

Tutorial: Connecting Google Android and TouchOSC to Logic

This tutorial will walk you through how to connect TouchOSC from your Google Android device to Logic. This tutorial will give you the basics. It will walk you through how to set up the connection from your phone to the computer as well basic mappings to make sound. You will have to do some of your own experimentation to create a system and sound that works for you.

1) On your Google Android device, download TouchOSC. This is simply done by going to the Google Play Store. On Android device, this application should be free.

2) Connect your Android device to a wireless network.

a) On most Google Androids, this is done by going to settings and selecting the Wi-Fi option and selecting the necessary network. Eg. Guest@UofL

Finding IP on a PC – for Mac instructions, skip to step 6

3) Connect your computer to the same network as your Android device.

a) If Wi-Fi is turned on, select the Wi-Fi symbol usually at the bottom right of the screen.



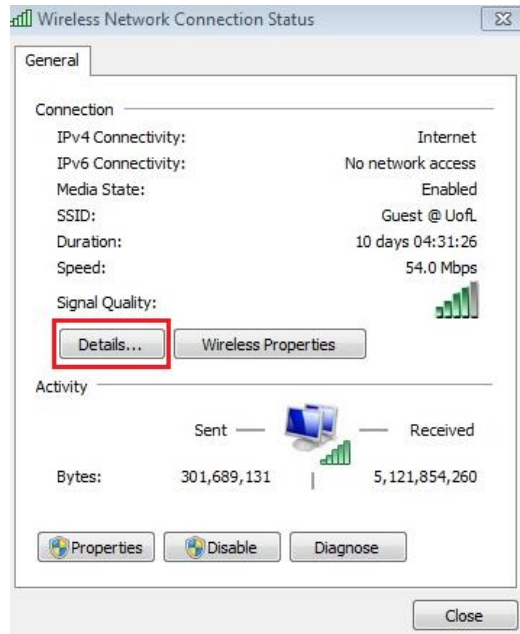
b) Select the desired network and press connect.

4) Once you are connected, right click the network and choose “Status”.

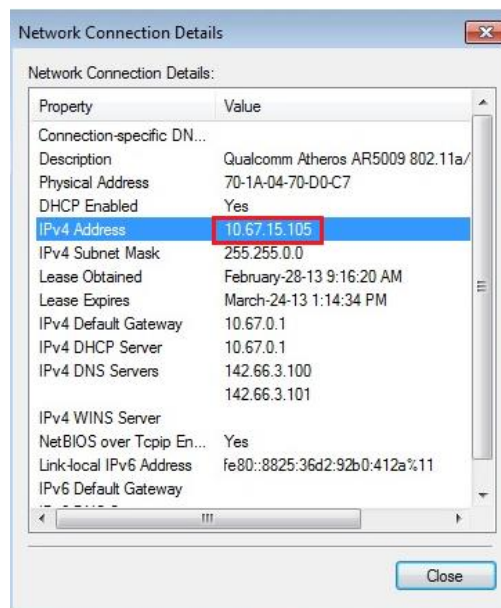


5) Find the IP address on the computer.

a) Once the “Wireless Network Connection Status” window pops up, select “Details...” in the “General” tab.



b) The “Network Connection Details” window will pop up. Write down the IP address given after “IPv4 Address. You will need to put this into your device later.



Skip to step 8

Finding IP on a Mac

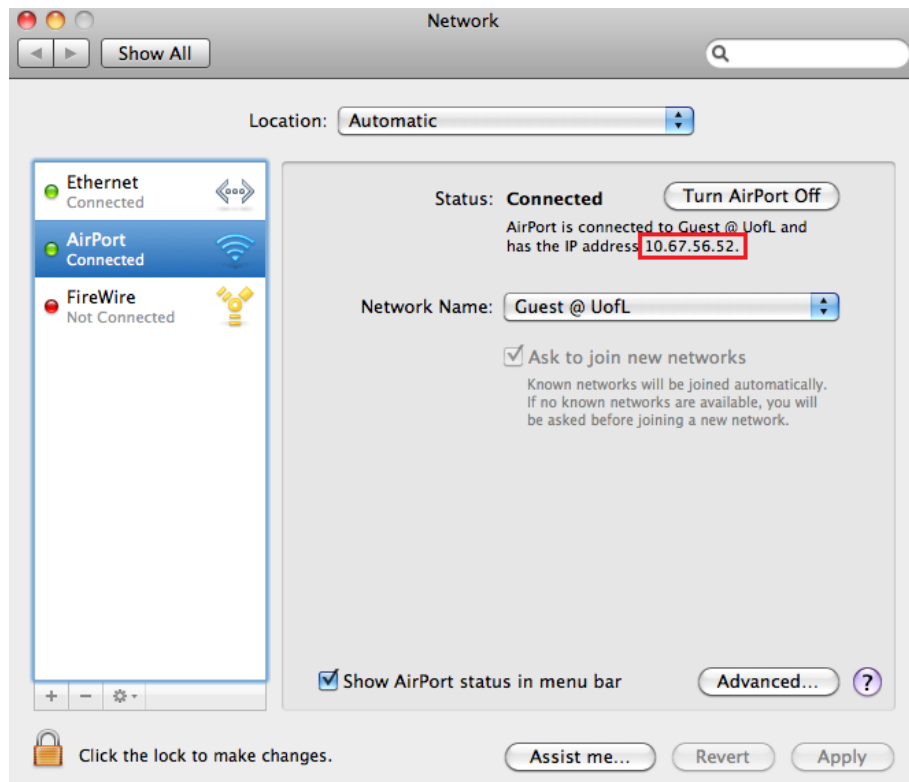
6) Connect the computer to the same network as your Android device.

a) Select the Wi-Fi symbol at the top right of the screen and select the network from the drop down menu.



7) After connecting to the network, select the “Open Network Preferences” option.

a) Write down the IP address given after the Status option. You will need to put this address into your device.



Setting up TouchOSC

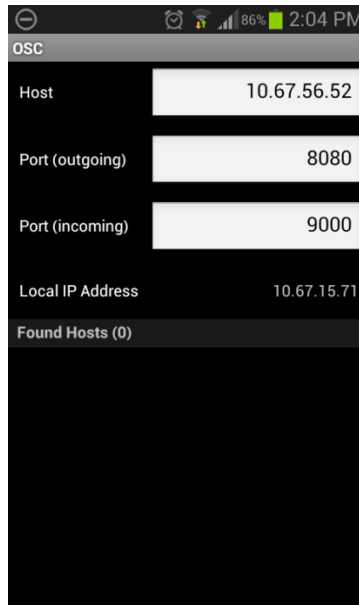
8) Take the IP address written down previously and put it into TouchOSC.

a) Open TouchOSC.

b) Select “OSC” from Settings.

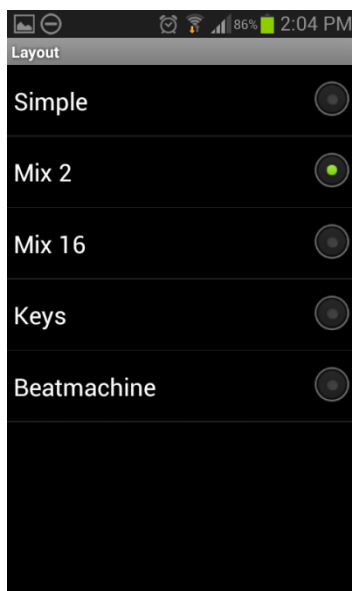
c) Put the IP address into the Host space.

d) Write down the Port number for outgoing. This will need to be put into Max/MSP later.



9) Return to the Settings page in TouchOSC and select the Layout option.

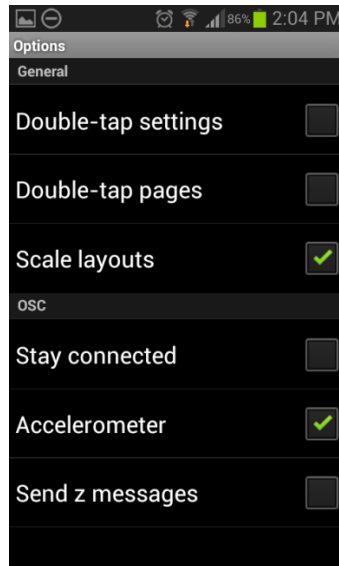
a) Select “Mix 2” from the available layouts. (This layout is the one that works with the Max/MSP patch that you will open soon)



10) Once again return to the Settings page and select Options.

a) Under the OSC tab, select the Accelerometer.

b) Return to the Settings page and select Done.



Launching Max/MSP

11) On the computer, launch the “das_touchosc_template.maxpat” patch from the Max Components folder.

a) Once the patch is open, double-click “/raw”

b) Take the Port number you wrote down earlier and place it after “undpreceive”.

c) With this all done, you should be able to see a string of data coming in the pink section of the patch. This is data coming from your device to the computer.

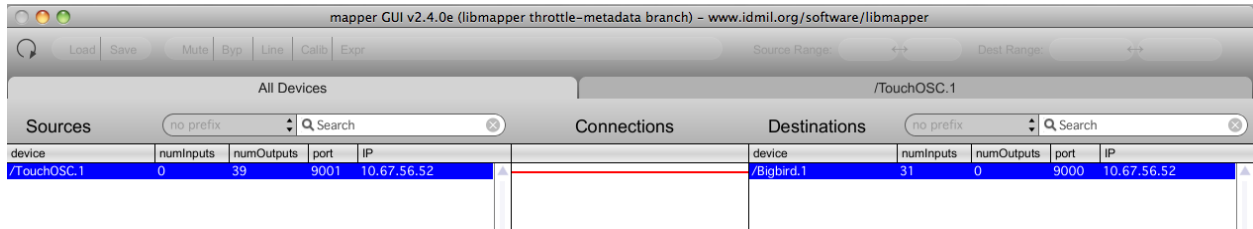
12) Return to the Max Components folder.

a) Open “signal2midi_max5” or “max6” depending on which Max/MSP you are running.

Mapping

13) Open MapperGUI from the Max Components folder.

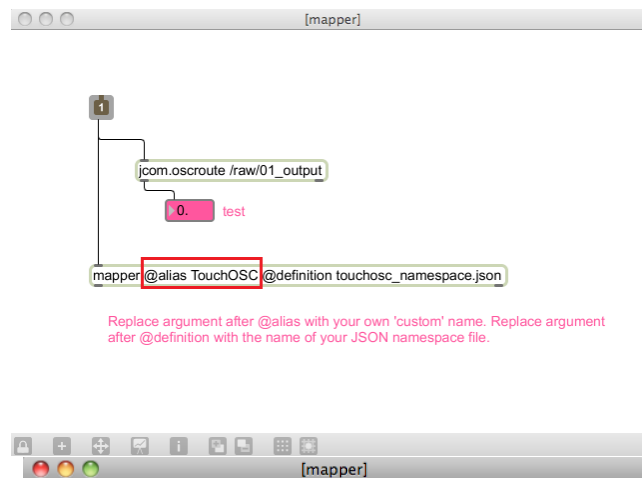
a) You should see something that says “/TouchOSC.1” under sources and “/Bigbird.1” under destinations.



i) These names correspond to the open Max patches. It may be helpful to change these names if there is more than one person running the same thing on the same network.

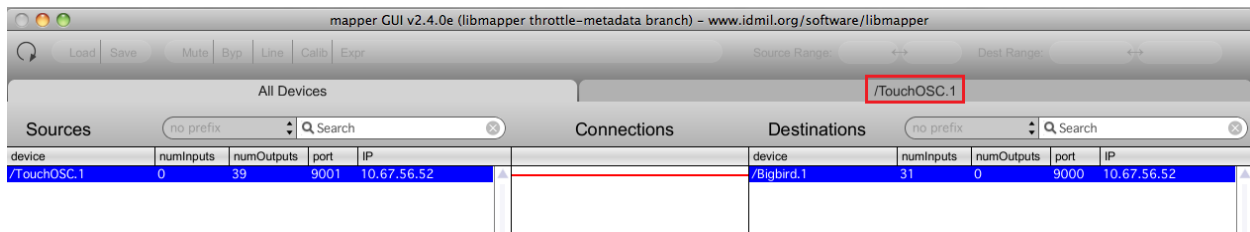
ii) In both “das_touchosc_template” and “signal2midi” patches, double-click “p mapper”.

iii) After “@ alias” you can change the name to something you can identify as you. Once this is done, close these windows.



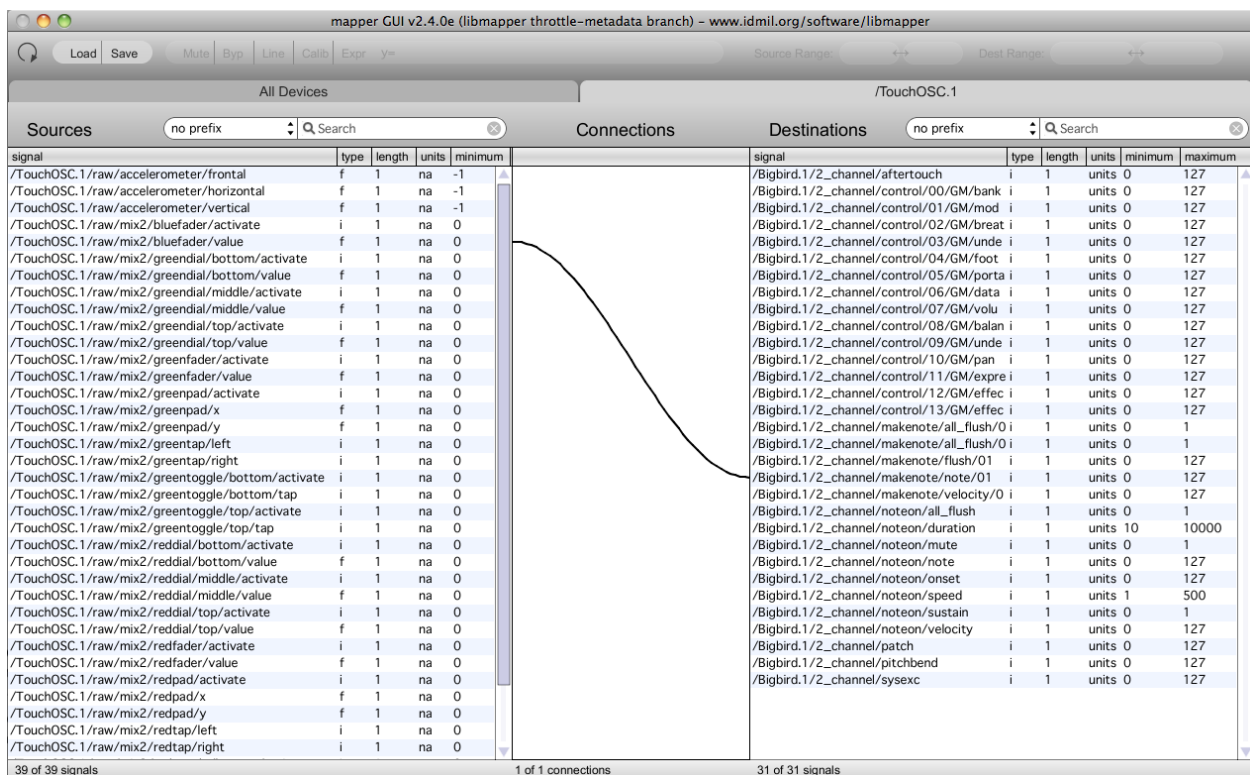
14) Return to MapperGUI

- Click and hold the name of the source device and drag the mouse over to your destination device.
- Once you are connected to the destination, click on the tab that has the corresponding name of your source device.



15) On the left you will see all of the gestures possible with your device. On the right are all of the parameters you can connect to. These will be connected to Logic once you open it.

- For starters, connect the blue fader value to makenote/note/01.

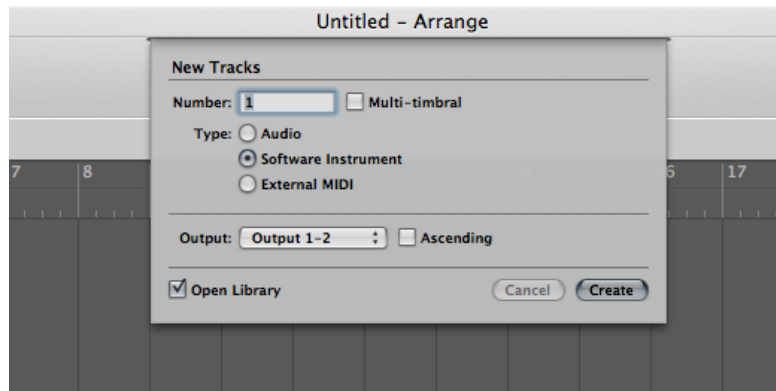


Logic

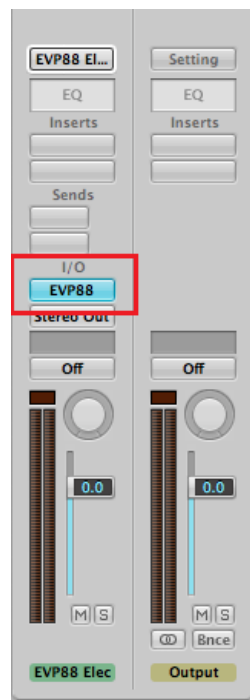
16) Open Logic.

a) Create an empty project.

b) When prompted, create one software instrument.



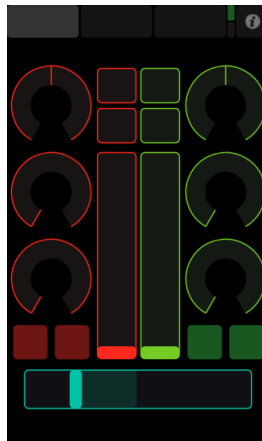
c) EVP88 Electric Piano will be automatically loaded. Double-click the blue icon for the instrument at the bottom left corner under I/O.



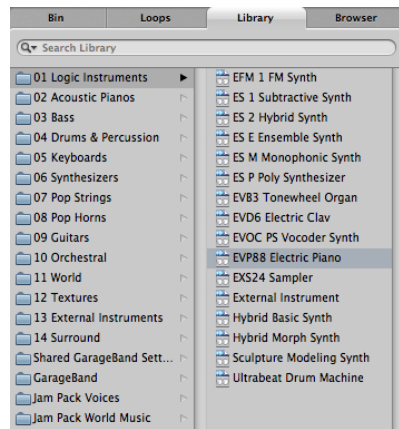
This opens the instrument so you can change its parameters.



d) If you press different positions on the blue fader, sound will be made.



e) You can choose different instruments from the Library tab on the top right.



17) From here it is time to experiment with different mappings, instruments and parameters. Get creative.