



MetaGrid Pro

User Guide

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HELLO

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

We did our best to make MetaGrid Pro 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 User Guide and a comprehensive set of [video tutorials](#) with step-by-step connection and operation instructions.

If you have any problems, questions, feedback or feature requests, don't hesitate to contact us at **support@metasystem.io**. You can also join our [user forum](#) where you will find useful tips, support info and content created by the MetaSystem team and the MetaGrid user community.

Enjoy MetaGrid Pro!

FIRST STEPS

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

1


METAGRID PRO PURCHASE

MetaGrid Pro can be purchased and downloaded from the [App Store](#).

2

METASERVER INSTALLATION

MetaGrid Pro 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 the  icon on the menu bar (Mac)/task bar (PC).



For 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 **System Preferences > Security & Privacy > Accessibility > Input Monitoring** 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.



Occasionally, some antivirus software may identify MetaServer as a threat. Simply ignore the warning. Sometimes antivirus/antimalware software can add MetaServer to their black list. This makes it impossible for MetaServer to communicate with MetaGrid Pro. Remove MetaServer from their black list to enable MetaGrid Pro to detect MetaServer on your Win computer.

3

WIFI NETWORK/USB SETUP ON YOUR COMPUTER AND IPAD

MetaServer needs an active Wi-Fi or USB connection to establish communication between MetaGrid Pro on your iPad and your computer. You can use your local Wi-Fi network or create an ad-hoc Wi-Fi connection.

!

Your computer and your iPad must be connected to the same Wi-Fi network.

!

Use the appropriate cable to connect your iPad to your computer through USB connection. No additional setup is needed on Mac. For Windows you need to install **Apple iTunes** on your machine.

4

METAGRID PRO SETUP

To set up in MetaGrid Pro on your iPad:

1. Open MetaGrid Pro on your iPad.
2. You will see the **Available Computers** screen where you can select a computer with an active MetaServer instance. If no computers are listed, make sure both your computer and your iPad are connected to the same Wi-Fi network or your computer and your iPad are connected with an appropriate cable. Then pull down the list to refresh the computer list.
3. If your computer is still not showing in the list, tap **Add computer...** and choose either **Manual Setup** or **Scan QR Code**. On your computer, click on the MetaServer icon and go to **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 with the camera on your iPad. The computer will then be added to the list of available computers.
4. Select your computer. MetaGrid Pro's dashboard will then display with the default grid for the Desktop profile (see "CONTENT MANAGER" on page 41 for more information on Profiles, Workspaces and Grids).

Congratulations! MetaGrid Pro on your iPad can now trigger macros on your computer.

To disconnect your iPad, tap the profile icon in the left upper corner of the screen to display **Settings** and touch **Disconnect**. The link will be added and the **Connection** Screen will appear.

MetaServer can simultaneously have up to 4 iPads running MetaGrid Pro (or earlier versions of MetaGrid), which means you can control your computer using multiple iPads! No additional setup is needed - just connect your additional iPads as outlined in the instructions above.



MetaGrid Pro also automatically reconnects to the last known host on Wi-Fi/USB. MetaGrid Pro also remembers the name of the last connected computer and automatically reconnects on launch or after disconnection.

OFFLINE MODE

MetaGrid Pro can also work in an offline mode. This enables you to edit MetaGrid Pro content while not connected to the computer. To enter the offline mode, tap the **Offline** button in the bottom right corner of the Connection Screen.

ADDITIONAL SETUP OPTIONS

If you want to send MIDI commands and / or app-specific commands to DAW applications, you will need to do some additional setup in those programs. For easy step-by-step procedures, see the **DAW & MIDI Setup Guide** that can be downloaded from [here](#).

IMPORT/EXPORT

MetaGrid Pro enables you to import or export macros and objects (buttons and faders) as well as profiles, workspaces, grids and even your entire database via Dropbox and / or by sharing.

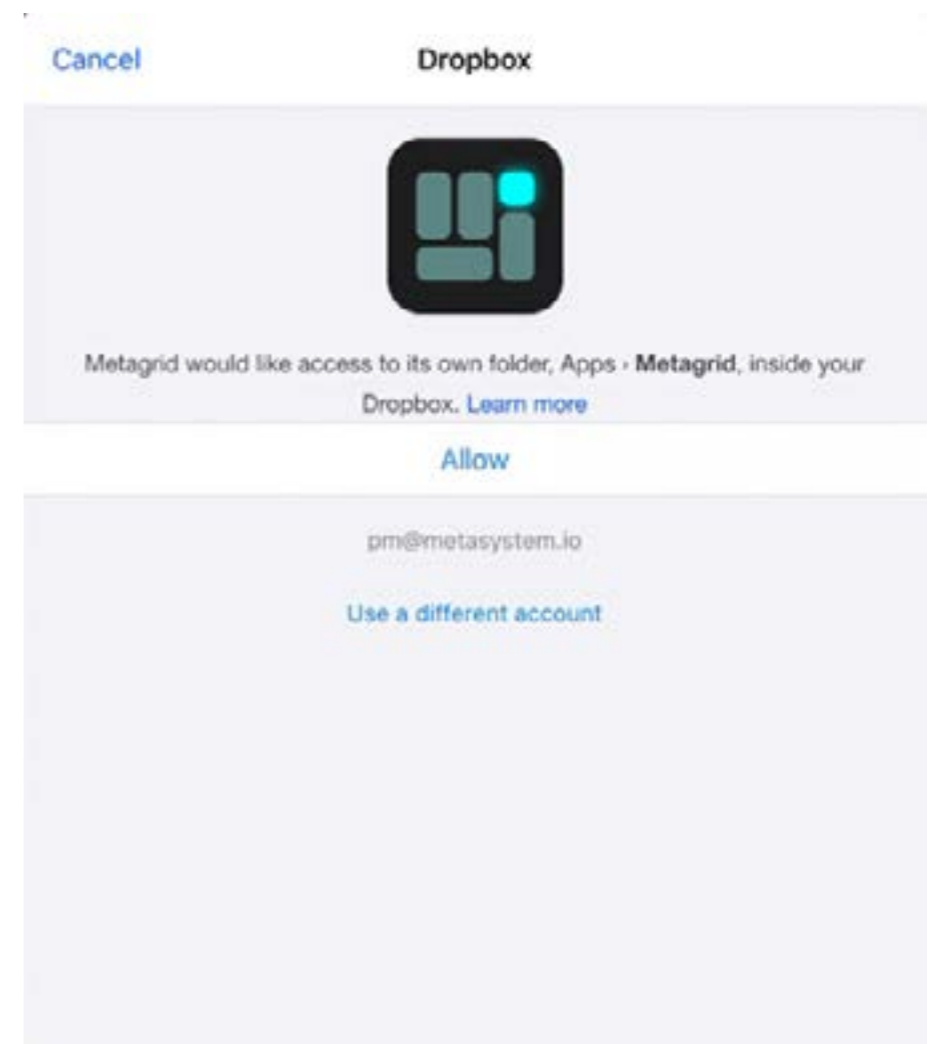
Import/Export through your Dropbox account

Pre-requisites:

- You will need n active Dropbox account
- The Dropbox app must be installed on your iPad

To add MetaGrid Pro to your Dropbox account as a connected app:

1. Tap the profile icon in the upper left corner of MetaGrid Pro's **Dashboard** to open **Settings**.
2. Tap **Content Manager**. There is a share button for each section: Profiles, Workspaces and Grids. Tap one of them.
3. Select either **Import from Dropbox** or **Export from Dropbox**.
4. After a short while, you will be transferred to Dropbox app where you need to tap **Allow** to add MetaGrid Pro as a connected app to your Dropbox account.



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

1. */Backup*

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

To create the backup file:

1. Tap the profile icon in the upper left corner of the Dashboard.
2. Touch **Backup** and select **Export to Dropbox**. A global backup file called *MetaGrid Pro Backup.mbackup* file is stored.



Backing up your files is highly recommended. Every time you do so, *MetaGrid Pro Backup.mbackup* file will be updated and overwritten.

To restore the backup file:

1. Tap the profile icon in the upper left corner of the Dashboard.
2. Touch **Restore From Backup** and select **Import from Dropbox**.

The entire database will be restored from the contents of the backup for ALL applications.

2. */Buttons*

This folder contains *.mbutton*. These are created when you export individual buttons from the **Edit Pane** screen.

The file name is: *<profile name>_<button name>.mbutton*.

3. /Grids

This folder contains *.mgrid* files. These are created when you export individual views from the **Content Manager** Screen. The file name is: *<profile name>_<grid name>.mgrid*

4. /Workspaces

This folder contains *.mspace* files. These are created when you export workspaces. The file name is: *<profile_name><workspace name>.mspace*

5. /Profiles

This folder contains *.mprofile* files. These are created when you export profiles. The file name is: *<profile name>.mspace*

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 Pro.

Import/Export through iOS Share menu

MetaGrid Pro enables you to share your custom content through email, messages and files.

To share a Macro/Button/Grid/Workspace/Profile:

1. Tap the share button in the respective editor (**Content Manager**, **Edit Pane** or **Macro Editor**). Tap the respective export option and then tap **Share**.
2. Select an app you want to share your content with or tap **Save to Files**.

To import a Macro/Button/Grid/Workspace/Profile from email/Files:

1. Tap the MetaGrid Pro content file from an email message or in Files on your iPad.
2. Tap the **Share** button in your email app/Files and choose MetaGrid Pro.
3. MetaGrid Pro will inform you that it has received a Macro/Button/Grid/Workspace/Profile. It has been placed in a temporary import cache from where you can import it from the **Content Manager** (Profiles, Workspaces and Grids), **Edit Pane** (buttons and faders) or **Macro Editor** (Macros).
4. Go to the respective editor, tap the share button for the content type you want to import and tap **Import**.
5. Tap **From Local Cache**.
6. Select the item you want to import. Once the file has been imported, it will be removed from the local import cache.

To import a content from the previous MetaGrid version:

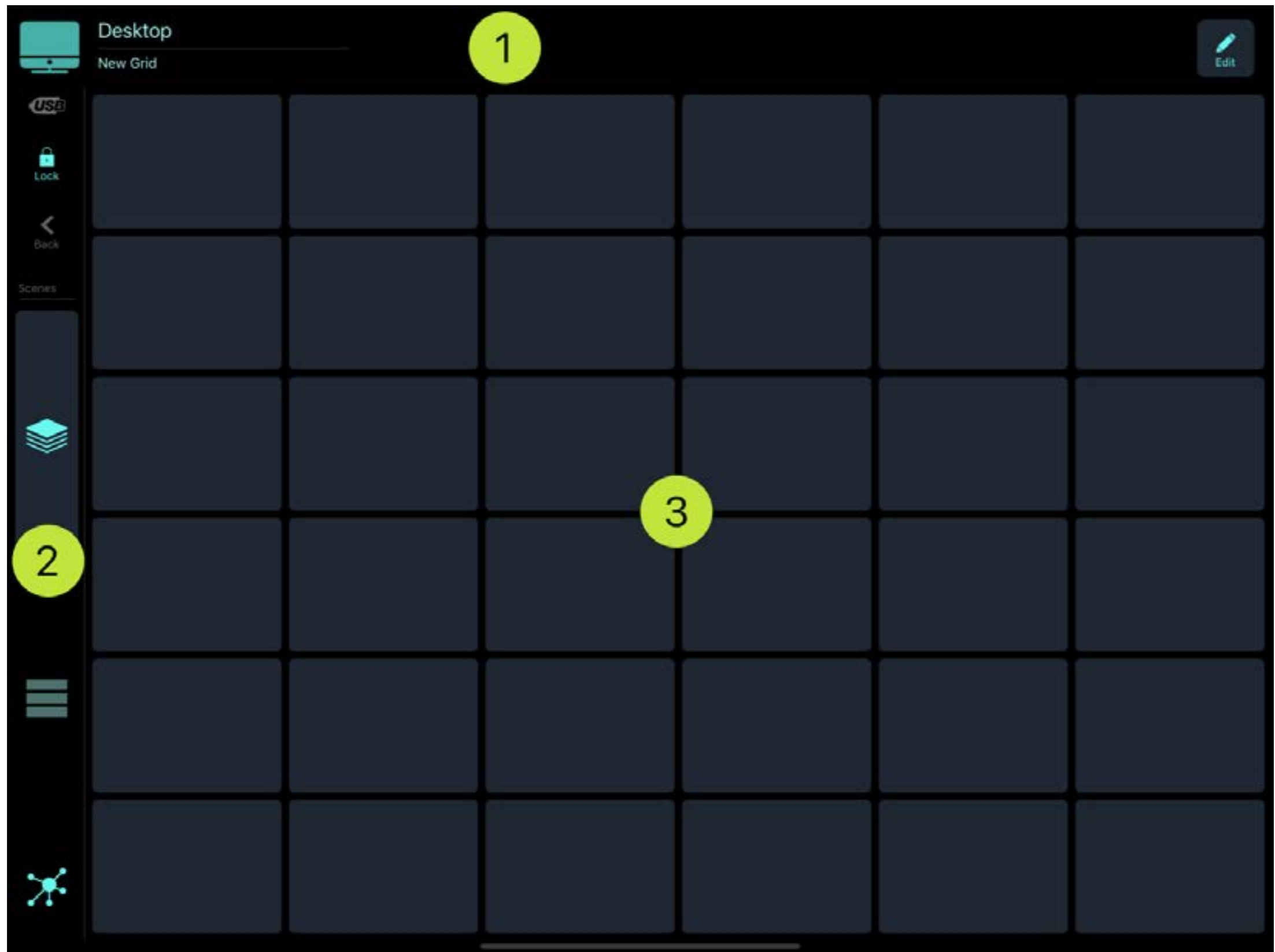
You can import content (Viewsets, Views and Buttons) from the previous version of MetaGrid by using Dropbox to copy the files to the following folders:

/viewsets -> /workspaces

/views -> /grids

The MetaGrid Pro content files are all available for import. If you use the iOS share functionality, please follow the standard procedure to import resources from email/Files etc.

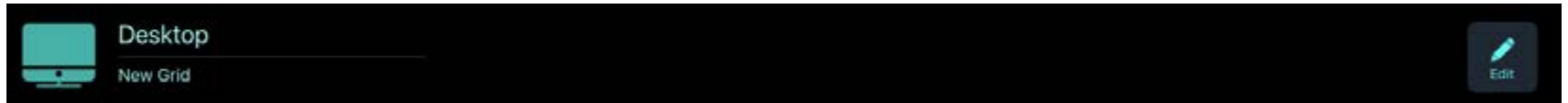
DASHBOARD



The **Dashboard** appears when MetaGrid Pro is linked to your computer, or when Metagrid Pro is in an **Offline** mode. The **Dashboard** consists of the following components:

1

Top Bar



Starting from the left, the **Top Bar** features:

Profile Icon - the icon for the currently active Profile (for more information, see “Profiles” on page 42). Tap the Profile Icon to display the **Settings** window. For more information, see “SETTINGS” on page 49.

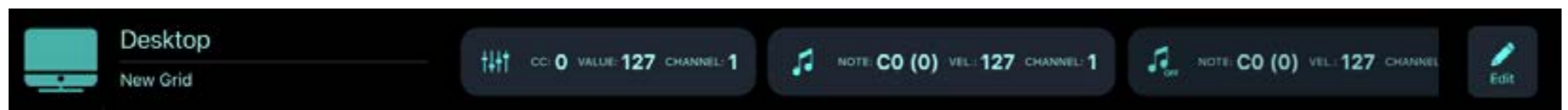
Profile Name - the name of the active Profile

Grid Name - the name of the active Grid. The Grid Name is displayed below the Profile Name.

Edit Button - this enables **Edit Mode**



Top bar also features the **Action Bar**. This shows the macro components assigned to the button. The bar is briefly visible when you tap a button with a macro assigned to it.



2

Scene Bar

The Scene Bar is a sidebar located on the left edge of the screen. Starting from the top, The Scene Bar consists of the following components:

Connection Type Icon - this shows the connection state (USB, Wi-Fi or Offline)

Lock Button - this enables you to temporarily pin the currently active Profile and prevent MetaGrid Pro from changing the Profile when you switch to a different application on your computer.

Back Button - this enables you to navigate back to previously displayed Grids. The button is active when the Grid has been changed by either an external MIDI message, a computer keyboard shortcut or by pressing a button on the Grid that then displays a different grid.

Scenes - This section shows the Scenes you have created for the current Profile. For more information, see "SCENE EDITOR" on page 31.

OmniSpace Button - This button enables the **OmniSpace** mode. MetaGrid Pro will display the OmniSpace Profile. For more information about the **OmniSpace** Profile, see "CONTENT MANAGER" on page 41



3

Grid Area

This is the place where the magic happens - the large central area that displays your grids.

EDIT MODE



To enter **Edit Mode**, tap the **Edit** button on the **Dashboard**. The top bar and side bar will change its content giving you access to the following editing options:

1 **Layout / Object / Done buttons**

This area enables you to switch between the two editor modes: **Layout** and **Object**. The **Object** button is selected by default after entering the Edit Mode. For more information, see "Layout Editing" on page 18 and "Object Editing" on page 16. Exiting from Edit Mode is achieved by pressing the Done button.

2 **Editor Function buttons**

The buttons in this area change depending on whether **Layout** mode or **Object** mode is selected.

3 **Grid Selector button**

This display the **Grid Selector** Screen that enables you to select a grid for editing, create new grids and access **Content Manager**.

4 **Edit Scenes button**

This displays the **Scene Editor** Screen where you can create, delete and edit scenes. For more information, see "SCENE EDITOR" on page 31.

Object Editing

To enable object editing mode, tap the **Object** button (enabled by default when you enter the **Edit Mode**). This mode enables you to edit an existing object on the grid. To edit an object, tap it. You will see the **Edit Pane** appear on the right edge of the screen. This is where you can edit object properties.



The **Object Editor** features the following components for editing objects placed on the grid:

1

Editor Function buttons

Undo/Redo - this enables you to undo or redo actions related to editing objects on the grid

Style - this displays the **Copy & Paste Style** screen where you can specify attributes that you want to paste to the selected object. To copy a style, enable the toggle switch on the **Copy & Paste Style** screen. The button will become highlighted, which means that the pasting option will be limited only to the parameters selected on the **Copy & Paste Style** screen.

Multi - this toggles the **Multi-selection Mode** that enables you to select multiple objects of the same type on the grid (e.g. buttons or faders or labels).

Copy - this copies any objects you have selected to the clipboard.

Paste - this pastes the object you have copied. If the **Style** button is enabled, pasting will only be applied to the parameters you have selected on the **Copy & Paste Style** screen.

2

Edit Pane

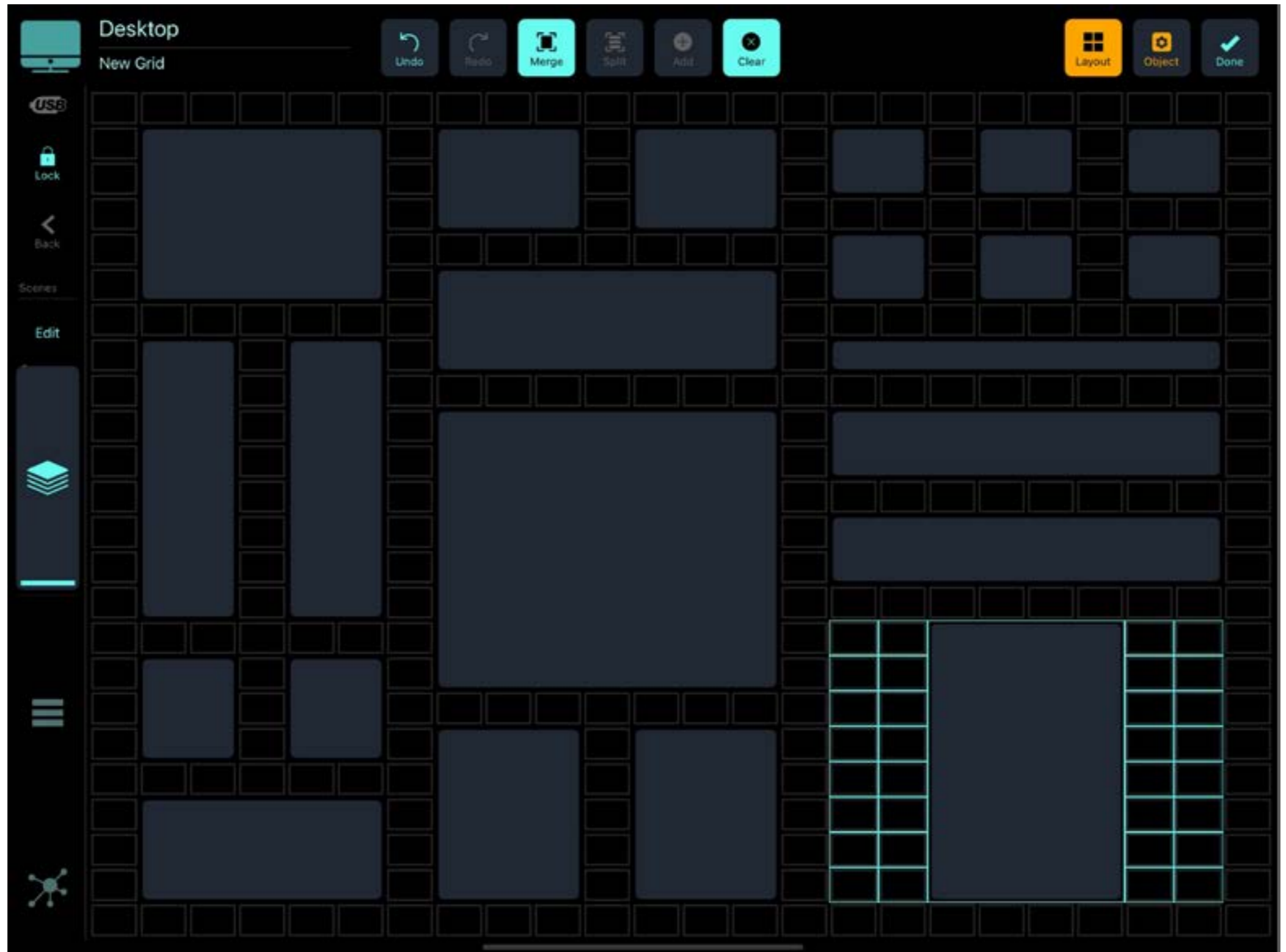
The **Edit Pane** enables you to edit the properties for any object you have selected. The screen is displayed automatically when you tap an object in the **Grid Area**. To close the pane, tap the right arrow icon on the left of the pane. The contents of the **Edit Pane** depends on the selected object.

To change the position of an object on the grid:

1. Press and hold an object you would like to move.
2. Drag and drop it to the target slot.
3. The source and target objects will change their positions.

Layout Editing

MetaGrid Pro enables you to create objects of various sizes and place them anywhere on the grid. To enable layout editing mode, tap the **Layout** button.



Flexible Grid - Introduction

MetaGrid Pro enables you to create objects of various sizes and place them anywhere on the grid by selecting the space the object will occupy.

Instead of a blank canvas, MetaGrid Pro is **grid-based**. Underneath each grid there is an master 24x24 grid with empty slots. These slots can be resized and filled with various grid objects depending on your needs. Each grid is created with a grid size you have selected (see "GRIDS" on page 39) and pre-populated with blank buttons. However, this is only a starting point – you are not restricted to this layout, you can alter it until it suits your requirements.

Modifying the layout is achieved in the **Layout Editor**. Objects can be deleted by clearing them off the grid, made bigger by merging them with empty neighbouring slots or made smaller by splitting them.

Layout modifications can be done with the following editor function buttons (from the left).

Undo/Redo - this enables you to undo or redo actions related to editing objects on the grid

Merge - this enables you to merge multiple slots

Split - this enables you to split a slot into four smaller slots

Add - this displays the Object Type Selector that enables you to add an object to an empty slot on the grid.

Clear - this removes the object currently assigned to the slot.

As a guide, here are a couple of layout modification scenarios:

To merge several slots:

1. Select the buttons you want to merge by panning across them (keeping your finger down). Selected buttons will be highlighted with a blue outline.
2. Tap **Clear** to remove buttons from the slots.
3. Select the empty slots into which you'd like to place an object, or one object and at least one empty slot and press **Merge**. The selected items will be merged in one bigger entity - an empty slot or a larger original object.



The merging operation can be performed on empty slots, which results in one larger empty slot, or on the multiple selection consisting of one object and at least one empty slot, which results in the existing object becoming larger.

To split an existing object:

1. Tap the object/empty slot you want to split.
2. Tap **Split**

If you have selected an empty slot, this slot will be split into smaller slots. If you have selected an object, the split action will result into four smaller slots, with one occupied by the original grid object.

To create a fader:

1. Merge slots into a large slot where you'd like to place the fader.
2. Selected the slot that was created by the merge action
3. Tap **Add** and select **Fader**. The fader will be added to the selected slot.

To create a label:

1. Select a slot where you'd like to add a label.
2. Tap **Add** and select **Label**. The label will be added to the selected slot.

To remove multiple objects from the grid:

1. Select the objects you wish to remove by panning across them (keeping your finger down).
2. Tap **Clear**. All the selected objects will be removed from the grid leaving empty slots for further layout modification.

To add multiple objects to the grid:

1. Select the empty slots you wish to fill with objects by panning across them (keeping your finger down).
2. Tap **Add** and select an object. All selected empty slots will be filled with the objects you have selected.

BUTTONS

The button is the heart of MetaGrid Pro. Powerful and highly configurable, they are where you set up instructions to trigger anything from simple keystrokes to complex macros that control your computer.

MetaGrid Pro features 3 types of buttons: **Standard Buttons**, **Momentary Switches** and **Latching Switches**. By default, all the grids created in MetaGrid Pro are prepopulated with standard buttons.

To change the button type:

1. Tap a button in the **Object Editor** to display the **Edit Pane**.
2. Tap the object type name (Button) at the top left of the **Edit Pane**.
3. Select the button type from the **Button Type Selector** list.

The following configuration options in the **Edit Pane** are identical for all button types. These are:

More (...) - this is the icon in the upper right corner of the **Edit Pane**. Pressing the icon displays the Actions menu with the following actions **Copy Macro: Mac -> Win** and **Copy Macro: Win -> Mac**. These actions copy and paste respective macros between the different operating systems. The menu also features a **Reset Button** function – which reverts all the button settings to their default values.

Share - (the icon to the left of the **More** button). This enables you to import/export a button through Dropbox and / or the iOS Share options.

Macro (Mac/Win) - displays the **Macro Editor**. Clicking in either the Mac or Windows field displays the Macro Editor (for more information see “MACRO EDITOR” on page 34).

Text - this is where the text displayed on the button is entered.

Text Size - this sets the size of the text displayed on the button

Icons - this displays the Icon Selector screen where you can select the right image for your button. You can search for the icon or browse through multiple categories.

Background Image - this displays the list of available background images that can be added to your buttons to add additional graphic elements to icons or text.

Button Layout - this enables you to choose from 6 button layouts (dependent on the button size). You can select **Text Only**, **Text & Background Image**, **Icon Only**, **Icon & Background Image**, **Icon and Text Below**, **Icon and Text on the Left**.

Style Presets - this enables you to choose from 11 preconfigured button color styles

Colors - this displays the **Color Selector** that enables you to choose colors for the following button elements: background, border, text, icon and background image.

Target Application - buttons on one grid in MetaGrid Pro can trigger macros in different applications – you're not limited to staying with just one application. This option enables you to specify the target application on your computer that will receive the assigned macro.

Here the description and unique options for each button type:

Standard Button

The Standard Button is an object that reacts to the touch down action and has only one visual state. Here are the unique setup options:

Enable Repeat on Long Press - with this option enabled, tap and hold the button to continuously trigger the macro, same as holding the keyboard key will repeatably type the respective character.

Grid Display Action:

- **None** - No action is taken (default)
- **Go to Previous Grid** - this switches to the previously displayed grid

- **Grid Display Action: Display Grid** - - this enables the user to specify a grid from the same workspace that will be shown after that button is pressed. If a macro is included with the button, the macro will be triggered before the display switches to the specified grid.
- **Show / Hide Omnispace** - - this enables users to switch to and from the Omnispace Profile.

Latching Switch

This button has two states - On and Off - that can be toggled by the touch down action. For each state you can assign dedicated macros and visual options.

These are the unique setup options for the Latching Switch:

Latch Off/On Switch - this enables you to switch between the On / Off button states and configure the options for each respective state. In Edit Mode, when set to On, all the buttons with two states (momentary and latching switches) will change their state to On and all standard buttons will be dimmed.

Toggle On Incoming MIDI - with this option enabled, the switch will be toggled On or Off by an incoming MIDI CC message on the MetaSystem MIDI port. Set the CC value and channel for the Latch On / Latch Off state and MetaGrid Pro will automatically toggle the switch once this MIDI message is received from your DAW or your controller.



The incoming MIDI message will not trigger a macro - it will only toggle the state of the switch.

Switch Group - this enables you to assign the Latching Switch to one of 19 switch groups.

Group Leader switch - this sets the Latching Switch as the leader for the button group

Leader responds to Followers - with this switch enabled, the leader switch in the ON state will be turned off by any of the follower switches in the group.

To use Latching Switches to set up a switch group with followers only:

1. Create a few latching switches on the grid.
2. Assign them all to the same switch group. Groups that have already been assigned to switches are marked with an asterisk.

Pressing any switch in this group will turn off any switch that is currently active switch in this group.

To use Latching Switches to set up a switch group with a leader controlling followers:

1. Create a few latching switches on the grid.
2. Assign them to a switch group.
3. Select the switch you want to be the group leader, toggle the **Group Leader** switch to **ON** and make sure the **Leader Responds to Followers** switch is set to **Off**.

Now followers have no control over their own state, i.e. they don't change their state when touched. Their state is always the same as the group leader. This means that they act as standard buttons but the leader controls their visual states and, consequently, the macros assigned to each state.

To use Latching Switches to set up a switch group with a leader responding to followers (the leader will be switched off by the followers within the same group):

1. Create a few latching switches on the grid.
2. Assign them to a switch group.
3. Select the switch you want to be the group leader and toggle the **Group Leader** switch to **ON** and make sure the **Leader Responds to Followers** switch is set to **On**.
4. The enabled Leader responds to the followers.

Now the leader controls the state of the followers, but tapping a follower button will cause the leader to switch off, which in result will toggle off all other followers in the group.

Momentary Switch

The Momentary Switch triggers dedicated macros on touch down and touch up actions. As an example, it can be a switch that acts like a MIDI piano key, sending MIDI Note On MIDI Note On when the button is touched down and MIDI Note Off when the button is released (touch up).

Like a Latching Switch, the Momentary Switch also has two visual states.

There is only one unique setup option for the Momentary Switch:

Off/On Switch - this enables you to switch between the On / Off button states and configure the options for each respective state. In Edit Mode, when set to On, all the buttons with two states (momentary and latching switches) will change their state to On and all standard buttons will be dimmed.

Custom Icons

MetaGrid Pro enables you to add custom icons to buttons. It can be either a graphic you made yourself or an application icon.

To add a custom icon to the button:

1. On your computer, click MetaServer on the menu bar and select **Setup > Files**.
2. Tap the ... button and point to the source folder for your custom graphics.
3. Open MetaGrid Pro on your iPad, tap **Edit**, select an button and tap **Icon** in the **Edit Pane**.
4. Select the **Custom category** at the top of the **Icon Selector** window. On the left of the **Icon Selector** window you should see the source folder ("root") as well as any additional folders within the source folder. The currently selected folder will be highlighted in blue. On the right of the **Icon Selector** window you should see all the icons that you have placed in that folder.
5. Select an icon to add it to your button.

To add an application icon to the button:

1. Open MetaGrid Pro on your iPad, tap Edit, select an button and tap **Icon** in the **Edit Pane**.
2. Select the **Local Apps** category at the top of the **Icon Selector** window.
3. Select an icon to add it to your button.



The local applications icons have limited resolution and therefore may be pixelated when used for larger buttons. In that case, you can always find or make a hi-resolution icon for the respective application and assign it to your button as a custom icon.

MIDI CC FADERS


MetaGrid Pro enables you to create MIDI CC faders that will enable you to enter MIDI CC values. The Faders are highly customizable and can be positioned horizontally as well as vertically.

To add a fader to the grid:


1. Tap **Edit**.
2. Tap **Layout**.
3. Prepare the empty slot for the fader by clearing any existing objects and merging the empty slots.
4. Select the empty slot for the fader.
5. Tap **Add** and select **Fader**.

The **Edit Pane** in the **Object Editor** will feature the following setup options:

Macro - By default, MIDI CC faders will use the MIDI CC Action (added by default). Just specify the CC and Channel parameters. The value will be set by the fader.

 You can add other MIDI CC actions to the macro - the fader will set the same value for all MIDI CC actions in the macro. This means that you can control multiple MIDI controllers in your DAW using one fader in *MetaGrid Pro*.

Text - this sets the fader name displayed under the fader.

 When the fader is being moved, the fader text shows the current value.

Cap Type - this determines the shape of the cap (**None, Triangle, Circle, Rhombus**).

Cap Size - this sets the size of the cap (**Small, Medium, Large**)

Fader Width - this enables you to choose from 5 predefined fader widths.

Style Presets - this enables you to choose from 11 pre-configured fader color styles

Colors - this enables you to choose colors for the following button elements: text, cap text, cap, value indicator, background line as well as the fader background and border

Relative To Finger - by default, when you touch the fader area, the cap jumps to the finger position. With this option enabled, the cap will not jump when you touch the fader area but moving your finger will cause the cap to move by the relative distance.

Reacts to Cap Touch Only - the fader reacts only when you touch and move the fader cap.

Horizontal - this changes the fader orientation to horizontal.

Hide Cap Text - this hides the current value indicator displayed on the cap

Hide Fader Title - this hides the fader title displayed beneath the fader.



During editing, the fader is always set to 50 in the **Edit Mode**. This can't be manipulated in **Edit Mode**. When you leave **Edit Mode**, the fader will be reset to its last value or the value being reported by a DAW.

LABELS

MetaGrid Pro enables you to create text labels and place them anywhere on the grid. The labels are static and not interactive .

To add a label to the grid:

1. Tap **Edit**.
2. Tap **Layout**.
3. Prepare an empty slot for the fader by clearing any existing objects and merging the empty slots.
4. Select the empty slot for the label.
5. Tap **Add** and select **Label**.

The **Edit Pane** in the **Object Editor** will feature the following setup options:

Text - this sets the label text.

Text Size - this sets the label text size.

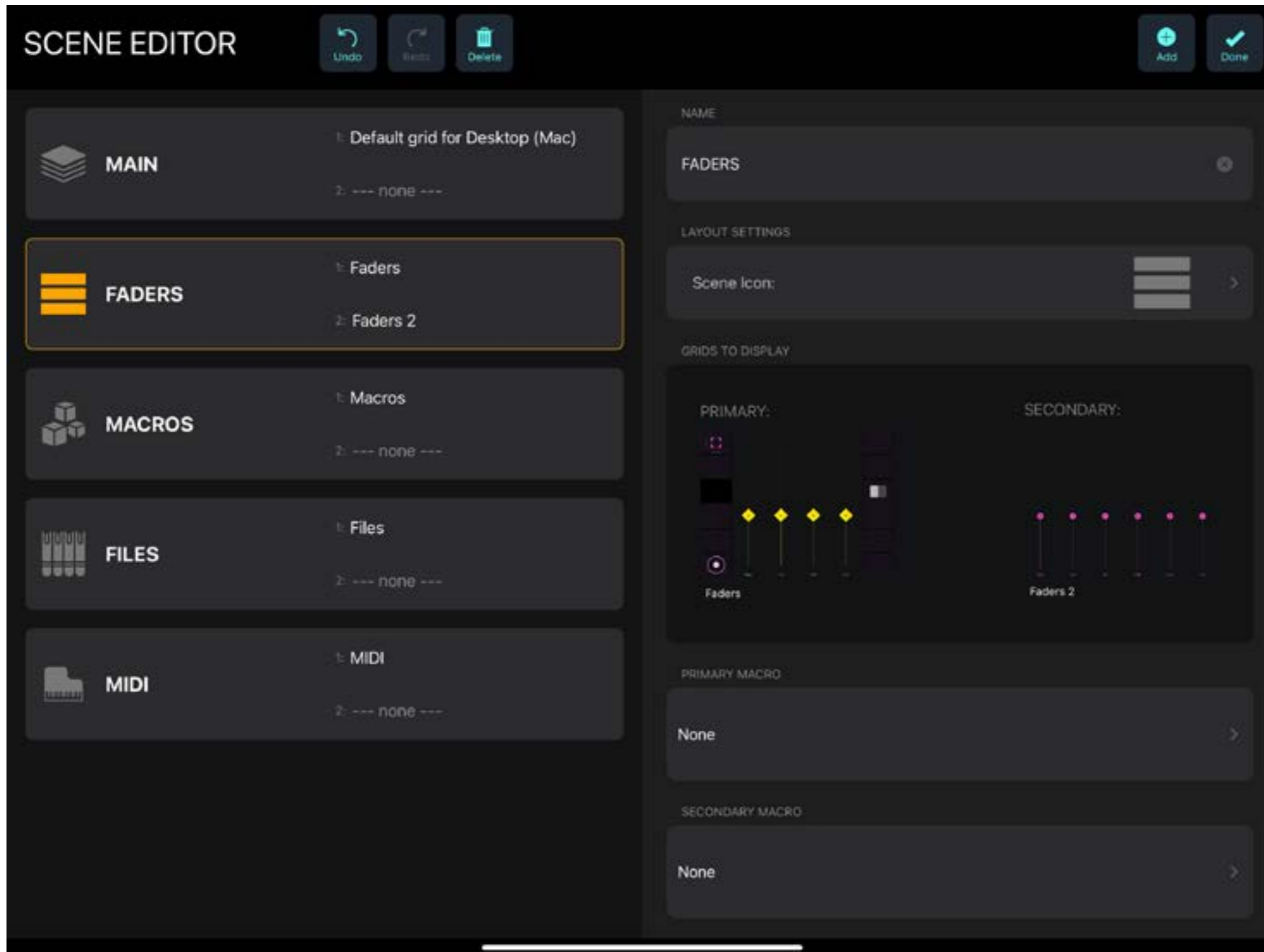
Layout - you can choose from three layout types: text only, text with underline at the bottom of the label, and text inside a background rectangle with rounded corners.

Alignment - this sets the text alignment (**Left, Centre, Right**)

Label Text Color - this sets the color of the text

Label Secondary Color - this sets the color for the label underline or the rectangular background

SCENE EDITOR



Scenes in MetaGrid Pro enable you to easily switch between different grids created for your favorite application. Each scene corresponds to a dedicated scene button in the **Scene Section** on the **Side Bar**. For each application you can create multiple scenes for neat organization and fast access to your favorite grids.

The **Scene Editor** consist of two ares: **Scene List** and **Scene Details**.

The **Scene List** area, on the left of the **Scene Editor**, features the list of all scenes assigned to the workspace.

The **Scene Details area**, on the right of the **Scene Editor**, features all the configuration options for the scene currently selected in the **Scene List** area.

The **Scene Details** section features the following configuration options:

Name - this sets the scene name

Icon - this displays the Icon Selector that enables you to select an icon for the selected scene.

Primary/Secondary Scene - this enables you to assign the primary and secondary grid to the selected scene.

Primary Macro - this enables you to define the macro to be triggered while tapping the scene button. The macro will be triggered when switching from the secondary grid to the primary grid or if the scene has only the primary grid assigned.

Secondary Macro - this enables you to define the macro to be triggered while tapping the scene button. When assigned to the secondary grid, the macro will be triggered after switching from the primary grid to the secondary.

Switch on Incoming MIDI CC - this enables you to define the MIDI CC message that will instruct MetaGrid Pro to enable the selected scene.

To create a new scene:

1. Touch Edit and tap the **Add** icon in the top right corner of the **Scene Editor**.
2. A new Scene will appear. The new scene is ready for editing.

To edit a scene:

1. Touch **Edit** and tap **Edit**. The **Scene Editor** will appear featuring the list of the available scenes for the current workspace.
2. Select a scene by touching it and then makes the changes you require.

To change the scene order:

1. Long press the scene on the **Scene List**.
2. Drag and drop it to the desired position on the list.



When the grid being displayed is not assigned to the current scene - it could have been selected via the **Content Manager**, by pressing a button or via an incoming MIDI message) - a rectangle will appear in the bottom area of the scene button on the **Side Bar**. To return to the grid assigned to the currently active scene, press the scene button. The rectangle will disappear.

MACRO EDITOR

MetaGrid Pro enables you to control your computer with a sequence of actions that can be configured in the **Macro Editor**.

To create a macro:

1. Select a grid object in the **Object Editor** and tap **Macro** in the **Edit Pane**.
2. Touch Macro to display the **Macro Editor**.
3. Tap the **plus** icon to add an action.
4. You can define a name for the macro. The name will be displayed on the **Action Bar** in the **Dashboard** instead of separate macro components.

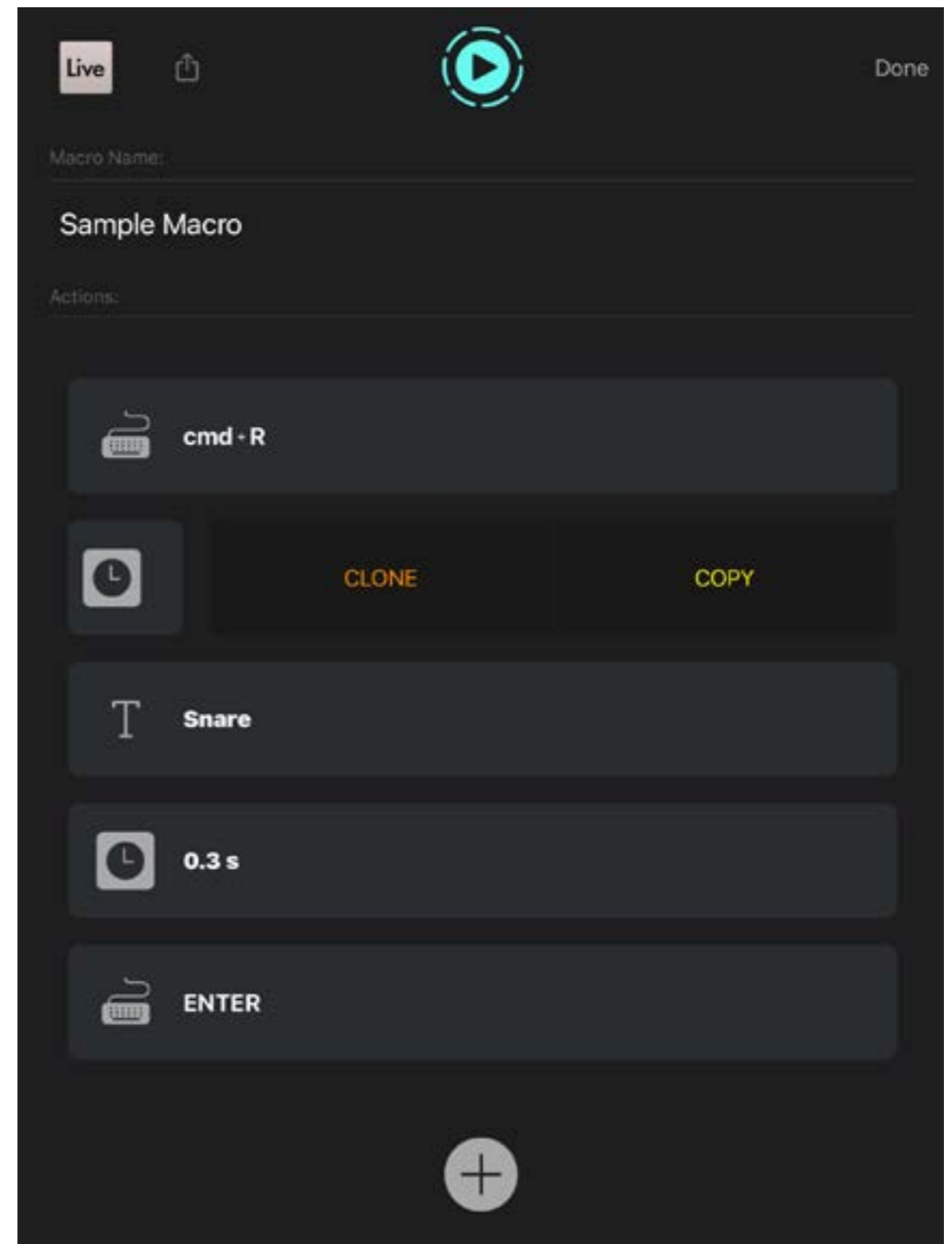
To change the order of actions:

1. Long press an action and drag it to the desired position.

*To test the macro from the **Macro Editor**:*

1. Tap the **Test Macro** icon in the middle of the top bar in the **Macro Editor**.

The macro will be performed in the application in focus on your computer.



To delete/copy/duplicate (“Clone”) the action from the **Macro Editor**:

1. Swipe right on the action block and press **Delete**. To copy or duplicate an action, swipe left on the action block and select the appropriate action.

To import or export a macro:

1. Tap the Share icon in the upper left corner of the Macro Editor and select the appropriate action. For more information on importing and exporting items in MetaGrid Pro, see “IMPORT/EXPORT” on page 7.

Macros in MetaGrid Pro can consist of the following actions:

Keyboard shortcuts

This action sends the user-defined combination of keystrokes to your computer program. You can create combinations of keystrokes using keys like Cmd, Option, Ctrl, Shift (left/right) and any key available on a standard computer keyboard with a numeric keypad.

Modifier Key Hold/Release

This action enables you to hold/release a modifier key.



Please remember to release the modifier key after each use of the hold action - otherwise your computer keyboard will act as if the modifier key was still held.

Mouse Action

This action sends the mouse click actions for left/middle/right mouse buttons. You can click, click and hold, and release the buttons.



Please remember to perform the release action after each use of the mouse button hold action - otherwise your mouse will act as if the mouse button was still held.

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, it is likely you will need pauses between actions to allow time between different instructions. The Pause action enables you to specify the length of the pause between two actions.

Activate Application actions

These actions enable the user to activate applications on their computer. When the action is added to the macro, MetaGrid Pro automatically assigns the respective icon to the button (if it is available).

Application-specific actions

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

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 <?>.

Apple Shortcuts actions

MetaGrid Pro enables you to trigger Apple Shortcuts that are available on our Mac and affect your Mac. MetaGrid Pro creates the list of all Apple Shortcut categories with respective commands. Click Refresh to refresh the Shortcuts list.

MIDI Note On

This action sends a MIDI Note On message on a specified MIDI channel for a program or device that has been set up to receive signals for MetaServer.

MIDI Note Off

This action sends a MIDI Note Off message on a specified MIDI channel for a program or device that has been set up to receive signals for MetaServer.

MIDI Program Change

This action sends a MIDI Program Change message on a specified MIDI channel for a program or device that has been set up to receive signals for MetaServer.

MIDI Continuous Controller

This action sends a MIDI CC message on a specified MIDI channel for a program or device that has been set up to receive signals for MetaServer.

MIDI CC Steps

This action sends a MIDI CC message with a variable value on a specified MIDI channel for a program or device that has been set up to receive signals for MetaServer. There are two types of behaviors: increment or decrement by a given value or cycle between predefined values from the range. The action depends on the number of values chosen on the MIDI Value Steps screen. If you select one value, the gesture will increment or decrement the CC value by the selected value. If you select more than one value, the gesture will increment or decrement the value applying the next value from the specified range. If you tap the up or down arrow icon you can specify if you want to increment or decrement the value.

UACC actions

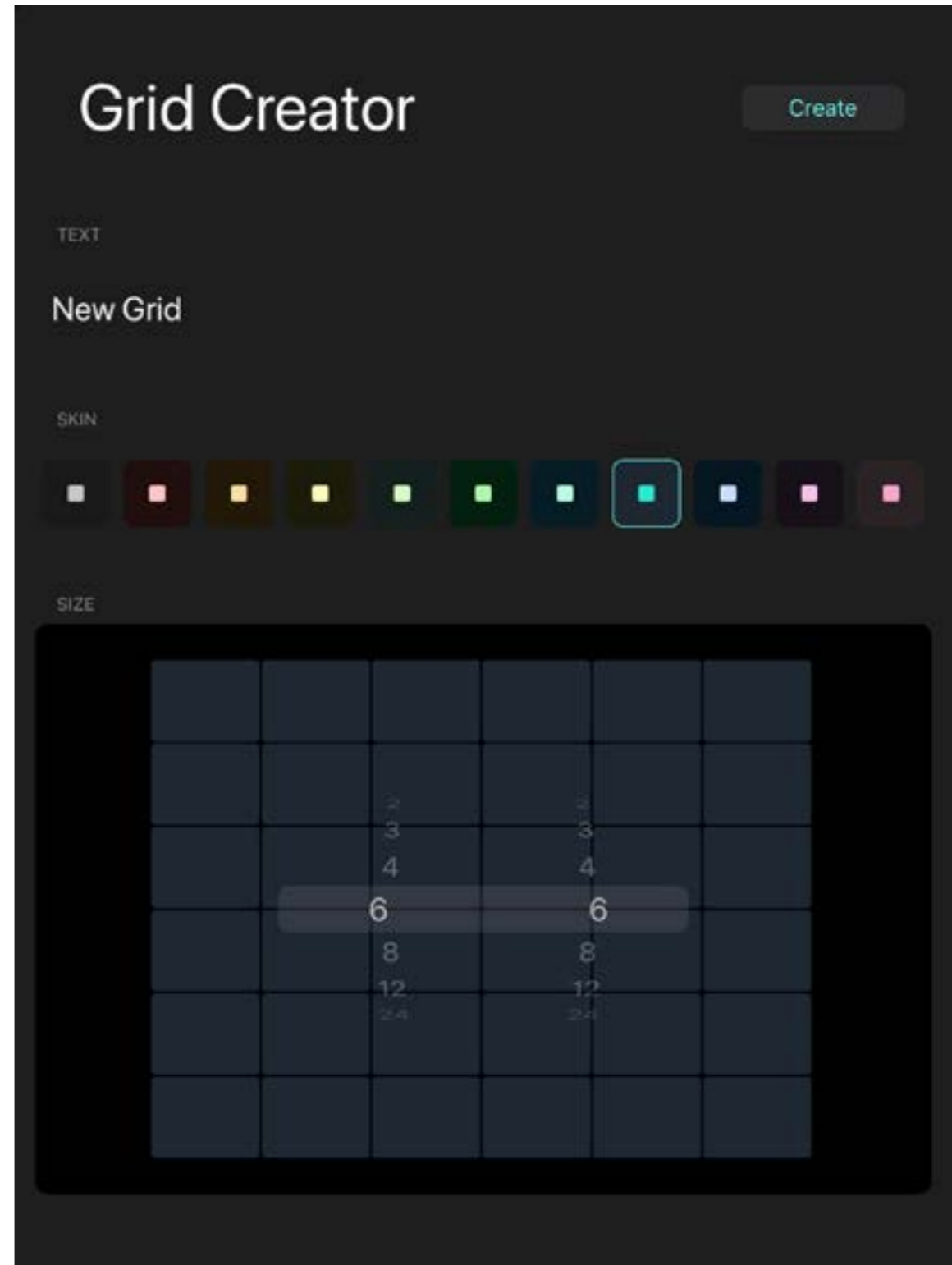
These actions enable the user to add a preassigned command from menu that will trigger a specific articulation in Spitfire Audio's instruments. The names of the articulations and respective commands are based on Spitfire Audio's specifications available online.

GRIDS


Grids are the central concept of MetaGrid Pro. Grids are made up of a background and all the objects that have been placed and programmed.

To create a new grid:

1. Tap **Edit**.
2. Tap the current grid name under the profile name in the left upper section of the screen. The **Grid Selector** popover will appear.
3. Tap the **plus** icon to open the **Grid Creator** popover window.
4. Specify a name for the new grid.
5. Select a grid skin. For more information on skins, see “COLOR SCHEMES” on page 46.
6. Choose the grid resolution by using the grid resolution selectors. . . Select the number of columns you want from the numbers on the left, select the numbers of rows you want from the numbers on the right.
7. (Optionally) You can specify an incoming MIDI CC message that would tell MetaGrid Pro to display this grid. Specify the incoming MIDI CC message that should tell MetaGrid Pro to display the grid you are about to create.



8. Press **Create** at the top of the **Grid Creator** popover screen to create the grid.

 With one exception, the new grids are all pre-populated with standard buttons. You can change the layout in the Layout Editor by removing, merging and splitting existing objects. The exception is a 24 x 24 grid. This is the smallest possible grid and, in this instance, no objects will be added. This will enable you to start layout editing from scratch.

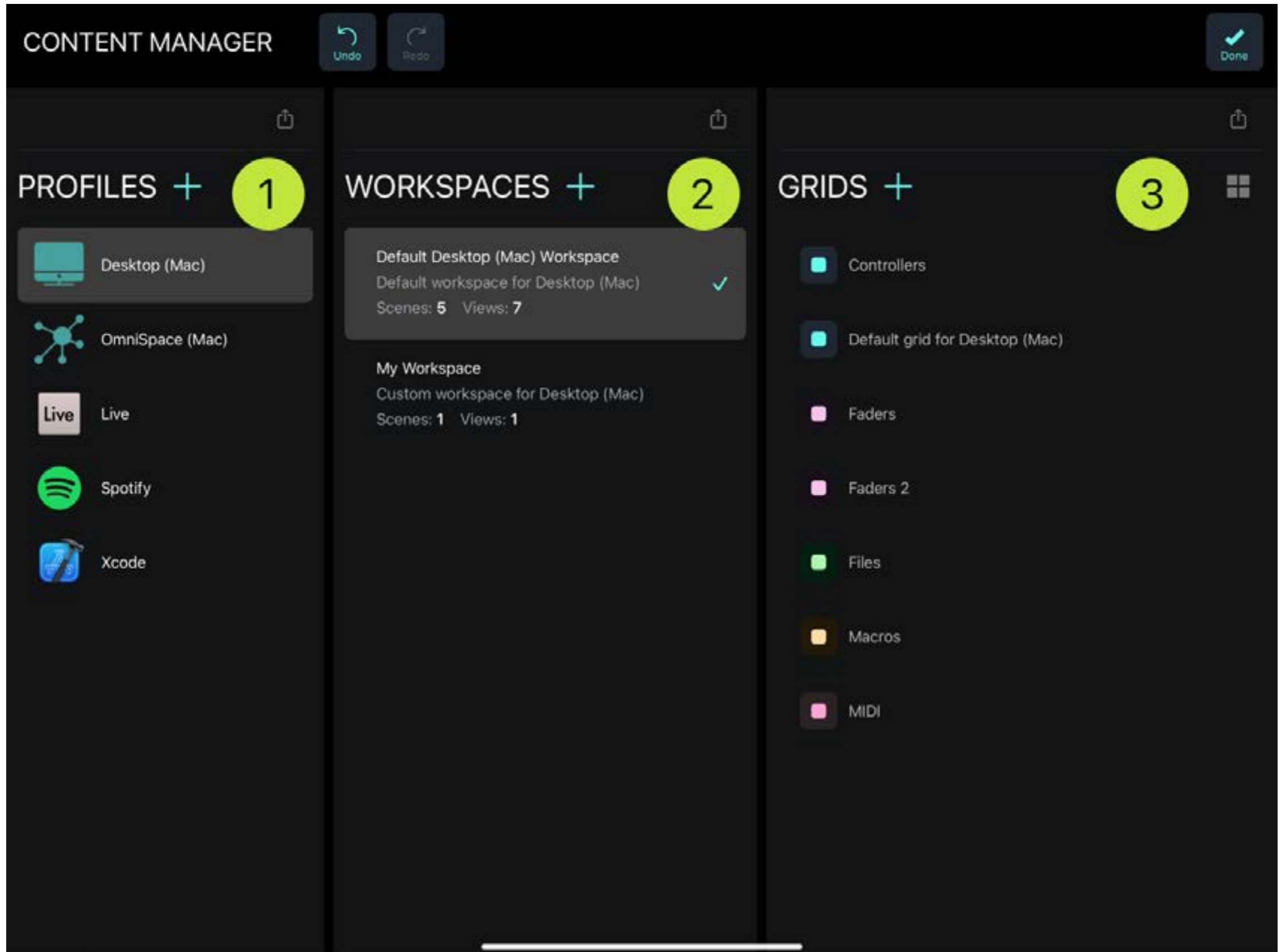
 You can also create a new grid from the **Content Manager**. For more information, see “CONTENT MANAGER” on page 41.

To edit or delete an existing grid:

1. Tap **Edit**.
2. Tap the current grid name under the profile name in the left upper section of the screen. The **Grid Selector** popover will appear.
3. Tap **Content Manager**.
4. In the Grids area, select the grid you want then swipe left for the option to edit the grid, or swipe right for the option to delete the grid.

For more information on the **Content Manager**, see “CONTENT MANAGER” on page 41.

CONTENT MANAGER



The **Content Manager** enables you manage the various different entities – **Profiles, Workspaces** and **Grids** - in MetaGrid Pro. The **Content Manager** can be accessed from the **Settings Menu** or from the **Grid Selector**.

Profiles

The **Profiles** area lists all the programs on your computer that have MetaGrid workspaces assigned to them. By default, MetaGrid Pro comes with two profiles already created: **Desktop** and **OmniSpace**.

If MetaGrid Pro doesn't find a profile for an application in focus on your computer, it will display the **Desktop** profile. The OmniSpace profile is displayed when you tap the **OmniSpace** button. This profile is available regardless of the application in focus on your computer, so it is a very useful space for any system-wide macros and functions like Screen or Window arrangements, Application switchers.

To create a new profile for the application in focus on your computer:

1. In the Content Editor, tap the **plus** icon in the **Profiles** area.
2. In the **Create New Profile** popover select the application that is currently in focus on your computer. The new profile will be created.

To create a new custom profile:

1. In the **Content Editor**, tap the **plus** icon in the **Profiles** area.
2. In the **Create New Profile** popover select **Custom Profile**.
3. Enter the name of the profile. Please note that MetaGrid Pro recognises the profile by matching the name of the profile with the name of the application currently in focus on your computer. Therefore, make sure that the entered name is the same as the name of the application you want to control.
4. Select the icon from the list of icons for all applications available on your computer (if available)

The **Profile Icon Selector** window is populated with icons when **MetaGrid Pro** connects with Meta-Server. If you haven't yet connected MetaGrid Pro to your computer, for example you are in the **Offline** mode, there will be no icons in the **Profile Icon Selector**.

To edit, copy or duplicate a Profile:

1. Select the profile you want to edit, copy or duplicate.
2. Swipe right and tap the option you require.

To delete a Profile:

1. Select the profile you want to delete.
2. Swipe left and tap **Delete**.

Workspaces

Workspaces are the containers for grids and scenes. A Profile can have multiple workspaces, but only one of them may be active at any given moment. When you create a new profile, MetaGrid Pro automatically creates a default workspace with a default grid and one scene. Workspaces are a helpful organisational entities for testing or checking the content received from other users for example. You don't have to merge content created by other users with your production workspace, but you can easily activate their workspaces, test the grids and macros and then decide which of them you want to integrate with your workspace by copying and pasting.

To create a new Workspace for the selected Profile:

1. In the **Content Editor**, select the profile in the **Profiles** area.
2. Tap the plus icon in the **Workspaces** area. A new Workspace will be created with one default grid and one scene.

To activate a Workspace:

1. Select the Workspace and swipe right.
2. Select **Activate** to activate the Workspace.

To edit/copy/duplicate a workspace:

1. Select the Workspace you want to edit, copy or duplicate.
2. Swipe right and tap the option you require.

To delete the Workspace:

1. Select the workspace you want to delete.
2. Swipe left and tap **Delete**.

Grids Area

Grids are the containers for Buttons, Faders and Text Labels.

To create a new grid for the selected Workspace:

1. In the **Content Manager**, select the Profile and the Workspace for which you want to create a Grid.
2. Tap the plus icon in the **Grids** area. The **Grid Creator** will appear where you can specify the Name, Skin and Resolution for the new grid.

To edit, copy or duplicate a workspace:

1. Select the Grid you want to edit, copy or duplicate.
2. Swipe right and tap the option you require.

To delete a Grid:

1. Select the Grid you want to delete.
2. Swipe left and tap **Delete**.



You can't delete the Grids assigned to scenes. Each workspace must contain at least one grid.

COLOR SCHEMES

MetaGrid Pro features a color scheme mechanism that enables you to adjust the appearance of Grids and the user interface to suit your creative environment.

Each grid can be assigned with a color scheme sets the dominant colors for the grid itself as well as the MetaGrid Pro user interface items. Basically, each time the grid is changed as a reaction to the profile being switched, or by changing scenes, or by an incoming MIDI message, MetaGrid Pro will impose the color scheme selected for the currently displayed grid across all user interface items in the dashboard.

To change the Color Scheme assigned to a grid:

1. Go to the **Content Editor** and select the grid you want to edit.
2. Swipe right and tap **Edit**.
3. Select one from the 11 available Skins.



Skin selection will have no impact on the already existing grid objects. However, all the new grid objects will be created with the color scheme predefined for the currently selected skin.

COLOR SELECTOR

MetaGrid Pro features a comprehensive Color Selection tool that enables you to set the colors of all grid objects to your liking. The Color Selector screen has two sections:

Standard Palettes

This section features 8 useful hard-coded color palettes: **Gray Scale, Dark, Low, Faded, Saturated, Vibrant, Bright** and **Light**. The Standard Palettes provide you with a useful selection of accent and background colors.

Custom Palettes



This section enables you to create custom color palettes based on hex values. By default, MetaGrid Pro comes with 14 custom color palettes (inspired by our favourite movies!). You can easily modify, create, delete and reorder these palettes as well as add, remove and reorder colors any existing palettes.

To create a Custom Palette:

1. Open **Color Selector** by tapping an option (background, border, text, icon or image) from the Color section in the **Edit Pane**.
2. Select **Custom Palettes** at the top of the **Color Selector** screen.
3. Tap **Edit** to display the **Palette Editor**.
4. Tap the plus icon to add a new palette. A new custom palette will be created with one color swatch (gray).

To reorder palettes:

1. In the **Palette Editor** long press the drag indicator (three horizontal lines) on the right of the palette you want to move and drag and drop the palette to the desired place on the list.

To delete a Palette:

1. In the **Palette Editor** tap the red **minus** icon on the right of the palette and tap **Delete**.

To add a new color to a Custom Palette:

1. In the **Palette Editor** tap the pencil icon on the right of the palette you want to edit..
2. The **Color Editor** window will appear. Tap **Add New Color** at the top of the window. The default color will be added.

To edit a color to a Custom Palette:

1. In the **Palette Editor** tap the pencil icon on the right of the palette you want to edit.
2. The **Color Editor** window will appear. Tap the **Hex Value** next to the Color Swatch and then enter the Hex Value you require.

To reorder colors:

1. In the **Color Editor Window**, long press the drag indicator (three horizontal lines) on the right of the color you want to move and drag and drop the color to the desired place on the list.

To delete a color:

1. Tap the red **minus** icon and then tap **Delete**.

Importing/Exporting Palettes



MetaGrid Pro enables you to import/export custom palettes through Dropbox or the iOS share menu. For more information on importing/exporting objects, see “IMPORT/EXPORT” on page 7.

The Custom Palettes are also included in the MetaGrid Pro backup file so every Custom Palette that is currently present in your application will be restored after restoring from backup.

SETTINGS

The **Settings** window in MetaGrid Pro is where you can change configuration settings and access useful information.

*To display the **Settings** window:*

1. In the **Dashboard**, tap the Profile icon at the left right corner of the screen. The **Settings** window will appear with the following options:

CONNECTION STATUS

This displays the name of the computer that is currently connected. On the right is a **Disconnect** button that disconnects your iPad from your computer and then shows the Connection screen.

METASERVER

- **Enable Scene Switching From Computer Keyboard** – this enables MetaGrid Pro on your iPad to change scenes by keyboard shortcuts on your computer keyboard. The shortcuts can be defined in MetaServer on your computer (**Setup > Key Shortcuts**).

CONTENT MANAGER

This displays **Content Manager**

ADD-ONS STORE

This displays **Add-Ons Store** where you can buy premium grids, workspaces and grid objects created by the MetaSystem Team and other third parties.

BACKUP OPTIONS

- **Backup** – this creates a backup copy of the entire MetaGrid Pro database. Press the **Back Up** button on the right to enable options to export the database to Dropbox, to share it to the Local Cache or to cancel the backup.
- **Restore From Backup** – this restores the backup database. Press the **Restore** button on the right to enable options to import the backup from Dropbox, import the backup from the local cache or to cancel restoring.

APPEARANCE

- **Layout Type** – this enables you to customize the dashboard layout by choosing the following dashboard layout options: “Grid / Top Bar / Side Bar”, “Grid / Top Bar”, “Grid / Side Bar”, “Grid Only”.
- **Side Bar Position** – this enables you to set the Side Bar position (Left, Right, Top or Bottom).
- **Dashboard Background Enabled** – this applies the dashboard background based on the skin assigned to the currently selected grid.
- **Dashboard Background Intensity** - this enables you to set the intensity for the dashboard background (Low, Medium, High).
- **Transparent Side Bar Background** - this enables you switch on/off the transparency for the Side Bar.
- **Border** – turning this on shows a border around the Dashboard.
- **Object Padding** – this enables you to customize the padding of the grid objects (Small, Medium, Large).
- **Scene Button Layout for Horizontal Scene Bar** – this enables you to define the layout of the scene buttons for the horizontal Scene Bar (Icon, Text, Icon and Text).
- **Show/Hide Side Bar Components** – the items in this section enable you to show/hide individual Side Bar components.

MIDI

- **Middle C (C = 60)** – this enables you to set the octave numbering variation. It is only for display purposes and it doesn't affect the notes being sent to your computer.

METAGRID PRO

- **Version** - the current MetaGrid Pro version
- **Build Number** - the current MetaGrid Pro build number
- **User Guides** - this ensures access to MetaGrid Pro User Guide and DAW & MIDI Setup Guide
- **What's New** - this displays the What's New model for the current version of MetaGrid Pro.

METASYSTEM

- **About Us** - this displays the short info about the MetaSystem team
- **Email Us** - this automatically creates an email for you to write to us at [*support@metasystem.io*](mailto:support@metasystem.io)

DEBUG

- **Share Log Files** - this sends logs from your device to [*support@metasystem.io*](mailto:support@metasystem.io) for debugging purposes. To enable this functionality, you need to first enable the log options for MetaGrid Pro in the iOS Settings.

To enable log options in the iOS Settings:

1. Open **Settings** on your iPad.
2. Scroll down and tap MetaGrid Pro icon.
3. In the **Debug** section tap **Logs**
4. Switch on **Enable logging**
5. Set the **Main Level** options as instructed by the MetaSystem support team. Usually, when more information is needed, you will need logs with **Trace** level enabled.

In addition to the options in the **Settings** windows there are further options for MetaGrid Pro in iOS Settings:

SOUND SETTINGS

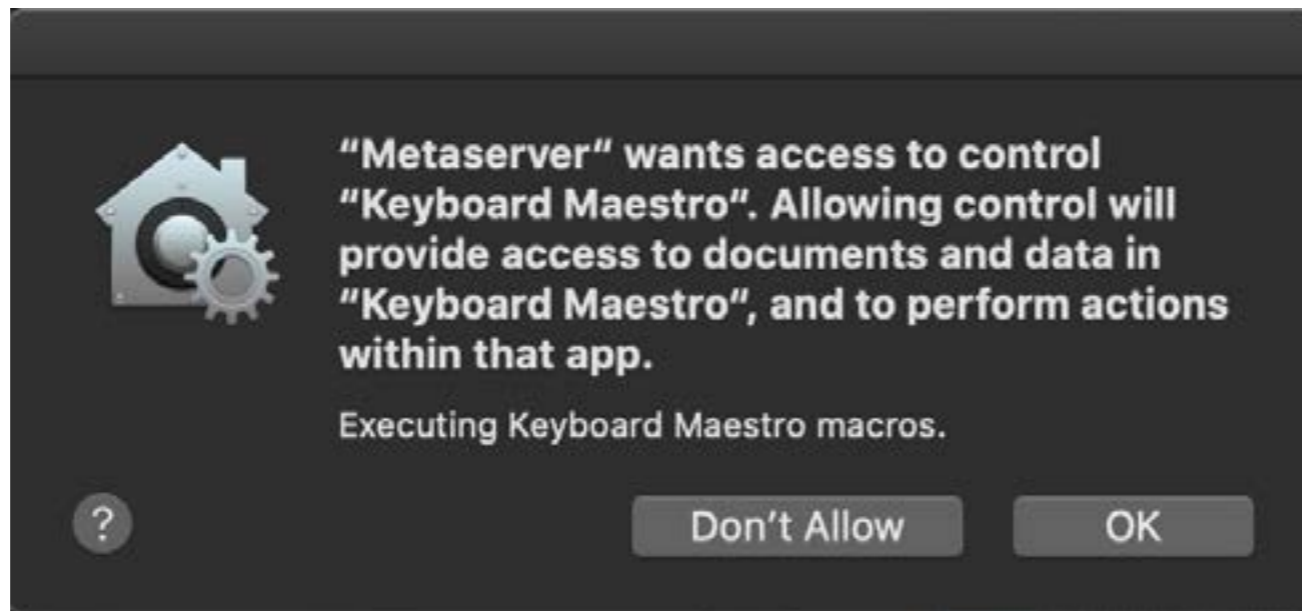
1. **Enable Sound** - this enables sounds that are generated when tapping various MetaGrid Pro user interface items.
2. **Button** - this sets the sounds that are generated while tapping on buttons.
3. **Scene** - this sets the sounds that are generated when changing scenes
4. **OmniSpace** - this sets the sounds generated when enabling or disabling OmniSpace mode.
5. **Debug** - this enables users to share Log Files

KEYBOARD MAESTRO INTEGRATION (MAC ONLY)

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

PRE-REQUISITES

- Keyboard Maestro must be installed on your Mac
- MetaServer has been set up 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 Pro.
2. In the **Edit Pane** tap a macro for Mac. The **Macro Editor** will display. Tap the plus icon to add a new action and select **Keyboard Maestro** from the list of actions.
3. Click on the Macro that has appeared. You will see all your Keyboard Maestro macros grouped into 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 be triggered every time you press your custom MetaGrid Pro button. No further assignments are needed.



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



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.