

Hauptwerk ODF objects relationship chart

Legend :

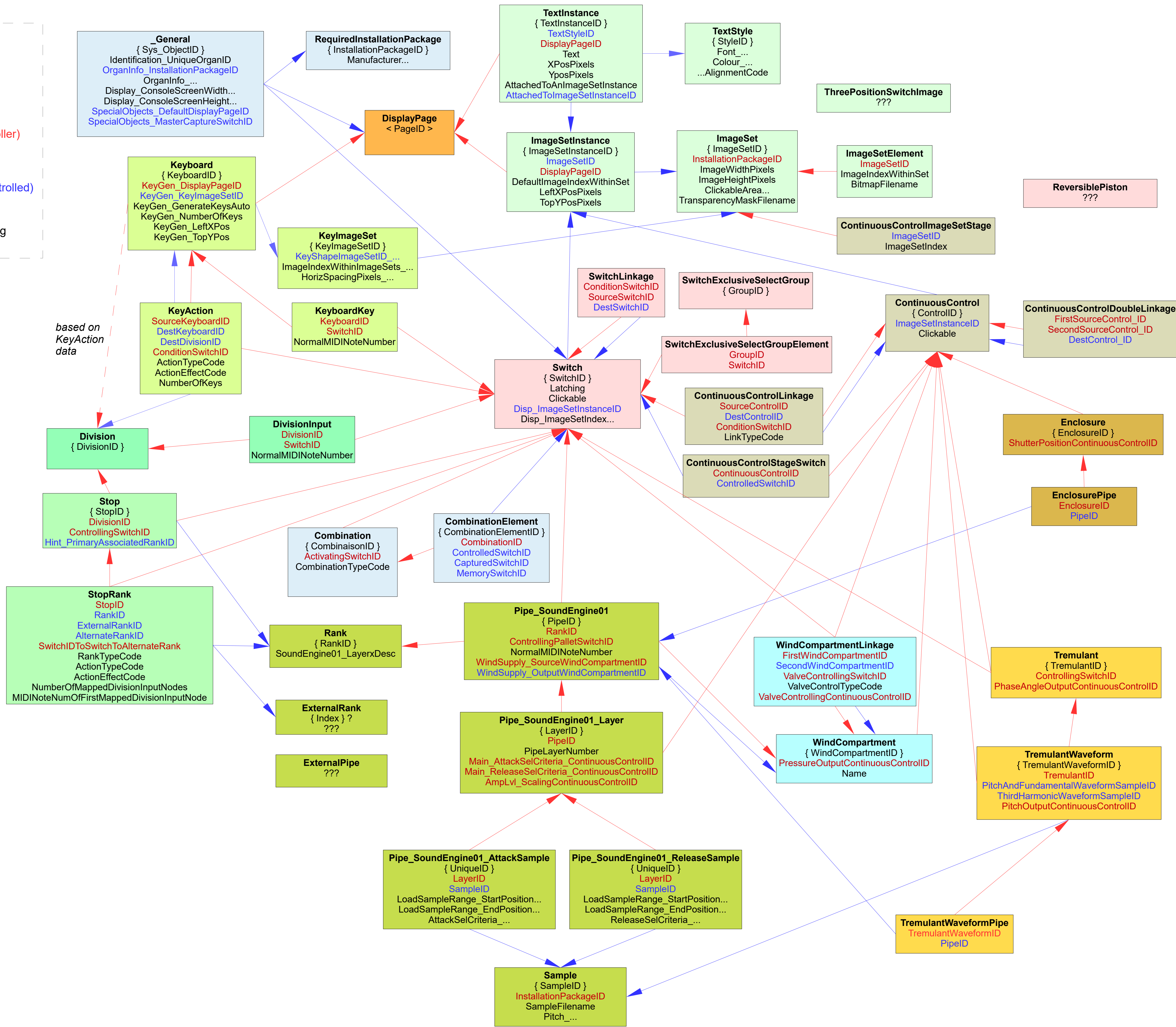
Object Type

{ object ID }

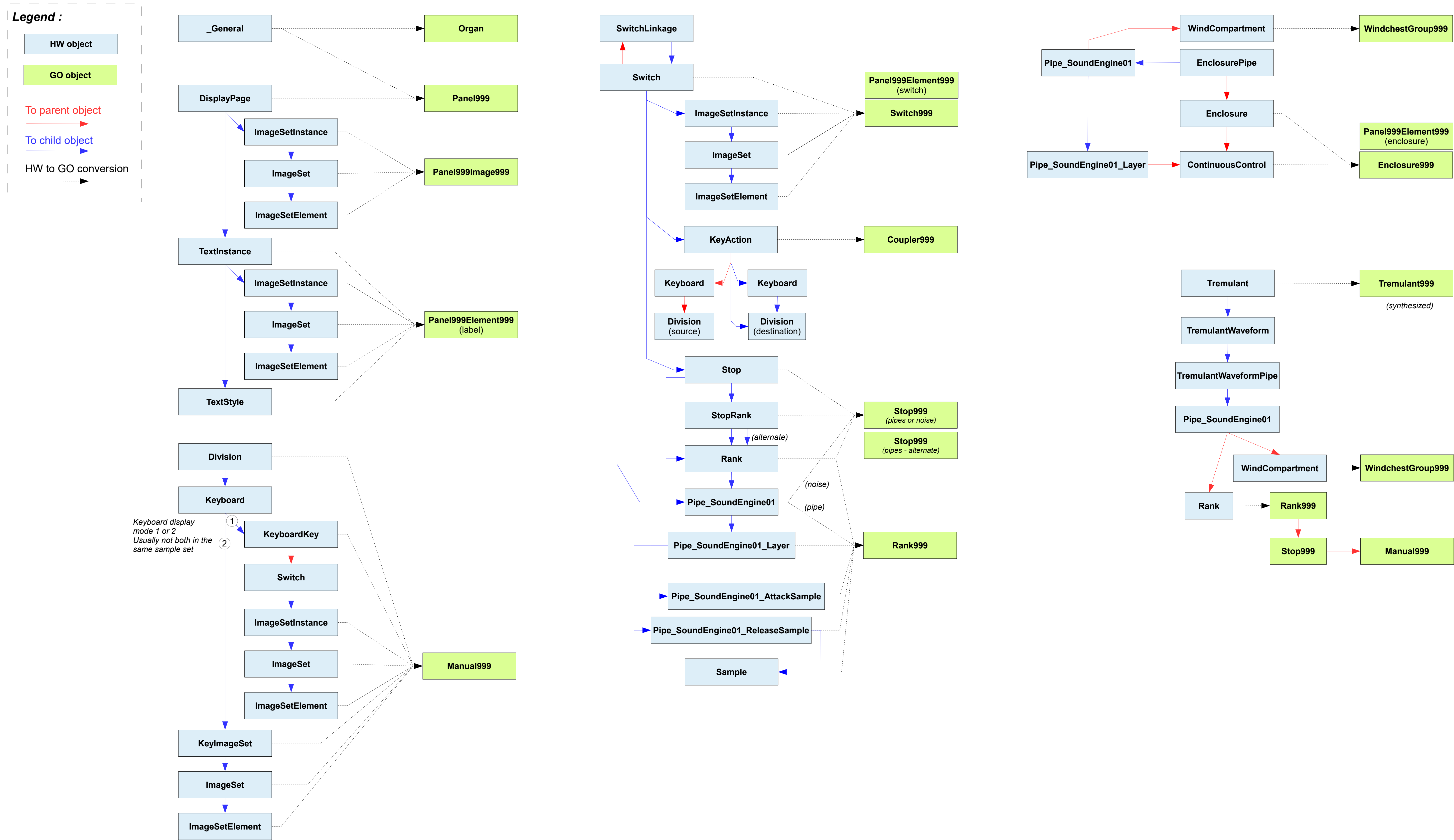
Parent object ID
(owner or controller)

Child object ID
(member or controlled)

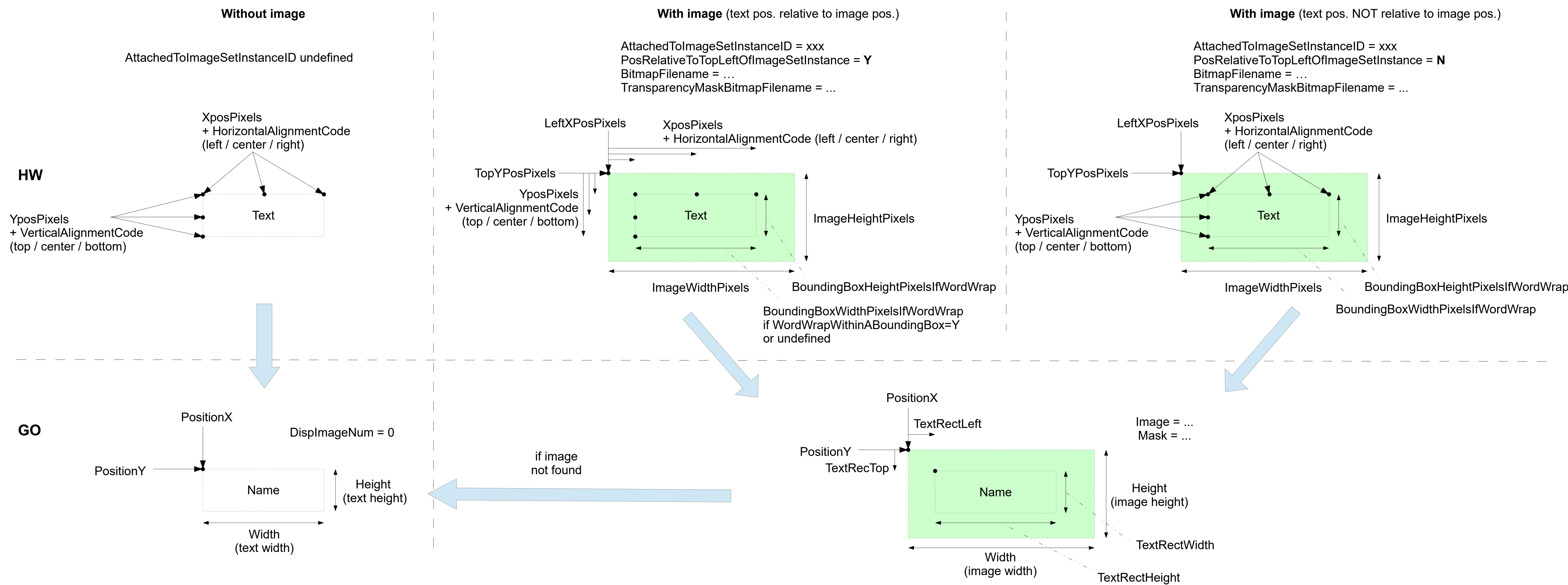
Other interesting attributes



Hauptwerk to GrandOrgue ODF objects relationship chart



Label conversion
from HW to GO
for positions/sizes and text attributes

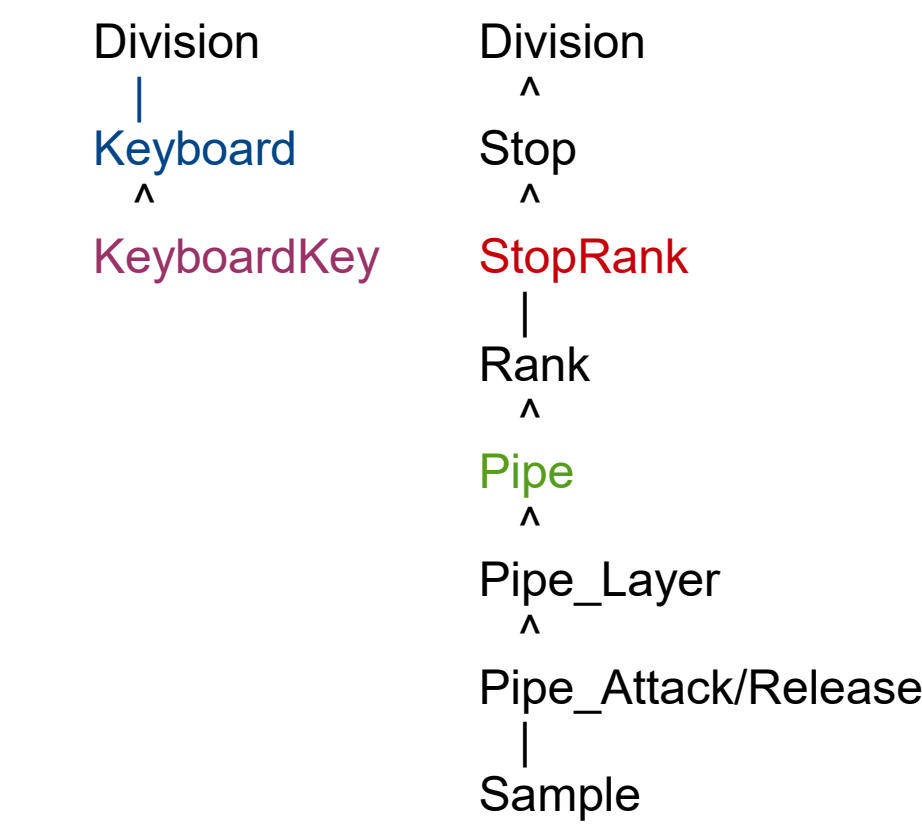
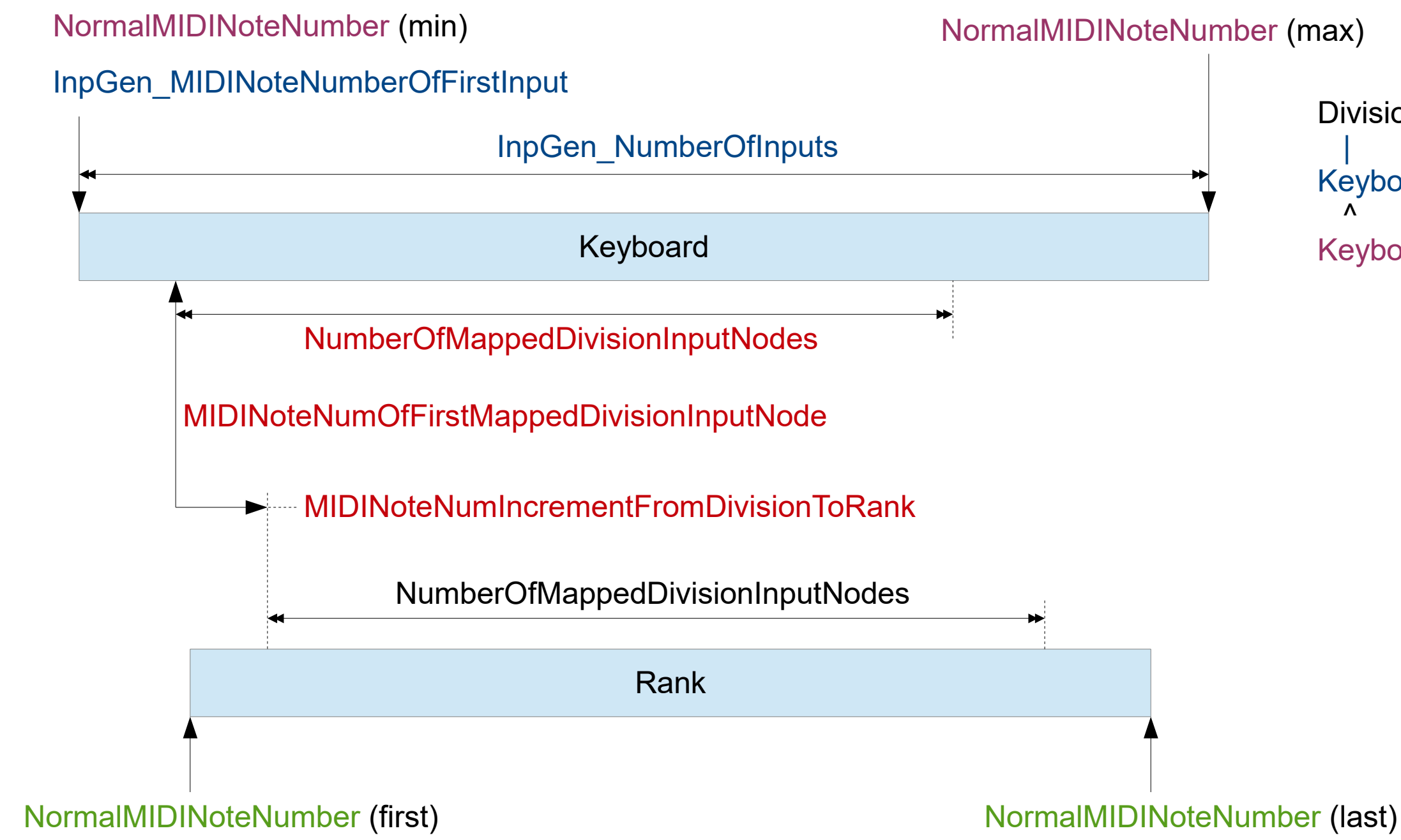


If the `PositionX` / `PositionY` of a GO label is within the display rectangle of a GO `PanelElement` (but `Manual` and `Label`), the GO label is not created and its `Name` attribute is copied in the `DisplLabelText` of the `PanelElement` and `TextRectLeft` / `TextRectTop` are set to place the text in the GO `PanelElement`

Stop/Rank conversion
from HW to GO
for compass related attributes

| means link one to one (from up to down)
^ means link one to several (from up to dow)

HW

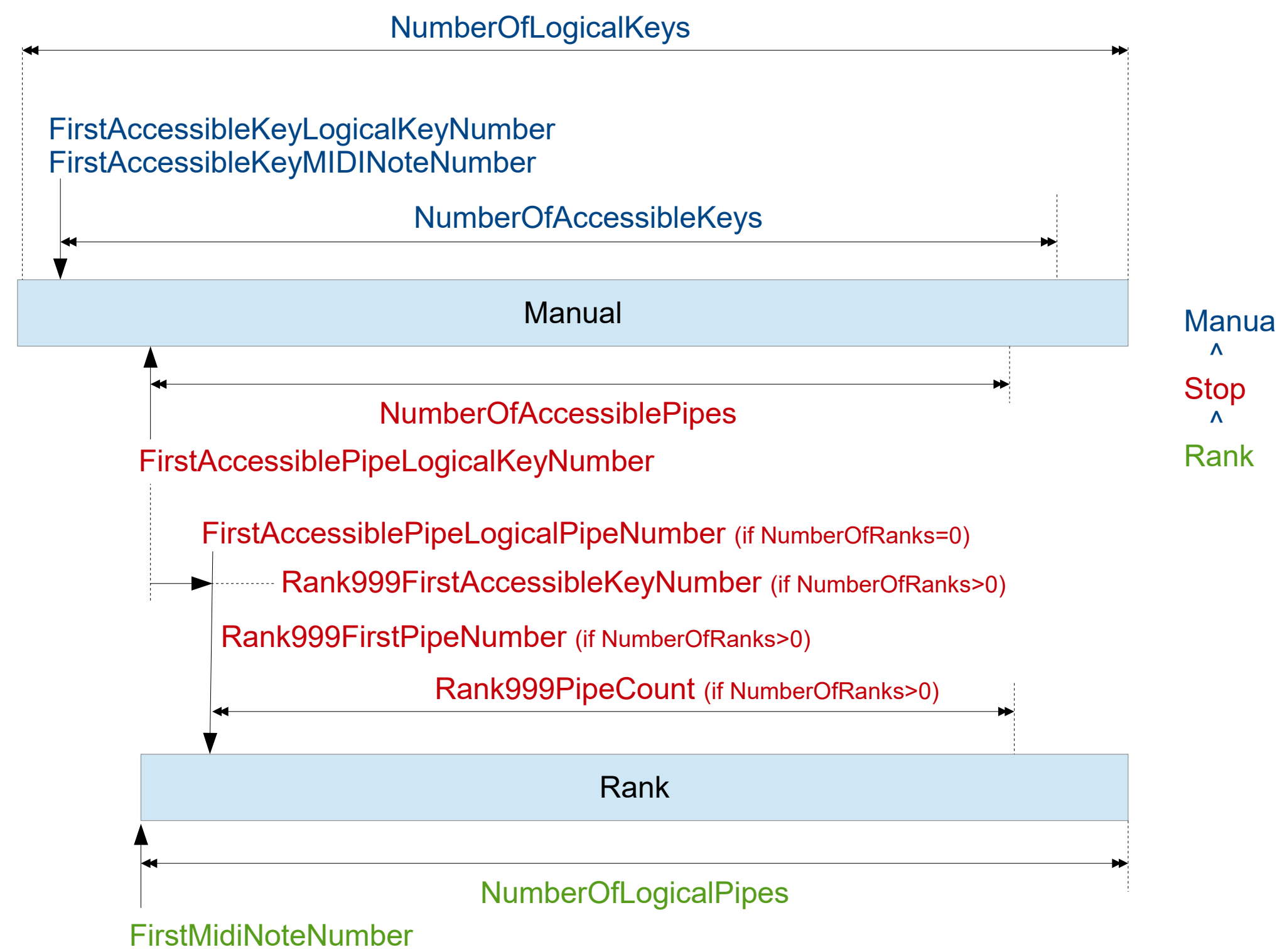


If HW **MIDINoteNumIncrementFromDivisionToRank** not defined
= 0

If HW **MIDINoteNumOfFirstMappedDivisionInputNode** not defined
= HW **NormalMIDINoteNumber** (first)
HW **MIDINoteNumOfFirstMappedDivisionInputNode** =
max (HW **MIDINoteNumOfFirstMappedDivisionInputNode**,
HW **NormalMIDINoteNumber** (first) - HW **MIDINoteNumIncrementFromDivisionToRank**)

If HW **NumberOfMappedDivisionInputNodes** not defined
= HW **NormalMIDINoteNumber** (last – first + 1)
HW **NumberOfMappedDivisionInputNodes** =
min(HW **NumberOfMappedDivisionInputNodes**,
HW **NormalMIDINoteNumber** (last)
- (HW **MIDINoteNumOfFirstMappedDivisionInputNode**
+ HW **MIDINoteNumIncrementFromDivisionToRank**) + 1

GO



GO **Rank999FirstPipeNumber** =
HW **MIDINoteNumOfFirstMappedDivisionInputNode**
+ HW **MIDINoteNumIncrementFromDivisionToRank**
- HW **NormalMIDINoteNumber** (first) + 1

GO **Rank999FirstAccessibleKeyNumber** (absolute value) =
HW **MIDINoteNumOfFirstMappedDivisionInputNode**
- GO **FirstAccessibleKeyMIDINoteNumber** + 1

GO **Rank999PipeCount** = HW **NumberOfMappedDivisionInputNodes**

GO **FirstAccessiblePipeLogicalKeyNumber** =
min(GO **Rank999FirstAccessibleKeyNumber** (absolute value)) of all Rank999s

GO **NumberOfAccessiblePipes** =
max(GO **Rank999FirstAccessibleKeyNumber** (absolute value)
+ GO **Rank999PipeCount**) of all Rank999s
- GO **FirstAccessiblePipeLogicalKeyNumber** + 1

GO **Rank999FirstAccessibleKeyNumber** (offset value) =
GO **Rank999FirstAccessibleKeyNumber** (absolute value)
- GO **FirstAccessiblePipeLogicalKeyNumber**

GO **FirstMidiNoteNumber** = HW **NormalMIDINoteNumber** (min)
GO **NumberOfLogicalPipes** = HW **NormalMIDINoteNumber** (max – min + 1)