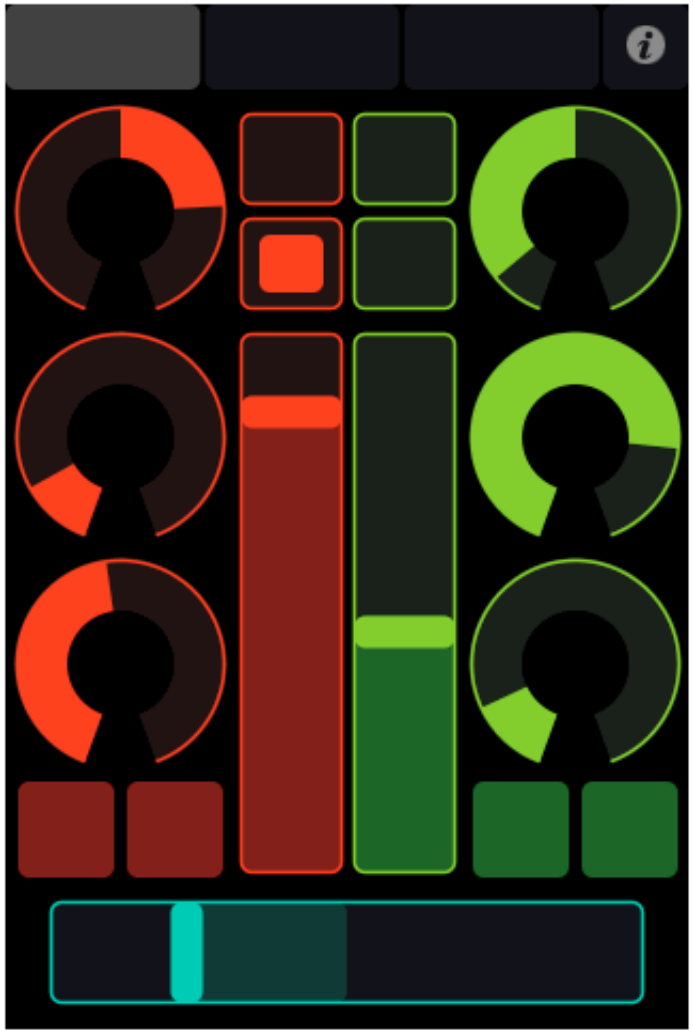
TouchOSC
http://hexler.net/touchosc

Manual and Reference v1.1



1. Setup

The best way to test TouchOSC is to download the free software *Pure Data Extended* from *http://puredata.info* and the *basic.pd* example patch from *http://hexler.net/touchosc*

Make sure both the iPhone/iPod Touch and the computer running *Pure Data* are connected to the same Wi-Fi network and open the example patch in Pure Data. Follow these steps:

1. In the **Host** field enter the IP address or the Hostname of the computer you want to send the OSC messages to. This should be something like:
macbook.local
10.0.0.101

Check the Network Settings on the receiving machine to find out this value for your Wi-Fi connection.

2. In the **Port (outgoing)** field enter the number of the port the receiving Application is configured to receive messages on. Working with the example patch this should be set to *8000*

3. In the **Port (incoming)** field enter the number of the port the sending Application is configured to send messages to. Working with the example patch this should be set to *9000*

4. Choose any of the Layouts from the list and press **Done**

You're ready to go! Touch some controls on the screen and see the received messages being printed in the PD console window. You can send messages to the device running TouchOSC by editing the example patch and replacing the 10.10.10.10 IP address in the connect object with the IP address displayed in the **Local IP address** field.

The **Stay connected** option enables a timer that sends periodic */ping* messages to the **Host**.

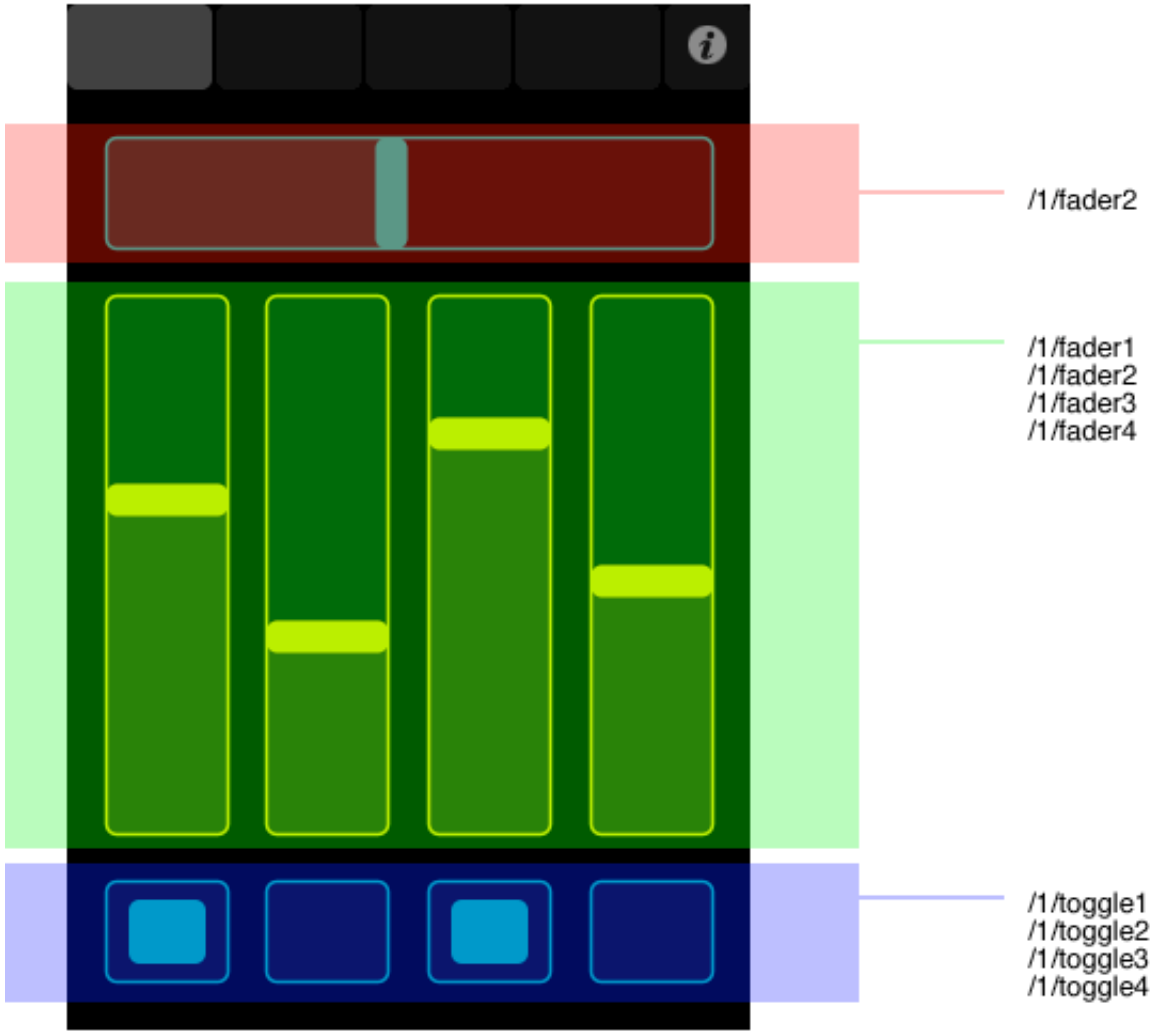
The **Accelerometer** option enables continous sending of accleration sensor data as */accxyz* messages to the **Host**.

2. Layout Reference

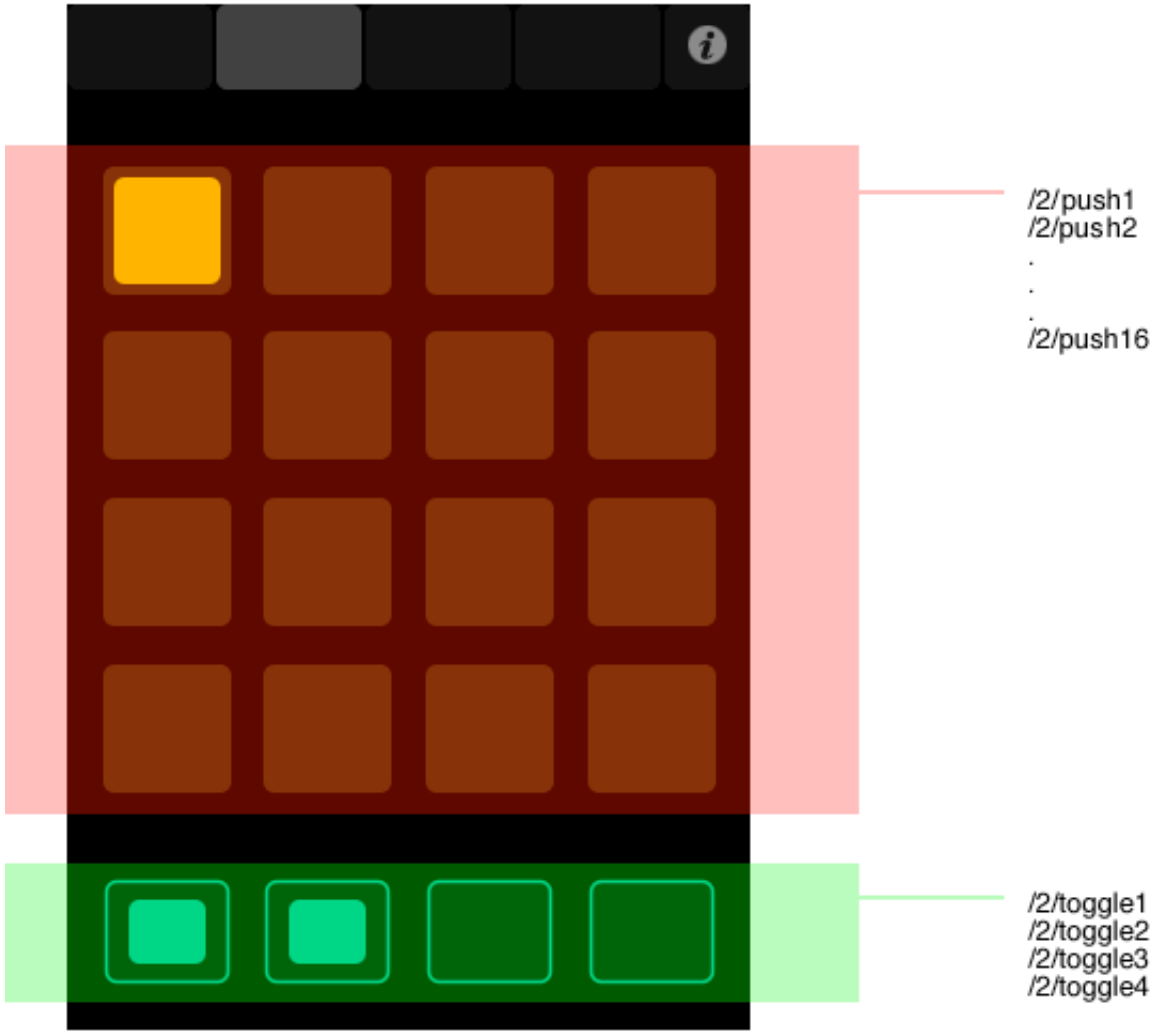
The following pages detail the OSC addresses that the controls in the default layouts use to send and receive messages. A control can be addressed by the same osc-address it sends with.

All values sent and received are boolean, integer or floating point in the range from 0 to 1.

Simple - Page 1



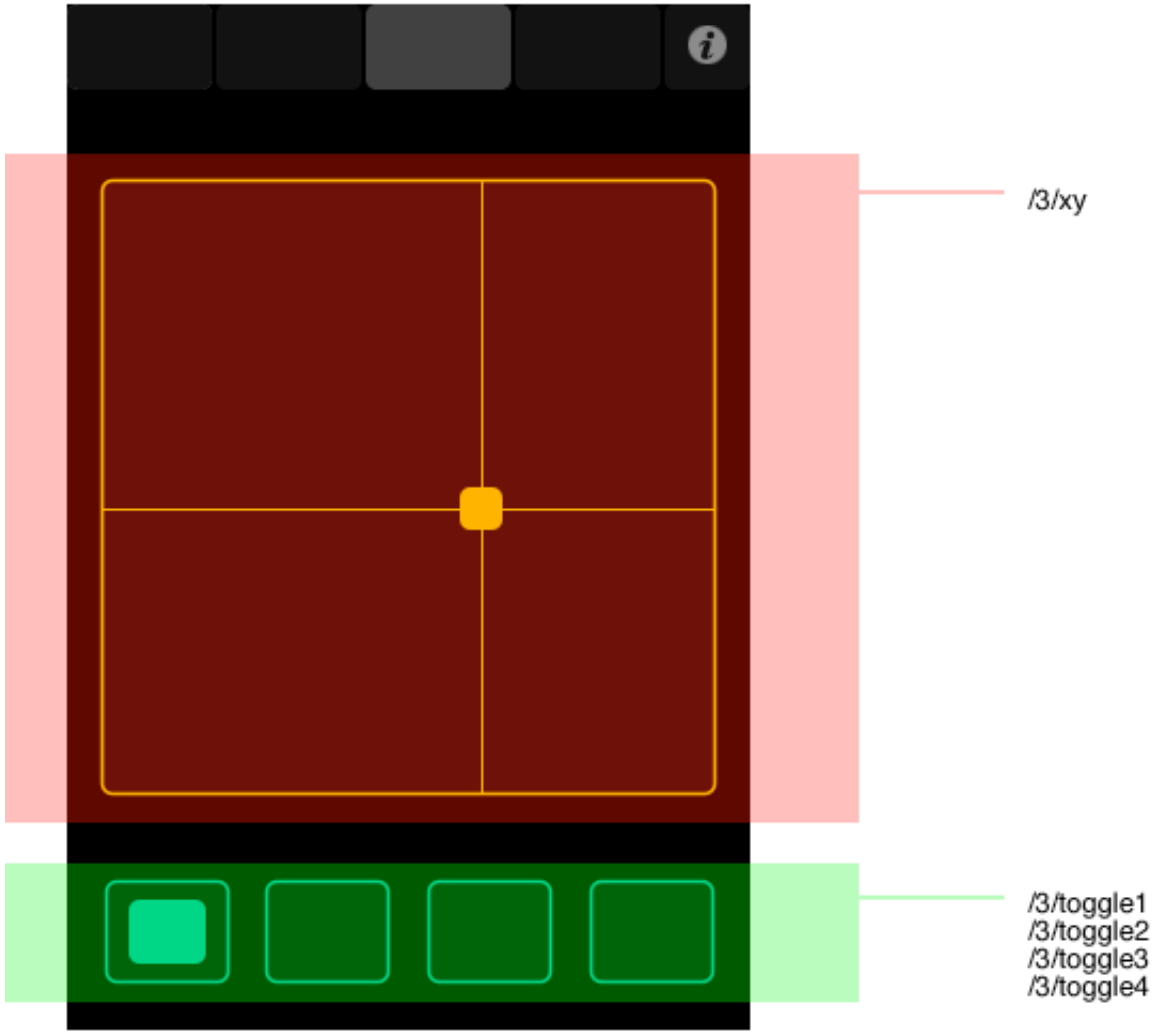
Simple - Page 2



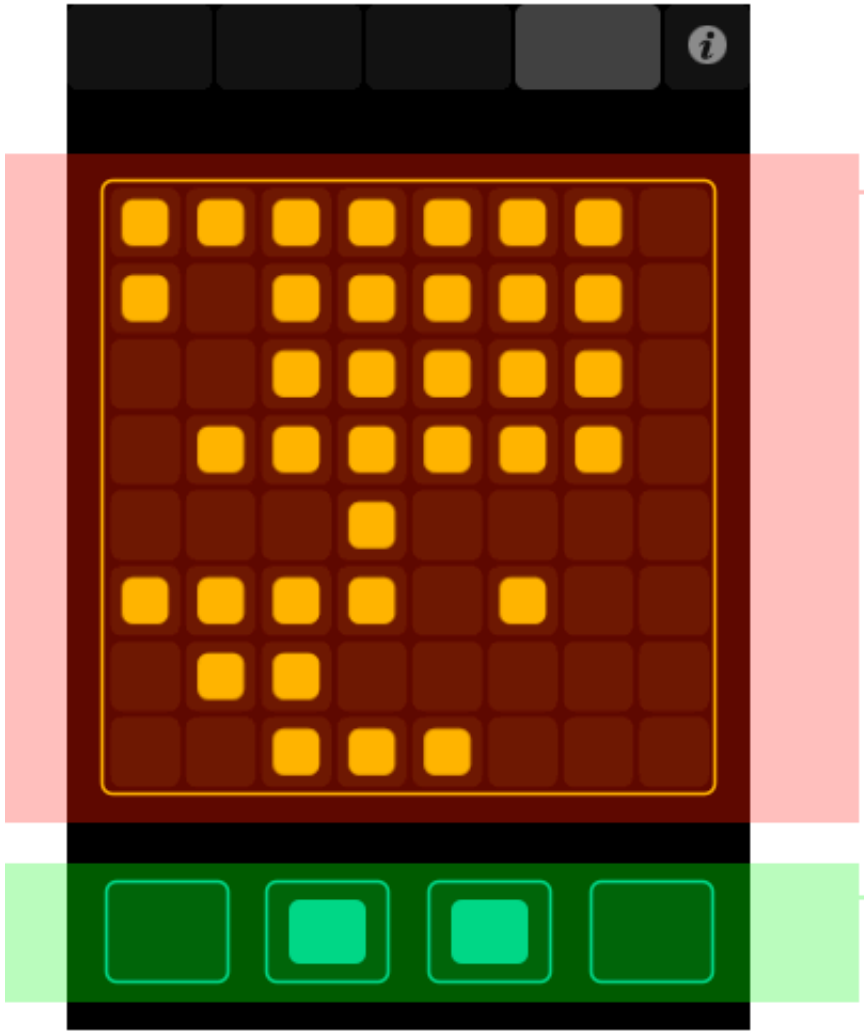
/2/push1
/2/push2
.
.
.
/2/push16

/2/toggle1
/2/toggle2
/2/toggle3
/2/toggle4

Simple - Page 3



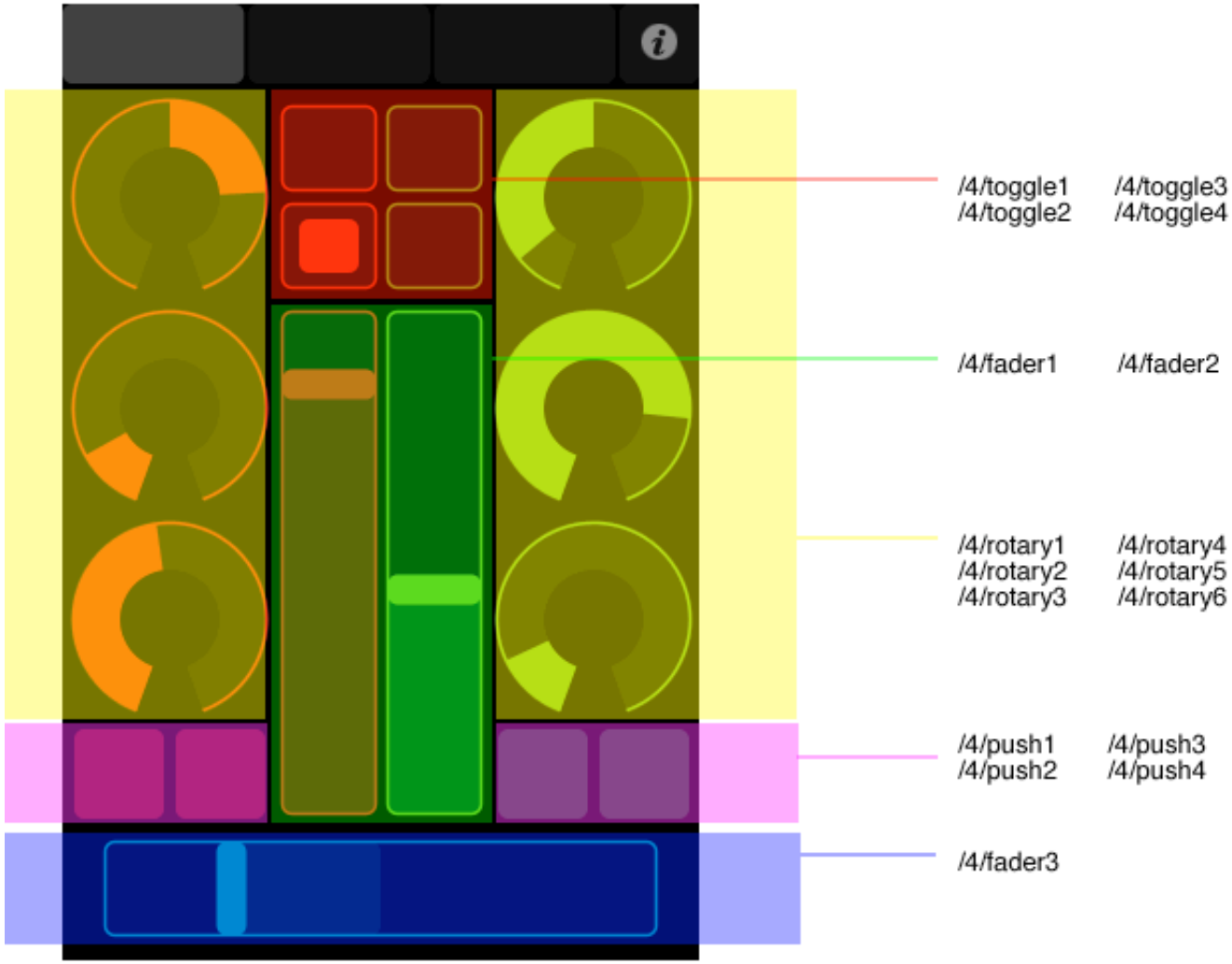
Simple - Page 4



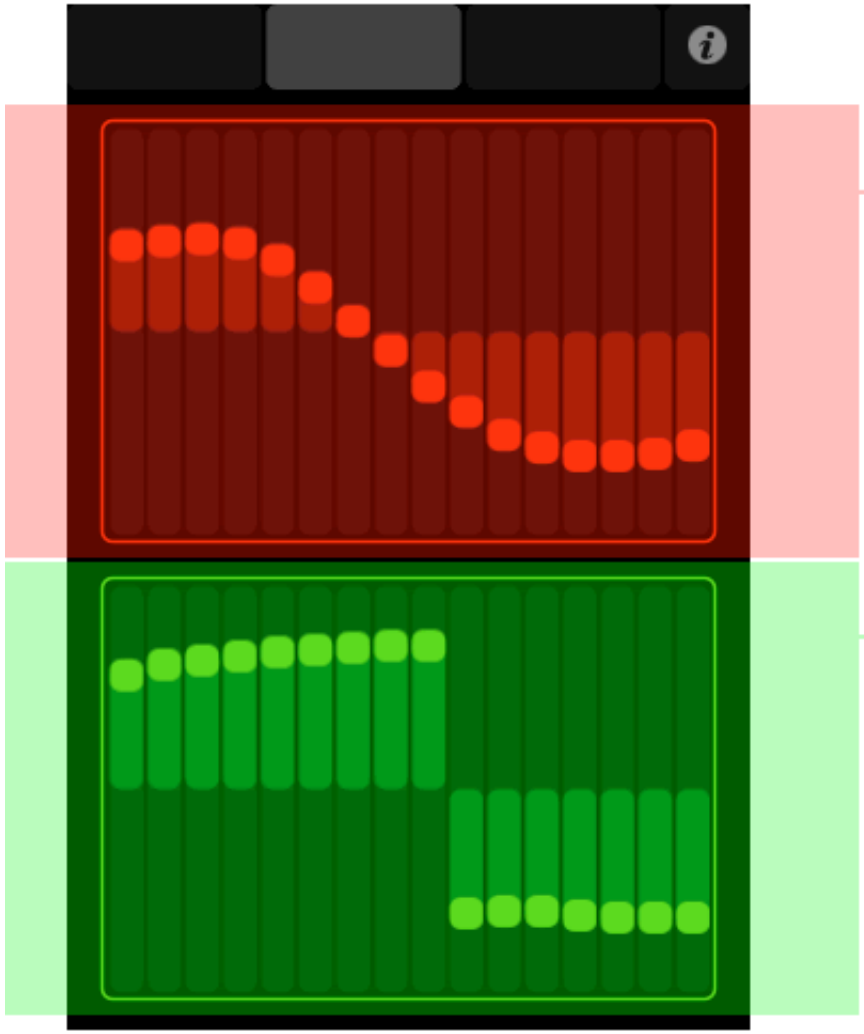
/4/multitoggle/1/1 ... /4/multitoggle/1/8
.
.
.
/4/multitoggle/8/1 ... /4/multitoggle/8/8

/4/toggle1
/4/toggle2
/4/toggle3
/4/toggle4

Mix 2 - Page 1


/4/toggle1
/4/toggle2
/4/toggle3
/4/toggle4
/4/fader1
/4/fader2
/4/rotary1
/4/rotary2
/4/rotary3
/4/rotary4
/4/rotary5
/4/rotary6
/4/push1
/4/push2
/4/push3
/4/push4
/4/fader3

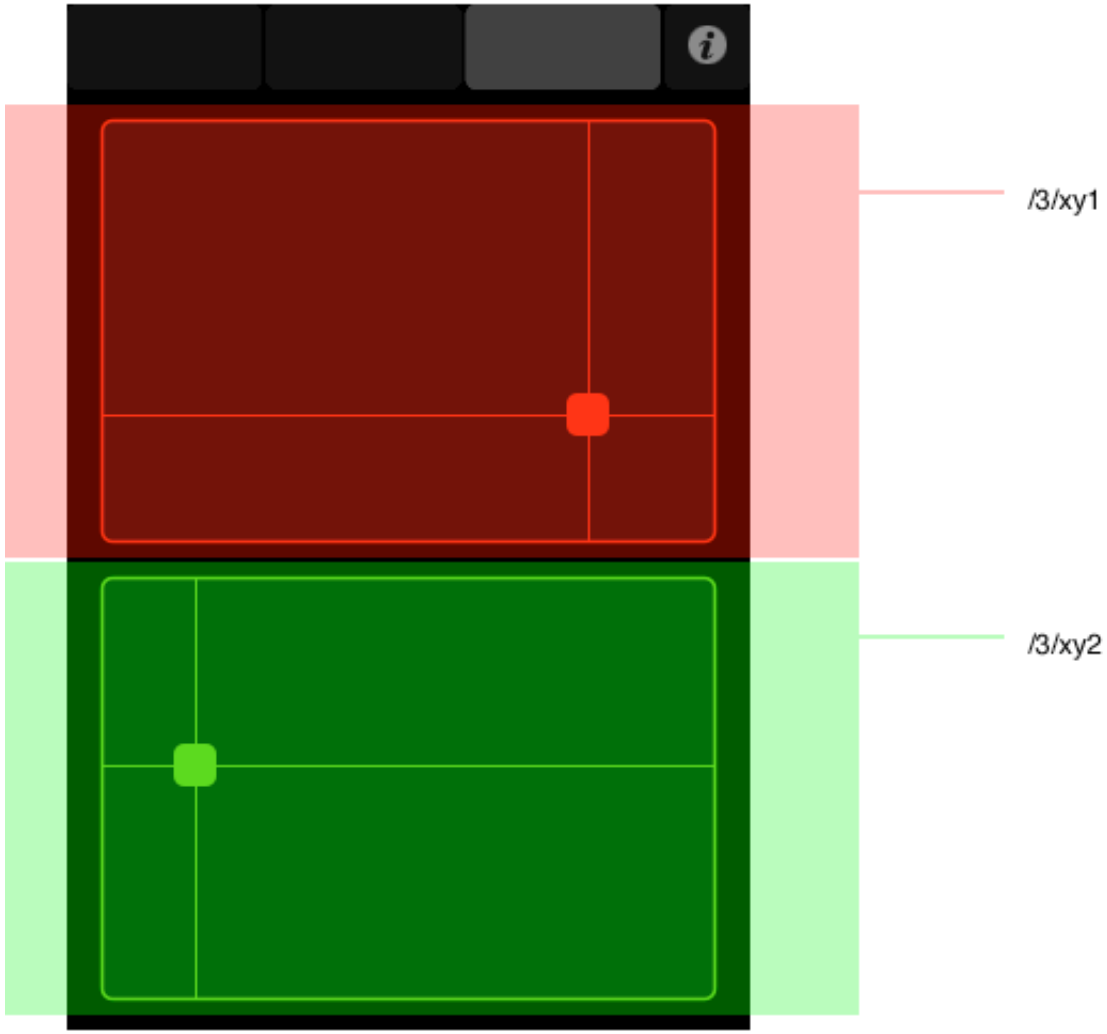
Mix 2 - Page 2



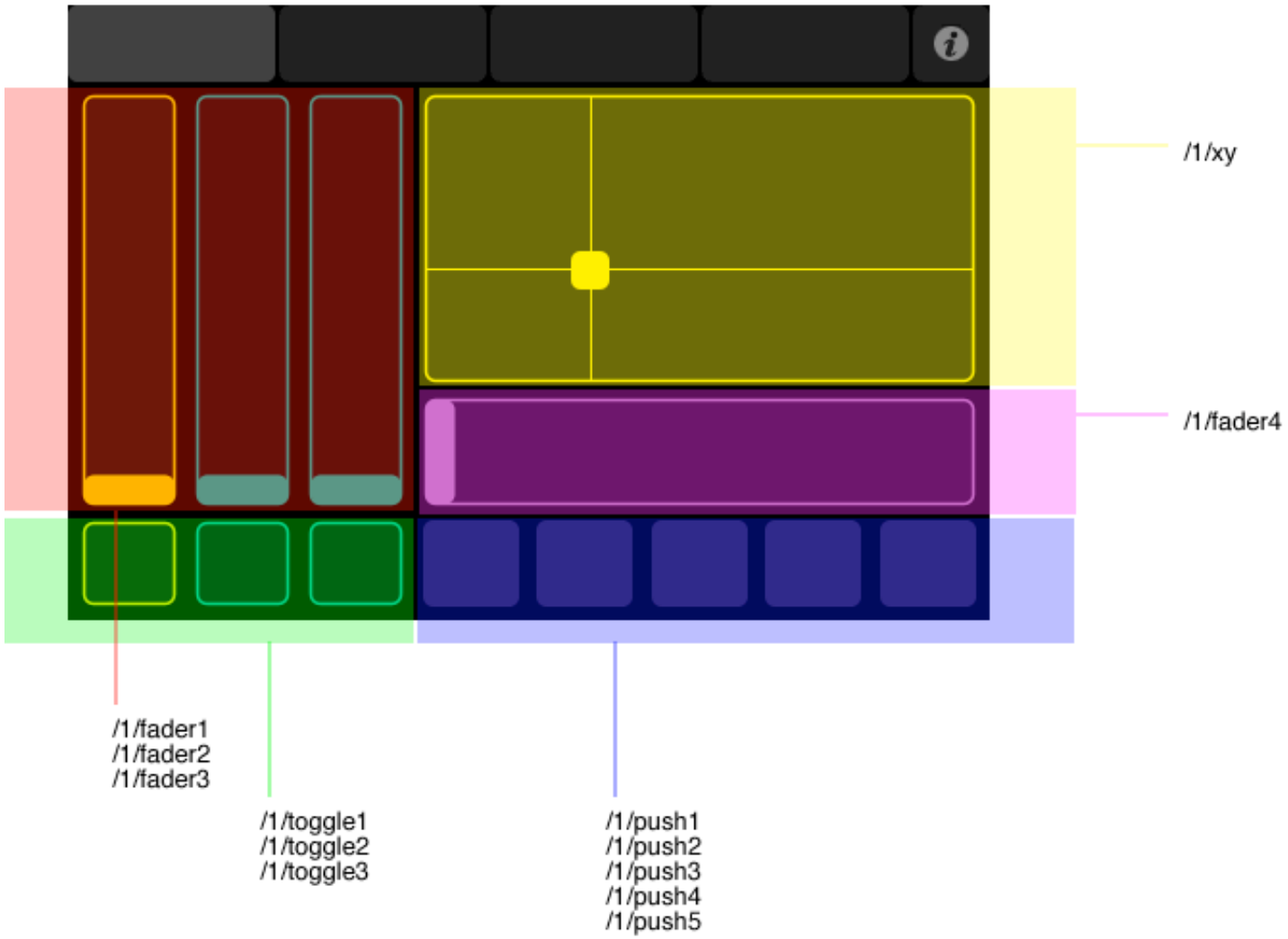
/2/multifader1/1 ... /2/multitfader1/16

/2/multifader2/1 ... /2/multitfader2/16

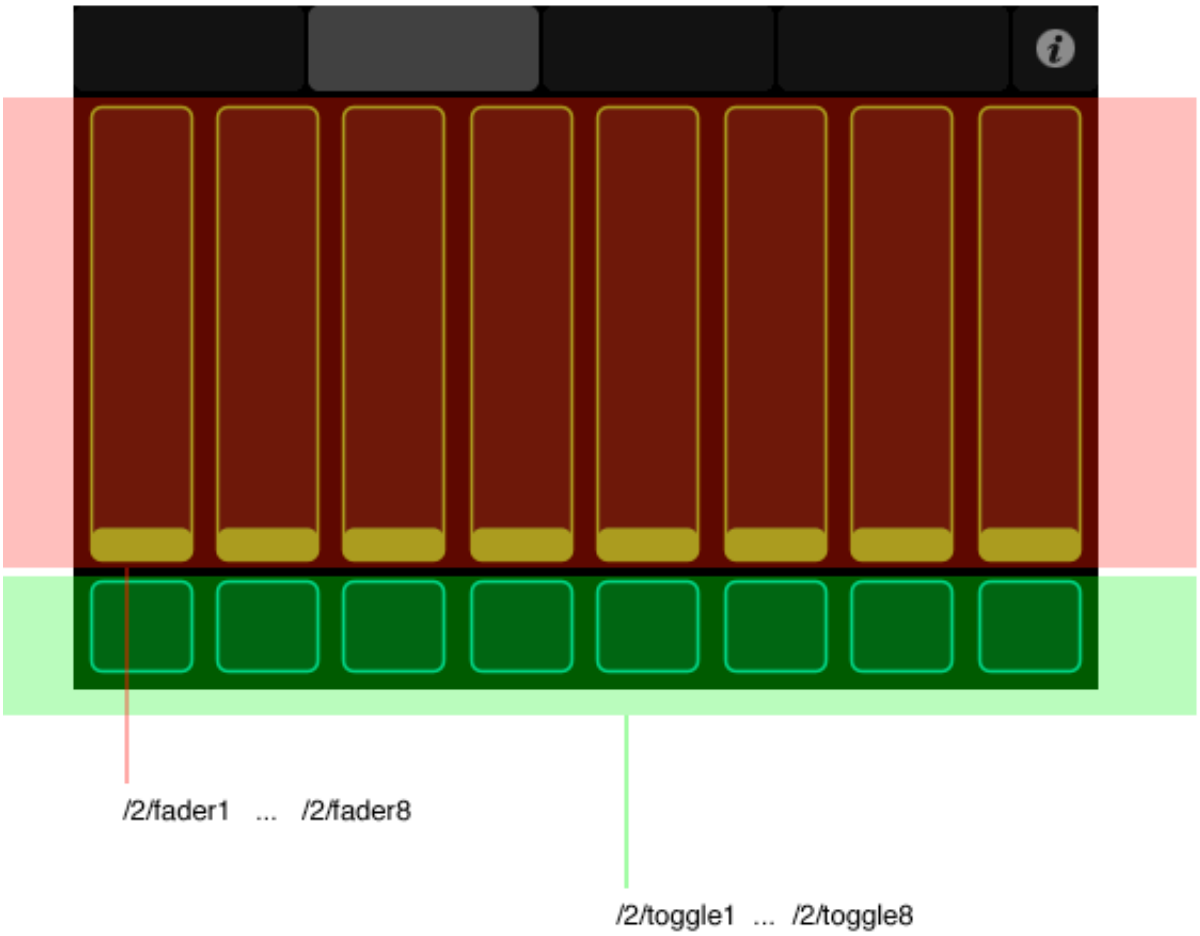
Mix 2 - Page 3



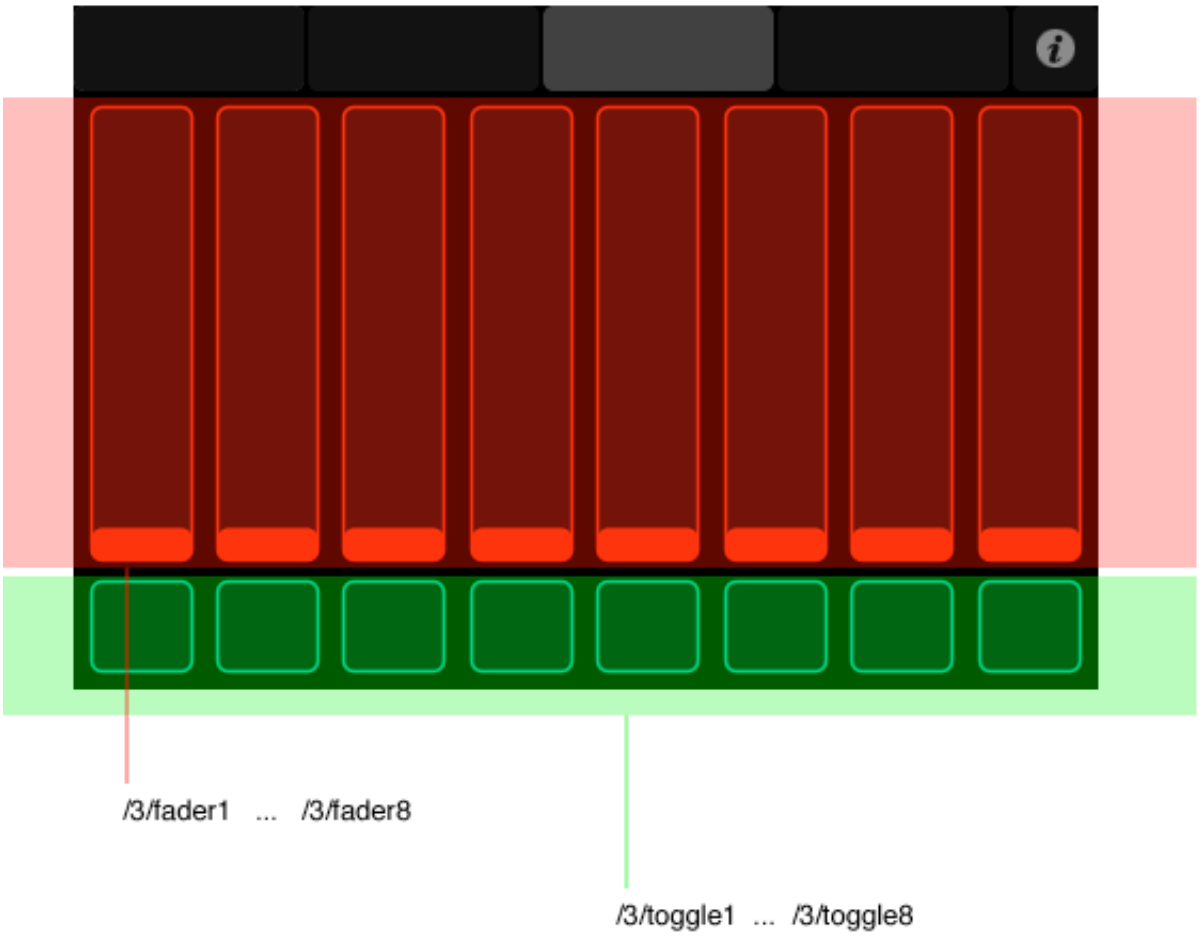
Mix 16 - Page 1


/1/xy
/1/fader4
/1/fader1
/1/fader2
/1/fader3
/1/toggle1
/1/toggle2
/1/toggle3
/1/push1
/1/push2
/1/push3
/1/push4
/1/push5

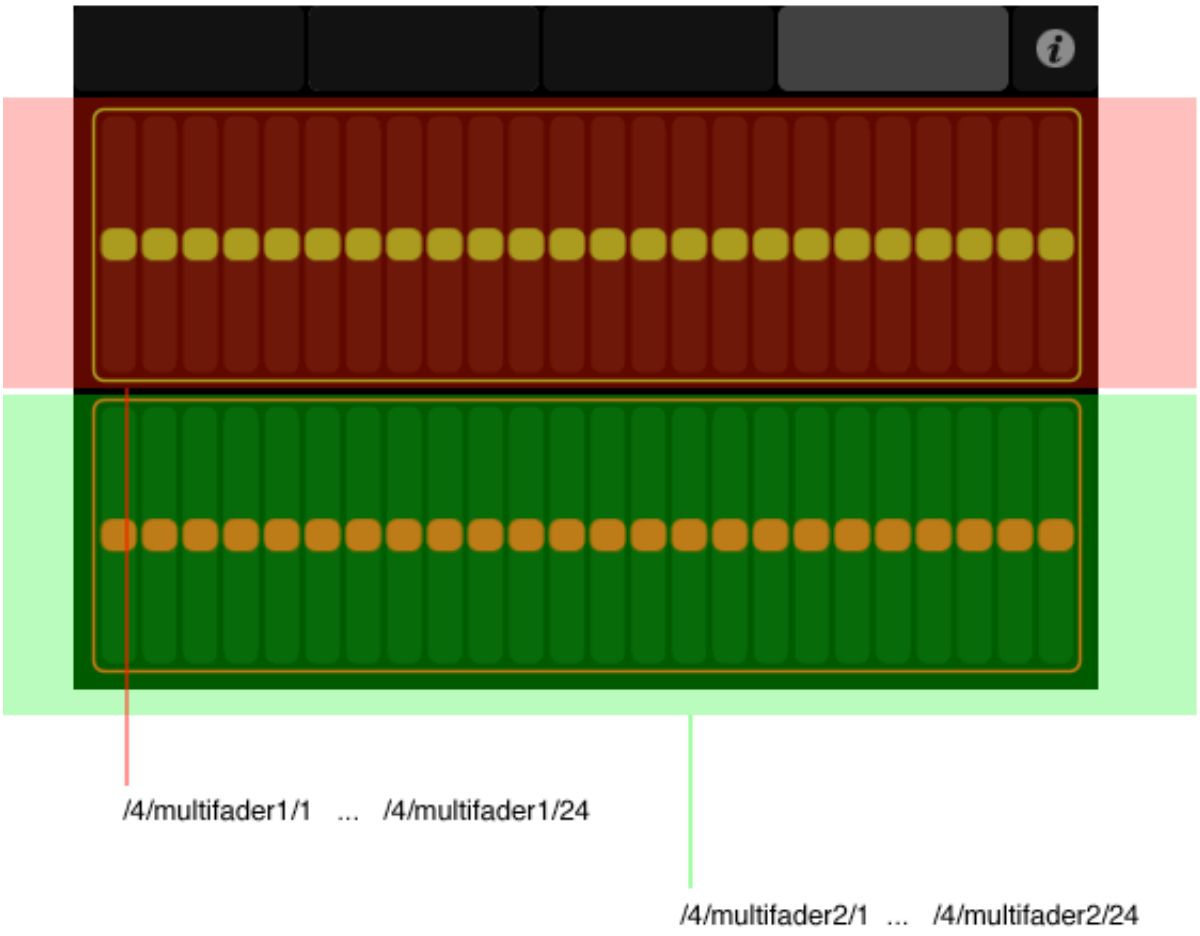
Mix 16 - Page 2



Mix 16 - Page 3



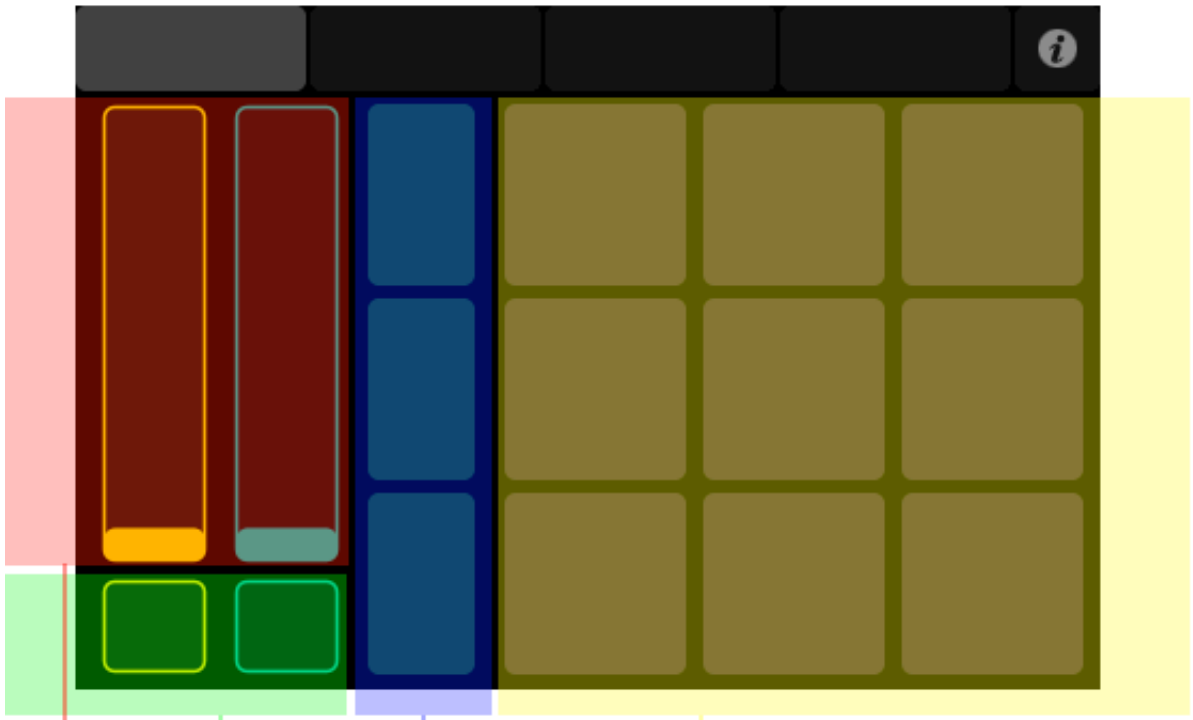
Mix 16 - Page 4



/4/multifader1/1 ... /4/multifader1/24

/4/multifader2/1 ... /4/multifader2/24

Beatmachine - Page 1



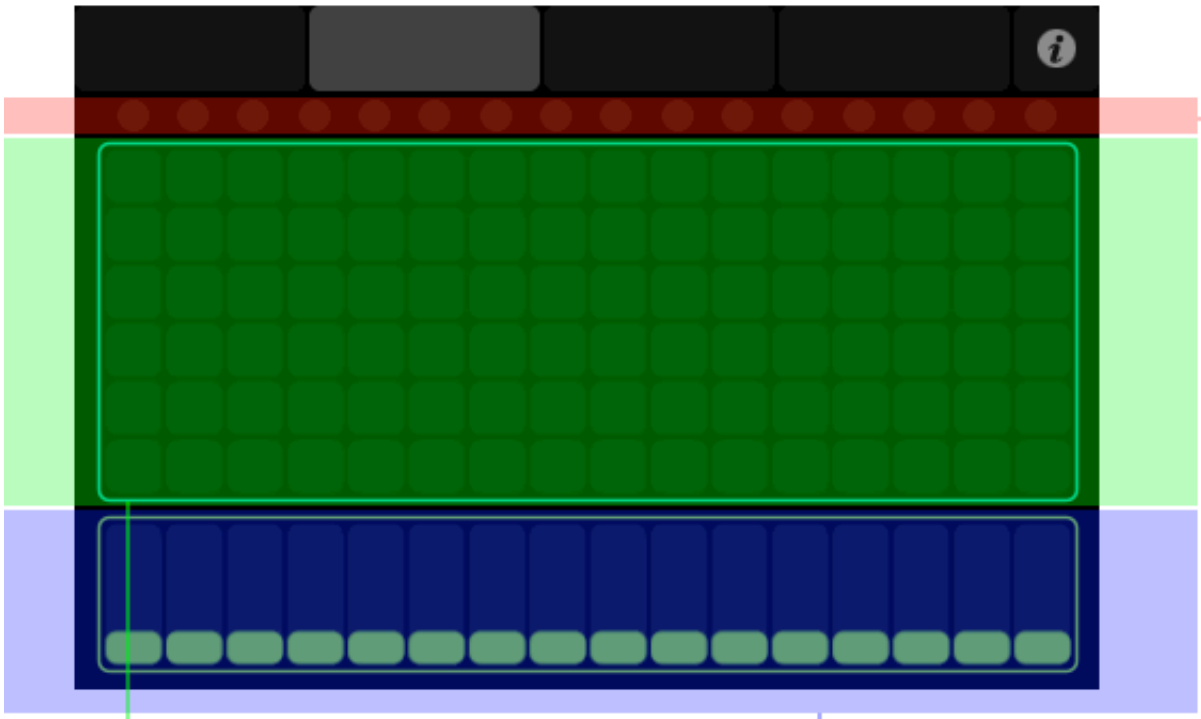
/1/fader1
/1/fader2

/1/toggle1
/1/toggle2

/1/push12
/1/push11
/1/push10

/1/push7 /1/push8 /1/push9
/1/push4 /1/push5 /1/push6
/1/push1 /1/push2 /1/push3

Beatmachine - Page 2



/2/led1 ... /2/led16

/2/multitoggle/6/1 ... /2/multitoggle/6/16

.

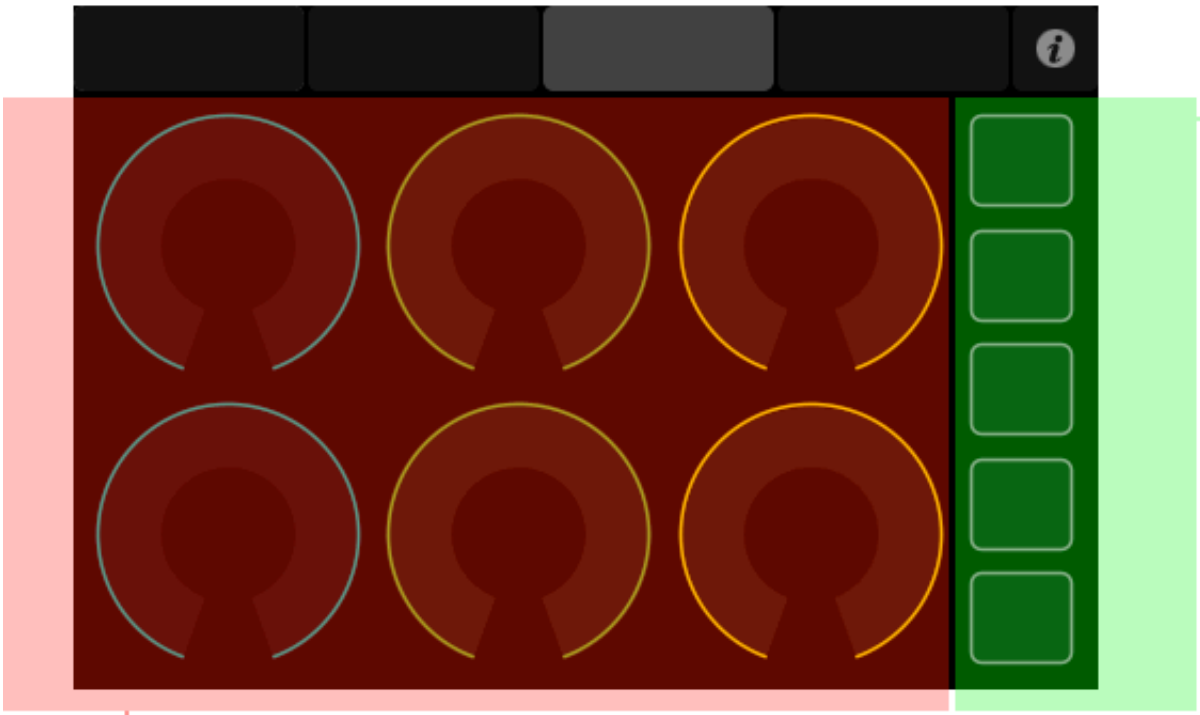
.

.

/2/multitoggle/1/1 ... /2/multitoggle/1/16

/2/multifader/1 ... /2/multifader/16

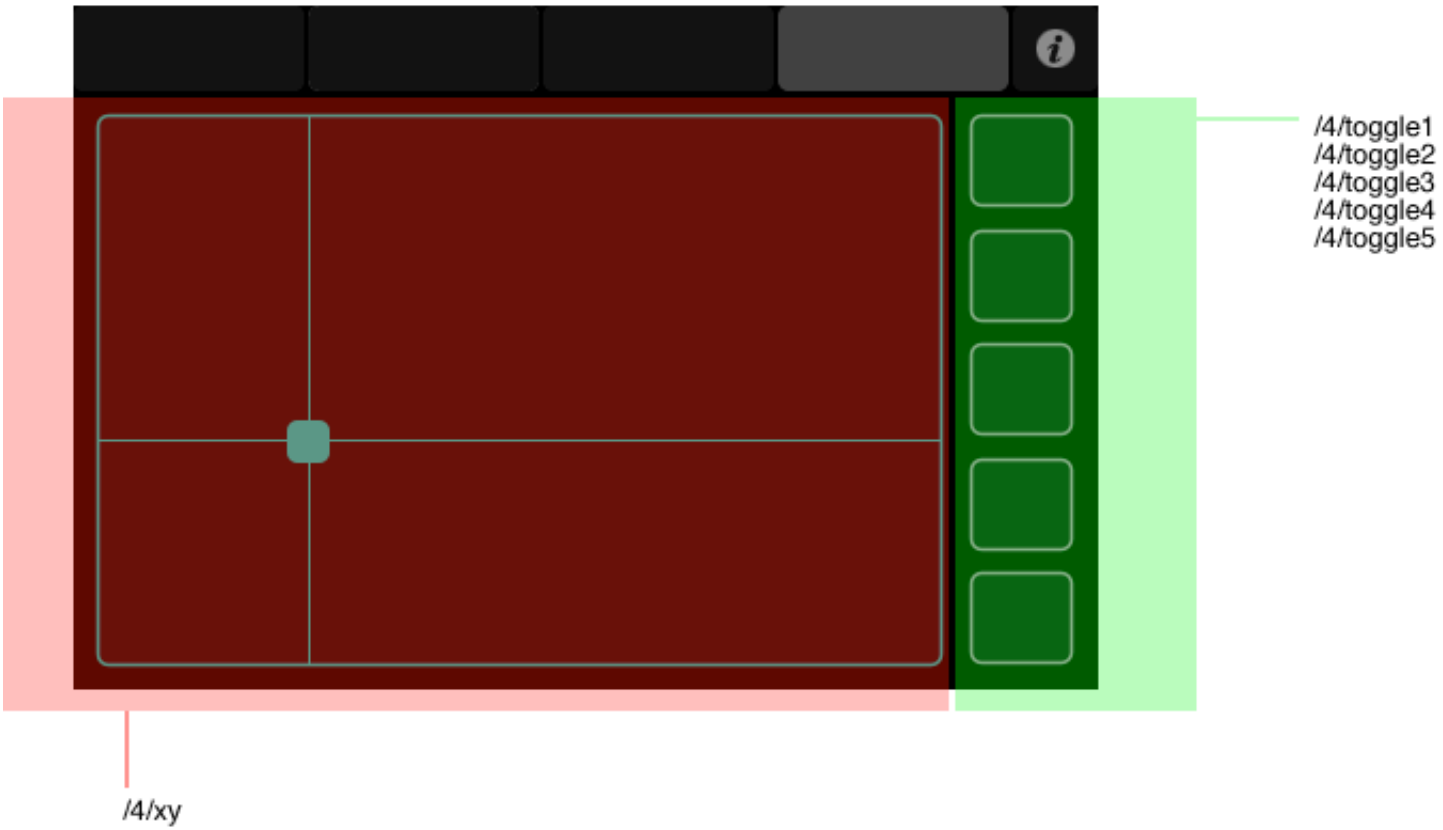
Beatmachine - Page 3



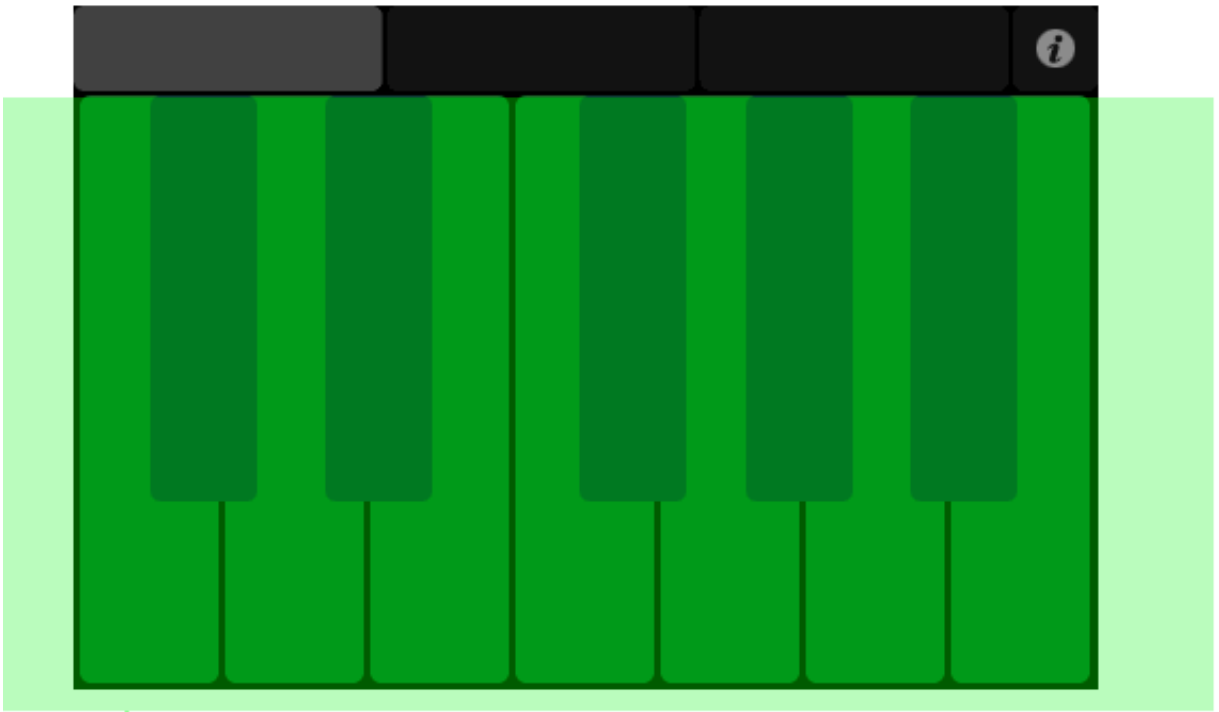
/3/toggle1
/3/toggle2
/3/toggle3
/3/toggle4
/3/toggle5

/3/rotary1 /3/rotary2 /3/rotary3
/3/rotary4 /3/rotary5 /3/rotary6

Beatmachine - Page 4



Keys - Page 1

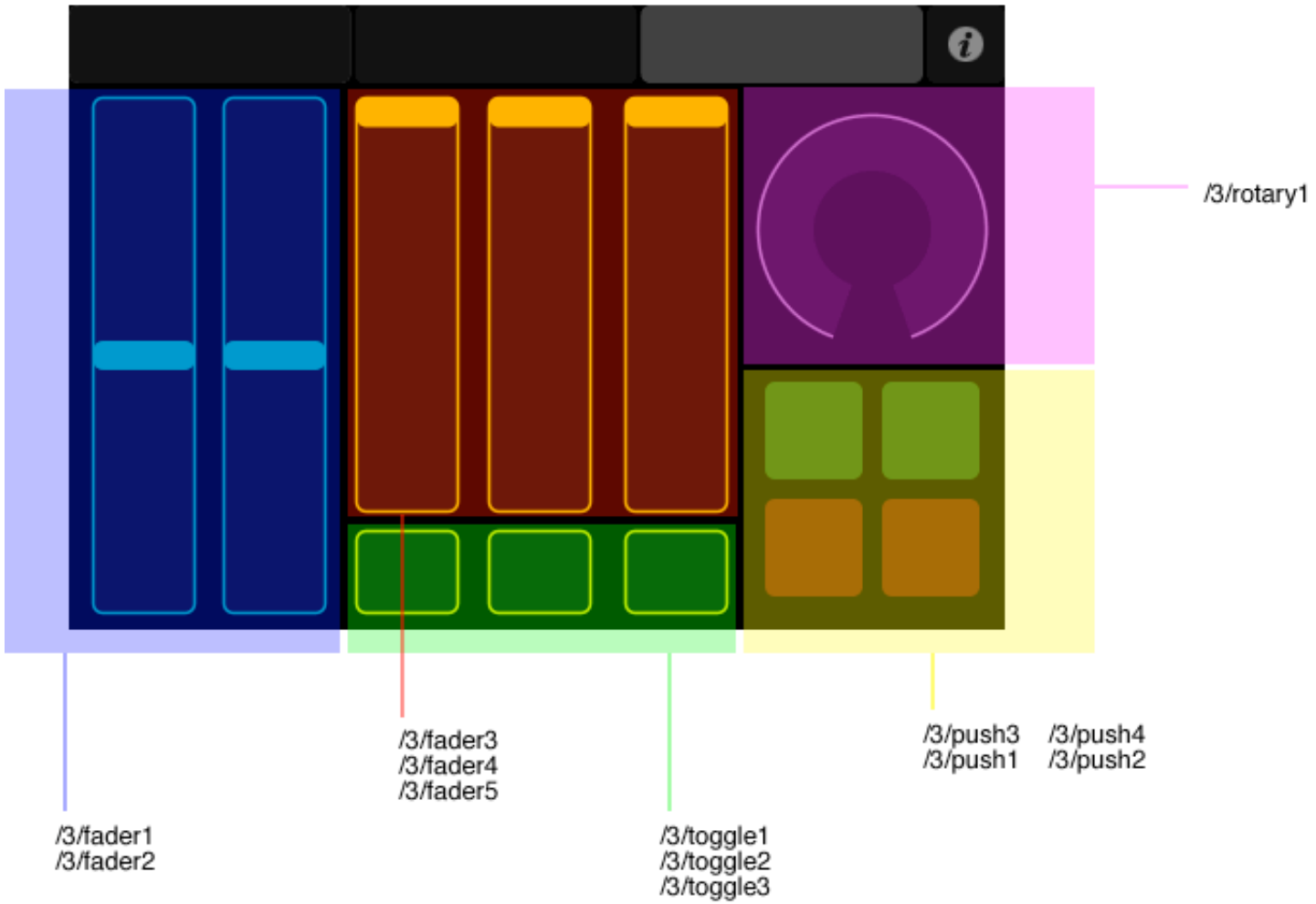


/1/push1 ... /1/push12

Keys - Page 2

/2/push1 ... /2/push12

Keys - Page 3


/3/rotary1
/3/fader3
/3/fader4
/3/fader5
/3/push3
/3/push4
/3/push1
/3/push2
/3/fader1
/3/fader2
/3/toggle1
/3/toggle2
/3/toggle3