Release Notes for Ignite v11.3

The following sections identify the new features, enhancements and bug fixes that were addressed in Ignite v11.3:

- New Features
- Fixes

Also included are the following sections that provide additional information about specific functionality that has been introduced in this release:

- Ignite support for Chyron Prime CG server devices
- Synchronization of Ignite configuration data between Ignite workstations
- Ignite support for Tascam audio server devices

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1. New Features

1.1. Chyron Prime Support

1.1.1. [IGN-10591] Ignite now supports Chyron Prime CG devices

See Ignite support for Chyron Prime CG server devices below for more information.

1.1.2. [IGN-10815] Added the ability to execute a Chyron Item in an Ignite Playlist

The Chyron driver has been added to Ignite, which makes it now possible to execute a configured Chyron command in an Ignite Event from an Ignite playlist.
See Creating an Ignite event that executes a Chyron Command below.

1.2. Ignite Synchronizer

1.2.1. [IGN-10806] Added the ability to synchronize the Ignite configuration data remotely to another Ignite Station

The Synchronizer has been added to Ignite, which allows you to replicate the configuration data of an Ignite workstation on another Ignite workstation. This allows you have the same configuration data on multiple instances of Ignite without having to reconfigure or recreate all of the events that already exist. See Synchronization of Ignite configuration data between Ignite workstations below.

1.3. Tascam Support

1.3.1. [IGN-10235] Ignite now supports the Tascam SS-R250N and SS-CDR250N audio server devices

See Ignite support for Tascam audio server devices below for more information.

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2. Fixes

2.1.1. [IGN-10539] Added discrete ON/OFF commands to control Sony 8000 switcher keyers

Discrete ON/OFF commands for keyers are now available when creating effects that use a hidden transition on the Sony 8000 switcher.

2.1.2. [IGN-10086] The minimum K-Frame hardware version supported by Ignite is now 14.5

Grass Valley has qualified that K-Frame 14.5 is the minimum hardware version now supported by Ignite.

2.1.3. [IGN-10741] Ignite now supports Lawo 5.18 audio mixer

Ignite is now able to control the Lawo 5.18 audio mixer.

2.1.4. [IGN-11144] Klotz Audio tasks were interpreted by the Ignite Audio Device

Klotz Audio now interprets the Unknown Virtual Source correctly and hides it from the Ignite Property page.

2.1.5. [IGN-11106] Selecting a track may fail when it is selected from a different storage that contains a lot of tracks

Depending on the amount of clips on a storage, the default values of the "SOFTWARE\Wow6432Node\TBMS\IPS\PlayoutServer" registry key may need to be changed to give the device enough time so that it is ready to receive the next command. This is especially true when changing the active storage on the device.

To prevent the track from failing when it's selected from a different storage, we recommend that you adjust the following registry settings as required:

- WaitIterations is the number of times we are going to check if the device reached the desired state. The default value is set to 20.
- WaitInitialDelay is the an amount of time in milliseconds we wait before we start checking the state of the device. The default value is set to 500.
- WaitSubsequentDelay is the amount of milliseconds we wait between each iteration. The default value is set to 250.

2.1.6. [IGN-10794] Klotz Master Faders were not preserved when Ignite was restarted

The assignment of Klotz Master Faders is now preserved after Ignite is restarted.

2.1.7. [IGN-10789] Multiple audio setpoints are duplicated a profile is reloaded by the Calrec driver

Audio setpoints are no longer duplicating when a profile is reloaded.

2.1.8. [IGN-10720] Event Builder moved a device icon for an embedded event to an undesired location when its Shared Option was modified

Event Builder now preserves the location of a device icon for an embedded event when the Shared Option attached to the event is modified and saved.

2.1.9. [IGN-10714] A CG MOS object with no itemChannel defined generated import rundown errors

A CG MOS object with no itemChannel defined will now import correctly without rundown errors.
This defect was introduced with the implementation of the Hatmos driver in v11.2 and only impacts DekoMos and Inscriber CGs.

2.1.10. [IGN-10557] Loading a rundown during the execution of a delay causes Ignite to become non-responsive

Ongoing delays are now interrupted when a new rundown is loaded. This prevents any conflicts between the old and new rundowns.

2.1.11. [IGN-9424] K-Frame hangs and logs out of DataBuffers because of the incompatible version of CPL library

The version of the KFrame has to be updated to 14.5.0 when this ticket is completed.

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3. Ignite support for Chyron Prime CG server devices

Ignite now supports the Chyron Prime CG server devices.

The following topics provide more information about how to use Ignite to control Chyron Prime CG server devices:

- Adding a Chyron Prime CG server device to Ignite
- Building events that target the Chyron Prime CG server
- Creating an Ignite event that executes a Chyron Command
- Setting Graphic Recall Hotkeys
- Setting the current project of the Chyron Prime device
- Controlling graphics from the CG List

3.1. Adding a Chyron Prime CG device to Ignite

In the Ignite Device Configuration dialog add a new device and set the Device Type to **Chyron Prime CG Device**. In the Properties dialog, the following fields are entered:

Channel Id	The channel number of the Chyron Prime CG device.

IP Address	The IP address of the Chyron Prime CG device.
Port	The port number of the Chyron Prime CG device.

3.2. **Building events that target the Chyron Prime CG server**

Event Builder may be used to build events that target the Chyron Prime CG server.

1. Add a SERVER item to a timeline or stack column within an event.
2. Set the device on the SERVER item to one of the Tascam devices in the device configuration.
3. Select the function to be performed when the item is played. The following functions are available:

Load Dynamic	The CG Graphic to be cued will be obtained from the NRCS rundown.
Direct Load	Loads the CG Graphic that is specified in this event.
Previous	Not applicable
Next	Not applicable
Erase	Clears the On Air CG Graphic in the device.
Continue	Advances to next sequence action defined in the current On Air Graphic.
Play	Takes the cued graphic to air.

3.3. **Creating an Ignite event that executes a Chyron Command**

To create an event that contains a Chyron Device and Chyron Command in Event Builder:

1. Select **Send To Playlist**.
2. Click the **Play** button.
   Ignite sends the configured Chyron command to Chyron Device.

3.4. **Setting Graphic Recall Hotkeys**

To set up Graphic Recall Hotkeys:

1. Click the ⬛ button and select an empty button.
2. Specify the **Page Number** and the **Button Label**.
   The Page Number can be a Graphic full path or a Graphic filename from the current project.
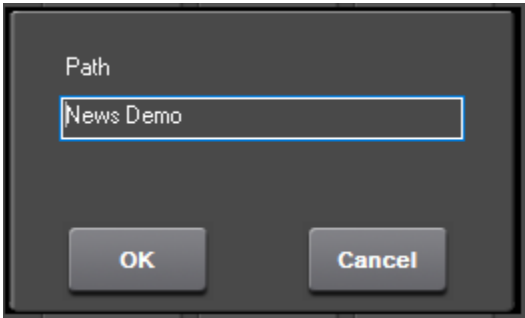3. Click **OK**.

When the CG hotkey is clicked, Ignite will try to cue that graphic in Prime Device.

Hotkeys configuration will be perverse in Ignite *.mac file.
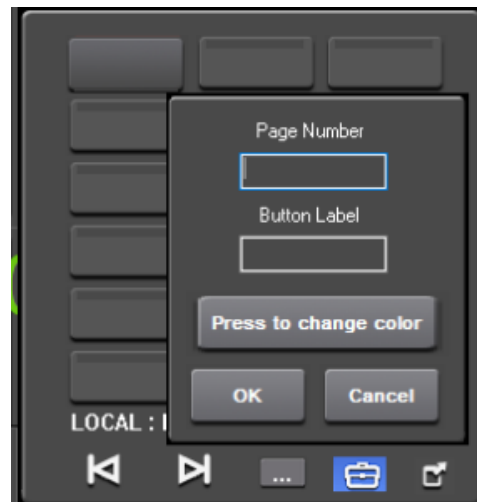
## 3.5. **Setting the current project of the Chyron Prime device**

To set the current project of Chyron Prime Device via Ignite, click the [...] button and enter the name of the project.

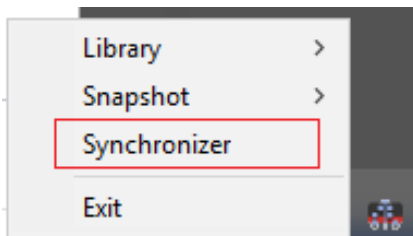## 3.6. **Controlling graphics from the CG List**

Ignite can extract the CG MOS object from the NRCS rundown and display the CG object in the CG List.

This provides operators with the ability to cue and take a graphic On Air from the CG List.
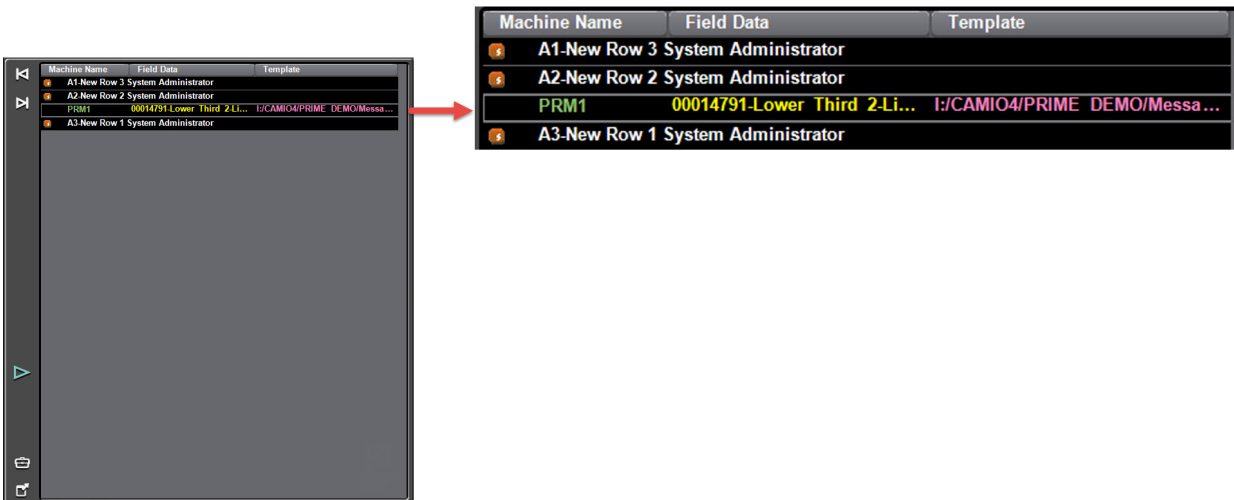
4. **Synchronization of Ignite configuration data between Ignite workstations**

Ignite now supports synchronizing various configurations between workstations, where previously files had to be copied manually or via a batch file.
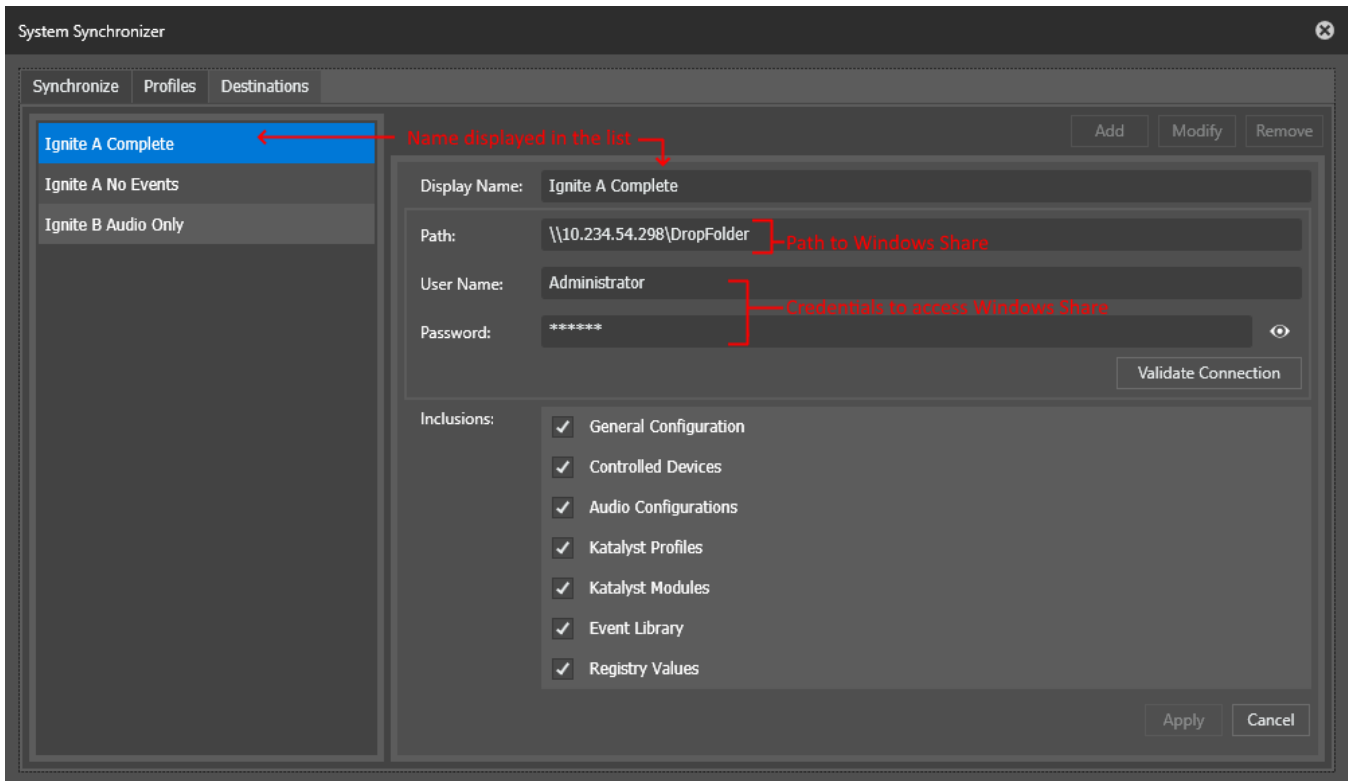This is available via the Ignite Snapshot's context menu in the system tray.

4.1. **Manage Destinations**

4.1.1. Add/Modify/Remove Destinations


4.1.2. Enter Destination Details

Choose which configurations to include in the push. The following table describes each category that may be included:

Category	Details
General Configuration	- C:\ProgramData\Ignite\AppSettings (Ignite Next Settings) - C:\Program Files\GrassValley\Ignite\IQ - C:\Program Files\GrassValley\Ignite\news - C:\Program Files\GrassValley\Ignite\misc (Excluding the files listed under Audio Configuration, and the DeviceData folder) - C:\Program Files\GrassValley\Ignite\Services\RouterControl\Data - C:\Program Files\GrassValley\Ignite\iControlSolo\configuration - Files that match C:\Program Files\GrassValley\Ignite\iControlSolo\routercfg.*
Controlled Devices	C:\Program Files\GrassValley\Ignite\misc\DeviceData\Ignite.Devices.xml without replacing the DeviceData folder.
Audio Configuration	- Files under the folder C:\Program Files\GrassValley\Ignite\misc - AudioSources.xml - IgniteAudio.xml - KlotzAudio.xml - LawoAudioSources.xml - LawoSnapshots.xml - YamahaAudio.xml
Katalyst Profiles	- Files under C:\Program Files\GrassValley\Katalyst - Katalyst Defaults.xml - Katalyst Profiles.cpc - Katalyst Audio Sources.xml - Katalyst Default Profile.cpc
Katalyst Modules	C:\Katalyst

Event Library	• The TME folder defined in IQ configurator's "TemplateFolderPath". This is typically something like C:\[Station-Name]\TMEs or C:\[Station-Name]\Events • The database collections in MongoDB pertaining to TME/Events in Ignite.
Registry Values	• The TBMS registry under Computer\HKEY_LOCAL_MACHINE\SOFTWARE\WOW6432Node\TBMS

4.2. **Manage Profiles**
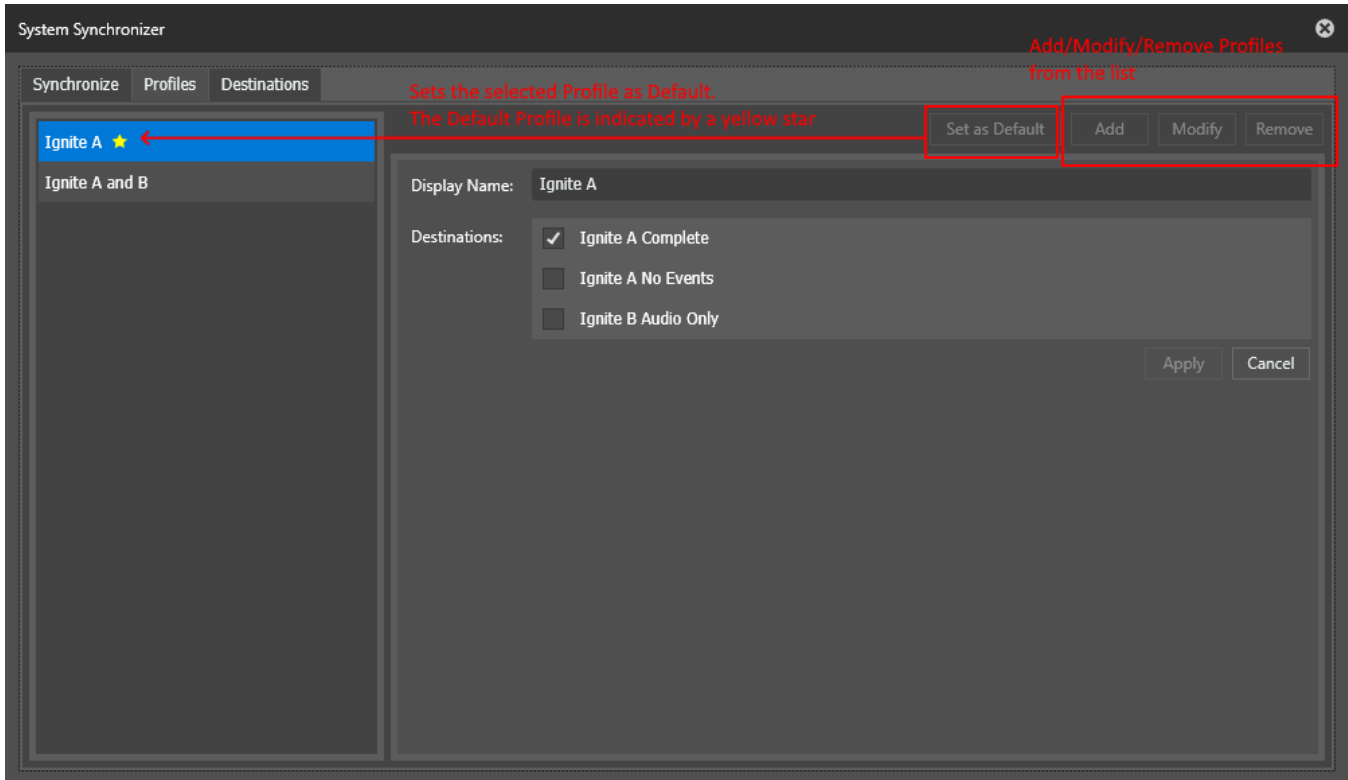
4.3. **Synchronize Profile**

Click the **Synchronize Selected Profile** button to launch the synchronization of the selected profile.
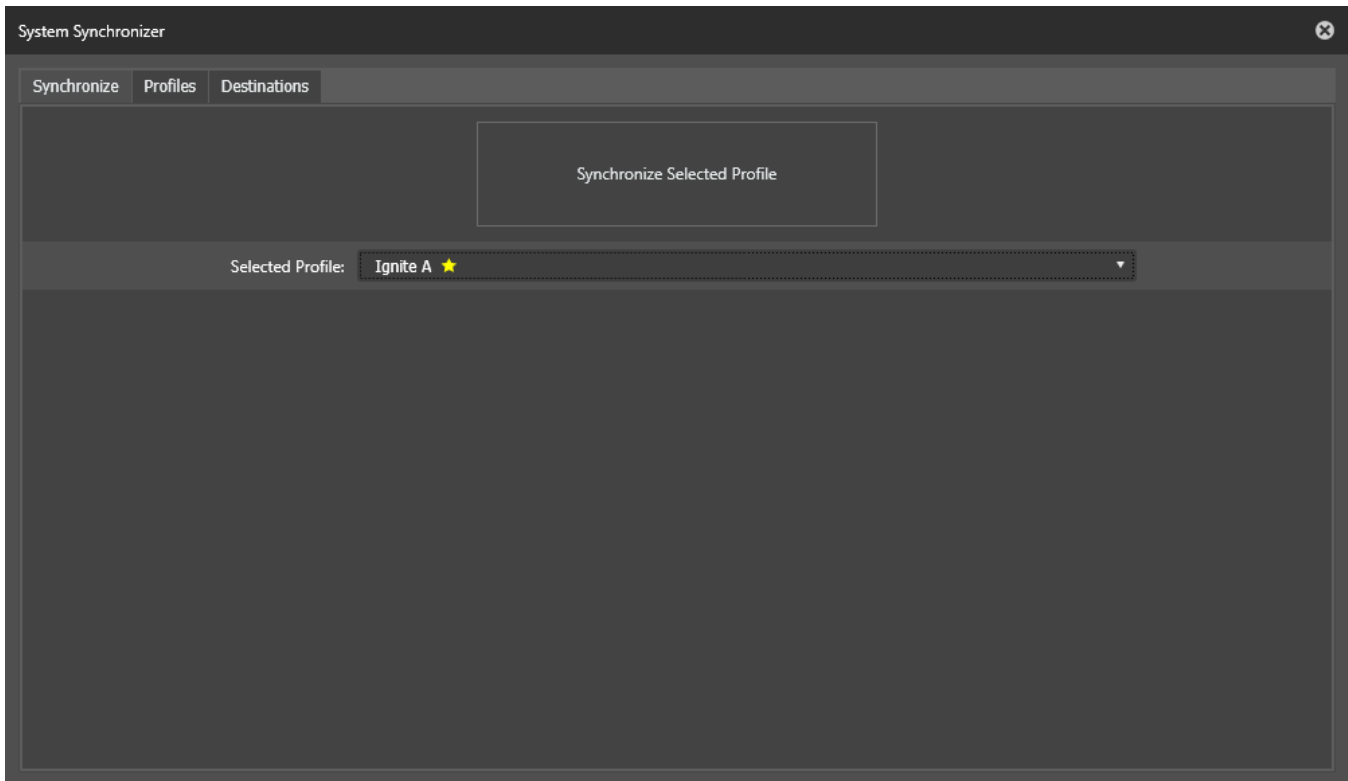
4.4. **Display Import Progress**

Previously, the status of configuration imports was communicated by system tray notifications.

Now, while an an import is ongoing, the destination workstation displays the **Importing Profile** dialog which uses progress bars and info/error messages to report the status of the configuration import.
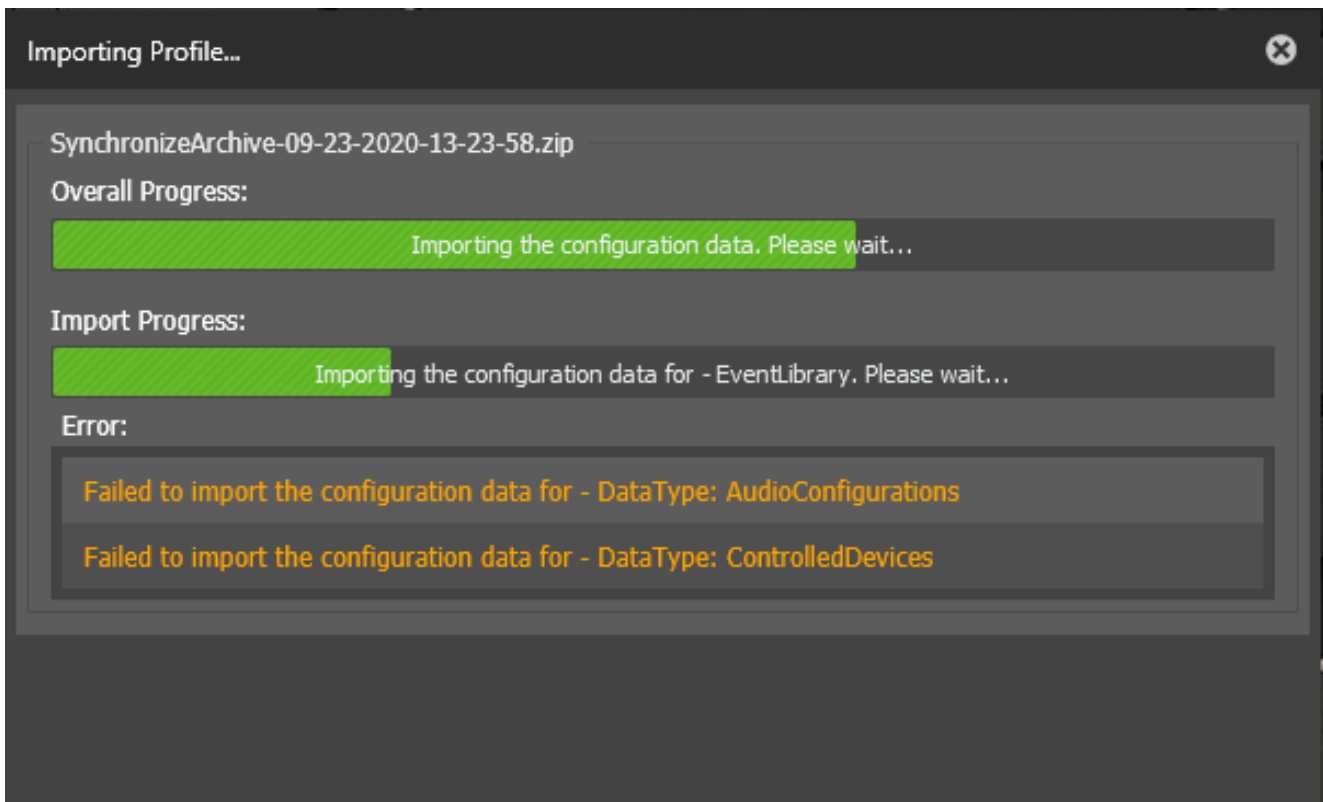
5. Ignite support for Tascam audio server devices

Ignite now supports the Tascam SS-R250N and SS-CDR250N audio server devices.

The following topics provide more information about how to use Ignite to control Tascam audio devices:

- Adding a Tascam audio server device to Ignite
- Building events that target the Tascam audio server
- Using Ignite to manually control a Tascam audio server
- Changing Storages

5.1. Adding a Tascam audio server device to Ignite

In the Ignite Device Configuration dialog, add a new device and set the Device Type to **Tascam Audio Server**. In the Properties dialog, complete the following fields:

IP Address	The IP address of the Tascam audio server.
Password	The password that was configured on the Tascam audio server for remote control. The password is case-sensitive.

## 5.2. Building events that target the Tascam audio server

Event Builder may be used to build events that target the Tascam audio server.

1. Add a SERVER item to a timeline or stack column within an event.
2. Set the device on the SERVER item to one of the Tascam devices in the device configuration.
3. Select the function to be performed when the item is played. The following functions are available:

Previous	Loads the previous clip in the current storage. The previous clip is obtained by decrementing the track number of the current clip. If the current clip is the first clip, then the last clip is loaded.		
Next	Loads the next clip in the current storage. The next clip is obtained by incrementing the track number of the current clip. If the current clip is the last clip, then the first clip is loaded.		
Cue	Loads a clip. When the Cue function is selected, a list of available clips is shown to the right of the Functions list. This list contains all clips that were loaded manually from the Tascam interface in Ignite. This list may contain clips in the current storage as well as clips from other storages. The clip may also be set to Dynamic to indicate that the clip will be obtained dynamically from the NRCS rundown when the rundown is opened.		
	Clip in current storage	Loads the clip on the Tascam audio server.	
	Clip in different storage	Changes the current storage on the Tascam audio server, put the server in the paused state and then load the clip.	
	Dynamic	The clip to load is obtained dynamically from the NRCS rundown when the rundown is opened.	
Play	Plays the currently loaded clip on the Tascam audio server.		
Pause	Pauses the Tascam audio server.		
Stop	Stops the Tascam audio server.		

5.3. Using Ignite to manually control a Tascam audio server

The Tascam interface in Ignite allows for the manual control of the Tascam audio server.
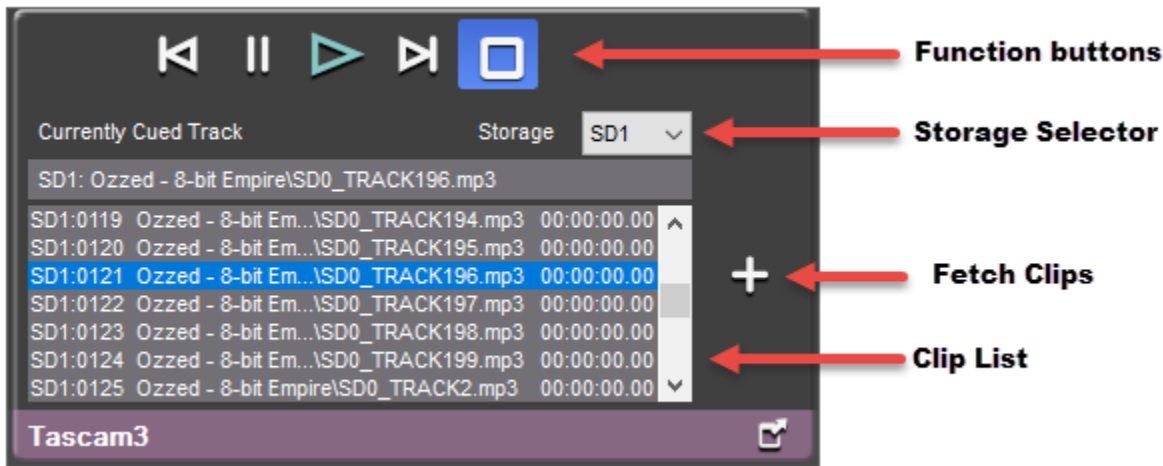
The following buttons are available:

Previous	Loads the previous clip in the current storage. The previous clip is obtained by decrementing the track number of the current clip. If the current clip is the first clip, then the last clip is loaded.
Pause	Pauses the Tascam audio server.
Play	Plays the currently loaded clip on the Tascam audio server.
Next	Loads the next clip in the current storage. The next clip is obtained by incrementing the track number of the current clip. If the current clip is the last clip, then the first clip is loaded.
Stop	Stops the Tascam audio server.

The clips available for playout are grouped in several *storages*. A storage is a container for up to 999 clips, each of which has a *track number* that ranges from 0001 to 0999. At any time one of the storages is active. The Tascam audio server can only play clips contained in the active storage.

The **storage selector** shows the current storage on the Tascam audio server and can be used to change the current storage. Note that it not possible to change the current storage if the Tascam audio server is in the Pause or Play state. The following storages are available:

SD1
SD2
USB
CD (only available on the SS-CDR250N model. This storage contains up to 99 clips)

The **clip list** contains all clips that have been fetched from the Tascam audio server. To query all of the clips from the current storage, press the **+** button to the right of the clip list. This fetches all of the clips in the current storage and either adds them to or updates them in the clip list. The clip list contains clips from all storages that have been fetched.

Double-click on a clip to load it on the Tascam audio server. If the clip is in the current storage, it is loaded on the Tascam audio server. If the clip is in a different storage, then the current storage is changed on the Tascam audio server, the server is put into the paused state and then clip is loaded.

The following information is shown for each clip in the clip list:

Storage and Track Number	This is a unique identifier for the clip, for example `SD1:0119`.
Clip Name	This is the readable name of the clip which includes a folder path and the name of the clip file. The name may be shortened with ellipses if it is long.
Duration	The duration of the clip in hours, minutes and seconds. The actual duration is only retrieved for a clip when it has been cued. If a clip has not been cued, its duration is shown as 0.

Note: The Ignite properties dialog does not support viewing or editing of Tascam audio server item properties. It is expected that these properties will be set in Event Builder.

5.4. Changing Storages

There are a number of ways to change the current storage:

- In the timeline, load a clip that targets a different storage from the current storage.
- In the Tascam interface, load a clip that targets a different storage from the current storage.
- In the Tascam interface, choose a new storage from the Storage Selector.

When one of these operations is initiated, the Tascam device takes some time to complete the change of storage. This has been observed to be up to 8 seconds in a storage with 425 clips. This means that the following rules should be observed:

- In the timeline, a Load Clip items that target different storages must be given sufficient time to complete before playing subsequent items. For example, if two load clip items that target clips on different storages are placed back-to-back in the timeline, the second item will likely fail.
- In the Tascam interface, after cueing a clip on a different storage from the current storage, you must wait before attempting other operations. For instance, if you attempt to immediately cue another clip on a different storage again, the attempt will fail.
- In the Tascam interface, after selecting a new storage, you must wait before attempting other operations. For instance, if you attempt to immediately change the storage again, the attempt will fail.

> ⓘ It is recommended that a single storage is used during a show.

5.4.1. Changing storage by loading a clip From a different storage

It is possible to load a clip from a different storage than the current storage. If this is done, then the following steps must be executed:

1. Change the current storage on the Tascam audio server,
2. Put the server in the paused state.
3. Load the clip

This means that the Tascam must wait for the new current storage to be set before loading the clip. The timing of this is controlled by 3 values in the registry under `SOFTWARE\Wow6432Node\TBMS\IPS\PlayoutServer`:

Name	Type	Default Value	Notes
WaitInitialDelay	DWORD	500	The delay before the first check is made to see if the storage change has completed.
WaitSubsequentDelay	DWORD	250	The delay before subsequent checks are made to see if the storage change has completed.
WaitIterations	DWORD	20	The number of iterations to wait for the storage to change before giving up and assuming that the change of storage has failed.

If the storage contains around 400 clips, 10 seconds should give enough time for the device to change storage and the clip should be loaded correctly with this delay. To reach 10 seconds, you can change the settings in the registry according to this formula: WaitInitialDelay + (WaitSubsequentDelay * WaitIterations) = 10000