Song Asset Manager

Introduction

Song Asset Manager is designed to work with the Create New Song and Song Asset View Update plugins.

The Song Asset Manager plugin makes it easier to view, manage, move and delete the programming assets created for Songs and Combined Shows. The Main UI retains three functions: Jump to Song Range, Manage Show / Song Settings and Delete Show / Song. When the show file contains only separate Songs, the Show controls are not displayed and the Main UI remains focused on Song management.

Show and Song Trigger Macros are identified using the ShowTrigger and SongTrigger Tags created by Create New Song. Songs created for the Combined structure are reusable across Shows. They are not assigned to one parent Show; the selected current Show provides the shared Sequence, Page and Timecode used when the Song Trigger Macro is called.

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, either using MA onPC on a computer with an internet connection or by using Phone Tethering with a grandMA3 console. Depending on the Licence purchased, the Licence can be bound to a USB drive or to an eligible grandMA3 console. The same USB drive can 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, if you have not already defined this range using the Create New Song plugin. These values determine where the Song and Show Trigger Macros are located. Song Asset Manager and Create New Song use the same StartSongRange and EndSongRange values.

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.

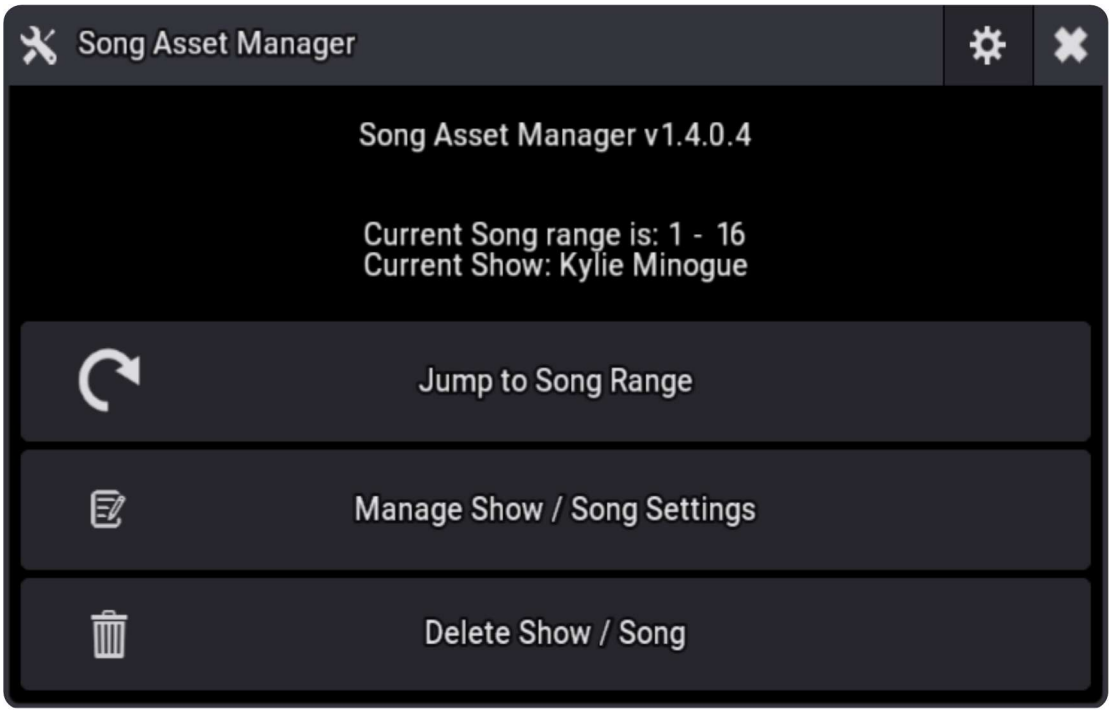
Licence Management: The Settings dialog includes a Licence Management button. Use this to view the active Licence method or to deregister a Device Bound Licence before transferring it to another eligible console. Internet connectivity is required when deregistering a Device Bound Licence.

Recheck Authentication: If a expired 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 requires the console's Date and Time to match. If the console's Date and Time are not accurate, you will be prompted to correct them. 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 and End Song Range is saved, you will be presented with the Main UI dialog window, where you can choose what function you wish to use.



In the Main UI window, the Song Range will be displayed. If ShowTrigger Macros exist within the configured range, the current Show is also displayed and the Manage and Delete options include Show controls. When no ShowTrigger Macro exists, only Song options are displayed.

Note: Changing the Start/End Song Range values in Song Asset Manager will also affect the Create New Song Start/End Song Range, and vice versa.

Trigger Tags

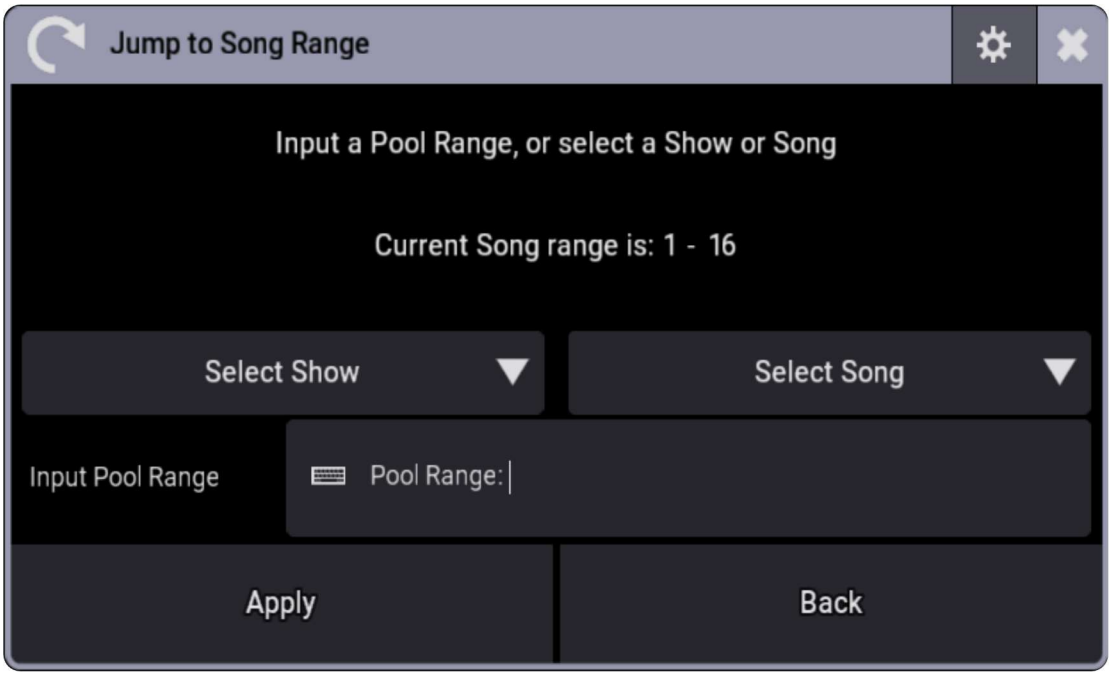
SongTrigger: Assigned automatically to Song Trigger Macros by the Create New Song plugin. Song Asset Manager uses these Tags to identify Songs in its pickers and when calculating managed asset boundaries.

ShowTrigger: Assigned automatically to Combined Show Trigger Macros by the Create New Song plugin. Show controls are displayed only when this Tag is assigned to a Show Trigger Macro. The existence of an unused ShowTrigger Tag in the Tag Pool does not enable Show controls.

Caution: Do not rename or remove these Tags after they have been created. A Trigger Macro should not have both Tags assigned. If both Tags are present in a Macro, the Macro will not be treated as a valid Show Trigger.

Jump to Song Range

The Jump to Song Range function allows you to quickly and easily view the assets for a particular Song or Show temporarily without activating a Song or Show.



The Show and Song pickers are the first controls in the UI. When ShowTrigger Macros exist, both pickers are displayed. The pickers are mutually exclusive, so selecting a Song clears the Show selection and selecting a Show clears the Song selection. Cancelling a picker keeps the current selection.

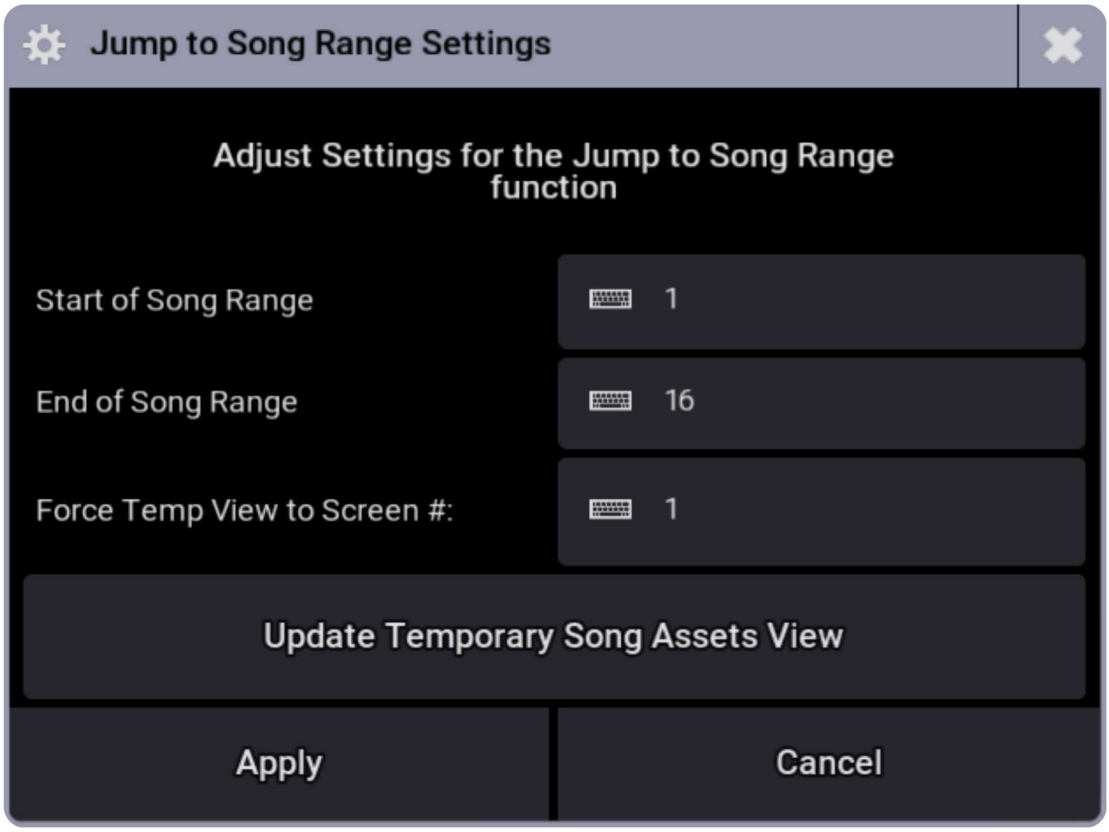
You can also manually input a Pool Range index to view. Entering a manual value clears either picker selection. Whether you manually enter a Pool Range or choose an object

from a picker, clicking Apply creates or updates the current user's temporary View and recalls it to the required Screen. The saved Song Assets View remains unchanged.

If you wish to view Song Assets from 2001, and were not sure of the Song ID associated with that Range, you can enter the Song ID of 2000 into the Pool Range input field.

Jump to Song Range Settings

There are specific settings that can be applied to the Jump to Song Range function.



The same ability to adjust the Start and End Song Range values still exists in this settings dialog, with two additional settings for the temporary view.

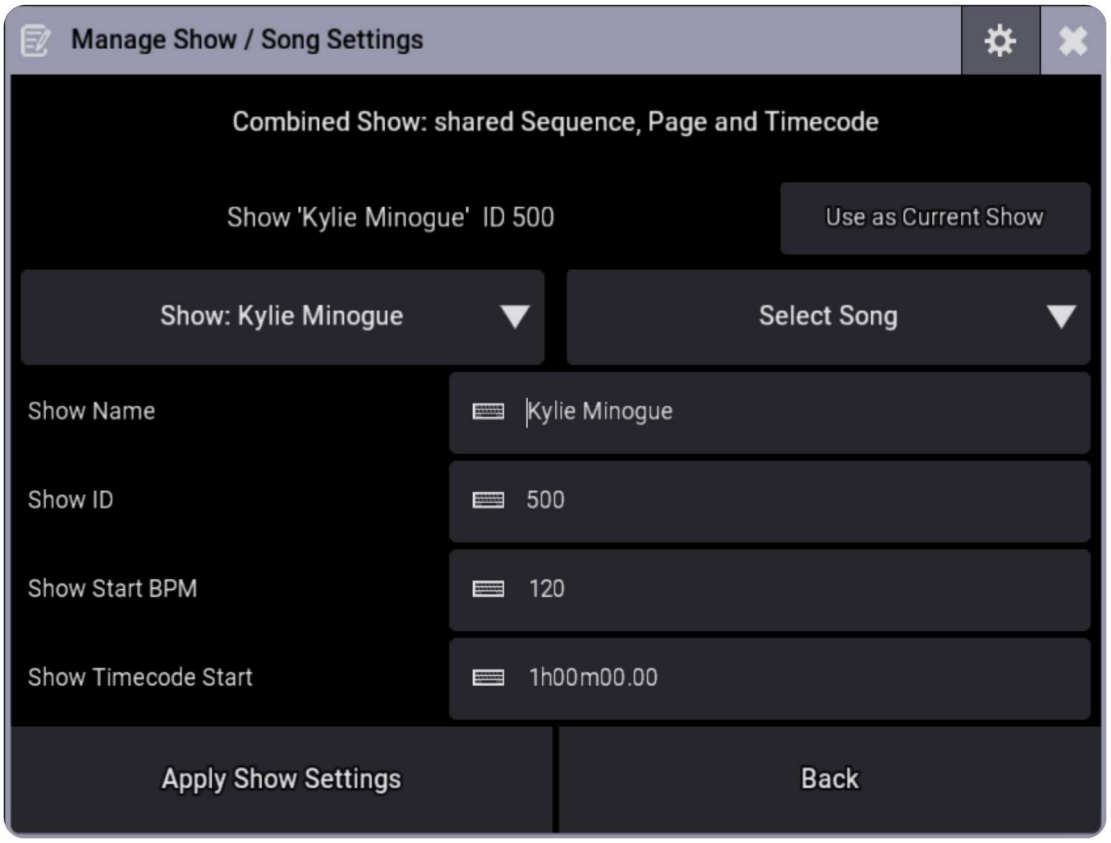
Force Temp View to Screen #: This allows you to define the Screen number where the Temporary Song Assets View will appear. You can input a Screen number between 1 and 5.

Update Temporary Song Assets View: If you make changes to the Song Assets View arrangement that is imported by the Create New Song plugin, use this button to Temporary Song Assets view with your current Song Assets View layout.

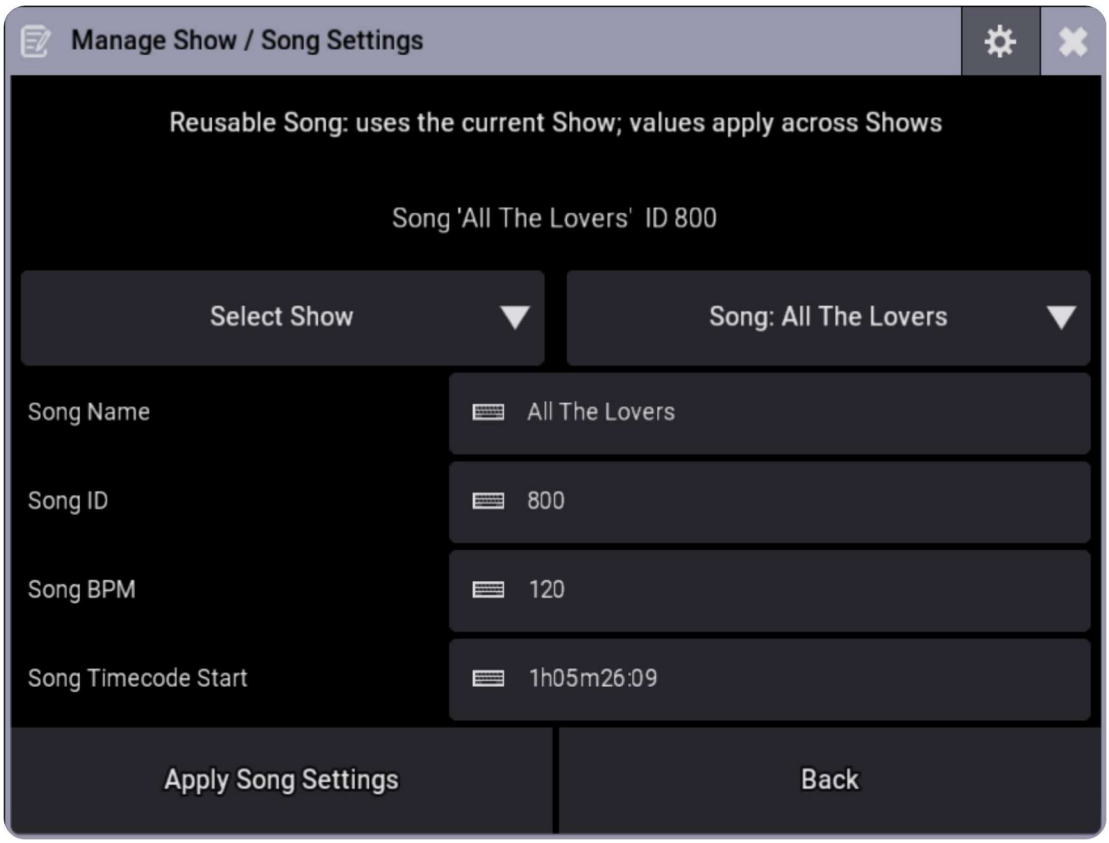
Manage Show and Song Settings

Manage Show / Song Settings replaces the previous Rename Song function. It allows you to change a selected Show or Song's Name, ID, Track BPM and Timecode Start values, and can move the associated Pool objects when the ID is changed.

The Show and Song pickers are the first controls in the UI and are mutually exclusive. Selecting a different object replaces the unsaved values shown in the input fields. When no ShowTrigger Macro exists, only the Song picker is displayed.



When a Show is selected, Use as Current Show is displayed beside the selection information. This stores the selected Show as the current Show used by Create New Song and by reusable Songs. It does not start playback. Selecting a Song will hide this control.



Show or Song Name: Renames the Trigger Macro and the matching Pool heading objects. A Standalone Song also renames its own Sequence, Page and Timecode. A reusable Song renames its matching Song Name Tag. A Combined Show renames its shared Sequence, Page and Timecode. If the renamed Show is current, the stored current Show name will be updated.

Show or Song ID: Changes the ID stored in the Trigger Macro and moves the managed Pool objects to the new range. The ID must be a whole number greater than zero and must not overlap another managed range.

Track BPM: Updates the TrackBPM value stored in the Trigger Macro. This is a Song-wide value for individual Songs and reusable Songs in a Combined Show structure and is not stored separately for each Show.

Timecode Start: Updates the TCStart value stored in the Trigger Macro. This is also valid for individual Songs and reusable Songs in a Combined Show structure.

Moving or Swapping IDs

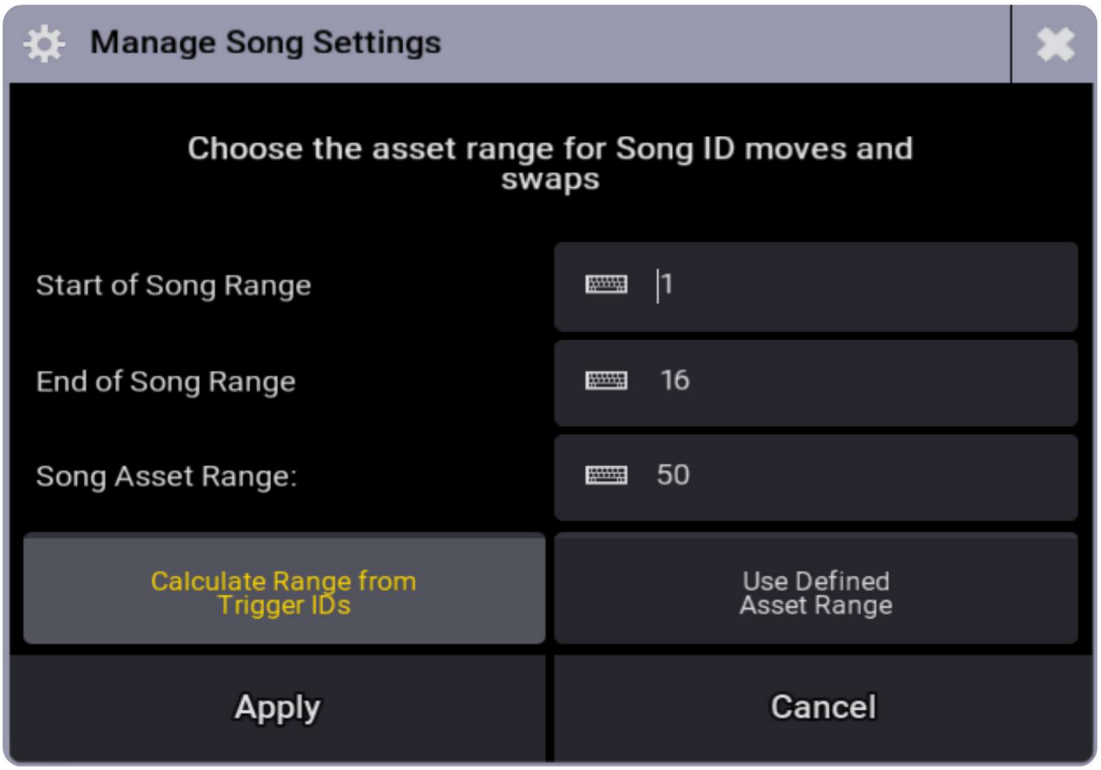
Changing an unused Show or Song ID moves occupied objects within the Song or Show Asset Range in Preset Pools 21 to 25, Sequences, Groups, MAtricks, Generators, Bitmaps and Shapes while preserving the spacing between objects. The operation updates the Trigger Macro identifier and songID command at the same time.

If the requested ID is already occupied, the input is highlighted and you will be required to choose from some options to choose what should be done. The options provided are Swap IDs and Objects, Choose New ID or Abort. The plugin checks both ranges before moving anything. No occupied destination object is overwritten or merged.

UserLocked objects are temporarily unlocked only while required and are returned to UserLocked state after the operation. A position-locked (locked by the grandMA3 software) object stops the complete move before changes begin. A progress bar reports staging, placement, trigger updates, lock restoration and cleanup.

Caution: ID moves and swaps make extensive changes to Pool objects. Save the show file before using this function and review the result before continuing to program.

Manage Settings



The Manage Settings dialog contains the shared Start and End Song Range values and the Show or Song Asset Range used for Move and Swap operations. There are a couple of settings options to choose from within this window.

Calculate Range from Trigger IDs: This is the default option. The end of a managed range is determined by the object immediately before the next Show or Song ID. The configured Song Asset Range is used as the fallback for the final managed range.

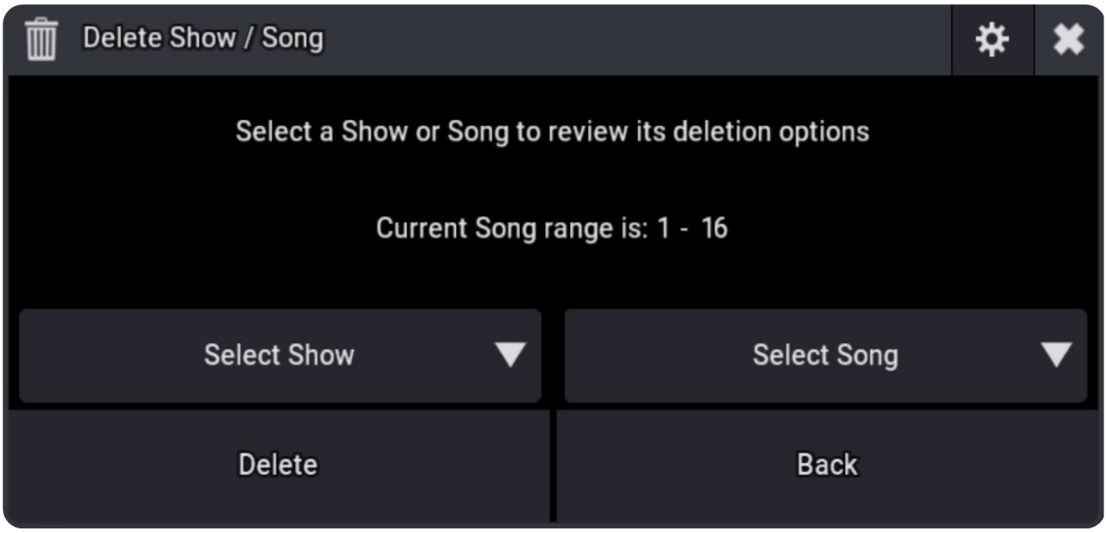
Use Defined Asset Range: Uses the Song Asset Range as a fixed width for the source and destination. The operation is stopped before any changes are made if that width would cross the next Show or Song Trigger ID.

Moves and swaps use grandMA3 native Undo support. If a Move or Swap calculation error occurs, the plugin restores completed moves in reverse order and restores the Trigger Macro values. If restoration cannot be completed, a temporary DataPool is used and retained to assist recovery.

Delete Show and Song

The Delete function information display will update to correspond to the selected Show or Song object chosen. The Show and Song pickers are mutually exclusive, and the operation explanation and Delete button update when a Show, Standalone Song or reusable Song is selected.

WARNING: Before performing any Delete operations, be sure to perform a backup of your show file, to allow for recovery should the operation outcome not be as expected or intended.



Reusable Song: Deletes the Song Trigger Macro. If you choose to delete its assets, the selected Pool ranges are also deleted. The shared Show Sequence Cues, Page and Timecode remain untouched, allowing other reusable Songs to continue using the Show.
This operation will likely remove programmed Data from within the shared Sequence's Cues. Be sure to perform a backup of your show file before performing this operation.

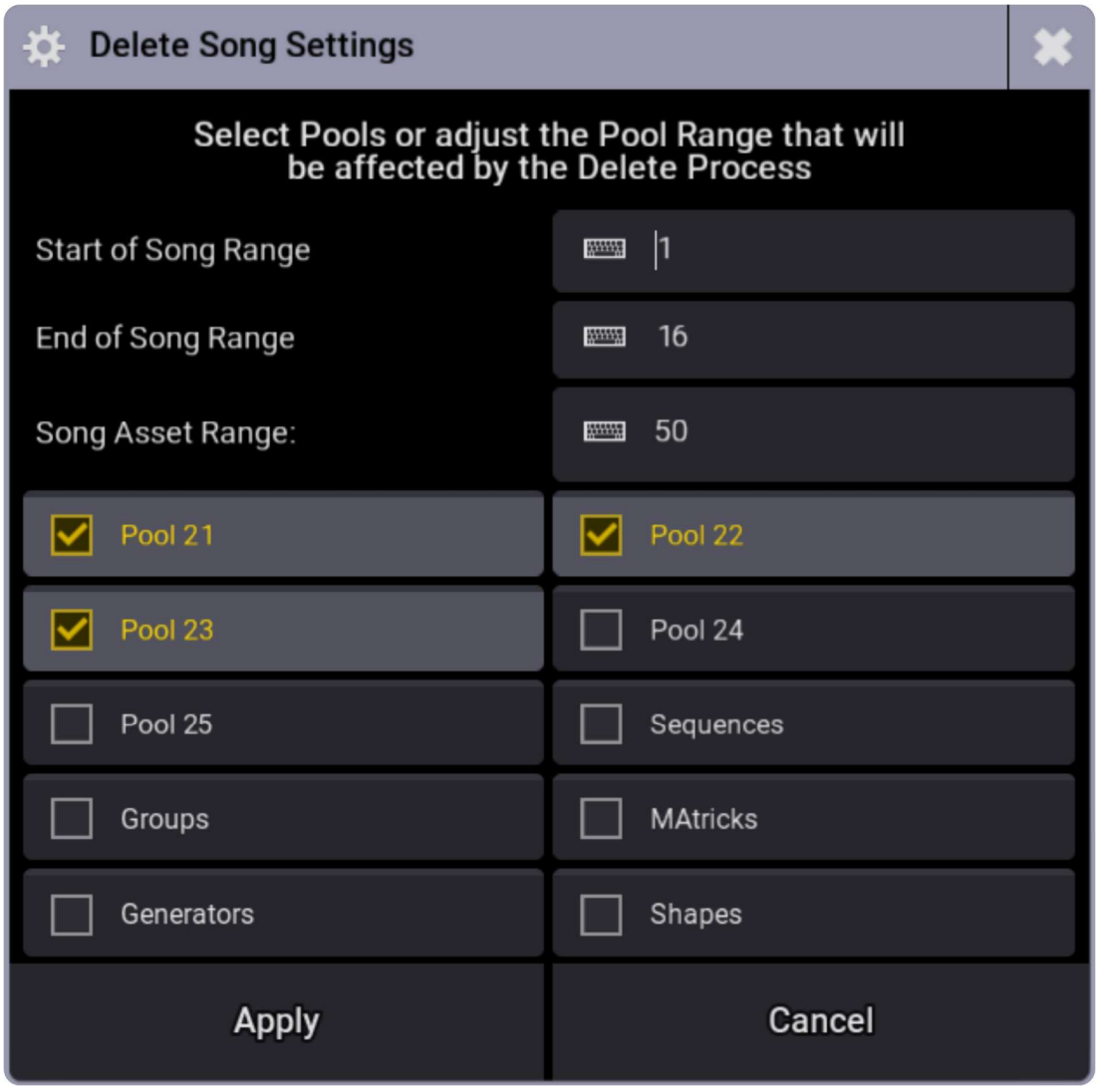
Standalone Song: Deletes the Song Trigger Macro and its matching Sequence, Page and Timecode. Optional Pool asset deletion is controlled by Delete Song Settings.

Combined Show: Deletes the Show Trigger Macro and the Show's shared Sequence, Page and Timecode. Reusable Song Trigger Macros, Song assets, Tags, Pool headings and shared Setup Macros remain, in case the Reusable Song assets are used in another Combined Show structure. If the deleted Show was current, the current Show selection is cleared.

Note: Deleting a Combined Show removes the recorded playback objects contained in its shared Sequence and Timecode. Use this function only after confirming that the Show structure is no longer required.

Locked Show playback objects stop Show deletion. Duplicate names or IDs also stop an ambiguous delete before the plugin changes the show file.

Delete Song Settings



Delete Song Settings controls how many objects are removed and which Pools are affected when you choose to delete a Song's assets. Show deletion has a fixed structure scope, so these Song Pool options are not displayed when a Show is selected for deletion.

Song Asset Range: This value is automatically calculated from the two lowest distinct managed IDs, but the value can be user defined as needed. It sets the maximum number of objects that can be deleted from each selected Pool, starting at the Song ID and ending at the Song ID plus the Song Asset Range, minus 1.

For example, a Song with an ID of 500 and a Song Asset Range of 50, objects from 500 to 549 will be deleted in each selected Pool. If another Show or Song ID occurs before 550, deletion stops at the object immediately before that next ID.

Pool Checkboxes: The checkboxes determine which Pools will be affected by the Delete process. Preset Pools 21, 22 and 23 are selected by default. Preset Pools 24 and 25, Sequences, Groups, MAtricks, Generators and Shapes are available and are not selected by default. Unchecked Pools will not be affected.

The complete Delete Song operation is enclosed in one grandMA3 Undo transaction. The deletion of a Song and its selected Assets can be undone using Oops.

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.

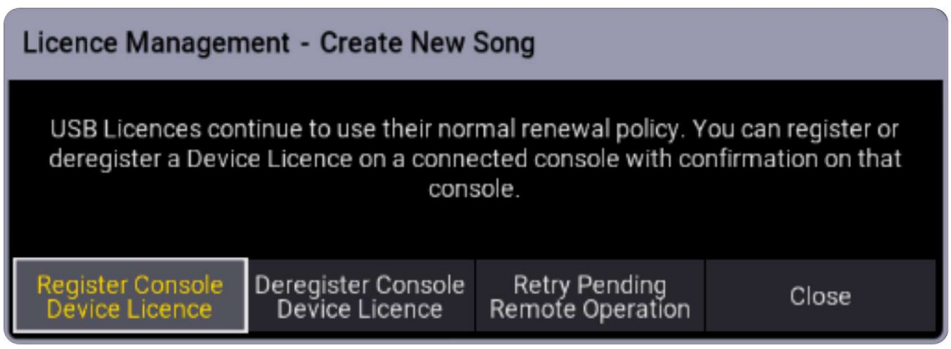
Via onPC Connected in Session with a Console

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.

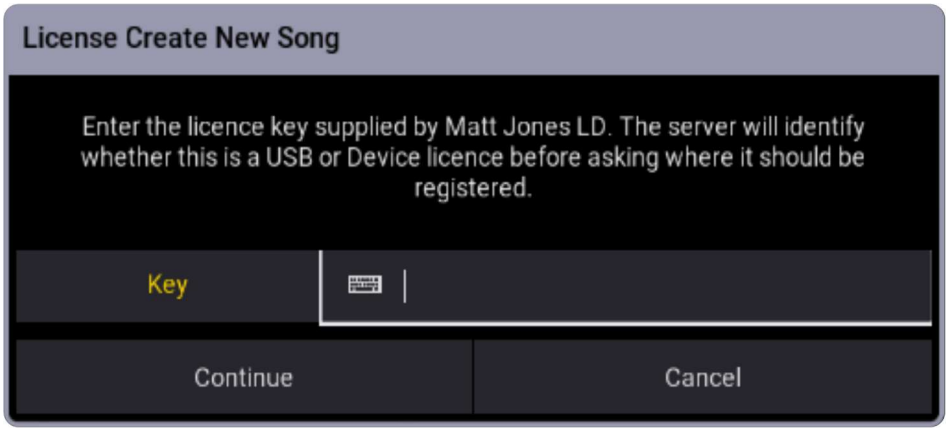
The Console and onPC stations need to be in a connected grandMA3 session, sharing the same show file.

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.

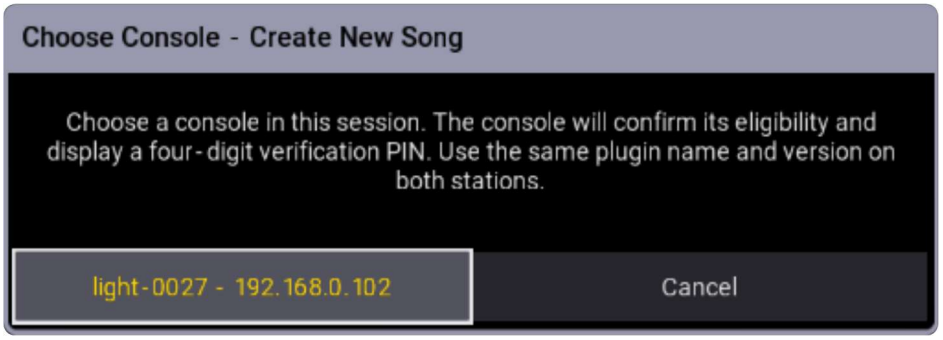


When Registering a Console, choose ‘Register Console Device Licence’. You will be then prompted to enter your Device Licence Key.



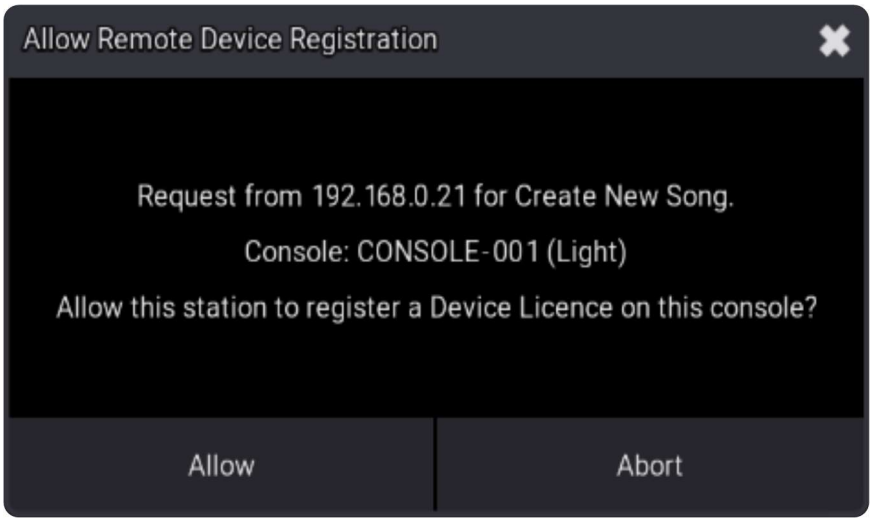
The Licence Server will validate the provided Licence Key and verify that it is a Device Licence key. Entering a USB Licence Key will cause the Licence Server to reject the request and the process will be aborted.

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.



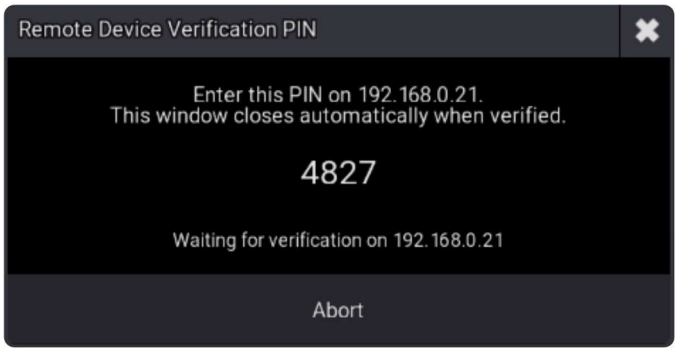
This dialog will display the console type, it’s serial number and the station’s IP address.

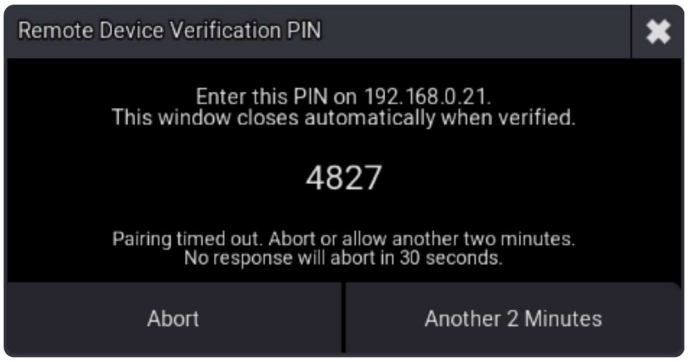
Once you select the Console, a popup will appear on the selected Console asking for permission to install the Device Licence.

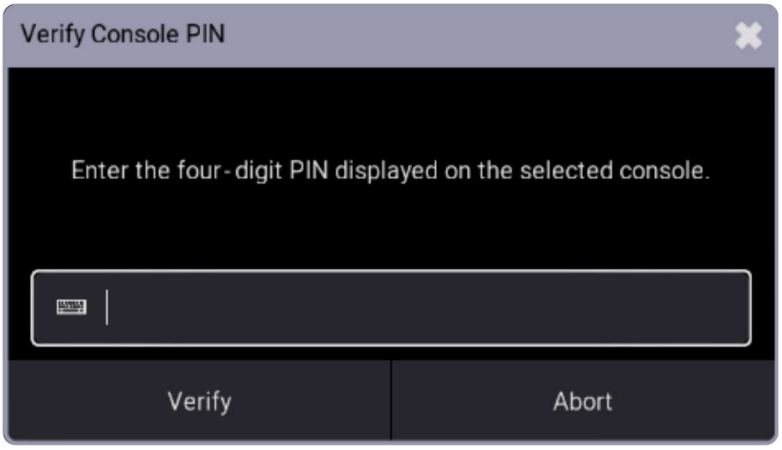


This request dialog will remain only for 2 minutes. After 90 seconds, a new popup will appear, informing you that there is only 30 seconds remaining, and provide you the option to request a further 2 minutes. If no action is taken, the process will automatically be aborted, all dialogs will close and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



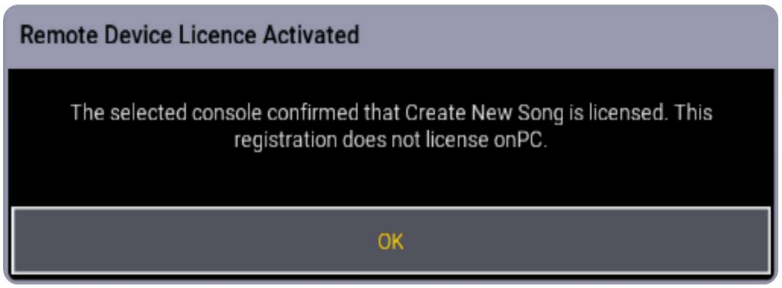




Once the Pin is correctly entered, the console will authorise the onPC station to perform the necessary validation checks with the Matt Jones LD server and will provide the authorisation to the console to install the Device Licence Key on that device.

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 successfully 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.