Ovation Release Notes

Installation

Please consult the **Installation Guide** located on the Ovation Installation Media (CD/DVD-ROM or USB Memory card) for details of the hardware and software installation procedure and **Authorization Keys** registration.

To install the Mykerinos board, TURN YOUR COMPUTER OFF (shut down then switch the power off). Next plug the Mykerinos board into one of the PCI/PCI-Express bus slots on your computer and turn the power back on.

Additional installation step for multi-board application

In order to enable multi-board operation, all Mykerinos cards in your PC have to be connected together using a special HDTDM ribbon cable. This cable has to be plugged into the multi-pin connectors located on the top edge of the I/O daughter cards. Please contact your Merging Technologies Sales Partner for information on how to order this HDTDM ribbon cable.

- To install the Pyramix Virtual Studio software insert the Pyramix Virtual Studio Installation Media - the installation program should auto-start.

Additional installation step for the Ovation application

After launching the Pyramix installer, when in the Setup Type page of the installation Wizard, please select ‘Custom’ to go in the Select Component page and check the ‘Ovation’ component.

Updates

Please check our Web site **http://www.merging.com** periodically for information, patches and updates.

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Ovation Release Notes

Ovation Version 2.0 SP3

IMPROVEMENT

Ovation WebServer:

Added server connection feedback functionality: The Timecode window background turns to red if either the client network connection is lost (wifi) or if for whatever reason the Ovation server goes offline. The Web UI reconnects automatically when the connection comes back.

Ovation Version 2.0 SP2

NEW FEATURE

Ovation WebServer:

Description

- New Option for broadcasters or pro/interactive usage allowing multiple users to control the same show, typically the sound engineer, the producer and the speaker in a TV game for instance.
- Ovation Web Server comes with a set of HTML and Javascript code that is automatically used and provide a perfect mimicking of the Ovation UI on a web page.
- Advanced users can create their own web pages and simply send HTTP commands to the Ovation through the same channels. Typically Museums or Kiosk style application can use the Web Server that way in a completely custom mode. All commands are described in the User Manual

Configuration

- To enable the Ovation WebServer you need the “Ovation WebServer” key
- Afterwards go in All Settings > Controller Units > Proprietary > Web Server and check the Enable button.
- The HTTP Port number can be changed if needed. The default is 888.
- The Pages Root Folder can be changed to provide custom pages different to those provided by Merging as standard. The default implements an interface similar to the Ovation UI.
- The files OvationShow.html and js/OvationProcess.js are property of Merging Technologies but can be freely used as a reference to create other custom pages.

Using the Ovation WebServer to control Ovation in remote with GUI in a standard Web Browser:

- To connect to the Ovation Web Server simply type: <IP Address of the Ovation system>:<HTTP Port> in any Web Browser, typically: 192.168.1.33:888 or OCT000123:888
- Clicking on the Ovation logo on the top right corner of the page displays a little menu allowing for choosing:
    - The View Style:
        1. All Cue Lists one after each other in the page
        2. All Cue Lists Tabbed
    - The Refresh Rate of the page. If the network is slow or some artifacts are noticed the refresh rate can be reduced.

- Additional filters can be added to the URL to display one single Cue List per browser, typically one different Cue List per users controlling the same show. This is added in the URL to allow preparing Shortcuts or Links for standard users without them having to setup anything, typically the Link for the Producer, the link for the Speaker, etc… This is described in the Ovation Web Server Settings page itself as below:

- In any browser simply type the IP address of the machine running Ovation followed by the port number as defined above, like :
  http://127.0.0.1:888

- The displayed Cue Lists can be limited by adding the following filter (the Cue List Index in the filter is defined as the Cue List Number minus 1) :
  http://127.0.0.1:888/Filter?CueList=0

- The Show Control Bar on the bottom of the page can be hidden to avoid unexpected interaction by adding the following filter :
  http://127.0.0.1:888/Filter?ShowControlBar=Hidden

- Or both together, separated by a & :
  http://127.0.0.1:888/Filter?CueList=0&ShowControlBar=Hidden

Using Ovation WebServer to control Ovation with HTTP Commands:

- HTTP Commands can be sent directly to the Ovation WebServer by any client application (or simply by typing commands in a web browser URL field).
- Those commands are described in the attached Ovation Controller Commands.xls document on sheets HTTP Media Sequencer Map, HTTP Media Server Map and HTTP Request Response.
- Typically commands like the following can be sent:
  - 192.168.1.33:888/Action?Command=Show_Init
  - 192.168.1.33:888/Action?Command=Show_Start
  - 192.168.1.33:888/Action?Command=Cue_Fire&CueList=0&Cue=4.-2

  - 192.168.1.33:888/Action?Command=CueList_Select&CueList=0
  - 192.168.1.33:888/Action?Command=Cue_Select&CueList=-1&Cue=1.-2
  - 192.168.1.33:888/Action?Command=Cue_Fire&CueList=-1&Cue=-1
  - 192.168.1.33:888/Action?Command=Cue_Pause&CueList=-1&Cue=-1
  - 192.168.1.33:888/Action?Command=Cue_Fire
  - 192.168.1.33:888/Action?Command=Cue_Stop

  - 192.168.1.33:888/Request?Show
  - 192.168.1.33:888/Request?Cues_Status

Ovation WebServer Password protection:

- An optional Password entry can be enabled in the Web Server Settings
- If a Password is set in the Settings it must be provided when accessing
  http://127.0.0.1:888/Filter?Password=<xyz>

BUGS FIXED

- Fixed. Default Interaction Rule in Show Properties could make some cue crash at start
- Fixed. Alt + Drag from Browser Cue List or any Cue List now works like from Windows Explorer, it replaces the Audio of the Cue dropped to
- Fixed. Custom Fonts are now available for Hot Keys as well (of Custom Keys)
- Fixed. Interaction Rules now allows to Select a particular Cue as an Action, like Fire, Stop, Pause or Dim.

Fade out of cue have two settings
- 1 is when the cue is ending naturally that can have a fade out
- 2 is if the fade is stopped manually (this can then be made a lot shorter if needed

NOTE: The Stop Fade Out for the entire Show is now set to Default, the current default value has been changed to 100ms.

Ovation Version 2.0 SP1

Nested cues and interaction rules :

- Fixed. If a cue has nested cues with the condition "fire all child cues when starting", this last one will stop if you un-collapsing by selecting +/-
- Fixed. If a cue includes nested cues with the condition "stop all child cues when stopping", the Parent Cue and the Child cues will all Stop during the playback if un-collapsing by selecting +/-

Ovation Version 2.0

New features / Improvements:

- **Windows 7 support (32bit)**

- **New Realtime Sampling Rate Conversion** (SRC)
  - Ultimate quality
  - 64 bits float internal resolution
  - TPDF dithering with NoiseShaping
  - 4 different modes
    - Disabled
    - Medium Quality
    - High Quality
    - Very High Quality

- **New, Tango & Ovation integrated product** (details to be unveiled shortly)

- **New GUI layout:** Dark Skin

- **Rewire Support**
  - Propeller Head “Rewire Mixer Application” is now supported with Pyramix
  - The Rewire support must first be enabled in the VS3 Control Panel under the Audio Bridge section
  - The number of Rewire channels is in relation to the entered value in the VS3 Control Panel
  - The Rewire connectivity will appear in the Mixer inputs, as lives inputs
  - Supported from 1FS up to 8FS
    Note that you cannot use the combination of Rewire and the Asio Bridge. Only one mode at a time can be selected in the VS3 Control Panel (such support is planed in a near future).

Ovation Version 1.2 SP1

Bug Fixes

- MT3606: Fixed. Ovation: Crash with SRC enabled and playing mismatch sampling rate Mp3.
- Hotkey: Fixed. Play from start cue

Ovation Version 1.2

New features / Improvements:

- Cue play launch in SRC will start when the pre-load is ready in order to keep synchronization

- Drag and Drops improvements:
  - Dragging a Media from outside of Ovation (Explorer, iTunes, …) to a Cue while pressing ALT now replaces the Cue Media (Audio only for now, as explained yesterday). Without ALT it just creates a new Cue as before.
  - Dragging a Cue from a Hot Key Cue List now allows dragging the Cue to another Cue List. (MT2900)
  - Dragging a Cue from a Custom Key Cue List requires SHIFT to be pressed for dragging the Cue to another Cue List. A modifier is mandatory as normal drag & drop is used for editing Cues positions in the Custom Key Cue List.

- Show > Show Time Options > “Show Pause/Stop Confirmation” has been renamed “Show Confirmations” and now applies not only to Pause Show and Stop Show but also to all messages like “Sure to Close the Show ?”, “Save current Show ?”, etc... This was changed in order to allow remote controlled shows to be properly controlled without any blocking dialog messages popping up.

- The Cue Length is now always displayed on Standard and Hot Key Cue Lists (MT1506)

- An Audio Output Slot has been added in the Cue List setting that applies to every Cue in the list.

- This value precedes the individual Cue Audio Output Slot if set for the Cue List.

- The default value is <Use Cue Slot> and in this case the Audio Output Slot of each individual Cue is then used (as up to now)

- Hot Key Cue List now have a setting called Hot Keys Column to Audio Slot Mapping (that maps the Audio Slot of each Cues based on it column position in the Hot Key Cue List).
  The order of precedence is:
  - The Cue List Audio Output Slot is used first if not set to <Use Cue Slot>
  - The Hot Keys Column to Audio Slot Mapping is then used if not set to “No”
  - The Cue individual Audio Output Slot is then used if none of the above applies.

- Some daughter cards settings were not available from the Ovation>Settings>I/O interfaces page

- Ovation Mixer now supports Remote Control (MT3384)
  Limitations:
  - Do not work in non embedded mode.
  - Supported controllers: EMC, OASIS, Eucon. Not ISIS !

Bug Fixes

- MT3488: Fixed. Midi Controller mapping resets when going in the controller settings
- MT3475: Fixed. Ovation: Replace custom cue media should replace the name also.
- MT2900: Fixed. Drag Cue from a Hotkey Cue List broken
- MT3474: Fixed. Pyramix: Publish to new cue in Ovation does not consider clip name
- MT3163: Fixed. Player Com port fully configurable
- MT3164: Fixed. Generic (hexa) data entry for Com cues
- MT3162: Fixed. New interaction rule: play a child randomly
- MT2727: Fixed. COM USB Devices stop communicating after a System Standby/Hibernate
- MT3360: Fixed. VT and Ovation MTC input freeze in some circumstance
- MT3165: Fixed. Time of day update when the system is restoring from a Standby/Hibernate

Ovation v1.0.7 MR2 Release Notes

Ovation Version 1.0.7 Maintenance Release 2

Fixes / **New features** / **Improvements:**

- MT1513: Fixed. Ovation: Loop Mode broken
- MT1498: Fixed. In Cue Browser Cue List: fire a cue and it fires the next one
- MT1497: Fixed. Audio Cue Properties can't be changed for multiple cues
- MT1494: Fixed. Ovation: In Timed CueList a Cue with Go Time will play only once

Ovation v1.0.6 MR1 Release Notes

Ovation Version 1.0.6 Maintenance Release 1

Fixes / **New features** / **Improvements:**

- MT3206: Fixed. Cue List: Stop Fade Out will not be active
- MT3207: Fixed. Crash when opening a project if a midi controller is active.

Ovation Version 1.0 Release Notes

Ovation Version 1.0.3 Release Candidate 4

Ovation 1.0.3 Bug Fixes / New features / Improvements:

- MT2836: Fixed. PMF Waveforms update and slowdown problems
- MT2769: Fixed. Opening a .ovs project from the explorer when a project is already loaded show the Microsoft crash report dialog

Ovation Version 1.0.2 Release Candidate 3

IMPORTANT NOTES:

Ovation 1.0 since Release Candidate 1 uses final authorization keys defined for Ovation 1.0, these are:

- **Ovation Silver (Audio and MIDI Cues support only)**
- **Ovation Gold (All Cues supported except Video)**
- **Ovation Platinum (All Cues supported)**

Please direct requests for updated keys to dbrulhart@merging.com or pweber@merging.com.

Ovation 1.0.2 RC3 New features / Improvements:

- MT2769: Fixed. Opening a .ovs project from the explorer when a project is already loaded show the Microsoft crash report dialog
- Protocol Medialon improvement
- OVKeyboard Standard Mapping modified (Hotkeys inverted to a “normal” display). Please see Annex B below.

Ovation Version 1.0.1 Release Candidate 2

IMPORTANT NOTES:

Ovation 1.0 since Release Candidate 1 uses final authorization keys defined for Ovation 1.0, these are:

- **Ovation Silver (Audio and MIDI Cues support only)**
- **Ovation Gold (All Cues supported except Video)**
- **Ovation Platinum (All Cues supported)**

Please direct requests for updated keys to dbrulhart@merging.com or pweber@merging.com.

Ovation 1.0.1 RC2 New features / Improvements:

- MT2597: Fixed. You can't choose "Note off does nothing"

- MT2609: Fixed. Midi Command Data 1 interpretation
- MT2538: Fixed. "Close Show" option in the Show Menu
- MT2559: Fixed. New multi-select function that allows setting a same parameter for multiple cues
- MT2564: Fixed. View option in Show mode
- MT2619: Fixed. Custom Keys Font Color

Ovation 1.0.1 RC2 Known limitations:

- Video Cues (Ovation Platinum) is no yet supported, still in validation stage. Planned for Service Pack 1.
- The Player Mixing Console cannot be remote controlled for now. Planned for Service Pack 1.

Ovation Version 1.0.0 Release Candidate 1

Ovation 1.0.0 RC1 New features / Improvements:

- **Hot Keys Cue Lists** can now also set a Custom Color per Cue as with Custom Cue Lists (but not Custom Fonts and Font Colors)

- **Hot Keys and Custom Keys Cue Lists** have now the Auto-Numbering Mode set to Off by default.

- **Multiple Selection** parameters update is now implemented. Any Cue Properties, except Cue Number, are now updated properly for all Cues currently selected in any Cue List, even if Cues are selected in more than one list.

Ovation 1.0.0 RC1 Known limitations:

- Video Cues (Ovation Platinum) is no yet supported, still in validation stage. Planned for Service Pack 1.
- The Player Mixing Console cannot be remote controlled for now. Planned for Service Pack 1.

Ovation Version 1.0.0 Beta 11

IMPORTANT NOTES:

Ovation 1.0.0 Beta 11 uses final authorization keys defined for Ovation 1.0, being:

- **Ovation Silver (Audio and MIDI Cues support only)**
- **Ovation Gold (All Cues supported except Video)**
- **Ovation Platinum (All Cues supported)**

Please direct requests for updated keys to dbrulhart@merging.com or pweber@merging.com.

Ovation 1.0.0 Beta 11 is built on a new development branch of Pyramix 6.1 and VS3. There are a lot of new features in Pyramix 6.1 that Ovation will benefit from. These are typically:

- **DirectShow Media Handler**: All MP3, WMA, AAC, FLAC, etc.. files are now supported by Ovation.

- **VS3 ASIO Bridge**: Other ASIO based applications can be patched to the Ovation Mixing Console. This typically allows an iteration of Pyramix Native to be run in parallel with Ovation for advanced editing with the Pyramix console outputs fed into the Ovation one as inputs (or vice versa).

- **Real-time Sampling Rate Conversion** for playing back media having a different sampling rate than the one specified for the session.

An abstract of the Pyramix 6.1 Beta 1 release notes has been added after the Ovation 1.0.0 Beta 11 specific features just below.
Please also have a look at the complete Pyramix 6.1 Beta 1 release notes.

Ovation New features / Improvements:

- **Cue Lists** now have a **Hidden** Setting. This allows Cue lists to be created with management Cues and Rules that are hidden during Show Time and cannot be touched by the operator during the Show.

- **Custom Keys Cue Lists** have been implemented:

  - Like Hot Keys Cue Lists, when the **Show is running** the Custom Keys Cues are displayed in graphical mode and behave like **Hot Keys**, i.e. follow the Hot Key Mode set in the Cue Properties > Hot Key > **Hot Key Mode**.

  - Like Hot Keys Cue Lists, in **Show Edit Mode** the Custom Keys Cue Lists are still displayed as standard cue lists for simple Cue management.

  - In **Show Edit Mode**, the Custom Keys Cue Lists can enter **Hot/Custom Keys Design Mode** via the menu Cue List > Custom Keys > **Hot/Custom Keys Design Mode** or through the Right Mouse Button context menu Custom Keys > **Hot/Custom Keys Design Mode**.

  - In this Mode the Custom Keys for each **Cue can be moved and resized**. The size and position is aligned on a Grid that can be altered in the Cue List Properties > Custom Keys > **Custom Keys Grid Size.**

- The **Color, Font and Font Color** of each Key can be modified in the Cues Properties > **Custom Key** section.
- In the menu Cue List > **Custom Keys** and Right Mouse Button menu **Custom Keys** a set of options allow for aligning all Cues on the Grid and resetting all Cues size and position.
- **Note:** If the Cue List is set to non-**Automatic Cue Numbering** Mode (Cue List Properties > Automatic Cue Numbering set to '**No**'), the Numbers of all Cues in the Custom Keys Cue List can be set to nothing if irrelevant.

- **Hot Keys Cue Lists** have been modified:
  - Hot Keys Cue Lists also have a **Hot/Custom Keys Design Mode** to allow arranging Cues in the Hot Keys View (see details below). This mode is available through the same menu as per Custom Keys View above.
  - The **Hot Keys slots** are now always displayed on a grid whether they contain a Cue or not.
  - **Hot Keys Numbers** now follow the **Hot/Custom Keys Design Mode** setting:
    - If the Cue List **is** in Automatic Cue Numbering mode then all Cues are displayed in the Hot Key view one after another reflecting their standard Cue List ordering. In this mode the arrangement of Cues is automatically computed and cannot be manually changed in **Hot/Custom Keys Design Mode.**
    - If the Cue List **is NOT** in Automatic Cue Numbering mode then the Cues are displayed in the Hot Key slot corresponding to their Cue Number. The Cue Number can be changed in the Cue Properties pane or by drag and dropping Cues directly in the Hot Keys view when in **Hot/Custom Keys Design Mode.**
  - The **Number of Columns** displayed in the Hot Key View can now be manually fixed:
    - This setting is available in the Cue List Properties pane in the **Hot Keys section**.
    - When the Number of Columns is set to Auto then the system automatically adjusts the number of columns, but still follows the Automatic Cues Numbering setting and leaves empty slots if necessary.
  - A new **Hot Keys Column to Audio Slot Mapping** setting is available in the Cue List Properties Hot keys section:
    - If set to **No** all Cues are played back in the Audio Output Slot(s) defined in the Cue Properties.
    - If set to a number (1, 2, etc…) then the Cues are played back in an Audio Slot corresponding to the Hot Keys Column enabling Hot Keys to be mapped to Audio Outputs by Column.
    - In this mode the actual Audio Output Slot is computed as Cue Column Number multiplied by the Hot Keys Column to Audio Slot Mapping. This allows Mono (1), Stereo (2), Surround (6), channel etc… Cues to be handled.
  - The **Hot Keys** that can be triggered either by the Ovation dedicated Keyboard, any Controllers or the Keyboard ShortCuts (Hot Key 01 to 48) now:
    - **Only Select the given Cue** (no Fire) if **CONTROL** is pressed
    - **Selects the Cue List having this number** if the **CONTROL + SHIFT** key is pressed when called.
  - **Suppressed Double-Click on Hot Keys** to Stop (too dangerous). Only Alt + Click Stops a Hot Cue.

- The **Active Cue Window** has a new **Album Art** button:
    - Enabled by Default
    - Applies only to Browser Cue Lists and Hot Browser Cue Lists
    - When Enabled it displays the **CD Album Art picture** of the selected Folder in the Trimmer panel. The displayed picture is the one displayed by Windows Media Player (the hidden files beginning by AlbumArt_xxxx_Large.jpg) if available or the first picture file found in the folder (Cover.jpg, Front.jpg, etc…)
    - If the Cue Trimmer panel is not enabled then the CD Album Art of the containing Folder is displayed instead of the Waveform.

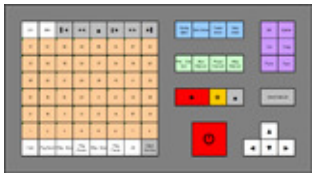
- The **Ovation Sequencer Settings** have been modified:
    - Renamed to **All Settings**
    - When the **OVPlayer** and/or the **OVController** is/are Embedded all their pages appear in the Sequencer **All Settings**. This is now the preferred path to access all settings.
    - The shortcut to the Player Settings and Controller Settings have been removed from the View menu (redundant now)
    - As in the separate OVPlayer, when the Show is running or a Cue is Auditioning all Player related pages are not present in the All Settings.

- The **OVPlayer Settings** now has a new Page named **Audio Player Settings**:
    - This page allows the **number of Audio Slots** available for playing Audio Cues to be defined.
    - The resulting number of Audio Slots are mapped to the first Inputs of the Mixing Console. It will be possible to create more flexible **mapping of Slots to Strips** in a later Ovation release.
    - This option allows for leaving some unused Strips in the OVPlayer Mixing Console to define **MT ASIO Bridge** connections for **patching Pyramix (or any other DAW) to the OVPlayer console** for advanced editing of Cues. Please see details about MT ASIO Bridge below or in the Pyramix release notes.

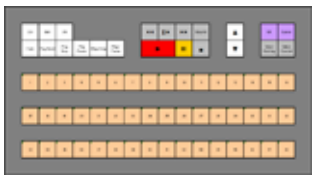
- **Real-time Sampling Rate Conversion**:
    - The on the fly SRC can be enabled in the All Settings > Media Manager Page, the setting is called: "**Real-time Sampling Rate Conversion**" and the options are: **Disabled** / **Medium Quality** / **High Quality**.
    - Cues that do not match the Player sampling rate will be converted while playing back.

- **OVController GPI and OVPlayer GPO support has been added. Please check the User Manual for details**.

- **OVController OVKeyboard** now allows for two different mapping:
    - Multi-purpose Mapping (Standard/Default Mapping, as delivered since today)



- Hot Keys Only Mapping (Focused for TV/Radio jingle playout)



- The choice of which mapping to use can be selected in the OVController Settings > Controller Units > Proprietary > OVKeyboard
- All Key Caps required for this new Hot Key Only mapping are delivered with the Standard Keyboard. Please see Annex B below for details about the mappings.

- The **Show Consolidate** function has changed in the following way:
  - The **Consolidate process can be incremental**, i.e. the Consolidate function can be called many times one after each other and only new referenced files are copied to the destination location.
  - For the above reason, at the end of the Consolidate process, **the Original Show is now kept the Active one**. The consolidated Show is not loaded in the Ovation application. This then allows keeping modifying the Active Show and calling the Consolidate function later for updating the Consolidated Show after more modification.
  - The two above changes allow the Consolidate Show function to be used as a **Backup and/or Archive** function.

- **General changes**:
  - A **Close Show** entry has been added in the Show menu. This removes all open Cue List and closes any open Controller and Player Session.
  - **Suppressed Double-Click on Audio Control Fader** to reset to 0 dB (too dangerous).
  - **Pressing Alt when manipulating the Active Cue horizontal Scrollbar** bypasses the Scrubbing.
  - When the Show is Paused the '**Pause Show'** button is now displayed in Yellow.
  - When a Cue List is in Chase Mode, the '**Chase'** button is now displayed in Light Green.
  - **Menus have been updated**:
    - They now have the Office look (clearer)
    - They display the check marks in Orange (clearer)
    - They display the associated Keyboard ShortCut
  - The All Settings > General > **Media Manager** page now offers a **Compressed Media Settings** button to allow defining where compressed files (.mp3, .wma, etc…) are uncompressed. Please check Pyramix Release Notes for more details.

- When the **Show Option > Freeze Panes** is enabled, the **Mixing Console is also frozen**. It cannot moved or be operated.

- The **Fire Command** now acts like **Double-Click** when in **Show Edit Mode** and is mapped by default to the **Space** key. So:
  - In **Edit Mode**, **Space** toggles **Audition** / **Stop**.
  - In **Show Mode**, **Space** always **Fires** the Cue.
  - In **Show Mode**, **Enter** calls **Fire Sequenced Cue !** (Fire and select Next).

- A **Show Video Format** setting has been added in the Show properties to allow the Video Frame Rate, Resolution, Sync, etc… used when playing Video Cues to be defined. These settings correspond with the **VCube Quick Settings** options.

Pyramix 6.1 Release Notes abstract:

New features:

- Mixer: New Auxes Management, sub group are now available (MT001903)
  - Sub Groups consists of special Aux buses which are automatically routed to buses, just like normal strips, instead of having output connectors. This does not replace the existing Aux (now renamed as Aux Sends), but brings a quicker, more efficient and straightforward way to manage FX channels (e.g. for Reverb plug-ins or any VST/VS3 plug-in used as Send FX): there is no longer any need for an additional return strip. Additionally this also allows the use of Post Fader effects.

- VS3 MT ASIO Bridge:
  - ASIO application's output may be merged into Merging's MassCore engine and I/O
  - This new VS3 MT ASIO Bridge option must be enabled in the VS3 control Panel
  - You must chose the number of desired I/O in the VS3 control Panel (to a maximum of 32 channels)
  - In the Pyramix Mixer connect the correct "VS3 ASIO Bridge" Input or Output

- Support for compressed format ingestion (e.g. Mp3 & wma)
  - It is now possible to mount to Pyramix and Ovation compressed audio files. The decompression is handled via Microsoft DirectShow technology. So the formats supported depend on locally installed DirectShow codecs. By default, Windows supports wma and mp3, but a large variety of codecs exist to support all major compressed formats.
    - Settings: The user should setup the default decompression cache options in all Settings>Application>Location to specify where the media should be decompressed to when no Mounting rules are specified (see mounting rules). Afterwards click on “Decompression Settings” to access the decompression cache settings. From the “Decompress Files” dialog box, you can choose between 3 decompression options.
    - In addition to general settings, mounting rules can be created to bypass the default decompression cache options specifically for a Mounting point:
    - See the Pyramix User Manual for complete details.

- Real-time Sampling Rate Conversion:
  - The on the fly SRC can be enabled in the All Settings > Media Manager Page, the setting is called: “Real-time Sampling Rate Conversion” and the options are: Disabled / Medium Quality / High Quality.

- Cues that do not match the Player sampling rate will be converted while playing back.

Ovation Version 0.1.10 Beta 10

New features / Improvements:

- **OVController MIDI Remote Control** support has been improved:
    - **Midi Show Control (MSC)** has been finalized. Mapping available in **Annex C**.
    - **Midi Machine Control (MMC)** has been implemented. Mapping available in **Annex D**.
    - **Generic MIDI Control (GM)** has been implemented. Default mapping available in **Annex E**. Manual mapping available in the OVController Settings.
    - OVController MIDI Settings now allow sending **MIDI TimeCode (MTC)** to the Ovation Sequencer as a TimeCode Source.

- **OVPlayer Settings** have been reorganized.
    - A new **Video** Page has been added to enable communication with VCube to play Video Cues. Video Cue support will be available in next beta 11.
    - A **Player Units folder tree** has been added to list available MIDI interface and COM ports to play MIDI and Sony P2 / RS422 Cues.
        - Like for Controller Units, these interfaces and ports are disabled by default and must be **enabled** to be able to play Cues to them.
        - Like for Controller Units MTC (MIDI TimeCode), each Unit must be associated a **Virtual MIDI/COM port**. This port number is the one referenced by the Cues. This makes a **abstraction layer** to the physical interfaces to avoid modifying all Cues in case the hardware setup changes.
        - Please see below for details about **MIDI and SonyP2 Cues**.
    - OVPlayer Settings can now be open even if a Cue has been auditioned previously.

- **Ovation Sequencer Show Options** have been reorganized, and split in three group:
    - **Show Time Mode**: Duration, Time of Day and Time Code Chase.
        - A new **Show Start Time** is available when a Show is in Duration Mode. This allows defining the Starting Time of the Show.
    - **Show Time Options**: As before with the Show Time Mode.
    - **TimeCode Generator**: The Show TimeCode can be output to an available TimeCode Output Port, than can be LTC if Ovation is running with a Mykerinos, or a MIDI MTC port enabled in OVPlayer Settings. (Details of other TimeCode Generator options available below in the Cue TimeCode Generator section).
    - A **Show Auto Start option** has been added. If enabled a Show is automatically Initialized and Started when open.
    - A **Show Edit Password option** has been added. If set a Show cannot be edited if the password is not entered. When loading a protected Show, if the proper password is not given the option of Starting the Show automatically is offered. A running protected Show cannot be stopped without entering the proper password.

- **Timed Cue List Options** have been reorganized:
    - **Timed Cue List** section: Grouping all timed related settings
        - A new **Timed Mode Start Time** is available when a Timed Cue List is not in Chasing Mode. This allows defining the Starting/First TimeCode Generated when the Cue List is Fired/Started.
        - A new **Timed Mode Chasing Source** is available. When in Chase Mode a Timed Cue List can now select its Source TimeCode between the current Show Time (as before) or any available TimeCode Reader Source:
            - LTC TimeCode is available if the system is running on a Mykerinos card.
            - MTC TimeCode can be provided from the OVController MIDI Ports. Available in the OVController Settings.
    - **TimeCode Generator**: The Cue List TimeCode can be output to an available TimeCode Output Port, than can be LTC if Ovation is running with a Mykerinos, or a MIDI MTC port enabled in OVPlayer Settings. (Details of other TimeCode Generator options available below in the Cue TimeCode Generator section).

- **Cues Properties** have been reorganized:
    - A new **Timed Cue section** has been added and now includes the **Go Time**. Available only if the Cue is in a Timed Cue List.
    - Cues now have a **TimeCode Generator Section**, like Shows and Timed Cue Lists. Options are the following:
        - **TC Gen Output Port**: The Output Port where the timecode will be generated. This can be LTC if the system is running with a Mykerinos card. MTC Ports can be enabled in the OVPlayer Settings.
        - **TC Gen Start Time**: The First TimeCode that will be output when the Cue is Fired.
        - **TC Gen Pause Mode**: Which action to take on the generated TimeCode when the Cue is Paused: Off, Freeze (keep generating last value), Free Roll (keep generating and incrementing value).
        - **TC Gen Stop Mode**: Which action to take on the generated TimeCode when the Cue is Stopped: Off, Freeze (keep generating last value), Free Roll (keep generating and incrementing value).
        - **TC Gen Goto on Ready**: If enabled the Start Time is generated continuously on the output port when the Cue is made Ready, to allow a Slave device to start locating the Start Time in advance.
    - Cues now have a **MMC Section (MIDI Machine Control)**. Options are the following:
        - **MMC Output Port**: The MIDI Output Port to which MMC Commands will be sent. MIDI Ports and Virtual Port Number can be defined in the OVPlayer Settings.
        - **MMC Start Time**: TimeCode that will be used to send the Locate MMC Command when the Cue is being made Ready.
        - Fire will send a MMC Play command, Pause a MMC Pause command and Stop a MMC Stop command.

- Cues now have a **MIDI File Section**. Options are the following:
    - **MIDI File Output Port**: The MIDI Output Port to which the MIDI File will be played. MIDI Ports and Virtual Port Number can be defined in the OVPlayer Settings.
    - **MIDI File Name**: The MIDI File Path Name to be played.
    - When the Cue is made Ready the MIDI File is loaded. Fire will Play the MIDI File, Pause will Pause the MIDI File playback and Stop will Stop playing the MIDI File.

- Cues now have a **MIDI Command Section**. Options are the following:
    - **MIDI Command Output Port**: The MIDI Output Port to which the MIDI Command will be sent. MIDI Ports and Virtual Port Number can be defined in the OVPlayer Settings.
    - **Fire MIDI Command**: The Command sent when the Cue is Fired.
    - **Pause MIDI Command**: The Command sent when the Cue is Paused.
    - **Stop MIDI Command**: The Command sent when the Cue is Stopped.
    - **Current Limitations**: The dialog allowing designing MIDI commands ergonomically will be finalized in Beta 11. For now the hexadecimal representation of the MIDI command has to be literally typed.

- Cues now have a **Sony P2** / **RS422 Section**. Options are the following:
    - **Sony P2** / **RS422 COM Port**: The COM Output Port to which Sony P2 / RS422 Commands will be sent. COM Ports and Virtual Port Number can be defined in the OVPlayer Settings.
    - **Sony P2** / **RS422 Start Time**: TimeCode that will be used to send the Locate Sony P2 Command (Cue Up With Data) when the Cue is being made Ready.
    - Fire will send a SonyP2 Play command, Pause a SonyP2 Jog(0) command and Stop a SonyP2 Stop command.

- Cues now have a **GPO Section**. This will be finalized in Beta 11.

- Cues now have a **Shell Command** / **Script** / **Batch Section**. This allows launching applications, script files, batch files, etc… when triggering Cues. Options are the following:
    - **Fire Command**: The Command sent when the Cue is Fired.
    - **Fire Command Parameters**: The Command Parameters passed to the Fire Command.
    - **Fire Command Default Directory**: The Default Directory for the Fire Command.
    - **Pause Command**: The Command sent when the Cue is Paused.
    - **Pause Command Parameters**: The Command Parameters passed to the Pause Command.
    - **Pause Command Default Directory**: The Default Directory for the Pause Command.

- **Stop Command**: The Command sent when the Cue is Stopped.
- **Stop Command Parameters**: The Command Parameters passed to the Stop Command.
- **Stop Command Default Directory**: The Default Directory for the Stop Command.

- **Cues have a dedicated Icon** if each of the Audio, Video, Microphone/Input, TimeCode Generator, MMC, MIDI File, MIDI Command, Sony P2/RS422, GPO and Shell Command options are enabled for that Cue.

- **Ovation Sequencer General Improvements**:

  - **Embedded Player and Controller configuration** are now saved in the **Show file (.ovs file)**. Player files (.ovp) and Controller files (.ovc) can still be loaded when in Embedded mode but no more Player or Controller Save is possible in this mode; only Player and Controller Save As is possible.

  - Same concept applies for **Cue Lists**, only **New, Open and Save As** is possible. Standard Save is only possible in the Show menu.

  - **Embedded Player and Controller Settings** are accessible through **keyboard shortcuts**

  - **Double-clicking on a Show File (.ovs files)** now opens Ovation and loads the Show. If Ovation is already open, the Show replaces the current one as if Show > Open Show had been called.

  - **Hot keys automatic sizing** has been changed to try as much as possible to create Square keys.

  - An **Automatic Cue Numbering** option has been added in the **Cue List Properties**.

    - When Enabled all Cues in that Cue List are automatically numbered when reordered or Cues are added or removed. The Cues Number cannot be manually edited in this mode. This is the default mode and is useful when creating Shows as it ensures no Cues have the same number.

    - When Disabled all Cues in that Cue list keep their current numbers when reordered or Cues are added or removed. The Cues Number can be manually changed. This is useful when the Show reaches the end of its creation process or for interactive Shows edited while running and where external Controllers reference Cues by numbers implying that Cue numbers CANNOT change. Note/Warning: In this mode multiple Cues can have the same number. This is not a problem unless a Controller tries triggering this Number; in this case the first one in the Cue List will be triggered. The Show Validator will issue a Warning if duplicated Numbers are found in a Cue List.

  - A **Consolidate Show** command has been added in the menu Show.

    - This allows collecting all Audio, Video, MIDI and Batch files referenced by the Show and copy them to a given location.
    - When done the Show is modified to point to the new copied files and the Show is saved in the given location.
    - The original Show file is not affected by the process, but when finished the consolidated Show remains the active one in the Ovation Sequencer.

- An optional Show Validation is suggested at the end of the process.

Ovation Version 0.1.9 Beta 9

You need version 6 authorization keys to run Ovation 0.1.9 Beta 9.

New features / Improvements:

- The **User Manual** is now up to date and properly documenting Beta 9.
- The **Ovation Keyboard layout changed again**. Please refer **to Annex B** for the current layout. Please see the reasons why below (**Audition Jump** modes, **Force Stop Modifier** and **Trimmer Review Start/End** buttons).
- A new application called **OVController** is now available:
    - This application handles all the remote control for Ovation.
    - Exactly like the OVPlayer application it can be run either in **Embbeded** Mode, beside the Ovation Sequencer **locally** in the **same machine** or on a **remote computer**.
    - A new **Controller menu** is therefore available next to the Player menu in the Ovation application and gives the same options: Embedded Controller, Auto-launch Local Controller, New Controller, Open Controller, Save Controller, Save Controller As, Close Controller, View Controller Settings.
    - When running separately (**non-Embedded**) the available **OVController** menus are New Session, Open Session, Save Session, Save Session As.
    - In the **Controller Settings**, the following pages are available:
        - Controller / **General Page**: It allows defining which stations are controlled by this Session
            - **Local Ovation Sequencer**: If checked the Ovation Sequencer running in the same machine (Embedded or Local) receives the commands from this Controller.
            - **Remote Ovation Sequencers**: This allows adding a list of remote machines on which a running Ovation Sequencer (known as a Controllee) will receive commands from this Controller. This allows for remote control through the network and/or controlling multiple Ovation Sequencers at the same time for redundancy.
        - **Controller Units**: In this folder all supported remote control Units available in the system are enumerated. They can be:
            - The Proprietary **Ovation Keyboard**
            - **MIDI** ports (Midi Show Control protocol available in beta 9, Generic MIDI protocol in later beta)
            - **DMX** ports (Art Net protocol available in later beta)
            - **GPI** ports (Available in later beta)
        - Next to each enumerated Units, a related page displays appropriate options. Typically for the Proprietary **Ovation Keyboard** the only option is **Enable**/**Disable**.
        - **Annex A** and following give details on how the various **Controller Units protocol** are implemented and map the available Ovation **Media Sequencer** and **Media Server Commands**.

  - All settings defined in the Controller Settings are saved in the OVController Session file (*.ovc file) which is **automatically open** next time either the Ovation Sequencer in Embedded mode or the non-Embedded OVController is launched.

  - When running in Embedded mode, the menu Controller > **Mirror All Commands to Remote Controllees** is available. When enabled this option makes sure that all commands internally issued in the Ovation Sequencer with the mouse, keyboard shortcuts or touch screen (i.e. not with an hardware controller) are also sent to all Remote Controllees defined in the Controller Settings. This allows for **total redundancy** with another Ovation Sequencer running the same show on another machine on the network. If two machines on the network enable this option and both define the other one in their own Controller Settings > Remote Ovation Sequencers Controllee list, then any of both user interfaces can be operated during the show and both sequencers will be a mirror of the other one. Multiple mirrors can be defined.

- The **Audio Section** of the **Cue Properties** now show two more rows:

  - **Audio Media:** Show the Audio File Name of the Cue if there are one, or “Multiple Files” if many. When clicking on the right side Edit button, the choice of **Replacing the Audio File(s)** by a new one or **Removing the Audio File(s)** is offered.
  - **Sampling Rate**: The Sampling Rate of the Audio File(s). This field is Read Only.

- The menu Cue, The Edit Toolbars of the Cue List and Active Cue now offer a new **Replace Audio Media** item for the selected Cue. This allows selecting a new Audio File for that Cue. Please note that the Audio Offset is reset to Zero and the Cue Length is reset to the new Audio File Length.

- An **Audio Gain Edit dialog with Fader** is available in the Cue menu, the right mouse button menu, the Cue Toolbar, the Cue List Edit Toolbar, the Active Cue Toolbar and in the Cue Properties Audio Gain edit control.

- **When adjusting the Audio Gain**, by manually entering a value, selecting a preset value or moving the Fader in the Audio Gain dialog, the new gain is **updated while playing or auditioning to the player** and therefore auditionable in real-time.

- An **Audio Control Window** is available in the menu Show and View. This window displays a simple **Fader and Mute** button that controls the **Master Output of all Players Mixing Console**. The Master Output of a Player is the right most Bus of its Mixing Console.

- A **Stop All Cues** menu and button has been added in the menu Fire and in the Fire Toolbar. It has purposely not been added in the main Show Control Toolbar to avoid the risk during a Show.

- **Menus** have been **reorganized**:

  - All View/Hide Panes, Properties and Toolbars have been unified in a new View menu (while staying in their related Show, Cue List and Cues menu as well).

  - The Player and Controller Settings have been added in the Settings menu (while staying in their Player and Controller menu as well).

  - The All Settings menu has been renamed Sequencer menu.

- The Sequencer Settings > Player Page has been renamed **Cue Audition** Page as it only gives audition related options.

- A new option in the Show Time settings called "**Cue Fire Buttons**" has been added. When set to Yes, when in Show mode all Cues have a Play/Pause and Stop button displayed on their left side for instant Fire, Pause and Stop with the mouse or touch screen.

- Six new **Audition Jump** commands have been added. These commands are available only when Auditioning a Cue and through **Keyboard Shortcuts** or with a modifier key when clicking on the Rewind and Fast Forward buttons in any **Audition Toolbar** or on the **Ovation Keyboard**:

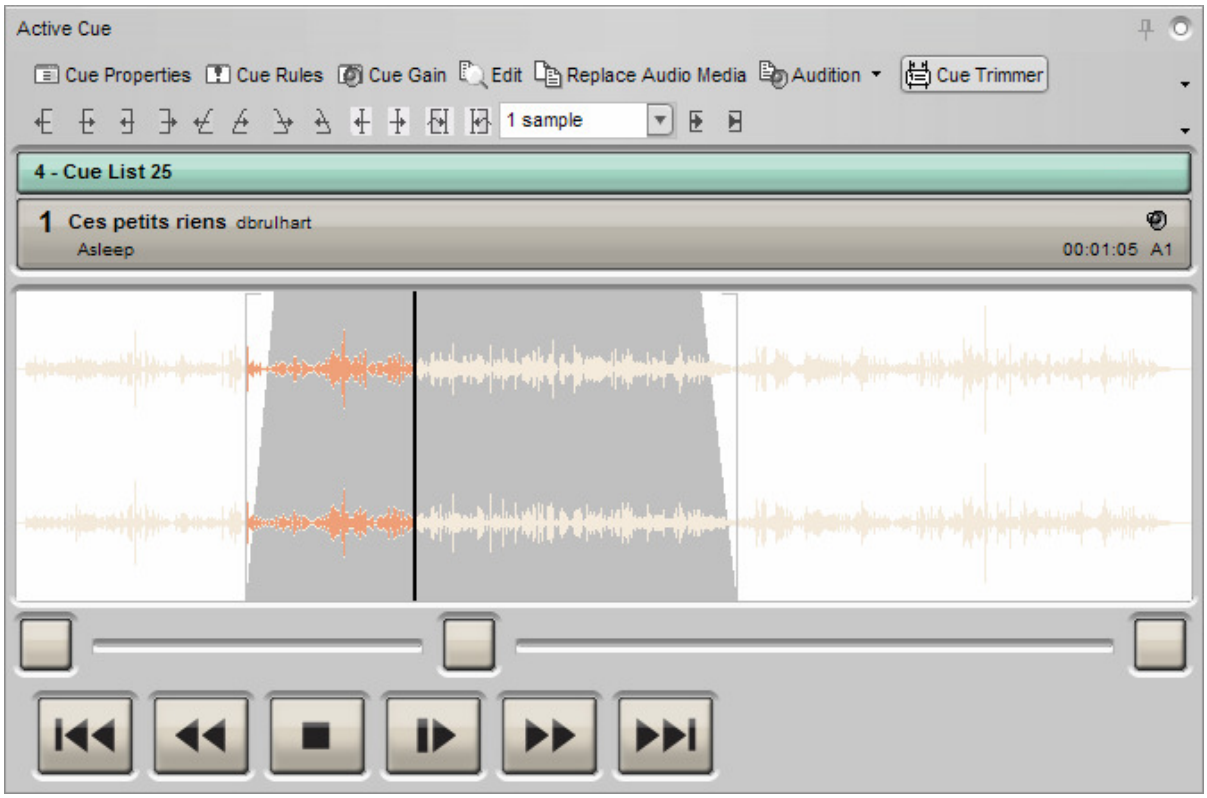
    - Audition Jump Forward 1: Jump 1 Second later in time (Ctrl + -> Key or Fast Forward Button)
    - Audition Jump Forward 2: Jump 5 Seconds later in time (Ctrl + Shift + -> Key or Fast Forward Button)
    - Audition Jump Forward 3: Jump 15 Seconds later in time (Ctrl + Shift + Alt + -> Key or Fast Forward Button)
    - Audition Jump Back 1: Jump 1 Second earlier in time (Ctrl + <- Key or Rewind Button)
    - Audition Jump Back 2: Jump 5 Seconds earlier in time (Ctrl + Shift + <- Key or Rewind Button)
    - Audition Jump Back 3: Jump 15 Seconds earlier in time (Ctrl + Shift + Alt + <- Key or Rewind Button)

- The **Loop Modifier** on the Ovation Keyboard has been replaced by a **Alt modifier**. It can be used as a **Jump modifier** (please see above) or as a **Force Stop Modifier** when using any **Hot Keys**, i.e. when holding the Alt key and pressing any of the 1 to 48 Hot Key of the Ovation Keyboard then the target Cue is Stopped whatever the Hot Key mode is set for that Cue.

- A **Panic Keyboard Shortcut : Ctrl + Alt + Home**, has been added to bring back Menus and Toolbars during a Show to access all commands in case of emergency.

- **Cue Trimmer:**

  The Cue Trimmer is useful to adjust and preview the audio cue bounds.



From top to bottom:

- The audio cue waveform displays the audio waveform in the background. The audition area (from cue in to cue out) is represented by a grayed zone reinforced with [ ] markers.
- The Audition cursor position feedback is given by a waveform color change and a black vertical line.

- The audition slider let you change freely the audition cursor position in the audio area while previewing it.
- 12 key-assignable controls are available to control the trimmer parameters:

	CueIn Less	Decrease the audio offset and increase the length by the nudge value
	CueIn More	Increase the audio offset and decrease the length by the nudge value
	CueOut Less	Decrease the length by the nudge value
	CueOut More	Increase the length by the nudge value
	FadeInLess	Decrease the Fade in value by the nudge value
	FadeIn More	Increase the Fade in value by the nudge value
	FadeOut Less	Decrease the Fade out value by the nudge value
	FadeOut More	Increase the Fade out value by the nudge value
	Audition Cursor Less	Decrease the audition cursor position by the nudge value
	Audition Cursor More	Increase the audition cursor position by the nudge value
	Snap CueIn to Cursor	Set the Cue in to the current cursor position

	Snap CueOut to Cursor	Set the Cue out to the current cursor position

- A drop-down box is also there to adjust the nudge value.

The cue can also be modified with the mouse.

- CTRL+Click moves the cue in to current mouse position.
- SHIFT+Click moves the cue out to current mouse position.

The corners of the grayed area can be dragged with the mouse to modify the fade in, fade out, cue in or cue out values.

Review while trimming:

- To review the cue while trimming the in point, simply audition it (either by using audition play/pause or Review Start): Each time the cue in is modified with one of the above method, the cue is restarted from its new in point.

- To review the cue while trimming the out point, simply press CTRL + Review End: When the audition gets to the current cue out point, it loops the last second of the cue.

Note: The two Review Start and Review End buttons have been removed from the large Audition Toolbar and are now in the Nudge/Trim Toolbar, on the right side of the Nudge Value drop-down box. They have been removed as well from the Ovation Keyboard and replaced by the Ctrl and Shift modifier key for Audition Jump.

Limitations:

- Video Cues support has been hold until further notice.

Ovation Version 0.1.8 Beta 8

You need version 6 authorization keys to run Ovation 0.1.8 Beta 8.

Ovation runs either under MassCore or Native. It still runs in standard Mykerinos mode but no latency improvements will be made.

New features / Improvements:

- Ovation is now called: **Ovation – Media Server & Sequencer**.

- **Cue Lists types** have been formally defined and cannot be changed once created. These are:
    - **Standard Cue Lists**: Lists with chronologic events manually triggered
    - **Timed Cue Lists**: Lists with Cues that can be automatically triggered at a given time or manually.
    - **Hot Keys Cue Lists**: Lists with Cues that can be triggered anytime with a given Hot Key mode.
    - **Custom Keys Cue Lists**: Lists acting like Hot Keys Lists but where Cues buttons can be customized.
    - **Browser Cue Lists**: Lists showing only Cues reflecting the content of a folder in the file system or network.
    - **Hot Browser Cue Lists**: Lists acting like Browser Lists but Cues are fired with a single click and where Cues cannot be dragged out. Typically to be used as a Audio or Video file player.

- When an **Interaction Rules** points to a **Cue List as Target**, then:
    - If the Cue List is a **Timed Cue List**, then the Cue List Time is Started, Paused or Stopped (equivalent as the Cue List Start, Pause or Stop button).
    - If the Cue List is **NOT a Timed Cue List** then the FIRST Cue in the list is Fired, or ALL Cues are Pause, Stopped or Dimmed.

- Browser and Hot Browser Cue Lists now have a **<Search>** text box on the right side of the pathname to search/filter files. It acts like in Vista Explorer:
    - If nothing is typed in, the content of the current folder is displayed, including sub-folders names.
    - If something is typed in, all files containing this text in their names are displayed, INCLUDING those in sub-folders recursively, but the sub-folders names are not displayed.
    - When searching for files, the Comment field is automatically populated with the Path Name where the files have been found.

- The Audition Next settings introduced last beta has been removed. Only Hot Browser Cue List has this feature and it cannot be disabled.

- The **Active Cue Window now has a horizontal Slider** allowing for navigating in the Active Cue for Auditioning.
    - If used when in Stop mode, the Cue is scrubbed and stops when releasing it.
    - If used when in Audition mode, the Cue is scrubbed and continues playing when releasing it.
    - The current position of the slider is kept until another Cue is selected or the Stop Audition button is pressed twice.

  - When stopped and calling Audition or Fire from the Active Cue Window the playback starts from where the slider is, i.e. from where previous playback stopped. This allows, when rehearsing a show for instance, to resume the rehearsal from the middle of a Cue and not from its beginning.
  - When calling Fire or Audition from outside of the Active Cue Window (Menu, Keyboard, Show Control Toolbar, etc…) the Active Cue is Fired from its beginning.
- **Cue Fades** now have a selectable **Curve** from the following presets:
  - Power
  - Linear (Default)
  - dB
  - Cosine
  - Root-Cosine

- **Undo** has been implemented.

  - Available in the menu Cue > Undo.
  - Applies only to all operations available in the Cue menu, i.e.:
    - Add / Paste / Drag & Drop Cues
    - Remove / Cut Cues
    - Move Cues between Cue lists
    - Move Cues within its Cue List
    - Nest / Unnest Cues
    - Edit Cues Properties and Rules
  - Changes done in Show or Cue Lists Properties are not Undoable
  - Closing a Cue List is not Undoable

- **Show Time Options** have been added and are accessible in the Show Properties. They are:

  - **Time Mode**: Duration, Time of Day, TimeCode Chase
  - **Hide Menus**: Menus are hidden during Show Time.
  - **Hide Toolbars**: Toolbars are hidden during Show Time.
  - **Freeze Panes**: All Panes and Windows are frozen during Show Time. They cannot be resized, move, docked, undocked, etc…
  - **Show Pause/Stop Confirmations**: Pause and Stop confirmation can be disabled during Show Time. Typically during rehearsal time.
  - **Show Validation**: A Show Validation (see below) can be performed when Initializing the Show.
  - **Forbid Editing**: Editing can be forbidden during Show Time. If this option is Off then Cues can be Copied, Pasted, Deleted, Dragged, etc… during Show Time, allowing for more interactive performances to be achieved. Cues being modified during Show Time are immediately updated in their Players. If they are currently playing at that time then the changes will be available for next playback only. Cues being deleted while playing will continue playing until their end or manually stopped.
  - **Hide Properties**: Show, Cue List and Cue Properties can be hidden during Show Time. This option comes typically along with the previous one.

- A **Show Validation Tool** has been added and is available through the menu Show > Show Validator.
  - It allows for validating the following aspect of the Show:
    - Interaction Rules validity. For instance Rules pointing to a non existing Cue or Cue List.
    - Offline Clips on selected Players
    - Invalid Audio Output Slots on selected Players
    - More later.
  - Double clicking on the reported errors in the Validating tool selects the incriminated Cue or Cue List.

- The **Length** and **Audio Offset** fields in the Cue Properties now have a **Reset** choice when clicking on the button on the right side of the field.

- The **Go Time** field in the Cue Properties now has a **Manual** choice when clicking on the button on the right side of the field to reset it to Manual Fire.

- The dedicated **Ovation keyboard** layout has been updated. The new layout is described at the end of this document in Annex B.

- Since Ovation 0.1.6 Beta 6 the keyboard requires a firmware and software update. Please download the proper updates and instructions at www.merging.com/beta/Ovation.

Limitations:

- The User Manual has not been updated since 0.1.6 Beta 6. This will be done for Beta 9.
- Video Cues support has been hold until further notice.
- Backup Players support has been hold until further notice. Will most probably handled another way.

Ovation Version 0.1.7 Beta 7

You need version 6 authorization keys to run Ovation 0.1.7 Beta 7.

Ovation runs either under MassCore or Native. It still runs in standard Mykerinos mode but no latency improvements will be made.

New features / Improvements:

- Fire latency has been improved/finalized:
  - Under MassCore the fire latency is ensured between 45ms and 66ms.
  - Under Native the fire latency depends on the ASIO buffer size. For buffer size equal or lower than 1024 samples the latency is equivalent to the MassCore one (between 45ms and 66ms). For higher ASIO buffer size the fire latency will increase accordingly.
  - plus the time required by the triggering device (USB, GPI/O, etc…). The dedicated Ovation typically involves an additional 10ms latency.

- Interaction Rules improvements:
  - A can now Fire, Pause or Stop a Timed Cue List. Simply select the Cue List Title in the Interaction Rule Dialog Target box (i.e. [Cue List #1: Song 2])

- Timed Cue List improvements:
  - The Timed Cue List Mode is now available in the Cue List Properties.
  - The Timed Cue List Chasing Mode is now available in the Cue List Properties.
  - An option to choose if Cues in a Timed Cue List are Paused or Stopped as well when the Cue List time is paused or stopped has been added in the Cue List Properties.

- The Show Time Mode Setting (Duration, Time of Day, TimeCode Chase) has been moved in the Show Properties.

- A Modified Fade In and Fade Out Setting has been added in the Show Properties. This sets the Fade value applied when Firing, Pausing and Stopping Cues while pressing the Fade Modifier key on the dedicated keyboard or the Shift key of the standard keyboard.

- A Default Stop Fade Out setting has been added in the Show Properties, Cue List Properties and Cue Properties. This value bypasses the Fade Out value when a Cue is Stopped (Interrupted versus normally reaching its End). If the value is set to <Default> then the Fade Out value is used when a Cue is Stopped (interrupted).

- Cue Lists Scrollbars have been enlarged to allow being operated by Touch Screens.

- An option the Automatically Audition the next Cue when reaching the End of an Auditioned Cue in Browser Cue Lists has been added in the All Settings > Players Page > Cue Audition section. This allows using Ovation as a general Audio File Player.

- The dedicated Ovation keyboard layout has been updated. Those having a keyboard should contact dbrulhart@merging.com to get the new mapping chart.

Limitations:

- Video Cues support has been hold until further notice.
- Backup Players support has been hold until further notice.

Ovation Version 0.1.6 Beta 6

The Ovation development has been postponed for one year. This is the first beta since the project has been resumed.

There is now a proper Ovation installer and this beta is based on the Pyramix/Virtual Studio version 6 runtime. You need version 6 authorization keys to run Ovation 0.1.6 Beta 6.

Ovation runs either under MassCore or Native. It still runs in standard Mykerinos mode but no latency improvements will be made.

New features / Improvements:

- Fire latency has been improved/finalized:
  - Under MassCore the fire latency is ensured between 45ms and 66ms, plus the time required by the triggering device (USB, GPI/O, etc…). The dedicated Ovation keyboard typically involves an additional 10ms latency.
  - Under Native the fire latency will be improved for beta 7.

- An Embedded OVPlayer has been added in the Ovation Sequencer.
  - The default is now to run the embedded player.
  - Remote players can still be used while running in Embedded Player mode.
  - Embedded Players, Mixing Consoles and Audio Settings can be edited/modified the same way as the external OVPlayer. The same New, Open Save, Save As and Settings commands have been added in a Player menu.
  - When unchecking the Embedded Player option in the Player menu, Ovation will use an external OVPlayer application as in previous beta versions.

- Interaction Rules finalized
  - Link Rule suppressed
  - Rules now include an optional offset
  - Rules can be conditional. A rule can be triggered based on the state of another Cue (Fired, Paused or Stopped).
  - A Cue can fire itself through a Rule. This is how to make a Cue Loop.

- All timings have been properly implemented. All Rules do trigger an action with a sample based accuracy, allowing perfect transitions and synchronization between Cues.

- Loops have been suppressed. Replaced by a Fire Itself Interaction Rule (see above).

- An Active Cue Window has been added:
  - The Active Cue Window always shows the status of the currently selected Cue of the currently selected Cue List. This is the Cue that will be fired by the Ovation keyboard, the menu Fire Sequenced Cue and Fire Cue.
  - The Active Cue Window implements a Cue Trimmer in Edit Mode. More improvements in beta 7.

- The Ovation Remote Controller now communicates to the Sequencer even if the application doesn't have the focus. All commands are always sent to the Sequencer.

Limitations:

- Video Cues support has been hold until further notice.

Ovation Version 0.1.4 Beta 4

New features:

- Cues Dim implemented. Interaction Rules that include dimming other cues do work now.
- A new Audition Toolbar has been added.
    - Available in menu Show > Audition Toolbar
    - It acts as any standard CD Player transport commands: |< << [] I> >> >I
- Cues have an type icon displayed next to them
- An option to automatically launch the local player has been added in the Settings > Players page.

- Video Cues are now supported. A new version of the VCube application is required for firing Video Cues. Please contact dbrulhart@merging.com to have access to it.

- The Ovation Remote Controller is now available. Please contact dbrulhart@merging.com to order one.

Ovation Version 0.1.3 Beta 3

New features:

- A Microphone Switch setting has been added to the Cues properties. A range of Mixing Console connector Input can be defined that will be switch to Input when the Cue is fired and switched back to Repro when the Cue is Paused or Stopped. This allows for switching On/Off Microphones the same manner as a standard Audio Cue.
- The Add Cue menu includes a new Add Microphone Switch Cue item as an easy way to create an empty cue of one day length for Mic switching.
- The Add Cue button/menu now adds an empty Cue. Loading an Audio File must now be done by the button/menu Load Audio Files.
- Drag & Drop implemented. Cues can be dragged & dropped between cue lists, without modifiers moves them, with Control pressed copies them. Audio Files can be dragged & dropped from Windows Explorer to a Cue list for easy insertion of Cues.

Bug Fixes/Enhancements:

- Audio Cue Gain now implemented
- Next / Prev Scene
- Properties now have colors (Blue for Shows, Orange for Cue Lists, Grey for Cues).
- In Compose Mode, multiple Cues can be selected at the same time and Moved, Nested, Copied and Pasted together.

Ovation Version 0.1.2 Beta 2

New features:

- Ovation can work in Eval mode if no authorization key is set. In Eval mode only one Cue List is saved to or loaded from a Show.
- A new type of Cue List is available: Cue Browser List. This is an Explorer like Cue List allowing to browse disks for Cues and audition them. Details in the User Manual.

Bug Fixes:

No bug report received yet, no bug fixed therefore.

Ovation Version 0.1.1 Beta 1

This version is the first official Beta version of the Ovation application. Please find below a short summary of the main features as an introduction, but please do refer to the User Manual for a deeper description of the application.

Ovation has been designed to trigger various kinds of Cues, including Audio, Video, Midi, GPI/O and Automation. Beta 1 only supports Audio Cues.

Installation:

Ovation requires a full Pyramix install in addition of the pure Ovation components. Ovation is therefore embedded in the Pyramix installer for the time being.

When launching the Pyramix 5.1.9 SP1 RC1 installer, choose Custom Installation and check the Ovation option.

Launching Ovation:

Ovation contains two executables in Start / All Programs / Ovation:

- Ovation: The Cue Sequencer application used to create Cue Lists and trigger Cues.
- OVPlayer: The Cue Player that can run in the same machine than the Cue Sequencer or on a remote machine. (Note: For now only the local player is started automatically, remote players have to be manually launched before initializing the Show).

Using Ovation:

First configure your OVPlayer mixing console:

- Run the OVPlayer application on any machines you need a player to run. Just configure a VS3UI Mixing Console as you would do in Pyramix and save it as an OVPlayer Session (.ovp file).
- Last loaded/saved session will automatically be loaded next time the player is launched.
- You can create multiple mixing consoles depending the show(s) requirements.

Then launch Ovation and design your Show:

- A Show is composed of multiple Cue Lists that you create or load with menu Cue List > New
- A Cue List is composed of multiple Cues that you create with menu Cue > Add Cue: You can either Load a simple Audio File or Load a complex edited composition saved as a MT Interchange XML from Pyramix.
- Cues can be edited with the Cue Editing Toolbar:
  - Moved Down/Up (this changes automatically its number)
  - Nested as Sub Cues or Scenes: 1, 1.1, 1.2, 1.1.2, 1.1.3, etc…
  - Cues can be edited directly in Pyramix with menu Cue > Edit. You must first launch Pyramix and have an empty project ready, then the cue will be imported

in this project. When finished editing select the Pyramix menu Project > Publish to Ovation to send the Cue back to Ovation. (Note: For now you must close the OVPlayer to let the Mykerinos for Pyramix or run Pyramix in Native mode. Final Release will allow using Pyramix as the OVPlayer when in Show design mode).

- Cues have a set of Properties that can be edited in Ovation:
  - Number (automatically assigned)
  - Name
  - Comments
  - Length and Offset: When edited in Pyramix the Start Point of the Cue in the Audio File(s) is the Mark In and the End point the Mark Out. The Length is therefore the range between MarkIn and MarkOut. You can change these markers in Pyramix to adjust the Cues length and offset or edit them manually in the Cue Properties panel in Ovation.
  - Go Time: Automatic Fire Time
  - Fade In / Fade Out for the whole Cue
  - Interaction Rules: Some rules can be assigned to a cue when it's fired or stopped. For instance Fire next Cue on End, or Stop all Cues on Start, or Pause all given Cues when playing, etc… (The Cue Lists and the Show also have Default Interaction Rules that will be applied to all Cues in addition to their own rules).
  - Ignore Parent Rules: Set this to 'Yes' to bypass any rules set in the containing Cue List or Show.
  - Hot Key Mode: When a Cue List in in Hot Display mode (see below) this sets how a given key behaves when pressed/clicked (Toggle Play/Stop, Toggle Play/Pause, Press Play-Release Stop, etc…)
  - Output Player: Name of the machine on the network on which the cue will be played (on the OVPlayer running on this machine).
  - Backup Player: An alternate Player can be given to have a backup player for redundancy. Cues will be fired on both players.
  - Gain: Cue Gain
  - Audio Output Slot: A channel offset on the OVPlayer Mixing Console Strips. By default all cues play starting from channel 1 and are edited in Pyramix starting on Track 1. When giving an Output Slot, the channel is offset. This offset can also be edited in Pyramix as the usual Track to Strip connection.

- The whole show can be saved as a single .ovs file. It will contain all Cue Lists and Cues. In addition Cue List can be saved separately as .ovc and reassembled differently in other Shows.

- When ready the Show must be initialized by clicking on the Init Show button or menu. This will launch all required players (for now remote players have to be launched manually) and send cues to each of them. (Note: For now the path of all media referenced by cues has to be the same on the Ovation machine and the OVPlayer machines). Cues having missing media will be shown in Red.

- When the Show is initialized the Show can be started by pressing the Start Show button or menu. All first Cues of each Cue Lists are made ready. Cues can then be Fired either with the main toolbar than will fire the current active cue list (the active cue list can be toggle with the Toggle Cue List menu) or independently with the Fire Cue button of each Cue Lists.

- The Show can be Paused or Stopped with the Pause Show or Stop Show button or menu.

- The Show can run in three different Time Mode (menu Show > Time Mode):

  - Duration: Always initialized at 00:00:00:000

  - Time of Day: Initialized to the computer clock
  - TimeCode Chase: Chases the timecode input of the OVPlayer(s).

- The Cue Lists can run in three modes:

  - Normal Mode: Cues are Fired one after each other. After a cue is fired the next one is selected and made ready. The user can still navigate through cues to make them ready.

  - Timed mode: If the Cue List contains Cues with Go Time set, then the Time Toolbar can be shown to allowing Firing the whole Cue List. The Cue List can either be in Chase Mode and will always follow the Show Time or be Started manually at any given time during the Show with the Start Cue List button or menu of the Time Toolbar. A Cue List can be also Paused or Stopped. (The Time Toolbar is shown only when the Show is initialized). Even in Timed Mode all Cues in the Cue List can also be manually fired.

  - Hot Key Mode: If the Cue List is set in Hot Key Mode (Hot Key Mode button in the Toolbar or menu), Cues are displayed as buttons and have no particular order, they are Fired by pressing/clicking on them and the way the click behaves follows the Hot Key Mode of each cues. (The Hot Key Mode is shown only when the Show is initialized)

Current limitations:

- Ovation is designed to handle Audio, Video, Midi, GPO and Automation Cues. This Beta 1 version only supports Audio cues
- Fire latencies are set to ~250 [ms] for now, will be 40 [ms] (one video frame) in final release
- Ovation and OVPlayer settings pages are not finalized yet
- Remote Controllers not yet implemented
- Loop Cue not yet implemented
- Interaction Rules Dim not yet implemented
- Backup Players not yet implemented
- Sharing of a single Mykerinos card between Pyramix and the OVPlayer not yet supported. Please either run Pyramix in Native mode or install two Mykerinos cards and configure both Pyramix and the OVPlayer to use a different card in the VS3 Settings Control Panel.
- Alternatively the OVPlayer can be set to run Native by setting the following registry key: HKEY_CURRENT_USER\Software\Merging Technologies\Ovation\Settings and create a DWORD key called ‘Host Platform’ and set it to 1.

Annex A: OVController Commands

- Ovation can be remote controlled in two ways:
    - As a **Media Sequencer**: All features available in the user interface are remote controllable the same manner they are operated manually with the mouse from within the application. It's equivalent as remote controlling each buttons of the user interface.
    - As a **Media Server**: All Cues and Cue Lists can be remote controlled independently given their Cue List Number and/or Cue Number or Index. It's equivalent as remote controlling a pool of media independently of the Ovation user interface.
- Both modes can be used at the same time. A remote controller can send some Media Sequencer commands and some Media Server commands anytime and transparently.

- The charts in following pages show all available commands in both modes.
- Annex B gives details on the Ovation Keyboard Commands mapping
- Annex C gives details on MIDI / Midi Show Control Commands mapping
- Annex D gives details on DMX Commands mapping
- Annex E gives details on GPI Commands mapping

- Media Sequencer Mode available Commands:

Ovation Media Sequencer Commands	*Parameter 1*	*Parameter 2*	*Parameter 3*	*Parameter 4*
CueFire				
CueFireSequenced				
CuePause				
CueStop				
CueStopAll				
CueHotPress	Down = 1 / Up = 0			
CueAudition				
CueAuditionStart				
CueAuditionRewind				
CueAuditionStop				
CueAuditionPlayPause				
CueAuditionFastForward				
CueAuditionEnd				
CueAuditionReviewStart				
CueAuditionReviewEnd				
CueBrowse				
CueSelect	Cue # **	Cue Sub#1 **	Cue Sub#2 **	Cue Sub#3 **
CueSelectNext				
CueSelectPrev				
CueSelectNextScene				
CueSelectPrevScene				
CueListSelect	Cue List # *			
CueListSelectNext				
CueListSelectPrev				
CueListSelectToggle				
HotCueListSelect	Cue List # *			
HotCueListSelectNext				
HotCueListSelectPrev				
HotCueListSelectToggle				
CueListFireStart				
CueListStart				
CueListPause				
CueListStop				
CueListChase	On =1 / Off = 0			
CueListChaseToggle				
ShowInit				
ShowStart				
ShowPause				
ShowStop				
ShowReset				
OK				
Cancel				
SendModifierKey	Modifier Key Code ***	Down = 1 / Up = 0		
SendVirtualKey	Virtual Key Code ****	Down = 1 / Up = 0		
Undo				
Cut				
Copy				
Paste				
Save				
SetMasterOutputGain	Gain			
MuteMasterOutput	Mute = 1 / Unmute = 0			

Parameters details:	
**** CueList #***	*Cue List Number as displayed in the Ovation Sequencer*
***** Cue #***	*If Cue Sub#1 equals OVCUEINDEX (-2) then Cue # is the Cue index in its Cue List* *Otherwise the Cue is identified with up to 3 nested levels using Cue#, Sub#1, Sub#2 and Sub#3.* *Example: 1.1.2 or 3.4.2.5* *Note: 1.2.0.0 = 1.2.-1.-1 = 1.2*
****** Modifier Key:***	*OVCCMK_CONTROL 1* *OVCCMK_SHIFT 2* *OVCCMK_ALT 3* *OVCCMK_FADE 2 (= OVCCMK_SHIFT)* *OVCCMK_RESET_PLAY 4* *OVCCMK_PLAY_STOP 5* *OVCCMK_PLAY_PAUSE 6* *OVCCMK_PLAY_DEPRESS_S1 7* *OVCCMK_PLAY_DEPRESS_P4 8*
******* Virtual Keys:***	*Any valid Windows Virtual Key Code*

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- Media Server Mode available Commands:

Ovation Media Server Commands	CueList / Cue Identification Parameters					Command Timing Parameters				Generic Parameters			
	CueList #	Cue #	Cue Sub#1	Cue Sub#2	Cue Sub#3	Time	TimeOffset	Fade	ProgressOffset	Boolean	Integer	Floating Point	String
CueAddAudio	X	X	X	X	X			Fade In	Fade Out		Audio Output Slot	Audio Gain	PathName URL
CueAddVideo	X	X	X	X	X								PathName URL
CueLoad	X	X	X	X	X								
CueUnload	X	X	X	X	X								
CueMakeReady	X	X	X	X	X								
CueFire	X	X	X	X	X	X	X	Fade In	X				
CueFireSequenced	X	X	X	X	X								
CuePause	X	X	X	X	X	X	X	Fade Out					
CueStop	X	X	X	X	X	X	X	Fade Out					
CueStopAll													
CueDim	X	X	X	X	X	X	X	Fade Out					
CueUnDim	X	X	X	X	X	X	X	Fade In					
CueHotPress	X	X	X	X	X					Pressed = 1 / Released = 0			
CueAudition	X	X	X	X	X								
CueAuditionStart	X	X	X	X	X								
CueAuditionRewind	X	X	X	X	X								
CueAuditionStop	X	X	X	X	X								
CueAuditionPlayPause	X	X	X	X	X								
CueAuditionFastForward	X	X	X	X	X								
CueAuditionEnd	X	X	X	X	X								
CueAuditionReviewStart	X	X	X	X	X								
CueAuditionReviewEnd	X	X	X	X	X								
CueBrowse	X	X	X	X	X								
CueSelect	X	X	X	X	X								
CueSelectNext	X												
CueSelectPrev	X												
CueSelectNextScene	X												
CueSelectPrevScene	X												
CueListSelect	X												
CueListSelectNext													
CueListSelectPrev													
CueListSelectToggle													
HotCueListSelect	X												
HotCueListSelectNext													
HotCueListSelectPrev													
HotCueListSelectToggle													
CueListFireStart	X	X	X	X	X								
CueListStart	X												
CueListPause	X												
CueListStop	X												
CueListSetTime	X					X	X						
CueListChase	X									Chase Enabled = 1			
CueListChaseToggle	X												
ShowInit													
ShowStart													
ShowPause													
ShowStop													
ShowReset													
OK													
Cancel													
SendModifierKey										Pressed = 1 / Released = 0	Modifier Key Code		
SendVirtualKey										Pressed = 1 / Released = 0	Virtual Key Code		
Undo													
Cut	X												
Copy	X												
Paste	X												
Save													
SetMasterOutputGain												Gain	
MuteMasterOutput										Mute = 1 / Unmute = 0			

Parameters Explanation:

CueList #
If CueList # equals OVSELECTED (-1) then the currently selected CueList in the Sequencer is used for the command
Otherwise the Cue List Number as displayed in the Ovation Sequencer

Cue #
If Cue # equals OVSELECTED (-1) then the currently selected Cue in the Sequencer is used for the command
If Cue Sub#1 equals OVCUEINDEX (-2) then Cue # is the Cue index in its Cue List
Otherwise the Cue is identified with up to 3 nested levels using Cue#, Sub#1, Sub#2 and Sub#3.
Example: 1.1.2 or 3.4.2.5
Note: 1.2.0.0 = 1.2.-1.-1 = 1.2

Time
Absolute Time when the Command will be executed. This Time relates to the Show Time. (OV_INVALID_TIME means as soon as possible)

TimeOffset
Relative Time when the Command will be executed counting from when the command is issued (OV_INVALID_TIME means no offset)

Fade
Fade Time (OV_INVALID_TIME means the Fade Time defined in the Sequencer is used)

ProgressOffset
Time from the beginning of the Cue to start playing the Cue when Fired (OV_INVALID_TIME means the Cue starts from its beginning)

Modifier Key Code:

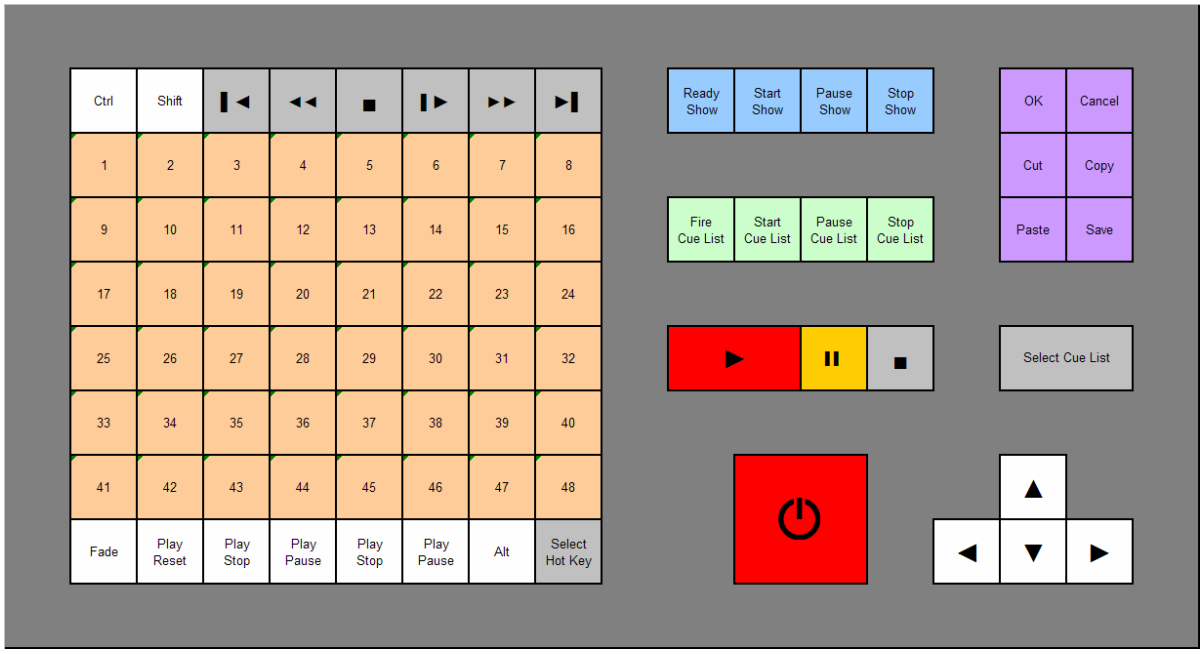
OVCCMK_CONTROL	*1*
OVCCMK_SHIFT	*2*
OVCCMK_ALT	*3*
OVCCMK_FADE	*2 (= OVCCMK_SHIFT)*
OVCCMK_RESET_PL	*4*
OVCCMK_PLAY_STO	*5*
OVCCMK_PLAY_PAU	*6*
OVCCMK_PLAY_DEP	*7*
OVCCMK_PLAY_DEP	*8*

Virtual Key Code:
Any valid Windows Virtual Key Code

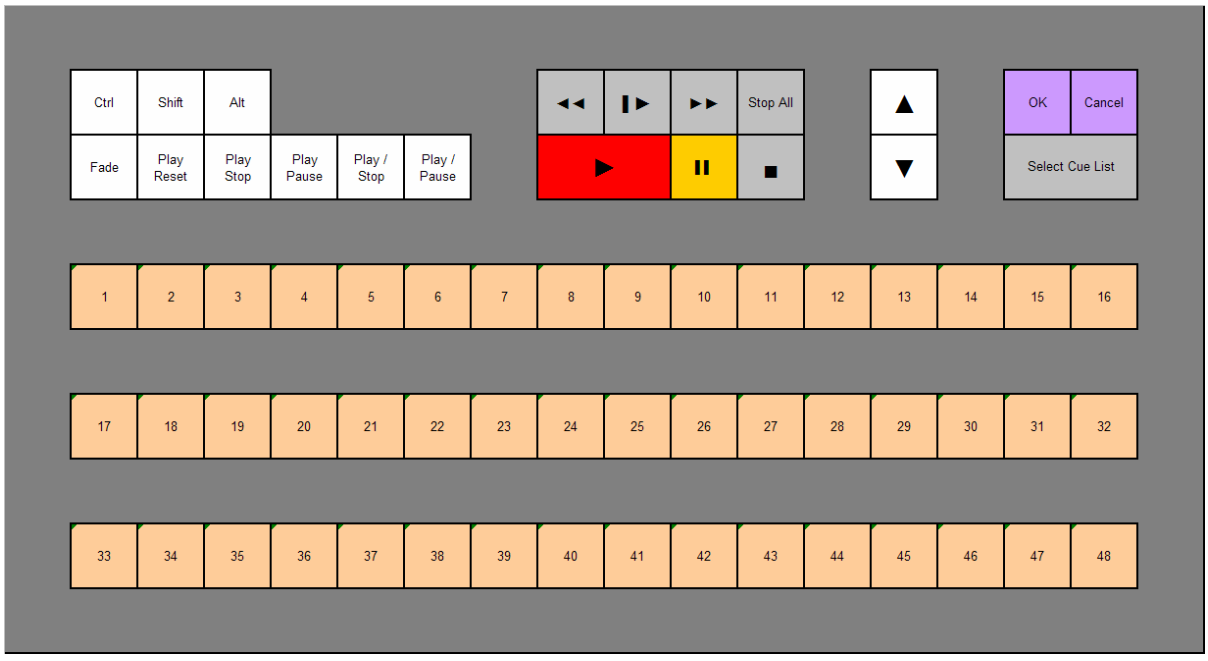
Annex B: The Ovation Keyboard OVController Commands Map

- The Ovation Keyboard currently offers two factory designed mappings:

Multi-purpose Mapping (Standard Mapping)



Hot Keys Only Mapping



- These mappings are selectable in the OVController Settings > Controller Units > Proprietary > OVKeyboard Page.

- These layouts cannot be user customized for now and are subject to change. Any change will be announced in the release notes.

- The keyboard keys can be changed easily with the keycaps removal tool provided with the keyboard. All required keys for these layouts are also provided as spare keys with the keyboard.

- Since Ovation 0.1.6 Beta 6 it requires a Firmware upgrade. Please download the proper Driver, Firmware tools and instructions from www.merging.com/beta/Ovation.

- For those using Pyramix and Ovation at the same time, who have the ADR authorization key and an Ovation Keyboard then Pyramix may conflict with the Keyboard. They should then add a DWORD Registry Key in HKEY_CURRENT_USER\Software\Merging Technologies\Pyramix\ADR, name it “Disable ADR Keyboard” and set it to 1.

- Ovation Keyboard Media Sequencer Mode Commands mapping:

Ovation Media Sequencer Commands	*Mapped on Standard Keyboard*	*Mapped on Hot Keys Keyboard*	*Buttons*
CueFire	Yes	Yes	▶
CueFireSequenced	Yes	No	⏻
CuePause	Yes	Yes	❚❚
CueStop	Yes	Yes	■
CueStopAll	No	Yes	Stop All
CueHotPress	1 to 48	1 to 48	1 - 48
CueAudition	No	No	
CueAuditionStart	Yes	No	❙◄
CueAuditionRewind	Yes	Yes	◄◄
CueAuditionStop	Yes	No	■
CueAuditionPlayPause	Yes	Yes	❙►
CueAuditionFastForward	Yes	Yes	►►
CueAuditionEnd	Yes	No	►❙
CueAuditionReviewStart	Yes	No	►
CueAuditionReviewEnd	Yes	No	◄
CueBrowse	No	No	
CueSelect	No	No	
CueSelectNext	Yes	Yes	▼
CueSelectPrev	Yes	Yes	▲
CueSelectNextScene	Yes	No	►
CueSelectPrevScene	Yes	No	◄
CueListSelect	No	No	
CueListSelectNext	No	No	
CueListSelectPrev	No	No	
CueListSelectToggle	Yes	Yes	Select Cue List
HotCueListSelect	No	No	
HotCueListSelectNext	No	No	
HotCueListSelectPrev	No	No	
HotCueListSelectToggle	Yes	Yes	Select Hot Key
CueListFireStart	Yes	No	Fire Cue List
CueListStart	Yes	No	Start Cue List
CueListPause	Yes	No	Pause Cue List
CueListStop	Yes	No	Stop Cue List
CueListChase	No	No	
CueListChaseToggle	No	No	
ShowInit	Yes	No	Ready Show
ShowStart	Yes	No	Start Show
ShowPause	Yes	No	Pause Show
ShowStop	Yes	No	Stop Show
ShowReset	No	No	
OK	Yes	Yes	OK
Cancel	Yes	Yes	Cancel
SendModifierKey	Yes	Yes	Play Reset | Play Stop | Play Pause | Play Stop | Play Pause | Fade
SendVirtualKey	No	No	
Undo	No	No	
Cut	Yes	No	Cut
Copy	Yes	No	Copy
Paste	Yes	No	Paste
Save	Yes	No	Save
SetMasterOutputGain	No	No	
MuteMasterOutput	No	No	

- The Ovation Keyboard doesn't map any Media Server Mode specific Commands.

Annex C: Midi Show Control (MSC) OVController Commands Map

- Midi Show Control Media Sequencer Mode Commands mapping:

Ovation Media Sequencer Commands	*MCS Command*	*Cmd Param (Dec)*	*Cmd Param (Hex)*	*Comments*
CueFire	**Fire**	8	8	
CueFireSequenced	**Fire**	9	9	
CuePause	**Fire**	10	A	
CueStop	**Fire**	11	B	
CueStopAll	**Fire**	12	C	
CueHotPress	**Fire**	48-95	30-5F	Even : Down - Odd : Up
CueAudition	**Fire**	32	20	
CueAuditionStart	**Fire**	33	21	
CueAuditionRewind	**Fire**	34	22	
CueAuditionStop	**Fire**	35	23	
CueAuditionPlayPause	**Fire**	36	24	
CueAuditionFastForward	**Fire**	37	25	
CueAuditionEnd	**Fire**	38	26	
CueAuditionReviewStart	**Fire**	39	27	
CueAuditionReviewEnd	**Fire**	40	28	
CueBrowse	**Fire**	41	29	
CueSelect				
CueSelectNext	**Fire**	42	2A	
CueSelectPrev	**Fire**	43	2B	
CueSelectNextScene	**Fire**	44	2C	
CueSelectPrevScene	**Fire**	45	2E	
CueListSelect	**Fire**			
CueListSelectNext	**Fire**	17	11	
CueListSelectPrev	**Fire**	18	12	
CueListSelectToggle	**Fire**	19	13	
HotCueListSelect	**Fire**			
HotCueListSelectNext	**Fire**	22	16	
HotCueListSelectPrev	**Fire**	23	17	
HotCueListSelectToggle	**Fire**	24	18	
CueListFireStart	**Fire**	26	1A	
CueListStart	**Fire**	27	1B	
CueListPause	**Fire**	28	1C	
CueListStop	**Fire**	29	1D	
CueListChase				
CueListChaseToggle	**Fire**	30	1E	
ShowInit	**Fire**	1	1	
ShowStart	**Fire**	2	2	
ShowPause	**Fire**	3	3	
ShowStop	**Fire**	4	4	
ShowReset	**Fire**	5	5	
OK	**Fire**	112	70	
Cancel	**Fire**	113	71	
SendModifierKey	**Fire**	96-111	60-6F	Even : Down - Odd : Up
SendVirtualKey				
Undo	**Fire**	114	72	
Cut	**Fire**	115	73	
Copy	**Fire**	116	74	
Paste	**Fire**	117	75	
Save	**Fire**	118	76	
SetMasterOutputGain				
MuteMasterOutput	**Fire**	119-120	7A-7B	Mute - Unmute

- Midi Show Control Media Server Mode Commands mapping:

Ovation Media Server Commands	*MSC Command*
CueAddAudio	
CueAddVideo	
CueLoad	
CueUnload	
CueMakeReady	**Load**
CueFire	**Go / Timed Go / Resume**
CueFireSequenced	
CuePause	**Stop**
CueStop	**Go Off**
CueStopAll	
CueDim	
CueUnDim	
CueHotPress	
CueAudition	
CueAuditionStart	
CueAuditionRewind	
CueAuditionStop	
CueAuditionPlayPause	
CueAuditionFastForward	
CueAuditionEnd	
CueAuditionReviewStart	
CueAuditionReviewEnd	
CueBrowse	
CueSelect	
CueSelectNext	**Standby +**
CueSelectPrev	**Standby -**
CueSelectNextScene	**Sequence +**
CueSelectPrevScene	**Sequence -**
CueListSelect	**Open Cue List**
CueListSelectNext	
CueListSelectPrev	
CueListSelectToggle	
HotCueListSelect	
HotCueListSelectNext	
HotCueListSelectPrev	
HotCueListSelectToggle	
CueListFireStart	**Go / Jam Clock**
CueListStart	**Start Clock**
CueListPause	
CueListStop	**Stop Clock**
CueListSetTime	**Zero Clock / Set Clock**
CueListChase	**MTC Chase On / Off**
CueListChaseToggle	
ShowInit	
ShowStart	
ShowPause	
ShowStop	
ShowReset	**Reset**
OK	
Cancel	
SendModifierKey	
SendVirtualKey	
Undo	
Cut	
Copy	
Paste	
Save	
SetMasterOutputGain	
MuteMasterOutput	**All Off / Restore**

Note: Ovation is compatible to the MCS data specification with the following limitation

Sub cue level id is limited to 4
i.e. if 10.4.1.2.8.14 cue data is sent, Ovation will use the 10.4.1.2 cue identifier and sub cue id 8.14 will be ignored

Sub cue list level id is limited to 1 all sub cue list id will be ignored
i.e. If 1.2 cue list data is sent, Ovation will use the first cue list identifier. In that case 1

Cue list 0 is not supported

Cue path data is ignored

Annex D: Midi Machine Control (MMC) OVController Commands Map

- Midi Machine Control Media Sequencer Mode Commands mapping:

Ovation Media Sequencer Commands	*MMC Command*	*Cmd (Dec)*	*Cmd (Hex)*	*Comments*
CueFire	**Play / Deferred Play**	2, 3	2, 3	
CueFireSequenced				
CuePause	**Pause**	9	9	
CueStop	**Stop**	1	1	
CueStopAll				
CueHotPress				
CueAudition				
CueAuditionStart				
CueAuditionRewind				
CueAuditionStop				
CueAuditionPlayPause				
CueAuditionFastForward				
CueAuditionEnd				
CueAuditionReviewStart				
CueAuditionReviewEnd				
CueBrowse				
CueSelect				
CueSelectNext	**Fast Forward**	4	4	
CueSelectPrev	**Rewind**	5	5	
CueSelectNextScene				
CueSelectPrevScene				
CueListSelect				
CueListSelectNext	**Variable Play**	69	45	positive value
CueListSelectPrev	**Variable Play**	69	45	negative value
CueListSelectToggle	**Eject**	10	A	
HotCueListSelect				
HotCueListSelectNext				
HotCueListSelectPrev				
HotCueListSelectToggle				
CueListFireStart				
CueListStart				
CueListPause				
CueListStop				
CueListChase				
CueListChaseToggle				
ShowInit				
ShowStart				
ShowPause				
ShowStop				
ShowReset				
OK				
Cancel				
SendModifierKey				
SendVirtualKey				
Undo				
Cut				
Copy				
Paste				
Save				
SetMasterOutputGain				
MuteMasterOutput				

Annex E: Generic MIDI Remote Control (GM) OVController Commands Map

- Generic MIDI Media Sequencer Mode Commands mapping:

Ovation Media Sequencer Commands	*Command*	*Data 1*	*Data 2*	*Comments*
CueFire	**Control Change**	mappable		
CueFireSequenced	**Control Change**	mappable		
CuePause	**Control Change**	mappable		
CueStop	**Control Change**	mappable		
CueStopAll	**Control Change**	mappable		
CueHotPress	**Control Change**	mappable	0 = down otherwise up	
CueAudition	**Control Change**	mappable		
CueAuditionStart	**Control Change**	mappable		
CueAuditionRewind	**Control Change**	mappable		
CueAuditionStop	**Control Change**	mappable		
CueAuditionPlayPause	**Control Change**	mappable		
CueAuditionFastForward	**Control Change**	mappable		
CueAuditionEnd	**Control Change**	mappable		
CueAuditionReviewStart	**Control Change**	mappable		
CueAuditionReviewEnd	**Control Change**	mappable		
CueBrowse	**Control Change**	mappable		
CueSelect	**Control Change**	mappable	the Cue #	
CueSelectNext	**Control Change**	mappable		
CueSelectPrev	**Control Change**	mappable		
CueSelectNextScene	**Control Change**	mappable		
CueSelectPrevScene	**Control Change**	mappable		
CueListSelect	**Control Change**	mappable	the Cue List #	
CueListSelectNext	**Control Change**	mappable		
CueListSelectPrev	**Control Change**	mappable		
CueListSelectToggle	**Control Change**	mappable		
HotCueListSelect	**Control Change**	mappable	the Cue List #	
HotCueListSelectNext	**Control Change**	mappable		
HotCueListSelectPrev	**Control Change**	mappable		
HotCueListSelectToggle	**Control Change**	mappable		
CueListFireStart	**Control Change**	mappable		
CueListStart	**Control Change**	mappable		
CueListPause	**Control Change**	mappable		
CueListStop	**Control Change**	mappable		
CueListChase	**Control Change**	mappable	0 = Chase On otherwise Chase Off	
CueListChaseToggle	**Control Change**	mappable		
ShowInit	**Control Change**	mappable		
ShowStart	**Control Change**	mappable		
ShowPause	**Control Change**	mappable		
ShowStop	**Control Change**	mappable		
ShowReset	**Control Change**	mappable		
OK	**Control Change**	mappable		
Cancel	**Control Change**	mappable		
SendModifierKey	**Control Change**	mappable		
SendVirtualKey	**Control Change**	mappable		
Undo	**Control Change**	mappable		
Cut	**Control Change**	mappable		
Copy	**Control Change**	mappable		
Paste	**Control Change**	mappable		
Save	**Control Change**	mappable		
SetMasterOutputGain	**Control Change**	mappable	The master gain fader position 0 = Mute	
MuteMasterOutput	**Control Change**	mappable	0 = Unmute otherwise Mute	

Data 1 is a range of value from 0 to 63

- Generic MIDI Media Server Mode Commands mapping:

Ovation Media Server Commands	*GM Command*	*Data 1*	*Comments*
CueAddAudio			
CueAddVideo			
CueLoad			
CueUnload			
CueMakeReady			
CueFire	**Note On**	the Cue #	depends on the Note On option
CueFireSequenced			
CuePause	**Note Off**	the Cue #	depends on the Note Off and Note On option
CueStop	**Note Off**	the Cue #	depends on the Note Off and Note On option
CueStopAll			
CueDim			
CueUnDim			
CueHotPress	**Note On / Note Off**	the Cue #	depends on the Note On option
CueAudition			
CueAuditionStart			
CueAuditionRewind			
CueAuditionStop			
CueAuditionPlayPause			
CueAuditionFastForward			
CueAuditionEnd			
CueAuditionReviewStart			
CueAuditionReviewEnd			
CueBrowse			
CueSelect			
CueSelectNext			
CueSelectPrev			
CueSelectNextScene			
CueSelectPrevScene			
CueListSelect	**Program Change**	the CueList #	
CueListSelectNext			
CueListSelectPrev			
CueListSelectToggle			
HotCueListSelect			
HotCueListSelectNext			
HotCueListSelectPrev			
HotCueListSelectToggle			
CueListFireStart			
CueListStart			
CueListPause			
CueListStop			
CueListSetTime			
CueListChase			
CueListChaseToggle			
ShowInit			
ShowStart			
ShowPause			
ShowStop			
ShowReset			
OK			
Cancel			
SendModifierKey			
SendVirtualKey			
Undo			
Cut			
Copy			
Paste			
Save			
SetMasterOutputGain			
MuteMasterOutput			

The midi channel is the Cue list Id or is ignored and the Selected Cue List is targeted. An option is available