



### **Graphic MIDI Mapping - A Universal MIDI Mapping Tool.**

1. Graphic MIDI Mapping is a universal DJ tool designed for: a) creation of custom MIDI Maps of any complexity by graphical drawing; b) and for communication (broadcasting MIDI messages) between different music studios.

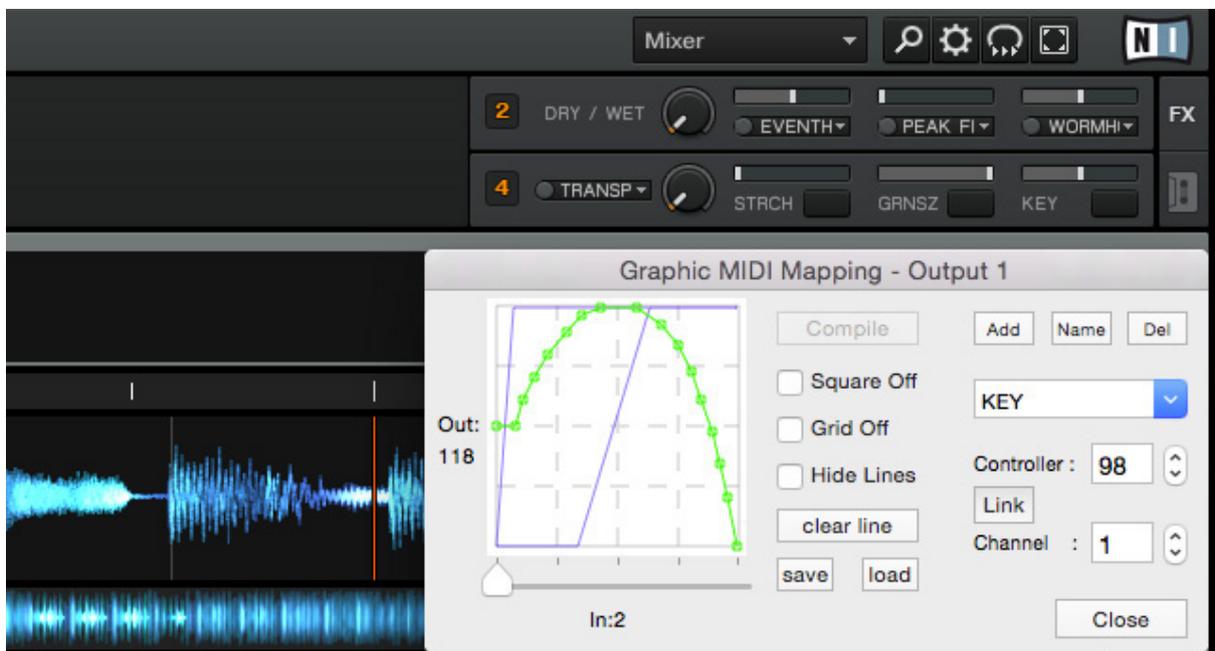
For example, this tool allows you to control multiple parameters of the music studio or plugin according to individual dependence functions (on individual MIDI Maps,  $MIDI_{out} = \text{function}(MIDI_{in})$ ) by one knob on the MIDI controller. Customized for each parameter MIDI Maps are drawn in a special graphic editor. It is much easier and faster than expressing dependence by mathematical function. This versatile tool is especially useful for music studios, which have a simple basic MIDI Mapping.

Graphic MIDI Mapping is an independent sub-module that implements the part of algorithms of a big DJ program Tornado A1. Tornado A1 ([www.global-dj.com](http://www.global-dj.com)) has expanded opportunities for DJing, for example, it allows you to work with wireless MIDI 3D-Gloves.

**Graphic MIDI Mapping is a free program, it can be used by any DJ who feels like it.**

### **2. What can Graphic MIDI Mapping do?**

- Manage multiple parameters of music studio on different MIDI Maps with a help of a single knob on MIDI controller;
- Can modify and transmit MIDI messages from one music studio to another;
- Allows you to make automation of a DJ program without these tools easily.

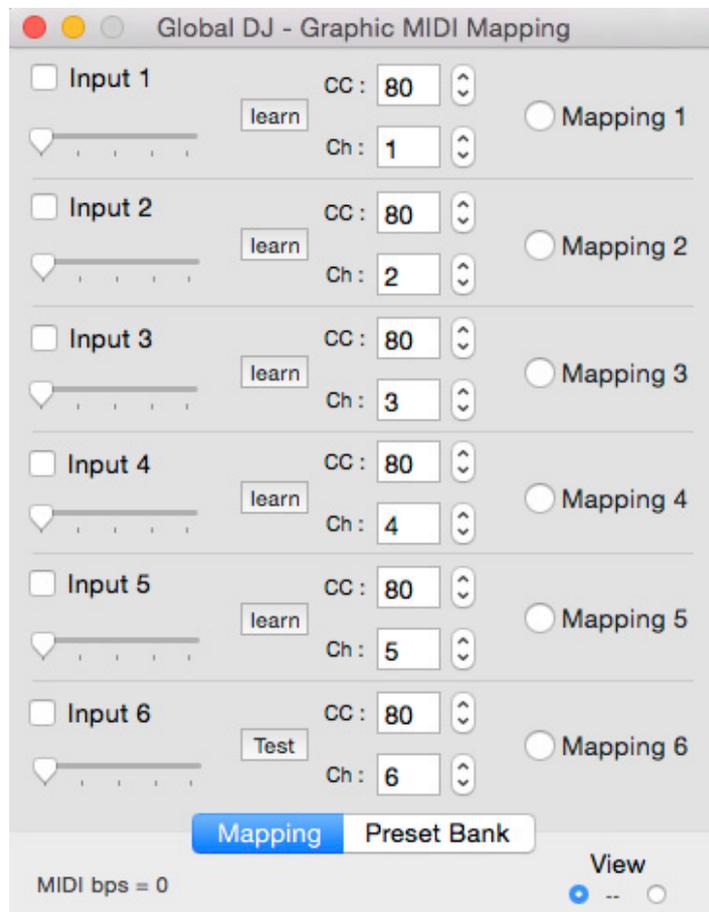


### 3. Installation.

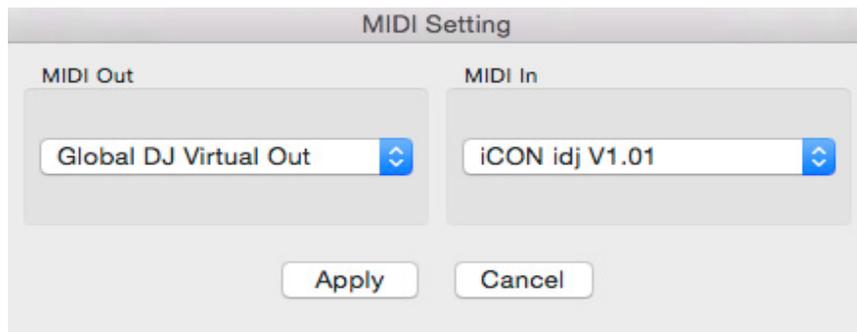
Graphic MIDI Mapping does not require installation and is not demanding to laptop resources. Program runs in Mac OSX operating system (Mavericks or above).

### 4. Program Description.

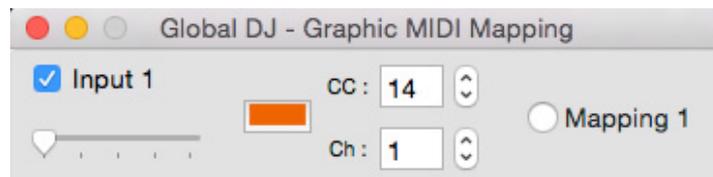
- **Program has six independent inputs Input 1-6.** They can receive and process MIDI messages from 6 different MIDI controller knobs. Each input can have up to 10 outputs, so it is possible to create up to 10 MIDI Maps. It means that the maximum number of independent parameters controlled by a single MIDI controller knob equals 10.



- **MIDI Input Port Configuration.** To get started, you need to select MIDI Input Port that belongs to MIDI controller being used.

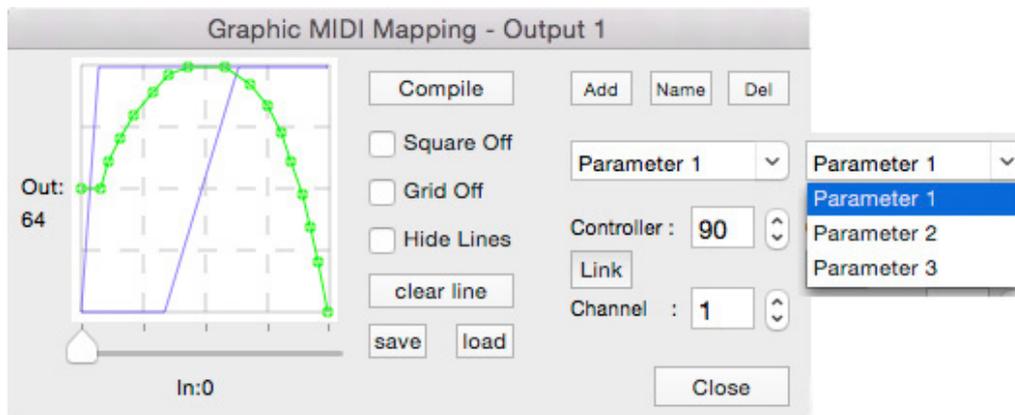


- **Connecting MIDI controller knob to Graphic MIDI Mapping input.** For this, you need to click the "learn" button of the appropriate input and learn (connect) by turning the knob on the MIDI controller.



#### 4.1 MIDI Mapping Management.

Window graphics editor of MIDI Maps opens with a help of corresponding “Mapping n” button on the main window of the program.

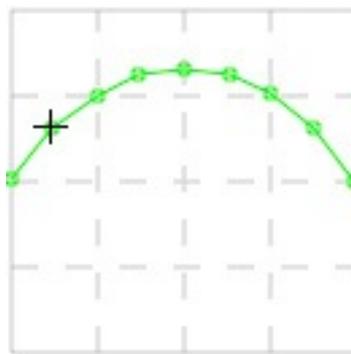


- “Add” button adds a new layer, a new MIDI Map for the corresponding input “Input 1-6”. The number of layers equals to the required number of independent parameters that must be managed. Independent parameters considered as such if their MIDI Maps are inconsistent with one another, it means that dependence functions of output MIDI messages are different.
- “Name” button defines the name of current MIDI Map.
- "Link" button. This button is designed for easy linking (connecting) Graphic MIDI Mapping program with parameter controlled by this program in the music studio. This button sends MIDI message, which contains information about the selected number, channel and value of the process controller. Music studio studies according to this message.
- "Del" button deletes the current MIDI Map.
- "Square Off" option turns off the display of reference points on the line of current MIDI Map.

- "Grid Off" option turns off the display of the grid on the screen of MIDI Maps.
- "Hide Lines" option turns off the display on the current MIDI Maps.
- With the help of ComboBox menu (list of MIDI Maps) the current MIDI Map is selected for editing.
- There is a special slider that is used to control the work of Graphic MIDI Mapping under the lines of MIDI Maps. When moving this slider MIDI messages are being sent with the corresponding value for all layers.

#### 4.2 Drawing Lines.

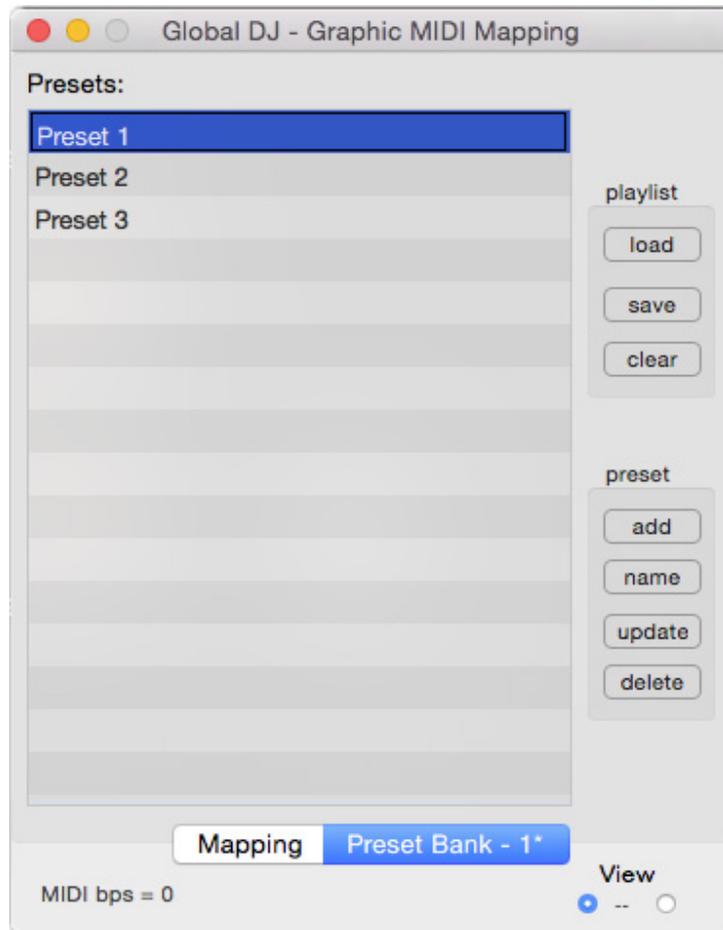
The fastest and the most convenient way to draw curves is to draw them with the help of control points, which are connected with straight lines. It means that curves are approximated by lines. In conditions of low number of bits of MIDI controller value grid (integer values from 0 to 127) the difference between polylines and straight lines is not essential.



- **The reference point** is added by double-clicking with a left mouse button on the graphic screen of MIDI Maps. In such a case, there is a capture of this point with the mouse. The required coordinate of the reference point is being set by dragging the mouse. Next single click with a left mouse button fixes the reference point in the current position.
- **Deleting an existing reference point** is made by double-clicking it with a left mouse button.
- **Capturing and dragging an existing reference point** is made by single-clicking it with a left mouse button, followed by dragging.
- **The curves of MIDI Maps** can be saved in the file or uploaded from the file using corresponding buttons.

## 5. Presets and Preset Bank.

All settings of Graphic MIDI Mapping program can be stored in the file and uploaded from it. Saved settings are called presets. Preset Bank was created for convenience to operate many presets. All presets that are being used should be uploaded into it. They are displayed in a form of a list.



- To upload a preset from the Preset Bank into the program you need to double-click it with a mouse. Afterwards, this preset will become current, will be highlighted in bold and its number will be displayed in the title of the Preset Bank page (Preset Bank - n).
- The order of presets in the Preset Bank is edited with a mouse with the help of drag and drop technology.
- As a result of editing parameters of the current preset an asterisk appears after the preset number in the title of the Preset Bank page (Preset Bank - n \*).

**Preset Bank - 1\***

- "update" button uploads new settings for the current preset to the Preset Bank.
- "add" button adds a new preset from the file to the Preset Bank.
- "name" button changes the preset name in the list of the Preset Bank.
- "delete" button deletes selected preset from the Preset Bank.
- All presets list (Preset Bank) can be also saved in the file and uploaded from the file with the help of corresponding buttons.

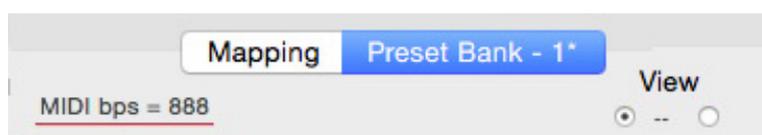
## 6. Window program mapping.

There are two types of window program mapping: Normal and Mini. Mini type is very useful when all program settings are completed and the DJ started working. In this mode, Graphic MIDI Mapping program displays minimum information, its window is reduced considerably and it does not interfere with the main work of the DJ.



## 7. MIDI Out Port Traffic.

An information line that displays the number of transmitted bits per second via MIDI Out Port is placed in the bottom part of the program.



## 8. Who Made Graphic MIDI Mapping?

Taking into account the wishes of DJs who use the achievements of modern digital DJing and want to go beyond basic capabilities of their MIDI Mapping, Global DJ firm has developed a versatile tool for them – Graphic MIDI Mapping.



Global DJ firm ([www.global-dj.com](http://www.global-dj.com)) is engaged in the development and production of new wireless MIDI controllers, creation of software for DJs.

Global DJ firm uses new mobile technologies to create advanced equipment for DJs. A new development of Global DJ firm Wireless MIDI 3D-gloves Tornado A1 is a vivid example of this ([www.global-dj.com](http://www.global-dj.com)).

The Tornado A1 is a NEW MIDI controller intended for creation and visualization of musical effects using hand movements without touching DJ equipment. **The Tornado A1 is a NEW Creative Opportunities for DJs!**

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