

R E L E A S E N O T E S

V E R S I O N 1 . 1



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2 INTRODUCTION

This Release Notes document explains the changes between the previous software version and the current software version that are not explained in the Reference Manual.

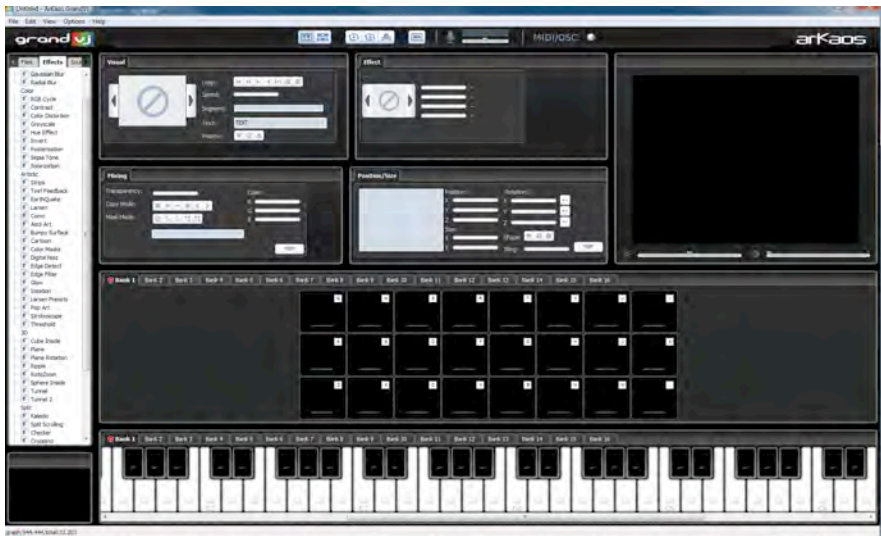
To get the best out of GrandVJ, please ensure that you are using the latest software version; you can download it from www.arkaos.net

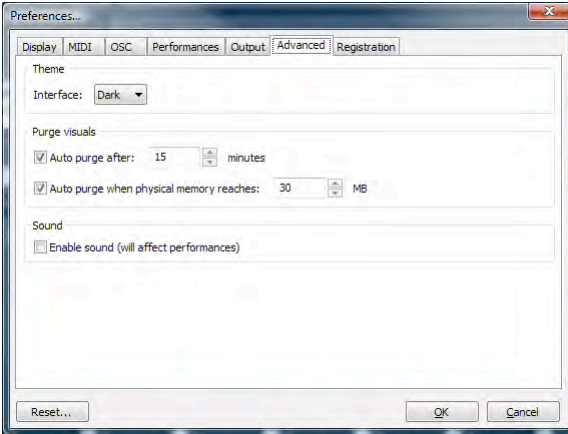
3 WHAT'S NEW IN GRANDVJ

3.1 Interface changes

3.1.1 Dark theme

GrandVJ can now be used either with the original “white” skin or with a darker skin to accommodate darker working conditions.





The interface theme can be switched by accessing the advanced tab in the Preferences dialog. Note that changing the interface theme will require restarting the application.

3.1.2 Slider enhancement

All sliders have been updated to provide better control:

- The tool tip is reflecting the value of the slider and stays on while modifying the slider's value
- Sliders can be modified using the mouse wheel (by 1% steps)
- Pressing Alt (Mac) or Shift (Windows) while using the mouse wheel will give change the value with 0.1% steps
- Pressing shift while moving the sliders rounds the value to 0.1% accuracy
- Alt + Click (Mac) or Ctrl + Click (Windows) resets the slider to it's default value

3.2 Enhanced mixer mode



In mixer mode, GrandVJ has now the possibility of assigning each layer to either the 'A' or 'B' deck. This is done by pressing the 'A' or 'B' sign on each side from the layer preview:

When a layer is assigned to either A or B, it's effective transparency is going to be the combination of the layer's transparency setting and the position of the cross fader (located under the layer previews). When the cross fader is all the way to the left (on the A side), layers assigned to 'A' will be fully visible while layers assigned to 'B' will be invisible. On the other hand, when the cross fader is all the way to the right, all layer assigned to B will be fully visible while layers associated to A will be hidden

This scheme allows to smoothly go from one stack of visuals assigned to Deck A to the stack of visuals assigned to Deck B using the cross fader. You can also leave layers 'unassigned' which mean their transparency level will be independent of the cross fader. The 2 A & B buttons on each side of the cross fader allow to cut rapidly to full A and full B

3.2.1 Independent preview

When assigning layers to either A or B, you have the possibility to use the master preview to display the output (as before) but also to preview only the layers assigned to either deck A or B. Suppose you are outputting the content of deck A (by setting the cross fader all the way to the left). If you toggle the preview to deck B, you can now set it up without interrupting the main output. When you are satisfied by what is on deck B, flip back the preview to the main output (pressing B again) and use the cross fader to go smoothly from A to B.

3.3 Improved visual files support

3.3.1 Alpha channel support

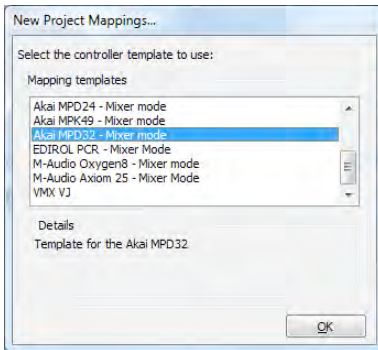
GrandVJ now provides support for Alpha channel in images and videos. This means that if you import videos that have transparency information, this information will be used in the graphical pipeline for blending and effects. GrandVJ fully supports QuickTime PNG & QuickTime Animation CODECs as well as transparent PNG & BMP files.

3.3.2 Support for FFMpeg H.264 decoding

GrandVJ is now integrating FFMpeg 0.5 which allows native support for H.264 & AVCHD. Please be aware that AVCHD is still in very early stages and some files might lead to memory leaks.

3.4 Controller mapping

3.4.1 Mapping templates

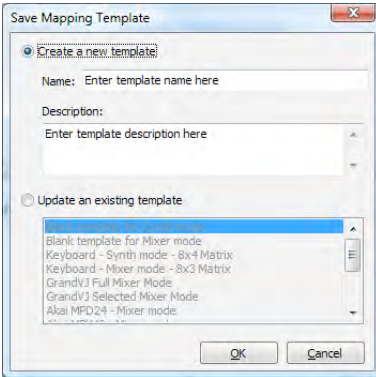


GrandVJ supports the ability to define and save mapping templates so that you can define various controller combinations and recall them on the fly. When starting the program, if you choose new... in the startup dialog, you will be presented with a dialog allowing you to choose which template to use.

GrandVJ comes with a handful of templates allowing to work with several controllers from different vendors as well as various combinations of blank, keyboard controlled and GrandVJ specific mappings. For some keyboards and controllers, we provide files that will allow to upload the midi configuration corresponding to the GrandVJ template.

See the 'Template' folder in the installation directory and refer to your MIDI controller documentation for information on how to upload the configuration to your keyboard.

3.4.2 Using custom templates

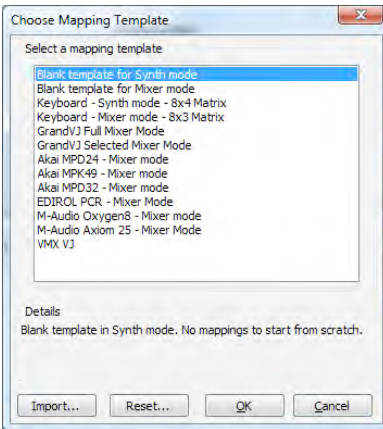


From within GrandVJ, it is easy to create new templates, modify existing ones or share templates with other people.

To create your own template, simply do all your midi and keyboard assignment and select the menu File > Save mapping template.

In the dialog, you can choose to either create a new template (in which case you will need to specify a template name and a description) or update an existing template.

All the saved templates will be available at startup.



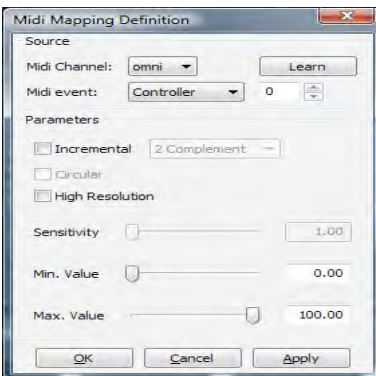
To load or manage your template set, choose the menu File > Load Mapping Template. This will open the "Choose mapping template" dialog.

To make a mapping active, simply select a template from the list and click the Ok button.

Alternatively, you can also reset all templates to the factory settings or import a template that has been given to you as .vjt file.

You can also right click on any entry to delete it, edit its name/description or export the template definition to a separate .vjt file.

3.4.3 Mapping dialog



The keyboard and midi mapping dialog now provide numeric feedback of the slider values. Values can also be entered directly using the text fields.

3.4.4 Templates for Korg Nano & Hercules DJ controllers

Korg Nano MIDI mapping templates

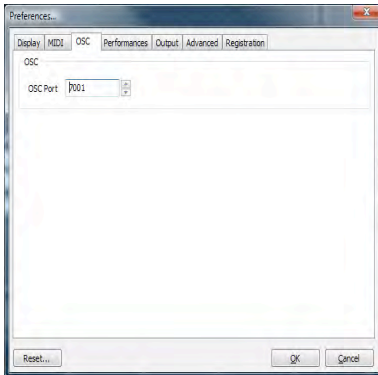
- Nano PAD + Nano KONTROL
- NanoKEY + Nano KONTROL

Hercules DJ MIDI mapping templates

- Hercules DJ Console MP3
- Hercules DJ Console MK2
- Hercules DJ Control STEEL
- Hercules DJ Control RMX

Note: If you upgrade a previous version of the software, you will need to erase your mapping file if you want the new templates to be displayed.

3.4.5 Open sound control mapping



In addition to MIDI and Keyboard control, GrandVJ can now also be controlled through Open Sound Control (or OSC). OSC is a new emerging protocol that is networked (so it works through regular wired or wireless tcp/ip) and a lot more precise than MIDI. There are more and more applications coming up that supports this protocol, especially in the mobile field on devices like the iPhone.

The same way GrandVJ listens to MIDI, it can also listen to the network for OSC messages. Any control can be mapped to any OSC address for remote control.

Since it is a network protocol, you will have to define on which port GrandVJ needs to listen. This is done in the Preferences Dialog, in the OSC tab.

To assign a control to an OSC control, simply toggle the application in OSC mapping (Menu Options>Edit Osc Mapping), select with the mouse the control you would like to map and send OSC messages from the remote application.

Once it is mapped, you will see the mapping address looking like a path on the key itself. for example:

/2/push1

All OSC communication is done using referring path-like addresses. Each address represent a node that can be controlled. GrandVJ expects the controlling application to supply values between 0.0 and 1.0.

If your controlling application sends more than one value per address (for example a X-Y touch pad could send one value for X and one for Y using a single address), you will need to enter the address by hand.

To do so, right click on the control you would like to map and select Osc Mapping...



You can there enter any address that you would like. If you want to specify the second value of the address (e.g. for the XY pad example we talked about) specify a comma followed by the number of the parameter after the address.

Note for iPhone users: *if you use an iPhone (with for example mrmr, TouchOSC, ...), please deactivate the accelerometer during the "OSC learn" phase, otherwise the iPhone will send a lot of accelerometer values and you won't be able to assign messages other than the accelerometer controls.*

3.5 MIDI reference for template mapping

3.5.1 Introduction

Additionally to custom made templates for existing controllers, the template library contains two templates that expose all of the controllable parameters available in mixer mode.

The first one, GrandVJ Full Mixer Mode, maps all the layer parameters in full mode (i.e. You control all layers independently).

The second one, GrandVJ Selected Mixer Mode, maps all the layer parameters in 'selected mode', i.e. you always control the selected layer (see the Reference Manual for more information about the difference between the two modes).

This section lists the MIDI assignment of those two templates

3.5.2 GrandVJ Full Mixer Mode

Layer Parameter	Midi CC	Channel
Visual Next	0	1-8
Visual Previous	1	1-8
Loop Mode	2	1-8
Movie Speed	3	1-8
Loop Start	4	1-8
Loop Length	5	1-8
Transparency	6	1-8
Copy Mode	7	1-8
Mask Mode	8	1-8
Mask Center	9	1-8
Mask Width	10	1-8
Mask Smooth	11	1-8
Red	12	1-8

Layer Parameter	Midi CC	Channel
Green	13	1-8
Blue	14	1-8
Mixing Preset	15	1-8
Effect Next	16	1-8
Effect Previous	17	1-8
Effect Parameter 1	18	1-8
Effect Parameter 2	19	1-8
Effect Parameter 3	20	1-8
Effect Parameter 4	21	1-8
Position X	22	1-8
Position Y	23	1-8
Position Z	24	1-8
Size X	25	1-8
Size Y	26	1-8
Rot X	27	1-8
Rot Y	28	1-8
Rot Z	29	1-8
Rotation Mode X	30	1-8
Rotation Mode Y	31	1-8
Rotation Mode Z	32	1-8
Shape	33	1-8
Tiling	34	1-8
Position Preset	35	1-8
Deck A Select	125	1-8
Deck B Select	126	1-8

Layer Control	Midi CC	Channel
Layer Next	36	1
Layer Previous	37	1
Layer Select (continuous)	38	1
Layer 1 Select	39	1
Layer 2 Select	40	1
Layer 3 Select	41	1
Layer 4 Select	42	1

Layer Control	Midi CC	Channel
Layer 5 Select	43	1
Layer 6 Select	44	1
Layer 7 Select	45	1
Layer 8 Select	46	1
Layer 1 Pause	48	1
Layer 2 Pause	49	1
Layer 3 Pause	50	1
Layer 4 Pause	51	1
Layer 5 Pause	52	1
Layer 6 Pause	53	1
Layer 7 Pause	54	1
Layer 8 Pause	55	1
Layer 1 Clear	57	1
Layer 2 Clear	58	1
Layer 3 Clear	59	1
Layer 4 Clear	60	1
Layer 5 Clear	61	1
Layer 6 Clear	62	1
Layer 7 Clear	63	1
Layer 8 Clear	64	1

Bank Control	Midi CC	Channel
Matrix Bank Next	65	1
Matrix Bank Previous	66	1
Matrix Bank Select (continuous)	67	1
Matrix Bank 1 Select	68	1
Matrix Bank 2 Select	69	1
Matrix Bank 3 Select	70	1
Matrix Bank 4 Select	71	1
Matrix Bank 5 Select	72	1
Matrix Bank 6 Select	73	1
Matrix Bank 7 Select	74	1
Matrix Bank 8 Select	75	1
Matrix Bank 9 Select	76	1

Bank Control	Midi CC	Channel
Matrix Bank 10 Select	77	1
Matrix Bank 11 Select	78	1
Matrix Bank 12 Select	79	1
Matrix Bank 13 Select	80	1
Matrix Bank 14 Select	81	1
Matrix Bank 15 Select	82	1
Matrix Bank 16 Select	83	1
Keyboard Bank Next	84	1
Keyboard Bank Previous	85	1
Keyboard Bank Select (continuous)	86	1
Keyboard Bank 1 Select	87	1
Keyboard Bank 2 Select	88	1
Keyboard Bank 3 Select	89	1
Keyboard Bank 4 Select	90	1
Keyboard Bank 5 Select	91	1
Keyboard Bank 6 Select	92	1
Keyboard Bank 7 Select	93	1
Keyboard Bank 8 Select	94	1
Keyboard Bank 9 Select	95	1
Keyboard Bank 10 Select	96	1
Keyboard Bank 11 Select	97	1
Keyboard Bank 12 Select	98	1
Keyboard Bank 13 Select	99	1
Keyboard Bank 14 Select	100	1
Keyboard Bank 15 Select	101	1
Keyboard Bank 16 Select	102	1

General Controls	Midi CC	Channel
Latch	103	1
Hold	104	1
Clear All Layers	105	1
Input Volume	106	1
Contrast	107	1
Brightness	108	1
Cross fader	120	1
Cross fader Full A	121	1
Cross fader Full B	122	1
Preview Deck A Assign	123	1
Preview Deck B Assign	124	1

3.5.3 GrandVJ Selected Mixer Mode

Layer Parameter	Midi CC	Channel
Visual Next	0	1
Visual Previous	1	1
Loop Mode	2	1
Movie Speed	3	1
Loop Start	4	1
Loop Length	5	1
Transparency	6	1
Copy Mode	7	1
Mask Mode	8	1
Mask Center	9	1
Mask Width	10	1
Mask Smooth	11	1
Red	12	1
Green	13	1
Blue	14	1
Mixing Preset	15	1
Effect Next	16	1
Effect Previous	17	1
Effect Parameter 1	18	1
Effect Parameter 2	19	1

Layer Parameter	Midi CC	Channel
Effect Parameter 3	20	1
Effect Parameter 4	21	1
Position X	22	1
Position Y	23	1
Position Z	24	1
Size X	25	1
Size Y	26	1
Rot X	27	1
Rot Y	28	1
Rot Z	29	1
Rotation Mode X	30	1
Rotation Mode Y	31	1
Rotation Mode Z	32	1
Shape	33	1
Tiling	34	1
Position Preset	35	1
Deck A Select	118	1
Deck B Select	119	1

Layer Control	Midi CC	Channel
Layer Next	36	1
Layer Previous 38	37	1
Layer Select (continuous)	38	1
Layer 1 Select	39	1
Layer 2 Select	40	1
Layer 3 Select	41	1
Layer 4 Select	42	1
Layer 5 Select	43	1
Layer 6 Select	44	1
Layer 7 Select	45	1
Layer 8 Select	46	1
Pause Selected Layer	47	1
Layer 1 Pause	48	1
Layer 2 Pause	49	1

Layer Control	Midi CC	Channel
Layer 3 Pause	50	1
Layer 4 Pause	51	1
Layer 5 Pause	52	1
Layer 6 Pause	53	1
Layer 7 Pause	54	1
Layer 8 Pause	55	1
Clear Selected Layer	56	1
Layer 1 Clear	57	1
Layer 2 Clear	58	1
Layer 3 Clear	59	1
Layer 4 Clear	60	1
Layer 5 Clear	61	1
Layer 6 Clear	62	1
Layer 7 Clear	63	1
Layer 8 Clear	64	1
Layer 1 Transparency	109	1
Layer 2 Transparency	110	1
Layer 3 Transparency	111	1
Layer 4 Transparency	112	1
Layer 5 Transparency	113	1
Layer 6 Transparency	114	1
Layer 7 Transparency	115	1
Layer 8 Transparency	116	1
Layer 1 Deck A Select	125	1
Layer 1 Deck B Select	126	1
Layer 2 Deck A Select	125	2
Layer 2 Deck B Select	126	2
Layer 3 Deck A Select	125	3
Layer 3 Deck B Select	126	3
Layer 4 Deck A Select	125	4
Layer 4 Deck B Select	126	4
Layer 5 Deck A Select	125	5
Layer 5 Deck B Select	126	5
Layer 6 Deck A Select	125	6

Layer Control	Midi CC	Channel
Layer 6 Deck B Select	126	6
Layer 7 Deck A Select	125	7
Layer 7 Deck B Select	126	7
Layer 8 Deck A Select	125	8
Layer 8 Deck B Select	126	8

Bank Control	Midi CC	Channel
Matrix Bank Next	65	1
Matrix Bank Previous	66	1
Matrix Bank Select (continuous)	67	1
Matrix Bank 1 Select	68	1
Matrix Bank 2 Select	69	1
Matrix Bank 3 Select	70	1
Matrix Bank 4 Select	71	1
Matrix Bank 5 Select	72	1
Matrix Bank 6 Select	73	1
Matrix Bank 7 Select	74	1
Matrix Bank 8 Select	75	1
Matrix Bank 9 Select	76	1
Matrix Bank 10 Select	77	1
Matrix Bank 11 Select	78	1
Matrix Bank 12 Select	79	1
Matrix Bank 13 Select	80	1
Matrix Bank 14 Select	81	1
Matrix Bank 15 Select	82	1
Matrix Bank 16 Select	83	1
Keyboard Bank Next	84	1
Keyboard Bank Previous	85	1
Keyboard Bank Select (continuous)	86	1
Keyboard Bank 1 Select	87	1
Keyboard Bank 2 Select	88	1
Keyboard Bank 3 Select	89	1
Keyboard Bank 4 Select	90	1
Keyboard Bank 5 Select	91	1

Bank Control	Midi CC	Channel
Keyboard Bank 6 Select	92	1
Keyboard Bank 7 Select	93	1
Keyboard Bank 8 Select	94	1
Keyboard Bank 9 Select	95	1
Keyboard Bank 10 Select	96	1
Keyboard Bank 11 Select	97	1
Keyboard Bank 12 Select	98	1
Keyboard Bank 13 Select	99	1
Keyboard Bank 14 Select	100	1
Keyboard Bank 15 Select	101	1
Keyboard Bank 16 Select	102	1

General Controls	Midi CC	Channel
Latch	103	1
Hold	104	1
Clear All Layers	105	1
Input Volume	106	1
Contrast	107	1
Brightness	108	1
Cross fader	120	1
Cross fader Full A	121	1
Cross fader Full B	122	1
Preview Deck A Assign	123	1
Preview Deck B Assign	124	1

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