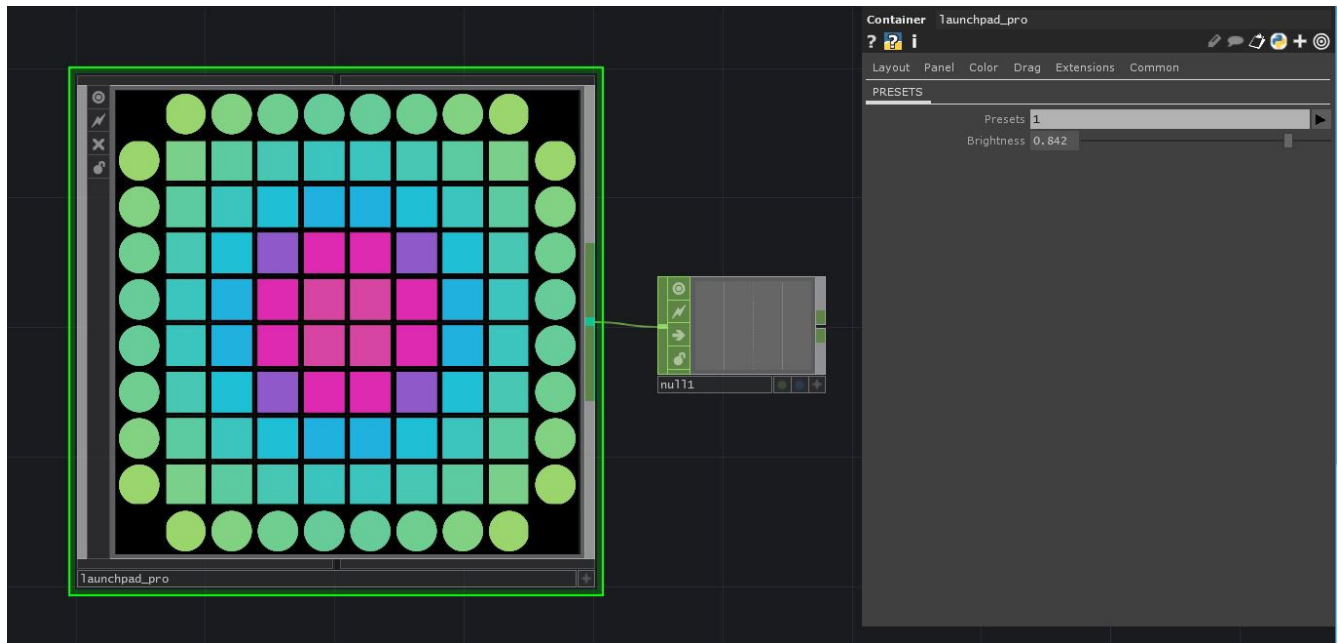


Launchpad Pro TouchDesigner Component by Owen Kirby

The Novation Launchpad Pro TouchDesigner Component allows you to make use of the launchpad pro's hardware velocity and after-touch sensitive RGB buttons and alternative button modes as easy as possible within the TouchDesigner programming environment. As such, it makes for a great starting point around which to design your TouchDesigner network.

Some basic knowledge of TouchDesigner is needed to make use of this component as no standardized interface has been designed in order to allow for the greatest amount of user customization.

Level 1:



The component features a single output with a standardized nomenclature which addresses all the possible channel information of the 8 different presets addressable from the "Presets" drop-down list. The channel information is organised and selected throughout the rest of your TouchDesigner network following this standard nomenclature:

the first digit of the channel name followed by the underscore refers to the preset in question.

The prefix "b" refers to the button state when radio buttons and toggle buttons are used.

the prefix "v" refers to the velocity information of a hardware button

"a" refers to the polyphonic aftertouch information.

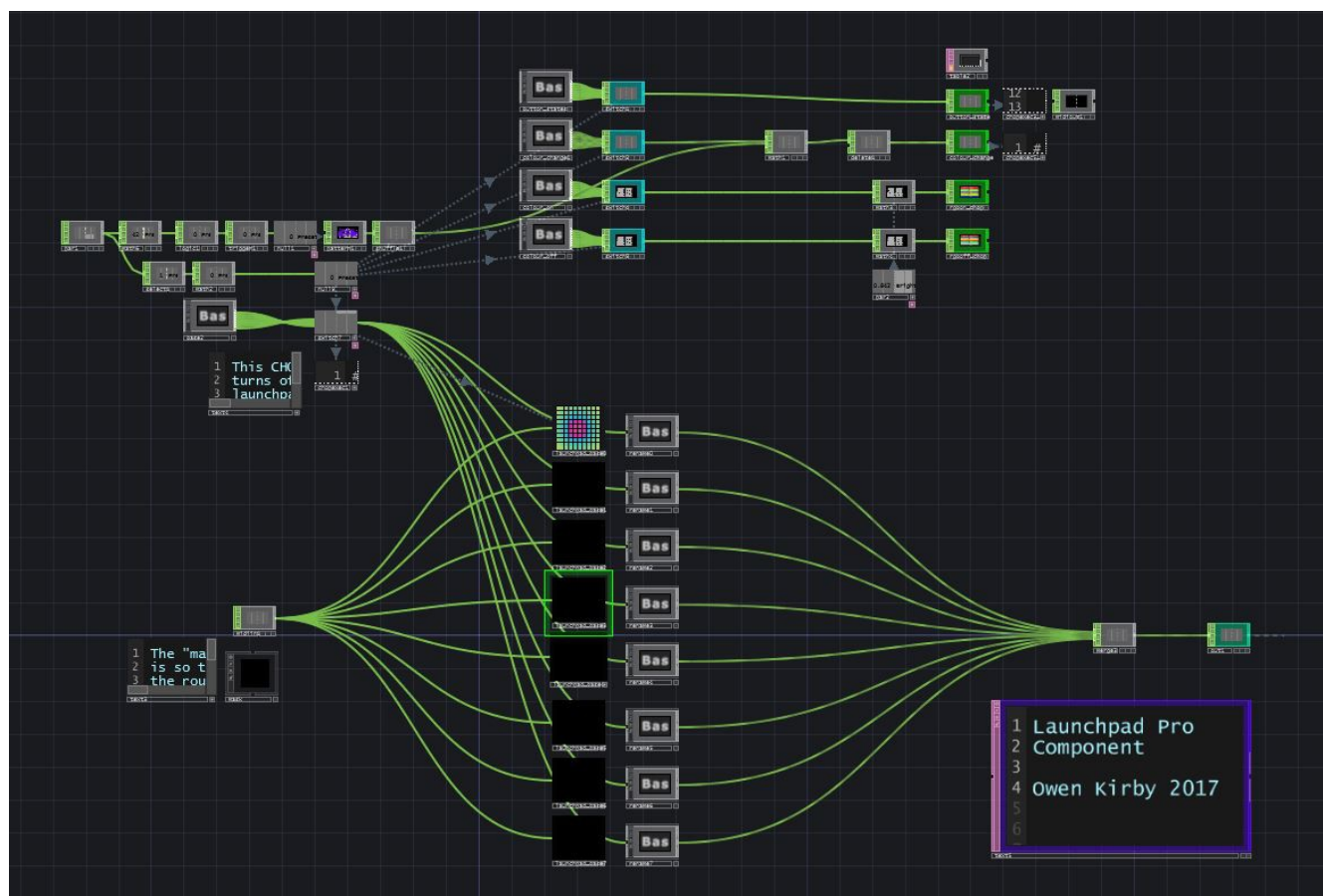
The following digits refer the hardware button number.

For example:

a channel named 5_a56 refers to the aftertouch information from button 56 in the fifth preset.

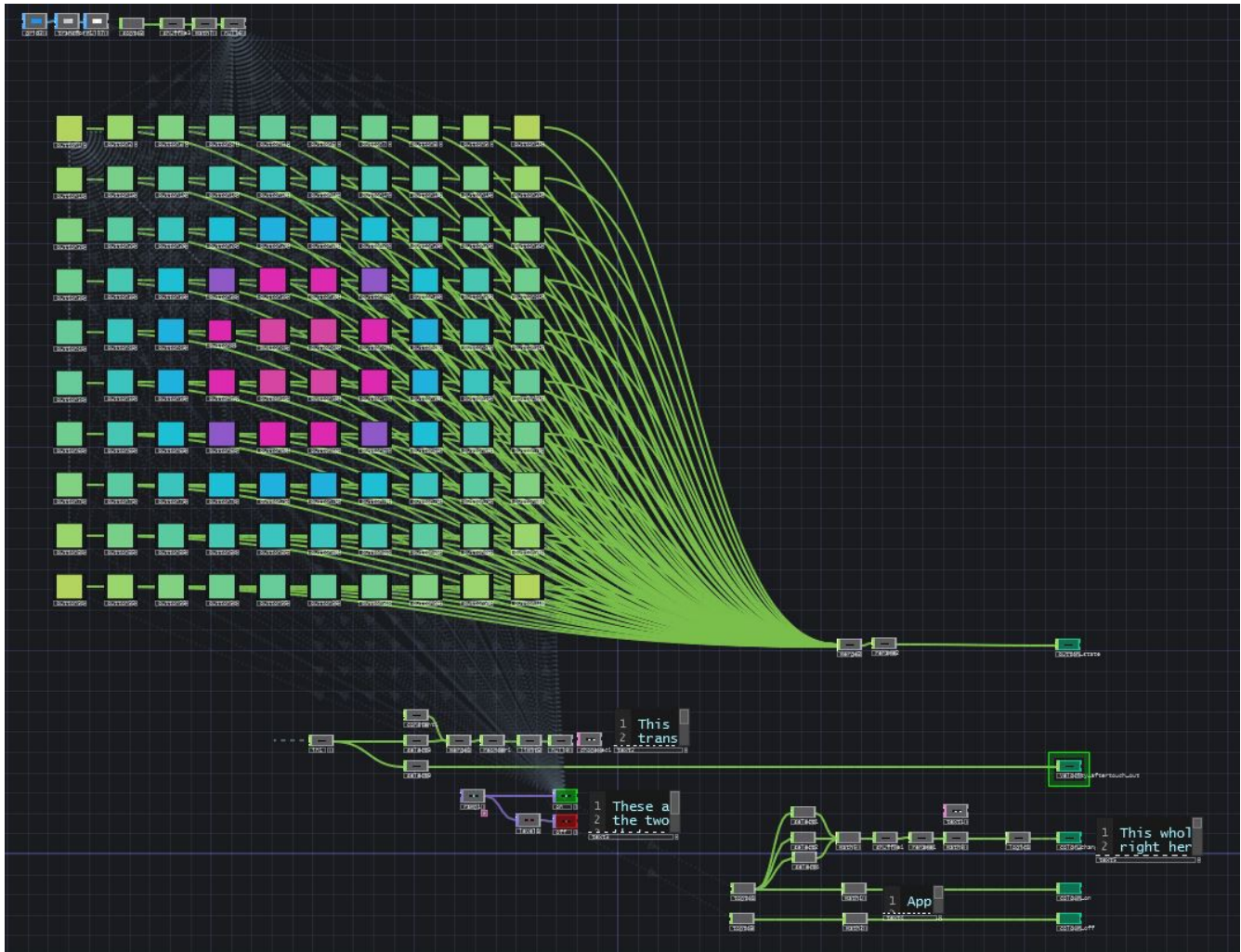
Global LED brightness adjustment is provided on the presets page.

Level 2:



This level of the component is where preset switching and RGB midi commands are sent from the 8 individual launchpad_base* components. Advanced users can probably get a grip with what's going on and here and add as many presets as they desire and maybe offer some optimization suggestions. Less advanced users should probably be content with 8 presets and zoom past this level and into level 3 where we can apply our RGB maps and button types.

Level 3:



This is where you assign the various button-types and your RGB maps using the standard TouchDesigner interface.

Button-Types:

Select multiple buttons and select "Button-Type → Radio" to create a group of radio buttons for example.

RGB maps are set depending on the 10x10 TOPs you send to the green "on" TOP and the red "off" TOP. If you want to animate buttons and do other fancy tricks you'll have to rely on your knowledge of the TouchDesigner software to do those things but ultimately that's what makes it easy to use in my opinion.

Please e-mail me at: owen_kirby@hotmail.com if you have any questions. I understand that the whole "how to" part of this patch is a bit spartan but like, I'll respond to feedback and improve it as needed.