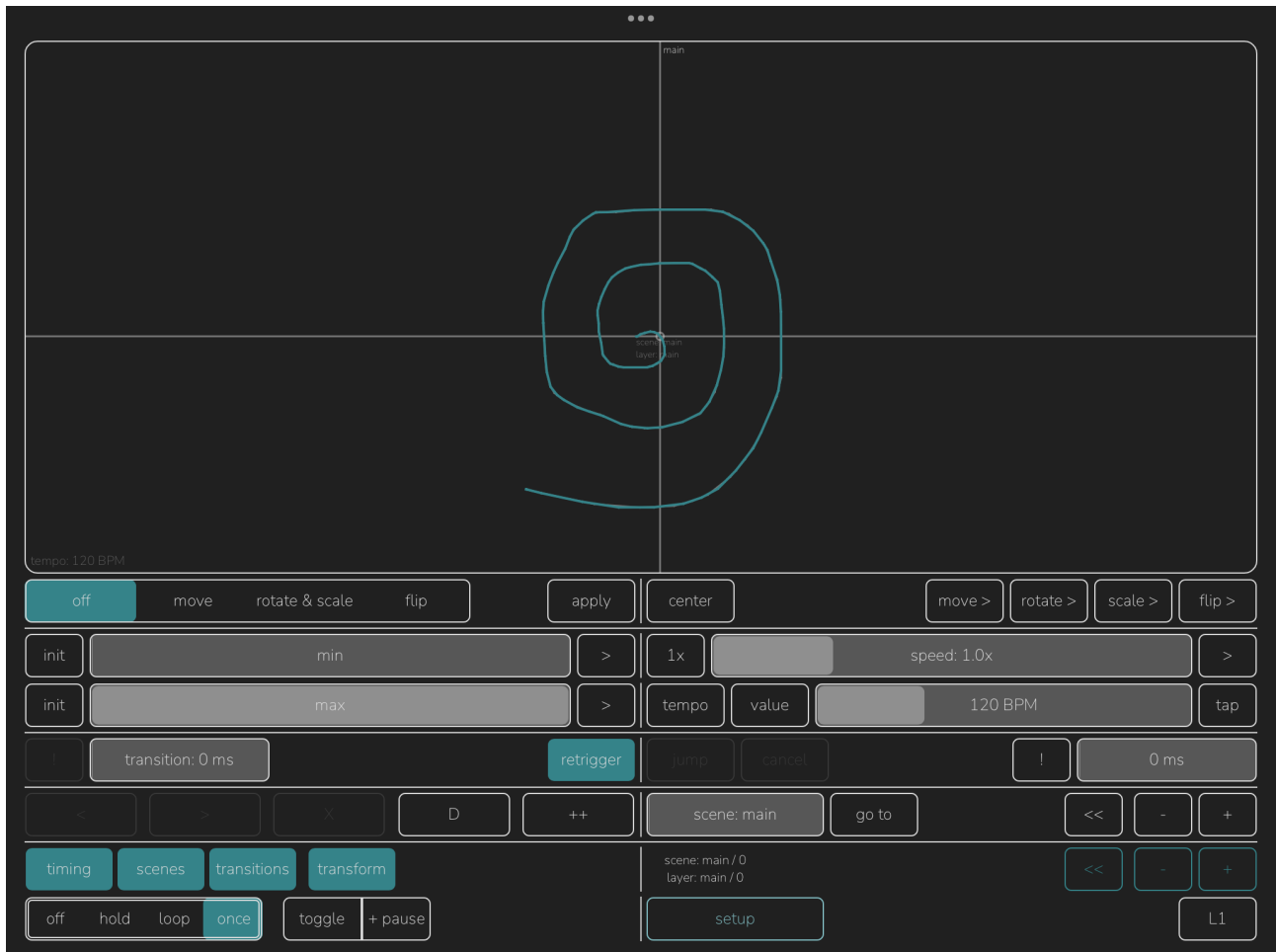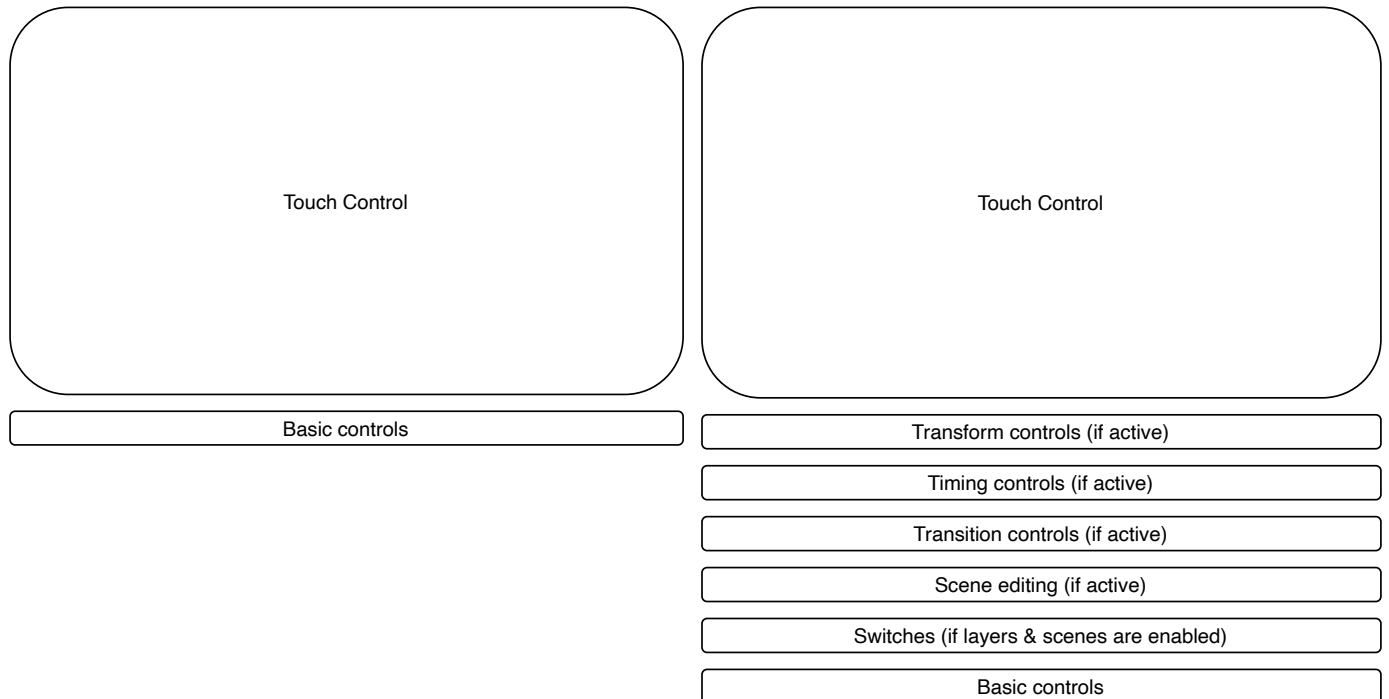# ddtctmcc

"2D touch control to MIDI Control Change"

This app is a special MIDI controller that allows you to use 2D touch surface to output MIDI messages, to record and playback gestures.
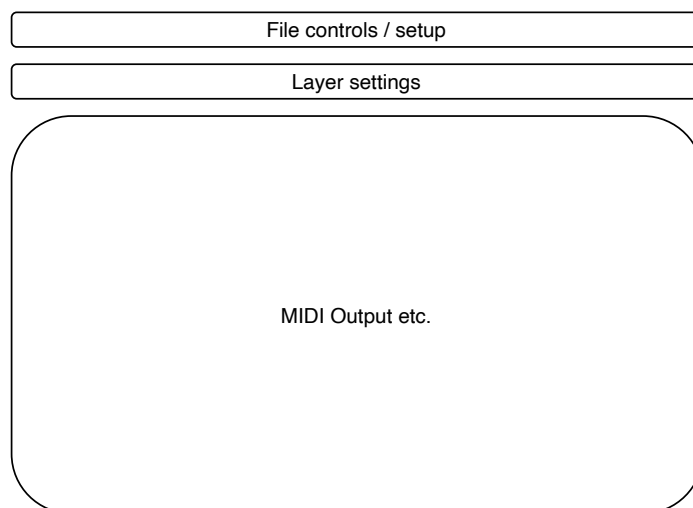

The free version of this app, "**ddtctmcc-ff**" provides same features except "layers", "scenes" and loop transform.

User interface

The app has only two screens, "main" and setup.

Touch Control	Touch Control

Basic controls

Transform controls (if active)
Timing controls (if active)
Transition controls (if active)
Scene editing (if active)
Switches (if layers & scenes are enabled)
Basic controls

1. Basic set of features and all controls of the main screen

File controls / setup
Layer settings

MIDI Output etc.

2. Setup view

Basic operation

The touch control on the main app's screen lets you output 3 MIDI CC values for X and Y and the on/off value when the control is touched. You can record the gesture and play it back. Basic controls for operation mode are available next to it.

off hold loop once
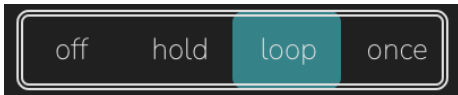
This switch sets mode of the touch control:

- **off** works as basic 2D touch control
- **hold** keeps the value
- **loop** records the gesture and immediately plays it when it is ended
- **once** just records the gesture; it may be played by pressing the '**toggle**' (or **+pause**) button

Double tap on the mode switch will clear the currently recorded gesture.

details

The double frame on this control is displayed when "**main**" scene is selected. All new scenes will be created with the same setting as is currently active in this scene
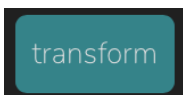
transform

This button toggles display of "**transform**" features (in full version). This button is available when **loop** or **once** modes are selected.

trigger reverse ping
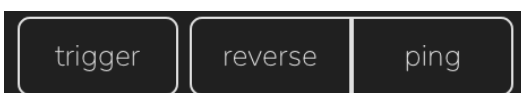
These buttons work for gesture playback and are active when the "**loop**" mode is switched on:

- **trigger** restarts the looped gesture
- **reverse** changes direction of playback
- **ping** enables forward-reverse playback of gesture loop

3

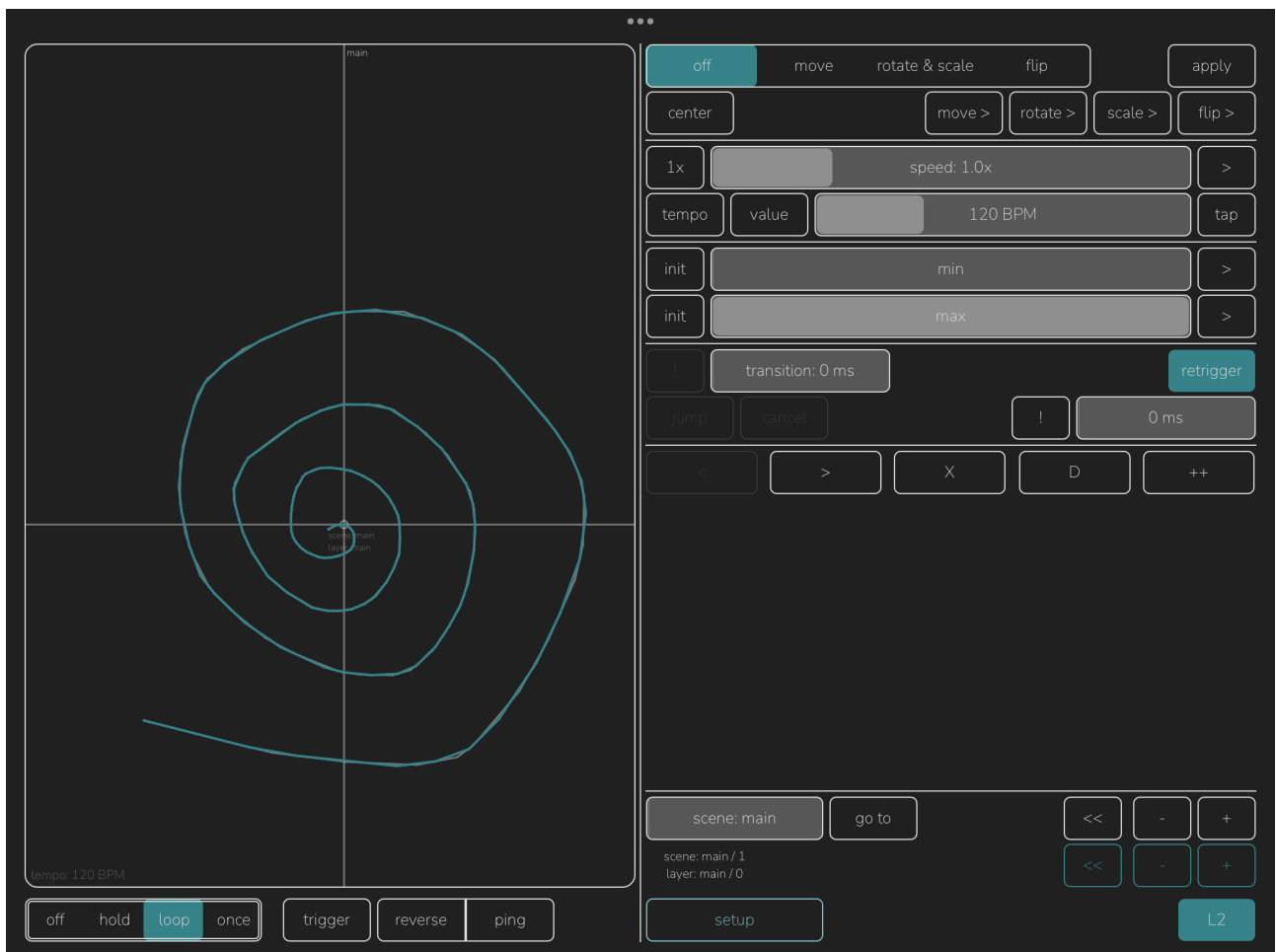When the "once" mode is active, these buttons are replaced by two other:

- **toggle** activates loop while it's being hold
- **+pause** does the same but doesn't reset to loop start

L1 / L2 button switches the user interface between one-column and two-column mode:

details

when you resize the plugin window to make it smaller, it changes UI to the basic one:

- **O** / **H** / **L** / **1** is mode switch button (off, hold, loop, once)
- for "**loop**" mode there are two buttons:
  - **T** toggle
  - **F** / **R** / **P** forward / reverse / ping (bi-directional) loop
- for "once" mode there are another two buttons:
  - **Tg** is trigger (that rewinds to gesture start on each tap)
  - **+p** is the same trigger but without position reset

- upper row is enabled when **layers** and / or **scenes** are active:
first button selects layers or scenes and displays "**M**" or number of the layer or scene
- **<<** selects first layer / scene
- **-** / **+** changes layer / scene number
- **S** opens setup window

Loop transform

off	move	rotate & scale	flip
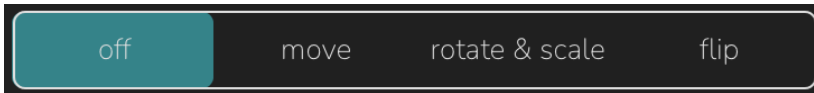
These are transform modes:

- **move** just enables the movement of the recorded gesture instead of re-recording it
- **rotate & scale** work on axis X and Y respectively. Ranges are from -360° to 360° and from 0x to 10x
- **flip** allows to invert X or Y scale

Double-tap on any mode name will reset the transform. If you double-tap on "off" text, all transform data will be reset.

> center
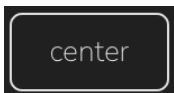
Switching this toggle to 'on' value keeps centre point for the transforms at the middle of touch control

move >	rotate >	scale >	flip >

- These buttons activate automation recording for all possible transforms

details

Gesture recording for the transforms is acting differently — these gestures are recorded not for each scene but for the app instance and are applied to currently edited scene in a current layer. Consider this as a sort of "effect".
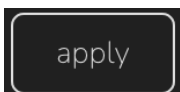
> apply

Press the apply button to store the current transformation in a scene. This will reset the transform value and automation.

Scenes

The state of the touch control (static position or recorded gesture) can be stored as "scene" if this is **enabled in the setup**. Each scene has extended controls for recorded gesture loop timings and transitions between them.

Activate the "**scenes**" button on the main screen to see scene editing features and transport for switching scenes:

These buttons modify scenes:

- "**<**" moves scene to a slot with lesser index
- "**>**" does the opposite
- "**X**" removes current scene
- "**D**" duplicates current scene
- "**++**" inserts a scene after a currently selected one

Only "++" button will be active if there is only one scene available (i.e. when you just activated that feature).

- When the "**scenes**" feature is active, the scene-switching transport buttons will be shown on this row. "**<<**" goes to first scene, **-** and **+** change current number

you can use **scene** slider to randomly select any scene and jump there with **goto** button

Layers

Each instance of this app can have multiple "layers" that store and output different scenes to different MIDI CC simultaneously. There is always at least one layer available and the layer settings are visible in the "**setup**" view.

Common settings

These features are available without "layers" enabled and in a free version as well:

x	y	hit

- Use this buttons to select a parameter you would like to edit

ch: 1	use one

cc: 21	min: 0	max: 127

Select any of the parameters (**channel**, **control change**, **min** and **max** values) and change it with the slider that will appear
You can switch "**use one**" mode to enable single MIDI channel for all x, y and hit value outputs.

hue: 0°
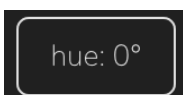
When the "**layers**" are active, you can set a custom colour for each layer.

When "**layers**" are active, you get the same editor buttons as for the scenes:

- "**<**" moves layer to a slot with lesser index
- "**>**" does the opposite
- "**X**" removes current layer
- "**D**" duplicates current layer
- "**++**" inserts a layer after a currently selected one

You can select a layer without switching it for a performance using "**layer**" slider in **setup** view

details

There is a difference when you switch layers in main screen and in a setup screen: when you switch a layer in a main screen, the transform will be applied to current scene in a newly selected layer. This behaviour can be used as special performance tool.

The layer selection in setup view is used only for editing the parameters.

Timing controls

init	min	>
init	max	>

1x	speed: 1.0x	>
tempo	value	120 BPM	tap

min / **max** set loop start and stop time
speed changes loop speed. this works independently from tempo setting (see below)

init / **1x** resets the value
> button enables gesture recorder for **min** / **max** / **speed** sliders

details

Gesture recording in this section is more basic. It restarts with the loop main gesture and doesn't have timing and loop direction controls

Tempo section adds feature to sync to host app or change speed according to tempo changes in a standalone. When you record new gesture, it stores the current tempo value. When you change tempo after that the loop speed will adjust accordingly:
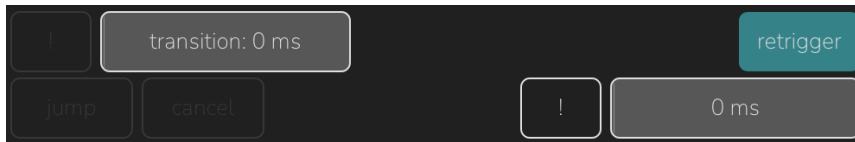
tempo enables this section
host uses host tempo (displayed when run as a plugin)
value opens dialog to enter precise value
tap allows to tap tempo

Transitions

Each scene has its own transition time. This is the "fade in" time, it is applied when you switch to this scene.

"transition:" slider sets transition time for a current scene
! button lets you override transition time; otherwise the value from the first "main" scene is used
retrigger button lets you switch behaviour on scene change, whet it is set on, each new scene will start playing gesture from the beginning

Other section is a set of transport controls:

jump / **cancel** are active during a transition and let you instantly switch to a new scene or cancel the transition
slider lets you override all scenes' transition times with this new value - you can set it separately and activate when needed with **! button**

Setup view

You can **import**, **export** the whole project as file or **clear** it.

The **layers** and **scenes** buttons let you activate these features. By default these features are disabled in a full version of the app (and aren't available in a free one)

Other controls include **MIDI Output** selection and a button to show this manual.

ddtctmcc manual

v1.0.0

draft 4