6. Linking Parameters and Options

There are 3 methods to link parameters. See video

> The new MPH version 20-06-2026 can assign colors at the end of the LINK process. See video here.

Intelligent Automatic Mapping of Plugin Parameters

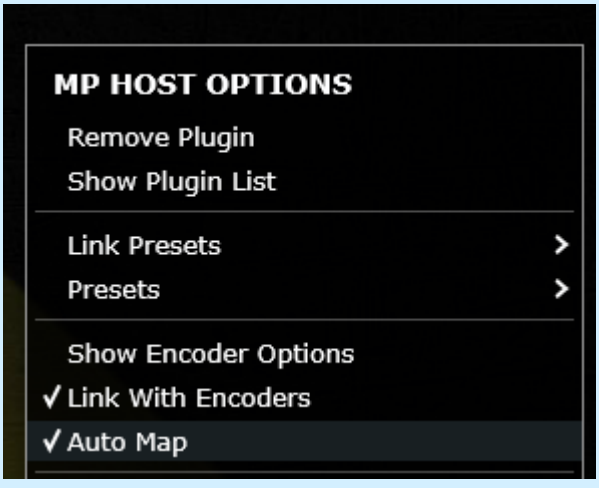
Note that in version v1.7-d8422138--H2025-04-19--B2025-04-19 we have introduced the Auto Map function, which links all the parameters of a plugin upon loading the plugin from the plugin list.

It will set a different color to each encoder, unless:

- the parameters belong in the same group (plugins can have parameter groups, see U-He, Fabfilter)

- the parameters are not in the same group and the next parameter begins with the same 3 letters of the previous parameter, it will set the same color as the previous parameter (for example, Delay Type, Delay Size, Delay Mod...)

> The Automatic Mapping option is enabled by default and it can be disabled via the right click menu.



Automatic mapping is enhanced to map groups of parameters in different pages and automatically name these pages based on the group. Automatic mapping of plugins with many parameters is mapped across pages per group/color.

When you click or touch a parameter, it will take you automatically to the page the parameter is

linked onto an encoder and it will blink for 3 seconds making it easy to identify the encoders. If the parameter is linked onto an encoder in the same page, it will blink in that page.

> When **Follow Param** button is enabled, MP Host will not automatically change pages when you adjust a parameter using the mouse or touchscreen if that parameter is linked to a different page than the one currently displayed.
> This is especially useful when working with Automap on plugins with many parameters. It allows you to remain on the current page, controlling selected parameters with the physical encoders, while simultaneously adjusting other parameters that are mapped to different pages using the mouse or touchscreen, without interrupting your workflow.

Method 1 - Mapping/Linking using the Link button

> In version v1.7-d8422138--H2025-04-19--B2025-04-19 the link button works in continuous mode. This means you can click/turn an encoder and continue to link parameters. You may select an encoder or the parameter first and it will still link them.
> The unlink button also works in continuous mode, by turning an encoder or clicking on one.

Click or touch on the “Link” button to activate the Linking Mode,
then click on the hosted plugin’s parameter you want to link,
then click on the **edge** of MPH encoder you want to link or move the encoder you want to link and it will link the parameter.

If you click on another encoder when in linking mode, it will continue linking from that encoder.

See this video that demonstrates the Link process using the Link button.

Changing the name of a linked parameter

Double click on the label area of the parameter name and you will see the cursor blinking so you can edit the name of the parameter.

Setting a color to an encoder

Right or left click at the center of an encoder to show the color palette and select a color to assign to an encoder.

See here for more details and how to disable the left click to not show the color palette.

Mapping parameters in multiple pages

You cannot map the same hosted plugin’s parameter to more than one MPH encoder on the same page, however you can remap a hosted plugin’s parameter again on another page. This is handy when you want to control some parameters in every page. For example, you may want to control the filter section of a virtual synth on every page.

When linked, an encoder gets the value of the hosted plugin’s linked parameter.

When you link the same parameter in multiple pages, both on the single and multi hosts, the encoders linked in other pages will be connected to the first encoder linked.

For example, if you link the Cutoff parameter to encoder 1 in page 1, then link the Cutoff again in page 2, page 3 and so on, all links will be connected to encoder 1 in page 1.

This is done so that we don't report to the DAW the same parameter multiple times.

Only the firstly linked parameter will be reported to the DAW as an automatable parameter.

You can use the encoders in other pages to control the Cutoff and if you record automation it will be recorded regardless of which page you are.

If you unlink encoder 1 in page 1 (the firstly linked encoder), it will automatically unlink all encoders linked with the same parameter in other pages.

In the case of the Multihost, you will notice that you cannot assign an automation ID (it is greyed out) on encoders that have been linked with the same parameter in other pages. This is done to prevent reporting the same parameter to the DAW as an automatable parameter.

> You can replace a linked encoder too. Press the Link button, click/move the parameter you want, click at the edge the onscreen encoder you want and it will replace it with the new parameter. It does not replace it if you turn the physical encoder.

How to troubleshoot issues when linking parameters

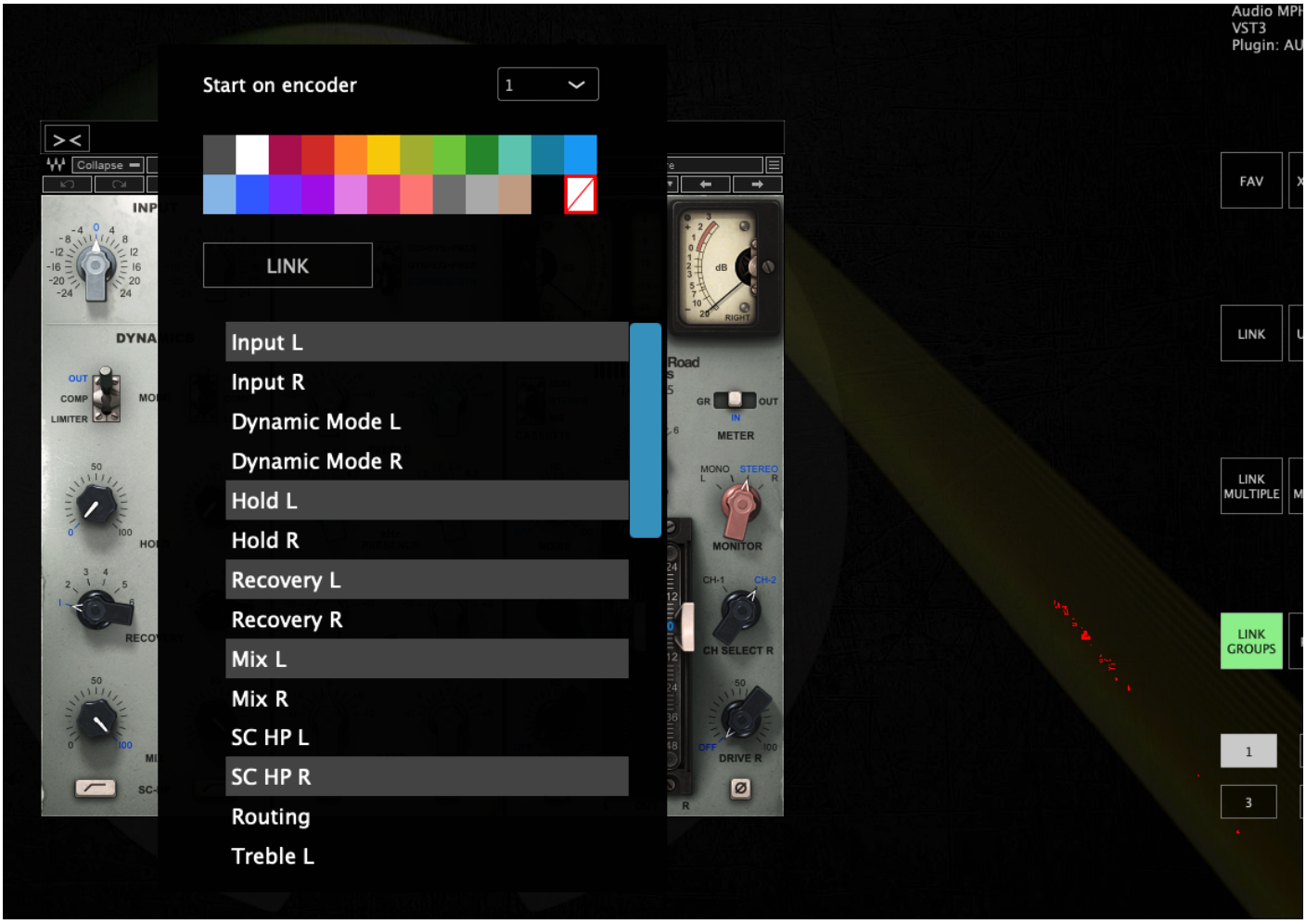
The MP Controller controls parameters reported by third party plugins as "automatable". These are the same parameters your DAW has access to and can control via automation.

Some plugins (Waves, Plugin Alliance, Kush and others) may be reporting multiple parameters at once. If you want to link a single parameter only then use one of the other options, LINK MULTIPLE or LINK GROUPS.

When using LINK MULTIPLE you can remove parameters from the list by double clicking on them.

>

> In LINK GROUPS, to select individual parameters from the list hold the Mac: Option button, Windows: Ctrl button, and click on the parameters you want with the mouse.



If you are having issues with a specific plugin you may try other formats of the plugin, VST2, VST3 or AU on the Mac as there have been cases where on format may not link parameters properly and another format links parameters normally.

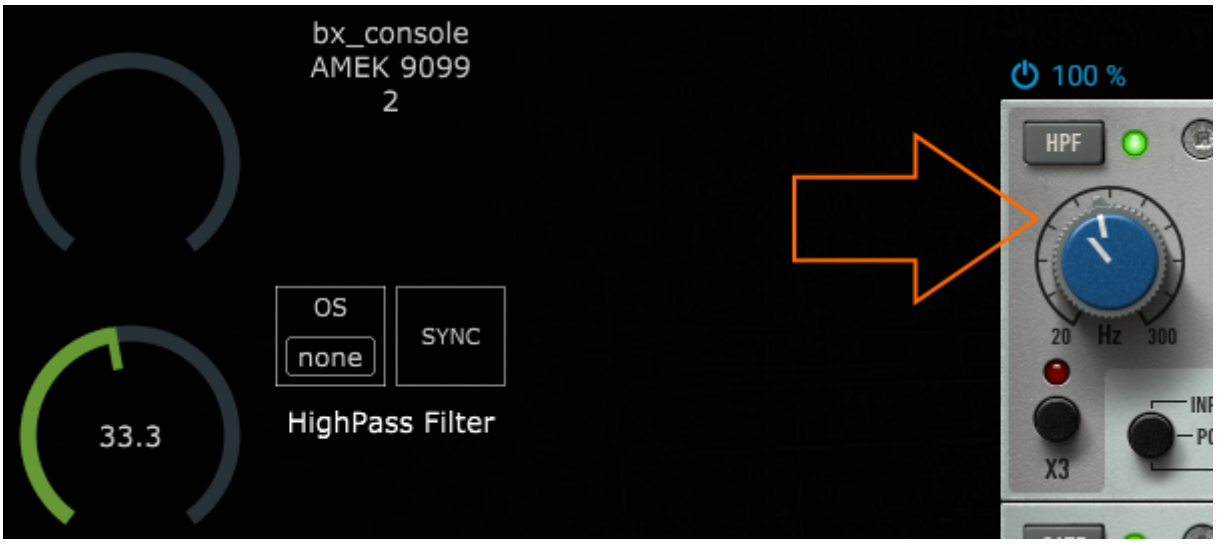
If the parameter is linked but does not behave smoothly when turning an encoder you can enable ABS (absolute mode) on the encoder under Encoder Options.

Lastly, ensure that you have the latest version of the plugin you are using. There have been reports on some older versions of plugins (like PA plugins) that were not reporting their parameters correctly and this was addressed in newer versions of the plugins.

UI rendering Issue on Windows with specific VST3 plugins on some DAWs

If you encounter an issue with VST3 plugins (like Plugin Alliance) not updating the UI when moving the hardware encoders, use VST2 plugins instead.

We were able to confirm the issue in Ableton Live 12 with VST3 P.A. plugins, however in other DAWs like Reaper this issue does not occur.



> **SoundToys on the Mac:** For better compatibility and parameter syncing use VST2 or VST3 instead of AU.

Method 2 - LINK MULTIPLE

Mapping/Linking many parameters at once

Click or touch on the “LINK MULTIPLE” button and it will show a list on the left of the MPH big window. Begin clicking on parameters on the hosted plugin. The parameter names are added to the list. To remove a parameter, double click on a parameter name on the list.

It is possible to assign colors to each parameter to be linked by clicking on the color cell in the parameter row. The selected color will be automatically assigned to all previous rows until a row with color assignment is found. This makes it possible to assign colors to groups of parameters (ie ADSR). To change a color just click on the cell and the color palette will appear.

It is not possible to reorder the parameter in the list. Once you are finished with the parameters you wish to link click on the “LINK MULTIPLE” button again and it will ask to enter the encoder number (0 to 127) to begin linking the parameters.

If you want to link parameters which are already linked again in another page, then you need to be in that page when you initiate the link multiple procedure and enter the encoder number that

corresponds in the page.

How to unlink a parameter

Click on the Unlink button and then click on the encoder to unlink it. See video

> Note that in version v1.7-d8422138--H2025-04-19--B2025-04-19 the unlink button stays activated so you can unlink multiple parameters. Press the unlink button again to stop the unlinking process.

Show as button

This option in the Color Selector converts the encoder in an on/off toggle button. This is useful if the parameter you are controlling is an on/off parameter. Turning an encoder will make the button a round encoder.

Dynamic Parameter Names

Some plugins, for example Kontakt Analog Dreams library and other scripted Kontakt liraries, are programmed to change the parameter mapped on the same parameter index when switching presets. In this case, i.e. a parameter index assigned to "Balance" becomes "Reverb" when changing a preset on Analog Dreams. The MPH receives the parameter name change notification and updates the parameter name.

> Note that some Kontakt libraries sometimes don't send all the parameter names, propably due to an error in their script and this also happens when loaded directly in the DAW, so it does not have to do with the MPH

If you rename that parameter, then the MPH stops updating the parameter name when receiving a parameter name change notification.

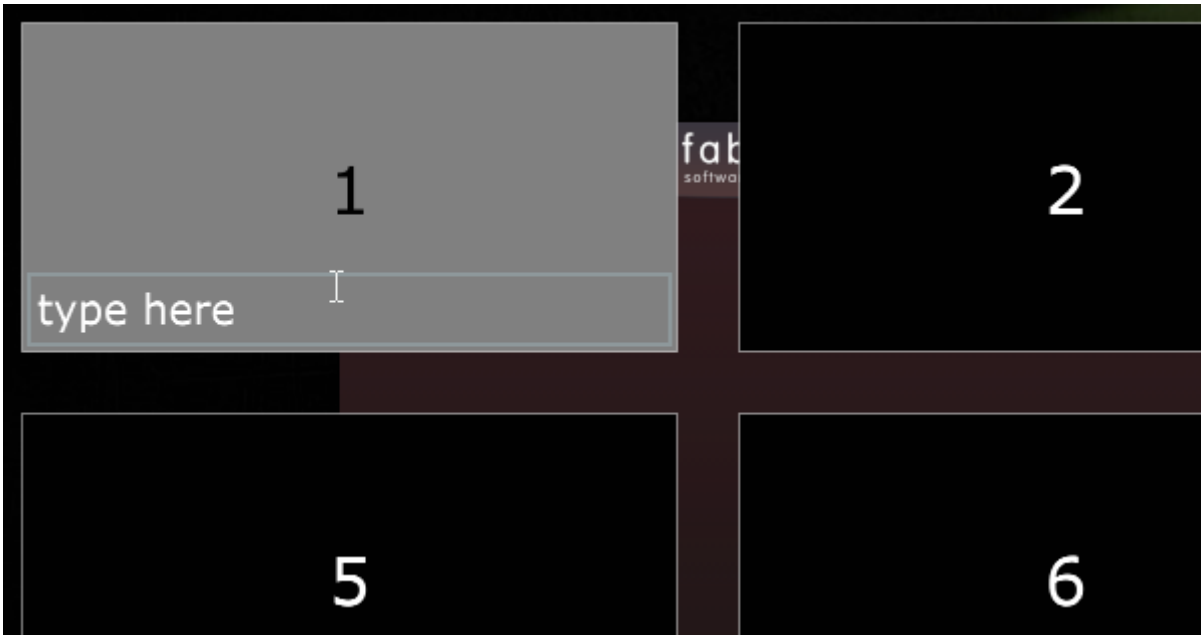
Unlinking the parameter resets it to update names dynamically. When you unlink the parameter and link it again, it will update the name when it receives a notification for a name change from the hosted plugin.

---

16 Pages of available encoders to be linked to parameters

With the April 2024 update, the MP Host has increased the number of parameters that can be controlled, from 128 to 512 parameters, allocated to 16 pages. Each page can carry a title which

can be set by "double right clicking" on the lower area of the button, for the text editor to appear.



The Pages are divided into groups of 4 pages per group, a total of 4 groups.

Group 1: Pages 1 -4, Group 2: Pages 5 - 8, Group 3: Pages 9 - 12, Group 4: Pages 13- 16

Each Group carries the following encoder IDs:

Page 1: 0 -31, Page 2: 32 - 63, Page 3: 64 - 95, Page 4: 96 - 127

Each page can carry its own background image.

> When enabling the top bar, the name of the page is shown, if there is a name on the page.

> Here are video 1 and video 2 on how to link parameters of plugins

---

Method 3 - Link Multiple parameters via Link Groups

See here for the Link Groups method for linking parameters.

Learn from Encoder

When you open MPH, the default preset has already mapped the controller’s encoders to the MPH encoders, from CC 0-31 in page 1, CC 32-63 in page 2, CC 64-95 in page 3, CC 96-127 in page 4, and this repeats for the next groups of pages (ie page 5 has encoders with CC 0-31 and so on).

To see the CC numbers right click on the controller window and choose the ENCODER OPTIONS from the right click menu.

The CCs are editable and you can change the numbers as you like. You can have the same CC on more than one encoder. This allows you to create macros and control more than one parameter per encoder.

See video on controlling multiple parameters using one encoder.

The Learn From Encoder button allows you to control a parameter that has been linked to another encoder.

Let's say you have linked 3 parameters on 3 encoders and then you want to control all 3 parameters using one encoder.

One way of doing it is by manually going and changing the encoder CC IDs

If you set on all 3 the CC to 0, then the first encoder (encoder 0) will be controlling all 3 parameters.

The other way of doing this is by pressing the button Learn From Encoder, click/touch on the parameter's virtual encoder on the screen and then turn the encoder you want to use.

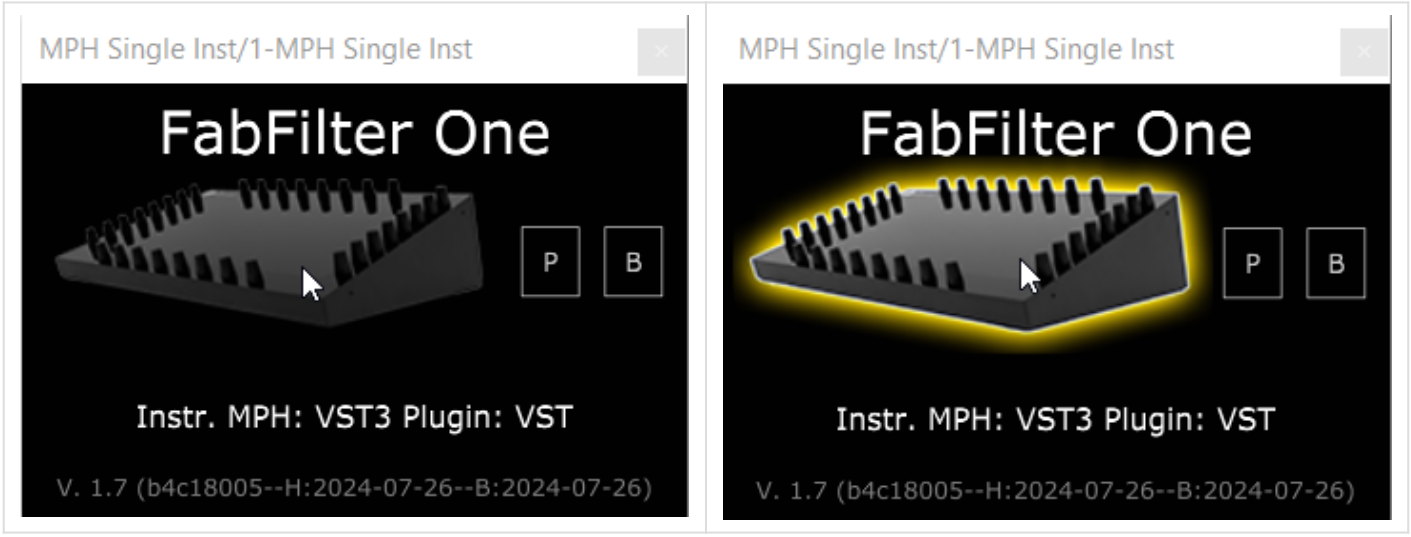
The linked parameter learns and has now assigned the CC from the encoder you have turned.

When you do this on multiple parameters you control multiple parameters with that one encoder.

Furthermore, you can adjust the Range, Polarity and Resolution on each linked parameter so that they behave differently when you turn an encoder.

An example would be to control the Resonance and Cutoff parameter with one encoder. However, you want the resonance to perform a less change in value than the Cutoff. In this case, you increate the Res (resolution) on the Resonance and it will change in value less in comparison to the Cutoff when you turn the encoder.

Single MPH Control and Display (the Controller icon on the small window)



With MPH, you can control what you see on the controller's screen. When you press the Control and Display button of an MPH (the Controller icon), the control is transferred to that selected MPH instance. The controller icon gets a yellow highlight and it means this is an MPH instance that interacts with the controller. When you click on another MPH instance, the button gets a yellow highlight and the controller is now interacting with that selected MPH instance.

When you close the MPH plugin small window, the MPH stops receiving any communication with the controller.

When you have multiple MPH instances open in the same DAW project and you click on the Control and Display one MPH instance, it will sync the controller by sending to it all the parameter values and page number of the MPH Instance.

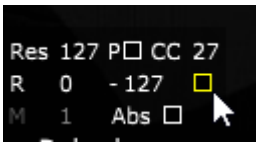
When the small MPH plugin window in the DAW is closed and you open it, it will automatically open the plugin in the controller's screen. This means you don't need to click Control and Display to open it in the controller.

Sending CC messages to hosted plugins

Sending MIDI CC Messages to parameters of plugins

The MP Host plugin can send CC messages to hosted plugins. This is useful as some plugins make certain parameters to work only with CC messages, for example changing the presets. CC messages unlike automatable parameters are not bidirectional (from/to the plugin). A plugin can only receive MIDI CC messages but not send CC, therefore when moving a parameter with the mouse or when changing presets on the hosted plugin will not update the MP Host and the controller. This is because plugins don’t have MIDI interfaces to transmit CC messages.

To activate sending CC messages per encoder select ENCODER OPTIONS from the right click menu and check the yellow box.



You can then rename the encoder by double clicking on its name and assign a color by right clicking in the center of the encoder via the color selector.

If the hosted plugin can accept CC messages and has MIDI Learn functionality you can send CC messages from the MP Controller. The CC message ID sent to the hosted plugin, is the same as the CC ID in the ENCODER OPTIONS per encoder. Note that CC ID 0 may not be received by certain plugins.

When CC sending is active, the M-P-R and Resolution options do not apply to the encoders.

Pitch Bend automation not playing back

In the case you have recorded pitch pend automation with your keyboard for a virtual instrument, depending on the instrument it may not playback the pitch bend automation and/or cause other automated parameters to not work during playback. In this case, link the pitch bend parameter to an encoder and record the automation in the DAW using the encoder.

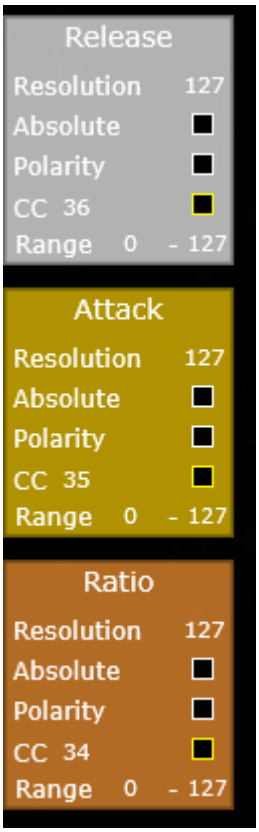
Fader View

This option shows 8 assignable fader where you can select an already linked parameter to be controlled by an on-screen fader. When opening the Fader View, the Sync button becomes an Options button for the Fader View. From there you can select using search as you type to find the parameter you want to link to each fader.

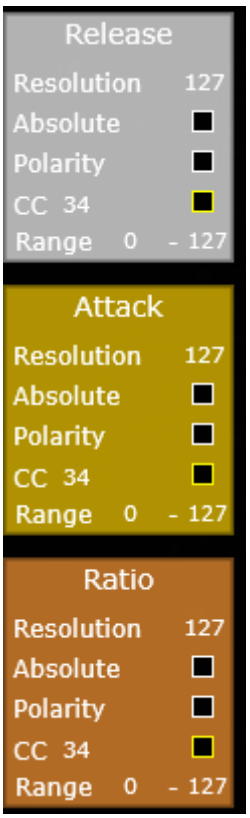
Controlling multiple parameters at once

You can control multiple parameters from a hosted plugin at once, by setting the same Encoder ID to multiple encoders that have been previously linked to parameters.

Here is how to do it:
1. Link the parameters normally to encoders.
2. Choose Show Encoder options



Set the CC ID to the first encoder (or other that you will use to control all parameters)



Now turn encoder 34, it controls all three parameters at once. You can also set the Resolution to different values to control them at different rates. The Polarity will invert the control.

See this demo video here

Revision #28
Created 24 April 2025 17:57:46 by Admin
Updated 22 June 2026 09:21:56 by Admin