Midi Mapper

Introduction

Midi Mapper is designed to help with creating MIDI Remote assignments in grandMA3. The plugin allows you to choose a target object, define its MIDI controls, and generate a Macro using those settings.

Two modes are available. Assign Midi Maps to Macros creates Macros that apply a mapping to a single Midi Remote entry in the In & Out menu when run.
Assign Midi Maps to Midi Menu adds the mappings directly to the MIDI Remote list and creates a Macro that enable or disable their respective mapping.

This guide covers Midi Mapper v1.0.2.3 for grandMA3 2.4 and 2.5. The available target types and control actions are read from the running grandMA3 software, so these may vary between versions.

Installation

1. Download the Midi Mapper package from your Matt Jones LD User Portal and extract the ZIP file.

2. Extract the contents of the ZIP file and copy the Midi Mapper XML file to the grandMA3/gma3_library/datapools/plugins folder on your USB drive.

3. In grandMA3, import the XML file into a Plugin Pool object.

4. Open Midi Mapper from the Plugin Pool.

First Time Use

When opened, the Midi Mapper's Main UI will open. There are two modes to use Midi Mapper. Choose the mode that suites your workflow the best using the two buttons at the top of the window.
Assign Midi Maps to Macros is selected on first use. Your chosen mode is saved for the current user in the show and restored when that user next opens the plugin.

Macro Location is populated with the first free Macro slot in the current DataPool. Midi Map Number initially shows the next MIDI Remote line, or 1 if the list is empty.

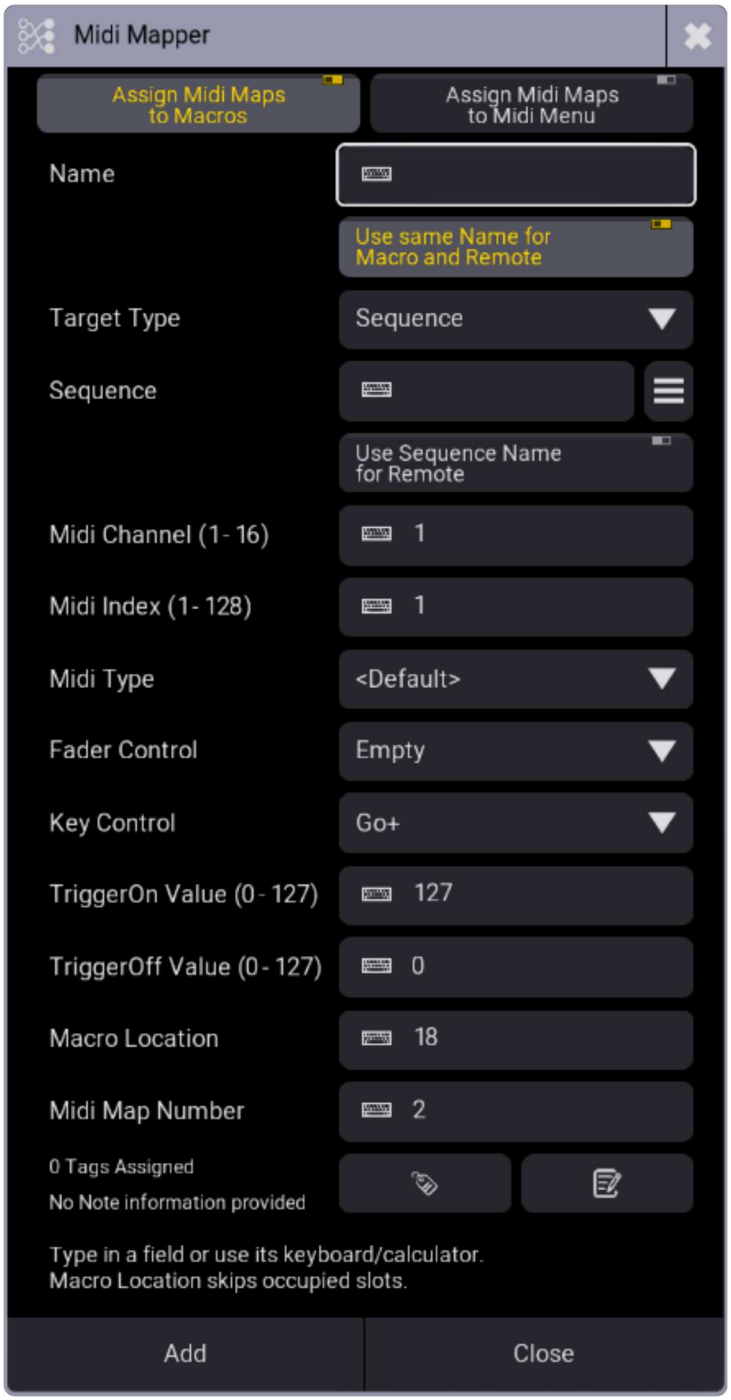
1. Enter a Name for the mapping and select the Target Type.

2. Enter the target object number, or use the object picker to select it.

3. Set Midi Channel, Midi Index, Fader Control, Key Control, TriggerOn Value and TriggerOff Value.

4. Check Macro Location and Midi Map Number, then press Add. Read the message at the bottom of the window to confirm the Macro and MIDI line numbers used.

Press Close, or the close button in the titlebar, when finished. In the first mode, run the new Macro to apply the mapping. In the second mode, MIDI lines are created immediately as the Add button is pressed. Use the generated Macros to enable or disable Macro Lines as needed.



Entering Values

You are able to type directly into the input fields, or use the virtual keyboard button within a field, located on the left. Name opens the text virtual keyboard. Number fields open a numeric calculator.

Press Enter or move to the next field to confirm an entry. Mappings are not applied and Macros are not created until the Add button is pressed. Press the Add button when all values you wish to apply are entered. Cancelling the keyboard or calculator leaves the previous entry unchanged.

Target Type and Target Object

Target Type controls which objects are available for assignment. On grandMA3 version 2.5.1.1, the native types are Empty, Sequence, View, Macro, User Plugin, Group, World and Master. Midi Mapper reads this list from the grandMA3 software.

The Target Object label changes to match the chosen Target Type. For example, choosing View changes the Sequence field to View and displays Views in its object picker. DataPool objects are taken from the current DataPool, and Views are taken from the current User Profile.

Enter an object's number or use the picker button to the right of the field and select from the displayed list of objects to apply. You are able to use the picker's search field to find an object by number or name. Once confirmed, the field displays the object number and name, for example '201 - Test Sequence'.

Choosing Empty removes the target assignment and disables the target object field and picker. Fader Control and Key Control are then reverted to Empty. When using Macro Mapping mode, applying 'Empty' clears the chosen MIDI line's target when the Macro is run.

Target Type and the chosen Object remain applied to their fields after Add is pressed in both modes. When the plugin is closed and reopened, Target Type is reverted back to the default option, Sequence.

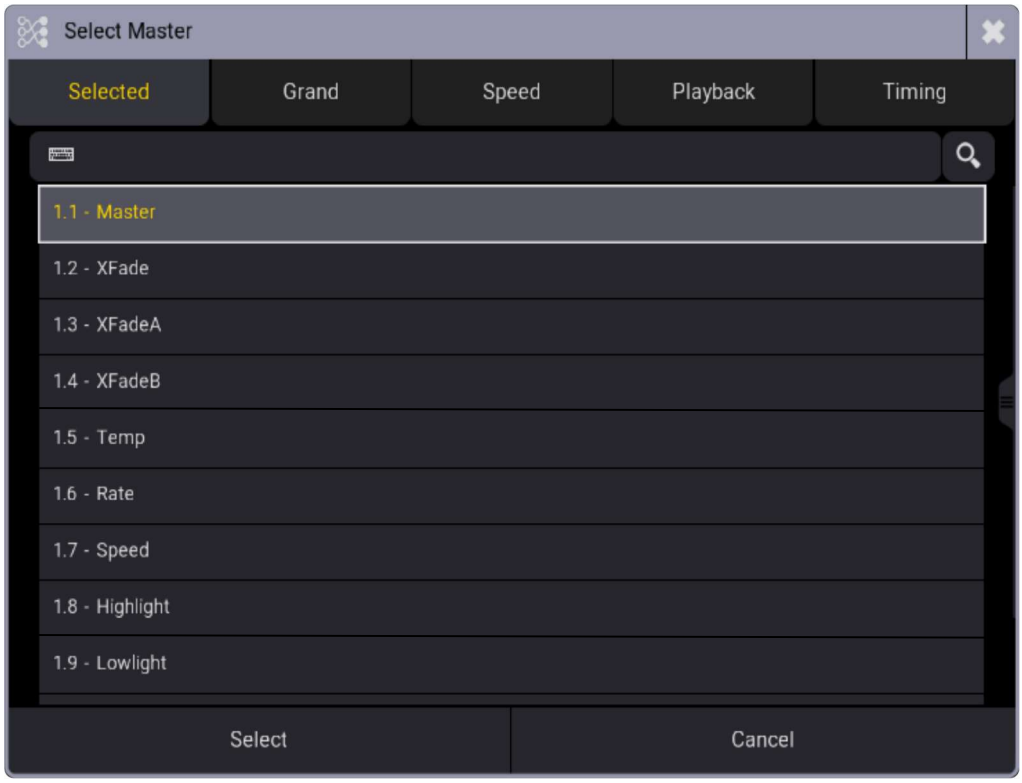
Master Picker

When Target Type is changed to Master, the object picker groups the Masters into dedicated tabs corresponding to their type: Selected, Grand, Speed, Playback and Timing. The tabs and their contents follow the Master available in the show.

Select a tab to browse that group. The search field filters the active tab by number or name. Search text remains in place when changing tabs, so clear it if you wish to see all Masters in another group.

Click a row to highlight a Master, then press Select to confirm it. You are also able to double-click a row to select it. Cancel, the titlebar close button or Escape closes the picker without changing the target. Changing tabs alone does not select a different Master.

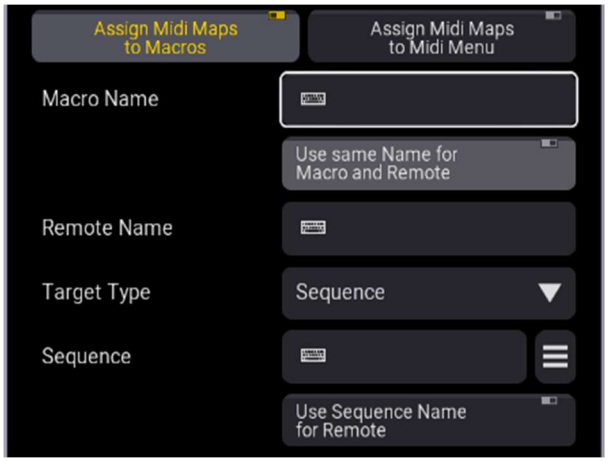
Master numbers include both their type and object number. For example, 3.1 identifies Speed1 in the Speed group on the current software. Use the full number when entering a Master directly.



Name and Macro Location

The Name field represents the label applied to the generated Macros and, when the mapping is applied, the MIDI Remote line. If an existing Macro already has supplied name, a number is appended to the new Macro name, starting with 1 and increasing as required. The MIDI line retains the Name entered in the UI.

You have the option to apply the same name to both Macros and Midi Remotes, or apply separate names to each.
It is also possible to apply the chosen Sequence's Name to the Midi Remote.





Macro Location defines the Macro Pool index the Macros will be created and is defined with a number from 1 to 99999. This is the starting location of generated Macros. If a slot is occupied, the plugin uses the next free slot at or above the entered number. Existing Macros are not overwritten.

The input field text will turn red when the entered Macro slot is occupied. You are able to choose a free slot yourself, or leave the number entered and allow the plugin to find the next available slot. The output result message identifies the actual Macro Pool index number where the Macro was created.

After a successful 'Add' when using 'Assign Midi Maps to Macros' mode, Macro Location advances to the next free slot above the Macro just created.
When using 'Assign Midi Maps to Midi Menu' mode, the entered Macro Location remains unchanged, and each subsequent Add finds a free slot from that starting location.

MIDI Values and Controls

The 'Midi Channel' field accepts whole numbers from 1 to 16. The 'Midi Index' accepts whole numbers from 1 to 128. Check these values against the MIDI controller / generator you use and the values displayed in grandMA3, in the Midi Remotes menu.

Fader Control and Key Control determine the actions performed by the assigned Target. The available choices follow the selected Target Object's native MIDI Remote controls. For example, a View offers Empty for Fader Control and Call for Key Control.
Different Masters types may offer different actions that are available.

Changing the Target after Fader or Key Control are assigned, the plugin keeps any actions that are still valid and replaces incompatible actions with an available default. Check both controls after changing Target Type or select an alternative Control or Object.

TriggerOn Value and TriggerOff Value accept whole MIDI values from 0 to 127. The initial default values are 127 and 0.

Midi Mapper does not select MIDI Type or configure the station's MIDI input settings. Newly created MIDI lines use grandMA3's default MIDI Type. If your controller uses Control Change or another message type, set the appropriate MIDI Type in the MIDI menu and check that MIDI input is enabled for your station.

Assign Midi Maps to Macros

Use this mode when you wish to create a Macro that applies a mapping to a chosen MIDI Remote line. Midi Map Number is editable and identifies the Midi Remote line that the Macro will configure.

Pressing Add creates a new Macro with five lines. These assign the Target Object, set the Name and enable the MIDI line, then apply the Channel and Index, Fader and Key controls, and TriggerOn and TriggerOff values.

The mapping is applied when the generated Macro is run. Check the Midi Map Number before running it, as an existing Midi Remote line at that Midi Map number will receive the new assignment and settings.
Upon pressing Add, a new Midi Remote line is added at the Midi Map number, with no settings applied. The settings for this new Midi Remote line will be applied when a trigger Macro is executed.

For example, select Sequence 201, enter Midi Map Number 1 and press Add. Running the new Macro assigns Sequence 201 to MIDI Remote line 1 and applies the remaining values entered in the UI.

The Target command applies an Object Handle. grandMA3 resolves this when storing the Macro line, so its displayed command may differ from the original #[Sequence 201] form, in yellow text. This is normal behaviour.

After pressing Add, the Macro Location advances while the remaining fields will remain unchanged, including Target Type, the Target Object and Midi Map Number. You are able to create several Macros for the same MIDI line, changing the target or controls between additions. Running each Macro then applies its settings to that line.

Assign Midi Maps to Midi Menu

Use this mode when you wish to add the mapping directly to the MIDI Remote list. Each Add action creates a new enabled MIDI line with the provided settings and as well as a corresponding Macro.

Midi Map Number is read-only in this mode. It shows the next MIDI line and advances after Add. The plugin uses the actual next line when creating the mapping, including if the MIDI list has changed while the UI was open.

The generated Macro has two lines. The first disables all MIDI Remote lines. The second enables the line associated with that Macro. This allows you to switch between mappings by running their Macros.

Running one of these Macros also disables any other MIDI Remote lines already in the show. Use this mode where that behaviour is required. Pressing Add creates the new enabled line but does not run its Macro; other lines are disabled when the Macro is run.

Target Type, Target Object, Name and MIDI settings remain in the UI after pressing Add. Change the required fields and press Add again to create another MIDI line and Macro.

Tags & Notes

At the bottom of the Midi Mapper UI, there are two buttons that allow you to assign Tags and Notes to the Macros or Midi Remotes created by Midi Mapper.

In ‘Assign Midi Maps to Macros’, Tags and Notes are applied go the Macros that are created.
In ‘Assign Midi Maps to Midi Menu’, Tags and Notes are applied to the Midi Remotes that are greated.

Updating Midi Mapper

Plugin Manager v1.1.0.11 or later recognises Midi Mapper. When an update is available, use Check for Updates in Plugin Manager and follow its update process. You are also able to import a newer official Midi Mapper XML file into the Plugin Pool.

Troubleshooting

If Add fails, read the message at the bottom of the UI. Check that Name is entered, the selected Target exists, and all numbers are within the ranges shown. Re-check Fader Control and Key Control after changing Targets.

If an object is missing from a picker, check the current DataPool or User Profile and clear the search field. In the Master picker, check that the correct category tab is selected.

If a mapping does not respond, check the MIDI input settings, MIDI Type, channel and index in grandMA3. In Assign Midi Maps to Macros mode, confirm that the generated Macro has been run. In either mode, check that the intended MIDI line is enabled.

If a Macro appears at a different number from the one entered, the requested slot was occupied. Midi Mapper uses the next free slot and reports its number in the result message. Red Macro Location text identifies an occupied starting slot.

Support

For assistance, use Support in your Matt Jones LD User Portal or email support@mattjonesld.com. Include the Midi Mapper version, grandMA3 version, operating system if using onPC, the selected mode and target, and the steps required to reproduce the issue.

Include relevant System Monitor messages where possible. The DumpLog command can be used to export the System Monitor log to a USB drive.