

ECHOSTAGE PAD CONTROLLER LIVE **MANUAL ECHOStage-LIVE** **ECHOPAIS MIDI SYSTEM** VERSION : 2.0.4 PAGE 1

Setup Button.
 Metronome Button.
 Display.
 Pad Grid (Rows & Cows).
 Scene Button.
 Midi Button.
 Mixer Button.
 Movie Check.
 Edit Check.
 Tempo Controller.
 Scaler Controller.
 Pitch Controller.
 Marker Controller.

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Press the **M** button (Metronome) to open the Metronome dialog. This tool can be used either as a standalone learning metronome or as a synchronization tool for your pads.

Tempo Control : + / - Buttons increase or decrease the tempo (BPM).
 Tap Tempo: Set the tempo by tapping.
 Play / Stop : Start or stop the metronome.
 Click Sounds : Load Hi / Low.
 Load custom audio samples for high and low click sounds.
 Supports importing your own click audio files.
 Pad Sync : When enabled, the metronome synchronizes with pad playback and follows the pad's rhythm settings.
 When Pad Sync is enabled, the metronome uses information from the Edit Pad panel, including:
 Original And Target Tempo & Note Value, Time Signature
 This ensures correct synchronization between pads and the metronome.
 You can also Disable synchronization for specific pads (Metronome Off), so they do not follow the metronome.
 Keep visual LED feedback from the metronome while muting its sound.
 Prec (Precision) - Improves timing accuracy for synchronization.
 Mute - Mute Metronome. Silences the click sound while keeping visual timing indicators active.
 Time Signature : In Standalone Mode, you can manually set the time signature.
 When synchronized with pads, the time signature follows the pad settings (if configured correctly).
 Rhythm Pattern : Select different rhythm patterns for the metronome.
 In Standalone Mode, this allows you to hear alternative rhythmic structures.
 This flexible system allows you to use the metronome for practice, live performance, or precise synchronization with your pads.

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Setup Menu – Controller Visibility

In the Setup menu, all available checkboxes allow you to enable or disable the display of controllers.

By selecting or deselecting these options, you can choose which controllers are shown or hidden in the interface. This allows you to customize the workspace according to your preferences.

Hide Tempo
 Hide Pitch
 Hide Marker
 Only Wave
 0-Latency
 Hide Scaler

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Pad Grid Size (Rows & Columns)

At the top of the interface, two dropdown menus labeled Rows and Columns allow you to customize the pad grid layout.
 Using these dropdowns, you can define how many pads are displayed in each scene.
 Rows: Sets the number of horizontal rows.
 Columns: Sets the number of vertical columns.
 You can freely adjust the grid size to match your workflow and performance needs.
 The maximum supported grid size is 10 x 10 pads per scene.
 This feature allows you to create compact layouts for simple setups or larger grids for advanced performances.

Display Indicator (Top Screen)

The top area of the display shows information depending on the active pad.
 When no pad is playing, the Scene name is displayed.
 When a short-duration pad (loop) is playing, the display shows Measure Remaining (remaining measures until the loop ends).
 When a long-duration pad (audio) is playing, the display shows Time Remaining (remaining playback time).
 This allows the user to monitor the progress of each pad in real time.

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Press the **MIDI** button to open the MIDI Devices dialog. This panel allows you to connect and manage your MIDI hardware and controllers. MIDI Inputs / Outputs : Connect one or multiple MIDI devices for input and output. You can use several devices simultaneously. Refresh Button : Refreshes and updates the list of available MIDI devices. Also refreshes Bluetooth connections.
 Bluetooth Button : Opens a separate Bluetooth dialog to connect wireless MIDI devices.

Note: The Bluetooth window does not include a Close button. To return to the MIDI dialog, click once outside the window.
 All Notes Off (Panic Button) : Immediately stops all playing notes. Useful in case of stuck or hanging MIDI notes.
 Pad Navigation Button : At the top of the MIDI dialog, press Pad Navigate to open the Pad Navigator panel.
 This panel allows you to control pads using MIDI controllers, pedals, or external devices.
 Navigation Controls : Up / Down / Left / Right Move through the pad grid. Select Triggers (plays) the currently selected pad.
 Learn Mode : Each navigation button includes a Learn option. Press Learn, then press a button on your MIDI device to assign it. This allows you to control navigation using pedals, footboards, or controllers.
 All Sync Checkbox : When enabled, all pads are synchronized using pedal sync. Manual tempo control is disabled. Pads start in sync using Tap Tempo. This mode is ideal for live performances when using external MIDI pedals for timing control.
 On / Off Toggle : ON: Pad synchronization is enabled OFF: Pad synchronization is disabled.
 This system allows you to fully integrate external MIDI devices for navigation, synchronization, and live control of your pads.

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Mixer Button & Mixer Dialog

Press the Mixer button to open the Mixer dialog, where you can control audio levels, effects, and output routing.

Channel Controls
 Each channel includes the following controls:
 Mute - Silences the selected channel.
 Solo - Plays only the selected channel.
 Pan - Adjusts left/right stereo balance.
 Link - Links channels for synchronized control.
 Volume Faders (8 Channels) - Adjust the output level of each channel.
 Refresh Button : Use this when connecting a new sound card while the app is running.
 Rescans and updates available audio devices.
 Audio Button : Opens audio settings. Allows you to configure:
 Sound card - Buffer size - Latency...
 8-Band Equalizer - Each channel includes an 8-band EQ for detailed sound shaping.
 The FX section includes four built-in effects:
 Reverb - Chorus - Delay - Compressor
 These effects can be adjusted per channel.

Important Note: Bus 16 Output Routing
 In the Edit Pad panel, you only select the Bus where the pad is sent.
 This means Edit Pad -> Selects the Bus.
 Mixer -> Assigns the Bus to physical output channels.
 This allows you to route audio to separate physical outputs on your audio interface.
 This design allows flexible and professional audio routing for live and studio setups.

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Edit & Move Modes

At the top of the interface, you will find two mode buttons: Edit and Move. These buttons control how you interact with pads and controllers.

Edit Move
 Edit Move
 Edit Move
 Edit Move

Normal Mode (Edit OFF - Move OFF)
 When both Edit and Move are disabled:
 Pads play normally when pressed.
 No editing or moving actions are performed.
 This mode is recommended for live performance.

Edit Mode (Edit ON)
 When Edit is enabled:
 Tapping a pad opens the Edit Pad dialog, where you can customize the pad.
 You can assign MIDI controllers using Learn mode by pressing on-screen controls and then your MIDI device.
 Allows detailed configuration of pads and controls.

Edit + Move Mode (Edit ON - Move ON)
 When both Edit and Move are enabled:
 You can copy and paste pads and controllers.
 Within the same scene Across different scenes
 Supports multiple selection using the Multi button.
 You can copy multiple pads at once and paste them anywhere.
 You can rearrange pads by dragging and dropping them. Change the position of pads freely within the grid.
 This mode is useful for redesigning your layout.

Move Mode (Move ON)
 When only Move is enabled:
 You can rearrange pads by dragging and dropping them. Change the position of pads freely within the grid.
 This mode is useful for redesigning your layout.

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MIDI Settings (Edit Pad -> MIDI Tab)

To access the MIDI settings for a pad, enable Edit Mode and tap on a pad. Then open the MIDI tab in the Edit Pad dialog. This section allows you to configure how a pad sends MIDI commands.

MIDI Enabled
 When MIDI Enabled is checked, the pad will send MIDI messages. When disabled, no MIDI data is transmitted from this pad.

MIDI Layers (Up to 8 Layers)
 The layer dropdown lets you select up to 8 MIDI layers. Each layer can send a different MIDI command. This allows one pad to control multiple devices or parameters simultaneously.

MIDI Channel
 Use the Channel dropdown to select the MIDI channel. Supports standard MIDI channels (1-16).

MIDI Settings
 Test MIDI
 MIDI Enabled
 Layer 1
 Layer 2
 Layer 3
 Layer 4
 Layer 5
 Layer 6
 Layer 7
 Layer 8
 Prec/Layer 9

CC
 Note
 Program
 SysEx

Layer Mode
 Layer checkbox enables multi-layer MIDI output. When enabled, the pad can send MIDI commands from multiple layers at the same time.

MIDI Message Types
 Each layer supports four MIDI message types:
 CC / Note
 Sends Control Change or Note messages.
 Program Change
 Changes presets or patches on external devices.
 SysEx
 Sends System Exclusive messages. (Other supported types, depending on mode)
 According to the selected type, the app provides the appropriate settings, such as:
 Minimum / Maximum values
 Note numbers, Velocity, Ranges

This powerful MIDI system allows each pad to function as a multi-command controller, making it suitable for complex live and studio setups.

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Edit Pad – Audio Settings

To open the Edit Pad window, enable Edit Mode and tap on a pad. This panel allows you to fully configure how each pad behaves and plays audio.

Learn, Change & Select
 At the top of the window, you will find three control options:
 Learn
 Change
 Select

Learn
 Allows you to assign an incoming MIDI message to the pad.
 When enabled, the pad listens for MIDI input and learns the control.

Change
 Use this when a learned MIDI button is momentary, but you want the pad to behave as toggle.
 Converts temporary MIDI input into toggle behavior.

Sel (Select)
 When enabled, learned MIDI messages will select the pad instead of playing it.
 Useful when using Pad Navigation mode.

Pad Name, Color & Mode
 Name
 Set a custom name for the pad.
 Color
 Assign a custom color for easy identification.
 Mode
 Choose how the pad is triggered:
 Momentary
 Plays while the pad is held. Stops when released.
 Toggle
 Press once to play (ON), press again to stop (OFF).
 One-Shot
 Plays the sound fully once. Commonly used for drums and effects.

Group Mode
 The Group dropdown defines how pads interact with each other.
 Off (Independent)
 Pads play independently.
 Single (Solo)
 Playing a pad stops any previously playing pad.
 Both (Group Play)
 Assign pads to groups.
 Only one pad per group plays at a time.
 Next Pad (Chain)
 Automatically plays the next pad when the current one ends.
 Loop must be disabled, otherwise playback will never advance.

Additional Options
 Solo: Works like Single (stops previous pads).
 Next: Stops the previous pad when switching.

Pad Image
 Import / Remove Photo
 Assign a custom image to each pad.
 Helps visual identification during performance.

Audio & Sync Settings
 Original & Target Values
 These define how the audio synchronizes:
 Original Tempo / Note / Measure
 The original properties of the audio file.
 Target Tempo / Note / Measure
 The desired playback values.
 Correct configuration ensures proper time-stretching and sync.

Time Signature
 Defines the rhythmic structure.
 Required for accurate synchronization with the metronome.

Step Mode (MIDI Step Control)
 Step 1
 Step Dropdown
 Off: Step mode disabled.
 1-10: Enables step-based MIDI value control.
 When enabled:
 The pad sends a default middle value (64).
 Use global Pitch/Step controls (+ / -) to increment or decrement values.
 Ideal for precise CC control.

Wait Loop
 Wait Loop (Measures)
 Delays playback until the specified number of measures is completed.
 Ensures synchronized entry with groups or other pads.

Metronome Options
 Mute Metro
 Silences the metronome sound for this pad.
 Keeps LED sync feedback active.
 Off Metro
 Disables metronome synchronization for this pad.
 The pad will not follow the global metronome.

Learn Change Sel Edit Pad 1 AUDIO EDITOR

Name: Momentary
 Mode: Toggle
 One-Shot

Import Photo Remove Photo

Tempo: 120 Tar Tempo: 120 Or Note: C Tar Note: C
 Or Measure: 5 Tar Measure: 5 Time Sign: 4 4

Layer 1 Layer 2 Layer 3 Layer 4 Layer 5 Layer 6 Layer 7 Layer 8 Prec/Layer 9

Start Point. Metronome Start Position. Playhead. End Point.

Layer 1 Layer 2 Layer 3 Layer 4 Layer 5 Layer 6 Layer 7 Layer 8 Prec/Layer 9

Layer 1
 Layer 2
 Layer 3
 Layer 4
 Layer 5
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 Layer 7
 Layer 8
 Prec/Layer 9

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Layer 1
 Layer 2
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 Layer 6
 Layer 7
 Layer 8
 Prec/Layer 9

Audio Layer Selection
 Below the Off Metro option, you will find the Audio Layer dropdown.
 This allows you to use up to 9 audio layers simultaneously per pad.
 Layers 1-8 are standard audio layers.
 Layer 9 is reserved for Precount Mode.
 Precount Mode (Layer 9)
 Layer 9 includes a special checkbox.
 When enabled, the layer plays in Precount Mode.
 This means a short metronome sound or small audio clip plays before the main pad starts.
 Useful for countdowns or preparation before playback.

Display & Playback Options
 Hide Info Labels
 Hides the pad information displayed under the pad name.
 Always better visibility when using a photo.
 Pause
 When enabled, stopping a pad pauses playback instead of resetting it.
 Playback resumes from the same position when restarted.
 If you switch to another pad and return, the pause state is reset.

Audio Layer Waveform
 Each audio layer includes a waveform editor.
 Enable
 Each layer has an Enable checkbox.
 The layer only works when enabled.
 Load / Remove
 Load or remove audio files for each layer.

Waveform Markers & Controls
 Inside the waveform view, several colored lines are available:
 Cyan Line
 Sets the audio start point.
 Orange Line
 Defines the metronome sync start position when using the global metronome.
 Yellow Playhead
 Allows previewing specific parts of the audio.
 Pink Line
 Sets the audio end point.

Loop & Preview
 Loop Checkbox
 Enables looping for the audio.
 Preview Button (Play / Stop)
 Plays or stops the selected audio section.

Volume & Output Routing
 Volume Slider
 Adjusts the pad volume.
 Bus Output Dropdown
 Selects which bus the pad is sent to in the mixer.
 Important:
 Pads are routed to the sound card outputs only through the Mixer, not directly from here.

Audio Markers
 At the bottom, the Marker Section allows you to create and manage markers in the audio.
 Marker Controls
 Set Marker
 Creates a marker at the current position.
 Marker Selection Dropdown
 Selects which marker is active.
 Full Name
 Displays the complete marker name in the marker control area.
 Short Name (3 Letters)
 Displays a short label inside the waveform.
 Color Selector
 Sets the marker color.
 Del
 Deletes the selected marker.
 Clear
 Deletes all markers.

Layer & Audio Controls
 Layers
 Supports multiple audio layers per pad.
 Loop
 Enables looping playback.
 Volume & Output
 Adjust volume.
 Select output bus/channel.

This advanced Edit Pad system gives you full control over audio playback, synchronization, MIDI behavior, and live performance workflow.