

MORPH

MorphJ

Control surface for XY morphing supporting commonly available HID devices (Joysticks, Gamepad, Pen tablets)
 Select two targets parameter in any device of the Live set and morph.....

XY morph control

X Parameter selection:
 Select which parameter the X value is assigned to. Menu navigation: Track => Device => Parameter

Y Parameter selection:
 Select which parameter the Y value is assigned to. Menu navigation: Track => Device => Parameter

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

X value control (MIDI mappable) **Y value control (MIDI mappable)**

XY panel operation modes (MIDI mappable):
time = set spring recovery time (if spring selected)
spring = turns on/off spring mode (auto recovery)
learn = learn position as new spring recovery position
jump = toggles operation mode between continuous control mode (any change output XY values) and discrete control mode (changes do not output values unless the "go" button is pressed)
go = outputs XY values (in discrete control mode)

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

