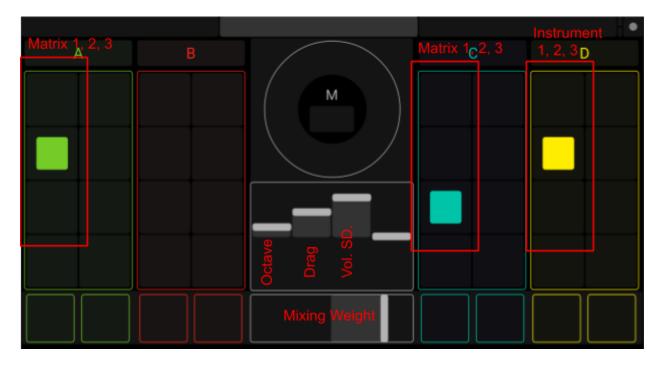# TouchOSC Controls:

As seen above, we are using the Automat5 layout for our controls, specifically the 2nd page of it. By default, we use port 8213 for TouchOSC, but can be configured in the code with the PORT variable.

- Columns A and C control which matrices we want to mix.
  - From top to bottom, they current represent: Tetris, Star Spangled Banner, and Another Love Song by Queens of the Stone Age
  - If no matrices are selected, the first (Tetris) will be used by default with no mixing
  - If only one is selected from either column, it is used without mixing
  - If two are selected, then we mix the matrices with Mixing Weight from the bottom
- Mixing Weight: Controls the mixing of matrices, if applicable. Intuitively, the slider being closer to the left mixes the left matrix from the left column more, and vice versa.
- Octave: Controls which octave to play notes in, from 0 to 9.
- Drag: A factor to multiply note durations by, from 1.0 to 2.0.
- Vol. SD.: A factor to control the standard deviation of note velocities, ranging from 15 to 30.
- Instrument (Column D): Currently set to from top to bottom: Electric piano, Vocal Doo sounds, and Bottle Blowing / Dog barking sounds (using the default MIDI setup on Windows).

Generate Transition Matrices (CSV)

1. Have the target Standard MIDI File ready for parsing.
2. Run generate/generate_tm.srp under wxserpent64 and answer the prompts for MIDI file, which track to use, key of the song, and output name.
3. Done.

Loading Transition Matrices (CSV)

1. To avoid sync problems with the conductor, we moved away from a UI prompt to select the CSVs and instead hardcode the files in the variable TM_FILES.
2. To change which files to load, edit the list defined in TM_FILES with the paths to the relevant new matrices.
3. The order of the list will correspond to the order of buttons in the Column D in TouchOSC.

Running

1. Run player/playermain.srp as per usual to connect to a local conductor or one over the network.