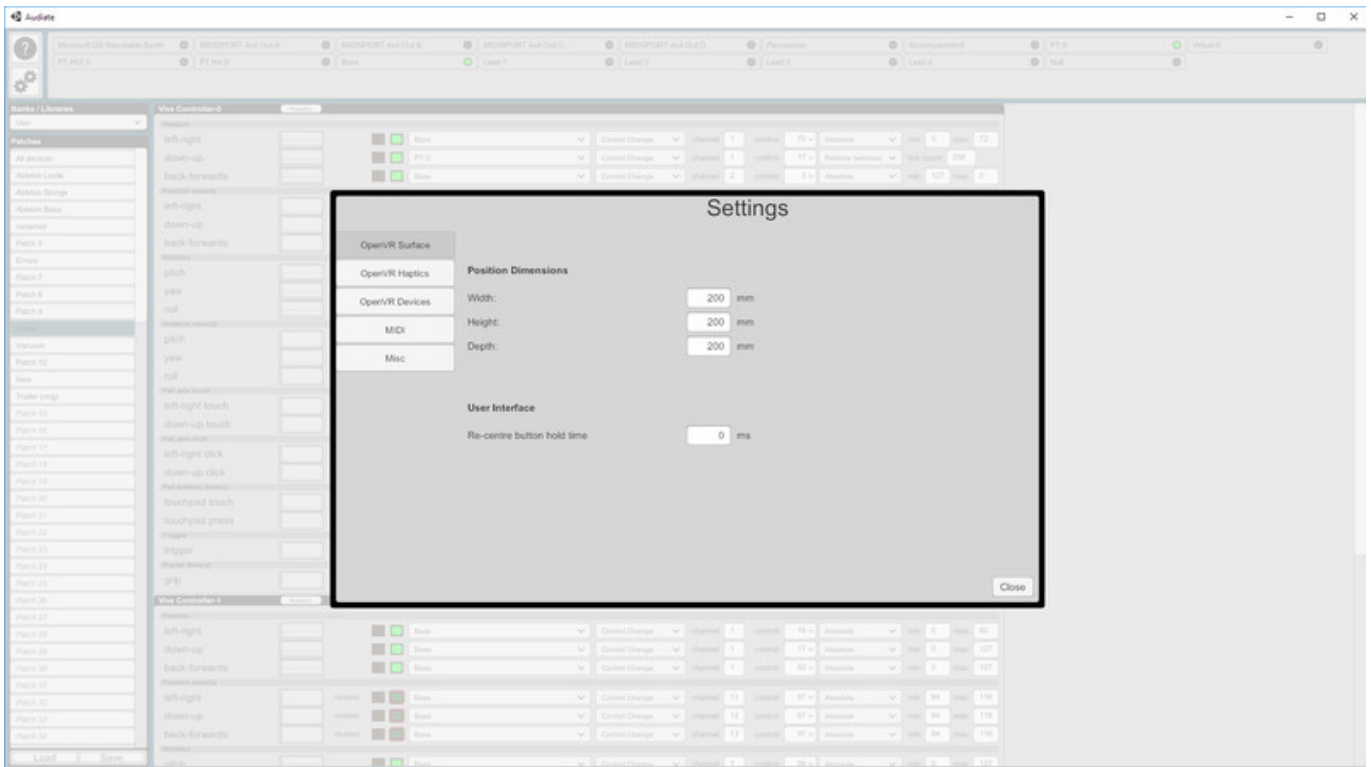


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## About This Software

Audiate allows you to map any MIDI-capable audio/video production tool to the position, orientation, and buttons on any OpenVR input device. With six assignable inputs per control from position & rotation alone it provides far more control per hand than would be possible with traditional finger-operated faders, knobs, & modwheels.

**Note:** The HMD display is not used, Audiate is intended to be integrated into an existing production tool-chain alongside physical instruments, other control surfaces, & software. It acts as an additional control surface for you to map as you see fit. As with most physical control surfaces it does not output actual musical notes as MIDI or audio streams, instead it focuses on providing hands-on control of live and post-production effects provided by MIDI capable hardware & software.

In effect the application operates like a 6-dimensional floating MIDI modwheel.

## Application Features

- Map OpenVR input devices to any MIDI software & hardware
- Load & save patch configurations
- Pre-configured library patches available in banks
- Configurable control code number lists

- 
- Configurable surface size & optional haptics
  - Extremely low CPU/GPU usage, performs no 3D rendering
  - Detailed documentation including tutorials for several popular DAWs

Audiate is built on top of VR input hardware as this offers unparalleled accuracy and low-latency tracking on consumer-grade hardware. These requirements are as important to music production as they are to VR.

For further details please see the application documentation, this is available in PDF format on the store page.

## Example Usages

- Attach a tracker to an arm, leg, foot or head to control a physical instrument or effect while performing
- Attach a tracker to any instrument, allowing for electric-guitar-like neck shake vibrato effects
- Recording multiple automation values simultaneously during mastering
- Control panning for surround-sound media
- Controlling MIDI-capable stage-lighting

## Hardware Support

Please note that the HMD is not used in this application. Audio production tools generally require significant system resources and are also often vulnerable to undesirable latency issues on busy systems. Audiate is designed to work alongside these tools as an enhancement to an existing tool chain rather than a replacement; as such it tries to keep its own system requirements to an absolute minimum.

The following input devices have pre-configured profiles:

- HTC Vive Controllers
- HTC Vive Trackers
- Oculus Rift

Support for other devices can be added by editing the application configuration files. Any OpenVR-compatible input device is supported.

All tracked controllers provide the following inputs:

- 3 position analogue axes per controller
- 3 rotation analogue axes per controller

In addition to this, a Vive Controller also provides:

- 3 button-based analogue axes per controller (trigger & touchpad x/y)

- 
- 1 digital axis (grip button)

Any additional inputs provided by OpenVR devices can be configured to make use of them. Functionality is provided to normalize & smooth values if required. Some trackers also allow for adding custom-built inputs via exposed electrical hookups, advanced users can build and configure entirely custom devices of their own design.

The configuration system can also be used to provide inputs bound to button presses. For example a user could set up a series of X, Y, & Z axes that only output when a particular button is held, with the previous value being held until next used.

## **Application Support**

Audiate can work with any application or hardware that is capable of using MIDI control codes to change parameter values.

This includes VST-based musical instruments & effect modules, as well as other usages outside of audio/video production. Hardware modules with MIDI capabilities can be connected in the usual way to the system running Audiate. It is not required that the connected module is capable of customizing it's own mappings, Audiate can be configured to make use of hard-coded ones such as those found in keyboard synths. Support is provided for mapping files (midnam & csv) to aid in the setting up of devices by listing the control name inside Audiate.

Value output is typically the absolute value which works in most cases however support is provided for software/hardware that requires relative input, as commonly used by "infinite knob"-based control surfaces. This mode exists to provide support in DAWs that are known to be difficult in their MIDI connectivity. Full details of the capabilities of this emulation mode are available in the manual.

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Title: Audiate  
Genre: Audio Production  
Developer:  
Fraser K  
Publisher:  
Fraser K  
Release Date: 29 Oct, 2018

b4d347fde0

English

Audiate

Microsoft GS Wavetable Synth   MIDISPORT 4x4 Out A   MIDISPORT 4x4 Out B   MIDISPORT 4x4 Out C   MIDISPORT 4x4 Out D

Percussion   Accompaniment   PT 0   Virtual-0   PT HUI 0

PT HA 0   Bass   Lead 1   Lead 2   Lead 3

Lead 4   Null

**Banks / Libraries**

User

**Patches**

- All devices
- Ableton Leslie
- Ableton Strings
- Ableton Bass
- renamed
- Patch 5
- Errors**
- Patch 7
- Patch 8
- Patch 9
- Trailer
- Vacuum
- Patch 12
- New
- Trailer (orig)
- Patch 15
- Patch 16
- Patch 17
- Patch 18

Load   Save

**Vive Controller-0**   Record

Position

- left-right   disabled   S   <device>
- down-up   disabled   S   <device>
- back-forwards   S   Virtual-0   Control Change   channel: 1   control: 1   Absolute

Position velocity

- left-right   output device not set   S   <device>
- down-up   output type not set   S   Virtual-0
- back-forwards   duplicate control code   S   Virtual-0   Control Change   channel: 1   control: 1   Absolute

Rotation

- pitch   disabled   S   <device>
- yaw   disabled   S   <device>
- roll   disabled   S   <device>

Rotation velocity

- pitch   disabled   S   <device>
- yaw   disabled   S   <device>
- roll   disabled   S   <device>

Pad axis touch

- left-right touch   disabled   S   <device>
- down-up touch   disabled   S   <device>

Pad axis click

- left-right click   disabled   S   <device>
- down-up click   disabled   S   <device>

Pad button down/up

**Error Feedback**

**Audiate**

Microsoft GS Wavetable Synth    MIDISPORT 4x4 Out A    MIDISPORT 4x4 Out B    MIDISPORT 4x4 Out C    MIDISPORT 4x4 Out D

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- Trailer (orig)
- Patch 15
- Patch 16
- Patch 17
- Patch 18

Load    Save

Digital (Binary)

grip    Bass    Control Change    channel: 11    control: 70    Absolute

**Vive Controller-1**

Position

- left-right    Bass    Control Change    channel: 1    control: 16    Absolute
- down-up    Bass    Control Change
- back-forwards    Bass    Control Change

Position velocity

- left-right    disabled    Bass    Control Change
- down-up    disabled    Bass    Control Change
- back-forwards    disabled    Bass    Control Change

Rotation

- pitch    Bass    Control Change
- yaw    Bass    Control Change
- roll    Bass    Control Change

Rotation velocity

- pitch    disabled    Bass    Control Change    channel: 11    control: 70    Absolute
- yaw    disabled    Bass    Control Change    channel: 11    control: 71    Absolute
- roll    disabled    Bass    Control Change    channel: 11    control: 72    Absolute

Pad axis touch

- left-right touch    MIDI Control Code lookup    Control Change    channel: 1    control: 23    Absolute
- down-up touch    Bass    Control Change    channel: 9    control: 23    Absolute

Standard

- Hypercontrol
- Hypercontrol (subset)
- ProTools - Vacuum

15 - Name

- 016 VTO 1 Mixer
- 017 VTO 2 Mixer
- 018 Mixer Ringmod
- 019 HPF Cutoff
- 020 HPF Resonance
- 071 Env 1 Decay
- 072 Env 2 Decay
- 073 Env 2 Attack
- 074 Env 1 Attack
- 075 LPF Cutoff
- 076 LPF Resonance

**Audiate**

Microsoft Windows [System] | MIDI PORT A44 Out.1 | MIDI PORT A44 Out.2 | MIDI PORT A44 Out.3 | MIDI PORT A44 Out.4 | Percussion | Accompaniment | PT 1 | Virtual 1

PT 16.0 | PT 16.0 | Solo | Level 1 | Level 2 | Level 3 | Level 4 | No.1

**Settings / Libraries**

**Patches**

- All patches
- Ableson Library
- Ableson Strings
- Ableson Bass
- Ableson Percussion
- Patch 1
- Patch 2
- Patch 3
- Patch 4
- Patch 5
- Patch 6
- Patch 7
- Patch 8
- Patch 9
- Patch 10
- Patch 11
- Patch 12
- Patch 13
- Patch 14
- Patch 15
- Patch 16
- Patch 17
- Patch 18
- Patch 19
- Patch 20
- Patch 21
- Patch 22
- Patch 23
- Patch 24
- Patch 25
- Patch 26
- Patch 27
- Patch 28
- Patch 29
- Patch 30
- Patch 31
- Patch 32
- Patch 33
- Patch 34

**View Controller-0**

left-right | down-up | back-forwards | Pitch wheel | left-right | down-up | back-forwards | Roll wheel | pitch | yaw | roll | Pitch wheel | left-right touch | down-up touch | Pitch wheel | left-right click | down-up click | Touchpad touch | touchpad press | trigger | waterdamp | pitch

**View Controller-1**

Pitch wheel | left-right | down-up | back-forwards | Pitch wheel | left-right | down-up | back-forwards | Roll wheel | pitch | yaw | roll | Pitch wheel | left-right touch | down-up touch | Pitch wheel | left-right click | down-up click | Touchpad touch | touchpad press | trigger | waterdamp | pitch

**Introduction**

Audiate translates VR position & rotation along with button inputs into MIDI messages. These can then be used to control MIDI capable software or hardware.

**Inputs**

**Mapping Inputs**

**Patches**

**MIDI Primer**

**MIDI Implementation**

**MIDI Control Change Options**

**MIDI Control Change Names**

**Hints and Tips**

**Input Device Configuration**

information on interfacing with various DAWs can be found in the menu to the left. Some require some brief configuration before they'll work.

**Ableson**

A "virtual MIDI port" is required to communicate with software applications, information on this and several free implementations can be found online.

**Pro Tools**

**Troubleshooting**

Hold controller button for 1 sec to reconfigure controller.

Prev Next Close







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