

Richmond Sound Design Ltd.
Theatre Sound Design, Show Control & Virtual Sound System Software

ABEdit Release Notes

VERSION 7.3.9

includes the .local file and install ALL ocx/dlls in the program directory
includes the basic vb support files

VERSION 7.3.8

changed the ff/fr to use GO CHANNEL SET
fixed crash when double clicking on a crosspoint

VERSION 7.3.7

the bug with playback channels that are not on the screen is fixed

VERSION 7.3.5

ABEdit now requires only Version 439 of AB64 firmware and will not run with any
other firmware version
Bug in saving snapshots is fixed

VERSION 7.3.4

Requires Firmware A439

reworked all EQ functions
now uses all 7 filter types

Peaking (which used to be called band pass)
LowShelf
HighShelf
LowPass
HighPass
Notch
BandPass

EQ editor and Live control can no longer save wierd eqs with no filter type set
and no longer created wierd filters when gain is near 0

BUG

show editor
when viewing a cue
click in right pane in empty area at bottom
the button states are not updated to reflect that nothing is selected

VERSION 7.3.3

Firmware installer and abedit firmware install now includes rescanning for ab64
after the first send
---to fix hangup when ip address hasn't been reestablished yet

Scans for audioboxes when the project is an ab64 one and there is no box

so now you can

- turn off the ab and turn it on again and abedit reconnect
- put abedit in the computer's startup and when the network is ready it will connect with the ab64

VERSION 7.3.2

when sending files to the AB64 (in ABContents)
the new files come up with a time of 0 in the project pane
FIXED

after sending a file to the AB64 -
the capacity/used/free fields are all 0
FIXED

ABContents

when ab64 the fields showing defrag info and the defrag button are no longer visible

VERSION 7.3.1

Includes A437 firmware

VERSION 7.2.8

automatically updates firmware in AB64

fixes the problem with buffers in the AB1616
you will need to:

- run ABEdit
- refresh the show on the AudioBox
- shut down the AudioBox
- close ABEdit
- restart the AudioBox
- restart ABEdit

VERSION 7.2.7

REQ firmware version A433

ABShow - click on snapshot folder - ID now blank instead of saying 127

ABSM->ABEdit show files

- importing show file with null list name caused error
- events with no comment in the show file now parse the command and create a comment when importing the show to abedit

i finally experienced the audio contents window coming up blank sometimes
i think its the new firewall i am using that brought it up
FIXED

BUG-record --only seems to work for devid 0

never put in to get the devid from the ab

FIXED - now uses "all call" as devid -- this is ok because the message goes to a specific IP address, unique to the particular AB

VERSION 7.2.5

The EQ does not display under the selected fader. The first 16 seem to be ok, but after that the display can go most anywhere.
FIXED

Doing big snap shots of an entire channel is ok , again through ch 16. After that, selecting ch 17 has tick boxes displaying as ch 9 etc.
Similar problem both horizontally and vertically.
FIXED - if he really meant in the xpoints

At the upper end of the crosspoints, starting at 55 or so, each time there is a change, the program shuts down -- divide by zero error, not a vaild key sometimes.
FIXED

EQ
inputs and outputs
tooltip doesn't deal with proper page
FIXED

VERSION 7.2.3.

requires firmware versions T274, V694, A431

new firmware loader for AB64

added AudioBox 64 box name

updated file transfer function for new firmware that checks for lost packets and retries if necessary

Hard Disk info
Question mark button in status window for AB64
-displays Model, Capacity in GB, Serial Number, firmware
revision, sectors per interrupt, sectors per multiple command, 48 bit
addressing, minimum I/O cycle and cable select.

VERSION 7.2.2.

With GO button window active, f12 wasn't working
FIXED

SC window
-new button to toggle time display mode between time elapsed and time remaining for all channels
-click on individual time in any channel to toggle between modes
-the global button will override these, setting all channels to the requested mode
-upon opening the playback window, all channels will be set to the last globally selected mode

GPI lockout value not being saved in startup cue when all other GPI parameters are default
FIXED

submasters with no box connected now default to 64 (or it was a bug)

when sending one file (show or selection) to the box
no longer allowed to change description field (so that it always matches with

the file name to allow compatability with abshowmaker)

VERSION 7.2.1.

Requires Firmware A427

Show Control window
added button to load a show

Show Control window
added button to disable all channels

tooltip for padlock in SC window

VERSION 7.2.0.

requires firmware A426 - A427

previous and next buttons added to event editor(s)

added set GPO to Output Levels window

Button in Input, Output and crosspoint windows to zero all autopans
NOTE: the autopan settings in ABEDit are not "live" settings
the box has no memory of what the autopans were
also - xpoint autopans are not remembered from one time to the next
of opening the crosspoint windows

minimize button on help page

when the go button window is the window with the current focus, spacebar does
F12

Show editor

in the right pane, when events are shown, the time field now shows both
the 'time from last event' and (in parentheses) the time from the beginning of
the cue

all editing is still done in 'time from last event' and is adjusted accordingly
in the list. This included moving, deleting and pasting events

VERSION 7.1.9.

requires firmware A426

removed the low level format command from the AB64 version

reworked the file transfer and filedata to match up with A426

MSC Lighting messages handled properly now in Tracksheet

The refresh button won't work if you use it during playback of sounds. First you
have the stop all sounds playing. Then you can refresh the AB64
fixed

Labels next to the input and output sliders are not displayed properly
FIXED

VERSION 7.1.7.

requires AB64 firmware A424

changed disk structure
new file import

editing Playback events for 1616HD FIXED
snapshotting input delay enables FIXED

VERSION 7.1.6.

requires AB1616 firmware version T273

- updated GPI settings in Show Setup

- fixed problems with editing playback messages for 1616HD
- modified error field in status to be larger and have tooltip for messages that don't display properly

- io snap new cue with no cues
file not found- FIXED

VERSION 7.1.5.

In multiband EQ windows, HP and LP bands get shown as BP when they are not selected though they display correctly when selected. When a single band is chosen, adjusting it does not make the curve display on the main curve.
FIXED

In the MSC editor, the data in the Cue, List and Path fields should not disappear when the command is changed from Go to Stop to Load, etc.
DONE

In the right pane of ABShow when clicking on the white area (not on messages or cues) all data should be deselected so that pasted data will go at the end of everything instead of somewhere in the middle. This is quite a mess right now, actually...
FIXED

VERSION 7.1.4.

requires firmware A423

with a full box (8063 selections)
the filedata update at the beginning now takes 2.75 seconds instead of 360 seconds!!

playback
upper load , go, load and go buttons changed to a camera button (snapshot)
now makes snapshot data and doesn't actually send the messages.

Showcontrol window
Double click in treeview
shift key not pressed - load cue to standby
shift key pressed - go cue

AB64

playback
the go channel set and load commands weren't recognizing a channel marked as

stopped because the SCSI boxes return 1 for
stopped and the enet box returns -1 (both are "non zero")
FIXED

when the program starts or when selecting a new project with an ab64 for the
first time a window opens with the
following message in it
if the user says ok, and agrees that he knows what to do, then the program
stores a flag and this message will not
appear again

"You are running Version 714 with an AB64 with Version A423 Firmware
This firmware uses a different system for storing file data.
You must clear the directories on the AB64 and then
reload all of the files on the AudioBox.
After this message, ABEdit will close.
This message will only show up once so
PLEASE note these instructions before exiting this Dialog.
Select Print to print these instructions.
After noting or printing the instructions, Select 'OK'

To clear the directories, press the Page Button on the AB until
you get to the 'UNIT SETUP' page.
Then press tab until 'CLEAR DIRECTORIES' is hilited.
Press Enter.
The AudioBox will show:
'ALL AUDIO AND SHOW FILES WILL BE ERASED'
Press 'OK'.
Restart ABEdit.
You will be prompted to load the Default show.
Do that.
Then under the ABContents menu Select 'Shows' and
hilite all the shows in the project and refresh.
Then select 'Audio Selections' and
hilite all the selections in the project and refresh.
Now you are ready to go."

VERSION 7.1.3.

it has the few error trap fixes in the show control window
and i added a couple of things in the sc window, just 'cause when i was testing
stuff lately it seemed useful

Show Control window
in the treeview:
double click on a cue loads that cue to standby
shifted double click on a cue goes that cue
(in both cases the path must be opened or nothing happens, just like sending
that message from anywhere else)

VERSION 7.1.2.

delays not getting sent properly in SCSI boxes (crept in when programming the
AB64 Delays)
FIXED

Input window not showing user-defined lables properly when no audio playing
FIXED

Input window not showing link buttons when scrolled out of the 1st bank
FIXED

VERSION 7.1.1.

program now finds more than one AB64 on the network (if there is more than one)

ABContents now shows correct disk info

Import Show File for AB64 now works
you can now only import a show from the current audiobox

Import Project for AB64 now works -(mostly at least)
you can now only import a project from the current audiobox

somehow in the programming of the AB64 Xpoint delays, the i/o delays got changed
to the xpoint delay command
FIXED

IO snapshots select all/none only doing visible ones
FIXED - now does all

Xpoint snapshots select all/none only doing visible ones
FIXED - now does all

snapshots
program now indicate when a the contents of a snapshot have been changed and
need update
when selecting a new template
when closing snap window
for ins/outs/masters/xpoints

ABcontents print/save
when saving as a file, added the option to use tabs as a delimiter for import
into spreadsheet (tested with excel)

added .1 second wait between getting file and directory data when selecting a
SCSI box... (in hopes of fixing richard's
problem)

VERSION 7.1.0.

recognizes multiple audioboxes
it no longer keeps asking for the default show

VERSION 7.0.9.

requires firmware A421

Source Mix added to command parser
Source Mix editor added
added check for audiobox functioning correctly on the LAN with the
IP returned by the inquiry returned by the broadcast looking for AB's on the LAN
set cobranet added to input output windows
 auto update for cobranet
 cobranet added to startup cue
 cobranet editor and command parser
LCD display window added to view menu

BUxG Output EQ's not displaying properly FIXED

BUxG
in show props
the reset actions command is wrong ... not same as spec FIXED

BUxG a bad enet msg was showing up when switching to an AB64 project from a non ab64 project

NOTE: this could affect the problem with not recognizing the default show ...since i never could duplicate that, i dunno for sure.

some one let me know about this plz

VERSION 7.0.5.

Garbage data error bug fixed

VERSION 7.0.4.

BUxG error while displaying show control window with additional lists showing with a list with the last cue gone

FIXED

VERSION 7.0.3.

requires Firmware A417

has a few more fixes

BUxG outs and ins don't update slider on bank scroll

FIXED

BUxG Displaying EQs

FIXED

<R> added firmware version check for ab64s

some text changes

a bit of more elaborate checking for what screen stuff needs updating

VERSION 7.0.2.

<R> added SET RESET ACTIONS to the show properties window

this puts it in the setup cue

BUxG

24. When trying to do a snapshot including any input or output channels above 16 ABEdit closes with no error message.

FIXED

BUxG

25. When trying to do a snapshot including any Xpoint with input or output greater than 16 ABEdit closes with no error

message.

FIXED

BUxG

Output VU displayed incorrectly - shows same as input

FIXED

I put some error traps in the places scott was having trouble with the program closing

please report to me what they say (including the title of the dialog), or a screen capture

the functions to send files and to delete files have been beefed up. I don't get any errors or timeouts here (though sometimes when sending a file, there is a long pause)

VERSION 6.6.1.

in Hotkey mapper, add a button that says "Create/Edit HotKeys"
it takes you to the appropriate place in ABShow
also labeled the hotkey selector combo "Current Active HotKeys"

BUG64 Double clicking on a matrix fader with no Box attached creates an
error 54... (in ab64 mode)
FIXED

BUG
snapshots over channel 8 (IO snaps) were not saving
(from changes for ab64)
FIXED

VERSION 6.6.0.

BUG EDIT EQ message always says it changed when you cancel, even if it didnt
FIXED

BUG changing device ID (abshow) of an EQ event
fixed

<R> new button in ABShow
"D"
changes event descriptions to stock description

BUG
opening showcontrol with additional tree open
--only when there is a list (so far just the 1st one) with the last cue gone
..... it seems
and the main treeview and the little one's - don't get the list name

<R> big floating resizable GO Button
-in show control menu
-does whatever f12 would do when you press it

<R>
added text field to the VU/Progress control
now, in Outputs the playback text (vertical text on left of strip)
also shows current position of selection

<R> Gauge in Show control window, showing free cue buffers

BUG VU window doesn't get closed and reopend when the project changes

BUG Cue Properties
now button (real time cues) doesn't seem to do anything
NOW IT Does

there has been a lot of work done in changing to accomodate the AB64
most of this should be invisible when using the 1616HD and the AB1616
there will be some places where 64 devices are shown, but only the appropriate
ones are enabled, mostly in editors

the Playback window is slightly different
it was the only way i could accomodate 64 playback channels without a complete
change of approach.

VERSION 6.5.9.

requires firmware
T272
V693

BUxG ABShow

editing a playback message created with null go sent from the playback window
-this made a message with a 00 delimiter, but not a location string - it
is legal but the editor wasn't handling it properly
FIXED

BUxG tracksheet - type mismatch error

VERSION 6.5.8

Requires AudioBox Firmware T271 or V691

program now checks diskstate flags to see if HD too slow for playback
prompts accordingly

Playback

Set Stop notification window has "Save to Cue" button
allows appending, replacing or creating a cue

BUxG

Playback

click on ssn (!) with no audioboxes, untrapped error
FIXED

BuxG

Show control menu
some menu items weren't performing their respective tasks

FIXED

VERSION 6.5.7

Requires AudioBox Firmware T271 or V691

SetStopNotify editor now says in the window that the large blank field
will actually capture ABEdit actions in order to set the message that one wants
to save with the SSN message.

The Playback window now includes a way to Cancel Resume - the only way I
can find to do it now is go into ABShow, open the Resume message and change it
to Cancel.

--its a red X on the playback strip for that channel

BUxG

In the Input and Output windows, when you click on the slider track and hold
the mouse button down, the numeric display at the top changes from the MIDI
value to the deciBel value but then the numbers are too big to display
FIXED

BUxG When the Capture ABEdit Actions window is open, the Set Matrix commands are
captured

but not sent to the AudioBox.

FIXED

BUxG Inputs and outputs, weren't remembering the link info. (since floating , i
think)

FIXED

BUxG

MSC pyro events get the device# changed without a prompt
probably others too

FIXED

BUxG if a file is already the way the AB wants it (48K and mono) and needs no processing at all (therefore does not need the file loader to do anything with it) but if its suffix is .WAV instead of .wav then the file loader sees it right up to the point where it tries to add it to the project and put it on the AB.

FIXED

VERSION 6.5.6

MIDI In to HotKey Mapping

MIDI->HotKey Mapping in Project Menu

create or edit mappings

map any midi channel voice message to any 'cue' in the hotkey

folder

captures midi input

Use Velocity note on

-determines whether to check velocity on incoming Note

On msgs.

listbox sorts by clicking on column headers - reclick for

reverse

BUxG

XPoint form wasn't opening when it should with project change

FIXED

VERSION 6.5.5

requires V691 or T269

PROCESSING AUDIO FILES

there is a second listview which shows the destination files on the box and the files already on the box and the files in the project

-destination files are in bold/black

they can be dragged to swap with another destination files or to a blank space (where there is nothing in the box or in the project)

or

double click on a file and enter a new selection #

-files in the box are in black

-files in the project and not on the box are dark red

neither of these can be moved or replaced.

-user selects whether to show the box/project files in the destination window

-New option for stereo files that are being split

"Group Target Files together"

when checked, stereo pairs will be loaded to the box in consecutive slots.

BUxG when you try to

type a fader value into the INPUT OUTPUT OR CROSSPOINT window while there is an AUTOPAN time set. The fader tries to travel to the position of each digit making it very hard to do.

FIXED

BUxG

Floating Windows - If you float a window and then unfloat it that window is then constantly highlighted but not available in the taskbar.

FIXED

added selection # to title in "Send To AudioBox" window

BUxG - (here's one that got by us all)
in listviews that use the selection# text for a sort , there were only 3
places ("001")
so selection 900 comes up AFTER selection 8063
FIXED

some changes in opening floating windows
this may help several errors people are getting when opening a project or
floating window

<BUxG> found error when opening Xpoints window(floating) - fixed

Program now remembers the if status window at the bottom of the main
screen is visible or not (by project)

BUxG - since floating windows, the show control hot keys were not functioning
Changed the hotkey handling
but

had to fudge F12 'cause you can't use registerHotKey in 2k or xp ----jeez
so that key works off the main menu and when a floating window is active,
the toolwiindow form traps and performs f12

updated manual to 6.4.3

VERSION 6.5.4

Requires firmware version(s) V690, T268

BUG - Double clicking the Refresh Show button causes a file open error.
FIXED

BUG - Save as New Cue/Append a cue from the snapshot function allows you to
change the description in the cue window but doesn't save the description.
FIXED

Save as New Cue from the snapshot function brings up the new cue
window but the cursor was not in the cue number field by default - you don't
have
to click in it now.

put the #'s on the bottom of the Xpoint snapshot window

ABShow
when creating the first message in a cue, the message was hilited but not
active.

NOW

when a new message is created, it becomes the hilited message, whether it
is the 1st one or not

BUG - run time error 438 when he tries to change a
crosspoint level without an AudioBox or SoundMan-AB connected
FIXED

Grab Live

the following event editors now have a "Grab" button, which gets the
appropriate live data from the AB
the button is not enabled if there is no AB

Set Input/Output Level
Set Submaster Level
Set Crosspoint Level

Set Delay
Enable/Disable Delay
Mute/Unmute Channel
Solo/Unsolo Channel
Set EQ
SET INPUT CHANNEL MODE
SET MIDI ECHO

these have no grab because there is really no live data to grab:

Playback (GO-STOP-LOAD-RESUME)
Playback (GO CHANNEL SET)
SET MATRIX
MIDI SHOW CONTROL Event
MTC Generator (Enable-Disable-Start-Stop-Zero-Set)
MIDI Channel Voice

BUG - Selecting 4 new selections via Add/Drop new results in selections 2,3 &4 added first then selection 1 (alphabetically).

Now they are sorted alpha when they are listed

what really should happen here is they should be in the order in which they are selected

but the windows file selection dialog comes up with some strange orders like ..select a file, then hold shift and click on another one down the list.

-you get the first one last, the last one first, and the others sorted in between.

so for now, they just get alpha'd

Crosspoint controls - made the wheel control accelerate the change when moved faster.

you can now get the full throw with one quick wheel movement

In the right pane of ABShow, when messages are displayed, the right panel of the status bar shows the cue description

-it was the easiest place to put it without redesigning the ABShow window.

in ABShow, after using paste in the right pane, the last selected item is still selected and visible

ABShow

Copy and paste - when copying a cue prompts you to make a new cue number it now prompts you to make a new description

BUG XPOINT - when using the wheel hovered over the knob it screws up with the polarity reversed, (always comes up full)
FIXED -

BUG MIDI VOICE/Channel msgs doesn't allow custom descriptions in ABShow
FIXED

VERSION 6.5.3

requires firmware versions T268 and V690

Live fade levels not updating properly until the live window is made active - FIXED

command parser not showing anything for machinery format - FIXED

DEFINITION-

AudioBox Event

-all sysex events starting in F0H 00H 00H 40H 02H
msc Sound Format commands
msc Playback Format commands
msc AllTypes format commands

ABShow- list pane

-only events that are AudioBox type commands AND are of the same device

#

as the current show are hilited.

-the prompt about changing the device id to that of the show only

happens

now if the event is an AudioBox event

while i was messing with an old show, testing stuff about filtering AB
messages:

i needed to write a function that goes through the whole show and resets
all Event Descriptions to Default

So i figured i might as well make it available
so

New item in Show menu of ABShow (and right click of treeview on show root)
"Reset All Comments To Default"

goes through the whole show and changes all the event descriptions to the
default for that message

Show Defaults - Set ID

when it goes through the events in the show to check ID's, it only lists
and changes AudioBox Events

VERSION 6.5.1

Renumber cues

-now you can use the scroll wheel to change the increment

-added a warning panel that is visible when it applies

warning about cue# overlaps

this is instead of the annoying window that would pop up and

demand a

response for every increment

user is prompted about the overlap when choosing to apply.

Crosspoints

added options:

Show Numbers - when checked displays numeric representation of all

Xpoints

in the grid

Color - sets the color of the numbers, when displayed

F - foreground color

B - Background color

Use Mouse Wheel - when checked, hovering the mouse pointer over any
xpoint

activates using the mouse wheel to change levels

mousewheel in number entry fields in:

- renumber cues form
- crosspoint details

All time edit fields now scroll with mousewheel when selected
the digit that the mouse pointer is over is the one affected by the
wheel

VERSION 6.5.0

Subs not showing numeric values due to wrong max height
FIXED
but you gotta expand the window height to see it

Joystic Configuration
in project menu
select

- no joystick
- joystick 1
- joystick 2

when a joystick is selected, moving the stick (full throw),
or pressing buttons 1-4 will hilight the corresponding combo box

the combo boxes contain some stock actions and all of the project's
HotKeys.

so any combination of messages can be triggered by the joystick by
making HotKeys
(see HotKeys)

hotkeys triggered by the joystick will operate just as if they were
triggered from the keyboard
and are stopped in the same manner.

Playback

when clicking on the button that activates GO-LOAD-STOP-RESUME with no selection
chosen:

the selection selection dialog is presented atomatically, like always
if there has been a selection made, the chosen command will be executed
immediatly.

Before you had to click on the button again.

Crosspoint - click on xpoint knob

when details window opens, it automatically has the text box selected so you can
type in a # and press enter to set.