USB-Midi-Controller Workshop

Schedule

- Presentation
 - MIDI
 - Applications
 - Signalflow
 - Electronics Basics
 - Programming
 - Mapping in Software
 - Examples: Layouts, Cases
- Hacking

MIDI

- Protocol for Musical Information
 - Note on / Note off
 - Controllchange
- Hardwarespecification
 - MIDI
 - USB-MIDI
 - USB-Serial with Converter

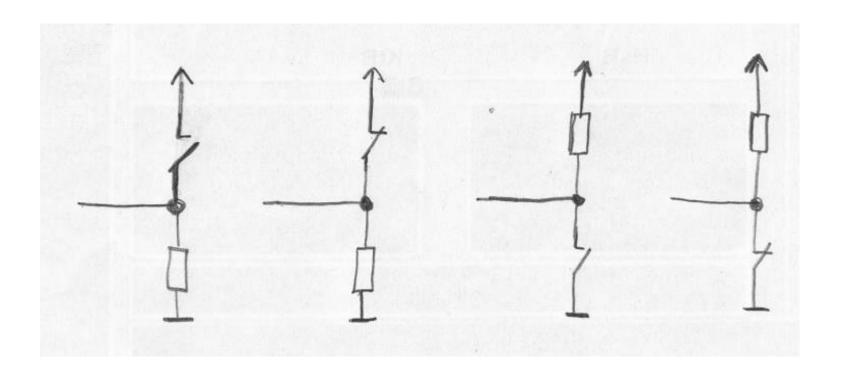
Applications

- DJ
- VJ
- Musicplayer
- ???

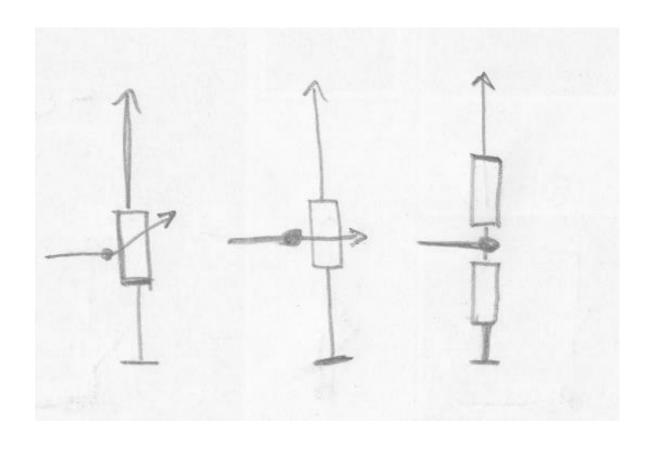
Signalflow

- 1. Detect Input with Arduino
- 2. Preprocessing in Arduino (Debounce etc.)
 - SerialMIDIElements-Library
- 3. Send MIDI-Data via USB-Serial
 - SerialMIDIElements-Library
- 4. Receive MIDI-Data at PC and convert to MIDI-Message for the Music-Software
 - Linux/Mac: Hairless MIDI
 - Linux: ttymidi
 - Windows: Hairless MIDI + LoopBe Virtual Midi

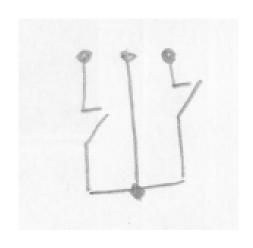
Buttons

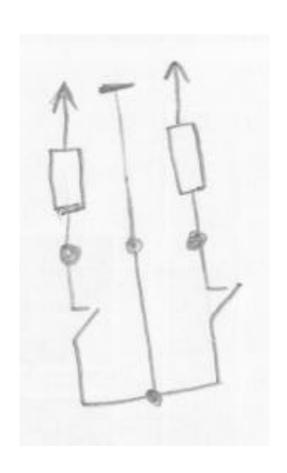


Potentiometers

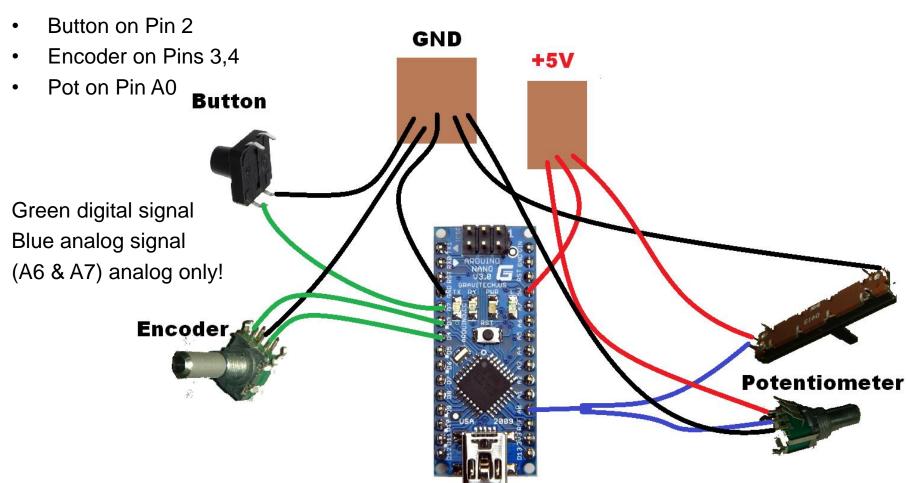


Encoders





Basic-Circuit:



Programming

- SerialMIDIElements-Library
 - Classes which handle everything
 - Buttons, Potentiometers, Encoders
- Just three steps needed:
 - 1. Include MIDIElementsFSA header
 - 2. Setup a Button/Pot/Encoder
 - 3. Read specific Button/Pot/Encoder in Loop

Programming

```
#include <SerialMIDIElements.h>
boolean debug = false; // print to serial instead of midi
boolean secondary = false; // disabled secondary midi messages
       midiChannel = 1;  // midi channel number
int
// setup a button on Arduino-pin 2 on for ControlChange 1
             but1(2,
                        midiChannel, 1, secondary, debug);
Button
// setup a Encoder on Arduino-pin 6 and 7 for ControlChange 11
            enc1(3,4, midiChannel,11, secondary, debug);
MIDIEncoder
// setup a Potentiometer on Arduino-pin analog0 on for ControlChange 21
Potentiometer pot1(A0, midiChannel, 21, secondary, debug);
void setup(){
  Serial.begin(115200);
void loop() {
  // add here all the input component reads
  but1.read();
  enc1.read();
  pot1.read(); // read knob and send midi messages
```

Mapping

- Ableton
 - Use Midi-Map Button

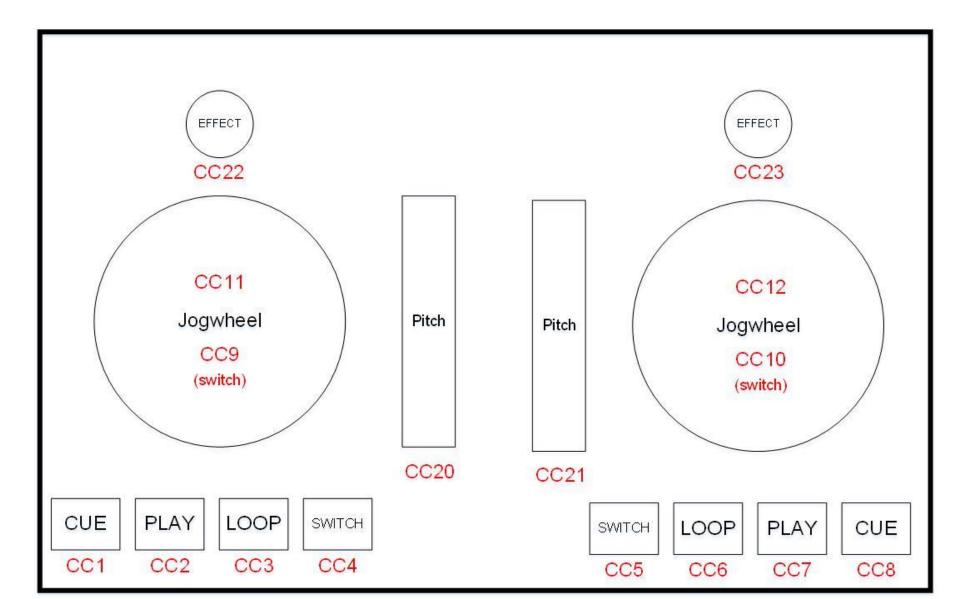


- Traktor
 - Mapping in "Controller Manager"



- Mixxx
 - Learning-Assistant in Controller-Options

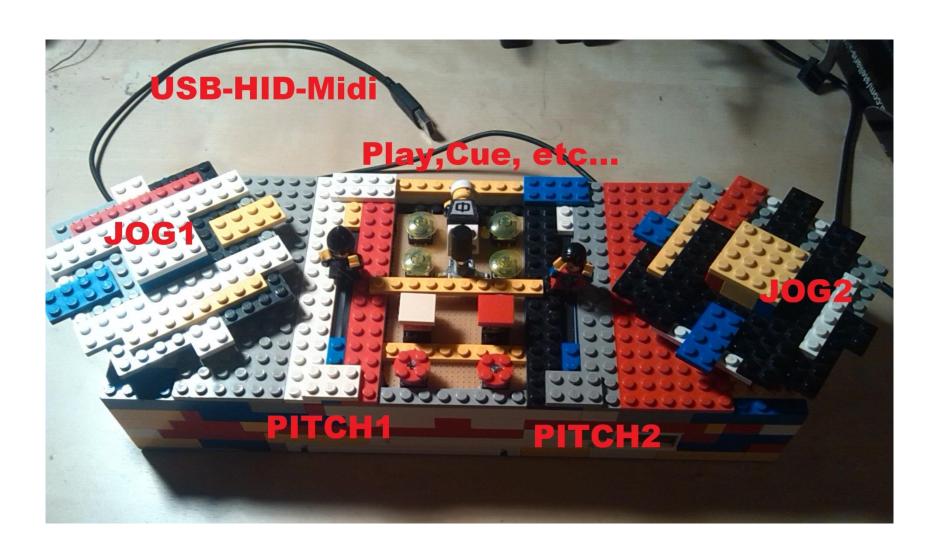
What could i build with the kit?



Examples



Examples

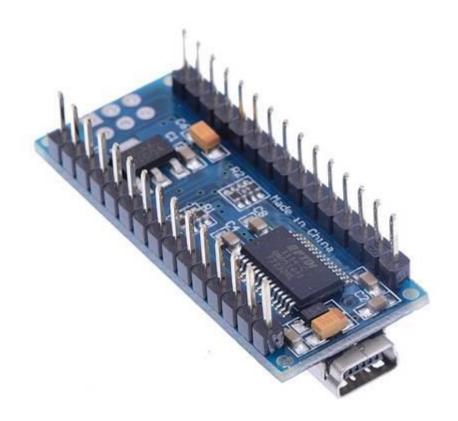


Hacking

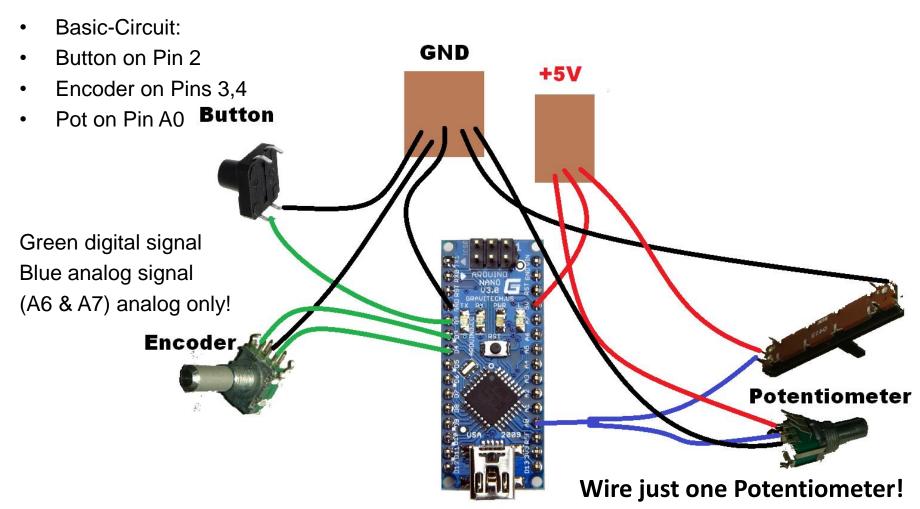
Procedure:

- Solder Pinheaders to the Arduino Nano
- 2. Wire one button/pot/encoder to the Arduino (see schematics)
- Fix the +5V and GND plate with some tape at a piece of cardboard (prevent superevil short circuits...)
- 4. Install USB-Serial Chip-Driver CH340 (only Windows & MAC)
- 5. Get the SerialMIDIElements-Library from my Github and load it into the Arduino-SW
- 6. Load the basic-example: SerialmidiElements_basic_example_31C3.ino
- 7. Install and start ttymidi / hairless-midiserial and debug input from button/pot/encoder
- 8. Create a virtual midi-port and use it in ttymidi / hairless-midiserial to publish midi-messages
- Map the inputdevice to a controllelement in e.g. MIXXX DJ-Software

- 1. Solder the Pinheaders:
 - It should look like this



2. Wire the Basic-Circuit:



4. Install USB-Serial Chip-Driver CH340:

- MAC OSX
 - http://www.wch.cn/downloads.php?name=pro&proid=178
 - On MAC OSX 10.9 & 10.10: sudo nvram boot-args="kext-dev-mode=1"
 - RESTART!!!
- Windows:
 - http://www.wch.cn/downloads.php?name=pro&proid=5
 - RESTART!!!
- Linux.
 - Normally no driver needed
 - Otherwise: http://www.wch.cn/downloads.php?name=pro&proid=177

5. Get the SerialMIDIElements-Library:

- https://github.com/julled/SerialMIDIElements
- https://github.com/julled/SerialMIDIElements/blob/master/zipped-Library/SerialMIDIElements.zip
- Import it into Arduino: Arduino -> Sketch -> Import Library -> Add Library ... choose the SerialMIDIElements.zip

6. Load Basic-Example:

- Open SerialmidiElements_basic_example_31C3.ino @ Github
- Upload Sketch to Arduino

7. Install Serial-to-MIDI-Converter:

- HairlessMidi:
 - https://projectgus.github.io/hairless-midiserial/

OR

- ttymidi:
 - sudo apt-get install ttymidi

8. Virtual MIDI Port:

- MAC: http://www.johanlooijenga.com/tools/12-virtual-ports.html
- Windows: http://www.midiox.com/myoke.htm
- Linux: no additional SW needed

- 9. Mapping in MIXXX
 - Download MIXXX: mixxx.org
 - Learning-Assistant in Controller-Options