

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

ShowMan Release Notes

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CHANGES IN VERSION 2.0.109

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2016-12-29

- 1) Changed the version info, About box copyright and splash screen copyrights to 2017.
- 2) Removed the 800 number for RSD from the About box since it is no longer valid.

CHANGES IN VERSION 2.0.108

2016 Version apparently never shipped.

- 1) Changed the version info, About box copyright and splash screen copyrights to 2016.

- 2) If you are running in demo mode and get the 30 minute demo timeout message and leave ShowMan sitting in that condition over night, previously you would have had to OK the demo timeout message many times when you came back to continue editing the next day. Now a single OK will work as it should, for the next 30 minutes.

- 3) Changed the installer to install correctly on Windows 2000. There are still some very old systems out there that could not install any of the recent versions of ShowMan.

CHANGES IN VERSION 2.0.107

2014 Version never shipped. Archived 2016 -05-01

- 1) Added a MIDI Mapper class that can directly access the E-Show DLLs as well as the normal MIDI devices on the system. This eliminates the need for accessing the E-Show devices on the target system through the normal MIDI path, which on recent versions of Windows has proved to be problematic at best.
- 2) Added an E-Show Configuration dialog to allow you to set up the parameters for the E-Show devices that are directly addressed by the new MIDI Mapper interface.
- 3) When reporting a MIDI error, the data shown in the log message was part of a MIDI data structure and not the actual MIDI message data bytes. The message now shows the start of the actual MIDI message, which is more useful for debugging.
- 4) Changed the version info, About box copyright and splash screen copyrights to 2015.

CHANGES IN VERSION 2.0.106

2014-04-27 Not released, Joanne's MIDI mapper patch overlaid just before release, so next version released.

- 1) There was a rounding error in the timecode conversion that could make it difficult to set the exact value desired in the editor when there was a non-zero fractional number of frames.
- 2) When deleting a timed cue that zeros the clock, the following cue is examined. If it is also a timed cue, the time for the first cue is added to its time to maintain the correct sequence timing. If this cue does not zero the clock, the addition continues to subsequent cues, until one zeros the clock, or a non-timed ("press F12") cue is found.
- 3) When deleting a cue, all other cues in the show are checked for references to the cue being deleted. If there are any references the user is given a list of the referencing cues, and several options. The user can chose to let the system automatically update the reference cue number to the cue following the one being deleted, or can edit the referencing cue manually, or can do nothing, leaving a dangling reference to the deleted cue. The last option is only useful if the cue with the bad reference will be eventually updated or rewritten or deleted.
- 4) When you are in "times from start of cue" mode in the MIDI editor and you delete a message, the delay time for that message is added to the time for the following message, preserving the overall cue timing. This does not happen if you are in "times from previous message" mode.
- 5) When you copy or paste a message in the MIDI editor, the message list retains the focus, so that you can navigate it with the keyboard without having to click back in the list.
- 6) After deleting one or more messages in the MIDI editor, the message just after the first deleted message will have the focus. Previously the focus was cleared after deleting one or more messages.
- 7) If you clicked on the button to change the time sequence display in the MIDI editor, the focus went to some random control in the editor. Now it goes back to the sequence list, which should be more expected.
- 8) If a cue fired a STOP against itself memory corruption could result, which under very rare conditions could end up causing a problem at a later time.
- 9) When editing MIDI cue messages in accumulated time mode, very strange things could happen if you tried to change the message time. The editor tried to keep the times for all messages to be the same as they were from the start of the cue, and would move the edited message around in the message sequence based on the new time value.

This was very confusing. The editor now will change the time on the message, just as it does in non-accumulating time mode. If you try to set the time for the message to be before the previous message (so you would need a negative time offset on the edited message) the time is set to the time of the previous message and a warning is shown.

- 10) When pasting messages into a cue, they now go immediately after the highlighted message, if there is only a single message highlighted. Previously they seemed to go in random places in the cue sequence, especially if 'times from start of cue' display mode was set.

Note that if multiple messages are highlighted when pasting new messages into the cue, the highlighted messages will first be deleted from the cue, and then the new messages will be pasted into the cue starting at the location of the first message deleted from the cue. This is how it has always worked.

- 11) If you had show with cues in one list and no cues in another list, and you then edited a cue in the first list and changed to the second list (in an attempt to copy the cue to another cue list) ShowMan would crash. ShowMan will now load an empty cue when switching to the list with no cues, as it should have done on the first place.
- 12) The window tab order in the first page of the New Show wizard was incorrect. This did not prevent it from working, but if you tabbed between the controls rather than mouse-clicked, you were surprised by the order the controls activated.
- 13) If you attempt to delete a cue path (using the list configurator) and the path has specific references in the show, these references will be listed. You can then edit the cues that reference the path, abort deleting the path, or go ahead and delete the path anyway, leaving dangling references. It is generally not a good idea to leave the dangling references unless you know you are going to be rewriting that section of the show.
- 14) If you attempt to delete the last path for a cuelist (using the list configurator) and there are any references to the cuelist elsewhere in the show, these references will be listed. You can then edit the cues that reference the path, abort deleting the path, or go ahead and delete the path anyway, leaving dangling references. It is generally not a good idea to leave the dangling references unless you know you are going to be rewriting that section of the show.
- 15) If you attempt to delete a cuelist from the show (using the list configurator) and there are any references to the cuelist elsewhere in the show, these references will be listed. You can then edit the cues that reference the path, abort deleting the path, or go ahead and delete the path anyway, leaving dangling references. It is generally not a good idea to leave the dangling references unless you know you are going to be rewriting that section of the show.
- 16) A small memory leak that could occur on closing has been fixed.
- 17) The right-click menu that appears over a cuelist has been reordered

and reorganized to be more convenient to use. Also, several new items have been added to the menu.

- 18) The right-click menu that appears over a cuelist now has a "Go to standby cue" entry. If you have scrolled the current standby cue off of the page, this will quickly scroll the standby cue back into view.
- 20) The cue description field in a cuelist will no longer be truncated if you make a cue description that is a few characters too wide. The description field now sizes itself to the longest description in the cue list.
- 21) When editing cues through a cuelist, the cuelist had an annoying habit of scrolling back to the current standby cue each time you closed the cue editor. This will still happen if clocks are running. But if you use the "Freeze all clocks" item in the Clock Control menu before editing, when you leave the editor the cuelist will remain positioned with the last edited cue showing.
- 22) When you added, deleted, or rearranged paths for a cuelist in the list configurator, unless you remembered to save the show after making the changes, the change would be lost. Now the changes are saved when you leave the configurator.
- 23) There was an annoying but harmless memory leak if you started ShowMan and then closed ShowMan without ever opening a show. While it was harmless, it is now fixed.
- 24) You can now select multiple cues in a cuelist and delete them all at once. Previously you had to select and delete them one at a time.
- 25) The demo timeout logic has been changed to make trying ShowMan easier. When the demo session times out in 30 minutes, a message will pop up informing you of this fact. All of the show clocks will be held, and you will not be able to unhold them, but you can continue editing shows. Every 30 minutes the demo timeout message will pop up again as a reminder.

CHANGES IN VERSION 2.0.105

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2013-10-10

- 1) Improved some debugging in the MIDI data path.
- 2) Improved some debugging in the device setup MIDI port matching code.
- 3) Now log MIDI Send error messages and MIDI Loop Detected messages.

CHANGES IN VERSION 2.0.104

2013-03-12

- 1) Fixed a problem with closing windows that only shows up on Windows 7, and resulted in ShowMan hanging or crashing when you tried to load a new show.

This is similar to the fix in version 102, but covers more windows that could have the problem.
- 2) Added try/catch protection to the MIDI data path, so errors in MIDI or other drivers should no longer be able to cause ShowMan to crash, at least with any luck.
- 3) The routine to log MIDI errors had a bug preventing it from logging any errors. This is fixed.
- 4) Now log MIDI commands sent to devices, except for quarter-frame timecode messages.
- 5) Now log MIDI data received from outboard devices, except for quarter-frame timecode messages.
- 6) Now log the list of devices and their MIDI input and output port numbers and names.
- 7) Now pass the device names on the input and output MIDI ports to the MIDI port I/O handler so that the device port names can show up in the I/O log records.
- 8) Now log many more show control messages and a lot of the keyboard actions that control the show, giving a more complete log of the show activity.
- 9) Soundman-Monitor is now included in the ShowMan install package.

CHANGES IN VERSION 2.0.103

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2013-03-07

- 1) Replaced the logging timer routine with a more accurate version.
- 2) The "Show Log" menu item now works. The log window will be shows in the upper left of the main window.

CHANGES IN VERSION 2.0.102

2013-02-23

- 1) Fixed a problem with closing cuelist windows that only shows up on Windows 7, and resulted in ShowMan hanging or crashing when you tried to reload the current show.
- 2) Fixed a deadlock at shutdown if the system did not have a CD-ROM drive, or if it was completely broken.
- 3) Updated the logging code to be compatible with the current version of SoundMan Monitor.

CHANGES IN VERSION 2.0.101

2012-11-24

- 1) Fixed a possible crash in the cue editor if ShowMan ran out of memory while editing messages.
- 2) Changed the name of the dump file created on a fault to correctly show ShowMan rather than SM-A.
- 3) Made the dump file include all of memory for ShowMan, since this is normally quite small and makes debugging much easier.
- 4) Changed the copyright to include 2013.

CHANGES IN VERSION 2.0.100

2011-01-30

- 1) Fixed a potential timing hole that could result in a crash on a multi-processor machine if a GO cue was calling itself in a loop.
- 2) Fixed some bad code generation in MIDI loop detection that in very rare cases would cause a crash.
- 3) Fixed a problem in the logging code that didn't create the log and dump directories correctly.
- 4) Added more logging code to keep track of what the show is doing.
- 5) If the window position for a DOS CUE was negative the message was considered erroneous and not loaded correctly. The size and position will now be set to 'safe" values, and can be reset to the desired size and position.
- 6) If an attempt is made to set the position of a DOS CUE window to a negative location (off the left or top edge of the screen) the left or top edge will be trimmed to no less than zero.
- 7) The Dos Cue window position editor will now show the positions of the edges of the window as numbers as you are moving and sizing the window. This makes it easier to size the window to a screen size smaller than the machine you are programming on.
- 8) Fixed the copyright dates to 2011.
- 9) Added a Help dialog to show the machine serial number and the dongle serial number (if a dongle is present).
- 10) Added logging when we have problems sending a message to a device. This should help track down problems with device failures, including when a demo E-Show device times out after half an hour.

CHANGES FROM VERSION 2.0.98 TO VERSION 2.0.99

2009-10-29

- 1) Added the big splash dialog from SoundMan-Server that warns if you are running on a temporary dongle file, and tells you how many days you have left to get a real dongle before reversion to demo mode.
- 2) Fixed a problem with the Hog, Status Cue, and Varilite editors that could cause ShowMan to crash.
- 3) Fixed the copyright in the splash screen to 2009, as should have been done about a year ago.
- 4) Updated file copyrights to 2009 too.
- 5) Added code to take a dump to My Documents\ShowMan Dumps if something terrible should go wrong.
- 6) Added the beginnings of logging code using SoundMan-Monitor to maintain a log of the show activity.

CHANGES FROM VERSION 2.0.97 TO VERSION 2.0.98

2009-10-10

- 1) Fixed failure to read temporary dongle files correctly.

CHANGES FROM VERSION 2.0.96 TO VERSION 2.0.97

2009-09-19

- 1) Fixed failure to read temporary dongle files correctly.
- 2) Added "DEMO VERSION" to the name in the title bar of the main window when running a demo version of ShowMan.
- 3) Demo mode startup without a dongle or temp dongle file will not complain that the program will expire in three months.

CHANGES FROM VERSION 2.0.95 TO VERSION 2.0.96

2009-08-31

- 1) ShowMan will not remove a temporary dongle file if the file is valid for this machine but does not include ShowMan as one of the products.
- 2) ShowMan will now continue in demo mode if there is no dongle or temp dongle file present.

CHANGES FROM VERSION 2.0.94 TO VERSION 2.0.95

2009-08-20

- 1) Fixed ShowMan so that it reads temporary dongle files if a dongle is not present.
- 2) ShowMan will no longer read the old *.SMR registration files. Users upgrading from a previous version of ShowMan will need to contact Richmond Sound Design to get a USB dongle with the correct license information in it for their system.

CHANGES FROM VERSION 2.0.93 TO VERSION 2.0.94

2009-07-26

- 1) Fixed some bugs in reading license files stored on a dongle.
The main changes relate to getting the expiration date and licensed number of shows correct.

CHANGES FROM VERSION 2.0.92 TO VERSION 2.0.93

2009-03-15

- 1) Showman was mis-storing the PLC Configuration test info. This would result in any PLC variable addresses used in MSC commands sent from the PLC conditions being stored wrong. This is now fixed.

CHANGES FROM VERSION 2.0.91 TO VERSION 2.0.92

2009-01-01

- 1) Updated the copyright notices to include 2008 since it is near the end of the year.
- 2) Added a check at startup to see if ShowMan is already running, and if so, display a message and exit. The exiting copy of the program will also bring the original program to the front in case it is hidden.
- 3) Included new dongle files with more error recovery abilities.
- 4) Updated to latest dongle files with some bug fixes.
- 5) Updated the copyright to 2009.

CHANGES FROM VERSION 2.0.90 TO VERSION 2.0.91

2007-10-26

- 1) Fixed missing initialization for the mtc_chase value in the cuelist structure.
- 2) Changed "MTC Follow" to MTC Chase" in the menus.
- 3) The AB live monitor panel could miss some of the selections coming back from the box when doing "get tracks" if the box was connected via real MIDI.
- 4) The AB live monitor panel error counter continuously increased in a negative direction when there were no errors.
- 5) Made the AB live monitor panel a little taller so that the 16 playback tracks would all show in the track list window.
- 6) Fixed the AB live monitor window to query playback correctly on SMA.
- 7) Slowed down the status window considerably so that it does not overrun the MIDI link to the AB. (The size and shape of status responses has changed considerably since the 1616HD days.)

CHANGES FROM VERSION 2.0.89 TO VERSION 2.0.90

2007-10-13

- 1) Removing a file (such as a cue) could under some circumstances kill ShowMan. This is fixed.
- 2) The List Configuration display of cue path directories is prettier as the show path has been removed from the front of the displayed name.
- 3) Removing an unused cue path could fail if the directory was manually removed from disk before the path was removed from the show.
- 4) ShowMan will no longer crash if stepping between cues in the MIDI editor and the next cue isn't a MIDI cue.
- 5) There was a race condition in closing a show using the SMPTE generator that could result in a crash on close. This is fixed.
- 6) Under perverse conditions it was possible to have two cuelists sharing the same cues on disk. If one of the duplicate cue lists was deleted, it would have deleted the cues used by the other cue list. The cues are now retained on disk until the last cue list using them is deleted from the show.
- 7) The descriptive text generated for Alcorn Binloop commands has been reformatted for improved readability.
- 8) Fixed a timing hole that could result in black backgrounds on list windows.
- 9) Fixed problems with locking a single cue list in the foreground. Previously other windows could be brought to the foreground once. Now the designated window is the only one that can get the focus, as intended.
- 10) Crashes could occasionally occur due to memory corruption when MIDI errors occurred. This is rectified.
- 11) When clicking on a message in the midi editor, the correct message wasn't always displayed in the main editor window.
- 12) MIDI loopback detection was a little loose and could complain about messages looping back when they really weren't.
- 13) The SMPTE timecode generator failed to set the biphasic mark correction bit in the timecode frame when it needed to. This could have affected very old (1970s era) equipment reading the timecode.
- 14) Changed the joystick so that it will send to the specific input list if there is one, otherwise it will send to the entire show as it previously did.

- 15) Updated the about box reflect current addressing and phone numbers.
- 16) ShowMan will now get its configuration data either from a dongle or an old-style configuration file.
- 17) Fixed a crash that could occur in a low-resources situation when it was not possible to create the AB fader window or the AB monitor window.
- 18) If a window is moved and then closed and the show saved, previously the new window position would not be remembered correctly and the window would open in the old position. Now the moved window position is correctly remembered even when the window is closed or minimized.
- 19) The show window can be minimized and the show saved, and it will remember that it should be minimized when the show is again opened. This is handy for the many shows that don't really use the main show window for anything useful.
- 20) There is now a password-protected Edit Lockout feature.

When you click on the edit lockout menu item in the Configuration menu it will ask you for a password. The password must be at least 4 characters long and cannot contain spaces. This password will be remembered and all operations that can change the show from the keyboard will be locked out. This means that you cannot edit or delete cues, and you can not close cuelists manually. However you can still select the current cue list focus, and you can minimize windows.

When cue editing is locked out, right-clicking on a cue in a cue list window will show a menu with only "standby this cue" enabled in the menu. When you doubleclick a cue in the cue list, instead of the editor appearing, the cue will be loaded to standby.

To exit edit lockout mode, select edit lockout (which will now be marked with a checkmark) from the Configuration menu again. This time it will ask for the password that you entered when you locked out editing. If the password matches the original, editing will again be enabled.

Edit lockout state and the password is remembered when ShowMan is exited and restarted. It is a good idea to pick the show you want to run and save it as the default show before locking out editing, since you need to unlock editing to load another show.

- 21) A temporary license file can be used to unlock ShowMan for a short period of time until a real dongle has time to arrive in the mail.
- 22) Fixed a cosmetic annoyance where the yellow spot on a standby cue was not cleared when the cue fired, so it stuck around forever.
- 23) The AudioBox Playback Editor was still limiting track numbers to a maximum of 511, not to the current limit of 8063.

- 24) Updated the splash screen copyright text to include 2007.
- 25) The AudioBox Show Control editor did not support the LOAD command.

CHANGES FROM VERSION 2.0.88 TO VERSION 2.0.89

2007-05-18

- 1) Added a SoundMan Server command editor. This will let you send text commands to a SoundMan Server if you have to appropriate E-Show tool configured to talk to the server.
- 2) Added code to save the screen brightness in the show when it is changed, and restore it when the show is opened. It is necessary to save the show after changing the screen brightness to keep the change.
- 3) If you modified the current show and then exited ShowMan didn't save the current show changes before exiting, and then crashed. This is fixed - ShowMan will ask you if you want to save the changes to the current show before asking you if you want to exit.
- 4) Drag-drop message editing has been restored. You can select a group of messages and drag them to some other place. Or you can drag just a single message if you want. You can still copy and paste messages.
- 5) Pasting messages in the sequence editor could complain erroneously that the message you just pasted had changed. This is fixed.
- 6) All function keys and menu items that affect normal show operation now result in MSC (or sometimes Sysex) messages on the main show MIDI output port. A monitor system can now tell what the operator is doing for all show commands. Previously only joystick input always resulted in direct output commands.
- 7) Joystick messages were not always routed correctly. This could sometimes result in MIDI loops and double-cueing if the output was looped back to the input, even if internal loopback was turned off.
- 8) ShowMan now incorporates a MIDI loop breaker to break a MIDI loop from the output back to the input. Previously if Passthru was on and the output was looped back a MIDI storm would result, very often locking up the system. Now if a message is sent out and an identical message is seen back at the MIDI input within a very short time, the second input message will be discarded as a loopback. (If a message takes long enough to get back to the inputs it will not be recognized as a loopback, and will be sent out again. This could still result in a MIDI storm, but it would be difficult to get a slow enough path from the output back to the input.)
- 9) A MSC RESET command would previously send a MIDI ALL_OFF and a bunch of ANOs under some (but not all) circumstances. The RESET command will now properly only send out RESET messages on all ports.

A MSC RESET command will also now properly set to the top of the show and leave any clocks running that had been running at the top of the show. Previously the RESET command acted like ALL_OFF and

left the clocks stopped, which was incorrect.

- 10) MSC RESET, RESTORE, and ALL_OFF will now be propagated to all output ports, not just the main show output port. This was attempted once before in an earlier version, but did not work correctly due to internal routing problems resulting in MIDI loopback storms. The routing problems are now corrected and this will work correctly. Propagating these commands to all output ports is most useful when audio playback devices are attached to other ports. This will make them stop when the show is stopped in rehearsal.
- 11) Fixed a lockup that could sometimes occur with a broken MIDI port that was unable to send data. Now the error message is properly displayed on the status line at the bottom of the main window.
- 12) Removed the "Send..." (Send Mail) item from the Show menu. I think this got added magically by an update of the compiler at some point, it makes absolutely no sense and I sure don't remember putting it in there!

CHANGES FROM VERSION 2.0.87 TO VERSION 2.0.88

2006-03-02

- 1) Fixed many problems in the Alcorn Binloop device editor.
- 2) The scrollbar in the sequence list display in the MIDI editor would not always scroll far enough to display the entire message text.
- 3) The device editor was broken for MTS-232, Kodak, and Simda projector devices. It was putting the device id in the wrong location. The device editors did not recognize these messages, and the MTS-232 E-Show device didn't recognize them correctly either.

The device configurator has been fixed. It is necessary to bring up the device configurator, select each MTS-232, Kodak, or Simda device in a show with broken devices, and select "Change", This should fix all of the cues to have the data in the right locations.

CHANGES FROM VERSION 2.0.86 TO VERSION 2.0.87

- 1) Fixed window updates so the little pacman that shows cue position should now update in all cases.
- 2) When testing a cue in the editor the highlight wasn't stepping off of the last message after it had been played. This is now fixed.

CHANGES FROM VERSION 2.0.85a TO VERSION 2.0.86

2005-05-31

- 1) Problems introduced in version 85 in fix #7 resulted in failing to load the default show. This has been cleaned up without breaking the fix for old Amiga shows.
- 2) The formatting for some messages complaining about incorrect port numbers for MIDI devices has been improved slightly.