



MIDI & DAW SETUP

MetaSystem Apps



Table of Contents

INTRODUCTION	2
To set up integration with your DAW, follow these steps:	2
Logic Pro	6
Logic Pro Commands	6
MIDI Transformer Sets for Logic Pro (Premium Feature)	6
Art Conductor Integration	6
CUBASE/NUENDO	7
Importing XML files to enable app-specific commands and control.	8
LE Macros	14
Scene PLE Macros	19
More information:	23
Studio One	24
Menu Commands (Mac Only)	24
Custom User Device	24
More information:	27
Digital Performer	28
Menu Commands (Mac Only)	28
Custom Integration	28
More Information	32
Reaper	33
Menu Commands (Mac Only)	33
Custom Actions	33
More Information	37
Ableton Live	38
Menu Commands (Mac Only)	38
Control Surface	38
Dorico	42

INTRODUCTION

MetaSystem apps are designed to work seamlessly with popular Digital Audio Workstation (DAW) software. These include:

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

The integration between MetaSystem apps and your DAW is made possible through dedicated plugins, control surface devices, or keybinding files, depending on the DAW you use. For instance, LOGIC X doesn't require a control surface device, while CUBASE requires adding a few Generic Remote devices.

In most cases, MetaSystem apps send MIDI CC (Continuous Controller) messages through configured MIDI ports in MetaServer to trigger specific commands within your DAW. When you perform an action or tap a button with an application-specific command, your DAW responds to a MIDI CC command received on the dedicated MIDI port. This enables MetaSystem apps to control multiple DAWs, like CUBASE and ABLETON LIVE, running on the same computer without any routing issues. Additionally, you can use the METASYSTEM MIDI port to send generic MIDI messages to your DAW.

To set up integration with your DAW, follow these steps:

1. Download App Specific Resources:

- Go to www.metasytem.io and download the "App Specific Resources" package.

2. Configure MIDI Ports in Your DAW:

- Configure the MIDI ports and our custom control surface files in your DAW as per the instructions in the respective section of this manual or provided in the downloaded package for your specific DAW.

For Mac Users:

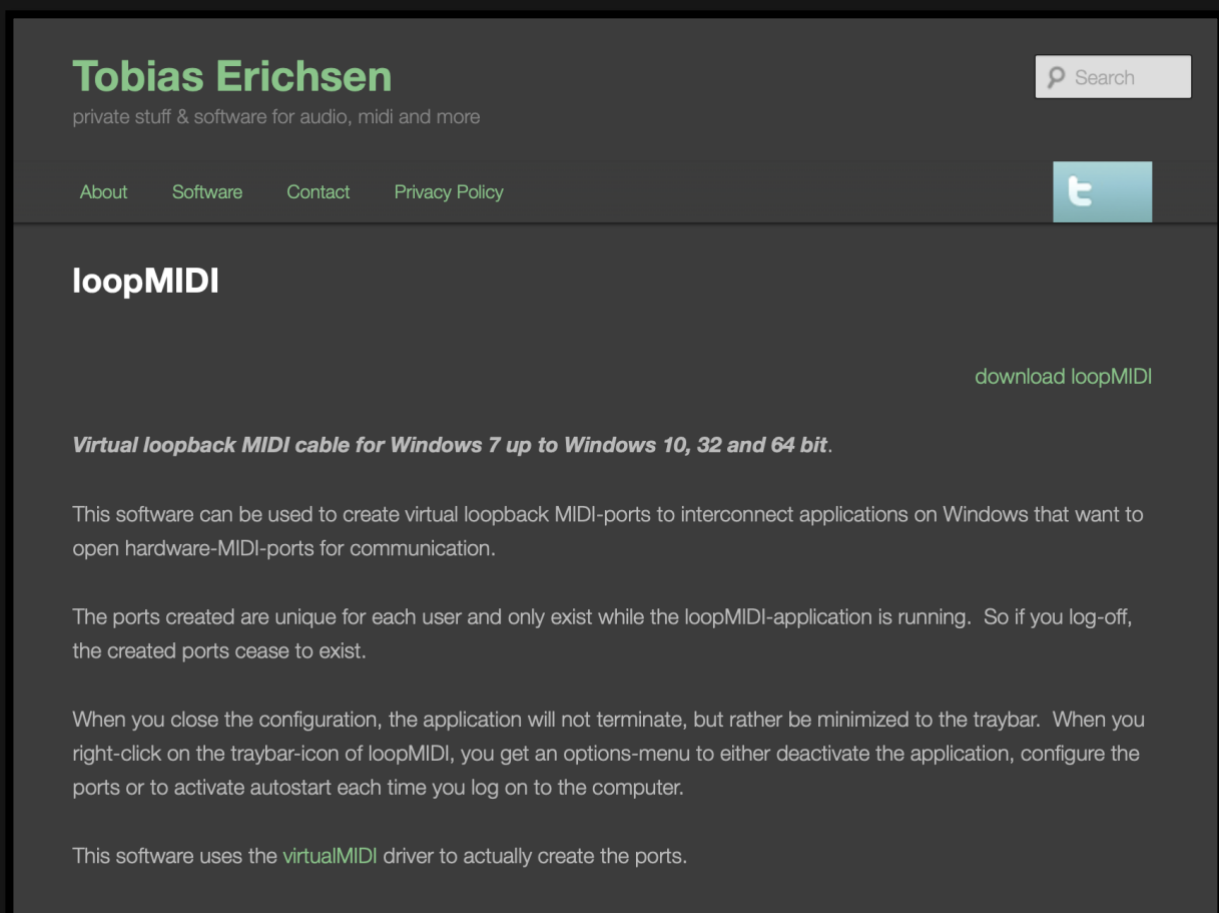
- No additional MIDI setup is needed on Mac. MetaServer automatically creates the necessary MIDI ports.

For Windows Users:

If you are using MetaSystem apps on a Windows computer and wish to use MIDI commands or app-specific commands, follow these steps:

1. Install LoopMIDI:

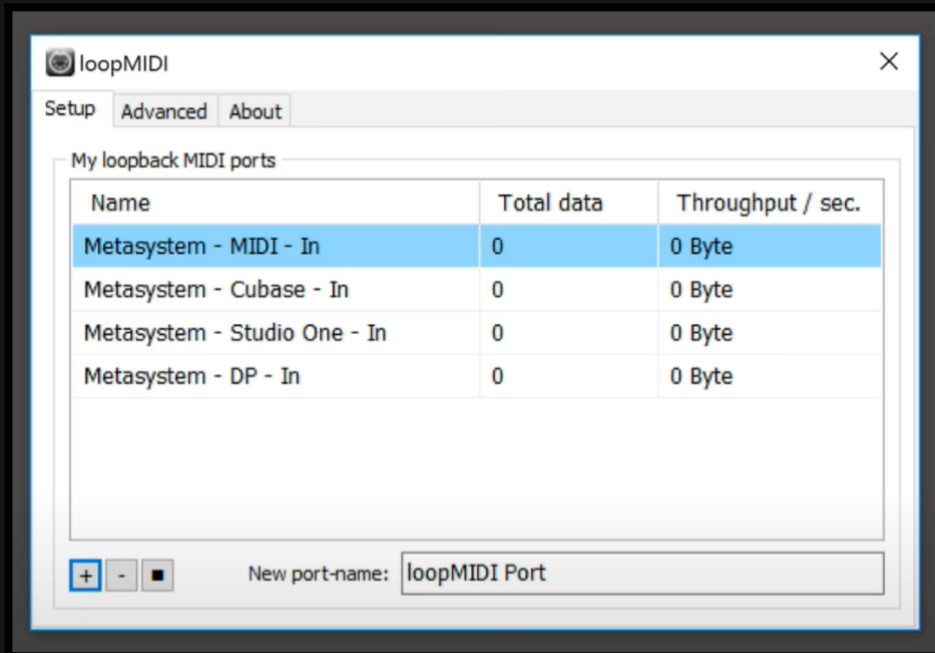
- Download and install [LoopMIDI](#), which is a free virtual MIDI cable software.



The screenshot shows the website for Tobias Erichsen, which provides private stuff and software for audio, MIDI, and more. The page features a navigation menu with links for About, Software, Contact, and Privacy Policy, along with a search bar and a Twitter icon. The main content area is titled "loopMIDI" and includes a "download loopMIDI" button. The text describes LoopMIDI as a virtual loopback MIDI cable for Windows 7 up to Windows 10, 32 and 64 bit. It explains that the software can be used to create virtual loopback MIDI-ports to interconnect applications on Windows that want to open hardware-MIDI-ports for communication. The ports created are unique for each user and only exist while the loopMIDI-application is running. So if you log-off, the created ports cease to exist. When you close the configuration, the application will not terminate, but rather be minimized to the traybar. When you right-click on the traybar-icon of loopMIDI, you get an options-menu to either deactivate the application, configure the ports or to activate autostart each time you log on to the computer. This software uses the virtualMIDI driver to actually create the ports.

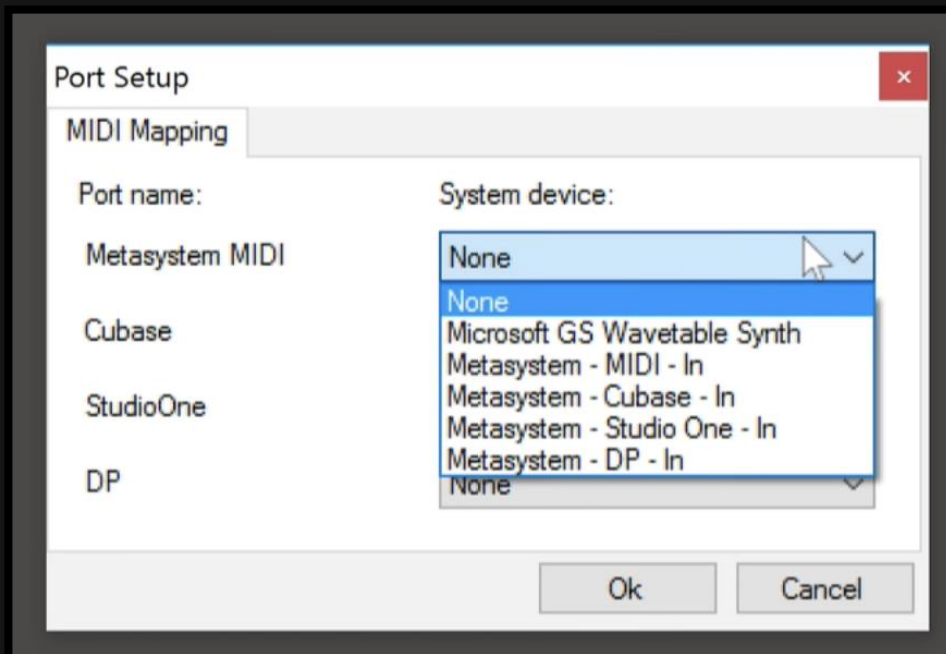
2. Create Virtual Ports in LoopMIDI:

- Open LoopMIDI and create virtual ports, such as one for Metasystem MIDI messages and another for your DAW supported by MetaSystem apps (e.g., Cubase, Live, or Digital Performer).
- To create a port, enter the port name (e.g., "Metasystem - Cubase" or "Metasystem - MIDI") and click the plus icon.




3. Configure MIDI Ports in MetaServer:

- Run MetaServer and right-click its icon in the Windows taskbar.
- Select "Setup..." > "MIDI Ports."
- Pair your virtual MIDI ports with MetaSystem app ports for MIDI actions and each supported DAW or MIDI.



⚠ Important info for DIGITAL PERFORMER users:

- Name your port "METASYSTEM - DP - IN" as it is hard-coded into the DP keybindings file required for MetaSystem app functionality.

 For more detailed information, you can refer to the [Windows Setup video tutorial](#). This video was produced for MetaGrid Classic, so the visuals may appear outdated. However, the core concepts remain relevant and applicable.

Menu Command Action

MetaGrid Pro introduces the Menu Command action, allowing you to effortlessly access menu commands across various Mac applications, including the DAW applications below and more (ProTools and Reason for example). While this feature offers extensive customization for Mac users, please note that it is exclusively available on macOS.

For users on Windows or those who prefer using our preset grids, our default DAW presets are designed with custom integrations. To set up MetaGrid Pro on Windows or utilize our preset grids, please follow the specific setup instructions for your DAW.

However, if you're a Mac user, the Menu Command action grants you seamless access to your DAW's functions, enhancing your creative workflow with ease.

LOGIC PRO

Logic Pro Commands

With Logic Pro, you're in luck — Logic Pro commands available in the MetaSystem apps work seamlessly without any additional setup. MetaSystem apps communicate directly with Logic Pro through Apple Script.

MIDI Transformer Sets for Logic Pro (Premium Feature)

For users of the premium Logic Pro - Media Composer Grid in MetaGrid Pro, there are some custom MIDI Transformer Sets created by the MetaSystem team. To use this grid with your project, you'll need to import these sets. Check out this video for detailed instructions. For more information, watch [this video tutorial](#).

Art Conductor Integration

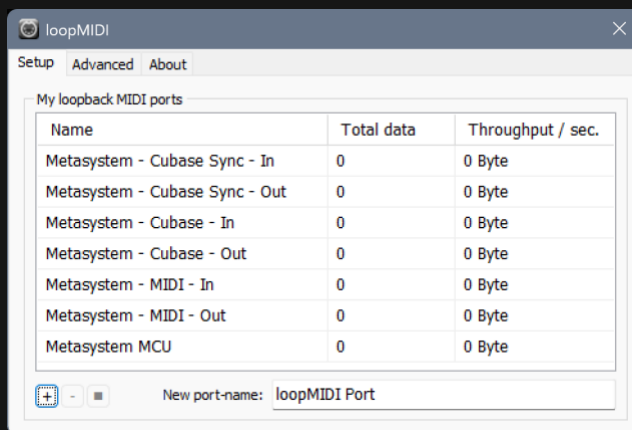
For MetaGrid Pro's Art Conductor object to function optimally, you'll need the Art Conductor articulation set by Babylonwaves and the PlugSearch extension by Speakerfood. Please note that these components are sold separately. If you need guidance on setting up this integration, refer to the instructions provided in the MetaGrid Pro User Guide available through the Settings in MetaGrid Pro and watch [this video tutorial](#).

CUBASE/NUENDO

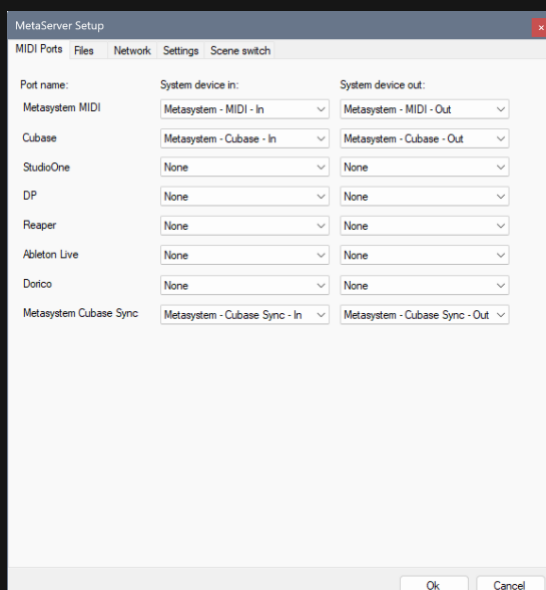
Setting up MetaSystem apps with CUBASE/NUENDO involves creating MIDI Remote Devices to integrate MetaGrid Pro seamlessly. Inside the Cubase folder of the App Specific Resources package, you'll find the necessary scripts for enabling app-specific commands and control and Generic Remote files for scenes/macros support.

MIDI Port Configuration for Cubase MIDI Remote Integration on Windows (Windows only)

Unlike macOS, MetaServer (our lightweight server application that enables communication between MetaGrid Pro and your PC) does not create MIDI ports automatically. Instead, you create the following MIDI ports in LoopMIDI and assign them in MetaServer as shown below.



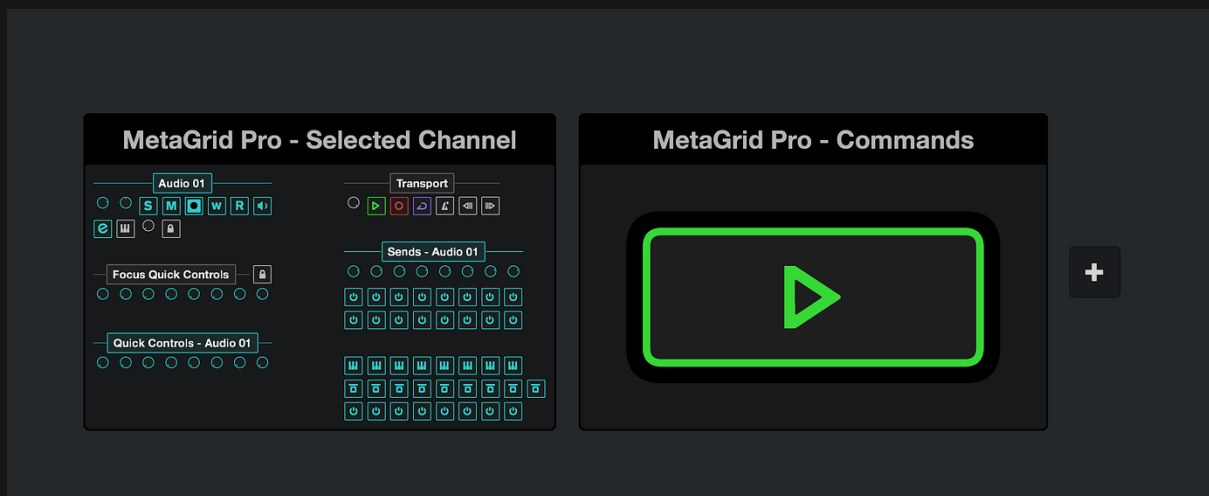
Ensure that all port names match the screenshot above.



Importing MIDI Remote js files to enable app-specific commands and control.

Here's a quick summary:

- Use the **MetaGrid Pro Selected Channel** device for controlling selected track parameters with bi-directional communication.
- Use the **MetaGrid Pro Commands** device for managing all command assignments.
- For custom LE (Logical Edit) and PLE (Project Logical Editor) macros, you'll need `metasystem_macros.xml` and `metasystem_macros2.xml`.



Downloading the MIDI Remote Scripts

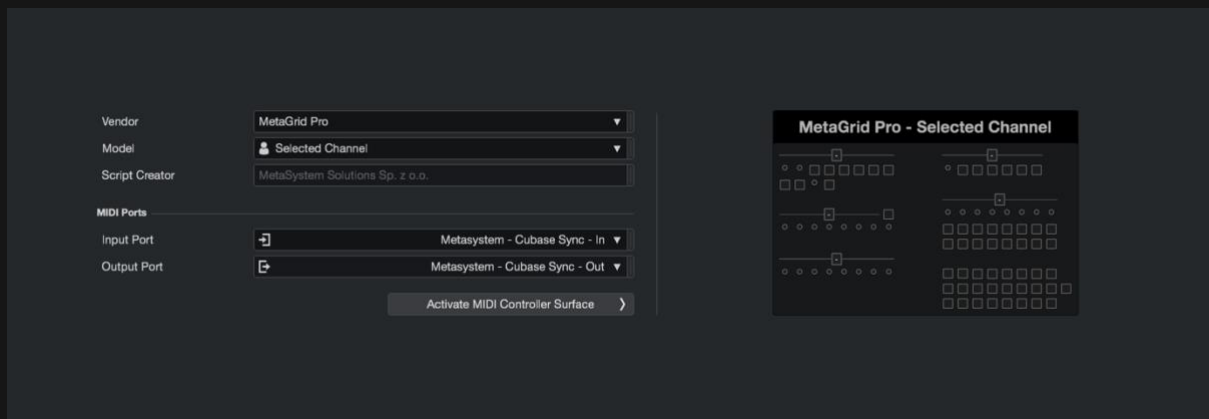
1. Locate MetaGrid Pro folder in the App Specific Resources for Cubase.
2. Copy the MetaGrid Pro folder into the following location:

Mac: *Documents > Steinberg > Cubase > MIDI Remote > Driver Scripts > Local*

Windows: *Documents\Steinberg\Cubase\MIDI Remote\Driver Scripts\Local*

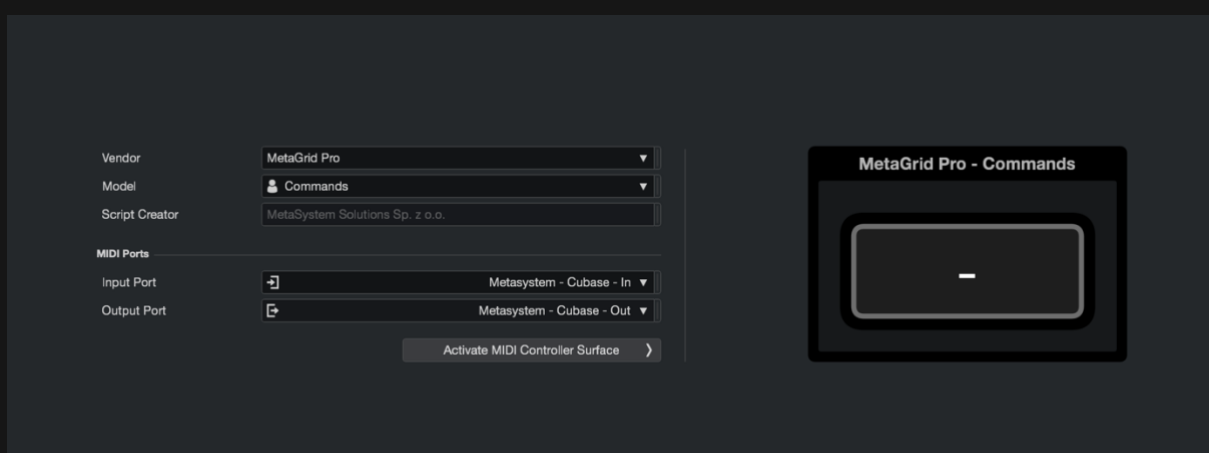
Installing the **MetaGrid Pro Selected Channel** Remote Controller Surface

1. Open Cubase and navigate to **Studio > MIDI Remote Manager**.
2. Click **Add Surface**.
3. In the **Add MIDI Controller Surface** dialog select **MetaGrid Pro** as the vendor.
4. From the **Model** dropdown list select **Selected Channel**.
5. Assign the **Metasystem Cubase Sync** MIDI port for both input and output ports. Reminder: For Windows you need to create a dedicated MIDI port in LoopMIDI.
6. Click **Activate MIDI Controller Surface**.



Installing the **MetaGrid Pro Commands** Remote Controller Surface

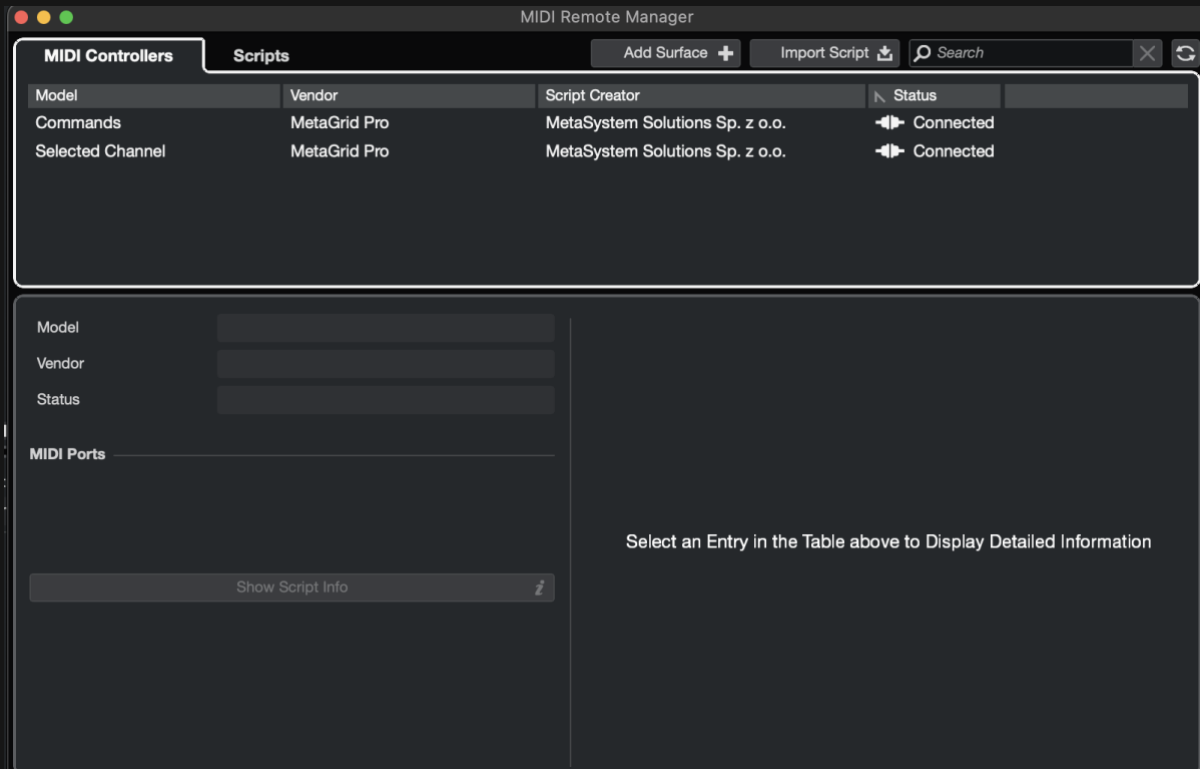
7. Open Cubase and navigate to **Studio > MIDI Remote Manager**.
8. Click **Add Surface**.
9. In the **Add MIDI Controller Surface** dialog select **MetaGrid Pro** as the vendor.
10. From the **Model** dropdown list select **Commands**.
11. Assign the **Metasystem Cubase** MIDI port for both input and output ports.
12. Click **Activate MIDI Controller Surface**.



Verifying the MIDI Remote Setup:

In the MIDI Remote Manager, both MetaGrid Pro devices should now be listed:

- **Selected Channel** with input and output ports set to **Metasystem Cubase Sync MIDI port**.
- **Commands** with the input port set to **Metasystem Cubase In**.



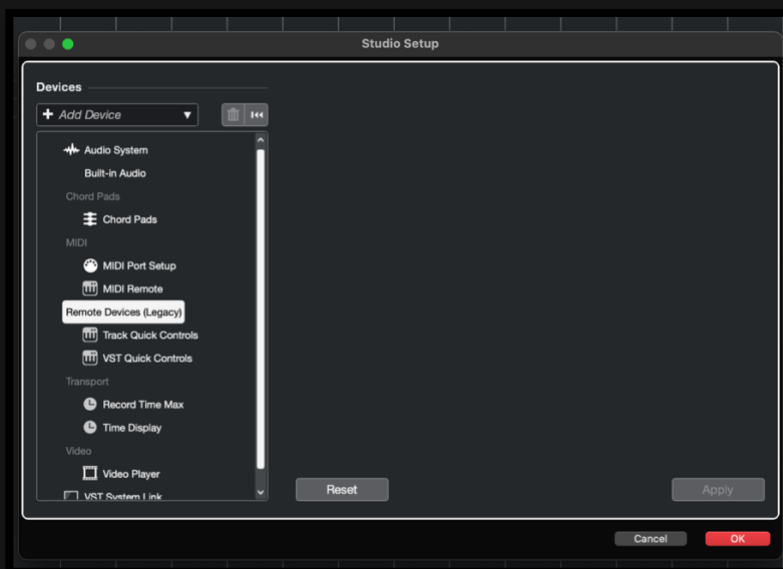
Creating Generic Remote Devices for custom PLE/LE macro support

Scenes and macros remain in the Generic Remote setup using `metasystem_macros.xml` and `metasystem_macros2.xml`. These files manage custom Logical Editor (LE) and Project Logical Editor (PLE) macros.

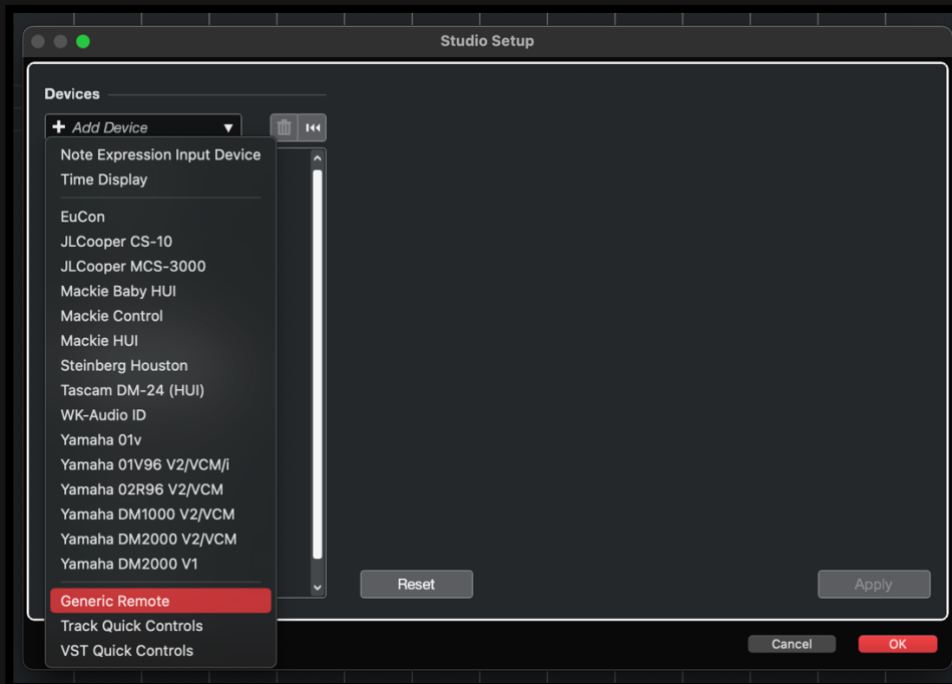
Creating Generic Remote Devices:

To create a Generic Remote Device in Cubase/Nuendo, follow these steps:

- Go to Studio > Studio Setup.



- Click the + icon in the upper left corner and choose Generic Remote from the list.



- Click "Import" and import the respective XML file.

⚠️ **Important:** For `Metasystem_macros.xml` and `Metasystem_macros2.xml`, set MIDI INPUT ports as `METASYSTEM - CUBASE - IN` (Mac) or the port you've created in LoopMIDI for Cubase (Windows).

To sum up, you if you want to take advantage of full Cubase integration you need 2 Generic Remote devices. Here are the corresponding setup screenshots:

1. `Metasystem_macros.xml`



2. Metasystem_macros2.xml

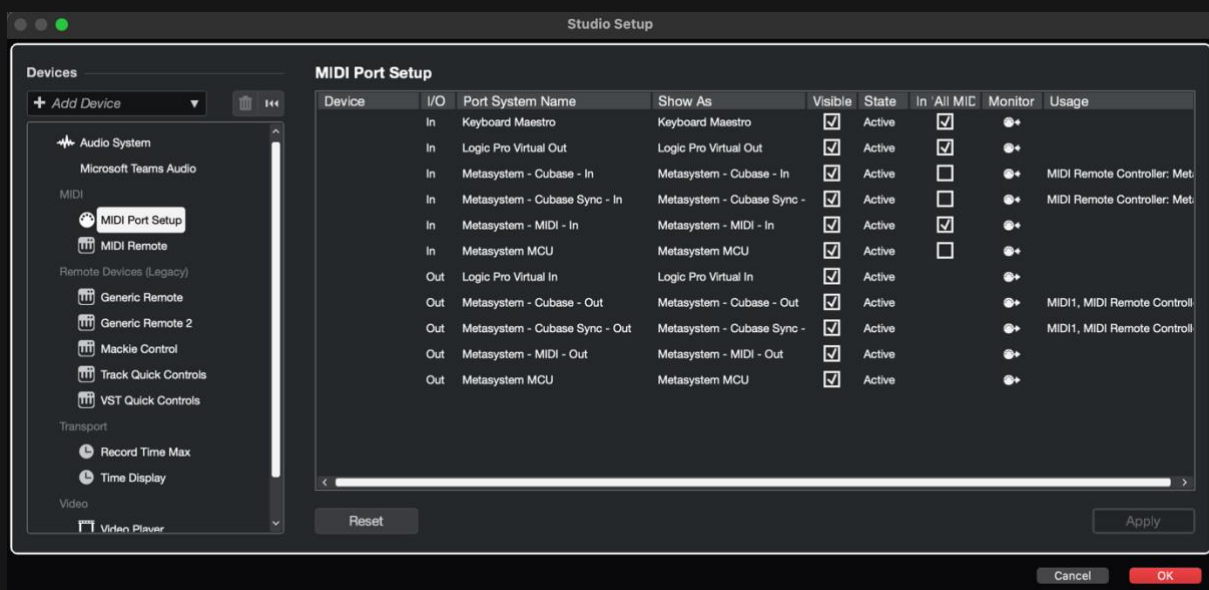


Avoiding MIDI Feedback:

To prevent MIDI feedback, exclude Metasystem Cubase and Cubase Sync MIDI input ports from the MIDI ports visible in the All MIDI Input group in Cubase.

Here's how:

- Go to Studio > Studio Setup > MIDI Port Setup (under MIDI folder).
- Uncheck the checkbox in the "In All MIDI Inputs" column that corresponds to Metasystem - Cubase - In (Mac), Metasystem - Cubase Sync - In (Mac) and Metasystem MCU or the respective ports you've created in LoopMIDI for Cubase (Windows).
- Ensure you don't exclude Metasystem - MIDI - In or the port you've created in LoopMIDI for Metasystem MIDI if you want to register MIDI messages on your tracks.



LE Macros

Setting Up LE Macros from App Specific Resources

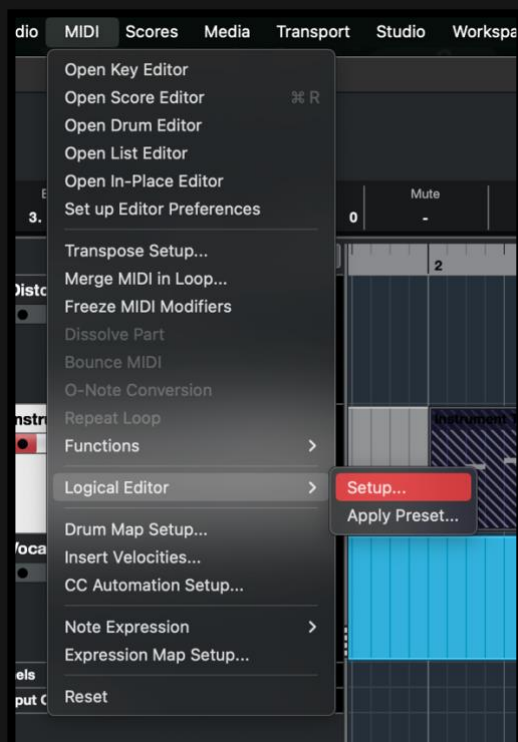
Follow these steps to configure and utilize the Logical Editor (LE) macros provided in the App Specific Resources for Cubase:

Step 1. Open Cubase and Select a MIDI Part:

- Launch Cubase and select a MIDI part within your project.

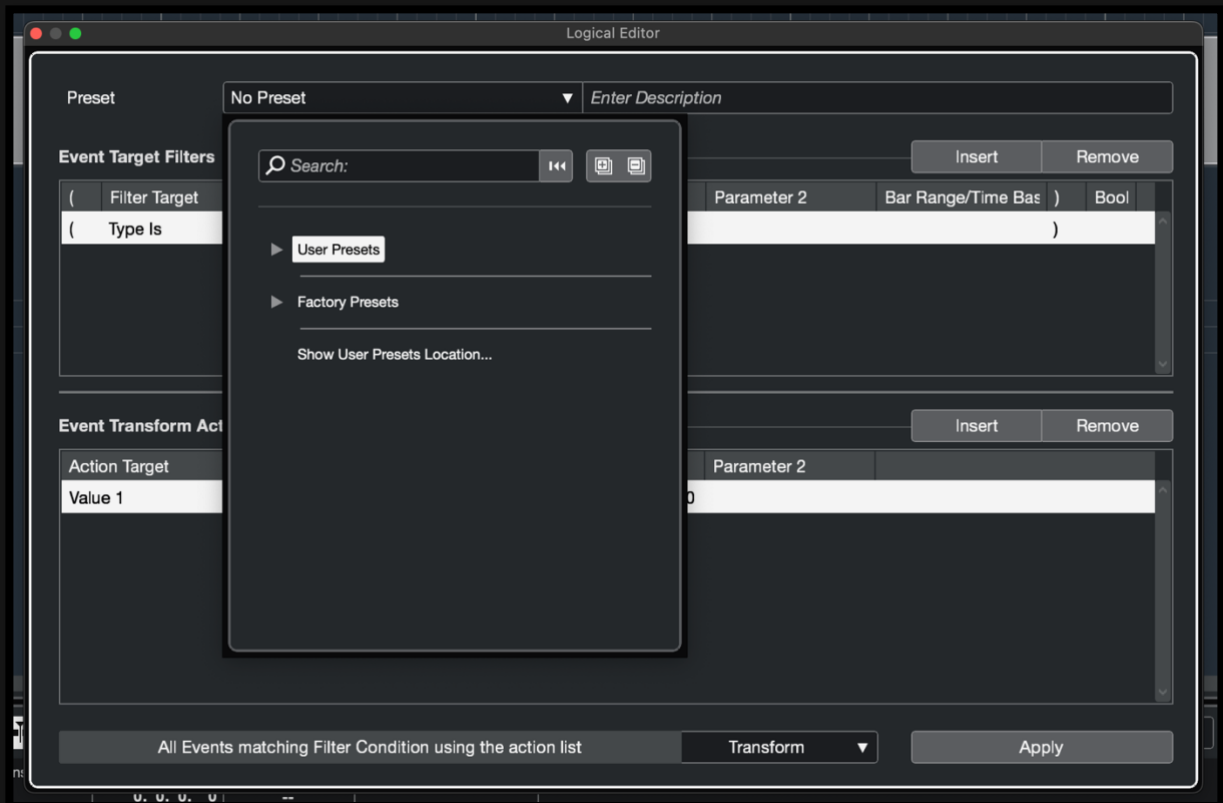
Step 2. Access the Logical Editor Setup:

- In Cubase, click on "MIDI," then navigate to "Logical Editor," and select "Setup."



Step 3. Display User Preset Location:

- Within the Logical Editor Setup window, locate the "Presets" list.
- Expand the list to reveal all options, including "Show User Preset Location..."



Step 4. Access File Manager:

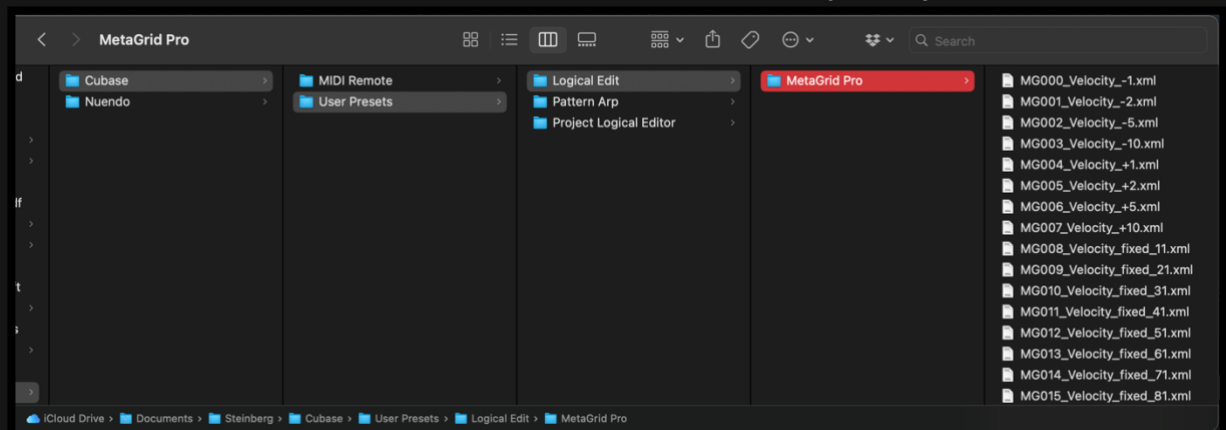
- Select "Show User Preset Location..." to open the file manager, revealing the location of the user preset XML files.

Step 5. Create a MetaGrid Folder:

- Inside the "Earlier Presets" folder, create a new folder named "MetaGrid."

Step 6. Copy XML Files:

- From the App Specific Resources/Cubase/Logical Edit folder, copy the XML files associated with MetaGrid to the "MetaGrid" folder you've just created.



Step 7. Restart Cubase:

- To activate the MetaGrid LE scripts in the Logical Editor of Cubase, restart Cubase.

Following these steps, you'll have successfully set up and integrated the provided LE macros from the App Specific Resources into Cubase. This will enhance your workflow and provide you with valuable tools for your music production needs.

Assigning an LE Macro to a Button:


To assign a Logical Editor (LE) macro to a button for streamlined workflow in Cubase, follow these steps:

Step 1. Create a Macro for a Button:

- Begin by creating a macro for a specific button in MetaGrid Pro by adding a Cubase action to it.

Step 2. Access the LE Macros Category:

- Within the Categories section, scroll through the available options until you find "MetaGrid: LE macros."
- From this category, select the LE macro that you wish to trigger within Cubase.

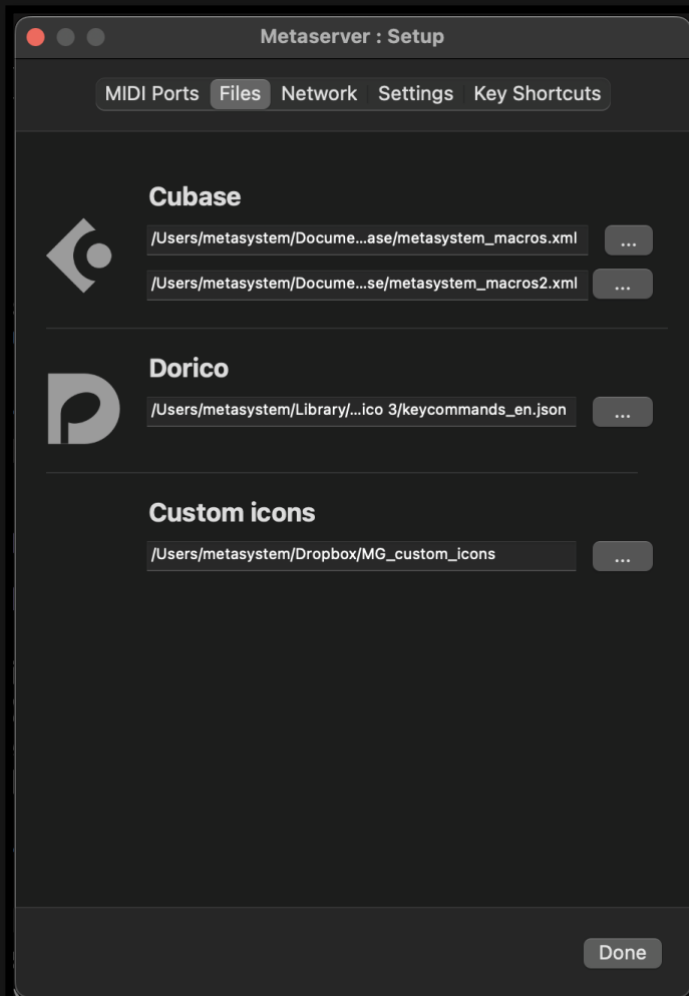
 Note: These LE macros are supported by the "metasystem2.xml" files, which are configured on the "Metasystem - Cubase - In/Out" MIDI ports.

Ensuring Consistency Between Generic Remote and App-Specific Commands

When you modify the name of an item in the Generic Remote file, such as changing it from "Macro 001" to "Repeat Record," it's important to ensure that this change is accurately reflected in the list of app-specific commands within Metasystem apps. Here's how to do it:

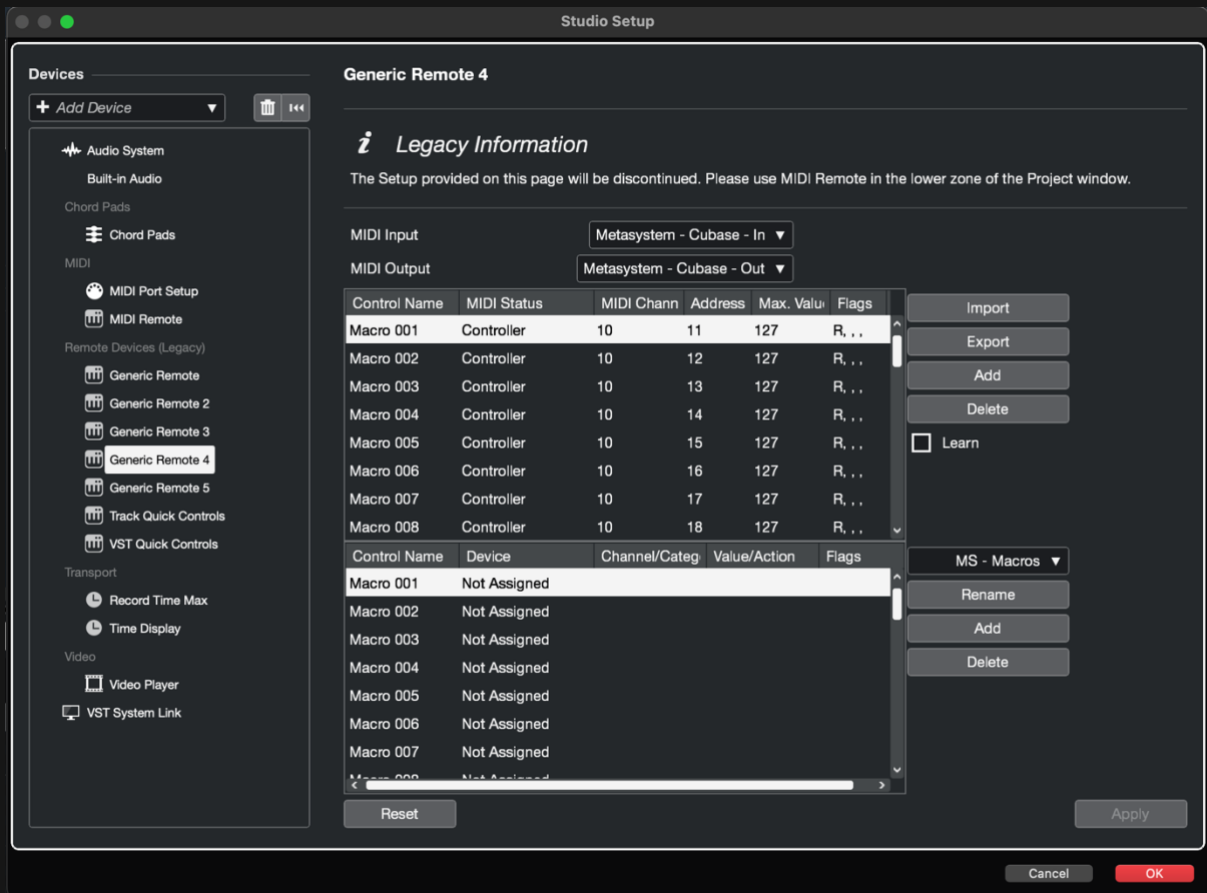
Step 1. Specify Paths in Metaserver:

- To enable this functionality, you need to specify the paths to "Metasystem_macros.xml" and "Metasystem_macros2.xml" within MetaServer.



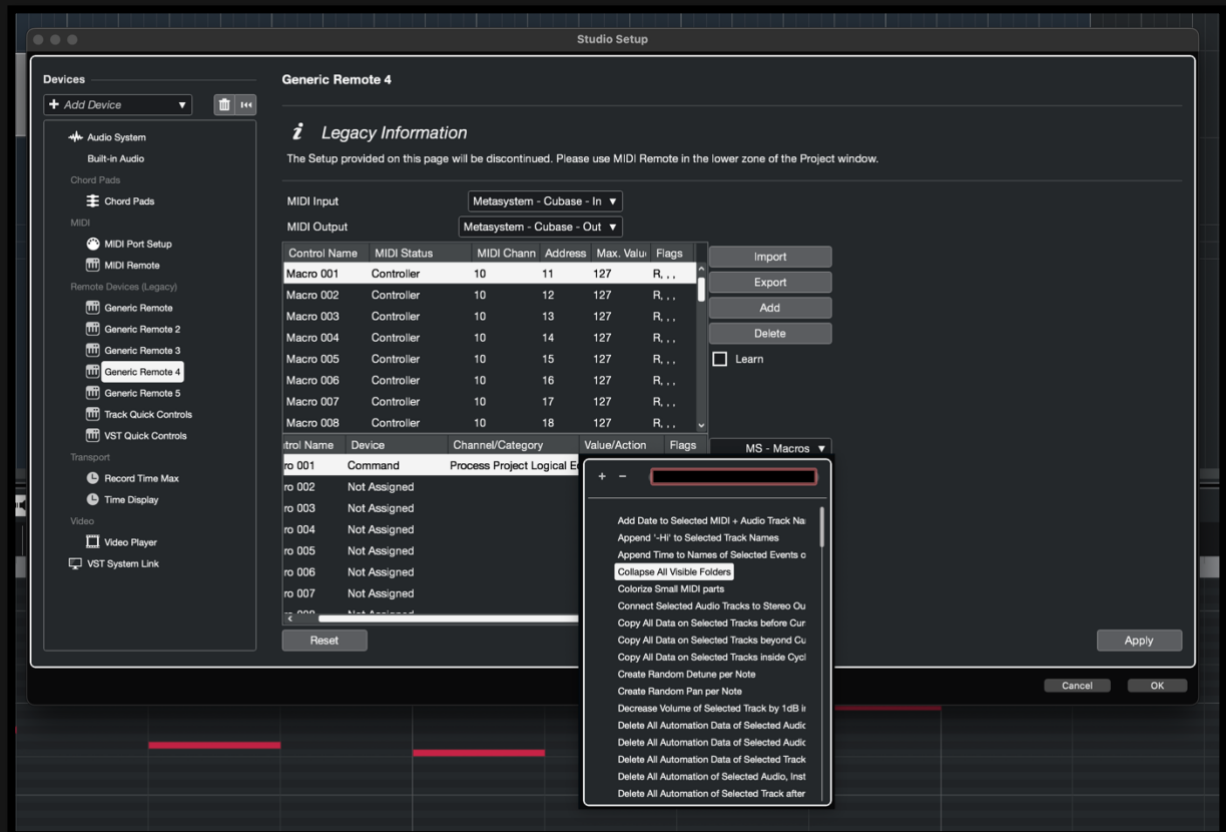
Step 2. Updating Macro Names:

- Open the Metasystem – Macros or Metasystem – Macros 2 Generic Remote device in Cubase by selecting Studio > Studio Setup and choosing the respective item.



- Select Macro<macro number> item and in the Device column tap Not Assigned in the Device Name and select Command.
- In the Channel/Category select Processs Project Logical Editor.
- In the Value/Action column select your custom LE macro.

⚠ **Important:** All LE macros provided by MetaSystem team are already assigned in Metasystem 2.xml file. This procedure refers to your custom LE macros.

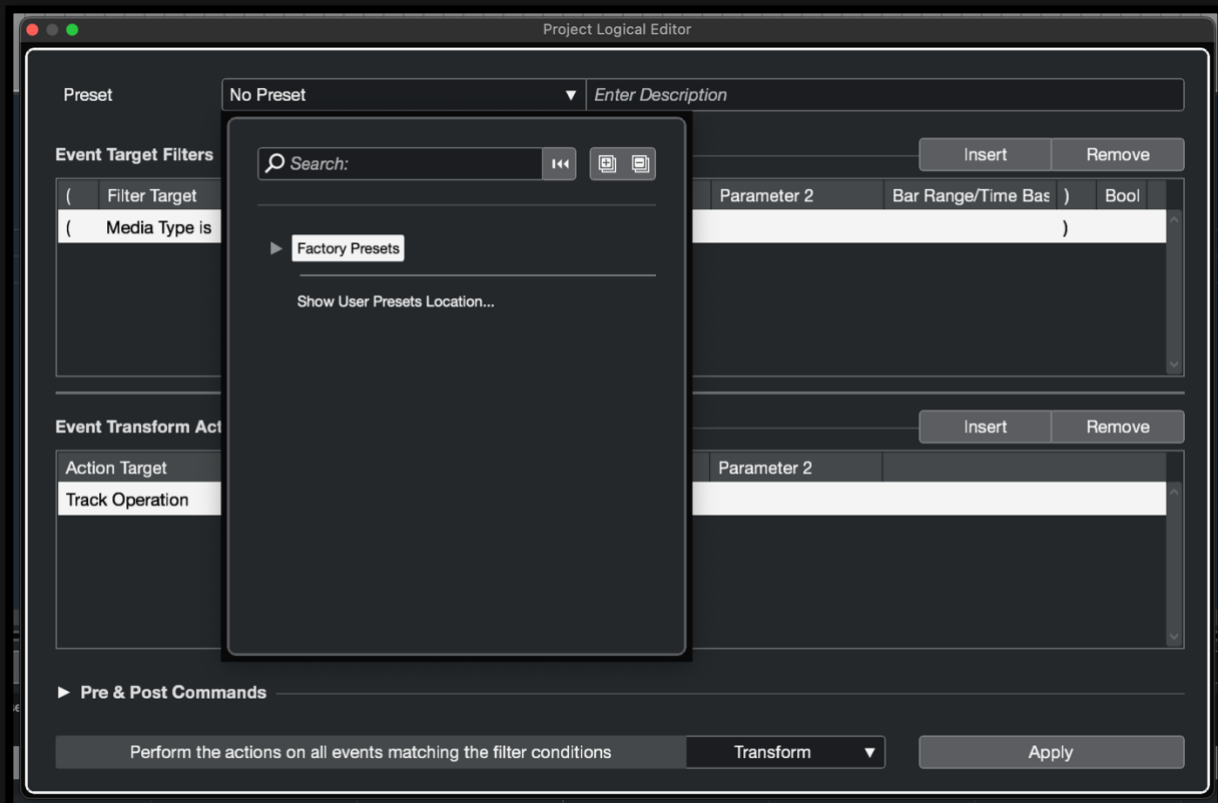


Scene PLE Macros

The App-Specific Resources package for Cubase includes tailored Project Logical Editor macros, allowing you to display different track folders in your project. These are accessible via the dedicated Cubase action within MetaSystem apps.

Setting Up PLE Macros from App Specific Resources

- In Cubase, go to Project > Project Logical Editor > Setup and expand the Preset drop down list.



- Click Show User Presets Location to display the default location for PLE files.
- Copy the provided PLE files from the Project Logical Editor in the App Specific Resources package for Cubase.
- Open the Project Logic Editor again. Now you should see the User Presets category with MetaGrid folder containing various PLE macros.

⚠ **Important:** These macros correspond to the items in the MetaGrid Scenes category in the Cubase action selector. You don't need to assign them in the Generic Remote files – they are already handled by Metasystem2.xml.

Customizing Scene Macros

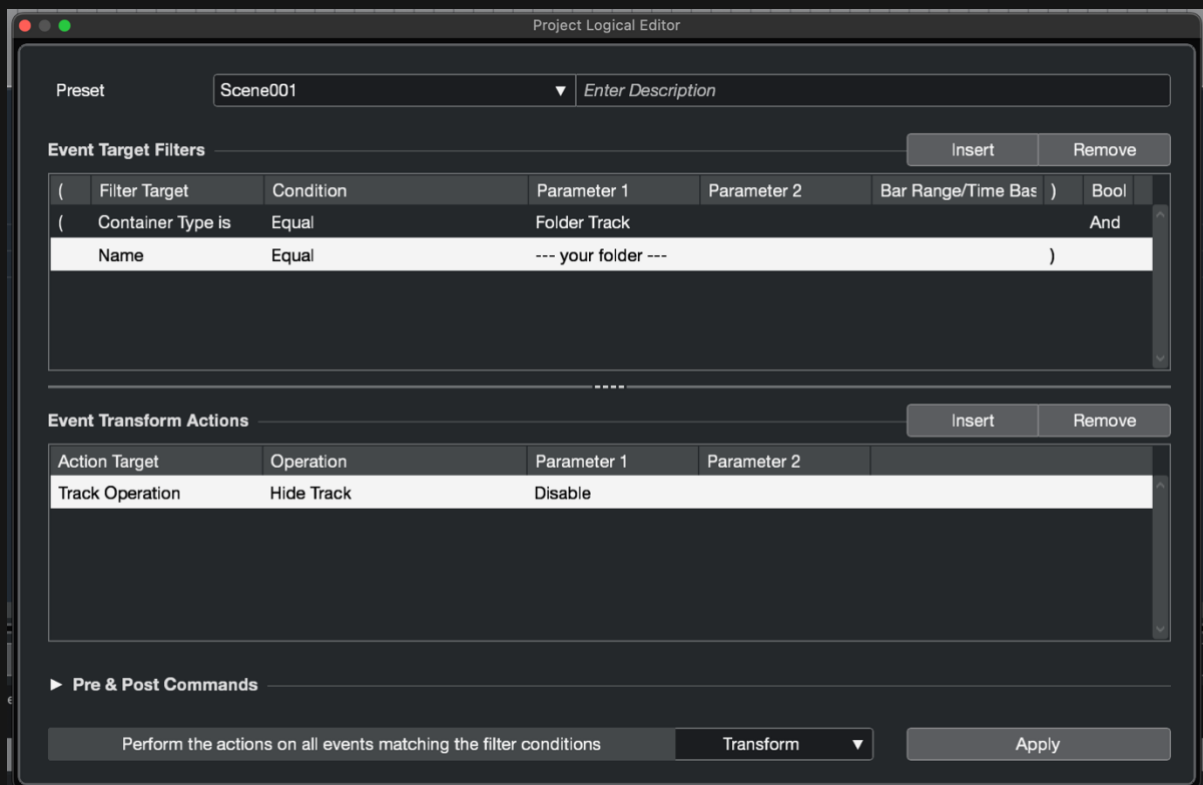
Our Scene Macros are provided as templates that need to be customized for your project. Let's say you want to have a button that shows only the tracks in the Vocals track folder in your Cubase project.

Step 1: Open the PLE Editor

- Click Project > Project Logical Editor > Setup

Step 2: Select the Scene Macro

- Expand the Preset drop down list, expand User Presets and select Scene001.



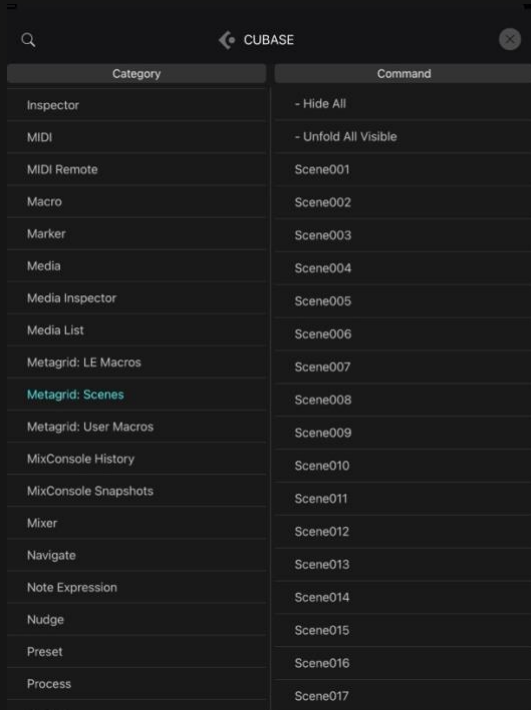
Step 3: Modify the macro

- Change “--- your folder ---” to “Vocals”
- Click Apply.

This macro will show the tracks in the Vocals folder.

Step 4: Triggering the macro

- In a MetaSystem app create a button or a gesture with the macro containing the Cubase action. In the Cubase Action screen navigate to the MetaGrid: Scenes category and select Scene001.

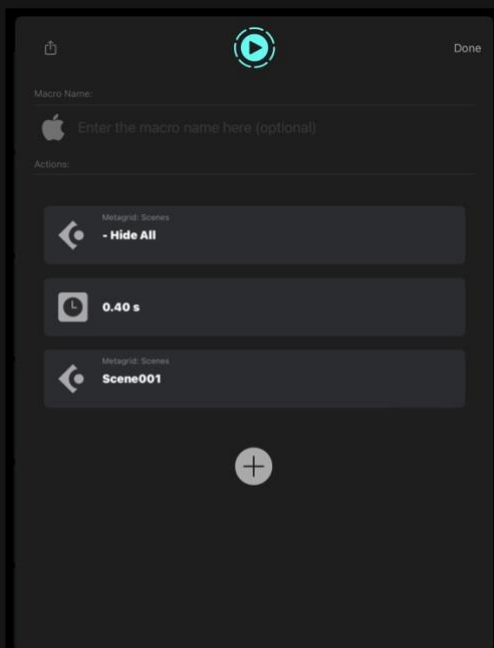


The screenshot shows the 'CUBASE' action screen with a search bar at the top. Below the search bar is a table with two columns: 'Category' and 'Command'. The 'MetaGrid: Scenes' category is highlighted in blue. The 'Command' column lists various actions, including 'Scene001' through 'Scene017'.

Category	Command
Inspector	- Hide All
MIDI	- Unfold All Visible
MIDI Remote	Scene001
Macro	Scene002
Marker	Scene003
Media	Scene004
Media Inspector	Scene005
Media List	Scene006
Metagrid: LE Macros	Scene007
Metagrid: Scenes	Scene008
Metagrid: User Macros	Scene009
MixConsole History	Scene010
MixConsole Snapshots	Scene011
Mixer	Scene012
Navigate	Scene013
Note Expression	Scene014
Nudge	Scene015
Preset	Scene016
Process	Scene017

- Tap the button or perform a gesture to trigger the Scene001 macro to show the tracks inside the Vocals folder.

If you want to show only the tracks within the Vocals folder and hide all other tracks, add the Hide All command to the macro proceeded with a short pause.



More information

MetaGrid Classic:

[MetaGrid Pro: Cubase MIDI Grid Video Tutorial](#)

[MetaGrid Pro: Cubase Selected Chanel Grid Video Tutorial](#)

MetaGrid Classic:

[Setup: Cubase Video Tutorial](#)

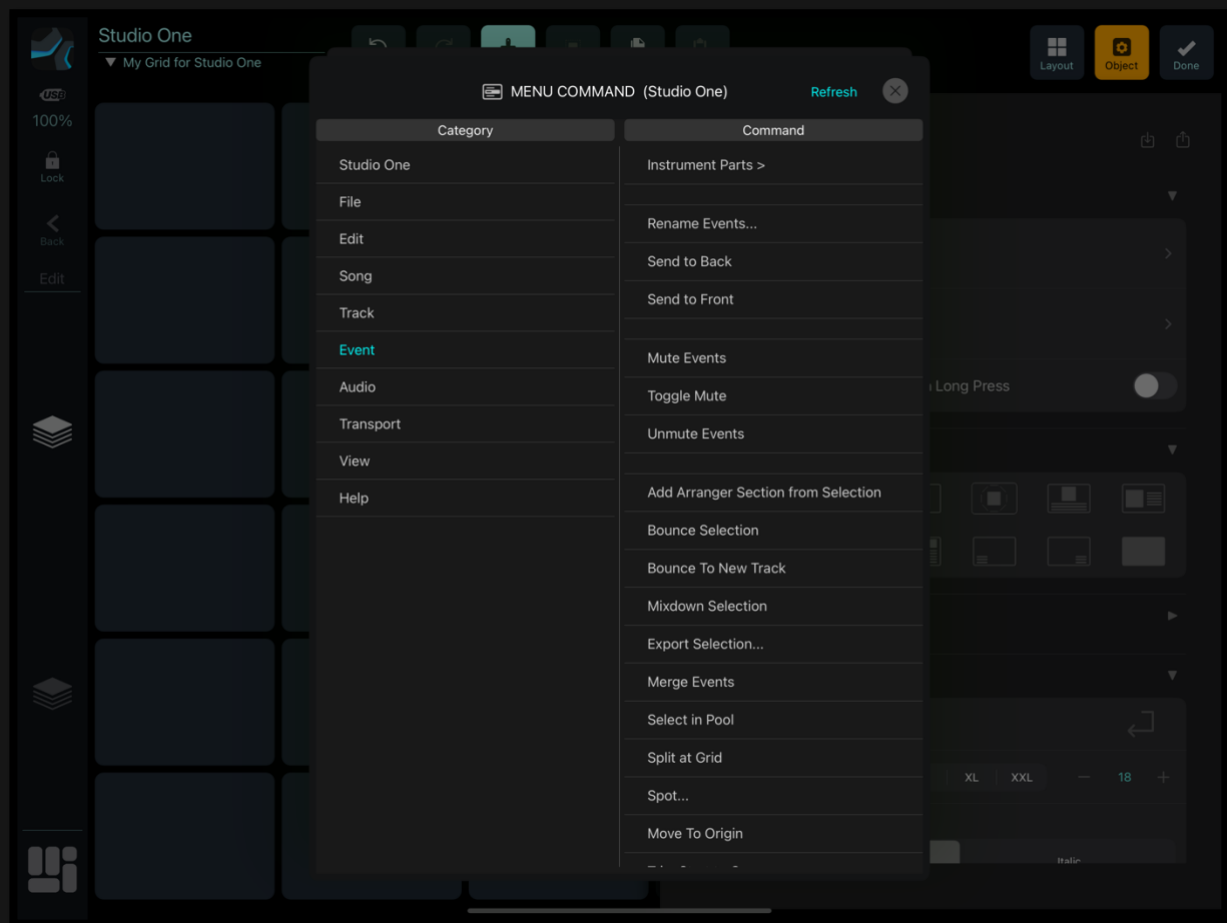
[Showcase: Cubase Video](#)

[Cubase LE Macros Video Tutorial](#)

STUDIO ONE

Menu Commands (Mac Only)

In MetaGrid Pro, our specialized 'Menu Commands' action gives you direct access to every menu command in Studio One on Mac—no keyboard shortcuts needed. Simply create a button, assign it a macro with the 'Menu Command' action, choose the desired Menu and Command, and you're all set!



Custom User Device

To seamlessly integrate MetaSystem with Studio One through the custom user device created by the MetaSystem team, follow these straightforward steps:

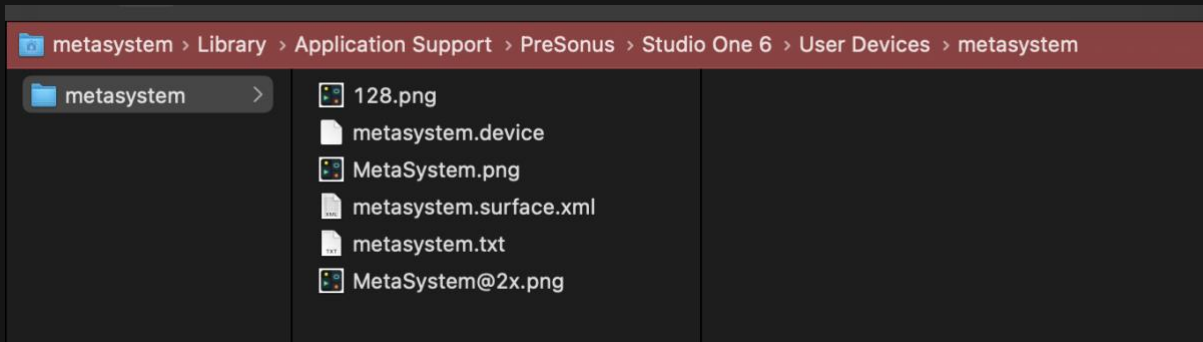
Access Support Files:

- Locate the "Studio One" folder within the package. This folder contains all the necessary support files for Studio One.

Copy Support Files:

In FINDER (Mac) or File Explorer (Windows), copy the contents of the "User Devices " folder to the following directories:

- **MAC:** Copy the content to /Users/<user name>/Library/Application Support/PreSonus Software/Studio One 6/User Devices
- **Windows:** Copy the content to /Users/<user name>/AppData/Roaming/PreSonus/Studio One X/User Devices



Configure Studio One:

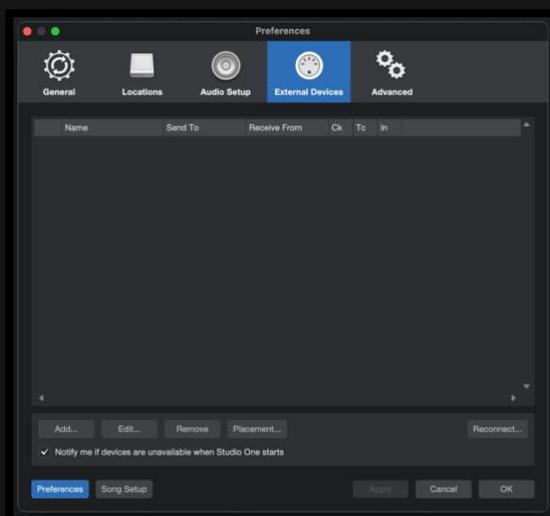
Now, within Studio One:

Step 1: Open Options Window:

- Navigate to the Options window within Studio One.

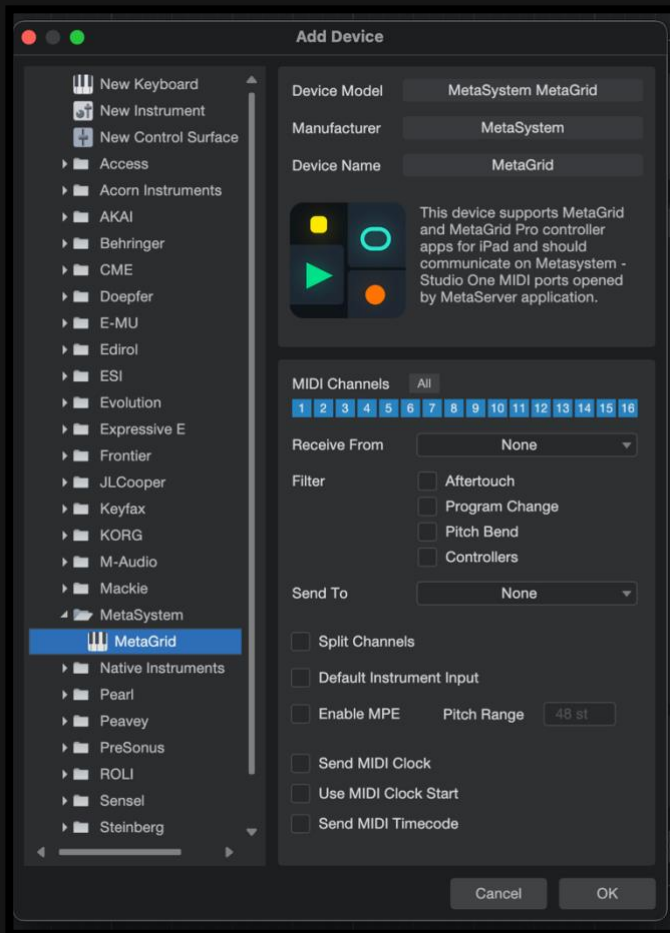
Step 2: Access External Device Tab:

- In the Options window, go to the "External Device" tab.



Step 3: Add Metasystem:

- Click the "Add..." button and browse to the Metasystem.io folder.

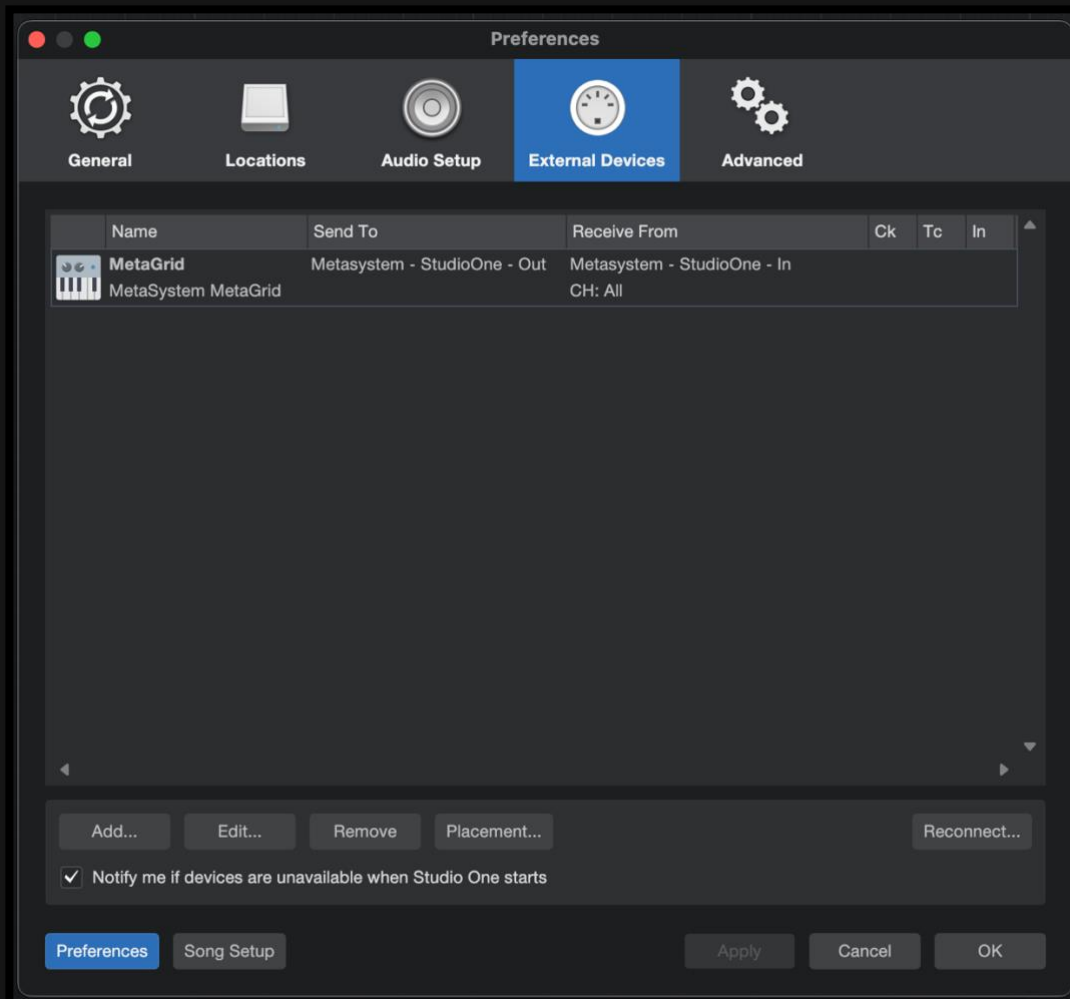


Step 4: Select Metasystem:

- Choose the "MetaGrid".

Step 5: Set Ports:

- Set the "Receive From" and "Send To" options to "Metasystem - Studio One - In/Out" (Mac) or the port you've created in LoopMIDI for Studio One (Windows).



- Click OK. Now Studio One can communicate with MetaSystem apps.

More information:

MetaGrid Pro:

[Studio One Project/MIDI Editor Grids Video Tutorial](#)

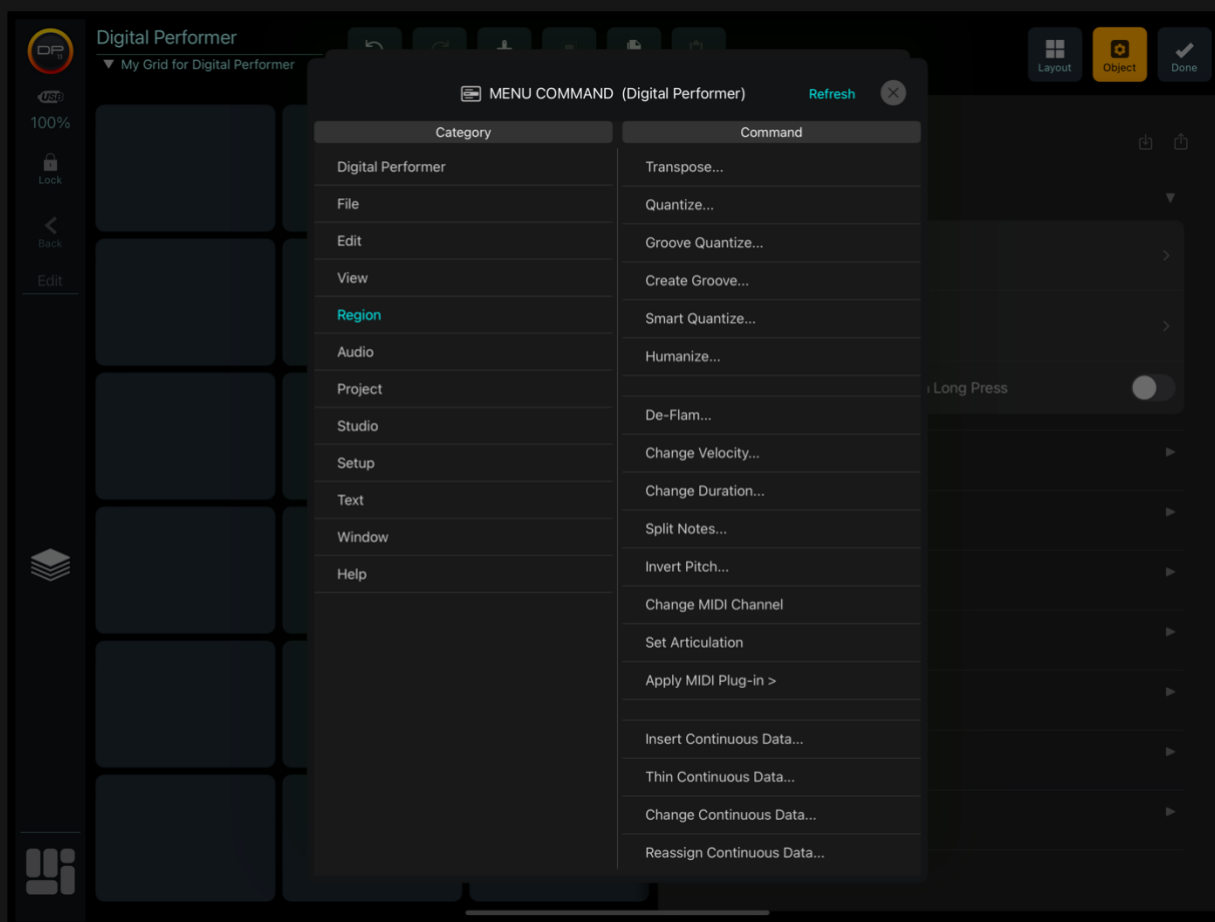
MetaGrid Classic:

[Setup: Studio One Video Tutorial](#)

DIGITAL PERFORMER

Menu Commands (Mac Only)

In MetaGrid Pro, our specialized 'Menu Commands' action gives you direct access to every menu command in Digital Performer on Mac—no keyboard shortcuts needed. Simply create a button, assign it a macro with the 'Menu Command' action, choose the desired Menu and Command, and you're all set!



Custom Integration

To integrate a MetaSystem app with Digital Performer (DP) through the dedicated Key Bindings file (if you are on Windows or you are using MetaGrid Classic), follow these simple steps:

Locating Key Bindings File:

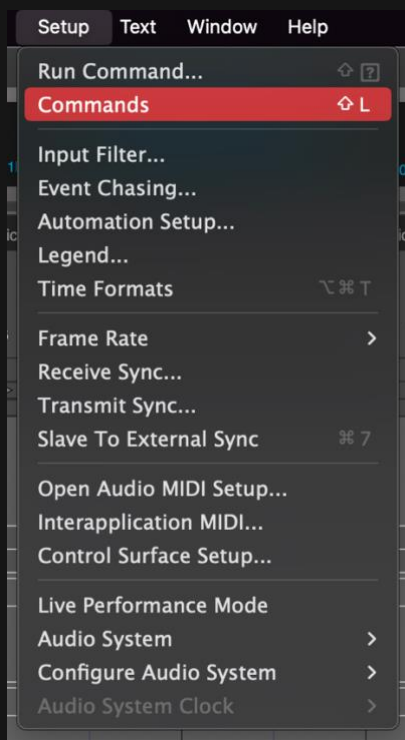
- Inside the package, you'll find a folder named "DP/Key Bindings" that contains the dedicated key bindings file required for DP.

Importing Key Bindings in DP:

In Digital Performer:

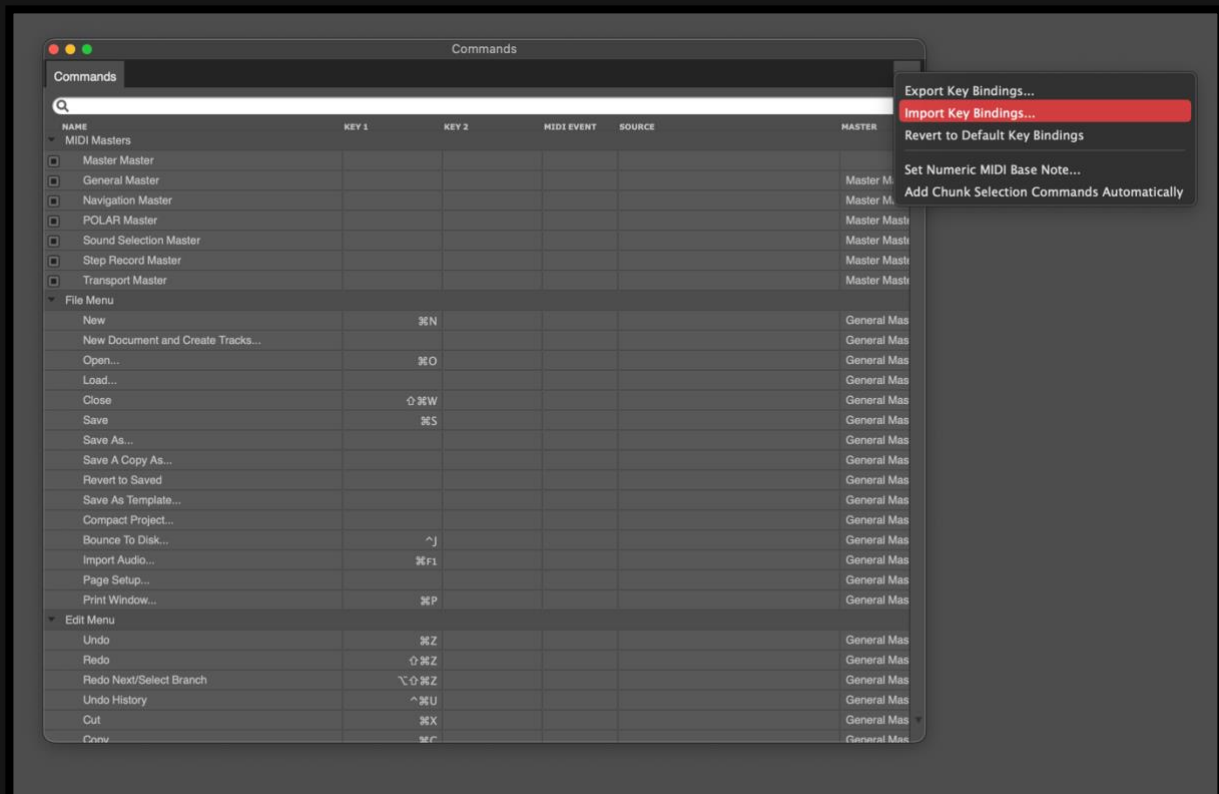
Step 1: Access Commands Setup:

- Navigate to the "Setup" menu and choose "Commands."



Step 2: Import Key Bindings:

- In the Commands window, locate the Mini Menu in the upper right corner and choose "Import Key Bindings..."

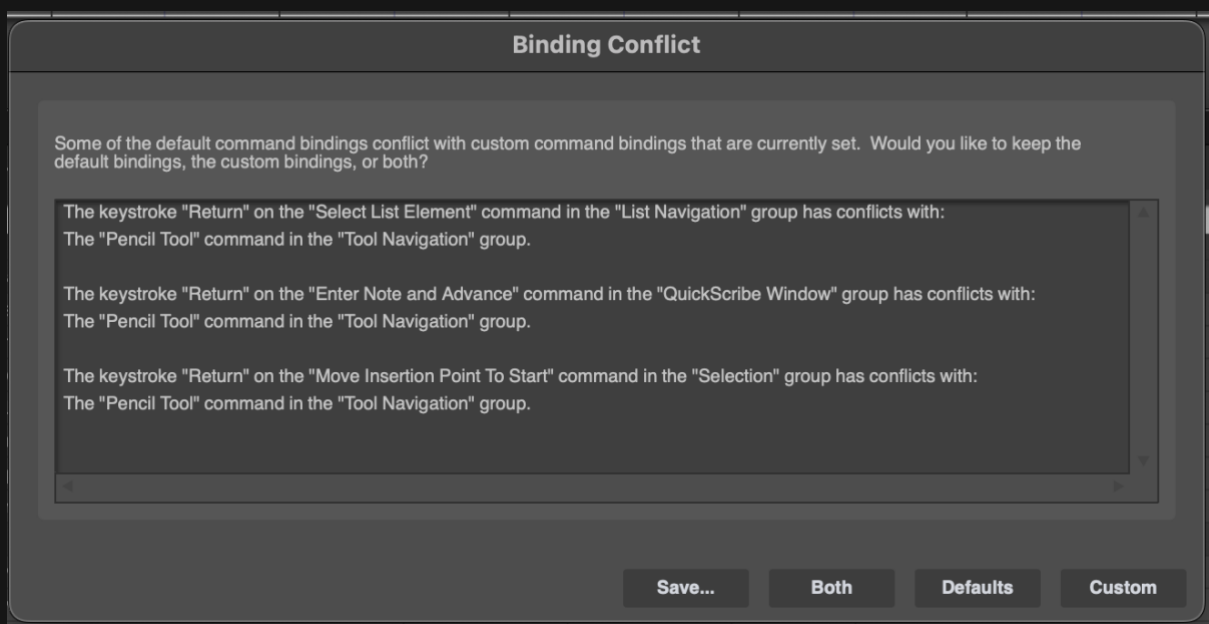


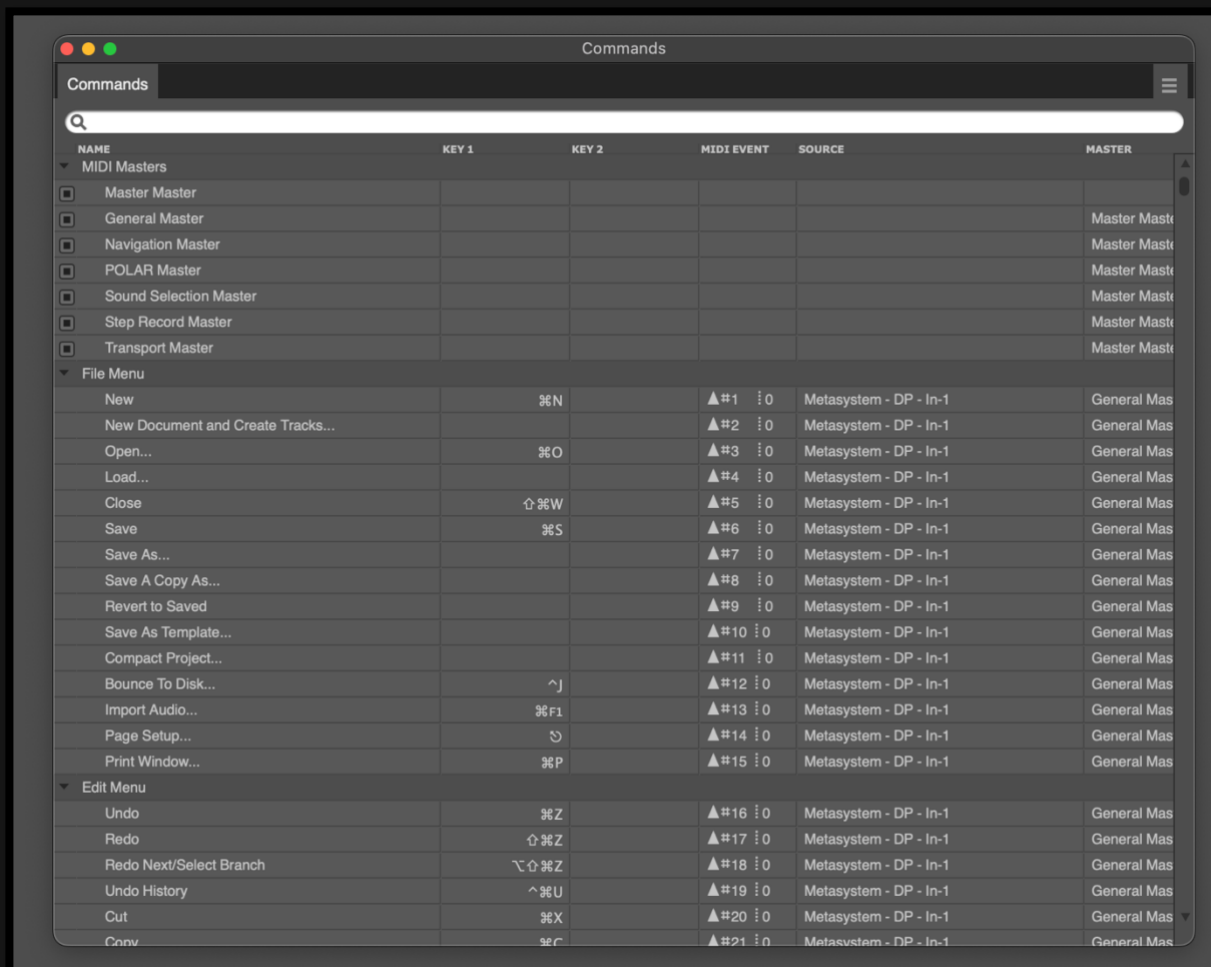
Step 3: Select the File:

- Navigate to the location where you saved Metagrid's app-specific files and select the "Metasystem_DP_key_bindings.dpkeybind" file.

Step 4: Confirm Import:

- The Binding Conflict dialog will appear. Click Both.





The "Metasystem_DP_key_bindings" file didn't not overwrite any default DP keyboard shortcuts. Instead, it has added MIDI assignments for each available command, which are managed by Metaserver's "Metasystem - DP - In" port.

Using Layouts:

DP's predefined viewset includes a "Layouts" scene with 40 buttons named "Layout 1" through "Layout 40."

DP typically does not offer layout selection commands by default. However, MetaGrid introduces a dedicated command category called "Layouts" with pre-assigned MIDI messages that can be used for assignment in the Commands window.

This feature is especially handy for frequently used project templates, allowing you to easily assign layout buttons to layouts you create in DP.

Checking MIDI Masters:

- Ensure that all items in the "MIDI Masters" section within the Commands window are checked. This ensures that MetaSystem can effectively control DP.



NAME	KEY 1	KEY 2	MIDI EVENT	SOURCE	MASTER
<input checked="" type="checkbox"/> MIDI Masters					
<input checked="" type="checkbox"/> Master Master					
<input checked="" type="checkbox"/> General Master					Master Mast
<input checked="" type="checkbox"/> Navigation Master					Master Mast
<input checked="" type="checkbox"/> POLAR Master					Master Mast
<input checked="" type="checkbox"/> Sound Selection Master					Master Mast
<input checked="" type="checkbox"/> Step Record Master					Master Mast
<input checked="" type="checkbox"/> Transport Master					Master Mast

More Information

MetaGrid Classic:

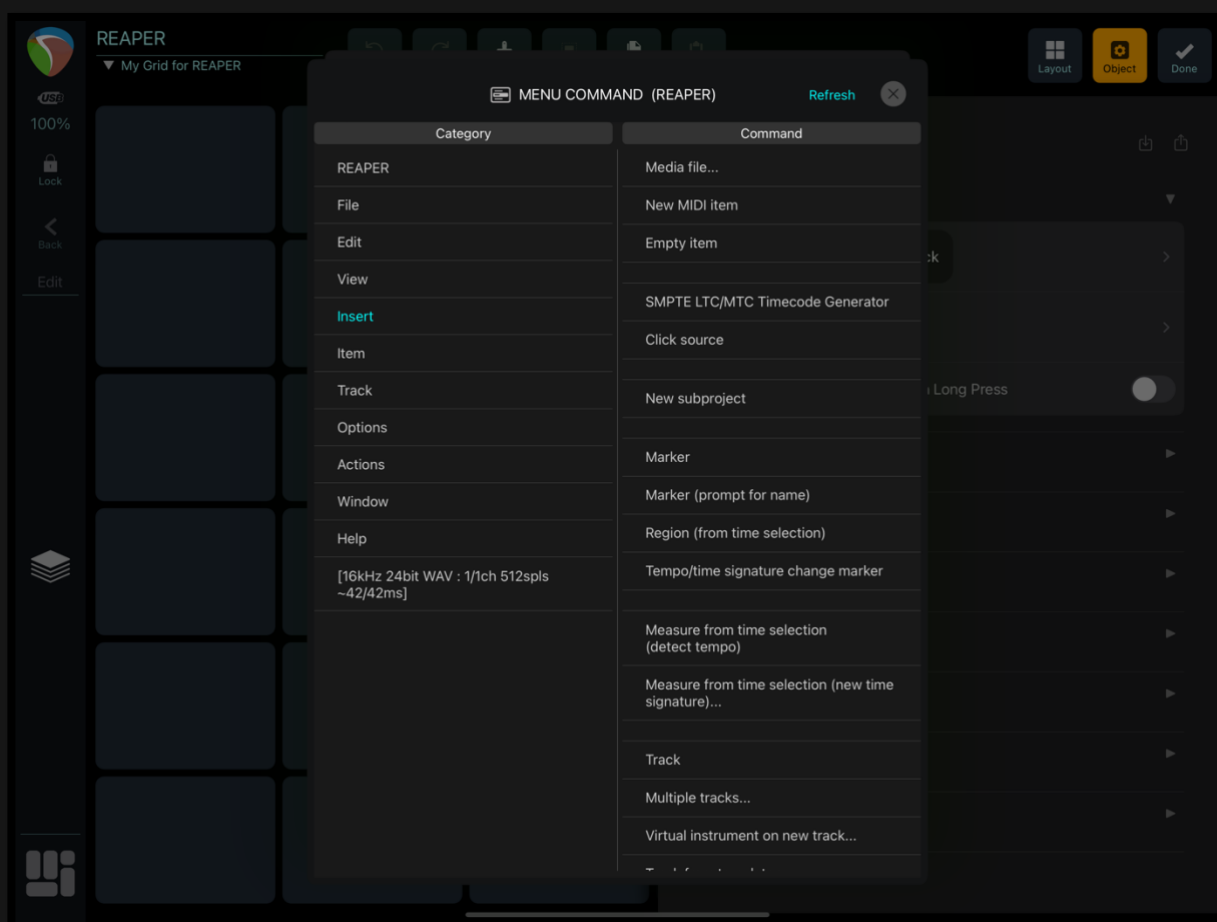
[Digital Performer – Showcase Video Tutorial](#)

Although this video has been created for MetaGrid Classic, the basic concepts and DP setup still apply to MetaGrid Pro.

REAPER

Menu Commands (Mac Only)

In MetaGrid Pro, our specialized 'Menu Commands' action gives you direct access to every menu command in Reaper on Mac—no keyboard shortcuts needed. Simply create a button, assign it a macro with the 'Menu Command' action, choose the desired Menu and Command, and you're all set!



Custom Actions

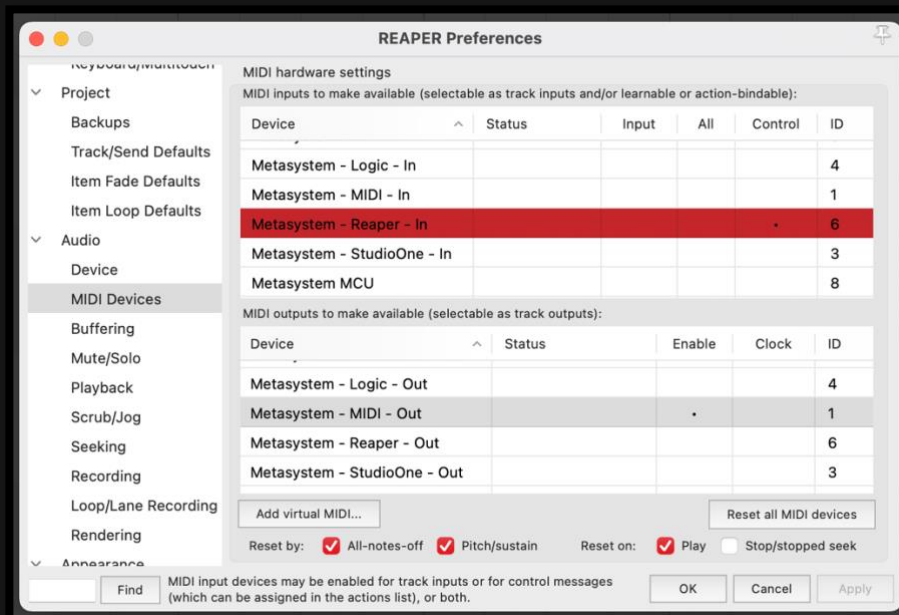
Enabling MetaSystem apps' support for custom actions in Reaper is a straightforward process. Here's how to do it:

Step 1. Access Reaper Preferences:

- In Reaper, go to "Reaper Preferences."

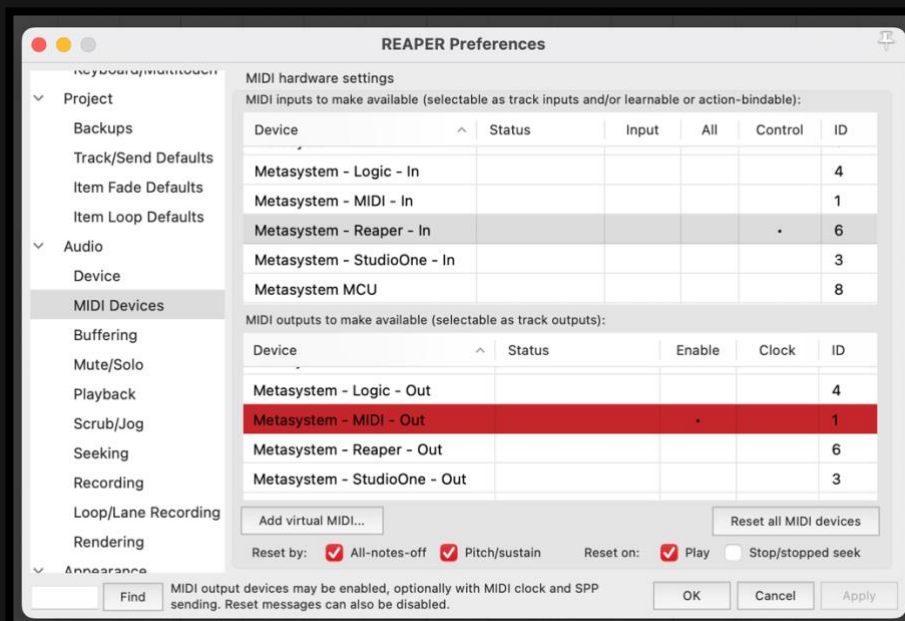
Step 2. Configure MIDI Port:

- Click on "Metasystem - Reaper - In" under the MIDI port settings.
- Check the box in the Input column and then click "OK."



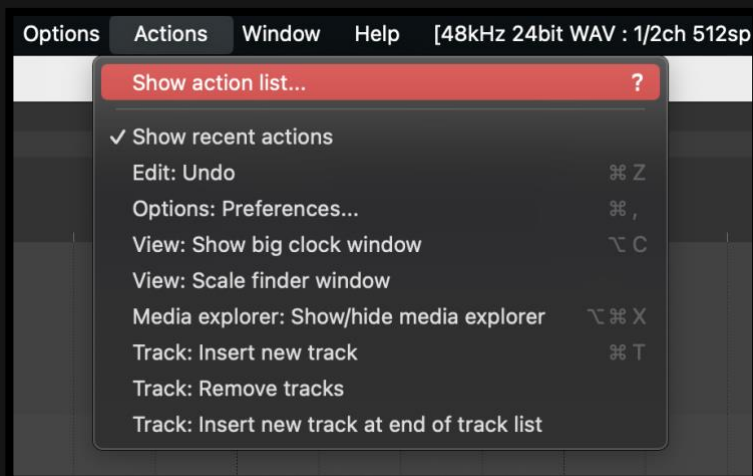
Step 4. Enable Input for MIDI Messages (Optional):

- If you want to send MIDI notes, program change, and CC messages to Reaper from Metapad, click on "Metasystem - MIDI - In" port and check the check box in the Enable column.



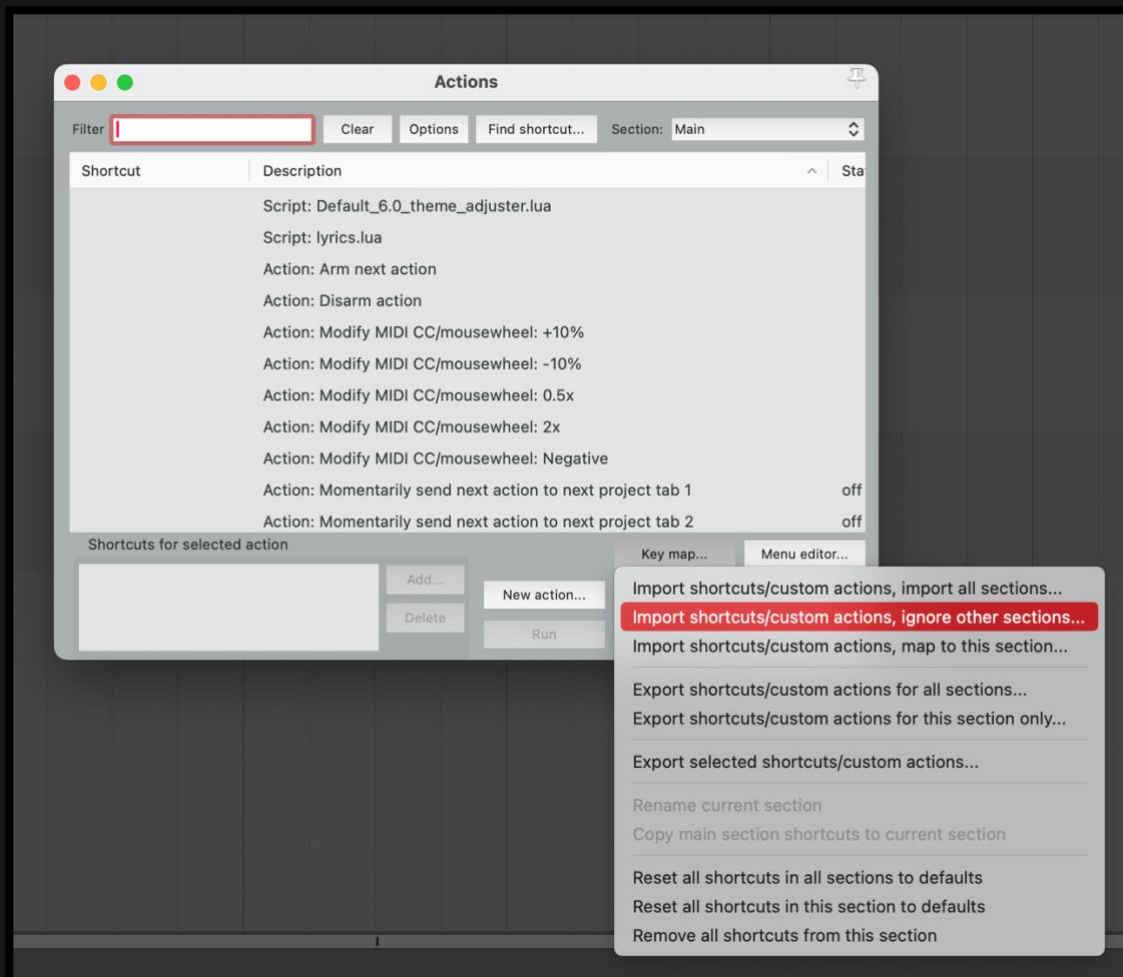
Step 5. Open the Action List:

- Go to "Actions" and select "Show Action List."



Step 6. Import Custom Macros:

- Click the "Key map..." button within the Action List window.
- Next, click "Import shortcuts/custom actions, ignore other sections..."

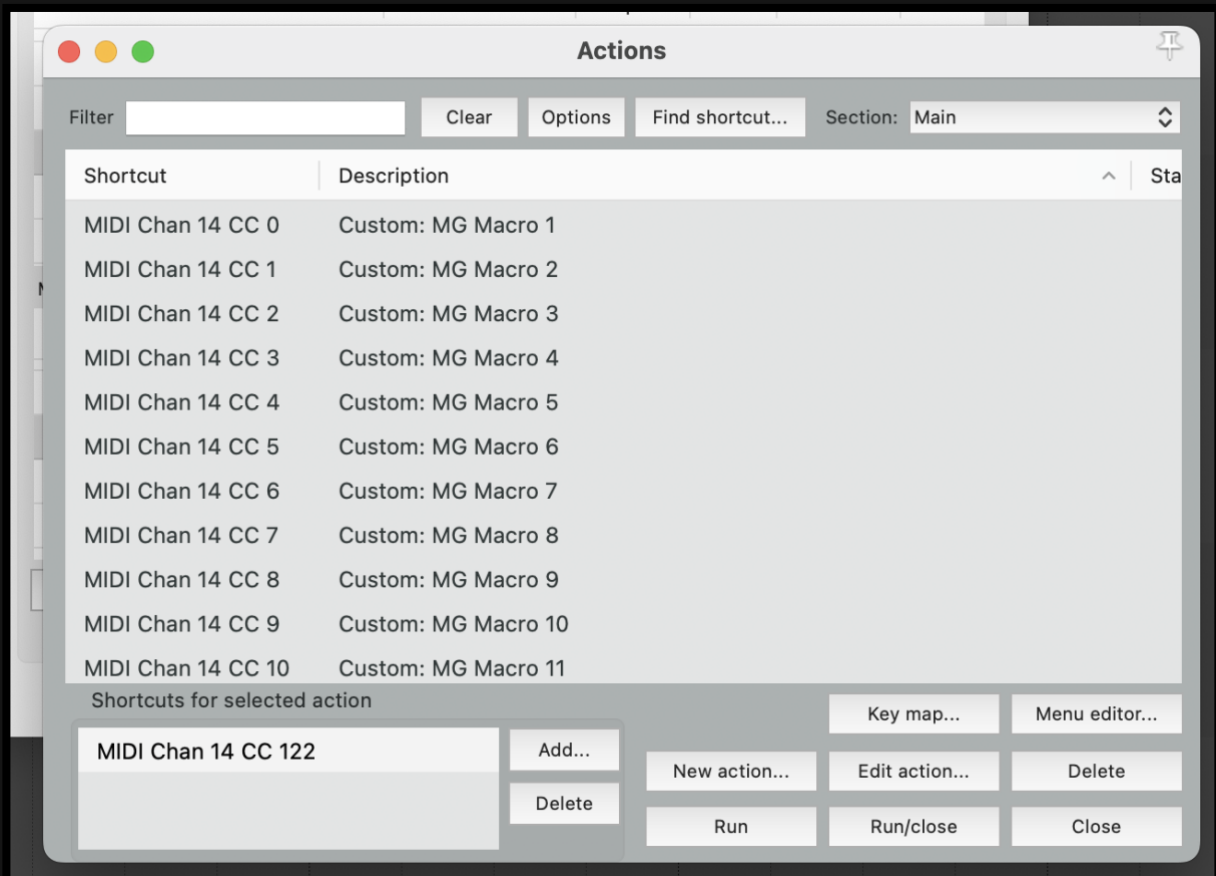


Step 7. Locate the Metasystem Keymap File:

- Navigate to the location where you saved the app-specific resources for Metasystem apps.
- Locate the "Metasystem keymap" file.

Step 8. Confirm Import:

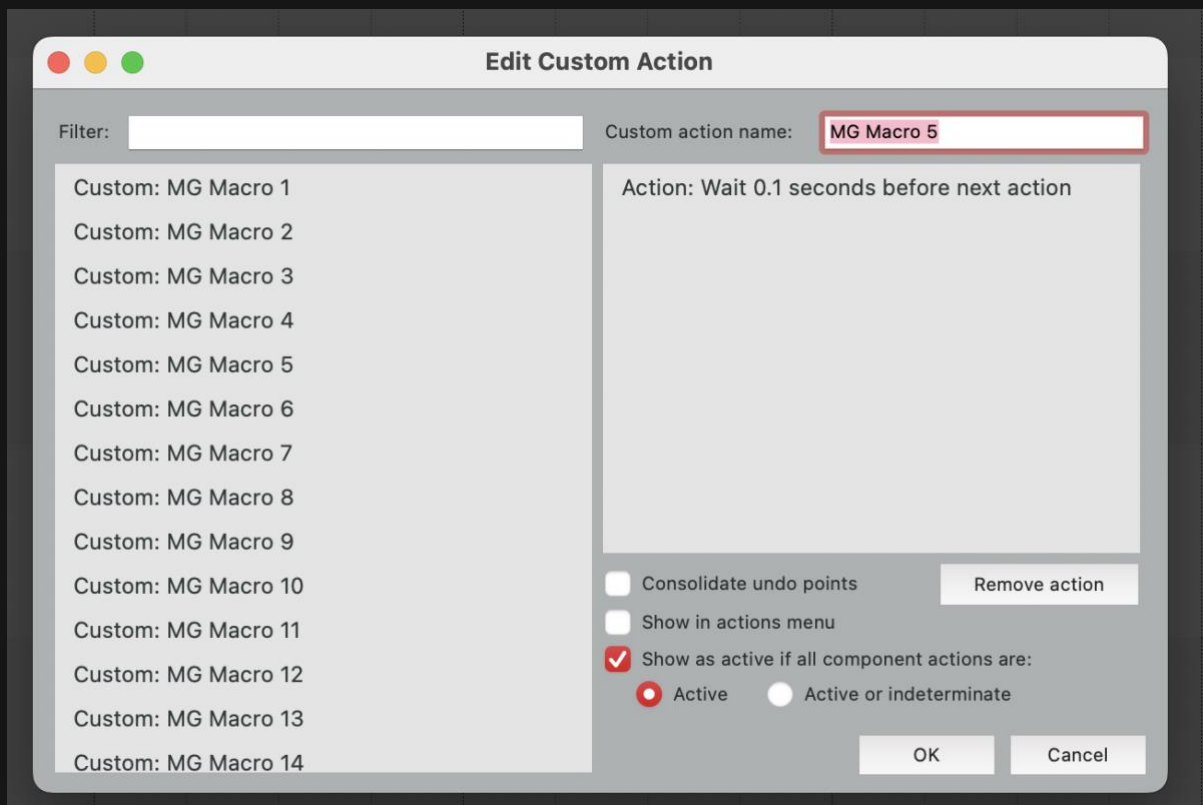
- Click "OK" to import the file.



Reaper's Action List will now contain 382 custom macros that you can tailor to your specific needs.

Step 8: Tailor a custom action to your needs

- Select an action and Click Edit action...



- Our custom actions contain one action “Action.Wait 0.1 seconds before next action”. This action has been added just as a placeholder. Remove this action and drag any action from the left pane to the right pane.

More Information

MetaGrid Classic:

[Reaper Setup Video Tutorial](#)

[Reaper Showcase Video Tutorial](#)

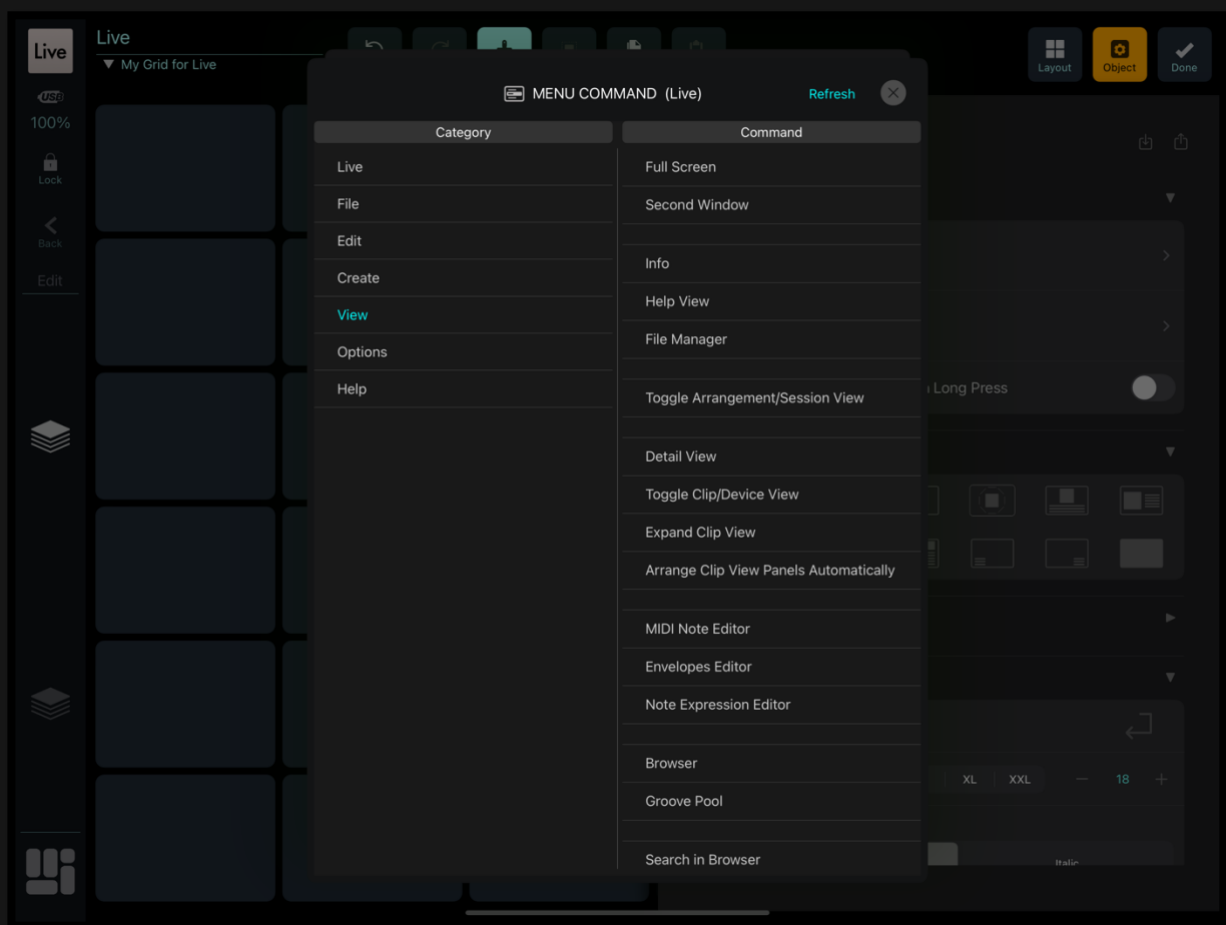
Although these videos have been created for MetaGrid Classic, the basic concepts and Reaper setup still apply to MetaGrid Pro.

ABLETON LIVE

Integrating MetaSystem apps with Ableton Live is a breeze with our Menu Command action for Mac (MetaGrid Pro only) and the dedicated control surface device.

Menu Commands (Mac Only)

In MetaGrid Pro, our specialized 'Menu Commands' action gives you direct access to every menu command in Ableton Live on Mac—no keyboard shortcuts needed. Simply create a button, assign it a macro with the 'Menu Command' action, choose the desired Menu and Command, and you're all set!



Control Surface

We have created a dedicated control surface enabling you to access useful features in Ableton Live. Follow these easy steps to set it up:

Step 1. Download App-Specific Resources:

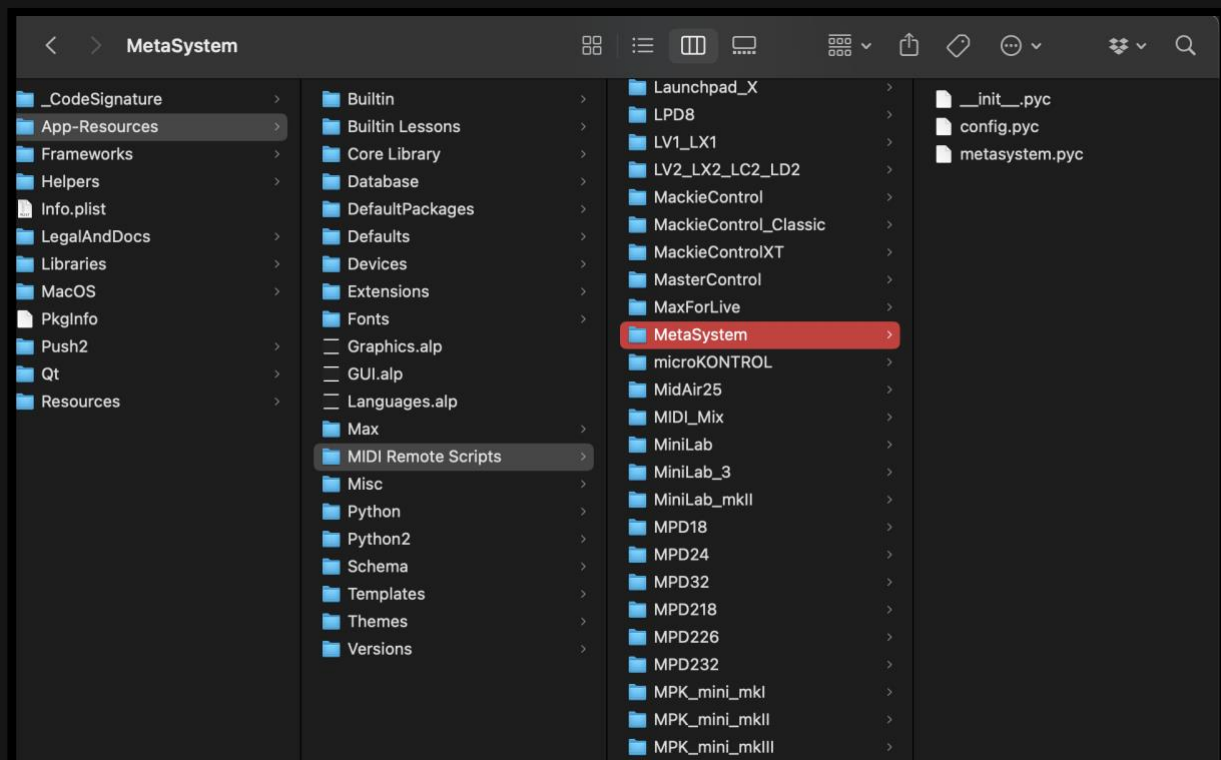
- First, download the App-Specific Resources from www.metasystem.io.

Step 2. Locate Ableton Live's Package Contents:

- On MAC, navigate to the Applications folder, find the Ableton Live icon, right-click it, and select "Show Package Content."
- Within the opened Contents folder, go to App-Resources/MIDI Remote Scripts.
- On WINDOWS, the path is typically c:\ProgramData\Ableton\Live 9 Suite\Resources\MIDI Remote Scripts.

Step 3. Copy Metasystem Folder:

- Paste the "Ableton Live/Metasystem" folder from the downloaded App-Specific Resources files into the MIDI Remote Scripts folder in Ableton Live's package contents.



Step 4. Configure MIDI Preferences in Ableton Live:

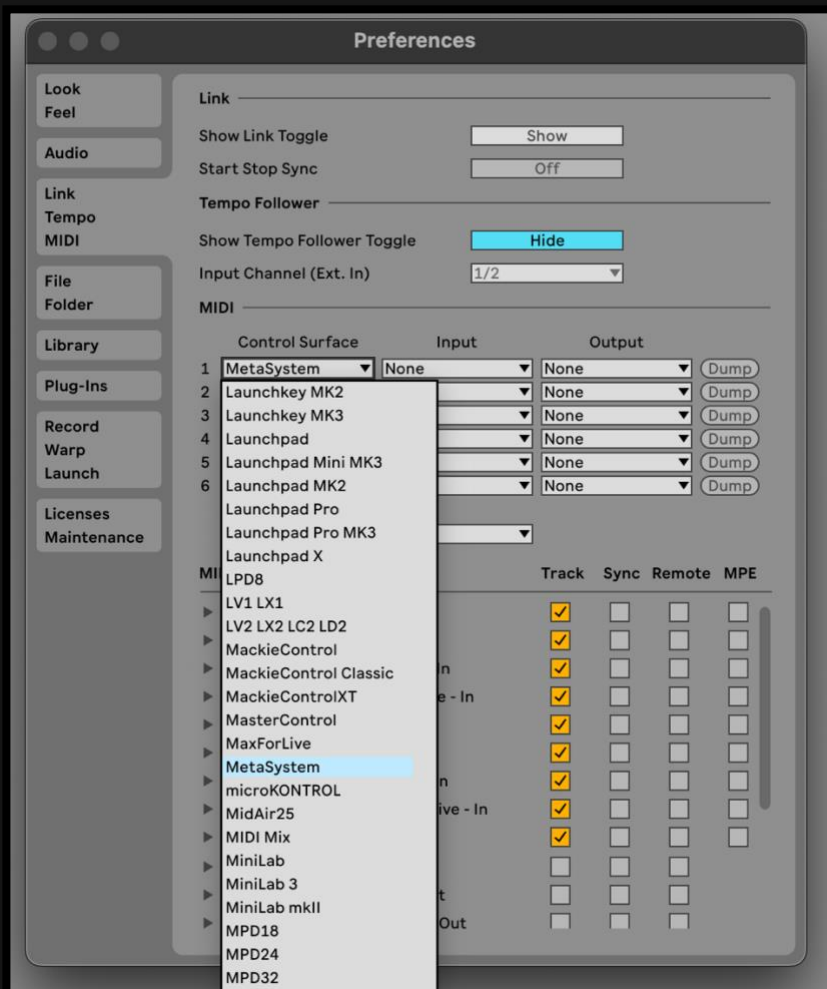
- Open Ableton Live and go to "Preferences."

Step 5. Access MIDI Settings:

- In the Preferences window, navigate to the "Link MIDI" section.

Step 6. Select Metasystem Device:

- In the MIDI section, find the MetaSystem device from the drop-down menu.



Step 7. Assign MIDI Ports:

- Assign the "Metasystem - Ableton Live - In" and "Metasystem - Ableton Live - Out" ports to the Input and Output columns, respectively.

Step 8. Enable MIDI for App-Specific Actions (Optional):

- If you want to receive MIDI from MetaSystem apps to assign note and CC messages to Ableton Live's interface elements, enable the "Track" and "Remote" buttons next to "Metasystem - MIDI - In" and "Metasystem - MIDI - Out" ports.

Preferences

Look
Feel

Audio

Link
Tempo
MIDI

File
Folder

Library

Plug-Ins

Record
Warp
Launch

Licenses
Maintenance

Link

Show Link Toggle Show

Start Stop Sync Off

Tempo Follower

Show Tempo Follower Toggle Hide

Input Channel (Ext. In) 1/2

MIDI

	Control Surface	Input	Output	
1	MetaSystem	Metasystem - Abl	Metasystem - Abl	Dump
2	None	None	None	Dump
3	None	None	None	Dump
4	None	None	None	Dump
5	None	None	None	Dump
6	None	None	None	Dump

Takeover Mode None

MIDI Ports

	Track	Sync	Remote	MPE
▶ In: PlugSearch	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
▶ In: Metasystem - MIDI - In	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
▶ In: Metasystem - Cubase - In	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
▶ In: Metasystem - StudioOne - In	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
▶ In: Metasystem - Logic - In	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
▶ In: Metasystem - DP - In	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
▶ In: Metasystem - Reaper - In	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
▶ In: MetaSystem Input (Metasystem -	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
▶ In: Metasystem MCU	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
▶ Out: PlugSearch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
▶ Out: Metasystem - MIDI - Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
▶ Out: Metasystem - Cubase - Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dorico

You can access all of Dorico's commands in MetaGrid Pro by following one of two methods:

Method 1: Dedicated Support via JSON File

Step 1: Locate the Key Commands JSON File:

- On your Mac, go to the Applications folder and find Dorico.
- Right-click on Dorico and select "Open Package Contents."
- Inside the package contents, navigate to Contents > Resources.
- Look for the key commands JSON file; its name may vary depending on your computer's language, but for English, it's typically named "keycommands_en.json."
- On your Windows computer, locate the json file using the search functionality.

Step 2: Copy the JSON File:

- Copy the key commands JSON file to a dedicated folder on your computer. You can create a new folder specifically for MetaServer released files.

Step 3: Configure MetaServer:

- Open MetaServer and go to the "Files" section.
- Specify the file path for the Dorico key commands JSON file that you copied in the previous step.

Step 4: Restart MetaServer and MetaGrid:

- After configuring MetaServer, restart both MetaServer and MetaGrid to apply the changes.

Now, you'll have access to Dorico's full command set through app-specific actions in MetaGrid Pro.

Method 2: Using the Menu Commands Action

If you're on a Mac and want access to all Dorico commands while creating your custom grids, you can use the Menu Command action. This action provides access to ALL menu commands in Dorico, including those without keyboard shortcuts.

With these two methods, you can seamlessly integrate Dorico's commands into your MetaGrid Pro setup, enhancing your control and workflow efficiency. Enjoy the freedom to customize and streamline your tasks in Dorico with ease.