

TUTORIAL FOR MYCO

CREATING A PERSONNAL "CONTROL" PAGE

CREATING LEFT AND RIGHT JAMBS

Once Myco has created for you the long CODF file, you can open and edit this file to add new features to your organs.

The CODF is a text file and can be edited with a text editor like NotePad or, better, with a XML editor like the freeware XML MARKER.

To create a personnal Control page, you must add the code of the new page in the section

<ObjectList ObjectType="customdisplaypage">.

For left and right jamb you must add the code for 2 additionnal pages.

In fact a control page is the same that a single jamb. So I will give the exemple code for Left and right jamb. If you want all your knobs in only one page, only create th left jamb and change the name *left jamb* to *Control*.

Usually, the 1st page is the "console"

```
customdisplaypage>
<DisplayPageID>1</DisplayPageID>
<Name>Console</Name>
<BackgroundImageFilename>HauptwerkStandardImages/SeamlessBackgrounds-WoodPanelling-
HorizontalGrain-011.png</BackgroundImageFilename>
<BackgroundImageFileInstallationPackageID>000001</BackgroundImageFileInstallationPackageID>
</customdisplaypage>
```

For Control or Left jamb add :

```
<customdisplaypage>
<DisplayPageID>2</DisplayPageID>
<Name>Left Jamb</Name>
<BackgroundImageFilename>HauptwerkStandardImages/SeamlessBackgrounds-WoodPanelling-
HorizontalGrain-011.png</BackgroundImageFilename>
<BackgroundImageFileInstallationPackageID>000001</BackgroundImageFileInstallationPackageID>
</customdisplaypage>
```

```
<customdisplaypage>
<DisplayPageID>3</DisplayPageID>
<Name>Right Jamb</Name>
<BackgroundImageFilename>HauptwerkStandardImages/SeamlessBackgrounds-WoodPanelling-
HorizontalGrain-011.png</BackgroundImageFilename>
<BackgroundImageFileInstallationPackageID>000001</BackgroundImageFileInstallationPackageID>
</customdisplaypage>
```

Take care that the section must end with the line :

```
</ObjectList>
```

This exemple uses a standard background image from St Anne Moseley sampleset. You can choose something else, but if the picture is not in the folder **000001/HauptwerkStandardImages** do not forget to change the **BackgroundImageFileInstallationPackageID** so as to Hauptwerk knows in which sampleset it can find the picture.

In the section `<ObjectList ObjectType = "customdisplaycontrolstyle">`
find the code relative to the model of knob you want to use. For exemple : **Button002 Drawstops**.

Here is this code. Look only, you have nothing to change here. Just notice that the ControlStyleID = 2.

```
<customdisplaycontrolstyle>
<ControlStyleID>2</ControlStyleID>
<!--switches des registres-->
<Name>Button002 Drawstops</Name>
<ImageFileInstallationPackageID>000001</ImageFileInstallationPackageID>
<ClickableAreaPosPixelsRelativeToTopLeftOfControl_LeftX>0</ClickableAreaPosPixelsRelativeToTop
LeftOfControl_LeftX>
<ClickableAreaPosPixelsRelativeToTopLeftOfControl_TopY>0</ClickableAreaPosPixelsRelativeToTop
LeftOfControl_TopY>
<ClickableAreaPosPixelsRelativeToTopLeftOfControl_RightX>85</ClickableAreaPosPixelsRelativeToT
opLeftOfControl_RightX>
<ClickableAreaPosPixelsRelativeToTopLeftOfControl_Bottom>85</ClickableAreaPosPixelsRelativeToT
opLeftOfControl_Bottom>
<Image_TransparencyMaskFilename>HauptwerkStandardImages/Stop04-Drawknob-White-Large-
mask.bmp</Image_TransparencyMaskFilename>
<Image_NumberOfStages>2</Image_NumberOfStages>
<Image_Stage00_ImageFilename>HauptwerkStandardImages/Stop04-Drawknob-White-Large-
Off.bmp</Image_Stage00_ImageFilename>
<Image_Stage01_ImageFilename>HauptwerkStandardImages/Stop04-Drawknob-White-Large-
On.bmp</Image_Stage01_ImageFilename>
<Image_Stage02_ImageFilename></Image_Stage02_ImageFilename>
<Image_Stage03_ImageFilename></Image_Stage03_ImageFilename>
<Image_Stage04_ImageFilename></Image_Stage04_ImageFilename>
<Image_Stage05_ImageFilename></Image_Stage05_ImageFilename>
<Image_Stage06_ImageFilename></Image_Stage06_ImageFilename>
<Image_Stage07_ImageFilename></Image_Stage07_ImageFilename>
<Image_Stage08_ImageFilename></Image_Stage08_ImageFilename>
<Image_Stage09_ImageFilename></Image_Stage09_ImageFilename>
<Image_Stage10_ImageFilename></Image_Stage10_ImageFilename>
<Image_Stage11_ImageFilename></Image_Stage11_ImageFilename>
<Image_Stage12_ImageFilename></Image_Stage12_ImageFilename>
<Image_Stage13_ImageFilename></Image_Stage13_ImageFilename>
<Image_Stage14_ImageFilename></Image_Stage14_ImageFilename>
<Image_Stage15_ImageFilename></Image_Stage15_ImageFilename>
<Text_HasText>Y</Text_HasText>
<Text_Font_FaceName>Verdana</Text_Font_FaceName>
<Text_Font_HeightPixels>9</Text_Font_HeightPixels>
<Text_Font_WeightCode>2</Text_Font_WeightCode>
<Text_Font_IsItalic>N</Text_Font_IsItalic>
<Text_Font_IsUnderlined>N</Text_Font_IsUnderlined>
<Text_RGBColour_Red>10</Text_RGBColour_Red>
<Text_RGBColour_Green>10</Text_RGBColour_Green>
<Text_RGBColour_Blue>50</Text_RGBColour_Blue>
<Text_BoundingBoxPosPixelsRelToTopLeftOfImage_LeftX>1</Text_BoundingBoxPosPixelsRelToTop
LeftOfImage_LeftX>
<Text_BoundingBoxPosPixelsRelToTopLeftOfImage_TopY>3</Text_BoundingBoxPosPixelsRelToTop
LeftOfImage_TopY>
<Text_BoundingBoxPosPixelsRelToTopLeftOfImage_RightX>84</Text_BoundingBoxPosPixelsRelToT
```

```

opLeftOfImage_RightX>
<Text_BoundingBoxPosPixelsRelToTopLeftOfImage_Bottom>82</Text_BoundingBoxPosPixelsRelToT
opLeftOfImage_Bottom>
</customdisplaycontrolstyle>

```

Now you must go to the section **<ObjectList ObjectType = "stop">**.

You will have to edit here **every object <stop>**.

The knob of each stop can be displayed twice. Myco only displays it once.

So we will set the parameters of the 2nd display so as to the knob be set on the left or right jamb.

You will have to compute by yourself the parameters X and Y according to the location where you want the knob to be displayed. A location X=0, Y=0 is the top left corner of the screen.

```

<stop>
<StopCode>2001</StopCode>
<Name>2001_Bourdon 16'</Name>
<DisplayName>Bourdon 16'</DisplayName>
<DefaultToEngaged>n</DefaultToEngaged>
<SwitchIsLatching>Y</SwitchIsLatching>
<StoreInDivisionalCombinations>Y</StoreInDivisionalCombinations>
<StoreInGeneralCombinations>Y</StoreInGeneralCombinations>
<AccessibleForMIDIInputAndOutput>Y</AccessibleForMIDIInputAndOutput>
<OverrideSourceDivisionToSpecifiedDivisionCode></OverrideSourceDivisionToSpecifiedDivisionCode
>
<StopCodeFromWhichToCopyState></StopCodeFromWhichToCopyState>
<SustainingSoundEffect_RankID></SustainingSoundEffect_RankID>
<SustainingSoundEffect_MIDINoteNumber>0</SustainingSoundEffect_MIDINoteNumber>
<PercussiveEngagingSoundEffect_RankID></PercussiveEngagingSoundEffect_RankID>
<PercussiveEngagingSoundEffect_MIDINoteNumber>0</PercussiveEngagingSoundEffect_MIDINoteN
umber>
<PercussiveDisengagingSoundEffect_RankID></PercussiveDisengagingSoundEffect_RankID>
<PercussiveDisengagingSoundEffect_MIDINoteNumber>0</PercussiveDisengagingSoundEffect_MIDI
NoteNumber>
<CustomDisplay1_DisplayPageID>1</CustomDisplay1_DisplayPageID>
<CustomDisplay1_Text>Bourdon 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>Bourdon 16'</CustomDisplay2_Text>
<CustomDisplay2_ControlStyleID>2</CustomDisplay2_ControlStyleID>
<CustomDisplay2_PosPixels_X>40</CustomDisplay2_PosPixels_X>
<CustomDisplay2_PosPixels_Y>60</CustomDisplay2_PosPixels_Y>
</stop>

```

For the **CustomDisplay2_DisplayPageID**, set 2 if you want the knob in the left jamb or 3 if you want it in the right jamb.

For the **CustomDisplay2_Text**, write the name of the stop. Bourdon 16' for exemple.

For the **CustomDisplay2_ControlStyleID**, write the ControlStyleID of the model of knob you have choose. It is 2 in our exemple.

For the **CustomDisplay2_PosPixels_X** and **CustomDisplay2_PosPixels_Y**, write the value corresponding to the location you want, for exemple (40/60).

Do the same for each object <stop>

About the couplers.

In the section **<ObjectList ObjectType="coupler">** you mut also edit each object coupler, exactly like the stops.

```
<coupler>
<CouplerCode>1006</CouplerCode>
<Name>Grt. Ped.8</Name>
<DisplayName>Grt. Ped.8</DisplayName>
<DefaultToEngaged>n</DefaultToEngaged>
<SwitchIsLatching>Y</SwitchIsLatching>
<StoreInDivisionalCombinations>Y</StoreInDivisionalCombinations>
<StoreInGeneralCombinations>Y</StoreInGeneralCombinations>
<AccessibleForMIDIInputAndOutput>Y</AccessibleForMIDIInputAndOutput>
<OverrideSourceDivisionToSpecifiedDivisionCode></OverrideSourceDivisionToSpecifiedDivisionCode
>
<OverrideDestDivisionToSpecifiedDivisionCode></OverrideDestDivisionToSpecifiedDivisionCode>
<CoupleDestinationKeyboardRatherThanKeyAction>N</CoupleDestinationKeyboardRatherThanKeyAct
ion>
<CouplerCodeFromWhichToCopyState></CouplerCodeFromWhichToCopyState>
<PercussiveEngagingSoundEffect_RankID></PercussiveEngagingSoundEffect_RankID>
<PercussiveEngagingSoundEffect_MIDINoteNumber></PercussiveEngagingSoundEffect_MIDINoteNu
mber>
<PercussiveDisengagingSoundEffect_RankID></PercussiveDisengagingSoundEffect_RankID>
<PercussiveDisengagingSoundEffect_MIDINoteNumber></PercussiveDisengagingSoundEffect_MIDIN
oteNumber>
<SustainingSoundEffect_RankID></SustainingSoundEffect_RankID>
<SustainingSoundEffect_MIDINoteNumber>0</SustainingSoundEffect_MIDINoteNumber>
<CustomCoupler_MIDINoteNumIncrementFromSourceToDest>0</CustomCoupler_MIDINoteNumIncre
mentFromSourceToDest>
<CustomCoupler_KeyActionTypeCode></CustomCoupler_KeyActionTypeCode>
<CustomCoupler_KeyActionEffectCode></CustomCoupler_KeyActionEffectCode>
<CustomCoupler_PipeMIDINoteNum036_PizzOrReitPeriodMs>0</CustomCoupler_PipeMIDINoteNum
036_PizzOrReitPeriodMs>
<CustomCoupler_PipeMIDINoteNum096_PizzOrReitPeriodMs>0</CustomCoupler_PipeMIDINoteNum
096_PizzOrReitPeriodMs>
<CustomDisplay1_DisplayPageID>1</CustomDisplay1_DisplayPageID>
<CustomDisplay1_Text>Grt. Ped.8</CustomDisplay1_Text>
<CustomDisplay1_ControlStyleID>2</CustomDisplay1_ControlStyleID>
<CustomDisplay1_PosPixels_X>880</CustomDisplay1_PosPixels_X>
<CustomDisplay1_PosPixels_Y>560</CustomDisplay1_PosPixels_Y>
<CustomDisplay2_DisplayPageID></CustomDisplay2_DisplayPageID>
<CustomDisplay2_Text></CustomDisplay2_Text>
<CustomDisplay2_ControlStyleID></CustomDisplay2_ControlStyleID>
<CustomDisplay2_PosPixels_X>0</CustomDisplay2_PosPixels_X>
<CustomDisplay2_PosPixels_Y>0</CustomDisplay2_PosPixels_Y>
</coupler>
```