

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.

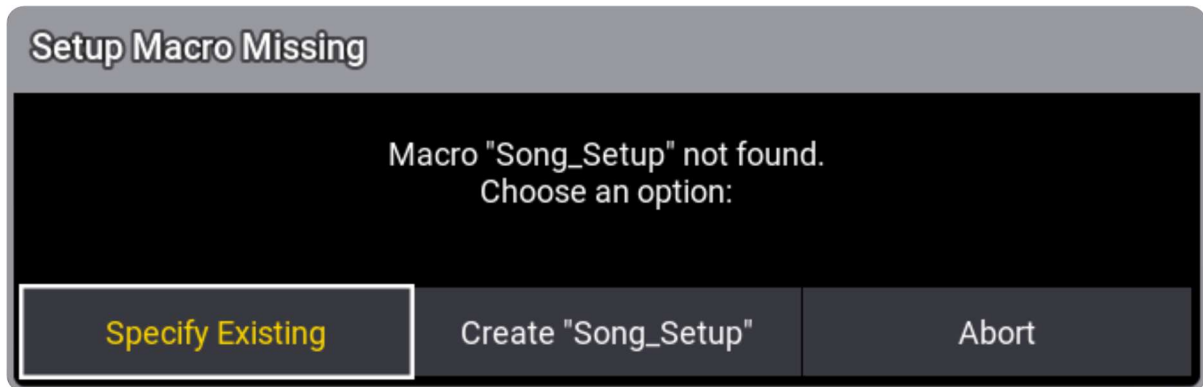
First Time Use

When using this plugin for the first time, you will be required to activate your Licence Key provided to you at the time of purchase. You will need an internet connection to do this, either using MA onPC on a computer with an internet connection or by using Phone Tethering with a grandMA3 console. You will need a USB drive to authenticate as your key holder for your Licence Key. You can use the same USB drive to hold all of your Matt Jones LD Plugin Licence Keys.

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.

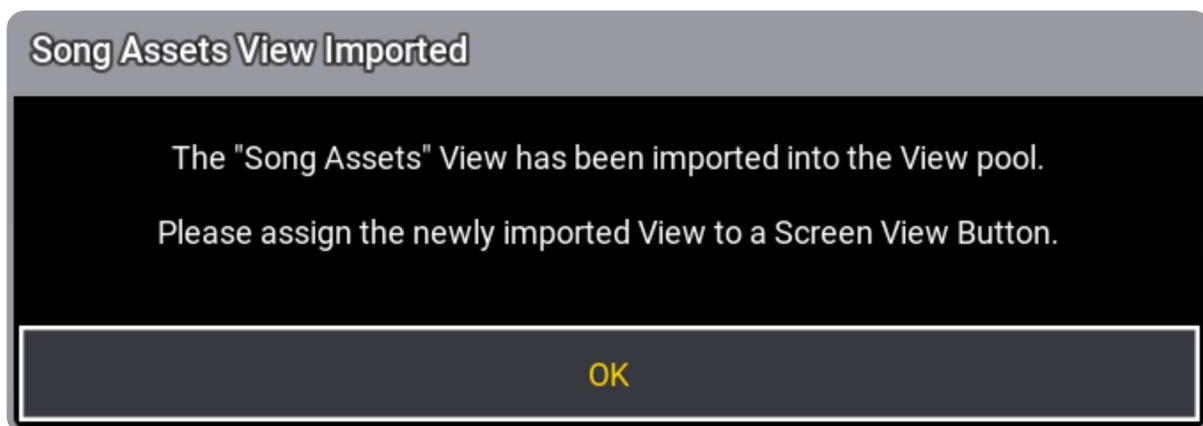
If the show file does not already have a Song_Setup Macro, the plugin will prompt you to allow the plugin to create the Song_Setup Macro for you. You can define where this Macro should be stored. If entering a Macro number that is already occupied, you will be alerted in the plugin, with the input text 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.

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.

Create New Song		
Enter a New songID and Song Name to create a New Song Setup Macro: Song_Setup		
	Song Range Index:	
	Song Name:	
	Fader Number:	1
Apply		Cancel

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.

Additional Settings

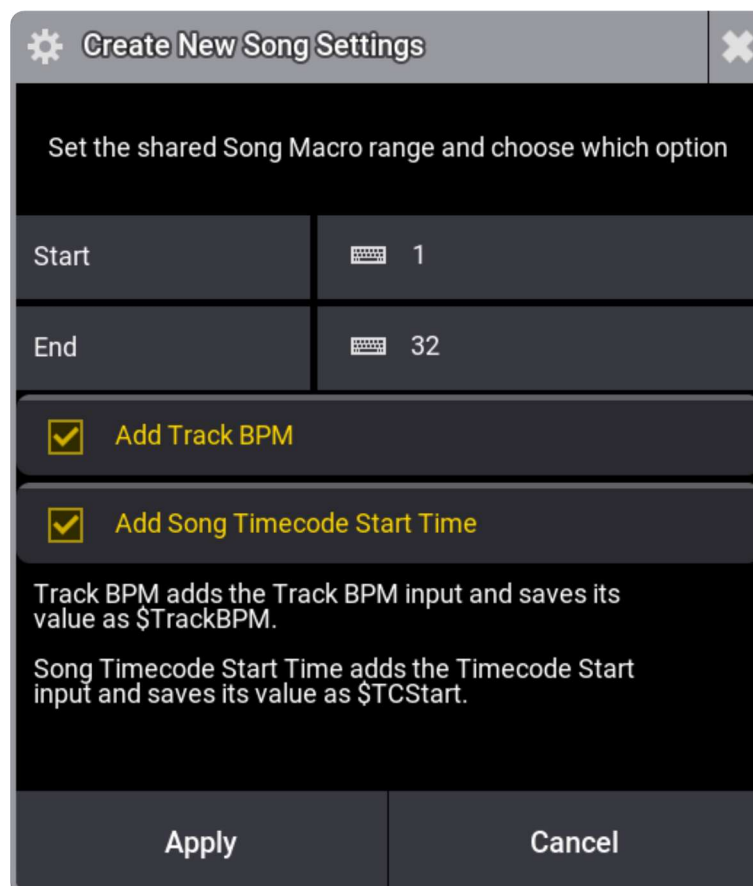
In the Title Bar of the plugin's Main UI, there are two additional buttons next to the Close button.

The Setting button will open the Settings UI dialog.



In the Setting dialog, you are able to change the previously defined Start/End Song Range.

There are also two additional setting that allow you to define additional variables for each Song created. Checking/unchecking these checkboxes will add/remove input fields from the Main UI.



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.

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.

Enter a New songID and Song Name to create a New Song		
Setup Macro: Song_Setup		
	Song Range Index:	2000
	Song Name:	New Song Name
	Fader Number:	1
	Track BPM:	122
	Timecode Start:	21h00m00:00
Apply		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 x HCIRU	500	127	1h00m00:00
Tell Me How It Feels	550	115	2h00m00:00
Sending Me Ur Lovin	600	123	3h00m00:00
Bad Dream	650	135	4h00m00:00
Where Can I Put All My Love	700	127	5h00m00:00
Love Sick	750	136	6h00m00:00
Love Signs	800	135	7h00m00:00
Time and Time Again	850	159	9h00m00:00

Close