

Download [TouchOSC](#) from the website.

TouchOSC

Next generation modular control surface

Mobile



Desktop

MAC

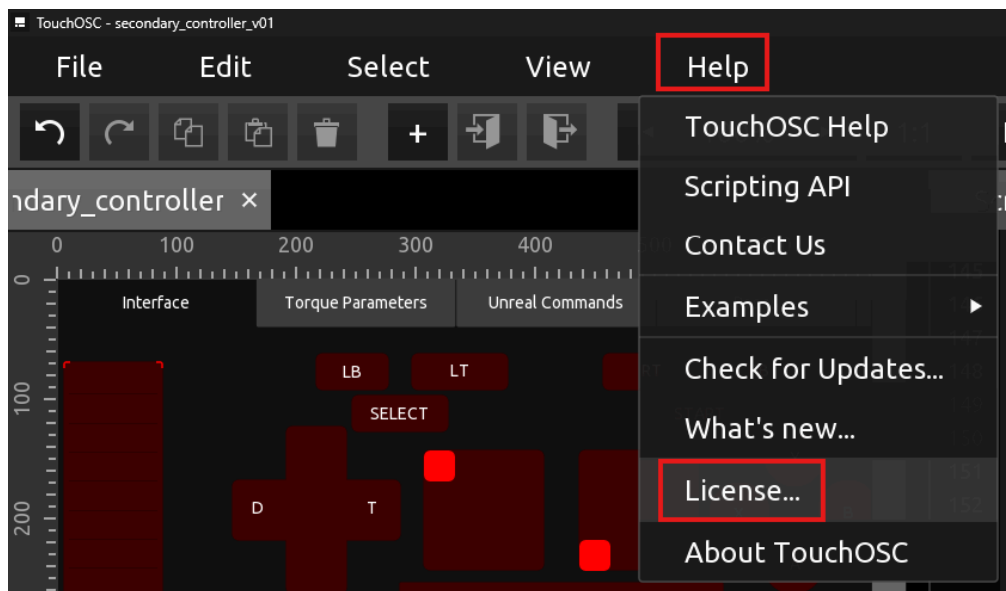
WINDOWS

LINUX



GET A LICENSE

Once Downloaded, go to Help → License...



Input the Familiar License

```
----- BEGIN LICENSE ----- TouchOSC Morgan Pope TOU6M-25282-82369936
#7691A888FDDA7E4A57E31AFA756C98A433535FBD1B92
0B02A097A1370C51B3FEDAC695B5B48E1AAA0BF484985
3065178B8515A3702F0BBED66E6EE2E3FBBF2E4BDB4FE
8F9C42658C023477FEC3982379042FFC5232EE9711D1B
6829912B611942A0014088DEB5233B1D0190C697B3342
F23FCE0529D650E5F80F5791614E887F ----- END LICENSE -----
```

Then, Login to the FMM_LA github account

Email: la@familiarmachines.com

Password: 3xsRSVZ8B2,Jy\$=

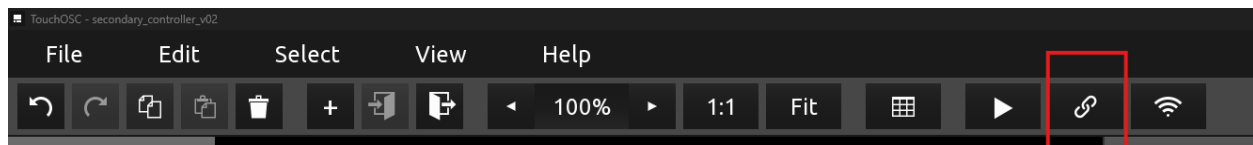
Github: <https://github.com/fmm-la>

Password: [same as email]

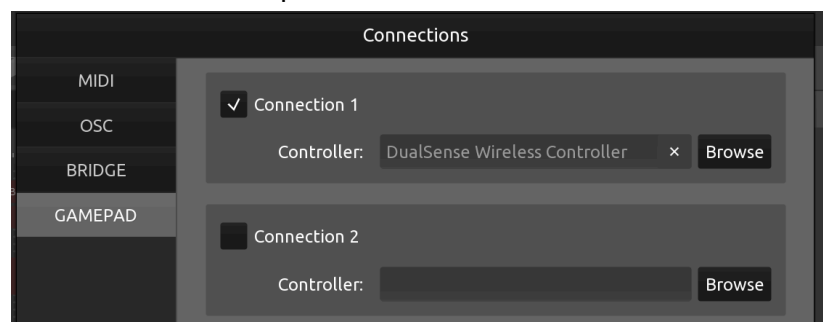
Now, clone this repository somewhere on the PC:

https://github.com/camkania/FMM_AR_Prototype_Interface

- Back in TouchOSC,
- File → Open → navigate to the secondary_controller folder in the repo.
- Open the latest file.
- To ensure you can connect to the controller, go the connections tab

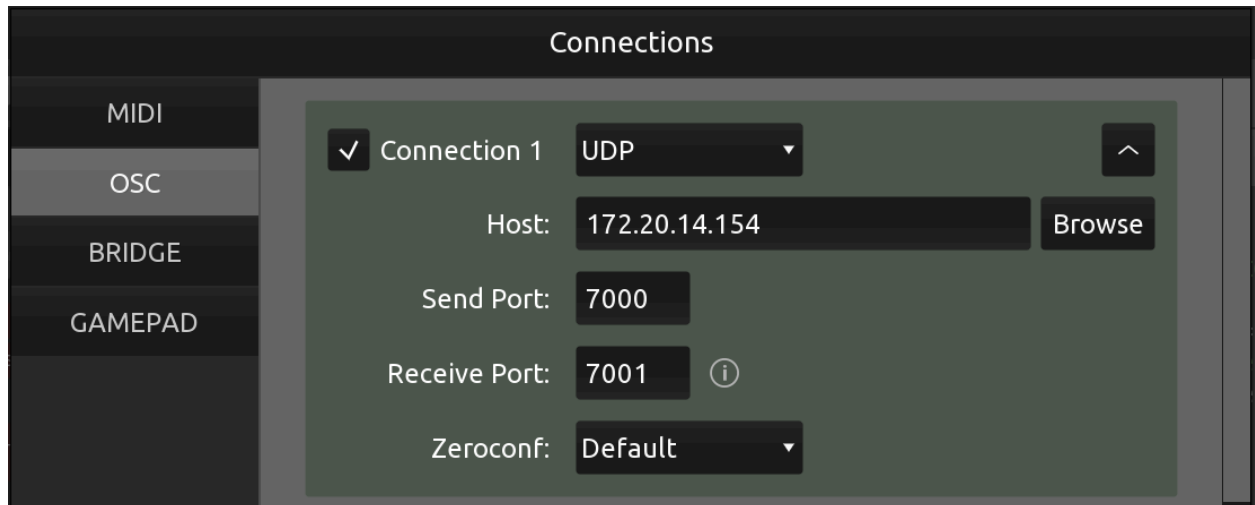


Make sure a connection to the Gamepad



- Then, ensure you have the correct IP address set in OSC to connect to your robot state machine.

PLEASE NOTE: the image below may not be accurate to your current setup.



Operating Documentation for TouchOSC can be found on the repo.

https://github.com/camkania/FMM_AR_Prototype_Interface

<https://hexler.net/touchosc/manual/script>