

Tag Manager

Introduction

Tag Manager is a utility tool designed to help with the management of objects that have been assigned Tags within a grandMA3 show file. The plugin searches for objects that match one or more selected Tags, then applies the chosen action or settings directly to those objects, in a single batch move.

Tag Manager can be used for simple bulk changes such as Lock State and Appearance assignments, as well as detailed settings for Sequences, Cues and Timecodes. Recipes can also be managed independently from Cues, with separate controls for assigning Presets, Groups, Filters and MAtricks objects to Preset Recipes and Cue Recipes.

The List Objects function provides a report of the objects that match the current selection before any changes are made. When Apply is selected, progress is displayed and a final Summary reports how many objects were matched, changed, unchanged or failed.

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 a grandMA3 console connected to the internet. 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 the Main UI. Before using Tag Manager, assign Tags to the objects you want to manage. Objects that do not have one of the selected Tags will not be included in operations executed by Tag Manager.

Licence Options and Management

USB Bound Licence: USB Licences register a USB drive to enable plugin operation. The USB drive must be connected when the plugin is used. The same drive can hold the Licence Keys for multiple Matt Jones LD plugins.

Device Bound Licence: A Device Licence is registered directly on to eligible grandMA3 console hardware. Device Bound Licences are not eligible for grandMA3 onPC systems. A Device Bound Licence does not require a USB drive after activation. Internet connection to the console is required to register and deregister a Device Licence with the Matt Jones LD Licence Server.

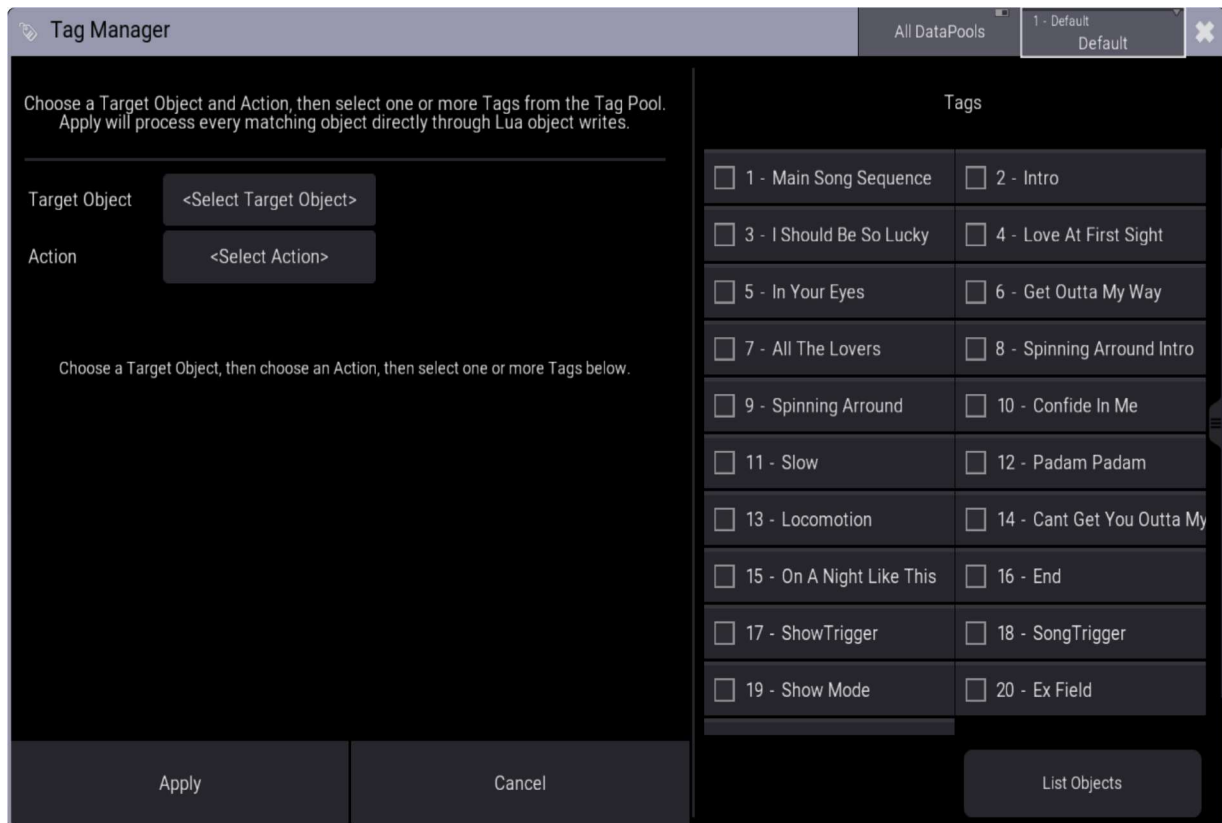
Licence Management: Use the Licence Management Settings control to view the active Licence method or to deregister a Device Bound Licence before transferring it to another eligible console. Internet connectivity is required when deregistering a Device Bound Licence.

Recheck Authentication: If an 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 a console's Date and Time to match. If a console's Date and Time are not accurate, you will be prompted to correct this. 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 Tag Manager opens, the Main UI is divided into the Target and Action controls on the left and the Tag Pool on the right. Select the Object type you want to apply change or settings to, choose the required action or settings, then select one or more Tags.



Main UI

Target Object: Select the type of object that Tag Manager will perform actions on. The available Targets are Sequences, Cues, Recipes, Presets, Generators, Shapes, Groups, Timecodes, Pages, MAtricks, Macros, Timers, Worlds, Filters, DataPools, Universes, Users and Views and this is displayed a dropdown list.

Action: Select what Tag Manager will do to the matched objects. Sequence, Cue and Timecode Targets open their dedicated Settings dialogs. Other Targets display the actions available for that object type.

Action Value: Appears when the selected Action requires an additional value. Depending on the Action, this can be an Appearance, Filter, World, MAtricks object, Group, Preset object, Lock State or Mode.

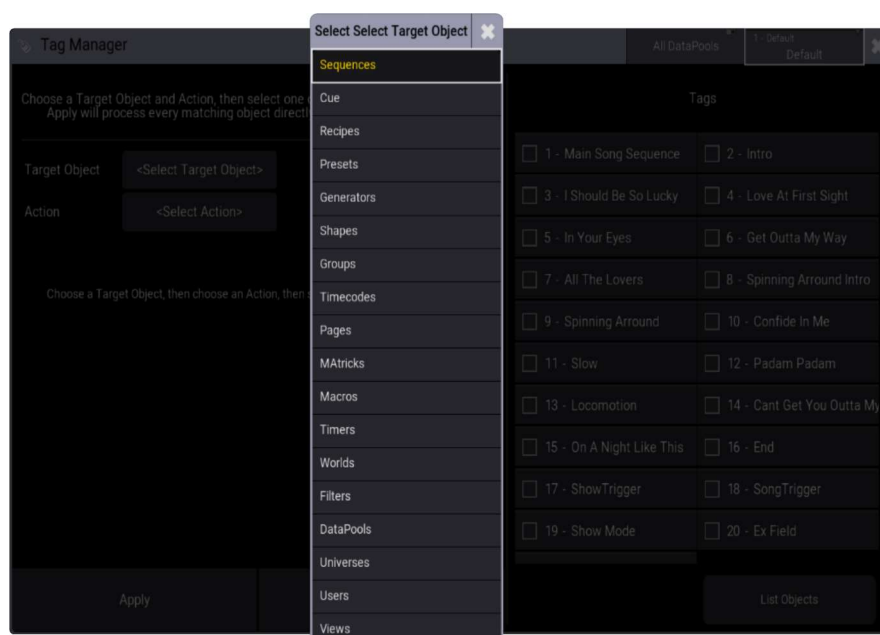
Tags: Select one or more Tags from the Tag Pool list provided. An object only needs to contain one of the selected Tags to be included. The number of matching objects updates as the Target, DataPool scope and Tags are changed.

All DataPools: When selected, Tag Manager scans every eligible DataPool for Targets stored inside DataPools. Deselect this option and use the DataPool selector to limit the operation to one DataPool.

List Objects: Opens a detailed report of the objects that match the current Tag selection. Use this before you Apply any changes, when you want to confirm exactly what will be affected.

Apply: Executes the selected Action for every matching Tagged object. A progress bar will indicate the progress, while the objects are scanned and updated.

Note: Targets that do not reside inside a targeted DataPool are not affected by the selected DataPool scope.



Target Objects and Actions

Several Target types use the same Action workflow. Select the Target Object, select an Action and Action Value, choose the required Tags, then select Apply.

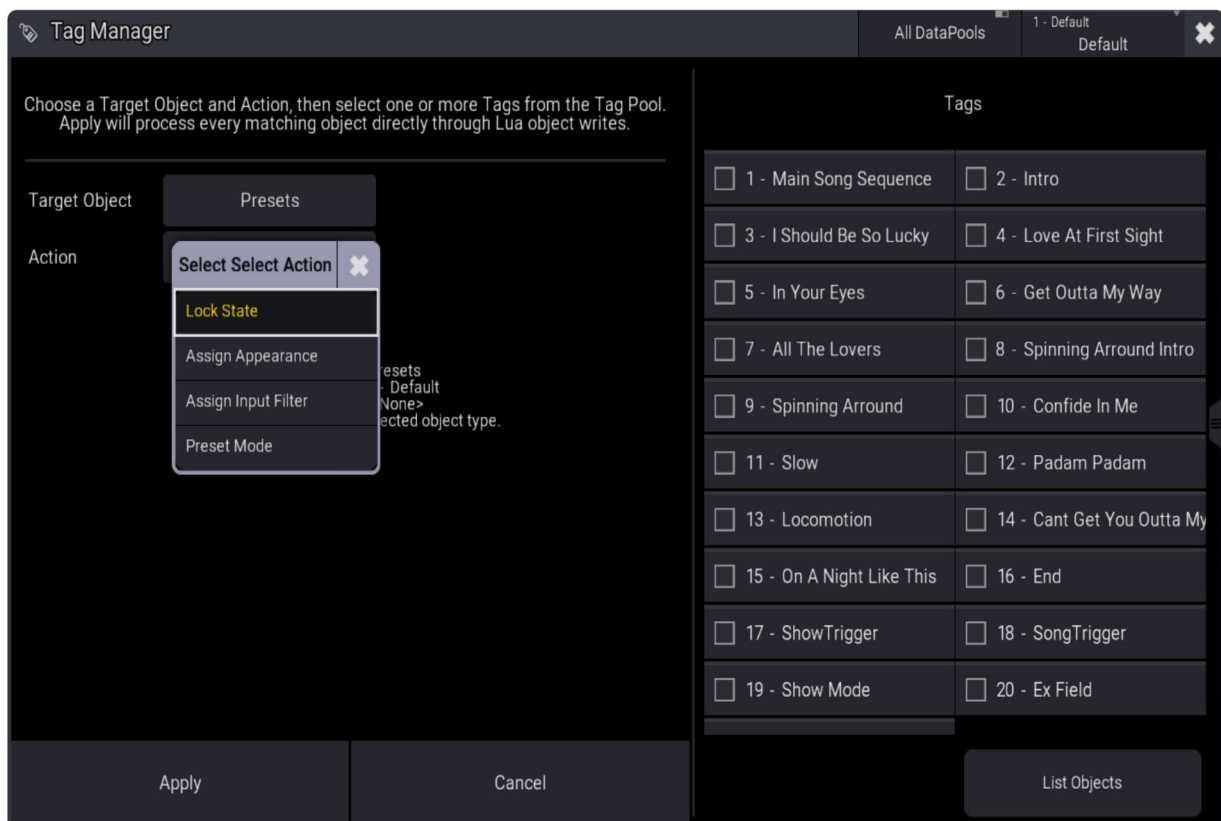
Lock State: Locks or unlocks every matched object. This Action is available for the shared object Targets and is also available inside the detailed Settings dialogs.

Assign Appearance: Assigns the selected Appearance to every matched object. Select <None> when you want to clear an existing Appearance assignment.

Assign Input Filter: Where supported, opens the Filter picker and allows a Filter, World or <None> to be assigned.

Presets

Presets provide Lock State, Assign Appearance, Assign Input Filter and Preset Mode Actions.

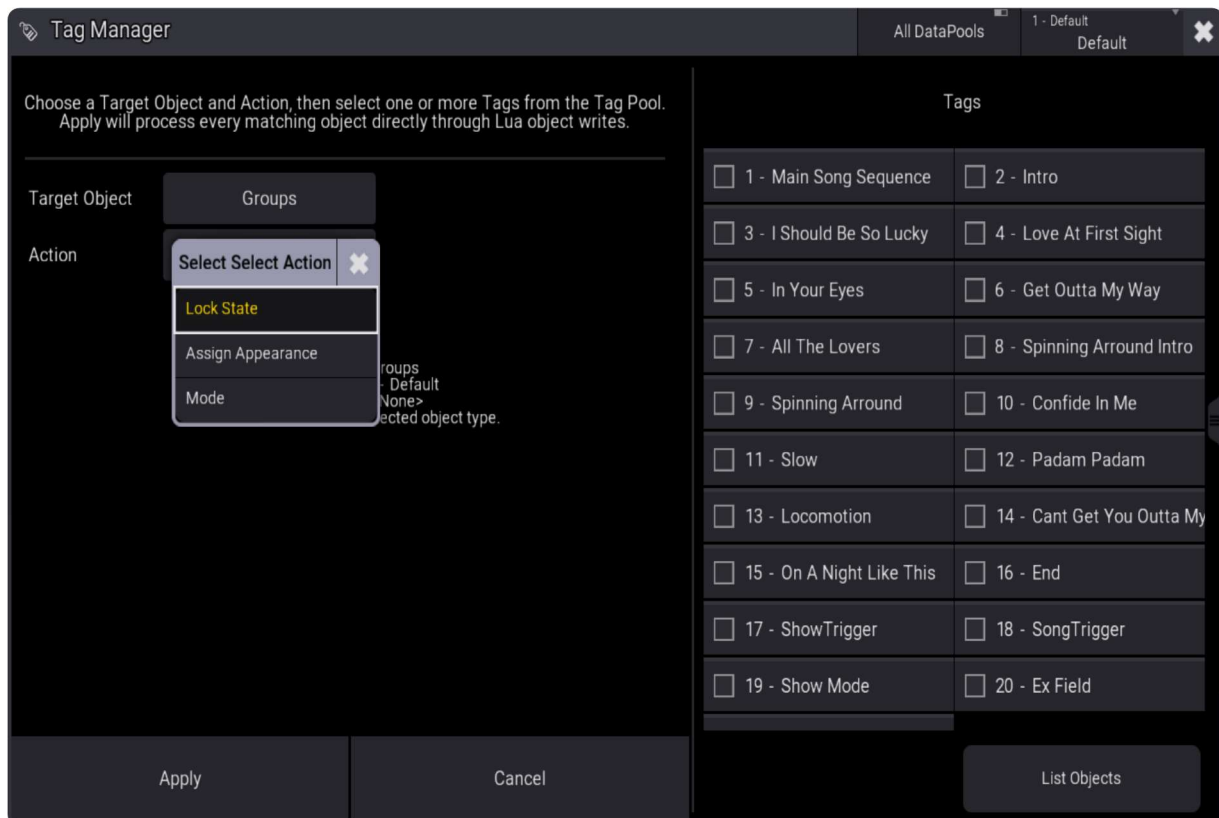


Preset Mode: Sets the matched Presets to Selective, Global or Universal.

Groups

Groups provide Lock State, Assign Appearance and Mode Actions.

Mode: Sets the matched Groups to None, Positive, Negative, Scaling or Additive.



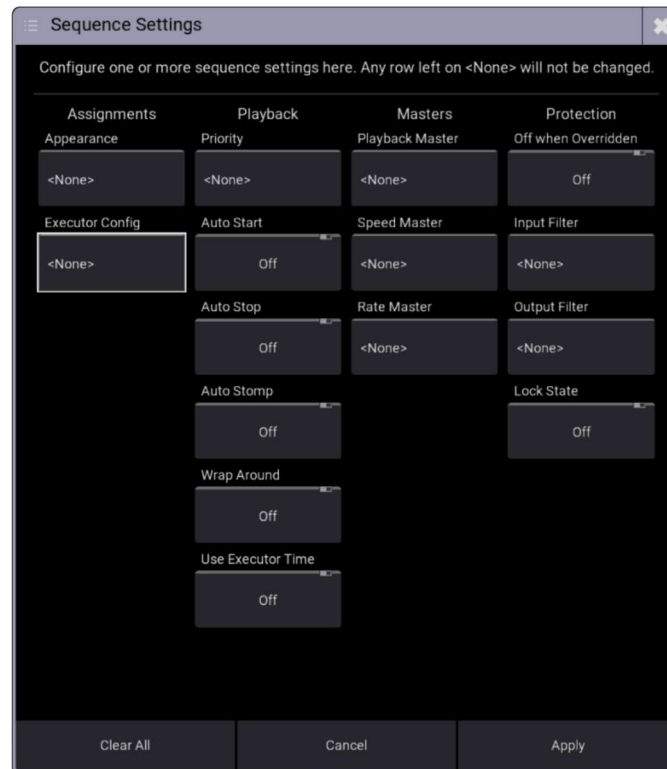
Other Target Objects

Generators, Shapes, Pages, MAtricks, Macros, Timers, Worlds, Filters, DataPools, Universes, Users and Views use the shared Lock State and Assign Appearance Actions.

Caution: Bulk changes are applied directly to every matched object. Use List Objects before Apply when selecting broad Tags or All DataPools.

Sequence Settings

Selecting Sequences as the Target changes the Action to Sequence Settings. Select one or more Tags first, then open the Settings dialog. The dialog allows several Sequence properties to be prepared and applied in one operation.



The Sequence Settings dialog box is titled "Sequence Settings" and contains a close button in the top right corner. Below the title bar, a message states: "Configure one or more sequence settings here. Any row left on <None> will not be changed." The dialog is organized into four main sections: Assignments, Playback, Masters, and Protection. Each section contains several settings, some of which are currently set to "<None>" or "Off".

Assignments	Playback	Masters	Protection
Appearance	Priority	Playback Master	Off when Overridden
<None>	<None>	<None>	Off
Executor Config	Auto Start	Speed Master	Input Filter
<None>	Off	<None>	<None>
	Auto Stop	Rate Master	Output Filter
	Off	<None>	<None>
	Auto Stomp		Lock State
	Off		Off
	Wrap Around		
	Off		
	Use Executor Time		
	Off		

At the bottom of the dialog, there are three buttons: "Clear All", "Cancel", and "Apply".

Only Settings that you change are applied. A value left as <None> or is not highlighted remains untouched on the matched Sequences.

Assignments: Appearance and Executor Config.

Playback: Priority, Auto Start, Auto Stop, Auto Stomp, Wrap Around and Use Executor Time.

Masters: Playback Master, Speed Master and Rate Master.

Protection: Off when Overridden, Input Filter, Output Filter and Lock State.

Clear All: Clears the prepared Settings in the dialog. It does not clear properties from the Sequence objects.

Apply: Retains the prepared Settings and returns to the Main UI. Select Apply in the Main UI to write those Settings to the matched Sequences.

Note: Lock State changes are processed in a safe order so that the other selected Sequence Settings can still be written.

Cue Settings

Selecting Cue as the Target changes the Action to Cue Settings. The plugin applies the prepared Settings to tagged Cue parents and Cue Parts. Changes to Recipe lines are not included in Cue Settings.

Assignments	Timing	Trigger	Settings	Phaser	MIB
Appearance <None>	Cue In Fade <None>	Trig Type <None>	Transition <None>	Sync Off	MIB Mode <None>
Lock Off	Cue Out Fade <None>	Trig Time <None>	Release Off	Morph Off	MIB MultiStep <None>
Command <None>	Cue In Delay <None>		Assert Off	Delay To Phase Off	MIB Preference <None>
Command Delay <None>	Cue Out Delay <None>		Allow Duplicates Off	Speed Master <None>	MIB Fade <None>
Command Enabled Off	Snap Delay <None>		Break <None>		MIB Delay <None>

Clear All Cancel Apply

Only Settings that you change are applied. Values left as <None> or are not highlighted remain unchanged on the matched Cues and Cue Parts.

Assignments: Appearance, Lock, Command, Command Delay and Command Enabled.

Timing: Cue In Fade, Cue Out Fade, Cue In Delay, Cue Out Delay and Snap Delay.

Trigger: Trig Type and Trig Time.

Settings: Transition, Release, Assert, Allow Duplicates and Break.

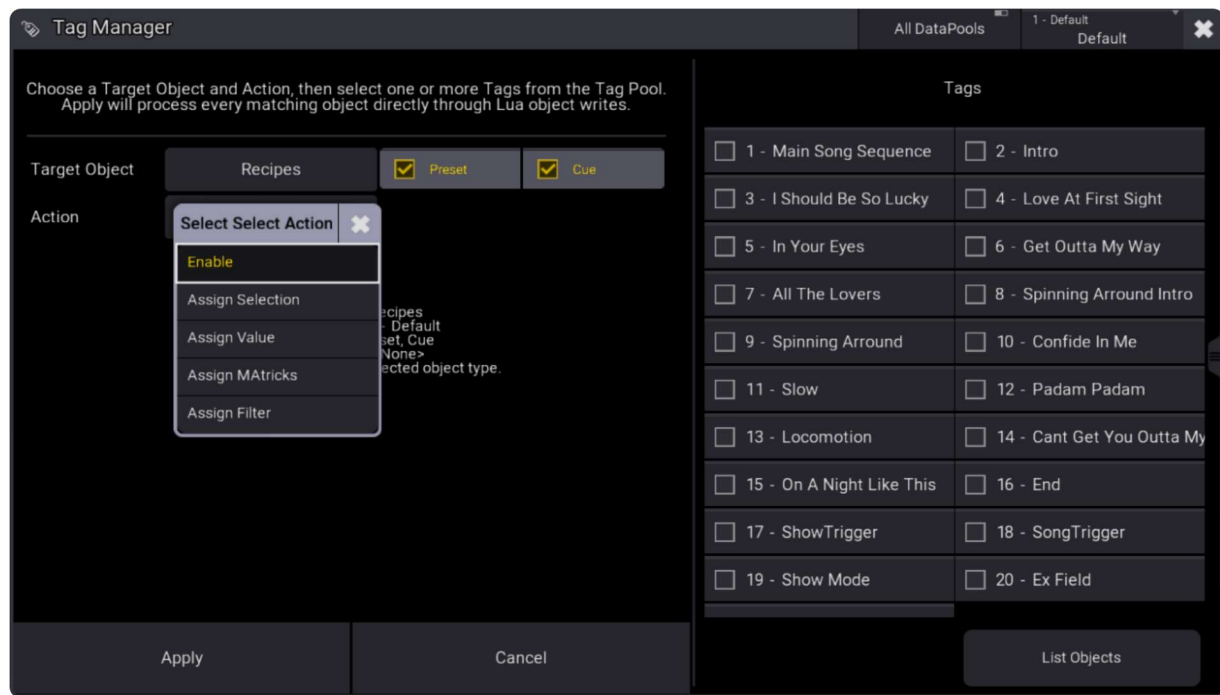
Phaser: Sync, Morph, Delay To Phase and Speed Master.

MIB: MIB Mode, MIB MultiStep, MIB Preference, MIB Fade and MIB Delay.

Break: Uses the Filter picker and can assign a Filter, World or <None>.

Recipes

Recipes are managed separately from Cues. Selecting Recipes as the Target displays Preset and Cue checkboxes so you can choose whether Tag Manager scans Preset Recipes, Cue Recipes or both.



Enable: Sets the matched Recipe lines to enabled or disabled.

Assign Selection: Opens a Group-style picker and assigns the selected Group or selection source to the matched Recipes.

Assign Value: Opens the Recipe Value picker. Select a Preset Pool or Generators on the left, then select the required object on the right.

Assign MATricks: Opens the MATricks picker and assigns the selected MATricks object.

Assign Filter: Opens the Filter picker and assigns a Filter, World or <None>.

The Recipe pickers include a DataPool selector in the Title Bar. Use this selector when the required Group, Preset, Generator, MATricks, Filter or World is stored in a different DataPool.

Note: Choose Preset and/or Cue in the Recipe scope before applying a Recipe Action. This allows you to define if the operation should apply to only Preset Recipes, Cue Recipes or both.

Timecode Settings

Selecting Timecodes as the Target changes the Action to Timecode Settings. Select one or more Tags first. The Settings dialog can be opened when at least one Timecode matches the selected Tags.

Label	Time	Playback	Display	Other	Record
Appearance	TC Slot	Auto Start	Time Display Format	Lock	Record Go
<None>	<None>	Off	<None>	Off	<None>
		Auto Stop	Frame Readout		Playback and Record
		Off	<None>		<None>
		Loop Mode			Record Remote Events
		<None>			Off
		Switch Off			
		<None>			
		Assert Previous Events			
		<None>			
		Restart Option			
		<None>			

Clear All Cancel Apply

Only Settings that you change are applied. Values left as <None> or are not highlighted remain unchanged on the matched Timecodes.

Label: Appearance.

Time: TC Slot.

Playback: Auto Start, Auto Stop, Loop Mode, Switch Off, Assert Previous Events and Restart Option.

Display: Time Display Format and Frame Readout.

Other: Lock State.

Record: Record Go, Playback and Record, and Record Remote Events.

Using the Filter Picker

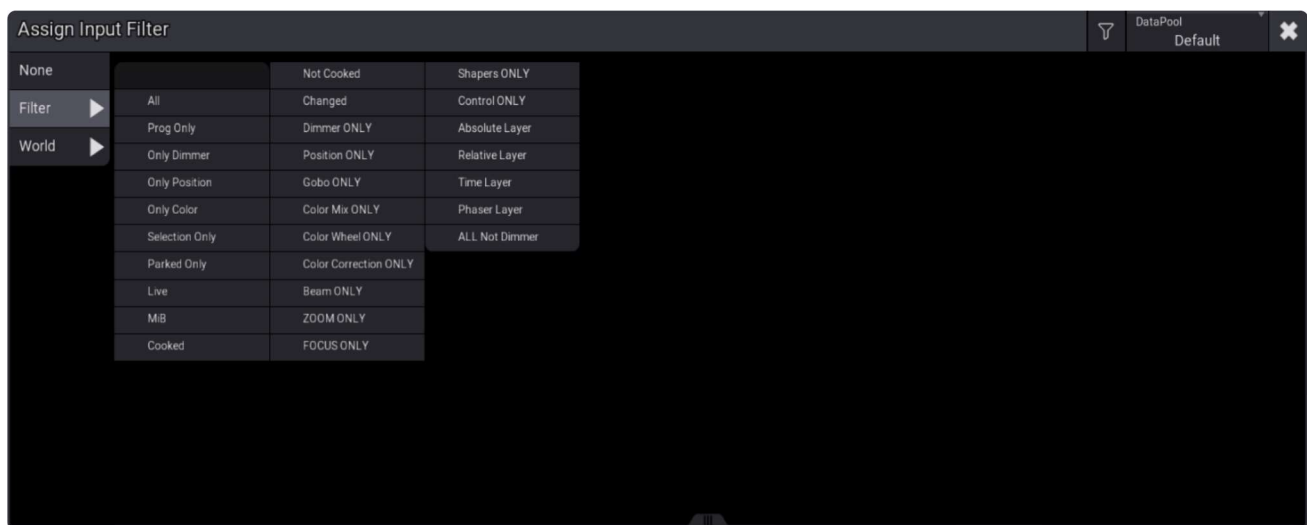
The Filter picker is used by Preset Input Filter, Sequence Input and Output Filters, Cue Break and Recipe Filter.

None: Clears the current Filter-style assignment.

Filter: Displays Filters from the selected DataPool.

World: Displays Worlds from the selected DataPool.

Use the DataPool selector in the Filter picker Title Bar to browse Filters and Worlds from another DataPool.



DataPool Scope

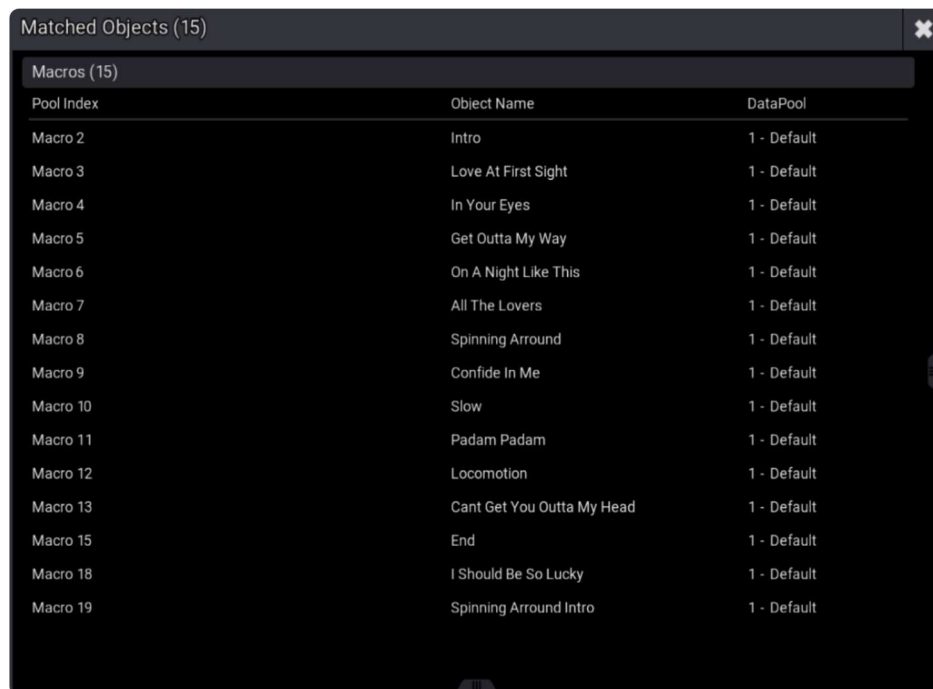
The All DataPools control and DataPool selector in the Main UI determine where Tag Manager scans for Targets that are stored inside DataPools.

All DataPools Selected: Scans every eligible DataPool and includes matching objects from each one.

Selected DataPool: Scans only the chosen DataPool. The object selectors inside Settings and Recipe pickers can use their own DataPool selection where required.

List Objects

Select List Objects to review the matched objects before applying an Action. The report groups the results by object type and identifies the DataPool where applicable.



Pool Index	Object Name	DataPool
Macro 2	Intro	1 - Default
Macro 3	Love At First Sight	1 - Default
Macro 4	In Your Eyes	1 - Default
Macro 5	Get Outta My Way	1 - Default
Macro 6	On A Night Like This	1 - Default
Macro 7	All The Lovers	1 - Default
Macro 8	Spinning Around	1 - Default
Macro 9	Confide In Me	1 - Default
Macro 10	Slow	1 - Default
Macro 11	Padam Padam	1 - Default
Macro 12	Locomotion	1 - Default
Macro 13	Cant Get You Outta My Head	1 - Default
Macro 15	End	1 - Default
Macro 18	I Should Be So Lucky	1 - Default
Macro 19	Spinning Around Intro	1 - Default

The List Object dialog is a helpful tool to view what Tags are assigned to specific objects.

Summary Report

After clicking Apply and the operation has completed, the plugin will display a Summary report displays the Target Object, Action, DataPool scope, selected Tags and Action Value that have been applied. This reports also details the number of objects matched, changed, unchanged and failed.

Note: If an operation contains a large number of objects, use the progress bar as a guide and confirmation that Tag Manager has completed the operation or is still scanning or applying changes to objects.

Practical Tips

Use List Objects before applying a broad change, especially when more than one Tag is selected or when All DataPools is enabled.

For Sequence, Cue and Timecode Settings, only change the values that you want applied. Use <None> when you want to clear an existing assignment; leave a Setting untouched when the existing value should remain unchanged.