



Monomal

documentation

v.3.72

developped by **Anomes** and *Iduun*

Concept

The idea of Monomal is using a [Monome](#) (a button-based interface) to control [Modul8](#) (an audiovideo software) in real-time.

Thus we designed Monomal as a module for Modul8, that improves the way we can play with audio and video ... and we still do it !

Monomal is suitable for 40h, 64, 128 and 256 models.



Modul8 and 2 Monome [@Bart](#)

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Press Start

First of all, you need to get a authorized version of Modul8 : the demo version will not work because it cannot access the online library. Please contact us at contact@anomes.com if you only have the demo version : we will send you the module without using the online library. You need an internet connection as well.

Note : you do not need a Monome to test Monomal, as you can use a module that creates a virtual Monome.

Before you start playing around, here are the steps to launch everything :

1. If you have a Monome, plug in it
2. Launch Modul8
3. In the menubar, choose *Modules > Online Library ... > Public Library*
4. Install the *Monomal* module
5. If you do not have a Monome, install the *Virtual Monome* module as well

Note : When a newer version of Monomal will be available, you will be notified.

Note : The settings of the module are saved in the Modul8 project file (so you can have a different settings on each project).

The graphic interface

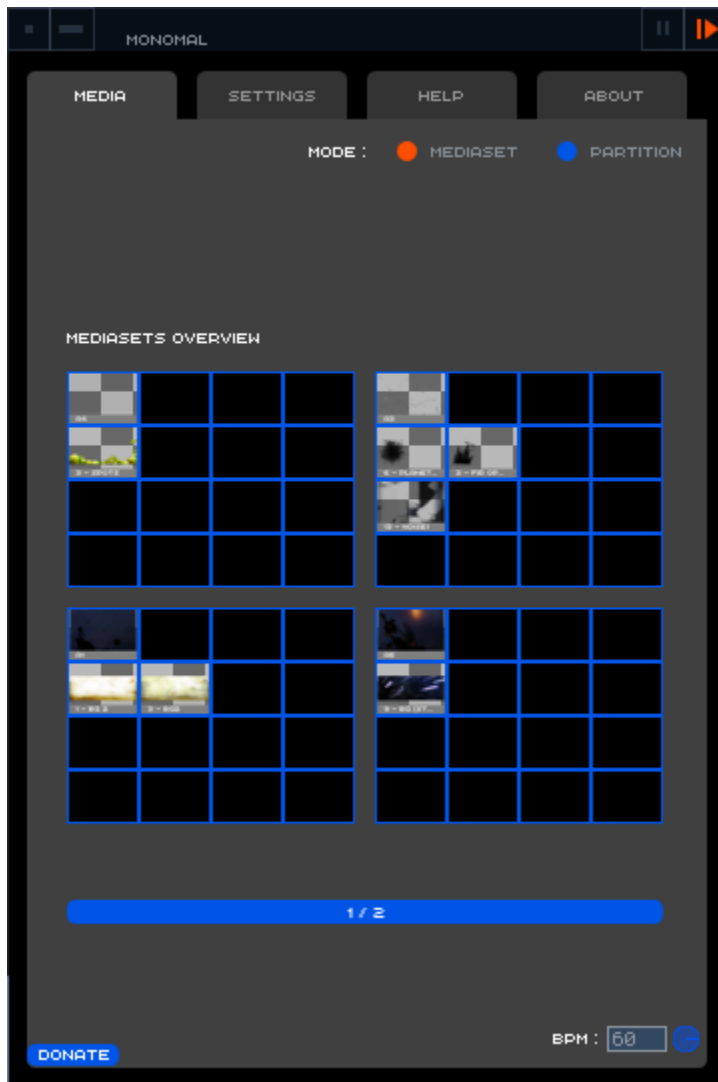
Once you got the module, you see 4 tabs.

The Media tab

This tab has 2 modes : *mediaset* and *partition*.

The *mediaset* mode one gives you an overview of your mediasets (each quarter is a mediaset). The *partition* mode is explained in [a following chapter](#).

This tab contains as well the BPM pie that matches the tempo of you music or your visual (or both). You can reset the BPM by clicking on the pie and change it by entering a value in the field beside. On [the next chapter](#), you will see how to "tap" the BPM.



Mediaset 1

The Settings tab

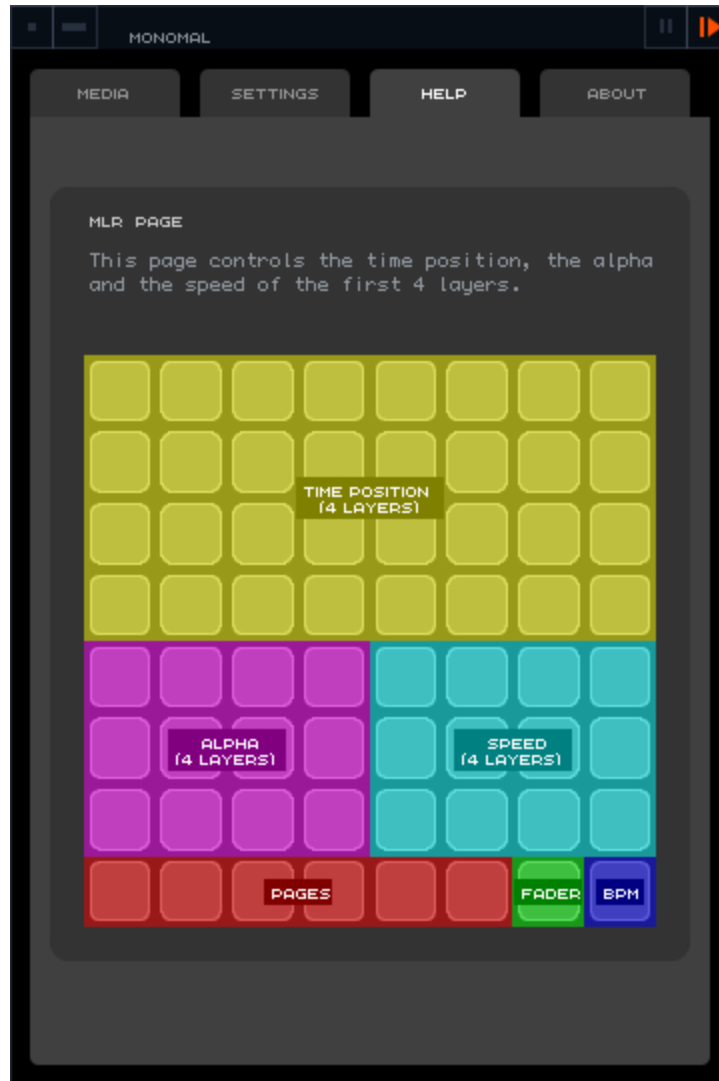
This tab is totally explained in [a following chapter](#). Here, you can tweak the module.



The Help tab

This is a very important one !

It tells you which feature of Monomal you are currently using, and shows you how the buttons of your Monome are mapped.



The About tab

From this tab, you see the version number of Monomal.
But you can also [donate](#) or [request a feature](#) ! Even visit www.anomes.com :)
By the way, press the *Changelog* button to get an history of the module ...



Use your Monome !

Pagination

Monomal uses a pagination system, where each page represents a configuration of the Monome, and controls a different aspect of Modul8 (speed, color, media, ...). Only the last line of the Monome remains always the same and is used for the pagination system (and *fader* and *BPM*).

Look on the *help* tab : you can change the page with the buttons colored in red. Each time you change the page, the *help* tab is updated.
If you press a button a bit longer than normal, when releasing it, you will come back to the previous page : it is exactly like on OS X Exposé !

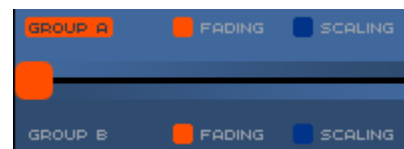


Buttons that change the page on your Monome

Next to the pagination buttons, you got the *fader* button.
Modul8 has two groups of layer : A and B. You can choose to superpose them or to mix from one to the another one with the Modul8's crossfader. You can press the *fader* button (see the green one on the *help* page) to use the group A or the group B.



The *fader* button



Modul8's crossfader

And next to the *fader* button, you got the *BPM* button.
This button is blinking and follows the tempo set in the *media* tab (the BPM pie). You can set the BPM by "tapping" the tempo on the button.

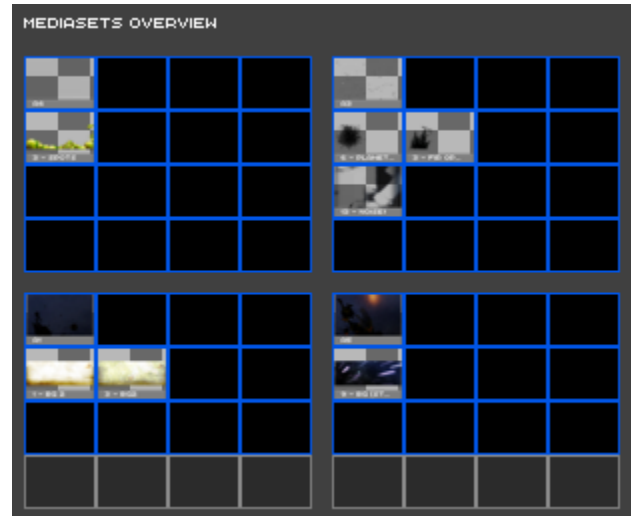
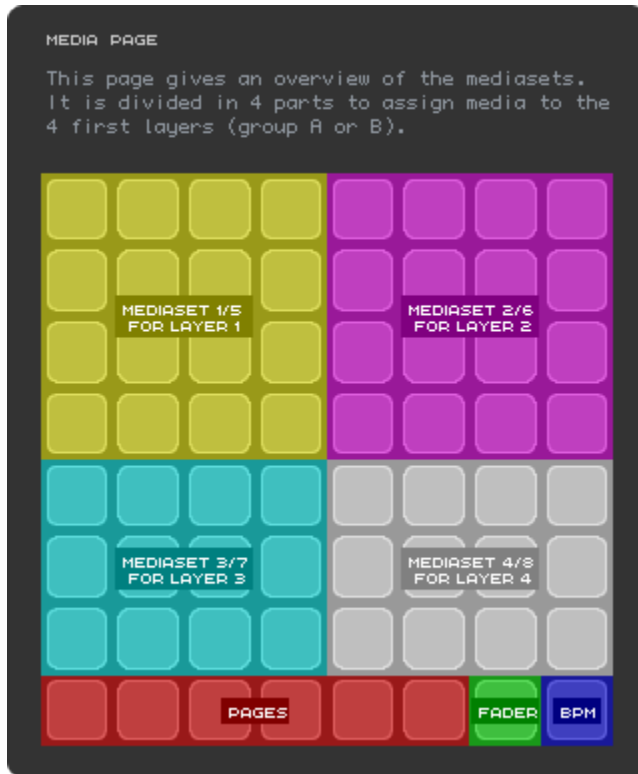


The *BPM* button



The BPM pie

Media Page



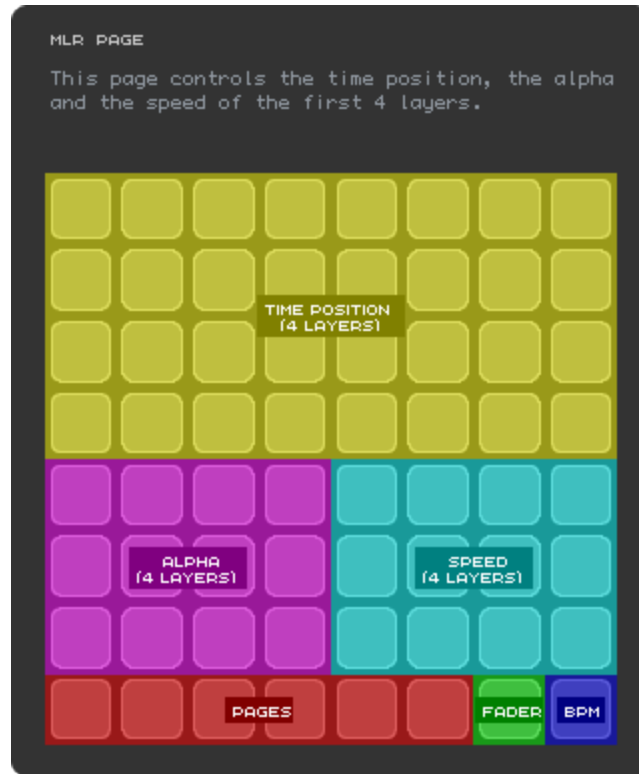
And the corresponding mediasets (the last line is not used)

This page assigns media to layer : the first quarter of buttons assigns media to first layer and so on. However, if you used the *fader* button and if the group B is selected, the first quarter will assign media to the first of the group B (the sixth layer in total).

First, the mediaset 1 to 4 are displayed in the *media* tab : if you want to use the mediaset 5 to 8, press the ad hoc button :



MLR Page



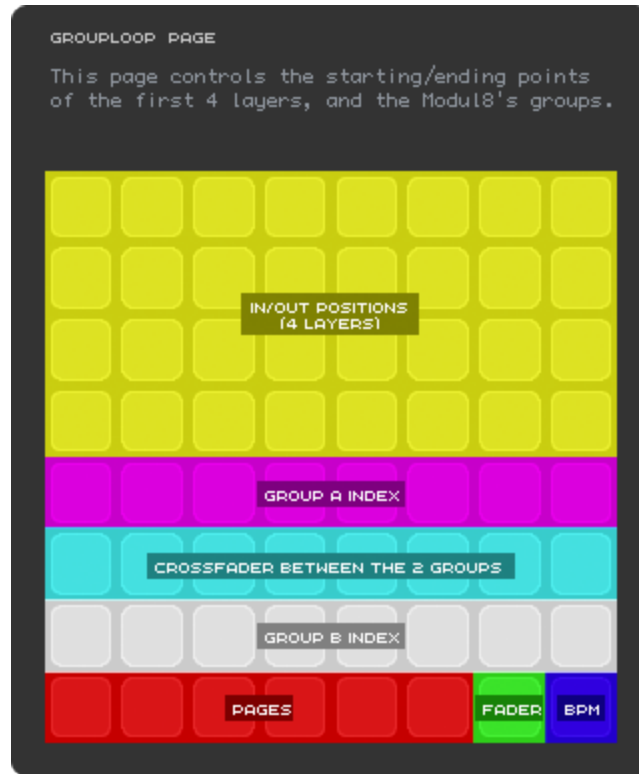
This page controls the first 4 layers : group A or group B depending on the position of the Modul8's crossfader.

Controlling the time position is very simple. The line of the buttons represents the timeline : if you press the first button of the line, the media goes to the beginning, if you press the fifth button, the media goes to the middle, and so on. It allows you to jump quickly to a time position, and event play with sound : it is called MLR.

Controlling alpha and speed is also very simple : every column controls the alpha or the speed of one layer. If you press a lower button, the alpha or speed decreases, if you press a higher button, it increases.

Note : you will notice that if you let your finger on a alpha or speed button, the value increases (or decreases) slowly, whereas if you release the button, the value moves shortly. You will see in [the next chapter](#) how to set up this.

Group-Loop Page



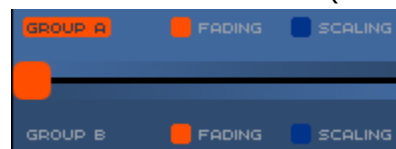
First of all, you can make loops from this page. Press 2 buttons simultaneously on the same line and it will set the media's in/out points (depending on the order you pressed the buttons, the media will go backwards or forwards) :



Secondly, you can change the selected layerset of group A or B (fifth and seventh lines) or use the Modul8's crossfader in a more accurate fashion than the *fader* button (sixth line).

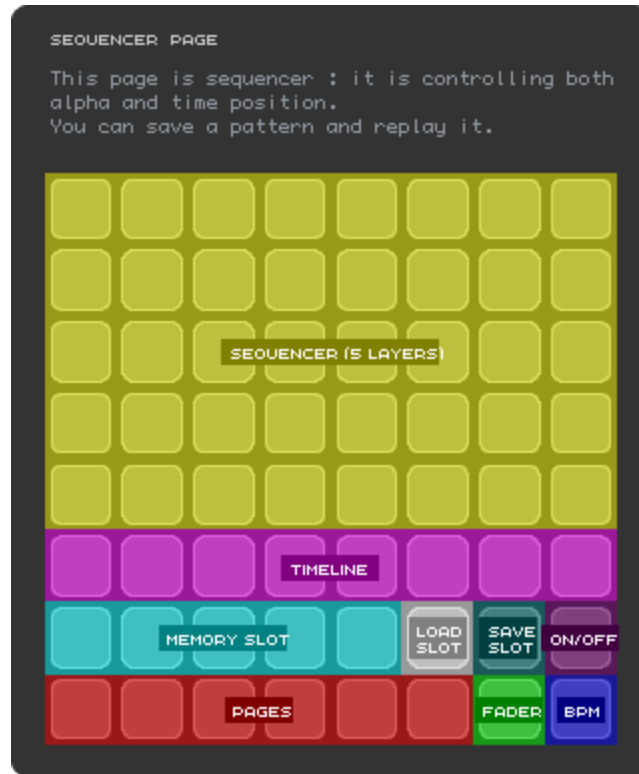


The selected layerset of group A or B



Modul8's crossfader

Sequencer Page



Ho, this one is fun !

First, assign media to your layers : each line of the sequencer represents a layer (so you can use the entire group A or B). Then create a pattern and press the *on/off* button : you will see the line called *timeline* going forward.

The sequencer is synchronized with the BPM : try to tap a new BPM and see the effects. You can also play with the *timeline* by pressing a button of it : you will play with the sequencer pattern exactly the same you do with the media's timeline in MLR page.

Once you got a nice pattern, you can save it : select the right *memory slot* and press the *save slot* button. To load it again, press the *load slot* button.

When you finish playing with the sequencer, press the *on/off* button to stop it.

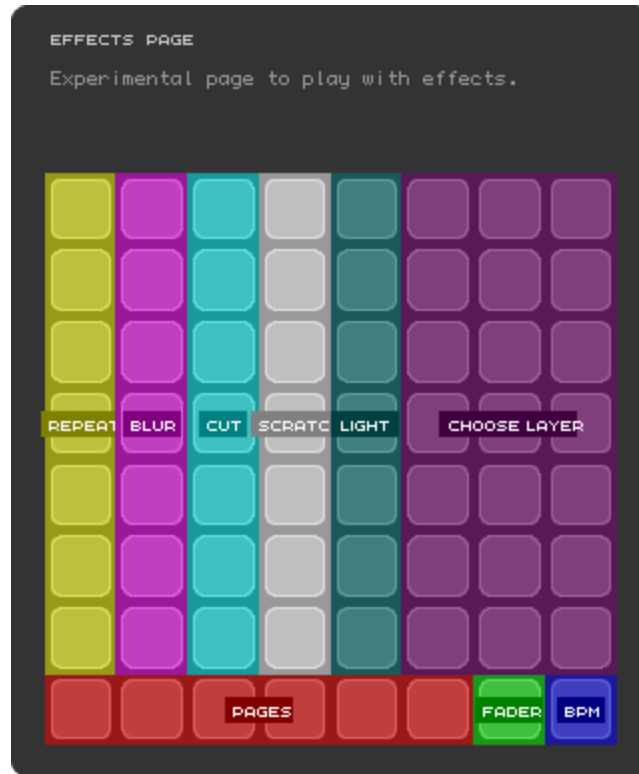
Color Page



The Modul8's colors

Use this page to change the color of your layer in a very fluid fashion. First of all, choose your layer with the buttons on the right. Then, you can subtract (top colors) or add (bottom) color to this layer : each time you choose a color, Monomal does an interpolation to reach this color, so it does seems jerky. You can set the speed of this interpolation with the *interpolation time* buttons.

Effects Page



This page is experimental : it apply various effects on your layer. The effects are synchronized with the BPM.

First of all, choose your layer with the buttons on the right.

Now you can apply 5 types of effects to this layer :

- *Repeat* : it repeats a short part of the media (the lower is the button, the shorter is the part)
- *Blur* : it blurs the layer (the first 3 buttons blurs with 'Fast X' method, the 4 others with the 'Box' method)
- *Cut* : it sets the alpha alternatively to 1 and 0 (the first button cuts when pressing it, the second removes the cut effect, the 5 others cuts synchronously with the BPM)
- *Scratch* : it interpolates the speed to zero or backwards (the first 3 buttons interpolates the speed to zero, the 3 following interpolates the speed backwards, and the last one sets the direction backwards or forwards)
- *Light* : it flashes or blinks the layers (the first 3 buttons flashes, the 4 others blinks)

If you cannot understand these definitions, the best is to test these effects.

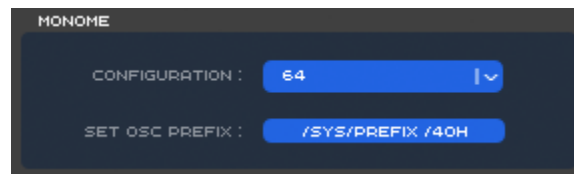
Settings

In the *Settings* tab, you can tweak Monomal.

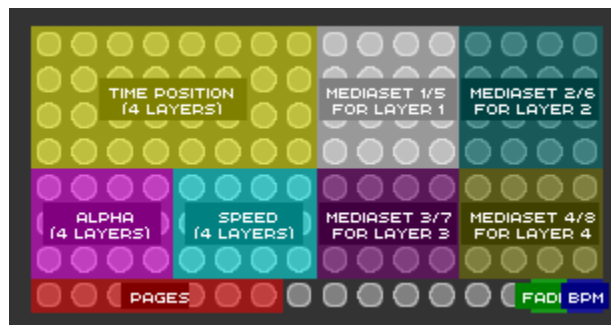
At any time, you can reset the settings by using the *reset settings* button :



Monome



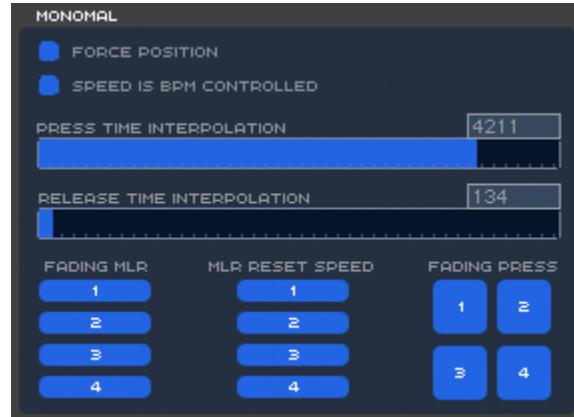
In this part, you can choose the size of your Monome : each size has optimized pages. The last 2 choices (installations) are special set ups for [Iduun](#).



Exemple of a page for a Monome 128

The button */sys/prefix/40h* is used change the prefix in [MonomeSerial](#). But you probably do not need to click on it.

Monomal



This part sets the behavior of Monomal

The '*force position*' feature is useful when playing in 8/3 format. Otherwise, it should be disabled. It forces the layers 1 and 3 to be aligned on left, and layers 2 and 4 to be aligned on the right. It is very useful when playing with both 4/3 and 8/3 movies.

The '*speed is BPM controlled*' feature will synchronize the speed with the BPM. The more you increase the BPM, the more the speed increases.

The '*press*' and '*release time interpolation*' bars defines the time that Monomal takes, to set a value from 0 to 1 when pressing or releasing a button.

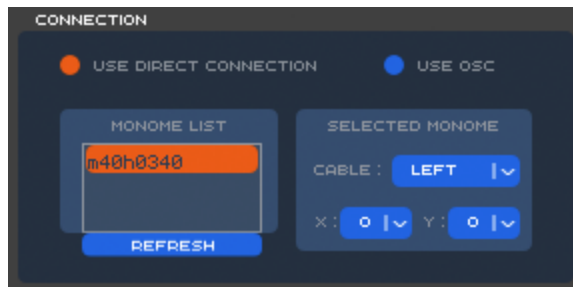
The '*fading MLR*' feature can be activated or deactivated on each layer. It will fade out the layer when releasing a button on the MLR page, and fade in it when pressing a button.

The '*MLR reset speed*' feature can be activated or deactivated on each layer. It resets the speed each time you press a button on the MLR page.

The '*Fading press*' feature can be activated or deactivated on each quarter on the Media page. It will fade out the corresponding layer when releasing a button on the Media page, and fade in it when pressing a button.

Connection

There is 2 way of connection your Monome(s) : directly or through OSC.

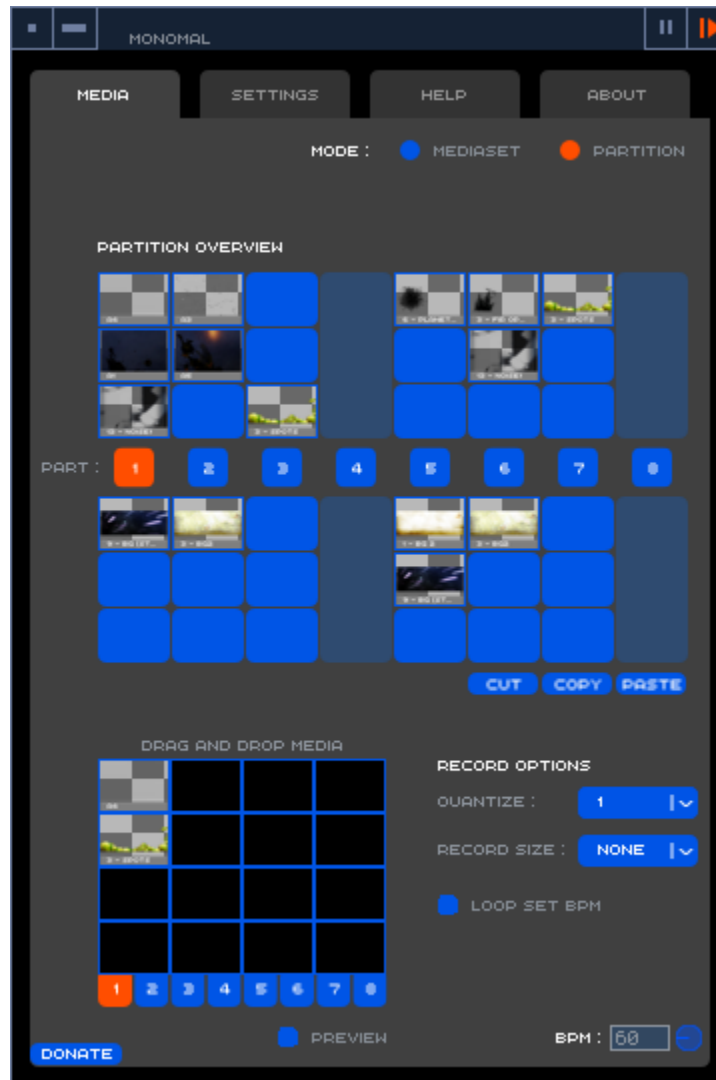


If you use direct connection, plug your Monome then click on the 'Refresh' button : your Monome appears in the list and you can configure it.



If you use OSC connection, plug your Monome then run [MonomeSerial](#) or [Serial-Pyio](#). You should not change the other parameters, unless you know what you do.

Partition mode



Partition is an experimental feature for live performance that can be sequenced.

The principle is simple : you can divide your performance in up to 8 parts. These parts are your partition.

Each part is a special configuration of media. Each quarter is linked to a layer (like with the normal Media page).

When you finish the first part of your performance, you switch to the second part with the needed configuration of media. And so on.

In addition, you can record and play audiovideo loops. These ones can be based on the BPM or not.

Create your partition

First of all, activate the *partition* mode in the media tab :



Then build every part of your partition by drag'n dropping media from the small mediasets to the partition. Use the *preview* checkbox to view in the output what you selected.



When you finished with a part, go to the next one with the part selector :



You can also copy, cut and paste part with the ad hoc buttons :



Record audiovideo loops



Once you partition is set, use it like you do with the normal media page and switch from one to another part.

However, you notice that you got two more buttons for audiovideo loops : *record* and *play*.

After pressing the *record* button, this one will blink : it means it is recording everything about layer (selected media and alpha, speed, time-position values). To stop recording the loop, just press *record* again or the *play* button.

After pressing the *play* button, this one will blink as well, meaning that the loop is currently playing : now you can play with the alpha, speed or time-position of the loop with the MLR page. To stop playing the loop, just press *play* again.

To get accurate timing on loops, you can synchronize them with the BPM.

Set the *quantize* option to start recording or playing the loops on the beat.

Set the *record size* option to record a time-fixed loop.

If you activate the *loop set BPM* option, you will need to set *record size* to value different than 'none' : after you recorded a loop, Monomal will calculate the right BPM of the loop.

