

Audion TourBox Elite Map — Working Specification

Status: planning / pre-Codex implementation

Purpose: collect the applications, preset names, command sets, motor-memory rules, and unresolved items already discussed for the Audion TourBox Elite setup.

This document is intentionally a **working specification**, not a finished `.tb` pack. Codex should use it together with the `YongHee-Kim/tourbox-preset` project, real TourBox Console exports, and live application testing.

1. Core design doctrine

The controller should not be filled with shortcuts merely because they exist. Prefer actions that benefit from a physical rotary, repeated stepping, or one-handed navigation.

Highest-value action classes

1. Rotate / adjust

- zoom
- volume
- gain
- seek
- parameter increment/decrement
- fine adjustment

2. Browse / cycle

- tabs

- markers
- files
- tracks
- errors/problems
- history
- adjacent objects

3. Repeat

- next/previous
- frame step
- nudge
- marker jump
- small increment/decrement

Motor-memory vocabulary

Control	Preferred semantic role
Scroll	Scroll or zoom continuous content
Dial	Horizontal movement or cycling major peer objects
Knob	Local cycling / local parameter / markers
Knob Press	Create/confirm/toggle the thing controlled by Knob
D-pad	Precise discrete navigation
C1 / C2	Logical left/right pair, previous/next, or Undo/Redo
Tall	Primary action / Play / Enter
Short	Stop / Esc / Cancel
Side	Secondary functional layer
Top	View / Focus / Zoom-to-context
Tour	TourMenu for useful but less frequent commands

This is a guideline, not a hard rule. When two mappings are equally good, prefer the one consistent with this vocabulary.

2. Proposed preset naming and numbering

Core set

ID	Preset
00	Windows — Global
10	Browser — General
11	Browser — ChatGPT
20	Office — Word
21	Office — Excel
22	Office — PowerPoint Show
23	MapInfo — Map & Layout
30	Dev — VS Code
31	Dev — Notepad++
32	Files — Total Commander
40	Media — PotPlayer
41	Media — foobar2000
50	Audition — Waveform
51	Audition — Multitrack
52	REAPER — Edit
53	REAPER — Mix <i>(optional / only if useful)</i>
60	Premiere — Edit & Motion
61	Premiere — Lumetri

ID	Preset
70	Lightroom — Develop
71	Lightroom — Library
80	Resolve — Color
81	Resolve — Edit <i>(optional)</i>

Naming rule

Use:

Application — Mode

Avoid names such as:

- FINAL
- v2 final final
- Advanced
- New
- Test2

Version the **pack/repository**, not the human-facing preset name.

3. Preset command maps

00 Windows — Global

Purpose: safe fallback when no application-specific preset is active.

Base layer

Control	Action
Scroll	Vertical scroll

Control	Action
D-pad	Arrow keys
C1	Undo
C2	Redo
Tall	Enter
Short	Esc
Top	Find

Candidate / not yet final

- Knob → Zoom $\pm$, **only if it proves useful enough**
- Side → global utility layer

Windows TourMenu

- Task Manager
- Explorer
- Terminal
- Settings
- Run
- Lock
- Screenshot
- Clipboard History

Rule: Global must be conservative. No dangerous or surprising commands.

10 Browser — General

Purpose: Chrome / Edge / Firefox / generic browser navigation.

Base layer

Control	Action
Scroll	Scroll the control/area currently under the mouse pointer
Dial ← / →	Previous / Next tab
Knob ← / →	Back / Forward browser history
Knob Press	Focus address bar
Tall	Enter
Short	Esc
Top	Find
C1	Reopen closed tab
C2	Close current tab

Side layer

Control	Action
Side + Scroll	Horizontal scroll
Other Side combos	Reserve for browser utilities after testing

Browser TourMenu

- Bookmark current page
- Bookmarks
- History
- Downloads
- Reopen closed tab
- New tab
- New private/incognito window
- DevTools
- Copy URL

Design note

Do **not** spend the main Dial on ordinary scrolling.

Scroll already naturally targets whatever scrollable web area is under the pointer.

11 Browser — ChatGPT

Purpose: preserve Browser motor memory but add ChatGPT-specific management.

Inherit from Browser — General

- Scroll → sidebar/chat depending on pointer position
- Dial → tabs
- Knob → browser history
- Side + Scroll → horizontal scroll
- normal browser navigation remains available

ChatGPT command set

Desired commands:

- New Chat
- Search Chats
- Rename Chat
- Move Chat to Project
- Pin / Unpin
- Archive
- Delete
- Model / Effort selector
- Copy Link / Share
- Project Settings

Preferred implementation

Avoid fixed screen-coordinate mouse macros.

Preferred architecture:

TourBox shortcut → browser userscript/extension → ChatGPT DOM action

Possible stable internal shortcuts:

- Rename chat
- Pin/unpin
- Move to project
- Delete
- Effort selector
- Search chats

These should be implemented only after Codex inspects the live ChatGPT UI and builds a resilient bridge.

20 Office — Word

Status: application selected, command map **not yet deeply designed**.

Already identified useful domains:

- document navigation
- zoom
- heading navigation
- review navigation
- search
- repeatable editing commands

Codex task: observe actual Word usage before assigning valuable physical controls. Do not fill the preset with generic `Ctrl+C / Ctrl+V / Ctrl+S` unless there is a real ergonomic reason.

21 Office — Excel

Purpose: large-sheet navigation, especially horizontal work.

Current preferred design

Control	Action
Scroll	Vertical scroll
Dial ← / →	Horizontal viewport movement
Knob ← / →	Move active cell left/right across columns
Side + Knob	Zoom ±
D-pad	Cell navigation
Side + D-pad ← / →	Jump by data block (Ctrl+← / Ctrl+→ behavior)
Side + D-pad ↑ / ↓	Jump by data block (Ctrl+↑ / Ctrl+↓ behavior)
C1	Undo
C2	Redo
Tall	Enter / confirm cell edit
Short	Esc
Top	Find

Important decision

Do **not** spend Dial on Previous/Next Worksheet.

Typical workbooks here are overwhelmingly single-sheet.

Excel TourMenu

- Filter
- Paste Special
- Format Cells
- Freeze Panes
- Insert Row
- Delete Row
- Fill Down
- Find

- Go To

A/B test candidate

Alternative:

- Dial → active cell left/right
- Knob → horizontal viewport

Test with real wide office spreadsheets and keep whichever feels more natural.

22 Office — PowerPoint Show

Purpose: slideshow/presenter keyboard functions, not slide editing.

Base layer

Control	Action
Dial ← / →	Previous / Next slide or animation step
Dial Press	All Slides / slide navigator
Scroll	Scroll speaker notes in Presenter View
Tall	Start slideshow from current slide
Top	Start/open Presenter View
Short	Esc / End Show
C1	Black screen
C2	White screen
D-pad ← / →	Previous / Next
D-pad ↑	First slide
D-pad ↓	Last slide

Side / presenter utility layer

- Laser Pointer
- Pen
- Arrow pointer
- Hide pointer
- All Slides
- Previous/Next hotspot for interactive slides

Philosophy

A normal presentation clicker still handles basic Next/Previous while standing away from the PC. TourBox should mainly replace the **keyboard-only presentation commands** when seated at the workstation.

23 MapInfo — Map & Layout

Purpose: map/layout navigation and frequently buried output commands.

Base layer

Control	Action
Scroll	Zoom In / Out
Dial ← / →	Pan left/right
D-pad	Pan ↑↓←→
Top	Contextual "show all": View Entire Map / Fit Layout in Window
Tall	Select
Short	Esc
C1	Previous View
Knob	Candidate: view/history cycling; verify in live use

Required special commands

- View Entire Map
- Fit Layout in Window
- Export Active Window
- Create PDF
- **Close All**
- Previous View
- Layers
- Info Tool
- Find Selection
- Map Window
- Layout Window

MapInfo TourMenu

- View Entire Map
- Fit Layout
- Previous View
- Layers
- Info Tool
- Find Selection
- Map Window
- Layout Window
- Export Window
- Create PDF

Close All

Required.

Preferred implementation:

TourBox → dedicated safe shortcut → MapBasic/MBX → Close All Interactive

Avoid accidental invocation. Use a protected combo such as Side + a secondary button or another deliberate combination.

Export Active Window

First try to expose the MapInfo internal command through Command Editor / custom shortcut / MapBasic.

Use mouse-coordinate automation only as a last resort.

30 Dev — VS Code

Purpose: navigation and repeated IDE actions.

Base layer

Control	Action
Scroll	Scroll code
Dial ← / →	Previous / Next editor tab
Knob	Zoom or local navigation; final choice after testing
Side + Knob	Previous / Next problem
D-pad ← / →	Navigate Back / Forward
D-pad ↑ / ↓	Previous / Next problem or symbol
Tall	Command Palette
Top	Quick Open
Short	Toggle Terminal
C1	Undo
C2	Redo

Dev TourMenu

- Terminal
- Run
- Debug
- Format

- Problems
- Git
- Go to Definition
- Find References
- Split Editor
- Close Editor

Philosophy

Prioritize tab/symbol/problem navigation over already-fast keyboard basics such as Copy/Paste.

31 Dev — Notepad++

Status: useful but lower priority than VS Code.

Candidate map

- Dial → Previous / Next document tab
- Scroll → Text scroll
- Knob → Zoom
- D-pad ↑ / ↓ → Previous / Next bookmark or occurrence

Useful commands

- Find
 - Find Next
 - Replace
 - Toggle Comment
 - Duplicate Line
 - Bookmark
 - Previous/Next bookmark
 - Previous/Next occurrence
-

32 Files — Total Commander

Purpose: file/panel navigation and repeated file operations.

Base layer

Control	Action
Scroll	Scroll file list
Dial ← / →	Previous / Next tab
Knob	Directory history or drive cycling; decide after testing
D-pad	Move selection through files
Tall	Enter
Short	Up one directory
C1	Back history
C2	Forward history

Utility commands

- Switch active panel
- Copy
- Move
- New Folder
- Rename
- View
- Edit
- Pack
- Unpack
- Compare

Philosophy

Do not waste the best buttons merely duplicating Total Commander's already excellent F5/F6/F7/F8 keyboard workflow unless the physical controller proves faster in practice.

40 Media — PotPlayer

Status: key time-navigation hierarchy is **approved**.

Approved temporal hierarchy

Control	Action
Knob ← / →	− 1 / + 1 frame
Dial ← / →	− 5 s / + 5 s
Side + Dial ← / →	− 30 s / + 30 s

This gives three scales:

frame → seconds → tens of seconds

Other approved / strong candidates

Control	Action
Knob Press	Play / Pause
Scroll	PotPlayer volume
Side + Scroll	Windows master volume
Top	Fullscreen
Short	Mute or Esc from Fullscreen

Frame-step rule

- one detent = one frame
- no acceleration
- predictable stepping is more important than speed

PotPlayer QC TourMenu

- Audio Track
- Subtitle Track

- Decoder Info
- Frame Capture
- Aspect Ratio
- Filters
- Playback Info

Reserve

C1/C2 and D-pad should be assigned only after real usage shows whether audio/subtitle stream switching, file navigation, or another QC action is more valuable.

41 Media — foobar2000

Priority: optional / useful because Elite is already present, not a reason to buy Elite.

Candidate map

- Scroll → foobar2000 volume
- Side + Scroll → Windows master volume
- Dial → Seek
- Knob → Previous / Next track
- Tall → Play / Pause
- D-pad → Playlist navigation

TourMenu

- Output
 - DSP
 - Playback Order
 - Properties
-

50 Audition — Waveform

Purpose: waveform navigation, markers, selections, range surgery.

This is the primary Audition preset.

Base layer

Control	Action
Dial ← / →	Horizontal waveform pan
Scroll	Horizontal Zoom
Knob ← / →	Previous / Next Marker
Knob Press	Add Marker
D-pad ← / →	Fine CTI/playhead movement
C1 / C2	Left / Right selection-boundary operations
Tall	Play / Stop
Short	Clear / Deselect
Top	Zoom to Selection / Zoom Out Full
Side	Selection/Range layer
Tour	Waveform command menu

Selection / Range layer

Desired operations:

- current marker → previous marker
- current marker → next marker
- current position/marker → start of file
- current position/marker → end of file
- selection between markers
- Zoom to Selection
- Zoom Out Full
- optional Trim/Crop to Selection

Important verification

Codex must test the current Audition version for:

- selection-to-start shortcut
- selection-to-end shortcut
- behavior of Shift + marker navigation
- point marker vs range marker workflow
- whether selections survive marker jumps

Do not assume old Adobe shortcuts are stable.

Range Marker alternative

Evaluate two workflows:

1. Point markers + build selections on demand
2. Range markers as first-class editable regions

Keep whichever is faster for real waveform editing.

51 Audition — Multitrack

Purpose: DAW/timeline mode, separate from Waveform.

Base layer

Control	Action
Dial	Horizontal timeline pan / scrub
Scroll	Horizontal Zoom
Knob	Previous / Next track or marker
Knob Press	Add Marker
D-pad ← / →	Nudge / playhead
D-pad ↑ / ↓	Track up/down
Tall	Play / Stop

Control	Action
Top	Record
C1 / C2	Undo/Redo or Previous/Next Marker
Side	Clip-edit layer
Tour	Multitrack command menu

Side / clip layer

- Split
- Nudge Clip
- Ripple
- Clip Gain
- Fade
- Snap
- Move Clip

Preset switching

Waveform and Multitrack should be two distinct presets with similar motor semantics.

Do not cram Multitrack into modifiers of the Waveform preset.

52 REAPER — Edit

Status: useful candidate, less finalized than Audition.

Candidate base

- Dial → timeline jog/shuttle
- Knob → horizontal zoom
- Scroll → vertical track scrolling
- optional extra function → selected track volume / item gain

Buttons

- Play/Stop
- Record
- Split Item
- Ripple Editing toggle
- Metronome
- Marker
- Undo
- Redo

Utility layers

- Nudge item left/right
- Next/Previous marker
- Toggle Snap
- Toggle Loop Selection
- Item Properties
- FX

53 REAPER — Mix

Optional.

Create only if real use justifies a separate mix-mode preset.

Potential domains:

- track selection
- track volume
- FX
- sends
- automation

Do not create it merely to fill the preset list.

60 Premiere — Edit & Motion

Purpose: effects-heavy Premiere workflow, Motion, keyframes, timeline navigation.

High-priority Motion parameters

- Scale
- Rotation
- Position X
- Position Y

Keyframe command set

- Focus Effect Controls
- Toggle Animation / Stopwatch
- Add Keyframe
- Previous Keyframe
- Next Keyframe
- Reset Parameter
- Reset Effect

Editing/navigation commands

- Timeline Zoom
- Jog/Scrub
- Previous / Next Edit
- Nudge clip
- Ripple Delete
- Toggle Snapping
- Razor / Selection
- Add Marker
- Copy
- Paste Attributes

Implementation note

Premiere exposes some keyframe operations poorly through normal shortcuts.

Preferred implementation order:

1. native Premiere shortcuts
2. TourBox macro
3. stable AHK/UI automation
4. fixed coordinate click only as last resort

61 Premiere — Lumetri

Purpose: Curves + Wheels, Luma-centric, fine adjustment by default.

User workflow assumptions

- Lumetri Color Panel
- Curves
- Wheels
- Luma-only curve work
- fine adjustment is the normal mode

Precision hierarchy

- Base = **Fine**
- secondary modifier = **Ultra-fine**
- fast modifier = **Coarse / Fast**

Curves mode

Control	Action
Dial	Fine mouse Y movement
Knob	Fine mouse X movement
Scroll	Lumetri panel scroll
Dedicated Drag button	LMB hold while moving selected curve point

Useful buttons:

- Focus Lumetri Color
- Bypass Lumetri
- Undo
- Redo
- Reset Lumetri

Wheels mode

Control	Action
Dial	Fine puck movement X
Knob	Fine puck movement Y
Dedicated Drag button	LMB hold
Scroll	Lumetri panel scroll

Principle

Do not create hard-coded “S-curve” buttons.

Preserve manual, fine Luma shaping.

70 / 71 Lightroom — Develop / Library

TourBox supports workspace-aware grouped presets for Lightroom; prefer the official `.tbg` group model where practical.

Develop

Candidate main controls:

- Exposure
- Temperature
- Contrast
- Highlights

Buttons:

- Before / After
- Reset
- Previous / Next photo
- Flag Pick / Reject
- Brush
- Radial / Gradient

Secondary parameters:

- Whites
- Blacks
- Clarity / Texture
- Tint

Utility:

- Rating 1–5
- Copy Settings
- Paste Settings
- Sync

Library

Priorities:

- Previous / Next photo
- Pick / Reject
- Rating
- Compare
- fast selection/culling

80 Resolve — Color

Purpose: minimal “survival” preset. Resolve is necessary, not the preferred environment.

Base layer

- Dial → Offset
- Knob → Contrast
- Scroll → Saturation
- additional control → Temperature or Tint

Buttons

- Bypass Grade
- Reset Node
- Add Serial Node
- Grab Still

Utility

- Next / Previous clip
- Fullscreen viewer
- Wipe / comparison

Precision

Prefer fine control; keep the profile intentionally small.

81 Resolve — Edit

Optional.

Create only if actual use justifies it.

Do not build a large Resolve ecosystem by default.

4. Cross-application patterns already worth standardizing

Local vs system volume

Where applicable:

- **Scroll** → application/player volume
- **Side + Scroll** → Windows master volume

Candidate applications:

- PotPlayer
 - foobar2000
 - possibly other media players
-

Horizontal workspace rule

When the application is fundamentally a horizontal workspace:

- Audition Waveform → Dial pans waveform
- MapInfo → Dial pans map
- Excel → Dial pans wide sheet
- Premiere/REAPER/Audition Multitrack → Dial operates timeline space

Browser is the main exception because Dial is more valuable for tab cycling.

“Show me everything” rule

Prefer **Top** for context-wide view commands:

- MapInfo Map → View Entire Map
- MapInfo Layout → Fit Layout in Window
- Audition → Zoom Out Full / Zoom to Selection depending on context

- other apps may adopt the same semantic role later

5. TourBox preset implementation notes

Existing reverse-engineering project

Use:

YongHee-Kim/tourbox-preset

Purpose:

- `.tb` → JSON
- JSON → `.tb`
- lossless round-trip
- preserve unknown action payloads as raw hex

CLI:

`tbtool`

The project already understands:

- gzip/XML/base64 container
- 256 × 13-byte binding table
- Elite physical button IDs
- common keys and modifiers
- two-way rotary actions
- common mouse actions
- rotary speed
- basic built-in/macro/TourMenu references

Known gaps

- some extended keys

- drag semantics
- some haptic/mode flags
- button-combination mapping
- full macro/TourMenu semantics
- `.tbg` editing is not yet the primary supported path

Our calibration contribution already discovered

From controlled TourBox exports:

- ArrowLeft extended key code = `0x03`
- ArrowRight extended key code = `0x04`

These should be independently verified against the project tests before use.

6. Codex implementation rules

Codex should **not** immediately generate the whole pack.

Recommended sequence:

1. Clone/install `YongHee-Kim/tourbox-preset`.
2. Decode the supplied Audion test `.tb` files.
3. Confirm encode → decode/round-trip with TourBox Console.
4. Build a readable source directory for presets.
5. Implement one application at a time.
6. Import into Console.
7. Test on the actual Elite.
8. Record subjective feedback.
9. Revise the JSON source.
10. Generate final `.tb` files only after each profile stabilizes.

Source-of-truth idea

Keep human-readable mappings in Git, e.g.:

```
Audion-TourBox-Elite/  
├─ presets/  
│   ├─ 00-windows-global.json  
│   ├─ 10-browser-general.json  
│   ├─ 11-browser-chatgpt.json  
│   ├─ 21-office-excel.json  
│   ├─ 23-mapinfo-map-layout.json  
│   ├─ 40-media-potplayer.json  
│   ├─ 50-audition-waveform.json  
│   ├─ 51-audition-multitrack.json  
│   ├─ 60-premiere-edit-motion.json  
│   └─ 61-premiere-lumetri.json  
├─ generated/  
│   └─ *.tb  
├─ Docs/  
│   └─ Audion_TourBox_Elite_Map.md  
└─ tools/
```

The JSON is the editable source.

The `.tb` is a generated artifact.

7. First implementation priority

Recommended first wave:

1. **40 Media — PotPlayer**
2. **50 Audition — Waveform**
3. **21 Office — Excel**
4. **23 MapInfo — Map & Layout**
5. **10 Browser — General**
6. **11 Browser — ChatGPT**
7. **60 Premiere — Edit & Motion**
8. **61 Premiere — Lumetri**
9. **30 Dev — VS Code**
10. **51 Audition — Multitrack**

These profiles already have the clearest real-world requirements and should teach us most of the remaining TourBox implementation details.

8. Current “approved” mappings

These should not be changed casually.

PotPlayer

- Knob = ± 1 frame
- Dial = ± 5 seconds
- Side + Dial = ± 30 seconds
- Scroll = PotPlayer volume
- Side + Scroll = Windows master volume

Audition Waveform

- Dial = horizontal pan
- Scroll = horizontal zoom
- Knob = previous/next marker
- Knob Press = add marker
- Side layer = marker/range selection logic

Excel

- Do not use valuable controls for worksheet switching by default.
- Horizontal navigation is a first-class requirement.

Browser

- Scroll follows the control under the pointer.
- Dial is more valuable for tab cycling than for generic page scrolling.

Premiere Lumetri

- Fine is the default.
 - Ultra-fine and coarse are modifiers.
 - Curves/Wheels are the main color controls.
 - Luma curve work is manual, not preset-shaped.
-

9. Items intentionally left unresolved

These need real-device or real-application testing:

- Exact Word map
 - Excel Dial vs Knob final horizontal-role split
 - VS Code Knob final role
 - Total Commander Knob final role
 - PotPlayer C1/C2 and D-pad
 - Audition selection-between-point-markers implementation
 - Audition Waveform vs Range Marker workflow
 - Premiere exact keyframe automation method
 - ChatGPT DOM bridge
 - MapInfo Export Active Window implementation
 - MapInfo Close All shortcut/MBX integration
 - full `.tbg` authoring strategy
 - haptic/speed fine tuning per rotary
-

Working project name: `Audion TourBox Elite Map`

Suggested generated pack name: `Audion_TourBox_Elite_Presets`

Suggested source document name: `Audion_TourBox_Elite_Map.md`