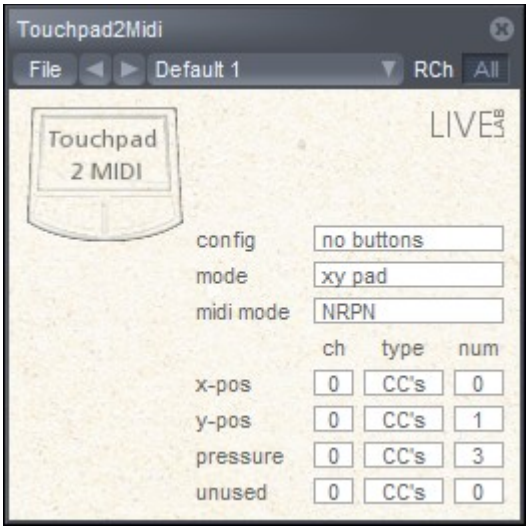


Installation and system requirements

To use Touchpad 2 MIDI you need a VST capable host application (see section on standalone operation on page 2) and a Synaptics touchpad. Other Touchpad manufactureres have been contacted with incquiries on how to read raw data from their touchpads.
Operating system: Windows 98 and up.
To install simply put the file "touchpad2midi.dll" in your VST plugins folder.

License

Touchpad 2 MIDI is free to use. Any form of redistribution is prohibited without express permission from livelab.dk.

Operation

To start, activate CAPS LOCK on your keyboard. As long as the CAPS LOCK light is on, your touchpad will work as a midi device and will not move the mouse cursor. You can still use a USB mouse while the touchpad is in MIDI mode.

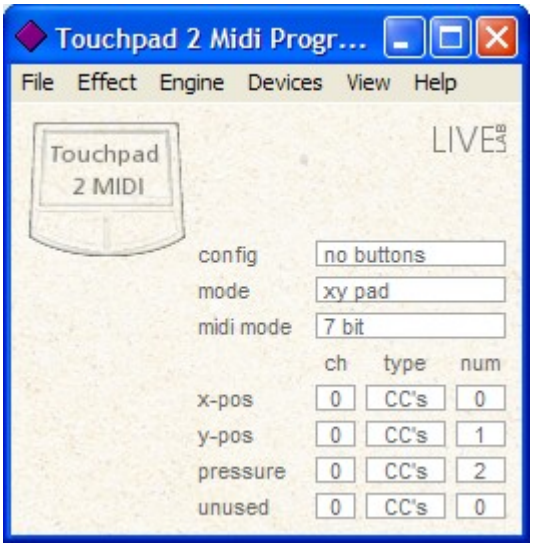
Configurations

Touchpad 2 MIDI allows you do use modifier buttons to activate different midi configurations. By default the touchpad acts as an XY pad when no buttons are pressed and as vertical / horizontal sliders when the left / right mouse buttons are pressed.

Midi modes

Touchpad 2 MIDI supports standard midi out, as well as 14 bit MIDI, NRPN and Relative MIDI (4 different modes). For more information on these different MIDI modes, please consult the manual for Tablet 2 MIDI – the graphics tablet to midi converter. Available from the download section at the Livelab.dk website.

Standalone operation



If Touchpad 2 Midi does not work with your host, you can use it as a standalone application using **SaviHost** and a virtual midi driver like **this one.** It works with any virtual midi drivers.

Start by installing the virtual midi cable driver. You will probably have to reboot to use the virtual midi ports.

Download and unzip the file **savihost.exe**. Rename savihost.exe to **Touchpad2Midi.exe**, and make sure the file is in the same directory as your **Touchpad2Midi.dll**. Running Touchpad2Midi.exe will load Touchpad 2 MIDI inside SaviHost.

Now go to **devices - MIDI** and select one of your virtual midi ports as **output**.

Go to **devices - Wave** and set the latency to the lowest possible value - select "*no Wave*" as audio output. The audio latency defines the rate of the outgoing midi – lower latencies means faster MIDI even when audio is disabled.

Finally you probably want to run through the "**view**" menu and hide everything you can to reclaim some screen space.