

Song Asset Manager

Introduction

Song Asset Manager is designed to work with the Create New Song plugin.

The Song Asset Manager plugin makes renaming and deleting assets for Songs easier and more streamlined. Renamed objects include Sequences, Pages, Timecodes and trigger Macros. When deleting a Song's Assets, objects from the start of the Song's ID to the next Song's ID will be deleted from the show file. This includes Sequences, All Pool objects for All Pools 21, 22 and 23, MAtricks, Groups Timecodes, Pages and the Song trigger Macro. Only objects within the Song's Assets range will be deleted.

It is also possible to jump to a particular Song's assets quickly, without needing to using a Song trigger Macro. The Song Asset Manager's 'Jump To Pool Range' feature will produce a temporary Song Assets view with temporarily updated pools without changing Pages, Selecting or activating any Sequences or Timecodes.

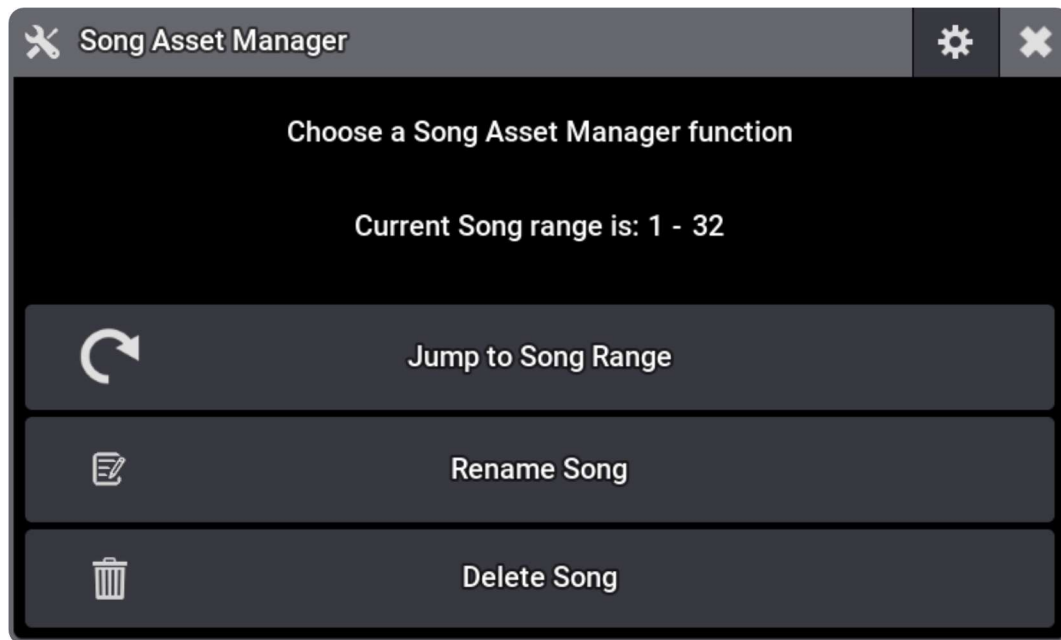
The Song Assets View remains unchanged and can be recalled to return to the currently or most recently active Song's Asset View.

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.

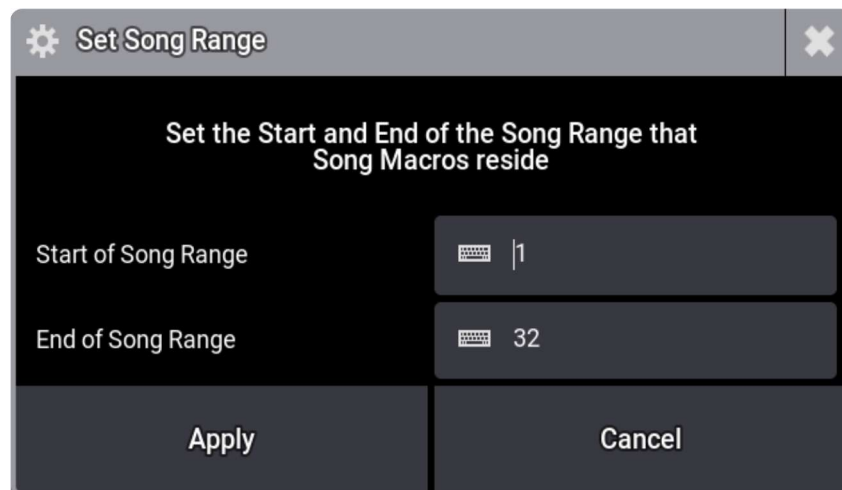
Once licenced, the plugin will open and you will be prompted to input a Start Song Range and End Song Range value, if you have not already defined this range using the Create New Song plugin. These values you input will determine where the Song Trigger Macros created by the Create New Song plugin will be stored.

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.



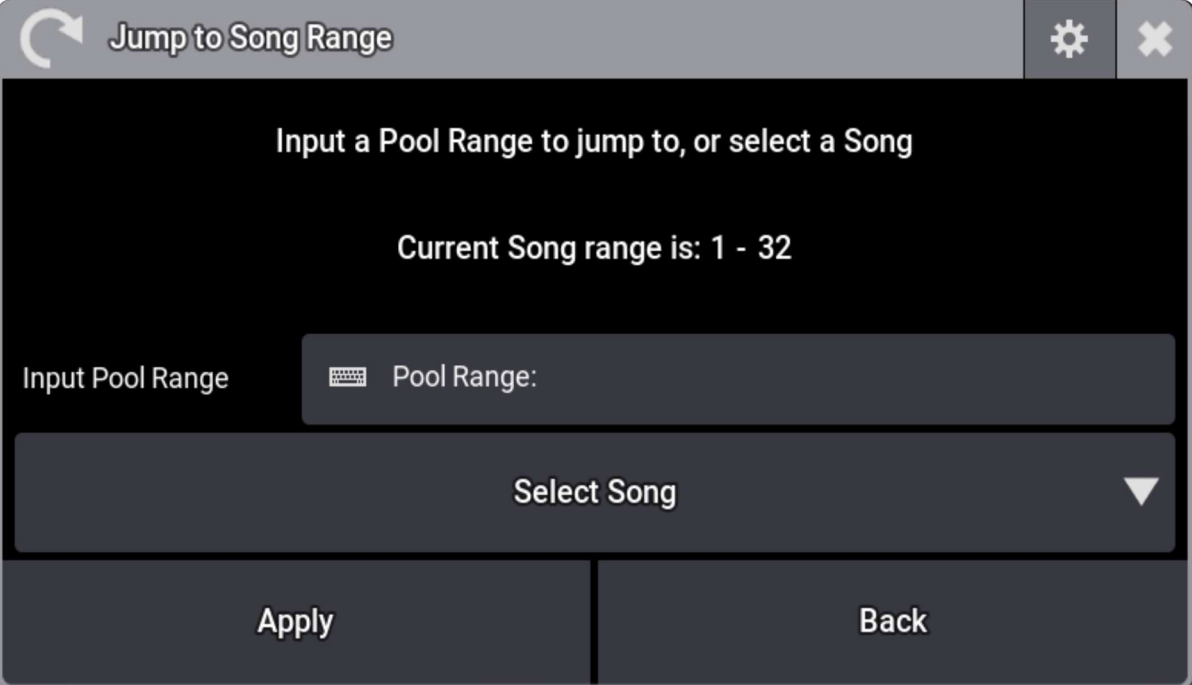
In the Main UI window, the Song Range will be displayed. You can change the defined Song Range in the Setting UI, accessible by the Settings button in the Title Bar.

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



Jump to Song Range

The Jump to Song Range function allows you to quickly and easily view the Song Assets for a particular Song temporarily.



The screenshot shows a dialog box titled "Jump to Song Range" with a refresh icon on the left and settings and close icons on the right. The main content area has a dark background and contains the text "Input a Pool Range to jump to, or select a Song" and "Current Song range is: 1 - 32". Below this, there are two input options: "Input Pool Range" with a text field labeled "Pool Range:" and a "Select Song" button with a dropdown arrow. At the bottom, there are two buttons: "Apply" and "Back".

You can choose a Song to view by using either the Select Song picker, or by manually inputting a Pool Range index to view.

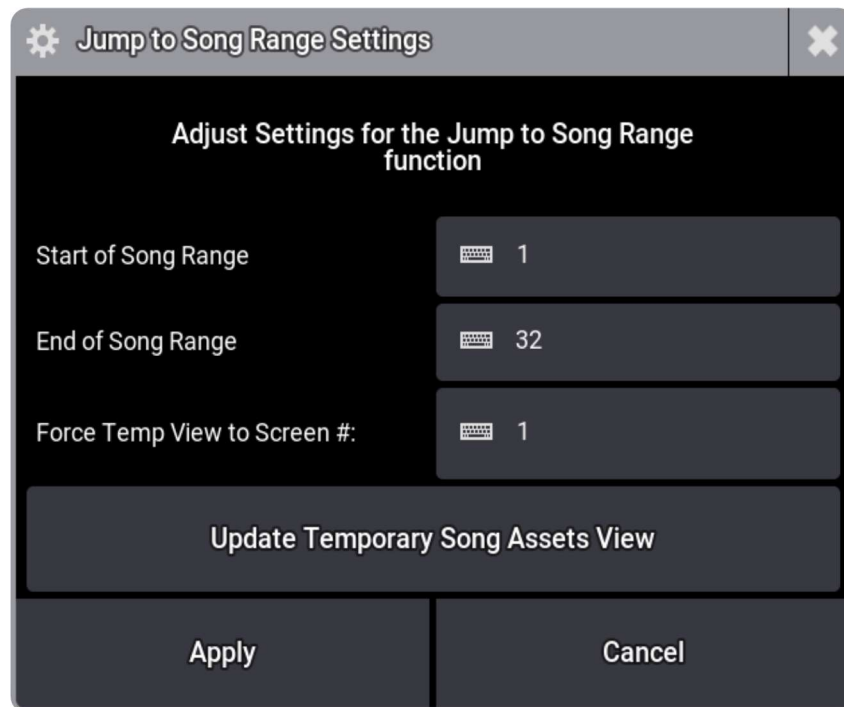
If you wished to view Song Assets from 2001, and were not sure of the Song ID associated to that Range, you can simply enter the Song ID of 2000 into the Pool Range input field.

Whether you choose to manually enter a Pool Range, or choose a Song from the Select Song picker, clicking Apply will apply a temporary view of the Song Assets View at the Song or Pool Range defined.

Recalling the Song Assets View will take the pool ranged back to the Current/last selected Song Range.

Jump to Song Range Settings

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



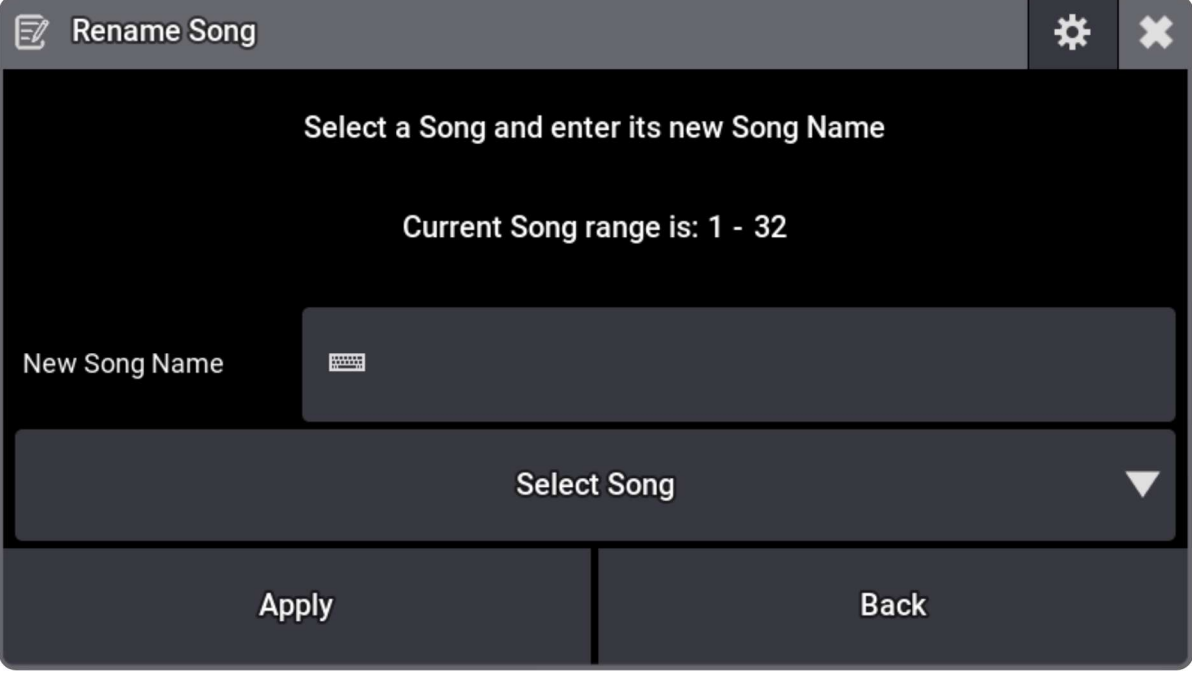
The same ability to adjust the Start/End Song Range values still exists in this settings dialog, but there are two additional settings that exist:

Force Temp View to Screen#: This allows you to define the Screen number you wish to have the Temporary Song Assets View appear on. You can input and 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, you may need to bring the changes you made in Song Assets in line with the Temporary Song Assets View. If you notice that the Temporary Song Assets View is not looking the same as your Song Assets View, you can force the Temporary Song Assets View to update to the same layout as your Song Assets view by clicking this button.

Rename Song

The Rename Song function allows you to easily Rename a Song's primary assets in one pass. Objects that are renamed include Sequence, Timecode, Page and trigger Macro. Other Song Assets do not yet have their names modified.

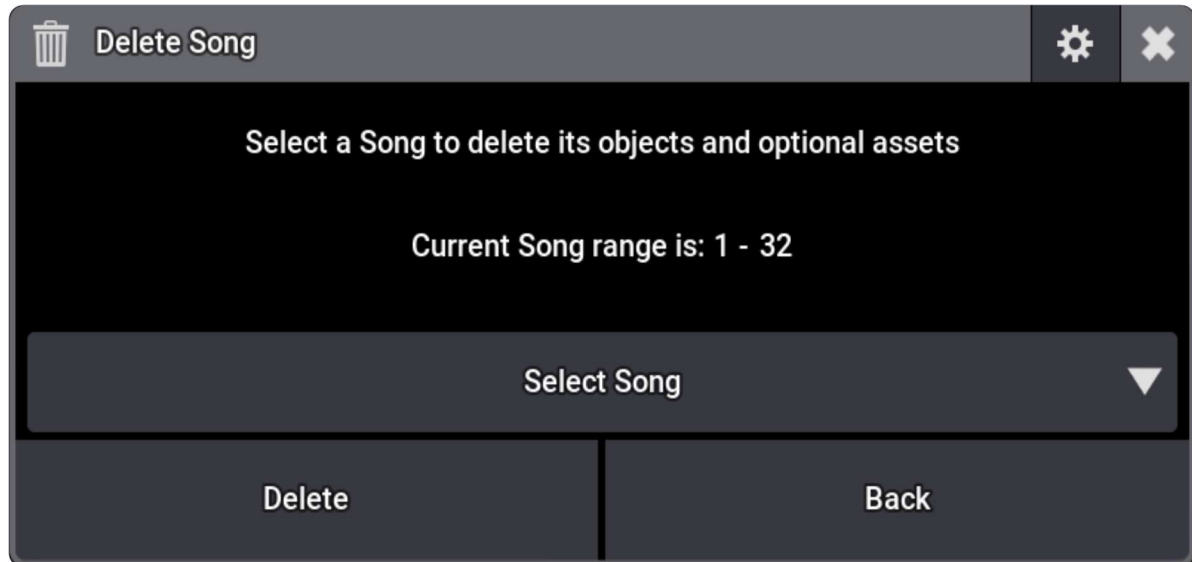


The screenshot shows a 'Rename Song' dialog box with a dark theme. The title bar at the top is grey and contains a list icon, the text 'Rename Song', a settings gear icon, and a close 'X' icon. The main content area is black and contains the text 'Select a Song and enter its new Song Name' and 'Current Song range is: 1 - 32'. Below this, there is a label 'New Song Name' next to a dark grey text input field. Underneath the input field is a dark grey button labeled 'Select Song' with a downward-pointing triangle on its right side. At the bottom of the dialog, there are two buttons: 'Apply' on the left and 'Back' on the right.

Use the Select Song picker to choose the Song you wish to rename and enter the new name for the Song in the Input field.

Delete Song

The Delete Song function allows you to delete a Song and all its assets in one pass. Delete Song has a number of specific Settings that can be adjusted to control what and how many objects are affected in the Delete process.



The objects that are deleted in the Delete process depends on the Pools chosen in the Delete Song Settings.

Objects that will be deleted regardless include Pages, Timecodes and the Song trigger Macro.

The Settings for Delete Song can be accessed through the Settings button in the Title Bar.

Below, more detail is provided on the specific settings that can be applied to the Delete Song process.

Delete Song Settings

Delete Song Settings

Select Pools or adjust the Pool Range that will be affected by the Delete Process

Start of Song Range: 1

End of Song Range: 32

Song Asset Range: 50

☒ Pool 21	☒ Pool 22
☒ Pool 23	☐ Pool 24
☐ Pool 25	☒ Sequences
☒ Groups	☒ MAtricks
☐ Generators	☒ Shapes

Apply Cancel

There are a number of settings that can be modified in the Delete Song Settings. Like the other Settings dialogs, you can adjust the Start and End Song Range. Specifically to Delete Song, you can adjust the Song Asset Range and Select the Pools that will be affected by the Delete process.

Song Asset Range: This value is automatically calculated by the plugin, but the value can be user defined as needed. The number that is defined determines how many objects in each selected Pool will be affected by the Delete, starting at the songID's index value, plus the Song Asset Range value, minus 1. So for a Song with a songID of 500, objects in selected Pools will have their objects between 500 and 549 Deleted in the Delete process.

Pool Checkboxes: The checkboxes determine which Pool will be touched by the Delete process. The current Pools that are able to be targeted are the All Pools as well as Sequence, Groups, MAtricks, Generators and Shapes Pools. Unchecked Pools will not be affected by the Delete process.

The Deletion of a Song and it's Assets can be undone using Oops.