



Metagrid

User Guide

Contents

HELLO.....	3
FIRST STEPS.....	4
MAIN SCREEN.....	7
EDIT MODE.....	10
VIEW EDITOR.....	13
SCENE EDITOR.....	15
BUTTON EDITOR.....	18
MACRO EDITOR.....	21
IMPORT/EXPORT.....	24
KEYBOARD MAESTRO INTEGRATION (MAC ONLY).....	28
GESTURES.....	30

HELLO

Thank you for purchasing Metagrid - a flexible and powerful utility app that enables you to control your favorite applications on your computer directly from your iPad through WiFi or USB on Mac or PC. We hope it will find home in your creative environment!

We did our best to make Metagrid as intuitive and user friendly as possible. However, you will need a few minutes to set it up and get familiar with its concepts and functions. To help you we have created this manual and comprehensive [video tutorials](#) with step-by-step connection and operation instructions.

Before you start, let's get familiar with some basic Metagrid terminology:

- **Macro:** a action or series of actions sent to your computer when you press a Metagrid button to trigger specific commands in an application on your computer.
- **View:** the collection of buttons visible on the screen. The number of buttons depend on the selected grid size for the view.
- **Viewset:** the collection of all views defined for a specific application on your computer.
- **Navigation Bar:** the upper section of the screen with various buttons and indicators.

Now, it is time you let Metagrid streamline your workflow! If you have some problems, questions, feedback or feature requests, don't hesitate to contact us at support@metagrid.io. You can also join our [user forum](#) where you will find useful tips, support info and custom buttons, views and viewsets created by the Metasystem team and Metagrid user community.

FIRST STEPS

We all love things that are straightforward and familiar. You will find out that Metagrid is a straightforward, easy-to-use tool with an intuitive user interface. The basic setup is minimal and includes just a few easy steps:

1



METAGRID PURCHASE

If you haven't already done it, purchase it from the [App Store](#).

2

METASERVER INSTALLATION

Metagrid needs Metaserver - a small server application - to be installed on your computer to receive and process keyboard shortcuts and MIDI messages.

1. Go to www.metasystem.io > [Downloads](#) and download Metaserver app for Windows or Mac.
2. Copy Metaserver.app/exe to the  Applications (Mac)/Program Files folder (PC).
3. Launch Metaserver. You will see  icon on the menu bar (Mac)/task bar (PC).



OSX 10.14 and later: you will need to give Metaserver permissions to control your computer. Go to **System Preferences > Security & Privacy > Accessibility > Privacy** and select the checkbox next to the Metaserver icon.



On some Windows machines you may be asked to install .NET Framework 3.5 to run Metaserver. Proceed with the installation.



Some antivirus software may identify Metaserver as a threat. Simply ignore the warning. Sometimes antivirus/antimalware software can add Metaserver to the black list and make Metaserver unable to communicate with Metagrid. Remove Metaserver from the black list to enable Metagrid detect Metaserver on your Win computer.

3

WIFI NETWORK/USB SETUP ON YOUR COMPUTER/IPAD

Metaserver needs an active WiFi or USB connection to establish communication between Metagrid on your iPad and your computer. You can use your local WiFi network or create an ad-hoc WiFi connection.

!

Your computer and your iPad have to be connected to the same WiFi network.

!

To connect your iPad to computer through USB connection, just use the Lightning to USB cable. No additional setup is needed on Mac. For Windows you need to install Apple iTunes on your machine.

4

METAGRID SETUP

The setup in Metagrid app on your iPad is minimal:

1. Open Metagrid on your iPad.
2. You will see **Available Computers** screen where you can select a computer with an active Metaserver instance. If you can't see any computers, make sure both your computer and your iPad are connected to the same WiFi network or is connected with the Lightning to USB cable and swipe down to refresh the computer list.
3. If your computer is still unavailable, tap **Add computer...** and choose either **Manual Setup** or **Scan QR Code**. Go to **Metaserver > Setup... > Network** to display the IP addresses for your computer and the QR code with encoded network information. Enter one of the IP addresses or scan the QR code. The computer will be added to the list of available computers.
4. Select your computer. Metagrid will display its main screen. In the middle of the navigation bar you will see the icon of the application that is currently in focus on your computer.



If you see a blank screen, it means that there aren't any predefined views for the application that is currently in focus on your computer. The default "empty" view has all buttons hidden - to display a button double tap the button preview in the **Button Editor** or toggle the **Hide/Show** option in the **Button Editor**.

Congratulations! Metagrid on your iPad is now able to send keyboard shortcuts and text to your computer.



To disconnect, tap the application icon in the center of the **Navigation Screen** and touch **Disconnect**. The **Connection** screen will appear.

Metaserver can simultaneously connect to up to 4 iPads running Metagrid, which means you can control your computer from multiple iPads! No additional setup is needed - just connect your additional iPads per instructions above.



Metagrid also automatically reconnects to the last known host on WiFi/USB - it remembers the name of the last connected computer and automatically reconnects on launch or after disconnection.

ADDITIONAL SETUP OPTIONS

Metagrid is much more than just keyboard shortcuts and text actions. If you want to send MIDI commands and/or app-specific commands to DAW applications, you need to do some additional setup in your DAW application. For easy step-by-step procedures, see **DAW & MIDI Setup Guide** that can be downloaded from [here](#).

MAIN SCREEN



The screenshot displays the Dorico software interface with a grid of 80 buttons (8 rows by 10 columns). The buttons are organized into functional groups:

- Row 1:** Includes a filmstrip icon, three vertical bars, a speech bubble, a window icon, and three panel visibility buttons labeled "Show Bottom Panel", "Show Left Panel", and "Show Right Panel". A blue circle with the number "5" is positioned above the "Show Bottom Panel" button. Other buttons include "Toggle Score And Part Layout" and "Pitch Up Chromatic".
- Row 2:** Labeled "PRINT" on the left. Contains a pencil icon, an exclamation mark, a curved line, a horizontal line with a dot, a slur stop icon, "Previous Layout", "Next Layout", and "Pitch Down Chromatic".
- Row 3:** Labeled "PLAY" on the left. Contains a greater-than sign, a green dot, an upward arrow, a horizontal line, a slur start icon, "Grid Resolution Decrease", "Grid Resolution Increase", and "Pitch Up".
- Row 4:** Labeled "ENGRAVE" on the left. Contains a red bar line, a box with 'A', a speech bubble, a 'T' character, a curved line, a staff icon, a 'C7' character, and "Pitch Down".
- Row 5:** Labeled "WRITE" on the left (highlighted in blue). Contains a red 'b', a 'f' character, a cursive signature, a blue circle with "4", a 'Vn' character, a first ending bracket, a triplet icon, and "Pitch Up Octave".
- Row 6:** Labeled "SETUP" on the left. Contains a red sharp sign, a tempo marking "♩=72", a treble clef, a 3/4 time signature, a key signature of two sharps, a large 'L' character, a 5-measure rest icon, and "Pitch Down Octave".
- Row 7:** Labeled "ZOOM" on the left. Contains a zoom icon, a double bar line, a fermata, and four musical note icons of increasing complexity.
- Row 8:** Contains a blue circle with "2", a blue circle with "3", a green double bar line with a fermata, a green double bar line with a fermata, a red circle, "Repeat Last", "Duration Shorten", "Duration Lengthen", and a blue circle with "2".

At the bottom of the screen, there is a navigation bar with a 3x3 grid icon, a network icon, a "MAIN" button with a musical note icon, a large blue circle with "1", and another 3x3 grid icon.

After you have established the connection with your computer, you will see Metagrid's **Main Screen**, which consists of:

Scene Bar

- 1** Scene Bar enables to you switch between scenes created for the given application, which in turn displays the view assigned to this scene. For more information on scenes see "SCENE EDITOR" on page 15.
- 2** **SHIFT buttons**  Shift Buttons enable you to switch between the primary and secondary view assigned to the current scene. Both buttons have the same functionality.
- 3** **OmniSpace button**  Metagrid now offers a dedicated viewset that doesn't react to changing app in focus on your computer and can be displayed regardless of the application that is currently in focus on your computer. To access the OmniSpace viewset, press the **OmniSpace** button (the second button on the left on the **Scene Bar**). **OmniSpace** is a useful tool to create a universal workspace for system-wide commands like app switching, opening files or commands that you want to have available in all applications.
- 4** **Current view**
The current view depends on scene selection, SHIFT buttons state, OmniSpace button space, and Back button state on the Navigation bar

5

Navigation Bar

The Navigation button features the following items:

- The icon and name of the application that is currently in focus on your computer. Tap it to display the dialog that enables you to disconnect from the connected computer. Double tap it to lock turn on/off the **Application Lock** functionality.
- The **Back** button with the name of the previous view displayed in the upper left corner of the screen. It appears when you have displayed a view assigned to a grid button. Press the **Back** button to return to the previous view.
- The **Edit** button that switches Metagrid into the **Edit Mode**.



Metagrid reacts to changing the application in focus on your computer and displays the viewset created for this application. The **Application Lock** functionality enables you to prevent Metagrid from changing the viewsets when you change the application in focus on your computer and control this application even if it is in the background! You can also enable this functionality by swiping down with two fingers on the button grid.

EDIT MODE

The screenshot shows the Dorico Edit Screen interface. At the top, the title bar reads "Dorico : Edit Screen" with "View Editor", "Undo", "Redo", and "Close" buttons. The interface is divided into a left sidebar, a main grid of buttons, and a bottom bar.

Callout 1: Points to the "Edit Scenes..." button in the bottom bar.

Callout 2: Points to the "View Editor" button in the top left.

Callout 3: Points to the "ZOOM" button in the main grid.

Callout 4: Points to the "WRITE" button in the main grid.

The left sidebar contains several toggle options: "Assigned View", "Action Queue", "Repeat Action", "Name", "Color", "Icon", and "Hide/Show". The main grid contains a variety of musical notation and editing tools, including "PRINT", "PLAY", "ENGRAVE", "WRITE", "SETUP", "ZOOM", and various note and rest symbols. The bottom bar includes a "MAIN" button and a "Duration Shorten" button.

When you enter the **Edit Mode**, you will see the buttons wobbling gently and you can access to the following functions:

1

Scene Editor

To access the **Scene Editor** press the **Edit Scenes...** button on the **Scene Bar**. For more information on scenes see “SCENE EDITOR” on page 15.

2

View Editor

The **View Editor** button displays the **View Editor** that enables you to select and edit views.

3

Selective Paste Drawer

While creating your viewsets, you will often need to create buttons that share some parameters like a color, CC value or an assigned view. Doing this manually for each button would take some time and effort. Fortunately, Metagrid enables you to copy the parameters from one button and use selective pasting functionality to paste only selected parameters by **double-finger swipe across the button or series of buttons**. The parameters for selective pasting can be defined in the **Selective Paste Drawer**.

To display the drawer, left edge swipe on your iPad screen with the **Edit Mode** enabled. You can select the following parameters for selective pasting: **Assigned View, Macro, Repeat Action, Text, Color, Icon**. When you enable the **Macro** switch you will see two additional parameters: **MIDI Parameter +** and **MIDI Value +**. Turning **MIDI Parameter +** on enables you to increment MIDI parameter, (for example MIDI CC parameter) for each button covered by your swipe gesture, while **MIDI Value +** enables you to increment MIDI parameter value (e.g. velocity) for each button covered by your swipe gesture.

4

Undo/Redo

Undo/Redo functionality for grid actions like rearranging, selective pasting and button swapping.

Rearranging buttons on the grid

Metagrid enables you to rearrange buttons on the grid by:

- Long pressing a button with one finger and dragging it across the grid.
- Swapping two buttons. To swap buttons, swipe down on a button with one finger

Two swap two buttons:

1. Swipe down on the button with one finger. You will see the tip informing you that the button is ready for swapping - all other buttons will stop wobbling.
2. Tap another button. The buttons will swap their position on the grid. You will see the corresponding tip and all buttons will start wobbling again.

Editing buttons

To edit a button, tap the button in the **Edit Mode**. The **Button Editor** will appear, where you will be able to assign button parameters.



Please note that some buttons may disappear when you exit the **Edit Mode**. This happens when you haven't toggle the visibility status by switching on **Hide/Show** in the **Button Editor** or double tapping a button in the **Edit Mode**.



The **Default** view for each application is created with all buttons hidden.

VIEW EDITOR

VIEW EDITOR : Dorico Close

Undo Redo Import Export Delete Paste Copy Duplicate New

Views available for DORICO

- 9 x 8 ENGRAVE
- 9 x 8 MAIN**
- 9 x 8 PLAY
- 9 x 8 PRINT
- 9 x 8 SETUP
- 4 x 3 ZOOM

PREVIEW:

				Show Bottom Panel	Show Left Panel	Show Right Panel	Toggle Score And	Pitch Up Chromatic
PRINT					Slur Stop	Previous Layout	Next Layout	Pitch Down
PLAY					Slur Start	Grid Resolution	Grid Resolution	Pitch Up
ENGRAVE				T			C7	Pitch Down
WRITE		<i>f</i>	<i>tr</i>		Vn			Pitch Up Octave
SETUP						L	5	Pitch Down Octave
ZOOM								
					Repeat Last	Duration Shorten	Duration Lengthen	ESC

NAME:
MAIN

DESCRIPTION:
created by Metasystem

GRID SIZE:
9 x 8

Views in Metagrid are simply speaking sets of buttons displayed on the screen. A view can have from 6 up to 110 buttons depending on the selected grid size. Metagrid creates a default view for each application on your computer - the **Default** view is created when Metagrid “sees” an application on your computer for the first time. You can then modify the grid size and rename it. And you can create additional views for the given application on your computer.

To select a view in the **View Editor**:

1. Press **Edit** in the upper right corner of the **Main** screen.
2. Tap **View Editor** in the top left corner to open the **View Editor**.
3. Select the view from the list of the available views to display its preview.
4. Tap **Close** to close the **View Editor**. Now you can edit individual buttons in this view.



When you exit the **Edit Mode**, Metagrid will display the view that is currently assigned as a primary/secondary view to the current scene so the view you have edited in the Edit mode may suddenly disappear. To display it, select the scene to which it is assigned or tap the button which displays this view. For more information on scenes and buttons, see “SCENE EDITOR” on page 15 and “BUTTON EDITOR” on page 18.

To create a new view:

1. Tap **Edit > View Editor**.
2. Tap the **New** button in the top right corner of the **View Editor**.

The new view is created as the **6 x 5** grid with “empty” buttons. The grid can be resized by tapping **Grid Size** in the **View Editor**. You can also **rename** the view and add a **description**.



All the buttons in the **Default** views are set as hidden and they will not be visible when you exit the **Edit Mode**. To show a button, toggle the **Show/Hide** switch in the **Button Editor** or double tap the button preview in the **Button Editor** or double tap the button on the grid in the **Edit Mode**.

The **View Editor** enables you to **copy/paste/duplicate/delete/import/export** your views using the buttons in the top section of the screen.








SCENE EDITOR

SCENE LIST

Close

Undo Redo Delete Duplicate New

AVAILABLE SCENES:



-  **PROJECT WINDOW**
1: Project Window View (new)
2: --- none ---
-  **TRACK VISIBILITY**
1: Visibility View new
2: --- none ---
-  **ZOOM MENU**
1: ZOOM VIEW
2: --- none ---
-  **MIDI KEY EDITOR**
1: MIDI VIEW
2: Midi CC View
-  **MIDI CONTROLLERS**
1: Midi CC View
2: MIDI VIEW
-  **MARKERS**
1: MARKERS VIEW
2: --- none ---
-  **Preferences**
1: MARKERS VIEW
2: --- none ---

NAME: MIDI KEY EDITOR

VIEW ASSIGNMENT:

- Primary View: MIDI VIEW 10 x 9
- Secondary View: Midi CC View 10 x 9

APPEARANCE:

- Color: 
- Icon: 
- Icon Only:

Scenes in Metagrid enable you to easily switch between different views created for your favorite application. Each scene corresponds to a dedicated button on the **Scene Bar** in the lower part of the **Main Screen**. Each scene can have two views assigned - **Primary View** and **Secondary View**. You can switch between them by pressing **SHIFT** button. For each application you can create multiple scenes for neat organization and fast access.

Editing a scene

To edit a scene:

1. Touch **Edit** and tap **Edit Scenes...** on the **Scene Bar** (it is the last item on the list so you may need to scroll left to display it). The **Scene Editor** will appear featuring the list of the available scenes for the current viewset.
2. Touch a scene and then change its name, icon, color and assigned views.

Deleting/duplicating/creating a scene

Touch one of the corresponding buttons in the top section of the **Scene Editor**.

Reordering scenes

Long touch one of the scenes in the left section of the **Scene Editor** and drag it to the new position.

Undo/redo

You can undo/redo your actions like changing order, deletion and changing parameters by pressing **Undo/Redo** buttons.

Primary/secondary views

Each scene can have two views assigned. You can switch between primary and secondary view using **SHIFT** buttons.

View locking

By default, touching a scene button will display the corresponding assigned view. However, views can also be displayed by buttons on the grid (see “BUTTON EDITOR” on page 18). For example, you have created a view named Tools and assigned it to a scene called My Tools. The Tools view contains a button called Zoom that does not send any message to the application running your computer but displays another view called Zoom Menu. Pressing the Zoom button will display the Zoom Menu view. But when you go to another scene and go back to the My Tools scene, the Zoom Menu view will be replaced with the view assigned to this scene - namely, Tools. There may be situations where you would like to keep the Zoom Menu view visible. And then Metagrid enables you to temporarily lock a view, which means that every time you tap the scene, it will display the locked view instead of the assigned primary/secondary view.

To lock a view:

1. Display the view you want to lock.
2. Long touch the scene button. The lock icon will appear, which means that now this scene button is temporarily assigned to a subview. This subview will appear instead of the default assigned view when you press the scene button again.
3. To unlock the scene, long touch the scene button again. The lock icon will disappear, which means that the scene button will now display the default assigned view.

Hiding the Scene Bar

You can easily hide/show the **Scene Bar** by swiping down and up with one finger on the button grid. With the **Scene Bar** hidden, you can temporarily show the scene bar in the middle of the screen by swiping up with three fingers - the **Scene Bar** will disappear when after scene selection or after tapping outside the **Scene Bar**. When the viewsets contains more than one scene and the **Scene Bar** is hidden, you will see the page indicator (dots) under the button grid that reflects the number of available scenes and the current selection. For the complete list of useful gestures, see “USEFUL GESTURES” on page 29.

BUTTON EDITOR

The screenshot displays the 'BUTTON EDITOR' interface with the following components:

- Top Bar:** Includes 'Close' and utility icons for Undo, Redo, Import, Export, Clear, Cut, Paste, and Copy.
- Left Panel:** A vertical list of buttons. The 'WRITE' button is highlighted in blue. A red circle with the number '1' is placed over the 'WRITE' button.
- Center Canvas:** Shows a preview of the 'Create Bar Line' button. A red circle with the number '2' is placed over the button's icon.
- Right Panel:** Configuration settings for the button.
 - BUTTON TEXT:** 'Create Bar Line' (with a red circle '4' next to the text field).
 - BUTTON BEHAVIOUR:** Includes 'Hide/Show' (checked), 'Repeat Actions on Long Press', 'Back to Previous View', and 'Assigned View' (set to 'None').
 - BUTTON BACKGROUND:** Includes 'Background Color' and 'Border Only, No Fill'.
 - ICON SETTINGS:** Includes 'Icon', 'Icon Color', 'Show Icon Only (No Text)', and 'Icon Color Same as Background Color'.
 - BUTTON DETAILS:** 'Application Name' is set to 'Dorico'.
- ASSIGNED ACTION QUEUE:** Shows the assigned action 'Create Bar Line' with a red circle '3' next to it.

Buttons in Metagrid enable you to send actions to your computer applications as well as to display other views. To display the **Button Editor**, tap a button in the **Edit Mode**.

The Button Editor consists of the following sections:

1

Button Selector

Enables you to scroll through the list of all buttons in the current view and select them for editing.

2

Button Preview

Shows the button state corresponding to the current parameter selection choices.

3

Macro Preview

Shows the list of actions assigned to the selected button. Tap this area to display the Macro Editor.

4

Button Setup Section

Each button can be configured using the following setup options:

- **Text:** enables you to add a text to a button. Press the left arrow button on the right of the text field to use paste the text for one of the actions assigned to the button.
- **Hide/Show:** shows/hides the button on the **Main Screen** (you can also double tap the **Button Preview** to show/hide a button). The visible buttons are marked with a blue dot in the upper right corner of the button.
- **Repeat Actions on Long Press:** enables the button to repeat the macro on long press
- **Back to Previous View:** enables you to return to previous view on pressing the button
- **Assigned View:** enables you to assign a view that will be displayed on pressing the button.
- **Background Color:** shows the **Color Selector** for selecting a color for your button background.

- **Border Only, No Fill:** when enabled, the selected color is applied to the button frame only, while the fill remains black.
- **Icon:** shows/hide the **Icon Selector** which enables you to choose from over 2000 of icons grouped in logical categories.
- **Icon Color:** enables you to define the color for the selected icon.
- **Show Icon Only (No Text):** hides the defined text on the button showing a large icon only.
- **Icon Color Same as Background Color:** applies the button color to the icon (handy for creating a button sharing the same color for its frame and icon).
- **Application Name:** shows the computer application for the button - not editable.

Copy/Paste/Cut/Clear buttons

Use the corresponding buttons in the top section of the Button Editor to copy/paste/cut and clear the button.

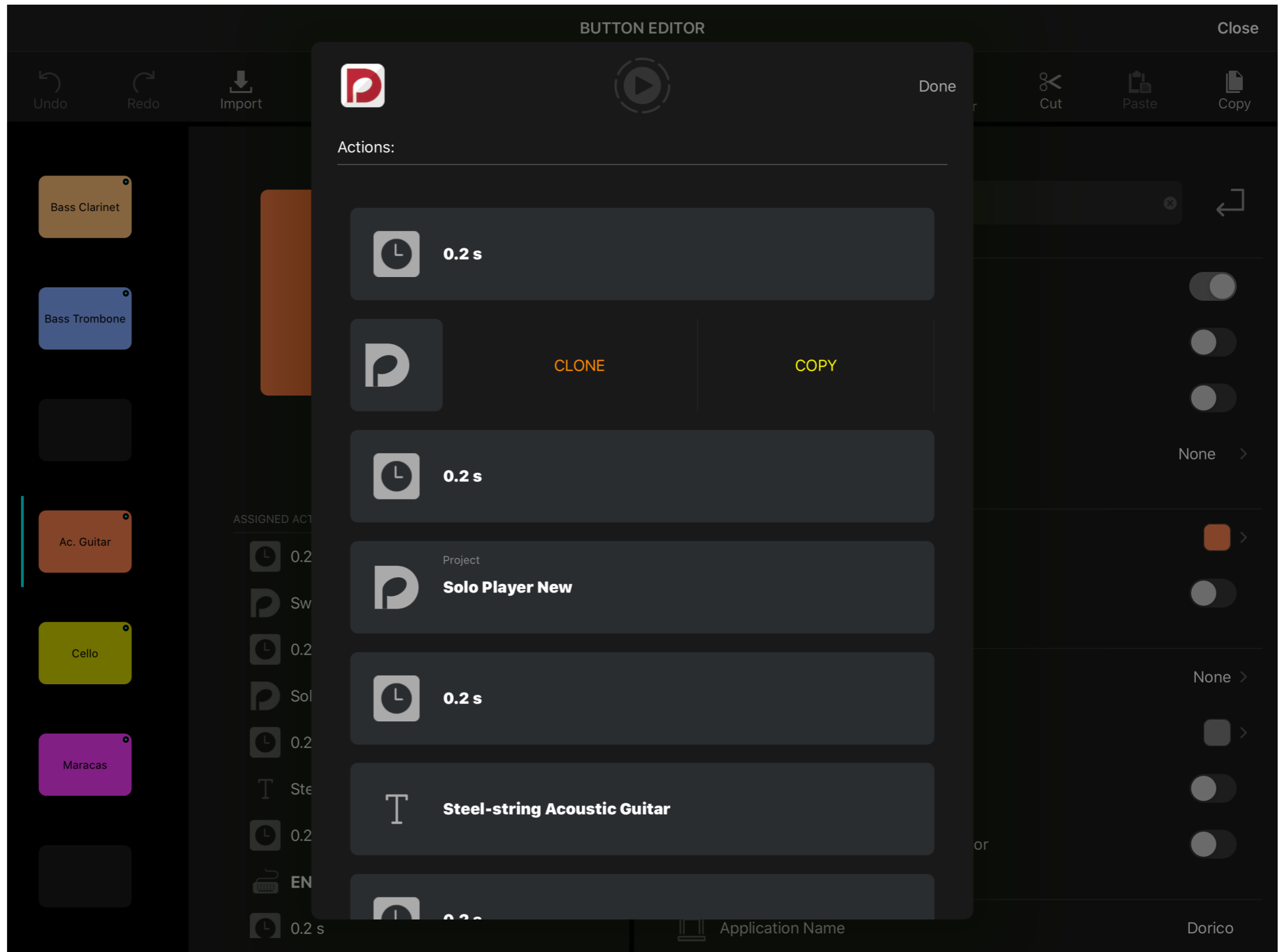
Import/Export buttons

Metagrid enables you to export/import buttons - for more information see "DROPBOX IMPORT/EXPORT" on page 24. To import/export a button, press the **Import** or **Export** button.

Undo/Redo buttons

You can undo/redo any button-related action using the **Undo/Redo** buttons.

MACRO EDITOR



Metagrid enables you to control your computer with multi-action macros that can be configured in the **Macro Editor**. To open the **Macro Editor**, tap on the **Macro Preview** section in the **Button Editor**.

The **Macro Editor** enables you to create a sequence of actions (a macro). You can choose from the following actions:

Keyboard shortcuts

This action sends the user-defined combination of keystrokes to your computer app. You can create combos combining function keys like Cmd, Option, Ctrl, Shift plus any key available on a standard computer keyboard with a numeric keypad.

Text

This action sends the user-defined text to your favorite application running on your computer. The text cannot contain non-English characters.

Pause

For complex macros, you will often need pauses between actions to allow time for performing specific operations. Pause action enables you to specify time in milliseconds between two actions.



When you press the button with the action queue containing pause actions, a progress bar will appear informing you that your iOS device is sending a time-based stream of actions..

MIDI

This action sends a MIDI message to a MIDI-enabled computer application like Cubase, Logic X or Ableton Live. You can send CC, Program Change and NoteOn and NoteOff messages with customized parameters (for example Note, Velocity and MIDI channel for Note messages, and CC, Value and MIDI Channel for CC messages). To enable MIDI actions, you need to configure MIDI port in your target application. MIDI actions are sent through the **Metaserver - MIDI** port created on Metaserver launch on your computer. Make sure your MIDI-enabled application is set to receive MIDI from Metaserver's

Application-specific actions

Metagrid enables you to add application-specific actions based on predefined commands sets for Logic X Pro, Cubase/Nuendo, Studio One, Digital Performer, Ableton Live and Dorico. For more information on setting up your DAW and Metagrid read **Metasystem Apps MIDI & DAW Setup Guide** that can be downloaded from [here](#).

UACC actions

These actions enable the user to add a preassigned command that will trigger a specific articulation in Spitfire Audio's instruments. The names of the articulations and respective commands are based on Spitfire Audio's specs available online.

Keyboard Maestro actions

These actions enable the user to add a Keyboard Maestro macro. For more information, see "KEYBOARD MAESTRO INTEGRATION (MAC ONLY)" on page 28.

Adding actions

To add an action, tap the **Plus** icon in the **Button Editor** and select one of the action types. The action will be added to your macro. To test your macro, press the **Play** button located in the top section of the **Macro Editor**.

Rearranging actions

To rearrange actions, long press an action until is lifted and drag it to the desired position.

Deleting/copying/duplicating actions



To delete an action, swipe right on the action block and press **Delete**. To copy or duplicate an action, swipe right on the action block and choose the respective action.

IMPORT/EXPORT

Metagrid 1.5 enables you to import/export **buttons/views/viewsets/entire database** through your Dropbox account and/or iOS share menu.

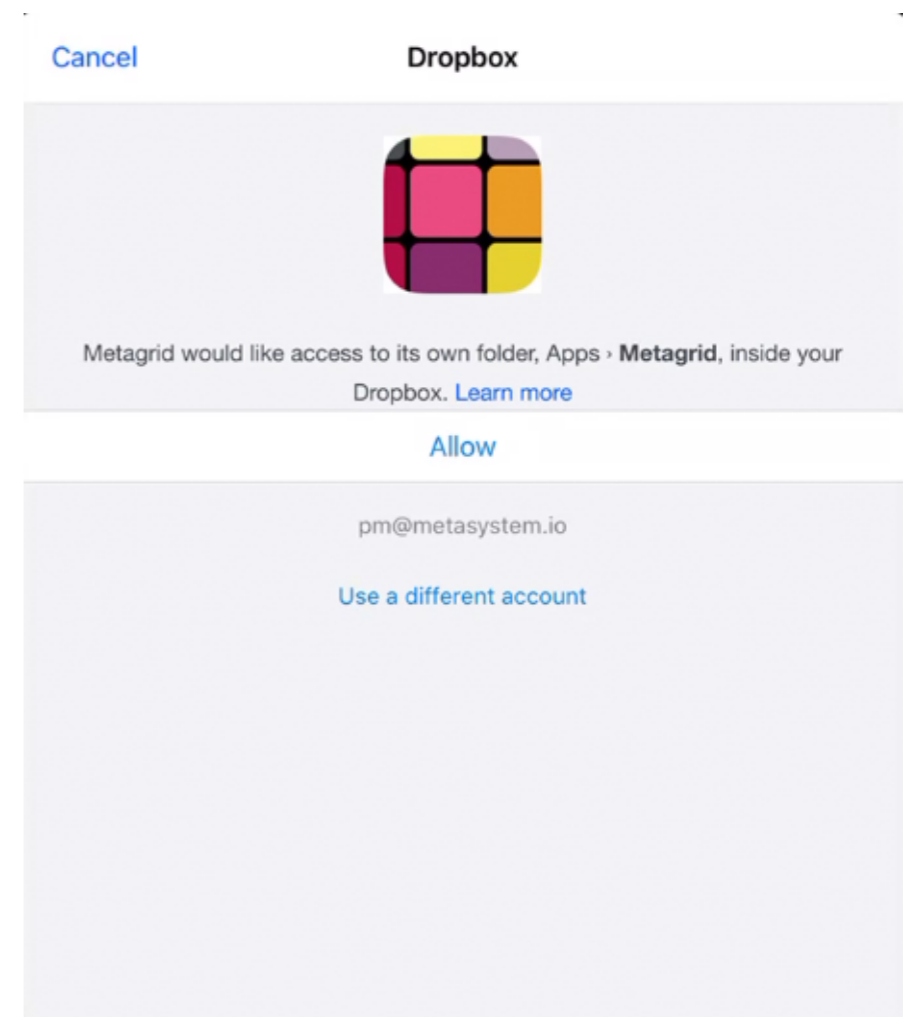
Import/Export through your Dropbox account

Pre-requisites:

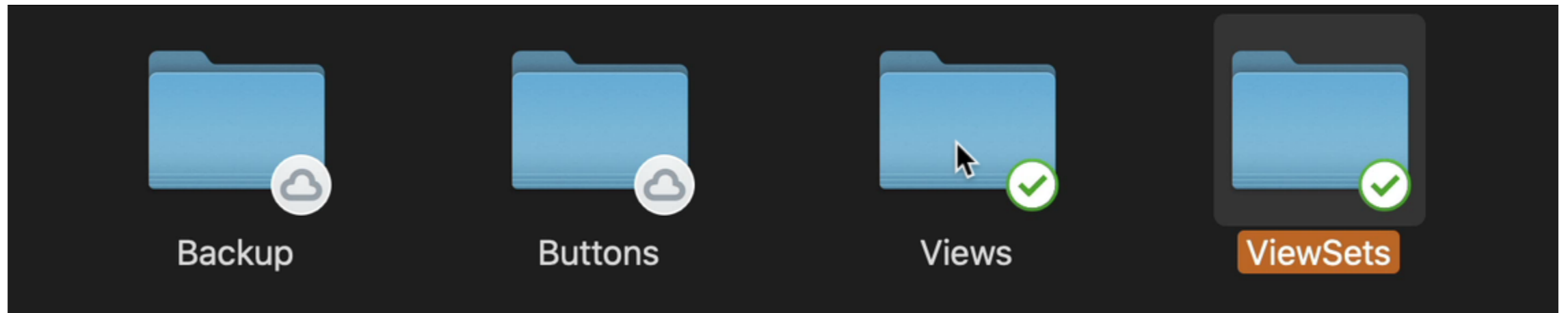
- Active Dropbox account
- Dropbox app installed on your iPad

To add Metagrid to your Dropbox account as a connected app:

1. On Metagrid's **Main Screen**, press **Edit**.
2. Tap **View Editor** in the top left corner to open **View Editor** or tap any button to open **Button Editor**.
3. Press the **Import** or **Export** button located in the **View Selector** screen or the **Button Editor** screen.
4. After a short while, you will be transferred to Dropbox app where you need to tap **Allow** to add Metagrid as a connected app to your Dropbox account.



Metagrid will create the following folders in **Apps > Metagrid** directory in your Dropbox file structure.



/Backup

It stores global backup file called *Metagrid.mbackup* file.

To create the backup file:

1. In Metagrid's **Main Screen** tap **Edit > View Editor**.
2. Touch **Export** and select **Back up Entire Database**.

Every time you select this option in the future, *Metagrid.mbackup* file will be overwritten so it is a good practice to regularly archive this file.



To restore Metagrid database from backup, touch the **Import** button in the **View Editor** and select **Restore Database from Backup**.

Restore Database from Backup will overwrite entire database with all viewsets and scenes for all applications.

/Buttons

It contains *.mbutton* files created when you export individual buttons from the **Button Editor** screen. The file name looks as follows: *<APPLICATION>_<button name>.mbutton*.

/Views

It contains *.mview* files created when you export individual views from the **View Editor** screen. The file name looks as follows: *APPLICATION_viewName.mview*

/ViewSets

It contains *.mvset* files created when you export complete viewsets from the **View Editor** screen. The file name looks as follows: *<APPLICATION>.mvset*

You can share the exported files with other users. To import files received from other users, place the files in appropriate folders above - they will then appear on the **Import** screen in Metagrid.



If you have an exported button, view or viewset created for the application with app-specific command support in Metagrid and try to import it for the application that doesn't support these commands, app-specific actions will be REMOVED.

Import/Export through iOS Share menu

Metagrid enables you to share your custom content through email, messages and Files.

To share a button/view/viewset:

1. Tap **Export** in the respective editor, tap respective export option and tap **Share**.
2. Select an app you want to share your content with or tap **Save to Files**.

To import a button/view/viewset from email/Files:

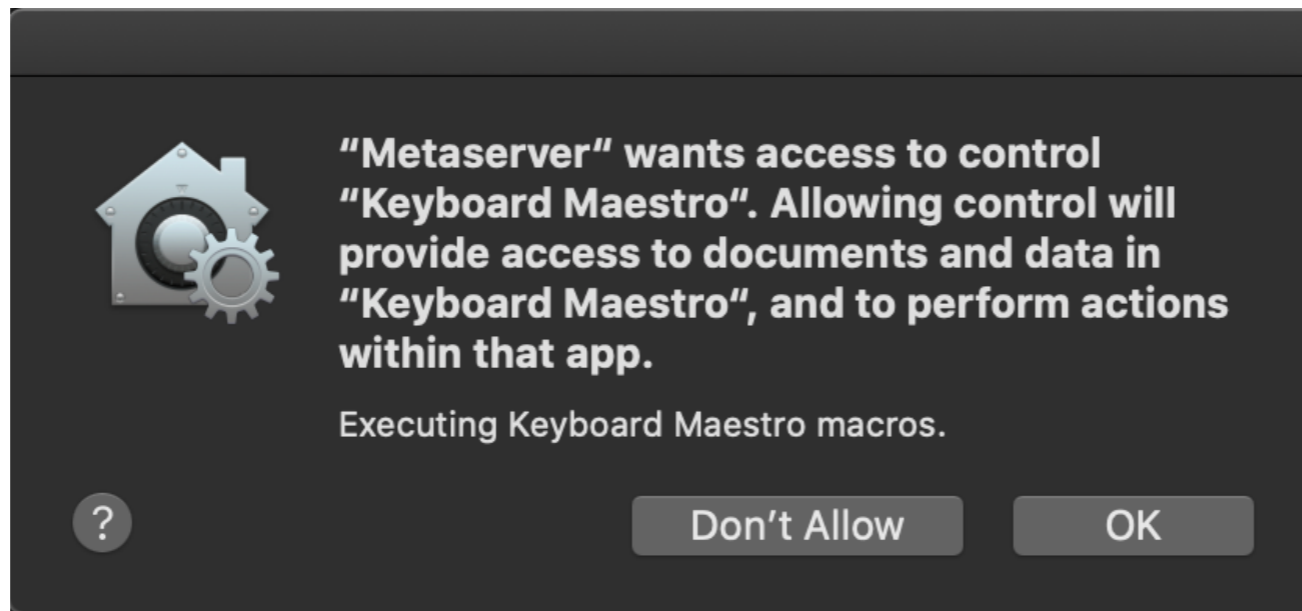
1. Tap the Metagrid content attachment.
2. Tap the **Share** button in your email app and choose Metagrid.
3. Metagrid will inform you that it has received a button/view/viewset. It has been placed in a temporary import cache from where you can paste it to any app set/view you want.
4. With Metagrid running on your iPad, focus on the application on your computer to which you want to add the button/view/viewset stored in the import cache.
5. Go to the respective editor in Metagrid and tap **Import**.
6. Select the respective content type and tap **From Local Cache**.
7. Select the button/view/viewset to import it. The imported file will be removed from the local import cache.

KEYBOARD MAESTRO INTEGRATION (MAC ONLY)

Metagrid is deeply integrated with Keyboard Maestro, the leading automation software for Mac. Metagrid can directly trigger Keyboard Maestro macros without any keyboard shortcuts or MIDI assignments.

Pre-requisites

- Keyboard Maestro installed on your Mac
- Metaserver has been allowed to control Keyboard Maestro. Metaserver should ask for permission during the first launch.



To assign a Keyboard Maestro macro to a button:

1. Create a custom button in Metagrid.
2. In **Button Editor** select **Tap here to open Action Editor**.
3. Tap the **Keyboard Maestro** action. You should see all your Keyboard Maestro macros grouped in the respective folders reflecting the folder structure in Keyboard Maestro. If the list is empty, it means that Metaserver doesn't have automation permissions to run Keyboard Maestro macros on your Mac.
4. Assign a macro to your custom button by selecting it from the Keyboard Maestro macro list. This macro will triggered every time you press your custom Metagrid button. No further assignments are needed.



To refresh Keyboard Maestro macro list, tap the **Refresh** button in the **Keyboard Maestro Action** screen in Metagrid.



If some of your Keyboard Maestro macros have been set to trigger only in selected applications, please add Metaserver to "**Available in these applications**" list in your macro settings in Keyboard Maestro.

GESTURES

Metagrid features several useful gestures performed on the button grid that streamline operation and editing. Here is the complete list of the available gestures:

Swipe up or down with one finger

Hides/shows the **Scene Bar**.

Swipe left/right with one finger

Toggles between the next/previous scene

Swipe up with two fingers

Hides/shows the secondary view assigned to the current scene (same as **Shift** buttons).

Swipe down with two fingers

Locks/unlocks the current viewset (same as double tapping with one finger on the application name in the **Navigation Bar**)

Swipe right with two fingers

Goes back to previous view (same as the **Back** button on the **Navigation Bar**)

Swipe left/right with three fingers

Switches between next/previous application on your Mac/PC

Swipe down with three fingers

Enables the **Edit Mode** (same as tapping **Edit**)

Tap with two fingers

Toggle OmniSpace (same as the **OmniSpace** button)

Watch this [video tutorial](#) to see some of Metagrid's gestures in action.