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# Chapter 3: Getting Connected

*Config Pane → Connections Tab*
MIDI Designer can connect to MIDI targets through a variety of different methods. Setting up MIDI Designer will change depending on what MIDI targets your using. You might need to research how to configure your MIDI target to receive MIDI data, or how to connect using your MIDI hardware.

MD handles all connections via the Connections Tab of the Config Pane.



Config Connections

## via Lightning Cable (to macOS)

This is now built in to iOS 11 and macOS

Instructions

## via Wi-Fi

MD can connect via Network MIDI (also called “rtpMIDI”) to Mac, PC, and other iOS devices.

**Same Network**
It is essential that the devices are on the same Wi-Fi network.



**Ad-Hoc Network**
To eliminate interference and reduce latency, ad-hoc networks may be used.

Ad-Hoc Network Setup, Mac: Instructions

Ad-Hoc Network Setup, Windows: Instructions

## Connecting to Mac

Network MIDI is built-in to OSX. Please follow these instructions.

## Connecting to Windows

Instructions on getting connected to Windows with MIDI Designer can be found here

rtpMIDI by Tobias Erichsen
For Windows, you'll need the rtpMIDI implementation generously provided by Tobias Erichsen.



**Please donate to this project if you use it! Tobias Erichsen's work is not only critical to your use of MD; it's also brilliant!**

## Wi-Fi via Other Apps

Some apps connect MD to hardware devices that provide Wi-Fi connectivity. Using Virtual CoreMIDI, MD can connect with these apps easily. Two examples are: * PUC by Zivix * Quicco Sound mi.1

## Connecting from MD



Config Connections

Create a network connection in MIDI Designer by tapping on one of the rows in the table titled, “Wi-Fi Connections — Tap to Connect or Disconnect.” A checkmark will appear for connected rows.

Remove a network connection by tapping the row with the checkmark.

**Note**: In many cases, it is possible to initiate the connection from the MIDI target. In that case MD will react and show the connection with a check mark.

## Bluetooth LE

Connect to your computer or another iOS device using Bluetooth with either of these fine apps:

- Apollo MIDI http://www.secretbasedesign.com/apps/apollomidi
- BluePort http://betafunk.dk/blueport

## iOS Device to Computer via USB

Options show up in Config → Connections → Hardware and Virtual Sources/Destinations. They include:

- Music IO App (joint effort with the authors of MIDI Designer, Audeonic Apps and Secret Base Design Apps)
- midimittr (previously MIDI LE)

# Using any CoreMIDI-compliant Interface

MD will see any CoreMIDI-compliant device and display it under Config → Connections → Hardware and Virtual Sources/Destinations. This includes these options and many more:

- IK Multimedia iRig MIDI and MIDI 2
- iConnectivity iConnect Line
- Line 6 MIDI Mobilizer 2

### Virtual CoreMIDI to Other iOS Apps

Virtual CoreMIDI connections show up in Config → Connections → Hardware and Virtual Sources/Destinations

Connect to Music-making iPad apps like LoopyHD and Animoog.

Virtual CoreMIDI is also used to connect to apps that provide MIDI connectivity, including:

- Apps that talk to custom hardware, like the IK Multimedia Blueboard
- Apps that allow for bluetooth connectivity, such as those mentioned above.

### Class-Compliant USB Hardware

Any class-compliant MIDI device will automatically show up under Config → Connections → Hardware and Virtual Sources/Destinations if used with the Apple USB adapters. The two options are:

- Lightning: Lightning to USB Camera Adapter
- 30-pin: iPad Camera Connection Kit



Some MIDI interfaces do not transmit certain types of MIDI info. For instance, this interface does not send sysex info.

# via Virtual CoreMIDI

You can control other apps on your iOS device via Virtual CoreMIDI.

Many apps will present themselves:

1. As sources under Hardware and Virtual Sources
2. As destinations under Hardware and Virtual Destinations



One example layout controls Magellan, Galileo, Filtatron, AUFX, Loopy and Filtatron all at once!

## MD-Initiated Virtual Ports

*Config → Connections → MIDI In/Out (Toggles)*
Some apps do not expose a virtual MIDI interface, but can still talk to MD. To use these, MD needs to present a pair of Virtual MIDI ports. To use these, turn the toggles for *MIDI In* and *MIDI Out* to ON.



MD-Initiated CoreMIDI Virtual Ports

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**https://mididesigner.com/wiki/doku.php/playground:03_get_connected?rev=1703902284**

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