

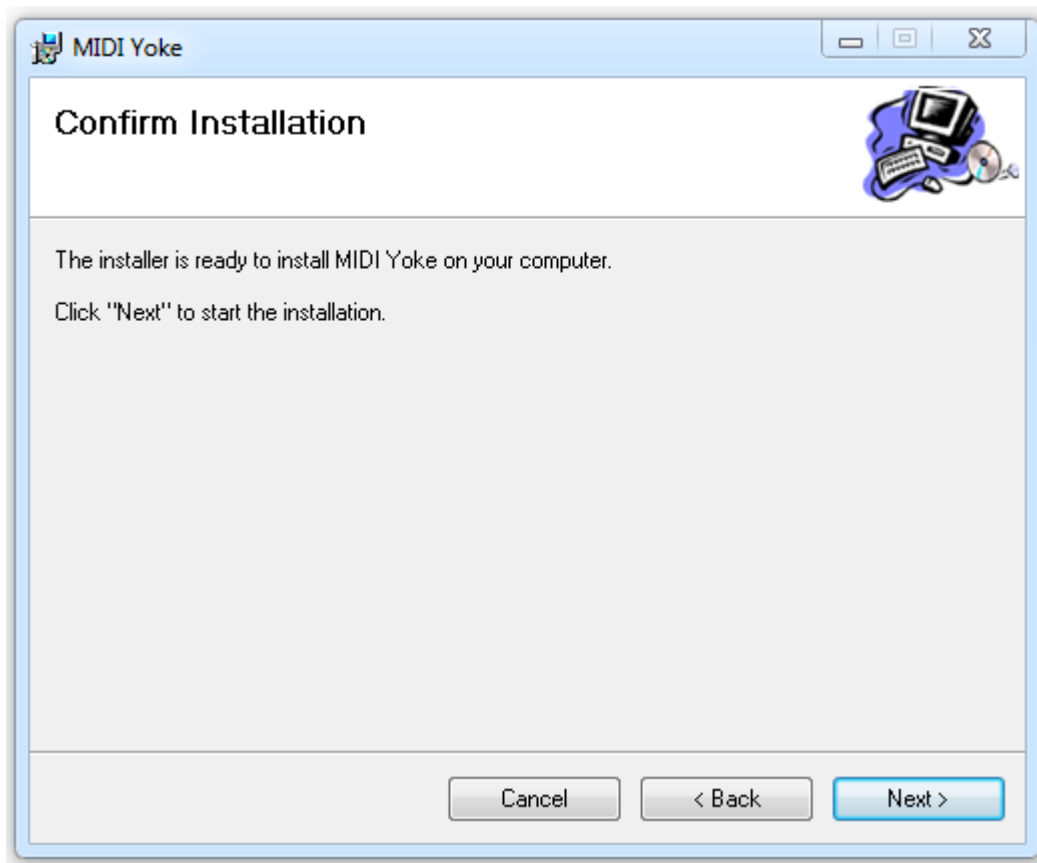
# TotalKeyMix 1.0 - RME TotalMix Volume Control for Windows

This free application enables you to control the volume of your RME soundcard with the multimedia keys, any other key combination of your keyboard or even a device like the [Griffin PowerMate](#).

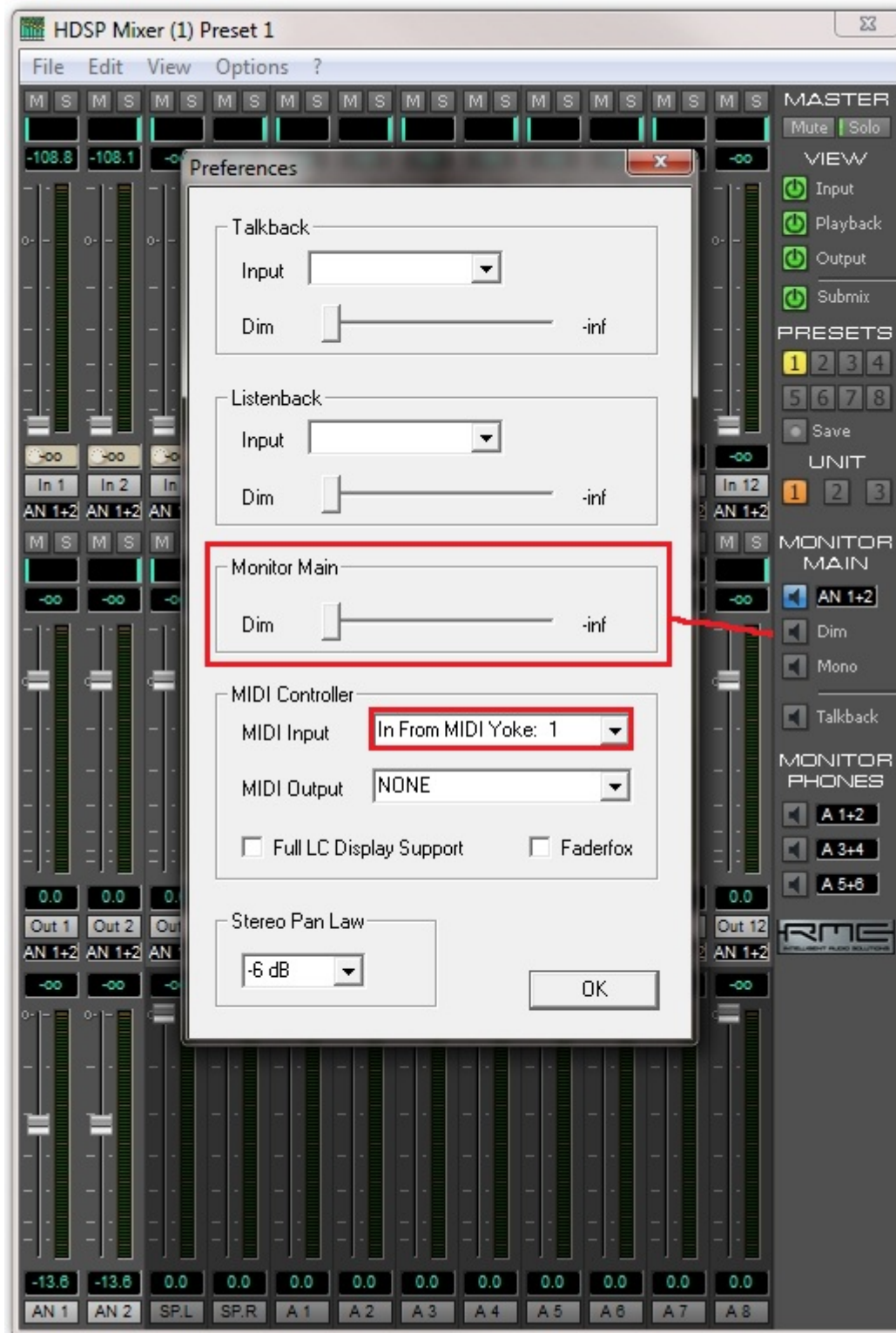
You might have noticed that the volume control of the windows mixer has no impact on the TotalMix interface. But the fact, that TotalMix can be controlled over MIDI made me think of a way how to control it anyway. Some of you maybe know the powerful scripting application [AutoHotkey](#). You can do pretty nifty things with it and that's exactly what I used for my approach. AutoHotkey is able to access the MIDI API of Windows and send MIDI controller data via hotkeys. The only thing you need to get it working is a virtual MIDI device which AutoHotkey can use to transfer the MIDI data. You can use the free [MIDI Yoke](#) for that purpose (it also works on Windows 7 x64).

## How to install:

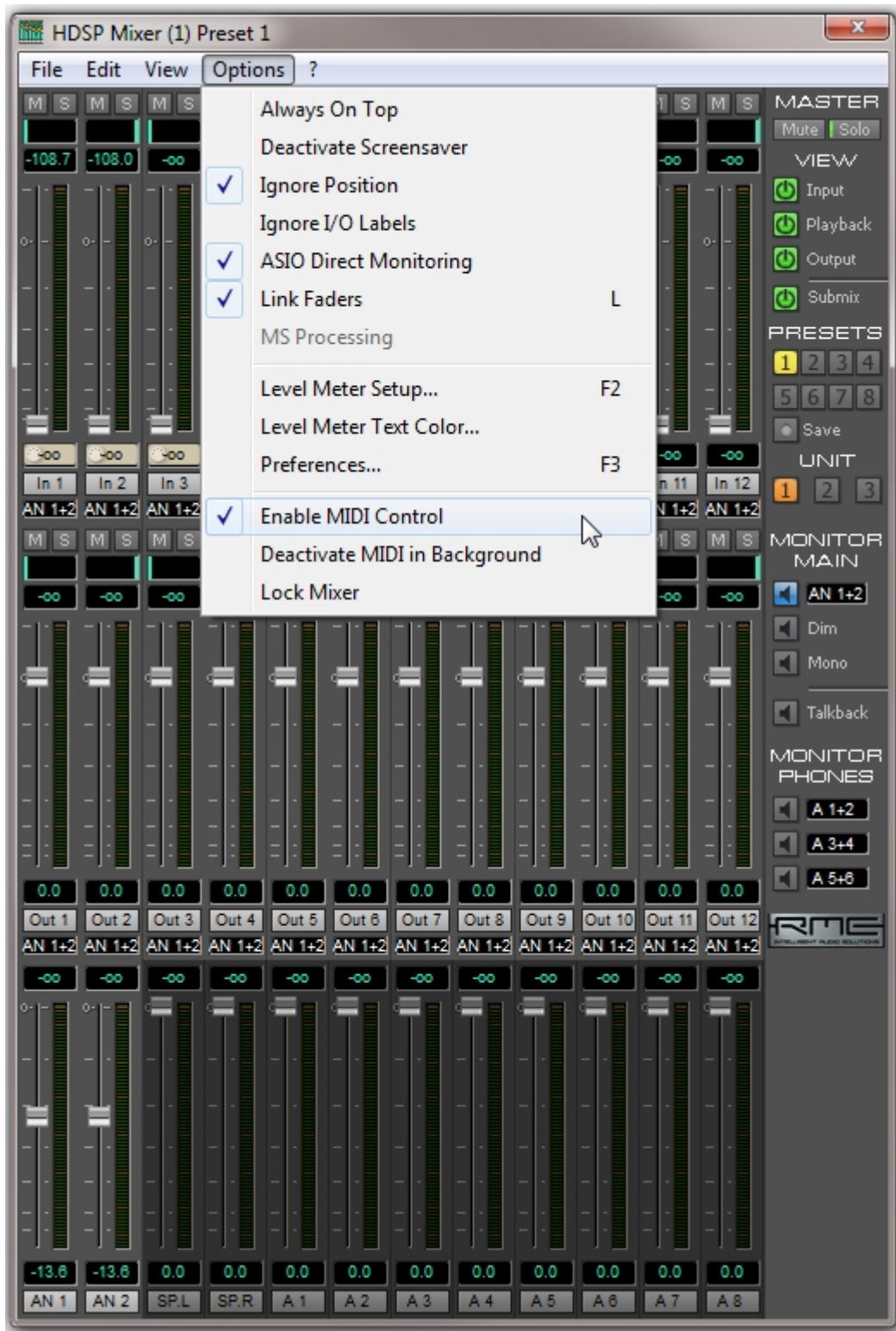
1. get [MIDI Yoke](#) and install it



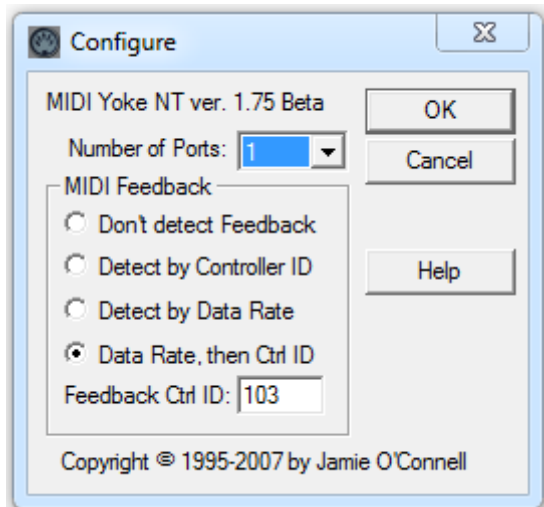
2. Enter TotalMix click on Options -> Preferences. There, select the virtual MIDI port "In from MIDI Yoke: 1".
3. Set the Dim in the Monitor Main section to "-inf". This will give you mute functionality on the Dim button. Any other value will only dim the volume to the adjusted value.



4. Be sure to enable MIDI control in TotalMix, if not already set



5. If you plan to use MIDI Yoke for TotalKeyMix only, then you can limit the virtual ports to 1. Go to Control Panel -> MYokeNT and select 1 in "Number of Ports".

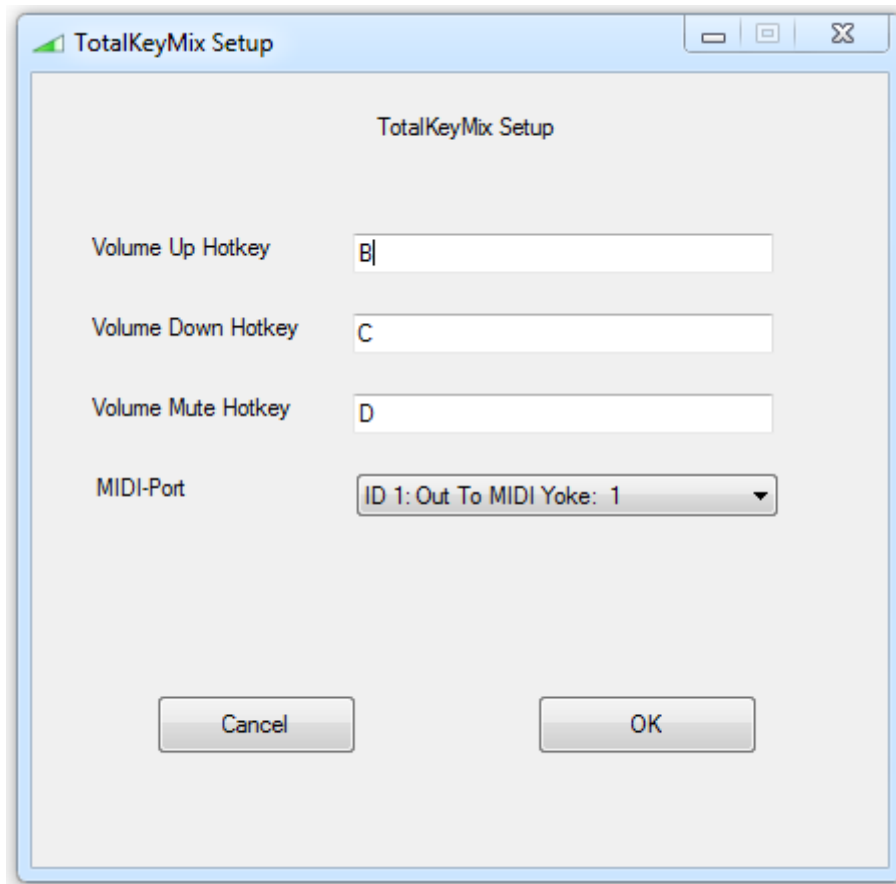


6. Download the TotalKeyMix.rar and extract it into "C:\Program Files\TotalKeyMix\" or any other location of your liking

7. Execute TotalKeyMix.exe and left-click on its symbol in the tray



8. You will now see the following setup screen:



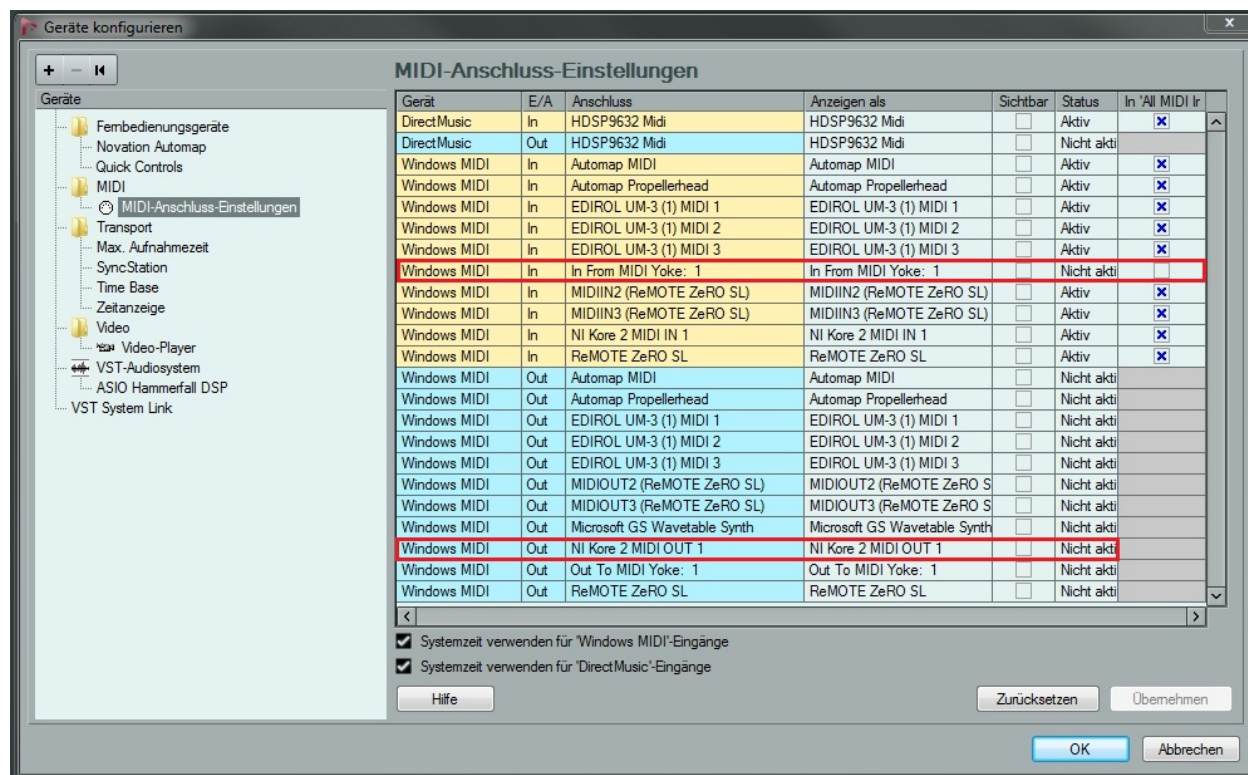
By default the multimedia keys for volume up, volume down and mute are assigned. Don't get confused by the letters B, C and D.

AutoHotkey is not able to display the handle of special keys and will therefore display something else. If you don't like the default mapping, you can now click in the corresponding field and press your own hotkey, for example: "Ctrl+Shift+Cursor Up" for "Volume Up Hotkey". The new hotkey will be displayed after releasing the keys.

You can also use the Winkey and combinations of it. However, the input field is not able recognize it. You have to manually edit the config.ini for that. For example, when you want to set "Win+Shift+Cursor Up" to volume up set the variable VolumeUpHotkey=#+Up, whereas Winkey=#, Shift+= and Cursor Up=Up. Here is a list with all the keys that can be used in AutoHotkey.

In the setup screen, you also set the MIDI device that TotalKeyMix will use to send the MIDI events. This should be set to Out To MIDI Yoke: 1.

9. As final step you should tell your DAW (Cubase, Nuendo, Sonar, Fruity Loops, Studio One, etc...) NOT to use the MIDI port which is used to send the events to TotalMix. This is how it should look in Cubendo:



## Griffin PowerMate

If you happen to have a Griffin PowerMate, you just have to set the PowerMate to control the Windows volume in the PowerMate configuration panel. This will use the same multimedia keys that are set as default in the config.ini of TotalKeyMix. Turning the wheel left will decrease the volume, turning right will increase it and pushing the wheel will toggle the mute state.

That's it, you're done! Happy volume controlling :)

Thanks a lot to TomB from the AutoHotkey forums for implementing the MIDI functions into AutoHotkey and [Kip Chatterson](#), who helped me a great deal with the script framework of the MIDI implementation.

## Download

The software is free of charge

The AutoHotKey source code will be published soon. So that you can add features for yourself, as well.

[Download TotalKeyMix binaries](#)