MXWendler

TouchOSC control interface

This is a simple manual for the usage of a TouchOSC template to control MXWendler software.
Informations on how to set up the app to communicate with our software can be found in our Wiki:

http://wiki.mxwendler.net/index.php/Tutorial_Controlling_MXWendler_via_TouchOSC

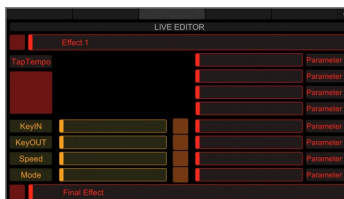Please feel free to modify, customize and make our template better!

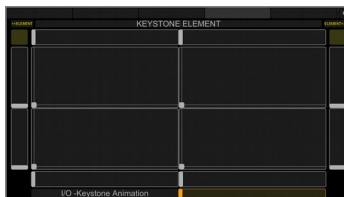The touch interface, like our software, is divided in tabs:
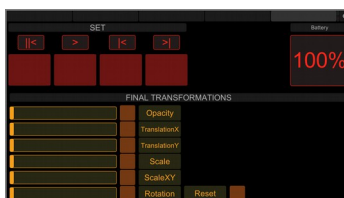

1) Preload + Layer manager

2) Playlist

3) Live Editor + Final Effects

4) Keystone

5) Set + Final transformation

Preload + Layer Manager

The first tab is divided in two parts:

the first one controls the Preload area.
By tapping on one of the gray squares the relative media (already loaded on the software) will be played.
With a second touch on the same element the clip will be stopped and removed from the layer manager. (Flip Flop function)

The second part, on the right, controls the active track and the active layer transformations.
From the top we have two buttons to raise up the track fade and a track selector in the center.
Under the track control there are the active layer transformations:
Opacity, Translation X and Y, Scale, Scale XY and Rotation. Each slider has a reset button on the right side.
Under the layer manager we have layer Mode, Repetition and Aspect Ratio. Each of this settings can be brought back to the standard value by touching the orange reset button next to the name.

Finally on the right side there is a layer selector (layer transformations can be applied only to the selected layer) and a global layer reset button:
by pressing it every parameter of the selected layer will be set back to default.
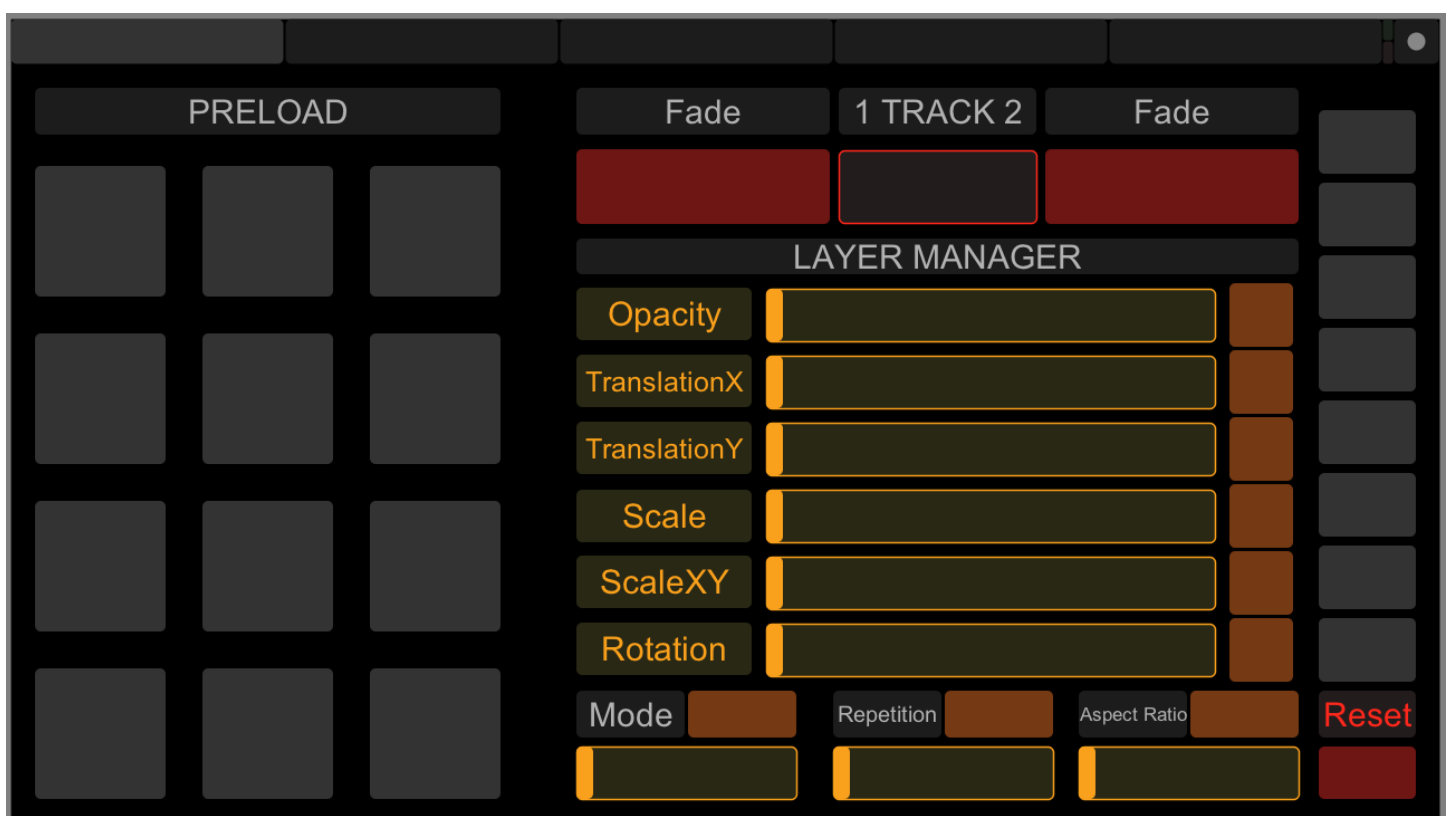
Playlist

The second tab contains the basic commands to control a playlist and a clock (can be very useful to have an eye on the clock while running a playlist, especially if a time condition is used).

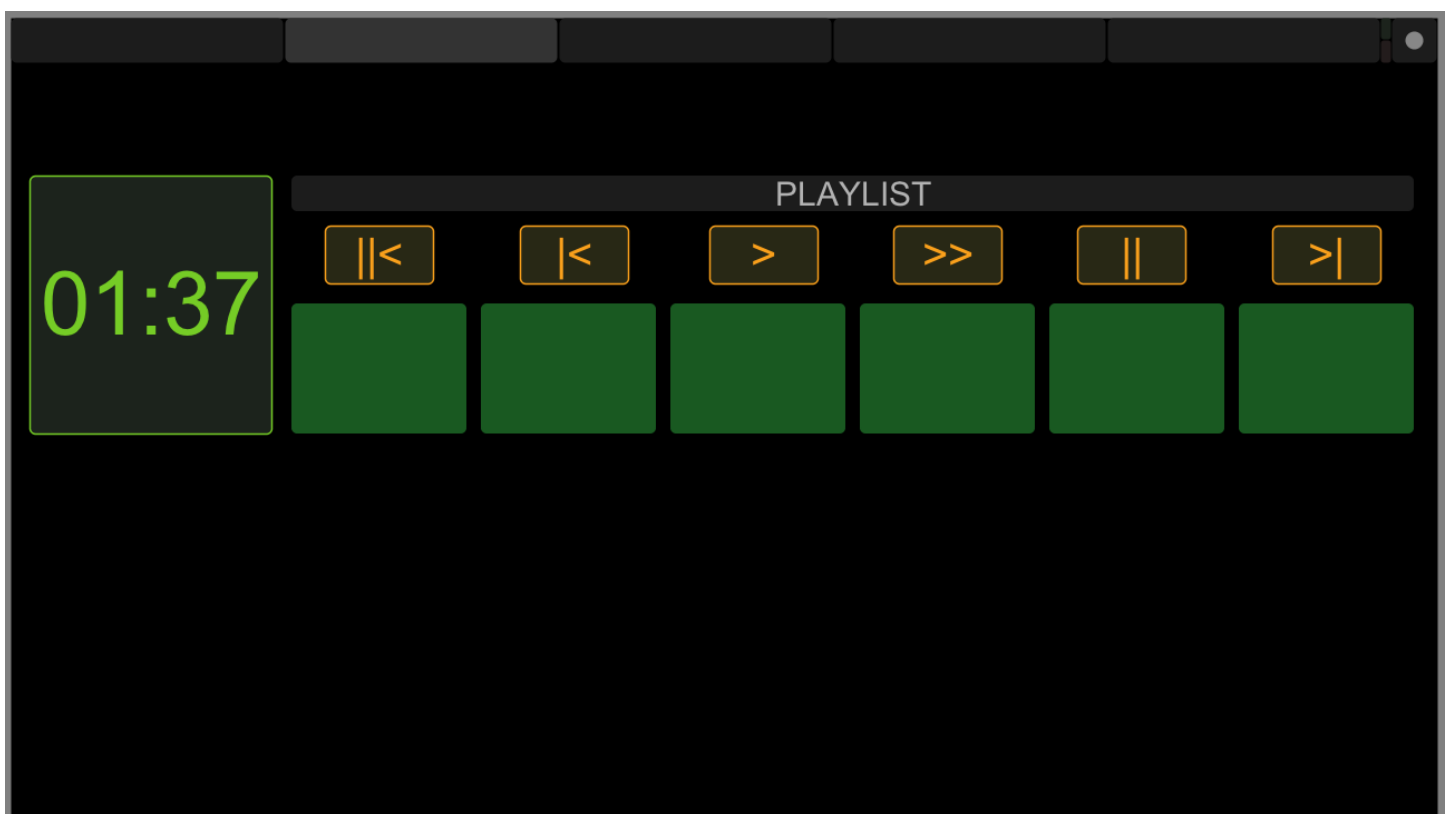From left to right we have the following playlist commands:

Go to start

Go to previous

Play

Go to next

Pause

Go to end

Live Editor + Final Effects

The third tab corresponds to the Live Editor and comprehends also the final effects. The purpose here is to allow the user to work with effects in real time on two different stages of the process: on the selected layer and on the final output.

The sliders on the top and at the bottom of the page are the effect selectors: trough them the user can choose witch effect to apply. On the left side of each of the two sliders there's a reset button that corresponds to the first choice in the effect menu: No Effect.

On the right side we have eight parameter sliders, the first four (from the top) are for the active layer effect and the second four are for the final effect.

On the left part there is the tap tempo button that allows the user to change the spectrum analyzer's tempo in real time.
Under the tap tempo button there are four clip reproduction controls for the selected layer:

Key in: selects the starting frame of the clip

Key out: selects the ending frame

Speed: changes the reproduction speed of the clip

Mode: (left to right) stop – loop – one shot – bounce – jitter – random – stop

Keystone Element

In the fourth tab we have an instrument that allows the user to set or change the shape of the output correction.
Some simple video mapping can be set up impressively fast through this instrument.
For mappings consisting of more then two elements, with more than 4 pivots per element or that require an high level of precision we recommend the use of our classical interface.

The yellow buttons on the top of the page are keystone element selectors.
Before starting to work with pivots the first element must be selected by clicking the top-right yellow button. The top left selects a second element (if already created).

The gray sliders at the top and bottom of the page define the X position of the respective pivots, the ones on the sides define the Y.

The main tools in this page are the four pivot boxes:
each box is assigned to a pivot
(eg. move the dot in the top right box to move the top right corner of your output).

Tip: each pivot can be moved to any point of the screen, therefore **each** of the four boxes represents the **whole** output (so the the center of the touch device **doesn't** correspond to the center of the screen)!!

The last slider, at the bottom of the page controls the keystone animation.
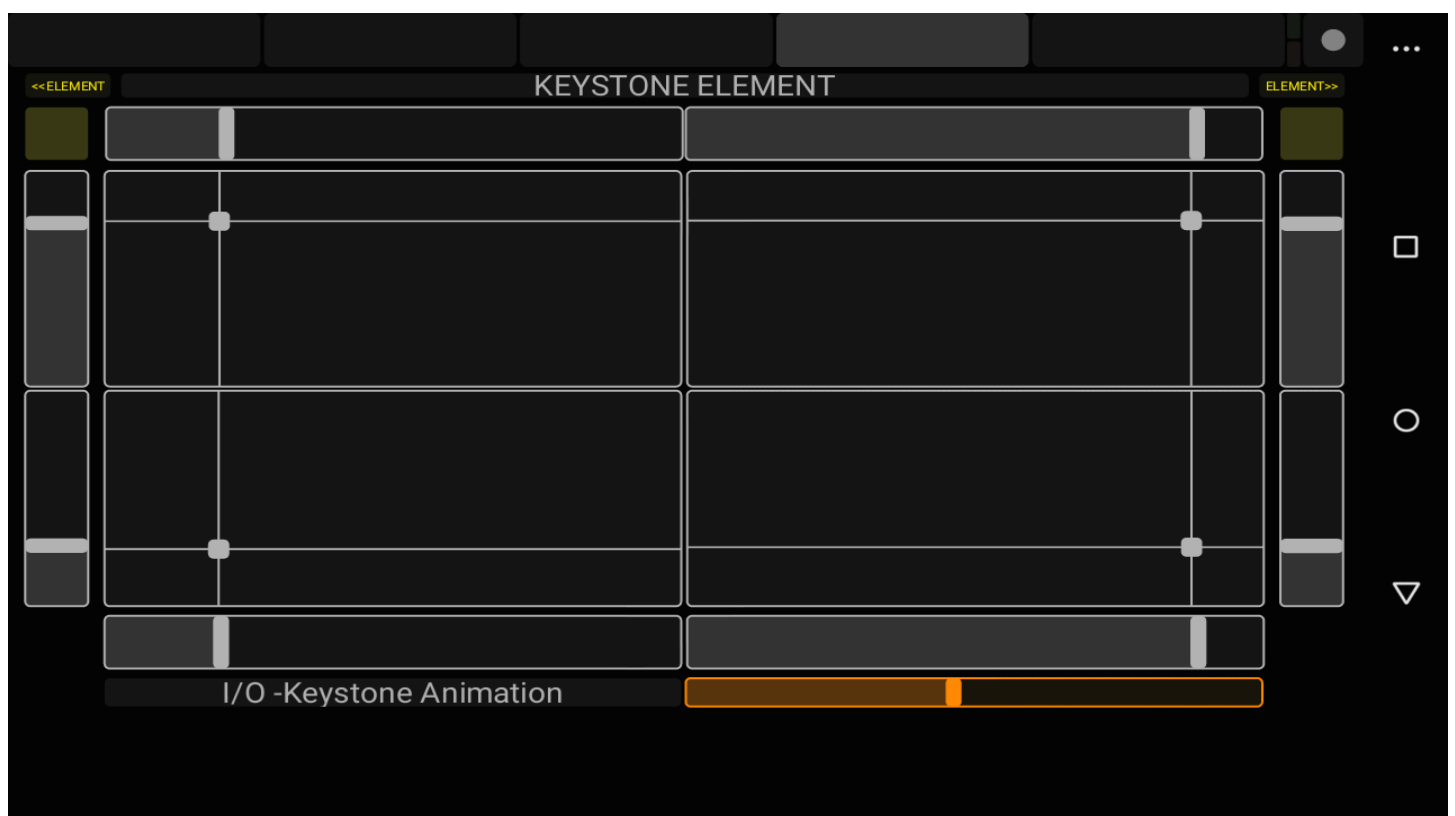
Set + Final Transformations

In the last page there are: set controls, a battery indicator and the final transformations section.

The four red buttons on the right side are the set controls:

1) First: selects the first patch present in the set

2) Play: plays the patch

3) Prev: selects the previous patch

4) Next: selects the next patch

Under the set controls we have the final transformations:
Opacity, Translation X and Y, Scale, Scale XY and Rotation. Each slider has a reset button on the right side and there is a global reset for the final transformations at the bottom of the page.

SET				Battery
‖<	>	|<	>|	**100%**

FINAL TRANSFORMATIONS

Opacity

TranslationX

TranslationY

Scale

ScaleXY

Rotation   Reset