NovaEditor — User Manual

Version 1.0 Professional MIDI Patch Editor for the Novation MiniNova Synthesizer

---

Table of Contents

---

1. Introduction

NovaEditor is a desktop patch editor for the **Novation MiniNova** synthesizer. It gives you complete visual control over every parameter of the MiniNova — from oscillator waveforms and filter routing to the modulation matrix, vocoder, and animated performance pads — without ever diving into the MiniNova's hardware menus.

What You Can Do

- **Edit patches visually** — every parameter on screen with real-time MIDI feedback.
- **Organise up to 384 patches** across three banks (A / B / C, 128 patches each).
- **Backup and restore** the full patch library directly from / to your device.
- **Save and load** individual patches or complete banks as `.syx` files.
- **Assign performance tweaks** — map any synth parameter to the four front-panel knobs.
- **Design complex modulations** — 20-slot modulation matrix with two sources, animation, and 60+ destinations.

---

2. System Requirements & Installation

System Requirements

	Minimum
macOS	10.15 Catalina or later
Windows	Windows 10 (64-bit) or later

RAM	4 GB
Disk	200 MB free
MIDI	USB-MIDI or class-compliant audio interface

Installation

macOS: Open the `.dmg` file and drag **NovaEditor** to your Applications folder.

Windows: Run the `.exe` installer and follow the on-screen prompts. NovaEditor installs to `%LOCALAPPDATA%\Programs\NovaEditor`.

Connecting the MiniNova

1. Connect the MiniNova to your computer via the included **USB cable** (the MiniNova exposes a USB-MIDI interface — no additional driver is required on macOS or Windows 10+).
2. Power on the MiniNova.
3. Launch NovaEditor.
4. In the **Header**, select the MiniNova in both the **MIDI In** and **MIDI Out** dropdowns, then click **Connect**.

---

3. Getting Started

Typical Workflow

1. **Connect** the MiniNova (see above).
2. Click **Read** in the Header to pull the currently active patch off the device into the editor.
3. Tweak any parameter — changes are sent to the MiniNova in real time over MIDI.
4. Click **Write** to save the edited patch back to the device at the current patch slot.
5. Click **Save** to export the patch as a `.syx` file for safe keeping.

Loading a Patch Library

1. Go to the **Library** tab.
2. Click **Load .syx** and choose a `.syx` file containing up to 128 patches.
3. Patches appear in the grid. Click any patch to load it into the editor and send it to the device for preview.

Backing Up Your Patches

1. In the **Library** tab, make sure the MiniNova is connected.
2. Click **Backup Device**. NovaEditor reads all 128 patches from the device into the active bank.
3. Use **Load .syx** → right-click a different bank tab to organise patches across banks A, B, and C.
4. Click **Restore to Device** to write the active bank back to the device.

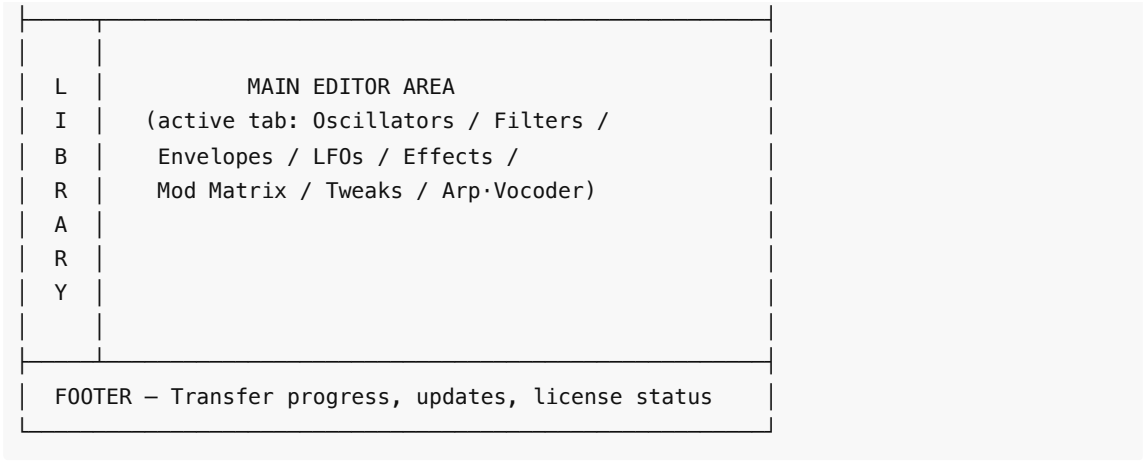
> ***Note:*** *Backup and Restore require a valid license (not available in Demo mode).*

---

4. Main Interface Overview

The NovaEditor window is divided into three zones:

```
┌──────────────────────────────────────────────────┐
│  HEADER — Patch name, MIDI I/O, bank/patch navigation   │
```



Tab Navigation

Eight tabs run across the top of the editor area:

Tab	Icon	Contents
Oscillators	⬡	Osc 1, Osc 2, Osc 3, Voice, Mixer
Filters	⏚	Filter 1, Filter 2, Routing
Envelopes	◈	All 6 envelopes simultaneously
LFOs	∿	LFO 1, LFO 2, LFO 3
Effects	✦	5 FX slots, Global FX, 3-band EQ
Mod Matrix	⇄	20 modulation slots
Tweaks	⊟	8 performance knobs (2 rows)
Arp / Vocoder	♩	Arpeggiator, Vocoder, Vocal Tune, Chorder

---

5. Header — MIDI & Patch Controls

Patch Name

The text field on the left of the Header shows the current patch name (up to 16 characters). Click it to edit; the name is sent to the device when you click **Write**.

Bank & Patch Selector

Three buttons — **A**, **B**, **C** — select the active bank. The arrow buttons ◄ ► and the number field between them navigate through the 128 patch slots (000–127).

MIDI Setup

Control	Purpose
MIDI In dropdown	Selects the MIDI input port (MiniNova appears as "MiniNova MIDI" or similar)

MIDI Out dropdown	Selects the MIDI output port
Connect button	Opens the MIDI connection. The status pill turns green when connected.

Status pill states:

- **Connected** (teal) — MIDI is active; edits send to device immediately.
- **Connecting…** — Negotiating with the device.
- **No Device** — No MIDI ports found; check USB cable and power.
- **MIDI Error** — A communication error occurred; click Connect to retry.

Patch Operation Buttons

Button	Action
⬇ **Read**	Requests the current patch from the device. The button shows a spinner while waiting.
⬆ **Write**	Sends the entire current patch to the device at the selected slot.
💾 **Save**	Exports the current patch as a `.syx` file.
📂 **Load Lib**	Loads a `.syx` file into the active bank in the Library.

> ***Demo mode note:*** *Read, Write, and file dump operations each consume one of the 5 allowed demo operations. See Section 15.*

---

6. Library — Patch Browser

The Library panel on the left side of the window (always visible regardless of the active tab) manages three patch banks.

Banks

Click the **Bank A / B / C** tabs to switch banks. Each bank holds 128 patches. The tab label shows how many patches are currently loaded, e.g. `Bank A (64)`.

Patch Grid

Each of the 128 slots shows a **three-digit number** and a **patch name**. Slot appearance:

- **Empty** — dimmed, no name.
- **Loaded** — full name visible on dark background.
- **Selected** (highlighted) — the patch currently open in the editor.
- **Device current** (accent highlight) — the patch the MiniNova is actively playing.

Click any loaded patch to load it into the editor and preview it on the device.

Toolbar Actions

Button	Action
📂 **Load .syx**	Opens a file picker to load a `.syx` file into the active bank.
⬇ **Backup Device**	Reads all 128 patches from the device into the active bank. Requires license.

⬆ Restore to Device	Writes the active bank (all 128 patches) to the device. Requires license.
✕ Clear	Clears all patches from the active bank (editor content is not affected).

Right-Click Menu

Right-clicking a patch slot offers:

- **Load into Editor** — Opens the patch in the editor without sending it to the device.
- **Send to Device Slot...** — Opens a dialog to write this patch to a specific slot on the device (choose bank and slot number, then click **Write**).

---

7. Oscillators

The Oscillators tab contains panels for **Osc 1**, **Osc 2**, **Osc 3**, **Voice**, and **Mixer**.

Oscillator Panels (Osc 1 / 2 / 3)

Each oscillator is identical in structure.

Waveform

The **Waveform** dropdown selects the oscillator's waveform source. The 74 available waveforms are organised into families:

Family	Examples
Basic	Sine, Triangle, Sawtooth, PW (pulse width), Square
PW/Saw blend	Saw 9:1 … Saw 1:9 (9 intermediate shapes)
Classic	BassCamp, Bass FM, EP Dull, EP Bell, Clav, DoubReed, Organ 1/2, EvilOrg, StrnMch 1/2
Digital	Bell FM 1/2, DigBell 1–4, DigiPad
Wavetable	Wtable 1–36
Audio In	AudInL/M, AudioInR

Fine Controls

Knob	Range	Default	Notes
WT Interp	0–127	127	Wavetable interpolation smoothness
PW/Idx	0–127	64	Pulse width (basic waves) or FM index (digital waves); centre = 50%
VSync	0–127	0	Virtual sync depth; shapes the waveform cycle
Hardness	0–127	0	Waveform hard-clip amount
Density	0–127	0	Number of detuned copies (supersaw-style)

Dens Detune	0–127	0	Detuning spread of Density voices
Semitones	0–127	64	Coarse pitch offset; 64 = no shift
Cents	0–127	64	Fine pitch offset; 64 = no shift

Level

The large **Level** knob (0–127) sets the oscillator's output level fed into the Mixer. Default is 127 for Osc 1, 0 for Osc 2/3.

Voice Panel

Poly Mode

Option	Behaviour
Mono	One voice at a time; new note cuts previous.
Mono (AG)	Mono with auto-glide when notes overlap.
Poly	Full polyphony (up to 8 voices).
Poly 2	Alternate polyphony mode.
Mono 2	Mono with legato envelope retrigger.

Portamento

- **Porta Time** (0–127) — Glide time between notes. 0 = instant.
- **Porta Mode** — `Exponential` (musical, faster near target) or `Linear` (constant rate).
- **Pre-Glide** — Pitches the note up/down (±1–3 semitones) at note-on before gliding to the true pitch. Options: –3 st, –2 st, –1 st, Off, +1 st, +2 st.

Unison

- **Unison** — Off / 2 / 3 / 4 Voices. Stacks detuned copies of each note.
- **Detune** (0–127) — Spread between unison voices.

Oscillator Global Modulation

Knob	Range	Default	Notes
Vib Depth	0–127	0	Global vibrato depth (from the mod wheel LFO)
Vib Rate	0–127	65	Global vibrato rate
Drift	0–127	0	Random pitch drift (analogue warmth)
Phase	0–127	0	Oscillator start phase (0 = free-running)

Mixer Panel

The Mixer combines the three oscillators with ring modulation and noise.

Knob	Default	Notes
Osc 1	127	Main oscillator level
Osc 2	0	
Osc 3	0	
RM 1×3	0	Ring modulation of Osc 1 × Osc 3
RM 2×3	0	Ring modulation of Osc 2 × Osc 3
Noise	0	Noise generator level

Noise Type — White, High, Band, or HiBand.

---

8. Filter

The Filter tab shows **Filter 1**, **Filter 2**, and routing controls.

Routing & Global Controls

Control	Options	Notes
Routing	Single / Series / Parallel	Single uses only Filter 1; Series feeds F1 output into F2; Parallel mixes both.
Balance	0–127 (centre = 64)	Mix between Filter 1 and Filter 2 in Parallel mode. Displayed as ±64.
Freq Link	On / Off	Links the Frequency knobs of both filters so they move together.
Res Link	On / Off	Links the Resonance knobs of both filters.

Filter Panels (Filter 1 & 2)

Each filter is identically structured. Filter 1 uses the accent colour; Filter 2 uses teal.

Type Selection

Control	Options
Type	Low Pass, Hi Pass, Band Pass, Band Reject, All Pass, Low Shelf, Hi Shelf, Peak EQ
Drive Mode	Diode, Valve, Clipper, X-Over, Rectify, BitsDown, RateDown

Main Controls

Knob	Size	Default	Notes
Freq	Large	64	Filter cutoff/centre frequency
Resonance	Large	0	Self-oscillates at high values

Drive	Medium	0	Input gain into the Drive Mode circuit
Env→Freq	Medium	64	Envelope (Filter Envelope) modulation depth; 64 = no mod
KBD Track	Medium	0	Keyboard tracking: higher notes open the filter

Q Normalise

Toggle **Q Normalise** to maintain consistent volume as Resonance increases.

---

9. Envelopes

The Envelopes tab shows all six envelopes simultaneously in a **3 × 2 grid** — no tab switching required.

Panel	Colour	Typical Use
Env 1 (Amp)	Red/Accent	Amplitude (volume) envelope
Env 2 (Filter)	Teal	Filter frequency modulation
Env 3	Blue	General purpose modulation
Env 4	Yellow	General purpose modulation
Env 5	Purple	General purpose modulation
Env 6	Light red	General purpose modulation

A visual ADSR curve at the top of each panel updates as you adjust the knobs.

ADSR & Delay Parameters

Knob	Env 1–2	Env 3–6	Default	Notes
Delay	—	✓	0	Time before the envelope starts
Attack	✓	✓	0	Rise time
Decay	✓	✓	64	Fall time from peak to sustain level
Sustain	✓	✓	64	Held level while key is pressed
Release	✓	✓	32	Fall time after key release

Modulation Parameters

Knob	Default	Notes
Velocity	64	How much note velocity scales the envelope depth; 64 = no velocity scaling
Sus Rate	0	Rate of sustain-level variation (LFO-style movement during sustain)
Sus Time	0	Duration of the sus-rate modulation
AD Rpt	0	Attack–Decay repeat count (0 = no repeat, plays as normal ADSR)

Trigger

- **Trigger** toggle — When On, the envelope retriggers with each new note even in Legato/Mono mode.

Anim Trig (Animation Trigger)

Each envelope can be triggered by one of the 8 Animate pads. Options:

Value	Behaviour
Off	No animation trigger
A1–A8 ReTrig	Re-triggers the envelope from zero when pad N is pressed
A1–A8 Trigger	Triggers the envelope only while pad N is held
A1–A8 Enable	Enables the envelope only while pad N is held

---

10. LFOs

The LFO tab shows **LFO 1**, **LFO 2**, and **LFO 3** side by side.

Shape

A visual preview of the selected waveform is shown above the **Shape** dropdown. Available shapes:

Family	Options
Standard	Sine, Triangle, Sawtooth, Square, Rand S/H (random sample-and-hold), Time S/H
Piano Env	PianoEnv
Sequence	Seq 1–7 (step-sequenced pitch patterns)
Alternating	Altern 1–8
Scale	Chromat, Chrom 16, Major, Major 7, Minor7, MinArp1, MinArp2, Diminish, DecMinor, Minor3rd, Pedal, 4ths, 4ths x12, 1625 Maj, 1625 Min, 2511

Rate & Modulation

Knob	Default	Notes
Rate	64	LFO speed when Rate Sync is Off
Slew	0	Smoothing of the LFO output (reduces sharp edges)
Phase	0	Start phase offset of the LFO cycle
Delay	0	Time before the LFO reaches full depth after note-on

Rate Sync

Locks the LFO rate to MIDI clock. Available divisions range from **32nd T** (triplet 32nd) through standard values (16th, 8th, 4th, 2nd, whole) up to **64 beats**. Set to **Off** to use the free-running Rate knob.

Mode Toggles

Toggle	Behaviour
One Shot	LFO runs once per note-on, then stops
Key Sync	LFO restarts its cycle on every new note
Common Sync	All three LFOs share a single phase (useful for polyrhythms)
Delay Trig	Delay counter resets on every note-on

---

11. Effects

The Effects tab contains three sections: **5 FX Slots**, **Global FX**, and a **3-band EQ**.

FX Slots (1–5)

Each slot has:

- **Type** dropdown — 14 effect types plus Bypass:

Type	Description
Bypass	No effect
EQ	Parametric equaliser
Compressor 1 / 2	Two compressor algorithms
Distortion 1 / 2	Overdrive / bit-crush style distortion
Delay 1 / 2	Tempo-syncable delay (stereo and ping-pong)
Reverb 1 / 2	Room and hall reverb
Chorus 1–4	Ensemble / flanging / shimmer variants
Gator	Rhythmic gate / volume chopper

- **Level** knob (0–127) — Wet/send level for that slot.

Global FX

Control	Default	Notes
Feedback	0	Global FX feedback (delay tails, reverb tails)
Pan Pos	64 (±0)	Global FX stereo position
Pan Rate	0	Auto-pan rate
Pan Depth	0	Auto-pan depth
Routing	—	Serial (slots in sequence) or Parallel (all run simultaneously)
Pre FX	64	Dry signal level going into FX

Post FX	64	Wet mix level out of FX

3-Band EQ

A shelving/peak EQ applied globally to the output.

Band	Freq Default	Level Default
Bass	0 (low shelf)	64 (0 dB)
Mid	64	64 (0 dB)
Treble	127 (high shelf)	64 (0 dB)

Each band has a **Freq** knob and a **Level** knob. Level is displayed as ±64; 64 = 0 dB (no cut/boost).

---

12. Modulation Matrix

The Mod Matrix tab provides **20 independent modulation slots**, each routing one or two sources to a single destination.

Slot Structure

Each row contains:

Column	Options	Notes
#	01–20	Slot number
Source 1	19 sources	Primary modulation source
Source 2	19 sources	Scales the depth of Source 1
Animation	Off, A1–A8 ReTrig	Enables the slot only when a pad is active
Depth	–64 to +63	Positive = in-phase; negative = inverted
Destination	62 destinations	Where the modulation is applied

Sources

Source	Description
Direct	Always-on (constant modulation)
Mod Wheel	MIDI CC 1
Aftertouch	Channel pressure
Expression	MIDI CC 11
Velocity	Note-on velocity
Keyboard	Note pitch (keyboard tracking)

LFO1 +, LFO1 +/–	LFO 1 unipolar / bipolar
LFO2 +, LFO2 +/–	LFO 2 unipolar / bipolar
LFO3 +, LFO3 +/–	LFO 3 unipolar / bipolar
Env Amp, Env Filter	Amplitude / Filter envelopes
Env 3–6	Aux envelopes
AudInEnv	Audio input envelope follower

Destinations (selected highlights)

Category	Destinations
Pitch	O1+2+3 Pitch, O1/O2/O3 Pitch individually
Oscillator	O1–3 VSync, O1–3 PW/Idx, O1–3 Hard, O1–3 Level
Mixer	Noise Lvl, RM1*3 Lvl, RM2*3 Lvl
Filter	F1/F2 Freq, F1/F2 Res, F1/F2 Drive, F Balance
LFO	LFO1/2/3 Rate
Envelope	AEnv Dec, FEnv Dec
FX	FX1–5 Amt, FX Feedback, FX Wet Lvl
Chorus	Ch1–4 Rate/Depth/Delay/Fback (16 parameters)
Delay	Dly1/2 Time, Dly1/2 Fdbk
EQ	Bass/Mid/Treble Lvl and Frq (6 parameters)
Vocoder	Pan Posn, Voc Shift, Voc Spred, Voc Res
Master	PreFX Lvl, Pitch Shift

Tips

- Setting **Source 2** to **Mod Wheel** lets you bring in a modulation gradually with the wheel.
- **Animation** in a mod slot + **Anim Trig** in an envelope = fully animated pad performance.
- A **Depth** of 0 effectively bypasses the slot without clearing it.

---

13. Tweaks — Performance Knobs

The Tweaks tab maps synth parameters to the **four performance knobs** on the front panel of the MiniNova.

Two Rows

Row	Knobs	Hardware Selection
Row 1 — Tweaks 1–4	Knob 1, 2, 3, 4	Selected on device when Row 1 is active

Row 2 (FX) — Tweaks 5–8	Knob 1, 2, 3, 4	Selected on device when Row 2 (FX Tweak) is active

Row 1 uses the accent (red) colour; Row 2 uses teal.

Assigning a Tweak

Each tweak slot shows the current assignment and a **Parameter** dropdown with 170+ assignable parameters, including:

- Portamento Time
- Oscillator levels, waveform index, pitch offsets
- Mixer levels (Osc 1–3, Ring Mod, Noise)
- Filter Freq, Res, Drive, Env Depth (per filter)
- All six envelope ADSR values + Velocity
- LFO Rate, Sync, Slew (per LFO)
- FX levels, delay times, chorus parameters
- Arp Gate, Swing
- Mod Matrix depth slots (1–20)

Select **No Assign** to leave a knob unused.

---

14. Arp / Vocoder

This tab is divided into four panels: **Arpeggiator**, **Vocoder**, **Vocal Tune**, and **Chorder**.

14.1 Arpeggiator

The **Enable** toggle at the top right activates the arpeggiator.

Mode & Pattern

Control	Options	Notes
Mode	Up, Down, Up+Down, Up&Down, As Played, Random, Chord, Solo	Determines note order
Pattern	Pattern 1–16, User 1, User 2	Rhythmic gate pattern
Rate Sync	36 divisions (32nd T to 64 beats)	Locks arpeggio to MIDI clock tempo

Timing Controls

Knob	Default	Notes
Gate	64	Note length relative to the step (50% = staccato, 127 = legato)
Swing	64	Shuffle amount; 64 = straight, higher = laid-back feel
Length	8	Number of active steps (1–16)
Octaves	1	Range of octaves arpeggiated (1–4)

Key Latch

Toggle **Key Latch** to hold the arpeggio running after you release the keys.

Step Grid

Eight step toggles (1–8) enable or disable individual steps within the pattern. Disabled steps produce rests.

14.2 Vocoder

The **All Max** toggle sets all band levels to maximum. **Freeze** holds the current spectral snapshot.

Level Controls

Knob	Default	Notes
Level	0	Overall vocoder output level
Carrier	0	Level of the synthesiser carrier signal
Modulator	0	Level of the microphone/audio-in signal
Sibilance	127	High-frequency sibilance (S/T sounds) pass-through

Shape Controls

Knob	Default	Notes
Resonance	0	Resonance of the vocoder filter bank
Width	40	Stereo spread of the vocoder bands
Shift	0	Spectral shift up/down (pitch-shifts the vocoder formants)
Spread	0	Spacing between vocoder bands

Gate Controls

Knob	Default	Notes
Decay	0	How long band signals hold after modulator level drops
Gate Thr	0	Threshold below which the vocoder is gated off
Gate Rel	0	Release time of the gate

> ***Hardware note:*** *The MiniNova's built-in microphone feeds the Modulator input. An external microphone can be connected to the Ext In socket on the rear panel for better vocal quality.*

14.3 Vocal Tune

Vocal Tune applies real-time pitch correction or harmonisation to the microphone signal.

Level & Insert

Control	Options	Notes
Level	0–127	Vocal Tune output level

Insert	Pre Filt / Post Filt / Pre FX	Where in the signal chain Vocal Tune is inserted

Mode

Mode	Behaviour
Off	Vocal Tune bypassed
Scale Corr	Corrects pitch to the nearest note of the selected scale
KB Control	Pitch is forced to the note currently held on the keyboard
Pitch	Raw pitch shifting only (no scale or keyboard control)

Scale (Scale Corr / KB Control modes)

- **Scale** — Played, Chromatic, Major, Rel Minor, Har Minor, Mel Minor.
- **Key** — C through B (12 chromatic roots).

Pitch Controls

Knob	Default	Notes
Shift	64	Pitch offset (64 = no shift)
Bend	64	Pitch bend range
Speed	0	Correction time; 0 = instant snap, higher = slower glide

Vibrato

Knob	Default	Notes
Depth	0	Vibrato depth
Rate	64	Vibrato rate
Mod Whl	0	Amount mod wheel introduces vibrato

Threshold

Threshold (0–127) — Gate threshold below which Vocal Tune is inactive.

14.4 Chorder

The Chorder adds harmony notes above the played key.

The **Enable** toggle activates the Chorder.

Configuration

Control	Options	Notes
Chord Size	Off, 2, 3, 4, 5 Notes	Number of simultaneous notes (including the root)
Transpose	0–127 (centre = 64)	Shifts the whole chord up/down in semitones

Interval Selection

When Chord Size is 2–5, additional **Interval** dropdowns appear for Note 2 through Note 5. Each offers 61 values (0–60 semitones):

Common intervals: Unison (0), m2 (1), M2 (2), m3 (3), M3 (4), P4 (5), Tritone (6), P5 (7), m6 (8), M6 (9), m7 (10), M7 (11), Oct (12), and multiples up to 5 Oct (60).

Example — Major triad: Chord Size = 3 Notes, Note 2 = M3 (4), Note 3 = P5 (7).

---

15. Demo Mode & Licensing

Demo Mode

Without a valid license, NovaEditor runs in **Demo mode**. Demo mode allows **5 patch operations**:

Counted operations:

- **Read** — Request patch from device
- **Write** — Send patch to device
- **Save** — Export patch to file
- **Dump** — Dump current patch to file

Non-counted (free) operations:

- Editing parameters in the editor
- Loading `.syx` files into the Library
- Browsing patches in the Library

The footer always shows the remaining operation count:

> ***Demo — 3 ops left***

Backup Device and **Restore to Device** are not available in Demo mode. Clicking either button shows a prompt to activate or purchase.

When the 5 operations are exhausted, gated features are blocked until you activate.

Activating NovaEditor

Open the Activation window via any of:

- Menu: **File → Activation**
- Keyboard shortcut: **⌘T** (macOS) / **Ctrl+T** (Windows/Linux)
- **Activate** button in the footer

Enter your **email address** and **serial number** from your purchase receipt, then click **Activate**.

On success, NovaEditor connects to the license server, verifies your credentials, and unlocks all features. The footer changes to:

> ***Licensed*** *(teal)*

Deactivating

To move your license to another machine, open the Activation window and click **Deactivate**. This releases the activation on this machine so you can activate on another.

Offline Use

NovaEditor checks the license server every 8 minutes while running. If the server is unreachable (no internet connection), NovaEditor falls back to the local license file and continues to work normally. A valid local file is all that is needed for offline operation.

Purchasing

Click the **Buy** button in the footer (or visit www.xtractpler.com) to purchase a license. After purchase you will receive a serial number by email.

---

16. Keyboard Shortcuts

Shortcut	Action
⌘T / **Ctrl+T**	Open Activation window
⌘Shift+H / **Ctrl+Shift+H**	Open this User Manual

Standard system shortcuts (Cut, Copy, Paste, Select All) work in text fields throughout the app.

---

17. Troubleshooting

MiniNova Not Detected

1. Check the USB cable is firmly connected at both ends.
2. Verify the MiniNova is powered on.
3. Quit and relaunch NovaEditor — MIDI ports are enumerated at startup.
4. On Windows, ensure no other application (DAW, standalone editor) has exclusive control of the MIDI port.

Read Button Spinner Does Not Stop

The MiniNova may not have responded to the patch request.

1. Ensure you are on the correct MIDI channel (the MiniNova defaults to channel 1).
2. Try pressing a key on the MiniNova to confirm MIDI output is working.
3. Click **Connect** again to re-initialise the MIDI connection.

Patch Edits Not Heard on Device

- Confirm the MIDI Out dropdown points to the MiniNova.
- Check the MiniNova's Local Control setting. If Local is off, the device will not respond to MIDI unless it is also receiving from NovaEditor.

Activation Error: "Invalid serial or email"

- Double-check there are no leading or trailing spaces in either field.
- Email address must match the one used at purchase (case-insensitive).
- If the problem persists, contact support at the email address in your purchase receipt.

Activation Error: "Connection Error"

- Check your internet connection.
- Try again after a few seconds; the server may have been temporarily unavailable.

Backup / Restore Is Slow

Reading or writing 128 patches requires 128 individual SysEx transfers. This is normal — a full backup typically takes 20–30 seconds. Do not disconnect the USB cable or switch patches on the device during the transfer.

"Demo — 0 ops left" — I Have a License

- Open the Activation window (**⌘T** / **Ctrl+T**) and check whether the license status shows as activated.
- If it shows "Not Activated", re-enter your email and serial and click **Activate**.
- Ensure you have an internet connection for the initial activation.
