

# IA Mode

As discussed in the [Buttons and Pages](#) section, there are many button types, including IA (Instant Access). IA buttons are the most general purpose type - they execute a list of [Actions](#) that can send MIDI messages and perform many other functions.

When [editing buttons](#), you'll see that you can edit [Actions](#) and other IA-related parameters, even when the button is not set to IA type. In fact, there are separate **Normal Mode** and **IA Mode** settings for button name and color. This is where **IA Mode** comes in.

When a button of type **IA Mode** button is activated, any button that *isn't* an IA type button will switch to display its IA settings (if it has any). For example, a **Preset** button that has IA actions defined will act as a preset button until **IA Mode** is pressed. Then, it will act like an IA button using the provided settings. Pressing the **IA Mode** button once again will return the preset button back to its normal function.

Note 1: This feature was introduced in earlier MIDI controllers, where it was often referred to as *IA Reveal*.

Note 2: The default Mastermind GT configuration is set up to use IA Mode and has an IA Mode button defined. The Mastermind LT and PBC are not set up to use IA Mode by default, but can be programmed to use it if desired.

Note 3: Buttons of type **IA Mode** are the one exception - they can't be assigned IA parameters and won't change when in IA Mode.

Note 4: Buttons that don't have any [Actions](#) in their list will not change to an IA button when you switch to IA Mode.

Note 5: If you have [Actions](#) defined on a button, and **Send on Preset Change** is turned on for that button, the button's actions will be run every time you change presets. This will happen whether IA Mode is active or not.

**More information about IA Mode can be found in [Mastering the Mastermind Episode 3, MIDI Controller Basics](#) (towards the end of the video) and [Episode 7, Advanced Button Editing](#)**