DAW IT

by

Dawvelopment
.com

User Manual

The documentation covers the following products:

DAW IT™

Table of Contents

Introduction

Thank you for purchasing DAW IT® app.
We encourage you to contact us with questions or comments regarding this product.

Also we suggest that you create a Free Account in our website and get access to the Forum and the Members Directory.
We suggest that you spend some time with this manual before starting to work with DAW IT application, in order to get familiar with its features and workflow.
This will help your setup process go as smoothly as possible.

Some points to consider:

- The screenshots come from a tablet running Android 7.0 with screen resolution lower than Full High Definition (FHD) and from Windows 10 PC running Cubase Pro 10.5
- The documentation applies to "Android" operating system
- Every Android device has a BACK button. Its symbol is:

*3 types of Android BACK button*

System Requirements

DAW IT requires Android 6.0 or greater operating system on your tablet or mobile phone device.
Also, your Android device must provide a MIDI connection option when connected to a computer USB port. **Recommended version: Android 7.0**

In order to confirm these, do the following steps on your Android device:

- Open your device Settings, select System and tap About phone/tablet. Then scroll down to Android version. Check for version 6.0 or greater. If the version is smaller than 6.0, then your phone or tablet doesn't provide MIDI option, so you cannot use DAW IT.
- Connect your device to a computer USB port (USB 2.0 or greater) and check your notifications tab on the top of the screen. Usually, you 'll see the message "Settings – Charging via USB" or something similar. Tap 1 or 2 times on this notification to open the "more options" screen. Find and select MIDI. See the 2 screenshots below:
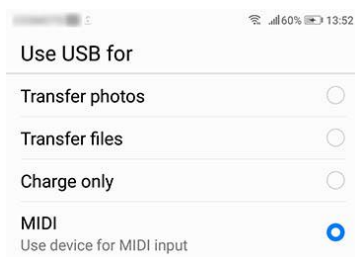
Please note:

If there is no MIDI option available then you cannot use DAW IT application on this particular phone or tablet because your device manufacturer didn't include MIDI connectivity.
Also have in mind that Google introduced MIDI for the 1st time on Android 6.0, therefore some devices may not support MIDI protocol.

- With your Android device connected successfully, you are ready to open your DAW software on your computer and make sure that a new MIDI port is available.
- Next launch DAW IT on your Android device.
- Then tap the Settings button on the Main Menu and choose the available MIDI Port from its respective field.

Midi Port

#1, Android USB Peripheral P..
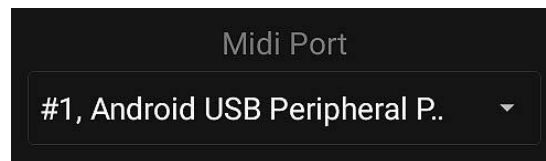
Caution:

Unofficial Android distributions are not supported. This means that they have not been tested with DAW IT.
We do not encourage the use of such devices because of possible incompatibility issues.

What's new & Links bar

On top of Main screen there is the What's new area.
Several links are displayed there in succession.
Tap on a link to open your default browser to read more.
- An internet connection is required.
- If there is no internet connection available, only the WELCOME message will appear.

Main Menu

HOME
Shows the Welcome Screen

FADERS
Assign a MIDI Controller on each Fader

3D PADS
Assign 2 MIDI Controllers on X and Y axes for the 1st finger and a 3rd Controller for the 2nd finger
All three work simultaneously

BUTTONS
Assign MIDI Controllers and Program Changes on Buttons
This is the perfect place to create a MIDI Generic Remote Control for your DAW

KEY SWITCHES
Send Key Switches to your instruments

AFTERTOUCH & SUSTAIN
Useful tool for those who don't have a MIDI keyboard with Aftertouch and/or Sustain pedal. This panel appears on top of the main functions and works simultaneously

Useful Tip !

Tap and hold any icon from Main menu to open its functions on the Auxiliary Panel. This panel appears on top of the main functions and works simultaneously. Please note that there are not editing capabilities available inside the Auxiliary Panel.

Support Menu

Dawvelopment WEBSITE
Opens the default Web Browser and shows Dawvelopment WEBSITE

SHARE Dawvelopment WEBSITE
Share DAW IT to spread the word !

USER MANUAL
Opens the default Web Browser and shows DAW IT User Manual

Dawvelopment FORUM
Visit Dawvelopment's users forum area

CONTACT US
Opens the default Web Browser and shows Dawvelopment Contact Form

ABOUT this APP
Information about DAW IT

Useful Tip !

Tap and hold any icon from Support menu to copy its link into clipboard.
Then you can paste it on another application (Email, Notepad etc.)

System Functions

Support MENU
Tap on this icon to move between Main Menu (gold) and Support Menu (red)

SETTINGS - PROFILES
Global settings such as MIDI Port, Display Sleep lock etc
File system - Profiles - Presets

FULL SCREEN
Hides the Main menu bar. To unhide it press your device BACK button

Faders

Faders are sliders which control various parameters of synthesizers or effects via MIDI. These parameters usually affect the behavior of an instrument or effect, for example the "Vibrato depth" of a violin or a "filter's Resonance" of a synth or the "Predelay" of a reverb.

The usual method is:
1. Assign a MIDI Controller (range: 0-127) to the target instrument or effect parameter you want to control.
2. Assign the same MIDI Controller to a fader on DAW IT.

Or you can do it backwards:
1. Assign a MIDI Controller (range: 0-127) to a fader on DAW IT.
2. Use the "LEARN" function, if provided, for the target parameter you want to control and move the fader on DAW IT.

As this is a MIDI procedure, you can record and edit the fader movements into your DAW software.

DAW IT lets you create and use up to 40 faders per Preset.
Also you can add Text Labels between faders to set names to groups of faders.

Description
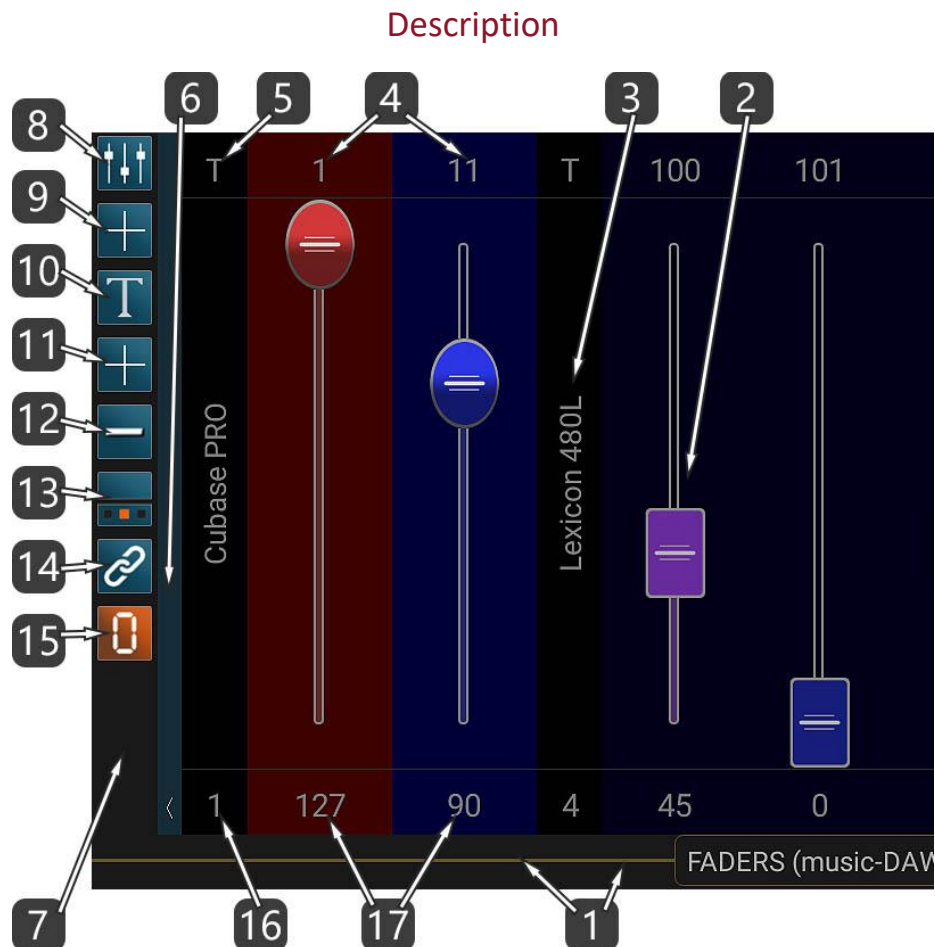
1. This horizontal bar is the TITLE BAR but it is also the SCROLL BAR of all faders. The title contains the currently loaded preset.
   – Slide your finger on it to move around.
   – By sliding left or right inside the title, you can move between the main functions of DAW IT rotationally.
   – If you tap 2 fingers on it you enter the SCROLL mode.
2. This is the FADER. It sends values in range 0-127 through MIDI Port.
3. This is the TEXT LABEL.
4. The number over each fader indicates the Controller number or the MIDI Channel you selected, according to #13 below.
   Tap on it to enter the EDIT FADER screen.
5. Tap on letter "T" to enter the EDIT TEXT LABEL screen.
6. Tap on this vertical bar with the arrow to reveal or hide the TOOLBAR.
   Also, you can slide down on it to enter full screen mode. Slide up to return to normal mode.
   Slide left or right to move the whole toolbar to the left or right side of your screen.
7. This area is the TOOLBAR.
8. Tap on this button to edit specific properties for ALL FADERS. This is called the EDIT ALL FADERS mode.
9. Tap on this button to ADD a FADER.
10. Tap on this button to edit specific properties for ALL TEXT LABELS. This is called the EDIT ALL LABELS mode.
11. Tap on this button to ADD a TEXT LABEL.
12. This button switches the display between 1 row or 2 rows of faders.
13. Tap on this button to show/hide all elements properties like Value, Position and MIDI channel.
    You can select between 3 states, rotationally:
    a. Hide all.
    b. Controller numbers (0-127) for the faders and (T) for the labels in the upper row.
       Controller value (0-127) for the faders and Position for the labels in the lower row.
    c. MIDI channels (1-16) for the faders and (T) for the labels in the upper row.
       Position for all elements in the lower row.
14. Tap on this button to enter the LINK MODE in order to link a fader to its next one.
    Select these 2 faders by tapping on their position or value number. (see #13)
    The 1st is the Primary and the 2nd follows (Secondary).
15. SET ALL FADERS to 0.
    This button sets all faders values to 0 and sends these values through MIDI Port.
    If a value was already at 0, it won't be sent to MIDI port.
16. Tap on these symbols to enter the MOVE Fader/Label mode.
    Tap again to exit to normal mode.
17. These numbers represent the fader position or its current value according with the state you selected on #13.
    Tap on these numbers to enter the MOVE Fader/Label mode.

Please note:

The TITLE BAR is also used as the SCROLL BAR for all faders.
- Slide your finger on it to move around.
- If you tap 2 fingers on it you enter the SCROLL mode.

Useful Tip !

On #13 above, if you tap and hold this button, you select state -a-,
which hides both the upper and lower rows for all faders and text labels.

Add Faders / Text Labels

This function lets you add Faders or Text Labels.
All properties fields are the same as the EDIT FADER and EDIT TEXT LABEL screens respectively.
The only difference is the Quantity and Position properties as described below.
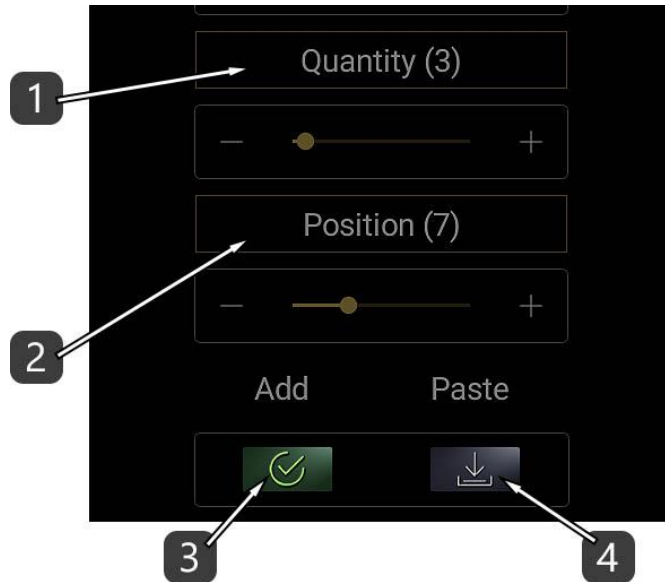
1. Set the quantity of the new elements.
2. Set the position of the new element amongst the others.
3. Press APPLY to execute the ADD command.
4. Each time you edit an existing element in DAW IT, all its properties are copied into the Clipboard.
   Press PASTE to paste them here and then make any changes you want.
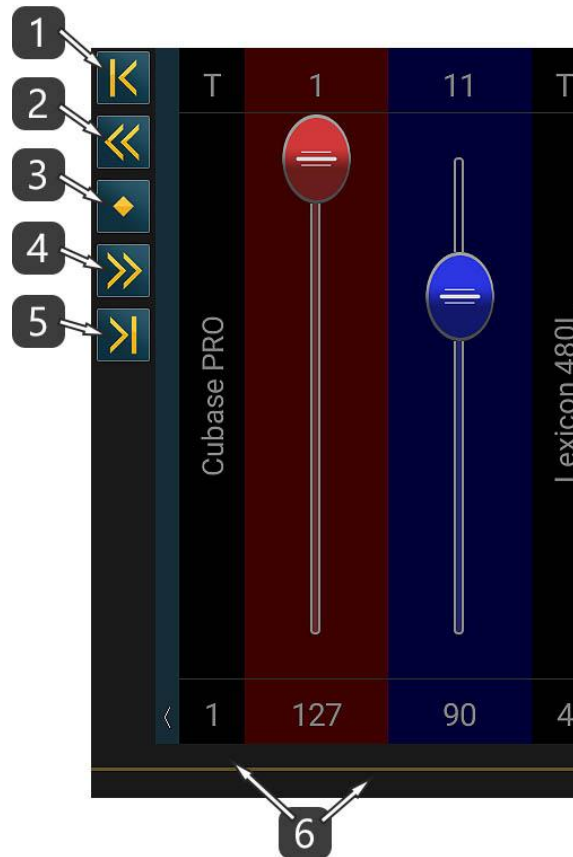   Press APPLY when you're ready.

Useful Tip !

If you want to copy and paste all properties from one fader or text label to another, just edit the 1st element, then go back and then edit the 2nd element and paste settings.
After this, make any changes you want.

Scroll mode

You entered this mode by following the instruction #1 of the Description section.

1. Scroll to start.
2. Scroll 1 page left.
3. Scroll to center.
4. Scroll 1 page right.
5. Scroll to end.
6. Tap 2 fingers on the Scroll bar to Exit to normal mode.

Move Fader/Label mode

You entered this mode by following the instructions #16 or #17 of the Description section.
In the screenshot below, notice the red rectangle which indicates the element to be moved.
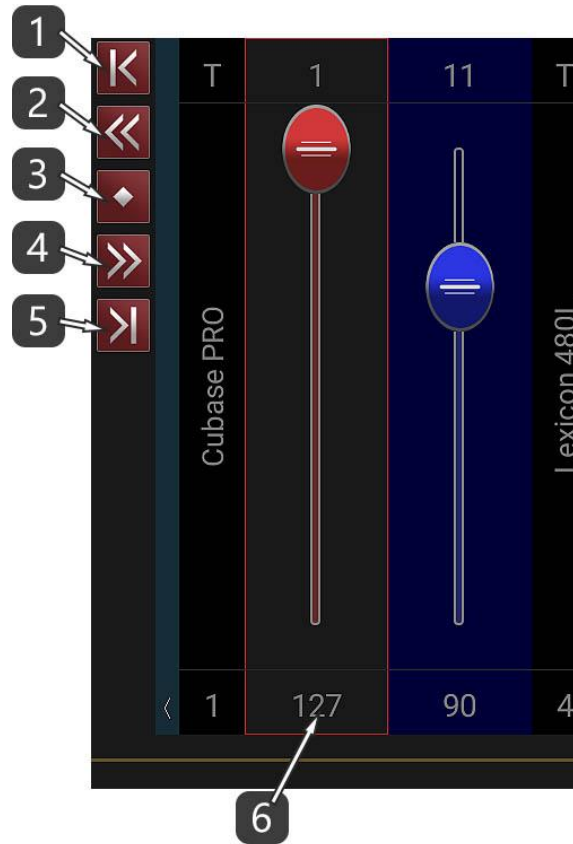
1. Move selected item to start.
2. Move selected item 1 page left.
3. Move selected item to center.
4. Move selected item 1 page right.
5. Move selected item to end.
6. Tap on this number to Exit to normal mode.

Link Faders mode

You entered this mode by following the instruction #14 of the Description section.
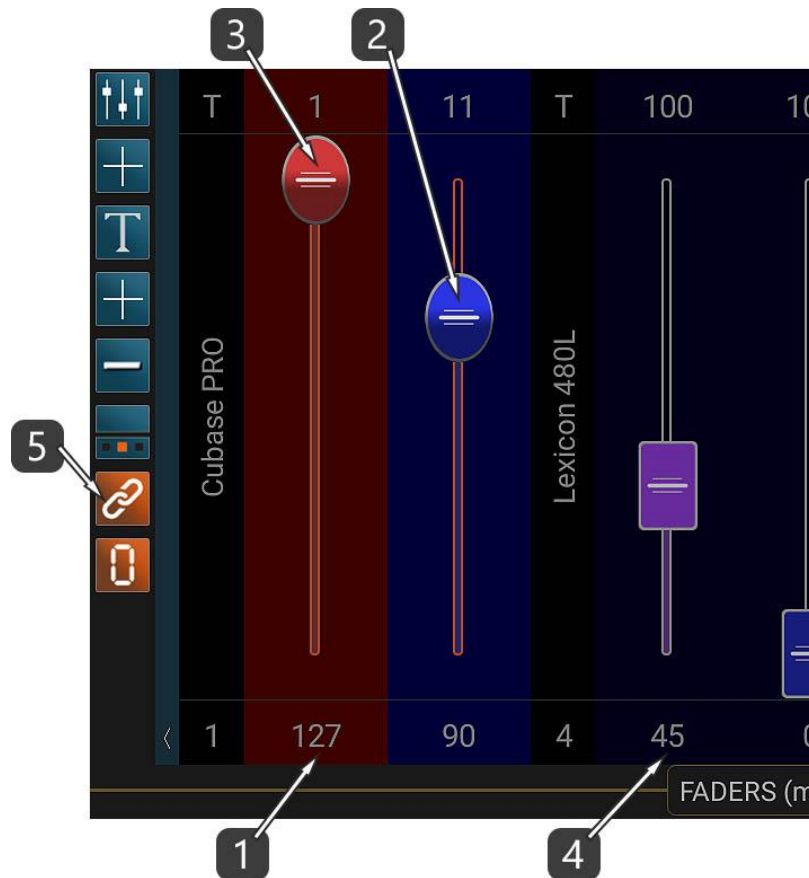
1. Tap on the Master Fader ID or Value number.
   The next fader follows the Master and both sliders change color to distinguish them easily.
2. Set the 2nd fader to the desired start position.
3. Move the Master fader. Notice that the 2nd fader follows the master and as long as you keep your finger on the device surface, it remembers the difference between the 2 of them even if you reach min or max values.
   This means that if you raise your finger, a new start position for the 2nd fader must be defined.
4. Tap on another fader ID or Value number to set a new pair of linked faders.
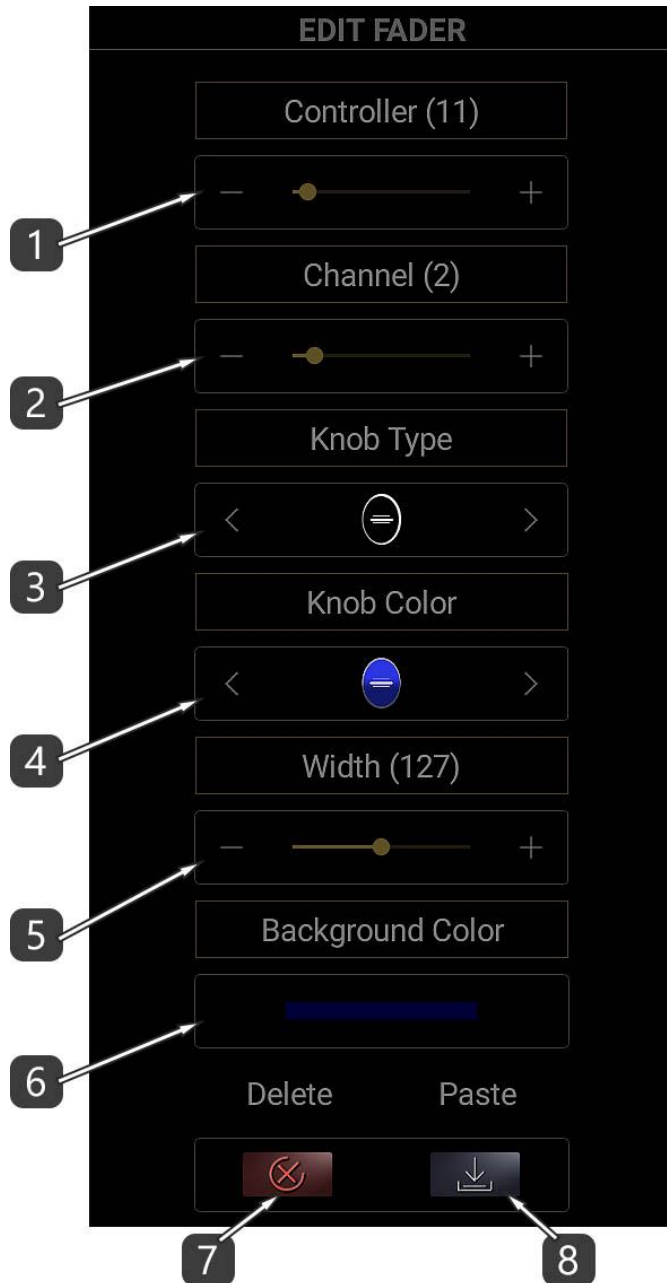5. Tap on the Link button to Exit to normal mode.

Edit Fader

You entered the Edit Fader screen by tapping on the number located over each fader.

Description

1. Select Controller number (range: 0-127).
2. Select MIDI Channel (range: 1-16).
   – If you use the fader to control virtual instruments or effects then select MIDI channel 1.
   – If you use the fader to control your DAW elements eg. the volume of a track, then select a MIDI channel other than 1.
   Then you should exclude this channel from recording MIDI data. (see example)
3. Select the fader Knob type. There are 4 types available:

| 3D sharp | Monochrome | Monochrome Wide | 3D round |

4. Select the fader Knob color from a palette of 8 colors.
5. Set the width of the fader.
   Please note that the fader width depends on your device screen properties.
6. Set the fader background color (see the Color Picker).
7. Delete the fader.
8. Paste Settings.
   Every time you edit a fader, its properties are copied in the clipboard.
   The clipboard holds only the properties of the last edited fader.

Useful Tip !

Edit a fader, then edit another and press Paste Settings button.
It works like copying a fader!

You entered the Edit Text Label screen by tapping on letter "T" located over each text label.

Description

1. Set the Text Label.
2. Select the text color (see the Color Picker).
3. Set the text size.
4. Set the width of the text label.
   Please note that the text label size and width depend on your device screen properties.
5. Set the text label background color (see the Color Picker).
6. Delete the text label.
7. Paste Settings.
   Every time you edit a text label, its properties are copied in the clipboard.
   The clipboard holds only the properties of the last text label you edited.
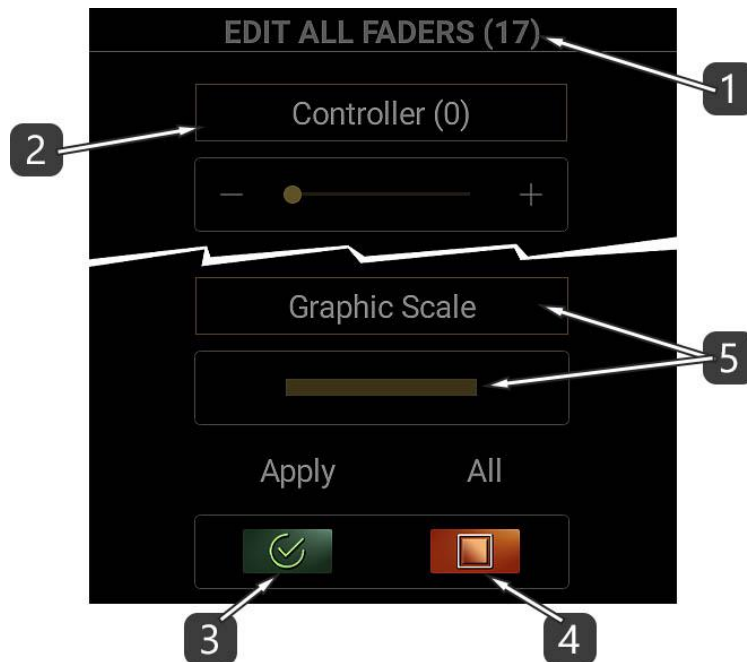
Useful Tip !

Edit a text label, then edit another and press Paste settings button.
It works like copying a text label!

Edit ALL Faders / Text Labels

This function lets you change specific properties for ALL FADERS and ALL TEXT LABELS.
All properties fields are disabled by default.
At first, tap on the title of the property you want to edit in order to enable it.

Description

1. This number indicates the amount of all Faders or Text Labels.
2. Tap on the title of the property you want to edit in order to enable it.
3. Press APPLY to execute the command.
   Any property which is disabled will not be applied.
4. This button enables / disables all the properties.
5. If you want to see a graphic scale underneath all faders, just choose its color, otherwise set its color Alpha (transparency) to 0. (see Color Picker below)

Color Picker

With the Color Picker you can select colors !
There is a Hue / Saturation / Brightness (HSB) method with sliders and +/- operators.
Also, there is a palette of last used colors and a palette of default colors for quick access.

Description

1. This is the selected color code in hexadecimal mode.
   In the screenshot above, the first 2 characters (FF) represent the transparency.
   00 means "transparent" while FF means "opaque".
   The other 6 characters represent the color in RGB mode.
   This field is an editable text box. This means that you can enter manually or paste a color code.
   - Please do not forget to always enter the first 2 digits for transparency. -
2. Move the sliders or use the +/- operators to select HSB values.
   HSB stands for Hue, Saturation, Brightness. Sometimes Brightness is called Lightness or Luminance.
3. Move the slider or use the +/- operators to set transparency amount.
   0 means "transparent" while 255 means "opaque".
4. These are the latest user colors palettes. Slide left or right and tap to pick a color.
   Use the arrows to select user colors from the 3D Pads or the Buttons too.
   These palettes are saved inside the app for further use.
5. This is the latest chosen colors palette. Slide left or right and tap to pick a color.
   This palette is temporary and cannot be saved.
6. These are the default colors palettes. Slide left or right and tap to pick a color.
   Use the arrows to select between Light, Medium or Dark palette.

Final Color

1

ff35005b

H   76%   275

−   ⬤   +

2

S   100%   100

−   ⬤   +

B   36%   36

−   ⬤   +

3

A   100%   255

−   ⬤   +

User Colors

4

Faders

Latest Colors

5

Default Colors

6

Medium Palette

3D Pads

The 3D Pads are the well known XY Pads which simulate a joystick's movements on 2 axes, X and Y.
However, there is a slight difference which can expand your workflow and possibilities:
The addition of a 3rd MIDI controller which can be controlled by a 2nd finger. This is the Z axis.
Now you can control 3 MIDI controllers at once by assigning them on the X, Y and Z axes.
Of course, the Z axis is imaginary.
Just imagine controlling Dynamics, Expression and Vibrato Depth of a Cello section, all in real time.
Any of these 3 axes can be muted at any moment.

For example, you may need to "Learn" the X axis controller into a VST instrument.
All you have to do is to enable the LEARN function on the VST Instrument, then mute Y axis and then slide your finger on the 3D Pad.
Boom !!! The X axis controller has been learned !

The usual workflow is:
1. Assign 2 or 3 MIDI Controllers (range: 0-127) to the target instrument or effect parameters you want to control.
2. Assign the same MIDI Controllers to 2 or 3 axes of a 3D Pad on DAW IT.
3. Mute the axes you don't use.

Or you can do it backwards:
1. Assign 2 or 3 MIDI Controllers (range: 0-127) to 2 or 3 axes of a 3D Pad on DAW IT.
2. Use the "LEARN" function, if provided, for the target parameters you want to control, one by one and then slide your finger onto one axis while muting the other two axes on DAW IT.

As this is a MIDI procedure, you can record and edit the 3D Pad movements into your DAW software.

DAW IT lets you create and use up to 20 3D Pads per Preset.

Description
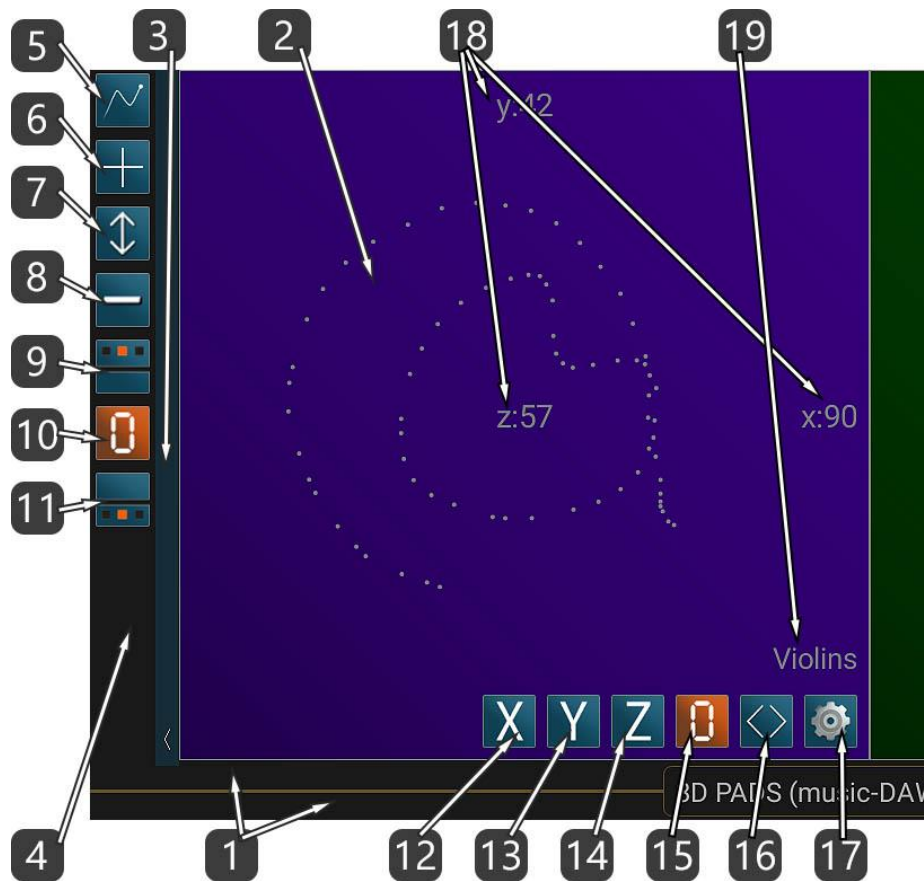
1. This horizontal bar is the TITLE BAR but it is also the SCROLL BAR for all 3D pads. The title contains the currently loaded preset.
   – Slide your finger on it to move around.
   By sliding left or right inside the title, you can move between the main functions of DAW IT rotationally.
   – If you tap 2 fingers on it you enter the SCROLL mode.
2. This is the main touch area of the 3D Pad. It sends values in range 0-127 through MIDI Port.
3. Tap on this vertical bar with the arrow to reveal or hide the TOOLBAR.
   Also, you can slide down on it to enter full screen mode. Slide up to return to normal mode.
   Slide left or right to move the whole toolbar to the left or right side of your screen.
4. This area is the TOOLBAR.
5. Tap on this button to edit specific properties for ALL 3D PADS. This is called the EDIT ALL 3D PADS mode.
6. Tap on this button to ADD a 3D PAD.
7. This button resizes the 3D pad touch area horizontally or vertically in order to match any device screen size.
8. This button switches the display between 1 row or 2 rows of 3D pads.
9. Tap on this button to show/hide the assigned controllers and their current values of X, Y and Z axes, for all 3D pads.

You can select between 4 states, rotationally:
  a. Hide all.
  b. Controller values (0-127).
  c. Controller numbers (0-127).
  d. Controller MIDI channels (1-16).
10. SET ALL 3D PADS to 0.
  This button sets all 3D pads values to 0 and sends these values through MIDI Port.
  If a value was already at 0, it won't be sent to MIDI port.
11. Tap on this button to show/hide the lower area for all 3D pads.
  You can select between 4 states, rotationally:
  a. Hide all.
  b. Show all (mute buttons for X, Y, Z axes, set this 3D pad to 0, move 3D pad, edit 3D pad and title).
  c. Hide title.
  d. Show title and hide buttons.
12. Mute X axis.
13. Mute Y axis.
14. Mute Z axis.
15. SET 3D PAD to 0.
  This button sets this particular 3D pad values to 0 and sends these values through MIDI Port.
16. Tap on this symbol to enter the MOVE 3D Pad mode.
Tap again to exit to normal mode.
17. Tap on this button to enter the EDIT 3D PAD screen.
18. These labels are read only and represent every axis assigned controllers and their current values, according to #9 above.
19. This is the TEXT LABEL. It can be changed by tapping the Edit 3D Pad button on #17.

Please note:

The TITLE BAR is also used as the SCROLL BAR for all 3D pads.
- Slide your finger on it to move around.
- If you tap 2 fingers on it you enter the SCROLL mode.
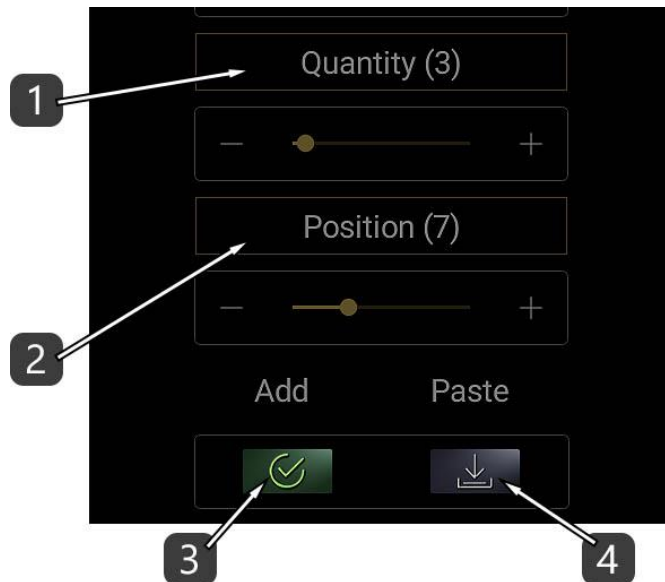

Useful Tip !

On #9 and #11 above, if you tap and hold these buttons, you select state -a-, which hides all the information values or the lower area, for all 3D Pads.

Add 3D Pads

This function lets you add 3D Pads.
All properties fields are the same as the EDIT 3D PAD screen.
The only difference is the Quantity and Position properties as described below.

1. Set the quantity of the new elements.
2. Set the position of the new element amongst the others.
3. Press APPLY to execute the ADD command.
4. Each time you edit an existing element in DAW IT, all its properties are copied into the Clipboard.
   Press PASTE to paste them here and then make any changes you want.
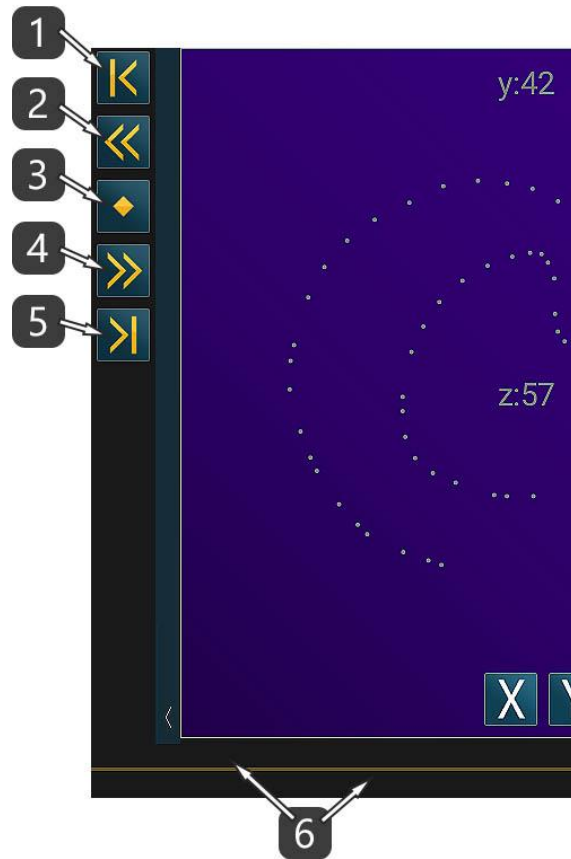   Press APPLY when you're ready.

Useful Tip !

If you want to copy and paste all properties from one 3D pad to another, just edit the 1st pad, then go back and then edit the 2nd pad and paste settings.
After this, make any changes you want.
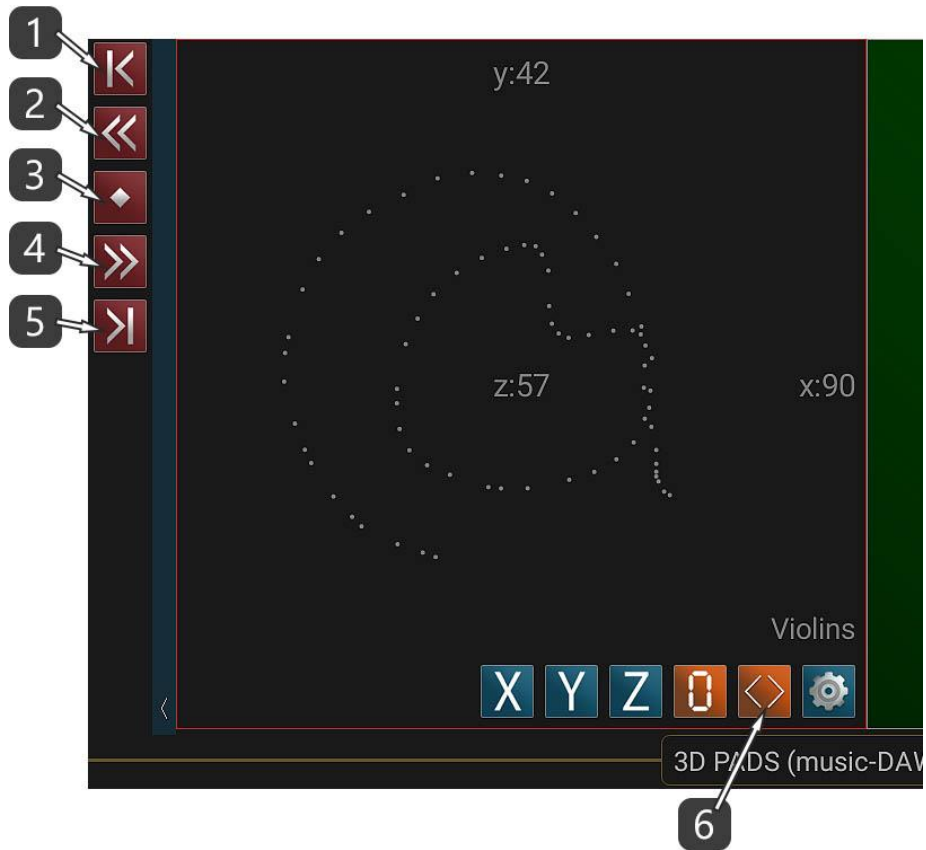
Scroll mode

You entered this mode by following the instruction #1 of the Description section.

1. Scroll to start.
2. Scroll 1 page left.
3. Scroll to center.
4. Scroll 1 page right.
5. Scroll to end.
6. Tap 2 fingers on the Scroll bar to Exit to normal mode.

Move 3D Pad mode

You entered this mode by following the instructions #16 of the Description section.

1. Move selected item to start.
2. Move selected item 1 page left.
3. Move selected item to center.
4. Move selected item 1 page right.
5. Move selected item to end.
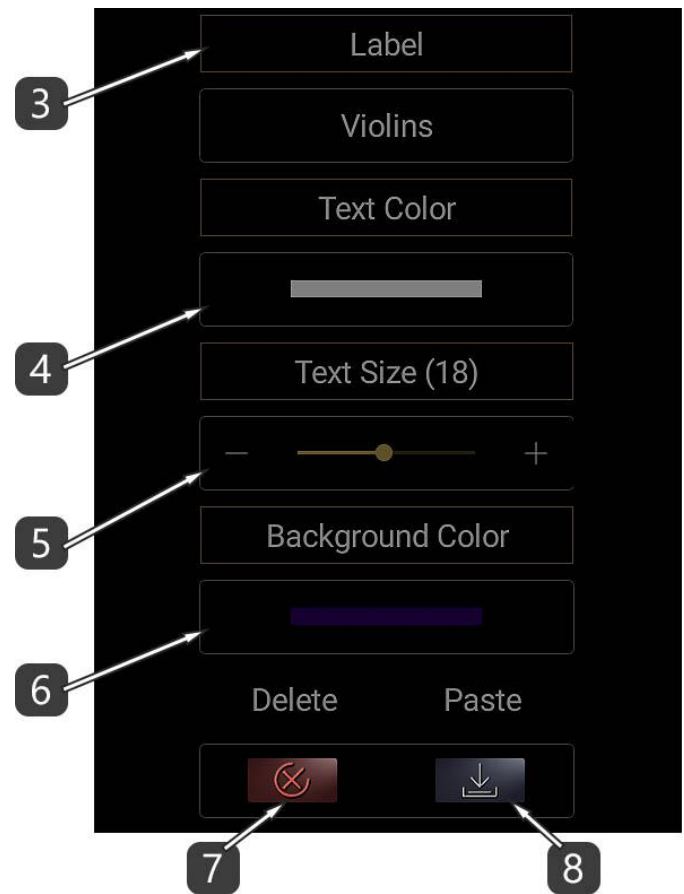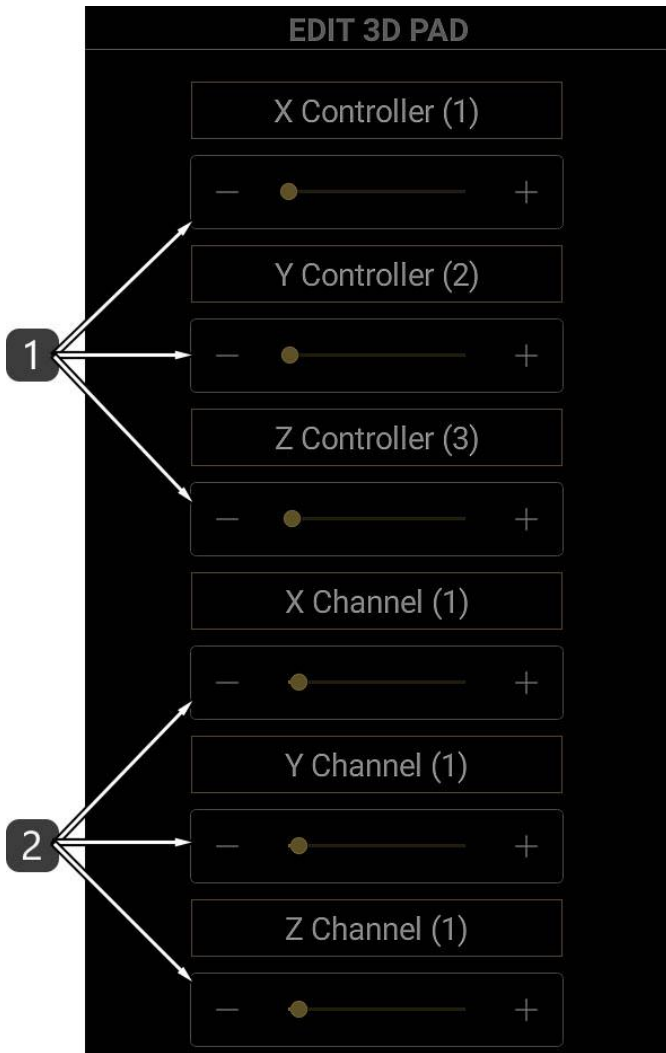6. Tap on this button to Exit to normal mode.

You entered the Edit 3D Pad screen by pressing the gear button located inside each 3D Pad.

Description

1. Select Controller number (range: 0-127) for the X, Y and Z axes.
2. Select MIDI Channel (range: 1-16) for the X, Y and Z axes.
   -If you use the 3D Pad to control virtual instruments or effects then select MIDI channel 1.
3. Set the Text Label.
4. Select the text color (see the Color Picker).
5. Set the text size.
6. Set the background color (see the Color Picker).
7. Delete the 3D Pad.
8. Paste Settings.
   Every time you edit a 3D Pad, its properties are copied in the clipboard.
   The clipboard holds only the properties of the last edited 3D Pad.

Useful Tip !

Edit a 3D Pad, then edit another and press Paste Settings button.
It works like copying an entire 3D Pad!

Edit ALL 3D Pads

This function lets you change specific properties for ALL 3D PADS.
All properties fields are disabled by default.
At first, tap on the title of the property you want to edit in order to enable it.

Description
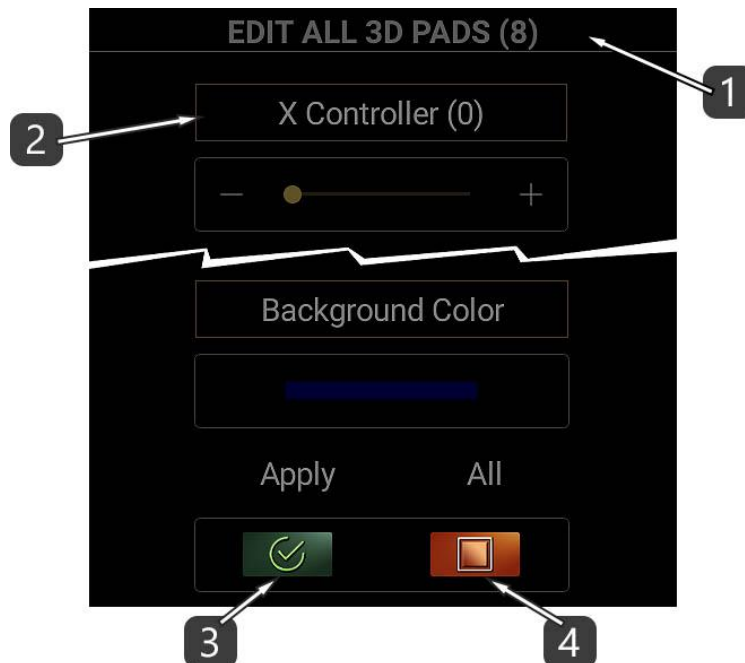
1. This number indicates the amount of all 3D Pads.
2. Tap on the title of the property you want to edit in order to enable it.
3. Press APPLY to execute the command.
   Any property which is disabled will not be applied.
4. This button enables / disables all the properties.

Color Picker

With the Color Picker you can select colors !
There is a Hue / Saturation / Brightness (HSB) method with sliders and +/- operators.
Also, there is a palette of last used colors and a palette of default colors for quick access.

Description

7. This is the selected color code in hexadecimal mode.
   In the screenshot above, the first 2 characters (FF) represent the transparency.
   00 means "transparent" while FF means "opaque".
   The other 6 characters represent the color in RGB mode.
   This field is an editable text box. This means that you can enter manually or paste a color code.
   - Please do not forget to always enter the first 2 digits for transparency. -
8. Move the sliders or use the +/- operators to select HSB values.
   HSB stands for Hue, Saturation, Brightness. Sometimes Brightness is called Lightness or Luminance.
9. Move the slider or use the +/- operators to set transparency amount.
   0 means "transparent" while 255 means "opaque".
10. These are the latest user colors palettes. Slide left or right and tap to pick a color.
    Use the arrows to select user colors from the 3D Pads or the Buttons too.
    These palettes are saved inside the app for further use.
11. This is the latest chosen colors palette. Slide left or right and tap to pick a color.
    This palette is temporary and cannot be saved.
12. These are the default colors palettes. Slide left or right and tap to pick a color.
    Use the arrows to select between Light, Medium or Dark palette.

COLOR PICKER

Final Color

1

ff35005b

H	76%	275

S	100%	100

2

B	36%	36

3

A	100%	255

User Colors

4

Faders

Latest Colors

5

Default Colors

6

Medium Palette

Buttons are simple MIDI switches, like on/off switches.

The buttons section consists of 2 panels. Each panel can hold 120 buttons, total 240 buttons maximum per preset.

The 1st panel sends MIDI Controllers (range: 0-127) through MIDI port. Their values are 0 (=ON) and 127 (=OFF).

The 2nd panel sends MIDI Program Changes through MIDI port (range: 0-127).

You can swap these 2 panels by a single tap. (see description #8 below)

Buttons are very useful if you want to control various switches of instruments, effects or your DAW itself!

Almost every DAW has a special function which can be used to accept MIDI commands that act as a remote control.

On Cubase Pro and Nuendo, it's called "Generic Remote Control".

Please do not confuse it with Mackie Control, HUI or similar protocols.

This is where MIDI Program Changes come in handy !

Please refer to your DAW user manual to learn how to setup this special Remote Control.

The usual workflow is:
1. Assign a MIDI Controller or a Program Change (range: 0-127) to the target instrument or effect parameter you want to control.
2. Assign the same MIDI Controller or Program Change to a button on DAW IT.

Or you can do it backwards:
1. Assign a MIDI Controller or a Program Change (range: 0-127) to a button on DAW IT.
2. Use the "LEARN" function, if provided, for the target parameter you want to control and tap the button on DAW IT.

As this is a MIDI procedure, you can record and edit the buttons taps into your DAW software.

In case of Generic Remote Control, you have to assign these buttons on MIDI Channels other than channel 1 (range: 2-16) and exclude these channels from recording MIDI events. See the image below taken from Cubase Pro. In this example, MIDI channels 2 and 3 are filtered out:
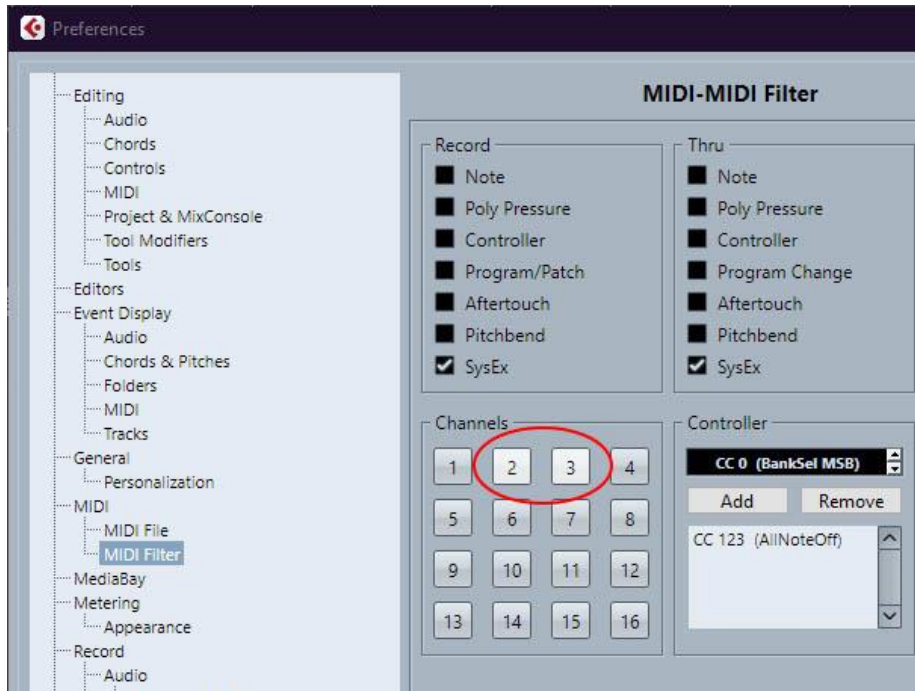
Description
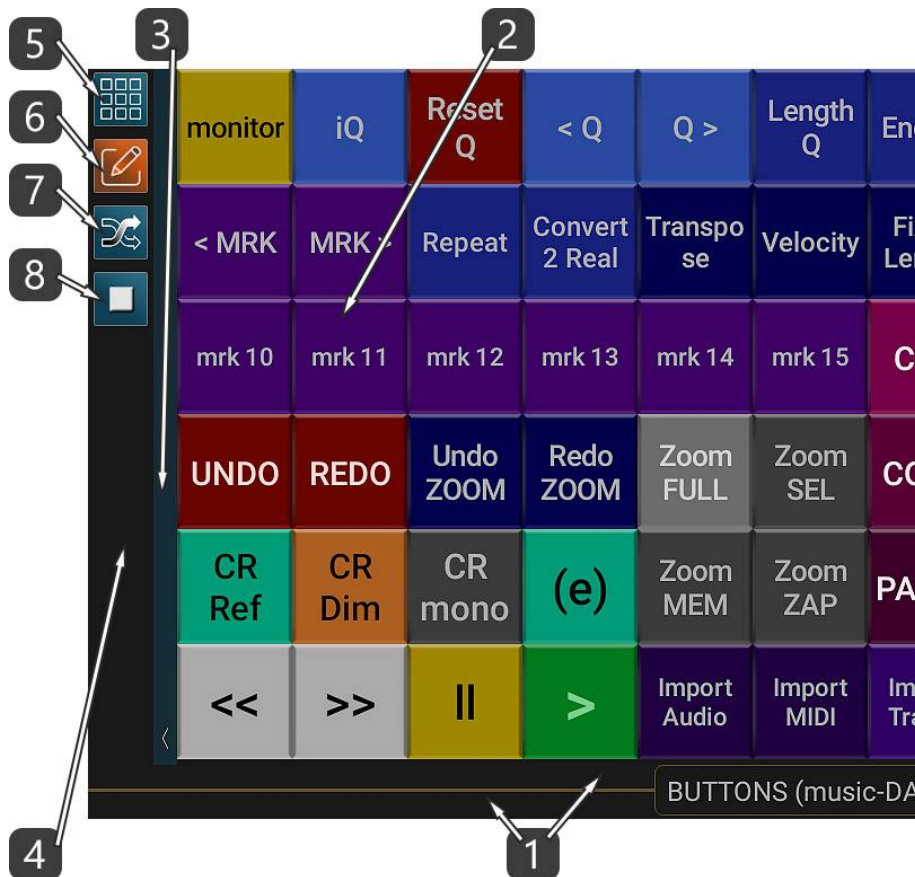
1. This horizontal bar is the TITLE BAR but it is also the SCROLL BAR of all buttons. The title contains the currently loaded preset.
   – Slide your finger on it to move around.
   – By sliding left or right inside the title, you can move between the main functions of DAW IT rotationally.
   – If you tap 2 fingers on it you enter the SCROLL mode.
2. This is the main touch area.
3. Tap on this vertical bar with the arrow to reveal or hide the TOOLBAR.
   Also, you can slide down on it to enter full screen mode. Slide up to return to normal mode.
   Slide left or right to move the whole toolbar to the left or right side of your screen.
4. This area is the TOOLBAR.
5. Tap on this button to edit specific properties for ALL BUTTONS. This is called the EDIT ALL BUTTONS mode.
6. This button is the PLAY / EDIT mode switch. Once you enable the Edit mode, tap on a button to edit its properties.
   In this mode, also, you can swipe right on a single button to change its state into Program Change or swipe left to change its state into Controller.
7. This button swaps the display between Controller and Program Change panels. It's called the SWAP button.
   Note that if you already have swapped some buttons as described in #6, then the SWAP button swaps their states.
8. This function disables or enables every button you choose by tapping on it.
   Please note that when you disable a button as controller, it stays enabled as program change and vice versa.

Please note:

The TITLE BAR is also used as the SCROLL BAR for all buttons.
- Slide your finger on it to move around.
- If you tap 2 fingers on it you enter the SCROLL mode.

Please note:

On instruction #8 above, the enable/disable state of a button refers to each one of the two functions of this button.
This means that when you disable a button as controller, it stays enabled as program change and vice versa.
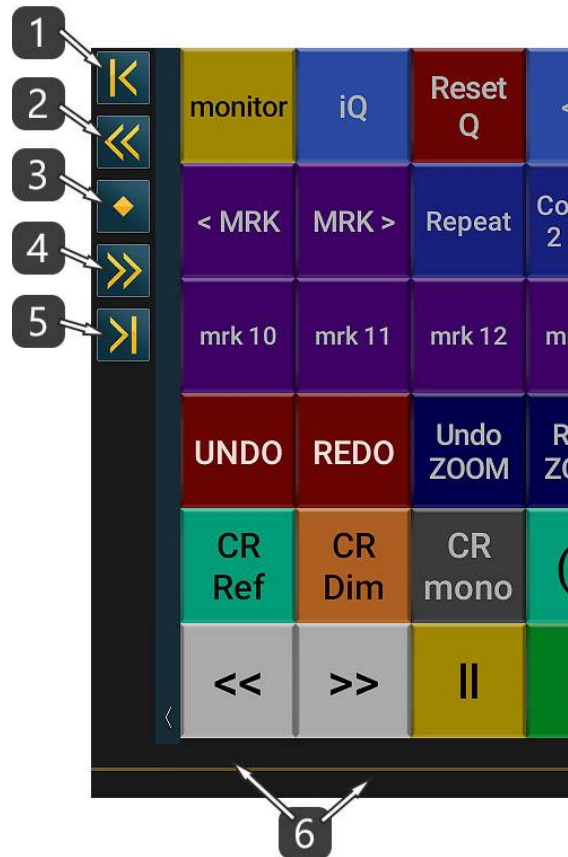
Useful Tip !

On instruction #6, while on Edit mode, swipe left or right on any button to swap its state from controller to program change or vice versa.

Scroll mode

You entered this mode by following the instruction #1 of the Description section.

1. Scroll to start.
2. Scroll 1 page left.
3. Scroll to center.
4. Scroll 1 page right.
5. Scroll to end.
6. Tap 2 fingers on the Scroll bar to Exit to normal mode.

Useful Tip !

If you want to copy and paste all properties from one button to another,
just edit the 1st button, then go back and then edit the 2nd button and paste
settings.
After this, make any changes you want.

Please note:

When you edit a button, the properties that are copied into the clipboard depend on the Controller/Program switch of this button. This means that only one state of a button (controller or program change) can be copied at a time, not both !
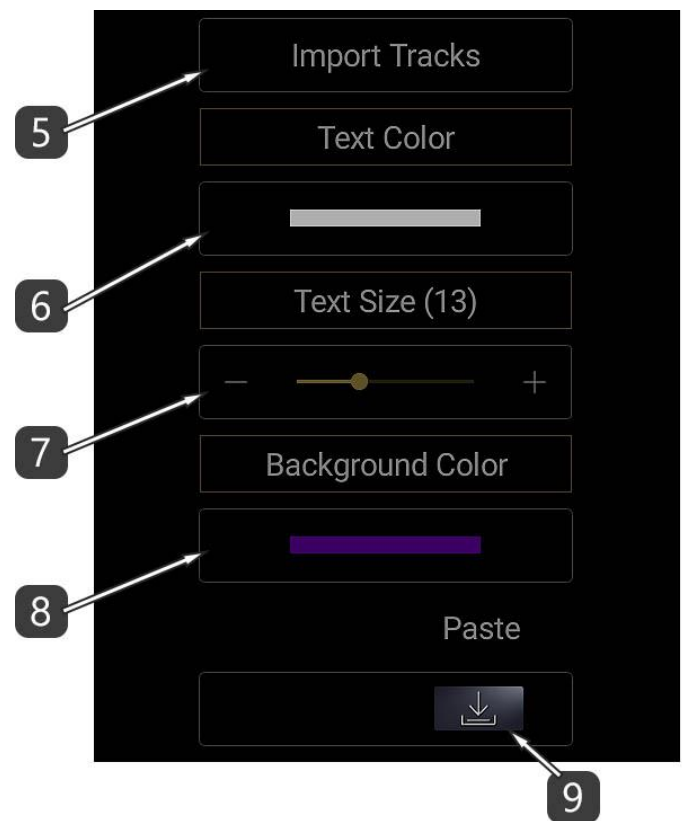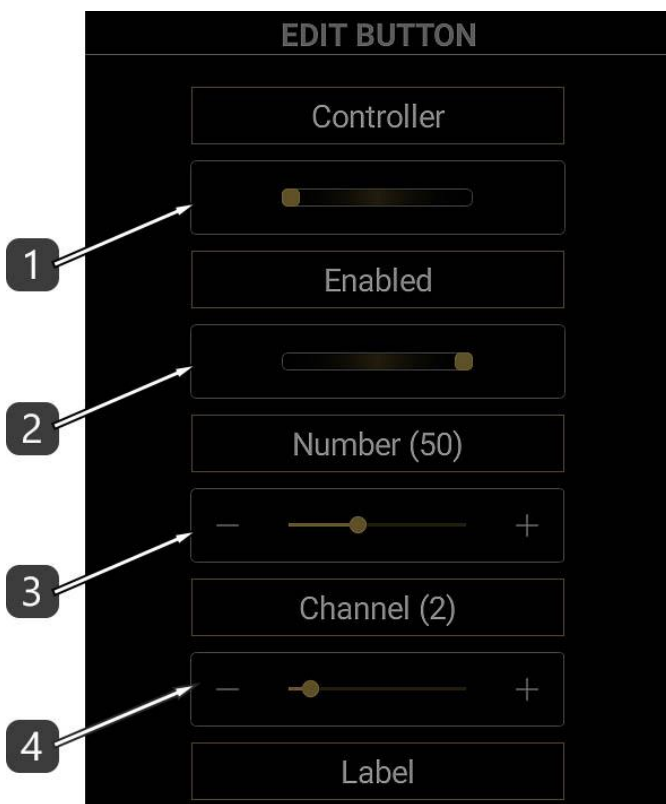Please refer to EDIT BUTTON screen / Description #1.

Edit Button

You entered the Edit Button screen by pressing the play/edit button located in the buttons toolbar and by tapping on a button.

Description

1. Select between Controller and Program Change MIDI messages.
2. Enable / Disable button status.
3. Select Controller number or Program number (range: 0-127).
4. Select MIDI Channel (range: 1-16).
   - If you use the button to control virtual instruments or effects then select MIDI channel 1.
   - If you use the button to control your DAW elements then select a MIDI channel other than 1.
      Then you should exclude this channel from recording MIDI data. (see example)
5. Set the Text Label.
6. Select the text color (see the Color Picker).
7. Set the text size.
8. Set the background color (see the Color Picker).
9. Paste Settings.
   Every time you edit a Button, its properties are copied in the clipboard.
   The clipboard holds only the properties of the last edited Button.

Useful Tip !

Edit a Button, then edit another and press Paste Settings button.
It works like copying a Button!

Please note:

When you edit a button, the properties that are copied into the clipboard depend on the Controller/Program switch of this button, as described on #1 above. This means that only one state of a button (controller or program change) can be copied at a time, not both !

This function lets you change specific properties for ALL BUTTONS.
All properties fields are disabled by default.
At first, tap on the title of the property you want to edit in order to enable it.

Description
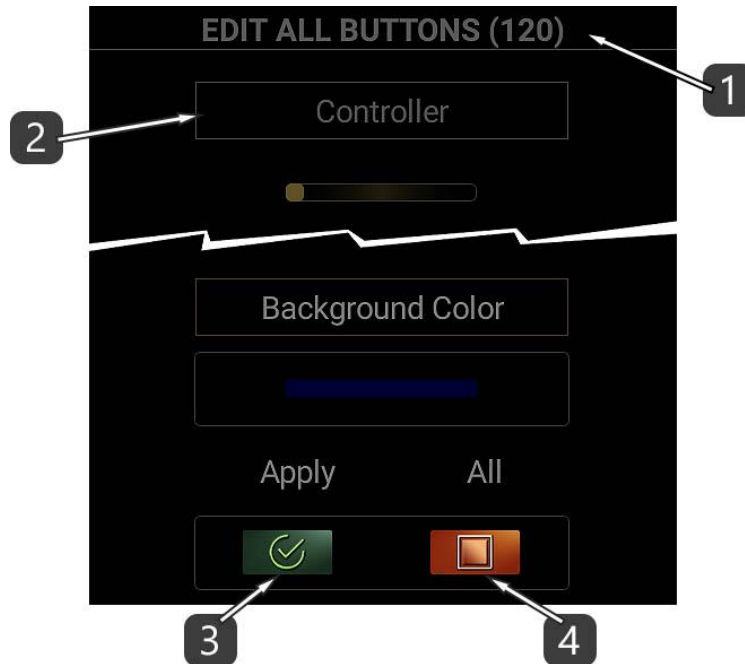
1. This number indicates the amount of all Buttons.
2. Tap on the title of the property you want to edit in order to enable it.
3. Press APPLY to execute the command.
   Any property which is disabled will not be applied.
4. This button enables / disables all the properties.

Color Picker

With the Color Picker you can select colors !
There is a Hue / Saturation / Brightness (HSB) method with sliders and +/- operators.
Also, there is a palette of last used colors and a palette of default colors for quick access.

Description

13. This is the selected color code in hexadecimal mode.
    In the screenshot above, the first 2 characters (FF) represent the transparency.
    00 means "transparent" while FF means "opaque".
    The other 6 characters represent the color in RGB mode.
    This field is an editable text box. This means that you can enter manually or paste a color code.
    - Please do not forget to always enter the first 2 digits for transparency. -
14. Move the sliders or use the +/- operators to select HSB values.
    HSB stands for Hue, Saturation, Brightness. Sometimes Brightness is called Lightness or Luminance.
15. Move the slider or use the +/- operators to set transparency amount.
    0 means "transparent" while 255 means "opaque".
16. These are the latest user colors palettes. Slide left or right and tap to pick a color.
    Use the arrows to select user colors from the 3D Pads or the Buttons too.
    These palettes are saved inside the app for further use.
17. This is the latest chosen colors palette. Slide left or right and tap to pick a color.
    This palette is temporary and cannot be saved.
18. These are the default colors palettes. Slide left or right and tap to pick a color.
    Use the arrows to select between Light, Medium or Dark palette.

Final Color

1

ff35005b

H   76%   275

−   +

S   100%   100

2

−   +

B   36%   36

−   +

A   100%   255

3

−   +

User Colors

4

‹   ›

Faders

Latest Colors

5

Default Colors

6

‹   ›

Medium Palette

Key Switches

The Key Switches are a useful idea which implemented many years ago in some software synthesizers. What it means is that by pressing specific notes on your MIDI keyboard you can select different synth patches.
For example, some Strings sections on the market provide key switches to change the patches from sustain into legato or pizzicato or tremolo and so on.

The usual workflow is simple:

1. Select 1 or 2 octaves that fit your needs.
2. Tap on the note that corresponds to the software instrument you use.

As this is a MIDI procedure, you can record and edit these key strokes into your DAW software.
The image below is an example from a software instrument. The key switches are the red keys highlighted by the red ellipse.

Description
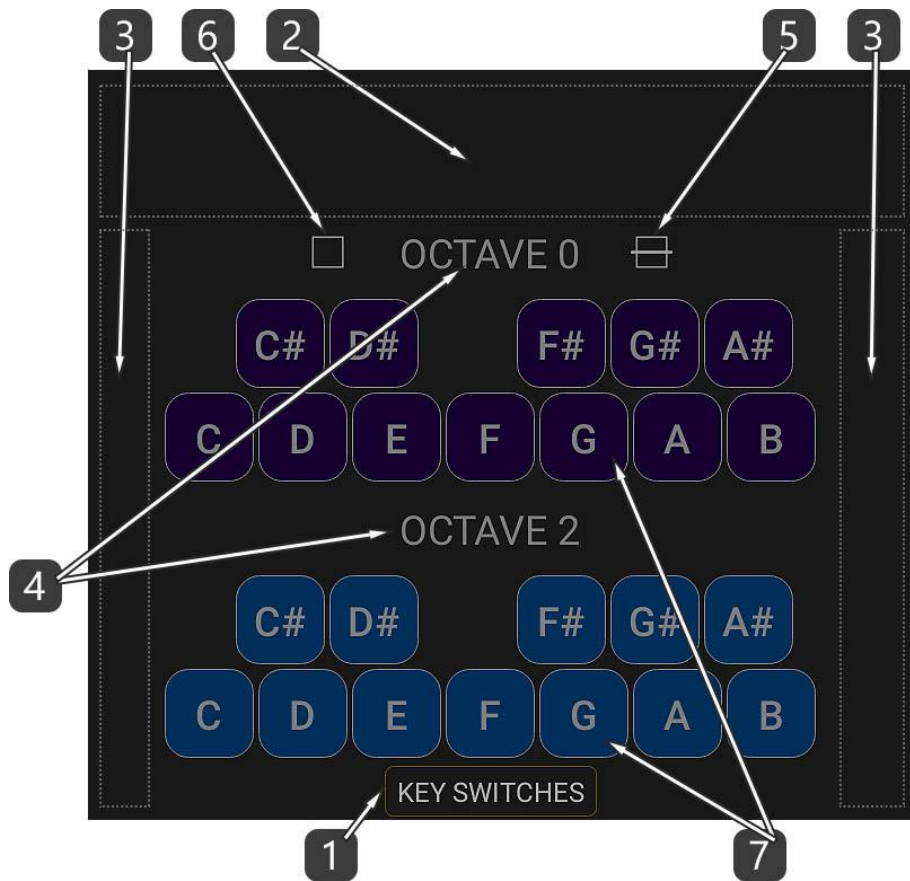
1. This horizontal bar is the TITLE BAR.
    By sliding left or right inside the title, you can move between the main functions of DAW IT rotationally.
2. This area is the horizontal scroll area. Slide your finger on it to move around.
3. These 2 areas are the vertical scroll areas. Slide your finger on them to move around.
    Note that on some devices as tablets, there will be no need to use scrolling at all, because of their size.
4. The titles of the octaves. Slide your finger onto them to change the octave.
5. Tap on this icon to change between horizontal and vertical view.
6. Tap on this icon to change between 1 or 2 octaves view.
7. These rectangles are the main keyboard. Tap on them to send MIDI key switches to your DAW.

Please note:

DAW IT provides you with full MIDI keyboard range (128 notes), while most instruments use the lowest or highest octaves for key switches.

Aftertouch and Sustain

Aftertouch is MIDI data sent when pressure is applied to a keyboard after the key has been struck, and while it is being held down or sustained. Aftertouch is often routed to control vibrato, volume and other parameters.

There are two types: The most common is Channel Aftertouch (also known as Channel Pressure, Mono Aftertouch and Mono Pressure) which looks at the keys being held and transmits only the highest aftertouch value among them.

Less common is Polyphonic Aftertouch, which allows each key being held to transmit a separate, independent aftertouch value. While polyphonic aftertouch can be extremely expressive, it can also be difficult for the unskilled to control and can result in the transmission a great deal of unnecessary MIDI data, eating bandwidth and slowing MIDI response time.

A Sustain pedal is used on keyboards to allow notes to continue to sound even after the keys have been let up by the player. In electronic keyboards sustain is a continuous controller message (CC #64) that transmits the sustain information.

Though technically it is a continuous controller (by virtue of being on the list) it doesn't really work in a continuous fashion, as sustain is an on/off function. So there is a (generally) high value to signify the depression of the sustain pedal and a low value to signify it not being depressed. This is generally interpreted as sustain on or off and acted upon according to the workings of the receiving device.

In DAW IT, the Aftertouch and Sustain panel is a tool based upon the idea to help musicians who own a MIDI keyboard without the Aftertouch function.

DAW IT supports only Channel Aftertouch. (not the Polyphonic Aftertouch)

In addition, there are 2 buttons for those who do not own a Sustain pedal.

As this is a MIDI procedure, you can record and edit these MIDI messages into your DAW software.

Description
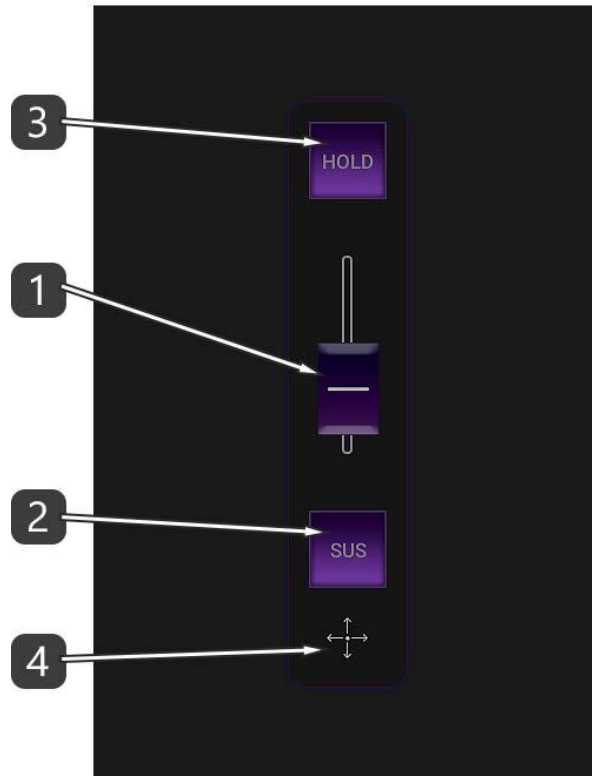
1. This is the Aftertouch in form of a fader (range 0-127).
2. This button represents the SUSTAIN pedal. Tap and hold it as long as you need.
3. The HOLD button is the same as the Sustain button above but you can simply tap on it. It remains pressed until you tap again or tap on the Sustain button.
4. Tap and hold on this area to move the whole panel across the screen.

Please note:

You can activate the Aftertouch and Sustain panel on top of every other panel. All work together.

Useful Tip !

When the Aftertouch and Sustain panel is active, its title appears below, on the Title bar.
Slide UP on it to hide/unhide it.

The Auxiliary Panel is a tool which gives the user the opportunity to use 2 different functions of DAW IT simultaneously.
This means that you can use combinations of functions eg. Faders + 3D Pads or Buttons + Faders etc.

To activate the Aux Panel, just tap and hold the Main menu icon you want to use as auxiliary.
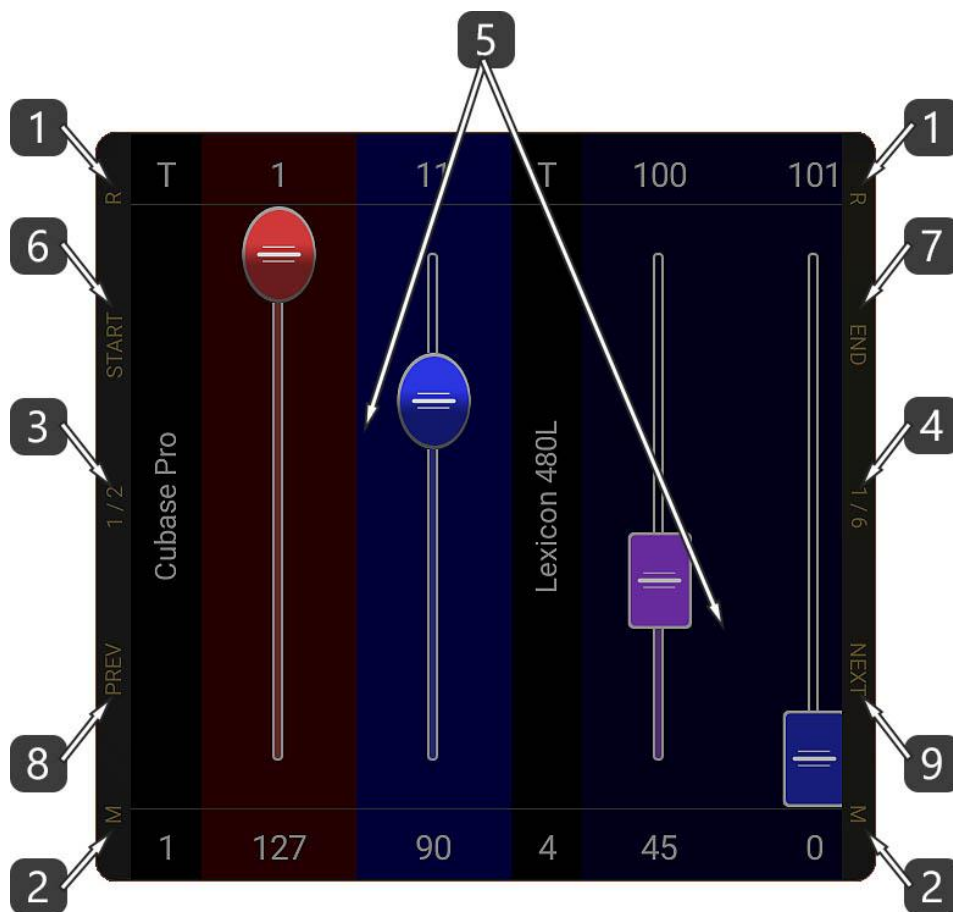To change the Aux Panel function, tap and hold another icon from the Main menu.
The used active icon is highlighted with red color.

To close the Aux Panel just tap on its respective highlighted icon.

Please note that the Aux Panel has no editing capabilities or its own toolbar.

Description

1. The upper parts of the vertical sidebars are designated by letter "R" and they are the RESIZE BARS of the Aux Panel.
   – Slide your finger on them, up or down, to resize the Aux panel.
2. The lower parts of the vertical sidebars are designated by letter "M" and they are the MOVE BARS of the Aux Panel.
   – Tap and hold your finger on them, then slide left or right, to move the Aux panel.
3. The middle part of the left vertical sidebar is designated by "1/2".
   – Tap on it, to resize the Aux panel into medium width.
4. The middle part of the right vertical sidebar is designated by "1/6".
   – Tap on it, to resize the Aux panel into small width.
5. This is the main Auxiliary panel area.
6. Scroll to start. (START)
7. Scroll to end. (END)
8. Scroll 1 page left. (PREV)
9. Scroll 1 page right. (NEXT)

Scrolling
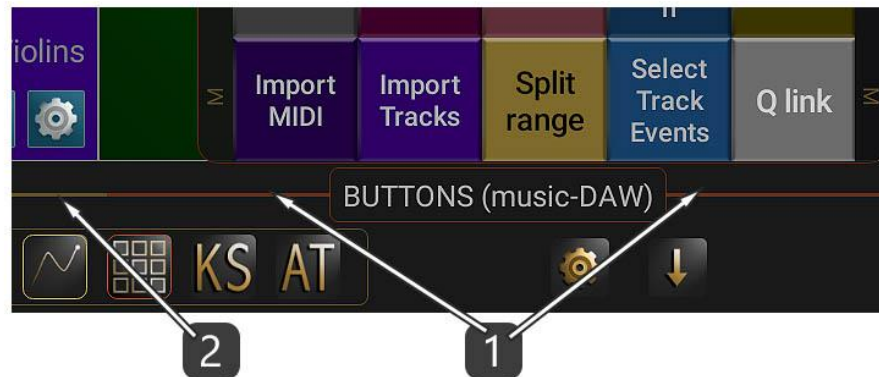
1. Slide your finger on this bar to scroll left and right the contents of the Aux panel only.
2. Notice that this part of the bar has gold color. This part is used to scroll the contents of the main function of DAW IT.

Useful Tip !

If you tap inside the title and slide UP your finger, you can hide/unhide the Aux Panel.
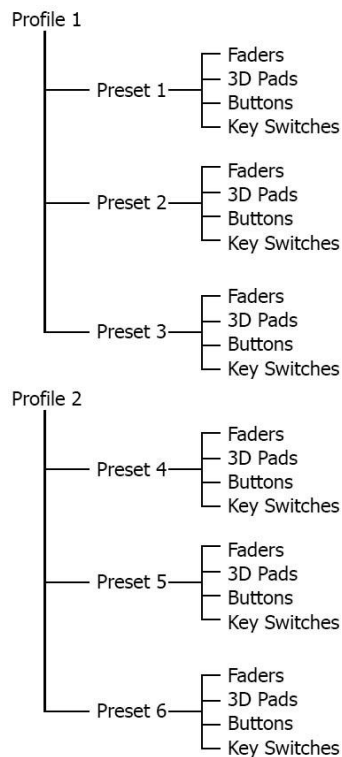
Presets & Profiles

A Profile is a standard file in the storage memory of your device.
– The path is: <Internal Storage>\android\data\com.dawvelopment.dawit\files\profiles
– Usually you don't have to deal with these folders unless you want to copy your profiles to another folder or device.
– If you don't feel comfortable with the File Manager of your device, please use the Share button as described below on Description #7.
Also, a Profile is a collection of Presets.
A Profile can hold one or more Presets of the 4 main functions of DAW IT (Faders, 3D Pads, Buttons and Key Switches).
A typical structure seems like this:

```
Profile 1
                          ┌─ Faders
                          ├─ 3D Pads
            Preset 1──────┤
                          ├─ Buttons
                          └─ Key Switches

                          ┌─ Faders
                          ├─ 3D Pads
            Preset 2──────┤
                          ├─ Buttons
                          └─ Key Switches

                          ┌─ Faders
                          ├─ 3D Pads
            Preset 3──────┤
                          ├─ Buttons
                          └─ Key Switches
Profile 2
                          ┌─ Faders
                          ├─ 3D Pads
            Preset 4──────┤
                          ├─ Buttons
                          └─ Key Switches

                          ┌─ Faders
                          ├─ 3D Pads
            Preset 5──────┤
                          ├─ Buttons
                          └─ Key Switches

                          ┌─ Faders
                          ├─ 3D Pads
            Preset 6──────┤
                          ├─ Buttons
                          └─ Key Switches
```

In this way you can use any preset from any profile for the 4 main functions at the same time!
For example, you can use:

Profile 2 – Preset 5 for Faders
Profile 1 – Preset 1 for 3D Pads
Profile 1 – Preset 3 for Buttons.
Profile 2 – Preset 6 for Key Switches.

Please note:

Every time you edit an element, for example the color of a button, the active profile will be automatically updated with the changes you make. In this way you don't have to worry about forgetting to save your profile.

Useful Tip !

To Import a Profile into DAW IT, please follow these steps:
1- Open your Android device File Manager app (*) and copy the profile into folder "Profiles" which is inside Internal Storage>\android\data\com.dawvelopment.dawit\files
2- Launch DAW IT, tap on Global Settings
3- Tap on PROFILES
4- The copied profile will be available for selection
(*) For Android 11 and later systems, you must use your computer in order to copy profiles, because of the new permission limitations Google has added

Description
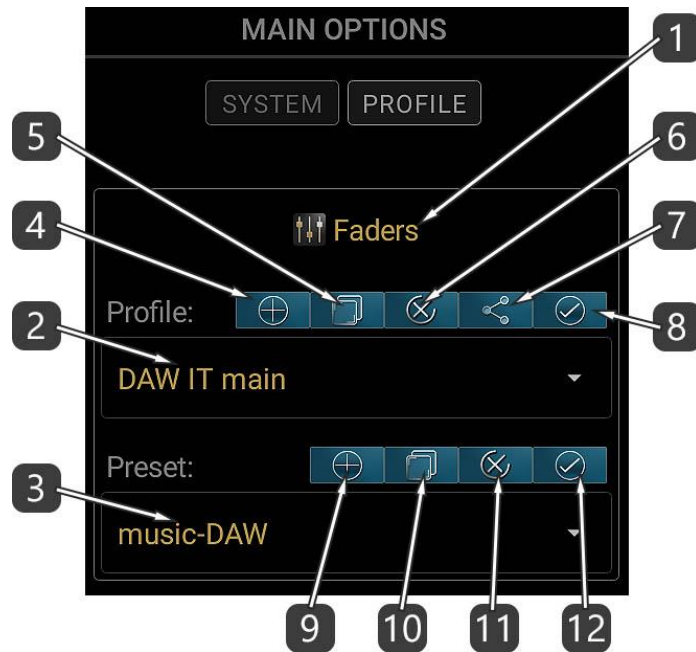
1. This is the TITLE of the function. There are 3 more available, one for 3D Pads, one for Buttons and one for Key Switches.
2. Select a profile to open from this drop-down list.
3. Select a preset to open from this drop-down list.
4. Create new profile.
5. Duplicate selected profile. You'll be asked for a new name.
6. Delete selected profile.
7. Share selected profile.
8. Set the same profile for the other 3 functions too.
9. Create new preset.
10. Duplicate selected preset. You'll be asked for a new name.
11. Delete selected preset.
12. Set the same preset for the other 3 functions too.

This page contains the global settings of DAW IT.
The most important setting that you must be aware is the MIDI Port selection.
Every time you open DAW IT you have to assign the MIDI Port, otherwise there will be no MIDI connection between DAW IT and your computer.
(Unfortunately this is a peculiarity of Android!)

Description
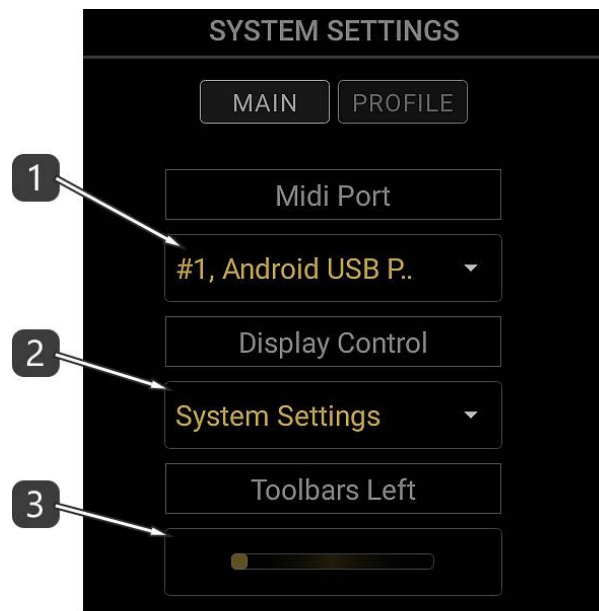
1. Select the MIDI Port connection.
2. This is the display Sleep control. There are 3 options available:
   a. System Settings – means that your Android system controls the Sleep timer.
   b. Always On – means that your screen will never goes into sleep mode.
   c. DIM – use the slider to set the time of inactivity (in intervals of 3 minutes) after which your screen brightness is reduced.
3. Choose if the toolbar will appear at the left or right side of your screen.

HOME
On What's new & Links Bar, tap and hold any link in order to copy it into clipboard.

MAIN MENU buttons
Tap and hold the Main Menu buttons to activate the Auxiliary Panel function.
This doesn't apply to the Aftertouch button (AT).

SUPPORT MENU buttons
Tap and hold the Support Menu buttons in order to copy their respective links into clipboard.
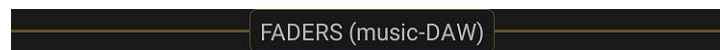This doesn't apply to the "About this App" button (the eye icon).

SCROLLBAR
Tap and slide left or right to scroll.
Tap with 2 fingers to enter or exit SCROLL mode.
Swipe left or right on the Title to open the next or previous function of DAW IT.

TOOLBAR
The toolbar has a vertical bar with the symbol < or >.
Swipe left or right on this vertical bar to move the whole toolbar to the opposite side of the screen.
Swipe down or up to enter or exit the full screen mode.
If you tap and hold the state buttons you select state -a-, which hides all the information values or returns to the 1 row view.
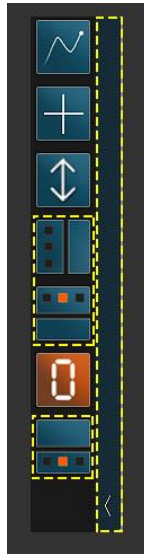
Hidden Operations

FADERS
Tap on the number on top of a fader to enter EDIT mode.
Tap on the number under a fader to enter or exit MOVE mode.
When in LINK mode, tap on the number under a fader to make it Master.
When in EDIT ALL FADERS mode, tap on a parameter TITLE to activate it.

3D PADS
When in EDIT ALL 3D PADS mode, tap on a parameter TITLE to activate it.

BUTTONS
When in EDIT mode, swipe left or right on a single button to change its state from controller to program change and vice versa.
When in EDIT ALL BUTTONS mode, tap on a parameter TITLE to activate it.

KEY SWITCHES
Swipe left or right on the 2 octaves titles to change octave.

AFTERTOUCH
Swipe up the Aftertouch title to hide or unhide the tool.
Tap the Aftertouch title to refresh the tool (useful when an AUX panel stays on top of Aftertouch).

AUXILIARY PANEL
Swipe up the AUX Panel title to hide or unhide it.