Using TouchOSC with M-Audio Torq on Windows Platform

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Requirements: iPhone or iPod Touch TouchOSC software from AppStore Pure Data (extended version) <u>http://puredata.info/downloads</u>

Mix-16-midi.pd – Pure data file – translates OSC messages sent from the 'mix-16' template in TouchOSC to midi messages.

Midi Yoke (Windows) http://www.midiox.com/index.htm?http://www.midiox.com/myoke.htm M-Audio Torq (with Connectiv audio Interface)

Wi-fi network – with both the host 'PC' and iPhone or iPod Touch connected on that Wi-Fi network.

- 1. Download and install TouchOSC software from the Apple App Store
- 2. Open TouchOSC on your device .
- 3. You will be presented with the set-up screen.
- 4. Enter the 'host' ip address. This is the ip address on the wi-fi network of your PC. You can find this out by opening a command line 'cmd' session and running the command ipconfig/all.
- 5. Next enter the outgoing port number you should set this to 8000.
- 6. Make sure 'stay connected' is marked as 'on'. This ensures that the connection between the PC and the iPhone/iPod Touch remains after inactivity.
- 7. Next Select the mix16 layout, then hit 'done'.
- 8. Download and install the Pure data program from the link above. This installer will set up Pure Data on your Windows PC (XP) with all the necessary files to run and edit Pure data (pd) files.
- 9. Download Midi Yoke from the link attached. When the installation is complete it will ask you to reboot your PC. Reboot before continuing.
- 10. Download and the mix16-midi.pd file to your machine. Probably easiest for now to download to the desktop but you choose where you want to download the file to.
- 11. Open Pure Data. First off you will need to set it up correctly to output midi data. On the tool bar select 'media' followed by 'midi settings'

| 7% Pd | |
|--|---------------|
| File Edit Put Find Windows Media Help | |
| IN OUT | Compute audio |
| DIO DIO | peak meters |
| errors | |
| CLIP CLIP | console |
| libdir_loader: added 'mapping' to the global objectclass path | A |
| libdir_loader: added 'markex' to the global objectclass path | |
| libdir_loader: added 'maxlib' to the global objectclass path | |
| libdir_loader: added 'memento' to the global objectclass path | |
| libdir_loader: added 'mjlib' to the global objectclass path libdir_loader: added 'motex' to the global objectclass path | |
| libdir loader: added 'motex' to the global objectclass path | |
| libdir loader: added 'pddp' to the global objectclass path | |
| libdir loader: added 'pdogg' to the global objectclass path | |
| libdir_loader: added 'pixeltango' to the global objectclass path | |
| libdir_loader: added 'rradical' to the global objectclass path | |
| libdir_loader: added 'sigpack' to the global objectclass path | |
| libdir_loader: added 'smlib' to the global objectclass path | |
| libdir_loader: added 'toxy' to the global objectclass path libdir_loader: added 'unauthorized' to the global objectclass path | |
| libdir_loader: added 'nadthorized' to the global objectclass path | |
| libdir loader: added 'freeverb' to the global objectclass path | |
| libdir_loader: added 'hcs' to the global objectclass path | = |
| libdir_loader: added 'jmmmp' to the global objectclass path | |
| libdir_loader: added 'extl3' to the global objectclass path | |
| libdir_loader: added 'ggee' to the global objectclass path | |
| libdir_loader: added 'flib' to the ğlobal objectclass path | |
| libdir_loader: added 'ekext' to the global objectclass path | |
| libdir_loader: added 'flatspace' to the global objectclass path | - |

- 12. You will see a box like this one below.
- 13. Leave the input device as 'none' and set the output device 1 to 'Out to Midi Yoke: 1' and click 'ok'

| <mark>76</mark> mid | j | | - | × | |
|--------------------------------------|----|-------|---|----|--|
| input device 1: none | | | | | |
| output device 1: Out To MIDI Yoke: 1 | | | | | |
| use multiple devices | | | | | |
| Cano | el | Apply | | ок | |

14. Next select 'file' and 'open' on the main menu of the PD console. You will now need to browse to where you saved the downloaded 'mix16-midi.pd' file and select it. You should then see this template appear that represents each of the 4 screens of the template produced by hexler.net. I have adapted this template so that it outputs midi data when you press any of the buttons, move faders of the X-Y control pad. You can verify everything is working by moving the sliders etc. within the Touch OSC application on your iPhone/iPod Touch – you should see them moving on the screen!



M-Audio Torq

- 15. I've set up TouchOSC to control loops, track selection, track loading, and effect control on the two decks in M-Audio Torq's program. This tutorial is aimed at setting up the same thing. However you could use any program that can be programmed to take midi data to control various aspects of it to use TouchOSC, including Ableton Live or Traktor/Traktor Scratch. The detail below is specific to M-Audio Torq though ;)
 - a. Make sure your connectiv box is plugged in to your PC and you've followed all the steps above.
 - b. Open Torq.
 - c. Select Preferences and the second tab for Midi
 - d. A list of midi interfaces should be available at the bottom of this preferences page select midi yoke 1 and switch it 'on'.
 - e. Close down the preferences tab.
 - f. Now you're ready to go. Select a control surface that you want to map to a control on the TouchOSC mix16 interface e.g. the first effect rotary on Deck A. Use your mouse to select it and right-click. The control should turn Red meaning it's ready to accept midi data. Move any of the faders on the mix16 interface. The control rotary on the Torq interface should no longer be highlighted in red but as you move the fader in TouchOSC the fader moves. It's as simple as that!
 - g. Map all remaining controls you want in the Torq interface in the same way.