

DoMidi 2.0

File: DoMidi-2.0-setup.exe

Date: February 14, 2020

! ATTENTION: NEW FONT IMPACT

DoMidi 2.0 runs on newer/different version of Processing and Java. This comes with slightly different system fonts, that are embedded within Java. The difference is just a tiny bit, but be aware of it when opening version 1.0 layouts in DoMidi 2.0, text may show a bit different and might need some correction (especially vertical shifting) to your need or wish.

TEXT POSITIONING (Feb. 2020)

More options for alignment of text. This used to be center positioning only. But now you can align text any way you like, top, bottom, or bottom left, etc.. Settings this is easy, within Ctrl + F (setting font options) you can use letter P + 1 .. 9 (corresponds to directions on numeric part of keyboard).

To fine tune the alignment you can set vertical and horizontal (new) shifting, also within Ctrl + F, using S + 1 .. 9.

SLIDER & ROTARY (Feb. 2020)

Horizontal slider used to be just a flipped vertical slider, also with flipped text (not so pretty). Now horizontal slider is set up better, with horizontal text.

Also the slot width of slider (and also rotary) can be set, it is not fixed anymore. Set it within Ctrl + L via arrows left/right, or within Ctrl + R via keys +/- for Rotary.

RAM DECREASE

DoMidi used to use a lot of RAM (memory) when running. Especially when images were used as background in a layout or on a control. This is now reduced a lot. Before one DoMidi instance could use up to 500MB ~ 1500MB, now it is (depending on usage) decreased to about 100MB ~ 200MB. So that makes a big difference.

BETTER KEYBOARD TYPING IN PROGRAM MODE

- added repeatedly typing (keep key pressed will continue typing characters)
- num-keypad usage for arrow-keys (so here also repeatedly typing possible)
- special chars typing, using first "" and then 'e' for ë
- special chars typing, using Alt-code: Alt+1 = ? (smiley), Alt+225 = ß, etc.
- special text-codes, e.g. use '[h]' for a house, full list:

Arrows

[l] ◀	[r] ▶	[u] ▲	[d] ▼	[lc] «
[la] ⇐	[ra] ⇒	[ua] ↑	[da] ↓	[rc] »
[lb] ←	[rb] →	[ub] ↗	[db] ↘	

Audio

[stop] ■	[record] •	[rec] ☒	(=bigger rec. dot)
[play] ▶ (when off)	■ ■ (when on)		

Menu

[menu] ≡	[gear] ⚙	[h] 🏠
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Notes

[n1] 🎵	[n2] 🎶
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Fractions

[1/2] ½	[1/3] ⅓	[2/3] ⅔	[1/4] ¼	[3/4] ¾
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SPECIAL BUTTON FUNCTION: RUN EXTERNAL SCRIPT/PROGRAM

Executable or batch file needs to be in /data/ folder. And can be executed by a button. This is set with Ctrl + X. When the external file is being executed a wait screen is shown in DoMidi which shows an activity bar and last line of echo output.

OTHER EXTRA SPECIAL BUTTON FUNCTIONS

Now a button can have even more special functions. These can be switched via F1 > Ctrl + K. Function are:

- show Default layout
- show Background layout these two are to switch between Default layout (main menu) and special layout
- execute command to run external script/program, see above
- minimize to taskbar
- ping 1 .. 7 0.1 second after button is pressed an extra MIDI signal is sent
 1 ..7 correspond to MIDI number 121 .. 127 on channel 16

BUG FIX: TOUCH BUTTON REPEAT

In earlier versions a touch button, which is rendered from ON-state (lighted) to OFF-state in a few steps, would keep rendering the last state (off) over and over again. As user you can't see this, but it keeps the CPU busy, although maybe just a tiny bit. No one ever complained. ;)

UPGRADE TO PROCESSING 3.5

DoMidi is built with Processing. It used to work on Processing's version 2.1, but Processing made a big step forward upgrading to version 3. DoMidi did not directly work with this new version. Quite some programming went in making DoMidi compatible to work in version 3.

ENHANCEMENTS IN EDIT MODE

When in program/edit mode, different options work easier, though sometimes a tiny bit different. And the title bar gives better info. Sometimes setting characters in the title-bar are underscored. These characters are the keyboard-keys you can use to change the setting. And if a layout is changed and still needs to be saved, that also shows in the title bar.

AUTO SAVE AFTER F3

When Panel edit mode (F3) is exited, the common settings are auto-saved.

BETTER POSITIONING OF CONTROLS IN EDIT MODE

See F1 > Ctrl + P. When using arrow keys to position a control (now also repeatedly possible via numpad-keys) it is better positioned throughout the grid.

CHANGED Ctrl + F10 to Ctrl + F11

Keyboard shortcut for saving general settings is changed to Ctrl + F11. This is because since Processing 3 upgrade catching Ctrl+F10 is not available anymore.

MIDI DOUBLES WARNING

When a layout has two or more controls with same MIDI-id's (channel and number), then in edit mode user is warned of this by yellow markers, marking these controls. Also it is not possible anymore (doubt it was ever used) that two or more controls in one lay-out work on same MIDI-id's. Sending MIDI will work for them, but not receiving MIDI. Only first control will act on incoming MIDI signal.

The MIDI incoming signal handling is changed completely to a much more effective and faster system, with the only downside that MIDI-doubles are not possible anymore. Well that's just a very tiny disadvantage.

CONTROL SLIDER/ROTARY WITH MOUSE SCROLL WHEEL

MIDI RESET REMOVED

Previously you could reset all MIDI in one layout with F3 > Ctrl + M. This is removed, because it really is not needed. In F1 > Ctrl + M edit mode you can select all controls at once with Ctrl + A and change the MIDI settings for all of them at once using arrow-keys (or on numpad) and + and -.

ROUNDED CORNERS APART FROM EACHOTHER

Bended corners on controls were possible running Ctrl + B in Edit mode and using arrow keys up and down. But now you also can set which corners need to be bended and which need to be straight, with numbers 1, 3, 7, 9. Also within Ctrl + B. Using the numbers on the numpad of your keyboard you will find it easy setting these corners, because these numbers on the numpad correspond to the corners.

NEW CONTROL: ROTARY

Besides slider, now you can add a Rotary, with F3 > Ctrl + N > R+'+'. All special settings for a rotary can be set with F1 > Ctrl + R. Combining different rotary settings you can create all (even weird) kinds of rotary buttons. I hope to make an example layout which shows these.

HORIZONTAL SLIDER

Sliders now can be flipped to horizontal usage with F1 > Ctrl + L > O.

SLIDER/ROTARY SHOW VALUES

Value that slider (and rotary) shows are expanded. This can be set with F1 > Ctrl + L or Ctrl + R. Possible values are:

- hide
- 1 .. 128 - 0 .. 10
- 0% .. 100% - 0 .. 100

MORE FONTS + CUSTOM FONT

DoMidi used to have 3 internal (quite simple) system fonts. This has been expended with a few fonts from Google Fonts. These fonts are located in the /fonts folder. DoMidi reads this folder (and it's subfolders) for .ttf files and tries loading them. For free fonts I would like to suggest the use of Google Fonts, they have like a 1000 fonts all for free: <https://fonts.google.com/>

MORE EFFICIENT CODE

Just about all code is examined and changed for the better.

MORE MOUSE CURSORS

Checkout F3 > Ctrl + O > C.

EASIER FILE SELECTION

E.g. on layout background image (F3 > Ctrl + 0) the filename doesn't need to be typed anymore. Just use Alt+1 and a file selection window pops up where you can select the file you want.

LARGER IMAGES FILES

Larger images can be used for panel background (max. 5MB) or for control images (max. 250 Kb).

COLOR BUG

When color (with alpha/transparency) is set, and all is 0 but only Blue is set higher then 0, then Processing will interpret it as grayscale value. This bug could not be solved, but now DoMidi informs about this in the title bar.

ESC BUTTON OFF

Esc button for exiting DoMidi is not turned off. You can still exit DoMidi by keyboard via Ctrl + F4.

LICENSE INFO

Previous installers of DoMidi did not inform and install bundled components as exactly as it should be. Now the license info is more complete. And all GPL-licensed components (Java, Processing, the MidiBus) now are installed in a separate location from the DoMidi library, so these components can be changed/updated by anyone as to be compliant to GPL license.

LOAD LAYOUT FILE MANUALLY

When DoMidi is running (not in Edit mode) you can select a layout file you want to open manually by keyboard shortcut: Ctrl + F + L. A file explorer pops up and you can select the layout file you want. If you select a wrong file (e.g. layout file for display #3, within DoMidi display #1) DoMidi automatically select the correct file if possible.

MORE KEYBOARD SHORTCUTS

And there are even more keyboard shortcuts you can use when not in Edit/Program mode:

- Ctrl + T Minimize DoMidi to taskbar
- Ctrl + P Send MIDI ping signal on Channel 16 / Number 128
- Ctrl + H Show Default layout (for when a layout doesn't yet have a button with spec. function for this)

TRIGGER SHOW STATE

Make controls in the Default layout (main menu) show/hide/blur depending on what other layout is loaded. This can be done with the new function named Trigger Show State. Within this functionality there are 4 triggers. A layout (other than Default) can turn these triggers on/off when the layout is loaded. And these 4 triggers can change the appearance of controls within the Default layout.

To turn on/off these triggers within a non-Default layout, use F3 > Ctrl + 8.

To appearance of controls within the Default layout, use F1 > select control > Ctrl + 8.

COMMAND PARAMETERS

More command parameters have been add besides display #. The command prompt can now have 3 parameters:

1st = display id, default = 1 (*to start DoMidi with multiple instances for multiple monitors, with multiple layouts*)

2nd = deploy key, default = DoMidi

3rd = language code, default = nl (*possible values: nl, en, de, fr, es, da*)

Example:

```
DoMidi.exe 3 DoMidi fr
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This will start DoMidi with display id 3, and French language.

COMMON PANEL OPTIONS

Setting mouse cursor, fullscreen restart and always on top now all can be done in one programming mode. That is F3 > Ctrl + O.

BACKGROUND IMAGE STRETCH

Background images are now stretched to fill up the DoMidi window. So background automatic repeat is now off. In later version I hope to make this all optional with some settings.

DoMidi 1.0

File: DoMidi-1.0-setup.exe

Date: November 12, 2014

NEW FEATURE: CONTROLS WITH IMAGES

For all Controls in DoMidi now an image (JPG, PNG or GIF) can be used to draw a control in the DoMidi panel. In Control Edit Mode (F1 or F2) this setting can be altered via function <Ctrl>+4. When an image is used to draw a control, Background and Border settings are not used.

For Buttons and Sliders a 2nd image can be used to draw the control in its active state, that image file needs to have "On" added to the end of the file name. DoMidi will automatically see that file and load it.

NEW FEATURE: DRAG SELECT FOR SWITCHBUTTONS

It is now possible to switch ON or OFF multiple Switch Buttons at the same time. This is done by dragging the mouse over the buttons you want to switch ON or OFF, keeping the left mouse button clicked (or finger touch on touchscreen). So when using a touchscreen you can switch multiple buttons ON or OFF swiping those buttons.

NEW FEATURE: ACCESS DEFAULT LAYOUT WHILST IN SPECIFIC LAYOUT

New button functionality has been added, so you can switch between <Default> and <Current> layout, without the need of sending a SysEx/LCD message on display id 128. This can be done by setting a special trigger for a Button control.

In edit mode for controls (F1 / F2) you can assign this trigger to a button in edit mode function <Ctrl>+K (button options). Press "-" or "+" to toggle between 3 possible function values:

- none = no trigger at all (default)
- load default layout = when pressed DoMidi will load the Default layout
- load previous layout = when pressed DoMidi will load the Previous/Last-Loaded layout

With these triggers you can now easily switch between a Specific layout and the Default layout. Add a button in your Specific layout with trigger "load default layout" to switch to the default layout. And add a button in your Default layout with trigger "load previous layout" to switch back to the specific layout.

NEW FEATURE: COPY STYLING

When in program mode for controls (F1 / F2), pressing Ctrl + U will copy the styling of the first selected control to all the other selected controls.

PERFORMANCE: IMAGE LOADING

Images are now loaded via an Image Buffer when not in Editing Mode (F1 / F2 / F3). So if multiple controls have the same images, DoMidi only loads the image once. This saves a lot of disk-activity / performance.

BUGFIX: SAVING APPLICATION SETTINGS

There are 2 types of XML files for storing Application settings:

- AppProperties.xml for Applications settings (always-on-top, full screen, license, MIDI-ports, cursor-show)
- DisplayProperties.[n].xml for Display settings (position, size, maximized state)

These XML files were saved automatically upon exiting DoMidi. This would fail when DoMidi was abruptly closed by Windows shutdown, leaving these XML files empty and thus loss of these parameters. Therefore this automatic saving of these XML files upon exit is replaced by a three-way solution:

1. All settings Manually, with a new function triggered by key combination <Ctrl>+F10.
2. Application Settings automatically when they are changed in Panel Program Mode (F3).
3. Display Settings automatically every minute if display properties have changed.

DoMidi Beta

File: DoMidi-beta-setup.exe

Date: January 17, 2014

INITIAL RELEASE