FinaleControl

a *JetStream for Finale* agent

Overview

JetStream for Finale is a sophisticated set of shortcuts for adding markings to a Finale score, initially for control by Elgato's StreamDeck.

But what about using other (often lower cost) interfaces such as Touch Portal (TP) to control Finale? Would it even be possible to use a web page?

FinaleControl is an agent for MacOS that uses the accessibility interface to drive Finale, and is intended to execute the JetStream 4-digit code or execute an item from the menu bar. It can register itself as a Touch Portal plugin, and also act as a web application server which will respond to a small number of requests.

FinaleControl does not completely replace sophisticated tools like Keyboard Maestro, but implements a reasonable subset of what's useful.

How it Works

The FinaleControl app runs on the same device as Finale.

This pilot version of FinaleControl can install itself as a plugin for Touch Portal and can respond to HTTP requests on a non-standard port (8765 by default). Either way, a 4-digit JetStream code is passed as a parameter and this is entered into the Finale/Lua dialog box, or a Finale menu item is executed.

At present, FinaleControl is a building block for an automation interface and doesn't come with a complete set of control pages. Examples will be available.

How to Install and Use

The app can be run from anywhere. Unpack the Zip file somewhere.

Double click the app. You will need to allow it to run as it's not from an Apple-approved developer. Do that by right-clicking (or control-clicking) on the app in Finder, and clicking 'Open'. You will also need to approve the app for Accessibility.

When it runs, you should see a small icon in the system menu bar.

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You can click on this to adjust some settings, or turn off the app.

Add to Touch Portal

FinaleControl can install itself as a Touch Portal plugin. It does not use the Touch Portal built in mechanism for installation, as that is really only intended for very simple plugins.

Click on the icon and select *Add to Touch Portal...*
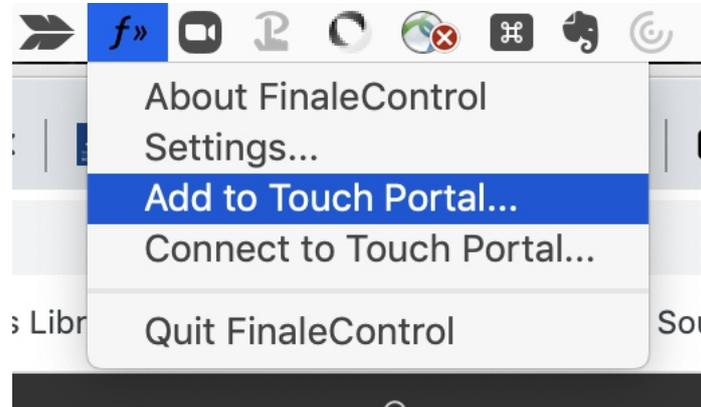
This will allow touch portal to start and stop FinaleControl from its current location. If you move FinaleControl to another folder you should add it to Touch Portal again, so it knows how to start the plugin.

Either way, FinaleControl will try to connect to Touch Portal when it starts, and make Finale the frontmost app.

Using Touch Portal

We assume you know the basics of adding a Touch Portal button. Read the Touch Portal docs for help on this.
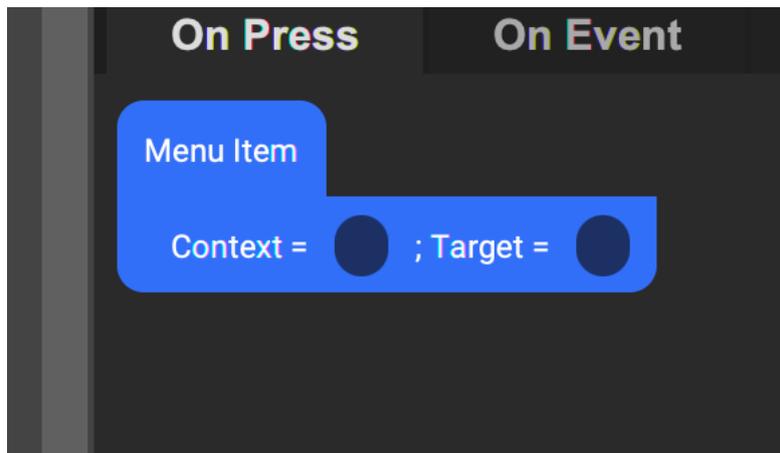
When you create a button, scroll the Add Actions pane to show the FinaleControl items:
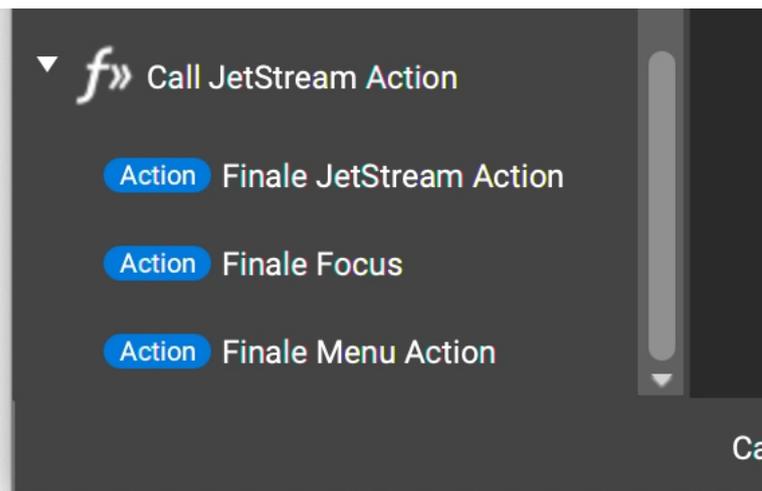
The actions should be self-describing. Click on the item you want to use. With the **Finale Jetstream Action** you should enter the 4-digit Lua code in the box and click 'Save'.
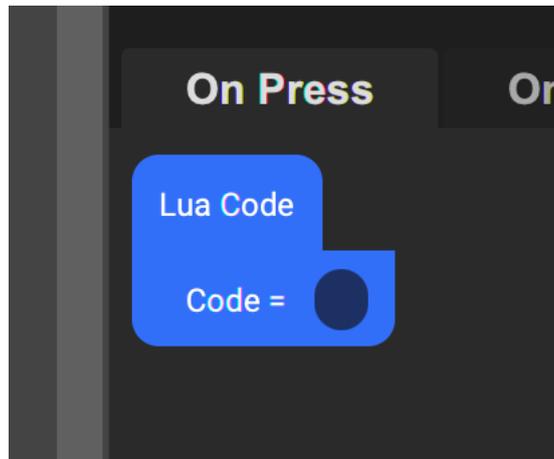
For a **Finale Menu Action**, you need to add the menu context and the item to execute:

The context is the series of intermediate menus and the target is the actual item to execute. For example, to load the export Audio File... dialog, you enter

- 'File|Export' as the context (that's a vertical bar or 'pipe' symbol)
- 'Audio File…' as the target (the three dots are a single character [type option-;])

Note that some menus use three actual dots and some use the single ellipsis (…). Trial and error is the only way of deciding which is which.

The **Finale Focus** action is simply used to make Finale the topmost application.

Web Page

You can also call actions in FinaleControl using a web URL, and you can even load a web page using its FinaleControl URL.

Remember this: your web page must run on a *different* device from Finale, because you can't have your browser and Finale *both* being the frontmost application.

You can load a web page from FinaleControl.

Let's assume your Mac is called 'my-mac' or you know its local IP address (let's say 10.9.8.7). Go to

http://my-mac:8765/

or

and a webpage (see below) will load. You can use that page to control Finale from an ordinary browser running on a different device from the one hosting Finale. For complete control you'll need to set up your own pages and tell FinaleControl where to get them.

The calls are these:

`http://`*hostname*`:8765/`	Index (or top-level) page
`http://`*hostname*`:8765/focus`	Give Finale the focus
`http://`*hostname*`:8765/dolua?code=xxx`	Call lua code
`http://`*hostname*`:8765/domenu?code=MMM|NNN|PPP`	Execute menu item PPP in menu context MMM → NNN

You might need to encode the vertical bar as `%7C`

FinaleControl will, after first installation, load a simple web page as its top-level page, and it contains a small number of examples.
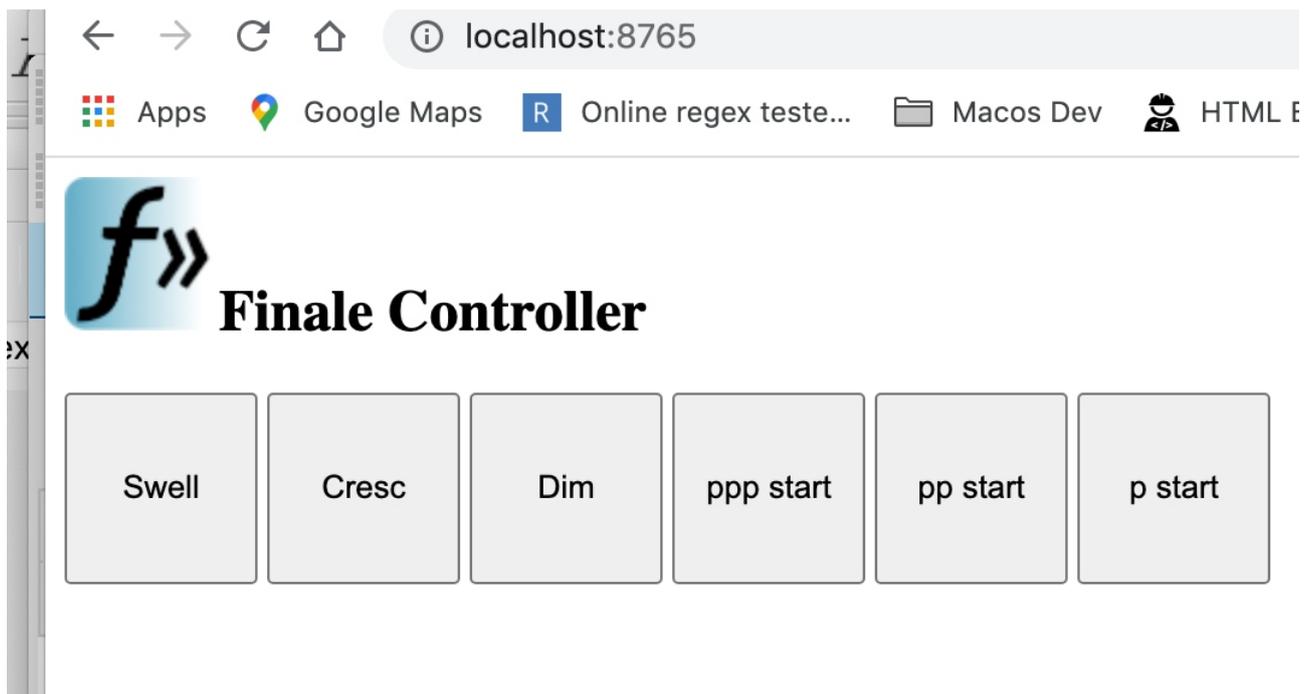
You can tell FinaleControl to load a page (HTML file) of your choosing.

Settings

You can change the IP port the program listens on for HTTP requests. You will need to restart the program if you do this.

You can specify an alternative web page (HTML file) and an assets folder (images etc) to be able to serve a page which can be used to control Finale.

Enter the full path into the dialog box. You can drag the name from a Finder window.