

Create New Song

Introduction

Create New Song is a workflow plugin designed to help with organisation of programming assets for each Song, into dedicated Pool ranges.

For each new Song created, a Trigger Macro is generated that calls the Song_Setup Macro and stores dedicated Global Variables for the triggered Song. The Song_Setup Macro calls the Song Assets View Update plugin which updates the Song Assets View and the Song_Setup Macro also Selects the Song Page, Song Sequence and Song Timecode and puts the Song Sequence into the Setup cue.

Where Timecode is used, the Trigger Macros can also define the start of the Timecode show, so that the cursor is correctly moved to the start Hour, ensuring that the Timecode View shows the stored Timecode objects for that song, at the specified Hour.

The Song_Setup Macro also turns off pages excluding Page 1 and the current Song Page. To ensure a seamless transition from one Song to the next, it is advised that the start and end looks of all songs are consistently the same.

The Song_Setup Macro also turns off other running Timecode objects, except for the newly Selected Timecode object.

This plugin is designed to work with the included Song Assets View Update plugin.

Create New Song allows for two different structure styles.

Standalone Song creates an individual Sequence, Page and Timecode object for each Song.

Combined Show Structure creates a shared Sequence, Page and Timecode for a complete Show. Song Trigger Macros can then jump to the starting Cue for each Song in the shared Sequence, using a Tag created for each Song by the plugin. The Trigger Macro also moves the Timecode cursor to the correct position in the combined Timecode object's timeline when a Timecode Start value is provided.

First Time Use

When using this plugin for the first time, you will be required to activate the Licence Key provided to you at the time of purchase. An internet connection is required for the initial activation.

There are two types of Licence you can purchase. USB bound License Keys or Device bound License Keys.

For USB Licenses, you will need a USB drive connected to your grandMA3 system to authenticate as your USB drive holder for your Licence Key. You can use the same USB drive to hold all of your Matt Jones LD Plugin Licence Keys.

For Device License, you are able to authorise a MA Lighting grandMA3 console as the holder of your Device License. grandMA3 onPC systems, including grandMA3 onPC Command Wing XT systems are not available to be registered with a Device License.

It is possible to Remotely register and deregister a console using grandMA3 onPC connected in sessions with the console intended to be the Device Licence holder.

Once licenced, the plugin will open and you will be able to start using Grid Control with your Licensed USB is connected or on the Licensed grandMA3 Device.

More information on the Device Licence procedure is documented at the end of this User Guide. .

Once licenced, the plugin will open and you will be prompted to input a Start Song Range and End Song Range value. These values you input will determine where the Song Trigger Macros created by the plugin will be stored.

If the show file does not already have a Song_Setup Macro, the plugin will prompt you to allow the plugin to create the Song_Setup Macro for you. You can define where this Macro should be stored. Enter a Macro Pool location for this Macro in the 'Trigger Setup Macro #' field. Select 'Import Song_Setup Macro' to import the Macro.

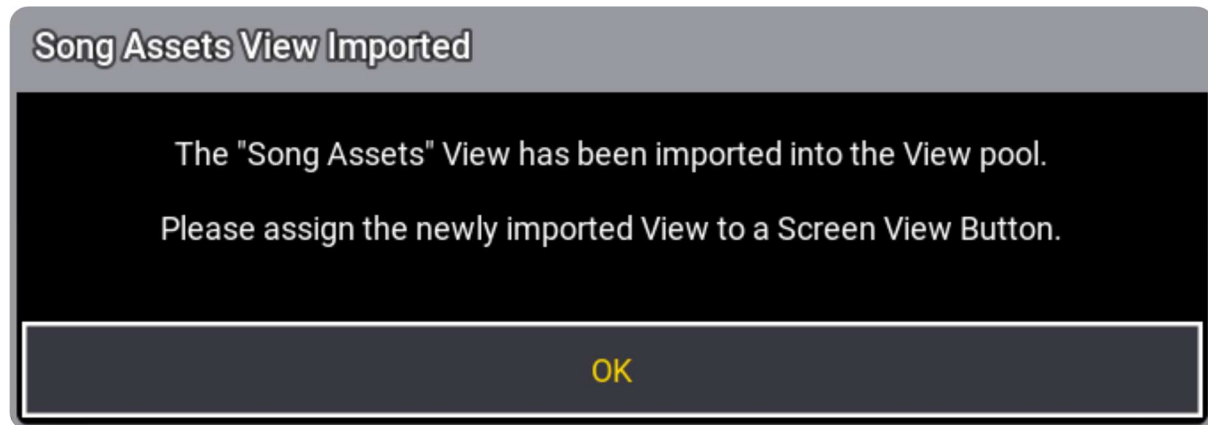
If a Song_Setup Macro does not already exist, you cannot proceed without importing one at this step.

If entering a Macro number that is already occupied, you will be alerted in the plugin, with the input text turning red. The plugin will automatically predefine the first available Macro after the End Song Range, but you also have the option to define a Song_Setup Macro number that you wish to use instead.

If you have a Setup Macro of your own that you wish to use instead, you may define this Macro at this point.

Abort will cancel the creating process of the Song_Setup Macro. You will be prompted again to create the Song_Setup Macro the next time you try to use the Create New Song plugin. You cannot use this plugin without a Song_Setup or otherwise defined Macro.

If the show file does not already contain a 'Song Assets' view, one will be created automatically. You will need to assign this to one of your ViewButton's manually. The new View will automatically be coloured green and will have an Appearance created called "Song Assets" specifically for this view. Should you wish to change the colour of the View, simply change the Appearance 'Song Assets'.



The plugin also automatically creates a new Executor Configuration 'Main Exec' and a new Tag 'Main Song Sequence' that are automatically assigned to the Sequence for each Song created by the plugin.

Licence Options and Management

USB Bound Licence: The Licence is stored on a USB drive. The USB drive must be connected when the plugin is used, but the same drive can hold the Licence Keys for multiple Matt Jones LD plugins.

Device Bound Licence: The Licence is registered directly to eligible grandMA3 console hardware. Device Bound Licences are not available for grandMA3 onPC systems. A Device Bound Licence does not require a USB drive after activation.

Licence Management: The Settings dialog includes a Licence Management button. Use this to view the active Licence method or to deregister a Device Bound Licence before transferring it to another eligible console. Internet connectivity is required when deregistering a Device Bound Licence.

Recheck Authentication: If a suspended or revoked Licence has been restored, connect the console or onPC station to the internet and select Recheck Authentication in the Licence message. This forces a new connection to the Licence server so the updated Licence status can be confirmed.

The Licence server required the consoles Date and Time to match. If your consoles Date and Time are not accurate, you will be prompted to correct the Date and Time. If moving a USB Licenced drive between consoles, and the Date and Time of the

console falls behind the last recorded date and time from the Licence Server, you will be prompted to update the console's Date and Time.

Getting Started

When the Start/End Song Ranges are define, the Song_Setup Macro and Song Assets View are created, the plugin's Main UI will open.

The input fields displayed are the standard required fields that need to have values entered to Create a New Song.

Song Range Index: This field is required as it determines the Pool location for all the Assets of your Song. Song Assets can include All Pools for Cue Phasers, Template Phasers and general All Presets, as well as Sequences, Groups, MATricks and Generators. These Pools will update their visible objects, dependant on the Song Range value.

A Song Range of 500 will show Pool objects from 501 for example.

Pools that will not update include Filters, Macros, Plugins, Tags, Timecodes, Timers, Shapes* and Worlds.

*A future update will include Shapes in the updateable Pools.

Song Name: This is the unique name for the Song. You cannot have two songs with the same name, as this will cause issues with the automatic naming iteration the grandMA3 does natively.

Fader Number: The value defines where the Sequence created by the plugin is assigned to on the console's Executor handles. By default, this value is 1, meaning the Sequence created for each Song is assigned to Executor 1 on each Song Page.

Choosing a Creation Workflow

The three buttons at the top of the Main UI define what the plugin will create. The selected workflow is identified by its selected colour and the information text above the input fields updates to describe the structure that will be used.

Standalone Song: Creates an individual Sequence, Page and Timecode for each Song. Use this option when each Song should have its own playback objects, as in previous versions of Create New Song.

New Combined Show Structure: Creates a new shared Sequence, Page and Timecode inside the current grandMA3 show file. Existing Combined Shows remain unchanged, allowing more than one Combined Show to exist in the same show file.

Add Song to Current Show: Adds a new Song to the Combined Show named on the button. The new Song uses the existing shared Sequence, Page and Timecode for that Show.

When a workflow requires a different structure method, the plugin asks whether the recommended settings should be applied. Select Apply Recommended Settings. The Song_Setup MacroLines are updated for the selected structure while the Macro object and its existing references are retained.

Creating a New Combined Show Structure

Select New Combined Show Structure when starting a new Show that will contain multiple Songs in one Sequence and Timecode. The input labels change from Song Range Index and Song Name to Show Range Index and Show Name, and the Apply button changes to Create Show Structure.

Show Range Index: Enter the Pool location used for the new Show heading objects. This value is also stored as the Show ID in the Show Trigger Macro and must be unique among the Song and Show IDs already created by the plugin. The Show Trigger Macro itself is placed in the next available location within the configured Song Macro range.

Show Name: Enter a unique name for the Combined Show. The plugin uses this name for the shared Sequence, Page and Timecode, and stores it as the current Show for Songs added afterwards.

Fader Number: Enter the Executor handle where the shared Show Sequence should be assigned on the new Show Page.

Click Create Show Structure. The plugin creates the shared Show objects, a Show Trigger Macro and the Show_Setup Macro required to select and prepare the Combined Show. The Show Trigger Macro is identified with the ShowTrigger Tag.

Creating the Show Structure does not create the first Song. After the structure has been created, open Create New Song again and choose Add Song to the current Show.

Adding Songs to a Combined Show

Select Add Song to Current Show. When a current Show is available, its name is displayed on this button and in the information text above the input fields. Enter the Song Range Index and Song Name, together with the optional Track BPM and Timecode Start values when these settings are enabled, then click Add Song.

The plugin creates the Song Trigger Macro, the usual Pool heading objects and a Tag that exactly matches the Song Name. The Song Trigger Macro is identified with the SongTrigger Tag and calls the combined Song_Setup workflow. It does not create another Sequence, Page or Timecode because these objects are shared by every Song in the selected Combined Show.

Assigning the Song Tag: Open the shared Show Sequence and assign the newly created Song Name Tag to the first Cue of that Song. **This is a manual step.** When the Song Trigger Macro is called, the Song_Setup Macro uses this Tag to find and Goto the correct starting Cue in the shared Sequence.

Timecode Start: When enabled, the value entered for the Song moves the cursor in the shared Show Timecode to the correct position for that Song. As with the Standalone structure, incoming Timecode can continue to control the play head independently of the cursor position.

Working with Multiple Combined Shows

To create another Combined Show in the same grandMA3 show file, select New Combined Show Structure again and enter a new Show Range Index and Show Name. The existing Show structures are not removed or overwritten. The newly created Show becomes the current Show.

To add a Song to a different existing Show, click Add Song to Current Show when that option is already selected. A list of Combined Shows created by the plugin will open. Select the required Show and its name will be displayed on the Add Song button. The

plugin confirms that the shared Sequence, Page and Timecode still exist before allowing the Song to be added.

The Current Show can be changed by using the Dropdown selector “Add Song to ...”.

Tags Used by Create New Song

SongTrigger: Assigned automatically to Song Trigger Macros. The plugin uses this Tag to identify Song Macros when updating Setup Macro references and when displaying Song search results.

ShowTrigger: Assigned automatically to Combined Show Trigger Macros. The plugin uses this Tag to identify the Combined Shows that can be selected from the Add Song workflow.

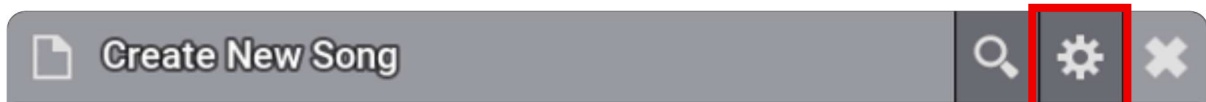
Song Name Tag: Created automatically for each Song added to a Combined Show. Assign this Tag manually to the first Cue of the Song in the shared Sequence.

Do not rename or remove these Tags after they have been created. Changing them can prevent the plugin from identifying Trigger Macros or locating the correct starting Cue for a Song.

Additional Settings

In the Title Bar of the plugin’s Main UI, there are two additional buttons next to the Close button.

The Setting button will open the Settings UI dialog.



In the Settings dialog, you are able to change the previously defined Start/End Song Range, choose the active structure method, manage a Device Licence and define the optional variables used for each Song. Enabling or disabling the optional settings will add or remove their input fields from the Main UI.

Create New Song Settings

Set the Song range, optional inputs, structure mode, and Se

Start 1

End 16

☒ Add Track BPM

☒ Add Song Timecode Start Time

Individual Song Sequences and Timecodes Combined Song Sequence and Timecode

Track BPM adds the input and saves \$TrackBPM.

Timecode Start adds the input and saves \$TCStart.

New Macro to be referenced: 'Song_Setup'

Trigger Setup Macro # 100

Reimport Song Setup Macro

Licence Management

Apply Cancel

Structure Method: Individual Song Sequences and Timecodes supports the Standalone Song workflow. Combined Song Sequence and Timecode supports New Combined Show Structure and Add Song to Current Show. Applying a different method updates the shared Song_Setup commands and the Setup Macro calls in Song Trigger Macros; it does not convert objects that have already been created from one structure into the other.

Licence Management: Opens the Licence controls for Device Bound Licence.

Add Track BPM: This allows you to define the BPM for each song you create. This variable that is stored is recalled and assigned to Speed Master 15, which the plugin automatically labels 'TrackBPM'. This can be helpful as a reference point while programming songs and can also be helpful should you wish to assign this Speed Master to Song Sequences or Song Phasers.

Add Song Timecode Start: This allows you to define the Timecode start time for each song. The plugin will use this variable to preposition the Timecode cursor to the defined Timecode Start Time when a Song Trigger Macro is activated.

Trigger Setup Macro #: The number in this field determines the Macro referenced in the Song Trigger Macros. Changing the Macro Number in this field will display the Macro Name in the text area above. Empty Macro objects will return an error message. Clicking Apply will refresh the Macro referenced in all Song Trigger Macros.

Reimport Song Setup Macro: When this button is pressed, the Create New Song's default Song_Setup Macro lines will be imported into the Macro object defined in the Trigger Setup Macro field.

Note: This move of the cursor will not affect the Timecode play head if there is incoming Timecode signal, however, Song Trigger Macros will turn off Pages, Sequences and Timecodes by default, unless these events are disabled in the Song_Setup Macro.

Caution: Disabling lines in the Song_Setup Macro may impact the seamless transition from one song to another!

Note: By default, the Song_Setup Macro includes command lines specifically for Track BPM and Timecode Start Times. Checking or unchecking these settings will enable/disable these lines. If you enable these lines outside of the plugin's Settings UI, you may get syntax errors in the Command Line History if variables do not exist for the variables referenced in these lines.

When the two optional input fields are enabled, the main UI will now present these two now inputs to be provided for creating a New Song.

Create New Song

Add a Song to Current Show
"Kylie Minogue"
Structure: Shared Sequence, Page and Timecode
Song Setup Macro: Song_Setup

Standalone Song | **Add Song to Kylie Minogue** | New Combined Show Structure

	Song Range Index:	
	Song Name:	
	Fader Number:	1
	Track BPM:	120
	Timecode Start:	1h00m00.00

Add Song Cancel

The final button in the Title Bar is a helpful search utility that provides information for each Song created using the Create New Song plugin.

The information displayed in this dialog window shows the Song Name, Song ID, Track BPM and Timecode Start times.

This dialog can be helpful to quickly see what Song is associated to a particular Timecode time or what the next available Song ID is.



Macro / Song Name	Song ID	Track BPM	Timecode Start
Intro	550	120	1h00m00.00
Love At First Sight	650	128	1h01m24.08
In Your Eyes	700	128	1h02m48.18
Get Outta My Way	750	128	1h04m00.00
All The Lovers	800	120	1h05m26.09
Spinning Around	900	124	1h06m36.07
Confide In Me	950	109	1h08m42.09
Slow	1000	115	1h10m16.23

Close

Device Licence Registration

Device Licences allow Matt Jones LD plugins to be registered to eligible MA Lighting grandMA3 hardware.

There are two ways to complete Device Licence registration and deregistration. In both instances, a connection to the internet and the Matt Jones LD Licence server is required.

Console Connected to Internet

Device Licence registration / deregistration and verification can be completed when a eligible console is connected directly to a wired Internet connection. This will allow the Licence registration/deregistration to be completed on the console directly.

You will be required to manually enter the Device Licence Key when prompted.

Via onPC Connected in Session with a Console

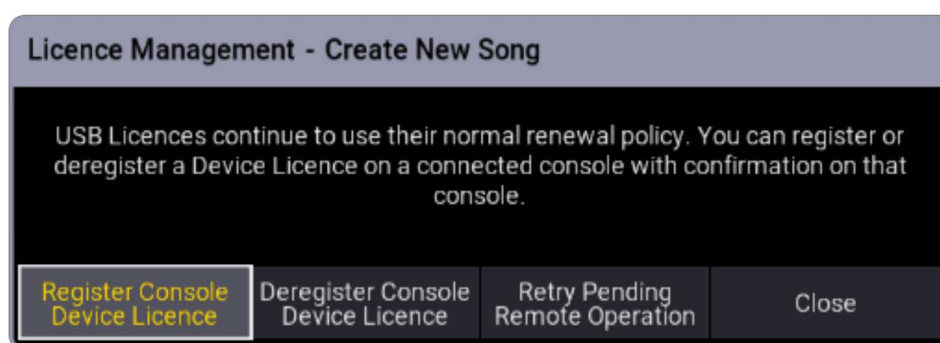
It is possible to perform a Device Licence registration / deregistration via grandMA3 onPC with an Internet connection, connected in a Session to the console you wish to register or deregister.

The Console and onPC stations need to be in a connected grandMA3 session, sharing the same show file.

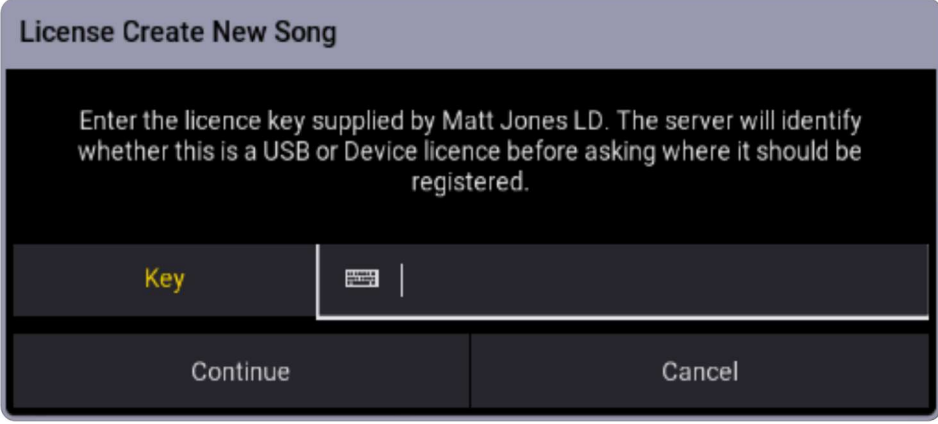
It is **not** required to have a valid USB Licence to perform a Device Licence registration or deregistration.

To initiate a Device Licence registration, open the Plugin from the onPC station.

If you have a USB Licence connected, navigate to the Plugin Settings in the Plugin's Title Bar. In the Settings window, open Licence Management. You will be prompted with the following options. The name of the Plugin in the title bar will change depending on the Plugin you are performing the Device Licence registration for.



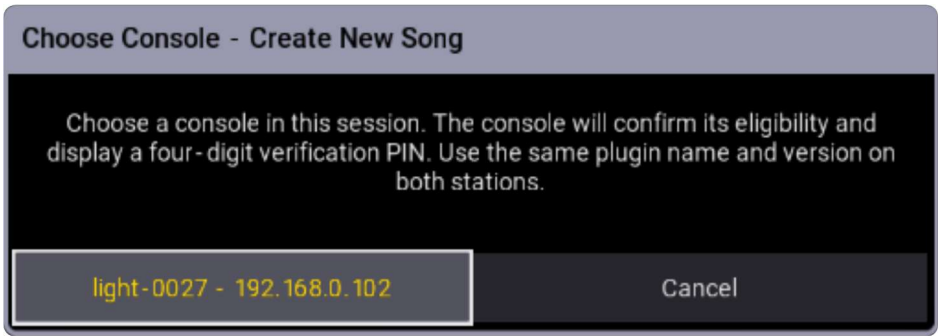
When Registering a Console, choose 'Register Console Device Licence'. You will be then prompted to enter your Device Licence Key.



The dialog box has a title bar 'License Create New Song'. The main text area contains the instruction: 'Enter the licence key supplied by Matt Jones LD. The server will identify whether this is a USB or Device licence before asking where it should be registered.' Below the text is a text input field with a placeholder 'Key' and a small icon of a USB drive. At the bottom are two buttons: 'Continue' and 'Cancel'.

The Licence Server will validate the provided Licence Key and verify that it is a Device Licence key. Entering a USB Licence Key will cause the Licence Server to reject the request and the process will be aborted.

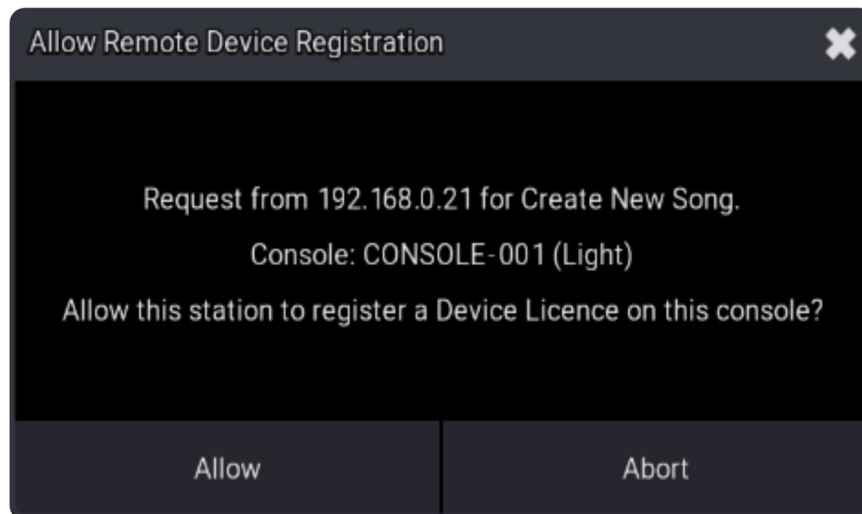
Once a valid Device Licence Key is entered, you will be presented with a list of available eligible consoles to assign the Device Licence Key to.



The dialog box has a title bar 'Choose Console - Create New Song'. The main text area contains the instruction: 'Choose a console in this session. The console will confirm its eligibility and display a four-digit verification PIN. Use the same plugin name and version on both stations.' Below the text is a text input field containing the text 'light-0027 - 192.168.0.102'. At the bottom are two buttons: 'light-0027 - 192.168.0.102' and 'Cancel'.

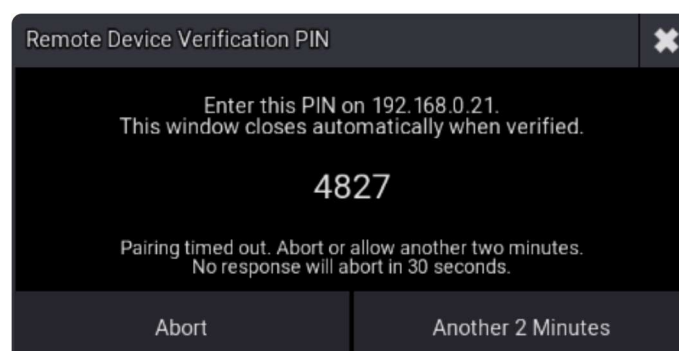
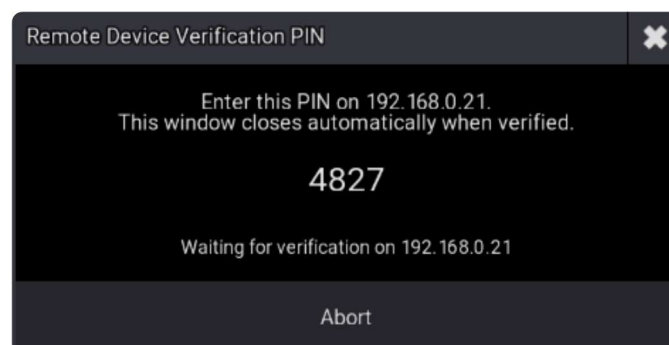
This dialog will display the console type, it's serial number and the station's IP address.

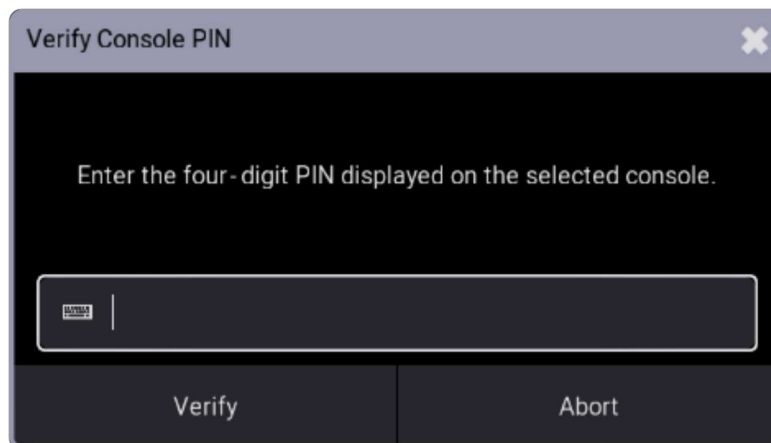
Once you select the Console, a popup will appear on the selected Console asking for permission to install the Device Licence.



This request dialog will remain only for 2 minutes. After 90 seconds, a new popup will appear, informing you that there is only 30 seconds remaining, and provide you the option to request a further 2 minutes. If no action is taken, the process will automatically be aborted, all dialogs will close and the registration of the Device Licence will be cancelled.

After you click Allow, a second popup will appear shortly after that provides a unique one time 4 digit Pin that you will need to input on the popup that will appear on the onPC station. This verifies the Device Licence install request and permits the Licence Server to initiate the Device Licence installation on the selected Console.

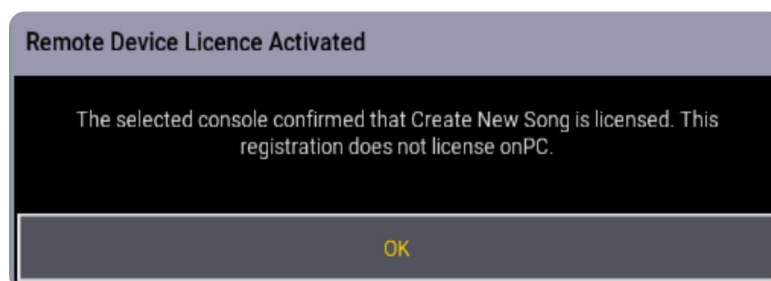




Once the Pin is correctly entered, the console will authorise the onPC station to perform the necessary validation checks with the Matt Jones LD server and will provide the authorisation to the console to install the Device Licence Key on that device.

An incorrect Pin will abort the process, and you will be required to restart the process.

When the onPC station has completed its authorisation checks with the server and console, and the console verifies that the Device Licence is successfully installed, you will be required to confirm your acceptance of the EULA. Once you do, a confirmation message will appear on the onPC station confirming the successful validation and installation of the Device Licence on the selected Console.



Device Deregistration

The process for deregistering a Device is much the same. You will be prompted to Allow the deregistration on the console, provide the Pin from the Console and input the Pin into the prompt on the onPC station.

Once Device deregistration is complete, you will receive a similar confirmation message confirming the Device Licence seat has been released and the Console no longer holds the Device Licence Key.