

Timecode Assistant User Guide

Introduction

Timecode Assistant helps you copy, move and manage Timecode events, change Event cue assignments and organise Tracks, TimeRanges and Markers in grandMA3. This guide explains how to use the Plugin user interface (UI), choose the correct functions, carry out each workflow and verify the result in the Timecode Viewer.

Important

Save a show backup before substantial Timecode edits. It is advised to use a separate copy of your show file while familiarising yourself with the functions and workflows of Timecode Assistant. Verify the result in grandMA3's native Timecode Viewer after each operation, especially when changing timing or cue assignments.

Getting started

Timecode Assistant provides 3 core functional workflows. When you open Timecode Assistant, you will be presented with an initial UI that prompts you to choose what workflow you are wanting to work with.

Copy Events: Copy existing events to other Tracks.

Assign Cues to Events: Change the Cues that existing Events trigger.

TimeRange Manager: Edit or organise and rearrange TrackGroups, Tracks, Markers and TimeRanges.

First Time Use

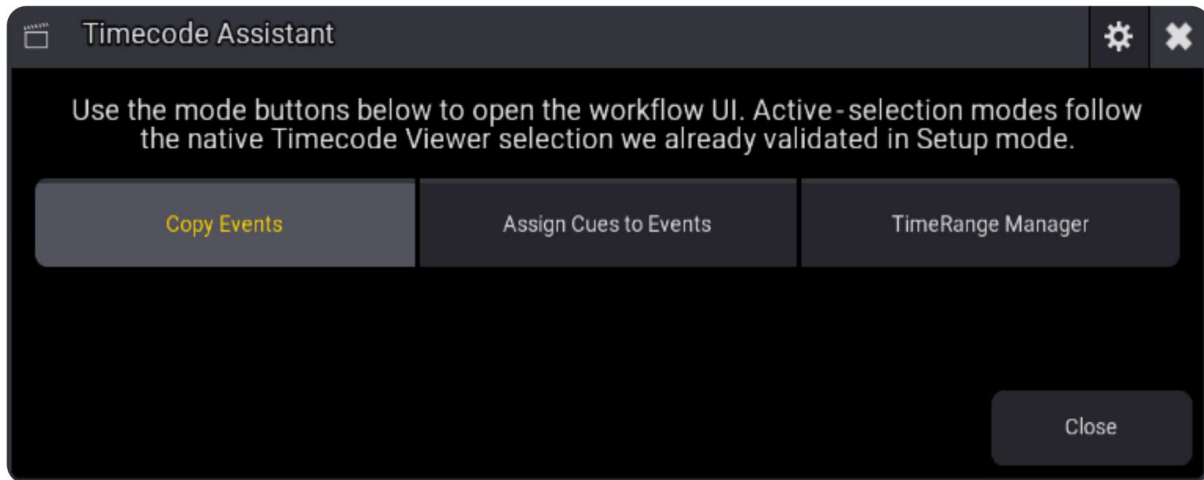
When using this plugin for the first time, you will be required to activate your Licence Key provided to you at the time of purchase. You will need an internet connection to do this, either using MA onPC on a computer with an internet connection or on a console with a wired internet connection.

There are two types of Licence you can purchase. USB bound License Keys or Device bound License Keys.

For USB Licenses, you will need a USB drive connected to your grandMA3 system to authenticate as your USB drive holder for your Licence Key. You can use the same USB drive to hold all of your Matt Jones LD Plugin Licence Keys.

For Device License, you are able to authorise a MA Lighting grandMA3 console as the holder of your Device License. grandMA3 onPC systems, including grandMA3 onPC Command Wing XT systems are not available to be registered with a Device License.

Once licenced, the plugin will open and you will be able to start using Timecode Assistant with your Licensed USB connected or on the Licensed grandMA3 Device.



Selecting Events

Active Selection

Using Active Selection allows you to work with the Events that are currently selected in the grandMA3 Timecode Viewer. This selection can be used when copying Events, assigning Cues or moving Events to a different Tracks or TimeRange.

With the Timecode Viewer in Setup mode, Select the Events you wish to work with in the Timecode Viewer, then open the required function in Timecode Assistant. Changes to the Active Selection in the Timecode Viewer will update live inside Timecode Assistant.

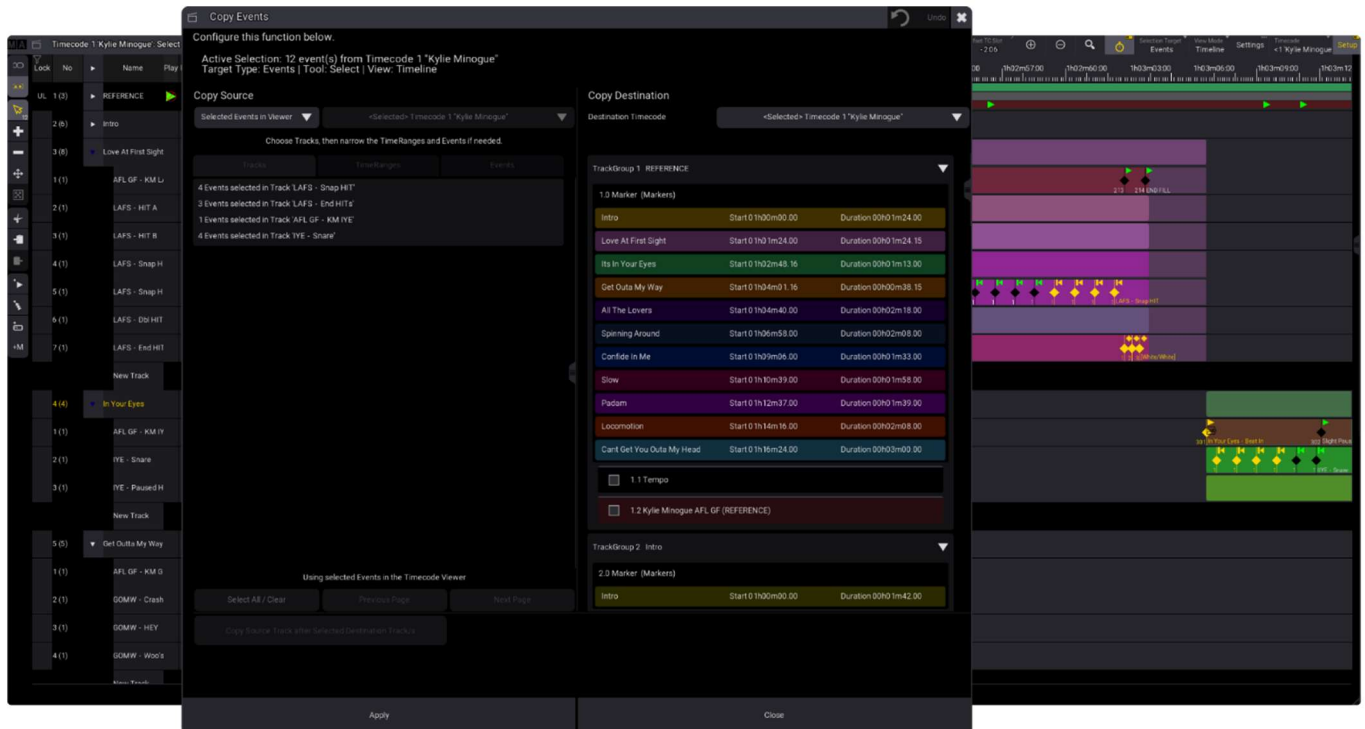
Enable Copy from Active Selection or Apply to Active Selection. The selection summary displays the source and the number of selected Events.

Direct Selection

Direct Selection allows you to choose the Events using the input fields in the plugin. Disable the Active Selection option, then choose the Timecode, Track or Track range and the selection limits shown in the dialog. This is useful when you wish to work with a range of Events without selecting them individually in the Timecode Viewer.

Selected Timecode

The <Selected> option uses the Timecode object currently selected in grandMA3. Where shown, the Timecode name is displayed alongside <Selected>. You can alternatively choose a specific Timecode object from the dropdown list.



Copy Events

Copy Events allows you to copy existing Events to one or more destination Tracks. The UI is split into two areas. A Copy Source workspace and a Copy Destination workspace. The Source Tracks, TimeRanges and Events are displayed on the left side of the Copy Events window in the Copy Source workspace.

The Destination Tracks, TimeRanges and Events are displayed on the right side of the Copy Events window in the Copy Destination workspace.

Copy Source

- There are two Copy Source modes to work with.
 - Selected Events in Viewer** – this mode allows you to use the Events that are currently selected in the Timecode Viewer as the source events to copy.
 - Choose Events** – this mode allows you to select the Track, TimeRange and contained Events to take as the Copy Source.

When using the Choose Events mode, you will be presented with 3 tabs in the Source workspace. To proceed you need to first select a Timecode Track in the 'Tracks' tab. In the TimeRanges, by default all TimeRanges will be selected. You can choose to deselect TimeRanges to filter down the results in the next tab 'Events'. In the 'Events' Tab, you can deselect the Events that are listed here. By default, all Events are selected.

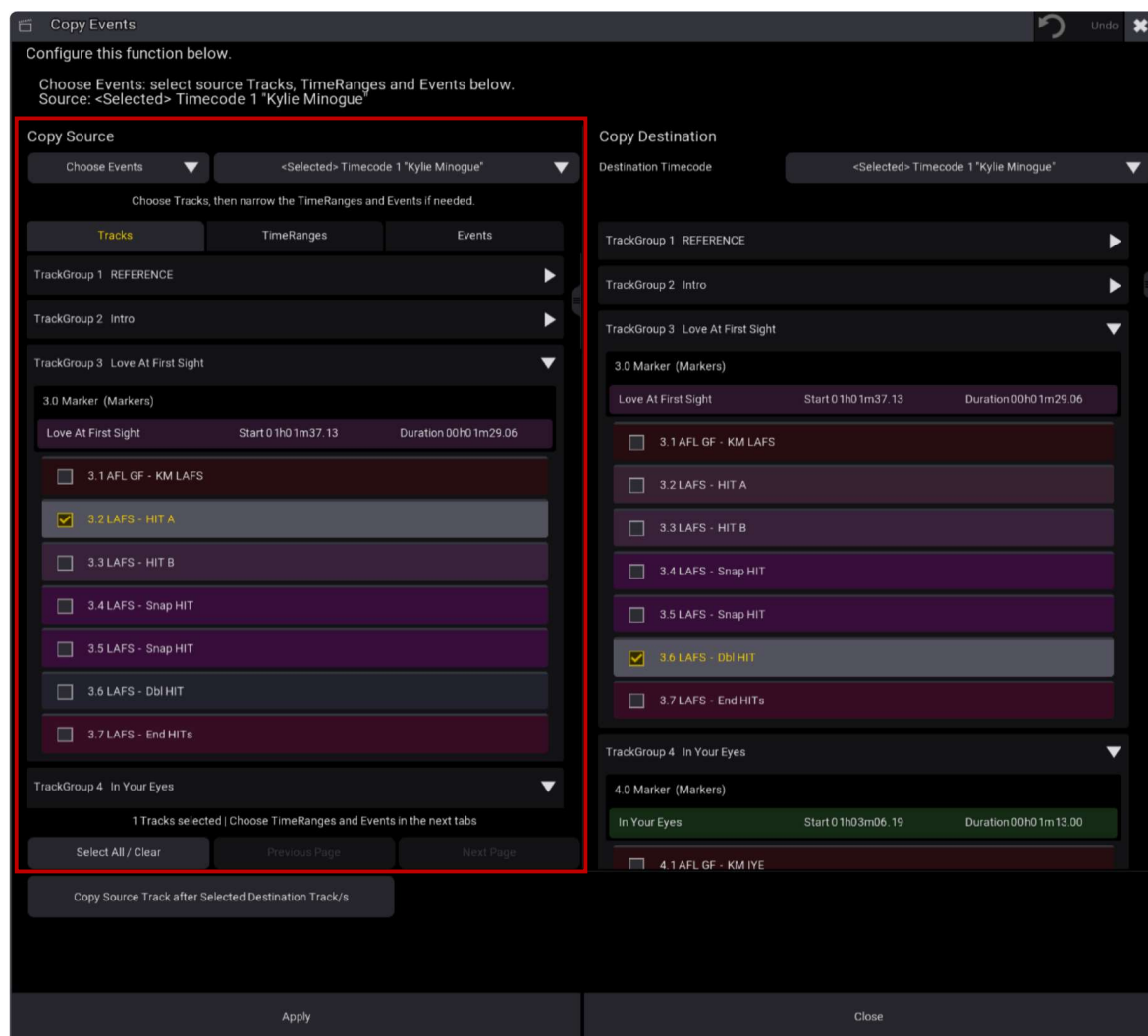
Next to the Copy Source mode selector, there is a Timecode selector that allows you to choose an alternative Timecode Pool object to Copy from the dropdown that is presented. By default, the Selected Timecode Pool object is the initially displayed

Timecode and its children. The Timecode selector will display <Selected> with the Selected Timecode object's name and represents the currently selected Timecode. This indicates that this Timecode Pool object will be used as the Source to select Events from.

Use the checkbox on each Track row you wish to copy Events from. You can select multiple source Tracks across different TrackGroups to copy from.

To help navigate larger selections of Events, use the Next and Previous page controls at the bottom of the workspace.

Tracks and TimeRanges can also be collapsed and expanded, using the arrows on the right of Track and TimeRange rows, to make it easier to navigate larger lists of events provided by the targeted Timecode pool object.



Copy Destination

The Copy Destination workspace allows you to select the destination Timecode pool object, Tracks and TimeRanges, and are displayed on the right side of the Copy Events window.

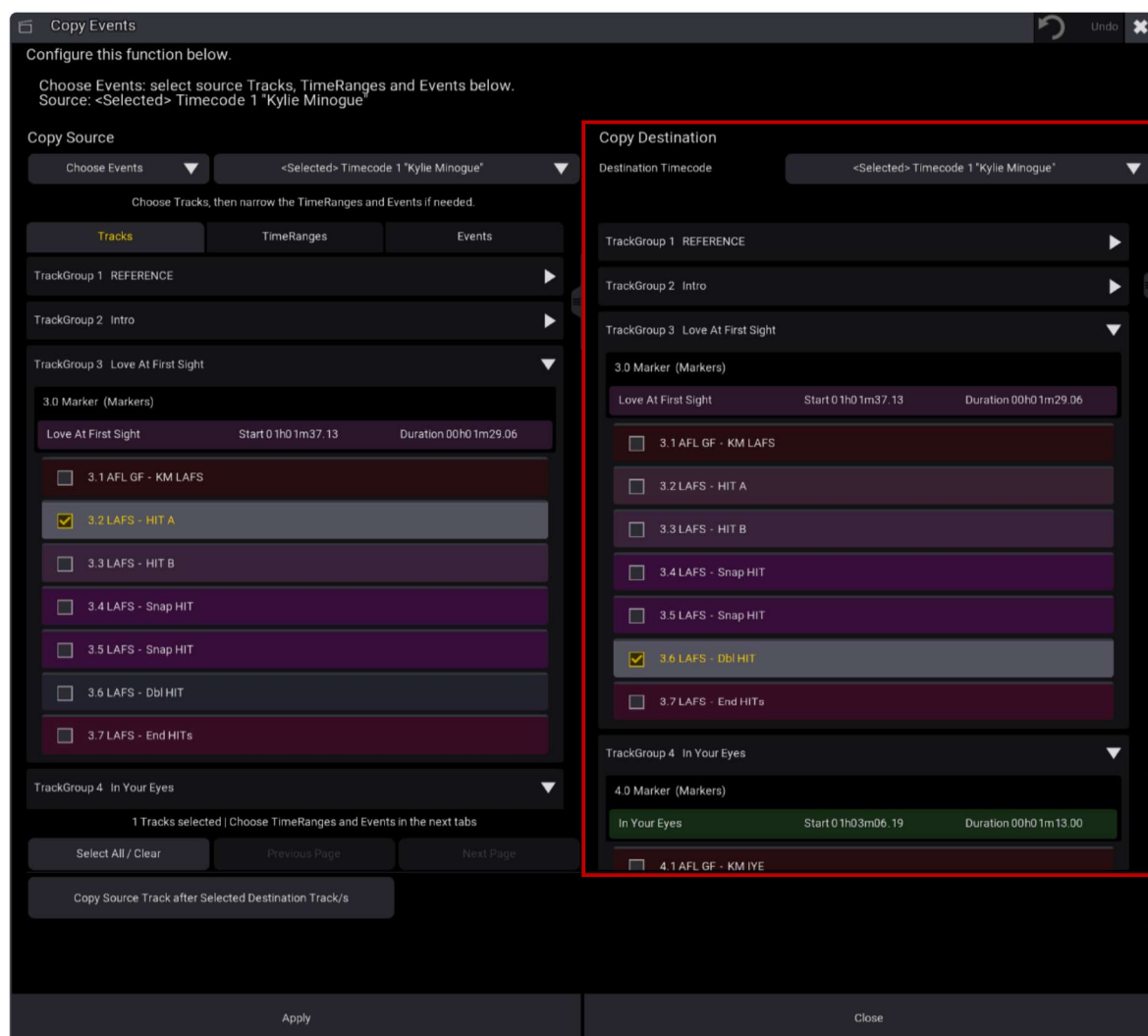
You are able to select multiple Tracks and TimeRanges to copy selected Events to.

When multiple destination Tracks or TimeRanges are selected, the selected Source objects will be copied into all selected destinations. Their AbsTime (position on the Timecode timeline) will be retained.

Destination Tracks are arranged inside their TrackGroups. Use the arrow on each TrackGroup or Track row to collapse or expand its contents. Collapsing a TrackGroup retains any destination Tracks you have selected.

Marker lanes and their Markers are displayed alongside the Tracks so you can see their relationship. Markers cannot be selected as a destination for copied Events.

Press Apply to copy the Events from the selected source locations to the selected destination locations.



Where Cue assignments are required to be applied, the Copy Event Cue Assignment dialog will be opened.

Appearance Colours

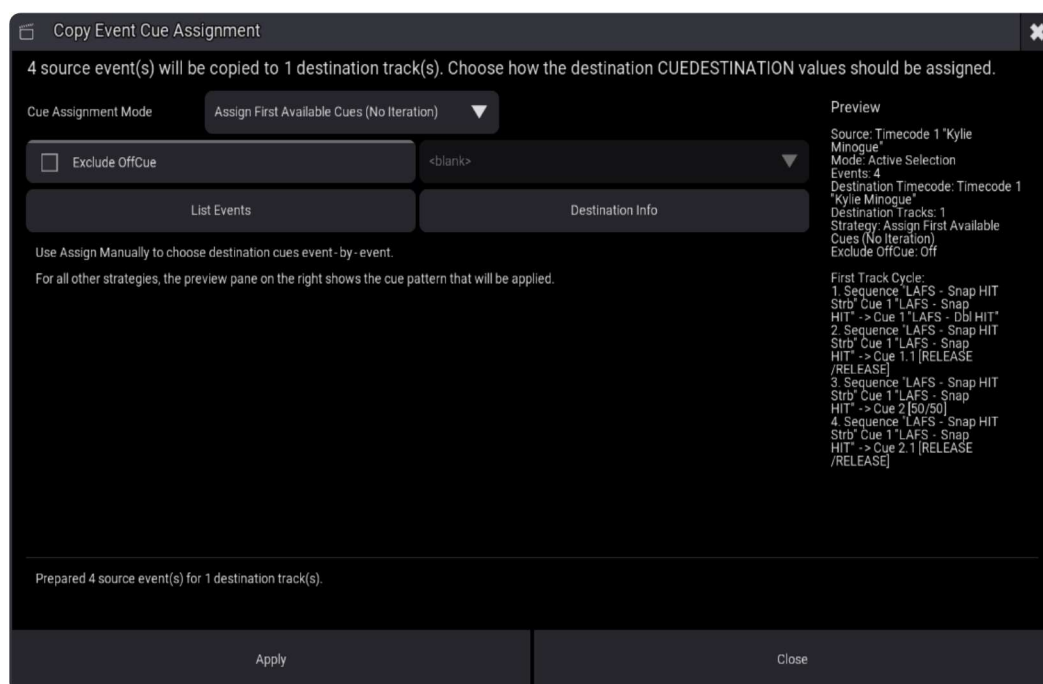
Track cards display the assigned Appearance colour of the Track or TimeRange. Where a Track or TimeRange has no Appearance, the colour will be taken from the Target Sequence or other object that is assigned.

Copy Event Cue Assignment

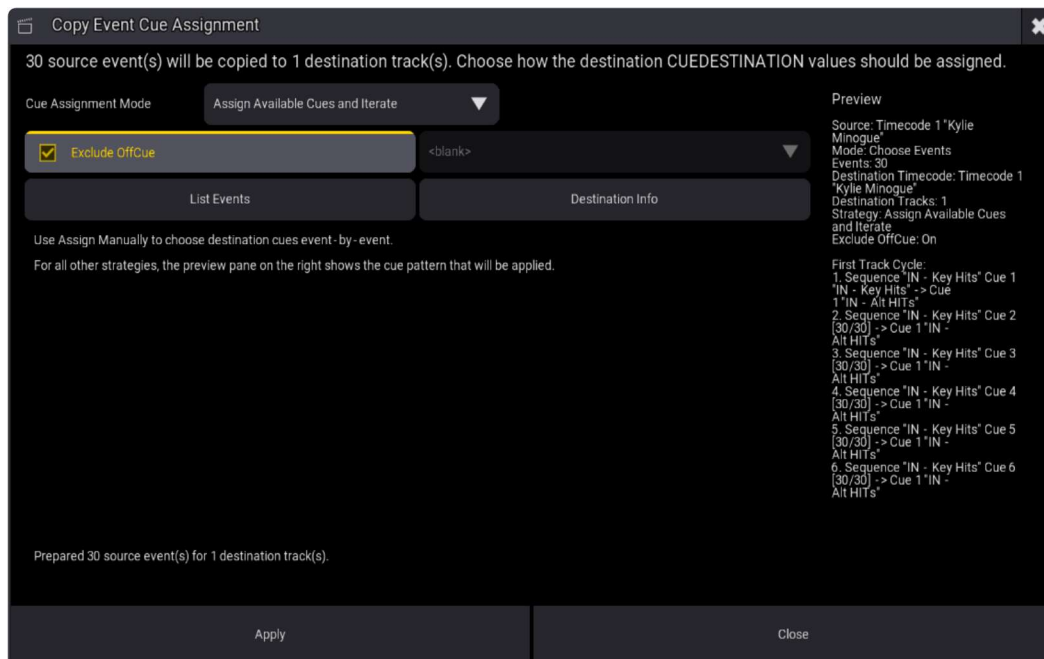
The Copy Event Cue Assignment dialog allows you to choose how Cues are assigned to the copied Events. The available options depend on the source Events and the Cues available at the assigned Sequence Target.

Assign Same Cue at Destination: Assigns one chosen destination Cue to all copied Events.

Assign First Available Cues (No Iteration): Assigns the available destination Cues in order, without repeating the Cue pattern. Where more Events than Cues exist, the Events after the final Cue assigned to an Event will then be left without a Cue assignment. The Preview shows whether there are enough available Cues.



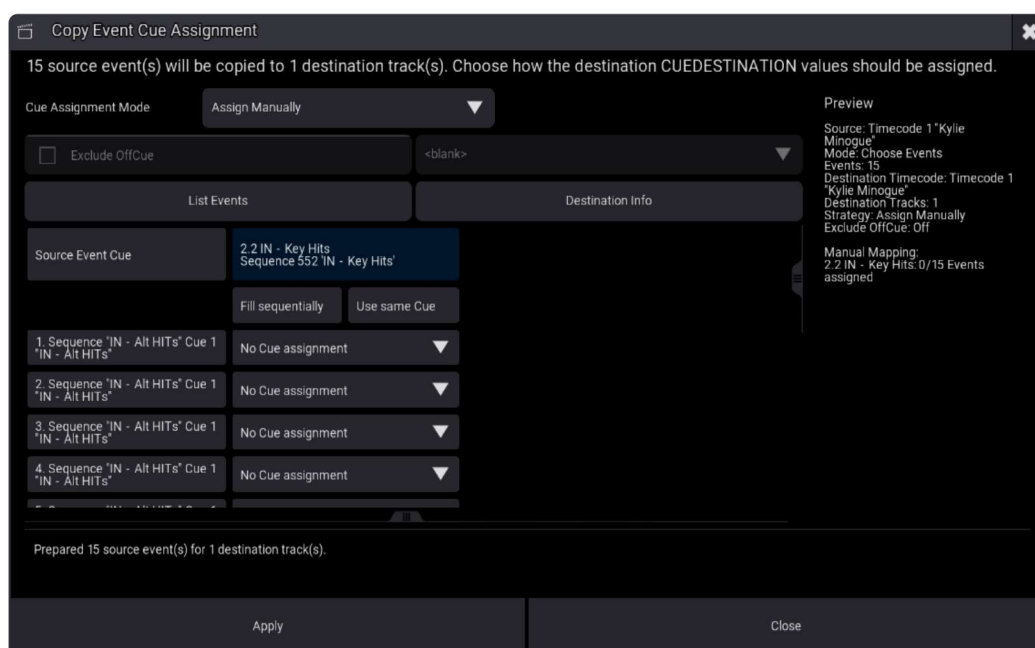
Assign Available Cues and Iterate: Assigns the available destination Cues as a repeating pattern to the targeted Events, until all Events have an assigned Cue.



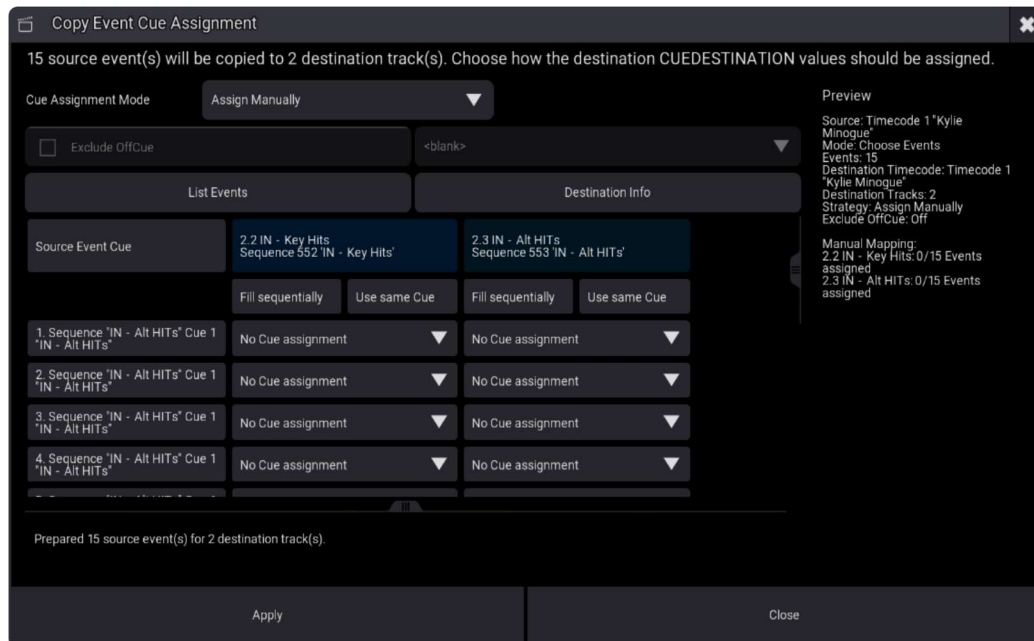
Mirror Assignments: Where possible the source Cue assignments are replicated at the destination. This option is available when the Event to Cue assignments can be matched.

Assign No Cues at Destination: Copies the Events to the destination without assigning Cues to any Events.

Assign Manually: Allows you to choose the destination Cue for each individual Events.



When using 'Assign Manually' mode, it is possible to manually assign Cue to multiple destinations. When doing so, the other Tracks or TimeRanges will be displayed in additional columns in the UI.



Additional Options

- **Exclude OffCue** removes the OffCue from the available Cue choices.
- **List Events** displays the Events in more detail.
- **Destination Info** displays information about the destination Cues.

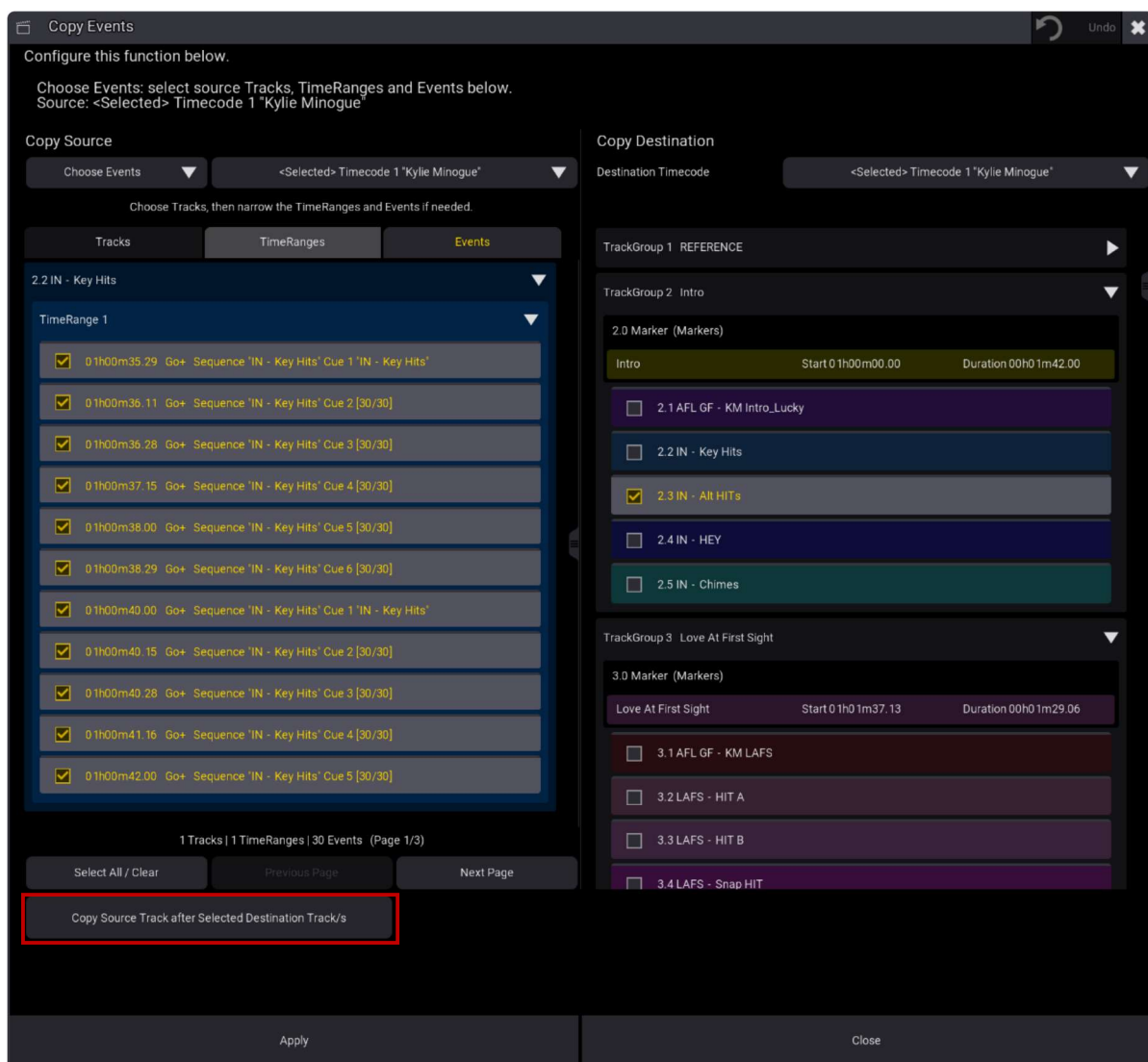
Applying Cue Assignments

The Preview section displays the prepared Cue assignments. Once you are satisfied with the Event to Cue assignments, press Apply to complete the operation and apply the Cue assignments to the Events.

Copy Source Tracks at Destination Track/s

At the bottom of the Source Track workspace, the 'Copy Source Tracks at Destination Track/s' button allows you to copy entire Tracks to the destination Timecode. The Copy Tracks function will copy all selected Source Tracks and place them after the selected Destination Tracks. It is possible to copy multiple selected Source Tracks. It is also possible to copy the selected Source Tracks at multiple Destinations.

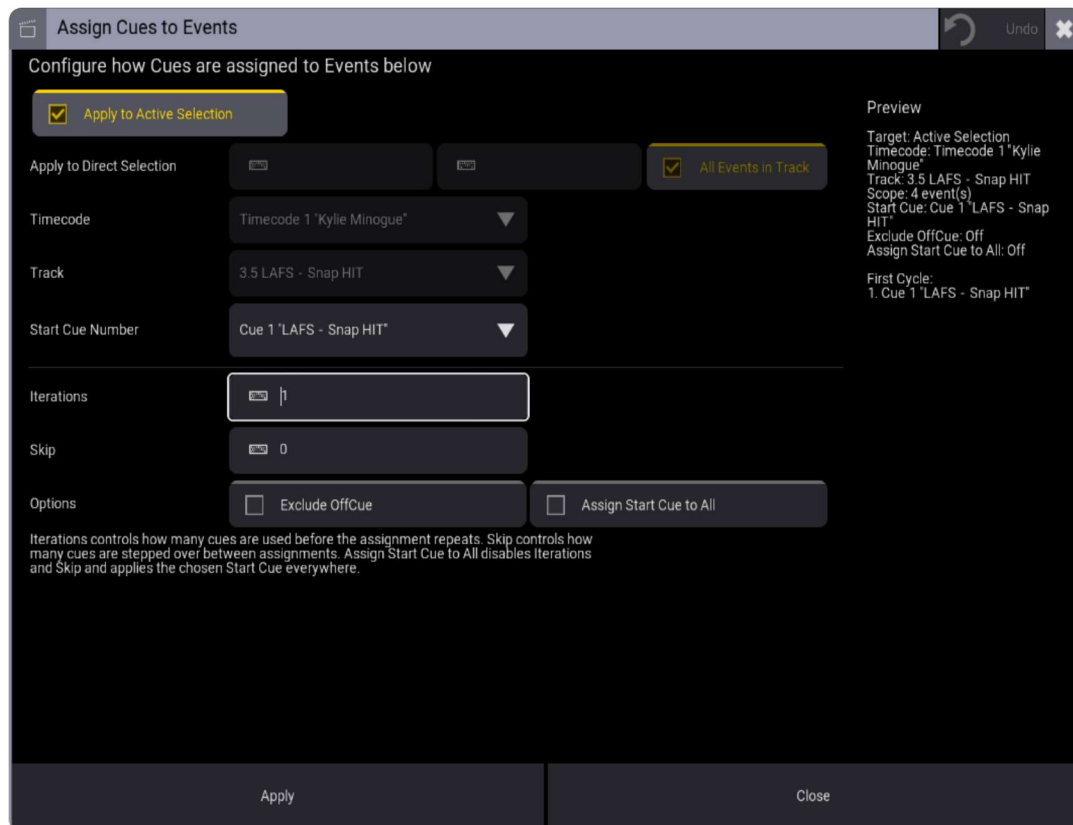
Where multiple Destination are selected, the Selected Tracks will be copied after the selected Destination Tracks.



Assign Cues to Events

Assign Cues to Events allows you to change the Cues assigned to existing Timecode Events.

You are able to apply these Cue assignments to either the Events currently selected in the Timecode Viewer by enabling **'Active Selection'** or using Direct Selection by disabling **'Active Selection'**, to define the Timecode object, Track and Events manually.



When using Apply to Direct Selection, there are two Input fields where you can define the first and last Event numbers. The **'All Events in Track'** checkbox allows you to direct the plugin to perform Cue Assignments to all Events on the chosen Track.

When using Apply Direct Selection you are also able to define the Timecode object and Track where you wish to target Events for Cue Assignments.

The Start Cue Number picker allows you to define the first Cue in the Sequence assigned to the chosen Track, to be used in the Cue assignment pattern. The available Cues are taken from the Sequence assigned to the Track Target.

Iterations and Skip input fields allow you to create a repeating Cue assignment patterns. You can also choose exclude the OffCue or assign the same Start Cue to all selected Events.

On the left of the dialog, the Preview displays the selected Timecode, Track and configured Cue pattern. Pressing Apply will assign the Cues to the Events in the Previewed pattern.

Iterations and Skip

The 'Iterations' value defines the number of Cues to assign before repeating the Cue Assignment pattern, while 'Skip' defines how many available Cues are skipped between each Cue Assignment.

The pattern will repeat through the available Events until there are no more Events to have Cues assigned to.

Enabling 'Exclude OffCue' removes the OffCue from the list of Cues available to be assigned to Events.

For example, with 5 possible Cues available, when Start Cue is set to Cue 1, Iterations set to 3 and Skip set to 0, the Cue Assignment pattern will be Cues 1, 2, 3 assigned to Events and will repeat through all available Events.

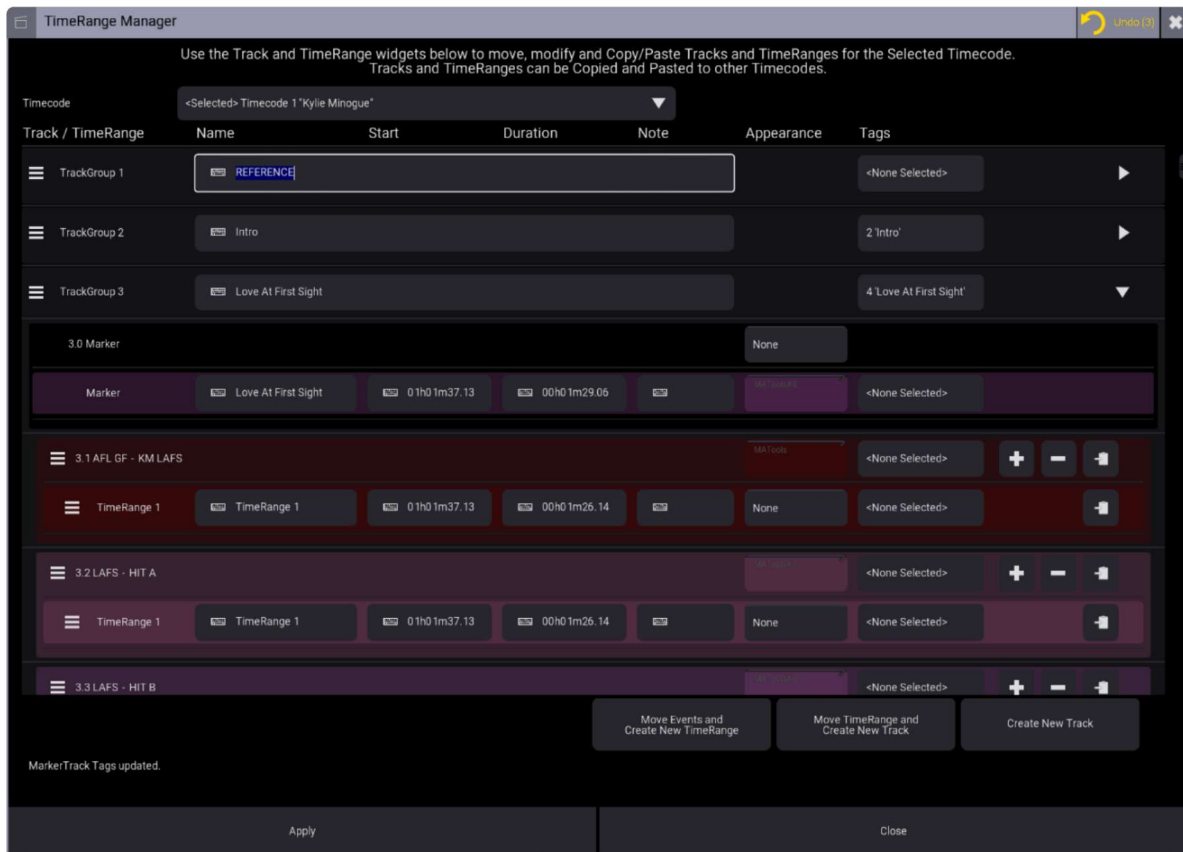
Changing Skip to 1 will create the Cue Assignment pattern Cues 1, 3, 5 assigned to Events, and repeated through all available Events.

Assign Start Cue to All

The 'Assign Start Cue to All' checkbox assigns the chosen Start Cue to every selected Event. When enabled, Iterations and Skip values are ignored and the input fields are disabled.

TimeRange Manager

TimeRange Manager allows you to edit and rearrange TrackGroups, Tracks, TimeRanges and Markers within a Timecode object. The object cards in the UI show how these objects are arranged within the Timecode show.



Timecode: The Selected Timecode is applied by default. Use the dropdown list at the top of the UI to selected a different Timecode.

TrackGroups: Contains a Marker lanes, Tracks and TimeRanges. These are the Parent object that group multiple Tracks into an easily organisable container, natively in grandMA3. TimeRange Manager uses these in a similar way to group your Tracks and Marker Lanes. TrackGroups can be collapsed or expanded using the arrows on the right to make it easier to navigate larger Timecode shows.

Marker Lanes: Contains the Markers belonging to the TrackGroup it is contained within.

Tracks: Are contained within TrackGroups and contain at least one TimeRange. It is possible to have multiple TimeRanges within a Track. Each Track has an assigned Target, such as a Sequence.

TimeRange: Contains the Events for all or sections of a Track.

Expanding and Collapsing TrackGroups

Use the arrow on TrackGroup rows to hide or reveal its Tracks, Markers and TimeRanges. You can scroll through the list to view other TrackGroups.

Track and TimeRange Controls

The Plus button adds a new Track or TimeRange , while the Minus button will open a popup presenting options for removing a Track or TimeRange.

Copy and Paste controls allow you to copy the corresponding Track or TimeRange. The available controls depend on the type of object.

Moving TrackGroups, Tracks and TimeRanges

Move handles provided on the left of TrackGroups, Tracks and TimeRanges and are inset to show which objects belong to each layer. You can move TrackGroups into different positions or move Tracks into different TrackGroups and TimeRanges into new Tracks, including Tracks in different TrackGroups.

To do this, click on the Move handle and drag the TrackGroup, Track or TimeRange to a new position within the Timecode. As you drag the chosen object around the Timecode hierarchy, you will see yellow lines appear indicating positions you can drop the object to. When you release the Move handle with one of these yellow markers visible, the object you moved will be placed into this new position.

Moving a TrackGroup

Press and hold the move handle on the TrackGroup you wish to move.

Drag onto the move handle of the destination TrackGroup and release.

Choose Above or Below to place the TrackGroup in its new position.

All Tracks, TimeRanges and Events within the TrackGroup move with it. TrackGroups can be rearranged alongside other TrackGroups, but cannot be placed inside a Track.

Moving a Track

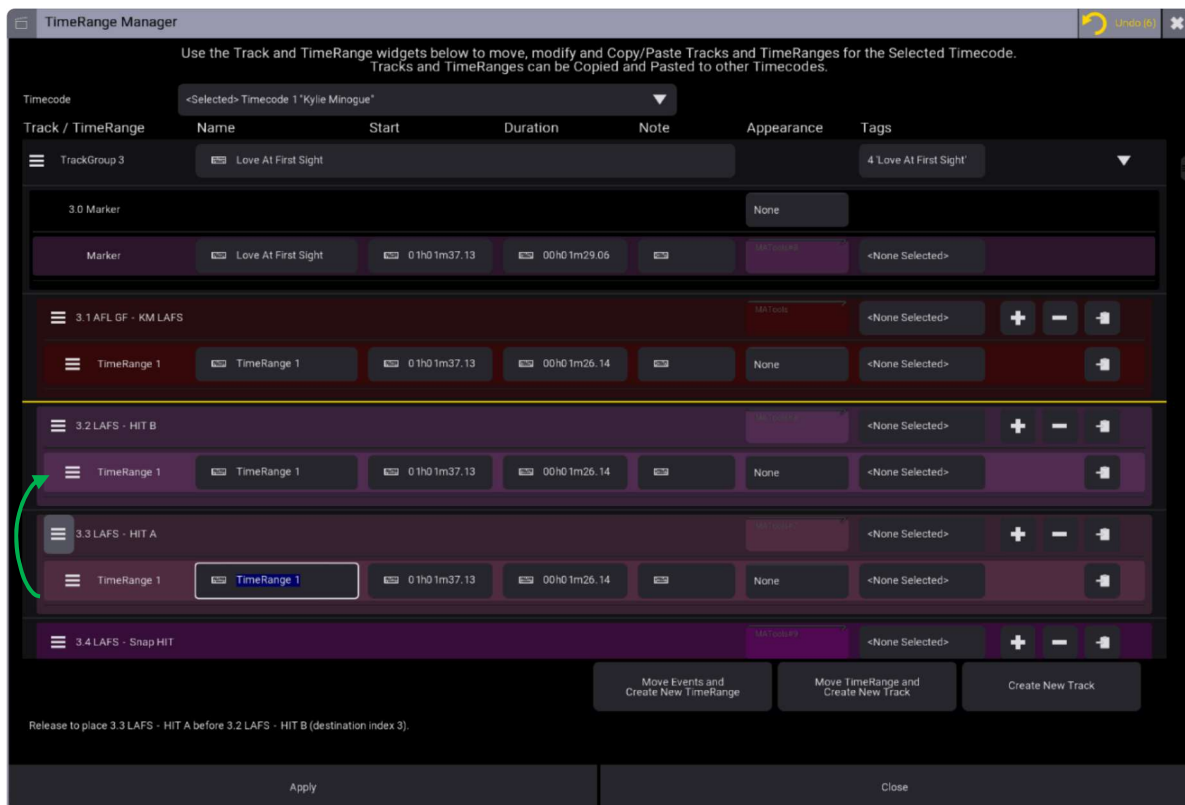
Drag the Track move handle to a valid position within its current TrackGroup or another TrackGroup. Release at the indicated destination to move the Track. Its TimeRanges and Events move with it. A Track cannot be placed inside another Track.

Moving a TimeRange

Drag the TimeRange move handle to an available destination shown by the drop indicator. The Events contained within the TimeRange move with it. To create a new destination Track, use Move TimeRange and Create New Track.

Locked Objects

If the source, destination or a parent object is locked, TimeRange Manager will identify the locked object and provide an alert that the source or destination object is locked. Unlock the object in grandMA3 if you wish to continue, then repeat the move.



Additional Functions

Three buttons below the TimeRange workspace provide access to Move Events and Create New TimeRange, Move TimeRange and Create New Track, and Create New Track. These functions are described in the following sections.

Moving Events between TimeRanges

Move Events and Create New TimeRange allows you to move selected Events to another TimeRange on the same Track. You can use an existing TimeRange or create a new one.

Select the Events and open Move Events and Create New TimeRange.

Use Active Selection or Direct Selection to choose the Events. The Selection Summary displays the selected source.

Choose the destination TimeRange. Use Plus to prepare a new TimeRange if required.

Choose the timing option you wish to use and complete any additional Start time or extension options. Press Apply to move the Events.

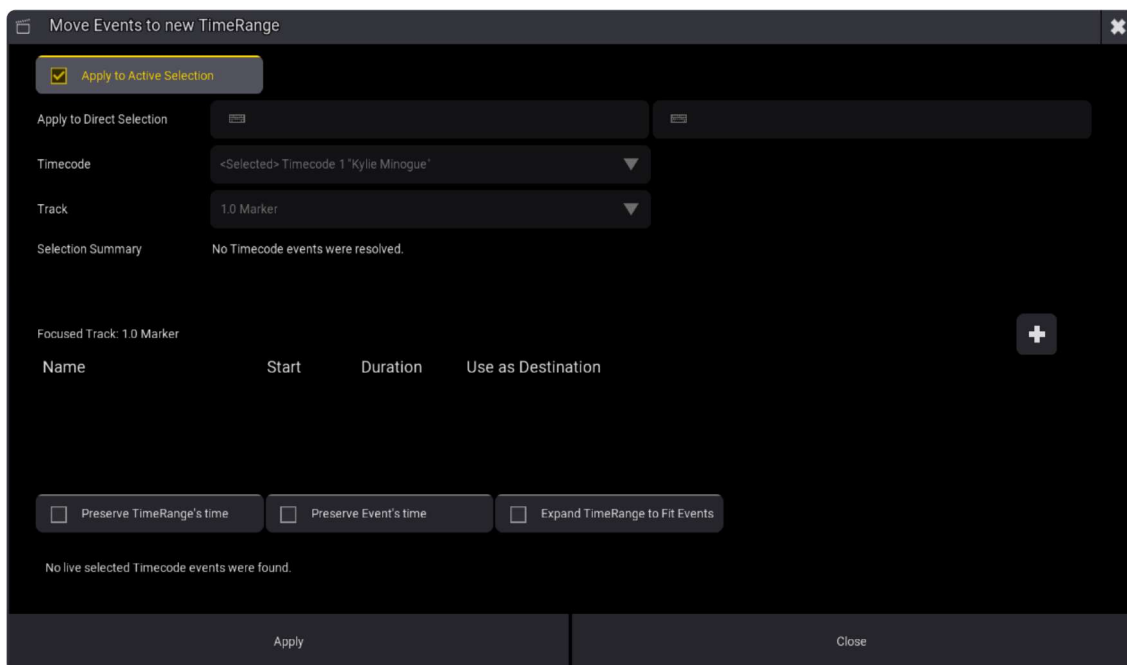
Timing Options

Preserve TimeRange's time: Uses the destination TimeRange timing as the basis for the move.

Preserve Event's time: Retains the position of each Event on the Timecode timeline. The additional dialog allows you to use the origin TimeRange Start or enter a custom Start.

Expand TimeRange to Fit Events: Allows the destination TimeRange to extend earlier or later to include the Events being moved.

An Event's absolute time is its position on the Timecode timeline. Its relative time is its position within the TimeRange. Use the timing options to choose which positions are retained when moving Events.



Move TimeRange and Create New Track

Move TimeRange and Create New Track allows you to move an existing TimeRange to a newly created Track.

This can be helpful when you want to add a new Track that has the same Timecode Events, but assign a new or different Sequence to the Track Events.

There are two options to choose from when using Move TimeRange and Create New Track.

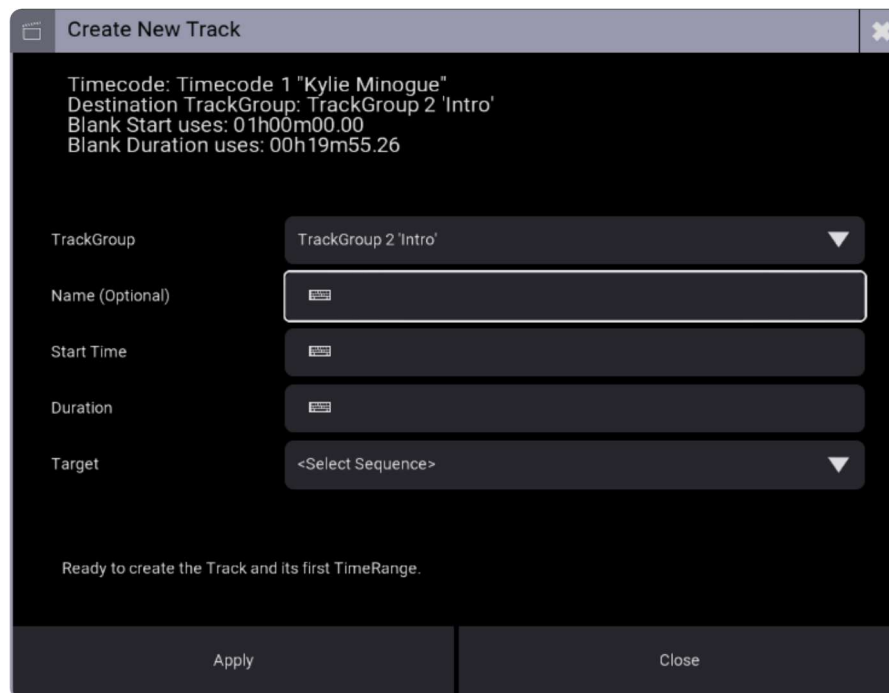
- Create New Track in Source TrackGroup – this creates the new TimeRanges's Track in the TrackGroup that the original Track is part of.
- Move to New TrackGroup and Track – creates the new TimeRange and Track into a New TrackGroup.

The screenshot shows a dark-themed dialog box titled "Move TimeRange to new Track". At the top, it displays the source information: "Source TimeRange: Intro", "Source Track: 1.0 Marker", and a note: "New Tracks inherit the source Track target. A destination can use the source TrackGroup or a newly created TrackGroup." Below this, there are several input fields and checkboxes. The "Timecode" field is a dropdown menu showing "<Selected> Timecode 1 'Kylie Minogue'". The "TimeRange to Move" field is a dropdown menu showing "1.0 Marker / Intro (0 1h00m00.00)". The "Source Track" field is a text input showing "1.0 Marker". Below the "Source Track" field are two checkboxes: "Create New Track in Source TrackGroup" (which is checked) and "Move to New TrackGroup and Track" (which is unchecked). The "Destination Track" field is a dropdown menu showing "1.1 Tempo". The "New Track Name" field is a text input showing "Marker". At the bottom of the dialog, there is a line of text: "Choose an existing Track, create a new Track, or create a new TrackGroup and Track destination." and two buttons: "Apply" and "Close".

Create New Track

Create New Track allows you to quickly create a new Track within the Timecode you currently have selected, or choose an alternative Timecode to create a new Track in.

When the dialog is opened, you are able to define the exact TrackGroup the new Track should be created into, the Name of the new Track, as well as the Start Time, Duration and assign the Target Sequence for the new Track.



Editing Properties and Appearances

Editing Properties

When open TimeRange Manager, the currently selected Timecode object is already displayed, breaking down the TrackGroups, Tracks and TimeRanges of the selected Timecode. TrackGroups can be collapsed or expanded to help you adjust what objects are visible.

You are able to change the Timecode displayed using the Timecode picker at the top of the dialog window.

The available input fields allow you to edit Name, TimeRange Start, TimeRange Duration, Notes, Appearance and Tags. TrackGroups have editable Name and Appearance fields also.

Input values can be entered using the onscreen keyboard or the console keypad and keyboard. Changes to timing may open an additional prompt. Changes to Timings, Names, Notes, Tags and Appearances are applied as they are entered.

You can use the plus button controls to create new Tracks and TimeRanges. These new objects added won't be applied to the targeted Timecode until you confirm their addition with Apply.

Close dismisses the dialog. Changes already applied to the Timings, Names, Notes, Tags and Appearances are retained. You can use Undo to restore a previous change.

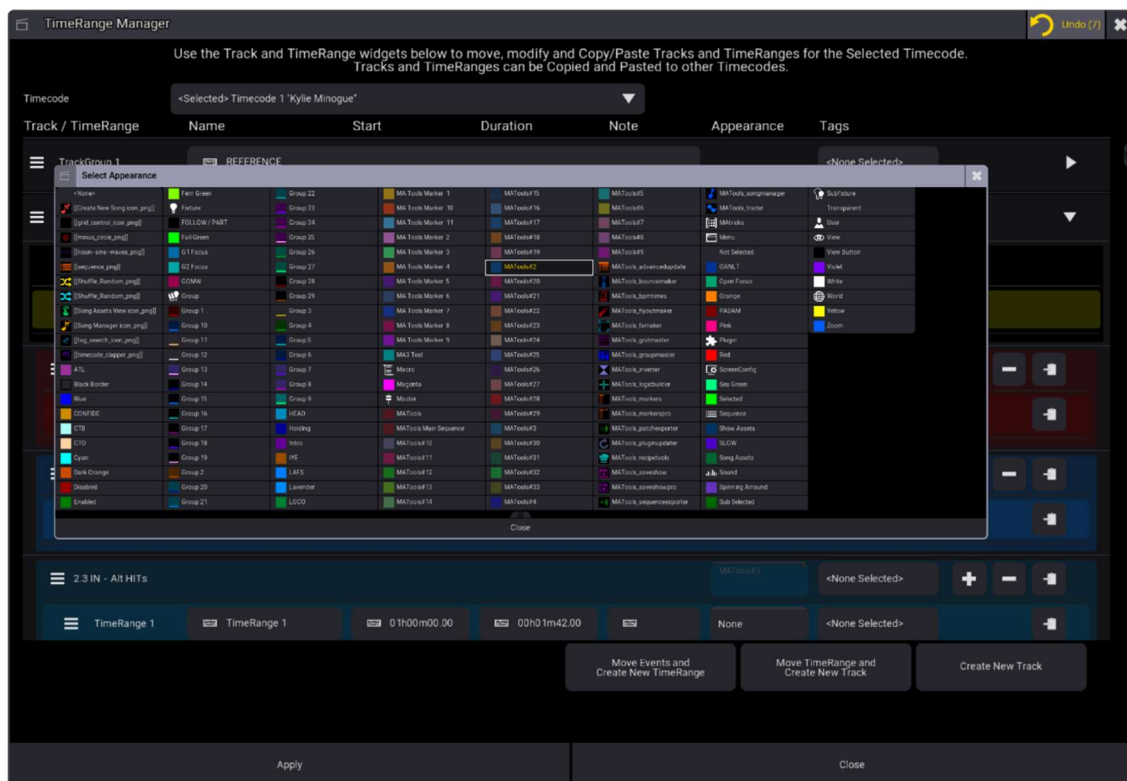
Appearance Fields

Assigned Appearance: Displays the name and visual of the Appearance assigned to the object.

<From Target>: Indicates that the Appearance is taken from the Track's Target Object.

None: Indicates that no Appearance is assigned in this field.

Tracks display their own Appearance where one is assigned, or the Appearance from their Target Sequence. TimeRanges without an assigned Appearance use the Track colour. The Appearance field continues to show the actual assignment.



Time Entry and Markers

Entering Time Values

Start and Duration fields accept time values in hours, minutes and seconds. You can enter a shortened value and the plugin will convert it to the required display format.

1h: Displays as 01h00m00.00.

01h01m45: Displays as 01h01m45.00.

01h01m45s: Displays as 01h01m45.00.

01h01m45.00: Retains the full display format.

Start and Duration values must be valid, non-negative times.

Moving Markers Along the Timeline

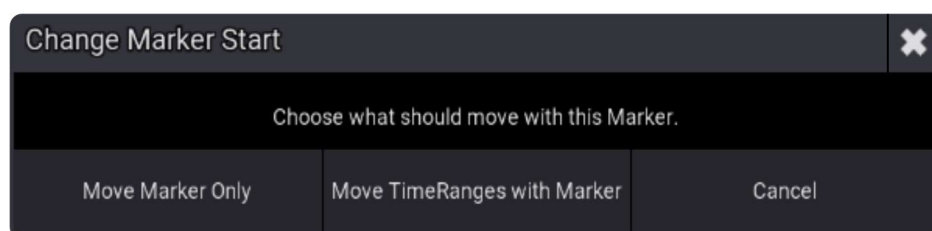
Markers are displayed inside the Marker lane with editable fields. When you change a Marker Start time, you will be asked how you wish to move it.

Move Marker Only: Changes the Start time of the selected Marker.

Move TimeRanges with Marker: Moves all TimeRanges in the same TrackGroup by the same amount as the Marker. Other Markers are not moved.

For example, moving a Marker forward by one hour will also move all TimeRanges in its TrackGroup forward by one hour when '**Move TimeRanges with Marker**' is selected. The Events move with their TimeRanges and retain their relative positions.

This option includes every TimeRange in the Marker's TrackGroup, even if its Start or Duration differs from the Marker. TimeRanges in other TrackGroups are unchanged.



Creating and Copying TimeRanges

Create New TimeRange

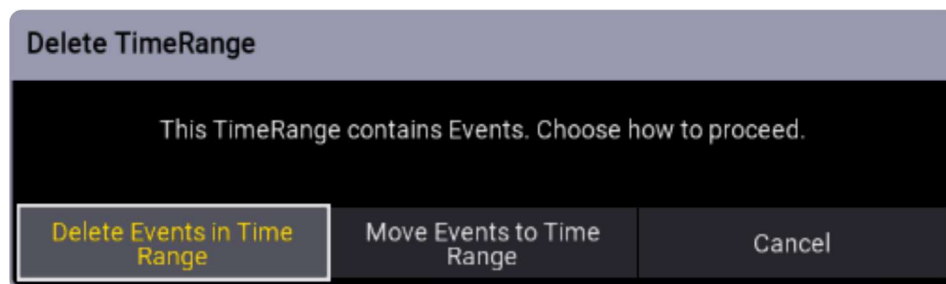
On each TimeRange row, there are a number of additional controls. The Plus button allows you to create a new TimeRange on that track. The new TimeRange will appear in the TimeRange Manager UI, where you will be required to input a Start Time and Duration. You can also add a Name, Appearance, Note and Tag information if you wish.

The new TimeRange will not be added to the live Timecode Viewer until you press Apply.

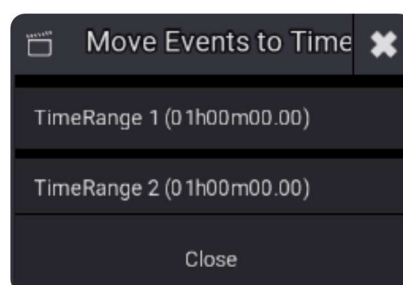
Copying and Removing Objects

Use Copy and Paste on the corresponding row to copy a Track or TimeRange. Follow the destination options and, where required, choose how the Cues should be assigned to the copied Events.

The Minus button opens the removal options for the object. Where Events exist inside of a TimeRange, you will be asked to decide how any existing Events should be relocated. After the Events removal or relocation has been confirmed, the respective object will be removed.



Move Events to TimeRange will provide you a prompt to choose an alternative TimeRange within that Track, to move the Events contained within the TimeRange to be deleted.



Delete Events in TimeRange will delete all Child Events contained within the TimeRange that is to be deleted.

Undo

Restoring an Action

Undo allows you to restore changes made within Timecode Assistant.

Open Undo, select the action you wish to restore and confirm with Undo Selected.

If the affected objects have changed since the action was recorded, the plugin may display additional restoration options.

The result is displayed once restoration has completed.

Restoration Options

Restore Safely attempts to retain newer objects while restoring the recorded action.

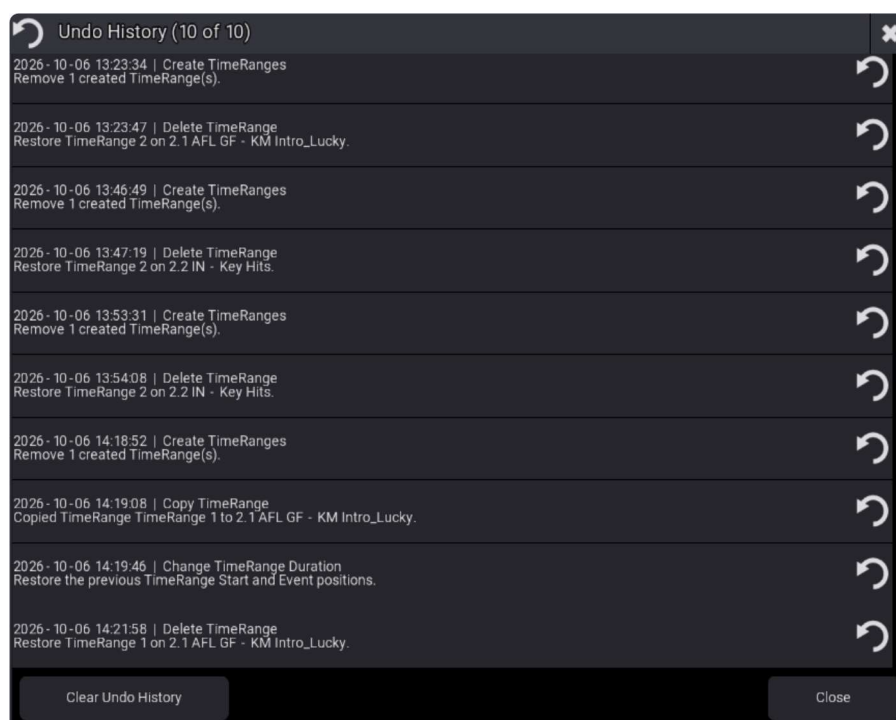
Restore to Last Stored State restores the recorded state and may remove newer objects in the affected area. Choose the option that suits the changes you wish to retain.

Undo History

Undo history is retained when you close and reopen the plugin during the same console session. It is cleared after a console restart or when the console UI is reloaded. A Network show file upload may clear the Timecode Assistant Undo History.

Clear Undo History removes the recorded actions after confirmation. Save regular show backups for changes you may need to recover in a later session.

The most recent events are displayed at the bottom of the History list, with older events at the top of the History list.



Troubleshooting

No Events Selected: Check the Timecode and the Events selected in the Timecode Viewer. When using Direct Selection, check the Track and selection limits.

Selected Timecode: The <Selected> option follows the Timecode selected in grandMA3. Choose a specific Timecode from the dropdown if required.

Marker Destinations: Markers are displayed for reference in Copy Events. Select a Track checkbox to choose a copy destination.

No Available Cues: Check the Target Sequence assigned to the Track and whether Exclude OffCue has removed the remaining Cue choices.

Unexpected Cue Pattern: Check Start Cue Number, Iterations, Skip and Assign Start Cue to All. The Preview displays the resulting pattern.

Locked Objects: Check the lock state of the source, destination and parent object identified by the plugin.

Object No Longer Available: If a Marker or TimeRange has changed outside the dialog, reopen the function and select the object again.

Invalid Time: Enter a supported time format and make sure the resulting Start time is not negative.

Empty Undo History: Undo history is cleared when the console or console UI restarts or after a network show file upload.

Incomplete Operation: Read the message at the bottom of the dialog and any report shown. Check the affected objects before repeating the action.

Support

When requesting support, include the Timecode Assistant version, grandMA3 software version and whether you are using a console or onPC. Describe the function you were using and the steps that led to the issue. Screenshots and the full error message will help explain the problem. Do not include your Licence Key. You can submit Bug Reports through the Matt Jones LD User Portal.

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

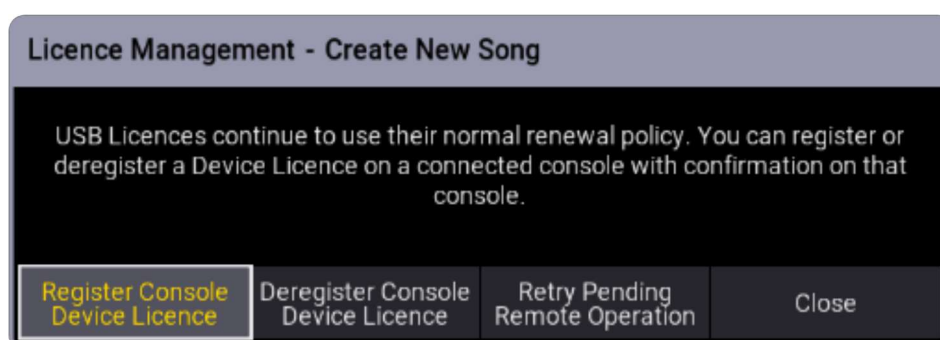
It is possible to perform a Device Licence registration / deregistration via grandMA3 onPC with an Internet connection, connected in a Session to the console you wish to register or deregister.

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

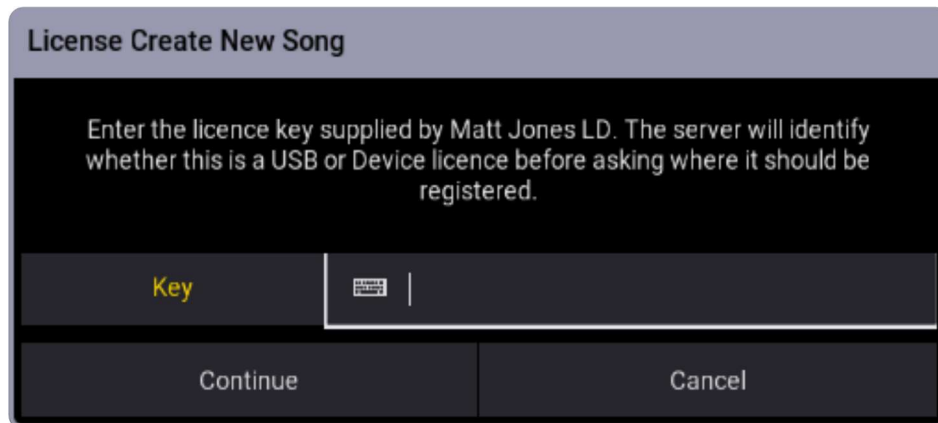
It is **not** required to have a valid USB Licence to perform a Device Licence registration or deregistration.

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.

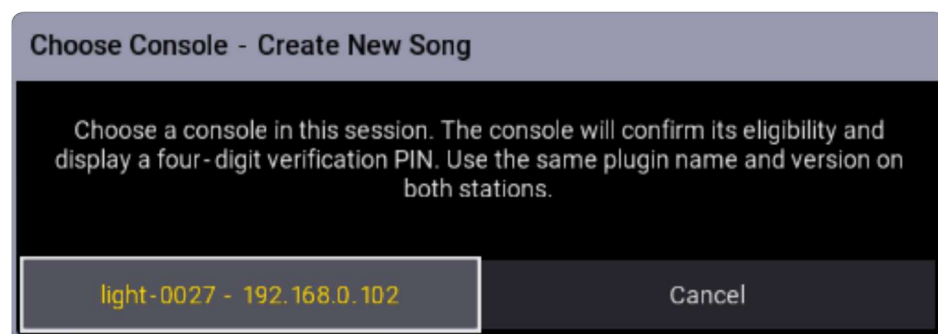


When Registering a Console, choose 'Register Console Device Licence'. You will be then prompted to enter your Device Licence Key.



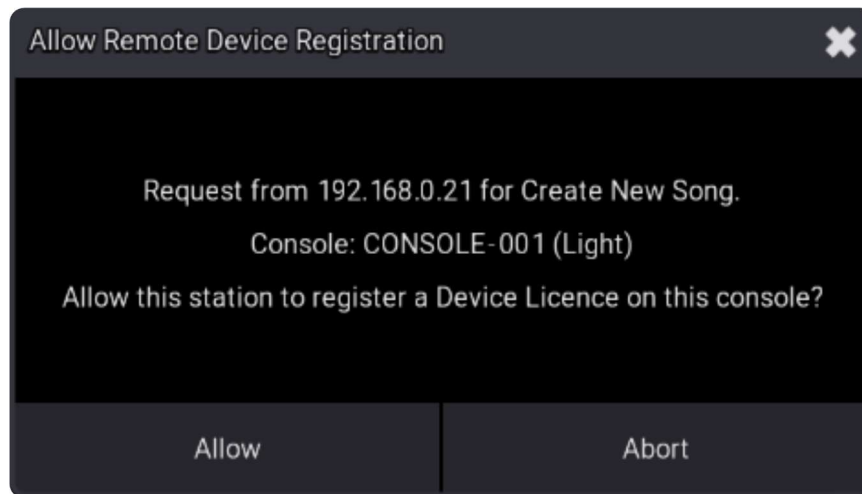
The Licence Server will validate the provided Licence Key and verify that it is a Device Licence key. Entering a USB Licence Key will cause the Licence Server to reject the request and the process will be aborted.

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.



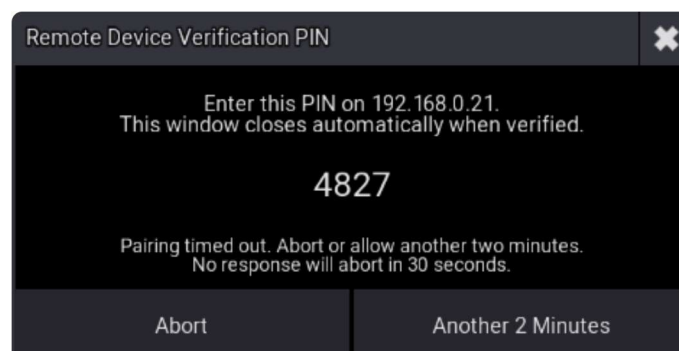
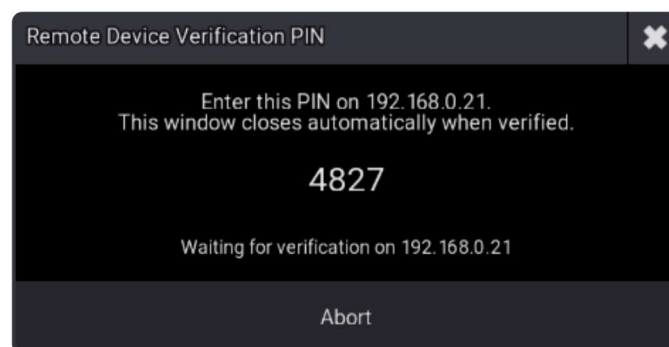
This dialog will display the console type, it's serial number and the station's IP address.

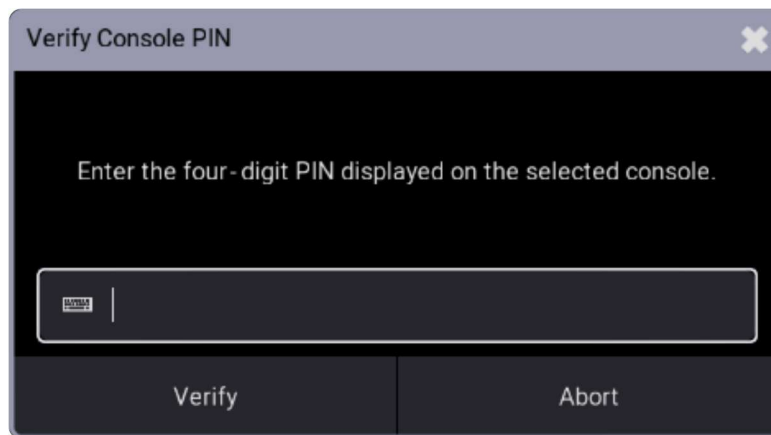
Once you select the Console, a popup will appear on the selected Console asking for permission to install the Device Licence.



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.

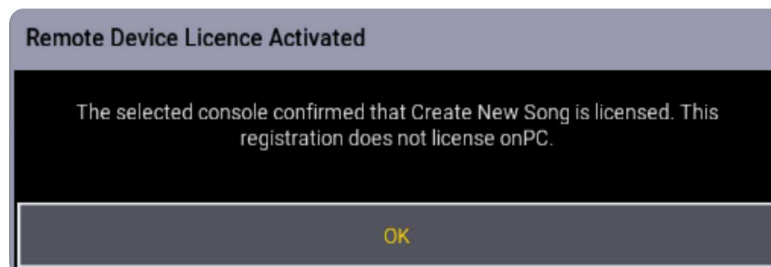




Once the Pin is correctly entered, the console will authorise the onPC station to perform the necessary validation checks with the Matt Jones LD server and will provide the authorisation to the console to install the Device Licence Key on that device.

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 successful 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.