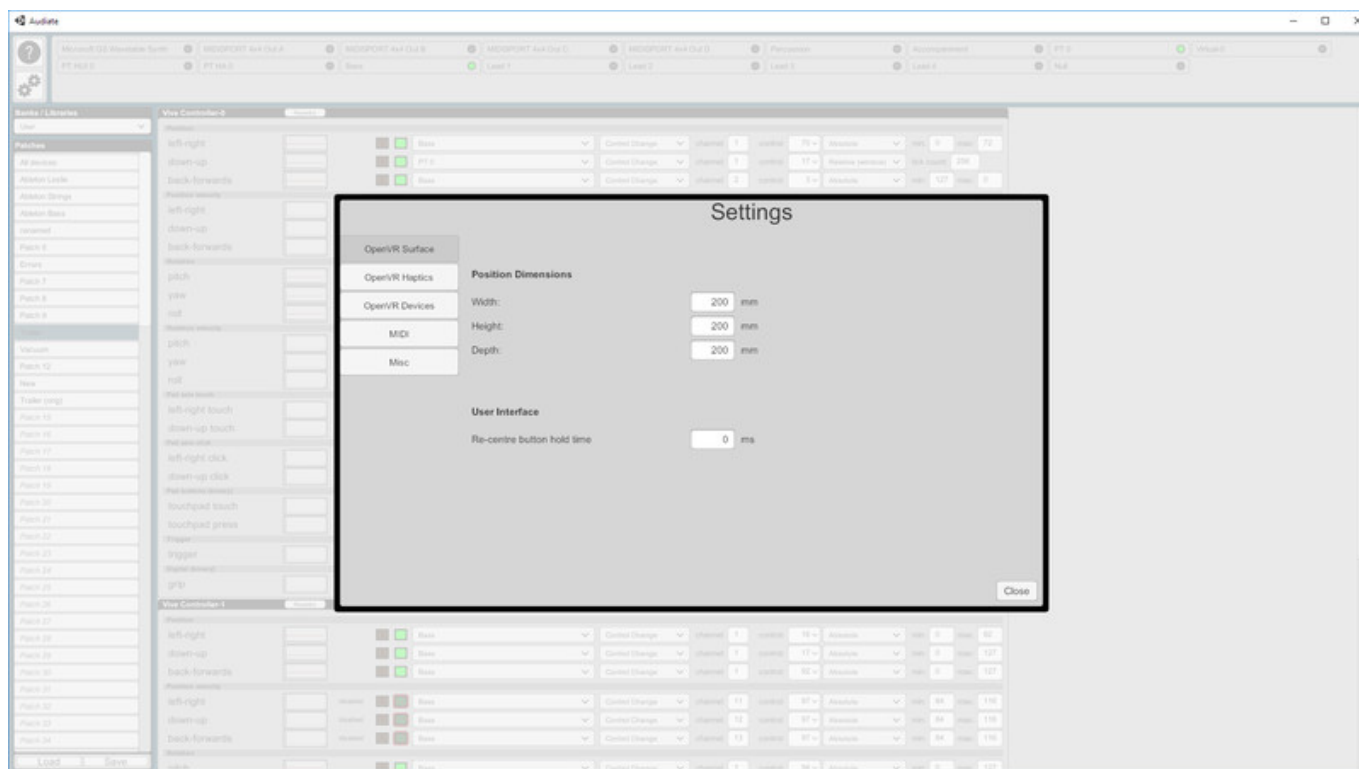


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About This Software

Audiate allows you to map any MIDI-capable audio/video production tool to the position, orientation, and buttons on any OpenVR input device. With six assignable inputs per control from position & rotation alone it provides far more control per hand than would be possible with traditional finger-operated faders, knobs, & modwheels.

Note: The HMD display is not used, Audiate is intended to be integrated into an existing production tool-chain alongside physical instruments, other control surfaces, & software. It acts as an additional control surface for you to map as you see fit. As with most physical control surfaces it does not output actual musical notes as MIDI or audio streams, instead it focuses on providing hands-on control of live and post-production effects provided by MIDI capable hardware & software.

In effect the application operates like a 6-dimensional floating MIDI modwheel.

Application Features

- Map OpenVR input devices to any MIDI software & hardware
- Load & save patch configurations
- Pre-configured library patches available in banks
- Configurable control code number lists

-
- Configurable surface size & optional haptics
 - Extremely low CPU/GPU usage, performs no 3D rendering
 - Detailed documentation including tutorials for several popular DAWs

Audiate is built on top of VR input hardware as this offers unparalleled accuracy and low-latency tracking on consumer-grade hardware. These requirements are as important to music production as they are to VR.

For further details please see the application documentation, this is available in PDF format on the store page.

Example Usages

- Attach a tracker to an arm, leg, foot or head to control a physical instrument or effect while performing
- Attach a tracker to any instrument, allowing for electric-guitar-like neck shake vibrato effects
- Recording multiple automation values simultaneously during mastering
- Control panning for surround-sound media
- Controlling MIDI-capable stage-lighting

Hardware Support

Please note that the HMD is not used in this application. Audio production tools generally require significant system resources and are also often vulnerable to undesirable latency issues on busy systems. Audiate is designed to work alongside these tools as an enhancement to an existing tool chain rather than a replacement; as such it tries to keep its own system requirements to an absolute minimum.

The following input devices have pre-configured profiles:

- HTC Vive Controllers
- HTC Vive Trackers
- Oculus Rift

Support for other devices can be added by editing the application configuration files. Any OpenVR-compatible input device is supported.

All tracked controllers provide the following inputs:

- 3 position analogue axes per controller
- 3 rotation analogue axes per controller

In addition to this, a Vive Controller also provides:

- 3 button-based analogue axes per controller (trigger & touchpad x/y)

-
- 1 digital axis (grip button)

Any additional inputs provided by OpenVR devices can be configured to make use of them. Functionality is provided to normalize & smooth values if required. Some trackers also allow for adding custom-built inputs via exposed electrical hookups, advanced users can build and configure entirely custom devices of their own design.

The configuration system can also be used to provide inputs bound to button presses. For example a user could set up a series of X, Y, & Z axes that only output when a particular button is held, with the previous value being held until next used.

Application Support

Audiate can work with any application or hardware that is capable of using MIDI control codes to change parameter values.

This includes VST-based musical instruments & effect modules, as well as other usages outside of audio/video production. Hardware modules with MIDI capabilities can be connected in the usual way to the system running Audiate. It is not required that the connected module is capable of customizing it's own mappings, Audiate can be configured to make use of hard-coded ones such as those found in keyboard synths. Support is provided for mapping files (midnam & csv) to aid in the setting up of devices by listing the control name inside Audiate.

Value output is typically the absolute value which works in most cases however support is provided for software/hardware that requires relative input, as commonly used by "infinite knob"-based control surfaces. This mode exists to provide support in DAWs that are known to be difficult in their MIDI connectivity. Full details of the capabilities of this emulation mode are available in the manual.

Title: Audiate
Genre: Audio Production
Developer:
Fraser K
Publisher:
Fraser K
Release Date: 29 Oct, 2018

b4d347fde0

English

Audiate

Microsoft GS Wavetable Synth MIDISPORT 4x4 Out A MIDISPORT 4x4 Out B MIDISPORT 4x4 Out C MIDISPORT 4x4 Out D

Percussion Accompaniment PT 0 Virtual-0 PT HUI 0

PT HA 0 Bass Lead 1 Lead 2 Lead 3

Lead 4 Null

Banks / Libraries

User

Patches

- All devices
- Ableton Leslie
- Ableton Strings
- Ableton Bass
- renamed
- Patch 5
- Errors
- Patch 7
- Patch 8
- Patch 9
- Trailer
- Vacuum
- Patch 12
- New
- Trailer (orig)
- Patch 15
- Patch 16
- Patch 17
- Patch 18

Load Save

Digital (Binary)

grip Bass Control Change channel: 11 control: 70 Absolute

Vive Controller-1

Records

Position

- left-right Bass Control Change channel: 1 control: 16 Absolute
- down-up Bass Control Change
- back-forwards Bass Control Change

Position velocity

- left-right disabled Bass Control Change
- down-up disabled Bass Control Change
- back-forwards disabled Bass Control Change

Rotation

- pitch Bass Control Change
- yaw Bass Control Change
- roll Bass Control Change

Rotation velocity

- pitch disabled Bass Control Change channel: 11 control: 70 Absolute
- yaw disabled Bass Control Change channel: 11 control: 71 Absolute
- roll disabled Bass Control Change channel: 11 control: 72 Absolute

Pad axis touch

- left-right touch MIDI Control Code lookup Control Change channel: 1 control: 23 Absolute
- down-up touch Bass Control Change channel: 9 control: 23 Absolute

Pad axis click

Audiate

Microsoft GS Wavetable Synth | MIDSPORT 4x4 Out A | MIDSPORT 4x4 Out B | MIDSPORT 4x4 Out C | MIDSPORT 4x4 Out D | Percussion | Accompaniment | PT 0 | Visual 0

PT HA.0 | PT HA.0 | Bass | Lead 1 | Lead 2 | Lead 3 | Lead 4 | Lead 4 | Null

Bank / Library

Patches

- All devices
- Alston Levels
- Alston Strings
- Alston Bass
- renamed
- Patch 5
- Errors
- Patch 7
- Patch 8
- Patch 9
- Traps
- Urum
- Patch 12
- Ums
- Trailer (long)
- Patch 15
- Patch 16
- Patch 17
- Patch 18
- Patch 19
- Patch 20
- Patch 21
- Patch 22
- trigger
- Patch 23
- Patch 24
- Patch 25
- Patch 26
- Patch 27
- Patch 28
- Patch 29
- Patch 30
- Patch 31
- Patch 32
- Patch 33
- Patch 34

View Controller-0

Position

- left-right: channel 1, control 70, Absolute, min: 0, max: 72
- down-up: channel 1, control 17, Relative (banked), tick count: 256
- back-forwards: channel 2, control 3, Absolute, min: 127, max: 0

Position velocity

- left-right: channel 1, control 16, Absolute, min: 0, max: 127
- down-up: channel 1, control 17, Absolute, min: 0, max: 127
- back-forwards: channel 1, control 18, Absolute, min: 0, max: 127

Rotation

- pitch: channel 2, control 5, Absolute, min: 0, max: 127
- yaw: channel 2, control 2, Absolute, min: 0, max: 127
- roll: channel 3, control 10, Absolute, min: 32, max: 96

Rotation velocity

- pitch: channel 1, control 16, Absolute, min: 0, max: 127
- yaw: channel 1, control 17, Absolute, min: 0, max: 127
- roll: channel 1, control 18, Absolute, min: 0, max: 127

Pad axis touch

- left-right touch: channel 7, control 23, Absolute, min: 0, max: 127
- down-up touch: channel 1, control 17, Relative (banked), tick count: 256

Pad axis click

- left-right click: channel 1, control 14, Absolute, min: 0, max: 127
- down-up click: channel 2, control 97, Absolute, min: 0, max: 156

Pad buttons (normal)

- touchpad touch: channel 1, control 16, Absolute, min: 0, max: 127
- touchpad press: channel 11, control 72, Absolute, min: 0, max: 127

trigger

- trigger: channel 1, control 102, Absolute, min: 0, max: 127

Digital buttons

- grp: channel 11, control 73, Absolute, min: 0, max: 127

View Controller-1

Position

- left-right: channel 1, control 16, Absolute, min: 0, max: 82
- down-up: channel 1, control 17, Absolute, min: 0, max: 127
- back-forwards: channel 1, control 90, Absolute, min: 0, max: 127

Position velocity

- left-right: channel 11, control 97, Absolute, min: 84, max: 156
- down-up: channel 12, control 97, Absolute, min: 84, max: 156
- back-forwards: channel 13, control 97, Absolute, min: 84, max: 156

Rotation

- pitch: channel 1, control 96, Absolute, min: 0, max: 127

Load Save

Audiate

Microsoft GS Wavetable Synth MIDISPORT 4x4 Out A MIDISPORT 4x4 Out B MIDISPORT 4x4 Out C MIDISPORT 4x4 Out D

Percussion Accompaniment PT 0 Virtual-0 PT HUI 0

PT HA 0 Bass Lead 1 Lead 2 Lead 3

Lead 4 Null

Banks / Libraries

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- New
- Trailer (orig)
- Patch 15
- Patch 16
- Patch 17
- Patch 18

Load Save

Vive Controller-0 Record

Position

left-right disabled S <device>

down-up disabled S <device>

back-forwards S Virtual-0 Control Change channel: 1 control: 1 Absolute

Position velocity

left-right output device not set S <device>

down-up output type not set S Virtual-0

back-forwards duplicate control code S Virtual-0 Control Change channel: 1 control: 1 Absolute

Rotation

pitch disabled S <device>

yaw disabled S <device>

roll disabled S <device>

Rotation velocity

pitch disabled S <device>

yaw disabled S <device>

roll disabled S <device>

Pad axis touch

left-right touch disabled S <device>

down-up touch disabled S <device>

Pad axis click

left-right click disabled S <device>

down-up click disabled S <device>

Pad button (down)

Error Feedback

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