# RELEASE NOTES – [2.6.0][6.6]

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## grandMA2 Software Releases [2.6.0][6.6]

Dear user,

We are delighted to announce the next official software release for the grandMA2 version [2.6.0.][6.6].

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

**Important:**

- 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 MA NDP update and vice versa. We are happy to assist you.
- The current versions of grandMA2 onPC and grandMA 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).
- With Version 2.5.70 the default speed of effects and the rate of effect lines have been exchanged by a single speed per line. Therefore older showfiles might not be 100% compatible. Therefore please check your showfile with the new version before using it live!! Also there is an update of the Memo_Minutes for Effects available on our webpage. Please refer to this document as well!

**Release 2.6.0**

**New functions and features**

**Playback**

- xfade is now aborting x-fade if fader returns to 0%

**Pools**

- Pools: objects can be moved around as long as the "Move Button" is switched on.(similar to grandMA series 1)
- New Command "Insert" in Pool ( press 2times "Move"-Button )

**Sheets**

- Fixture, channel, tracking and content sheets: frames of empty cells can be suppressed in the option menue via "Hide Empty Cells"
- New button in sequence view / option menue: "Hide timing countdown". If active absolute values will be displayed and not the cue timing countdown
- Track Sheet: with the tracking options presets can be exchanged or the value of an attribute exchanged with a preset. The availabe presets are shown in the calculator with the preset numbers. The destination button in the tracking option popup is now also valid for preset exchange
- new functionatily in user options (setup/user/window settings/preset) ->"Reset all preset pool colors"
- Running effect view: New Button: "Follow selection". This decides whether the current selection is respected in "Release Mode" or "Stomp Mode". If switched off then Release/Stomp will be executed for all fixtures of an effect, regardless of the fixture selection
- View Pool: new option : Symbols / no symbols :content view of screen can be shown. Only possible when one monitor is in that view
- Agenda: pressing the encoder pops up a new calculator which makes it easier to edit the entries
- Profile editor : Scale convertion either percent or decimal
- Exec Mini Dialog When an executor is locked, the number in the exec mini sheet is displayed in red. Similar for the sequence number
- MATricks Load predefined provide access to all predefined MATricks stored at the predefined.xml
- Live effect bar ( Quick & dirty Encoderbar ) : Buttons "Off effect", "release effect" and "stomp effect" added
- DMX view: New button in caption bar: "Only selected". If active only the DMX universes patched , current selected fixtures are shown.
- First MAtricks pool object is now "Reset" (MAtricks)
- MAtricks encoder bar: Circular copy, shuffle selection buttons added
- edit effect menue: New button "predefined". Predefined template effects can be loaded ( similar to the import function ). Effects corresponding to non-existing attributes in the show will be set to NONE.
- Form Editor and DMX Editor: Table mode has a separate index column per row to display the point index
- preset in effect line is now shown in 2 lines: preset number and preset name
- Presets which only containing timing do show an Indicator for selective, global or universal
- Effect editor and effect special dialog: the button "value readout ( for changing the columns "Low value" / "High Value" or "Center" / "Size" ) has an additional option "Auto". When "Auto" is selected columns are changing on their own - dependent on editing an relative or an absolute effect
- Menue which were restricted to be opened in screen 1 or 2 can be opened on all available screens now using the select screen popup.
- The store and the off menu can be opened at any screen using the select screen popup.
- The encoder hardkey options have a new button "switch dialogues to default screen. This option will reset all dialogues back to their default screen.

**Commandline**

- Is a view button in a pool pressed during an active move command the move command will not be interrupted

- random for chasers is "lighting random", not real random. (like grandMA "series 1"). That means, that it will be avoided to play 2 directly following cues
- During deleting Effect/Preset/Forms which are in use Console warn user that it is not oopsable. The elements will be restored but the link to the sequence lists not
- New button combination "MA+At+4" ( 4 e.g. for a number ) means Stomp presetype colour
- New button combinations: 3 times <<< brings an master fader of an executor to zero. 3 times >>> to full
- Playbacks are now divided into 4 sections: value / value timing / effect / effect timing. Example: When a fixture with dimmer values and individual dimmer fade times is played back out of a sequence it is now possible to take only the fade time active into the programmer.
- Combining the store options "status merge" and "prog." will overtake the preset links. Combining "status merge" and "output" will not do so.
- increased max multipatch to 1024 ( had been 15 before )
- New option for the commands "At", "Stomp" and release: "/IgnoreSelection" (Abbr. "/is" ). A command e.g. "Stomp Presettype Dimmer /is" does not regard the current selection
- New: Hard key access to PresetType: MA+Preset
- Goto Cue X works with executor ranges and sequence ranges
- "Auto Stomp" in assign menu does now work for temp faders and temp buttons. Attn.; "Auto stomp" only refers to effects from other sequences.
- command "fixture x at cue y" is obeying filter now
- Setting Effect Speeds via Commandline works now in BPM. E.g. "Assign Effect x/Speed=y".
- remote via DMX - In ( Setup / Remote Inputs Setup / DMX Remotes; Executors, macros or hardkeys are triggered with value around 128 ( like grandMA series 1 ) (was 255 before )
- Long press store doesn't cancel already active store anymore.
- Import Export 3D cameras obeys camera name and rotation
- with the AT filter it is possible to apply multidimensional forms to specified
- attributes. Select a presettype , set the link option to "link feature" and choose a form in the form pool. With the AT filter yo can select all attirbutes to which this form should not be applied
- new commandline access : Artnet input on/off. sACN on/off
- command DMX at full and DMX at 0 will be executed without "please"
- OFF fixture thru or Off selection use now the programm time. "OFF fixture thru fade x" and "oFF selection fade y" follow the time as well
- New Command: RESETDMXSELECTION: Resets the selection in the DMX Tester
- New Hardkey to access "Mask": MA + Group Group

**Setup**

- Create / change fixture types: the attributes Colordim do work with fixturetypes with a real dimmer
- Colordim attributes extended to 17 : "COLORDIM1" = red "COLORDIM2" = green. "COLORDIM3" = blue."COLORDIM4" = amber. "COLORDIM5" = white."COLORDIM6" = warm white"COLORDIM7" = cool white"COLORDIM8" = orange"COLORDIM9" = red orange"COLORDIM10" = purple"COLORDIM11" = indigo"COLORDIM12" = cyan"COLORDIM13" = magenta"COLORDIM14" = yellow"COLORDIM15" = uv"COLORDIM16" = green cyan"COLORDIM17" = medium white
- new and updated gobos from carallon lib 8.2

**grandMA2 onPC**

- Create / change fixture types: the attributes Colordim do work with fixturetypes with a real dimmer
- grandMA2 onPC external displays: 800x480 possible

**Fixed Bugs and improved functionality**

- Bitmap effects do follow a virtual fade master. That means that on- and off switching Times will work without a motorical move of the executor masters
- calling macros and views does NOT reset the command filter anymore
- Effect option bounce: PWM does work even if attack and decay values are set

- Stage View setup mode encoder bar is now closing when closing the stage view. fixed in: Stage view, Layout view, Timecode, Agenda, DMX patching address dialog
- when a just executed temp fader executor will be overwritten from another one by the "off on overwritten" option , this temp fader now can be pushed to zero without being executed again
- selective effects using presets are updated, when updating the preset
- off presetype x respects program time
- when cues are updated in edit or blind this will be executed not directly , but calling the cues again
- TC shows with recorded temp faders are looking same with different start position of the temp fader
- Pressing the "Delete" button and klicking in the Headline does now work in Layout View, Smart View, Clock, Agenda, Encoderbar, CMD Line, CMD Section, Help View, Info View, Groupmaster View, running Effect View, Stage View, System Monitor View...
- Setup/ Full and Live access Sorting the layers by fixture or channel ID is now sorting correctly
- Fixed Executors in the Action button view are only display when the Option "Button Page floating" in the option menu is active. With the option "select page" the rela existing links on an executor are shown
- Autofix is cleared when switching off an executor using an OFF time
- Switching Abs/Rel mode of effect doesn't change size values anymore
- command "Extract" also extract default link values in normal default values
- if an executor is assigned to "empty" , Selfix will no longer be executed
- Layout view does not forget its internal layout data anymore after going and leaving to full setup ( arrange functions )
- When editing an executor the focus stays in the current cue
- Lasso renumber cues does now work when release of lasso is on a cuePart>0
- when storing a scrolled fixture sheet as a view the position will be stored regardless whethter a maks is switched on or not.
- Executors on x-keys are usable even if an edit popup or assign popup or the off menue was open
- Form Editor: changing from graphical to table mode and vice versa sets the focus to the currently selected graph and point
- Assert effect bug fixed. Effect phasing at non tracking sequences will always assert its phasing.
- Invalid amount of pathport universes does not crash the desk anymore
- OOPs when adding effectlines will no longer crash the desk
- Import/Export for TimeCodeShow: all data will be exported
- Pool playback effects: network bug removed
- Track Option: Block/Unblock... with Encoder Grouping
- New: Per default selected preset type is Dimmer.
- command "goto cue x sequence y" does now work ( without the sequence having to be assigned to an executor ( pool playback) )
- Oops for values called from the Smart View is working now
- effect editor : when assigning low or high presets to attributes in columnsthey will be listed in numeric order
- active highlight or solo will not be taken onto the blind or preview programmer
- Command "Executor 1 at full" is working right now
- PSR with effects is working
- grandMA2 ultra-light + MA onPC command wing bug with first motorfader on wing fixed ( channel fader mode )
- Changing the speed group using the crazy effect dialog speed group popup will not assign the wrong speed group any more.
- Manually adding Timecode events using the timecode editor will not generate additional unexpected events at other connected consoles any more.
- GUI glitch of the Mini Exec Dialog priority arrows has been fixed.
- Losing the master of a session will recalculate the currently running sequences in the correct order.
- grandMA2 onPC X-keys view thumbnails: when storing a screen 1 view using the onPC x-keys, the view thumbnail will be displayed with the original color.
- grandMA2 onPC Installer will add a link to the show folder at the start menu.
- grandMA2 onPC only: The enter key from the keyboard will open the "Patch new layer" popup.
- grandMA2 onPC only: Crash fixed when disconnecting and reconnecting onPC Command Wing.

grandMA2 onPC: Automatic closing of the command overlay when switching screens will not leave non visible commands in the command line anymore.

- grandMA2 onPC freeze has been fixed when windows has been locked and unlocked while onPC2 was still running.
- grandMA2 onPC scaling bug fixed. Overlays can be operated by the mouse at the scaled onPC.

### Appendix

- The command "store /remove" or pressing [store][cue][2] and the select [remove] in the pop-up 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.

- Selecting multiple fixtures with a lasso in the layout view is respecting the snap grid settings to interpolate small position differences of fixture icons. The selection order will always be made inside of one snap grid cell first, afterwards line by line in the direction of the lasso movement.

- Release version **2.3** of grandMA2 divorced values and effect values! Therefore older showfiles might not be 100% compatible. Therefore please check your showfile with the new version before using it live!

### Known Limitations

- show file Conversion from Version 2.2 and earlier: The speed of a selective effect, stored in a cue, will not be brought correct into programmer, if the cue gets edited and the default speed of the effect in the pool is not 60 BMP.
- ASCII show import supports Strand ASCII show files only.

## MA VPU v6.47

- Pixel Mapper Fixture Exchange implemented In the Pixel Mapper the library is now divided into Show Internal and Local. This allows the user to exchange Paneltypes globally in the showfile. Options here: "Change Paneltype external" and "Change Paneltype internal" So Paneltypes can be exchanged with a Paneltype that is already used in the show file or a file that is stored locally on the hard disk of the VPU. The same feature has been implemented in the Graphical View and Grid View. In this area selected Paneltypes can be exchanged with Paneltypes from within the showfile or from a file that is stored on the local hard disk of the VPU.

  NOTE: the Panel Editor does only work for files that a stored locally on a VPU, not for Panel Types that are Show internal.
- If the Panel Editor is used and the tag "_NAME" is identical with a Paneltype that is used in the showfile, a save instruction does try to update the Paneltype that is used in the showfile. E.g. the user patched 10x C 100 Panels. The user edits the external stored C100.txt file and does some changes and saves that file The user is then prompted "Adapt changes and replace Paneltype" and can then allow the change or discard this if needed.
- Pixel Mapper: If in the Panel Editor the option "save as" is used, the name tag in the file is then overwritten to the new "save as" name. This file can be then be used as a replacement with Paneltypes in the showfile if the exchange in the internal "Library" is done or if the name tag is manually set to match the internal library name
- Pixel Mapper: Patch collision implemented in the Graphical Tab: Paneltypes, that are patched to a invalid address (overlapping with others), are displayed red now. In the Grid View overlapping Panels are marked red to show what is wrong here. A popup warning is presented if the view is changed into another part of

the program. The user can press ok to accept the errors or can press cancel to stay in the Grid View to get solve the errors like in the grandMA console

- Pixel Mapper: Copy Paste is now possible in the Pixel Mapper Grid view, but only the same amount of drain cells can be pasted to same amount of source cells
- Pixel Mapper: Import / Export has been implemented into the Pixel Mapper The functionality is used to export and import values in the Pixel Mapper Grid view to a CSV file(tab separated). This file can be edited in e.g. MS Excel or Open Office Calc. The grid can be completely or selectively exported and imported.
  Export Selection: Select the cells you wish to export and then use the context menu to select "export selection"
  Export Complete: exports to entire grid
  Import to Focus: select the cell from where you want to import / paste the information, that will be loaded from the incoming file, e.g. top left on Index 0 if "Export Complete" was used

  Import All: the complete Grid is exchanged with the incoming data
  Values, that are greyed in the VPU software (Index and Paneltype) cannot be changed, even if exported and imported to the CSV file format (Index and Paneltype) The exported files do contain the top index line as a comment and allow easier reading and editing in Excel. These comments are taken out during import again

  IMPORTANT: the CSV file is formatted in the following way: filed separation is done by TAB, comments (VPU internal) are done by a double forward slash "//" lines, that start with this are ignored, Namefields shall have no extra mark Make sure that during import and export of your editing tool (Excel, Open Office) this format is kept and not altered in any way

- Pixel Mapper: Validation in the Pixel Mapper implemented: if Panels overlap in their DMX range they are displayed red. The user can then use the context menu option (right click): repatch selected and select a first start address. The corresponding files will then be automatically patched onto the next free address
- Content Editor: Insert Function Block: the user is able to browse and select the folder on the left side, on the right side of the window the user can see what is inside that folder that is to be inserted
- Pixel Mapper: If content is inserted: Thumbnails are created in the background now while the user is browsing through the folders
- Content Editor: more then one Channel Set can be inserted at a time now
- Content Editor: buttons renamed in collision dialogue Insert: if content is inserted here (even more then one), then the rest of the content is moved down
- Fill Gaps: if content is inserted, empty gaps are used to be filled with the content Overwrite: newer content overwrites existing content
- Content Editor: Allowed file types in the VPU software are updated:
  Video Files: .MPG, .MPEG, .M2V, MPV
  Audio Files: .MP3, .WAV
  Picture Files: .BMP, .JPG, .JPEG, .PNG, .TGA
  3D Object Files: .X
  Effect Files: .FX, .FXO., .EFF

- Content Editor: Files, that have a preceding ._ (e.g. "._test.mpeg") are ignored by the VPU software now. These files are created on the MAC OSX operating system and are systemfiles, that do not carry valid information
- Context Menu is complete now in the File Browser. Cut, Copy, Paste, Delete, Rename and New Folder are the possible options The Context Menu can be accessed by using a right mouse click or using the internal screen with a touch and hold gesture
- Content Editor: Moving of Channel Sets and Function Blocks is much faster now. Only the indexes are changed to achieve faster processing
- The Signal Flow in the VPU can be adjusted now: in Settings / Main there is a new option called "3D Keystone/Warper" This option allows to define if in the Camera Fixture the 3D Keystone Object / Warper Object shall be processed before Keystoneing / Softedge or after. In the previous versions the setting was "post" per default If the new option "pre" is selected, the user can adjust the output by using a Warper Object and then use Keystone and Softedge on that Warper Object, since pre defines that Keystone and Softedge are processed before 3D Keystone / Warper is used

- MA VPU in grandMA2 mode: If Content Distribution was used and the window was closed during the time the distribution process was finished, the overview window is kept now until the user enters the Content Distribution window again. The summary has to be accepted before the user can start another distribution process again
- Bandwidth Limitation is implemented now when the internal filebrowser is used and the content distribution from a grandMA2 console is triggered. The parameter is in VPU / Settings/ Global VPU Settings "Copy Bandwith" and can be set from within 1 (slowest possible copy tempo) to 100 (no limitation). The parameter can also be set in the grandMA2 console in setup/ network configuration / video / Global VPU Settings. In the grandMA series 1 mode this parameter does only limit the internal filebrowser. => This does not limit any access via the regular network share the MA VPU basic and plus
- In File / "Exit and Clean Registry" implemented: this is used to reset the VPU to default settings. If however bad settings have been stored in the registry of the operating system, this functionality can be used to restore to default settings of the machine. This does only affect the resolution and some internal settings, the IP address however is not changed by this. In grandMA2 mode all settings are stored in the grandMA2 showfile anyway. These settings are applied to the corresponding VPU again when the VPU joins the existing session again. In grandMA series 1 mode, the user has to check all settings again to make sure everything is set back to the wanted configuration.

  General hint: make sure to check that the right interface mode is used: grandMA series 1 mode or grandMA2 mode of the software

- MA VPU in grandMA2 mode: in the Warper a right click on a existing Warper Mesh allows the direct access to the edit properties dialogue now
  * If a Function Block gets deleted in the Content Editor, the focus stays on the last item and does not jump to the first Function Block any more
  * Whenever an item is renamed in the software, the user can now press the arrow right button on the keyboard to keep the current name and add letters to the existing name now

- The pixel mapper rulers are consistently displayed in the unit "meters" now
- A MA VPU layer that was changed in colour to R,G,B to 0 is not getting transparent any more
- Whenever VPOS Z<> is used, flying objects in "z" depth are displayed longer now
- The collision detection does work correct now when content is inserted
- MA VPU does not crash any more if only VPU Layers are patched (without a VPU Output or Master Fixture)
- Playmode Change from Loop to Pause to Loop does work correct again
- MA VPU in Pixel Mapper mode: the preview in the Library Tab is updated correct now

**MA NPD v7.77**

- New grandMA2 streaming implemented. This means that a grandMA2 2.6 needs a NDP Version 7.77

**MA 2Port Node v1.60**

- Implementation of sACN. The 2 Port Node can also be used as sACN node with v1.60.
- Implementation of the gMA2 Merge type LoTP in standalone mode.
- No need to repower the 2-Port-Node after changes in configuration (fixed gMA2 bug)

IMPORTANT:
The MA 2Port Node can be updated via a grandMA2 console or grandMA2 onPC only. The grandMA Version 6.616 cannot upgrade the MA 2Port Node to V1.60. It is planned to with a forthcoming Version 6.617 to make this possible.