



RELEASE NOTES – [2.3.0][6.6]

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grandMA Software Releases of Streaming Version [2.3.0][6.6]

Dear all,

We are delighted to announce the next official software release for the software bundle of grandMA2 with the Streaming-Version 2.3.0 and the grandMA series 1 Streaming-Version 6.6. You will also find some release notes concerning grandMA 3D, the MA VPU software and the grandMA series 1 Version 6.6.

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IMPORTANT:

- Updating to this release version 2.3 of grandMA2 the values and effect values are divorced! Therefore older showfiles might not be 100% compatible. Therefore please check your showfile with the new version before using it live!
- If you would like to update your dimMA system from any version below 6.x please contact your MA-dealer or MA direct for any update information. Should you be using grandMA2 in connection to our dimMA solutions, please get in touch with us, since a console update will now require a NDP update and vice versa. We are happy to assist you.
- The current versions of onPC and 3D require minimum Windows XP with Service Pack 3 (the latest version of Microsoft's Net. Framework (4.0) will be installed on your computer, if not already installed)

Enjoy the next generation of lighting and video control. If you have any improvements to share with us or if there are any questions, comments or any bugs found, please inform our Technical Support at tech.support@malighting.com!

Thanks for downloading and enjoy your show!

Your MA Lighting Team

1 grandMA2 – [2.3.0][6.6]

Please make sure you follow the "How to update grandMA2" instructions as already communicated. With the first versions of grandMA2 software it is only possible to update with a USB stick. Also you can find a link for our new online help on our webpage in our support section which has been structured in slightly new way. This [online](#) help replaces any other grandMA2 manual and will be updated continuously in the future. This way we can deliver an "up-to-date" manual that needs no further printouts or downloads. The same help functionality is available in the console if you press the HELP –button and PLEASE.

Main feature overview:

- Values and effects are now separated from each other.
- Values and effects have their own, separated Tracking.
- Values and effects have their own, separated individual fade and delay timings.
- Multidimensional effect forms
- New sheet layers and markers
- External touchscreen integration for many touchscreen types
- New encoder-bars
- Pool playbacks
- Store filter
- Individual fade and delay times are displayed in the executor sheet
- Further improvements on Strand Showfile conversion

New functions and features in detail:

- Renamed "universal effects" to "effect templates"
These effects are marked with a "T" inside the effect pool.
- Effect Overview can be accessed using long press on the Effect hardkey
- Effect Overview can be assigned as a view on a screen. In the option menu of that view, it can be assigned which types of running effects will be displayed

Known limitation:

The effect needs to be stored in the effect pool first to be visible in the running effect overview.
Cues with stored effect layers without an effect ID will not be displayed.

- Making a change when editing template effect will call those values into the programmer for the current selected fixtures.
- Effect templates can be created using universal and/or global presets
- Phase range has been extended to +/-2880 (= +/- 16 Pi)
- New encoderbar added
Effect Programmer encoderbar ("quick & dirty" Bar):
With activated "link encoder" option in the effect pool options, the bar appears when an effect is called from the pool or when the effect pool headline gets pressed.
With deactivated "link encoder" option, the bar will only appear by pressing the effect pool headline.
The Effect Programmer encoderbar edits active effect layers of all attributes or attributes of a specific effect for the selected fixtures in the programmer.
The "select effect" button allows to edit ALL or a particular single effect via the encoderbar. One can use the AT-Filter to filter the attributes that the Effect encoderbar is manipulating.
The button "edit programmer"/"edit effect" toggles between "quick and dirty bar" and the edit effect bar and dialog

- New keyword: "stomp" (MA+at)

Note: "Stomp" works basically the same as the "at" keyword, but it suppresses additionally the running effects on this parameter, e.g.
 "channel x at 50" takes only the value 50 in the programmer
 (any existing running effects -for example- from cues continue)
 "channel x stomp 50" takes the value 50 and the effectform "stomp" in the programmer suppressing the effect.
 "channel x stomp preset 1.1" takes the preset 1.1 and the effectform "stomp" in the programmer

The stomp command can be used with presettypes/features/attributes.
 Fast access is possible using MA+At and the Presettype buttons of the encoderbar afterwards

Example: "stomp presettype "Position"" without a selection will stomp all fixtures, that are currently using Position Effect parameters
 "stomp presettype "Position"" with some fixtures selected will stomp the fixtures of the current selection, that are currently using Position Effect parameters
- A new sequence option in the assign menu: "Auto Stomp".

Note: When a cue has only a value and no effect it would not be able to cover running effects. With auto stomp it does.

Known limitation:
 "Auto Stomp" doesn't work for effects running in the programmer as well as if they are running as pool playbacks.
- New keyword: "Extract" (MA+At+At)

Note: "Extract" works basically the same as the "at" keyword, but it will break any reference and apply hard values into programmer and suppresses the links to an effect or preset, e.g.
 "Channel x At Preset 2.1" takes the link to the preset 2.1 into the programmer
 "Channel x Extract Preset 2.1" takes the hard values stored in preset 2.1 into the programmer without any link to preset 2.1
 "Channel x Extract Effect 1" takes the hard values out of effect 1 into programmer without any link to effect 1
 "Fixture 2 Extract Fixture 1" selects fixture 2 and sets it to the hard values of fixture 1
 "Group 3 Extract Cue 4" selects Group 3 and sets it to the hard values of Cue 4
 "Extract Please" throws away the preset link of the current selection
- Multidimensional effect forms can be stored and edited in the form pool. They can be assigned to effects. There are three ways to open the graph editor:
 1. push "edit" and "form"; 2. push three times the "effect" button or 3. click with the right mouse button into the form pool. Inside the graph editor new points can be created by "add point". Forms can be manipulated by moving those points. "add Graph" creates sub forms within a form. Editing a form while it is used by a fixture or running effect will automatically update the output. While editing an effect and selecting just one effect line a pop up menu will appear to allow a selection from possible sub forms. While editing an effect and selecting more than one effect line the related sub forms will be assigned in numerical order.

Note 1: Using this new functionality allows to create form combinations for effects, e.g. combination of a ramp form to modulate the attribute tilt and a PWM form for the attribute dimmer will result in an effect so called "fly out".

Note 2: The predefined forms 1 to 18 in the form pool cannot be manipulated or deleted by the user. Predefined forms are displayed with a lock symbol in form pool.

Note 3: User created forms (> Form 18) will be handled as presets. Changing a form will automatically update sequences, selective and template effects using this form. If a form is deleted, sequences and effects using this form will not function any more.

Note 4: Subforms can also be used via "at", e.g. "At Form 18.2"

Known limitations:
 Different from all other pools: The items in the form pool cannot be moved.
 Deleting a form will destroy all effects using this form without any warning.

- Fade and delay time calculator have a new option: "remove" works for times similar to the former "basic"
- New Executor Sheet columns: individual fade and individual delay
In addition, the cue fade and cue delay columns get a green/orange background, if there are any individual times stored in this cue
- The executor sheet trigger column is displayed with a red font colour as long as "trigger is go" is activated in the assign options.
- By default all lines are selected for the edit Effect encoderbar, when opening the effect line dialog
- Effects have their own fade and delay times. (new layer in sheets)
Note: Effects in cues use cue-fade and cue-delay timings.
Effects in cues use individual value-fade and individual value-delay timing if available
Effects in cues use individual effect-fade and individual effect-delay timing if available.
- Effect Layers Attack and Decay are displayed in sheets
Note 1: The fade in time "Attack", and the fade out time "Decay" are only available for the Effect forms: Random, PWM and Chaser.
- **Note 2:** The values "Form", "Attack" and "Decay" will always be activated together inside the programmer. Even just changing an effect form inside the programmer "Attack" and "Decay" will be activated, too.
- Effects do have a "default effect speed" which can be set. In this entry field one can also assign a speedmaster.
Note: The default speed is used when an effect is assigned to an executor, is started as pool playback or brought into the programmer. Changing the speed of an effect, assigned to an executor will not change the default speed of this effect.
- Calling a selective effect will bring the selective effect ID and its related speed as active layers into the programmer. If a rate master has been assigned to an effect line, the programmer –and after storing this to a cue, also the cue– will use this ratemaster.
Note: If you knock out (deactivate) the rate before storing this into a cue, the effect will use the default speed of the sequence when the cue is recalled. It will not store the speed it was running with when the cue has been stored.
- The edit effect dialog now has a new column: "Interleave".
This column defines the selection gaps, e.g. "odd" or "even". Inside the direction column "dir" contains also the function "bounce" now.
- Effects can be set to "absolute" or "relative" as default. (setup/user/defaults/effect defaults). This setting applies to the effect pool. In the special effect dialog and in the programmer this applies only if the effect form was selected first.
The factory default is set to "relative"
In sheets, a "R" or "A" in front of the Form ID in the Effect Layer Form indicates whether the effect is relative "R" or absolute "A"
- New Button in Effect menu: "value readout" with the options "low/high" and "center/size"
Note: The former "value1" and "value2" are renamed to "low" and "high"
(which seems to be more intuitive)
- Effect form calculator has new options:
 - remove: Store a "remove"-value to a cue: The option will remove earlier stored effect forms
 - release: Store a "release"-value to a cue: The option will release earlier stored effect forms in this cue
 - stomp: Store the "stomp"-value to a cue:
All effects will be suppressed (applies to ALL! executors).

- New options for the effect phase calculator "0 thru 360", "0 thru -360",
The "0 thru -360" can be used to change the direction of the pattern. This is necessary, as a sinus function, for example, will be executed mathematically correct from left to right per fixture. Nevertheless the resulting pattern on stage will look like a moving pattern from right to left, if the Phase is set to "0 thru 360". Changing the phase to "0 thru -360" will change the pattern direction to from left to right. (Same as grandMA series 1)
- The attribute filter which is part of the encoderbar works for Low and High effect values, too.
(Link Single, Link Feature...)

Note: The attribute filter opens automatically if "Link defined" or "link defined active" is selected

- New commandline syntax:
"IfOutput Effect X" will select all fixtures currently running Effect X
"IfOutput Effect" will select all fixtures currently running any Effect.
An additional "If Executor x", "If Sequence x" or "if Sequence x cue y" afterwards will filter the selection so that only fixtures used by this executor, Sequence or Cue and currently running an effect will be selected

- Pool playbacks:
It is possible to start sequences, selective effects directly from a pool without assigning them to an executor. Press "go+" and then the wanted item in the pool. This will create a pool playback. This will behave as if the items had been assigned to an executor. The hardkeys "go+", "go-", "goto", "load", "top", ">>>" ... can also be used together with a running pool playback icon. Hitting the hardkey and afterwards the pool item will execute the chosen command.
Optional effect and sequence pools can be set to pool playback mode. The first touch of a pool object will start the pool playback of that object and will switch the icon to a mini executor icon with the same functionality as the mini executor icon has in the mini executor view above the executors.
With the option "direct action", every touch of a pool object will then execute a go+ on that item.
Pushing the assign hardkey and a running pool object afterwards will open the assign menu options to set the pool playback options for that effect, sequence or chaser.
Pool playbacks can be switched off using the off hardkey and touching the pool item or using the off menu (hit the off hardkey twice to enter the off menu)

With the new button "remember settings" in the assign menu headline, it is possible to set the pool playback options for an effect, sequence or chase to the current settings of the same item assigned to a real executor.

This item is also listed in the off menu with the executor number O.x.y.

The first digit identifies the user (for pool playbacks: 0, in normal cases: 1).

The second digit either identifies the network slot for pool playbacks, (exception: As a standalone console has no network slot the 2nd digit is set to 1), or the executor page in case of standard playbacks.

For pool playbacks the third digit will be automatically assigned in the order of the call. For normal playbacks it represents the number of the executor.

It is also possible to recall pool playbacks via the option "pool playback" from either the effect, bitmap effect or sequence pool. These sequences can also be manually switched off, paused, go+ or even updated from the programmer (e.g. Inside a sequence pool: Press the hard-key "top" followed by a sequence in the pool - this will go to the first cue in that sequence). Each additional press on sequence e.g. will perform a "Go+" by default. Any other operational instruction can be added together with a pool entry, just as with a regular executor.

Only one pool playback per Effect X / Sequence X is allowed.

Pool playback effects, or effects assigned directly to an executor are coloured in dark pink in the fixture / channel sheet. Pool playback effects, or effects assigned directly to an executor have a higher priority than sequence executors.

- Effects and chasers assigned to executors or started as pool playbacks use the default or individual On/Off timings
- New layout view option: "Pool Playback". If "pool playback" and "fast call" is activated in the Layout View Options, presets will be fast called; sequences and effects will create a pool playback.

- All sheets have new dynamic markers:
 - Red = the value is active in the programmer (as before) (not available in tracking and content sheet).
 - White = the value is in the programmer (as before) (not available in tracking and content sheet)
 - Yellow = the value is called from a cue.
 - Green = the individual fade time for a value is active in the programmer (as before).
 - Orange = the individual delay time for a value is active in the programmer (as before).
 - Cyan = the value comes from a preset (as before).
 - Magenta = an effect is in use (channel and fixture sheet)/is stored (tracking and content sheet)
- Magenta + red on the right side = the effect is active in the programmer (not available in tracking and content sheet).
 - Magenta + white on the right side = the effect is in the programmer (not available in tracking and content sheet).
 - Magenta + red + green = an individual fade time for the effect is active in the programmer.
 - Magenta + red + orange = an individual delay time for the effect is active in the programmer.
 - Grey = a profile is in use (as before)/(not available in tracking and content sheet). (only displayed in output layer – DMX)
 - Dark blue = The attribute is parked (as before)/(not available in tracking and content sheet). (only displayed in output layer – DMX.)

Additionally:

A small line marker means: This is a tracked value/effect

A half width effect marker means: This is a stomp effect.

Redesign of Programmer Encoderbar

- Sheets have a new layer control bar.
The layers are now sorted in 3 general groups: "value layer", "effect layer" and "output layer".
Channel and fixture sheets have additional output layers: "effect executor id", "effect seq. id" and " DMX ".
Channel and fixture sheets have additional effect layer: "fade", "delay", "attack" and "decay".
Note 1: the DMX layer shows also values altered by a profile (with an grey marker), and parked values (with an blue marker).
Note 2: DMX values generated in the DMX-tester are displayed with a white background.
- The layer in fixture and channel sheets have new dynamic markers:
 - Red marker in value layer/effect layer = there is an active programmer value in the corresponding layer.
 - White marker in value layer/effect layer = there is a programmer value in the corresponding layer.
 - Blue marker in the output layers = an attribute is parked.
- The layer in the tracking sheet has new markers:
The value layer shows a yellow marker, when at least one value in the whole sequence was stored.
The effect layer shows a magenta marker, when at least one effect in the whole sequence was stored.
- The layers in the content sheet have new markers:
The value layer shows a yellow marker, when at least one value in the displayed cue was stored
The effect layer shows a magenta marker, when at least one effect in the displayed cue was stored.

- The touchbuttons in the middle line of the encoder toolbar (align/activation/attribute) or in the store encoder toolbar (progr/selection/ask) are in swipe button style now.
Keeping the touchbutton pressed, swipe the finger upwards, the pop-up opens to allow selections. The popup menu will also open by a long press.
- Fade and delay times can be stored without values in cues if values already exist.
Note 1: It is not allowed to store only a fade or delay time in an empty cue (a cue without values).
Note 2: When you delete a value, the individual fade and delay timing will be deleted, too.
Note 3: An effect uses a value-fade or value-delay only if a value is stored in this cue, too.
- "Trigger is GO" as Executor Playback Option added. Pressing this key will switch on "Trigger is GO".
The Sequence/Chaser can only be controlled by the GO button and will ignore Follow and Trigger times.
- New button in the headline of sequence sheet, content sheet and tracking sheet: "Link encoders".
Touching the sheet will only open sequence playback encoderbar when this option is activated.
- 3 new Filter options for the "At" filter: "Values", "Value times" and "Effects".
These buttons are specifying what will be used for "At" command.
- New colors in the channel and fixture sheets when working in the network:
The values from playbacks controlled by another user are displayed in grey colors.
Executor IDs and Value IDs are displayed by using the cue colors for background.
- The executor sequence sheet has a new option in the "mode" column: "release".
A cue with the "release" option switches the executor off when its cue time is complete.
Note: "release" uses also the "executor off timing".
- Better workflow with parts:
The command "store part x" stores a partcue in the actual cue of the selected sequence.
The command "store cue x part y" needs only one press to the button "cue" after the first "cue" press.
- New Function: "Single digit value". (setup/user/settings) as it used to be in grandMA Series1. All numeric cue value inputs below ten will be multiplied by 10
- The command: "channel x at y time z" brings the value "y" with the timing "z" live on stage and into the programmer) if the "program time" is switch on.
Note: The program timing will be overwritten.
- New Command: "At remote 3" activates the current selection to the incoming values of the Remote-DMX-In Type Programmer in order to create a kind of snapshot.
- DMX sheet: New buttons "link encoders" and "release all" in the headline.
When the button "link encoders" is active, every touch in the DMX sheet, opens the DMX-tester encoder bar.
A double click in the DMX sheet brings this address in the DMX-tester.
The new "release all" button has the same function, as the button in the DMX-tester.
- Auto shutdown popup (when power is lost with grandMA2 light or full-size only) has a new button "continue for 120 seconds".
If you choose this option, the popup reappears after 120 seconds.
- Setup/patch & fixture schedule: Diagnostic report is now sorted by errors and warnings.
- When saving big showfiles, the compression of the Showdata will be done in the background. During this process the backup button will be blinking and there is a new progressbar indicating, while one can continue to work.

- Console supports external touchscreens (input-device-technologies only (e.g. APR-Technology from ELO is not supported by now)).
External Touchscreens need to be connected before powering up the console (no plug & play).
On first usage the operator needs to assign and calibrate the touchscreens (setup/console/screen options).
The correct order:
 1. If not detected automatically, the operator needs to set up the desired screen resolution.
 2. Pushing the button "assign left touchscreen" displays an identification bar on the screen the console supposed to be the left one. The operator needs to touch this screen within the time frame indicated by the identification bar.
 3. Same procedure is required for the right touchscreen.**Known Limitation:**
After a software update, the external touchscreens have to be reassigned and recalibrated.
- 3D default camera (grandMA 3D can follow it) can be changed via commandline:
e.g: change default camera of the first userprofile to the first camera:
cd 31 (userprofiles)
cd 1 (user default)
Assign 16 /DefaultCamera=1
- 3D camera of stageview is fully controllable from the commandline:
e.g. set position, rotation and zoom (fov) of the first camera of the first userprofile:
cd 31
cd 1
cd 16
Assign 1 /X=1.27 /Y=-4.32 /Z=3.93 /Rot.X=-21.41 /Rot.Y=0.0 /Rot.Z=22.58 /FOV=0.79
- New columns and colors in MA network configuration:
The column "name" shows the device-name.
The column "memory" shows the complete and free memory of the devices.
The color green shows that a network party is a session member.
The color grey shows that a network party is present in network, but in no session.
The color red shows that a network party is member of another session, when a version number is visible, or is not available in network, when no version number is visible.
- The off menu (off off) now shoes which user profile has started an executor or an effect ie, which user profile has given the latest go. The new button "show only my playbacks" filters all running executors from other users.
With this option activated, all other buttons in this menu will only affect the playbacks of the current user.
Playbacks with coloured background belong to the current user.
Playbacks with black background belong to other users.
- New option in the update sheet: "Executor called by me"
Note: Filters the "cue Destinations"-display for Executors latest touched by me.
- Timecode record has now a user selective mode. (setup/show/playback + MIB timing)
Note: When "timecode record single user" is turned to "on" the executor playbacks will be recorded only from the user who switch the record button on.
- New fade option for executors: the commandline entry "Executor 1 At 50 Fade 5" will fade the executor 1 to 50% in 5 seconds.

- Export/Import of effects includes the forms, used by these effects.
- Export function for user
Command syntax:
Export user <range> <file_name> <please>
<range> - can be:
[Nummer];
[Nummer_first] Thru [Number_Last];
- Import function for user.
Command syntax:
Import <file_name> at user <Number>
- Export/import function for userprofile
Example: Export Userprofile 5 "filename"
Export Userprofile "Tom" "filename"
Import "filename" at Userprofile 2
- Export/import function for layout
Export Layout 10 "filename"
Import "filename" at layout 10
- Export/import function for executor and page
Export page 5 "filename"
Import "filename" at page 7
- Export/import function for presets
Export preset 2.13 "filename"
Import "filename" at preset 2.15
- 16 special Rate masters added.
- A warning appears when one tries to delete a profile which is in use.
- Store options gets new button: "Store Filter".
Press and hold the store button to enter the store options.
A new button "filter" appears in the top right corner of the frame.
This allows filtering to be used stored (presets, features, attributes, effect times and effect values). Works similar to the AT-filter
Note 1: "Clear all" reset this filter except you save the entries as default.
Note 2: The store filter also affects the update function. If you deactivate the effect layers in the store filter, you will not be able to update effect layers either.
- Store bar has new filter buttons for fast access to the most important store filter options
Pushing the "Store Filter" button will open the store filter at screen 1
The store filter button is highlighted, if the filter is set to anything else than all.
The button "values", "value times" and "effects" have the same functionality as the have inside the store filter.
They define whether values, timing and/or effects will be stored.

- Store command.
There are new options in command line:
"store /source=<source type>".
Source type could be: "prog", "output" or "dmxin"
"store /useselection=<selection type>". (Short name: "/use")
Selection type could be: "active", "All of selected", "Active of selected", or "all".
"store /values" means that only values will be stored. (Short name "/v")
"store /valuetimes" means that only value times will be stored. (Short name "/t")
"store /effects" means that only effects will be stored. (Short name "/ef")
If in the command line several command filter options are used (/values, /valuetimes /effects) then they will be mixed. e.g. "store /v /ef" means that value and effect data will be stored.
Note: The option "/filter" got renamed to "/presetfilter" (short name "/pf")
- New ways to toggle activation of channels, fixtures, or groups individually.
Double press on group button toggles attribute activation of grouped fixtures in programmer
Commandline:
Entering [Channel]/[Fixture]/[Group] [1] [Please] twice toggles activation of Channel/Fixture/Group 1
- New keyword: DmxUniverse (push the "channel" button 3x)
Syntax: Park DmxUniverse 5
Unpark DmxUniverse 5
- Groupmaster Overview can be accessed using a long press of the Group hardkey.
The group masters can be selected depending on their kind (positive, negative, additive) set to 0 or 100. Inside the overview every group master can be changed individually. Pressing on the headline of a group master makes the executor page jump to where the group master is assigned.
The group master overview can also be assigned as a view (create basic window / other).
- Setup / Show / Patch & Fixture Schedule:
Fixture Wizard will auto open every time a new layer is generated.
- MIB Indicator (*) is back.
- Autosave function has been changed: Autosave only saves the showfile at a defined interval, if the showfile has been changed since the last saved showfile version.
- If the focus is at the patch column it is possible to use the numeric pad for editing.
- If a macro line can be executed by "go" it can be executed reversely by "go-".
- New command line help function lists command combinations
e.g. "store /?" lists all command combinations for the store command in the command line.
Additional examples: "copy /?" "delete /?" "assign /?" "loadshow /?"
- If the option "fixture sort" is activated and there are more fixtures selected than visible in the fixture sheet, stepping through the selection using "next" or "previous" will scroll the fixture sheet to have the current selection visible at the screen.
- Many menus can be called directly via commandline or macro.
Example: "menu >"menu name"<" will toggle the called menu
"menu >status< >"menu_name"<" will set the menu to the specified status,
status could be: "on", "off" or "toggle".
The command "menu /?" list the current menu list names.
Example: the command " menu "groupmaster" " switches the group master overview on and off.
- The Layout view shows dimmer values of the selected sequence in cue colors.
- Stage View: Fixtures can be deselected using the minus("-)- hardkey and touch the fixture to be deselected in the stage view.
- The selected sequence section at screen 2 shows the executor page of the selected executor.
- A light-blue number in the sequence pool shows the number of executors using this sequence.

- A button in the Smart View is marked with an "m" (=merged), if more than one fixturetype has a Channelset with that name.
- The command "Executor X at 100 fade 5" will fade the executor x to 100% over 5 seconds.
Note: This is not possible for special masters assigned to executors.
This is not possible for Bitmap Effects assigned to executors
- User passwords will be hidden while typed in.
- User passwords are case sensitive now. Administrator password is "admin"
- MIB will not be executed, if dimmer values >0 or dimmer effects are running formerly only dimmer values prevented MIB
- Setup Full Access: Fixture sort by number has been fixed.
- Sequence Flash Button is not overwriting an assigned Playback Master anymore.
- Calculator buttons "Half" and "Double" multiply correctly if more than one fixture is selected
- Two commands have received a new Shortcut: s - store ; sh - Shutdown;
- When a channel has a default value >0, htp cues work correct now.
- Edit timecodebar does not crash the desk anymore
- It's forbidden (and the console prevents it now) to make changes in "live access", while another desk in the session is in state "full access" already.
(Before: the "live access" desk crashed when the "full access" desk leaves the "full access" state with "save")
- Deleting the last cue of a sequence with the Delete button from the keyboard in edit sequence does not crash the desk anymore
- External desk inputs (DMX/midi remotes) will still operate even when the desk is locked.
- Store/Merge for a range of cues is working again even when the cue range is not linear. (1,3,4,7,9..)
- Off time for executors is working now correctly with follow cues.
- Moving a chaser doesn't reset direction and loop settings to default anymore.
- Content Distribution will not crash the console anymore if the user presses Oops after the distribution took place.
- 50% values (127:128) lock into the one (127) or the other state (128) and do not jump anymore for long cue fadetimes.
- When moving a cue to a new cue list position located between two other cues, and Oops this action, will no longer result to a confusion of the numbering of the cue list.
- The command fixture at fixture considers now also affects values which are coming from an effect executor.
- Colors in Preset pool: When a preset has a fade or delay timing additional to a value, the value is displayed now with a yellow marker. (before it was red).
- Agenda: Entries in the week view are back.
- NPU: Workload representation has now a 100% grid.
- Playback bar: State of playback buttons in the playback bar in now correct.
- Stageview and grandMA 3D support 4 color wheels (before 2)
- Timecode show: after deleting a cue the referring event is assigned to "No Cue".
- Partial showread evaluates about wheels and mode dependencies.
- The "off timing" (setup/show/playback + MIB timing) works now also with the function "toggle" for executors.
- OffOnOverwritten is no longer recorded as "off-event" in timecode shows.
- Bug fixed: HTP-Cue at executor with values below default value increased the output value
- Selection of a bigger number of fixtures in the Layout view does not crash the desk any more.
- PWM Effect: No more "blips" if effect was running in reverse mode.
- FTP Access to grandMA1 folder at grandMA2 hardware has been fixed.
- Delete an All Preset in the Layout View using GUI has been fixed.
- Store with Source DMX-In stores the virtual dimmer with 100% as soon as one of the related CMY-channels is stored with a value >0.
- It is not allowed any more to patch Multi Instance fixtures across DMX universe borders.
- Patch Dialog is not auto closed anymore before all fixtures are patched.
- Patch Dialog: Pressing the screen encoder or please opens the calculator.
- Renaming a fixture will automatically reset the related subfixture names.
- The "Use Value" Section got renamed to "Use selection".

- When a timecode sequence is recorded, only manual key presses and fader moves are stored. A "release" in the mode option of a cue is not handled as a recorded event any more.
The same is true now for manual set release times of executors (the release will be no longer recorded).
- Fixture library has been updated to Carallon Version 7.3
- Auto generated groups are broadcasted correctly to all session members.
- MIB and AE (assert effect) are not usable with non-tracking sequences and are deactivated for this sequences in the executor sheet.
- Content Sheet: Size of the name and the number column can be stored in views.
- Status views can be assigned with different font sizes at the same time.
- Scrolling fast through the desk help files is not crashing the desk any more.
- Merging setups using Partial Show Read Initialize is still possible.
- Backup menu: Load "userprofiles" from a showfile, overwrites the existing user and all userprofiles.
Note: A normal "load show data" without userprofiles, merges userprofiles.

Notes regarding the NEW Effect-handling:

- How to use 'Speed' and 'Rate' in Sequences
 1. All cue fade times can be modified in relation to their programmed timings (faster if rate > 1, slower if rate < 1) by using a rate fader assigned to a sequence executor or the rate encoder of the sequence playback bar.
If the option "Effect Speed" in the assign menu is enabled, the rate fader modifies the speed of effects stored in cues, too.
When turning off the executor the rate fader switches back to its default value (1:1), allowing setting up a new rate value before turning the executor back on again.
 2. A speed fader assigned to a sequence executor relates only to the speed of the effects stored in this cue.
When a sequence executor is carried out as a chaser the speed fader also controls the speed of the chaser.
When turning off the executor of a sequence the speed fader switches back to its default value (60BPM/1Hz/1sec).
When a sequence executor is carried out as a chaser the speed fader doesn't switch back to default.
 3. Consequently: When a rate fader and a speed fader is assigned to a sequence executor the rate fader controls the fade times between cues while the speed fader is in charge for the effects (Provided the option "Effect speed" inside the assign menu is turned off).
 4. There's no difference when assigning rate master and speed master instead of individual rate and speed faders beside the exception that they won't reset to default when switching of the executors.

Notes regarding the removing of layers and attributes in cues.

- The command "store /remove" or pressing [store][cue][2] and the select [remove] in the popup will remove the whole attribute with all (!) its layers for fixtures having any value or effect layer of this attribute active in programmer. It can be filtered to only remove values, value timings or effects by using the buttons in the stored encoder bar.
To remove only specific layers, for example only individual effect fade, the operator needs to open the calculator for these layers and select "remove" in the calculator. Afterwards the operator needs to update the cue, or has to use store /merge to remove the specific layers.

Known Liltations:

- It is not possible to store or update an selective effect at a cure with an already stored stomp.

Workaround:

The stomp has to be removed from the cue. Then it is possible to store or update a selective effect at that cue.

Showfile conversion from version 2.2 and older

The speed of a selective effect, stored in a cue, will not be brought into the programmer correctly if the cue gets edited and the default speed of the effect in the pool is not 60bpm.

2 grandMA series 1 – [2.3.0][6.6]

With every software release there is also a new version of the renowned grandMA series 1 software. We will keep this software updated and alive as there are thousands of consoles doing a great job out there.

Functions and Features

- Off Exec thru with running Effects doesn't crash the desk any more
- Wrong Fade Units (ghost channels) fixed.
- Loading a NDP rack file with corrupted file date does not crash the desk any more
- grandMA1 @ grandMA2 Hardware FTP Access is possible again
- Tracksheet calculator is not crashing the desk any more, if another session member leaves the full access at the same time.

With the grandMA series 1 USB Version you can create a USB Stick to update your series 1 console. Please refer to our extra instructions on our webpage!

3 grandMA 3D – [2.3.0][6.6]

Also with every release we will improve our renowned software for visualization – grandMA 3D. We hope you enjoy the possibilities and functionality of this console expanding software.

- grandMA 3D can use more than 2 GByte RAM (for very large shows).
- The full screen mode always uses the location offsets from grandMA 3D full screen settings if camera spanning is active (Settings -> Full Screen).
- You can specify "overall (screen) output dimensions" (in Settings -> Full Screen) to combine the output of multiple grandMA 3D machines.
- More performance: Beams/spots outside the current viewable area need less cpu/gpu power.
- Multiple videos in the "Video Player" can be started/stopped at the same time (via multi selection).

4 MA VPU – [2.3.0][6.6] version number 5.8

There is only one setup file for either MA VPU or dongle users since a couple of versions.

Please refer also to our documentation about the content that is needed for MA VPU. There is a content specification and a Main Concept Preset on our webpage: www.malighting.com/support.html

Furthermore you can find some hardware specifications and a kind of guideline for dongle users how to built your own hardware and software system to use the MA VPU software.

Functions and Features

- @Native object is now scalable
- Clip load timing improved
- Available memory of the VPU is now displayed in the grandMA2 console (setup/network configuration/video)
- VPU application can now address up to 4GB of RAM in Windows7 64Bit OS
- VPU application can now address up to 3GB of RAM in Windows Vista 32Bit OS on a VPU, requires reboot after update
- New memory handling does improve larger showfiles on Windows Vista and Windows 7 VPUs
- New Fixture Types include Hue parameter (grandMA2 only)
- New Encoder Grouping for VPU Fixture Types in VPU new show (grandMA2)
- Fixture Types for VPU in grandMA2 mode include detailed information about the parameters for each effect (P1,P2,P3)
- When using the @native object a small indicator is shown in the Multi Preview for that selected layer
- VPU now shows the memory that is left for the process in the memory window (docking frame)
- VPU now shows "load history" in the video clips window (docking frame)
- For grandMA2: setup/network configuration/video/edit "load content" history added
- For grandMA2: setup/network configuration/video Memory column added that displays the complete/free process memory of the connected VPU
- Changes on the speed parameter are handled more smoothly now
- VPU dialogue preview runs although Content Editor or File Browser are in use
- No "No VPU Fixture Layer selected" warning on outputs without GUI
- User can define how first and second image per Function Block shall be done (black & white) in settings / global settings
- User can define what file type extensions to ignore when content is inserted in settings / global settings
- Local drives in dialogue Docking Frame added
- Local drive info is in file browser displayed now
- Global Art-Net enable/disable flag in settings / global settings controls the Art-Net of all VPUs in the session, even if Art-Net Out is locally switched on in the Pixelmapper options
- Pixelmapper: Move only mode in the Pixelmapper grid implemented
- Pixelmapper: Mode Switch by hotkey is possible now (e.g. Select via Control + s, Move via Control + M ...)
- Content Editor move functionality for Channel Sets added
- Content Editor Cut, Copy and Paste function added for Function Blocks and Function Sets added
- Content Editor add same content for multiple slots function added
- Content Editor Multiselection via shift and mouse selection added for Pixelmapper Grid View and in the Content Editor
- Content Editor selection optimized (rightclick anywhere)
- Several values can be changed at once in the Pixelmapper Grid View by pressing F2 on the keyboard
- Auto Increment for names in the Pixelmapper Grid name column inserted (e.g. change the name of several fixtures to "MA 1" and this will result in MA 1, MA 2 ...)
- Shift F9 does recall 1024x768@60 when EDID Manager is on, the lowest resolution if EDID Manager is turned off
- When using the select mode in the Pixelmapper: make a selection and press down "CTRL" will rotate the selected panels individually
- When using the select mode in the Pixelmapper: make a selection and press down "SHIFT" will rotate the selected panels as a group around the centre of the panels

- Shift F10 does recall 1920x1080@60 when EDID Manager is on
- VPU does now show a "load history" in the video clips docking frame
- For grandMA2: setup/network configuration/video/edit a new "load content" history
- Copy Paste from Excel based forms to the Pixelmapper Grid via clipboard added
- @Native and @OutputR objects in combination work correctly now
- VPU in Pixelmapper mode & VPU in DVI mode run in sync now
- Dimmer is now linear again
- 100% Dimmer value is equal to 255 again(gma1)
- Pixelmapper: Render bug in conjunction with ATI Cards fixed
- "Insert..." menu entries added to context menu in Content Editor, also if no Channelset is selected
- Clip Timing correction is working fine now
- Only possible to patch 256 Art-Net universes in Pixelmapper now
- When inserting new panels in the Pixelmapper and the view is zoomed, the view is not reset now
- When editing fixtures in the Pixelmapper=>save as, the filename of the current fixture is changed as well and not on the old name no more
- Changing values of fixtures in the Pixelmapper is automatically shown on other VPUs in the session
- Changing values in the Pixelmapper Grip view does work now
- Pause/Continue bug by using speed solved
- Content Distribution does not crash the console anymore if the hard disk of receiving VPU is full
- Clips do always start in the same DMX frame (start command from the console)
- Unwanted white flash is not present anymore when Executors were released
- Content Distribution does not crash the console any more if the user presses Oops after the distribution took place
- Resizing areas in Pixelmapper works correctly now, panels are still visible even if placed outside the area
- Toggle GUI in Pixelmapper mode does not delete created Pixelmapper outputs anymore
- grandMA2 console does not crash anymore when entering not existing VPUs in setup / network configuration / video
- OK buttons in internal screen for Content Editor and SDI Config fixed
- Area can be bigger than 40mx40m now
- Automatic increment when inserting names in the Pixelmapper Grid View works now (e.g. Circle 1)
- Shift F8 Shortcut not implemented any more
- VPU does not automatically load last show file any more
- User "MA" is not created automatically on Media PCs, a warning message is shown
- Ocean Effect removed from Camera fixture since this effect is not supported in this fixture
- Clip Cache is disabled now, pre-loading clips has to be done manually (result: runs faster)

Known bugs and limitations:

- Sync problems when running clips above 50% speed
- VPU plus only: It is not intended to have the monitor playback on the built in display in frame synchronicity to the DVI outputs. The update of this display is running on lower frame rates to save CPU power of the system
- Border and ocean don't work in combination
- Border, ocean and Image Split don't work in combination