Time Code Display Setup

*To enable time display in MetaGrid for Digital Performer (MetaGrid v1 only):*

1. Go to **Setup > Control Surface Setup...**
2. Click **+**
3. Select **Mackie** from the **Driver** dropdown list.
4. Set the input/output ports for **Mackie Control** device to **Metasystem MCU**.



For time code display for Windows, you need to create additional MIDI port in LoopMIDI named *METASYSTEM MCU*.

# REAPER

MetaSystem apps offer native support for custom actions in Reaper. To enable the support:

In **REAPER**:

1. Go to **Reaper Preferences**
2. Click Metasystem - Reaper - In MIDI port.
3. Check Enable input for control messages and click OK.
4. If you want to send MIDI notes, program change and CC messages to Reaper from Metapad, click Metasystem - MIDI - In port and check Enable input from this device.
5. Go to Actions > Show Action List.
6. Click Import/Export button and then click Import command.
7. Navigate to the location where you saved the app-specific resources for Metasystem apps and find the Metasystem keymap file.
8. Click OK. The Action List in Reaper will now feature 382 custom macros that you can customize to your needs.



For more info, watch [Reaper tutorial](#) (the setup procedure is the same as for Metagrid).



# ABLETON LIVE

MetaSystem apps feature native support for **ABLETON LIVE** with the dedicated control surface device that needs to be installed in Live.

To install the control surface files in **ABLETON LIVE**:

1. Download the App-Specific Resources from [www.metasystem.io](http://www.metasystem.io).
2. Paste the Ableton Live/Metasystem folder to the following locations:
  - **MAC**: go to **Applications** folder, find the **ABLETON LIVE** icon, right click it and click **Show Package Content**. Go to **Contents/App-Resources/MIDI Remote Scripts** folder and paste **Ableton Live/Metasystem** folder from the downloaded App Specific Resources files.
  - **WIN**: `c:\ProgramData\Ableton\Live 9 Suite\Resources\MIDI Remote Scripts\`
3. In **ABLETON LIVE** go to **Preferences > Link MIDI**.
4. In **MIDI** section select Metasystem device from the drop-down menu and assign **Metasystem - Ableton Live - In** and **Metasystem - Ableton Live - Out** ports in **Input** and **Output** columns.
5. If you want to receive MIDI from Metasystem apps for assigning note and CC messages to **LIVE** interface items for example, enable **Track** and **Remote** buttons next to **Metasystem - MIDI - In** and **Metasystem - MIDI - Out** ports.

Now **ABLETON LIVE** will respond to app-specific actions and will enable you to assign MIDI messages to control its UI items.

## Time Code Display Setup

*To enable time display in MetaGrid for Ableton Live (MetaGrid v1 only):*

1. Go to **Preferences > Link MIDI**.
2. In the **MIDI** section select **Mackie Control** in the **Control Surface** Column.
3. Set **Input** and **Output** to **Metaserver MCU**.



For time code display for Windows, you need to create additional MIDI port in LoopMIDI named *METASYSTEM MCU*.