



## RELEASE NOTES – [1.9.0][6.5]

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### grandMA Software Releases of Streaming Version [1.9.0][6.5]

Dear all,

Again we would like to announce the next official software release for the software bundle of grandMA2 with the Streaming-Version 1.9.0 and the grandMA series 1 Streaming-Version 6.5. Furthermore you will find some release notes concerning grandMA 3D, the new VPU software and the grandMA series 1 Version 6.5.1.

Please note that the next software release will take place in August only, as we are planning major implementations.

#### Overview of these Release Notes:

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**IMPORTANT:** Updating older software 5.63 or less update to 5.697 update to 5.761 update to 5.821 update to 5.9 to finally update to 6.0! Direct updates from lower numbers can corrupt your hard-drive!

If you like to update your dimMA system from any version below 6.x please contact your MA-dealer or MA direct for any update information. We are happy to assist you.

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

Thanks for downloading and enjoy your show!

Your MA Lighting Team

## 1 grandMA2 – [1.9.0][6.5]

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.

### Functions and features – What is new and in for me?

- "Force login" implemented. (Setup/console/global settings)
  - Note:** When Force login=off and you start a new show, you are logged in per default as administrator (no longer as guest)
  - When Force login=on, you must login each time with your User name and password
- User rights implemented
  - Note:** The user "guest" has only the permission to "playback". All shows, in which the user formerly had the profile "guest", are now converted to the profile "administrator". It is possible that macros which were created by the user "guest", will not work correctly.
  - In this version the user right "preset" and "none" is not yet available
- Sequence Executor sheet:
  - A and B columns are cancelled. Now you have a column mode. This allows
  - "assert" as normal (it takes the cue times from the cue, where the assert values are stored),
  - "x-assert" (applies the current cue timings to the "assert" values)
  - "break" treats values as "cue only" values. It interrupts a tracking list.
  - "x-break" (the same timing behaviour as "x-assert")
  - Note:** The "break" includes the assert functionality.
  - Note:** Values which are stored afterwards in a prior cue, will be released in the as "break" marked cue.
  - Note:** "Update original content only" ignores breaks in this version.
  - Note:** Any tracking sheet edit ignores break as well
- Copy cue with status / cue only implemented
  - Note:** "copy cue" will copy all part-cues
- Engine for cue transition profiles (path) are fully implemented
  - Note:** Path works for all parameters in a cue/part-cue
  - (In grandMA series 1 this does only work as dimPath and movePath)
- New Playback "Action Buttons" View
  - Note:** When the option "direct action" in the headline of this view is active, the whole executor touch button has the function of the hard key
  - Note:** The Playback button view has multitouch functionality
- Chaser Speed Mode implemented (setup/user/settings)
- A/B cross-fade implemented
- Effects do have speed-groups
- Speed-groups can be assigned to the 100mm Fader.
- DMX list implemented (setup/show/patch only)
  - Note:** In the list of universes you can merge DMX-in and additionally assign which universe will be calculated by the existing parameter count
  - Note:** On the right side you see the DMX patch per channel and can assign profiles directly to the DMX channels. (only coarse)
  - (In the DMX list of grandMA series 1 you can assign profiles only to parameters)
  - Attention:** When you assign a profile to a parameter and at the same time to the same DMX channel, it might neutralize the setting for both assignments.
  - Note:** A right click in the headline sorts by columns.
- Align Function in special colour dialog in HSB and Fader view implemented.
  - Note:** In HSB view, the brightness will be displayed with varying crosses. Fixtures with different colours have own markers.

- Add new Fixtures in the setup does now show more patch lines in the fixture wizard, if the fixtures have more than one break (DMX start addresses)
- High speed MA-net possible
  - Note:** When the desk is switched on, the network card determines the current status (100MB / 1GB).  
When a session is started, the network speed is determined by the slowest participant. You can see this in the commandline view with the command "ni" (networkinfo)
- In the headline of the edit setup the number of available / used parameters is displayed
- Temp button works
- Commandline history implemented. Use the up / down buttons of the keyboard, when the focus is in the commandline in screen 1 or 2
- Confirmation box to save old showfile before loading new one
- Automatic save show (when switching off the desk) only when the showfile is changed. (the call of views, or a change of pages only, does not force saving of showfile)
- NPU does now display the memory used in the main screen
- Patch collision dialog implemented
- Fixture and Channel ID collision dialog implemented
- Multipatch in the patch dialog implemented
- Added acceleration of selection via PLEASE key in patch dialog.
- Telnet access requires login for safety ( Uses user login data )
- Telnet supports request from command line
- Delete cue only implemented
- Deleting cue parts methods implemented
  - Note:** With deleting parts you can also move the values to the default part
- Startup macro line implemented (Setup/show/playback + MIB timings)
  - Note:** These commands are executed while the show is loading.
- Store Option "DMX-in" implemented
- Sequence Executor sheets interact with the commandline
  - Note:** You can use the hardkeys store / label / del directly with a cueline
  - Note:** This interaction works only with the sequence executor sheet, not with the edit sequence sheet
- ASCII show read: reading and converting grandMA-1 exported files now
- Backup/load show: select shows or backups or both
  - Note:** "saveshow" creates one backup for every show with the ending .backup  
Additional: System wide up to 10 backup files with the ending .x.backup can exist (where x is a number from 1..10)
- Effects can now be switched off in the off-menu
- Touchscreens can now be disabled (setup/console/screen options)
- A new software installer examines the storage capacity of the desk or NPU and allows to delete old software versions.
  - Note:** It is not allowed to delete the last software version, because we need the last console settings (IP address)
- The Layer of a VPU can now be selected from the desk (setup/network/MA network configuration/video)
  - Note:** This operation is not possible via commandline.
- The user of 3D can now be switched from the desk. (setup/network/MA network configuration/visualizer)
- Special Presets are now marked in the preset pools
  - Note:** With the command "assign preset x.y /special=z" you can build a special preset  
Variable "z": 0=normal, 1=default, 2=highlight, 3=stage (3 is not implemented yet)
  - Note:** These presets will change the fixture/channel default/highlight values directly in the setup!!!
  - Note:** You will find new predefined macros to create special Presets
- Edit the MIB field in sequence executor sheet opens now a "select MIB" menu
  - Note:** Known limitation: "late" works only in cues with a full cue number (with cues like 1.1, or 2.3 it will not work)
  - Note:** Known limitation: does not work for no tracking sequences

- Oops History List implemented (long press on Oops button)
  - Note:** It is allowed to select a row in the popup window and oops more operations at one time
  - Note:** Leaving the "patch & fixture schedule" by save, clears the oops list
- In the "login" View you'll find a new button called "shutdown"
- "Trackball Mode" can be set in user defaults (setup/user/settings)
- Diagnostic View implemented (Setup/Patch & Fixture Schedule). It shows a report of warnings/errors from the current range, you are.
  - Note:** When you will leave the edit setup you see a selection menu, when they are warnings.
- "Manual x-fade" for presets and executor buttons implemented (encoder bar)
  - Note:** When enabling the function "set time" or "manual x-fade" for presets the number of attributes from the selected fixtures are displayed. When enabling the function "manual x-fade" for executor buttons, the number of different buttons, pushed prior to the manual fade will be displayed. The LEDs of the corresponding executor buttons blink.
  - Note:** These timings are not working with the colour-picker at this time.
  - Note:** The preset times does work for all programmer actions except effects
- Predefined Profiles are implemented. (setup/patch & fixture schedule/DMX profiles/edit profile)
- Timecode editor: New Buttons "add track", "change executor" and "add subtracks"(in track functions)
  - Note:** The "Delete Track"-Button now also deletes "Sub Tracks".  
If a command sub track is selected [first subtrack], the whole track will be deleted.  
Otherwise only the selected subtrack will be deleted.
- Timecode editor - text view: added lasso selection im timecode grid.
- "DMX at" implemented ( similar to grandMA series1 )
- Fixture library updated. (from carallon lib 6.2)
- Colour library updated.
  - Note:** The colour library is only re-imported in a new, empty show.  
To use in old showfiles use the commandline: cd 9, delete \*, import swatchbook, cd/
- Fixture-sheets are now able to display 16 attributes of one feature (previous versions: 8)
- Option menu in preset pools now has a "reset colour" button. (Also in setup/user/window settings/presets/...)
- Deleting a fixture layer and then saving the showfile does no longer destroy the showfile
- Progress bars show better status of showupload / download and save showfile.
- The "auto shutdown" popup must be confirmed on the touch screen and cannot be confirmed accidentally with the "please" button of the keyboard anymore (there is no focus automatically in the popup)
- Close the Expand Virtual Keyboard in Backup / new Show, will no more created directly a new show.
- In the "cue renumbering popup" the numeric keypad does work also
- "ifoutput" in combination with bitmap effects crashes the desk no more
- Loop function now also works for cues with timed trigger.
- Content sheets with Part cues cannot crash the desk anymore
- Crash in Sequence-Executor-Sheet Fade Bars removed
- Temp fader in network is working
- Content Sheet: Assigning an executor directly (not linked) the "manual mode" does work now
- Relative effects from old showfiles were imported as absolute.
- Save Show and Quicksave do reset the Auto-Save timer now
- Playback view doesn't show random colour frames any longer
- A cue jump with the loop function in sequence executor sheet does now display the right colour.
- Setup/Show/Playback timing: The time is displayed in seconds now
- The faders in special dialog "colour" does now work , when RGB or CMY all at "100"
- "X fade reload=off" does now work on 100mm Faders
- Cue numbers and cue names can be renamed in the tracking sheet
- Starting a selection with Next and Previous follows the default selection of channel, fixture and world
- Load cues are displayed when the previous cue has a part cue
- onPC: Encoder settings are displayed on screen 1.
- The fixture sheet in "vertical mode" updates fixture names, when changing these names in live access.
- The learn button on speed-groups works again.

- Edit profiles: Graph editor limits movement of points to the current value range. This means you can no longer drag points of a DMX profile outside the display area.
- Smart view to control video: The view of images will be updated, when changing the i-pool with the encoder.
- The screen encoder does work in colourpicker.
- The softbutton "sync effects" in special effect dialog (multitouch) is displayed.
- Backup menu: It is allowed to delete showfiles from old software versions.
- Right mouse click on the fixture ID number in fixture sheet does open the edit fixture popup.
- Empty executors are no longer fixed, when loading a new show.
- Edit timecode options: Only "User Bits" and "Auto Start" will be disabled if timecode sync mode is "Intern"
- Edit timecode "direct tools": The command "add here" does add "goto (next cue)" in the timeline.
- Edit timecode "text mode": In the column "values" the cue number and the cue name are displayed
- When switching off fixtures, the Channel and fixture sheets ( with "prog only"option) are refreshed.
- "X fade reload" has been moved from the assign menu of all executors to the defaults. (Setup/show/playback+MIB timing)
- "Knightrider effect" is taken out (locked state of console)

Known bugs and limitations:

- Remote configuration of 2Port Nodes via grandMA2 is shown right in the display of the nodes, but do not change the real output online. After resetting the nodes (disconnect/connect mains) everything is working fine.

## 2 grandMA series 1– [1.9.0][6.5]

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. Please find the following list of features and functions to be changed, added or bug fixed...

### Functions and Features

- 4Port Node Timing adaption
- ETC-Net2 Modifications
- Art-Net works when universes are split and not in one block addressed

## 3 grandMA 3D – [1.9.0][6.5]

- Fixture-Models can have more than one beam, e.g. for blinders
- Current user of grandMA 3D can be changed from grandMA 2's network configuration dialog
- Fixed: "Import/Export Environment" duplicated 3D objects in deeper tree structures.

## 4 MA VPU – [1.9.0][6.5]

There is only one setup file for either MA VPU or dongle users now.

Please refer to the documentations about the VPU on our webpage:

[MEMO\\_MINUTES Important to know about VPU\\_100408.pdf](#)

You will find it in the section of VPU Software under the SUPPORT tab.

### Attention for all VPU users:

Please make sure that VPU software version 2.8 is installed before updating to gMA-VPU\_[1.4.16.0][6.3]\_v2.99.exe or higher.

### Functions and Features

- Pixelmapper is implemented for grandMA2 mode now
- Pixelmapper information and DVI/Pixelmapper switch added to VPU screen
- Playmodes: Begin, End, Loop Index and Frame Index added
- Auto detect valid devices by EDID manager implemented
- Mouse cursor is only visible on the graphical user interface now
- List controls support resizing column widths. (Restore after restart the application is also implemented.)
- Shortcuts for changing resolutions added.  
Shift F8: 640x480 with EDID  
Shift F9: 640x480  
Shift F10 - highest available resolution. )
- USB device detection and directory watcher added to filebrowser (autorefresh).
- New Show updated
- New fixturetypes implemented.
- 29.97/50/60 Hz support in <ClipTimeFormat>
- Master Shaper and Iris are not available in Pixelmapper mode.
- Content Editor shows the right clip/image information.
- VPU boot without monitors bug fixed.
- F1 pressing bug fixed.
- Activate All Monitors Bug fixed.
- Default IP is not the Loopback Address, but the first reasonable one.
- Switch Fixture Layer bug fixed
- Pixelmapper: wrong patching by clone panels is fixed.
- Pixelmapper: grid size limitation fixed.
- Sound Playback not yet finalized, indexing and begin end not yet supported