

Brian Rivlin's Open Stage Control Cheat Sheet

CSS Design:

For simple buttons with not much design you can put simple commands:

- Change font size: font-size:###%; (replace ### with number)
- Rounded corners: border-radius:##px; (replace ### with number)

For more advance design, we would need to have some sort of scripting structure.

Here is the code for this button:



```
:host {
background:**Base64 image code**
no-repeat;
border-radius:3px;
background-size: 100% 100%;
background-color:#197f40
}
label {
  padding-left:52%;
  padding-top:4%;
  font-size:170%;
border-radius:3px;
}
```

Let's break down this code:

- :host { } Controls to everything that is inside the button.
- Label { } Controls only the label (or title) portion of the button.

Host:

 background: :**Base64 image code** no-repeat;

- To insert an image we first need to convert it to a Base64 format by going to: https://www.base64-image.de/ and uploading the image there.

After it's done processing press on "show code" and copy the lower code (For use as CSS background:) It should start with: "url('data:image/"

- After you have your code replace :**Base64 image code** with your code.
- Then follow up with no-repeat; so the image won't repeat like a pattern.
 - border-radius:3px; For rounded corners.
 - background-size: 100% 100%; makes sure the image fills the entire button. (In my case I designed the icon so it takes only a small portion of the button and I left the rest blank. So do plan ahead).
 - background-color:#197f40 Sets the background color of the button. (Since we're using the CSS line of code, it's better to set even basic stuff like background color in code rather than in the parameters in Open Stage Control for further control).

Label:

- padding-left:52%; Moves the label to the right by X percent).
- padding-top:4%; Moves the label down by X percent).
- font-size:170%; Changes the font size of the label.
- border-radius:3px; Makes rounded for the button.

For some reason having the border-radius:3px; code in the :Host{} section didn't have an effect on the corners. Having it in the Lebel {} section did the trick.

If you don't get the result you want, try moving certain lines of code in different orders. 9/10 cases that did the trick for me.

Tabbed Window:

- Start by making a new panel (right click \rightarrow add widget \rightarrow panel).
- Give your panel an id (Important for the next steps).
- Right click on your new panel and select "Add Tab" (add as many as you want).
- You're done.
- If you want to switch tabs with external buttons, first create buttons.
- Next, in your button go to the Script section and under script insert:

```
var tab_index = 0
set("panel name", 0)
```

- replace 0 with the relevant numbers (0 is your first tab, 1 is the second tab, etc.)
- replace panel name with the ID of your tabbed panel.

To hide the tabs from your tabbed panel:

- Select your tabbed panel and go to the CSS section:
- Insert this code:

```
.navigation {
  display:none;
}
```

To switch tabs inside of the editor after hiding the tab bar, you can click on the corresponding buttons, or select the tabs from the Project Tree on the left.

Menus:

```
- To create a menu: right click → add widget → basics → menu.
- In the menu tab under "values" type in:

[

"Value 1",

" Value 2",

" Value 3",
]

- To send a CC message for each selected menu items, In the Value section, under Script insert: if (value == "Value 1") {

send('midi:OSC', /control, 1,1)
} else
if (value == "Value 2") {

send('midi:OSC', /control, 1,2)
} else
if (value == "Value 3") {

send('midi:OSC', /control, 1,3)
}
```

*(replace OSC with the name of your midi identifier name you gave in the very first of my tutorial).

*(replace 1,1 with the relevant midi channel and midi CC number. Where the first number is midi channel and the second number. Much like with every other button on your template).

Stay Creative, Stay Awesome!

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