

Audion TourBox Elite — Premiere & Resolve Working Specification

Project: Audion TourBox Elite Map

Scope: Adobe Premiere Pro + DaVinci Resolve

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

1. Core principle

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.

1A. Implementation boundary — current translator vs TourBox

hardware

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

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

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

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

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

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

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

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

2.1. User workflow

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

2.2. Core control concept

The main purpose of this preset is:

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

Preferred control roles:

TourBox Elite	Action
Dial	Scale
Knob	Rotation
Scroll	Position X
Side + Scroll	Position Y

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

2.3. Keyframe controls

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 or 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

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.

3. Premiere — Lumetri

3.1. User workflow

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.

3.2. Precision hierarchy

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.

4. Premiere Lumetri — Curves

4.1. Main interaction model

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

4.5. Explicitly rejected idea

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.

5. Premiere Lumetri — Wheels

5.1. Main interaction model

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
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5.2. Utility controls

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.

6. Premiere preset architecture

The two Premiere presets should remain separate:

60 Premiere – Edit & Motion

Purpose:

- Motion
- keyframes
- Effect Controls
- timeline editing

61 Premiere – Lumetri

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.

7. DaVinci Resolve — philosophy

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.

8. Resolve — Color

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.

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.

10. Resolve grouped preset / .tbg note

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

Premiere Motion

Physical intent:

manipulate values and navigate keyframes

Premiere Lumetri

Physical intent:

manipulate color manually with maximum precision

Resolve Color

Physical intent:

perform the minimum necessary correction efficiently

12. Precision doctrine

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.

13. Commands to validate in Codex

Premiere

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

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.

14. Non-goals

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

Premiere — Edit & Motion

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

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

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