

USER GUIDE :

PAD 1

Image Name (optional)

Choose Photo

Choose Audio

GROUP SETTINGS

Group ID: 0

Wait for loop end

Loop Measures: 4

Trigger Measure: 1

The next pad will start after measure 1 out of 4 of the loop is finished.

PAD – Editing via "Settings"

By tapping Settings on a PAD, the following options become available:

- You can rename the PAD.
- You can load an image instead of using a background color.
- You can choose to assign a song or loop.
- MIDI settings (such as CC / Note / SysEx), or both at the same time (audio and MIDI together).
- Group ID – Pad Grouping Behavior

When two or more PADS are assigned to the same Group ID (e.g., Group 1):

- They cannot play simultaneously.
- They behave like a switcher: when one plays, the other stops automatically.
- If "Wait for Loop" is enabled:

 - The next PAD will not start immediately after pressing, it will wait for a musical interval to complete (e.g., a measure).
 - Example: If a loop is 4 measures long and "Wait for Loop" is enabled, then pressing another PAD causes the switch to happen on the next measure, keeping everything in sync.

Note: Each PAD can play either audio/loop, MIDI messages, or both, depending on its individual settings.

SysEx

Send MIDI when triggered

Pad Mode

Momentary **Toggle** **One-Shot**

SysEx Settings

On **Off**

SysEx ON Data (for toggle ON)

MIDI Type

You can choose one of the following MIDI types:

- Control Change (CC)
- Note
- SysEx (System Exclusive)

Each type includes its own parameters (e.g., Note Number, Min/Max Value, Channel, etc.), which can be set individually.

PAD Mode

Each PAD supports three modes of operation:

- Momentary**: Sends the MIDI command while the pad is held down. Functions like a button: ON when pressed, OFF when released.
- Toggle**: The first press sends ON, the second press sends OFF. Ideal for switching actions like mute/unmute or start/stop.
- One-Shot**: Sends only an ON command every time the pad is pressed. Perfect for triggering sound FX, such as sirens or horns.

SysEx Special Settings

When SysEx is selected, additional options become available:

- Define both ON and OFF commands (only available in Toggle mode). Enter the SysEx ON Data to be sent. You do not need to include the F0 and F7 – these are automatically added. Only hexadecimal values are allowed (e.g., 7E 7F 09 01).
- Send MIDI When Triggered**

If enabled, MIDI messages will be sent when the PAD is triggered. If disabled, no MIDI will be sent, even if MIDI settings are configured. Useful when you want the PAD to play audio only, without sending MIDI to external devices or software.

PITCH SHIFTING

Enable Key Note (Pitch Shifting)

Original Note

Target Note

Loop Audio

Original BPM: 120

Target BPM: 120

Loop Audio

Original BPM: 120

Target BPM: 120

Pitch Shifting

When the Enable Key Note (Pitch Shifting) option is activated, the audio can be transposed to a different musical note.

Original Note: The original key of the song or loop (e.g., A, C#, etc.)

Target Note: The key you want the audio to be transposed to when the PAD is triggered.

Important Note: When Pitch Shifting is active:

- Changes to BPM, tempo, or tuning are not applied in real time.
- Instead, the song or loop will automatically restart from the beginning to apply those changes in sync.
- This means that each time you change pitch or tempo, the audio restarts to ensure proper alignment.

When Loop Audio is enabled, the PAD will play the selected loop in continuous (loop) mode.

Original BPM: The original speed of the loop (in beats per minute)

Target BPM: The desired speed at which the loop should play on the PAD

You can adjust the Target BPM to synchronize the loop with the rest of your project or live set.

Recommended Tip: For loop playback, it's best to disable Pitch Shifting, so that BPM changes apply in real time without restarting the audio file.

MIDI OUTPUT

Session 1

BLUETOOTH MIDI DEVICES

Refresh MIDI Outputs

BT-01

MIDI OUTPUT – Settings Menu

When tapping the SETTINGS button, the following MIDI options appear:

- Session Selection**: Select the current MIDI Session (e.g. Session 1) where MIDI messages will be sent.
- Refresh MIDI Outputs**: Updates the list of available MIDI output devices. If a device doesn't appear or if the connection has changed, press Refresh MIDI Outputs to reload the list.
- Bluetooth MIDI**: Opens the Bluetooth MIDI window, where:
 - All available Bluetooth devices that support MIDI are shown.
 - You can select which device to connect to.
 - For a proper refresh: First tap "Refresh MIDI Outputs", then tap "Bluetooth MIDI" again to make sure all devices are correctly listed in the dropdown menu.

Wired USB connections are also supported, such as:

Type-C to USB Device (e.g. connecting to a keyboard or other MIDI device)

USB-A connections are NOT supported unless the connected device acts as a USB Device (not Host)

CONTROL TYPE

Cc **Note** **SysEx** **Program...** **Chord**

STEP SETTINGS

Step Size: 1

Apply step to all pads (Global Transpose)

SYSEX SETTINGS

Enter SysEx data in hex format Automatic (Without F0 & F7)

Byte Position: 0

This byte will be modified by the tempo control

Min Value: 0

Max Value: 127

Scene 1

Save **Load**

Scene Management

This panel allows you to save, load, and rename scenes – sets of PADS and their full configuration.

Save

Saves the current scene, including:

- All PAD settings (audio, MIDI, group IDs, colors, images, etc.)
- Grid layout (rows/columns)
- Global settings like tempo and tuning
- The scene is saved under its current name.

Load

Loads a previously saved scene and fully replaces the current configuration.

Ideal for:

- Quickly switching between sets during live performances
- Organizing different projects efficiently
- Rename Scene
- By tapping the pencil icon, you can rename the selected scene.
- The new name will appear in the scene list drop-down
- Useful for organizing by project, song, artist, etc.
- Scene Drop-Down
- Use the drop-down menu to select which scene to load or overwrite during save.

General Note: Scene Load/Save is separate from the Export/Import Backup system – here you are managing individual scenes, not the entire project or app setup.

TUNING **TUNING CONTROL** **EDIT**

KEY **C** **RESET**

Tuning & Key Note Control

By tapping the Tuning button, the panel toggles between two modes:

- Tuning Control**: Key Note Control
- Key Note Control**: Tuning Control Mode

In this mode, the panel functions as a MIDI Step Controller, supporting the following types:

- CC (Control Change)**
- Note**
- SysEx (System Exclusive)**

Each type has its own individual settings panel, similar to PAD settings, with the following key differences:

- All values (min, max, current) operate in step mode
- There are no ON/OFF states
- Changes are made using the + / - step buttons

Key Note Control Mode

In this mode, the panel acts as a pitch shifter for audio.

Tuning is applied directly to the PAD's audio output

It can function as a global pitch transpose when enabled in the Settings

+ Features:

- When Key Note Control is active:** All PADS using Note-based audio will dynamically change pitch based on the controller
- The transposition is global, meaning it affects all PADS simultaneously (if globally enabled)**
- Example:** If all PADS are tuned to note C, you can shift them globally to C#, D, etc., allowing for real-time harmonic modulation.

Step Buttons (+/-)

These buttons behave differently depending on the selected mode:

- In Tuning Control Mode:** they adjust the current step value of the MIDI parameter (e.g., increase/decrease CC value).
- In Key Note Control Mode:** they shift the audio pitch of PADS up or down in semitone steps.

BPM CONTROL

- 120 +

RESET

BPM CONTROL – Tempo Settings

The BPM CONTROL panel allows you to adjust the tempo (BPM) of your songs or loops in various ways:

- Step Buttons (-/+)**: Increases or decreases the BPM step by step. Useful for live tempo adjustments or syncing with other sound sources.
- Display (BPM Number)**: Tap repeatedly on the BPM number to use the Tap Tempo feature.
- The BPM will adjust to the rhythm of your taps.**
- Hold down on the BPM display to manually enter a specific BPM value.**
- Tempo Lock (Lock Icon)**: Toggles BPM lock on or off.

If locked, the tempo remains fixed even when switching to another PAD. If unlocked, each PAD can define its own tempo using the Current Tempo setting.

RESET

The RESET button restores the tempo to the original value defined in the "Current Tempo" setting of the selected scene or PAD.

For Loops and Songs: BPM Control affects the real-time playback speed of loops and songs (as long as time-stretching is enabled). Perfect for live tempo changes or practice sessions.

ROWS

COLUMNS

PAD Layout – Rows / Columns / Reset

This menu allows you to control how many PADS appear on screen by adjusting the grid layout using rows and columns.

ROWS

Adjusts the number of horizontal rows, extending the layout downward.

COLUMNS

Adjusts the number of vertical columns, extending the layout to the right.

Maximum grid size: 10 x 10 (up to 100 PADS)

You can create as many PADS as you need within this limit, depending on the user's setup or scene requirements.

RESET Pads

The Reset Pads button restores all PAD settings to their default state.

This includes:

- Removing PAD names
- Clearing audio/MIDI assignments
- Resetting colors and images
- Returning to the default layout

Useful when starting a new scene or clearing an existing setup from scratch.

Echopais Pad Controller

EDIT **SETTINGS**

"Edit Hold" Mode

When you hold down the EDIT button, a special mode is activated that:

- Hides the logo (Echopais Pad Controller)
- Hides the SETTINGS button

This frees up additional screen space, allowing one extra row of PADS to be visible – especially useful on smaller screens or during live use.

Ideal for users who want to edit PADS while still seeing more of them on screen at once.