EuconLayouter
User's Manual

Software Version 2.0

Table of Contents:

Overview

Thank you for purchasing EuconLayouter.
EuconLayouter is an easy to use graphic xml editor for Avid S6 control surfaces. Valid S6 xmls can be loaded, edited to your needs and then saved. The user interface is intuitive, applying 'drag-and-drop' and copy/paste functionality to edit the files. Please make sure not to mix commands from different DAWs, since this may result in unpredictable results! See Figure 2 for how to choose the appropriate DAW and Version.

Figure 1a: Master Module Softkeys panels overview.

Figure 1b: Automation Module Softkeys panels overview.

Loading and Saving Files

From the File menu a preexisting xml file can be chosen using the 'Open' command (Command-o) or one of the default files included with EuconLayouter can be loaded. Once all the necessary modifications have been made, use 'Save As...' (Command-Shift-S) or 'Save' (Command-S) to export the file. Should you later decide that further editing is needed, load the file again and continue editing where you left off. EuconLayouter can now validate files on open and save. Should there be any inconsistencies in the file, an error message with the specific error is display. In the unlikely event an error is displayed, an expert user can fix the file by editing it in a text editor and searching for the text in show in the message window. EuconLayouter tries to make suggestions on how to remedy the issue. (Info dialogues can usually be ignored, they're just FYIs, errors/warnings indicate trouble.)

Arranging Controls

Dragging and Dropping, Copy/Paste

Controls can be arranged by 'dragging and dropping' them to best suite your workflow. By default controls are copied (rather than moved) when dragging but can easily be deleted or overwritten from their source position. Alternatively the standard copy/paste function (Command-C, Command-V key commands) can be used to copy a selection of controls to a different location including between different pages or between the MTM and MAM panels. To preview the active state of a control (font and background color as well as label text and the icon), the corresponding button can be clicked with the mouse.

Inserting From Controls List

Controls from the DAW's default xml are categorized and listed in the S6 Controls list. Choose the appropriate AppSet version and DAW from the drop-down menu to access suitable controls. Individual or multiple controls in the S6 Controls list can then be selected and inserted into the MTM/MAM panels, either by dragging and dropping, or
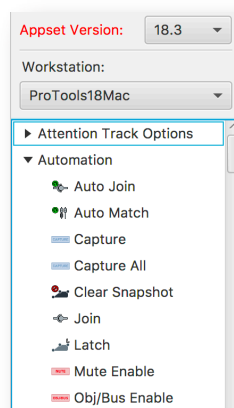

Figure 2: Controls for selected DAWs, organized by context.

by copy (Command-C) and pasting (Command-V). These two methods allow for quick re-arrangement of controls including their icons and text labels.

Inserting From Search Results
The controls can be searched from the search field underneath the S6 Controls section. Enter a term, i.e. 'Automation' into the search field followed by the '*Enter*' key. All controls containing the term in either the label text or in the command string will be listed underneath the search filed. Selections in the results list don't have to be contiguous, use the '*Command*' key to select multiple (non contiguous) commands or '*Shift*' to to select multiple, consecutive commands.
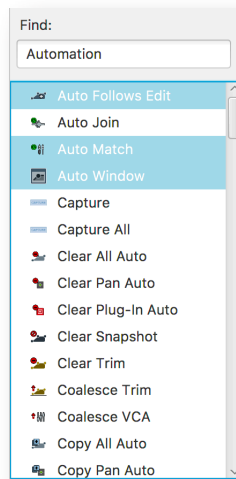

Figure 3: Search results: selection for drag and drop.

From Master Module/ Automation Module SoftKeys
Controls can also be dragged (or copy/pasted) from other parts of the Master Module/ Automation Module (MTM/MAM) panels. By default the controls are moved (not copied), so if you'd like to copy the controls, hold the alt/option key while dragging.

Transport Keys
Controls can also be dropped onto the transport keys. Label and icon information is automatically stripped from the dropped control. Double-clicking a transport button allows control to be edited as described in the next section.
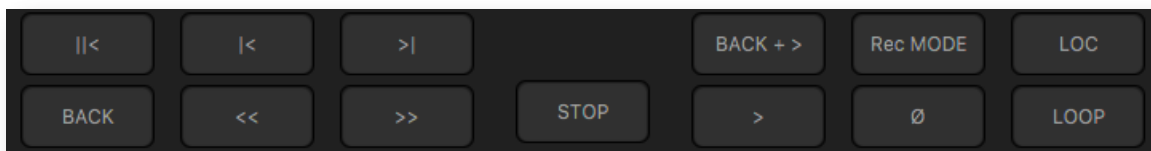

Figure 4: Transport buttons can be reassigned by dropping controls.

Editing Individual Controls

In addition to rearranging the controls on the Master Module (MTM) and Automation Module (MAM) modules, controls can also be edited. Double-clicking an item (or choosing the context menu 'Edit Control') brings up an *editor control* window.
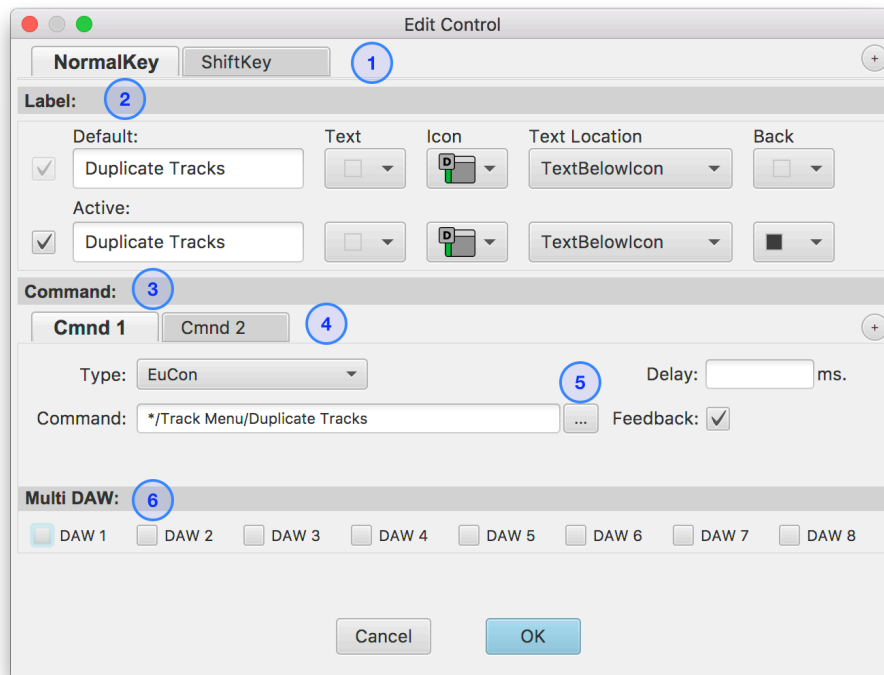

Figure 5: Controls edit window.

1. Key Type:
    Most controls have only the '*NormalKey*', meaning its active when no modifier is depressed. To extend the functionality additional keys can be added by clicking the '+' sign at the far right.
    All permutations of modifier keys are possible, e.g.: Win/Cntr/Alt/Shift.
2. Labels:
    The top row are the (default) settings when the control is not engaged, the second if it is engaged (button pressed). The checkmark at the beginning of the line enables/ disables the second label. To remove the background color, choose 'custom colors' in the color chooser window and set the Opacity to 0%. Follow the same process for text color.
3. Command:
    Choose between the different types of commands (Eucon, Key, BankLink [jump], Surface) from the '*Type*' dropdown menu. The feedback option is only available for Eucon and Surface commands.

4. Multiple Commands:
   A single button can trigger a sequence of commands, such as return to the beginning of the project + start playing. By pressing the '+' sign at the far right to the *Cmnd* tabs, additional commands can be added. A delay between the commands can be added using the appropriate field. This may be necessary in the above example if a save machine needs extra time to queue up.

5. Eucon Command List:
   Clicking the '…' button, next to the Eucon command field brings up a list of all available Eucon commands. *These are Pro Tools commands and may not work in other workstations*!
   Similarly a list of '*Surface*' commands is available here when the '*Surface*' command type is chose from the dropdown menu.

6. Multi DAW:
   Each control can be persistently linked to one or several particular DAW[s] (ID number). If no DAW is checked, the command will be sent to the currently active workstation. Use the Alt modifier key to toggle all checkboxes.
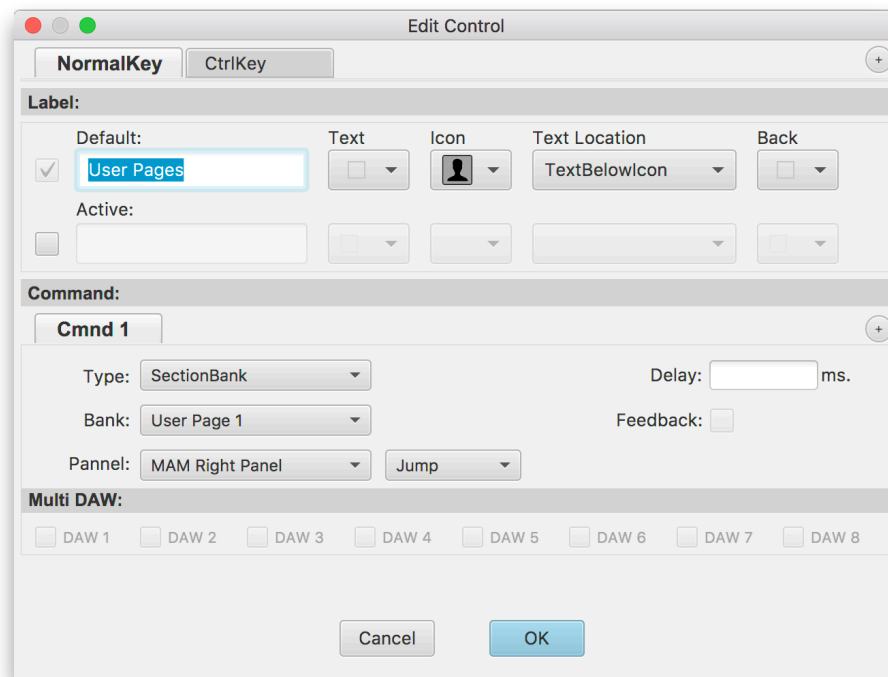

Figure 6: Editing BankLinks (Section Bank).

Inserting / Editing Bank Links (SectionBank)

Inserting Bank Link (Page-Jump Function)
Bank links (*SectionBank*) are navigation controls, allowing to recall a particular page on any of the MTM/MAM soft key panels. (MTM is how Avid refers to the 'Master Module SoftKeys' section in the configuration XML and MAM to the 'Automation Module SoftKeys'). As described in the 'Edit Bank Link' section below, bank links are created from the context menu (right click the control) '*New Bank Link*' item and can be edited just like any other control either by double clicking the control or using the 'Edit Control' context menu. '*Jump*' links have an absolute target, a bank (page) and a section (i.e. the left half of the master automation panel) while '*previous*' and '*next*' navigate to the adjacent page in the chosen section. The bank names are updated automatically as the target section is changed, see *Figure 6* for details. When a new page is inserted, all targets are updated so that the 'jump' still targets the same page and recalls it.

Edit Bank Link (Page-Jump Function)
The same *command editor* window is used to modify a bank link, allowing for customizing label text, icon, and background color as well as determining which page should be recalled and on which panel. Select the panel from the dropdown menu and choose the page name you'd like to recall.

Banks Operations

Inserting a Bank
To add a new empty page (bank) to a soft key section, right click on any of the control displays to bring up the context menu. The '*Insert New Bank*' context menu item will create a new bank and insert it <u>before</u> the currently visible page. Holding the 'alt' key will insert it <u>after</u>. The new page comes with the bottom three buttons programmed to recall the previous, first and next page but they can be modified like the other controls. The bank's title is altered by double clicking the label.
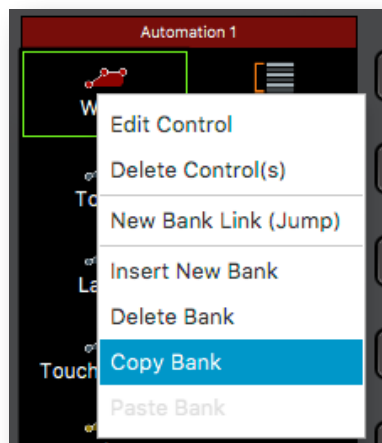

Figure 7: Bank context menu: insert new bank, delete a bank or copy/paste a bank.

Deleting a Bank

To remove a bank, use the context menu, accessed by right clicking the icons area and select '*Delete Bank*'. A dialog window appears to confirm/ cancel the operation.

Copy/Paste a Bank

Entire banks can be copy/pasted using the context menu. 'Paste Bank' context menu item inserts the copied bank <u>before</u> the currently visible page. Holding the '*alt*' key will insert it <u>after</u>.

Updating AppSets

To update the available AppSets (S6 xml files), choose '*Check for Appset updates*' in the '*Help*' menu. EuconLayouter will then check for available AppSets to be downloaded. If your install is current, a dialog will inform you, else the new files will be downloaded automatically. Please perform this check occasionally or when upgrading your DAW or System 6 software.