

## LASERGRAPH DSP RELEASE NOTES 2008

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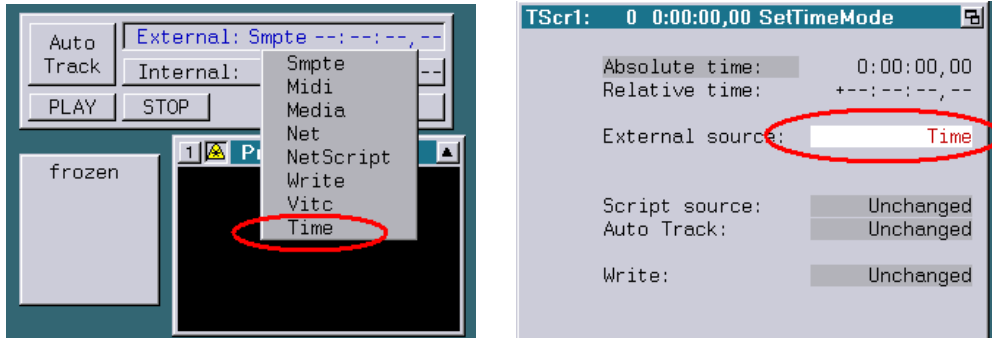
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# November 2008

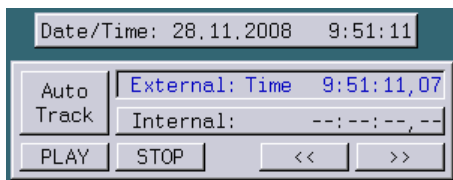
Lasergraph DSP Software Version 2008-11-28

## New Timecode Source: "Time" (Mark 2 only)

From now on an additional external timecode source is available in the Mark 2:



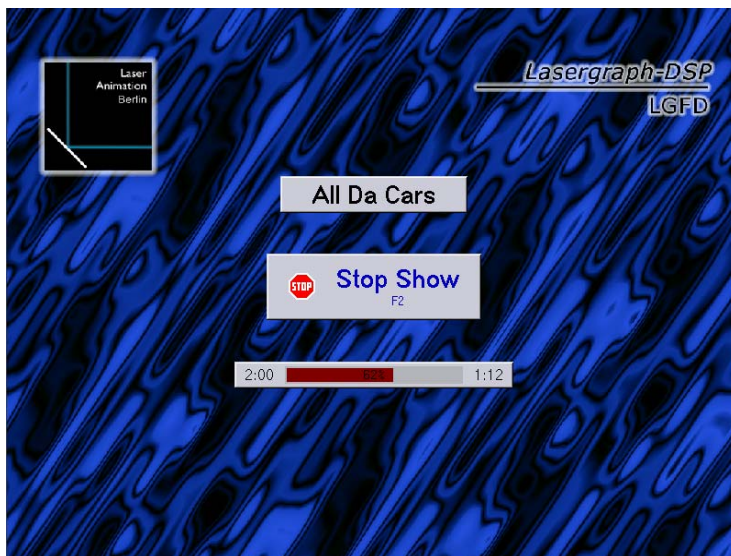
When "Time" is the selected timecode source the current time of day will be used as timecode.



This makes it possible to synchronize shows with the current time without complex trickfilm programming.

## New: Running Time and Remaining Time Display in LGFD

When playing back a show in LGFD the elapsed running time will now be displayed to the left, the remaining time to the right of the progress bar:



### **KeyConfig: "Dials" Renamed to "Fader"**

Previously there were three different names for the analog inputs: "Analog", "Fader" and "Dial". The term "Dial" was only used in the KeyConfig. In order to simplify the nomenclature, as a first step the Dials in the KeyConfig were renamed to Fader.

### **Error with "Find" Fixed**

The command "Find" in the edit mode did not reliably find the trickfilm commands "SetBeam" and "Lssajous0".

# October 2008

Lasergraph DSP Software Version 2008-10-16

## **New Playback and Live Interface: "jr. Live!" (Mark 2 only)**

### **Introduction**

With the "jr. Live!" we now offer a user interface which is optically attractive and can be used intuitively. With "jr. Live!" you do not need special previous knowledge to select and start shows and call up live effects.

In contrast to the LGFD, the Laser-Preview is a fixed part of the new interface.

The "jr. Live!" is designed to be operated completely with the use of a touch-screen display.

The shows of the "jr. Live!" are sorted into three categories:

- ✓ Graphic Shows
- ✓ Beam Shows
- ✓ Mixed Shows

For live applications there is a separate

- ✓ Live Mode

### **Setup**

The following steps are necessary to use the "jr. Live!" interface:

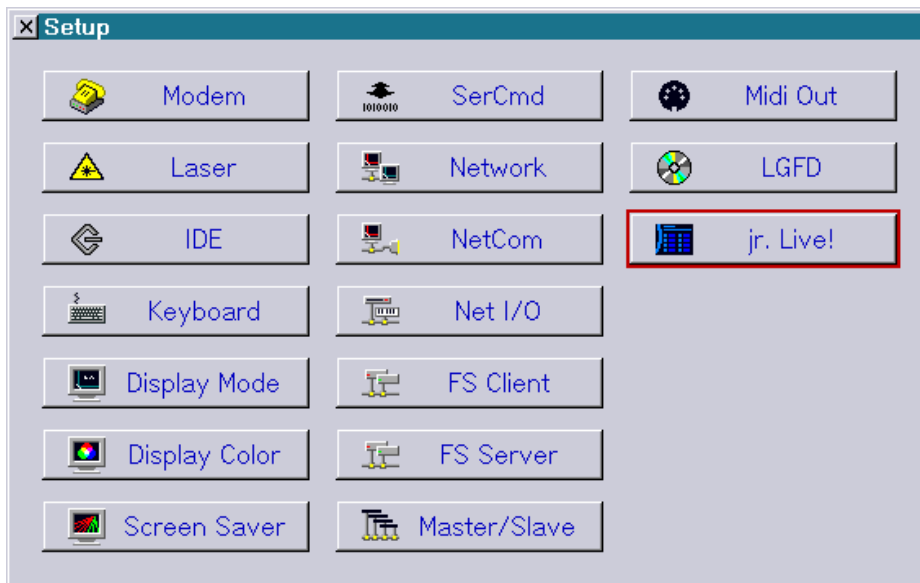
LGServer is required for selecting and playing back the shows.

- "Enable Wav/Avi" has to be activated in the LGServer. A path has to be specified which contains the following subdirectories:
  - Graphics (contains the shows of the "Graphic Shows" category)
  - Beams (contains the shows of the "Beam Shows" category)
  - Mixed (contains the shows of the "Mixed Shows" category)

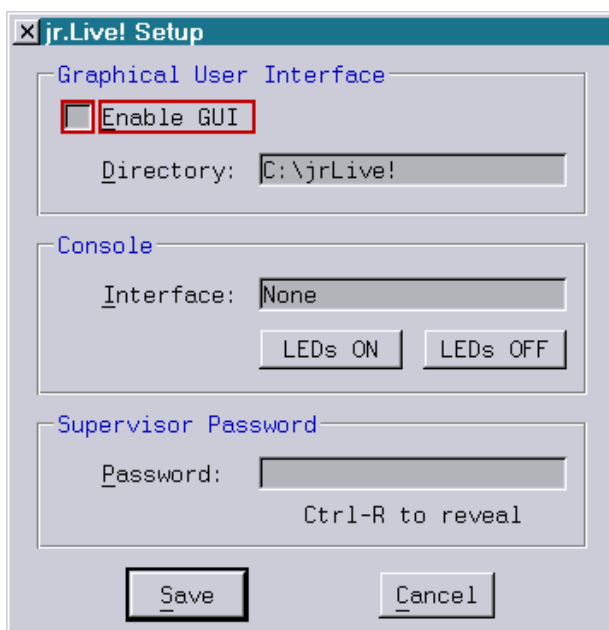
The directory must also contain the BOOT which is to be loaded in Live Mode:

- Live.BOOT
- In the "I/O Setup" of the DSP the PC running LGServer has to be as specified as I/O Server and it has to be activated as possible media source under "Media/Timecode".

- There is a new button "jr. Live!" in the Setup:



This takes you to the setup of the "jr. Live!":



In order to get to the "jr. Live!", "Enable GUI" has to be activated.

The "jr. Live!" interface display requires several bitmaps, e.g. for the background or for the numerous buttons. Under "Directory" you can specify the location of these bitmaps. In newly delivered Mark 2 the bitmaps are already in the directory "C:\jrLive!". For older Mark2 the bitmaps are available for download as an LZIP file on our website.

<http://www.laseranimation.com/download/dsp/jrLive-081016.LZip>

For future versions of the Live.BOOT we are thinking of implementing control using a console. As long as this is not available "None" should be selected as interface.

Exiting the "jr. Live!" interface can be restricted to authorized persons by setting a password, especially for fixed installations.

**Attention!**

If you set a password here make sure to remember it. Otherwise you will not be able to get back to the normal DSP interface either!

## Operation

Immediately after starting "jr. Live!" the following selection will appear:

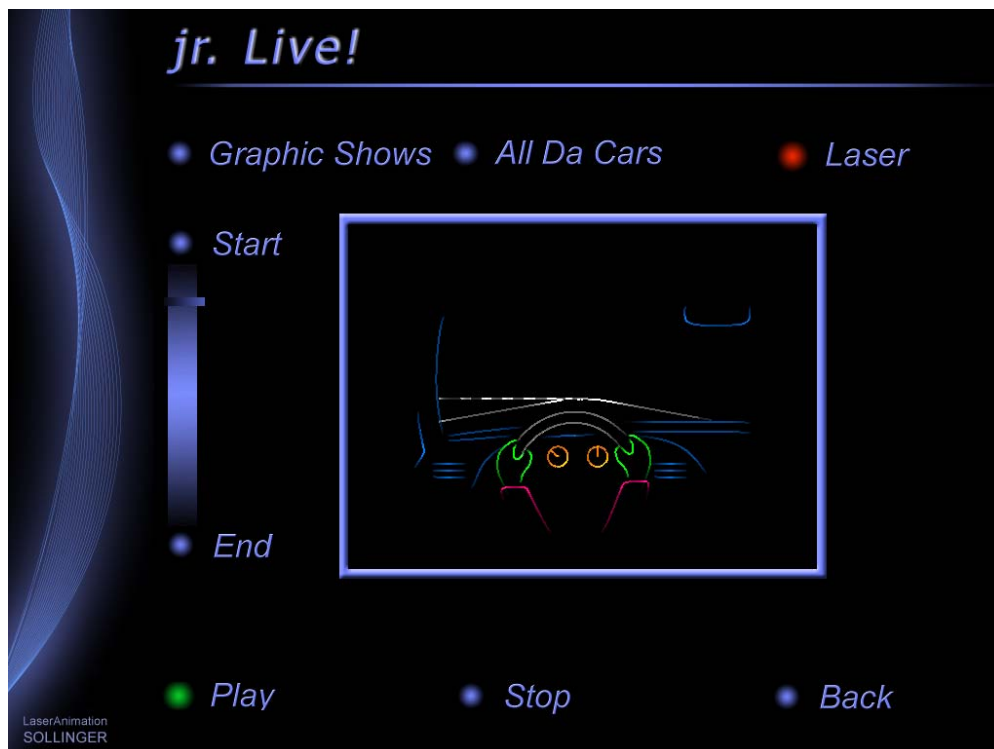


"Graphic Shows", "Beam Shows", "Mixed Shows" opens a selection list with the shows contained in the respective categories, compare next picture:



The currently active category is marked with the red dot.

When a show is selected it will be loaded and you will get to the playback screen:



Here you have the options of starting the show ("Play") or stopping it ("Stop"). On the left hand side there is a progress bar which shows which point the show has reached.

In the top right hand corner the status of the laser is displayed. The color of the dot has the following states (see also "Laser Remote"):

- green = laser is on
- red = laser is off or offline

Clicking into the Laser Preview window will open it to full screen display. Clicking again will revert it to normal display.

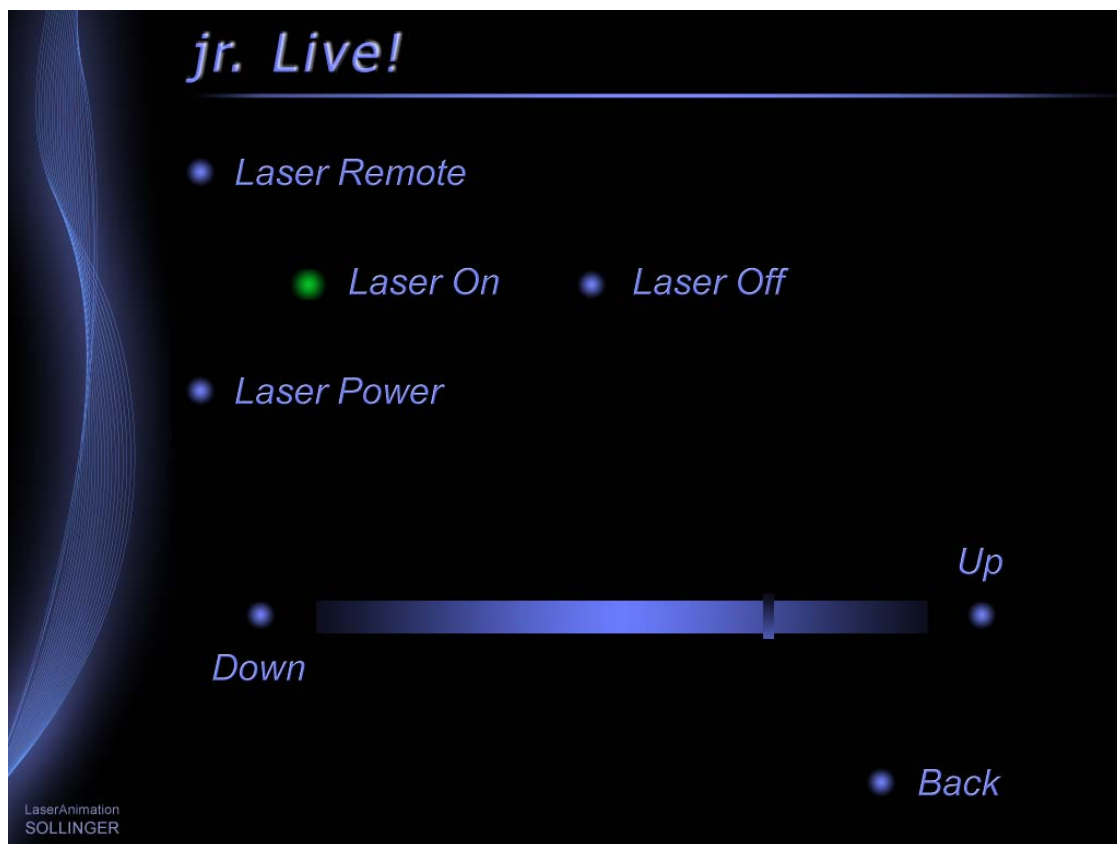
"Live Mode":

Loads the "Live.BOOT" which can be used to call up live effects. Which effects are available and how they are called up depends on the programming of the "Live.BOOT".

As on the show playback screen the Laser Preview window and the laser state are displayed here.

"Laser Remote":

Opens a screen where the laser can be turned on and off and the power of the laser can be set.



In order for the laser control to work the laser has to be connected to the Lasergraph DSP and it has to be specified for control in the Laser Setup.

"jr. Live!" uses the first (Laser 1) of the four possible lasers for control.

If the option of controlling the laser from "jr. Live!" is not desired, the "main\_laser.bmp" bitmap can be deleted from the "C:\jrLive!\Bitmaps" directory.

In addition to the "Laser Remote" selection this will also delete the laser status displays from the show playback screen and the Live Mode.



**"Shutdown":**

This menu entry allows shutting down the "jr. Live!" following a safety requester.

**Attention!**

In addition to the Lasergraph DSP this will also shut down the PC!

If this option is not desired, the "main\_shutdown.bmp" bitmap can be deleted from the "C:\jrLive!\Bitmaps" directory.

In order to get back to the normal Lasergraph DSP interface one of the following two key combinations can be used:

- <Ctrl> + <F12> or
- <Ctrl> + <Alt> + <Backspace>

If a password was set in the Setup a dialog for entering the password will open at this point.

**Creating "jr. Live!" -compatible Shows**

- As described previously the shows are divided into three categories. A show must be sorted into one of the three subdirectories Graphics, Beams or Mixed. In addition to the BOOT itself this directory must also contain the music and a bitmap which, except for the file name extension, has to have the same name as the BOOT.

The size of the bitmap must be 450x100 pixels.

In order that the bitmap fits in with the other shows and the overall design of the interface we recommend basing the new bitmap on one of the supplied show bitmaps and just changing the text and the preview picture (in the frame).

The texts were created in "Adobe® Photoshop" as follows:

- Font: Arial, Italic, 16Pt. at 300dpi
- Effects: Drop shadow (120°, 75% opacity) plus inner bevel, smooth
- Color: RGB values 103, 119, 243

Subsequently the text was reduced to 20% using "Paint".

For creating the preview pictures, LGPreview screenshots can be used. LGPreview has to be set to 96x96 Pixel. For graphics the line width should be set to 2.

- In order for a show to be played back without problems and for the progress display to work correctly, the show should meet the following requirements:
  - The first line of the timescript should contain a comment stating the name of the show. In contrast to the name of the boot, the full name can be given here, i.e. more than 14 characters can be used. Spaces or special characters are possible.
  - The show itself should start with the following commands:

```
DefineMedia Media: <File Name>
SetTimeMode External source: Media
Script source: Internal
Auto Track: ON
Write: Unchanged
PlayMedia Parameter depending on the Show, usually:
Start: 1:00:00,00
End: 1:59:00,00
```

Media ref time: 1:00:00,00  
Script ref time:1:00:00,00

- The Show should end with the following commands:  
SetTimeMode External source: Unchanged  
Script source: Internal  
Auto Track: OFF  
Write: Unchanged  
StopMedia
- In order to determine the running time of the show all Entries, PressKey and ReleaseKey contained in the timescript are detected. If any intro or fading-out music is to be included in the progress display an entry command should be included at the beginning resp. the end of the show which states "Nochange" for all films. This has no influence on the course of the show but it will be considered in determining the running time of the show.

### **Enhancement of the Fader Labeling (Mark 2 only)**

The command "FADERboard.Name" can now be used to label up to 8 faders in one go:

```
FADERboard.Name <Fader> <Name1> <Name2> ... <Name8>
```

The parameter <Fader> determines the first fader to be labeled.

Example:

```
FADERboard.Name 0 MovX MovY MovZ
```

If a label is to contain spaces, the name has to be put in quotation marks:

```
FADERboard.Name 0 "Mov X" "Mov Y" "Mov Z"
```

# September 2008

Software Version 2008-09-03

## Faders on the Faderboard can be labeled (Mark 2 only)

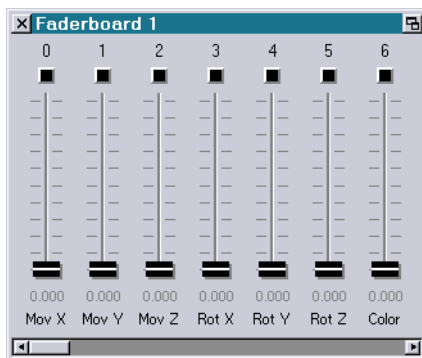
Using the command

```
FADERboard.Name <Fader> <name>
```

it is possible to label individual faders within the virtual faderboard.

This makes it easier to keep an overview, especially during live applications, because you can see directly which fader controls which effect.

Example:



e.g. `FADERboard.Name 0 "Mov X"`  
(for names with blank use quotes)

The labels of the faders will not be saved. The following possibilities exist to avoid having to enter them again every time:

- 1) Recording the commands as a keyboard macro.
- 2) Using "HOSTcmd" in the trickfilm or the timescript
- 3) Entering the command sequence in a script

Another new command is available for closing a faderboard:

```
FADERboard.Close <Faderboard>
```

## New File Extension "DGCC" Introduced (Mark 2 only)

A new file extension was introduced for the two commands `LoadDGCCurrent` and `SaveDGCCurrent` for loading resp. saving the current DGC setting: "DGCC"

Previously the same file extension as for the commands `LoadDGC` and `SaveDGC` was used: "DGC".

However, this had the effect that clicking on a single DGC setting saved with `SaveDGCCurrent` resulted in the use of the command `LoadDGC`, not `LoadDGCCurrent`.

## **Changes to the Master/Slave Operation**

If a *Compact* unit is used as Master with "DSP1" selected as source, the other DSPs will no longer be set to "None" when a show is loaded.

This change simplifies the creation of a show which runs on several *Compact* units. The programming is done on the Master. The changes will automatically also be available on the other *Compacts* after saving and consequent loading.

Previously the DSP assignment was changed when loading so it had to be corrected manually before saving again.

# Mai 2008

Lasergraph DSP Software Version 2008-05-27

## **New Predefined Desktop Resolutions in "Display Mode Setup" (Mark 2 Only)**

The "Display Mode Setup" of a Mark 2 now offers two additional predefined widescreen desktop resolutions:

- 1440x900 Pixel
- 1680x1050 Pixel

## **Bug in "I/O Information" Fixed**

The analog values were not displayed correctly in the "I/O Information".  
The bug occurred in the DSP releases 2008/02/07 and 2008/04/29.

# April 2008

Lasergraph DSP Software Version 2008-04-29

## Maximum Partition Size Has Been Increased (Mark 2 Only)

The maximum partition size of the internal hard disk or flash card of the Mark 2 has been increased from 1 GByte to 2 GBytes.

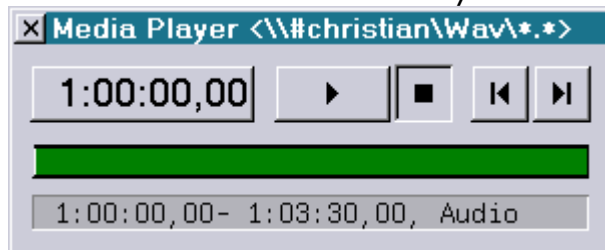
The enlargement makes sense if shows use streaming with a large number of frame by frame animations.

## "CD Player" Has Been Renamed to "Media Player" (Mark 2 Only)

The "CD Player" of the Mark 2 has been renamed to "Media Player".

This makes sense because the Media Player can play not only CDs but also audio and video files (using LGServer).

There are also new buttons to directly access the previous or next track:



The following timescript commands have been renamed:

CDPlay ⇒ PlayMedia

CDStop ⇒ StopMedia

## Default-Setting for PHAENON RGB Laser Projectors

The "Advanced Display Parameters" now contain a special default setting for the PHAENON. You can select it using the button "SetDefault" (in the window) or using the command:

```
GlobalPars.Advanced.Default.Phaenon
```

## Master/Slave Operation Mode Enhanced

If "Slave" is selected in the "Master/Slave Setup" no Timescript commands "DefineMedia" are executed anymore.

This solved a problem when LGFD is used.

## Bug with Backwards Running Timecode Fixed

The Lasergraph DSP could crash if the Timecode run or jumped backwards during a running Timescript.

This problem appeared in connection with the command `SetBeamTimed`.

# February 2008

Lasergraph DSP Software Version 2008-02-07

## **Support for Audio/Video Files with a Duration of More Than One Hour**

Using the current LGServer version dated 2008-02-07 or newer the duration of the first audio or video track can be more than one hour.

The duration of all tracks was limited to one hour in previous versions.

## **Minor Changes of Menus**

This version contains small changes of the menus to simplify the handling especially for new Lasergraph DSP users.

## **Fault Fixed**

Starting a Trickfilm in the Timescript waiting for an external Timecode (e.g. using a Midi keyboard) caused a malfunction.

This fault was fixed with this version.