

Create a Button Page that Controls a Device

If you have a device that has multiple effect blocks, effect loops or other MIDI-controllable switches, you can create a page of buttons that control this device. You don't necessarily need to devote a whole page to a device, but this tutorial will assume that you want to use a whole page.

Create the Button Page

1. First, go to the [Globals Tab](#) and find the **Max Button Page** parameter. This shows the highest numbered page that you're using right now. Increment this number by 1. If you're replacing an existing page, you can skip this step.

[MaxButtonPage.png](#)
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2. Now, go to the [Buttons Tab](#). Use the page selector at the bottom of the tab to select the page that you wish to work on.

[PageSelector.png](#)
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3. Right click on a button (Ctrl-click on a Mac), and choose **Assign CC**, then your device name from the submenu that pops up, and the function you wish to control from the submenu that pops up.

[ButtonsTabAssignCC.png](#)
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4. Repeat the above step for each button you wish to assign.

Accessing the Page

Now that you have a button page created, you need to be able to display that page when you need it. There are several ways to do this, and you can use one or more methods in the same configuration.

Page Up/Page Down Buttons

Page Up and **Page Down** buttons are the simplest way to access your button pages. These allow you to scroll from page to page as you tap the button. The Mastermind GT has a **Page / IA Store** button by default, which is a **Page Up** button that has a second function when held. The Mastermind PBC does not have Page Up or Down buttons by default, but you can use them if you

like.

To assign a Page Up or Page Down button, do the following:

1. Go the [Buttons Tab](#)
2. Use the page selector at the bottom of the window to select the button page where you want to have this page button.
[PageSelector.png](#) Image not found or type unknown
3. Double-click the button you wish to convert to a Page button
4. Set the **Button Type** option to **Page Up**, **Page Down** or **Page/IA Store** as desired.
[GeneralSettingsPageUp.png](#) Image not found or type unknown
5. If desired, you can set the **Min Page** and **Max Page** limits. This controls the range of pages that the page button accesses. If you want the Page buttons to access all button pages, set the Min Page and Max Page parameters to the same number.

Usually, you will want a page button to be global. That is, the button should appear on every button page so you can always switch to the next page. To do this, turn on the **Global** checkbox.

Click **Done** when you're finished editing the button.

Page Menu Button (GT Only)

On the Mastermind GT, you can have a **Page Menu** button. When pressed, it displays a list of your available button pages which you can use to select the page to view.

To assign a Page Menu button, do the following:

1. Go the [Buttons Tab](#)
2. Use the page selector at the bottom of the window to select the button page where you want to have this page button.
[PageSelector.png](#) Image not found or type unknown
3. Double-click the button you wish to convert to a Page Menu button
4. Set the **Button Type** option to **Page Menu**.
[GeneralSettingsPageMenu.png](#) Image not found or type unknown

If you want this button to appear on every button page, turn on the **Global** checkbox.

Click **Done** when you're finished editing the button.

IA Button with Page Action

You can use an IA Button to jump to a specific button page instead of cycling through a range of pages, like the Page Up/Down buttons do.

To set up an IA button to jump to a page, follow these steps:

1. Go the [Buttons Tab](#)
2. Use the page selector at the bottom of the window to select the button page where you want to have this page button.
[PageSelector.png](#)
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3. Double-click the button you wish to convert to a IA button
4. Set the **Button Type** option to **IA**
5. Turn off all checkboxes except **Momentary**, which should be turned on. A button that selects a page should never turn on and stay on, it should only trigger when pressed. This is why **Momentary** is selected here.
6. In the **IA Actions** section at the bottom of the window, select any actions that are in the gray box to the left. Select each line and click **Remove Action** to delete it.
7. Now, click **New Action**, and set **Action Type** to **System** and **Subtype** to **Page**
8. Set the page number to the desired page.

[PageAction.png](#)
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