



DIOSYNTH

Diosynth Live™ User Guide v1.2.0

1. Introduction	3
2. Installation	3
2.1 System requirements	3
2.2 Install Diosynth Live	3
2.3 First launch	4
3. Connecting Diosynth Live to Diosynth	4
3.1 Connection overview	4
3.2 Connecting by USB	5
3.3 Connecting by Bluetooth	5
3.4 Bluetooth permissions	5
3.5 Demo Mode	6
4. User Interface Overview	6
4.1 Favorites tab	6
4.2 Setup tab	6
4.3 MIDI tab	6
4.4 Navigation	6
4.5 List View and Grid View	7
5. Favorites	7
5.1 Favorites list	7
5.2 Selecting a Favorite	7
5.3 Previous and Next	7
5.4 List View and Grid View	8
5.5 Options menu	8
5.6 Edit List	9
5.7 Resync	9
5.8 Use Grid View / Use List View	9
6. Editing the Favorites List	9
6.1 Opening Edit List	9
6.2 Selecting a Favorite location to edit	10
6.3 Opening Update Favorite	10
6.4 Selecting a new patch	11
6.5 Reordering Favorites	12
6.6 Reordered result	12
6.7 Stop Editing	12
7. Setup	13
7.1 Pitch	13
7.2 Key delay	14

7.3 Breath.....	14
7.4 Bite.....	15
7.5 Octave range.....	16
7.6 Assign Buttons.....	16
7.7 Pressure Pads.....	16
7.8 Gyroscope.....	17
7.9 Joystick.....	17
7.10 Vibrato	17
7.11 Fingering	17
7.12 Clock.....	18
7.13 Audio.....	18
7.14 Master FX.....	18
7.15 Sort By.....	19
7.16 Theme Color	19
7.17 Protection and Bluetooth.....	19
7.18 Display and power	19
7.19 Language	19
8. MIDI	20
8.1 MIDI Enable and Local On/Off	20
8.2 MIDI Channels.....	20
8.3 Program Change.....	21
8.4 Joystick.....	21
8.5 Assign Buttons Out.....	21
8.6 Pressure Pads.....	22
8.7 Transmit.....	22
8.8 Breath.....	22
Trademark notices.....	23

1. Introduction

Diosynth Live is a free companion app for Diosynth™ on iOS and Android™ phones. It is designed to provide instant access to your favorite patches during rehearsals and live performances, so you can recall the sounds you need without navigating through the full patch library on the instrument.

Diosynth Live is organized into three main tabs: **Favorites**, **Setup**, and **MIDI**. The **Favorites** tab is the main performance area. It lets you view and recall the Favorites stored in the connected Diosynth, and edit or reorder the list to suit your needs. The **Setup** tab provides access to device settings that may be useful when preparing to perform. The **MIDI** tab provides access to MIDI parameters used when connecting Diosynth to other MIDI devices or software.

Diosynth Live and Diosynth Manager work well together: Use Diosynth Live for live patch recall and quick access to device settings, and Diosynth Manager for full patch-library browsing, patch editing, bank management, firmware updates, and other extended tasks.

Demo Mode lets you explore Diosynth Live without connecting a Diosynth. When a Diosynth is connected, the app retrieves the Favorites, Setup, and MIDI data from the instrument, where these can be easily viewed and adjusted as needed.

The user guides for Diosynth and all Ashun Sound Machine products are available on our website at <https://www.ashunsoundmachines.com/downloads>.

2. Installation

Diosynth Live is available for iOS and Android. Install it from the Apple App Store or Google Play.

2.1 System requirements

iOS

- iOS 15.0 or later
- iPhone 6s or newer

Diosynth Live is designed for iPhone. There is no native iPad version; on compatible iPad models, the iPhone version may run in compatibility mode. However, performance is not guaranteed.

Android

- Android 8.0 (Oreo) or later
- ARM-based phone or tablet
- 32-bit and 64-bit ARM devices are supported
- Bluetooth Low Energy (Bluetooth LE)

Chromebooks and x86-based Android devices are not supported.

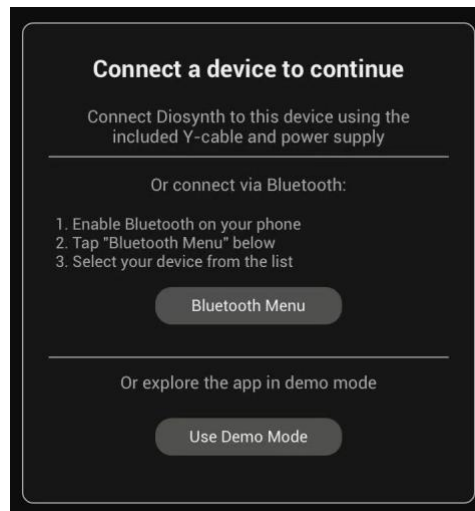
2.2 Install Diosynth Live

1. Open the App Store or Google Play on your device.
2. Search for **Diosynth Live**.
3. Select the app and tap **Get** or **Install**.
4. Open Diosynth Live when installation is complete.

Diosynth Live communicates with the instrument using Bluetooth LE MIDI or a wired USB MIDI connection.

2.3 First launch

When Diosynth Live opens without a connected Diosynth, the **Connect a device to continue** screen appears.



This screen provides three choices:

- connect Diosynth by USB using the included Y-cable and power supply;
- connect wirelessly by tapping **Bluetooth Menu**;
- tap **Use Demo Mode** to explore the app without a connected Diosynth.

Bluetooth permission prompts are handled during the Bluetooth connection process, because they appear when the Bluetooth connection window is opened.

3. Connecting Diosynth Live to Diosynth

Diosynth Live can connect to Diosynth by USB or Bluetooth® MIDI.

When the connection is established, Diosynth Live opens on the **Favorites** tab. This happens even if a different tab was selected during a previous session.

3.1 Connection overview

Use one of the following connection methods:

- **USB:** Connect Diosynth to the phone using the included Y-cable and power supply.
- **Bluetooth MIDI:** Connect wirelessly from inside Diosynth Live.

Note: The **BT Enable** setting on Diosynth is for Bluetooth Audio. It is not required for connecting Diosynth Live.

3.2 Connecting by USB

Use the included Y-cable and power supply when connecting Diosynth Live by USB.



Connect the Y-cable as follows:

- the connector labeled **PC** connects to the phone;
- the USB-logo connector connects to Diosynth;
- the lightning-icon connector connects to the power supply.

Some phones may require an adapter.

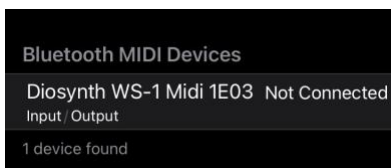
On iPhone, unlock the phone before connecting the cable.

After a few seconds, the connection window closes and Diosynth Live opens on the **Favorites** tab.

3.3 Connecting by Bluetooth

To connect by Bluetooth, make sure Bluetooth is enabled on the phone, then open Diosynth Live.

If the **Connect a device to continue** screen appears, tap **Bluetooth Menu**.



The Bluetooth connection window appears. Tap the row that shows Diosynth as **Not Connected**.

After the connection is made, the status changes to **Connected**. Tap outside the connection window to begin using Diosynth Live.

3.4 Bluetooth permissions

The first time Diosynth Live uses Bluetooth, the phone may show a permission prompt.

On iPhone, allow Diosynth Live to use Bluetooth.

On Android 12 or later, allow Diosynth Live to find and connect to nearby devices.

On older Android versions, the phone may request location permission for Bluetooth scanning. Diosynth Live does not use location information; this permission is part of how those Android versions handle Bluetooth scanning.

3.5 Demo Mode

Demo Mode lets you explore Diosynth Live without connecting a Diosynth.

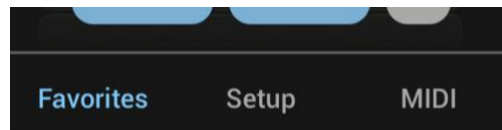
Demo Mode is useful for becoming familiar with the app, but the changes you make will not be saved. When a Diosynth is connected later, Diosynth Live reads the current Favorites, Setup, and MIDI settings from the connected Diosynth.

4. User Interface Overview

Diosynth Live is organized into three main tabs at the bottom of the screen:

- **Favorites**
- **Setup**
- **MIDI**

Tap a tab to open it.



4.1 Favorites tab

The **Favorites** tab is the main performance tab. It shows the Favorites stored in the connected Diosynth and lets you recall them quickly.

Favorites can be displayed in **List View** or **Grid View**. List View shows each Favorite in a vertical list. Grid View shows Favorites as larger tiles. See [section 5, Favorites](#) for more information.

4.2 Setup tab

The **Setup** tab provides access to device settings that affect how Diosynth responds when you play. These include settings such as tuning, transpose, scale, controller behavior, breath response, bite response, assign buttons, pressure pads, joystick, gyro, vibrato, various utility settings, and audio settings.

Detailed descriptions of these settings are provided in section 7, Setup.

4.3 MIDI tab

The **MIDI** tab provides access to MIDI settings used when Diosynth sends or receives MIDI data. These include MIDI enable, Local On/Off, MIDI channels, program change settings, and controller transmit settings.

The detailed descriptions of these settings are provided in [section 8, MIDI](#).

4.4 Navigation

Swipe up or down to scroll through lists.

Tap a row, tile, or field to select it. In some cases, tapping a field opens a menu, slider, or value-entry control. These controls are described where the related setting is explained.

4.5 List View and Grid View

Most Favorites functions are available in both [List View](#) and [Grid View](#).

List View shows Favorites in rows with columns for the Favorite number, patch name, and Patch ID.

Grid View shows Favorites as tiles. Each tile shows the Favorite location and patch information in a larger format.

These view options are described in greater detail the Favorites section below.

5. Favorites

The **Favorites** tab displays the Favorites stored in the connected Diosynth. Favorites provide quick access to selected patches during rehearsal or performance. The Favorites list holds 128 patches.

5.1 Favorites list



#	Patch Name	Patch ID
1	BalladTenor	A007
2	CleanSopSax MM	B091
3	BreckTronic BK	A020

In List View, the Favorites list includes three main columns:

- **#** — the Favorite location number;
- **Patch Name** — the name of the patch assigned to that Favorite location;
- **Patch ID** — the bank and patch number of the assigned patch.

A Patch ID points to a patch stored inside Diosynth. For example, **D005** means Bank D, patch 005. If the contents of D005 are edited or replaced, for example, the Favorite location will recall the new patch, not the original patch.

5.2 Selecting a Favorite

Swipe up or down to view or select other patches in the list of Favorites. Tap a Favorite row to recall that patch.

When a Favorite is selected, the connected Diosynth switches to that patch immediately.

The selected Favorite is highlighted in the list.

5.3 Previous and Next

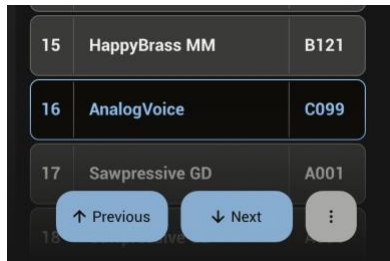
Tap **Previous** or **Next** to move through the Favorites list one location at a time.

The selected Favorite changes as you move through the list, and Diosynth recalls the selected patch.

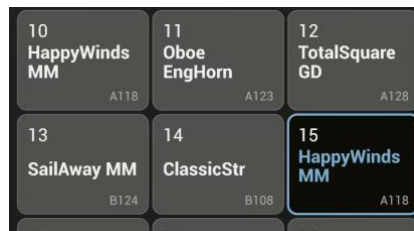
5.4 List View and Grid View

Favorites can be displayed in List View or Grid View. Use the Options menu to switch between them (see [section 5.5](#)).

In **List View**, Favorites appear as rows.



In **Grid View**, Favorites appear as larger tiles.

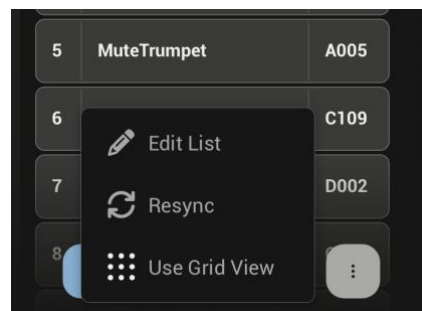


Tap a row or tile to select that Favorite.

The same patch can appear in more than one Favorite location.

5.5 Options menu

Tap the **Options** button on the Favorites tab to open the **Options menu**.



The Options menu includes:

- **Edit List**
- **Resync**
- **Use Grid View** or **Use List View**, depending on which mode is currently selected.

5.6 Edit List

Edit List puts you in the Edit mode for the Favorites List. See [section 6](#) for more details.

5.7 Resync

Tap **Resync** to update the Favorites list in Diosynth Live from the connected Diosynth.

This is useful if the Favorites list was changed on the instrument or in Diosynth Manager.

During Resync, data is transferred from Diosynth to Diosynth Live. The Options window closes, and the Favorites list is updated. This usually takes about two seconds.

5.8 Use Grid View / Use List View

Tap **Use Grid View** to display Favorites as tiles.

When Grid View is active, the Options menu changes to **Use List View**. Tap **Use List View** to return to the list.

Changing between List View and Grid View changes only the display format. It does not change the Favorites stored in Diosynth.

6. Editing the Favorites List

Use **Edit List** to change which patches are assigned to Favorite locations or to reorder the Favorites list.

Duplicate Favorites are allowed. This means the same patch can be assigned to more than one Favorite location.

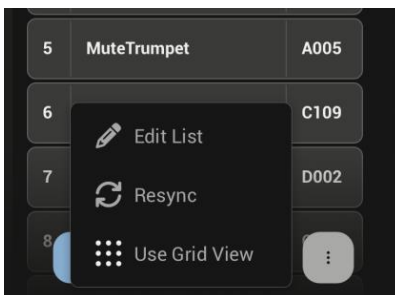
There are 128 Favorites locations available. Unassigned Favorites point to patch location A001 by default.

Note: You must click the Stop Editing button to write the changes to the internal memory of the connected Diosynth, as described in [section 6.7](#).

6.1 Opening Edit List

On the **Favorites** tab, tap the **Options** button.

In the Options menu, tap **Edit List**.



The Favorites list remains visible, but the app enters editing mode.

#	Patch Name	Patch ID	
1	BalladTenor	A007	⋮
2	Bass Sax	A013	⋮
3	SoulSaws MM	A014	⋮
4	BassRecorder	B052	⋮
5	GoldTooth ES	B098	⋮
6	Klangon_TO	B101	⋮
7	DioSynthMain BK	C098	⋮
8	SawSa	102	⋮

✕ Stop Editing

In Edit List mode:

- the column header row turns orange;
- each Favorite row shows a vertical three-dot control on the right side;
- the **Stop Editing** button appears near the bottom of the screen;
- no Favorite is selected initially.

6.2 Selecting a Favorite location to edit

Tap the Favorite location you want to edit.

6	Klangon_TO	B101	⋮
7	DioSynthMain BK	C098	⋮
8	SawSa	102	⋮

✕ Stop Editing

The selected row is highlighted in orange.

In this example, Favorite location **7** is selected.

6.3 Opening Update Favorite

With the Favorite location selected, tap the three-dot control on the right side of that row.

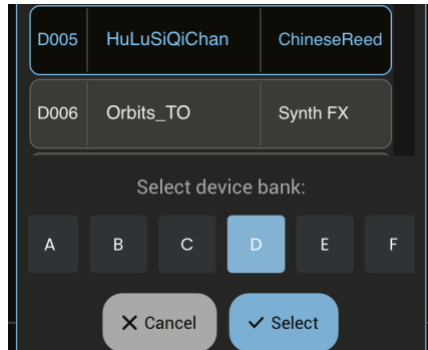
6	Klangon_TO	B101	⋮
7	Update Favorite		⋮

A small pop-up appears with a heart icon and the words **Update Favorite**.

Tap **Update Favorite** to choose a different patch for that Favorite location.

6.4 Selecting a new patch

After you tap **Update Favorite**, the patch-selection window opens.



The six buttons labeled **A** through **F** represent the six internal patch banks in Diosynth. Tap a bank button to view the patches in that bank.

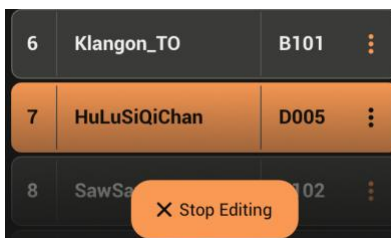
Scroll through the list and tap the patch you want to assign to the selected Favorite location.

In this example:

- Bank **D** is selected in the device bank row;
- patch **D005** is selected in the list of patch names.

Tap **Select** to confirm the new patch and return to the Edit List view.

Tap **Cancel** to return without changing that Favorite location.



If you tapped **Select**, the new patch name and Patch ID appear in the selected Favorite location.

From here, you can update another Favorite, reorder the list, or tap **Stop Editing**.

6.5 Reordering Favorites

In Edit List mode, press and hold a Favorite location, then drag it up or down the list.



When the desired location is highlighted, drop it there by releasing your finger.

Dropping a Favorite onto another location swaps the two locations.

6.6 Reordered result



In this example, the Favorite that was in location 7 has been swapped with the Favorite that was in location 5.

6.7 Stop Editing

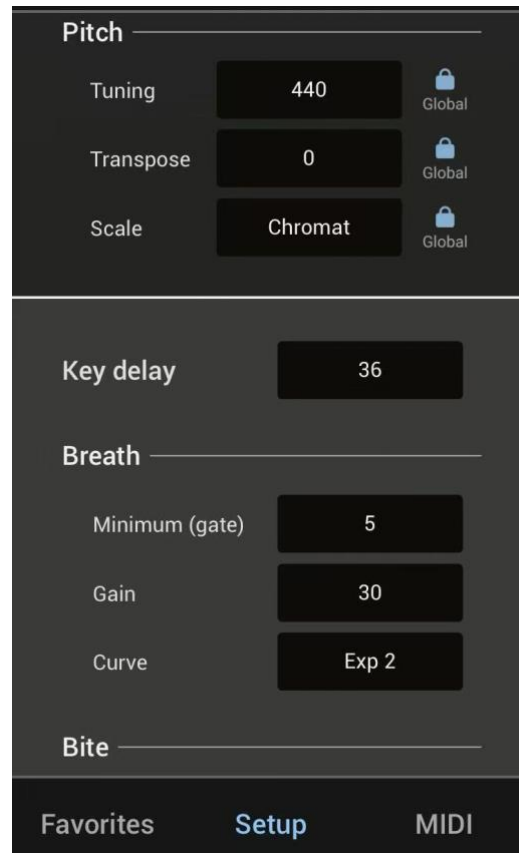
Tap **Stop Editing** when you are finished. This writes the changes to the internal Diosynth memory. Diosynth Live will exit editing mode and return to the normal Favorites tab.

7. Setup

The **Setup** tab provides access to the Diosynth settings that affect every patch, unless a control is set to **Patch**. Swipe up or down to move through the tab, and tap a value field or switch to change a setting.

The Setup parameters are arranged roughly by frequency of use. Settings you are likely to adjust more often appear near the top, while set-and-forget settings—such as Vibrato, Clock, and Audio—appear farther down.

Note: For more detailed information about the Setup parameters, please refer to the latest version of the Diosynth manual. It is available on our website at <https://www.ashunsoundmachines.com/downloads>.



7.1 Pitch

The Pitch controls can operate globally or use the value stored in each patch. A closed blue lock labeled **Global** means the displayed value applies to every patch. Tap the lock to switch between Global and per-patch operation.

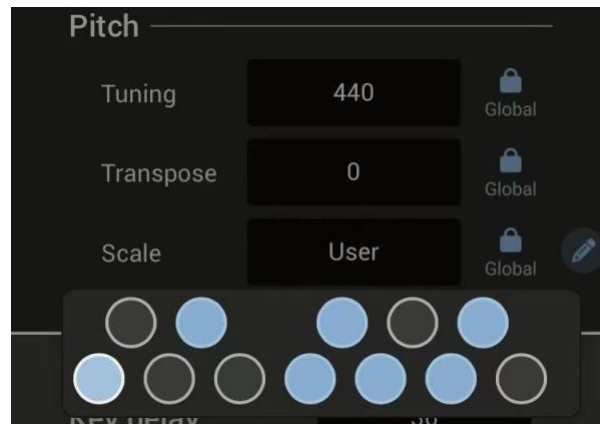
Tuning sets the reference pitch from 380 to 500 Hz. The standard reference is 440 Hz.

Transpose shifts the pitch chromatically from -11 to +11 semitones. If you need to shift by one or more octaves, use the patch Pitch control to reach the ideal range.

Scale selects a preset scale, microtuning scale, or the custom User scale. The default is **Chromatic**. The blue pencil icon is visible only when **User** is selected, which allows you to edit the custom User scale.

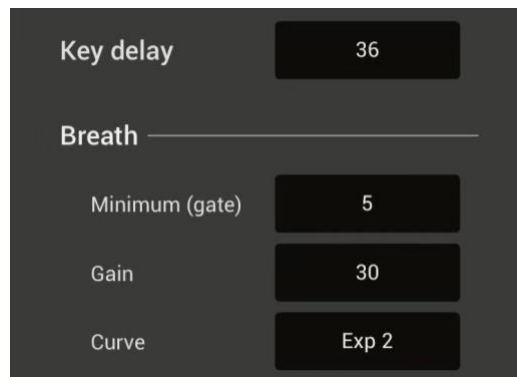
Editing the User scale

Set **Scale** to **User**, then tap the blue pencil icon to open the Scale Edit window.



The twelve dots correspond to one octave of piano keys, from C through B. Tap up to eight dots to include those notes in the custom User scale. Selected dots appear blue. When you are finished, tap outside the Scale Edit window to close it and return to the Setup tab.

7.2 Key delay



Key delay sets the key-response buffer from 0 to 64. Higher values can reduce unintended notes caused by small fingering inconsistencies, but may make very fast passages less responsive. Lower values respond more quickly but require more precise fingering.

7.3 Breath

The Breath settings tailor the way Diosynth responds to air pressure.

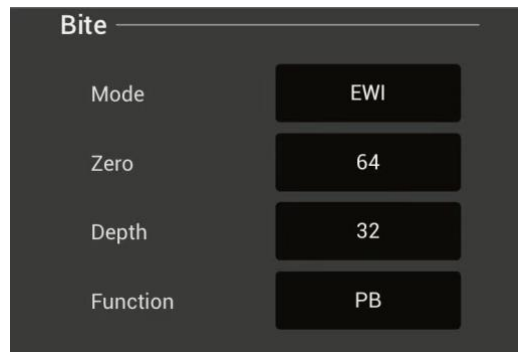
Minimum (gate) sets the minimum breath level required to produce sound. The range is 0–127. Raise the value if you normally play with higher air pressure; lower it for a lighter response.

Gain controls how much additional breath is needed to move from the minimum level to the maximum level. The range is 0–127. Values below 20 cannot reach the full output value; 20 provides the widest dynamic range; values above 20 make the maximum easier to reach but reduce the available dynamic range.

Curve selects the response shape. The choices are Exp 1–5, Linear, S-curve, and Log 1–5. Try several curves to find the response that best matches your playing technique.

7.4 Bite

The Bite controls determine how the mouthpiece bite sensor responds and what it controls.



Mode decides how the Bite sensor information is interpreted. There are 4 modes:

- **Off** sends no modulation from the bite sensor.
- **Sax** simulates a tight embouchure. Dropping the jaw lowers the pitch, and tightening the embouchure returns it toward the played pitch.
- **Loose** simulates a looser recorder-style embouchure. Biting bends the pitch upward.
- **EWI** responds to bite movement in either direction and returns automatically to center, making it useful for a controlled vibrato.

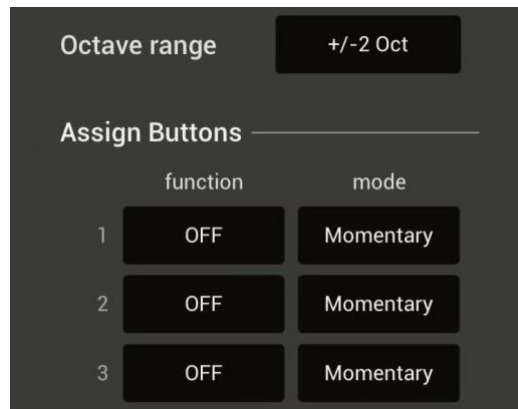
Zero sets the dead range before the sensor responds. The range is 0–127. Higher values require more bite movement before modulation begins.

Depth sets the width of the bite effect from 0 to 127. Higher values produce a wider pitch-bend range.

Function determines how the Bite modulation is assigned. There are 3 options:

- **Patch** uses the bite assignment stored in each patch.
- **PB** applies pitch bend to every patch.
- **Off** disables the bite response.

7.5 Octave range



Octave range selects the two-octave or three-octave range for the octave buttons.

- **Two-octave range:** The first button above/below the thumb rest shifts the pitch by one octave, and the second button shifts the pitch by two octaves. Pressing the first and second buttons together also shifts the pitch by two octaves.
- **Three-octave range:** The first button above/below the thumb rest shifts the pitch by one octave, buttons 1 and 2 together shift by two octaves, and button 2 shifts by three octaves.

7.6 Assign Buttons

Each of the three Assign buttons has a **Function** and **Mode** setting.

Function has seven options: Off, Patch, Next/Previous Patch, Next/Previous Favorite, or Glide. The **Patch** option uses the assignment stored with each patch. The **Next** and **Previous** choices make it possible to change patches or Favorites without looking at the display. **Glide** enables or disables the glide effect.

Mode has two options: Momentary or Latch. **Momentary** keeps the function active only while the button is held. **Latch** keeps it active until the button is pressed again. The Patch/Favorite functions are always momentary (i.e., instant response), so the Latch setting doesn't change their behavior.

7.7 Pressure Pads

The two pressure-sensitive pads can introduce modulation according to how firmly they are pressed.



Function sets the modulation destination for each Pad. The options are Off, Patch, Vibrato, Growl, Glide, or Glide Rate. The **Patch** setting uses the destination stored with each patch. **Glide** is an on/off function; **Vibrato**, **Growl**, and **Glide Rate** can respond continuously to pressure.

Sense sets the pad sensitivity to Off or from 1 to 10. Higher values produce a larger modulation effect.

Mode has two options: Momentary or Latch. **Momentary** returns the modulation to zero when the pad is released. **Latch** holds the last value until the pad is pressed again.

7.8 Gyroscope

Gyroscope	Patch
-----------	-------

Gyroscope assigns the upward tilt of Diosynth to Off, Patch, Vibrato, Growl, Glide, Glide Rate, or Tone. **Patch** modulates the destination stored with each patch; the other destinations apply globally.

7.9 Joystick

Joystick	
PB Mode	Patch
PB up	100
PB down	100

PB Mode sets the up/down pitch bend response for the joystick to Off, Global, or Patch. **Global** uses the PB up/down values that are set here; **Patch** uses the values stored with each patch.

PB up and **PB down** set the upward and downward bend ranges independently from 0 to 1200 cents. A value of 100 cents equals one semitone; 1200 cents equals one octave.

Move ←	Patch
Move →	Patch

Move ← and **Move →** assign the left and right joystick directions independently to Off, Patch, Vibrato, Growl, Glide Rate, or Tone.

7.10 Vibrato

These settings define the global vibrato used when Vibrato is selected as the destination for an assignable control.

Vibrato	
Rate	2.70Hz
Amount	1.0

Rate sets the vibrato speed from 0.30 to 10.00 Hz.

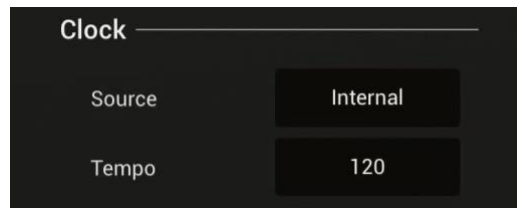
Amount sets the vibrato depth from 0.0 to 12.0 semitones.

7.11 Fingering

Fingering	Sax
-----------	-----

Fingering selects the note-fingering system: Sax, Flute, Recorder, or Trumpet.

7.12 Clock



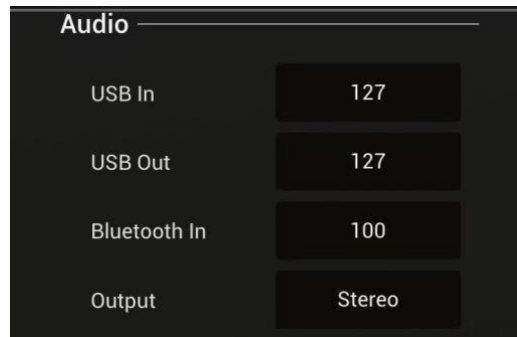
The Clock settings affect the tempo for all synchronized functions such as tempo delays and synchronized LFOs.

Source has three options: Internal, USB MIDI, or DIN MIDI.

Tempo sets the internal tempo from 30 to 240 BPM. When USB MIDI or DIN MIDI is selected, the external source controls the tempo and the field shows Ext.

7.13 Audio

The Audio settings control USB and Bluetooth audio levels and the configuration of the Line Out jack.



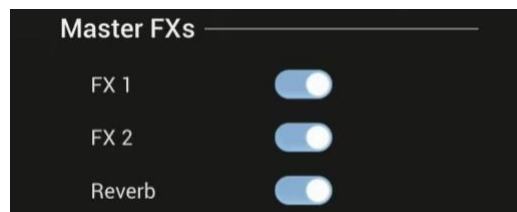
USB In sets the level of audio received through USB from 0 to 127.

USB Out sets the level of audio sent through USB from 0 to 127.

Bluetooth In sets the level of incoming Bluetooth audio from 0 to 127.

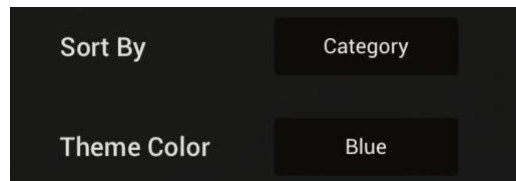
Output sets the Line Out to either Mono or Stereo. Use a TS cable for mono output and a TRS cable for stereo output.

7.14 Master FX



FX 1, **FX 2**, and **Reverb** are global on/off switches for Master FX 1, Master FX 2, and Master Reverb. These switches affect every patch. They do not bypass the Insert FX stored in individual patches.

7.15 Sort By



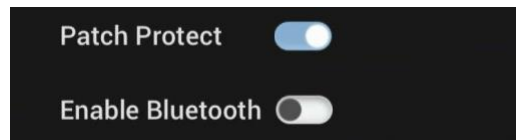
Sort By sets the order by which patches are sorted: Bank or Category. **Bank** order is useful when patches have been arranged for a set or performance; **Category** groups similar sounds together.

7.16 Theme Color

Theme Color sets the color of the front light bar. The options are Off, Red, Orange, Yellow, Green, Indigo, Blue, Violet, or White.

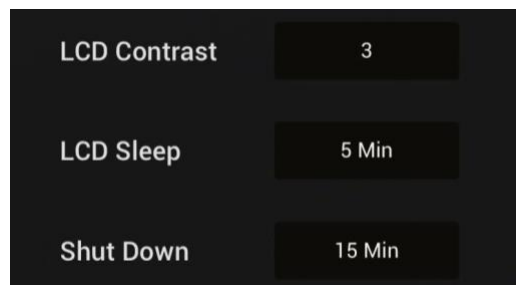
7.17 Protection and Bluetooth

Patch Protect prevents a patch from being saved from the Diosynth rear panel when the switch is on.



Enable Bluetooth turns the instrument's Bluetooth audio function on or off. It is not required for the Bluetooth MIDI connection used by Diosynth Live.

7.18 Display and power



LCD Contrast sets the instrument display contrast from 1 to 5 for different lighting conditions.

LCD Sleep sets how long the control panel buttons and encoder must be idle before the display goes dark. The options are **Off** (never go dark) and six settings between **10 seconds** and **30 minutes**. Diosynth can still be played while the display is asleep.

Shut Down sets how long the device must be unused before it automatically powers off. The options are **Off** (never shut down), 5 minutes, 10 minutes, 15 minutes, or 30 minutes.

7.19 Language



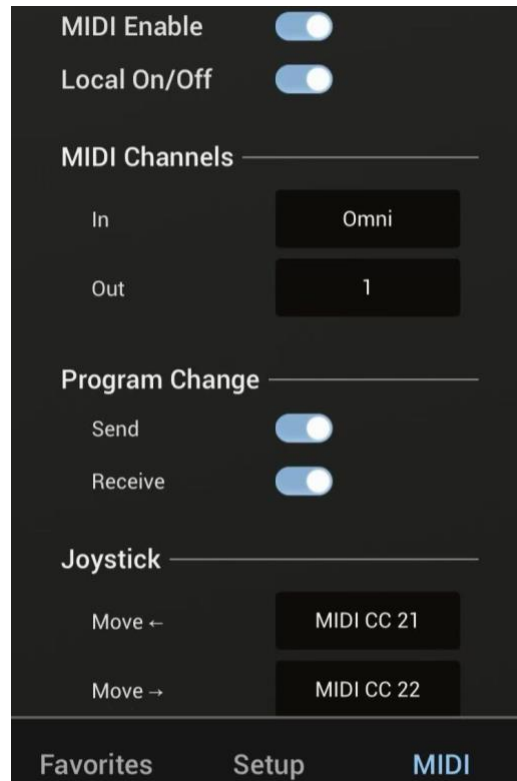
Language selects English or Chinese for the Diosynth display.

8. MIDI

The MIDI tab provides access to the Diosynth settings used when the instrument sends MIDI data to, or receives MIDI data from, a computer, DAW, synthesizer, sound module, or other MIDI device.

Swipe up or down to move through the tab. Tap a value field or switch to change a setting. These settings apply to MIDI communication over USB, the 5-pin DIN connectors, and Bluetooth MIDI.

For more information about the MIDI parameters, please refer to [the most recent Diosynth manual](#).



8.1 MIDI Enable and Local On/Off

MIDI Enable turns all MIDI communication on or off. Set it to On when Diosynth will control an external device or be controlled by one. When it is Off, Diosynth neither sends nor responds to MIDI data. This setting is retained when Diosynth is powered down, so check this if there's no MIDI response or output.

Local On/Off: This setting determines whether the keys, breath sensor, and other performance controls play the internal Diosynth sound engine directly. Normally, leave Local set to On.

Set Local to Off when recording to a DAW with track monitoring enabled. This prevents each note from sounding twice - once through the local sound engine and once through the DAW.

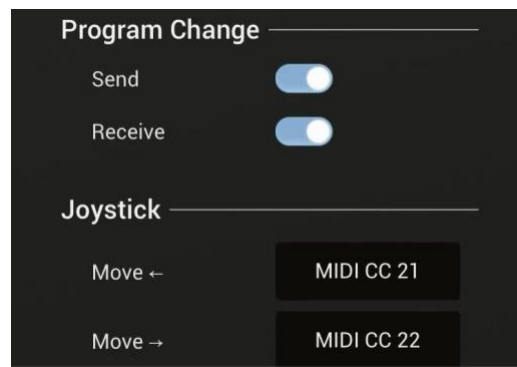
Note: If Diosynth does not make sound when played, check this setting or the track settings of your DAW.

8.2 MIDI Channels

In selects the channel on which Diosynth receives MIDI data. Select channel 1 through 16 to match the transmitting device or DAW track. Select Omni to receive on all MIDI channels.

Out selects the channel on which Diosynth transmits MIDI data. Select channel 1 through 16 to match the receiving device or DAW track. Omni is not available for the Out channel.

8.3 Program Change



Send determines whether Diosynth transmits Bank Select and Program Change messages when a patch is selected. **Receive** determines whether incoming Bank Select and Program Change messages can select patches on Diosynth. The two switches operate independently.

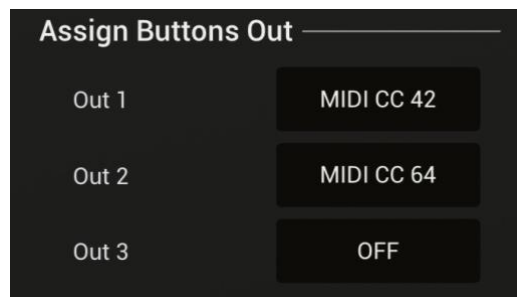
Diosynth uses Bank Select MSB CC 0 with a fixed value of 0, Bank Select LSB CC 32 with values 0 through 5 for banks A through F, and Program Change values 0 through 127.

8.4 Joystick

Move ← and **Move →** assign the left and right joystick directions independently to MIDI output messages. Each direction can be set to Off, Breath (CC 2), Aftertouch, Volume (CC 7), Pitchbend +, Pitchbend -, or MIDI CC 1 through 127.

The left and right directions can send different message types. For example, one direction can bend pitch while the other sends Aftertouch. The default assignments are MIDI CC 21 for Move ← and MIDI CC 22 for Move →.

8.5 Assign Buttons Out

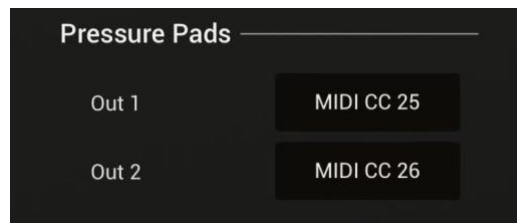


Out 1, **Out 2**, and **Out 3** determine the MIDI message sent by Assign buttons 1, 2, and 3. Each button can be set to Off, MIDI CC 1 through 127, or Program Change 0 through 127.

When assigned to a MIDI CC, that button's behavior follows the Momentary or Latch setting described in section 7.6, [Assign Buttons](#). Momentary sends 127 when the button is pressed and 0 when it is released. Latch alternates between 127 and 0 on successive presses.

MIDI CC 0 is not available as an Assign-button output because it is reserved for Bank Select MSB.

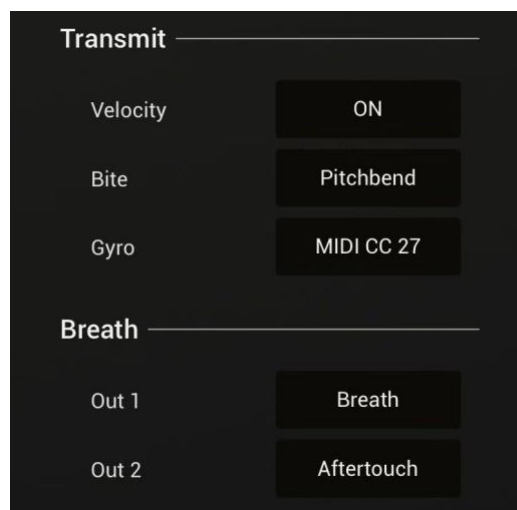
8.6 Pressure Pads



Out 1 and **Out 2** determine the MIDI message sent by Pressure Pads 1 and 2. Each pad can be set to Off, Breath (CC 2), Aftertouch, Volume (CC 7), Pitchbend +, Pitchbend -, or MIDI CC 1 through 127.

As pad pressure increases, the transmitted value increases. The default assignments are MIDI CC 25 for Pressure Pad 1 and MIDI CC 26 for Pressure Pad 2. MIDI CC 0 is not available.

8.7 Transmit



Velocity determines the note velocity Diosynth sends. Select On to transmit the velocity produced by breath articulation over the full range from 1 to 127. Select 60, 80, 100, 110, or 127 to transmit a fixed velocity for every note.

Bite selects the MIDI data sent by the bite sensor: Off, Pitchbend, Mod wheel (CC 1), or MIDI CC 1 through 127. The default is Pitchbend.

Gyro selects the MIDI data sent when Diosynth is tilted: Off, Breath (CC 2), Aftertouch, Volume (CC 7), or MIDI CC 1 through 127. The default is MIDI CC 27.

8.8 Breath

The breath sensor can transmit two MIDI message types at the same time. This helps Diosynth control devices and software that respond to different breath-control standards.

Out 1 and **Out 2** can each be set to Off, Breath (CC 2), Aftertouch, Volume (CC 7), Expression (CC 11), Mod wheel (CC 1), or MIDI CC 1 through 127.

The default for Out 1 is Breath (CC 2), and the default for Out 2 is Aftertouch. Sending both values provides broad compatibility with external sound sources.

Trademark notices

Diosynth Live™ is a trademark of Medeli.

Diosynth™ is a trademark of Medeli.

Android is a trademark of Google LLC.

iPhone is a trademark of Apple Inc., registered in the U.S. and other countries and regions. App Store is a service mark of Apple Inc., registered in the U.S. and other countries and regions.

iOS is a trademark or registered trademark of Cisco in the U.S. and other countries and regions and is used under license.

The Bluetooth® word mark and logos are registered trademarks owned by Bluetooth SIG, Inc. and any use of such marks by Medeli is under license.

All other trademarks are the property of their respective owners.