

# DoMidi 2.1

File: DoMidi-2.1-setup.exe

Date: March 3, 2022

\* Major or significant changes are marked with a red flag 

## ! ATTENTION: TEXT CODE “[play]” REMOVED

Since version 2.0 you could use text code “[play]” for a button (within edit mode voor text, Ctrl + T). When the button was off it then showed a play symbol (▶) and when it was on it showed a pause symbol (⏸). Version 2.1 lets you set different texts for off- and on- state of each button just the way you like, see explanation further on about edit mode for 2<sup>nd</sup> text (3). With this new function the “[play]” text code is no longer needed and for efficiency reason I decided to remove it. If you have this text code [play] still in use, you can fix this by:

- go to edit mode, F1
- select the button (right mouse click) which still has the “[play]” text code
- type Ctrl + T for editing text, remove text code “[play]” with Backspace
- copy and paste the play-symbol: ▶
- type Ctrl + Y for editing 2<sup>nd</sup> text
- copy and paste the pause-symbol: ⏸

## 1. LAY-OUT PERSPECTIVE CHANGED

In earlier versions you could switch between the Default layout and the active “instrument” (or sample set) layout by a button, with a special function. There was a special function “show Default layout” to switch back to the main menu, and a special function “show Background layout” to switch back to the active instrument layout. The DoMidi perspective of identifying these active layouts was in the separation between “Front” and “Background” layout. The layout on screen was in “front” and the other active (still receiving MIDI) layout was in the “background”, not on screen. This perspective had a unintentional side effect: a button with special function “show Background layout”, within the instrument layout would (also) show the Default layout, which was in “background” state at the moment.

With version 2.1 this perspective is changed. DoMidi now simply uses the term “Default” layout for main menu (for general functionality, loaded on DoMidi startup) and “Instrument” layout for specific layouts e.g. for Hauptwerk samplesets.

## 2. MULTIPLE DEFAULT LAYOUTS (MAIN/SUB MENU’S) AVAILABE

Before we only had one main menu available for general functionality, like selecting a sampleset or recording buttons etc., which is called the “Default” layout. With version 2.1 we now have three Default layouts available, named “Default”, “Default2” and “Default3”. You don’t need to use them if you don’t want it, but if you would like some more space for general (main menu) functionality, or you would like to separate general functionality in different screens, then you can do this with these extra Default layouts. The file names within the /data folder are the same as the Default layout we always had, with only a number 2 or 3 added. E.g. the Default3 layout filename for screen #1 is named: `LayoutProperties.Default3.1.xml`. In DoMidi you can access these extra Default layouts in 4 ways:

1. By keyboard shortcuts: Ctrl + 1 for layout Default, Ctrl + 2 for layout Default2 and Ctrl + 3 for layout Default3. And then you also have Ctrl + I shortcut for showing the Instrument layout.

2. By buttons within DoMidi with special function to switch between layouts. Add a button to your layout and set it’s special function (F1 > right click button > Ctrl + K > F) to open up the desired layout. You can choose (among more special functions) for: <show Default layout>, <show Default layout #2>, <show Default layout #3>, <show Instrument layout>. This way you can think of your own way how you would like to access any of the active layouts.

3. Send a MIDI SYSEX message to DoMidi with the name “Default”, “Default2” or “Default3”. See chapter 2 of the manual. This option is quite unnecessary, but still possible. To access one of the Default layouts from outside DoMidi you rather go for the next 4<sup>th</sup> option:

4. Make a button with special function to go to one of the Default layouts, or the Instrument layout (see option 2 above). Trigger this button with MIDI from outside DoMidi. This is one of the new features of version 2.1, see explanation further on (6).

### 3. NEW: 2ND TEXT FUNCTION (Ctrl + Y) ▶

With Ctrl + Y you can now set a second/extra text to a Button, Slider, Rotary. When the Button, Slider or Rotary is active, then this second text will be shown instead of the regular text (Ctrl + T). If the second text is empty (“”), then the second will not be used and the regular text will be shown always.

### 4. DISPLAY TEXT MOVED TO CTRL + Y

For a Display you could set a text with Edit mode for regular text (Ctrl + T). This text would be shown if no text at all (“”) was send to the Display. While we now have a special Edit mode for second texts (Ctrl + Y), this text input for Displays is moved from Ctrl + T to Ctrl + Y.

### 5. NEW OPTIONS EXECUTE COMMAND: #ON / #OFF / @HID ▶

When special button function (Ctrl + K > F) is set to “execute command”, you can input a command or batch script (Ctrl + X) to execute when button is pressed. E.g. you can call a script named “do-something.bat”, which has to be in the /data sub-folder of the DoMidi installation. Now since version 2.1 there are two new options:

1. When a command/batch is executed by a Switch Button in DoMidi (so not a Touch Button), then DoMidi will add the state of the button to the command as the last parameter as “#ON” or “#OFF”. E.g. “do-something.bat” will then execute as “do-something.bat #ON” when button is pressed on or “do-something.bat #OFF” when button is pressed off.

*I did some testing with a batch script to turn on/off power switches, e.g. for lighting. Therefor I used a very cheap USB connected relay board. It worked like a charm. Don't hesitate to contact me if you like more info about this.*

2. Normally the screen output (echo) of this command/batch was shown in a separate black screen within DoMidi. This now can be totally hidden just by adding “@HID” at the end of the command line (Ctrl + X).

### 6. TRIGGER SPECIAL FUNCTION BY MIDI ▶

Buttons with a special function (Ctrl + K > F) can now be triggered by outside MIDI signal. If you have a button which executes a command/script in DoMidi, you can now trigger that function (or other functions) from outside DoMidi, e.g. with a thumb piston. All special functions (Ctrl + K > F) can be triggered this way by sending a NoteOn MIDI signal to the regarding button in DoMidi. NoteOff will not work, except for Switch Buttons with special function “execute command”.

*While working on this function we found some 3<sup>rd</sup> party tools that might come in handy when setting up an interface such as this, which I would like to mention here: <https://github.com/qbevin/SendMIDI>, <https://github.com/qbevin/ReceiveMIDI>, <https://midikey2key.de/>*

### 7. SHORTER BOOT SCREEN DURATION

Boot message screen duration shortened from 4 second to 3 seconds. Tip! When you want to speed up DoMidi startup even more, you could try to remove font files you're not using, within the DoMidi installation sub-folder /fonts. No guarantee, but it could help.

### 8. SHOW STATE TRIGGERS CHANGES

Since version 2.0 we have the show state triggers. These are used to show/hide/blur elements within the Default layout depending on what Instrument layout is loaded. See the manual. Now with version 2.1 we have expanded the number of triggers from 4 to 16.

The show state triggers have effect on all Default layouts, also the new Default2 and Default3 layouts.

## 9. BUG FIX: SHOW STATE TRIGGER

When the Instrument layout is unloaded (e.g. when Hauptwerk sends an empty layout name ""), DoMidi returns to the main menu (Default layout). But the show state trigger fired by the Instrument layout remained in tact. That is odd behavior. This is fixed. Now when the Instrument layout is unloaded, the show state trigger of the Default layout is re-triggered. As it should be.

## 10. NEW: DEFAULT ON (Ctrl + O)

Set a Button to be "Default On" when layout is loaded.

## 11. NEW: UNTOUCHABLE (Ctrl + O)

Set a Button, Slider or Rotary to be untouchable. It will act on incoming MIDI but it will ignore mouse/touch input. Which is useful if you want a slider to indicate the position of an external device (e.g. swell pedal), but you don't want to change the value by accidentally touching it.

## 12. MINOR BUGS FIXED

## 13. MAJOR REVIEW AND OPTIMALISATION OF CODE

## 14. SHIFT SELECT NEW - F2 EDIT STATE REMOVED

The F2 edit state was used to edit all controls/elements of one type at once. E.g. within F2 you could select all Buttons with just one right mouse click. Now you can do the same within F1 edit state just by keeping SHIFT pressed when selecting a control/element. Keep SHIFT pressed and right click on a button and all the buttons (of same type) are selected. So now you don't have to switch between F1 and F2 anymore to use this multi-select function. Therefore F2 is not needed anymore and could be removed.

## 15. PANEL EDIT MODES MOVED TO F1

For adding controls/elements like Buttons or Empties (spacers) you had to switch between F1 and F3. Also for changing the grid you had to switch between this Mixed edit state (F1) and the Panel edit state (F3). From now on this is redundant, because Ctrl + N (new controls) and Ctrl + G (grid change) edit modes are moved from F3 to F1, which makes it easier to edit a layout. This is important to notice, because you won't find these edit modes anymore within the F3 Panel edit mode.

## 16. SELECTION REMAINS WHILE SWITCHING EDIT STATE

When switching from Edit state F1 to F3 it used to be that all controls you selected were first deselected. This is not the case anymore. The selection of controls remains, better yet you can even select/deselect controls within F3. This distinction is completely removed.

## 17. PARALLEL EDIT MODES REMAIN WHILE SWITCHING EDIT STATE

When switching between Edit states F1 and F3 it used to be that the Edit mode was reset. This is still the case, but not for the parallel Edit modes Ctrl + 8 (show state trigger) and Ctrl + M (midi).

## 18. AUTO SELECT NEXT CONTROL

In several Edit modes (Ctrl + 4, 5, 8, K, O, T, X, Y) you can use the arrow keys of your keyboard to auto-select the next or previous control. This is especially very useful when inputting text (Ctrl + T) for buttons: right click to select a button > input some text > press right arrow key, the next element which can have text will be selected > input some text > right arrow key > etc.

Tip! When inputting text (Ctrl + T) you can only edit one control at a time. But sometimes you like to edit the text of multiple control at once, e.g. to remove text of a all buttons. It can be done: F1 > first select multiple controls > go to Edit text mode Ctrl + T > type or remove text.

## 19. PASTE TEXT & UNICODE SYMBOLS

This one I personally really like. When inputting text for a control you can now paste text (max. 25 characters at once) with copy/paste function. In combination with previous feature (auto select next control) it becomes very easy to enter text for a lot of buttons, if you have the texts somewhere in a list or from an internet site.

But even more important, you can now easily make use of all the cool symbol characters that Unicode has to offer. Unicode is a (very very) large character set of all kinds of characters, but also an enormous amount of symbols. With copy/paste you can use these on your DoMidi buttons/controls, it works quite simple:

- search Google for "headphones unicode"

- you will find dozens of pages with this result: , copy this headphone symbol (as you would copy some text)

- in DoMidi go change the text of a control: F1 > right click on control > Ctrl + T

- Ctrl + V to paste the headphone symbol

Please note that these unicode symbols only work with a font selected (Ctrl + F) which contains these symbols. Most fonts don't support symbols in such an extended manner that for instance a headphone symbol is included. But the three internal basic fonts in DoMidi (SansSerif, Serif, Monospaced) do have such an extended support. You can also implement other fonts (e.g. Noto Sans Symbols 2, see Google Fonts), that are specialized in symbols, by placing their TrueType font file (.ttf) file somewhere in the DoMidi installation sub-folder /fonts.

## 20. INCLUDED FONT CHANGES

Since version 2.0 the DoMidi installation includes a few free fonts from Google Fonts (which is a large free library of fonts, you can all use with DoMidi). One of those included fonts was EBGaramond. This font is removed from the installation package and replaced by a font named Manuale (what an organ compliant name ; ), because the EBGaramond is a quite heavy font and I tried to work on loading times at startup. If you already have EBGaramond installed and are using it, no worries, the version 2.1 update will not delete any fonts you already have in your /fonts folder.

## 21. BUG FIX: BLUE / GRAY SCALE COLOR

Inputting a zero opaque (alpha), zero red, zero green, but only blue color value, you would expect a total transparent color, because the opaque is zero. But this was not the case. Such a blue color value was interpreted as a gray scale color, because of the other values being zero. When such a color was inputted DoMidi showed a warning about this. Earlier I could not solve this problem, but now I did. Bug is gone, warning is gone.

## 22. TRANSPARENT TITLE BAR IN FULLSCREEN WHILE IN EDIT MODE

When running DoMidi in fullscreen mode (F3 > Ctrl + O > F or Ctrl + 9) the title bar is shown on top of your layout. While editing a layout in Edit mode this can be quite inconvenient, when you need to edit controls/elements in the top of your layout, sitting (partially) behind the title bar. Therefore the title bar now is somewhat transparent when DoMidi runs in fullscreen mode and Edit mode is active. Hence you can see the controls/elements through the title bar and see how your editing goes.

## 23. SLIDER / ROTARY BACKGROUND

With a new function (Ctrl + 5) you can set a background image for a Slider or Rotary control. This image fills up the complete dimension (Ctrl + D) of the grid cell where the Slider or Rotary is located. With this new function you can use your own design for a slot, e.g. with value lines or whatever you would like to have.

Tip! If you use a background image and want to hide the slot that DoMidi usually draws, set the slot color (Ctrl + 3) to be transparent (alpha = 0).

## 24. STARTUP WITH BLACK BACKGROUND

It's a minor change, but I personally find it a major feature. DoMidi used to startup with some gray color, which is fine, but especially when running in fullscreen mode you see the background color changing (unnecessary) all the time while starting up. Now it starts with complete black background. Much more quiet and calm, especially when running in fullscreen mode, and if your Windows background is also black, and maybe your layout files are also black or dark. I like it.

## 25. KEYBOARD SHORTCUT KEYS

Shortcut keys (when not in Editing mode) are expanded, so here a brief overview of them all:

Ctrl + T Minimize DoMidi to Window taskbar

Ctrl + P Send a MIDI ping signal (noteOn on channel 16, number 128).

*This ping signal is also sent always 0.1 second after a new Instrument layout is loaded. If you connect this signal in e.g. Hauptwerk to trigger "engine: reset: entire organ", then Hauptwerk will re-send the state of buttons and sliders and the Instrument layout in DoMidi will be initialized correctly.*

Ctrl + 1 / H Show Default layout (main menu)

Ctrl + 2 Show Default layout #2

Ctrl + 3 Show Default layout #3

Ctrl + I Show Instrument layout

Ctrl + F + L Select and load an Instrument layout manually

Note that some of these functions (T, 1, 2, 3, I) can also be triggered by incoming MIDI. To do that make a Button in DoMidi, assign one of these function to this Button (Ctrl + K > F), and send NoteOn MIDI signal with matching MIDI channel/number to DoMidi.

## 26. DYNAMIC FRAMERATE

DoMidi runs at a framerate (screen refresh rate) of 30 frames per second by default. Most of the time this is a perfect setting. But if you would like to tweak this and tryout, well you can by setting the framerate with a new command line parameter `f=<value>` when DoMidi is started. You can choose a value between 10 or 600. A high framerate will use more CPU/GPU, a lower framerate will use less CPU/GPU. A higher framerate might react faster (only visually) on input (MIDI or touch), but a slower framerate might save some CPU/GPU power and sometimes even react more quiet and calm to input of MIDI, because MIDI input is coming more time varied, so if your framerate reacts faster it is likely that this fluctuation of MIDI timing is more visible. Just try and see what you like the most, or just keep it at the default 30 frames per second.

## 27. SLIDER TEXT POSITION OUTSIDE BUTTON

Slider text used to be placed on the Slider button always. But with the new version text can be positioned above or below the slider (or left/right when slider is in horizontal orientation) and if so the text stays in a static position, it won't move up and down with the slider button. To set this up there are a few (new) things important to understand:

1. Positioning the text outside the slider button can be done via text-positioning: Ctrl + F > P + arrow-keys.

*tip: position the text in all directions using your numeric keypad: (Ctrl + F >) P + num-keys*

*if you don't have a numeric keypad, you can also use the number keys 0 .. 9*

*to again center position the text (on the button) use (Ctrl + F >) P + 5 or P + 0*

2. When the text is positioned outside the button (e.g. above the slider), the text usually is drawn over the slider-slot. To correct this you can adjust the slider slot height (new) within the slider options with Ctrl + L > S + arrow-keys. When the slider slot height is less than 100% the slider will be aligned in the opposite direction of the slider text. For example if the slider slot height is 80% and the text is positioned at the bottom, then the slider will be aligned at the top.

3. Before this version the sliders button width was regulated with the dimension of the sliders grid cell (Ctrl + D). That became inconvenient because this dimension could now also limit the boundaries of the text if the sliders button width was less than 100% (which is mostly the case). So dimension width and button width have now been split apart. Text outside the slider button (e.g. above slider) is limited to the dimensions width or height. And the sliders button width is now regulated apart with Ctrl + L > left/right arrow-keys.

## 28. HIDE BUTTON BACKGROUND

For Buttons there is a new option to always hide it's background color. DoMidi flips the background color (Ctrl + 1) and front color (Ctrl + 2) of a Button when the button is activated/pressed. To have a Button with a transparent background you could change it's background color to have an alpha value of zero (Ctrl + 1). But then it would still

have a background color when the Button was pressed, because in active state the Button will use the front (text) color as background color. There was (and is still) a little trick to fix this: use a complete transparent image (.png file) as background with Ctrl + 4.

But to make this all easier there's now an option to hide the background color always (when Button is active or not). You can set this with Ctrl + K > H. The front (text) color will still flip between front and background color, so you can still setup different colors to use for active or not active Button.

## 29. RENEWED INSTALLER

This version comes with a new more modern installer. Thanks to NSIS and the Modern UI interface.

## 30. COMMAND LINE PARAMETER CALLING CHANGED

When executing DoMidi.exe you can add parameters to the command line call. These parameters had to be set in the right sequence, it looked like: "DoMidi.exe <display ID> <deploy key> <language> <framerate>". This still works, but with the new version of DoMidi it's also possible to reference a parameter by an ID, and thus you can mix the order and also skip other parameters that you don't need. The command line call is now defined as: "DoMidi.exe [[d=]<display ID>] [[k=]<deploy key>] [[l=]<language>] [[f=]<framerate>]". As you can see the "old" way of setting the parameters still works, but then they still need to be in the right sequence, display ID first, deploy key second, etc. You can also mix the "old" way of setting parameters with the "new" way. For example: "DoMidi.exe 1 f=60 es" looks odd, but it will work as expected.

# 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] 🏠
----------	----------	-------

### Notes

---

[n1] 🎵	[n2] 🎵
--------	--------

### Fractions

---

[1/2] ½	[1/3] ⅓	[2/3] ⅔	[1/4] ¼	[3/4] ¾
---------	---------	---------	---------	---------

## 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.

## 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 -.

## CONTROL SLIDER/ROTARY WITH MOUSE SCROLL WHEEL

### 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 + O) 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:

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

2<sup>nd</sup> = deploy key, default = DoMidi

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

Example:

```
DoMidi.exe 3 DoMidi fr
```

*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 1.1

File: DoMidi-1.1-setup.exe

Date: February 20, 2020

## 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. ;)

## 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.

# 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 1.0 b ta**

File: DoMidi-beta-setup.exe

Date: January 17, 2014

INITIAL RELEASE