

# Audion TourBox Elite — Premiere & Resolve Working Specification

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**Project:** Audion TourBox Elite Map

**Scope:** Adobe Premiere Pro + DaVinci Resolve

**Status:** working specification for implementation through TourBox preset translator / Codex

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## 1. Core principle

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Do not build one oversized preset per application.

Use one preset per **meaningfully different working mode**.

For Premiere:

- 60 Premiere – Edit & Motion
- 61 Premiere – Lumetri

For Resolve:

- 80 Resolve – Color
- 81 Resolve – Edit — optional, only if actual use justifies it

The goal is to preserve motor memory while allowing genuinely different workflows to have different maps.

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## 1A. Implementation boundary — current translator vs TourBox

# hardware

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This section separates three different kinds of limitation:

1. **Application limitation** — the target application has no keyboard command.
2. **Translator limitation** — TourBox Console can express the action, but the current `.tb` translator does not yet generate it semantically.
3. **Hardware / Console limitation** — the action or combination is genuinely unavailable on TourBox Elite.

Do not confuse these categories.

## Keyboard-expressible video commands

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The following are expected to be straightforward because Premiere/Resolve expose them as keyboard commands or assignable shortcuts:

- J / K / L
- frame step
- In / Out
- markers
- Ripple Delete
- Snapping
- Previous / Next Edit
- timeline zoom
- tool switching
- Undo / Redo

These should be implemented first.

## Mouse actions and Lumetri

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The upstream `tourbox-preset` project already decodes/encodes:

- mouse left click
- mouse right click

- mouse middle click
- double-click
- wheel up/down

However, **mouse drag remains an unresolved/raw action** in the current upstream semantic layer.

Therefore the desired Premiere Lumetri workflow:

- dedicated Drag button = LMB hold
- Dial/Knob = point or puck movement

remains a valid design target, but may require one of:

1. extending the translator to decode/encode mouse drag;
2. reusing a known raw action from a calibrated preset;
3. using an appropriate TourBox built-in mouse/hover adjustment feature;
4. temporary native TourBox Console configuration.

This is a **translator limitation**, not a TourBox hardware limitation.

## Rotary speed / Fine / Ultra-fine / Coarse

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Rotary speed itself is already understood by the current translator code.

The three TourBox rotary speed levels correspond conceptually to:

- Standard / Fast
- Slow 1 / Medium
- Slow 2 / Slow

Therefore base rotary speed can already be generated.

What may still require additional combo calibration is the desired runtime hierarchy:

- Base = Fine
- modifier = Ultra-fine
- modifier = Coarse / Fast

because each modifier layer needs its own physical combination record.

**Haptic mode remains a separate unresolved area and should not be conflated with rotary speed.**

## Vendor / plugin built-in commands

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Some TourBox vendor presets contain application-specific built-in/plugin actions that are not ordinary keyboard shortcuts.

If a Premiere/Resolve command has no keyboard shortcut:

- first check whether it exists as a TourBox built-in;
- if the translator knows the built-in ID, generate it normally;
- if the built-in ID is not decoded, preserve/reuse a calibrated raw reference from a vendor preset where possible;
- otherwise extend the translator by calibration.

Do not assume “no hotkey” means “impossible”.

## TourMenu

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The current upstream translator understands a binding that **references** a TourMenu by ID and preserves existing menu XML from a base preset.

However, full semantic authoring of a new TourMenu command list should still be treated as unfinished unless the local translator has explicitly added that capability.

Therefore TourMenu is not unavailable, but **new TourMenu generation may be limited**.

## Dial combinations — important correction

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TourBox Elite does **not** expose Prime Four + Dial combinations in the normal Rotating Section.

However, TourBox Console officially allows custom combinations involving:

- Knob
- Scroll
- **Dial**

through the **Custom Section**.

Therefore:

**Side + Dial** and **Top + Dial** are not forbidden by the hardware.

They may be unavailable to the current translator until their custom-combination record IDs are calibrated, but this is a **translator mapping limitation**, not a hardware limitation.

The default Rotating Section directly exposes Prime Four combinations for:

- Knob
- Scroll

Dial combinations must be created through Custom Section.

## Consequence for this Premiere / Resolve specification

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This document currently does **not** require `Side + Dial` or `Top + Dial`.

The important combination already proposed for Premiere Motion is:

- `Side + Scroll` → Position Y

which belongs to the normal supported Knob/Scroll combination family.

Therefore the current Premiere/Resolve map does not need to be redesigned because of Dial-combination availability.

## 2. Premiere — Edit & Motion

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### 2.1. User workflow

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Primary usage:

- effects-heavy Premiere workflow
- built-in **Motion**
- keyframes
- Effect Controls
- timeline navigation

Important clarification:

- use **Motion**
- do **not** optimize around the separate Transform effect

Main Motion parameters:

- Scale
- Position X
- Position Y
- Rotation

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## 2.2. Core control concept

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The main purpose of this preset is:

**manage values and keyframes without fighting Premiere's Effect Controls UI**

Preferred control roles:

| <b>TourBox Elite</b> | <b>Action</b> |
|----------------------|---------------|
| <b>Dial</b>          | Scale         |
| <b>Knob</b>          | Rotation      |
| <b>Scroll</b>        | Position X    |
| <b>Side + Scroll</b> | Position Y    |

This is intentionally cleaner than trying to simulate a non-existent fourth rotary.

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## 2.3. Keyframe controls

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High-priority commands:

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

- Reset Parameter
- Reset Effect

Strong D-pad candidate:

| Control     | Action                                     |
|-------------|--------------------------------------------|
| D-pad Left  | Previous Keyframe                          |
| D-pad Right | Next Keyframe                              |
| D-pad Up    | Add Keyframe                               |
| D-pad Down  | Reset Parameter <b>or</b> Toggle Animation |

The final Down action should be chosen by real-device testing.

## 2.4. Editing and navigation commands

Useful secondary commands:

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

Do not occupy premium physical controls with ordinary shortcuts merely because they exist.

Examples that may remain on the keyboard unless proven ergonomically useful:

- Ctrl+C
- Ctrl+V

- Ctrl+S
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## 2.5. Premiere keyframe implementation policy

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Premiere exposes some keyframe operations poorly.

Implementation order must be:

1. **Native Premiere command / shortcut**
2. **TourBox command or macro**
3. **Stable AHK / UI automation**
4. **Fixed coordinate mouse click only as a last resort**

Codex should inspect the installed Premiere version and determine which of these can be triggered robustly:

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

Avoid hardcoded UI coordinates whenever possible.

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## 3. Premiere — Lumetri

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### 3.1. User workflow

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Primary color workflow:

- **Lumetri Color Panel**
- **Curves**
- **Wheels**
- **Luma-only curves**



- Canon Log 3 / Cinema Gamut material
- Rec.709 delivery

Do not optimize around editing Lumetri from Effect Controls.

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## 3.2. Precision hierarchy

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This is a core decision and should be preserved:

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

Fine is the normal working mode.

Coarse is only for quickly reaching the rough area.

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# 4. Premiere Lumetri — Curves

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## 4.1. Main interaction model

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Use TourBox as a **high-precision manipulator**, not as a collection of canned grading presets.

Workflow:

1. Select a Luma curve point with the mouse
  2. Hold a dedicated **Drag** button
  3. Move the selected point using Dial + Knob
  4. Use Fine normally
  5. Use Ultra-fine for final adjustment
  6. Use Coarse only for larger movement
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## 4.2. Controls

| TourBox Elite         | Action                |
|-----------------------|-----------------------|
| Dial                  | Fine mouse Y movement |
| Knob                  | Fine mouse X movement |
| Scroll                | Scroll Lumetri panel  |
| Dedicated Drag button | LMB Hold              |

Recommended sensitivity:

- Y may be slightly slower than X
- acceleration should be minimal or disabled
- each rotary detent should produce predictable movement

## 4.3. Curves scope

Use **Luma only**.

Do not spend physical controls on:

- RGB channel switching
- Red channel
- Green channel
- Blue channel

## 4.4. Curves utility commands

High-value buttons:

- Focus Lumetri Color
- Bypass Lumetri
- Undo
- Redo

- Reset Lumetri

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## 4.5. Explicitly rejected idea

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Do **not** create hardware buttons for fixed grading shapes such as:

- S-curve
- filmic curve
- lifted blacks
- preset highlight roll-off

The preferred workflow is manual Luma shaping.

TourBox should increase precision, not replace judgment.

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# 5. Premiere Lumetri — Wheels

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## 5.1. Main interaction model

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Preserve the same motor logic as Curves.

| TourBox Elite         | Action               |
|-----------------------|----------------------|
| Dial                  | Fine puck movement X |
| Knob                  | Fine puck movement Y |
| Dedicated Drag button | LMB Hold             |
| Scroll                | Lumetri panel scroll |

Precision hierarchy remains:

- Base = Fine
- Modifier = Ultra-fine
- Modifier = Coarse / Fast

## 5.2. Utility controls

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Keep nearby:

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

Curves and Wheels should feel like two views of the same physical control philosophy.

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# 6. Premiere preset architecture

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The two Premiere presets should remain separate:

### 60 Premiere – Edit & Motion

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Purpose:

- Motion
- keyframes
- Effect Controls
- timeline editing

### 61 Premiere – Lumetri

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Purpose:

- Curves
- Wheels
- fine color manipulation

Do not merge them into one giant preset unless testing proves automatic or manual preset switching is more annoying than the separation is useful.

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## 7. DaVinci Resolve — philosophy

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Initial ideas considered a much larger controller map:

- Lift
- Gamma
- Gain
- Offset
- Contrast
- Saturation
- Temperature
- Tint

This was intentionally abandoned.

Resolve is treated as:

**necessary, but not the preferred environment**

Therefore the preset should be small and efficient.

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## 8. Resolve — Color

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Preset name:

**80 Resolve — Color**

Purpose:

**Resolve Survival**

The goal is to perform the essential correction quickly and leave Resolve without building a full control-surface ecosystem.

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## 8.1. Base controls

| TourBox Elite            | Action              |
|--------------------------|---------------------|
| Dial                     | Offset              |
| Knob                     | Contrast            |
| Scroll                   | Saturation          |
| Side / secondary control | Temperature or Tint |

Fine control should be preferred.

## 8.2. High-value buttons

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

## 8.3. Utility layer

Useful secondary commands:

- Previous Clip
- Next Clip
- Fullscreen Viewer
- Wipe / comparison

Do not overload the base layer.

# 9. Resolve — Edit

Preset name:

Status:

### Optional

Do not create it merely for completeness.

Create it only if actual Resolve Edit usage becomes frequent enough to justify a separate map.

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## 10. Resolve grouped preset / .tbg note

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TourBox Console can use workspace-aware grouped presets in Resolve.

Potential subcontexts include:

- Media
- Cut
- Edit
- Fusion
- Color
- Fairlight
- Deliver

If the translator supports `.tbg` fully, this is useful.

However:

- only **Color** needs a meaningful optimized mapping now
  - other pages can remain minimal or neutral
  - do not build seven detailed sub-presets merely because the container supports them
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# 11. Cross-profile motor-memory rules

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## Premiere Motion

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Physical intent:

manipulate values and navigate keyframes

## Premiere Lumetri

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Physical intent:

manipulate color manually with maximum precision

## Resolve Color

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Physical intent:

perform the minimum necessary correction efficiently

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# 12. Precision doctrine

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Where a rotary directly manipulates a creative parameter:

**Default**

**Fine**

**Secondary**

**Ultra-fine**



## Temporary modifier

### Coarse / Fast

Avoid acceleration where predictable one-detent movement is important.

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# 13. Commands to validate in Codex

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## Premiere

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Codex should test the installed version for stable access to:

- Focus Effect Controls
- Focus Lumetri Color
- Toggle Animation / Stopwatch
- Add Keyframe
- Previous Keyframe
- Next Keyframe
- Reset Parameter
- Reset Effect
- Bypass Lumetri
- Paste Attributes
- Motion Scale
- Motion Rotation
- Motion Position X
- Motion Position Y

For every action record:

- native shortcut available?
- assignable custom shortcut?
- accessible through TourBox macro?
- needs AHK?
- requires mouse/UI automation?

- stable across panel resizing?
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## Resolve

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Validate:

- Offset increment/decrement
- Contrast
- Saturation
- Temperature / Tint
- Bypass Grade
- Reset Node
- Add Serial Node
- Grab Still
- Previous / Next Clip
- Fullscreen Viewer
- Wipe / comparison

Also verify which actions are cleanly shortcut-addressable versus requiring UI manipulation.

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## 14. Non-goals

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Do not:

- duplicate the keyboard unnecessarily
  - fill every Elite control
  - build giant Resolve profiles
  - create canned Lumetri Luma curve shapes
  - rely on fixed screen coordinates unless unavoidable
  - optimize Premiere around the Transform effect
  - treat Fine as a secondary mode
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# 15. Final working summary

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## Premiere — Edit & Motion

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**Main idea:** values + keyframes

- Dial → Scale
- Knob → Rotation
- Scroll → Position X
- Side + Scroll → Position Y
- D-pad → keyframe navigation/actions
- keyframe automation gets special engineering attention

## Premiere — Lumetri

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**Main idea:** precision color manipulation

Curves:

- Dial → Y
- Knob → X
- Scroll → Lumetri scroll
- Drag button → LMB Hold
- Luma only
- Fine by default

Wheels:

- Dial → puck X
- Knob → puck Y
- Drag → LMB Hold
- Fine by default

# Resolve — Color

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**Main idea:** survival preset

- Dial → Offset
- Knob → Contrast
- Scroll → Saturation
- secondary → Temp/Tint
- minimal high-value button set

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**Document:** Audion\_TourBox\_Elite\_Premiere\_Resolve.md

**Project:** Audion TourBox Elite Map