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# Chapter 10: Two Types of Presets

## Global Presets

MD allows you to store up to 20 global presets. Global presets have a value for each control in your layout. When you store the preset, the values are stored. When you recall the preset, all values are recovered.

Presets represent all the values in your entire MIDI Designer setup. For example, a knob called “Sweep” might be set to 45° (or an outgoing MIDI value of 32). When you store a preset, that value is stored. When you recall a preset, all controls snap to the value they had at the time the preset was saved. So your sweep knob would snap to 45° regardless of what position it's in, and that value would be sent out to all hardware/software that is connected.

Presets are available from the main tongue that drops down from “More” for both store and recall. The “alt” button switches to the second group of 10 presets, so you can access 1-10 or (alt) 11-20.

The following features are discussed in this video:

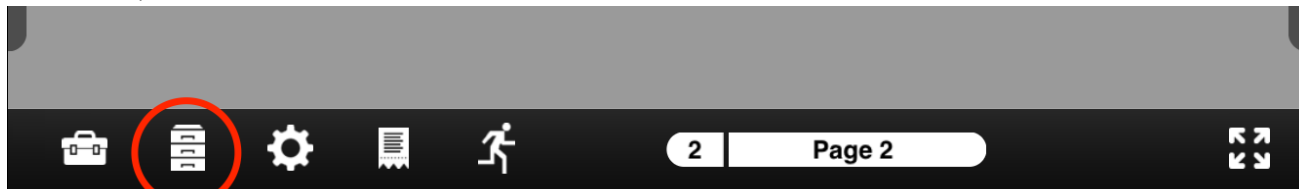
- Storing presets
- Recalling presets
- ALT presets (11-20)
- Naming presets
- Advanced: assigning presets to buttons



## Edit Presets

All other editing functionality (including deleting, (re)naming and ordering) can be done:

- on iPad, via Config → MIDI → Edit Presets
- on iPhone, via the Edit Preset button



Presets on iPhone



Adjust Preset Pane

- Double-tap to edit a presets name
- Swipe left and touch “Delete” to delete
- Hit “Reorder” to reorder controls

## Presets Send All (Toggle)

*Config Pane → MIDI Tab → Presets Send All (Toggle)*

- When ON, recalled presets send all values.

- When OFF, recalled presets send only values that are different than the current values.

## Force Dupe Bank & Prog Change

*Config Pane → MIDI Tab → Force Dupe Bank & Prog Change (Toggle)*

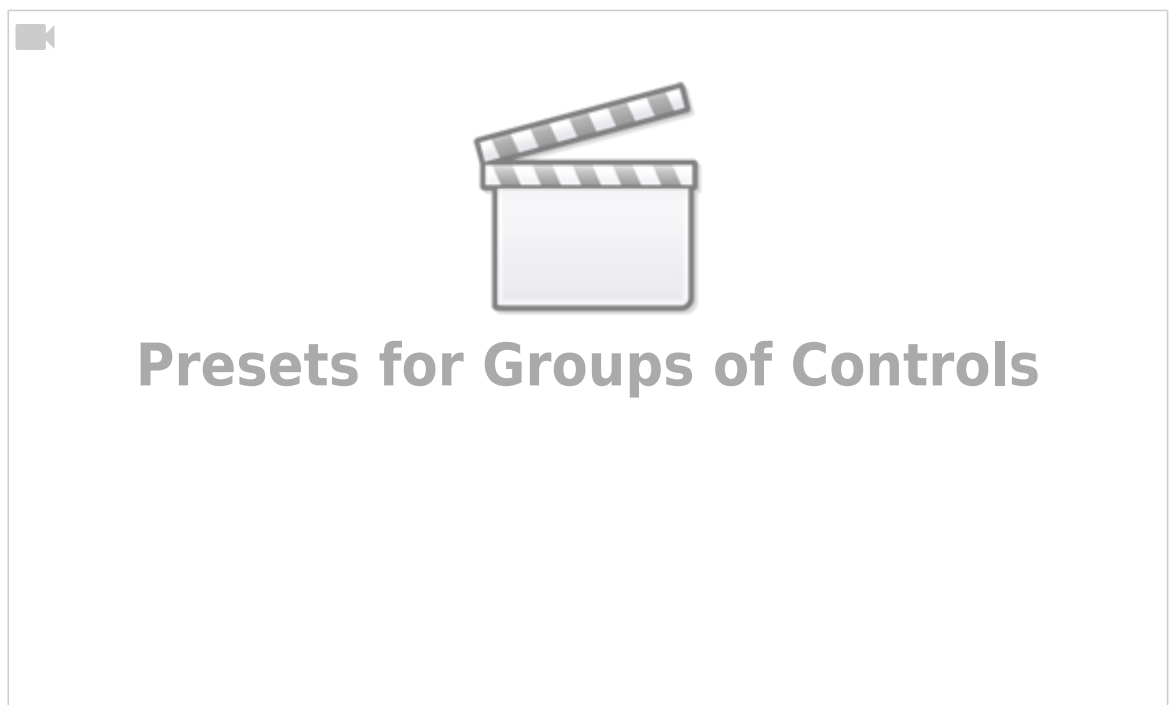
- When ON, recalled presets send all values for controls of type Bank & Prog Change
- When OFF, recalled presets send only values that are different than the current values for controls of type Bank & Prog Change.

*Force Dupe Bank & Prog Change* takes precedence over *Presets Send All*

## Presets for Groups

Layout-wide presets are great, but sometimes you want just a certain group of controls to snap to preset values.

This video covers all aspects of presets for groups of controls.



## Channel Changers?

Channel Changers with Presets work just like Preset knobs, but they also change the channel of the subcontrol.

## Store Button Possibilities

Add a Store Button to a Preset Supercontrol via Control Properties Pane → Relationships → Store Preset. The Store Button allows you to choose when your Preset for Groups will be stored.

- No Store Button—The preset super automatically stores subcontrols' values when the super changes values
- Store Button Is Toggle—When the button is pressed, the preset super automatically stores subcontrols' values when the super changes values. When the toggle is not pressed, no values are stored
- Store Button Is Momentary—When the button is pressed, the preset super stores subcontrols' values in the current slot

## Recall Button Possibilities

Add a Recall Button to a Preset Supercontrol via Control Properties Pane → Relationships → Recall Preset. The Recall Button allows you to choose when your Preset for Groups will be restored, i.e., when the subcontrols will snap to their stored values.

- No Recall Button—The preset super automatically recalls subcontrols' values when the super changes values
- Recall Button Is Toggle—When the button is pressed, the preset super automatically recalls subcontrols' values when the super changes values. When the toggle is not pressed, no values are recalled
- Recall Button Is Momentary—When the button is pressed, the preset super snaps the subcontrols to the values stored in the current slot

## Named Ticks or "Normal" Ticks

Named ticks allow you to name each preset. Furthermore, if you used a Momentary Store Button, you will be able to name them in Play Mode.



To delete a preset with named ticks and a momentary store button, put in a blank name.

## Advanced: assigning presets to buttons

[See this Q&A Entry](#)

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