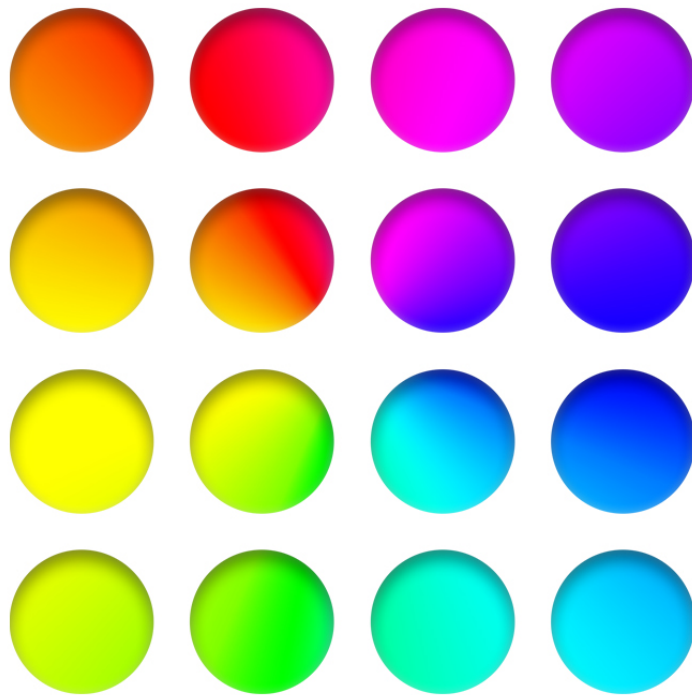


User Manual

# MIDIGrade



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# WELCOME

## About MIDIGrade 4

In summary, *MIDIGrade*® is a much faster, enjoyable and intuitive way of moving your mouse and pressing keyboard shortcuts when grading in *DaVinci Resolve*. With the use of physical knobs, buttons and keys you can control your most commonly used functions with ease, develop efficient muscle-memory and thus, concentrate on what is most important!

The idea for this little big invention came into existence in 2015 from my own need for a more ergonomic and efficient user-experience color grading, which a proper controller can bring you. I had visited many professional grading suites by then and watching how everything on screen happened by simply twisting a few knobs here and clicking buttons there – there's something really satisfying in that.

I looked into the controller market at the time and was able to notice a lot of room for improvement. Feeling confident about my design ideas and equipped with this dream of having all the controls in my fingertips, I was inspired to begin developing my own solution for controlling DaVinci Resolve.

MIDIGrade had its first release in 2016 when it was just a simple plugin made for a macOS-only macro building software. With it, users were able to perform basic color adjustments in *DaVinci Resolve 12*, but it lacked in reliability and in many crucial color grading features. Little by little, and thanks to a continuous stream of user feedback and support, a long list of new features was added into MIDIGrade. After countless iterations over the years and recently reaching its 4th major release, there's now a whopping **204 different DaVinci Resolve functions** inside.

MIDIGrade supports four controller options: **Midi Fighter Twister**; **X-Touch Mini**; your **keyboard and mouse**; and **Xbox/PlayStation gamepads**.

Originally, Twister was the only option for using MIDIGrade. Later, inspired by a top colorist whose workflow I got to witness first-hand, the keyboard functionality was added. This person travels all around the globe working for world's biggest brands, yet to my surprise doesn't use a panel at all. Instead, everything is mapped on their keyboard which enables ultimate portability. It's a surprisingly practical workflow which wasn't available otherwise, so in 2018, I decided to create it!

Finally, in 2021, after a number of requests for a more affordable controller option, support for X-Touch Mini was developed. Though more accessible, this option isn't compromised at all in features compared to using MIDIGrade with Twister. In fact, X-Touch Mini has a slider too, which conveniently performs playback actions with different speeds when used with MIDIGrade.

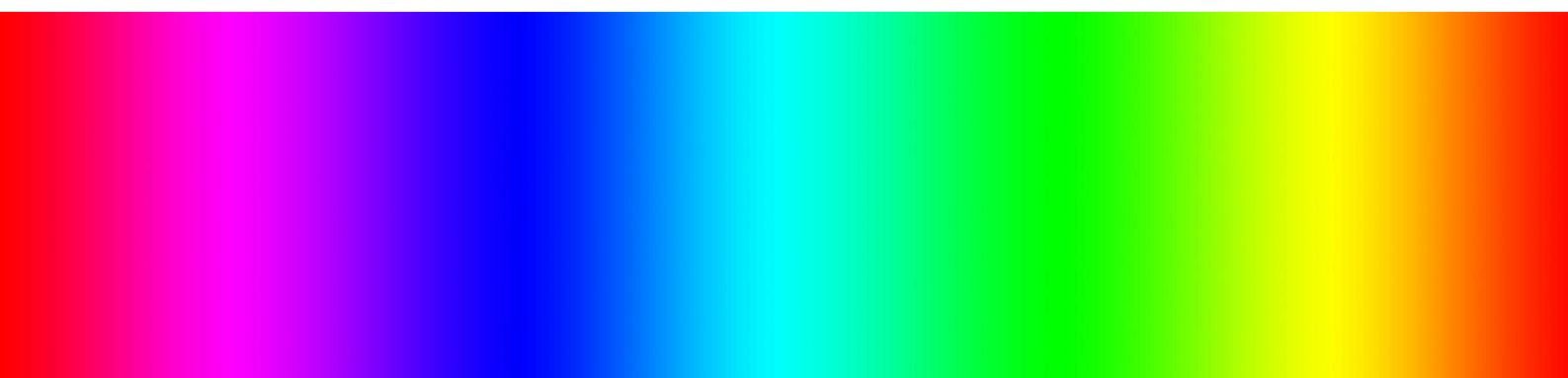
Since its inception in early 2016, MIDIGrade has come a long way. It has evolved into becoming available on Windows, supporting multiple controllers, and including an exhausting amount of features. Now, MIDIGrade has **6840 individually hand-input coordinates** which together cover the selected **10 screen resolutions** in both single and dual GUI monitor setups. This alone should give an idea of the amount of planning and effort required putting this toolset together.

After all these years of development the core principle has stayed the same; to make a premium-level tool available for all colorists. No matter if you're just starting out, or are an established professional, MIDIGrade offers you a unique color grading experience on DaVinci Resolve, and portability like none other.

I hope with MIDIGrade your workflow will experience as a tremendous increase in efficiency as mine did. Happy grading!

A handwritten signature in black ink, reading "Julius Koivistoinen". The signature is fluid and cursive, with the first name "Julius" and last name "Koivistoinen" clearly distinguishable.

Julius Koivistoinen



# SETUP INSTRUCTIONS

## System requirements

Here is a brief rundown of setups which will be compatible with MIDIGrade. Please be aware that since it works by moving your mouse around in lightning fast speed, a faster computer will run with less occasional hick-ups. Your system should be capable of running DaVinci Resolve reliably.

To use MIDIGrade you only need your keyboard and mouse. If you wish to use controllers "DJ Techtools Midi Fighter Twister" or "Behringer X-Touch Mini", you will need to purchase them separately.

### Operating system

- macOS Ventura (v.13) - Yosemite (v.10.10)
- Windows 11 - 10




### Main GUI screen resolution *(on Retina displays, count half the pixels)*

- 1680 x 1050 - MacBook Pro 13"
- 1800 x 1169 - MacBook Pro 14" 2021
- 1920 x 1080 - Most common monitor resolution
- 1920 x 1200 - MacBook Pro 15"
- 2048 x 1280 - MacBook Pro 16" 2019
- 2056 x 1329 - MacBook Pro 16" 2021
- 2560 x 1080 - UltraWide 21:9
- 2560 x 1440 - iMac 27"
- 3440 x 1440 - UltraWide 21:9
- 3840 x 2160 - 4K UHD

### DaVinci Resolve version

- DaVinci Resolve 18, 17, 16

## How to install

1. Install *MIDIGrade* with the provided .dmg (macOS) or .exe (Windows) file.
  -  **macOS:** After installing you will need to allow *MIDIGrade* to control your computer by selecting it in: "System Preferences > Security & Privacy > Privacy tab > Accessibility"
2. Open *DaVinci Resolve*, go to "Keyboard Customization", import the provided keyboard preset .txt file.
  -  Keyboard shortcuts for *Mark In* and *Mark Out* are **Shift + I** and **Shift + O**
3. In *Resolve* make sure you have enabled *Full Screen* mode.
4. If you plan to use *Midi Fighter Twister* (sold separately):
  - Download, install, and open "Midi Fighter Utility" [[link](#)], plug in your *Midi Fighter Twister* and import provided .mfs preset file. Don't forget to click "Send to Midi Fighter" button.
  -  If all of your Twister knob turns go to *Powerwindow*, see [this solution](#) (page 23).
5. Open *MIDIGrade*, enter the License Key sent to you via email, and the screen resolution for your main GUI monitor will be selected automatically. You can also select the screen resolution manually from the dropdown menu.
  - For *Retina* displays the correct resolution is the one with half of the physical pixel count. For example on MacBook Pro 15": 3840 x 2400 → 1920 x 1200.
  - If you're using a MacBook Pro you may need to select Scaled "More Space" resolution in your "System Preferences > Display Settings".
  - If you have enabled "Workspace > Dual Screen > On" you will need to select Dual Screen in Settings. More info in chapter [Settings menu](#).
  - If you're using 150-200% display scaling on Windows, enable "2X Scaling" in Settings and select resolution corresponding to 2x: for example 3840 x 2160 → 1920 x 1080.
6. You should now see a check mark (✓) and you're done. Happy grading!

---

Since v.4.2.0, *MIDIGrade* can now be controlled using an Xbox or PlayStation controller. Please see chapter [Gamepad setup](#) for instructions.

## Settings menu

MIDIGrade offers a set of options in the Settings dropdown menu. Your last selected settings will be remembered when you close and start MIDIGrade again.

---

**DaVinci Resolve 18 / 17.4+ / 17 / 16:** Lets you choose between different DaVinci Resolve versions. Choose the one you use. Note that some MIDIGrade features may be different or not work with older DaVinci Resolve versions. More info in chapter [Resources archive](#).



---

**Focus Mode:** Disables MIDIGrade when you don't have Resolve window active.

---

**Dual Screen:** Enable this if you have selected "*Dual Screen*" in Resolve.

---

**Show Icons Only:** Enable this if you have selected "*Show Icons Only*" in Resolve.

---

**Studio Version:** Enable this if you are running the Studio version of Resolve.

---

**Dolby Vision:** Enable this to access Dolby Vision menu. More info: [Dolby Vision](#).

---

**2X Scaling:** When using 150-200% display scaling on Windows. Once enabled, select resolution corresponding to 2x. For example 3840 x 2160 → 1920 x 1080.

---

**Adjust Coordinates:** Allows you to customise the position of mouse coordinates. Very useful if your Resolve UI is not aligning with what is programmed into MIDIGrade by default. Horizontal adjustments move the coordinate 10 pixels per click, and vertical adjustments 5 pixels per click. Note: The adjustments you have made through this window reset once you quit and restart MIDIGrade.

---

**MIDI Settings:** Used for troubleshooting. Has no function otherwise.

---

**Auto Start:** MIDIGrade starts up automatically when your OS boots up.

## Gamepad setup

### macOS:

You will need either an **iPhone** or **iPad** to run iOS app “*MIDITROL*” [[link](#)].

Once you’ve connected your gamepad to MIDITROL, set **MIDI Channel to 13**, and set Control Settings for each gamepad input accordingly:

Direction Pad Up	CC 31, Range 0-127	Left Thumbstick Button	CC 7, Range 0-127
Direction Pad Right	CC 32, Range 0-127	Right Thumbstick Button	CC 8, Range 0-127
Direction Pad Down	CC 33, Range 0-127	Left Trigger	CC 15, Range 0-127
Direction Pad Left	CC 34, Range 0-127	Left Thumbstick Up	CC 21, Range 0-8
Button Options	CC 10, Range 0-127	Left Thumbstick Right	CC 22, Range 0-8
Button A	CC 1, Range 0-127	Left Thumbstick Down	CC 23, Range 0-8
Button B	CC 2, Range 0-127	Left Thumbstick Left	CC 24, Range 0-8
Button X	CC 3, Range 0-127	Right Trigger	CC 16, Range 0-127
Button Y	CC 4, Range 0-127	Right Thumbstick Up	CC 25, Range 0-4
Button Menu	CC 9, Range 0-127	Right Thumbstick Right	CC 26, Range 0-4
Left Shoulder	CC 5, Range 0-127	Right Thumbstick Down	CC 27, Range 0-4
Right Shoulder	CC 6, Range 0-127	Right Thumbstick Left	CC 28, Range 0-4

Then connect the iPhone/iPad to your computer with a cable, open “*Applications > Utilities > Audio MIDI Setup*”, then select “*Window > Audio Devices*” and click “*Enable*” button to put your iPhone/iPad in MIDI Mode. Done!

### Windows:

1. Download, install, and open “*Xbox Midi Controller*” [[link](#)]. Click the folder symbol and import .txt gamepad preset file provided with MIDIGrade.
2. Next make sure you have MIDIGrade open in the background, click the cog wheel symbol, and from “*OUT*” dropdown menu select “*MIDIGrade*”. Click the cog wheel again to close the menu.
3. Finally click “*OS*” in the middle of the pictured Xbox controller in the software window so it turns green; your gamepad inputs should now be visualised on screen. If it’s not working, try toggling “*OS*” off and on again until it does. Done!



# RESOURCES

## Feature list

Below you will find all of the DaVinci Resolve settings featured in MIDIGrade, divided into their respective menus. Please refer to the cheat sheets in the next chapter to see the actual layouts.

---

### Nodes:

Add Serial, Add Serial Before Current, Add Parallel Node, Add Outside Node, Append Node, Previous Node, Next Node, Enable/Disable Selected Nodes, Enable/Disable All Nodes, Reset Selected Node Grade, Delete Current Node

---

### Playback and navigation:

Next Clip, Previous Clip, Next Frame, Previous Frame, Play / Pause, Play Reverse

---

### Stills and reference:

Grab Still, Next Still, Previous Still, Toggle Reference, Invert Wipe, Enhanced Viewer

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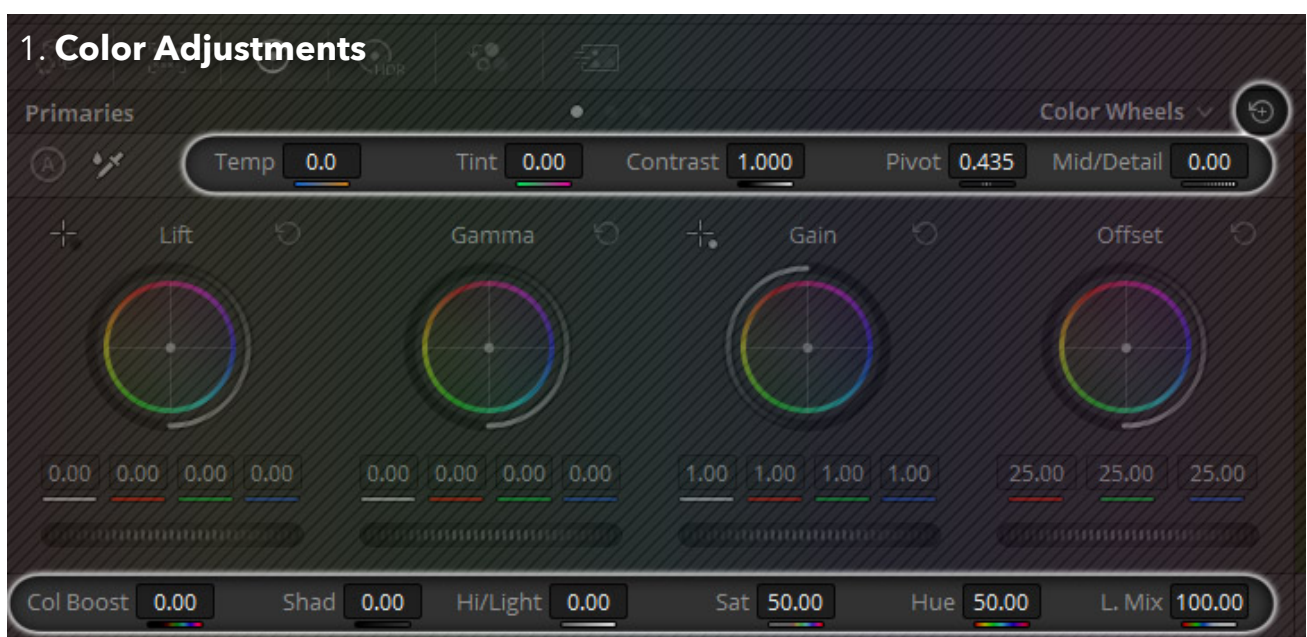
### Keyframes:

Add Keyframe, Delete Keyframe, Next Keyframe, Previous Keyframe

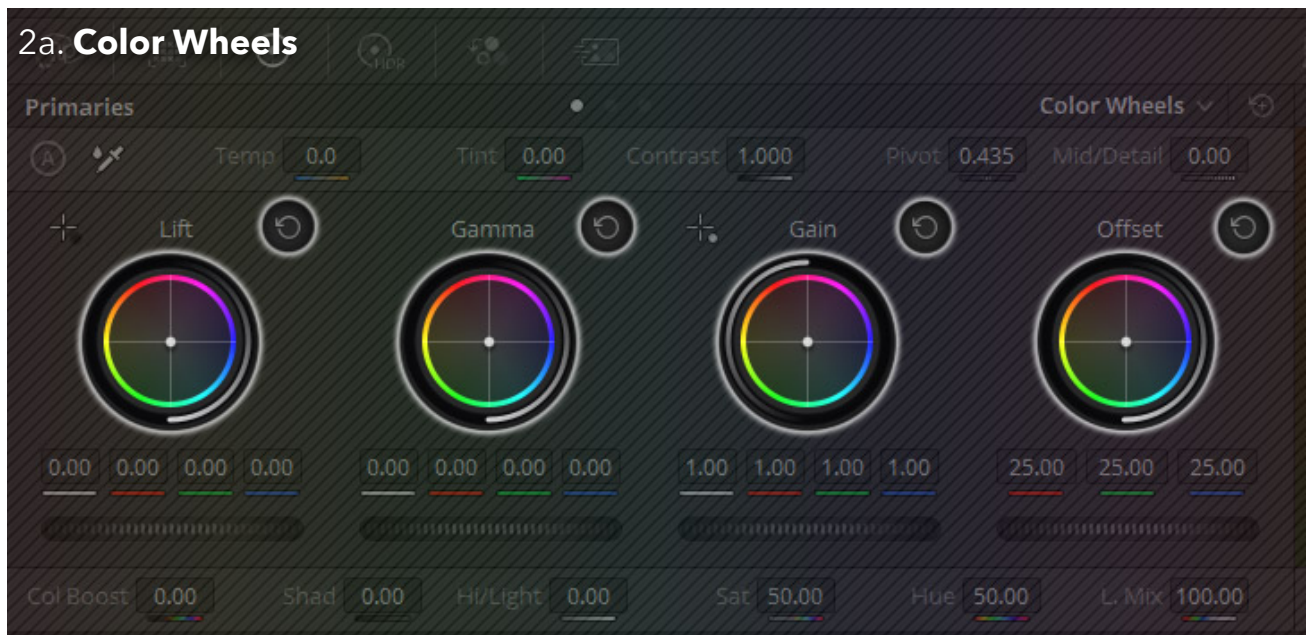
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### Other:

Highlight, Window Outline, Track Forward, Track Reverse, Stop Tracking



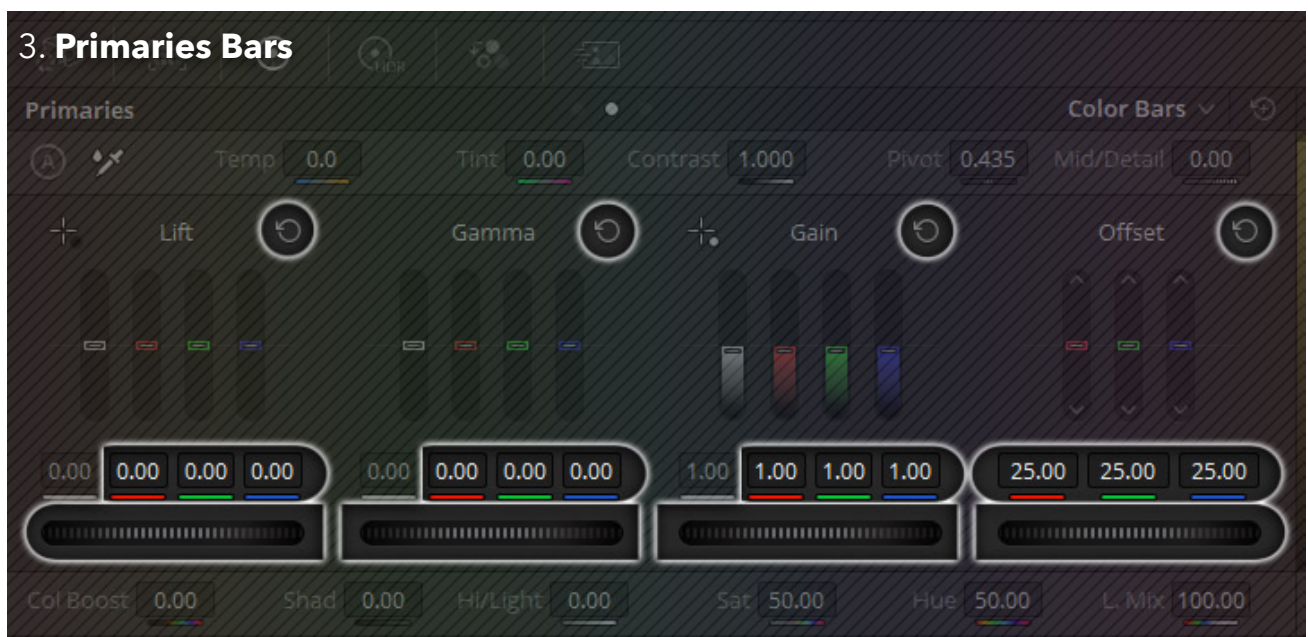
## 2a. Color Wheels



## 2b. Log Wheels & Color adj. cont.



## 3. Primaries Bars

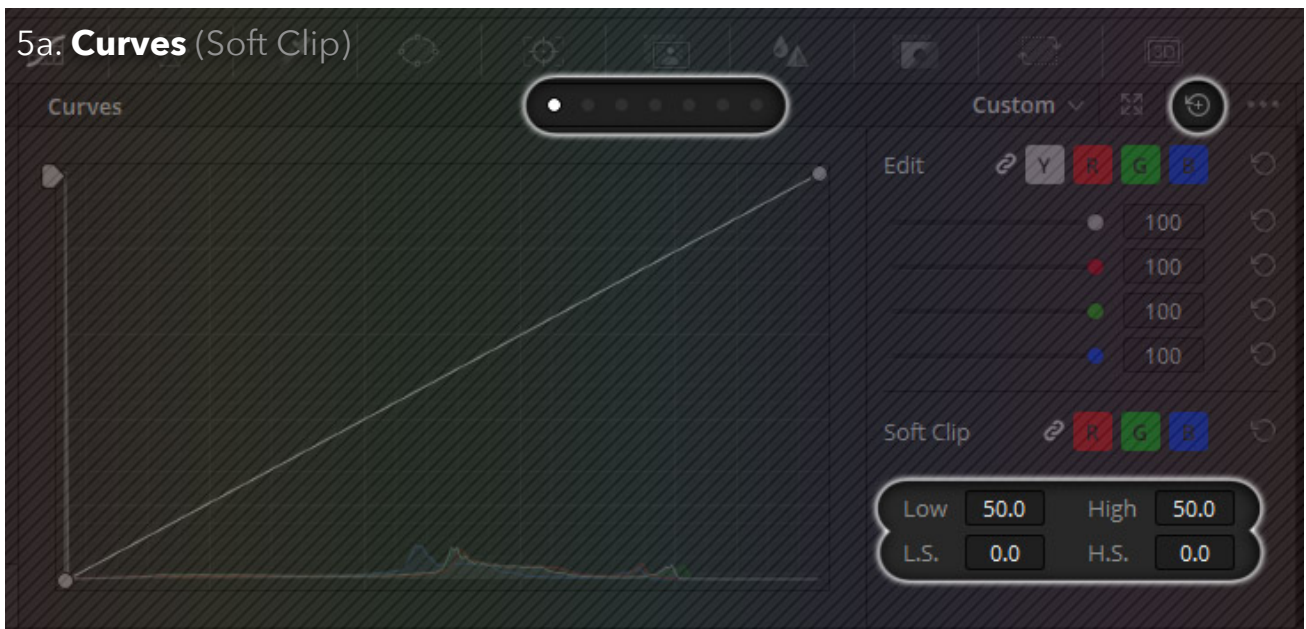




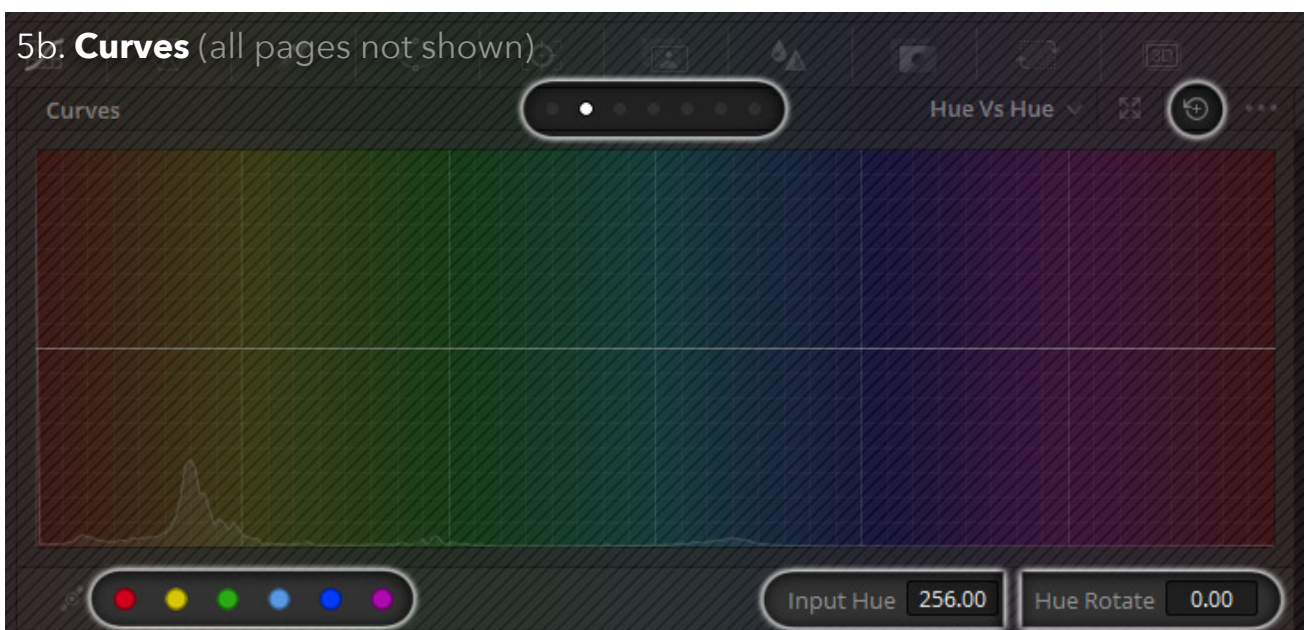
#### 4. HDR Grade



#### 5a. Curves (Soft Clip)



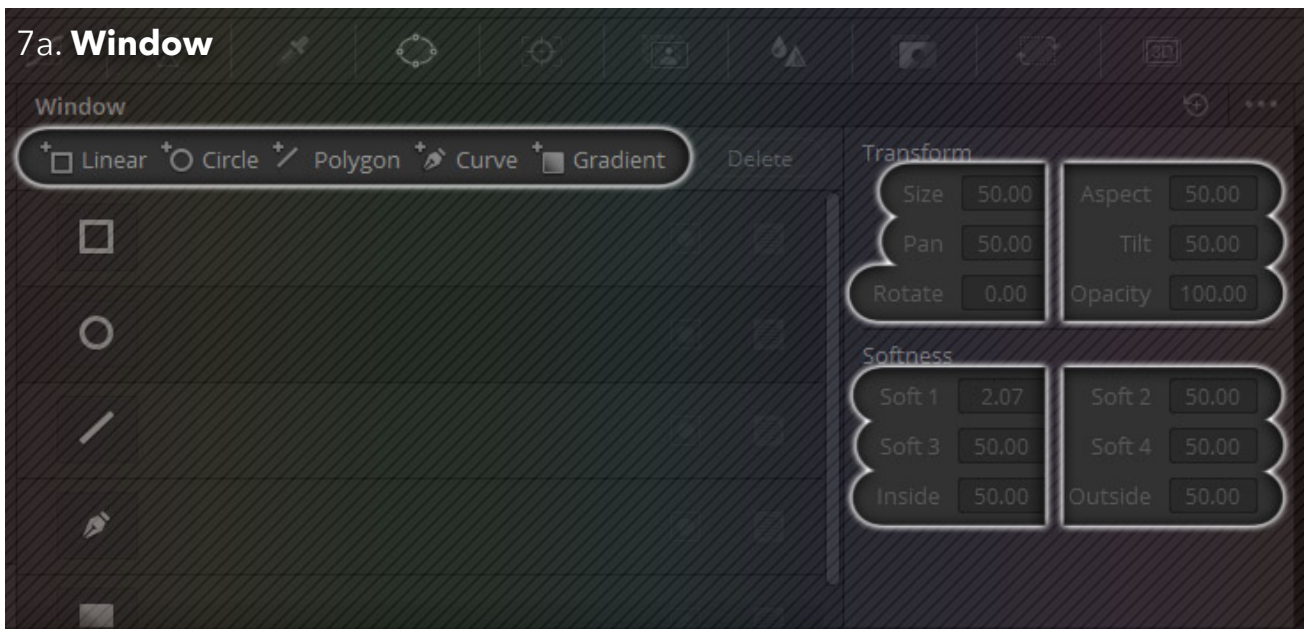
#### 5b. Curves (all pages not shown)



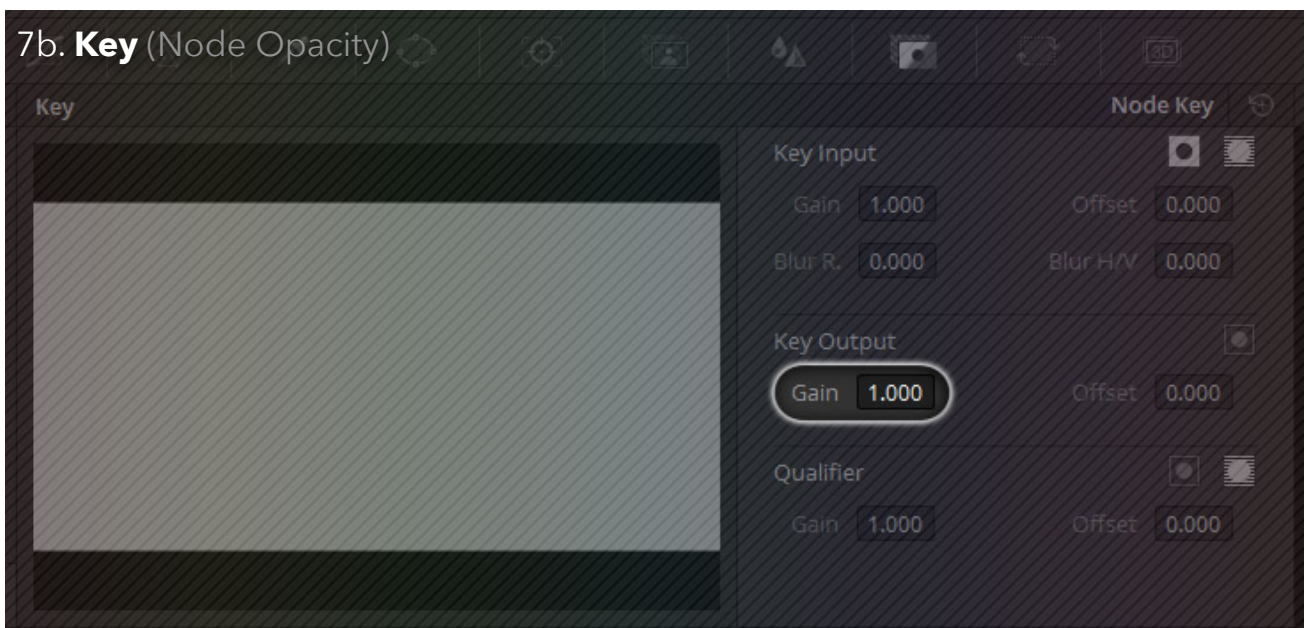
## 6. Qualifier



## 7a. Window



## 7b. Key (Node Opacity)





## COLOR ADJUSTMENTS

<b>Temp</b> Grab Still	<b>Tint</b> Enhanced Viewer	<b>Contrast</b> Previous Node	<b>Pivot</b> Next Node
<b>Midtone Detail</b> Next Still	<b>Color Boost</b> Reference Wipe	<b>Shadow</b> +Serial Node	<b>Highlight</b> Node on/off
<b>Sat</b> Previous Still	<b>Hue</b> Invert Wipe	<b>Log Low</b> +Node Before	<b>Log High</b> Grade on/off
<b>Lift Y</b> Reset Color	<b>Gamma Y</b> Play	<b>Gain Y</b> +Parallel Node	<b>Lum Mix</b> Undo

<b>Lift Lum</b> Reset Lift	<b>Lift Red</b> Enhanced Viewer	<b>Lift Green</b> Previous Node	<b>Lift Blue</b> Next Node
<b>Gamma Lum</b> Reset Gamma	<b>Gamma Red</b> Reference Wipe	<b>Gamma Green</b> +Serial Node	<b>Gamma Blue</b> Node on/off
<b>Gain Lum</b> Reset Gain	<b>Gain Red</b> Toggle Log	<b>Gain Green</b> +Node Before	<b>Gain Blue</b> Grade on/off
<b>Offset Lum</b> Reset Offset	<b>Offset Red</b> Play	<b>Offset Green</b> +Parallel Node	<b>Offset Blue</b> Undo

## COLOR WHEELS

<b>Lift Lum</b> Reset Lift	<b>Lift Red</b> Enhanced Viewer	<b>Lift Green</b> Previous Node	<b>Lift Blue</b> Next Node
<b>Gamma Lum</b> Reset Gamma	<b>Gamma Red</b> Reference Wipe	<b>Gamma Green</b> +Serial Node	<b>Gamma Blue</b> Node on/off
<b>Gain Lum</b> Reset Gain	<b>Gain Red</b> Invert Wipe	<b>Gain Green</b> +Node Before	<b>Gain Blue</b> Grade on/off
<b>Offset Lum</b> Reset Offset	<b>Offset Red</b> Play	<b>Offset Green</b> +Parallel Node	<b>Offset Blue</b> Undo

## PRIMARIES BARS

<b>1st Exp</b> Reset 1st	<b>1st X</b> Enhanced Viewer	<b>1st Y</b> Previous Node	<b>1st Sat</b> Next Node
<b>2nd Exp</b> Reset 2nd	<b>2nd X</b> Left Arrow	<b>2nd Y</b> +Serial Node	<b>2nd Sat</b> Node on/off
<b>3rd Exp</b> Reset 3rd	<b>3rd X</b> Right Arrow	<b>3rd Y</b> +Node Before	<b>3rd Sat</b> Grade on/off
<b>4th Exp</b> Reset 4th	<b>4th X</b> Play	<b>4th Y</b> +Parallel Node	<b>4th Sat</b> Undo

## HDR GRADE

## CURVES

<b>Soft Clip Low Soft</b> Custom Curves	<b>Soft Clip Low</b> Hue vs Hue	<b>Soft Clip High</b> Previous Node	<b>Soft Clip High Soft</b> Next Node
<b>Red X</b> Hue vs Sat	<b>Red Y</b> Hue vs Lum	<b>Yellow X</b> +Serial Node	<b>Yellow Y</b> Node on/off
<b>Green X</b> Lum vs Sat	<b>Green Y</b> Sat vs Sat	<b>Cyan X</b> +Node Before	<b>Cyan Y</b> Grade on/off
<b>Blue X</b> Reset Curves	<b>Blue Y</b> Play	<b>Purple X</b> +Parallel Node	<b>Purple Y</b> Undo

<b>Size</b> +Lin	<b>Aspect</b> +Circ	<b>Soft 1</b> Previous Node	<b>Soft 2</b> Next Node
<b>Pan</b> +Poly	<b>Tilt</b> +Curve	<b>Soft 3</b> +Serial Node	<b>Soft 4</b> Node on/off
<b>Rotate</b> +Grad	<b>Opacity</b> Window Outline	<b>Inside</b> +Node Before	<b>Outside</b> Grade on/off
<b>&lt;Track&gt;</b> Highlight	<b>Mouse X</b> Play	<b>Mouse Y</b> +Parallel Node	<b>Key O. Gain</b> Undo

## POWER WINDOW

## QUALIFIER

<b>Hue Center</b> Toggle Hue	<b>Hue Width</b> Reset Hue	<b>Hue Soft</b> Previous Node	<b>Hue Symmetry</b> Next Node
<b>Sat Low Soft</b> Toggle Sat	<b>Sat Low</b> Reset Sat	<b>Sat High</b> +Serial Node	<b>Sat High Soft</b> Node on/off
<b>Lum Low Soft</b> Toggle Lum	<b>Lum Low</b> Reset Lum	<b>Lum High</b> +Node Before	<b>Lum High Soft</b> Grade on/off
<b>Denoise</b> Highlight	<b>Clean Black</b> Play	<b>Clean White</b> +Parallel Node	<b>Blur Radius</b> Undo

10x  
SPEED

Previous Frame	Next Frame	Previous Clip	Next Clip
Add Keyframe	Delete Keyframe	+Append Node	Reset Node
Previous Keyframe	Next Keyframe	+Outside Node	Delete Node
Toggle Loop	Play Reverse	+Layer Node	Redo

## FUNCTION MENU

10x  
SPEED

<b>Temp</b> Enhanced Viewer	<b>Tint</b> Reference Wipe	<b>Contrast</b> Invert Wipe	<b>Pivot</b> Grab Still	<b>Midtone Detail</b> Previous Still	<b>Color Boost</b> Next Still	<b>Shadows</b> Reset Colors	<b>Highlights</b> Undo / Redo	Play Forward ↑ Stop Playback ↓ Play Reverse	Layer A Layer B
<b>Prev Node</b> Prev Frame	<b>Next Node</b> Next Frame	<b>+Serial Node</b> Append Node	<b>+Node Before</b> Outside Node	<b>+Paral. Node</b> +Layer Node	<b>Node on/off</b> Reset Node	<b>Grade on/off</b> Delete Node	<b>Play</b> Play Reverse		
<b>Color Adj.</b> Prev Clip	<b>Color Wheels</b> Next Clip	<b>Prim Bars</b> Add KF	<b>HDR Grade</b> Prev KF	<b>Curves</b> Next KF	<b>Qualifier</b> Delete KF	<b>Window</b> Toggle Loop	<b>10x Speed</b> Fn Menu		

COLOR ADJUSTMENTS

COLOR WHEELS

PRIMARIES BARS

HDR GRADE

CURVES

QUALIFIER

POWER WINDOW

<b>Sat</b> Enhanced Viewer	<b>Hue</b> Reference Wipe	<b>Lum Mix</b> Invert Wipe	<b>Lift Y</b> Grab Still	<b>Gamma Y</b> Previous Still	<b>Gain Y</b> Next Still	<b>Log Low</b> Reset Colors	<b>Log High</b> Undo / Redo
-------------------------------	------------------------------	-------------------------------	-----------------------------	----------------------------------	-----------------------------	--------------------------------	--------------------------------

<b>Lift Lum</b> Enhanced Viewer	<b>Lift Red</b> Reference Wipe	<b>Lift Green</b> Toggle Log	<b>Lift Blue</b> Reset Lift	<b>Gamma Lum</b> Reset Gamma	<b>Gamma Red</b> Reset Gain	<b>Gamma Green</b> Reset Offset	<b>Gamma Blue</b> Undo / Redo
<b>Gain Lum</b> Enhanced Viewer	<b>Gain Red</b> Reference Wipe	<b>Gain Green</b> Toggle Log	<b>Gain Blue</b> Reset Lift	<b>Offset Lum</b> Reset Gamma	<b>Offset Red</b> Reset Gain	<b>Offset Green</b> Reset Offset	<b>Offset Blue</b> Undo / Redo

<b>Lift Lum</b> Enhanced Viewer	<b>Lift Red</b> Reference Wipe	<b>Lift Green</b> Invert Wipe	<b>Lift Blue</b> Reset Lift	<b>Gamma Lum</b> Reset Gamma	<b>Gamma Red</b> Reset Gain	<b>Gamma Green</b> Reset Offset	<b>Gamma Blue</b> Undo / Redo
<b>Gain Lum</b> Enhanced Viewer	<b>Gain Red</b> Reference Wipe	<b>Gain Green</b> Invert Wipe	<b>Gain Blue</b> Reset Lift	<b>Offset Lum</b> Reset Gamma	<b>Offset Red</b> Reset Gain	<b>Offset Green</b> Reset Offset	<b>Offset Blue</b> Undo / Redo

<b>1st Exp</b> Enhanced Viewer	<b>1st X</b> Arrow Left	<b>1st Y</b> Arrow Right	<b>1st Sat</b> Reset 1st	<b>2nd Exp</b> Reset 2nd	<b>2nd X</b> Reset 3rd	<b>2nd Y</b> Reset 4th	<b>2nd Sat</b> Undo / Redo
<b>3rd Exp</b> Enhanced Viewer	<b>3rd X</b> Arrow Left	<b>3rd Y</b> Arrow Right	<b>3rd Sat</b> Reset 1st	<b>4th Exp</b> Reset 2nd	<b>4th X</b> Reset 3rd	<b>4th Y</b> Reset 4th	<b>4th Sat</b> Undo / Redo

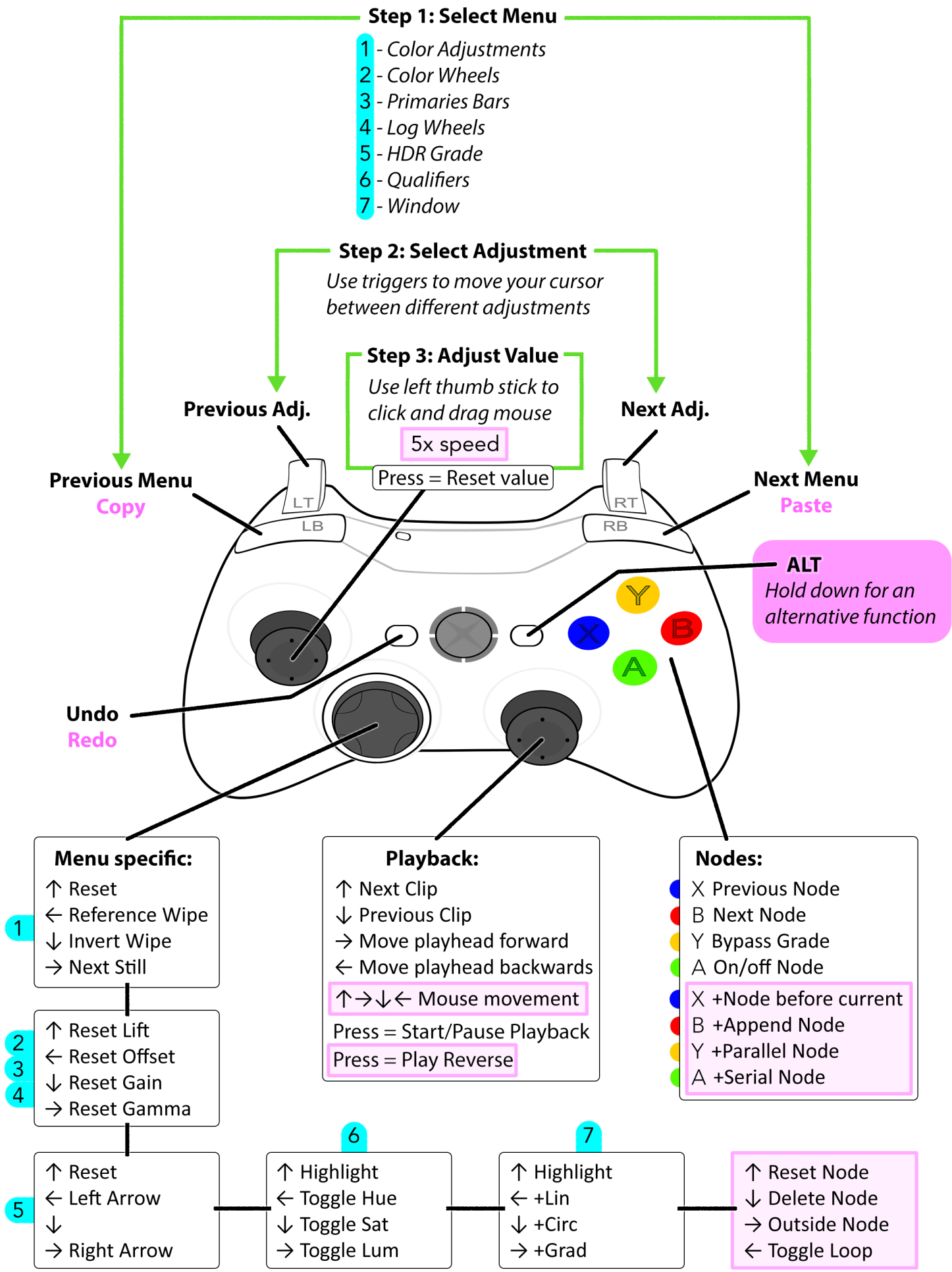
<b>Soft Clip Low Soft</b> Custom Curves	<b>Soft Clip Low</b> Hue vs Hue	<b>Soft Clip High</b> Hue vs Sat	<b>Soft Clip High Soft</b> Hue vs Lum	<b>Red X</b> Lum vs Sat	<b>Red Y</b> Sat vs Sat	<b>Yellow X</b> Reset Curves	<b>Yellow Y</b> Undo / Redo
<b>Green X</b> Custom Curves	<b>Green Y</b> Hue vs Hue	<b>Teal X</b> Hue vs Sat	<b>Teal Y</b> Hue vs Lum	<b>Blue X</b> Lum vs Sat	<b>Blue Y</b> Sat vs Sat	<b>Purple X</b> Reset Curves	<b>Purple Y</b> Undo / Redo

<b>Hue Center</b> Highlight	<b>Hue Width</b> Hue on/off	<b>Hue Soft</b> Sat on/off	<b>Hue Symmetry</b> Lum on/off	<b>Sat Low Soft</b> Reset Hue	<b>Sat Low</b> Reset Sat	<b>Sat High</b> Reset Lum	<b>Sat High Soft</b> Undo / Redo
<b>Lum Low Soft</b> Highlight	<b>Lum Low</b> Hue on/off	<b>Lum High</b> Sat on/off	<b>Lum High Soft</b> Lum on/off	<b>Denoise</b> Reset Hue	<b>Clean Black</b> Reset Sat	<b>Clean White</b> Reset Lum	<b>Blur Radius</b> Undo / Redo


<b>Size</b> Highlight	<b>Aspect</b> +Lin	<b>Pan</b> +Circ	<b>Tilt</b> +Poly	<b>Rotate</b> +Curve	<b>Opacity</b> +Grad	<b>Soft 1</b> Window Outline	<b>Soft 2</b> Undo / Redo
<b>Soft 3</b> Highlight	<b>Soft 4</b> +Lin	<b>Inside</b> +Circ	<b>Outside</b> +Poly	<b>Mouse X</b> +Curve	<b>Mouse Y</b> +Grad	<b>&lt;Track&gt;</b> Window Outline	<b>Key O. Gain</b> Undo / Redo
























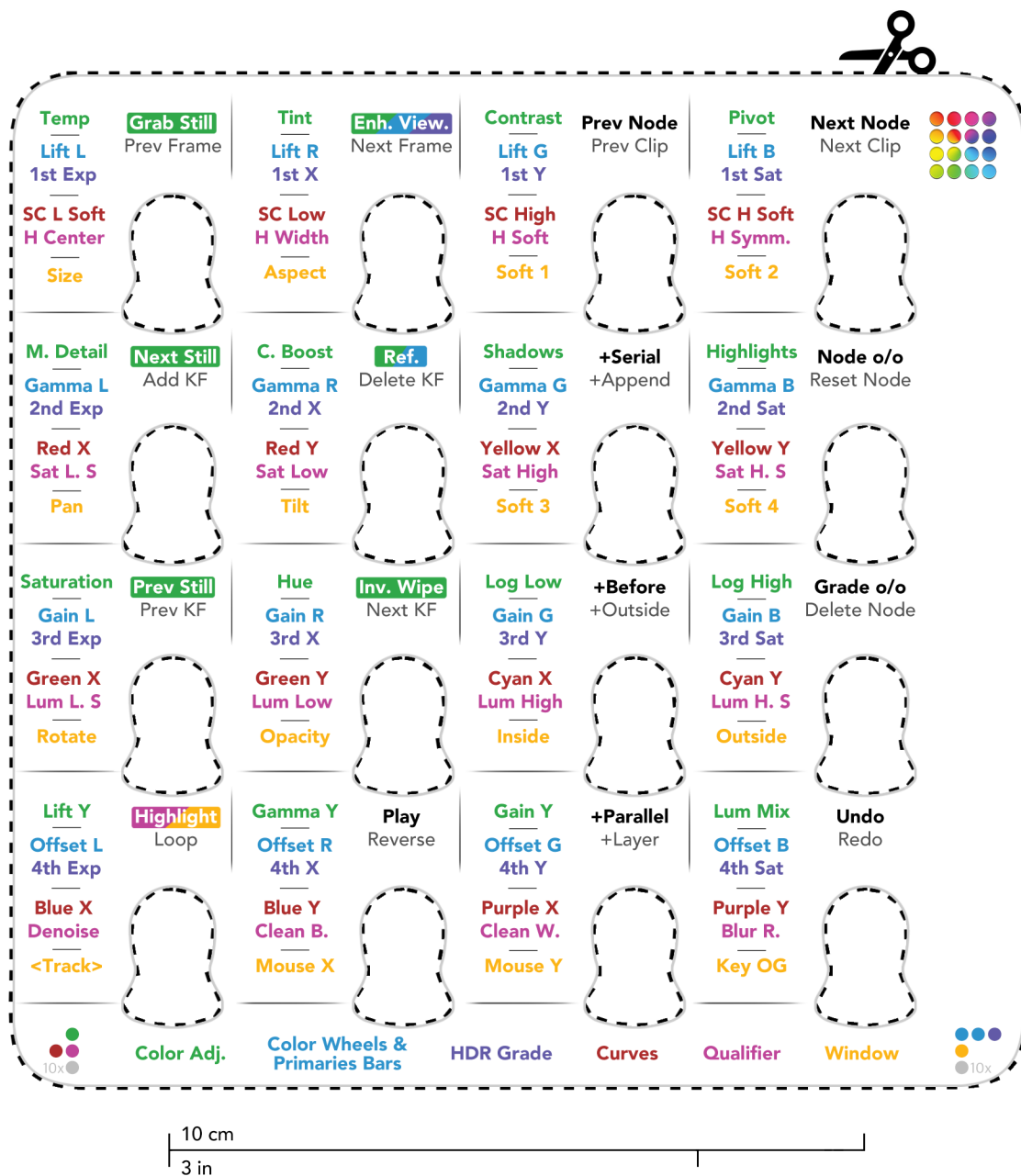


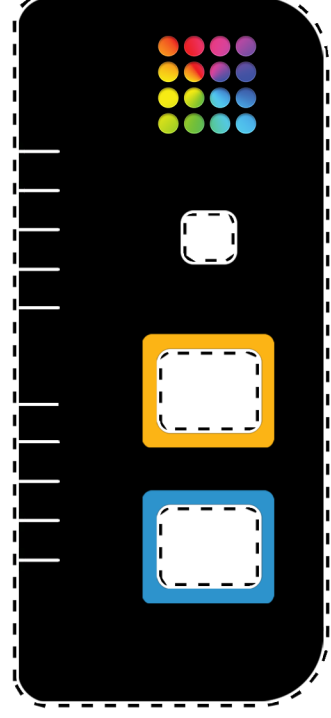


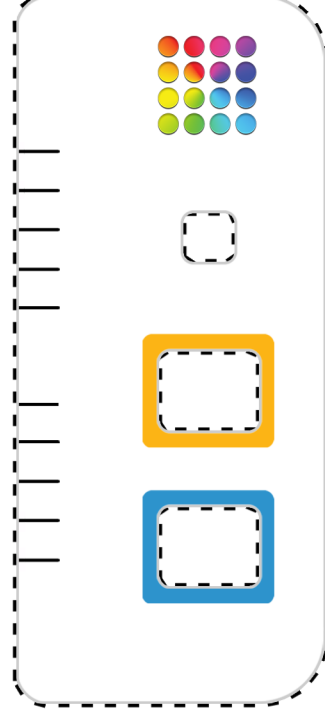
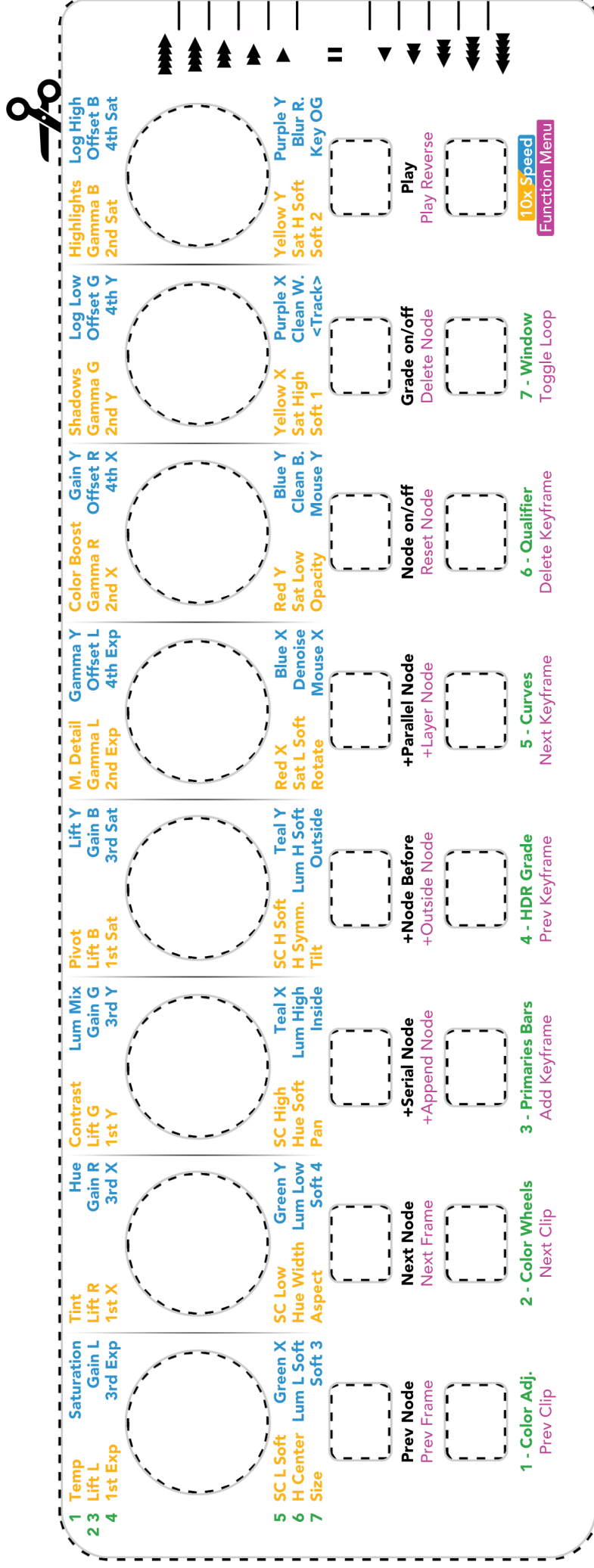


<b>Temp</b> Lift L 1st Exp	<b>Grab Still</b> Prev Frame	<b>Tint</b> Lift R 1st X	<b>Enh. View.</b> Next Frame	<b>Contrast</b> Lift G 1st Y	<b>Prev Node</b> Prev Clip	<b>Pivot</b> Lift B 1st Sat	<b>Next Node</b> Next Clip	
SC L Soft H Center Size		SC Low H Width Aspect		SC High H Soft Soft 1		SC H Soft H Symm. Soft 2		
<b>M. Detail</b> Gamma L 2nd Exp	<b>Next Still</b> Add KF	<b>C. Boost</b> Gamma R 2nd X	<b>Ref.</b> Delete KF	<b>Shadows</b> Gamma G 2nd Y	<b>+Serial</b> +Append	<b>Highlights</b> Gamma B 2nd Sat	<b>Node o/o</b> Reset Node	
Red X Sat L. S Pan		Red Y Sat Low Tilt		Yellow X Sat High Soft 3		Yellow Y Sat H. S Soft 4		
<b>Saturation</b> Gain L 3rd Exp	<b>Prev Still</b> Prev KF	<b>Hue</b> Gain R 3rd X	<b>Inv. Wipe</b> Next KF	<b>Log Low</b> Gain G 3rd Y	<b>+Before</b> +Outside	<b>Log High</b> Gain B 3rd Sat	<b>Grade o/o</b> Delete Node	
Green X Lum L. S Rotate		Green Y Lum Low Opacity		Cyan X Lum High Inside		Cyan Y Lum H. S Outside		
<b>Lift Y</b> Offset L 4th Exp	<b>Highlight</b> Loop	<b>Gamma Y</b> Offset R 4th X	<b>Play</b> Reverse	<b>Gain Y</b> Offset G 4th Y	<b>+Parallel</b> +Layer	<b>Lum Mix</b> Offset B 4th Sat	<b>Undo</b> Redo	
Blue X Denoise <Track>		Blue Y Clean B. Mouse X		Purple X Clean W. Mouse Y		Purple Y Blur R. Key OG		
 10x	<b>Color Adj.</b>	<b>Color Wheels &amp; Primaries Bars</b>	<b>HDR Grade</b>	<b>Curves</b>	<b>Qualifier</b>	<b>Window</b>	 10x	

10 cm  
3 in







## Dolby Vision

MIDIGrade supports Dolby Vision version 4.0.

Once you have enabled “Dolby Vision” in the Settings dropdown menu, the first menu button on your controller becomes a toggle between Color Adjustments and Dolby Vision. Simply press “Color Adj.” twice to access Dolby Vision page.

Below you can see how the adjustments are mapped on either of the controllers.

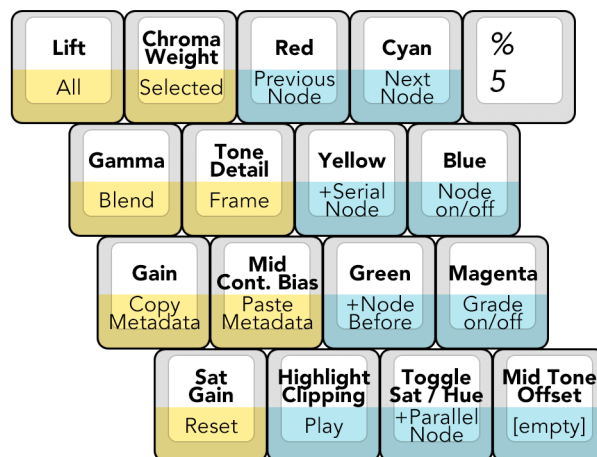
### How to toggle between Secondary Trims

- Twister & X-Touch Mini: Turn “< Sat. > Hue” knob left (counter-clockwise) for Saturation and right (clockwise) for Hue.
- Keyboard: Press “Toggle Sat / Hue” once. Your cursor on screen will move to either Saturation Red or Hue Red to show which one has been enabled.

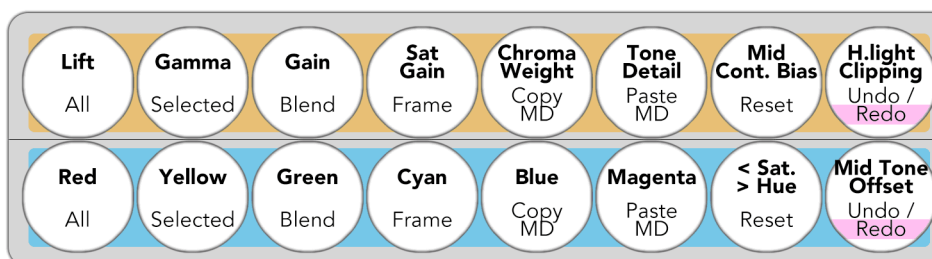
Midi Fighter Twister



Keyboard



X-Touch Mini



## Resources archive

- DaVinci Resolve 16
  - Cheat sheet – Midi Fighter Twister ([link](#))
  - Cheat sheet – Keyboard ([link](#))
  - Labels – Midi Fighter Twister ([link](#))

## SUPPORT

### Common problems & Troubleshooting

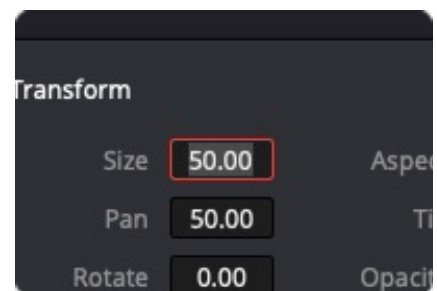
#### - Twister: All adjustments go to Powerwindow

- If your Midi Fighter Twister knob turns all go to *Powerwindow* regardless of the menu selected, open **Midifighter Utility** and then select: *"Tools > Midifighter > Load Factory Firmware > Midi Fighter Twister (02 Oct 2019)"*. You may need to quit MIDIGrade for Midifighter Utility to recognise your Twister.

(This problem began appearing late-2022 due to Twisters being shipped with wrong firmware. Luckily it's an easy fix!)

#### - Getting stuck in an adjustment

- Sometimes you can get stuck in an adjustment by accidentally selecting the number value in it with double-mouse-click (MIDIGrade is basically clicking and dragging the mouse for you). In this situation either adjust another value for any amount or click outside of the box with your mouse; either option will deselect the number and you can get back to work.



#### - Windows dual screen setup

- With multiple screens on Windows you might notice MIDIGrade is targeting (mouse is moving) on the wrong screen, or the position being off otherwise. Temporary fix to this is to make sure your DaVinci Resolve GUI screen is positioned top-left in your Windows Settings. **Note:** changing main display from Windows Settings doesn't always seem to fix this issue. Instead, changing the actual monitor cables around, connecting to your computer/GPU, may fix this. Investigating this issue continues; please reach out if you find a solution.

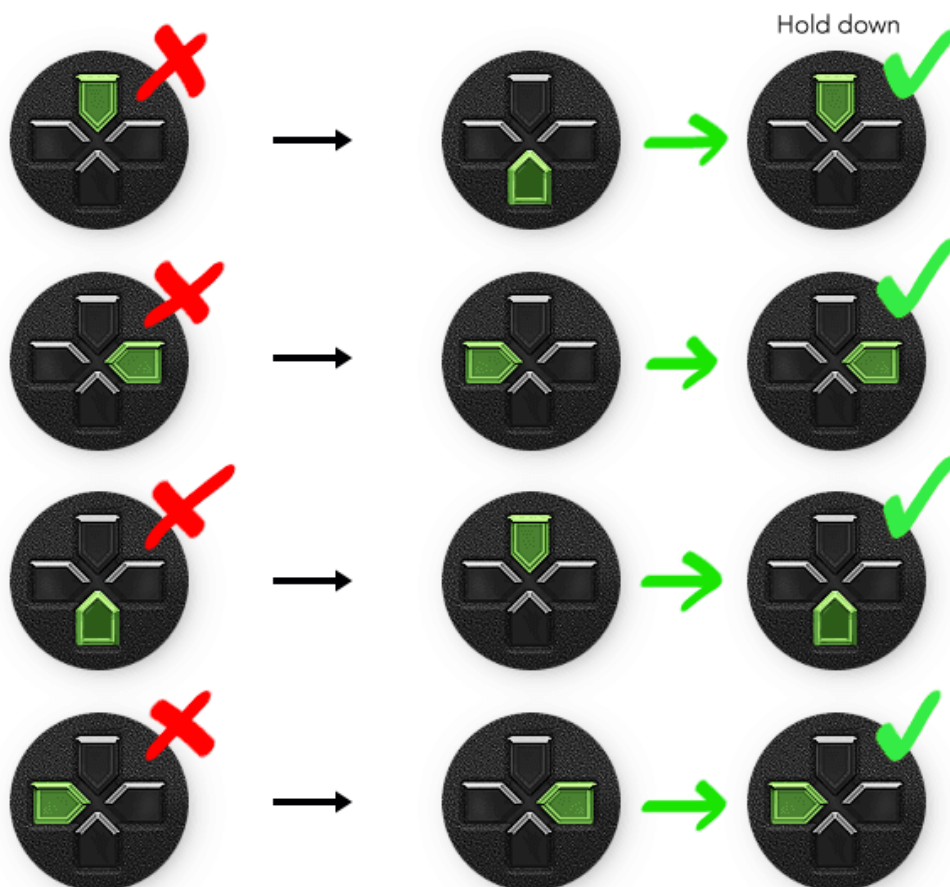


## - Primaries Luminance slider

- In Primaries Wheels/Bars it may seem like the Luminance adjustments don't do anything. This is due to a design flaw in Resolve which affects the horizontal Luminance sliders. You can even replicate it yourself by selecting this slider with your mouse and moving it really slowly. Effective workaround is to have the **10x speed** toggled on whenever you adjust luminance in Primaries Wheels/Bars.

## - Gamepad: D-pad (Windows)

- The software "Xbox Midi Controller" required to use a gamepad with MIDIGrade on Windows has a bug which affects the functionality of D-pad (next to left thumb stick). From start, only long press of any certain direction will work, and once the action is triggered it doesn't trigger again until you go the opposite direction. The solution for using the D-pad is to quickly click the opposite direction first, and then hold the button down until the function triggers.





## Contact Support

Support email:

[support@midigrade.com](mailto:support@midigrade.com)

Store contact form:

<https://sellfy.com/midigrade/contact/>

Feel free to contact me when you experience major problems with MIDIGrade. This is helpful for other users too and the health of this product since your input can really affect how well it performs in the future!

Many issues are already covered in the [Common problems & Troubleshooting](#) chapter so make sure to check that before reaching out to me.

Cheers,

-Julius

