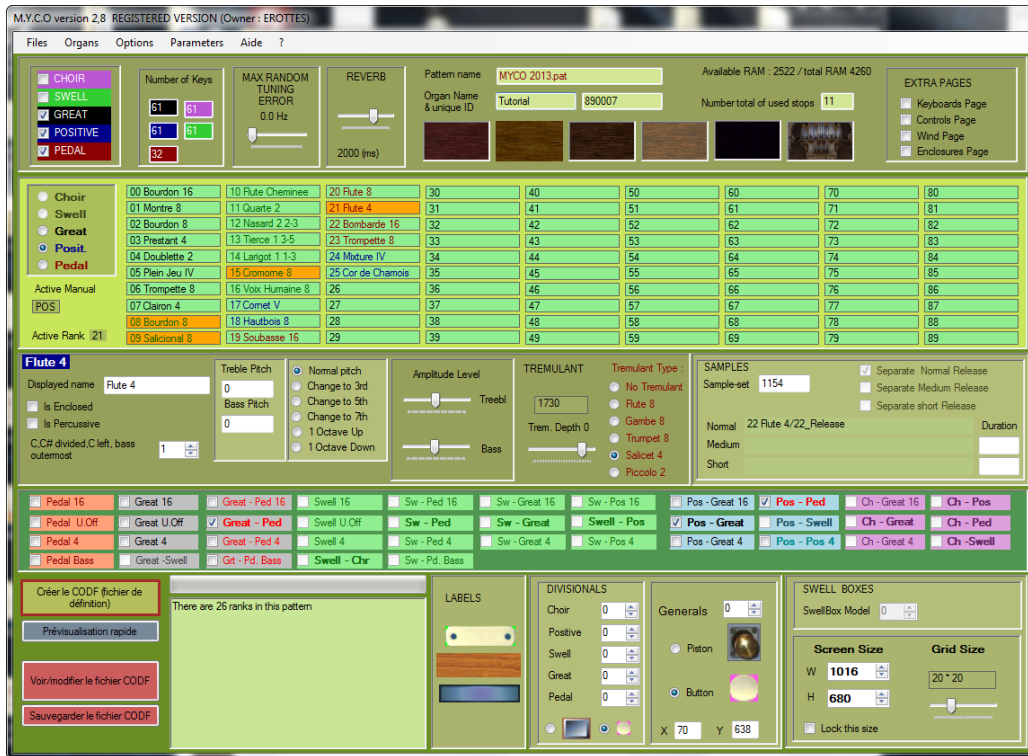


# TUTORIAL MYCO 2013/2014

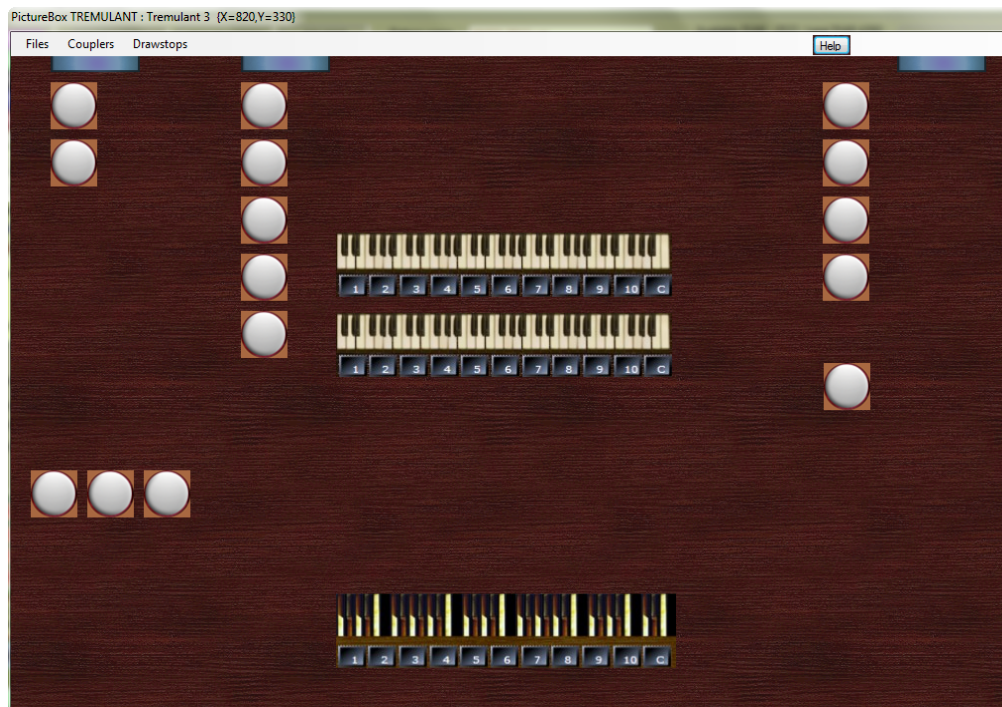
## HOW TO ADD LEFT AND RIGHT JAMB TO A MYCO ORGAN

Here is an example. Please, run your MYCO (registered or not) and do like me

First : Create a small organ



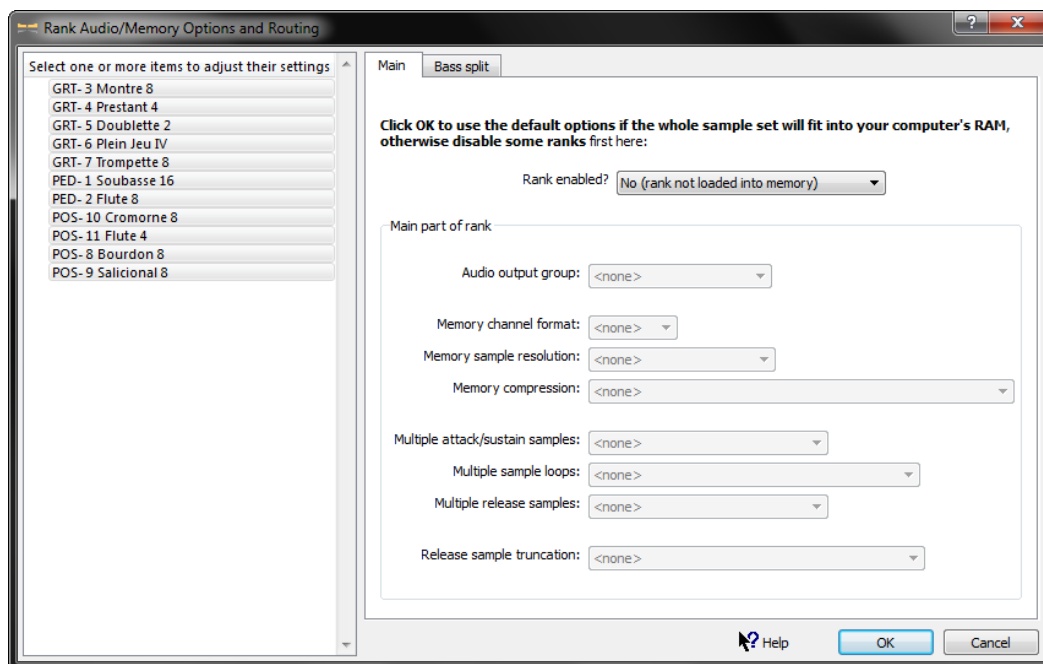
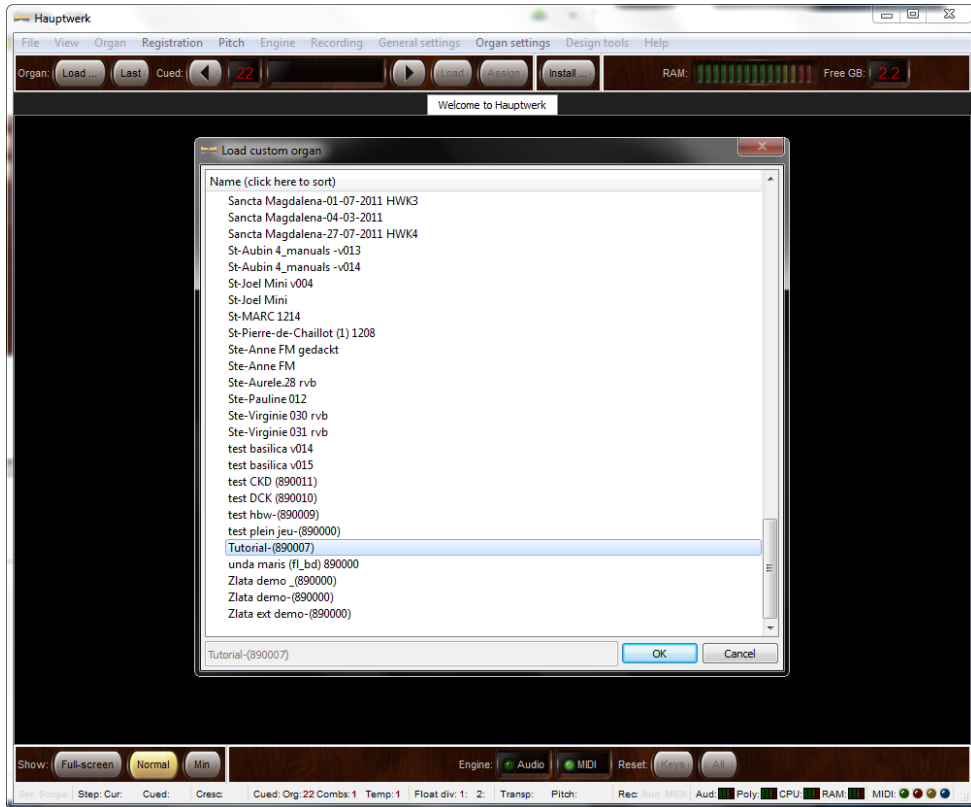
Then : Create the CODF and Check (and edit if you need) the layout of the organ



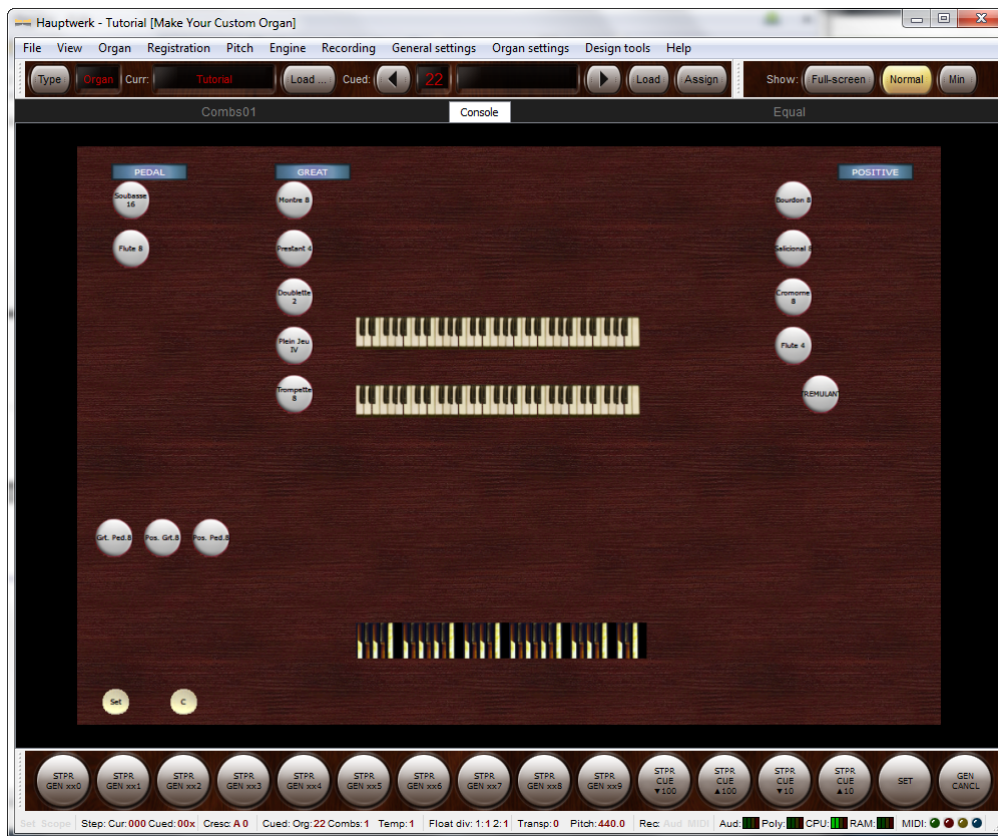
If all is OK you can save the CODF, **but do not close MYCO.**

Next step : Run Hauptwerk and load your custom organ with the menu Design Tools.

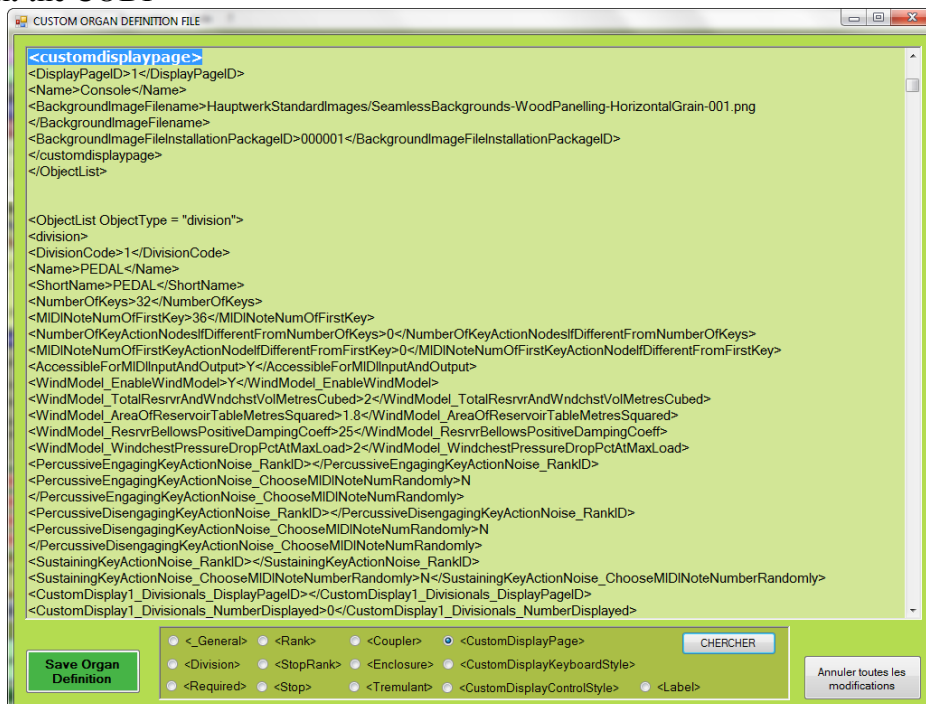
Do not load the ranks so as to display the organ faster,



See the organ. It is correct but notice it has only one page : CONSOLE.



Now let us go back to MYCO.  
Click on See/Edit the CODF



5) Search for <CustomDisplayPage>

You will find the following lines :

```
<ObjectList ObjectType="customdisplaypage">
<customdisplaypage>
<DisplayPageID>1</DisplayPageID>
<Name>Console</Name>
<BackgroundImageFilename>HauptwerkStandardImages/SeamlessBackgrounds-WoodPanelling-HorizontalGrain-001.png</BackgroundImageFilename>
<BackgroundImageFileInstallationPackageID>000001</BackgroundImageFileInstallationPackageID>
</customdisplaypage>
</ObjectList>
```

What you see is the XML code of the CODF.

Copy the yellow lines and paste it twice like me so as to have 3 custom display pages in your CODF: This will be the only code you need to insert in the ODF to get your 2 jamb pages.

```
<customdisplaypage>
<DisplayPageID>1</DisplayPageID>
<Name>Console</Name>
<BackgroundImageFilename>HauptwerkStandardImages/SeamlessBackgrounds-WoodPanelling-HorizontalGrain-001.png</BackgroundImageFilename>
<BackgroundImageFileInstallationPackageID>000001</BackgroundImageFileInstallationPackageID>
</customdisplaypage>
```

```
<customdisplaypage>
<DisplayPageID>1</DisplayPageID>
<Name>Console</Name>
<BackgroundImageFilename>HauptwerkStandardImages/SeamlessBackgrounds-WoodPanelling-HorizontalGrain-001.png</BackgroundImageFilename>
<BackgroundImageFileInstallationPackageID>000001</BackgroundImageFileInstallationPackageID>
</customdisplaypage>
```

```
<customdisplaypage>
<DisplayPageID>1</DisplayPageID>
<Name>Console</Name>
<BackgroundImageFilename>HauptwerkStandardImages/SeamlessBackgrounds-WoodPanelling-HorizontalGrain-001.png</BackgroundImageFilename>
<BackgroundImageFileInstallationPackageID>000001</BackgroundImageFileInstallationPackageID>
</customdisplaypage>
</ObjectList>
```

In the 2 copies, change the DisplaypageID to 2 and 3 and the name to Left Jamb and Right Jamb.

Now we must see

```
<customdisplaypage>
<DisplayPageID>2</DisplayPageID>
<Name>Left Jamb</Name>
<BackgroundImageFilename>HauptwerkStandardImages/SeamlessBackgrounds-WoodPanelling-HorizontalGrain-001.png</BackgroundImageFilename>
<BackgroundImageFileInstallationPackageID>000001</BackgroundImageFileInstallationPackageID>
</customdisplaypage>
```

```
<customdisplaypage>
<DisplayPageID>3</DisplayPageID>
<Name>Right Jamb</Name>
<BackgroundImageFilename>HauptwerkStandardImages/SeamlessBackgrounds-WoodPanelling-HorizontalGrain-001.png</BackgroundImageFilename>
<BackgroundImageFileInstallationPackageID>000001</BackgroundImageFileInstallationPackageID>
</customdisplaypage>
```



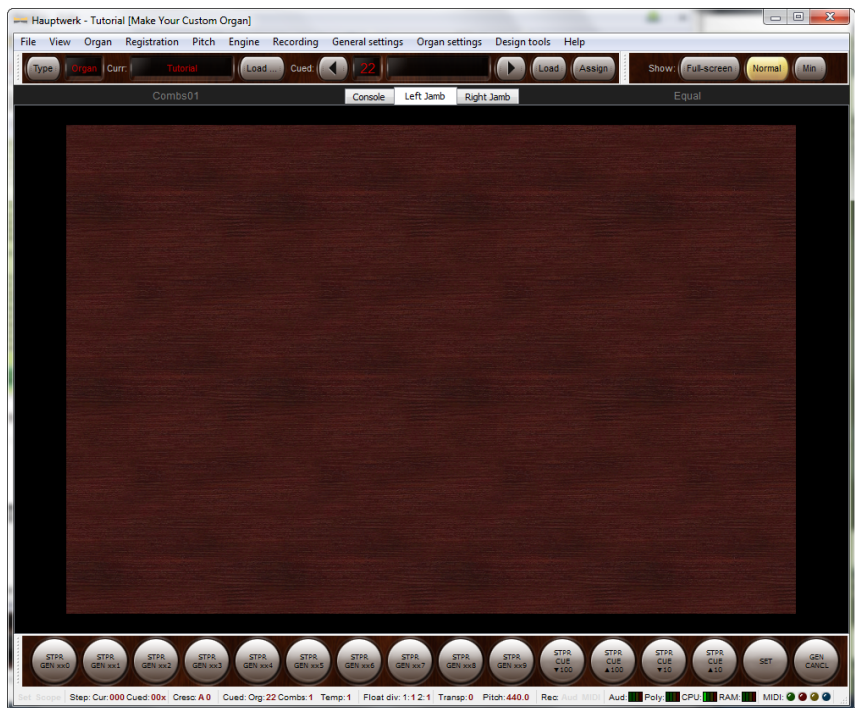
</ObjectList>

Please, notice that the 3 definitions of custom pages must always be enclosed in the XML section starting with <ObjectList ObjectType="customdisplaypage"> and ending with </ObjectList>.

Click on Save Organ Definition and reload your organ with Hauptwerk

```
<customdisplaypage>  
<DisplayPageID>1</DisplayPageID>  
<Name>Console</Name>  
<BackgroundImageFilename>HauptwerkStandardImages/SeamlessBackgrounds-WoodPanelling-HorizontalGrain-001.png  
</BackgroundImageFilename>  
<BackgroundImageFileInstallationPackageID>000001</BackgroundImageFileInstallationPackageID>  
</customdisplaypage>  
  
<customdisplaypage>  
<DisplayPageID>2</DisplayPageID>  
<Name>Left Jamb</Name>  
<BackgroundImageFilename>HauptwerkStandardImages/SeamlessBackgrounds-WoodPanelling-HorizontalGrain-001.png  
</BackgroundImageFilename>  
<BackgroundImageFileInstallationPackageID>000001</BackgroundImageFileInstallationPackageID>  
</customdisplaypage>  
  
<customdisplaypage>  
<DisplayPageID>3</DisplayPageID>  
<Name>Right Jamb</Name>  
<BackgroundImageFilename>HauptwerkStandardImages/SeamlessBackgrounds-WoodPanelling-HorizontalGrain-001.png  
</BackgroundImageFilename>  
<BackgroundImageFileInstallationPackageID>000001</BackgroundImageFileInstallationPackageID>  
</customdisplaypage>  
  
</ObjectList>
```

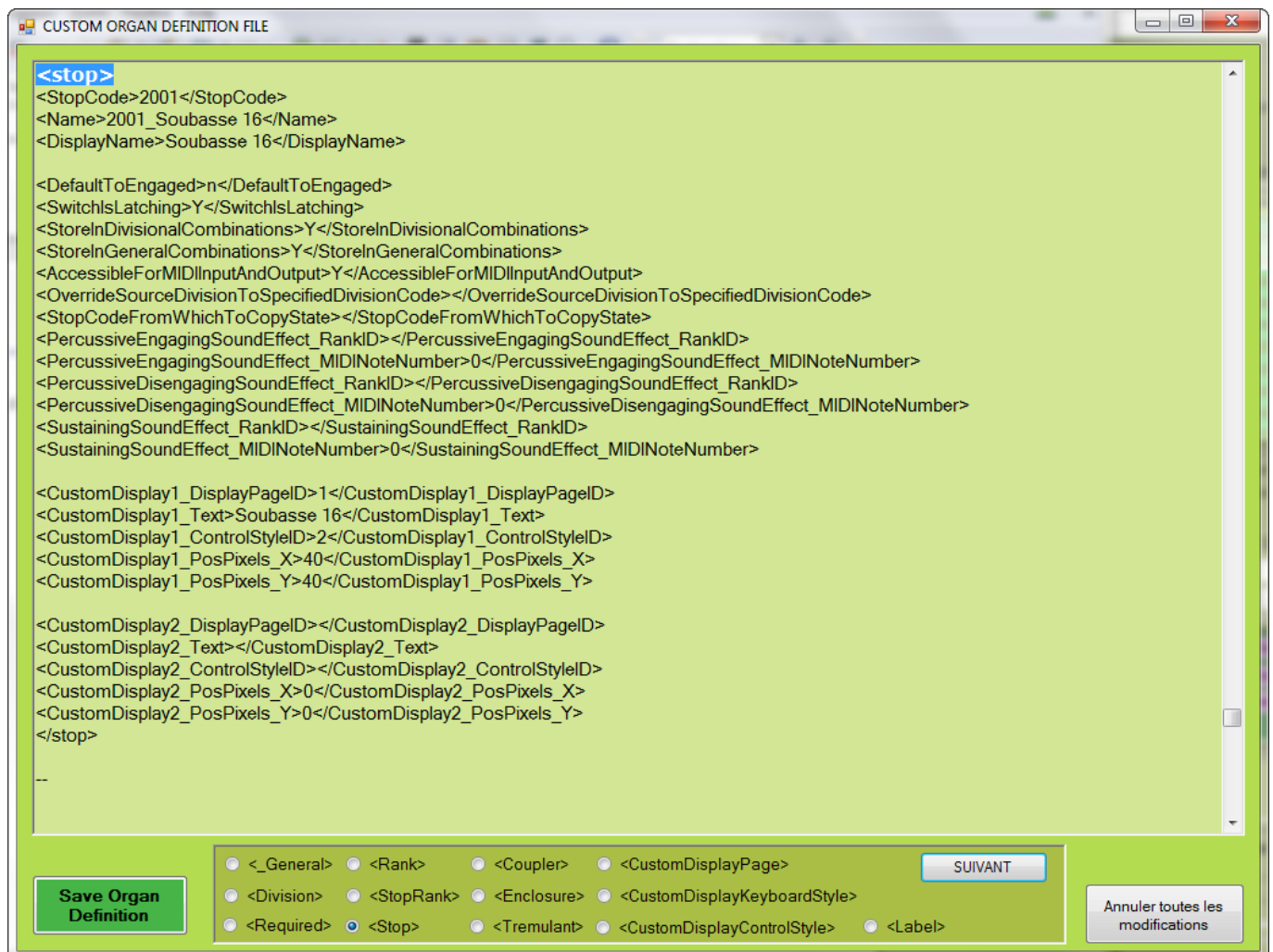
Reload the CODF with Hauptwerk, but don't close Myco. You will see that the jamb pages now exist but they are empty.



For each object (stop, coupler, label ...) you want to see in one of these new page, you must add informations in the XML code of the object. You have no lines to add, you only have to insert some values like the location X and Y of the object in the new jamb page.

So, you must now edit the code of each knob, like this

Search for <Knob>



Notice that all the fields <CustomDisplay2\_.....> are not filled.

You have to do this. Let us see an example : how to place the drawstop Soubasse 16' in the left jamb.

```
<CustomDisplay1_DisplayPageID>1</CustomDisplay1_DisplayPageID>
<CustomDisplay1_Text>Soubasse 16</CustomDisplay1_Text>
<CustomDisplay1_ControlStyleID>2</CustomDisplay1_ControlStyleID>
<CustomDisplay1_PosPixels_X>40</CustomDisplay1_PosPixels_X>
<CustomDisplay1_PosPixels_Y>40</CustomDisplay1_PosPixels_Y>

<CustomDisplay2_DisplayPageID>2</CustomDisplay2_DisplayPageID>
<CustomDisplay2_Text>Soubasse 16</CustomDisplay2_Text>
<CustomDisplay2_ControlStyleID>2</CustomDisplay2_ControlStyleID>
<CustomDisplay2_PosPixels_X>50</CustomDisplay2_PosPixels_X>
<CustomDisplay2_PosPixels_Y>50</CustomDisplay2_PosPixels_Y>
</stop>
```

Set the <.....\_DisplayPageID> value to 2 to select the left jamb,

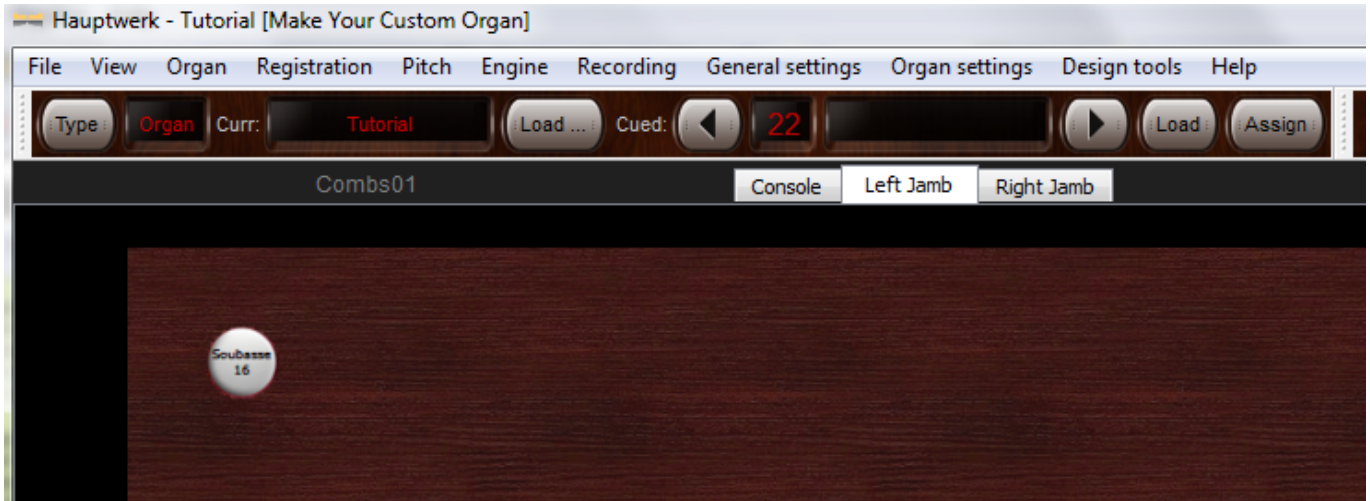
Set the < Text> to **Soubasse 16**

Set the <....\_ControlStyleID> to **2** to get the same button style as in the console page

Set <....\_PosPixels\_X> to 50 or any horizontal position you want

Set <....\_PosPixels\_Y> to 50 or any vertical position you want

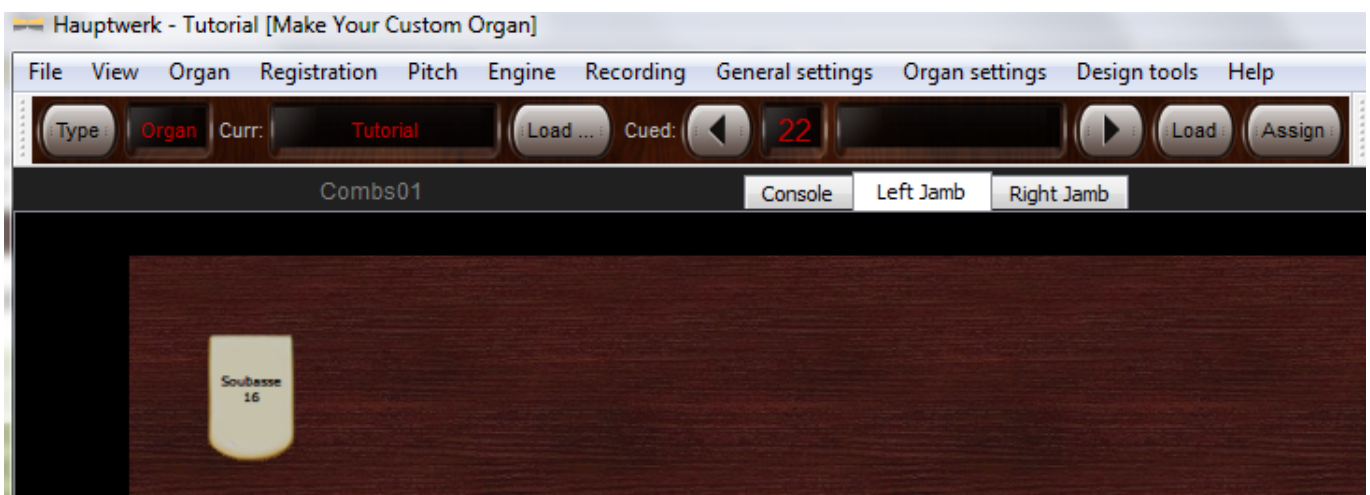
X and Y are the distance in pixels from the top left corner of the background image to the top left corner of the object. Even if the knob is round, this object is always seen as a rectangle



You may want a different drawstop style. No problem, choose an other object whose definition is already present in the CODF. For instance object n°11 : white tab.

```
<CustomDisplay2_DisplayPageID>2</CustomDisplay2_DisplayPageID>  
<CustomDisplay2_Text>Soubasse 16</CustomDisplay2_Text>  
<CustomDisplay2_ControlStyleID>11</CustomDisplay2_ControlStyleID>  
<CustomDisplay2_PosPixels_X>50</CustomDisplay2_PosPixels_X>  
<CustomDisplay2_PosPixels_Y>50</CustomDisplay2_PosPixels_Y>  
</stop>
```

The display will be then:

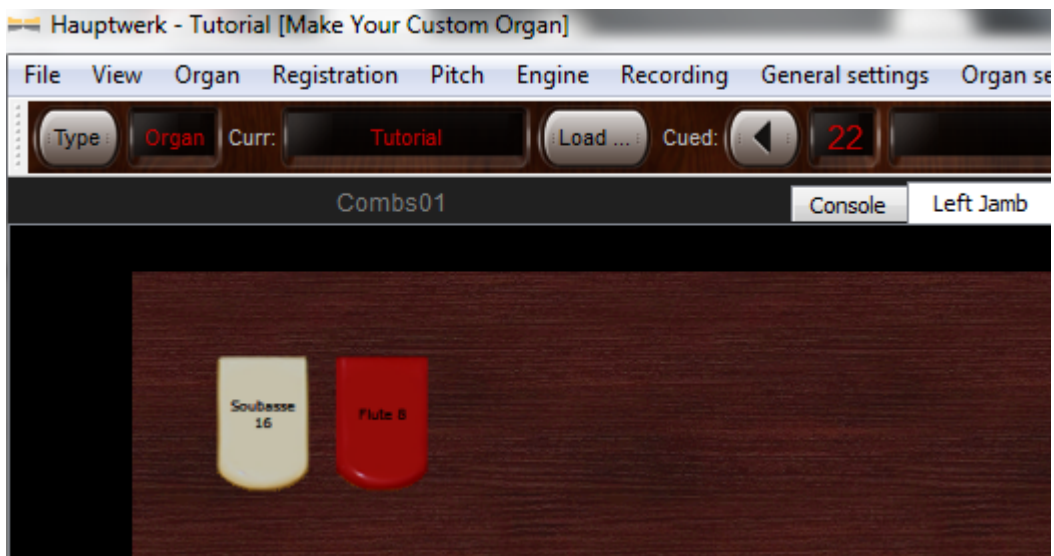


Do the same for other knobs

```
<CustomDisplay1_DisplayPageID>1</CustomDisplay1_DisplayPageID>
<CustomDisplay1_Text>Flute 8</CustomDisplay1_Text>
<CustomDisplay1_ControlStyleID>2</CustomDisplay1_ControlStyleID>
<CustomDisplay1_PosPixels_X>40</CustomDisplay1_PosPixels_X>
<CustomDisplay1_PosPixels_Y>97</CustomDisplay1_PosPixels_Y>

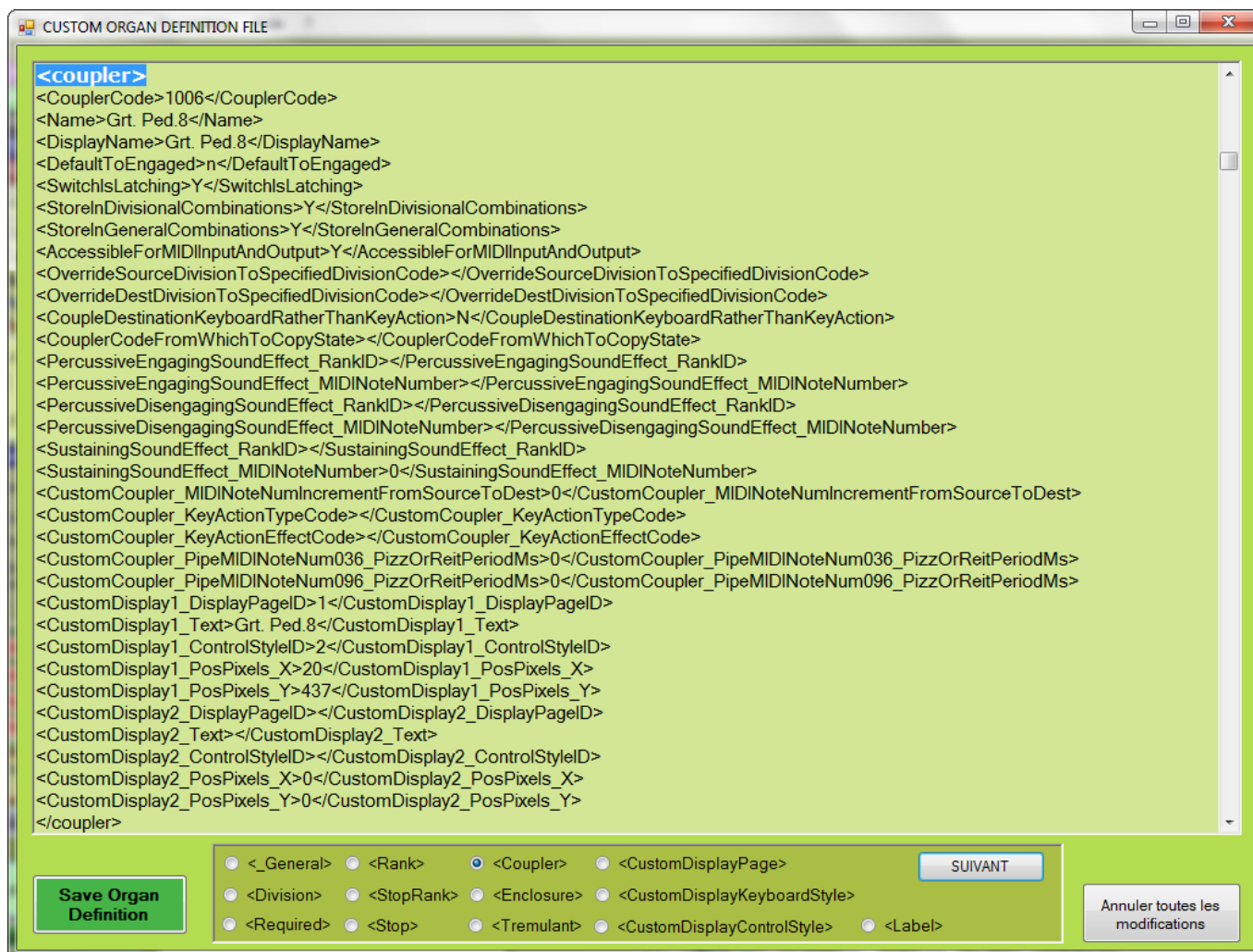
<CustomDisplay2_DisplayPageID>2</CustomDisplay2_DisplayPageID>
<CustomDisplay2_Text>Flute 8</CustomDisplay2_Text>
<CustomDisplay2_ControlStyleID>12</CustomDisplay2_ControlStyleID>
<CustomDisplay2_PosPixels_X>120</CustomDisplay2_PosPixels_X>
<CustomDisplay2_PosPixels_Y>50</CustomDisplay2_PosPixels_Y>
</stop>
```

See the result



Do it also with the couplers.





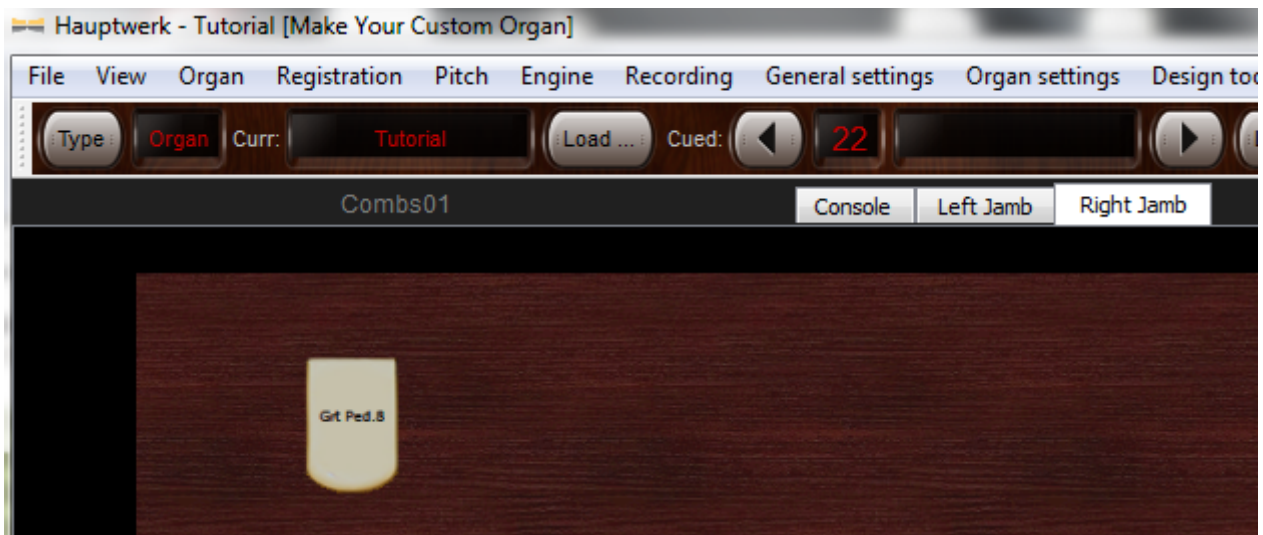
Set the parameters for CustomDisplay2  
 For example, let us place this coupler in the right jamb,

```

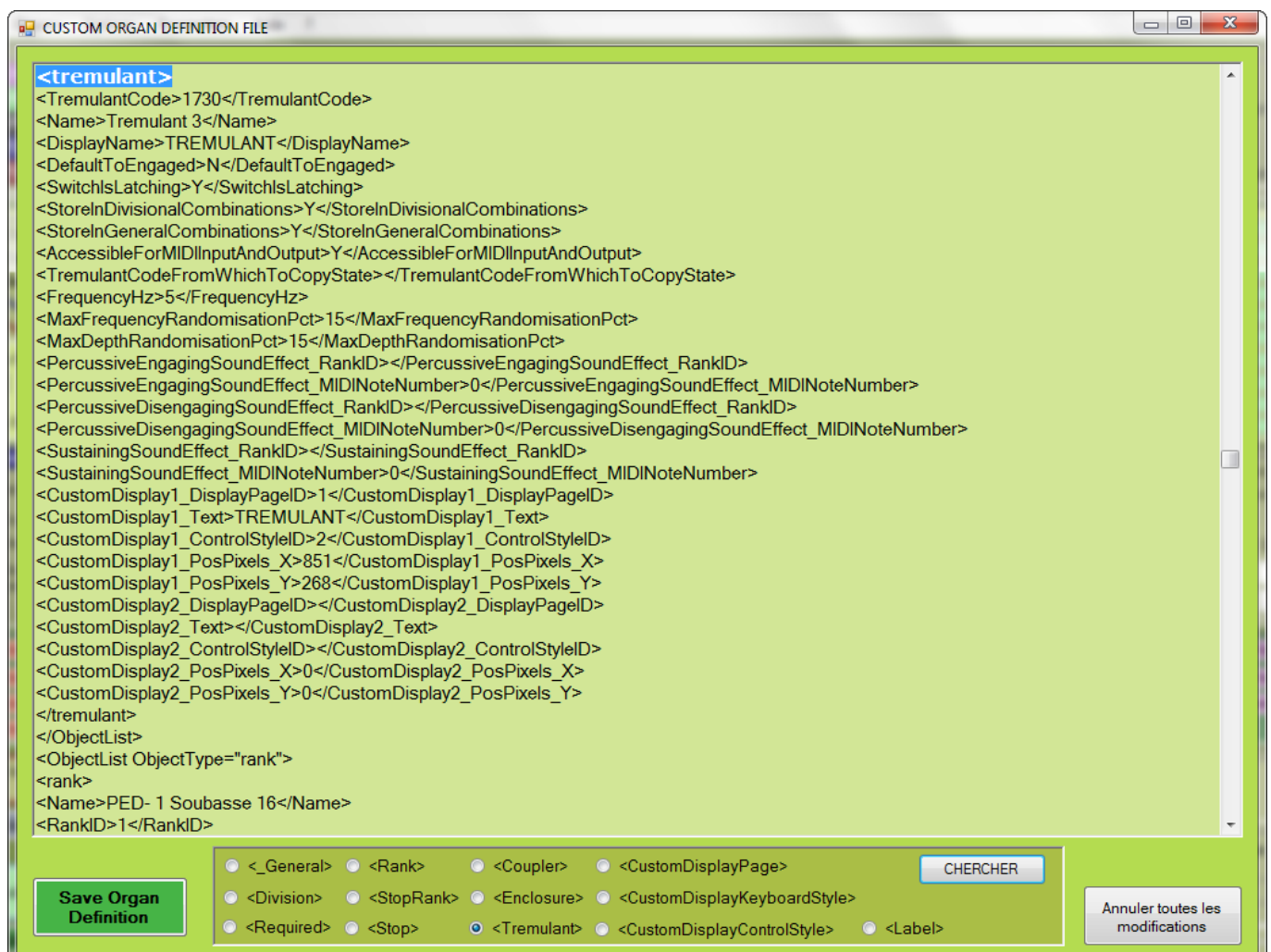
<CustomDisplay1_DisplayPageID>1</CustomDisplay1_DisplayPageID>
<CustomDisplay1_Text>Grt. Ped.8</CustomDisplay1_Text>
<CustomDisplay1_ControlStyleID>2</CustomDisplay1_ControlStyleID>
<CustomDisplay1_PosPixels_X>20</CustomDisplay1_PosPixels_X>
<CustomDisplay1_PosPixels_Y>437</CustomDisplay1_PosPixels_Y>
<CustomDisplay2_DisplayPageID>3</CustomDisplay2_DisplayPageID>
<CustomDisplay2_Text>Grt Ped.8</CustomDisplay2_Text>
<CustomDisplay2_ControlStyleID>11</CustomDisplay2_ControlStyleID>
<CustomDisplay2_PosPixels_X>100</CustomDisplay2_PosPixels_X>
<CustomDisplay2_PosPixels_Y>50</CustomDisplay2_PosPixels_Y>
</coupler>

```

See the result



Idem with tremulant



Set the values of the CustomDisplay2 parameters,

```

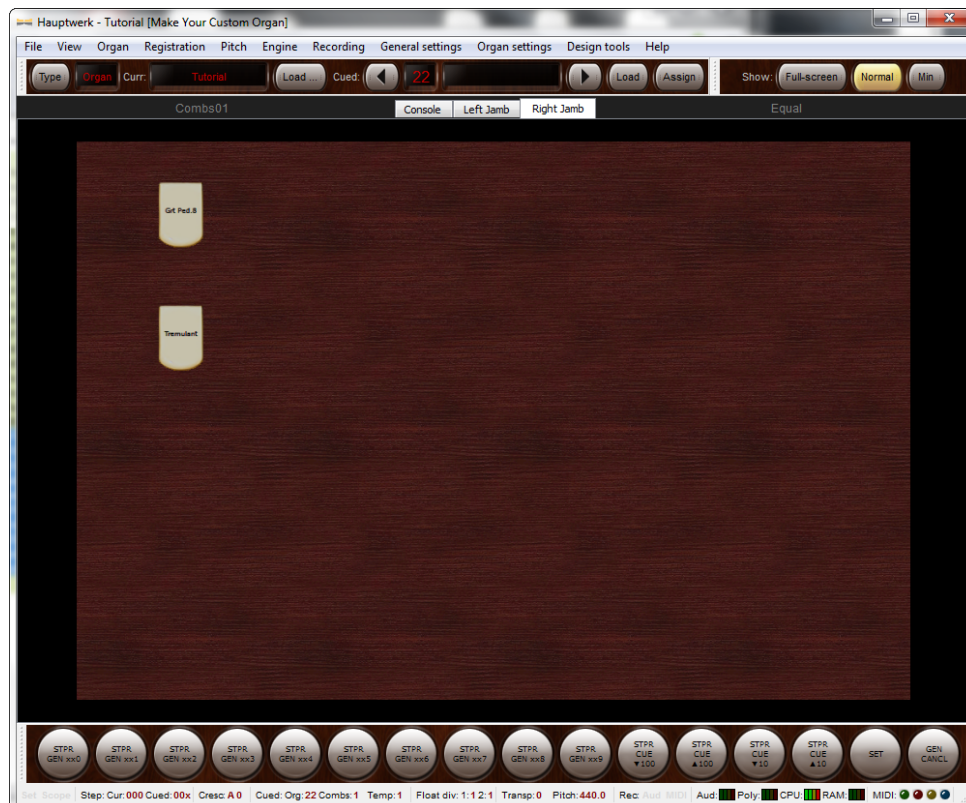
<tremulant>
<TremulantCode>1730</TremulantCode>
<Name>Tremulant 3</Name>
<DisplayName>TREMULANT</DisplayName>
<DefaultToEngaged>N</DefaultToEngaged>
<SwitchIsLatching>Y</SwitchIsLatching>
<StoreInDivisionalCombinations>Y</StoreInDivisionalCombinations>
<StoreInGeneralCombinations>Y</StoreInGeneralCombinations>
<AccessibleForMIDIInputAndOutput>Y</AccessibleForMIDIInputAndOutput>
<TremulantCodeFromWhichToCopyState></TremulantCodeFromWhichToCopyState>
<FrequencyHz>5</FrequencyHz>
<MaxFrequencyRandomisationPct>15</MaxFrequencyRandomisationPct>
<MaxDepthRandomisationPct>15</MaxDepthRandomisationPct>
<PercussiveEngagingSoundEffect_RankID></PercussiveEngagingSoundEffect_RankID>
<PercussiveEngagingSoundEffect_MIDINoteNumber>0</PercussiveEngagingSoundEffect_MIDINoteNumber>
<PercussiveDisengagingSoundEffect_RankID></PercussiveDisengagingSoundEffect_RankID>
<PercussiveDisengagingSoundEffect_MIDINoteNumber>0</PercussiveDisengagingSoundEffect_MIDINoteNumber>
<SustainingSoundEffect_RankID></SustainingSoundEffect_RankID>
<SustainingSoundEffect_MIDINoteNumber>0</SustainingSoundEffect_MIDINoteNumber>
<CustomDisplay1_DisplayPageID>1</CustomDisplay1_DisplayPageID>
<CustomDisplay1_Text>TREMULANT</CustomDisplay1_Text>
<CustomDisplay1_ControlStyleID>2</CustomDisplay1_ControlStyleID>
<CustomDisplay1_PosPixels_X>851</CustomDisplay1_PosPixels_X>
<CustomDisplay1_PosPixels_Y>268</CustomDisplay1_PosPixels_Y>
<CustomDisplay2_DisplayPageID>3</CustomDisplay2_DisplayPageID>
<CustomDisplay2_Text>Tremulant</CustomDisplay2_Text>
<CustomDisplay2_ControlStyleID>11</CustomDisplay2_ControlStyleID>
<CustomDisplay2_PosPixels_X>100</CustomDisplay2_PosPixels_X>
<CustomDisplay2_PosPixels_Y>200</CustomDisplay2_PosPixels_Y>
</tremulant>

```

Do not forget to save the edited CODF.

Do not close MYCO (unless you have completed your jamb pages),

Reload the CODF in Hauptwerk and see



THE END

PS

If you cannot or do not want to edit the CODF with MYCO , you can do it with any XML editor.

Try XML Marker for example. It is a good freeware.

