

## **VISULATOR 2.5**

A multimedia sampling tool for MAC and PC

### **Instruction Manual**

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### **GENERAL SCHEME**

The Software allows to load and preview different media assets which you can then assign to computer or midi keys via drag-and-drop. Each key represents a media object created from the originally loaded media file with its distinct property settings. It is possible to patch a single file to different keys with differing settings.

The following media files are supported:

QuickTime (.mov, .avi, .mpg, .mp4) The appropriate codecs have to be installed on your computer. You need to have QuickTime Player installed to play movies.

Flash (.swf)

Bitmaps (.pct, .bmp, .jpg, .tif, .gif, .png, .psd, .tga)

Text (.txt, .rtf)

Shockwave3d (.w3d)

Each media object has a layer property. You can use up to four layers for real-time multi layer compositing.

You can also patch up to ten trigger effects to computer or midi keyboard keys to manipulate media objects in real-time.

Different dynamic input effects can be use to affect media playback. You can use the mouse position or midi pitch and controllers for dynamic input. There is also a sound input analyse module (Fast Fourier Transform) for audio reactive effects.

You can customize the default properties for each media type. These settings are being used when a file is patched to a key. You can also restore any patched media object to its default values at any time.

All patched files and effect settings can be saved into a patch file. This is actually a text file you can load to reset to a previously saved state. It is also possible to restore each media object independently to its last saved state. Patch files are not compatible between MAC and PC, because of the differing file path systems.

The native output resolution is 640 x 480 pixels. Thou the output screen will resize to a maximum resolution of 1024 x 768 pixels. You can run the application in single or dual monitor mode. The software automatically checks your system for connected monitors at start up. You have only access to the graphical user interface during full screen playback if you are working with two monitors.

# GRAPHICAL USER INTERFACE

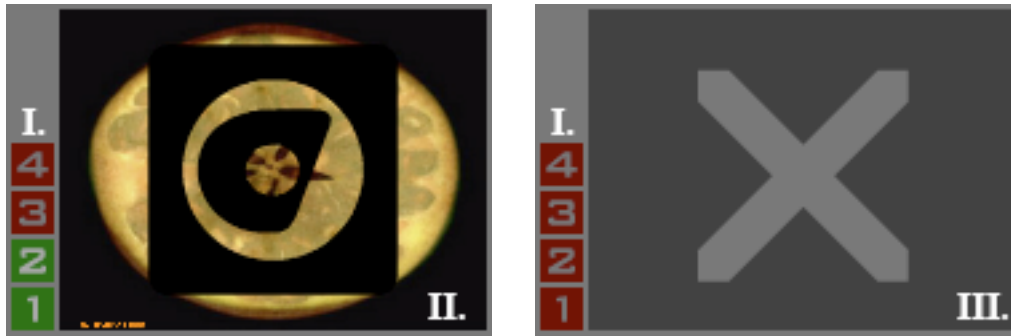
## SYSTEM FUNCTIONS



- I. PATCH NAME - Displays the name of the currently saved or loaded patch.
- II. SAVE PATCH - Saves all patched files and effect settings to a text file.
- III. LOAD PATCH - Loads a previously saved patch file or restores patched files and effect settings to the saved state.
- IV. OUTPUT RESOLUTION - Indicates Visulator's native output resolution.
- V. QUIT - Quits the application.
- VI. CREDITS - Shows the credits window. Click on the window to hide it again.

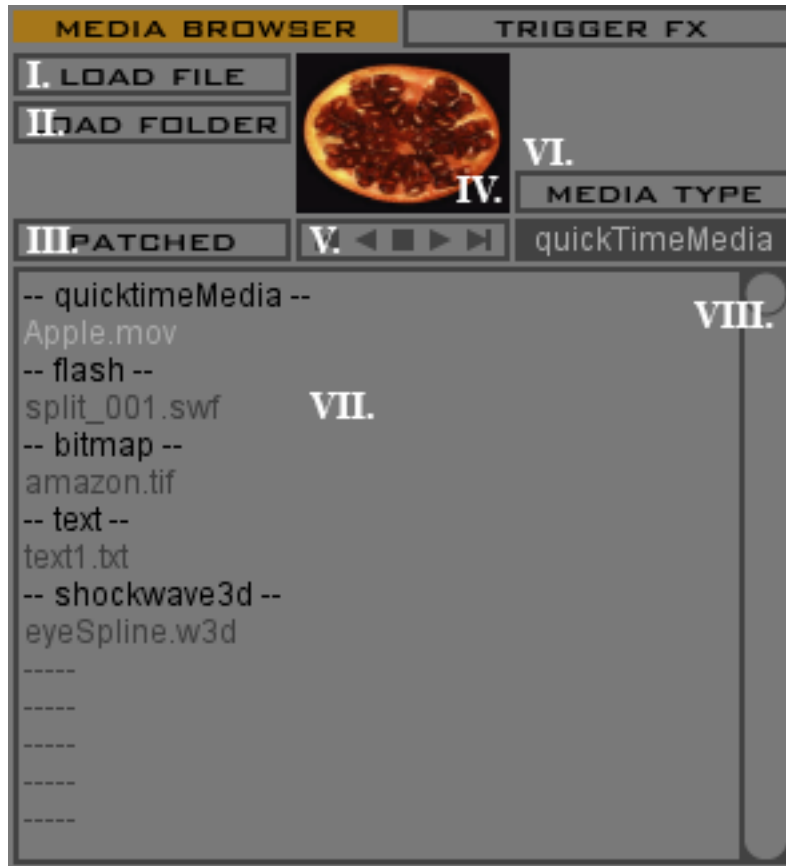
## PREVIEW SCREEN

ESC - This key toggles between full screen and preview mode. If a second monitor is present the output shows scaled up to a resolution of 1024 x 768 pixels on that screen. If the video output's resolution is higher then the output is shown in its native resolution (640 x 480 pixels). With a two monitor set-up you have real-time control over all settings through the graphical user interface on the primary monitor, even in full screen mode. With a single monitor the full screen output will show on top of the interface. This limits you to be only able to change settings in preview mode.



I. LAYER ICONS - Green layer icons indicate that a media object is playing on that particular layer. A red icon means that there is no activity on the indicated layer.  
II. PREVIEW SCREEN - The output shows scaled down on the preview screen.  
III. PREVIEW IDLE - The output is full screen on a second video output. It is not possible to run the output full screen on a second monitor and to have the preview showing on the primary screen at the same time. The ESC key toggles between preview and full screen mode.

## MEDIA BROWSER



I. LOAD FILE - Loads a supported media file

II. LOAD FOLDER - Loads all supported media files in a specific folder.

III. PATCHED - Unloads all unpatched media files to enhance performance in playback.

IV. FILE PREVIEW SCREEN - Shows a preview thumbnail of the currently selected media file. Drag-and-drop the preview screen of a selected file onto a computer or midi key to create a patched media object.

V. PREVIEW CONTROLLERS - Control playback of selected media files

VI. MEDIA TYPE - Indicates media type of the currently selected file.

VII. FILE LIST WINDOW - Shows all currently loaded media files. Click on a file name to selected it and activate its preview. If the mouse cursor is over the File List Window, pressing Backspace opens the delete selected file dialogue. Confirm to delete the file or cancel to avoid deleting. There is no effect pressing Backspace if there is no file selected or the mouse cursor is not within the File List Window.

VIII. SCROLLER HANDLE - Use this handle to scroll the file list in the File List Window. Clicking on the scroll bar jump-scrolls the File List Window to the indicated position.

BACKSPACE - If the mouse cursor is over the File List Window, pressing Backspace opens the delete selected file dialogue. Confirm to delete the file or cancel to avoid deleting. There is no effect pressing Backspace if there is no file selected or the mouse cursor is not within the File List Window.

## TRIGGER FX

MEDIA BROWSER		TRIGGER FX		
	STATUS	LAYERS		EFFECT
I.	OFF	1	2 3 4	Marker1
II	ON	1 2 3 4		goMarker1
III	OFF	1 2 3 4		-----
IV	OFF	1 2 3 4		-----
V	ON	1 2 3 4		stop and go
VI	OFF	1 2 3 4		-----
VII	OFF	1 2 3 4		-----
VIII	OFF	1 2 3 4		-----
IX	OFF	1 2 3 4		-----
X	OFF	1 2 3 4		-----

- I. TRIGGER EFFECTS (I - X) - Drag-and-drop a trigger effect icon onto a computer or midi key to enable triggering the selected effect through that key. You can patch an effect to different keys to trigger this same effect from different keys.
- II. STATUS - Setting this ON or OFF mutes or enables a particular effect.
- III. LAYERS - Set the target layers (green) that should be affected by a certain effect or not (red).
- IV. EFFECT - Choose an effect from this drop-down menu to assign to an effect number (I - X).

## MEDIA OBJECT

This first section covers properties common to all media object types. If there are any restrictions or specialities for any media object type, it would be covered in its properties section below.

<b>MEDIA OBJECT</b> I.		III.	
FILE NAME	Apple.mov II.	FILE TYPE	quickTimeMedia
		V.	RESET TO DEFAULT
KEY	Q IV.	VI.	RESET TO LAST SAVE
KEY MODE	on/off VII.		
LAYER	1 2 3 4 VIII.	WIDTH XIII.	640
INK MODE	copy IX.	HEIGHT XIV.	480
COLOR	#000000 X.	POS X XV.	320
BKG COLOR	#FFFFFF XI.	POS Y XVI.	240
BLEND	100 XII.	ROTATION XVII.	0.0000

I. PRESETS BUTTON - Opens the MEDIA OBJECT PRESETS window.

II. FILE NAME - Shows the file name of the asset used to create the selected media object. (read only)

III. FILE TYPE - Displays the type of the selected media object. (read only)

IV. KEY - Indicates the computer or midi key the selected media object is patched onto. This is a letter for computer keys and a midi note for midi keys. (read only)

V. RESET TO DEFAULT - Resets the media object properties to the pre-set values for that particular media type. The pre-set value settings can be customized for each media type in the MEDIA OBJECT PRESETS window.

VI. RESET TO LAST SAVE - Sets all media object properties to the last saved values. This has only an effect if a Visulator patch is loaded or saved.

VII. KEY MODE - Indicates how a key reacts when you trigger it. You can choose a key mode from the drop-down menu.

ON/OFF - Hitting the key plays the media object, hitting it again turns the media object off.

PRESSED - This plays the media object as long as the key is being pressed.

ON/ON – Hitting the key plays the media object, hitting it again starts the media object at the in point. The media object only stops playing if you play another media on the same layer.

VIII. LAYER - Click on the layer you want the media object to play on. Each media object can only play on one certain layer at a time.

IX. INK MODE - This is the compositing setting for the media object. This is use to combine media objects on different layers.

X. COLOR - Write a hexadecimal colour value directly into the value field, or choose a colour with the colour picker. To open the colour picker click on the colour rectangle right of the value field. The default value is black(#000000). Note that this has no effect with certain ink modes.

XI. BKG COLOR - Write a hexadecimal colour value directly into the value field, or choose a colour with the colour picker. To open the colour picker click on the colour rectangle right of the value field. The default value is white(#FFFFFF). Note that this has no effect with certain ink modes.

- XII. BLEND - This sets the transparency value of the media objects. Note that this has no effect with certain ink modes.
- XIII. WIDTH - This sets the width of the media object.
- XIV. HEIGHT - This sets the height of the media object.
- XV. POS X - This sets the horizontal position of the media object.
- XVI. POS Y - This sets the vertical position of the media object.
- XVII. ROTATION - This sets the rotation of the media object. (has limitations for QuickTime objects)

## QUICKTIME PROPERTIES

VIDEO	I. on		LOOP MODE	loopQt	VI.
SOUND	II. on		SPEED	1.0000	VII. <input type="text"/>
IN POINT	III. 00:00:01	<input type="text"/>	MARKER 1	00:00:00:00	VIII. <input type="text"/>
OUT POINT	IV. 00:02:59	<input type="text"/>	MARKER 2	00:00:00:00	IX. <input type="text"/>
MOVIE TIME	V. 00:00:00	<input type="text"/>	MARKER 3	00:00:00:00	X. <input type="text"/>

- I. VIDEO - Enables or disables the playback of the video track.
- II. SOUND - Enables or disables the playback of the sound track.
- III. IN POINT - Indicates the in point.
- IV. OUT POINT - Indicates the out point.
- V. MOVIE TIME - Indicates the playback position.
- VI. LOOP MODE - Indicates the movie's loop behaviour. You can choose a loop mode from the drop-down menu.
  - LOOP - The movie's playback head jumps from out point to in point.
  - FWD/BKW - The movie loops playing back and forth.
  - SINGLE - The movie plays from start to end and stops then.
- VII. SPEED - Indicates the playback speed. A negative value plays the movie backwards. A value of 1 means forward playback at the movie file's native speed.
- VIII. MARKER 1 - Indicates the position of marker 1.
- IX. MARKER 2 - Indicates the position of marker 2.
- X. MARKER 3 - Indicates the position of marker 3.

## FLASH PROPERTIES

IMAGE	<b>I.</b> on	LOOP MODE	loopSWF	<b>V.</b>
SOUND	<b>II.</b> on	RATE	12	<b>VI.</b>
FLIP H	<b>III.</b> off	FRAME	0	<b>VII.</b>
FLIP V	<b>IV.</b> off			

I. IMAGE - Enables or disables the playback of the image.

II. SOUND - Enables or disables the playback of the sound track.

III. FLIP H - Flips the media object horizontally.

IV. FLIP V - Flips the media object vertically.

V. LOOP MODE - Indicates the movie's loop behaviour. You can choose a loop mode from the drop-down menu.

LOOP - The movie's playback head jumps from last to the first frame.

SINGLE - The movie plays from start to end and stops then.

VI. RATE - Indicates the frame rate the movie attempts to play back.

VII. FRAME - Indicates the current frame in the flash movie.

## BITMAP PROPERTIES

ALPHA	<b>I.</b> on
TRAILS	<b>II.</b> off
FLIP H	<b>III.</b> off
FLIP V	<b>IV.</b> off

I. ALPHA - Enables or disables a possible alpha channel.

II. TRAILS - Enables or disables trails. This has only an effect if the bitmap is being transformed.

III. FLIP H - Flips the media object horizontally.

IV. FLIP V - Flips the media object vertically

## TEXT PROPERTIES

FONT	<b>I.</b> Arial			
FONTSIZE	<b>II.</b> 80		STYLE	plain <b>IV.</b>
SPACING	<b>III.</b> 0		ALIGNMENT	center <b>V.</b>

I. FONT - Choose an installed font from the drop-down menu.

II. FONT SIZE - Defines the text's font size.

III: SPACING - Defines the text's spacing.

IV. STYLE - Defines the text's style.

V. ALIGNMENT - Defines the text's alignment.

## SHOCKWAVE 3D PROPERTIES



I. ANIMATION - Enables or disables the playback of the animation in a Shockwave3d file.

## MEDIA OBJECT PRESETS

Here you can customize the default settings for each media type. Note that not all media object types have default values for all their properties.

preset.psd "

I. MEDIA OBJECT BUTTON - Hides or shows the media object pre-set window.

II. MEDIA PRESET TYPE - Click on the desired media type to access its default settings.

III. RESET TO SYSTEM - Resets the default pre-set setting for the selected media object type.

## KEYBOARD PANEL

GENERAL SCHEME - You can drag-and-drop the FILE PREVIEW SCREEN from the MEDIA BROWSER window or TRIGGER EFFECTS (I - X) icons from the TRIGGER FX window onto a computer or midi key to create media objects or to link keys to a trigger effect. You can patch multiple media objects from one single file onto different keys. Each of these media objects can have differing property settings you can change in the MEDIA OBJECT window. It is also possible to link more than one key to a certain trigger effect. You cannot patch anything onto the space bar. COMPUTER KEY / MIDI KEY - You can also drag-and-drop patched keys onto other keys to create new media objects from the same file. If you patch anything on an occupied key that assigned object (MEDIA OBJECT or TRIGGER FX) will be replaced by the newly created object. Select a patched key by clicking it. This shows the MEDIA OBJECT or TRIGGER FX window depending on what is patched on that key. If the key was previously selected the MEDIA OBJECT or TRIGGER FX window will hide. If the mouse cursor is within a selected key it is being hi-lighted by a pale blue frame. Press Backspace while a key is hi-lighted to delete anything patched to that key.

SWITCH TO MIDI - Switches to the MIDI KEYBOARD layout.

BACKSPACE - If the mouse cursor is within a selected key it is being hi-lighted by a pale blue frame. Press Backspace while a key is hi-lighted to delete anything patched on that key.

## COMPUTER KEYBOARD



I. COMPUTER KEY - see KEYBOARD PANEL

II. SWITCH TO MIDI - Switches to the MIDI KEYBOARD layout.

## MIDI KEYBOARD



I. MIDI KEY - see KEYBOARD PANEL

II. SWITCH TO KEYS - Switches to the COMPUTER KEYBOARD layout.

III. MIDI CHANNEL - Sets the midi input channel to a value between 1 and 16 or 0 which means that all channels are being received.

## DYNAMIC FX

I. STATUS - Indicates the value level of a dynamic input. Works for mouse clicks the same way as for assignable trigger effects.

II. LAYERS - Set the target layers (green) that should be affected by a certain effect or not (red).

III. EFFECTS - Choose an effect from this drop-down menu to assign it to a dynamic effect.

## MOUSE FX

Mouse effects work only if the space bar is being pressed.

MOUSE FX		SOUND FX				MIDI FX	
I.STATUS		II.LAYERS				III.EFFECTS	
MOUSE X	IV. ———	1	2	3	4	shrink	
MOUSE Y	V. ———	1	2	3	4	time	
CLICK L	VI. ON	1	2	3	4	set InPoint	
CLICK R	VII. OFF	1	2	3	4	-----	

IV. MOUSE X - Uses the horizontal mouse position to generate values.

V. MOUSE Y - Uses the vertical mouse position to generate values.

VI. CLICK L - Works the same way as assignable trigger effects.

VII. CLICK R - Works the same way as assignable trigger effects.

## SOUND FX

MOUSE FX		SOUND FX				MIDI FX			
IV.1		V.2		I.STATUS		II.LAYERS		III.EFFECTS	
SPARKLES	VI. ———	1	2	3	4	blendIn			
HIGHS	VII. ———	1	2	3	4	blendOut			
MIDS	VIII. ———	1	2	3	4	width			
LOWS	IX. ———	1	2	3	4	shrink			
BOOMS	X. ———	1	2	3	4	size			

IV. D 1 - Sound input module analyses the sound input device 1 (first audio card, on board audio...)

V. D 2 - Sound input module analyses the sound input device 2 (second audio card, DV audio in...)

VI. SPARKLES - Tracks very high frequencies to generate values.

VII. HIGHS - Tracks high frequencies to generate values.

VIII. MIDS - Tracks mid range frequencies to generate values.

IX. LOWS - Tracks low frequencies to generate values.

X. BOOMS - Tracks very low frequencies to generate values.

## MIDI FX

MOUSE FX	SOUND FX	MIDI FX				
	I.STATUS	II.LAYERS				III.EFFECTS
PITCH	IV. —	1	2	3	4	shrink
CTRL 1	V. —	1	2	3	4	blendOut
CTRL 2	VI.	1	2	3	4	grow
CTRL 3	VII.	1	2	3	4	shrinkW
CTRL 4	VIII.	1	2	3	4	posX

- IV. PITCH - Uses midi pitch input to generate values.  
V. CTRL 1 - Uses midi controller 1 input to generate values.  
VI. CTRL 2 - Uses midi controller 2 input to generate values.  
VII. CTRL 3 - Uses midi controller 3 input to generate values.  
VIII. CTRL 4 - Uses midi controller 4 input to generate values.

## CREDITS

CONCEPT & REALISATION: Samuel J. Radvila

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