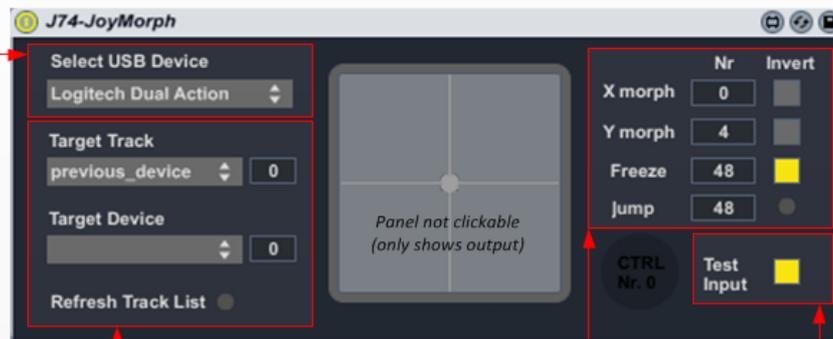


MORPH

JoyMorph

This is a device with a simple purpose: it allows you to use cheap, commonly available HID devices (Joysticks, Gamepad, Pen tablets, Wii controls, Gloves and similar) as a control surface for XY morphing. As a matter of fact these devices have in common the notion of (at least two dimensional) space and are ideal (intuitive, reliable, cheap) as a physical mean for morph control.

Input USB device select: Select here the device you wish to use as input. Any (normally USB) device using the so called Human Interface Device (HID) protocol should be supported. This should include any Joystick and Gamepad, but in some cases also pen tablets, gloves and similar.



The [Nr] (number) of the device control refers to the button or handle provided by the device and may generally vary. Common on Gamepads and Joysticks are 0, 4, 8, 20 and 24 for continuous values and 48 to 59 for buttons.

Target menu: This menu selects target of the JoyMorph device in the morph device family (which are the only devices supporting this control)

Refresh track list button: use this button if track menu does not show a track (a track has been added after this device was loaded)

Although only devices in the morph family support this control, you can control any device/parameter by chaining this device with the ParamMorph device!

Assign device handles/button to controls
These settings define which controls on you device can be used. Four controls are supported:

X morph = the number box [Nr] defines which device control will be used to enter the X value in the XY panel of the target device (value type continuous, normalized to the 0. to 1. range). The [Invert] toggles makes possible to invert min/maximum as received by the device.

Y morph = the number box [Nr] defines which device control will be used to enter the Y value in the XY panel of the target device (value type continuous, normalized to the 0. to 1. range). The [Invert] toggles makes possible to invert min/maximum as received by the device.

Freeze = Offers the possibility to freeze (block continuous) output if set to ON (yellow). This is useful if you like to use the control device to output a value only at discrete times (using the Jump control, specified below). The number box [Nr] defines which device control will be used to control output, while the [Invert] toggles makes possible to invert min/maximum as received by the device.

Jump = Sends the current XY point in the panel in output (useful in combination with the Freeze toggle set ON). The number box [Nr] defines which device control will be used to control output. Additionally this function can be achieved using the Live MIDI mappable button on the right side of the [Nr] box.

The **Test Input** toggle let's you check the control number [Nr] used by the selected device handle / button and helps you during configuration

