



## RELEASE NOTES

*Current Release v1.3*

### **v1.3**

Version 1.3 contains bug fixes and feature optimisations. There are no changes to the document format, so v1.2 documents can be used in v1.3 or vice versa.

#### **GENERAL**

- Online activation to get a license key is now working again.
- Application will check for a shared license on the computer. This will allow institutional licenses to work for all users on a shared computer. The facility to install the license will be achieved by a separate application yet to be released.
- When registering your computer via email, the computer name is now included.
- If a document is locked, the temporary working file will be unlocked.
- Fixed crash when trying to export Rig Data text files.
- Fixed bug where Image Capture does not work on Mac OS X 10.11 El Capitan.
- Photos downloaded from a camera are now stored in a folder with the show document name within the CameraDownloads\_MLA folder.
- Hog 4 Cue List XML files can now be imported using the File->Import Console Data->Hog4 XML file item. Note that the XML currently only contains basic cue information (number, name, trigger, trigger time and comment).
- Menu (Import Console Data) Cue List CSV... changed to Cue List Text File...
- Windows OS build in new format and is now dependent upon the Microsoft Windows Universal Runtime. The MLA installer will ensure this is installed.
- Fixed crash on Mac OS X that occasionally occurred when exiting full screen mode.
- Fixed bug where show documents with large amounts of console data would not be cleared correctly when importing new console data.
- Add dialog when confirming the Production information to allow an email to be prepared to send to City Theatrical so that we may keep up to date with which productions MLA is being used on.
- Changed behaviour when closing a document or quitting. In the dialog asking if you want to Save, Don't Save, Cancel. Clicking on Save will save to the existing file rather than the Save As dialog appearing. If a file did not previously exist, the Save As dialog will appear.
- OSC Setup dialog now allows you to choose TCP as the communication protocol. This is the preferred method for the EOS Family of consoles.
- New scripts and enhancements to existing ones.
- New Vx76 XML import that supports large XML files.

## **CANON SUPPORTED CAMERAS**

Below is a list of Canon DSLR cameras supported according to the current EDSDK driver v3.5.

EOS-1D Mark III  
EOS 40D  
EOS-1Ds Mark III  
EOS DIGITAL REBEL Xsi/450D/Kiss X2  
EOS DIGITAL REBEL XS/1000D/ KISS F  
EOS 50D  
EOS 5D Mark II  
EOS Kiss X3/EOS REBEL T1i /EOS 500D  
EOS 7D  
EOS-1D Mark IV  
EOS Kiss X4/EOS REBEL T2i /EOS 550D  
EOS 60D  
EOS Kiss X5/EOS REBEL T3i /EOS 600D  
EOS Kiss X50/EOS REBEL T3 /EOS 1100D  
EOS 5D Mark III  
EOS 1D X  
EOS Kiss X6i/EOS 650D/EOS REBEL T4i  
EOS 6D  
EOS-1D C  
EOS Kiss X7i/EOS 700D /EOS REBEL T5i  
EOS Kiss X7/EOS 100D/EOS REBEL SL1  
EOS 70D  
EOS Kiss X70/EOS 1200D/EOS REBEL T5/EOS Hi  
EOS 7D Mark II  
EOS 5DS / EOS 5DS R / EOS REBEL T6s / EOS 760D / EOS 8000D / EOS REBEL T6i /  
EOS 750D / EOS Kiss X8i  
EOS-1D X Mark II / EOS 80D / EOS Rebel T6 / EOS 1300D / EOS Kiss X80  
EOS 5D Mark IV

## **PRESET DOCUMENTATION VIEW**

- Fixed bug where it was not possible to edit (draw on) channel photo 4.
- Fixed bug where clearing the focussed flag for only selected presets did not work.
- Unused Channels option in Preset Reconciliation will update channel indication if a channel that was previously indicated as unused and is now used.
- Unused Presets option in Preset Reconciliation will now allow presets that were set to ignore by the reconciliation to be cleared when the 'Clear Reconciliation state' menu is selected.
- Presets that are set to 'ignore' will not be processed for checking of unused channels/presets, added/deleted channels, updating fixture type or updating preset name.
- The number of presets being displayed and number of channel focuses is now shown below the Preset list.
- Fixed bug in Fixture view where after checking a focussed checkbox would cause the preset list to scroll to the top.
- Fixed bug where if the photo mode was locked to channel mode and a channel photo was deleted it would switch to preset despite the mode being locked.
- Add ability to delete multiple channel photos. When multiple channels are selected and deleted, the last photo for each channel will be deleted.
- Added additional window splitters that allow the photo display to be enlarged.
- Added new command 'Split Preset' to the Edit menu. If you have a preset you wish to separate say the wash channels and spot channels into their own preset entries, select the channels you wish to separate out, then select the 'Split Preset' command from the edit menu. This will create a new preset entry which is a copy of the original, but with the selected channels moved to the new preset entry.

## **PRESET DOCUMENTATION FIXTURE VIEW**

- Window splitter added so the photo display/preset list can be resized.
- Added channel focus note column to the preset list.
- Focus Notes group box renamed to Preset Notes.
- Removed channel focus from the Preset Notes (previously Focus Notes) group box.
- Removed Zoom button from photo display area.
- View is now scriptable.
- Order By popup menu changed Scenery to Set for consistent use in application.
- Left and Right arrow keys will select the next and previous photos where a channel or preset has multiple photos.
- It is now possible to edit the channel's Note and Cue cells in the Preset List.
- Added radio button to allow the cue photo to be displayed. It will use the channels cue. Highlight, Hide Others etc. will work on channel photos if a channel ID has been assigned the the drawing elements.
- The cue number shown in the Preset Notes section is now the presets cue, not the displayed channels.

## **PRESET PHOTO ZOOM WINDOW**

- Dialog has been changed to a window so it can remain open and no longer modal.
- Window is now resizable.
- Added window splitter between the photo and channel list so it may be resized.
- Channel list now has the focus *Note* column.
- When the window is open, it will follow preset selection in the Preset Documentation view. It will not follow channel selection while open.
- When the window is closed, it will no longer copy the previous channel selection in the window back to the Preset Documentation view.

- Fixed issue in the Photo Zoom window where it was not possible to click the next button to see the additional photos for the preset/channel.
- In the Photo Zoom window, the keyboard left and right arrow keys can be used to step through the additional photos for a preset/channel.

## **CUE LIST VIEW**

- A new toolbar button has been added to hide or show cue parts in the displayed cue list.
- A new toolbar button has been added to hide to show annotations (drawings) on the cue photos.
- Window Splitters added to resize cue info/photo area.
- The image in the Follow Console toolbar button has been changed as it is no longer specific to MSC triggers. EOS can use OSC as a trigger.

## **CUE PHOTO ZOOM WINDOW**

- It is now possible to drag the cue HUD display by click dragging the top bar of the HUD. If the HUD is not dragged, it's behaviour is as before and will adjust its position when the window is resized. Note this it is not possible to drag the HUD out of the photo area.

## **RIG DATA VIEW**

- Added PS & OP (Prompt Side & Opposite Prompt) choices when editing the Orientation column.
- Fixed bug where changing the fixture type of a fixture did not add the fixture profile into the show document.
- Filter popup menu now includes columns User 1 to User 6.
- Fixed bug that would cause out of range DMX addresses when adding fixtures and specifying a negative offset.
- Changed edit behaviour for offsetting values. Use ++ or -- instead of single + or -, i.e.
 

++10	Will increment selected cells by 10
--5	Will decrement selected cells by 5

 This is to fix issue when using negative numbers in the X, Y & Z location cells.

## **WHEEL LOAD VIEW**

- When a wheel image is dragged and dropped out of the application (i.e. to the desktop), the file name will now include a '.jpg' file ending.

## **CHANNEL USAGE VIEW**

- Fixed bug introduced in grandMA2 v3.1.2.5 imports that would not show correct preset usage for global presets.
- Added *Show Only Unused* option for processing to only show channels that have no intensity greater than zero.
- Fixed bug where specifying a cue range was not correct if the To or From cue did not exist in the cue list.
- Fixed issue where if a single channel is specified as the *From* channel with no *To* channel specified, it did not work as expected.

## **PRESET DATA VIEW**

- Added window splitter to allow the preset list and channel list to be resized horizontally.

## EOS CSV IMPORT

- The reporting of 'Unexpected LEVEL\_REFERENCE\_TYPE' to the import log has been removed. It was discovered that some shows with a lot of colour palettes would take a very long time to import when reporting this message.
- The import progress dialog progress bar will now show the progress of the data import correctly.
- The time taken to complete the import is now added to the import log.
- Fixed issue where import would be missing data if there were no cues in the csv file.
- Number of target entries are now logged to the log window.

## grandMA2 XML IMPORT

- Optimisations have been made to the XML import to reduce the time taken to complete the import.
  - The time taken to complete the import is now added to the import log.
  - In the import dialog a label has been added... "Typically you need to choose the 'gma2' folder." due to users experiencing issues when they choose the incorrect folder.
- ## Vx76 XML IMPORT

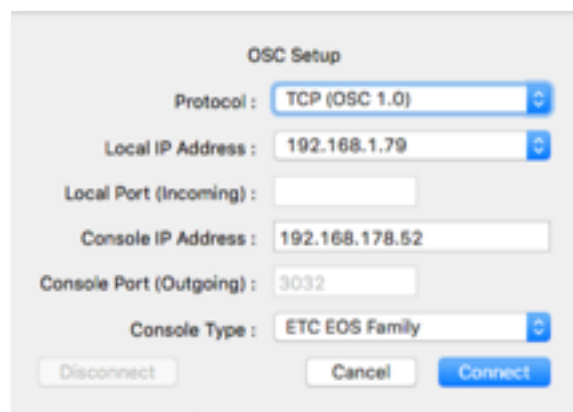
- Optimisations have been made to the XML import to reduce the time taken to complete the import.
- The import progress dialog progress bar will now show the progress of a Stack import.
- The time taken to complete the import is now added to the import log.
- Fixed bug on Windows OS when an imported sequence already exists in the show document. Multiple dialogs asking how to proceed would appear (and ultimately ending in a crash).

## Vx76 XML IMPORT

The XML importer for the PRG Vx76 console has been rewritten to support large (multi gigabyte) XML files. The import options dialog now has options to allow you to choose which cue data Stacks to import. It is worth noting that while the XML will load, very large files may still run out of memory if many stacks with thousands of cues are imported. The importer used in prior MLA versions can still be used by holding the Option key on the keyboard when choosing the File->Import Console Data->Vx76 XML... menu item.

## OSC using TCP

OSC communication can be work with either UDP or TCP data packets (depending on the device you are communicating with). TCP is a more reliable method of sending and receiving OSC data. The recommended method for ETC EOS range of consoles for OSC communication is TCP.



*OSC Setup Dialog*

24th January 2017

The Protocol popup menu allows you to choose between TCP and UDP. If the Protocol popup menu is set to TCP, and the Console Type popup menu is set to ETC EOS Family, the Console Port will be set automatically to the one the consoles uses for TCP communication.

On the ETC EOS Family of consoles, as of software version 2.4, the Show Control setup for OSC looks like below...

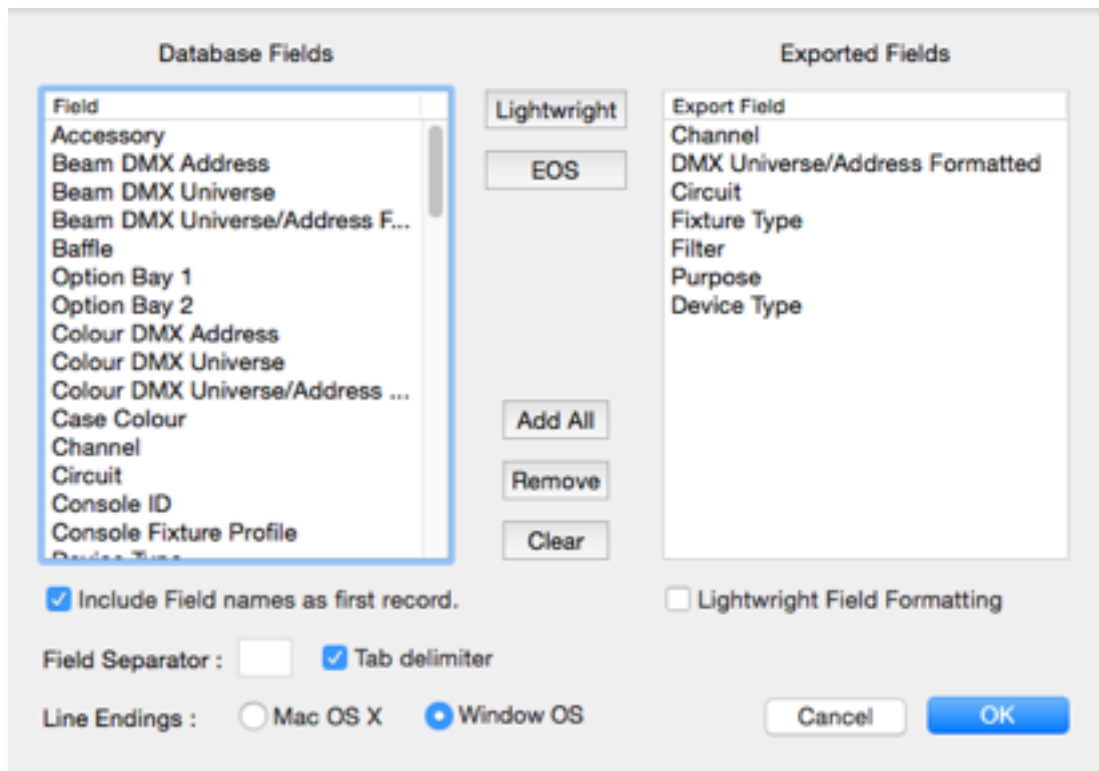
Analog Inputs	String RX	String and OSC TX
Enabled	Enabled	Enabled
Relay Outputs	String RX Group IDs	String TX Group IDs
Enabled	1	1
OSC TX IP Address	String RX Port	String TX Port
192.168.1.79	0	0
OSC TX Port Number	OSC Cue Send String	String TX IP Address
9000		
OSC RX Port Number	OSC Cue Recv String	
8000		

*EOS Console Show Control Settings*

You need to ensure the *OSC TX IP Address* is the IP address of the computer running MLA. The *OSC TX* and *RX Port Numbers* are only applicable if you are using the UDP protocol. *String* and *OSC TX* should be enabled. I believe *String RX* should also be enabled.

## EXPORTING PATCH FOR ETC EOS FAMILY CONSOLE

The rig data text file export has a few added control to make it easier to export the patch as a text file that can be imported using the EOS Lightwright import feature.



*Text File Export Dialog*

Before you attempt an export, you should set the DMX Format preferences to be Numbers (i.e. 2/23, not B/23).

To export for the EOS console, you need to have the following options set...

- Click the EOS button to set the data fields to export.
- Check the 'Include Field names as first record.' checkbox.
- Check the 'Tab delimiter' checkbox.
- Ensure the 'Window OS' Line Endings radio button is checked.
- When you click OK to save the file, ensure the file ending is .txt and not .csv.

The file can then be imported into the EOS console. Refer to the ETC EOS release notes for software version 2.3 on how to do this. You will need to map the fields exported to the EOS fields. Generally you only need to do Channel, Address, Type and Fixture Type.

## PHOTO EXPORT

- When exporting photos with drawings, they are no longer scaled. The photo (and drawing) will be exported at the resolution they are in the show document.
- All files are now appended with a '.jpg' file extension.
- All 4 channel photos are now listed for exporting.

## **CAMERA CONTROL - DIRECT SHOW**

Improvements have been made when using DirectShow (only applicable on Windows OS). In the 'Settings' dialog (click on the 'Settings' button in the Direct Show Live Preview window) there is now a Video Format popup menu to choose the input devices video format. When using a video input card such as the DeckLink Mini Recorder the video format must be set to match the incoming video signal for the video to be displayed. You can try different formats until an image is displayed.

## **Vx76 CONSOLE DIALOG**

It is now possible to send text data to the Vx76 patch Location, Tags and Notes fields. This will only work correctly on Vx76 software version 4.2.1 onwards. In the MLA Vx76 dialog, check the fields you wish to set and then choose from the popup menu the MLA column to get the text from. Current choices are Position, Purpose, Label and User columns 1 to 6.

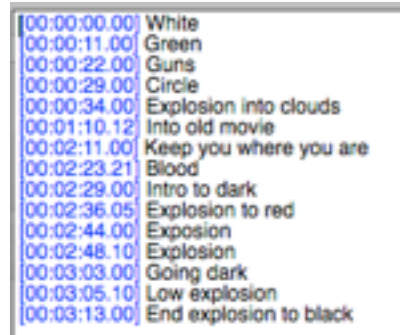


## IMPORTING TIMECODE LIST FROM INQSCRIBE AND REAPER

It is now possible to import timecode list exported from InqScribe or Reaper applications.

### Exporting from InqScribe.

This works best where the timecode list is simply the timecode marker and a description (referred to as a transcript in InqScribe) as shown below.

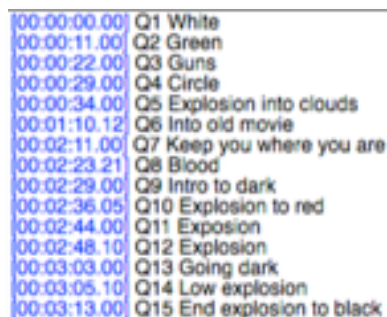


00:00:00.00	White
00:00:11.00	Green
00:00:22.00	Guns
00:00:29.00	Circle
00:00:34.00	Explosion into clouds
00:01:10.12	Into old movie
00:02:11.00	Keep you where you are
00:02:23.21	Blood
00:02:29.00	Intro to dark
00:02:36.05	Explosion to red
00:02:44.00	Explosion
00:02:48.10	Explosion
00:03:03.00	Going dark
00:03:05.10	Low explosion
00:03:13.00	End explosion to black

*Example InqScribe Timecode List*

MLA can assign cue numbers to each entry when the list is imported into MLA.

It is also possible to use timecode lists where the cue number is included in the transcript. There should be a prefix character before the cue number such as 'Q'. Below is an example...



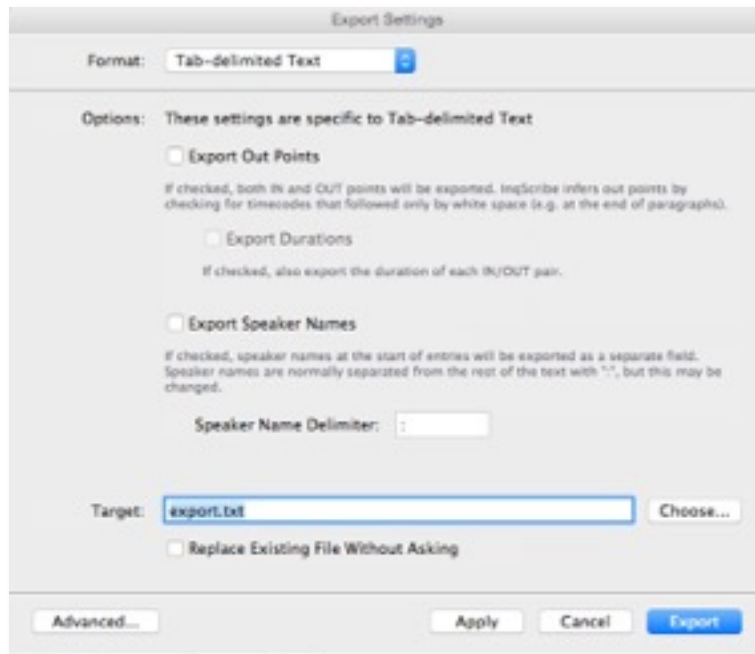
00:00:00.00	Q1 White
00:00:11.00	Q2 Green
00:00:22.00	Q3 Guns
00:00:29.00	Q4 Circle
00:00:34.00	Q5 Explosion into clouds
00:01:10.12	Q6 Into old movie
00:02:11.00	Q7 Keep you where you are
00:02:23.21	Q8 Blood
00:02:29.00	Q9 Intro to dark
00:02:36.05	Q10 Explosion to red
00:02:44.00	Q11 Explosion
00:02:48.10	Q12 Explosion
00:03:03.00	Q13 Going dark
00:03:05.10	Q14 Low explosion
00:03:13.00	Q15 End explosion to black

*Example InqScribe Timecode List with Cue Numbers*

You can use a different prefix character to the cue number, but you will have to specify the character when you import the list into MLA.

To export the timecode list from InqScribe..

- Choose the menu File->Export->Tab-delimited Text...
- **Format** should be **Tab-delimited Text**.
- In the dialog that appears (Shown below), ensure **Export Out Points** is not checked.
- Enter a name for the export file in the **Target** field and **Choose** where you want is saved.
- Click **Export** button.



*Export Settings dialog*

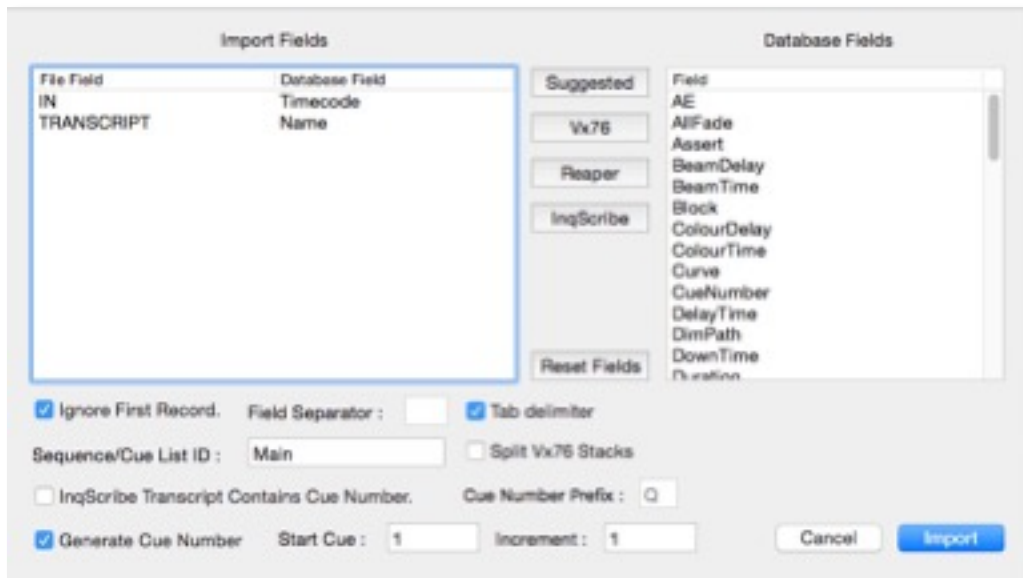
You should now have a file that is ready for importing into MLA.

## Importing InqScribe Text File Into MLA

You can import into a new show document or one with existing data. As long as the imported Sequence/Cue List ID is unique, it will appear as it's own cue list. If the imported Sequence/Cue List ID is the same as one that already exists in the show document, it will be merged and may result in duplicate cue numbers.

To import the text file exported from InqScribe (described earlier), choose the menu **File->Import Console Data->Cue List Text File...**

A dialog will open as shown below.



*Cue List Text File Import Dialog*

You will need to set the following options...

- **Ignore First Record** (This means the field headers IN & TRANSCRIPT will not be imported).
- **Tab delimiter** (The data field in the file exported by InqScribe are tab separated).

You will need to enter a name for the cue list. Depending on the console this may need to be a number.

The **Split Vx76 Stacks** option is not relevant for this import.

If you have included the cue number in the transcript i.e. Q12 Whoosh, then check the **InqScribe Transcript Contains Cue Number** checkbox. You can then change the **Cue Number Prefix** as needed. The default is 'Q'.

If you want MLA to number your cues when it imports the file, you can check the **Generate Cue Number** checkbox and then enter a start cue. The **Increment** field is by how much each cue is incremented by.

Click the **InqScribe** button and it will match the applicable database fields within MLA to the import fields. You can of course choose to use different fields, although currently the **InqScribe Transcript Contains Cue Number** option will only work with the 'Name' field.

Click the **Import** button to complete the import.

## Exporting from Reaper.

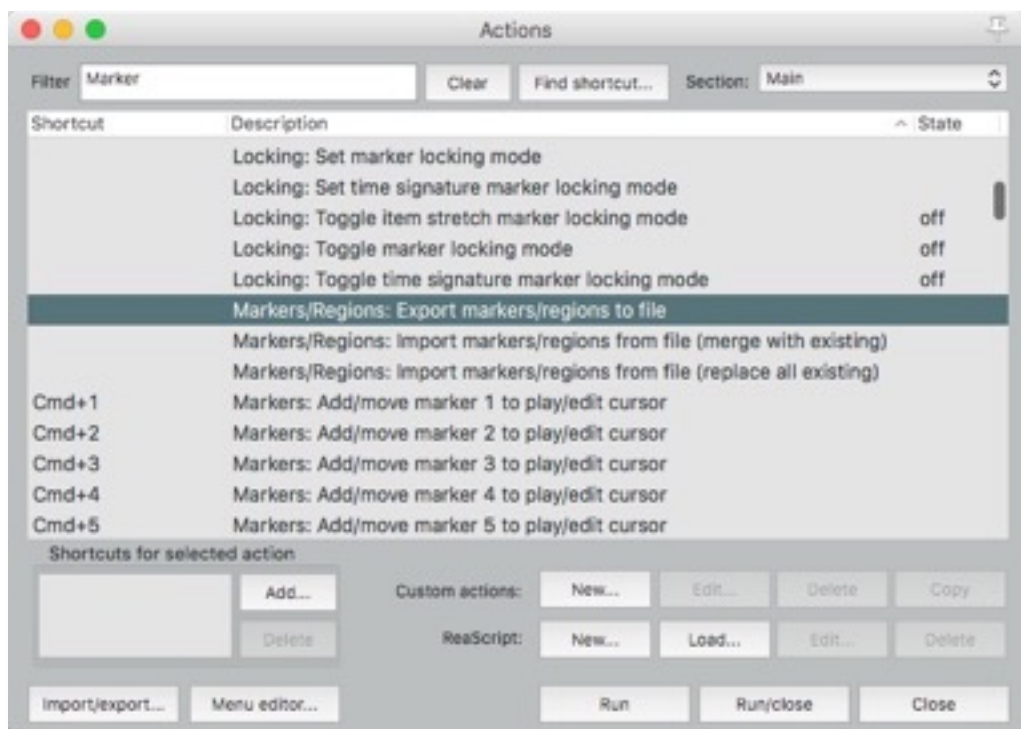
You can export the Markers as a CSV file. You should ensure your ruler setting is set to Hours:Minutes:Seconds:Frames (Menu View->Time unit for ruler), otherwise the times values exported will be in another format i.e. measures and beats.

You can see your Marker list with the menu View->Region/Marker Manager.



*Region/Marker Manager Window*

You will need to be able to trigger the Action "Markers/Regions: Export markers/regions to file". You may already have this Action set up to a menu or shortcut. If you don't, go to the menu Actions->Show action list...



*Actions Window*

In the Filter type 'Marker' and it the action list will show all the actions with the word Marker. Scroll until you find 'Markers/Regions: Export markers/regions to file'. Click to select it and then click the run button. You will be prompted where to save the file.

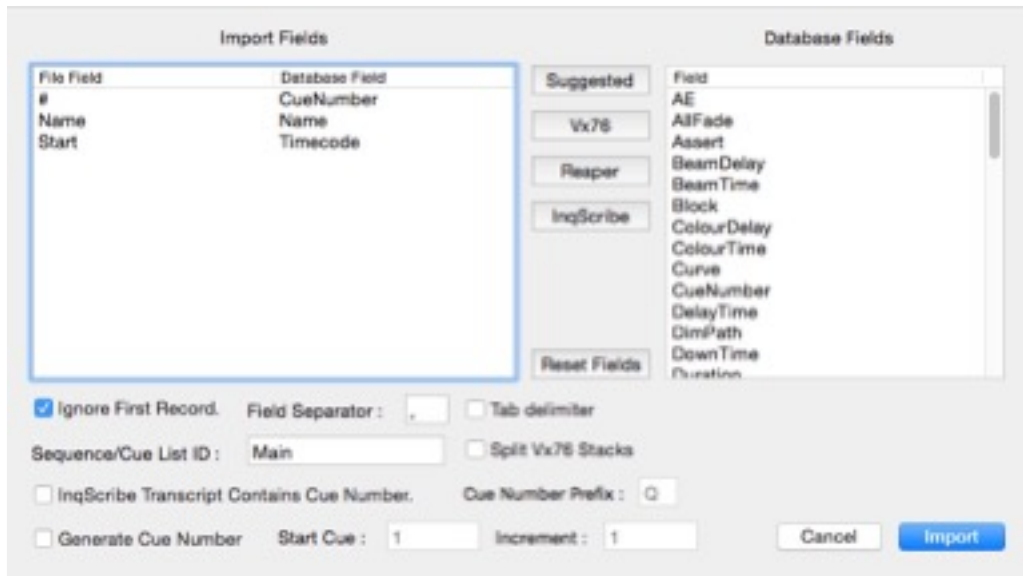
You should now have a file that is ready to be imported into MLA.

## Importing Reaper Text File Into MLA

You can import into a new show document or one with existing data. As long as the imported Sequence/Cue List ID is unique, it will appear as it's own cue list. If the imported Sequence/Cue List ID is the same as one that already exists in the show document, it will be merged and may result in duplicate cue numbers.

To import the text file exported from Reaper (described earlier), choose the menu **File->Import Console Data->Cue List Text File...**

A dialog will open as shown below.



*Cue List Text File Import Dialog*

You will need to set the following options...

- **Ignore First Record** (This means the field headers IN & TRANSCRIPT will not be imported). The default **Field Separator** of a comma is correct. **Tab delimiter** should be unchecked.

You will need to enter a name for the cue list. Depending on the console this may need to be a number.

The **Split Vx76 Stacks** option is not relevant for this import.

**InqScribe Transcript Contains Cue Number** checkbox should be unchecked as it is not applicable to this import

If you want MLA to number your cues when it imports the file, you can check the **Generate Cue Number** checkbox and then enter a start cue. The **Increment** field is by how much each cue is incremented by.

Click the **Reaper** button and it will match the applicable database fields within MLA to the import fields. You can of course choose to use different fields. Although the Reaper '#' field contains an M (for marker), it will be removed when turned into a cue number.

Click the **Import** button to complete the import.

## **Importing Sequence and Timecode files into the grandMA2**

Once you have the 2 XML files, one for the sequence, and one for the timecode, you should place them onto a USB stick. They must be in the importexport folder within the gma2 folder. Once you have inserted the USB stick into the console (or onPC), you need to select the USB disk in the Backup window. You now need to type some commands on the command line to import the files.

First you need to navigate to the sequence pool. Type the following pressing return after each line...

```
cd sequences  
cd global
```

Now to import your sequence file, type...

```
import NAME_OF_FILE at SEQUENCE_NUMBER
```

where...

NAME\_OF\_FILE is the name of the sequence XML file you wish to import.

SEQUENCE\_NUMBER is the sequence number you wish to import the sequence to.

Typically this would be the sequence number you specified when you ran the script to export the xml file.

The file should now be imported. You will see the results of the import posted in the command line window. You will probably want to assign the sequence to an executor.

To import the timecode XML file, you first need to back up the directory structure, so type...

```
cd..  
cd..
```

Now type...

```
cd timecode
```

```
import NAME_OF_FILE at TIMECODE_NUMBER
```

where...

NAME\_OF\_FILE is the name of the timecode XML file you wish to import.

TIMECODE\_NUMBER is the timecode number you wish to import the timecode list to.

You may need to 'Change Executor/Fader' in the 'Track Functions' window of the timecode list to the executor the sequence is assigned to.

## REPORTS

### CHANNEL DATA REPORT

A new report for reporting the cue data for a channel. You will be prompted for which cuelist/sequence and which channel you want in the report. The report will only show the first 15 parameters of data. It can show more, but the report would have to be edited.

### PRESET DOCUMENTATION REPORT

- Fixed bug where the channels listed for a particular preset photo was listing all channels.
- Fixed bug where not all channel photos were displayed if there was more than 1 for a channel.
- Added PresetImage1, PresetImage2, PresetImage3, PresetImage4.
- Added ChannellImage1, ChannellImage2, ChannellImage3, ChannellImage4.
- It is now possible to generate a report on a specific range of presets. A dialog now appears when a Preset Documentation report is chosen to select either all presets or a specified range.

### WHEEL LOAD REPORT

- Fixed bug where Effect Wheel 3 would not always show wheel graphic.
- Added ChannelList field which will contain a list of the channels using the wheel load.
- Added ChannelCount field which will be the number of channels using the wheel load.
- Added FixtureList field which will contain a list of the fixtures using the wheel load.
- Added FixtureCount field which will be the number of fixtures using the wheel load.

### GENERIC REPORT

- Added preset priority text handling.
- Added PresetDoc\_Channel\_List & PresetDoc\_Fixture\_List fields.

### SCROLLER MOVES REPORT

- Fixed bug where it could in some instances get stuck in a loop.
- Added support for Hue/Saturation based fixtures such as the ETC Source 4 Lustr+.

### CHANNEL USAGE REPORT

- Added UsageSceneName field.
- Added fields to access preset usage
  - AllPresetCount
  - PositionPresetCount
  - ColourPresetCount
  - GoboPresetCount
  - AllPresetName
  - PositionPresetName
  - ColourPresetName
  - GoboPresetName

See the ChannelUsage\_Presets.lhf template as an example as this will list all the 'All' and 'Position' presets (current layout is for EOS, so Presets and Focus Palettes) recorded in the cue lists specified in the Channel Usage view.

## **CUE LIST REPORT**

- In the options dialog when building a cue list report, it is now possible to specify a start page number. This will only work with the *report.page\_number* place holder. This is useful when having to combine the pdf documents of several cue list reports of a cue list into one pdf document.
- There is a new report, CueList\_Image which will do a cue photo per page. Useful if you need to send someone a document of cue photos from the production.



## SCRIPTING

- New functions PresetDocView:IsLastPresetRowSelected and PresetDocView:IsLastChannelRowSelected.
- New function RigDataView:IsLastFixtureRowSelected.
- New function CueListView:IsLastCueRowSelected.
- PresetInfo has new property PriorityName to get the user defined name for the priority.
- New Dispatch Actions for PresetDocView:DispatchAction("Sort By", "Preset ID"), PresetDoc:ViewDispatchAction("Filter By", "Preset ID"), PresetDoc:ViewDispatchAction("Filter Text", "Courtyard")
- New function PromptChoiceDialog to allow a customisable dialog to be presented to the user to allow them to choose between 2 choices. Useful to present a dialog for the user to decide if the script should continue i.e. Is the taken photo acceptable ?
- New function FormatTimecode.
- New functions FormattedTimeToMilliseconds and FormattedTimeToSeconds.
- New functions SendAppleEvent and SendVx76AppleEvent.
- New function TimecodeToMA2TCTime.
- New function PromptPopupMenuDialog.
- Added FileType popup menu in output window to set file type when saving.
- Added OutputFileType comment macro.

Specific details about the new functions are on the MLA Wiki page...

<http://www.wiki.movinglightassistant.com/wiki/>

## SCRIPT CHANGES

### EOS Preset Auto Photo

Added a variable delayPrePhoto which is how long the script will wait for the lights to get into position before the photo is taken. The default is 2 seconds (was previously 1 second in v1.2). Adjust as required if you have lights that take a while to move into position.

The delay after a photo is taken is now longer to allow for the Preset Documentation view to update showing the taken photograph.

A new variable has been added. recallFromCue. When the recallFromCue is set to true (it is by default), channels will be recalled from their focus cue prior to the photo being taken.

### MA2 Preset Auto Photo

Added a variable delayPrePhoto which is how long the script will wait for the lights to get into position before the photo is taken. The default is 2 seconds (was previously 1 second in v1.2). Adjust as required if you have lights that take a while to move into position.

The delay after a photo is taken is now longer to allow for the Preset Documentation view to update showing the taken photograph.

Two new variables have been added. recallFromCue and whitePreset. When the recallFromCue is set to true (it is by default), channels will be recalled from their focus cue prior to the photo being taken. When this option is set, the whitePreset variable should be set to the preset identifier of your white colour preset so the lights are set to white before the photos are taken.

### EOS Build Focus Cuelist

This script can be used to build a cue list on the console containing presets in the preset documentation list. This is useful for having a cue list to step through to focus a show i.e. on a tour. See the Scripts v1.2.1 document for details.

### MA2 Build Focus Cuelist

This script can be used to build a cue list on the console containing presets in the preset documentation list. This is useful for having a cue list to step through to focus a show i.e. on a tour. See the Scripts v1.2.1 document for details.

### HOG4 Export Cuelist XML

This script is used to generate a cue list XML file that can be imported in the Hog 4 console. It will build the list from the currently displayed cue list shown in MLA. It will include timecode times. A timecode cue list can be imported from InqScribe or Reaper and then exported to the Hog 4. See the Scripts v1.2.1 document for details.

### Vx76 Export Timecode CSV

This script is used to generate a CSV file that can be imported in the Vx76 console. It will build the list from the currently displayed cue list shown in MLA. It will include timecode times. A timecode cue list can be imported from InqScribe or Reaper and then exported to the Vx76. See the Scripts v1.2.1 document for details. Vx76 Console software version 4.3 onwards supports importing of Timecode scripts.

## **OTHER FIXES**

- 'CueList EOS 1 Image' Report. Fixed focus, colour and beam times to be displayed in correct place on page.
- Corrected release notes that stated an added preset/channel while reconciling would be indicated in blue, when it should have said green.

## **FIXTURE PROFILE UPDATES**

Martin

MAC Viper Profile - Corrected DMX Profile channel counts.

Clay Paky

Alpha Profile 700 - Added colour part numbers.

Alpha Wash 700 - Added colour part numbers.

Many additions.

## v1.2

Version 1.2 includes new features and bug fixes. There have been a lot of internal changes as the development system used to build MLA has moved from RealStudio to Xojo. The Mac OSX version of the application is now built against Apple's Cocoa framework as opposed to previously the Carbon framework.

New features and improvements include...

Improvements to Preset Documentation view...

- Support for up to 4 channel photos.
- Ability to list only used presets in Add Preset dialog.
- Ability to add only the used channels by a preset in the Add Preset dialog.
- Ability to assign a priority to a Preset.
- Reconciliation with Console Data.
- Improved sorting and filtering.

Improvements to Rig Data view...

- Added ability to increment, decrement and offset values in some columns.
- Added ability to count items in the Rig Data view.

Application Scripting support.

Communication with grandMA 2 console over a network connection using Telnet.

Communication with the ETC EOS Family of consoles over a network connection.

Communication with consoles using OSC (Open Sound Control).

PRG's Vx76 Console XML Import.

Ability to import data from another MLA show document.

**Version 1.2 documents are in a new format, so existing show documents will be updated when used in this version. Version 1.2 documents may well open and appear fine in prior versions, but they should not be edited then saved.**

### **IMPORTANT !**

In this version on Mac OSX, Quicktime is no longer an option in the Camera Setup dialog and has been replaced by a few framework, AV Foundation.

### **GENERAL CHANGES**

- The application can now support up to 100 parameters of imported Cue and Preset console data.
- Document Preferences has been updated to include a Preset Documentation tab. More details are in the notes below about Preset Priorities.
- Document Preferences Intensity rounding preference is now taken notice of in console data cue views.
- Document Preferences has a new preference Lowest On Intensity which is not currently implemented.
- The Manage Positions dialog on Mac OSX no longer uses a drawer to display the additional trims. The dialog now expands to show the additional trims.
- Fixed issue where the Import Log was not saved into the show document.
- Beta versions will display a dialog warning when there are less than seven days to it expiring.
- Registration dialog will now show if a serial number is too long or too short.
- The status bar along the bottom of the document will show if you are connected to an EOS or grandMA2 console.

- The 'CameraDownloads' folder will now be created in the users 'Pictures' folder as 'CameraDownloads\_MLA' instead of within the MLA application folder. Remember, these images are only used to transfer the image into the show document, and after the photo is taken and it appears in MLA, the files are no longer required, but may be useful as a backup.
- Added ability to test a test photo. When you are connected to a camera, if you click on the camera status area of the status bar at the bottom of the document window, a menu will pop up to enable you to take test photo. It will take a test photo and display the photo preview window (regardless of the preview setting in the Camera setup dialog). The test photo will not be assigned to any cues or preset photos.
- Camera preview window is now resizable and can be maximised.
- Using latest Canon camera driver, v2.15.

### Canon Supported Cameras...

EOS-1D Mark III  
 EOS 40D  
 EOS-1Ds Mark III  
 EOS DIGITAL REBEL Xsi/450D/ Kiss X2 EOS DIGITAL REBEL XS/ 1000D/ KISS F EOS 50D  
 EOS 5D Mark II  
 EOS Kiss X3/EOS REBEL T1i /EOS 500D  
 EOS 7D  
 EOS-1D Mark IV  
 EOS Kiss X4/EOS REBEL T2i /EOS 550D  
 EOS 60D  
 EOS Kiss X5/EOS REBEL T3i /EOS 600D  
 EOS Kiss X50/EOS REBEL T3 /EOS 1100D  
 EOS 5D Mark III  
 EOS 1D X  
 EOS Kiss X6i/EOS 650D/EOS REBEL T4i  
 EOS M  
 EOS 6D  
 EOS-1D C  
 EOS Kiss X7i/EOS 700D /EOS REBEL T5i  
 EOS Kiss X7/EOS 100D/EOS REBEL SL1  
 EOS 70D  
 EOS Kiss X70/EOS 1200D/EOS REBEL T5/EOS Hi

## **PRESET DOCUMENTATION VIEW**

### **Preset Priorities**

It is now possible to assign a priority to a preset. Assigning a priority to a preset is a useful way to indicate which presets are the most important to get re-focused or looked at.

There are six priority levels with 1 being the lowest and 6 being the highest. You can set the name for a priority level in the document Preferences dialog (under the Preset Documentation tab). You may wish to customise the names to suit your own workflow. Each priority level can also be assigned a background colour. Click on the 'Colour' button next the text field for a priority to set the colour.

It is possible to sort and filter the preset list by priority. When you sort by another data field i.e. by Set, the sorted Set list will also be sorted by priority (the highest being first).

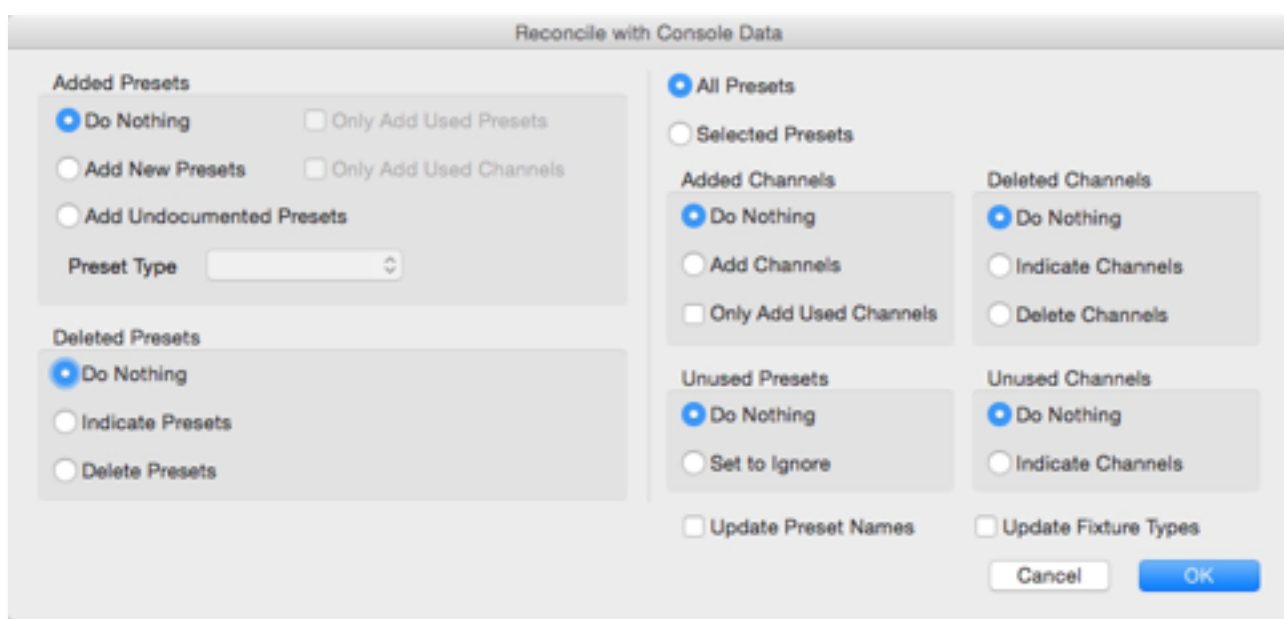
When presets are added to the Preset Documentation list, its priority will be set to the default priority as configured in the document Preferences dialog.

To change the priority of a preset (or a selection of presets), Click on the little up/down arrows in the Priority cell for a Preset in the Preset List. A menu will appear for you to choose the priority you wish to set.

### **Reconcile With Console Data**

A new button in the Preset Documentation button bar allows for easier reconciliation between the console preset data and the preset documentation data. If you are importing console data after you have added Preset Documentation data, it is easier to use Reconcile with Console Data to update presets and channels in the Preset Documentation view. The left side of the dialog is for added and deleted Presets. The right side of the dialog is for modifying existing Presets in the Preset Documentation Preset List.

When the reconciliation has been completed, a window will open with a log of what was changed. It is possible to save the output of the log as a text file.



*Reconcile with Console Data Dialog*

### ***Added Presets***

When you have imported console data overwriting previous console data, and you want to automatically add presets you can use the options described below. If you are adding Presets, you will need to select the Preset Type from the popup menu. Any presets or channels added will be in **green** text.

#### *Do Nothing*

When selected, no Presets will be added to Preset Documentation.

#### *Add New Presets*

With this selected, only presets that were new in the latest import will be added. This is generally the best option to use when you have overwritten existing console data with an import. It will not add presets that previously existed in the console data.

#### *Add Undocumented Presets*

With this selected, any presets that are in the console data and not in Preset Documentation will be added.

#### *Only Add Used Presets*

With this option checked, when using either Add New or Add Undocumented, only Presets that are used in a cue list with an intensity greater than 0% will be added to Preset Documentation. If a Preset is only used in the Rig Check, it will not be added.

#### *Only Add Used Channels*

With this option checked, when using either Add New or Add Undocumented, only channels that are actually used in a preset (intensity greater than 0%) will be added. If a channel is only used in the Rig Check in a Preset, it will not be added.

### ***Deleted Presets***

If the console data has been overwritten and a Preset no longer exists, you can decide how this should be reconciled with the Preset Documentation data.

#### *Do Nothing*

When selected, no Preset Documentation data will be modified.

#### *Indicate Presets*

If a Preset does not exist in the latest console data import, it is considered deleted. It can be indicated in the Preset Documentation Preset list if it existed there. The text for the Preset in the Preset list will be in red. This is handy to allow you to decide what you would like to do at a later date.

#### *Delete Presets*

If a Preset does not exist in the latest console data import, it is considered deleted. With this choice selected, the Preset will be deleted from the Preset List in Preset Documentation.

## ***Modifying Existing Presets***

### All Presets/Selected Presets

If All Presets is selected, then the options below will affect all the Presets in the Preset List.  
If Selected Presets is selected, then only the selected Presets will be affected.

### Added Channels

If channels exist in the console data, but not in the Preset Documentation data for a Preset, then they can be added automatically. Any added channels will be indicated in green text.

#### *Do Nothing*

With this selected, no channels will be added to existing Presets (All or Selected).

#### *Add Channels*

With this selected, any channels not in a Preset Documentation Preset that do exist in the console data will be added.

#### *Add Only Used Channels*

When using the Add Channels option, only channels that are used in a cue list with an intensity greater than 0% (and not in the Rig Check) will be added to a Preset when this checkbox is checked.

## ***Deleted Channels***

If a channel exists in a Preset in the Preset Documentation data, but is no longer in the imported console data, then it could be considered deleted. Below are the choices as how to handle the channel.

#### *Do Nothing*

With this selected, no action will be taken on deleted channels.

#### *Indicate Channels*

If a Channel for a Preset does not exist in the latest console data import, it is considered deleted. It can be indicated in the Preset Documentation Channel list if it existed there. The text for the Channel in the Preset list will be in red. This is handy to allow you to decide what you would like to do at a later date.

#### *Delete Channels*

If a Channel in a Preset does not exist in the latest console data import, it is considered deleted. With this choice selected, the Channel will be deleted from the relevant Preset in Preset Documentation.

### ***Unused Presets***

Checking for unused Presets will look at existing Presets in the Preset Documentation and see if they are used in a cue list.

#### *Do Nothing*

When selected, no action will be taken on unused Presets.

#### *Set to Ignore*

Any Presets found not to be used will have their Ignore option set (they will appear grey in the Preset List). You can then decide at a later time if you wish to manually delete the Preset.

### ***Unused Channels***

Checking for unused Channels will look at the channels in existing Presets and see if they are used in the cue lists.

#### *Do Nothing*

When selected, no action will be taken on unused Channels.

#### *Indicate Channels*

Any Channels found not to be used will grey in the Channel List.

You can then decide at a later time if you wish to manually delete the Channel.

### ***Update Fixture Types***

When this checkbox is checked, the fixture type for each channel will be updated to the fixture type in the current console data patch.

### ***Update Preset Names***

When this checkbox is checked, the preset name in the console data will be compared to the preset name in the Preset Documentation. If it is different, the preset name in the Preset Documentation will be updated to the name in the console data. The comparison is made by the preset number, so if you have moved presets on the console you may get incorrect names for your presets in Preset Documentation.

### ***Clearing Reconciliation State***

If you wish to clear the reconciliation indications for Presets and Channels, you can do so with the 'Clear Reconciliation State' menu in the 'Edit' menu.

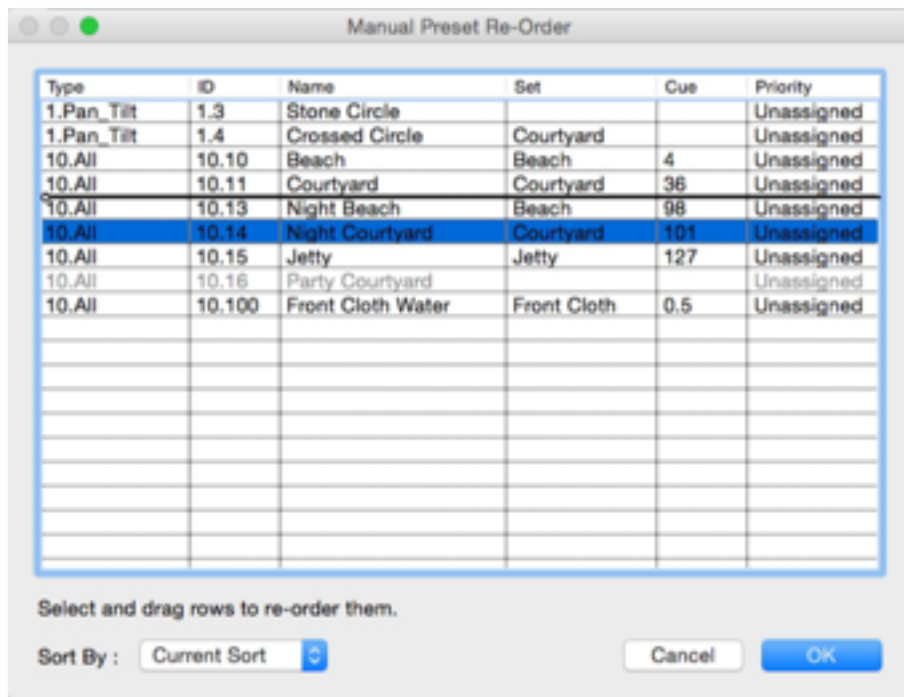


## Preset Sorting and Filtering

There have been some improvements to the sorting and filtering of the presets in the Preset List.

## Custom Ordering

It is now possible to order the presets into the order you prefer. From the Sort popup menu, select the 'Custom' option. A dialog will open to allow you to re-order the presets.



### Manual Preset Re-Order Dialog

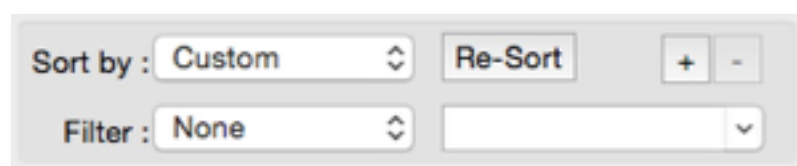
Simply click to select a row and drag to the position in the list you wish to place the preset. You will see a black bar indicating where the row to be moved to while click dragging. It is possible to select multiple rows (shift clicking) and then dragging them to the new position.

The Sort By: popup menu allows you to re-order the presets in the dialog. Current Sort is the order the presets are currently ordered by in the Preset Documentation view.

Clicking the OK button will re-order the Preset list in the Preset Documentation view as per the order in the dialog. Clicking the Cancel button will not change the Preset List order.

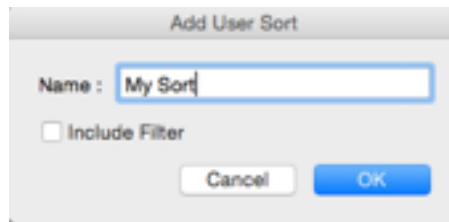
## User Sorts

It is possible to save the current order of the Preset list as a user sort. There are two additional buttons in the sort and filter control area below the Preset List.



### Sort & Filter Controls

The '+' and '-' buttons are for adding and removing user sorts. Once you have the Preset List ordered how you want it, click the '+' button.



*Add User Sort Dialog*

A dialog will open to enable you to name the user sort. Each user sort name must be unique. If you use the same name as a user sort that already exists, you will be prompted if you want to over write the existing user sort. The 'Include Filter' checkbox will save the current filter applied along with the Preset List order.

Once the user sort has been added, it is available for you to choose from the Sort popup menu. User sorts are stored in the show document.

### ***Deleting a User Sort***

To delete a user sort, select it from the Sort popup menu. The '-' button will be enabled. Click the '-' button and a dialog will appear asking to confirm you wish to delete the user sort.

### ***Filtering***

When a filter is applied to the Preset list, the lists background colour will change to a pale red colour to indicate it is filtered.

### **Other Changes**

- Add Presets dialog now has a checkbox 'Only List Used Presets'. This checkbox will only be enabled when the tracked cue data has finished loading. When the checkbox is checked, the preset list will only be populated with presets that are used in the show where the intensity is greater than zero percent. This checkbox can be used in combination with the checkbox 'Only List Undocumented Presets'. When the checkbox is clicked on, it may take a few moments for the preset list to update as depending on the show size, there will be a lot of data to search. Groups are not affected by this option.
- Add Presets dialog now has 'Add only used Channels' checkbox which will only be enabled when the tracked cue data has finished loading. When checked, it will only add the channels to the preset when they are recorded in a cue list/sequence with an intensity greater than zero percent.
- A channel can now have up to 4 channel photos. It is possible to add or copy an image to one or more selected channels, though it should be noted that if a channel already has 4 channel photos, then the add or copy will silently fail for that channel.
- Because of the support for multiple channel photos, it is longer possible to delete a photo for more than 1 selected channel.
- Channel 'Image' column will now show how many channel photos are stored for a channel.
- If you try to set the first used cue and have not defined the main cue list, a dialog will now pop up to inform you that the main cue list has not been set.
- Preset Photos no longer have a border drawn around them in the actual photo.

## **PRG Vx76 CONSOLE XML IMPORT**

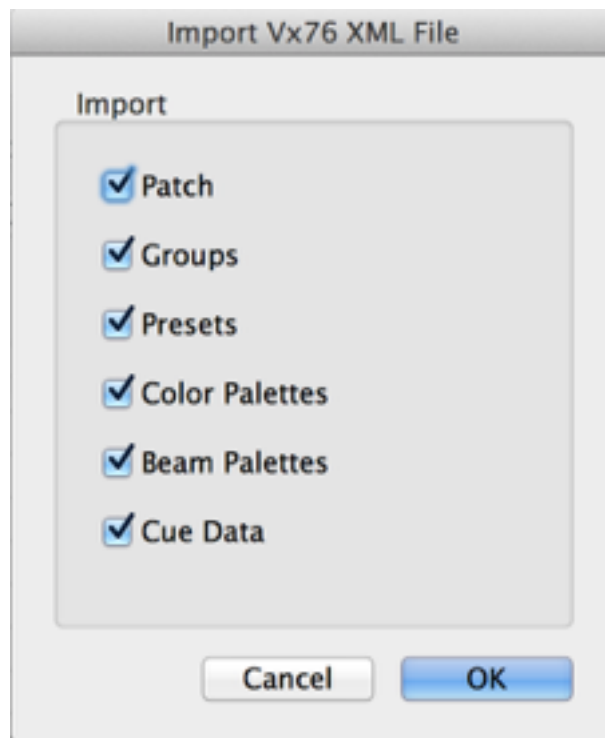
In this version it is possible to import the XML files generated by PRG's Vx76 Consoles. Currently Vx76 software version 4.1 has the XML export feature that is compatible with MLA v1.2. Prior to Vx76 software version 4.1 there is no XML export feature. Vx76 software version 4.1 beta versions prior to B23 are likely to cause errors.

### **Exporting from the Vx76 Console**

To export the XML data for the current show file, choose the 'Export XML...' from the 'File' menu of the Vx76 application. A dialog will open where you need to name and decide where to save the XML file. The progress of the export will be displayed on the centre screen of the main face panel (or Panel Server if you are running the software not connected to a face panel). Note that large shows can take quite a while to perform the XML export.

### **Importing the Vx76 XML file into Moving Light Assistant**

To import the Vx76 console data into MLA, you may wish to start with a new show file. From the 'File' menu, choose 'Import Console Data' -> 'Vx76 XML...'. You will be prompted to choose the file to open. Open the file you recently exported from the console software. Once the file is chosen, a dialog will appear allowing you to select which data types you wish to import.



*Vx76 XML Import Dialog*

If there is already console data in the show file, you will be prompted if you want to Merge, Replace or Cancel.

*Merge* - Merge will delete the existing data of the same type being imported. For example, if your show file contained Patch, Presets and Cue Data from a previous import, if you try to import preset data on a subsequent import, the existing preset data would be deleted before the new preset data is imported. The patch and cue data would be unaffected.

*Replace* - Replace will delete all the existing console data in the show file and import the XML file.

*Cancel* - Will exit and not delete or import and data.

A progress dialog will appear showing the progress of the XML import. For large shows this may take a while. Once the import is complete, check the Import Log for any errors. It should now be possible to use MLA to analyse and work with the data in the same way you can with other supported consoles.

There may be issues importing extremely large xml files that may cause MLA to crash while importing. This will hopefully be addressed in a later release.

Note that because there is not a standard naming for parameters across fixture types, the intensity parameter will be renamed within MLA as 'Inten'.

## SCRIPTING

Scripting allows the automation of the applications user interface, communication to consoles (EOS & grandMA2) and also access to the data in the show document.

Details about the language and functions can be found at...

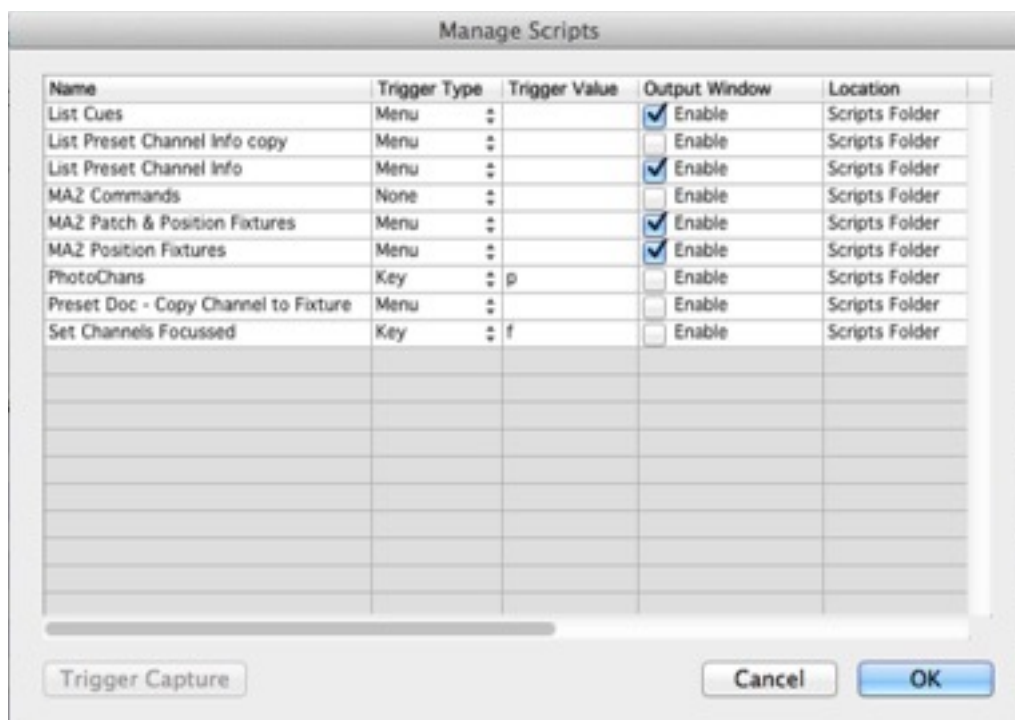
<http://www.wiki.movinglightassistant.com/wiki/>

Scripts are text files and are located in the 'Scripts' folder within the MLA folder. You can create and edit scripts in a text editor or by using the built in script editor. The advantage of the built in script editor is that you can run the script easily from the editor without having to save and re-load the script.

When a script is running, a little icon will flash in the status bar along the bottom of the document window. You can stop a running script by clicking on the flashing icon in the status bar. You can stop a specific script, or all running scripts.

The is a separate document explaining what the scripts supplied will do.

## Managing Scripts



### Manage Scripts Dialog

The Manage Scripts Dialog allows you to configure how a script is run. The table columns are as follows...

**Name**

The names is the name of the script. This is determined by the file name of the script text file.

### ***Trigger Type***

A script can be triggered several ways. In this column you can choose how a script is triggered. Currently only Menu, Key, EOS Macro and grandMA2 Macro trigger types work.

Trigger types..

*Menu* - The script name will appear in the 'Scripts' menu and by choosing the menu item will trigger the script to be run.

*Key* - A script assigned to a key will be triggered when a keyboard key is pressed. This will only happen when you are not entering text into a field or table. When the trigger type is set to key, the 'Trigger Capture' button will be enabled. This allows you to capture which key you wish to use as the trigger.

*EOS Macro* - A script can be triggered when a macro is run on an EOS Family console. The trigger value will be the macro number. This will only work when you are connected to the console via a network connection that is configured to use the OSC protocol.

*grandMA2 Macro* - A script can be triggered when a macro is run on an grandMA2 console. The trigger value will be the macro number. This will only work when you are connected to the console via a network connection that is configured and connected.

### ***Trigger Value***

This column will show the value specific to the trigger type. When the Trigger Type is EOS Macro or grandMA2 Macro, you can double click the cell to edit to enter a macro number.

### ***Output Window***

For some scripts you will want a window to send output text to so that you can save it later. If you want an output window then you just need to check the enable check box.

### ***Location***

This column displays where the script is located. Currently they will only be in the scripts folders, but shortly they will be able to be located in the show file if required.

### ***Reloading Scripts***

Scripts are loaded when the application is launched. If you add or edit scripts you can choose 'Re-Load Scripts' from the Scripts menu to re-load and re-build the Scripts menu and the scripts that appear in the Manage Scripts dialog. If you edit a script that is in the scripts folder, once you have finished and saved the script, reload the scripts otherwise when you run the script it will run the old version.

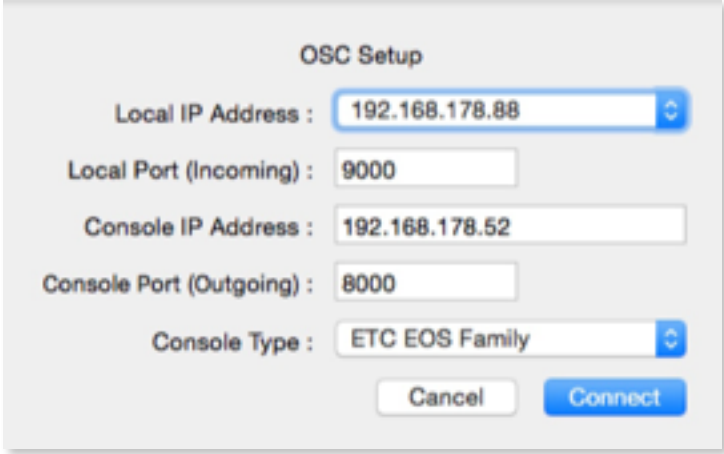
## **OSC (Open Sound Control)**

OSC can be used to communicate with consoles over a network connection. Interaction with a console is primarily handled through scripting. There are specific OSC functions for sending commands to a console. For the ETC EOS Family of consoles, there is also some integration with the handling of data sent from the console.

***OSC will only work on ETC EOS Family of consoles with software v2.3 onwards.***

## **MLA Configuring and Setup**

To setup an OSC network connection, choose from the 'Setup' menu, 'OSC...'



*OSC Setup Dialog*

### *Local IP Address*

This is the IP address of your computer running MLA. If you have multiple network connections, you will see the IP addresses for the available network ports listed in the menu.

### *Local Port (Incoming)*

This is the port used for receiving OSC messages into MLA.

### *Console IP Address*

This is the IP address of the console you wish to send OSC messages to.

### *Console Port (Outgoing)*

This is the port for OSC messages transmitted out of MLA.

### *Console Type*

This is only needed if you want MLA to process OSC messages sent out of the console. Choose the console as appropriate (ETC EOS only work currently).

When the console type is set to ETC EOS Family, MLA can process cue triggers for the cue list view in the same way as the MIDI Show Control trigger for the cue list view to follow the console, or take automatic cue photos.

## ETC EOS Console Family Setup

A screenshot of a software dialog box titled "ETC EOS Show Control Setup OSC Options". The dialog has a dark blue background with white text. It contains three input fields, each with a label and a value. The first field is labeled "OSC TX IP Address" and contains the value "192.168.178.88". The second field is labeled "OSC TX Port Number" and contains the value "9000". The third field is labeled "OSC RX Port Number" and contains the value "8000".

OSC TX IP Address	192.168.178.88
OSC TX Port Number	9000
OSC RX Port Number	8000

### *ETC EOS Show Control Setup OSC Options*

On the console (or Nomad), goto to Show Setup, then Show Control page. You should see the above options to setup OSC on the console. The above settings will work with the setting shown above for MLA.

#### *OSC TX IP Address*

The IP address of the computer running MLA.

#### *OSC TX Port Number*

This is the port the console will transmit the OSC messages to. The OSC TX Port Number (EOS) and Local Port (Incoming) (MLA) should be the same.

#### *OSC RX Port Number*

This is the port the console will receive OSC messages on from other devices. The OSC RX Port Number (EOS) and Console Port (Outgoing) (MLA) should be the same.

You will also need to enable String TX and String RX settings.

Once you have set the IP addresses and ports on both the console and MLA it should all be ready to go.

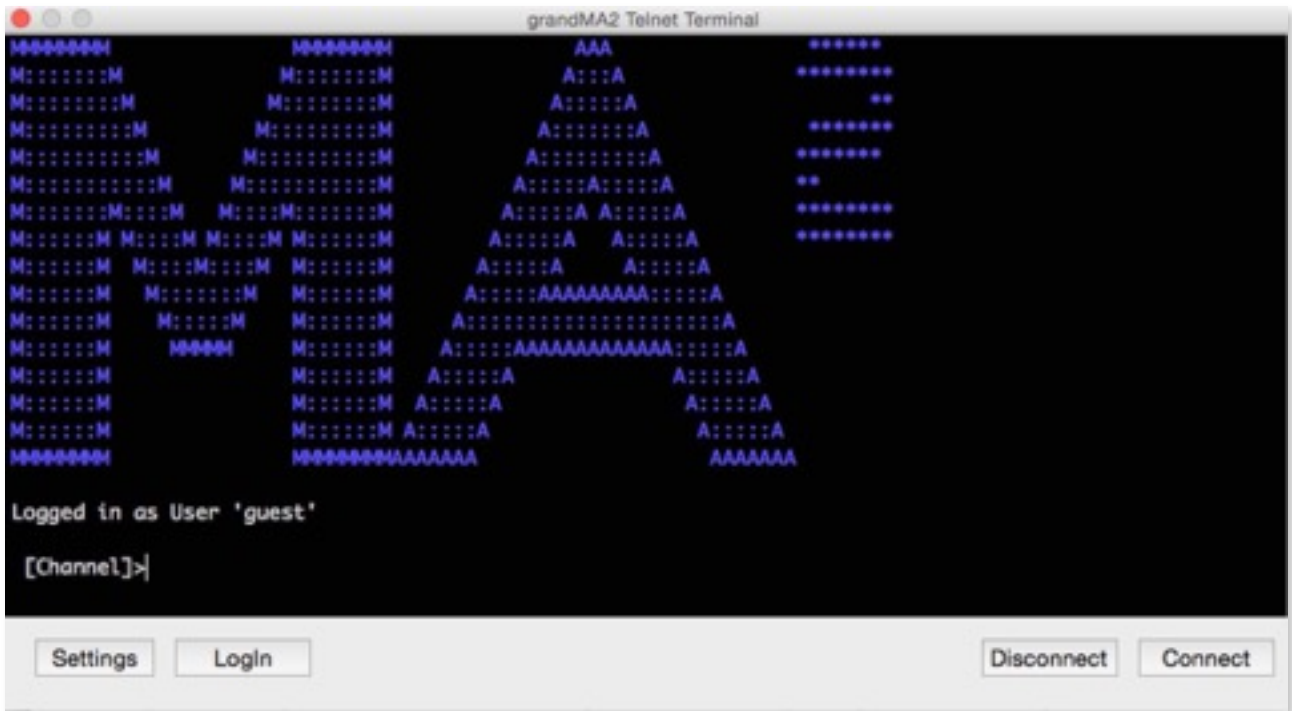
## ETC EOS Command Line Viewer

You can see the EOS command Line within MLA by simply choosing 'EOS Console...' from the 'Console' menu. A dialog will open showing a simple view of the command line. Not very exciting right now. It does change from orange to blue text when you go from LIVE to BLIND.



## grandMA2 Communication using Telnet

An inbuilt Telnet terminal can now be used to communicate with a grandMA2 console over a network connection. The network connection is available within scripting to allow commands to be sent to the console. Macro triggers can also be received over the connection which will run specified scripts within MLA. Once MLA is connected to the console, it is not required that the terminal window is left open.



*grandMA2 Telnet Terminal Window*

### *Connect*

This will attempt to connect to the grandMA2 console. If it is successful, you will see the welcome screen appear in the terminal window.

### *Disconnect*

This will logout and close the connection with the console.

### *Login*

This will log in to the console using the credentials set in the Settings dialog.

### *Settings*

This button will open the settings dialog to allow you to configure the communication settings with the grandMA 2 console.

## grandMA2 Telnet Settings

The network connection is configured in this dialog.

The screenshot shows the 'grandMA2 Telnet Settings' dialog box. It has a title bar with the text 'grandMA2 Telnet Settings'. The dialog is divided into two main sections: 'Network' and 'Login'. The 'Network' section contains three input fields: 'Console IP Address' with the value '192.168.1.76', 'Console Port' with the value '30000', and 'Local IP Address' with the value '192.168.1.79' and a dropdown arrow. The 'Login' section contains two input fields: 'Login Name' with the value 'administrator' and 'Login Password' with the value 'admin'. To the right of these sections is an 'Actions' section with a checked checkbox labeled 'Confirm on Patch Collision'. At the bottom right are 'Cancel' and 'OK' buttons.

*grandMA2 Telnet Settings Dialog*

### *Console IP Address*

This is the address of the console on the network you are connected to.

### *Console Port*

This is the port that MLA and the console will communicate over. The default of 30000 is the consoles default.

### *Local IP Address*

This is the IP address of your computer. If you have multiple ethernet interfaces you should choose the IP address of the interface you are connected to the console with.

### *Login Name*

If you wish to use the 'Login' button in the terminal window you should enter the user name on the console you wish to log in as. The default is as the "administrator".

### *Login Password*

You should enter the password for the console user name you wish to log in as.

### *Confirm on Patch Collision*

If the script you are running does not use the `"/noconfirm"` option when patching, the console will prompt for you to confirm or cancel the patch command if there is a patch collision. Enabling this option will confirm the patch command. If it is disabled, it will cancel the patch command.

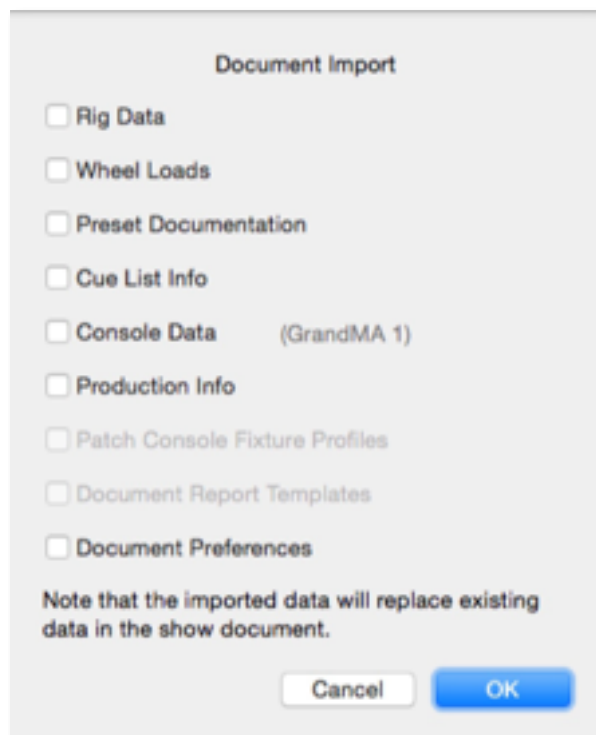
## **MLA SHOW DOCUMENT IMPORT**

It is now possible to import data from another MLA show document. Individual data types can be import separately.

The document you are importing from must be in the same document format as the version of MLA you are using. You will get a message if you need to update the document first. The show document you have open in MLA must be saved (or an unchanged document since it was opened) before you can do an import.

It is only possible to import all the data of a specific type, i.e. Rig Data. When data of a particular type is imported, any data of the same type will be removed from the open document.

To import data. In an open document click on the 'Import Show...' menu item in the file menu. Choose the file you wish to import from. MLA will analyse the file and then present the import dialog.



*Import Show Dialog*

Only the data types available in the source document will be enabled. The Console Data check box will show the console data format. The data types are described below...

### *Rig Data*

All the fixtures in the Rig Data view. It will also include an fixture profiles stored in the show document.

### *Wheel Loads*

All the wheel loads. It will also include any gobos/colours that are on the wheels.

### *Preset Documentation*

All the Presets and Channel data in the Preset Documentation view. It will also include any custom sorts.

### *Cue List Info*

All the user entered information for cues (notes & photos). This will not include the console cue list data, so if there is no console cue list data in the destination document then you will not see any data displayed.

### *Console Data*

All the console data from the destination document.

### *Production Info*

All the production information such as logo, designers etc.

### *Patch Console Fixture Profiles*

All the profiles defined in the console data Patch view that allow matching to Rig Data when updating the view from the console patch.

### *Document Report Templates*

All the report templates that are saved in the show document. This does not include the templates in the applications templates folder.

### *Document Preferences*

All the document settings such as custom Rig Data column names, Preset priorities etc.

Once the import is complete, the document will be rebuilt and re-opened. The console data import log will show details of the import and if there are any errors. If an error does occur, it is best to go back to the saved original copy of the document as there will be incomplete data in the document otherwise.

## **PRESET DATA VIEW**

### **Show Preset in Preset Documentation**

If you wish to look at the Preset Documentation for a Preset, right click (Ctrl click on Mac OS X) on the channel in the channel list for a Preset and a menu will pop up to allow you to view the Preset in Preset Documentation.

## **WHEEL LOAD VIEW**

### **Changing Fixture Type When Copying a Load**

When you copy a wheel load, it is now possible to change the fixture type of the load. Only the matching wheels will be copied over, i.e. colour wheel 1 to colour wheel 1, gobo wheel 1 to gobo wheel 1 etc.

## **RIG DATA VIEW**

### **Numeric Increment, Decrement and Offset**

When entering numeric data into the edit field for a selection of multiple rows, it is not possible to have the value automatically incremented, decremented or offset for each row. This will only work when the data is purely a number.

#### ***Increment & Offset***

Using the '+' character you can increment the value. If the '+' character is after the number, i.e. '1+2' will set the first selected row to 1, then increment the value by 2 for each subsequent row. If there is no increment value, i.e. '1+' then it will increment by 1. For fields that support numeric values with decimal places, you can use numbers with decimal places, i.e. '1+0.1'.

If the '+' character is before the number, i.e. '+10', it will offset the value in the selected rows by the number after the '+', in this case it will add 10 to the value in each row.

Example with 5 rows/fixtures selected...

<u>Rows Before</u>	<u>1+</u>	<u>1+2</u>	<u>+10</u>
1	1	1	11
1	2	3	11
1	3	5	11
1	4	7	11
1	5	9	11

#### ***Decrement & Offset***

All the same rules as incrementing and offset apply except that the '-' character is used in place of the '+' character.

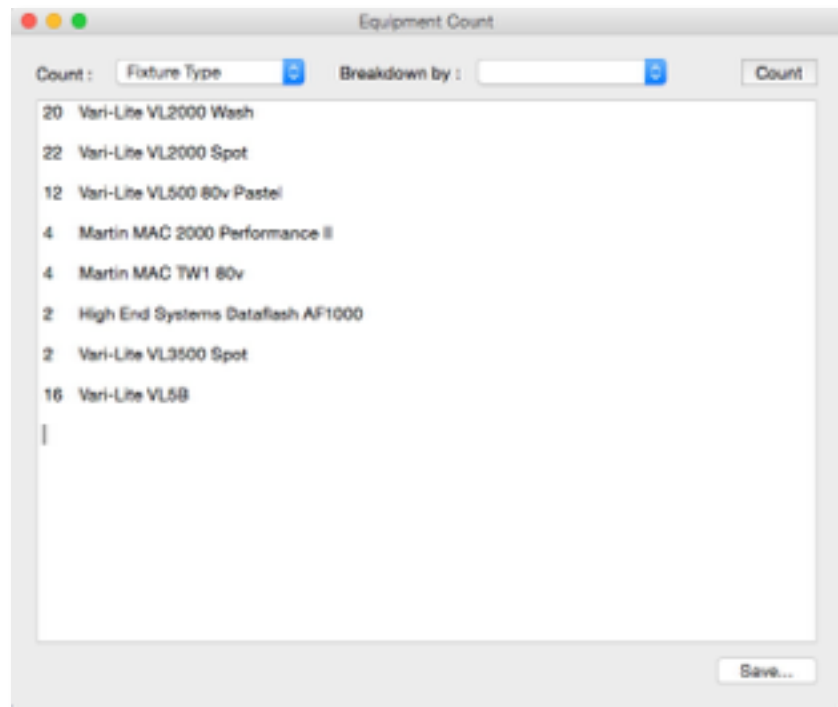
The columns that support incrementing, decrementing and offsetting are, Channel, Fixture Number, Unit Number, Location X, Y & Z, Repeater Port, Circuit and Multicore Way.

### **Sorting & Filtering**

It is now possible to sort and filter by Multicore and Circuit fields.

## Rig Data Counting

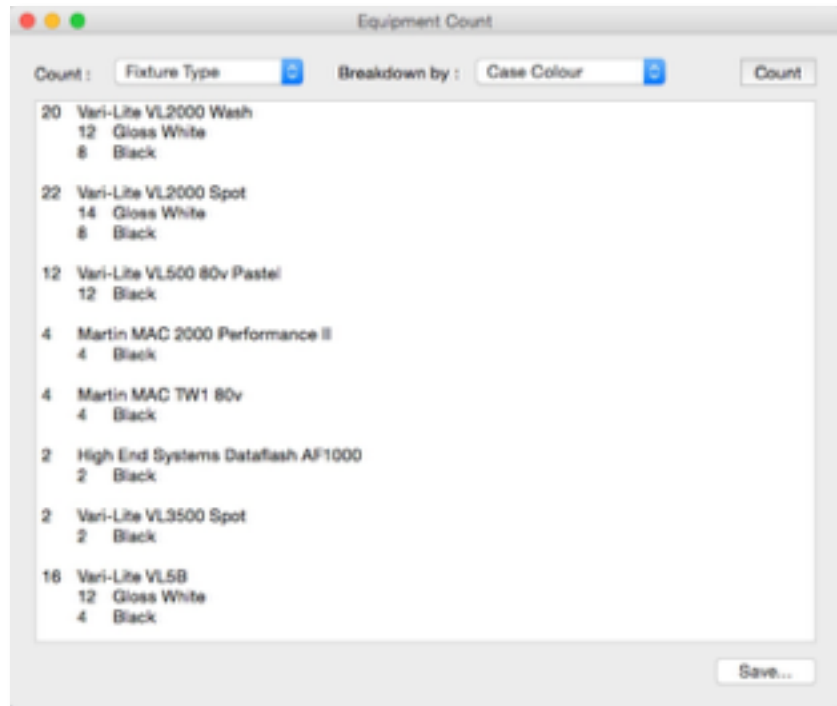
It is now possible to count items in the Rig Data view. From the Utilities menu, choose the 'Rig Data Counting...' menu. A dialog will open allowing you to configure what you want to count.



*Equipment Count Window*

Choose from the Count popup menu the Rig Data column you wish to count by and click the 'Count' button. The text area beneath will then be populated with the count. You can copy the text and paste into other applications, or save as a text file by clicking the 'Save...' button at the bottom.

You can also break down the count by another column as shown below.



*Equipment Count Window with a Breakdown*

You can breakdown the count by another Rig Data column. In the example above, the fixture type count has been broken down by the case colour column.

## **EOS CONSOLE**

- The limit of channel numbers up to 10,000 has been increased to 99,999.
- When importing palettes, you will probably see 'Unexpected LEVEL\_REFERENCE\_TYPE' in the import log. This is nothing to worry about.
- Show Control Events that are cue trigger events will have their timecode value assigned to the relevant cue in the Cue List View. The timecode value will be found in the 'Timecode' column.

## **GRAND MA2 CONSOLE**

- Improved removing of invalid ASCII characters in an imported MA2 XML file.
- Added a fix for an issue where the fixture mode is not exported in an MA2 XML file.
- Improved handling of custom preset types in the Preset Data view.
- Timecode XML files are now partially processed to fix issue where it would stop sequence files from being imported.

## **REPORTS**

### **Universe Report**

A new Universe Report has been implemented that allows you to print/pdf how the DMX channels in a universe are patched. Currently the report will display 64 DMX channels per page.

### **Fixture Options DIP Switch**

It is now possible to include a DIP switch image of the fixture options in a Rig Data report. The field to include in the report template is [OptionsDIPImage].

### **Prepare Wheel and DIP images not longer displayed**

As part of the transition to Mac OSX Cocoa framework, when generating Wheel Load or Rig Data reports that contain images (such a wheel image or a DIP switch image), a dialog will no longer appear showing the image to prepare it for placing in the report. These images are now prepared off screen. Look at the template CueList\_EOS\_CueFont.lhf for an example of how it can be used (there is also an CueList\_MA2\_CueFont.lhf template).

### **Cue List Report**

- Added option in the dialog to choose which sequence and cues to report to ignore part cues. When the option is checked, only part 0 will be listed in the cue list report.
- Added Macro, Snapshot and Timecode fields.
- It is now possible to make follow and part cues have their own formatting/styling. Create text elements with the name FontPartCue or FontFollowCue. Apply the formatting i.e. Italic to the text. The elements added will not appear in a generated report.

### **Generic Report**

There are 2 new layouts to demonstrate how a generic report can be used.

Generic\_Example\_Landscape - Shows preset parameter data (limited number of parameters).

Generic\_Groups - Shows a groups sheet for the groups in the console data.

A new placeholder field [Group\_Channel\_List] has been added to the Generic report to get a formatted list of channels/fixtures in a group.

## **FIXTURE PROFILES**

### **Change to Effect Wheels**

Previously it was only possible to have 2 effect wheels and an animation wheel. To support multiple animation wheels, the effect wheels can now be up to 3 wheels which have the option to be an animation wheel. Existing profiles with an animation wheel will be copied to effect wheel 3.

### **Increase of DMX Modes, Front Lens, Internal Lens & Lamp options.**

The number of DMX Modes, Front and Internal Lens and Lamp options has been increased from 10 to 20. As a result, the controls in the Fixture Profile editor have been changed to list boxes. To edit a field, double click on the text (or empty field) to edit.



## **FIXTURE PROFILE UPDATES**

### ***GLP***

- Impression X4 - Added profile.
- Impression X4S - Added profile.

### ***Martin***

- MAC 500E - Updated profile.
- MAC Viper Wash DX - Added profile.

### ***Vari-Lite***

- VL4000 Spot - Added profile.
- VL4000 Beam Wash - Added profile.
- VL3000 Spot - Updated profile.
- VL3500 Spot - Updated profile.

### ***Clay Paky***

- Mythos - Added profile.
- SuperSharpy - Added profile.
- Stormy - Added profile.
- Stormy CC - Added profile.

### ***ETC***

- Desire D40 Range - Added profiles.
- Updates and additions to ETC Source 4 Profiles & PAR.

### ***Highend Systems***

- Cyberlight v2.0 - Added profile.
- Cyberlight Turbo - Added profile.

### ***Robe***

- Robin BMFL Spot - Added profile.
- Robin BMFL Blade - Added profile.
- Robin MMX Spot - Added profile.
- Robin MMX BeamWash - Added profile.
- Robin MMX Blade - Added profile.

## **v1.1.1**

Version 1.1.1 includes new features and bug fixes. This release mainly addresses improvements with only a couple of major new features. Show documents are the same format as v1.1, so it will not require to be upgraded and will remain backward compatible with v1.1.

### **New Features & Improvements Include...**

- Support to capture still images from video cameras/input cards.
- Improvements within the Preset Documentation view.
- New Positions report.
- Vx76 Cue List Import, 3D rotation and MIDI Show Control improvements.
- Change to the grandMA2 export macro.

### **VIDEO STILL IMAGE CAPTURE**

It is now possible to use a video camera (such as a web cam) or video input card to capture still images in the Preset Documentation and Cue List views as you would with a tethered DSLR camera. Video cameras/input cards supported by QuickTime on Mac OSX and Direct Show on Windows OS should be compatible.

To use a video device, it works pretty much as you would to use a tethered DSLR camera. Open the Camera Setup dialog from the 'Setup' menu. From the 'Camera Control' popup menu, choose either 'QuickTime' on Mac OSX, or 'Direct Show' on Windows OS. The device list will populate with the available cameras or devices. Select the device you wish to use, and click the 'Connect' button. If the 'Live View' checkbox is checked, then a live video preview window will open and float on top of the main document window. Taking photos works as it would with a DSLR camera in the Preset Documentation and Cue List views.

When using QuickTime on Mac OSX, the 'Video Aspect Ratio' popup menu will be enabled to allow you to choose the aspect ratio of the input video. The choices are 'Native', 'HD (16:9)' and 'SD (4:3)'. It is only possible to choose the aspect ratio when you are not connected to a video input device. The 'Native' aspect ratio will not always be the actual aspect ratio of the input device, so it is worth looking at the preview to decide if it looks correct.

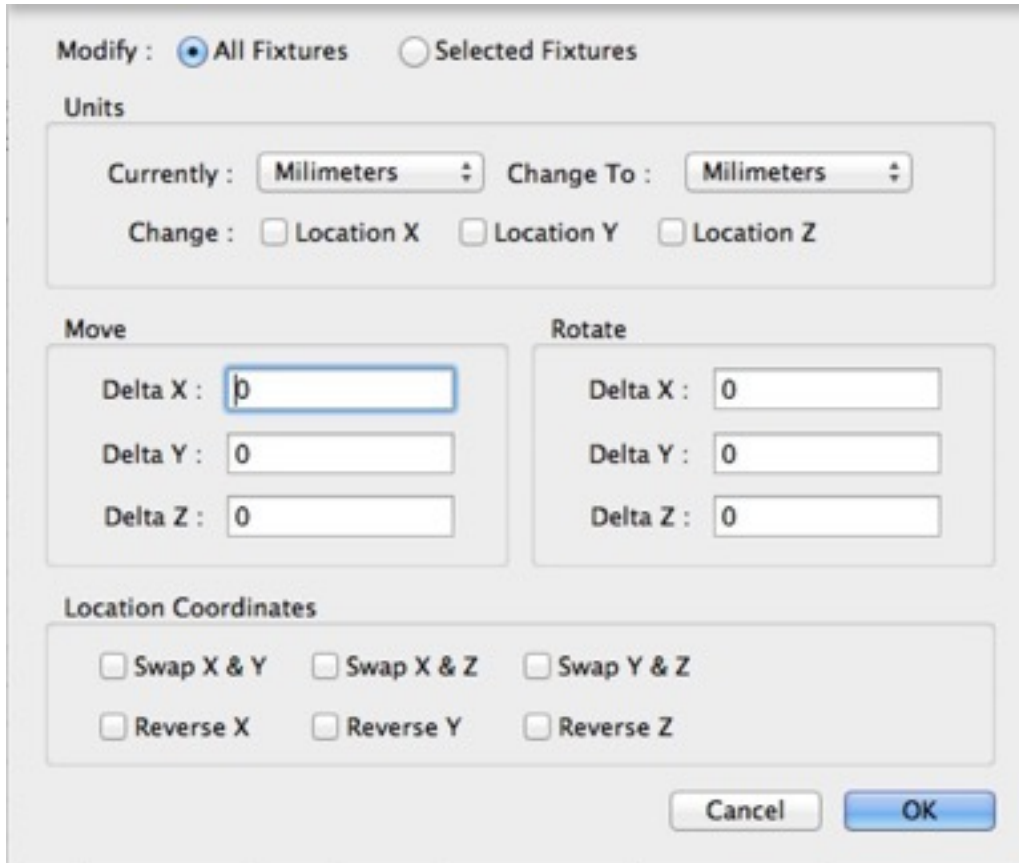
In the bottom left of the live preview window, there is a 'Settings' button that allows some control over the image.

Note that using low cost web cams may yield poor quality images. When not using the web cams own proprietary software (as is the case when accessed through the computers own image capture framework) to control the camera, the lack of focus and exposure controls can not always produce good results.

### **RIG DATA VIEW**

- It is now possible to change the fixture type for a fixture in a similar way to editing other cells in the Rig Data spreadsheet. When a fixtures (or range of fixtures of the same fixture type) 'Fixture Type' cells are selected, you can now choose from the popup menu in the 'Edit' area at the top left of the window 'Change Fixture Type...'. A dialog will open to allow you to select the Manufacturer, Fixture Type and DMX mode that you would like to change the selected fixture to. Clicking the 'OK' button will then change the selected

- fixtures in the Rig Data spreadsheet. Configuration items such as Lamp, Lens, Internal Lens, Option Bay 1 & 2 and Menu/DIP options will be set to the fixture profiles defaults.
- Added a 'Location/Rotation' menu item to the 'Edit' menu. The dialog that opens allows the X, Y & Z Location or Rotation to be converted, moved or rotated for all the fixtures or just the selected fixtures in the Rig Data view.



The dialog box is titled 'Location/Rotation Dialog'. It has a 'Modify' section at the top with two radio buttons: 'All Fixtures' (selected) and 'Selected Fixtures'. Below this is a 'Units' section with two dropdown menus: 'Currently: Millimeters' and 'Change To: Millimeters'. Underneath the dropdowns are three checkboxes: 'Change: Location X', 'Location Y', and 'Location Z'. The dialog is divided into two main sections: 'Move' and 'Rotate'. The 'Move' section has three input fields for 'Delta X', 'Delta Y', and 'Delta Z', with 'Delta X' currently containing the value '0'. The 'Rotate' section also has three input fields for 'Delta X', 'Delta Y', and 'Delta Z', all containing the value '0'. Below these sections is a 'Location Coordinates' section with six checkboxes: 'Swap X & Y', 'Swap X & Z', 'Swap Y & Z', 'Reverse X', 'Reverse Y', and 'Reverse Z'. At the bottom right are 'Cancel' and 'OK' buttons.

*Location/Rotation Dialog*

### Units

It is possible to change the units in the Location X, Y & Z columns from one unit to another. Select from the drop down menus what the units currently are and what you want to change them to. Then select the column checkboxes you wish to change.

### Move

The delta fields allow you to specify how much to move the specified coordinate. Values are decimal and can be positive or negative numbers.

### Rotate

The delta fields allow you to rotate an axis. Values are degrees 0 to 360 and can be positive or negative numbers.

### Location Coordinates

This area allows you to swap the location coordinates from one column to another in the Rig Data view. It is also possible to reverse the coordinate (i.e. makes a positive number negative and vice versa).

### Bugs Fixed/Changed

- The <Return> key should always advance down the spreadsheet for all data columns.

- The spreadsheet should no longer jump back to the top when you add, delete or change the DMX mode for fixtures.

### **PRESET DOCUMENTATION VIEW**

- It is now possible to select multiple presets in the preset list. This allows multiple presets to be deleted and edited in the Preset List. It is possible to edit the 'ID', 'Preset Type', 'Set', 'Name' and 'Focus Cue' for multiply selected presets.
- Select All/Deselect All now works in the Preset List.
- The 'Order By' button has been replaced by 'Sort By' and 'Filter' controls.
- Photo Zoom dialog now has radio buttons to choose between viewing the Preset or Channel photo.
- It is now possible to drag and drop pictures or picture files onto the photo area to add an image to a preset/channel.
- Groups can be added to Preset Documentation to aid in the documentation of the conventional focus. Groups will appear as a Preset Type in the Add Presets dialog. All the channels in the group will be added to the group in Preset Documentation.
- Adding Channels manually will now set method to get fixture type based on available data.
- A dialog will appear if you try to set the first used cue for presets/channels and the Main Show Cue List has not been defined in the applications Preferences dialog informing you as such.

### **Bugs Fixed/Changed**

- The default column widths when running on Windows OS should no longer default to a width of zero.
- Fixed bug where preset/channel photo mode would change when adding channels even if it was locked.
- Fixed issue where it was not possible to copy an image from a cue on a grandMA2 imported show document.

## **CUE LIST VIEW**

- It is now possible to drag and drop pictures or picture files onto the photo area to add an image to a cue.
- A new cue photo zoom window has been implemented. The new window is resizable and is not attached to the main document window. This allows it to be dragged onto another monitor if desired, or zoomed to full screen. When in full screen, the menu bar and window title bar will be hidden (the menu bar will only be hidden if the window is on the screen with the menu bar). The window will track what ever the selected cue and photo are displayed in the Cue List View. This can be useful when tracking the cue the console is in for viewing the biggest possible cue photo. Overlaid on the photo is a simple HUD display showing details about the displayed cue. Currently the overlay is white.



*HUD Display in Cue Photo Zoom Window*

On the left side of the HUD is an area showing the current number and Cue List/Sequence of the cue photo being displayed.

In the centre area are controls to switch between the photos for the cue. The arrow buttons will enable to allow the switching between photos. The keyboard left and right arrows will do the same actions.

The area on the right has a button with a corners icon that will switch the window in and out of full screen mode. When in full screen mode, pressing the escape key on the keyboard will exit full screen mode.

The area along the bottom of the HUD will display the description assigned to the cue photo.

When the window is front most (or in full screen), it is possible to use the keyboard up and down keys to select the next and previous cue in the cue list.

If you wish to show the old Cue Photo Zoom dialog, hold down the Alt key while clicking on the 'Zoom' button.

**Bugs Fixed/Changed**

- Fixed issue where it was not possible to copy an image from a cue on a grandMA2 imported show document.

**UNIVERSE DIALOG**

- Uses caching for a big speed improvement.
- A new label in the window shows the total number of DMX slots for the fixtures in the Rig Data view, whether patched or not.

**EOS CONSOLE**

- Effect data is now deleted from the show document when importing.
- Fixed import bug which could cause some errors showing intensity palettes in the channel data view.

## **Vx76 CONSOLE**

- It is now possible to send the fixtures patch and/or dimmer patch to the console. Fixtures with multiple DMX addresses will also be patched correctly. This only works in Vx76 software v3.6 beta versions and v4.0.
- It is possible to send the 2D locations to a specific layout. The layouts id number has to be used to specify the layout. The first user layout is layout id 3.
- It is now possible to send the 3D rotation of a fixture to the Vx76. A popup menu determines what the values in the X, Y & Z Rotation columns are.

Vx76

Patch

Rig Data Coordinates are in : mm

Scale Coordinates By : 1

3D Rotation Values : Tilt, Rotate, Spin

3D Location

☐ X

☐ Y

☐ Z

☐ Tilt

☐ Rotate

☐ Spin

2D Location

☐ X Location X

☐ Y Location Y

☒ Default 2D

☐ Layout Index

Patch

☐ Set Fixture Address

☐ Set Intensity Address

☐ Only Selected Fixtures

Ensure the Vx76 applications is running on this computer and that it is in Patch edit.

Cancel OK

*V676 Dialog*

The changes in the dialog are as follows....

### **3D Rotation Values**

This popup menu is used to tell MLA what the values in the Rotation X, Y & Z columns are. They can be...

*Tilt, Rotate, Spin*

This is the same as how the console shows the rotation of the fixture.

### *Rotate X, Y, Z*

This is the rotation value around each axis.

### *Down Vector*

This is the vector describing the direction the fixture is pointing.

### *Cable Vector*

This is the vector that describes the direction of the cable on the fixture.

## **2D Location Layout**

It is possible to send the 2D coordinates to either the 'Default 2D' layout, or to an already defined layout. You specify the layout by number. The first user defined layout will be 3. The initial name of a layout when defined in the console will include the layout number.

## **Patch**

It is possible to send the DMX fixture address and/or dimmer addresses to existing fixtures in the console patch. At present it is not possible to create fixtures from MLA on the console, so this must be done on the console.

## **GRAND MA SERIES 1 CONSOLE**

- Fixed issue that would cause the application to crash when the report file from the console was not titled 'report.tar.gz'.

## **GRAND MA SERIES 2 CONSOLE**

- In the new grandMA 2 software version 2.9, the existing export macro does not export the patch data due to changes in the grandMA 2 software. A new macro is included. The previous macro for use on grandMA 2 software versions prior to v2.9 has a 'Pre v2\_9' name added to it.
- Improved XML exception handling so as not crash the application.
- Added method to remove invalid characters in the XML data that is exported from the console.
- Import threading improved to stop some data being saved into the show document multiple times.

## **GENERAL**

- Cue List CSV import will handle stacks in Vx76 imports, separating them into separate cue lists/sequences.
- MIDI Show Control will now handle Vx76 stack number to select the correct cue in the correct stack.
- Window OS version now uses GDI+.



## **REPORTS**

### ***Cue List Report***

- Fixed issue where the images and cue info were not taking the cue part into account.
- Issue still persists with cue lists with images over 100 pages will crash with an out of memory exception. When this occurs it is best to build the report using ranges of cues.

### ***Preset Documentation Report***

- Added 'FixtureNumber' field placeholder.
- Added 'ChannelCue' field placeholder.
- Fixed bug where if a Preset Documentation report was cancelled, it was not possible to generate another Preset Documentation report without relaunching the application.
- Fixed bug where if there was no preset data to report, the progress dialog would appear and not go away.

### ***Rig Data Report***

- Added 'FixtureOptions' field to get the fixtures non-default fixture options.
- Added 'Separator' element type. This can be used between fixture rows.
- Added 'FilterField' & 'FilterSelection' fields to get the filter for the displayed data.

### ***Positions Report***

- Added Positions report type to enable a report of the positions data to be generated.
- Available data fields normally used in a 'Row\_' section

*PositionName*

*PositionNotes*

*NormalOutTrim*

*PositionWeight*

*NumFixtures*

Data fields for additional trims normally used in a 'RowTrim\_' section

*AdditionalTrimName*

*AdditionalTrim*

### ***Generic Report***

- Created a generic report type that allows access to any data stored in the show document. The Datasource in the report settings determines which database is accessed.

## **FIXTURE PROFILE UPDATES**

### ***PRG***

- Best Boy 4000 - Updated with gobos and part numbers.
- Best Boy Wash - Added basic profile. No fixture option menus.

### ***GLP***

- Impression 120RZ RGB - Added profile.

### ***Martin***

- MAC 250 Entour - Added profile and gobos.
- MAC 500E - Updated profile.
- MAC Viper Performance - Added profile and gobos.

### ***Vari-Lite***

- VL3000 Spot - Updated profile.

### ***Clay Paky***

- A.Leda B-EYE K10 - Added profile.
- A.Leda B-EYE K10 Easy - Added profile.
- A.Leda B-EYE K20 - Added profile.

## **v1.1**

Version 1.1 includes new features and bug fixes from previous versions. All show documents will be upgraded when opened in this version.

New Features include...

- Support for grandMA2 report importing.
- New Status bar at the bottom of the document window.
- Changes to tethered camera control.
- Support for embedded/nested presets/palettes (EOS & grandMA2 only).
- Application update notifications.
- New Groups & Effects views (EOS & grandMA 2 only).
- Exporting of Cue and Preset Documentation photos.

Below are full explanations of the new features and bugs fixed.

### **GRANDMA 2 SUPPORT**

It is now possible to import the XML files that are exported from grandMA 2 console. To make the process of exporting from the console easier, a macro has been created that can be imported into your show file that will export all the information that Moving Light Assistant needs. See the details below on how to use this macro. The console data views have been updated to support the grandMA 2. In addition there are 2 new console data views, Groups and Effects. It is also possible to send MIDI Show Control commands over ethernet to trigger the cue list as is possible with the GrandMA 1.

#### ***Using the grandMA 2 Export Macro***

Within the Moving Light Assistant folder, there is a "grandMA 2 Support" folder. Within this folder is a "GMA2" folder that should be dragged onto a USB memory stick. Once this done, eject the memory stick and insert the stick into the console (or the computer running grandMA2 onPC). To import the macro into your show file, do the following...

#### ***Steps to Import Macro***

Insert the USB memory stick with the macro on into the console or the computer running grandMA 2 onPC.

- On the console (or onPC), press the 'Setup' button.
- In the Setup window, under the 'Console' tab (the first tab), press the 'Import Export' button.
- Press 'Import'.
- Press 'Macros'.

#### ***Import Macro Dialog***

The dialog shown above will appear. You will need to choose your USB memory stick from the tab at the top of the dialog.

- Select the 'MLA Export.xml' file from the 'Select File' list, and then select the 'MLA Export All' item from the 'Choose Item' list.



- The button on the right, 'Start at Macro' will show the number of the macro the selected item will be imported as. You can click on the button to change the number, or click the 'Use Earliest' button if needed.
- Finally, click the 'Import' button.

### ***Exporting the Data***

Once you have imported the macro into your show file, to use the macro, you need to first select the USB memory stick to export to. There are two ways to do this. The first method is to press the 'Backup' key and then select the USB memory stick from the drive tabs at the top of the window. The second method is to type 'SelectDrive 4' on the command line. Now running the macro (either by pressing the macro in the Macro Pool, or typing the macro command on the command line). The macro will take a few minutes to complete. Once the macro has completed, remove the USB stick and insert into the computer running Moving Light Assistant.

### ***Importing grandMA 2 data into Moving Light Assistant***

You can either import directly from the USB memory stick, or copy the "GMA2" folder to the computer's hard drive. You can rename the folder on the hard drive to something more meaningful.

- Create a new show document, or open the show document you wish to import the grandMA 2 data into.
- From the "File" menu, choose "Import Console Data", "grandMA2...". The import dialog will open.
- Click the "Choose" button to select the folder of the exported data. Choose the top level folder that contains the folders of exported data.

- Once you have chosen the folder, the file list (on the left) will populate with all the files that can be imported. Generally you want all the files, so click the "Add All" button to add all the files to the list on the right, which are the files to be imported.
- Click "OK" to start the import. A progress dialog will appear while the import is done.

### ***Modifying the Macro***

There may be times you need to modify the macro. The macro will only export the first 30 fixture types. If there are more than 30 fixture types you will need to add commands to the macro.

Add a line to macro...

Export FixtureType 31 "mla\_fixture\_Type\_31"

You will need to change the fixture type and the file number, in this case to 31 (incrementing for each line you add for each fixture type).

You can also edit the xml file directly before you import into the console if you wish. Add the following text, making the same changes to the fixture type and file number...

```
<Macroline index="41">
  <text>Export FixtureType 31 "mla_fixture_Type_31"</text>
</Macroline>
```

You will also need to update the <Macroline index="41"> for all the lines after the added line so that they are numerically sequential and that there are no duplicates or gaps.

Another change you may need to make is to export any preset types you have created yourself. For example, if you have added a preset type number 11 called 'images', you may want to add...

Export Preset 11.1 Thru "mla\_presets\_images\_11"

You can either add the line to the macro on the console, or edit the xml file as outlined for fixture types above.

### **NEW DOCUMENT WINDOW STATUS BAR**

A status bar has been added to the bottom of the document window. It is split into four areas. On the left, status of the currently displayed view will be shown. Any status messages that used to be displayed for a view at the bottom of the view will now appear in the status bar. To the right of the view status will be the progress indicator of the loading tracked cue data if console data is present. In the middle of the status bar, the camera status is shown. More details about this are explained in the notes relating to the camera control changes below. The right side of the status bar, will indicate if the Rig Data view is in 'Click Patch' mode.

### **LOADING OF TRACKED CUE DATA**

The loading of tracked cue data which occurs when a show document with console data is opened, or after a console data import, has been moved to the background. This allows use of several areas of the application while it is loading. Any views or data controls that rely on the tracked cue data will be disabled until the loading is complete. The progress of

the loading of the tracked data is shown in the new status bar at the bottom of the document window. It is fine to quit the application or close the document while the tracked data is being loaded.

### **CAMERA CONTROL CHANGES**

The camera control dialog no longer needs to be kept open while capturing images from a tethered camera. The camera control dialog is now only used to choose and connect to a camera. Once this has been done, the dialog should be closed. The status of the camera is now shown in the new status bar. An icon will show if the camera is connected (Green = connected, Red = Disconnected). As images are downloaded from the camera, the file name will be shown in the status bar as they used to be in the floating camera control dialog.

The Canon drivers are now using the latest version from Canon (v2.13) which supports the newer DSLR models.

EOS-1D Mark III  
EOS 40D  
EOS-1Ds Mark III  
EOS DIGITAL REBEL Xsi/450D/ Kiss X2  
EOS DIGITAL REBEL XS/ 1000D/ KISS F  
EOS 50D  
EOS 5D Mark II  
EOS Kiss X3/EOS REBEL T1i /EOS 500D  
EOS 7D  
EOS-1D Mark IV  
EOS Kiss X4/EOS REBEL T2i /EOS 550D  
EOS 60D  
EOS Kiss X5/EOS REBEL T3i /EOS 600D  
EOS Kiss X50/EOS REBEL T3 /EOS 1100D  
EOS 5D Mark III  
EOS 1D X  
EOS Kiss X6i/EOS 650D/EOS REBEL T4i  
EOS 6D  
EOS-1D C  
EOS Kiss X7i/EOS 700D/EOS REBEL T5i  
EOS Kiss X7/EOS 100D/EOS REBEL SL1

This version should also fix issues seen when running on Mac OSX 10.8 and Windows 8.

If you change from one camera connection type, i.e. Image Capture to another connection type, you will need to relaunch the application. The newer Canon drivers do not like being loaded while Image Capture is active.

## **CHECK FOR UPDATES**

When the application launches and is connected to the Internet, it will check that it is the latest version. It is also possible to manually check if the application is the latest version by choosing 'Check for Updates' from the help menu. If the current version is not the latest, a dialog will appear to inform you a newer version is available and one of the dialog buttons will take you directly to the Moving Light Assistant download page in your web browser. You may then select the download for the operating system you are running from the download web page. Note that only release versions will be notified in this way.

## **NEW GROUP DATA VIEW**

When importing EOS or grandMA 2 files, the group data will now be imported. A new Console Data view is available to view the group data.

## **NEW EFFECT DATA VIEW**

A new view has been added to the Console Data tab which allows you to view effect data for EOS and grandMA2. EOS effect data will only show the effect numbers, names and where it is used. GrandMA2 data will additionally show the actual effect data and settings. Currently the EOS does not export the effect data and settings, so that data is not available.

The screenshot displays the 'Effect Data View' within a software application. The interface is divided into several sections:

- Top Bar:** Contains tabs for 'Rig Data', 'Wheel Loads', 'Preset Documentation', 'Cue List', 'Console Data', and 'Report Preview'. Below these are icons for 'Cue Data', 'Channel Data', 'Preset Data', 'Patch Data', 'Group Data', 'Effect Data' (highlighted), 'Cue Linked Commands', 'Channel Usage', and 'Import Log'.
- Left Sidebar:** A list of cues with columns 'In Cues', 'ID', and 'Name'. Cues 1 through 49 are listed, including 'Dimmer', 'Shutter', 'CMY', 'Color 1', 'Color 2', 'Color 3', 'CTO', 'Dim P', 'Tilt Sin', 'Pan Sin', 'P/T', and 'P/T'.
- Main Area:**
  - Effect Data:** A table with columns: Line, QTY, Interface, Action, Mode, Name, Speed (BPM), Speed Group, Q, Low Value, High Value, Phase, Width, Attack, Decay, Groups, Blocks, Wings. It shows data for lines 1, 2, and 3, all using 'COLOR Abc' with a speed of 1,000 BPM.
  - Channel:** A table with columns: Channel, Fixture, Phase, Width, Rate, PWM Attack, PWM Decay, Low, High. It is currently empty.
  - Effect Usage:** A table with columns: Sequence, Cue, Channel, Fixture. It shows usage for 'Main CueList' across cues 4, 11, 12, 13, 14, and 15.
- Bottom Bar:** A checkbox labeled 'Show Effect Usage in Cues Column' and a status indicator 'Camera Status: Disconnected'.

*Effect Data View*

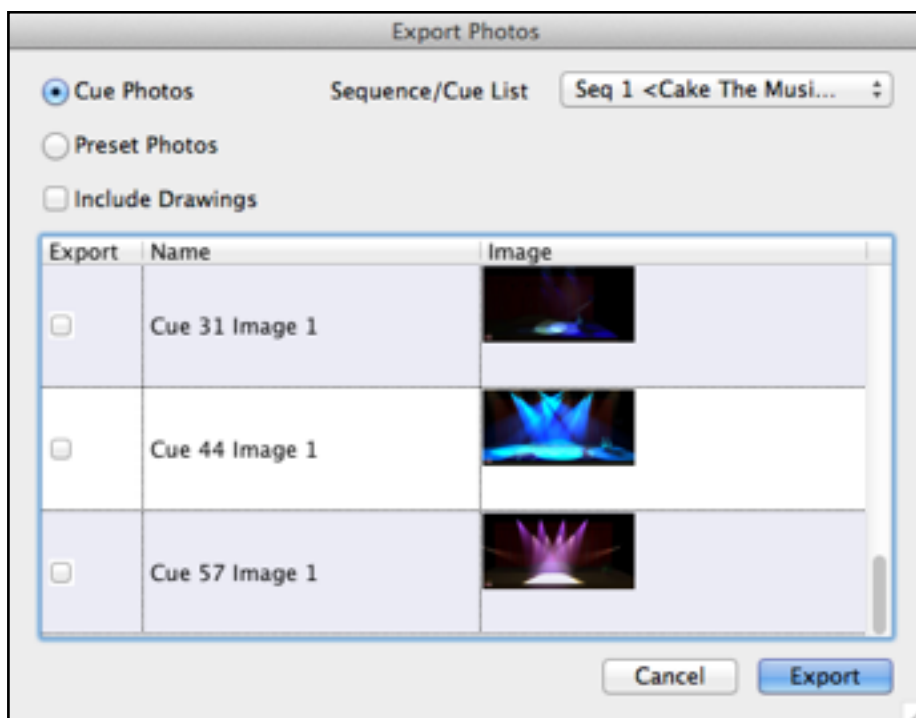
This view enables you to see the stored effects (Effect pool on grandMA2), where it used in the show and for grandMA2, the effect settings and channels if they are stored in the effect directly. Initially when the view is opened, the 'Show Effect Usage in Cue Column' checkbox will be off (and may be disabled while tracked cue data is loading). Check this check box to see if the effect is used in cues. Selecting an effect will display which cues use the effect in the 'Effect Usage' section of the view. For the grandMA2, when an effect is selected, the 'Effect Data' section will be populated. Clicking on an effect line, will show any channels and their settings if channels are stored directly in an effect pool effect.

## **EXPORT OF CUE & PRESET DOCUMENTATION PHOTOS**

It is now possible to export any photos stored in the show document using the new menu command File -> Export -> Photos...

A Dialog will open to allow you to choose the images to export. Select the radio button for the images you want to export, either 'Cue Photos' or 'Preset Photos'. If you have chosen cue photos, you will need to select the Sequence/Cue List. The table will populate with all the images in the show document. Click the checkboxes of the images you wish to export (to export all the images, click in the table, select all via the edit menu or keyboard shortcut and then click on a checkbox). If you wish to include any image adjustments or drawings on the images, check the 'Include Drawings' checkbox. Click the 'Export' button and you will be prompted for a folder to save the images into.

The images will be named by the cue or preset it is from. The images will be saved as a jpeg image. The quality of the image will be the best it can be from the stored image. Remember that the size of the image may be smaller than the original photo dependent on the photo import settings when originally capturing or adding the image.



*Export Photos Dialog*

## **CLEAN UP SHOW DOCUMENT**

The 'Clean Up Show Document...' menu command will now also remove any unreferenced fixture profiles or gobos/colours from the document. This is useful when you have custom gobos that are no longer used for instance, keep getting added back into the gobo library every time you open the show document.



## **APPLICATION**

### ***Menu Changes***

- New menu File -> Import Console Data -> grandMA2
- Changed menu File -> Import Console Data -> grandMA Series 1
- Changed menu File -> Import -> Lightwright 5... to Lightwright Text File...
- New menu File -> Export -> Photos...

### ***Bugs Fixed/Changes***

- Fixed issue where MIDI did not work on Windows OS.
- Fixed crash that would occur if you double click a document to open the application for the first time.
- Changed dialog that appears if the document being opened was created in a newer application version. It is now possible to cancel the opening of the document.

## **RIG DATA VIEW**

### ***Cursor Keys***

Using the cursor keys to change the selected cell in the rig data table has been improved. When the 'Edit' text field has not been clicked or typed in, the left and right keys will move the selection a cell left or right.

### ***Bugs Fixed/Changes***

- Fixed bug with Update Rig Data from Console Patch on grandMA 1 when comparing DMX addresses.
- Fixed bug where you could not exit click patch until after first click.

## **WHEEL LOAD VIEW**

- When adding a new gobo to the library, the Catalog list will now show all the Catalogs currently in the library.
- Added checks to stop crashes where there are no positions on a wheel. Likely causes include incorrect number of positions set in the fixture profile verses the positions in a default wheel load.

## **PRESET DOCUMENTATION VIEW**

- Fixed bug where padlock would grey out unexpectedly.
- It is now possible to choose 'tga' files when adding images to a preset/channel.

## **PRESET DOCUMENTATION - FIXTURE VIEW**

- Relayed out the user interface for a bigger resizable photo.
- Added a 'Zoom' button to open the photo at a larger size (the same as the Zoom button in the Preset Documentation and Cue List views).

## **PHOTO EDIT DIALOG (Preset Documentation/Cue List)**

- When the photo has been clicked (to get focus), the keyboard shortcuts for Copy, Paste, Select All and Deselect All should work.
- Deselect All menu item should now enable correctly.

## **CUE LIST VIEW**

- Apostrophe characters are now handled correctly in sequence names.
- It is now possible to choose 'tga' files when adding images to a cue.
- If a console type is not set by a console data import, the cue time for auto photo triggering will be determined by the 'Duration' field, or the combination of the 'FadeTime' & 'OutFadeTime' fields. Useful when the import 'Cue List CSV...' menu command has been used to import a cue list.
- When using MSC over ethernet from the grandMA 2, the back, and jump forward/back commands do not appear to work due to grandMA2 MSC issues.

## **CONSOLE DATA - CUE DATA VIEW**

- Apostrophe characters are now handled correctly in sequence names.
- Added 'Fixture' & 'Part' columns for grandMA 2.

## **CONSOLE DATA - CHANNEL DATA VIEW**

- Apostrophe characters are now handled correctly in sequence names.
- Added a checkbox to show grandMA 2 effects in parameters.
- Added a checkbox to highlight grandMA 2 effects in parameters.

## **CONSOLE DATA - PRESETS VIEW**

- Added support for grandMA 2.
- All Channels are now added to channel list on the left side of the screen due to support for Global and Universal preset types on grandMA 2.
- Presets on grandMA 2 use the preset id instead of the presets name to more accurate preset use searching.
- Nested/Embedded presets/palettes are now supported for grandMA 2 and EOS. When displaying parameters for a preset, nested/embedded parameters will be highlighted in blue.
- Checking for preset/palette use will now handle nested/embedded presets/palettes.
- Checking for preset use will now handle presets used in effects (grandMA2 only).
- Preset Use table at the bottom of the window is now split into Cues, Effects and Presets. Using the radio buttons above the table, you can choose to see the preset use in those data types (EOS & grandMA2 only).

## **CONSOLE DATA - PATCH VIEW**

- Added support for grandMA 2.

## **CHANNEL USAGE VIEW**

- Act and Scene number selection will only list cues that exist in the cue list now.
- Channel table now gets focus so the up/down keys will now work correctly.
- Fixed bug where EOS Focus Palettes were not reported correctly.
- MA2 will now list presets with embedded presets and also presets used in effects.
- EOS will now list nested palettes/presets.

## **MANAGE UNIVERSES DIALOG**

- Fixed bug where an address of 0 would crash application.

## **MANAGE FIXTURE TYPES DIALOG**

- Fixed issue where certain characters in a fixture types name would not allow the fixture type to be found and changed in the Rig Data view.

## **EOS IMPORT**

- Import checks targets are loaded before loading levels. Stops NilObjectException if targets are not in file.
- Modified Read routines to skip empty lines that may appear if there are odd line endings, like CR, CR, LF instead of a LF.
- Cue Lists should now be ordered numerically.

## **GRANDMA 1 IMPORT**

- Sequences should now be listed numerically (Only on documents imported in this version).
  - Clean up of import threading.
- GRANDMA 2 MIDI SHOW CONTROL
- MIDI Show Control from the grandMA2 will trigger the MLA Cue List view as with GrandMA 1 & EOS consoles. A USB MIDI interface can be used as well as sending the commands over ethernet (as with the GrandMA 1). Some MSC commands do not currently work correctly as the grandMA2 appears to not send correctly formatted MSC commands. The Go and Pause commands work fine, though the jump forward/back and resume commands do not work.

Below is a screen shot of the MIDI Show Control setup page as a starting point for setting up the MSC. You may need to adjust the settings depending on your setup.

Channel Midi In	Channel Midi Out	Midi Thru	MSC In Monitor
1	1	No	<input type="checkbox"/>

MSC In Device	MSC In Group	MSC In Port	MSC In Mode	MSC In Exec	MSC In Command
0	1	6004	Disabled	Default Only	General Light

MSC Out Device	MSC Out Group	MSC Out Port	MSC Out Mode	MSC Out Exec	MSC Out Command
0	1	6004	Midi	Default Only	General Light

Send to	Send Timecode	MSC Out Monitor
All	No	<input type="checkbox"/>

*Midi Show Control Setup Dialog*

## **REPORTS**

### ***Rig Data***

- 'Weight' field is now implemented to get fixtures weight. Units are set by the applications units preference.

### ***Wheel Load***

- Fixed issue where a wheel would draw off the bottom of the page.

### ***Preset Documentation***

- Fixed bug where a crash would sometimes occur when copying the folder of PDF pages generated.

### ***Cue List***

- Added option in Cue List Report setup dialog to specify a cue range for the report. Leaving the cue fields blank will report all cues in the cue list. Due to a bug where cue lists with hundreds of cue photo may cause the application to crash, it can now be broken down into smaller chunks of cues using cue ranges.
- New grandMA 2 specific report template has been added.

### **FIXTURE PROFILE UPDATES**

#### Martin

- Added MAC III AirFX.
- Added MAC III Wash.

#### Vari-Lite

- Updated VL3500 Wash FX to include wheel images.

#### Green Hippo

- Added Hippotizer profiles (v3.14 & v3.20).

#### Clay Paky

- Added Sharpy Wash 330.

## **v1.0.2**

### **MIDI Show Control Improvements**

The MIDI Show Control processing has been improved.

Fixed issue when using some USB MIDI interfaces that would cause MSC messages to get messed up causing incorrect behavior.

MSC commands Pause and Resume are now supported. Timed Go is supported, but will not trigger an auto cue photograph if the feature is enabled. The GrandMA 1 console uses a Timed Go command when bumping backwards and forwards through cues, so now the cue list will follow the console more accurately.

### **MIDI Show Control over Ethernet for GrandMA 1**

It is now possible to choose to receive MSC messages over ethernet for the GrandMA 1 console. Choose the 'Ethernet GrandMA' option from the choice of MIDI Ports in the MSC Setup dialog. A 'Port' text field will appear. The port must match the port set on the console (The default 6004 is the same as the default on the console). You will need to enable 'Ethernet' for the MSC Output on the console too. You can connect to a network (wired or wireless) that the console is on. You will need to configure your network settings so you are connected to the network (IP Address and Sub-Net Mask).

### **Preset Documentation - Photo Mode Lock**

It is now possible to lock the photo mode to Preset or Channel by clicking on the padlock below the Channel radio button. This is useful when taking channel photos so that it does not switch back to Preset when you select another channel. When you select another preset, the padlock will automatically unlock.

### **Preset Documentation - Photo Copy Changed**

The 'Copy' button is now longer a menu and will now open a new copy photo dialog. In the dialog, you can now copy photos from Presets, Channels and Cues to the current Preset or selected Channels within the selected Preset. There are options of what to copy including a preview of the photograph you are going to copy.

### **Preset Documentation - Space bar will take a Photo**

If Camera Control is being used in the Cue List view, the Space bar will take a photo. This will only work if a text field does not have focus (as it will add a space in the text field).

### **Fixture Profile Edit - Re-Order Fixture Menu/DIP Options**

It is now possible to drag re-order the fixtures menu/DIP options.

### **Fixture Profile Edit - Copy Menu/DIP Options from another Profile**

There is now a button when editing fixture profiles to copy the Menu/DIP options from another fixture profile. It will replace all the current options with the options from the copied profile.

### **Cue List - Photo Copy Added**

A photo 'Copy' button is now available and will now open a new copy photo dialog. In the dialog, you can copy photos from Presets and Cues to the current cue. There are options of what to copy including a preview of the photograph you are going to copy.

### **Cue List - Space bar will take a Photo**

If Camera Control is being used in the Cue List view, the Space bar will take a photo. This will only work if a text field does not have focus (as it will add a space in the text field).

### **Cue View - Cue Progress Bar**

A progress bar has been added to the Cue View that will show the cues progress as it does in the Cue List view.

### **Channel Usage - Improvements**

The Channel Usage view has had a major code re-write. Errors in tracking would report some channels as unused when in fact they were. There are also some enhancements...

### **Channel Usage - GrandMA - All Preset Type listed**

For GrandMA consoles, the 'All' preset type use is now counted and also available in the list of presets on the right of the window.

### **Channel Usage - EOS - Presets, Focus, Colour and Beam listed.**

For EOS consoles, the Preset, Focus Palettes, Colour Palettes and Beam Palettes are now listed. The captions on the tab panel now reflect the preset/palette names.

### **Channel Usage - List Used & List Unused Radio Button**

Previously there were 2 disabled checkboxes at the bottom of the Preset/Palette List. These have been changed to Radio Buttons and are now enabled and will change the list of presets to show presets/palettes used in cue lists, or show the presets and palettes not used in the show (presets/palettes only used in the rig check will be listed in the Unused list).

### **Channel Usage - Preset List Enhancements**

The Preset/Palette list will now show presets/palettes that are used in cue lists but have no intensity greyed out. Presets/Palettes with intensity can now be expanded to show a list of cues that the channel has an intensity above zero while in the preset/palette.

### **Channel Usage - 'Clear' filter button added**

A 'Clear' button has been added which will reset the Channel Usage filter options back to the default (All cue lists with no cue or channel ranges).

### **Channel Usage - Act & Scenes Range Popup Menus**

It is now possible to select a range of Acts or Scenes.

## **Cue List CSV Import**

This is a beta feature which I have left in the release version. Under the 'File->Import Console Data' menu, there is a menu 'Cue List CSV...'. This feature allows you to import a cue list as a delimited text file. This allows you to add your own cue lists generated in a spreadsheet application or by importing exports from currently unsupported consoles. Some consoles such as the PRG Vx76 console can export the cue list as a tab delimited file. This feature will allow you to import the file to create a cue list to use for documentation. It basically works, but does need some refinement, which will happen over the next releases.

## **Beta Version Logo**

Beta software versions will now display 'BETA' in red text on the logo in the Splash and About dialog.

## **Report - Cue Moves**

The Cue Moves report has been modified so that a cue will not normally be split across pages. The only exception is when a single cue has so many channels it will not fit on one page by itself. When a single cue is more than one page, the appropriate cue header and channel type header (Up, Down or Track) will be added to the page the cue is split over.

## **Report - Channel Usage**

Added field [UsageScene] to access the selected scene range for a report.

A Report will only be generated if the current filter setting in Channel Usage have been processed.

## **Bugs/Issues Fixed**

- Cue List View - Fixed issue where changing more than one cue information text field would result in not all the fields being saved.
- Fixed issue where it was not possible to ampersand characters ('&') in fixture profile manufacturer names.
- Fixed issue where it was not possible to ampersand characters ('&') in Preset Documentation and Cue List photo captions.
- Fixed issue of application becoming unstable if the application was minimised when it was last quit.
- Update From Rig Data should now handle EOS absolute addresses and address ranges correctly.
- Rig Data - The Filtered combo box will now refresh correctly when the document preferences for the universe display format are changed.
- Camera Capture preview window will now accept Return & Escape keys as default button key actions.
- Changed location of the show document temporary file to Application Data folder. (Mac OSX - user:Library:Application Support, Windows 7 - \user\AppData\Roaming\)

## **Fixture Profile Updates**

Martin

- MAC 550 Profile - Added.
- MAC 700 Spot - Changed Colour and Animation size text.
- MAC 700 Wash - Changed Colour size text.
- Glaciator X-Stream - Added.
- MAC 301 Wash - Added.

Clay Paky

- Alpha Profile 700 - Updated (v1.6)
- Alpha Profile 1200 - Added (v1.3)
- Alpha Spot 575 - Updated (v1.3)
- Alpha Spot QWO 800 - Added (v1.1)
- Alpha Wash 700 - Updated (v1.3)
- Alpha Spot HPE 300 - Added (v1.3)



## **v1.0.1**

### **Windows OS Licensing**

The machine ID is generated differently due a bug that appeared where the machine id would change by itself preventing registration and the application recognising the computer it was running on. This would only happen on some Windows OS setups. Some Windows OS users may need to re-register their computer to use the new machine id.

### **Import/Export Rig Data**

The 'Gate Gobo' field is now available in the Rig Data import and export dialogs. Newly added channels will also now have their 'Gate Gobo' field set correctly if it is being imported.

### **Rig Data - Update From Patch**

If the imported console data is from an EOS console, absolute DMX addresses are now handled when updating the Rig Data from the console patch.

### **Reports - Rig Data**

The 'DMXSystem' field will now display the name of the system rather than it's identification number.

### **Reports - Preset Documentation**

Added to report the Focus Cue for each channel.

### **Canon Camera Control**

When using automatic photo taking, if there is an error in the camera (i.e. it is busy or the focus failed), a dialog will no longer popup with the error. Errors will fail silently. This would cause a problem that the application would stop taking photos until the dialog was acknowledged.

### **Preset Documentation - Set A Presets Focus Cue/Set**

A new command has been added to the 'Set First Used Cue' toolbar button. The 'For All Presets (Not Channels)' will set the Focus Cue (and lookup the Set from the cue list) for a Preset where all the channels use the preset for the first time in the same cue. It will NOT set the channels Focus Cue, and does not actually need the channels to have their Focus Cues set first, though generally you might want to do this using the appropriate command.

There are 2 options in the dialog that will popup to confirm the command. By default, the command will set all Presets regardless of the previous Focus Cue or Set entries. You can use the options to determine if it should not change the Focus Cue or Set if they already have entries in them.

## **Bugs/Issues Fixed**

- Manage Positions dialog will now be closed before the command error dialog appears if there are command errors.
- Rig Data command errors will no longer be reported if a channel was not visible when a command was modifying a channel that is filtered. This would commonly be seen if you were changing position names in the Manage Positions and the Rig Data view was filtered.
- Rig Data filter by Position will now update the list of positions if changed in Manage Positions without the need to change the filter to something else and return to Position.
- Wheel Loads animation wheel is now drawn correctly if the wheel image section of the window is resized. Also the highlighting of the wheel when dragging a gobo to the wheel image will highlight correctly.
- Profile Edit DMX Parameter list bugs fixed where incorrect DMX mode would sometimes be displayed.
- Rig Data, it is now possible to edit the cells in the 'Frost' column.
- Preset Documentation - When deleting photos, the dialog should now correctly state if you are deleting a Preset or Channel photo.
- GrandMA Import - The .tar.gz decompression is now much faster than in v1.0.
- Application - Fixed Nil Object Exception when recovering a show document after a crash.

## **Fixture Profile Updates**

### **Vari-Lite**

- VL5B - Corrected DMX Parameter names.
- VL5Arc - Corrected DMX Parameter names, No longer external dimmer.
- VL6 - Correct DMX Parameter names. Added lens choices.
- VL6C - Corrected DMX Parameter names.
- VL2000 Spot - Corrected DMX Parameter names.
- VL2000 Wash - Corrected DMX Parameter names.
- VLM - Added.
- VLX - Updated menu options and DMX parameters.
- VLX3 - Added.
- VL3015 - Added.

### **Martin**

- MAC Viper Profile - Complete profile added with wheels and gobos/colours/effects.
- MAC 2000 Wash - Added menu options.
- MAC 2000 Profile - Added menu options, added UV Transmitter part number.
- MAC III Profile - Completed profile with wheels and gobos/colours/effects.
- MAC III Performance - Added complete profile.

### **Catalyst**

- Added set of profiles for the Catalyst Media Server (Thanks to Erik-Jan Berendsen).

### **Color Kinetics**

- ColorBlaze 48 - Updated DMX Parameters, lenses and weight.
- ColorBlaze 72 - Updated DMX Parameters, lenses and weight.

### **James Thomas Engineering**

- PixelLine 1044 - Spelling correction and Updated DMX Parameters.
- PixelLine 110 - Spelling correction.