



KeyWorx Quick Start F.A.Q.

The KeyWorx beta distribution for OS X consists of the KwPatcher app, the KwRealizer app, a default media folder, an interactive tutorial and assorted documentation and example files.

This document is designed to get you up and running with KeyWorx as quickly as possible. For more detailed information on any topic consult the KeyWorx manual, online at <http://www.keyworx.org>. For a graphical tour of KeyWorx's core functionality see also the KeyWorx tutorial.

This FAQ covers the following topics:

- Preparing Media
- Launching KeyWorx
- Using the Patcher
- Creating Interactivity

PREPARING MEDIA:

Place any media (images, text, video and audio files) in the **Media** directory that is part of the standard KeyWorx distribution. All media (or aliases to that media) that you intend to use in your KeyWorx session must be in this Media directory prior to launch. It may later be moved or renamed but be sure to update its location in the KeyWorx preferences if you do so (see the Technote below; also, please refer to the KeyWorx manual for more detailed information on setting this and other preferences). Note that if you change the location of the media folder the example patches will not work correctly until you add the example media files to your 'new' media folder.

LAUNCHING KEYWORX:

To launch KeyWorx for the first time, double-click the KwRealizer application. A KEYWORX session generally comprises two applications that run in tandem: the PATCHER, which enables the user to assign dynamic connections between different media,

controllers and other data streams, and the REALIZER, which sends the final A/V output to the screen and speakers.

Technote (setting/managing prefs): The first time KeyWorx is launched it will create a **KeyWorx** directory in the Preferences folder of your home directory (~/.Library/Preferences/KeyWorx). The documents in this folder, KwRealizerPrefs and KwPatcherPrefs, contain initial configuration values. Holding down the <option> key upon subsequent launches of KeyWorx brings up the prefs editor, allowing you to set certain preferences prior to launching the application.

Double-clicking the KwRealizer (hereafter referred to simply as the REALIZER) icon will launch both the REALIZER and the PATCHER. In order for the PATCHER to “see” the REALIZER, it is important that the REALIZER be launched first! The PATCHER may also be run as a stand-alone application; consult the KeyWorx manual for more information on how to set this up.

Once both applications are running and the PATCHER window is open, pressing the <esc> key will toggle between it and the REALIZER.

USING THE PATCHER:

The menu bar at the top of the PATCHER window is divided, from left to right, into the following groups:

- Live inputs
- Generated inputs
- Media
- Modifiers (four types)
- Renderers

More info on these items can be found in the manual and on our website (www.keyworx.org) under the sub-heading ‘**user interface elements**’

PATCHING / CREATING INTERACTIVITY:

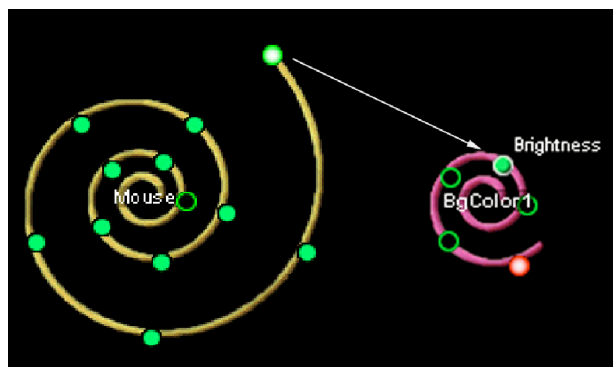
Let's start by creating a mouse:

Click on the left-most hexagon at the top of the screen to bring up the LIVE-INPUTS menu and select 'Mouse'.

Now let's create a something to be controlled by that mouse:

Click on the second hexagon from the left to bring up the generators. Select 'BgColor' (which fills the screen with a background color). In the PATCHER you should now see three items on the screen: an input (Mouse) in the left column, a BgColor module in the generators area just below where the mouse module is currently located, and an image renderer (named BgColor to reflect its input source) in the right column. The attributes of each can be accessed and modified by clicking on the corresponding object's hexagon, which reveals its current parameters in the info window at the center-bottom of the PATCHER screen. Empty circles to the left of each parameter item indicate that something can be connected TO it whereas a filled-in circle represents data that can connect to something else. You will notice that the mouse contains mostly full circles whereas the BgColor contains only empty circles.

Double-click on the mouse hexagon (or drag it into the center of the screen) and wait for it to unroll into a spiral. The balls of the spiral can then be clicked on and dragged to any empty circle to make a connection. Leave the mouse spiral for a moment and drag the BgColor module into the center patching area beside the mouse. It too should produce a spiral with 'data balls'. Next, drag the outermost ball of the mouse spiral (which corresponds to the X / horizontal axis of the mouse) to the BgColor spiral and mouse over the empty green sockets until you find the one labeled 'Brightness'. Drop the ball into that empty socket as shown below by releasing the mouse button.

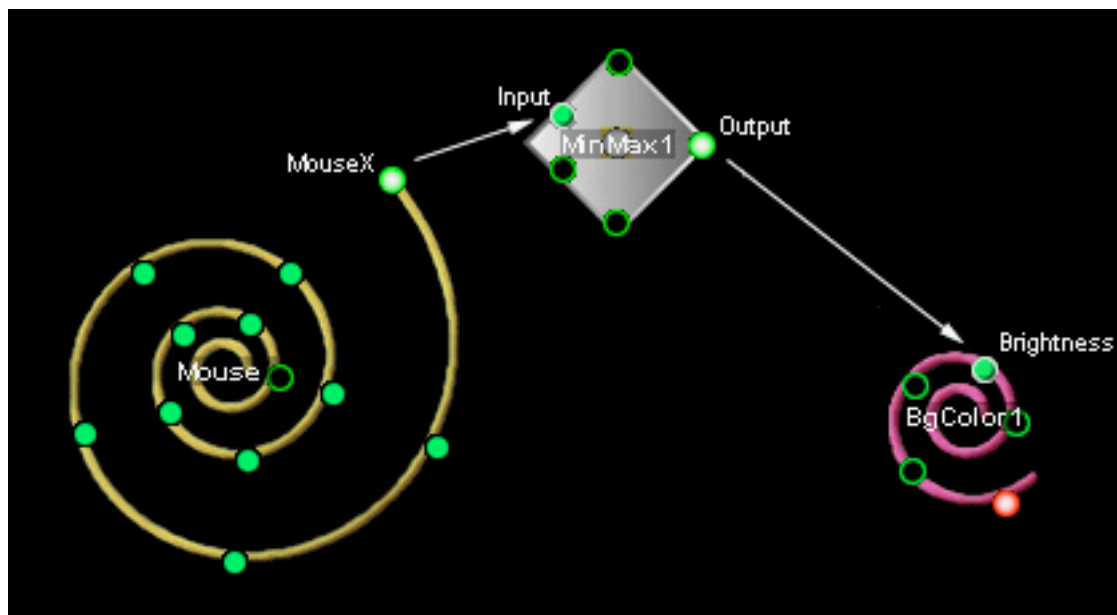


Connections in the Patcher are made by 'connecting the dots' from one object to the next.

Hit **<esc>** to view the result in the REALIZER. As you move your mouse across the screen horizontally, the brightness of the screen should change according to the current mouse position. Switch back to the PATCHER (**<esc>**) and connect the MouseY to the 'Hue' parameter of the BgColor module. Hit **<esc>** to view the results in the REALIZER: moving the mouse vertically should now change the color of the screen, in addition to the horizontal movement changing the brightness.

Adding modifiers:

MODIFIERS (the four grey symbols to the right of the cyan-colored hexagon at the top of the PATCHER window) can be added to further modify the connection before it gets to its final destination. Simply select the modifier and place it in the chain when making your connections as shown below. Remember, only green balls go in green holes, etc.



In this example we have used a MinMax module with the intention of limiting the range of values from the mouse so that the lowest possible brightness level is 10% instead of 0.

That's it! You can then save your patches by going to **'Save'** in the **<File>** menu.

You can also try loading some of the example patches included with the KeyWorx distribution (from the **<File>** menu in the Patcher, select **'Open'** and then navigate to **'example patches'** directory) and analyze what they are doing. Try re-creating them from scratch.

More thorough information can be found in the manual, on the website and in the KeyWorx tutorial. Please note that we also provide a mailing list and a BBS where you can post questions, bugs etc. One of the KeyWorx team members will try to answer questions posted there as quickly as possible:

<http://www.keyworx.org/bbs>

Have fun!

Updated: 12/02/04 – Eric Redlinger / KeyWorx team