Tech Tip: Using Momentary Buttons in SymVue on a Touchscreen PC

Due to the inherent nature of touchscreens, the use of momentary buttons on control screens in SymVue may result in some unexpected behavior – when the user touches a button on the screen, the “on” action isn’t sent to the DSP until the user actually releases their finger from the button. This can make the use of momentary buttons somewhat confusing for the end-user, in that a swiping action is required to trigger them on touchscreens. For some users, simply letting them know that a “swiping action” is required is good enough. For others, a workaround may be needed to give them expected touch functionality. Fortunately, this default touchscreen behavior does play nicely with latching buttons.

On the right, we’ve outlined a procedure that uses latching buttons in the place of momentary buttons as triggers – these latching buttons ultimately will act as if they are momentary buttons. This is accomplished by the use of a single Preset Trigger module which is triggered every time a latched button is pressed. It fires a “button off” preset to reset the state of the latching buttons to their off state. The preset is fired so quickly after the touch that the latched button appears to act as a momentary button.

For most applications, this will workaround will do the trick nicely. The only drawback to creating a momentary button in this fashion is that you cannot hold it down. Therefore, this process is best used for controlling modules that are triggered via an impulse, such as a preset triggers.

1. Drag the following modules into the design from the Toolkit (all are found under the Control Modules heading):
   a. 8 button Latched
   b. 8 Input Logic
   c. Delay Logic
   d. Preset Trigger
2. Wire them up as below:

3. Next, take a snapshot of the latched buttons in their off states. Double-click the 8 button Latched module to bring up its GUI. Making sure the button is in its off state, right-click directly on the first button and store it to an un-used preset of your choice. Repeat for the rest of the buttons, making sure to use the same preset number for each.

4. All buttons should appear as below (with whichever preset number you chose). If the green indicators are not appearing over the buttons, go to the Tools menu in Composer and be sure “Super-impose Assigned Controller Numbers” is checked.
5. Open the 8 Input Logic module and set the logic operation to OR.

6. Next, double-click the Delay Logic Module. Set its delay time to .08 seconds and its hold time to .01 seconds.

7. In the Preset Trigger module, enter the preset number from step 3.

8. Wire in some modules to be controlled. In this example, Preset Triggers are used.
9. The 8 Button Latched module contains the buttons to be controlled from SymVue. Re-open this module in Composer and copy the “On” buttons over to a new or existing control screen. These buttons will now function without the need for a “swipe” motion to engage them.