

Song Assets View Update

Introduction

Song Assets View Update is designed to work with the Create New Song and Song Assets Manager plugins. Both plugins require Song Assets View Update to work fully.

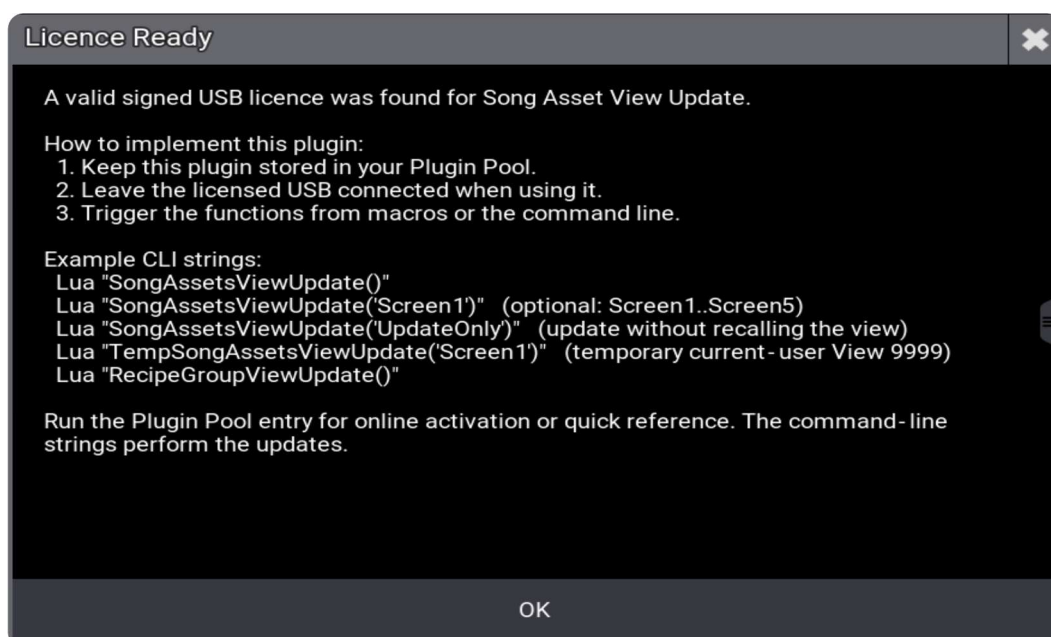
The Song Assets View Update plugin updates the Song Assets View, using the songID in Song trigger Macros, as the index location for targeted Pools, ensuring that Pools objects for each Song are brought into view within the Song Assets View.

This workflow is designed to assist in keeping programming assets for each Song are stored in dedicated Pool locations, helping to keep your show file organised and clutter free.

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 with an informational popup that will provide some instructions on how the plugin and it's Lua function sets can be called.



How to Use

Song Assets View

The Song_Setup Macro by default already has a Lua call command for Song Asset View Update – Lua “SongAssetsViewUpdate()”

This is the simplest way to use the plugin to update the Song Assets View.

When this function is called through the Song_Setup Macro, the variable ‘songID’ that is stored when the Song trigger Macro is called, determines the scroll location for the targeted Pools in the Song Assets View.

If you wish to force Song Assets to display on a specific screen, you can adjust the Lua function call by adding the screen number to the string. For example:

```
Lua “SongAssetsViewUpdate(‘Screen 1’)”
```

```
Lua “SongAssetsViewUpdate(1)”
```

Both examples will force Song Assets to be updated and called to Screen 1.

If you wish to update Song Assets View, but not call it to any screen, you can use the following command string:

```
Lua “SongAssetsViewUpdate(‘UpdateOnly’)”
```

If no condition is provided inside the parentheses – Lua

“SongAssetsViewUpdate()” the update and call of Song Assets will occur on the screen on which the Lua function was called from – for example, if a Macro called from Screen 2, that triggers Song_Setup without a screen condition being provided, the Song Assets View will be updated and called to Screen 2.

Recipe Groups View

In addition to updating Song Assets View, it is possible to also update a View called ‘Recipe Groups’. This screen is not created by any plugin currently, and must be created manually.

The function Lua “RecipeGroupViewUpdate()” will look for a User Variable “FTrange”. The expected value for “FTrange” should be “100,0” to move a Group Pool position inside the View “Recipe Groups” to show Groups 101 onwards. This number can be changed to any number required. 200 for Groups 201 onwards, 750 for Groups 751 onwards, and so on.

The best approach is to use a Macro with the following lines:

1. SetUserVariable “FTrange” “100,0”
2. Lua “RecipeGroupViewUpdate()”

This feature is helpful for Group heavy show files.