

MIDI COMMANDER

for Ableton Move

ISOTONIK EDITION



USER MANUAL

Version 1.0

RNBO Takeover Mode Device

A Justin Joe device, distributed by Isotonik Studios

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Introduction

MIDI Commander turns your Ableton Move into a standalone MIDI controller. Think Faderfox EC4 or MIDI Fighter Twister, but running on hardware you already own. It operates as an RNBO Takeover Mode device – no computer required after loading.

Move's 8 encoders send MIDI CCs and Program Change messages. 32 pads play notes with velocity. 16 step buttons select encoder banks. You assign every encoder on-device, save your work to any of 16 preset slots, and those presets persist across reboots.

Supports 4 encoder output modes – Absolute plus 3 Relative modes – for seamless DAW control surface use.

No audio DSP. Pure MIDI output. Minimal CPU usage.

What You Need

- Ableton Move with RNBO Takeover firmware installed (**RNBO 1.4.4-alpha**)
- This is Cycling '74's experimental RNBO Move Takeover alpha. If you're not on it yet, download and install it from Cycling '74: <https://cycling74.com/releases/rnbo-move/1.4.4-alpha.0> (details in their forum post: <https://cycling74.com/forums/rnbo-move-takeover-experimental-alpha-144-alpha0-released>).
- A MIDI-capable synth, drum machine, or DAW connected via USB-A or USB-C (both ports output MIDI simultaneously)
- The MIDI Commander Isotonik Edition `.rnbo-pack` file from Isotonik Studios

First-Time Setup

This walks you through your first launch: getting MIDI Commander onto your Move and connecting it to your gear.

Installing is a **one-time job on a computer**. Once it's done, the Move runs standalone – you only need a computer again if you reinstall or update.

1. **Connect Move to your computer** via USB-C. Move appears on your network as `move.local`.
2. **Open the web interface** in a browser at `http://move.local:3000`. This is the RNBO runner's web interface – separate from the general Move app at `move.local`. It's where MIDI Commander gets installed.
3. **Go to "Manage Resources."** This is its own section in the interface, reached from the main navigation – it is *not* the page you first land on. Manage Resources is where packages are uploaded and managed.
4. In Manage Resources, click **"Upload"** (top right), then choose **"Upload Package."**
5. In the file chooser, select the `MIDI_Commander_Isotonik.rnbopack` file you downloaded. *(Use the file chooser rather than dragging the file in – drag-and-drop can fail in some browsers.)*
6. Review the package contents (and any warnings), then click **"Upload"** to install.
7. Once it finishes, `midi-commander-isotonik` appears in your Graphs list. **Click `midi-commander-isotonik`, then click "Load"**.
8. The Move's OLED switches to the MIDI Commander display. You're installed.

That's the whole install. After this, everything happens on the Move itself – no computer needed to play, edit, save, or reload (see **Presets → Persistence** for the one routine to know).

Why the name matters. The graph is named `midi-commander-isotonik` so it sits in its own slot on the Move and won't collide with any other RNBO graph you run.

Connecting to Your Gear

Connect Move to your target synth, drum machine, or DAW via USB. Both Move's USB-A and USB-C ports send MIDI simultaneously, so use whichever fits your cable.

Standard data-capable USB cables are required – charge-only cables won't pass MIDI.

Quick Start

Already familiar with the setup? Here's the short version:

1. Install on Move via the web interface at `move.local:3000`: **Manage Resources** → **Upload** → **Upload Package** → select `.rnbopack` → **Upload**, then click `midi-commander-isotonik` → **Load**. (Full detail in First-Time Setup.)
2. Connect Move to your synth or DAW via **USB-A or USB-C**. Both ports send MIDI simultaneously.
3. Navigate to **User Views** to see the CC Map and send CCs with the encoders.
4. **Play pads** to send MIDI notes. **Turn encoders** to send CCs.
5. Switch encoder banks using the **16 step buttons** at the bottom, or the **Left/Right arrows** to step one bank at a time.
6. To adjust keyboard settings (scale, root note, pad color, MIDI channel, etc.), go to **Device Params**.
7. To assign an encoder, **hold Shift and turn it** — the new CC number appears on the OLED.
8. To keep your work, save it to a preset slot (double-tap Shift → hold Shift + Duplicate → press a step button).
9. **After any power cycle**, reload on the Move itself: OLED menu → **Graphs** → **Load Graph** → `midi-commander-isotonik` (not Load Patcher / Load Empty). Your saved presets come back. See **Presets** → **Persistence**.

Where Things Live

MIDI Commander uses two different views on Move. Knowing which view does what is key:

User Views (CC Map) – This is your main performance view. The encoders send and edit MIDI CCs here. The OLED shows your current bank, CC assignments, and value popups. This is where you'll spend most of your time.

Device Params – This is where all keyboard and pad settings live: Root Note, Scale, Layout, Pad Mode, Drum Base Note, Pad Color, Velocity Curve, and MIDI Channel. When you're in Device Params, the encoders control these settings instead of sending CCs.

The **pads** send notes from either view. But the **encoders** behave differently depending on which view you're in – CCs in User Views, keyboard settings in Device Params.

Controls

Encoders (8 Knobs, Top Row)

The 8 rotary encoders are your primary CC controllers **when in User Views**.

Action	Result
Turn encoder (User Views)	Sends MIDI CC value (0-127) on the assigned CC number
Hold Shift + turn (User Views)	Reassigns the CC number for that encoder (0-128)
Touch encoder (capacitive)	Shows current value popup on the OLED display
Turn encoder (Device Params)	Adjusts keyboard/pad settings (scale, root note, etc.)
Turn Knob 8 (Preset Mode)	Cycles Relative Encoder Mode setting

The encoders are capacitive touch – just rest your finger on top to see the current value. No need to press down.

Step Buttons (16 Buttons, Bottom Row)

In normal operation, the step buttons select which encoder bank is active. Each bank maps 8 encoders to different CC assignments, giving you up to **128 CCs across 16 banks** inside a single preset.

LED Color	Meaning
Cyan	Current active bank (normal mode)
Orange	Current bank while Shift is held (CC edit mode)
Dim / unlit	Inactive bank

Step buttons also function as preset load/save targets when in Preset or Save mode – see the Shift Button section below.

Shift Button ("..." Three Dots)

The Shift button is the gateway to editing, presets, and saving. It has three distinct functions:

Hold Shift – CC Edit Mode

While holding Shift, turning any encoder changes its **CC assignment** instead of sending a CC value. The new CC number appears on the OLED. Release Shift to return to normal operation.

Double-Tap Shift – Preset Mode

Tap the Shift button twice quickly (under 300ms) to enter **Preset Mode**. The step button LEDs change to show your 16 preset slots:

LED Color	Meaning
Green	Currently loaded preset
Red	Occupied slot (saved preset)
Dim	Empty slot

Press any red or green step button to load that preset. Preset Mode exits automatically after loading. Double-tap Shift again to exit without loading.

While in Preset Mode, the encoders become **settings knobs** – see Preset Mode Settings below.

Save Mode

Save Mode lets you store your current configuration (all CC assignments, device settings, encoder values, and relative mode) to any of the 16 slots. This is the most involved button combination in MIDI Commander, so here's the full sequence:

1. **Double-tap Shift** to enter Preset Mode first. (Step LEDs show green/red/dim.)
2. While in Preset Mode, **hold Shift + press Duplicate** to enter Save Mode.
3. The step LEDs update: **green** = overwrite the current preset, **red** = overwrite an occupied slot, **dim** = save to an empty slot.
4. **Press any step button** to save to that slot. A white LED flash confirms the save.
5. MIDI Commander returns to normal mode automatically.

To cancel: press Shift at any time during Save Mode to cancel and exit back to normal mode.

Transport & Link

Action	Result
Press Play	Toggle MIDI Start / Stop. Play LED = green when running, dark when stopped.
Shift + Play	Send MIDI Continue
Shift + Record	Toggle Ableton Link on/off. OLED shows "ABL Link On" / "ABL Link Off".

Ableton Link provides wireless tempo sync between Move and any Link-enabled app or device (Ableton Live, other Moves, iOS apps, etc.).

Prerequisite: On the Move RNBO runner, go to the Transport menu and set **Sync: On** before enabling Link.

Panic

Shift + X sends All Sound Off (CC 120) and All Notes Off (CC 123) on all 16 MIDI channels simultaneously. The OLED confirms with "**PANIC SENT!**"

Use this to kill hanging notes or runaway sounds instantly – one button combo, 32 messages, every channel.

Octave Buttons (Up/Down)

- **Up arrow:** Octave +1 (max 8)
- **Down arrow:** Octave -1 (min 0)
- Works from any view

Bank Navigation Arrows (Left/Right)

The **Left** and **Right** arrow buttons (separate from the Up/Down octave buttons) step through the 16 encoder banks of the current preset – the same destinations as pressing Steps 1–16, just one at a time.

- **Right arrow:** Next encoder bank (wraps Bank 16 → Bank 1)
- **Left arrow:** Previous encoder bank (wraps Bank 1 → Bank 16)

The OLED shows the current bank label (custom header or "Bank N") as you navigate.

In Preset Mode and Save Mode the arrows are inert – there is only one page of presets in the Isotonik Edition, so there is nothing to page between.

Pads (32 Pads, 4x8 Grid)

The pad grid sends MIDI notes with velocity sensitivity. Pads work from both User Views and Device Params.

- Note mapping is determined by your Scale, Layout, Root Note, and Octave settings (configured in Device Params)
- LED colors: **root note** = user-selected color, **in-scale** = gray, **out-of-scale** = unlit
- White flash on note-on, restores original color on note-off

Relative Encoder Mode

MIDI Commander supports 4 encoder output modes. This is a **per-preset setting** – each preset remembers its own mode.

Mode	+1 Click	-1 Click	Best For
Absolute (default)	Sends actual value (0-127)	Sends actual value	Hardware synths, any gear expecting standard CC values
Relative 1	1	127	Ableton Live, Bitwig, many DAWs
Relative 2	65	1	Some Native Instruments controllers
Relative 3	65	63	Mackie Control protocol (Logic, Cubase, ProTools)

Why Use Relative Mode?

In Absolute mode, if your synth's filter is at 90 but MIDI Commander's encoder is at 0, the first turn snaps the synth to 1 – a jarring jump. Relative mode avoids this entirely. Every click nudges the parameter from wherever it currently is on the receiving end. No jumps, no pickup problems.

This is how professional DAW controllers (Faderfox, MIDI Fighter Twister, Mackie Control surfaces) work with software – and now Move can do it too.

Changing the Mode

1. **Double-tap Shift** to enter Preset Mode.
2. **Turn Knob 8** to cycle through: Absolute > Relative 1 > Relative 2 > Relative 3.
3. The OLED shows the current mode name.
4. **Exit Preset Mode** (hold Shift or double-tap Shift again).
5. **Save your preset** to keep the setting.

Notes

- Program Change encoders always send absolute values regardless of mode.
- The OLED popup still shows a value when turning in relative mode. This is an internal estimate and may drift from the synth's actual value over time.
- If your DAW doesn't respond or moves the wrong direction when you turn encoders, try a different relative mode – the most common mistake is having the wrong mode selected for your DAW.

CC Edit Mode

You can reassign any encoder's CC number directly on the device, without a computer:

1. **Hold Shift** (three dots button). The step button LEDs turn orange.
2. **Turn any encoder** – the OLED shows the new CC number being assigned.
3. **Release Shift** – the encoder now sends the new CC number.

CC Range

Encoders can be assigned to any CC from 0-127. CC 128 is a special assignment that sends Program Change messages (0xC0) instead of standard CC messages (0xB0).

Safe CC Map

The default preset assignments skip potentially dangerous CCs (bank select, all-notes-off, reset controllers, etc.) to prevent accidental issues with connected gear. When you manually reassign via Shift + encoder, the full 0-128 range is available.

On-Device Rename

You can rename encoder labels (the 3-character abbreviations on rows 2 and 3 of the OLED) and preset names (the 14-character names shown when browsing) directly on Move. Custom names persist across power cycles.

Renaming Encoder Labels

1. **Double-tap Shift** to enter Preset Mode.
2. **Turn Knob 2** to enter label rename mode.
3. **Press Step 1-8** to choose which encoder on the current bank to rename.
4. **Knob 1** scrolls characters at the cursor (A-Z, a-z, 0-9, symbols, space).
5. **Knob 2** moves the cursor across the 3 character positions. A blinking underscore on the row above indicates the cursor.
6. **Press Capture** to confirm. **Press Shift** to cancel without saving.
7. Save the preset (Shift + Duplicate → step) to make the rename permanent across reboots.

All 128 encoder labels (16 banks × 8 encoders) can be renamed independently.

Renaming Presets on Save

When you save a preset with **Shift + Duplicate → step button**, a name editor appears before the save finalizes:

- **Knob 1** scrolls characters.
- **Knob 2** moves the cursor across 14 character positions.
- **Press Capture** to confirm the name and complete the save.
- **Press Shift** to skip naming and use the default slot name.

Custom preset names show during preset browse (Knob 1 in Preset Mode) so you can find them by name.

OLED Display

The OLED screen (visible in User Views) shows your current encoder assignments:

Row	Content
1	Bank header (custom name or "Bank N") + mode indicator ("EDIT" / "Preset" / "Copy")
2	Encoders 1-4: 3-character labels or CC numbers
3	Encoders 5-8: 3-character labels or CC numbers
4	Context-sensitive popup (see below)

Popup Types

Trigger	Display
Turn/touch encoder (with full name)	Cutoff : 47 (8-char parameter name + value)
Turn/touch encoder (CC only)	CC 74 : 47
Turn/touch encoder (Program Change)	PC : 12
Shift + X	PANIC SENT!
Shift + Record	ABL Link On / ABL Link Off
Knob 8 in Preset Mode	ABSOLUTE / RELATIVE 1 / RELATIVE 2 / RELATIVE 3
Drum Base Note change	Drum 36 C 1 (note number + note name)

- Labels show 3-character abbreviations (e.g., **Ton** for Tone, **Pre** for Presence)
- If no label is defined, the raw CC number is displayed
- Unassigned encoders show ---. Program Change encoders show **PC**
- Popup appears on encoder touch or turn and auto-dismisses after 2 seconds

Presets

The 16-Slot Layout

The Isotonik Edition keeps it simple: **one page of 16 preset slots**, addressed directly by the 16 step buttons. There are no template categories and no slot-page navigation – what you see is what you have.

- **Slot 1** ships pre-loaded as "**Assignable**" – one bank of 8 encoders sitting on undefined CCs (20–27), ready for you to map via Shift + turn. It's a clean starting point, not a finished preset.
- **Slots 2–16** start empty. Fill them with your own layouts.

Every slot is writable. Remember that each preset is itself 16 banks deep (128 CC assignments via the step buttons / arrows), so a single preset can hold a complete multi-bank controller layout for one piece of gear.

Loading a Preset

1. **Double-tap Shift** (three dots button) to enter Preset Mode.
2. Step LEDs show your slots: **green** = currently loaded, **red** = occupied, **dim** = empty.
3. Load a preset using either method: - **Step button**: press any red or green step button to load that preset.
- **Knob 1 + Capture**: turn Knob 1 to cycle through the saved presets (name shown on the OLED), then press **Capture** to load it.
4. Preset Mode exits automatically.

All Notes Off is sent automatically when switching presets to prevent hanging notes.

Saving a Preset

1. **Double-tap Shift** to enter Preset Mode.
2. Hold **Shift + press Duplicate** to enter Save Mode.
3. Press any step button to save your current configuration to that slot.
4. **White LED flash** confirms the save. Returns to normal mode automatically.

To cancel: press Shift while in Save Mode.

What Gets Saved Per Preset

- All 128 CC assignments (16 banks × 8 encoders)
- All 128 encoder values (resume where you left off)
- All 8 device params: Scale, Root Note, Layout, Pad Mode, Drum Base, Pad Color, Velocity Curve, MIDI Channel
- Relative encoder mode setting (Absolute / Rel 1 / Rel 2 / Rel 3)
- Encoder labels and full names

Persistence

Your saved presets are written to Move's onboard storage, so they survive a power cycle. There is **one routine to learn**, and it happens entirely on the Move – no computer:

After every power-on, load the graph from the Move's menu:

1. Power the Move on. By design it boots to its normal home screen and does **not** auto-load MIDI Commander yet.
2. On the Move, open the OLED menu and go to **Graphs → Load Graph**.
3. Select **midi-commander-isotonik**.
4. MIDI Commander loads **with all your saved presets restored**. You're back exactly where you left off.

Important – use Load Graph, nothing else. From the Graphs menu, only **Load Graph** restores your saved data. **Do not** use *Load Patcher* or *Load Empty* – those start from a blank state and your saved presets won't appear. If you ever load MIDI Commander and it comes up empty, you used the wrong menu item: go back and use **Load Graph**.

What to expect the very first time: right after installing, load the graph (above), build a preset, and save it (Save Mode). From then on, that saved work comes back every time you Load Graph after a power cycle.

This Load Graph step is the same proven path used to verify persistence on the test units – do it each power-on and your presets are always there.

Preset Mode Settings

While in Preset Mode (double-tap Shift), the encoders become **settings knobs** instead of sending MIDI:

Knob	Setting
Knob 1	Cycle through saved presets (turn to scroll, press Capture to load)
Knob 2	Enter Label Rename mode – see On-Device Rename
Knob 8	Relative Encoder Mode (Absolute / Rel 1 / Rel 2 / Rel 3)
Knobs 3-7	Reserved for future settings

These settings are saved when you save a preset.

Known Limitations

- Save-to-self for device params (scale, color, etc.) may not update correctly. Save to a different slot instead.
- Enum parameter labels on Move may show stale display values after a preset load. This is cosmetic only – the actual values are correct.

Device Parameters (Keyboard & Pad Settings)

Access these by navigating to **Device Params** on Move. One page of 8 knobs controls all keyboard and pad behavior:

Knob	Parameter	Values	Default
1	Root Note	C, C#, D, D#, E, F, F#, G, G#, A, A#, B	C
2	Scale	13 scales (see Scales section)	Chromatic
3	Layout	Octaves, Fourths, Sequential, Chromatic	Fourths
4	Pad Mode	Chromatic, Drum, Custom	Chromatic
5	Drum Base Note	0-96 (note name shown, e.g. 36 : C1)	36 (GM Kick)
6	Pad Color	16 colors (see Pad Colors section)	Orange
7	Velocity Curve	Linear, Light, Heavy, Fixed	Fixed
8	MIDI Channel	1-16	1

Remember: when you're in Device Params, the encoders adjust these settings. Switch back to User Views to send CCs.

Pad Layouts & Scales

Layouts

The pad grid is 4 rows tall and 8 columns wide. The layout setting determines how notes are arranged across the grid:

Layout	Description	Moving Left/Right	Moving Up/Down
Octaves	In-key, each row spans one octave	+/-1 scale degree	+/-1 octave
Fourths	In-key, isomorphic (guitar-like)	+/-1 scale degree	+/-4 scale degrees
Sequential	In-key, linear wrap for max range	+/-1 scale degree	Continues sequence
Chromatic	All 12 notes, out-of-scale unlit	+/-1 semitone	+/-5 semitones (P4)

Scales

13 scales total:

Chromatic, Major, Minor (natural), Dorian, Mixolydian, Pentatonic (major), Blues, Whole Tone, Minor Pentatonic, Phrygian, Harmonic Minor, Whole Diminished, Half Diminished.

Drum Mode

1. Set **Pad Mode = Drum** in Device Params (Knob 4).
2. Pads send sequential notes starting from **Drum Base Note** (Knob 5, default 36 = GM Kick).
3. Pad 1 = base note, Pad 2 = base+1, Pad 3 = base+2, and so on.
4. Works best with **Root = C, Octave = 0**.

LED pattern in drum mode: amber with track color every 4th pad.

Velocity Curves

Curve	Behavior
Linear	Raw velocity pass-through
Light	Square root curve – more sensitive to soft touches
Heavy	Square curve – requires harder hits to reach high velocities
Fixed	Constant velocity of 127 regardless of how hard you hit (default)

Pad Colors

16 colors are available for the root-note LED via Device Params Knob 6:

Cyan, Orange, Magenta, Green, Red, Blue, Yellow, White, Purple, Teal, Pink, Lime, Amber, Coral, Lavender, Ice.

In-scale pads always render as light gray; out-of-scale pads (chromatic layout) are unlit. The selected color is the *root note* highlight only.

MIDI Output Reference

Output Types

- **Connection:** Move outputs MIDI via both USB-A and USB-C simultaneously. Connect either or both to your gear.
- **Notes:** Sent on the active MIDI channel (1-16) with velocity sensitivity.
- **CCs:** Sent on the active MIDI channel. In Absolute mode, sends the actual value (0-127). In Relative modes, sends delta-encoded values (see Relative Encoder Mode).
- **Program Change:** Sent when an encoder is assigned to CC 128. Outputs standard Program Change (0xC0) instead of CC (0xB0). Always absolute.
- **Transport:** Play sends Start (0xFA) / Stop (0xFC). Shift+Play sends Continue (0xFB).
- **All Notes Off:** Sent automatically on every preset switch. Also sent manually via Shift+X (Panic) on all 16 channels.

Bank Select Automation

MIDI Commander includes intelligent bank select behavior for hardware that uses multi-message program navigation:

- Changing **CC 0 (Bank MSB)** automatically sends CC 32 (LSB) = 0 and re-fires the current Program Change
- Changing **CC 32 (Bank LSB)** also re-fires the current Program Change

This lets you browse banks and presets on compatible gear without manually re-sending Program Change each time. Bank Select automation only applies in Absolute mode.

Button Reference

Button	Function
Shift (three dots "...")	Hold = CC edit mode, Double-tap = Preset Mode
Shift + X	Panic – All Sound Off + All Notes Off, all 16 channels
Shift + Play	Send MIDI Continue
Shift + Record	Toggle Ableton Link on/off
Play	Toggle MIDI Start / Stop
Up arrow	Octave +1
Down arrow	Octave -1
Right arrow	Next encoder bank (inert in Preset/Save Mode)
Left arrow	Previous encoder bank (inert in Preset/Save Mode)
Duplicate	Hold Shift + press in Preset Mode to enter Save Mode
Step 1-16	Bank select / Preset load / Save target / Encoder pick in label rename
Encoder touch	Shows current value popup on OLED
Knob 1 (in Preset Mode)	Cycle through saved presets (press Capture to load)
Knob 2 (in Preset Mode)	Enter Label Rename mode
Knob 8 (in Preset Mode)	Cycle Relative Encoder Mode
Capture (in Preset Mode)	Load the preset highlighted by Knob 1
Capture (in Rename mode)	Confirm the rename

Workflow Examples

Building Your First CC Layout

1. Start from Slot 1 ("Assignable"), loaded by default.
2. Navigate to User Views so the encoders are in CC mode.
3. Hold Shift + turn each encoder to reassign CCs matching your synth's parameters.
4. Give the encoders readable names if you like (Preset Mode → Knob 2 → see On-Device Rename).
5. Double-tap Shift > Hold Shift + Duplicate > press an empty step button to save.

Building a Multi-Bank CC Template

1. Start from Slot 1 or any empty slot. Make sure you're in User Views.
2. Step buttons 1-16 each represent a bank of 8 encoders – that's 128 CC assignments total inside one preset.
3. Navigate to bank 1 (Step 1), hold Shift, and assign your first 8 CCs.
4. Navigate to bank 2 (Step 2), hold Shift, assign the next 8.
5. Repeat for as many banks as you need.
6. Save your template to a preset slot for instant recall.

Setting Up Keyboard and Pads

1. Navigate to Device Params on Move.
2. Set your Root Note (Knob 1), Scale (Knob 2), and Layout (Knob 3).
3. Choose a Pad Color (Knob 6) and Velocity Curve (Knob 7).
4. Set MIDI Channel (Knob 8) to match your receiving device.
5. Switch back to User Views to play pads and control CCs simultaneously.

Using as a DAW Control Surface

1. Double-tap Shift to enter Preset Mode.
2. Turn Knob 8 to select the right relative mode for your DAW: - **Ableton Live / Bitwig:** Relative 1 - **Logic / Cubase / ProTools:** Relative 3 - **Native Instruments:** Relative 2
3. Exit Preset Mode. Save the preset to keep the setting.
4. In your DAW, set the MIDI controller input to the matching relative/encoder mode.
5. Map encoders to parameters – smooth control with no value jumps.

Using Ableton Link

1. On Move: RNBO runner menu > Transport > **Sync: On**.
2. On your DAW or app: enable Ableton Link.
3. Press **Shift + Record** on Move. OLED shows "ABL Link On".
4. Press **Play** – transport syncs wirelessly with all Link-enabled devices.

5. Press **Shift + Record** again to disable Link.

Technical Notes

- MIDI Commander runs in RNBO Takeover Mode. Move's normal instruments are disabled while loaded.
- Pure MIDI device – no audio processing, minimal CPU footprint.
- MIDI outputs via both USB-A and USB-C simultaneously.
- Saved presets persist on Move's onboard storage. After a power cycle, bring the device back via **Graphs** → **Load Graph** → `midi-commander-isotonik` to restore them.

MIDI Commander – Isotonik Edition v1.0 – Made for Ableton Move A Justin Joe device, distributed by Isotonik Studios.