38. Opening and closing the MP Host via MIDI CC

In update MPH Beta v1.7-c7f4c2bb--H2024-07-10--B2024-07-10 we enabled the opening and closing of the MP Multi (opening slots) and Single hosts via MIDI CC messages or notes.

Since with this feature it is possible to automate the parameter during automation recording, which is something you may not want to do, we added an option in the host.properties file to enable this option as it is by default disabled.

To enable the parameter as an automatable parameter, open the host.properties file in a text editor and change the last line from:

```
<VALUE name="enable_openclose_parameter" val="0"/>
to
<VALUE name="enable_openclose_parameter" val="1"/>
```

> To open the MP/Host folder see here

If you use MIDI CC to open and close the MP Host window on the controller, it is of course a good practice to set on your midi controller the button or pad used as a toggle.

This means, press once (send value 127) it will open the window, press another time (send value 0) it will close it.

If you press the button fast (within a period less than 1 second) the MP Host will ignore the second value received, it will follow the first press and then it will send a message (the value)
to the DAW/Host of the current state.

Here is an example in Ableton.



When one slot opens the rest receive a message to close. Only one effect/instrument can be open at a time on the controller.



The same applies on the single host



You can assign parameters to listen on a MIDI CC message



In the same manner you can use CC to control the Bypass on the Single and Multi Hosts.

Using MP MIDI app to trigger open/close or bypass.

You can use the MP MIDI app to send MIDI CC messages to open and close plugins. Alternatively, you can use the plugin panel on the MIDI app to switch plugins from the touch screen.

If you have two MP controllers, you can have the Plugin Panel constantly open on the MP MIDI app

and use the second MP controller to switch from plugin to plugin on the first MP controller.

See article Using 2 MP Controllers

Revision #1
Created 26 April 2025 05:02:58 by Admin
Updated 26 April 2025 08:38:31 by Admin