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## Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by daswesen - 2008/09/02 01:51

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I am very proud to announce the launch of the Ruin & Wesen website at <http://ruinwesen.com/>. I am Wesen, and Ruin is my partner in Canada. We are building analog and digital music gear, and our first two products are especially directed towards Elektron users. I am specializing on the digital side and software programming, while Ruin is a master of analog noisemakers. Our goal is to make flexible gear for musicians, because we think that with electronic music it all boils down to the workflow rather than pure sound shaping. Careful thought has been put into the user interfaces of our machines. Both Ruin and Wesen are musicians, and value the possibilities that lie in well thought out instruments.

As each musician's approach to electronic music is different, we believe in making our products easily customizable. This means that we will work and rework our firmwares, adding additional features, modifying some, and sometimes completely changing the purpose of our products. We also believe that users should be able to do these modifications themselves, which is why we provide extensive documentation, schematics and sourcecode for our devices.

But enough about that â€” without further ado, please welcome the MidiCommand and the MonoJoystick.

### MidiCommand:

The MidiCommand is a â€œgenericâ€• MIDI controller that has native support for the Elektron MachineDrum. It features 5 endless encoders, a small backlit LCD and an additional button. The initial firmware features 8 patches, each of which is made up of 4 pages of 4 controls each. Pages and patches are easily accessed and each parameter can be configured using the built-in editor. The MidiCommand can also be programmed from a computer.

Each page of the MidiCommand features a Macro knob which allows you to change simultaneously up to 4 parameters at once â€” all at the twist of a single knob. Each patch also features a Macro page where each encoder can be assigned to modify up to 4 parameters. With native support for the MachineDrum, the MidiCommand can access the effect machines of the MachineDrum directly, allowing you to tweak effects without the need of a CTR-FX machine.

I use the MidiCommand a lot in my sets, here is a small set recorded on video:

<http://www.youtube.com/watch?v=Q7Zz68LVScQ>

### MonoJoystick:

The MonoJoystick is a joystick companion for the Elektron MonoMachine. Its interface makes it very easy to integrate and the device sends the same data as the SFX-6 joystick, allowing it to be controlled directly using the ASSIGN menu of the

MonoMachine. The MonoJoystick is more than just a joystick replacement or add-on, however â€” the MonoJoystick allows you to send joystick data to multiple tracks at once, to revert the current kit to its saved status (think function + classic on the Machinedrum), and to revert a single track to its saved status!

If youâ€™ve been waiting for a CTR-AL machine on the MonoMachine, the MonoJoystick is perfect for you. Press the SELECT button on the MonoJoystick, and each knob twist on the MonoMachine will be sent to each track. You can also broadcast knob twists to only certain selected tracks.

Here is a small video showcasing the MonoJoystick: <http://www.youtube.com/watch?v=JP5x7jDg73c>

Both the MidiCommand and the MonoJoystick can be preordered from our website at <http://ruinwesen.com/>. Also check the website for additional information, product manuals, example videos and DIY information! Use our RSS feeds to stay up-to-date â€” there is much more to come in the following weeks!

Cheers,  
Manuel aka Wesen

PS: Thanks so much to actuel and papertiger for their support and their work, it wouldn't have happened without them!

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by toxictobi - 2008/09/02 01:57

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Great man,  
just saw the video & and linked it in the other thread, so sorry for being to fast man!

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I wanna have 1!:woohoo:

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by actuel - 2008/09/02 01:57

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congradulations Manuel. tips a beer your way from across the pond.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by daswesen - 2008/09/02 01:59

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Wow toxictobi you sure are fast :) Thx actuel and toxic, I send a beer back to both of you :)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Vader77 - 2008/09/02 02:05

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Does the MD transmit data feedback?

I've looked at the Doepfer pocket dial in the past which also features endless encoders but for this to work it need some data feedback to know where the value starts at, I know other endless rotary style MIDI controllers rely on presets for this.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by daswesen - 2008/09/02 02:15

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Yes it does have data feedback for CCs. It's more difficult for effect machines but I'm going to look into it. However when changing a kit or a pattern the machinedrum doesn't send out updated values. I'm working on it though :)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Nick the Zombie - 2008/09/02 02:43

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Very exciting! I was just watching your liveset video the other day and thinking that I'd pay you to make me one of those midicommand boxes. Count me in for when they are released.

- Nick

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by provaznik - 2008/09/02 02:44

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kick ass wesen. great work man.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Vader77 - 2008/09/02 02:48

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daswesen wrote:

Yes it does have data feedback for CCs. It's more difficult for effect machines but I'm going to look into it. However when changing a kit or a pattern the machinedrum doesn't send out updated values. I'm working on it though :)

Good stuff dude in the meantime I think one of your joysticks maybe on my early xmas list. :)

I wonder what Elektron are thinking of all this? :laugh:

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by daswesen - 2008/09/02 02:54

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Hey peepz, thx for the kind words! Go ahead and use the preorder button :)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by jngpng - 2008/09/02 02:56

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Seriously nice work man! The monojoystick looks sick! Are you mass producing these or building them yourself?

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by actuel - 2008/09/02 05:01

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big-ups to Manuel for the CDM feature: <http://createdigitalmusic.com/2008/09/01/ruin-wesen-lovely-petite-hackable-controllers-for-machinedrum-ableton-more/>

well deserved.

also, want to put a little nod to Thomas Ekelund / nullvoid.net for the logo and color inspiration for the site.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by daswesen - 2008/09/02 06:24

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yes omg i totally forgot about thomas. Thomas thank you so much he logo is absolutely lovely! And thomas was the first ruin & wesen customer and has been going through a bit of a rough patch :)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Allerian - 2008/09/02 06:27

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Daswesen -

I've preordered both units for my MKI machines. Really looking forward to this!

Thank you,  
-Robert

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by relapse808 - 2008/09/02 06:30

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Did u get the US power adapters yet? God knows I have been waiting patiently for this for a long time now ;)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by daswesen - 2008/09/02 06:42

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hey allerian, thanks a lot!

relapse808, i'm so sorry. I got the us power adapter company on the phone toay and they assured me they'll ship me the power plugs tomorrow, i'm keeping my fingers crossed.

i wouldn't have imagined how hard these are to get in the EU. anyway thank you so much for the patient waiting, your unit has been waiting for a few weeks, and I think the software that is coming up will make up for the time :) I think you will have some nice surprises :)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by drxcm - 2008/09/02 06:49

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Great work!

I have preordered one of the monojoysticks.. When do you anticipate shipping these beauties?

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by brettweldele - 2008/09/02 06:49

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the monojoystick looks great. good work.

midi synth looks interesting as well.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by daswesen - 2008/09/02 07:13

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So far it seems that mid-october is a good estimate. I will get back at all of you when I can estimate it a bit better. But be sure to check by the website, there is some goodies coming your way.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by howdragonsdisappear - 2008/09/02 07:53

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So excellent !!! You realize our dreams !!

nice website too !

ps: i have ask you a lot of question in audiofanzine daswesen !!! ;)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by drxcm - 2008/09/02 08:29

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Just wondering..

When preordering, the form asks whether we want a MkI or MkII formfactor..

What will the difference be?

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by actuel - 2008/09/02 08:58

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drxcm wrote:

Just wondering..

When preordering, the form asks whether we want a MkI or MkII formfactor..

What will the difference be?

almost positive it's just the difference in the height of the machines.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by jsrockit - 2008/09/02 09:11

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So, who's getting the joystick?

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Allerian - 2008/09/02 10:43

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jsrockit wrote:

So, who's getting the joystick?

Right here - ordered both.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by actuel - 2008/09/02 10:46

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MidiCommand in the mail. MJ preorder.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by tIB - 2008/09/02 11:13

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Daswesen: Congrats on two great products, Im sure they will really open up the functionality of both machines even further- Happy days!

Can we have a definate confirmation that the differences between mk1 and 2 models are the form factor? If so Ill get the 2, its only a matter of time!

Ill be preordering the mono stick; its the thing I miss the most about my currently estranged sfx6. Really excited by the reload and ctrall functions too so it looks like it will still get some use when little brother is reunited with big...

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May well end up getting the Midicommand too but wait and here some reactions to that first before committing my MNM Mk2 upgrade allowance!

Great stuff!

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Rew - 2008/09/02 16:48

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OH. MY. GOD. This is fucking awesome!:woohoo:

I've been waiting a long time for someone to make these! and when I started that joystick thread a while back I thought I was going to have to cobble together some sort of horrendous thing myself!:unsure: Daswesen, these boxes are WAY cooler than anything I could've even imagined... and the joystick is exactly what I wanted! VERY NICE website too.

sooo happy.

Just pre-ordered both.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Rew - 2008/09/02 17:12

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from the website:

"The Monojoystick can also be used for advanced sound design with its organic machine randomization. Select a machine type, tweak a few buttons, and then wiggle the joystick around to incrementally mutate the machine settings."

Tell me more about this!:blink:

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by daswesen - 2008/09/02 17:14

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hey rew thx for the kind words :) the randomization feature is under development, i'm trying to get it where you can do "useful" stuff with it and not just wildly make weird noises. I'll post a vid when it's ready for sure :)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Rew - 2008/09/02 17:22

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daswesen wrote:

hey rew thx for the kind words :) the randomization feature is under development, i'm trying to get it where you can do "useful" stuff with it and not just wildly make weird noises. I'll post a vid when it's ready for sure :)

oh cool cool cool! waiting for that video:cheer:

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by emisor9 - 2008/09/02 17:24

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Congrats on your endeavours, Wesen.

Just pre-ordered my birthday present (=Mono joystick) ... turning 40 in December :ohmy:

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Had reasonable results with my Roland keyboard's joystick, but the kit reset or kit reset per track is just :woohoo:

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by konkrete - 2008/09/02 17:31

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Hallelujah!

This is absolutely incredible ..... I'd been hoping for years that elektron would bring out a joystick controller like this.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by futureimage - 2008/09/02 17:31

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Hey, if you guys need a UK assembler/distributor, I'm always available :)

Anyway, I'll be checking some of this stuff out... especially seeing as I have a Mono on it's way to me as I type. :D

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Sauna Sound - 2008/09/02 17:51

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preorder both :woohoo:

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Amanita - 2008/09/02 19:16

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MJ on pre-order here. MKII form as i have a MKII MnM - is that right? Could use a deffinitive answer :woohoo:

A

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by headcheck - 2008/09/02 19:45

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WoooooHooooo!

Just put my name down for Mono Joystick.

Man there are some seriously intelligent people on here, great work guys.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by zoot - 2008/09/02 20:33

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joystick away:laugh:

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Gateaux Fabulous - 2008/09/02 20:38

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Have pre-ordered both. they look amazing.

the manual for monojoystick shows md monomachine and monojoystick all midi'd up. Can the Midi Command box be also incorporated into the MIDI chain so all 4 are connected?

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by jsrockit - 2008/09/02 22:31

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Ok, maybe I should ask who isn't getting one? ;) Am I the only one here not getting these? I feel left out...

This looks promising:

<http://ruinwesen.com/analog>

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by subsky - 2008/09/02 23:02

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hi manuel,

these look very exciting! I already preordered one for monojoystick.

few questions:

- mono-joy on the video, is that prototype size? I would like to have some bigger buttons on the final product maybe..
- battery power?

thanks!

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by swiv - 2008/09/03 00:30

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Wow a lot of interest in these controllers, congratulations daswesen.

I have a question about the MJ, is it possible (or would it ever be possible) to record p-locks in live-record mode using the joystick? From what I've read elsewhere the original joystick on the SFX-6 lacked that functionality. Seems like p-locks aren't normally handled via midi but thought I'd throw it out there.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by papertiger - 2008/09/03 00:49

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swiv wrote:

Wow a lot of interest in these controllers, congratulations daswesen.

I have a question about the MJ, is it possible (or would it ever be possible) to record p-locks in live-record mode using the joystick? From what I've read elsewhere the original joystick on the SFX-6 lacked that functionality. Seems like p-locks aren't normally handled via midi but thought I'd throw it out there.

this is a brilliant idea and if anyone can figure out how to do it, wesen can -- as long as it's possible. seems weird that elektron wouldn't have/didn't implemented it on the sfx-6, but then there are not ctrl-all machines, etc. on the mono, so



who knows. . .

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by daswesen - 2008/09/03 02:11

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hey peepz, thanks for all the interest :) it seems to go really well, i ahve a lot of work on my hands. I'll contact the people who preordered with more information about the form factors and expected delivery date, as well as some more details. If you can think of additional functionality for the devices drop me a message :)

Yes sadly CC recording into plocks doesn't work at the moment, there are some possibilities to work around that but none is really elegant. I'll have a deeper look at it.

cheers, manuel

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by daswesen - 2008/09/03 02:25

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I'll see what I can do about battery power, I think that's a definite option. Bigger buttons for sure, on the vid that were those I had in my lab :)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by jsrockit - 2008/09/03 02:56

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delete

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by whatsyourname - 2008/09/03 03:04

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I was going to get the joystick, but unless the tweaks you do with it can be recorded into mm sequencer, then i probably will not...

Maybe I could just do the same with my 3x bitstream controller.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by swiv - 2008/09/03 03:34

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If you can crack that one wesen, it would be awesome. Imagine also being able to overlay exisiting p-locks (eg so that existing filter tweaks for a phrase could be ramped over a whole pattern while preserving the original "difference" between p-locks) - that would add a huge amount of functionality. One thing at a time though hey! These new boxes add a lot to the elektrons. Either way I'll still ask santa for one :)

edit: I guess the above could be done with THRU FX tracks :)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Allerian - 2008/09/03 10:55

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Daswesen, if I use the MJ with the Monomachine SFX-6 will both joysticks respond?

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by drxcm - 2008/09/03 11:29

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Battery power as an option would be great - I just hate DC walwarts

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Rew - 2008/09/03 12:55

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mmmmm, seconded. battery option would be awesome if these boxes can handle it!:)

i have too many wallwarts.:angry:

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by tIB - 2008/09/03 13:08

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^ the option of either would be nice, I used to be a sucker for never replacing batteries on guitar pedals, tight bast@rd that I am!

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by drxcm - 2008/09/03 14:47

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one word.. rechargeables B)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by yourmama - 2008/09/03 17:36

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+1 for battery power, already too much walwarts here!

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by zoot - 2008/09/03 18:25

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Nooooo

batteries

Nooooo

:laugh:

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by glitched - 2008/09/03 20:57

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After reading up on all the features, I'm seriously considering dumping my SFX6 and getting the joystick! (Oh, and an MKII of course.)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by jsrockit - 2008/09/03 21:07

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Batteries is a must.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by daswesen - 2008/09/03 22:22

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Ok dudes and dudettes, I think batteries will be in. I'm in the process of planning the finished casings. Also, while recording p-locks is not possible, would you be okay with "looping" tweaks? WOn't record into the sequencer, btu at least play back the way you moved them. I think changing the recorded sequence is possible without too much overhead, but not on the go. It would be more of a feature like "loop joystick" and then press "record to track plocks". I think that's possible. Stay tuned :)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by emisor9 - 2008/09/03 22:40

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Wallwart ok but Elektron style (i.e. chord -> transformer -> chord -> plug.

Wallwarts with power transformer at the plug are a PITA on your power blocks.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by howdragonsdisappear - 2008/09/03 22:46

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Hello,  
i see that le mk factor is asked, so, i'm asking if the final appearance will be boxes with same size of the elektron and can be fixed at left or right (like in using the rack fixation or anything else).

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by syncretism - 2008/09/03 22:58

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I don't know if it's technically feasible, but a chainable power supply, like the ones commonly used in guitar pedal rigs, might be an ideal powering solution - especially if one owned both units.

[http://www.guitarpedalstore.com/guitar-effects-pedals.asp/pid\\_939/productname\\_Godlyke-PA9-POWER-ALL-Universal-Daisy-Chain-Power-Supply-for-Effects-Pedals](http://www.guitarpedalstore.com/guitar-effects-pedals.asp/pid_939/productname_Godlyke-PA9-POWER-ALL-Universal-Daisy-Chain-Power-Supply-for-Effects-Pedals)

Then again, if these controllers should evolve and eventually support MIDI merge/through, it's possible that we might own, say, two MidiCommands, a MonoJoystick and even a third product that may come down the line from R&W in the future. If a customer insists on spending less for a power supply, then there's always your bog-standard Boss-style guitar adapter.

Just a suggestion, with an eye toward the future!

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by koshimazaki - 2008/09/03 23:10

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Manuel how about selling them in kits? Have you thought of it? It might take some work of your hands and reduce the cost for the customers. Are they easy to build? How about USB powering with batteries option? These boxes look really cool!! Congrats!!!

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Martini - 2008/09/04 05:00

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Manuel, could the Joystick spring be disengaged?  
A joystick with lever return is cool, but most of the time  
I'd prefer it to stay as I'd have left it.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by syncretism - 2008/09/04 05:23

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You can mimic that function with both the SFX6 and the MonoJoystick by orienting the joystick where you want it and then changing track focus. The track will retain the joystick's last state, even when you return to the track {with the joystick centered}. I don't remember if there's a way to do this in multitrig mode - maybe by turning multitrig mode off and back on.

Is there some other reason for a joystick without center-return that I'm missing, like visual feedback?

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by daswesen - 2008/09/04 05:36

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yes i think it will be possible to have a model without lever return. I will check for the availability of the normal joystick model, and contact you people.

cheers, manuel

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Martini - 2008/09/04 05:49

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basically (from the sound design POW), unless this is used for pitchbend, there's no reason for a controller to come back to a "middle" state after it's been released.  
For this reason, joysticks used in audio world (in surround mixing etc.) aren't usually spring-loaded. I remember a similar discussion before the early Novation keyboards came out. Joysticks on their keyboards have some kind of a switch, disengaging the spring.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by syncretism - 2008/09/04 06:02

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But if you change to another track, you'd be starting from that joystick's position, and would have to come up with a way to address that - a "jump", a "relative" change or changing the value when the stored value has been crossed. I'm not

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sure how Elektron handle it when the joystick has been returned to center, but the stored value {described in my previous post} is different. Changing the focus of the track, which is already the standard in the Monomachine and MonoJoystick, seems like a good way to satisfy everyone.

I'm not questioning your need for this, mind {and it's obviously R&w's call!}, I'm just playing devil's advocate.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Martini - 2008/09/04 06:38

the same problem occurs with a spring-loaded joystick, whenever you change focus to another track (while holding it in a not-centered position), then do some movement on the second track, release it, and then get back to the first one.

the perfect solution to what you describe, although it is also very expensive, is a motorized joystick.

a cheaper solutions usually involve various conditional modes:

two examples (to simplify things, imagine a fader not a joystick):

1. you have to manually cross the current value before the controller takes over.

In addition to that, some consoles have LEDs indicating if your fader is above all below the current value.

2. you can use a smoothing function if the controller position and the current value mismatch.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by tIB - 2008/09/04 10:38

drxcm wrote:

one word.. rechargeables B)

Eureka!!! :woohoo:

You're 10 years too late!

Maybe Ill get this: <http://www.boingboing.net/2005/04/21/uncle-ricos-time-mac.html>

...If I could just go back. :blush:

Back to topic.... Love the idea of loop recording, very TG33!

I know its probably completely out of the question but it would be really cool to have a bank of tweak loops you could record and recall at any point. Pretty sure Id work really well in this way; could do some crazy shit to a pattern recalling say 6 variations of tweak at different stages of a track.

Manuel, hope you don't mind all the ideas youre getting on here, its already a great design... My only concern is that it will end up being bigger than an sfx6 when youve accomodate all the (good) ideas people on here have had! ;)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Ish-ka - 2008/09/04 14:26

regarding the Joystick query, return to centre VS no spring,,,

I think a the spring loaded joystick that returns to centre plus a 'midi mute' button would solve the problem and make everybody happy. You tweak the joystick. Find a sweet spot and hold the joystick in position, hit & hold the mute button and release the joystick so it returns to centre - release the 'midi mute' button. Now the tweaked settings are as you want them, and the joystick is in the centre - the optimal position for further tweakage on other tracks, even the same track.

I pre ordered the joystick even though I don't have a MnM yet :) I gotta snap one of these up while I can!

Daswesen I hope the joystick will be easy to work with other midi gear. well,,,, enough to get useful midi into plogue/max at least!

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Ish-ka - 2008/09/04 14:36

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I just had a fecking brainwave. Still with the midi mute button - but with multiple joysticks. hehe!

seriously though. spring loaded joystick in the centre with a small non-springloaded joystick on either side (or more, but I'd settle for one on either side ;) ). If anyone has used the faderfoxes you'll know the joystick I'm referring to. They're TINY, and awesome and they don't return to centre. Would be sweet to have a few of those at your disposal permanently assigned to various CCs. .... just like a row of fader boxes or knob boxes - usually in 8's or 16's, tiny joysticks boxes are the next evolutionary step! ..... if you aren't familiar with the faderfox joysticks get acquainted to see what I mean

just dreaming out loud here :)

if someone makes it happen I'll send them money via paypal ;)

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by daswesen - 2008/09/04 17:18

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Oki doki, I think I'll do one version with spring loaded one without. And batteries. Also could you email me further product requests or changes to wesen@ruinwesen.com? that would allow me to keep track of them more easily.

cheers, manuel

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by jsrockit - 2008/09/04 21:11

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I think I'm getting closer to being bamboozled into getting one of the these...shit!

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Vader77 - 2008/09/04 23:00

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:snap: Just realized my Kaoss 3 does most of what the joystick can do but only on one part.

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by jsrockit - 2008/09/05 00:01

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Vader77 wrote:

:snap: Just realized my Kaoss 3 does most of what the joystick can do but only on one part.

The Kaoss 3 has a joystick? :P

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by Ish-ka - 2008/09/05 03:02

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daswesen wrote:

Oki doki, I think I'll do one version with spring loaded one without. And batteries. Also could you email me further product

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requests or changes to [wesen@ruinwesen.com](mailto:wesen@ruinwesen.com)? that would allow me to keep track of them more easily.

cheers, manuel

I'd say a Midi Mute button is essential - unless I'm missing something about the existing functionality of your prototype ?....

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## Re:Announcing: Ruin & Wesen MidiCommand and MonoJoystick

Posted by NoiseLab - 2008/09/23 04:30

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An axis generator would also be nice, like this link:

<http://www.wiard.com/1200/JAG/jag.html>

<http://www.wiard.com/fullsysthmb.jpg>

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