

Table of Contents

Chapter 18: MIDI Designer Pro 2 on Mac	3
<i>Loading on Mac</i>	3
2.3200	4
2.3300	6
<i>Permissions</i>	6
<i>Connections</i>	7
<i>Multi-touch</i>	8
<i>Future</i>	9

Chapter 18: MIDI Designer Pro 2 on Mac

Beginning with macOS 11 (macOS Big Sur), MIDI Designer Pro 2 will run on Apple Silicon (M1 or higher). This brings all the functionality of MDP2 to your laptop or desktop computer.

Loading on Mac



MIDI Designer is an iOS app, even when used on the Mac. You must select the *iPhone & iPad* apps tab in the Mac App store, not the *Mac Apps* tab. See image below.

Option 1

Open the Mac App Store, enter MIDI Designer Pro 2 in the search bar. The search should return this screen:



Select the MDP2 icon to load or purchase.

Option 2

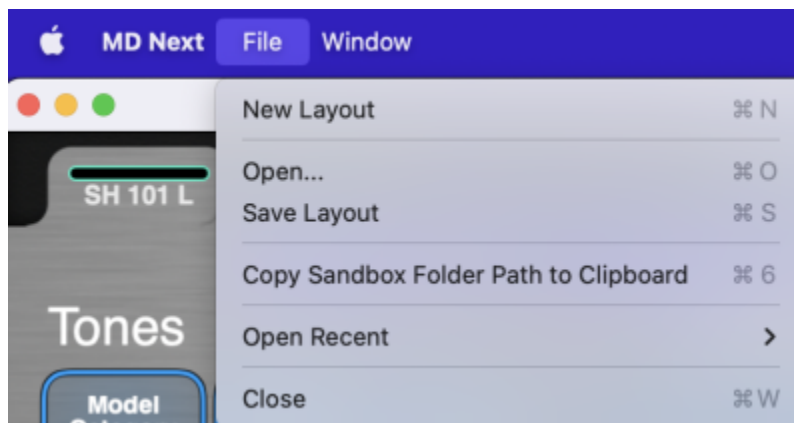
If you already own the iOS version, in the Mac app store, click at the lower left on your user name, click on *iPhone & iPad Apps*, scroll down in your apps until you see MDP2, click on the cloud icon to download.



If you previously purchased MDP2 for the iPad or iPhone, you must be signed in to the same Apple ID to access the prior iPadOS or iOS app purchase to use on your Mac.

2.3200

Version 2.3200 adds access to the Mac file system with traditional Mac FILE commands:



The *MORE* → *CONFIG* Save and New actions have been removed. Use the File menu to save existing layouts and create new layouts. *MORE* → *CONFIG* → *LOAD* and *Delete* are still available to access files that remain in the sandbox, but you cannot save back to the sandbox location.

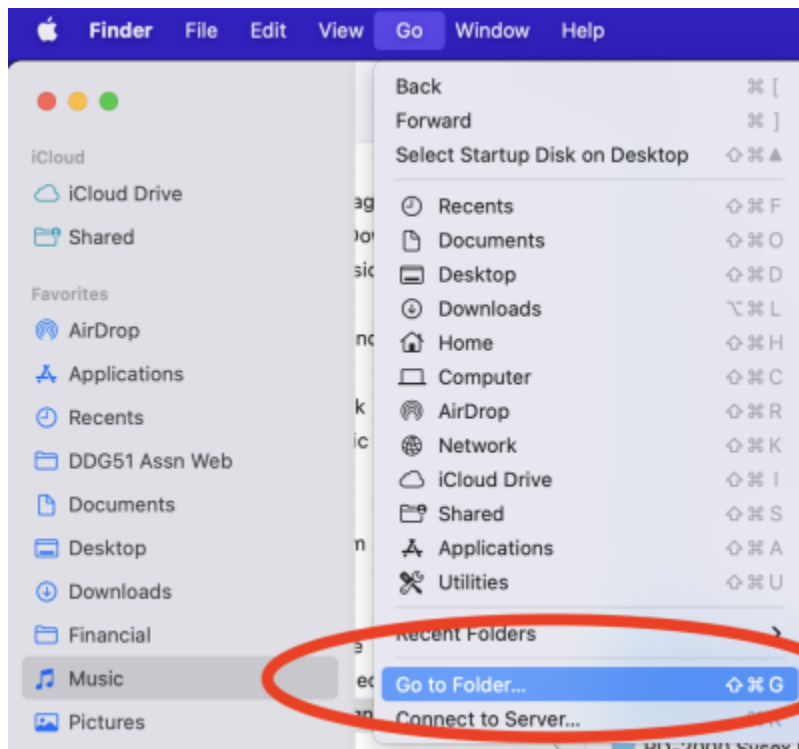


Starting with 2.320, you will use the Mac user file directory, allowing you to organize your MDP2 layouts in logical folders within the user directory structure.

You can open a `.mididesigner` or `.mididesignerpage` file by double clicking on the name (or $\text{⌘} + \text{O}$) in the Mac file manager.


Copy Sandbox Folder Path to Clipboard provides a link to the hidden folder used for autosave, config and other temporary files. To view this folder, copy the link, open *File Manager*, select `GO → GO TO FOLDER`, paste the path $\text{⌘} + \text{v}$, and press `ENTER`. If you often access this location, create a *Finder* shortcut.

Prior to 2.3200, user files were stored in the Sandbox folder. If you used an early Mac release, for easier access, move any named layouts or pages from the sandbox to a user folder. **Note:** do not move files with `backup`, `autosave`, `config`, or `hints` in the filename.



Loading and Saving Pages

- Page save will open the Mac file save dialog to allow saving the .mididesignerpage file anywhere in the file system
- Page Load only points to the sandbox file location. As a workaround, use *Finder* to load .mididesignerpage files.

 If you are a Beta tester, you will have separate sandboxes for both MD Next and MIDI Designer. Ensure you check both locations to relocate your layouts to your user folders.

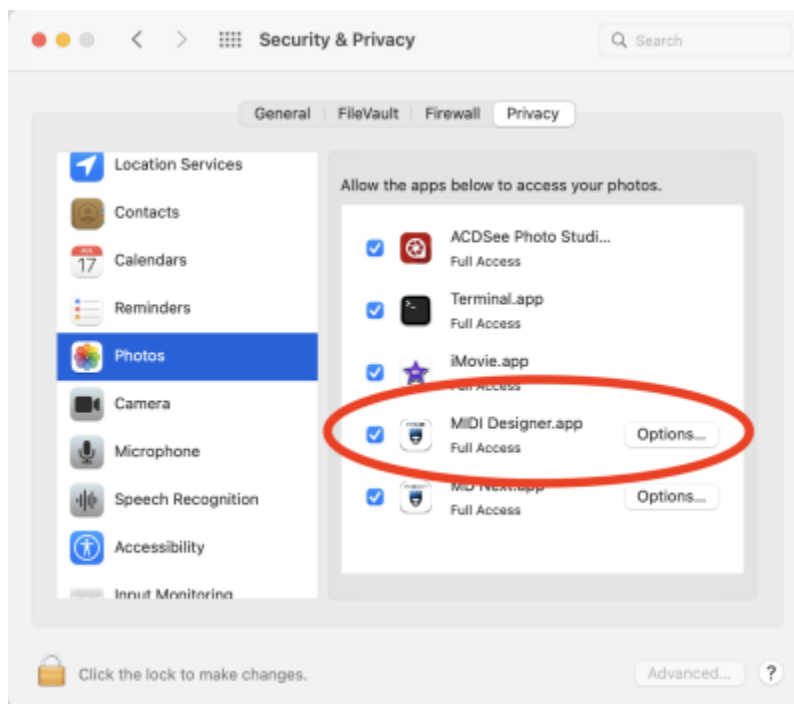
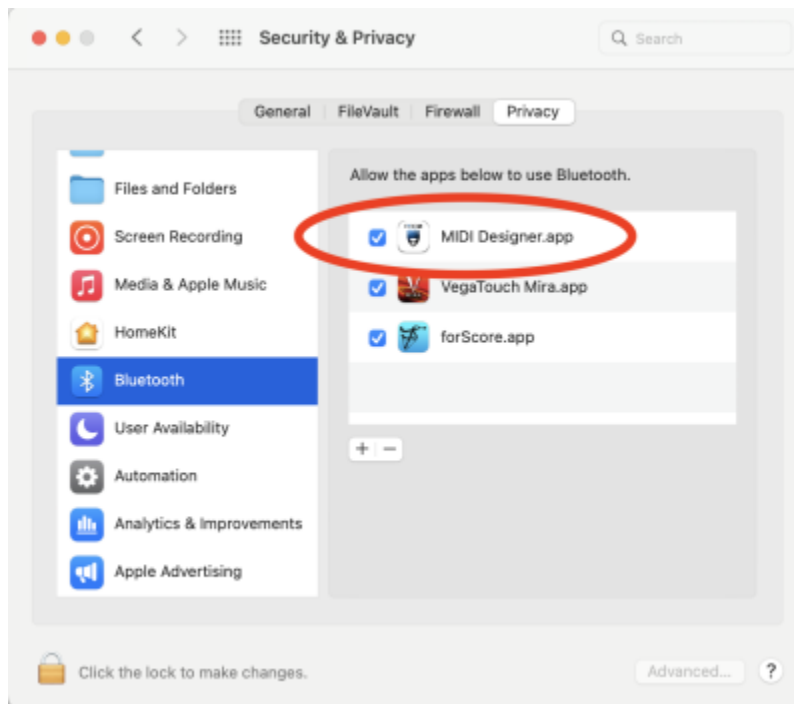
2.3300

- The Mac window is now dynamically resizable. Layout size follows the overall window horizontal size. No more small layouts in big black windows.
- iPad MORE vs Apple Mult-tasking (...) menu workaround is removed
- MIDI Designer again generates a virtual MIDI interface, simplifying connection to other apps. The virtual connections are switched on & off in the *MORE / CONFIG / CONNECTIONS* menu.

Permissions

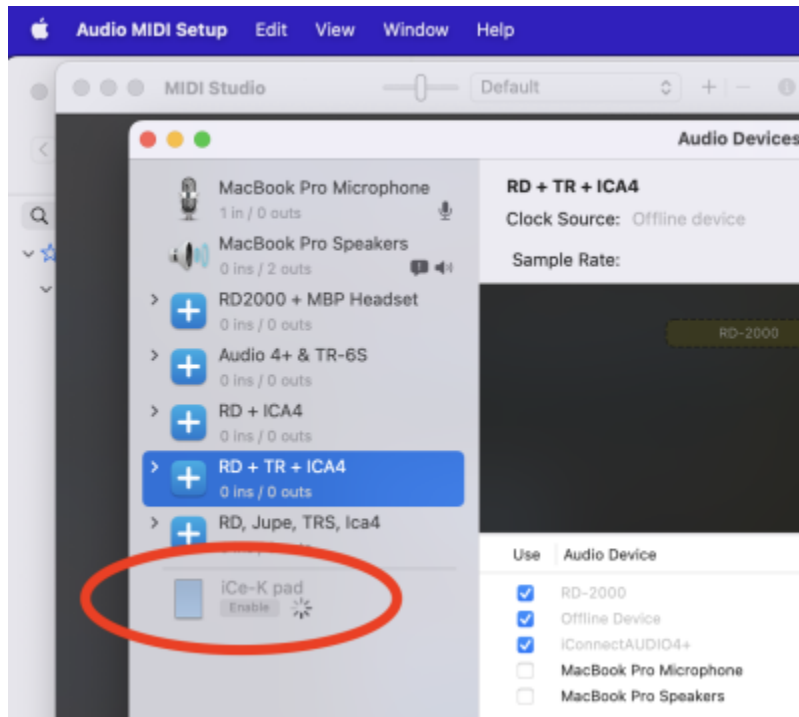
MIDI Designer needs permissions to access Bluetooth (for MIDI connections) and Photos (to import

images). These settings are in *System Preferences* → *Security and Privacy*.



Connections

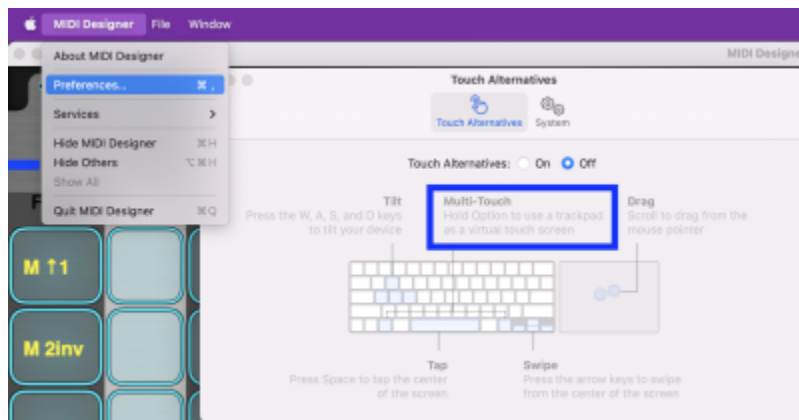
When connecting via cable from an iPad to the Mac, the iPad must first be enabled in the *Audio Devices* before the MIDI connections are available to configure in *MIDI Studio*.



Multi-touch

The Mac trackpad does not normally provide multi-touch to MDP2.

As a work around, turn on *Touch Alternative* in the MIDI DESIGNER → PREFERENCES menu. The trackpad becomes a virtual touch screen while the *Option* key - \lrcorner - is pressed.



It takes a little practice to align track pad presses with the screen.

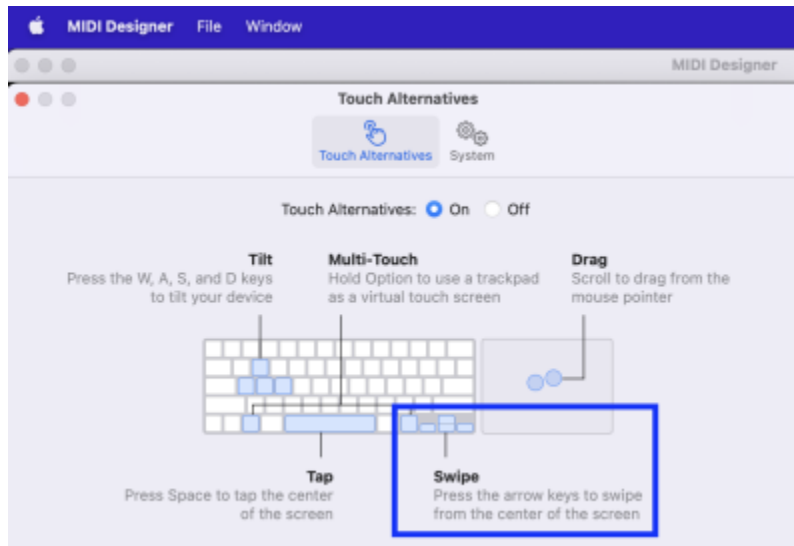
Multi-Touch is required to access pedal boards in *Play* mode.

Pedal boards can be accessed in *Design* mode with a single-touch action.

No Track Pad or Magic Mouse

Multi-Touch can assist if you do not have a touch pad or Apple Magic Mouse and need to swipe.

With *Multi-Touch* enabled, the arrow keys start a swipe from screen middle. You need to reposition the swipe target in the middle of the screen. With practice, you can swipe to delete subcontrols, open pedal boards, and other actions that require swipe action.



Future

Future releases may provide more Mac usability, such as $\text{⌘} + V$, $C X$ (cut, copy and paste), mouse multi-select for move, and others.

From:

<https://www.mididesigner.com/wiki/> - MIDI Designer Reference Manual

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Last update: **2026/05/01 12:11**

