

## USB MIDI CONTROLLER INTRODUCTION

This is an ultra-compact and light-weight MIDI controller which serves to control music software. It is equipped with 25 velocity-sensitive keys, and 8 velocity-sensitive drum pads as well as 16 rotary controls. The controller connects both PC and Mac(OTG convertor cable is required for connecting to Mobile phone and Pad). You can do without a bulky power adapter as power supply is via the USB bus.

The unit is supplied with a software editor which you can download from [WORLD E](http://en.worlde.com.cn/) website.

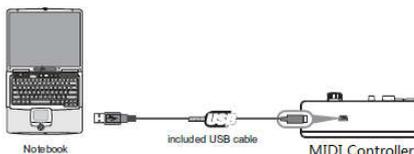
The software editor will let you customize this USB MIDI controller to your own requirements. It's also available to download the full user manual and other setting instructions from <http://en.worlde.com.cn/>.

## 3 STEPS FOR WORLDEMINI TO WORK

- 1)Connect your WORLDEMINI to the computer by USB cable.
- 2)Download the software editor from the download page of [WORLD E](http://en.worlde.com.cn/) website and customize all editable controllers, and create, save and load presets.
- 3)Open your DAW in your computer and select WORLDEMINI as your hardware controller in your DAW. Now you are ready to go.

## CONNECTING A COMPUTER

Use the included USB cable to connect the USB MIDI controller to a USB2.0 port on your computer. The power will turn on and the button LED backlit will light up when pressed. Select the WORLDEMINI as MIDI controller within your music software and you are ready to go.



## FIRST STEPS WITH THE EDITOR

The editor will let you customize all editable controllers, and create, save and load presets. Make sure to download the software editor from <http://en.worlde.com.cn/>. Always connect the WORLDEMINI to your computer before opening the editor. After opening the editor, click the control you would like to modify and edit its assignments in the pane. In order for your adjustments to be reflected in your MIDI Controller you will need to write the data into the controller. For this, select *Send to Keyboard* from the top menu bar. Make sure your DAW is not open when software editor is used or it will fail to send the data to WORLDEMINI.



## DEVICE SETUP IN SOFTWARE

To select WORLDEMINI as a controller for your digital audio workstation (DAW):

1. Connect WORLDEMINI to your computer using a standard USB cable. (If you are connecting WORLDEMINI to a USB hub, make sure it is a powered hub. If another device with USB3.0 is connected to USB hub at the same time, WORLDEMINI will not work properly at this time.)
2. Open your DAW(make sure the software editor is closed before open the DAW).
3. Open your DAW's Preferences, Options, or Device Setup, select WORLDEMINI as your hardware controller, and then close that window. Your WORLDEMINI is now able to communicate with your software.

For more info of mapping setting of WORLDEMINI to DAW, please visit the download page of <http://en.worlde.com.cn/>

## SYSTEM REQUIREMENTS

Windows 10/8/7/XP/Vista

Mac OS X 10.3.9 and better

All information is subject to change without prior notice.

**Important: Visit [worlde.com.cn](http://en.worlde.com.cn/) to download the complete User Guide and Software application Mapping Setting Instructions.**

## TROUBLESHOOTING

PROBLEM	CAUSE	SOLUTION
The LEDs does not light up	No power	Please make sure that the WORLDEMINI is connected to your computer by the USB cable and the computer is powered on. Sometimes change another USB cable or computer is needed to make sure if the USB cable is working fine.
No sound from WORLDEMINI	The WORLDEMINI is a MIDI controller, which means that it does not contain any sounds inside.	Please make sure that the WORLDEMINI is connected to your computer or hardware sound module.
No sound from target device	WORLDEMINI is not properly connected.	Check your computer's USB connection to confirm that the WORLDEMINI is recognized. If necessary, replug the connection and restart your computer.
	WORLDEMINI connected after software application has started.	If controlling an external hardware module, make sure that it's a USB Host supporting device.
	Problem is caused by use of a USB hub.	Unplug the WORLDEMINI from the USB hub and connect directly to your computer.
	Software application not set to receive MIDI data from the WORLDEMINI.	Ensure that the WORLDEMINI or "USB" MIDI device is listed as an active MIDI source in your application. Usually, the MIDI settings can be accessed through the application's Preferences menu.
	WORLDEMINI'S MIDI channel is not the same as application's incoming MIDI channel.	Make sure that the WORLDEMINI is sending MIDI information on the channel that the target device expects.
Keys/Pads/Encoders not work	Keys/Pads/Encoders not set to mapping to your DAW	Please make sure you have set the WORLDEMINI to mapping to your DAW manually. For more mapping info please visit the download page of WORLDE website. For Encoders, recalling Bank1 is necessary as the default mode for these is relative, but it's absolute mode in Bank1 which is compatible with your DAW.
Drivers fail to install	Computer's got some problem on USB port	WORLDEMINI is driver free device, so basically no driver is required for this device. Please try to use the WORLDEMINI on another USB port or even on another computer.
WORLDEMINI fails to connect to computer	Fail to connect to computer	Check your computer's USB connection to confirm that the WORLDEMINI is recognized.
WORLDEMINI is not working properly with Software applications	Mapping Settings for WORLDEMINI to Software application is not finished.	The WORLDEMINI is compatible with any software(Such as Cubase, FL Studio, Bitwig, Ableton Live, Studio One, Nuendo, Protools, Logic Pro, Analog Lab and so on) which supports the MIDI protocol. Please consult your specific hardware or software device's documentation for instructions on enabling the WORLDEMINI as a MIDI input device.
CC No. of the Encoders, Pads can't be changed	Software editor is not used properly.	Use the software editor to change the CC No. of the Encoders and pads.
Pitch and Modulation touch strips fail to work	Software application doesn't support to alter the pitch and modulation of the played sound.	Please consult your software application's documentation for instructions on the possibility of altering the pitch and modulation of the played sound.