

CueStation 5.5.5 New Features and Updates



NEW FEATURES

- When Merge Project is used to import configurations to a blank system, the focus in the Mixer Configuration window will not change, even if only one configuration is merged. This action is deliberate, because the system cannot know the intention of the programmer; the focus remains where it was at the start of the merge operation. [9570]
- “System Subcue Log Level,” a new control point, has been added to control warning messages that appear in the Log window if a subcue tries to recall a control point that does not exist in the active Mixer Config. “External Control/Set Error Logging Enables,” a new Command template, has also been added to facilitate setting of the control point’s value. [10854]
- “Enable Automatic Pan to Playback Position,” a new item in the Wild Tracks window’s Display menu, will automatically (if checked) re-center the view around the playback/record position whenever the playback/record position moves out of view. [10967]
- Viewing or editing strings in the Script Execution window has been improved to allow for word-wrap and in-place editing of longer strings. [11000]
- A new window type, “Button Grid,” has been added to the Window menu. This new window type is dedicated solely to the display and programming of Custom Utility Buttons. It features a 16x16 grid of Custom Utility buttons that may be configured in any way a user chooses. [11011]
- “Show Bus Meters” and “Show Output Meters” are now options in the Matrix window’s Display menu. When selected, the meters appear in the row/column headers as appropriate. [11012]
- Addition of a progress indicator to Custom Utility buttons: custom Utility buttons now become progressively shaded (left-to-right) as a cue recall completes if the cue recall is not instantaneous (i.e., if it has some waits or fades in it). If the cue recall was triggered by the release of the mouse button, the shading will instead progress right-to-left. [11013]
- Users can now specify a custom color in the bar graph area for a Wild Track’s track, either by right-clicking on the track and selecting “Set Custom Track Color” from the context menu, or by right-clicking in the Color column of the Wild Tracks Deck editor’s tracks table. [11036]
- Double-clicking on a pane-splitter widget now moves it to one extreme position or the other, so that only one of the two child widgets is visible. [11037]
- Wild Tracks Command and Rehearsal Point tracks, which do not have waveform data to display, are now limited to a fixed maximum height. [11040]
- The Mixer Parameter Subcue Editor now has a “Show Subcue Diffs” button. When clicked, the contents of the subcue will be compared against the current state of the corresponding control points in the D-Mitri system and any differences will be displayed in a dialog. [11042]
- The menu button at the top-left of the Cue Lists window now has an option in its popup menu to set a comment for the selected Cue List. If a comment is set for the currently selected Cue List, it will appear at the top of the Cue List window, to the right of the Cue List selector. [11065]
- If dwtrxd receives a recall-Wild-Tracks-Deck subcue notification more than 5 seconds late, it loads the deck but will not start playback. In this scenario, a warning message is now printed to the Log to notify users. [11094]
- In a situation where multiple PTP masters are present in a system on the control network (a multiple-PTP-masters fault condition), the error is now reported to the System Status window. [11095]
- “Silence” is now an option in the Wild Tracks track types popup menu of the Wild Tracks deck editor. [11115]
- Command Subcue editor fields that require a Control Point Address (e.g., the “Primary Address” and “Secondary Address” fields of the “Hardware Control / Link Controls” command type) now provide a context menu so the user can choose a control point address from a list of examples, rather than having to type it in every time. [11117]
- When the user changes the ID of a Cue or Subcue in the project, other project items referencing that ID are automatically updated to point to its new ID. This functionality has been extended: when changing the ID of a Cue List, Spacemap, or Trajectory, other database items referencing that ID are now updated to the new ID. [11119]
- New trajectory playback control points “Bus # Trajectory Minimum X,” “Bus # Trajectory Minimum Y,” “Bus # Trajectory Maximum X,” and “Bus # Trajectory Maximum Y” have been introduced that allow the user to set desired boundaries via a Mixer Settings subcue in order to limit the excursion of trajectory playback positions. [11123]
- In the “Control Point Sets” tab of the Capture window, control address patterns with errors are now highlighted in red to make them more obvious. [11124]
- If a subcue contains both “Bus # Trajectory Status = Play” and “Bus # Position = (x,y)” entries, the trajectory will play back and the explicit bus-position setting will be ignored. [11125]

- Wildcards in Mixer Settings subcue entries are now expanded as part of the subcue recall. For example, recalling an entry such as “Output * Level = -3 dB,” will set all Output Level control points in the system to -3 dB. [11127]
- Wildcards in an OSC or ASCII address string (e.g., “Bus * Output * Level”) are now allowed. For example, telnetting to port 18034 and entering “set Bus * Output * Level = -90” will now clear the entire Matrix, regardless of how many Buses or Outputs are specified in the Active Mixer Config. [11128]
- The templates/_scripts/record_trajectory.py Python script will now choose an available Trajectory ID if no trajectory=# argument is supplied, or if the argument is supplied as trajectory=next or trajectory=-1 [11130]
- If SMPTE time code values associated with nodes of a Spacemap Trajectory are not listed in ascending order, these out-of-order SMPTE values in a Trajectory are now highlighted in red to make the out-of-order condition more obvious. [11138]
- The Display menu in the Spacemap window now has a new item, “Show Trajectory Table,” which (if checked) will cause a table-view to appear. The table view can be used to examine and/or modify the trajectory; each row in the table represents one node in the trajectory. [11141]
- Users can now right-click on the Level column in the Wild Tracks deck editor (or on the track’s green bar) and choose “Gain Envelope Editor...” from the popup menu. A table-style editor dialog will appear for the user to view and/or edit the gain envelope data as a table. [11143]
- A “Drive Browser” button, similar to the “Drive Setup” button in the Wild Tracks window, along with its associated dialogs, is now available in the VRAS window to make it easier to upload and download files to/from the VRAS module’s internal flash drive. The button/associated dialogs are hidden by default. In order to enable this feature, create a file or folder at ~/CueStation_Settings/enable_vras_drive_dialog (and then restart CueStation) to make it visible. [11146]
- There is now a “Enter Log Comment” section at the bottom of the log web page in which the user can enter log text. It works similarly to the same-named widget at the bottom of the CueStation Log Window. [11150]
- The “Batch Modify Control Points” dialog can now be used in Mixer Windows to modify control points on the system directly. The new functionality can be accessed from any CueStation window by choosing “Edit->Batch Modify Control Points...” (or pressing Command+Shift+B). [11156]
- A Flag column has been added in the Command Subcue Editor for easier identification of command categories. It works the same way as the Flag column in other tables. [11157]
- There is now a combo-box at the bottom of the “Batch Modify Control Points” dialog that can be used to create, manage, and/or recall presets. [11159]
- The user can now specify minimum and maximum range-limiting values for faders in the Constellation web page. This works via the “fader” specifier in web_page_config.txt, which can now optionally take min_db and max_db arguments (e.g., fader=”Output 2 Level min_db=-30 max_db=-10”). [11161]
- Mapping multiple OpenSoundControl addresses in a single “Map OSC Controls” command using numeric ranges is now possible. [11169]
- In the Mixer Configuration Window, there are now two ways to copy a table quickly from one Config to another: right-click on the table’s background and select “Copy XXX Table To...” and a Config ID, in order to have the table copied to the specified Config, or “Swap XXX Table With...” to swap tables rather than overwrite one with the other. [11170]
- It is now possible to see what control points a cue will change before recalling the cue. In the Cue Library or Cue List windows, select one or more cues, then choose “Show Cue Diffs” from the Cue (or Cue Entry) menu, or press command-K, and a dialog will display the control points that those cue(s) will change. [11171]
- The Name and Comment fields of various database objects are now available as “Read-Only” synthetic Control Points. This makes it easier to display them OSC-based in third-party GUIs. It enables automatic updating of the display in these controllers whenever the associated database objects are renamed or re-commented. [11174]
- When a Python Script is stopped, it now has a mechanism by which it can do final cleanup before the process is halted. The BasicClient class now has a StdinWasClosed() hook method that gets called just before the script process exits. A script that wants to do last minute cleanup can do so by overriding this method. (The script will now be given up to 250 milliseconds to voluntarily exit before it is halted.) [11181]
- The PyYAML markup language library is now present (in templates/_python/yaml) and can be accessed from any Python script running in the Script Execution window via “import yaml.” [11183]
- Scratch control points (“Scratch # Level,” “Scratch # Type,” and “Scratch # Enabled”) have been added for the purpose of holding miscellaneous floating point, int32, and boolean values, respectively. The Scratch Data subcue type is disabled by default. To make it available as a subcue it must be enabled for Capture via the Subcue Types tab. Unlock and enable it using the commands in the Capture Window Edit menu. [11184]
- The right-mouse-button context menu for a Spacemap image now includes a “Set Opacity...” menu item that can be used to make the Spacemap translucent, if desired. [11186]

- Holding down the “alt” modifier key and pressing the arrow keys will now move the selected Spacemap items around the Spacemap, if the Spacemap view has the focus. [11189]
- In the Spacemap window, the current bus name is now displayed in the X/Y coordinate area (at the left hand side of the mode-buttons row) whenever X/Y coordinates are not being displayed there. [11190]
- Now when any Spacemap nodes are selected in a Spacemap, any links connected to those nodes are made more visible, and all links not connected to those nodes are made more translucent, so that it is easier to distinguish relevant links from non-relevant links. [11192]
- The new “Show Table Editors” menu item in the Spacemap window’s Display menu will now bring up a sub-pane containing a tab view that contains both the (preexisting) Trajectory Editor pane and the (new) Trajectory Table pane, as well as new Link Tables for the primary (and, if displayed, secondary) Spacemap. [11194]
- The duplicate (and copy/paste) behavior has been enhanced, so that when duplicating a Virtual or Derived node, the newly created Virtual/Derived node will link back to the original link targets for any links whose link targets were not also duplicated. [11196]
- Out-of-memory errors now also generate a stack trace, making it easier to track down the operation that was in progress when the out-of-memory error was raised. [11206]
- To avoid a slowdown when diffing a large matrix, subcues with more than 10,000 control points are now diffed using the semi-compact text representation rather than the expanded text representation. [11207]
- There is now a “Preview Capture” button in the Capture window that will show the user what changes the Capture button will make if it is pressed while the current settings are in effect. [11210]
- When the Wild Tracks recording function reaches the two gigabyte mark for an AIFF or WAV file, it now closes that file and opens a new one (e.g., “filename_part_2.wav”) as necessary, so that AIFF and WAV file sizes never grow past two gigabytes. Files of other file formats (in particular CAF and RF64) are still allowed to grow as large as necessary, as those file formats support large file sizes. [11211]
- There is now a Python script in the templates/_scripts folder, named acl.py, that implements a mechanism to support Automatic Chorus Leveling (ACL). This mechanism looks at a set of signal levels and tries to bring them into rough balance with each other by increasing the gain on the weaker signals and reducing the gain on the stronger signals. To use this feature, create a Script Execution entry to have the script watch a range of input meters and adjust the input Trim control point. For example, use this Command to monitor Inputs 1 to 8:

act watch=”input 1-8 Meter” adjust=”input 1-8 Trim”

Capture this as a Script Execution Subcue. [335]

- There is now a “On/Off” mode button at the bottom of the Input Meters window. Channels that have their On/Off control point set to “off” will have a grayed out border in the meter view. [3788]
- It was desired to be able to map arbitrary control points to the envelope of a Wild Tracks Deck Entry, so that the envelope could be used as a control point playback contour that would synchronize with the deck’s playback. To that end, the system now publishes read-only control points of the form of, for example, “WildTracks 1 Deck 2 Track 3 Level.” These control points can be subscribed to, or mapped to other control points (using the “Hardware Control / Link Controls” command) in order to slave the other control points to the envelope-level-at-current-playback-point in decibels. [3842]
- In the Processing windows, each channel delay now has a “delay trim” slider in addition to its existing delay slider. The channel’s actual delay will always be calculated as the sum of these two values (clamped to fall within the supported delay range). If either control is bypassed, then the system will act as if that control was set to zero. [3967]
- The “ MUTE “ tag functionality can be optionally disabled by recalling a “CueConsole2 / Set LCD Button Middle Row Text Enabled” Command. With the function disabled, a mute state will turn the button red but will not modify the text displayed in the button. This new functionality solves an issue whereby the “ MUTE “ tag that appears in a CueConsole2 LCD button would cover up part of the button’s channel label, making it difficult to see to which channel the button is mapped. [4165]
- In addition to clicking with the mouse to select Spacemap nodes in the Spacemap window, it is now also possible to select space nodes using the arrow keys (the nearest node in the indicated direction, relative to the currently selected node(s), will become selected). [4411]
- The user can now Right+Click drag-and-drop from the transport buttons in the Transport window (e.g., Go/Stop/Skip) to the Subcue Library window to create a subcue that, when recalled, would have the same effect as pressing that button. [4491]
- When a column is too thin to display the full column name, hovering the mouse over the column header will now cause the column’s name to appear in a tool tip. [4509]

- Wild Tracks track individual size settings: if the new “Enable Track Height Dragging” menu item is checked in the Display menu, it is now possible to drag up and down on the bottom of the track’s green bar in order to make the bar taller or shorter. Double clicking on the bottom of the green bar will return the track height to nominal, or restore a previously set custom track height. [5997]
- When using the Capture Window to create or update Cues, the log messages now include a brief parenthetical note about how many subcues were updated and how many control points within those subcues were added/ modified/removed. [9834]
- In order to be able to quickly verify that all of the Cue Entries in a Cue List will set the same control points when recalled, the Cue List text report (as seen by choosing “Examine Cue List” from the popup menu associated with the “Cue Lists” button at the top left of the Cue List window) now contains for each cue entry the number of control points that cue will set and a hash code computed from the control point address in the cue. If any of these values differ (relative to the values for the first control-point-containing-cue in the cue list), they will be highlighted in yellow in the text report. This allows verification that cues in the cue list can be recalled in any order and are not dependent on a preceding cue for an entry state (i.e., the Cue List is “Order of Operation Safe”). [9858]
- There is now a search function in the Open File Dialog to facilitate quickly finding a file in a large directory by first entering part of the file name and then pressing the magnifying glass button to the left of the filename box, or using alt+f. A pop-up list of files whose names contain the entered string will be shown and can be selected. [9975]

UPDATES

- Windows Installer for D-Mitri now automatically derives its version number. [8200]
- Whenever the set of Aliases or Event Triggers in the viewed config differs from those of the Active Config, this warning will appear in the Mixer Configuration window: “This Display Does Not Match The Active Config.” [10064]
- In Windows 7, if CueStation is running in “Dark Mode” and a user logs out and back in again, or does a “Switch Users,” or the Remote Desktop equivalent, the CueStation’s window colors no longer change to incorrect colors. [10243]
- In the “Edit Key Bindings” dialog under Mac OS/X, the Command key is now referred to as “Cmd” (e.g., “Cmd +Q”). [11002]
- Under certain circumstances, meters in the Masters window would not always update as expected. This issue has been corrected. [11006]
- Under certain circumstances, some of the channel select indicators in the Capture window would not be displayed in Windows 8. This issue has been corrected. [11016]
- CueStation’s inline text file editor has been updated to use a mono-spaced font so that indentation levels are easier to discern. [11020]
- On Macs with Retina Displays, the Transport Window’s Go button now renders correctly when an autofollow countdown is active. [11030]
- Transport window: If an auto-follow (or other countdown-worthy cue list player activity) is in progress at the moment a Transport window is opened, the GO button will immediately begin to animate if appropriate. [11034]
- Files with special characters in their names (e.g., # or %) can now be dragged into the Setup Drive dialog and imported just like other files. [11051]
- The RunPythonScript() method in the BasicClient Python API now works as intended. [11052]
- The isolate buttons in the Wild Tracks window now blink when active to make them more noticeable. [11054]
- In the Script Execution and Transport windows, the window-size-drag widget is now visible/explicit in the lower right corner, and the “page down” button is now located above it, making them easier to use. [11055]
- Drag-and-drop of files from the Setup Drive dialog into the Wild Tracks window works properly when CueStation is compiled against Qt 5.10.0 or newer. [11058]
- The “json” and “httplib” Python modules may be imported successfully by a Python script running in D-Mitri’s built-in Python interpreter. [11061]
- In Wild Tracks, a very short track with the “Loop” column set to 0 could cause “Error sending fading audio subchunk to mix engine” errors to appear in the Log. These error messages no longer appear. [11062]
- A Wild Tracks track with yellow as the selected background color now has descriptive text in black instead of white, making it easier to read. [11063]
- The Capture window will no longer modify Cues that are Locked in the Cue Library. Instead, the Capture button will be disabled and display an explanation for why it is disabled. [11067]
- The filenames used for “Generate Project Report” and “Save System Status” now use different names. Project_Report is the prefix for a Project Report, and Status_Report is the prefix for a System Status Report. [11070]

- The “Referenced Wild Tracks Files” and “Wild Tracks Send Assignments for Unit #X in Cue List #Y” sections are once again generated as part of files created by the “Generate Project Report” option in CueStation’s Projects menu. [11071]
- Due to a race condition, reconnecting a CueStation window to another service could occasionally cause CueStation to crash. This issue has been corrected. [11093]
- Certain PTPv2-aware control switches could interfere with the PTPv1 traffic flowing between D-Mitri modules, causing the modules’ clocks to remain unsynchronized with each other. This situation could cause problems with Wild Tracks Deck playback, Spacemap Trajectory Playback, etc. To resolve this issue, the PTP traffic has been moved to different ports so that the switches will not interfere with it. [11096]
- Use of the “wait” command on an ASCII protocol TCP stream will no longer cause dmixerd to crash. [11097]
- Under certain rare circumstances, it was possible for D-Mitri’s database system to temporarily allocate unreasonably large amounts of memory. This could result in the daemon crashing due to memory exhaustion. This issue has been corrected. [11102]
- OSC page-group mappings with page-group offsets that are non-zero no longer cause database errors. [11113]
- In the “Commands” window, clicking the “Recall Items” button while an empty/blank command entry is selected will no longer cause dcasld to crash and be restarted. [11114]
- Mapping an “Int32” OSC control point to a Spacemap index control point now works as expected (i.e., as a 1:1 verbatim mapping) when Value Ranges are not specified. [11116]
- Mixer Settings subcues that contain references to Cue IDs are now automatically updated when referenced IDs are changed. [11118]
- If the ID of a Cue or Subcue is changed, the Event Triggers Text Commands in the Mixer Config window are now automatically updated when necessary. [11120]
- After using a QNetMenuWidget’s context menu to swap an item’s ID (e.g., a Spacemap, Trajectory, or CueList) with that of another item, the QNetMenuWidget no longer causes a fault state where it is associated with the wrong item. [11121]
- Pressing the same window-open shortcut key (e.g., Command-1) twice in a row will cause only one instance of the window to appear in all cases. [11122]
- In a SpaceMap that uses both Map A and Map B, if the same Speaker Node was at the same coordinates in both maps, the calculation of a trajectory at that point was incorrect and the level would change when panning between Map A and Map B. This situation has now been corrected so the equal-power panning rule is followed and the level does not change in this case. [11129]
- The templates/_scripts/record_trajectory.py Python script will not result in an error if the bus it is trying to record has no current bus-position at the time the script is launched. [11131]
- In the Setup Drive dialog in the Wild Tracks window, files with a single-quote character in their name may now be copied from one directory to another via copy-and-paste. [11134]
- If a Wild Tracks deck is cleared while recording decks are in the middle of recording content, a race condition could cause dwtrxd to crash and be restarted. This issue has been corrected. [11136]
- When running Virtual D-Mitri under Mac OS/X, “urllib” and “smtplib” could not be imported by a Python script running in the captive Python interpreter, due to missing shared libraries in the templates/_python folder. The required shared libraries are now present in the templates/_python folder, so these Python libraries will load under Mac OS/X. [11139]
- Module settings in the Module Commissioning dialog are now contained within a scrollable view, so that users with short displays can now scroll down if necessary. [11162]
- Subcues created by Right+Click dragging-and-dropping control point groups into an Automation window now contain values for all control points, including any control points that were hidden in the source window. [11164]
- Attempting to subscribe to certain invalid control points (e.g., “Output 32768 Trim”) no longer cause dmixerd to go into an infinite loop. [11175]
- Under certain circumstances, the “Check all Subcue Types” button in the Capture window had no visible effect when clicked. This button now toggles all subcue-type check boxes when clicked, as expected. [11176]
- Items newly pasted into a Spacemap are now automatically selected (and any previously selected items are automatically deselected) as part of a paste operation. [11187]
- The Recall button in the Capture window has been replaced by a “Show Cue Diffs” button, which will show the differences between the current contents of the currently selected cue, and the current mixer state. [11200]

- Upon startup, oscd no longer runs an IPv4 ARP scan. [11205]
- When in the extreme position (such that one of its two child widgets is completely collapsed), the splitter handle's color now turns red, so that its presence (and the presence of the collapsed child widget) will now more easily attract the user's eye. In addition, a issue that could cause the splitter-handle's position to be saved and restored improperly was corrected. [11209]
- When the fader on a CueConsole2 transporter module is mapped to "System Trim," the LCD button above it now reads "System Trim," as expected. [2202]

KNOWN ISSUES

- If a system is configured with Aux Sends, the Aux Matrix is not correctly initialized when the configuration is sent. The Aux Matrix will show all crosspoints at -inf, but all will be at Unity until an Aux Matrix subcue is recalled to set all crosspoints.

Workaround: Recall an Aux Matrix subcue to set all crosspoints. And, do not open a project with "Send Mixer Settings" enabled if using Aux Sends.

Fixed (release-5-5-6 and release-5-5-5-hotfix-1); release-5-5-6: committed revision 18402; release-5-5-5-hotfix-1: committed revision 18405. [11241]

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