LASERGRAPH DSP RELEASE NOTES 2018

Contents

November 2018 **2**

Display of the BOOT name ... 2

New Color-Setting "Ocean" ... 6

Resolution-dependent window positions ... 7

New command "REVERSE" in the SetColorBuffer ... 9

Expansion of the command "ModifyDisplayZones" ... 10

Sending OSC packets without arguments ... 10

Additional Changes ... 11

Bug Fixes ... 11

February 2018 **12**

Automatic correction of the DGC ... 12

Compact Dual in the Master/Slave mode ... 15

Additional changes ... 16

LaserAnimation Sollinger GmbH · Crellestr. 19/20 · D-10827 Berlin
Phone: +49 (30) 780 963 00 · Fax: +49 (30) 780 963 25
E-Mail: info@laseranimation.com · www.laseranimation.com

Copyright © LaserAnimation Sollinger GmbH. All rights reserved

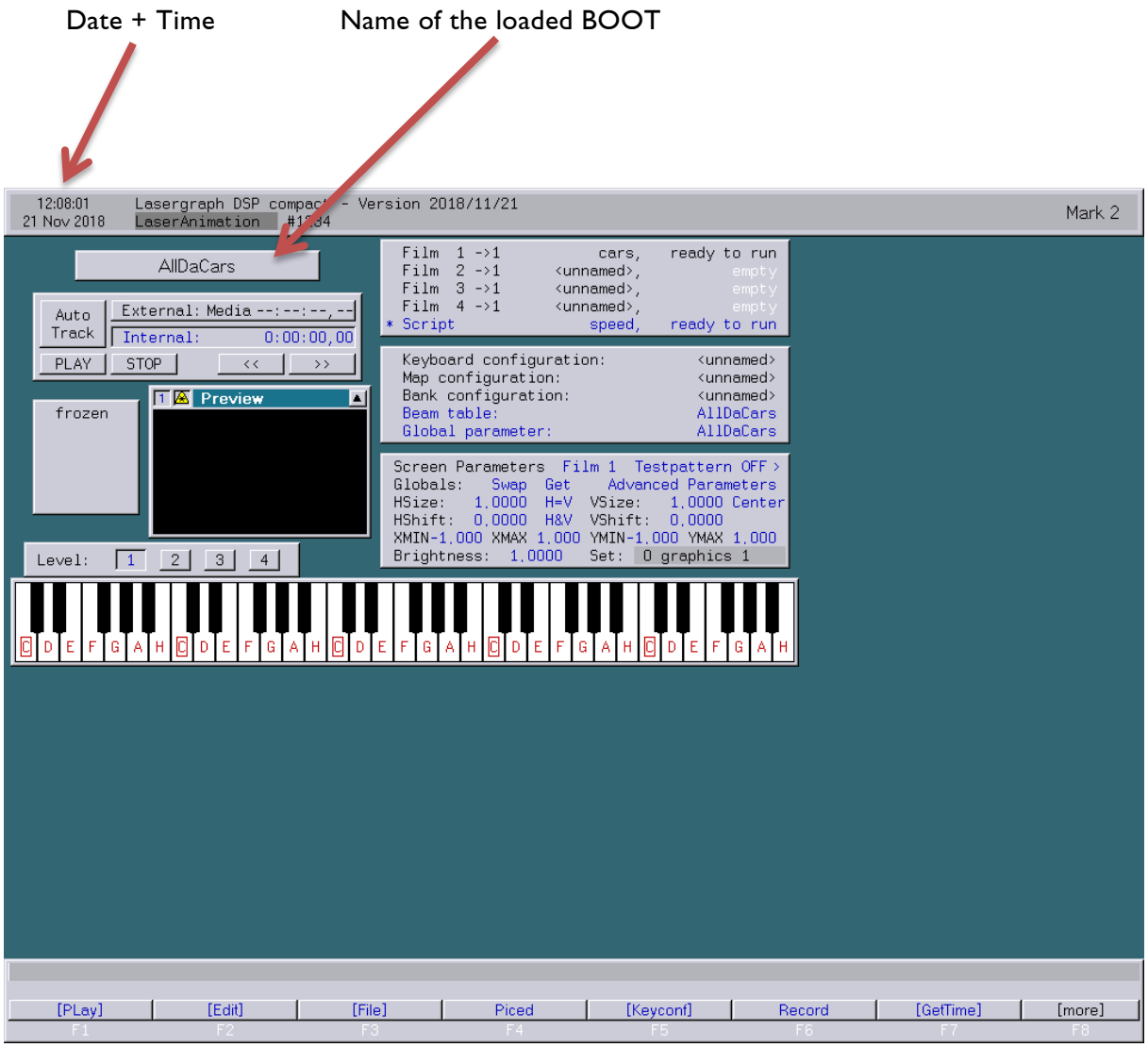
November 2018

Lasergraph DSP Mark 2 Software Version 2018/11/21

Display of the BOOT name

The name of the loaded BOOT is now displayed on the start screen.

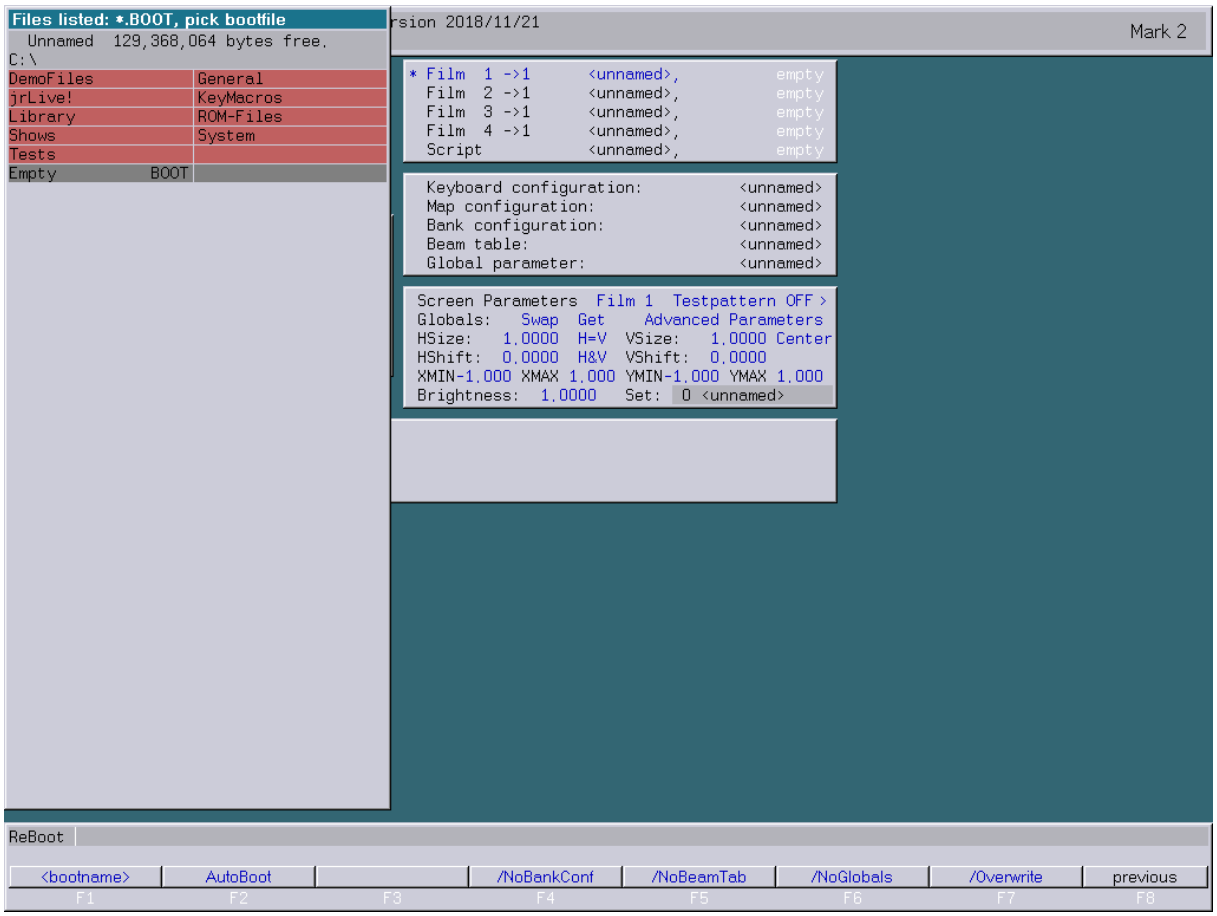
At the same time, the display of date and time was moved to the header of the start screen:



LaserAnimation Sollinger GmbH · Crellestr. 19/20 · D-10827 Berlin
Phone: +49 (30) 780 963 00 · Fax: +49 (30) 780 963 25
E-Mail: info@laseranimation.com · www.laseranimation.com
Copyright © LaserAnimation Sollinger GmbH. All rights reserved

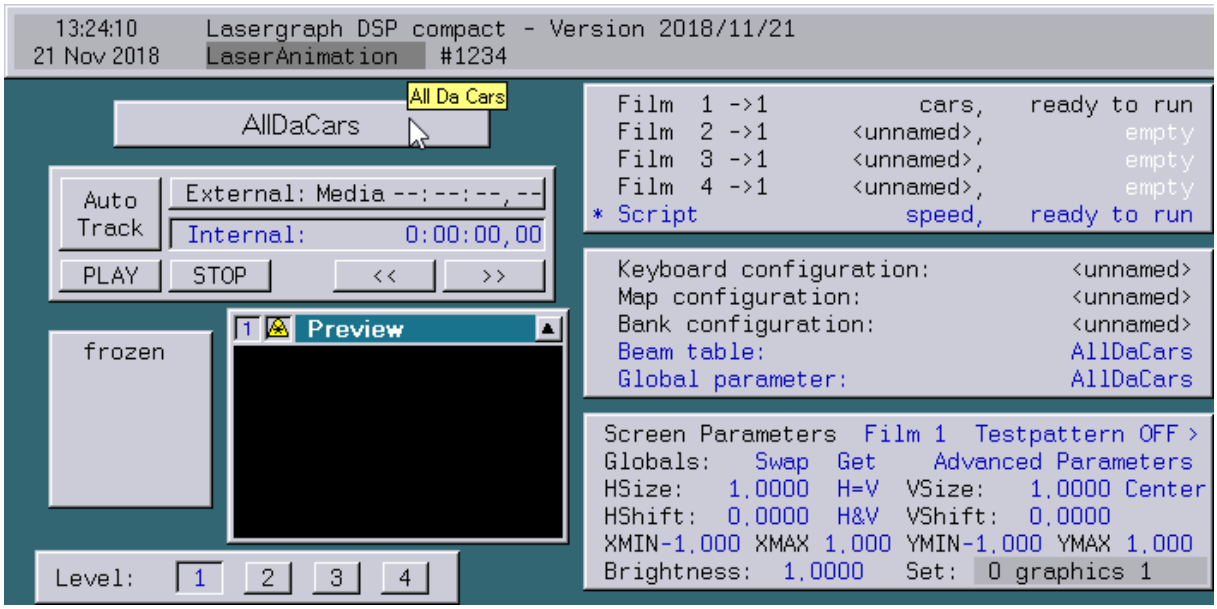
To load a show it is no longer necessary to switch to the file mode.
Instead, a double click on the BOOT name on the start screen is sufficient.

The file window for selecting the desired BOOT will open:

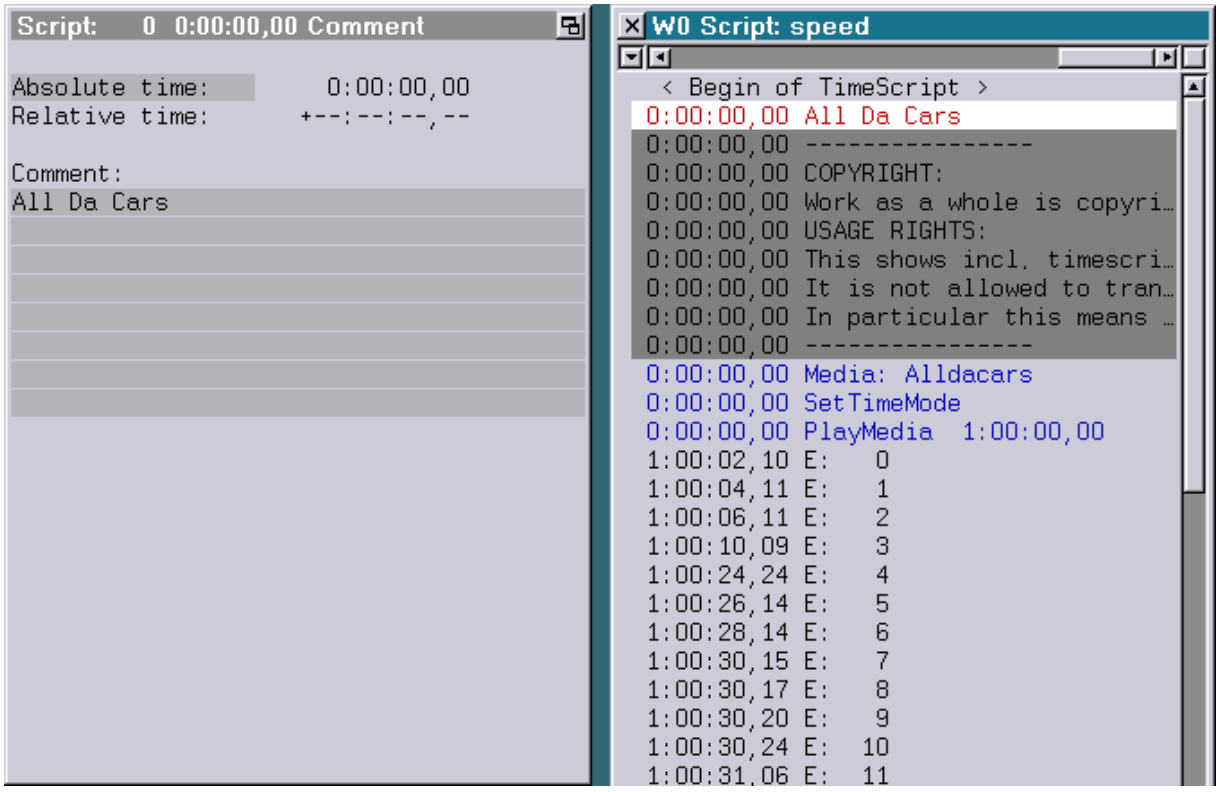


LaserAnimation Sollinger GmbH · Crellestr. 19/20 · D-10827 Berlin
Phone: +49 (30) 780 963 00 · Fax: +49 (30) 780 963 25
E-Mail: info@laseranimation.com · www.laseranimation.com
Copyright © LaserAnimation Sollinger GmbH. All rights reserved

If you hold the mouse over the BOOT name, a tooltip opens:



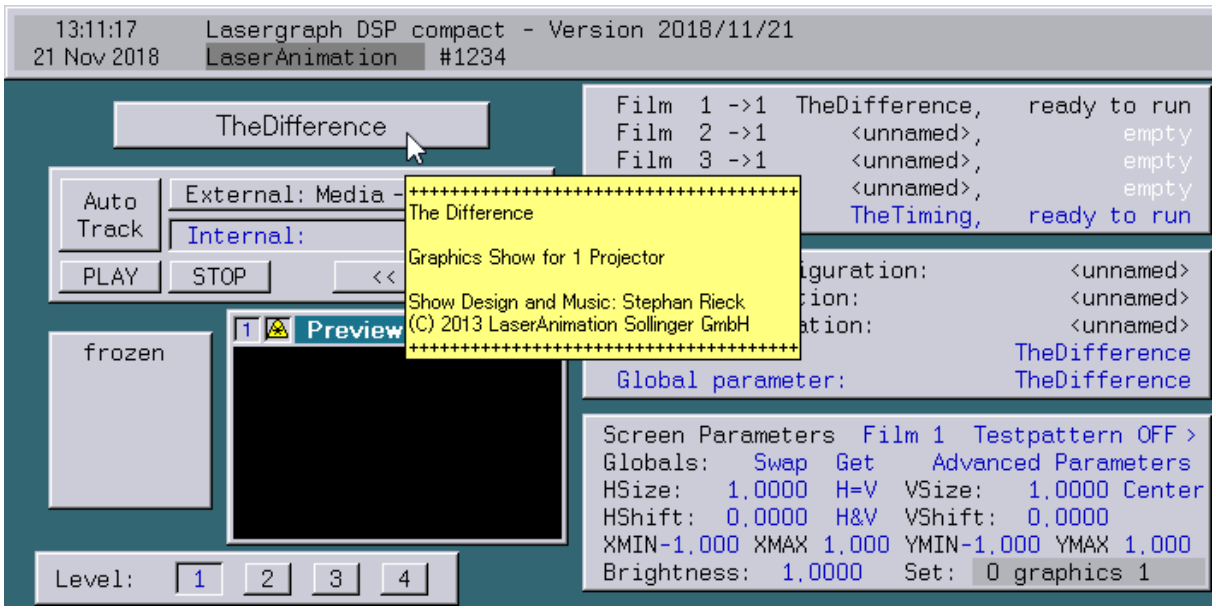
The text displayed in the tooltip is defined by a comment entered in the first line of the Timescript:



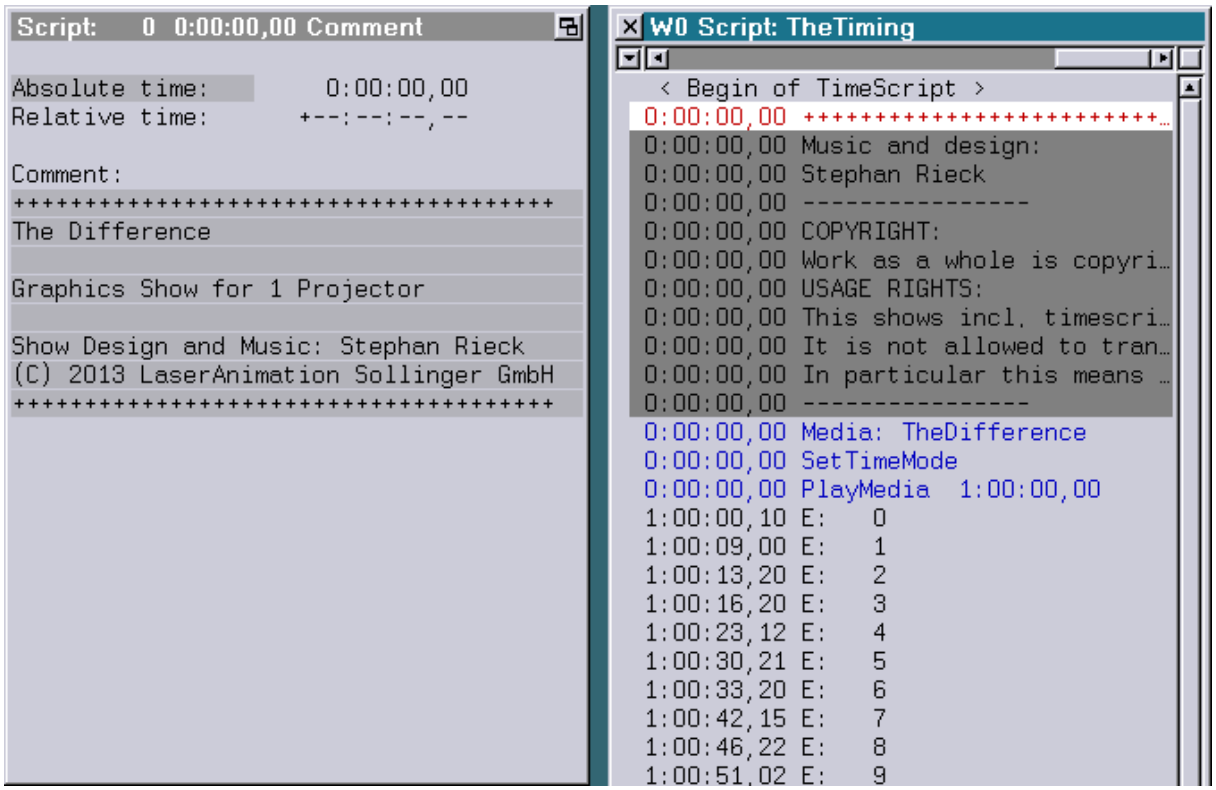
LaserAnimation Sollinger GmbH · Crellestr. 19/20 · D-10827 Berlin
Phone: +49 (30) 780 963 00 · Fax: +49 (30) 780 963 25
E-Mail: info@laseranimation.com · www.laseranimation.com
Copyright © LaserAnimation Sollinger GmbH. All rights reserved

The character string "\r" or "\n" within the comment causes a line break in the tooltip.
This makes multiline tooltips possible.

Example:



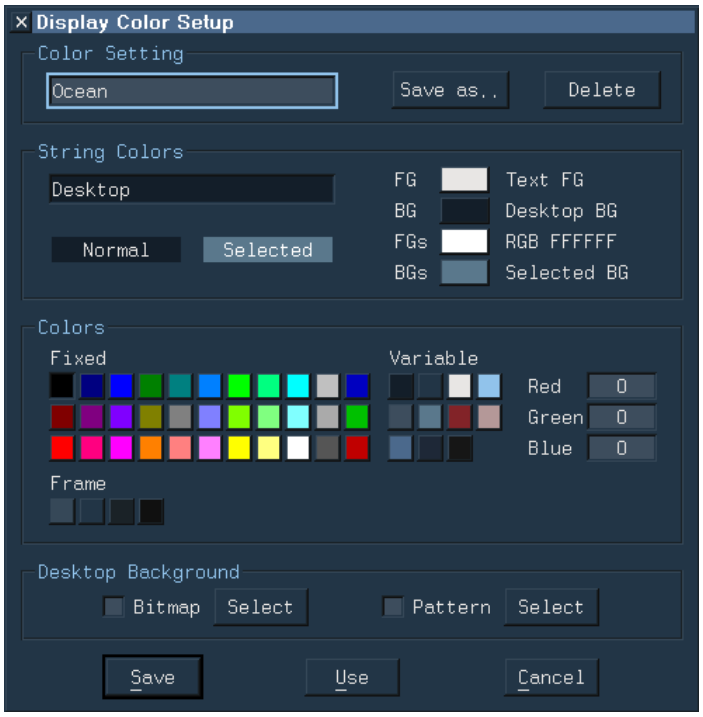
The comment in the Timescript belonging to this example looks like this:

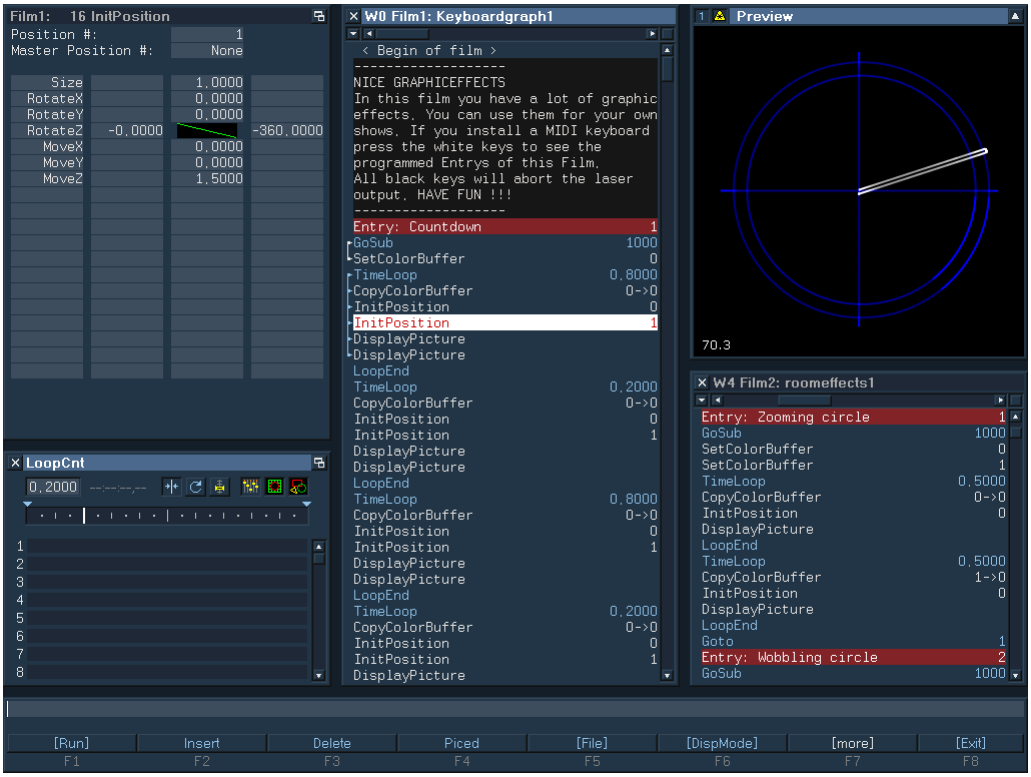


LaserAnimation Sollinger GmbH · Crellestr. 19/20 · D-10827 Berlin
Phone: +49 (30) 780 963 00 · Fax: +49 (30) 780 963 25
E-Mail: info@laseranimation.com · www.laseranimation.com
Copyright © LaserAnimation Sollinger GmbH. All rights reserved

New Color-Setting "Ocean"

In the "Display Color Setup" another dark color setting is now available:





LaserAnimation Sollinger GmbH · Crellestr. 19/20 · D-10827 Berlin
Phone: +49 (30) 780 963 00 · Fax: +49 (30) 780 963 25
E-Mail: info@laseranimation.com · www.laseranimation.com
Copyright © LaserAnimation Sollinger GmbH. All rights reserved

Resolution-dependent window positions

In order to obtain suitable window positions for different desktop resolutions, the command "SaveWinPos" now saves the window positions independently for each desktop resolution.

Therefore window positions are no longer saved in the following file:

```
C:\System\Configuration\WinPos.DCfg
```

Instead, a separate file for each desktop resolution is stored in the following directory:

```
C:\System\Configuration\WinPos\
```

The name of the file results from the desktop resolution:

```
<width>x<height>.DCfg
```

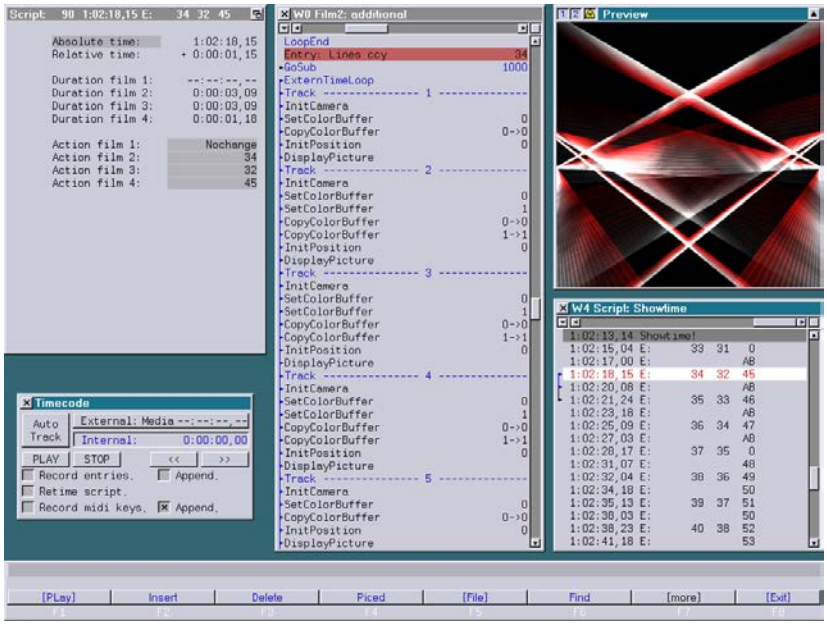
Example for the desktop resolution1024 x 768 Pixel:

```
C:\System\Configuration\WinPos\1024x768.DCfg
```

The window positions are read in once during start-up of the Lasergraph DSP.
It tries to open the file belonging to the current desktop resolution.
If this is not available, the previous "WinPos.DCfg" is used instead.

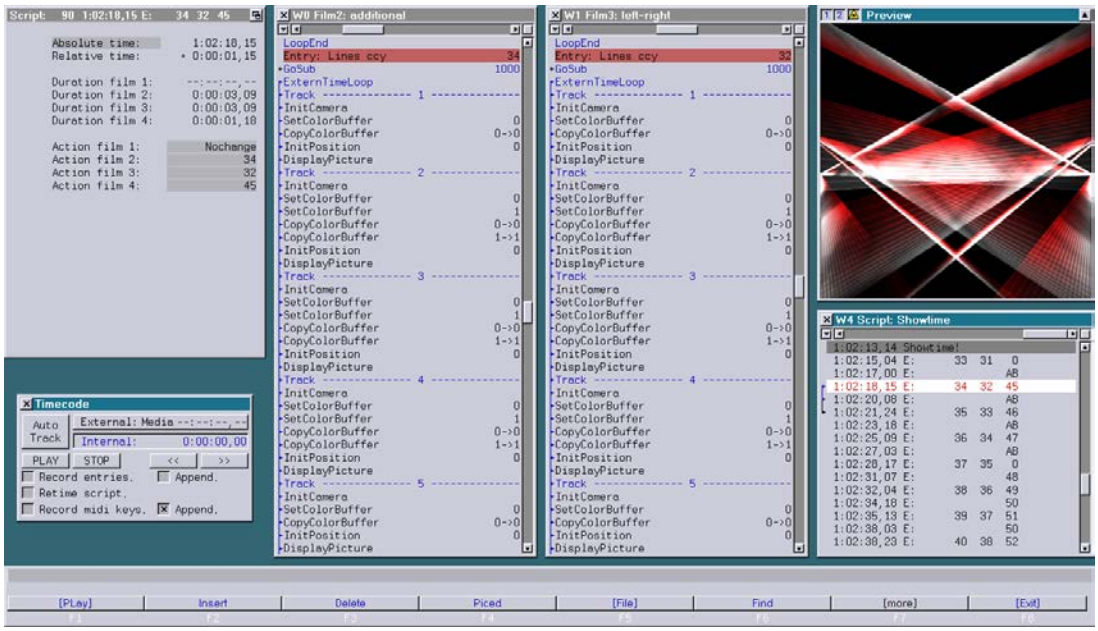
New Lasergraph DSPs are delivered with files for the common desktop resolutions.

Some examples:

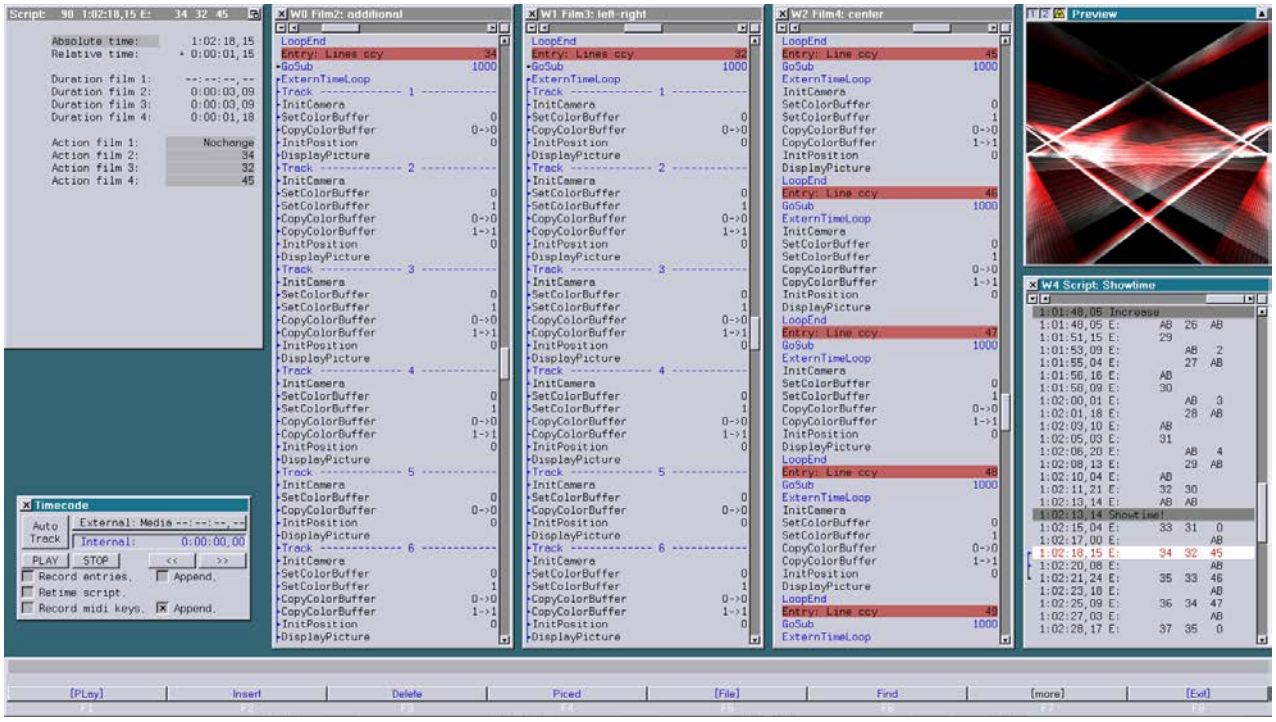


1024 x 768 Pixel

LaserAnimation Sollinger GmbH · Crellestr. 19/20 · D-10827 Berlin
Phone: +49 (30) 780 963 00 · Fax: +49 (30) 780 963 25
E-Mail: info@laseranimation.com · www.laseranimation.com
Copyright © LaserAnimation Sollinger GmbH. All rights reserved



1366 x 768 Pixel



1600 x 900 Pixel

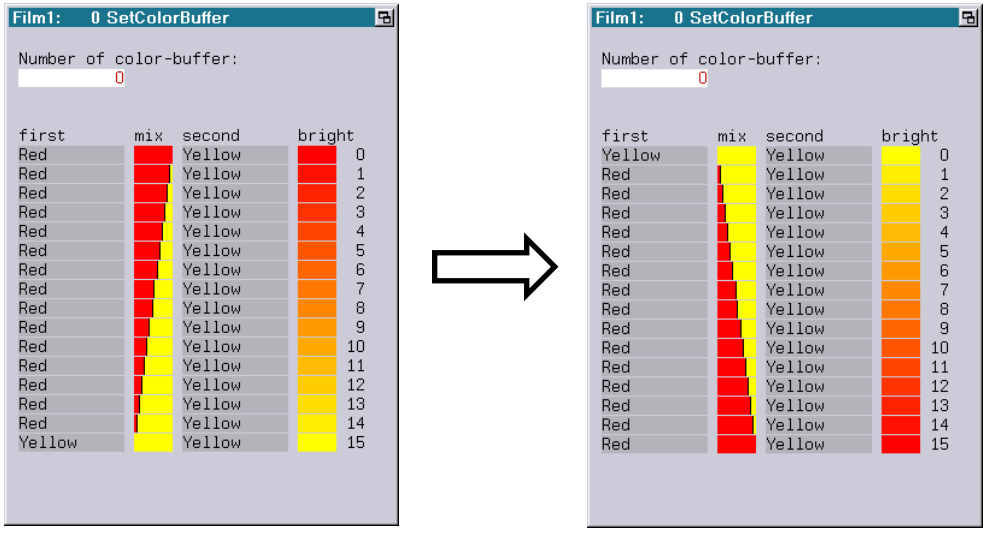
Copyright © LaserAnimation Sollinger GmbH. All rights reserved

New command "REVERSE" in the SetColorBuffer

In the menu of the Trickfilm command "SetColorBuffer" there is now the possibility to change the order of the entered colors with the new menu item "REVERSE":

```
REVERSE   [<from>  <to>]
```

If the command "REVERSE" is called without parameters the order of all 16 colors is reversed:



Alternatively, the order of colors in a specific range can be reversed by specifying the optional parameters <from> and <to>.

Example: REVERSE 0 7

LaserAnimation Sollinger GmbH · Crellestr. 19/20 · D-10827 Berlin
Phone: +49 (30) 780 963 00 · Fax: +49 (30) 780 963 25
E-Mail: info@laseranimation.com · www.laseranimation.com
Copyright © LaserAnimation Sollinger GmbH. All rights reserved

Expansion of the command "ModifyDisplayZones"

Until now, the command "ModifyDisplayZones" changed all DGC zones entered in the display zones commands.

To allow adding and deleting of individual DGC zones, the command "ModifyDisplayZones" has been expanded as follows:

```
ModifyDisplayZones.Set     <dgc> [<dgc> [<dgc> ...]]
```

The specified DGC zones are entered in the display zone commands.
All other DGC zones are removed.
This command corresponds to the previous "ModifyDisplayZones".

```
ModifyDisplayZones.Add     <dgc> [<dgc> [<dgc> ...]]
```

The specified DGC zones are added to the display zone commands.
All other DGC zones remain unchanged.

```
ModifyDisplayZones.Remove  <dgc> [<dgc> [<dgc> ...]]
```

The specified DGC zones are removed from the display zone commands.
All other DGC zones remain unchanged.

Note:
If a block is marked in the active Trickfilm, the "ModifyDisplayZones" commands only affect the display zone commands within the marked block. Otherwise the display zone commands in the whole Trickfilm will be modified.

Sending OSC packets without arguments

Until now, an argument ("string", "int", or "float") had to be specified when sending OSC packets:

```
OSC://<ip-address>:<port>/<osc-address>\<osc-type>\<osc-parameter>
```

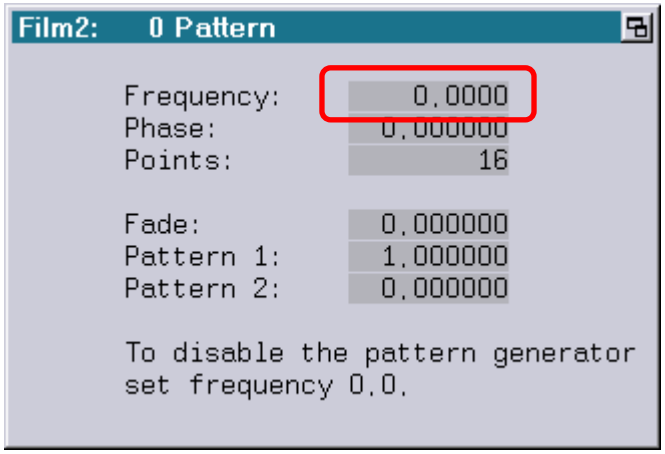
From now on OSC packets can be sent to the specified address without arguments:

```
OSC://<ip-address>:<port>/<osc-address>
```

LaserAnimation Sollinger GmbH · Crellestr. 19/20 · D-10827 Berlin
Phone: +49 (30) 780 963 00 · Fax: +49 (30) 780 963 25
E-Mail: info@laseranimation.com · www.laseranimation.com
Copyright © LaserAnimation Sollinger GmbH. All rights reserved

Additional Changes

A frequency of "0.0000" is now entered for newly inserted pattern commands:



Until now, the default was "1.0000", which activates the pattern generator.
Because “Pattern 1” was initialized with a fixed value of “1”, this caused no visible change in the image. Since a running pattern generator requires computing time, this could have had a negative effect on the refresh rate under certain conditions.

Bug Fixes

1. The command "MirrorBeams" wrote partially wrong data into the Beam Table when mirroring the beam positions. The result was that a positive value jumped to -1.0000 when the value was changed later using the Mouse-Poti-Mode.

   The bug is now fixed, but the problem still occurs when a Beam Table is loaded where the beam positions were mirrored with an older version of the system software.

2. When sending OSC packets, Directed Broadcasts (e.g. 192.168.1.255) were falsely changed to Limited Broadcasts (255.255.255.255).

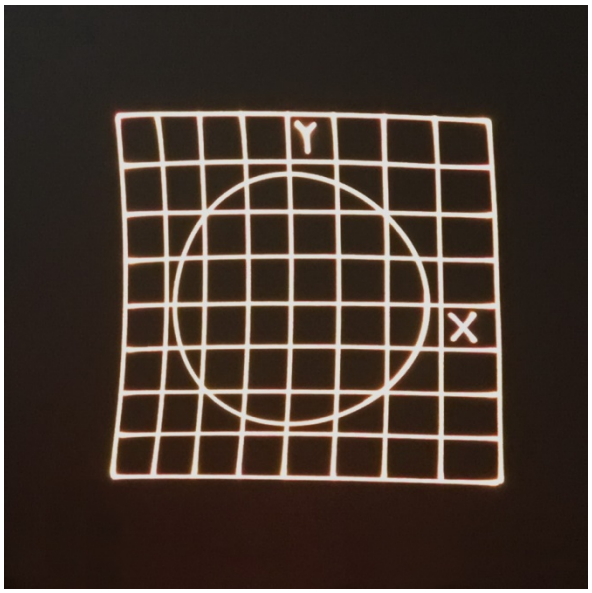
LaserAnimation Sollinger GmbH · Crellestr. 19/20 · D-10827 Berlin
Phone: +49 (30) 780 963 00 · Fax: +49 (30) 780 963 25
E-Mail: info@laseranimation.com · www.laseranimation.com
Copyright © LaserAnimation Sollinger GmbH. All rights reserved

February 2018

Lasergraph DSP Mark 2 Software Version 2018/02/27

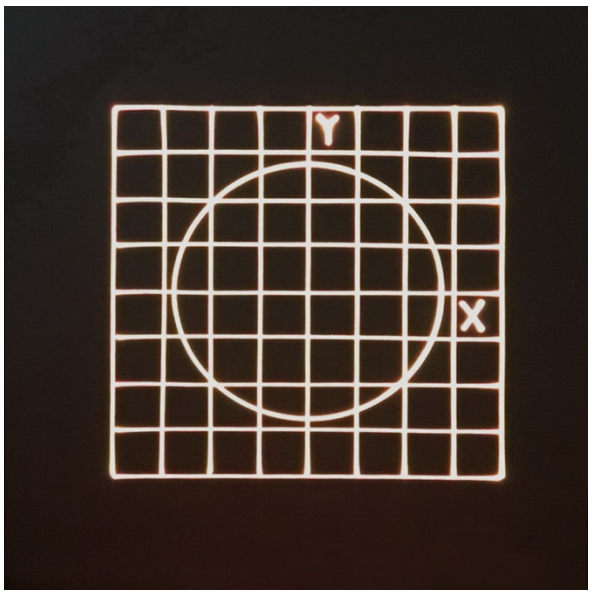
Automatic correction of the DGC

Depending on the size of the projection and the position of the projector relative to the projection surface, substantial distortions may occur within the projection due to physical reasons.



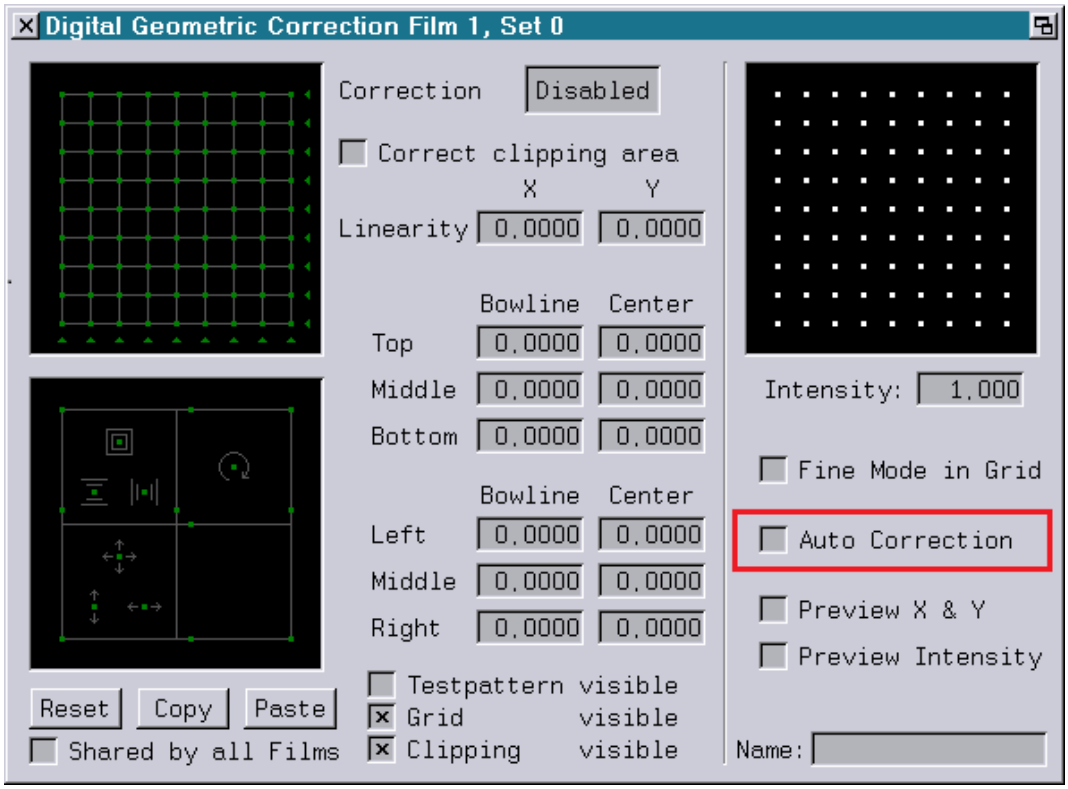
Until now these distortions could be minimized by adjusting the linearity, the bowlines and finally by fine tuning the single points within the 9x9 field.

As of now the Lasergraph DSP provides an automatic correction of the DGC which enables you to perfectly adjust the DGC in a fraction of the time.

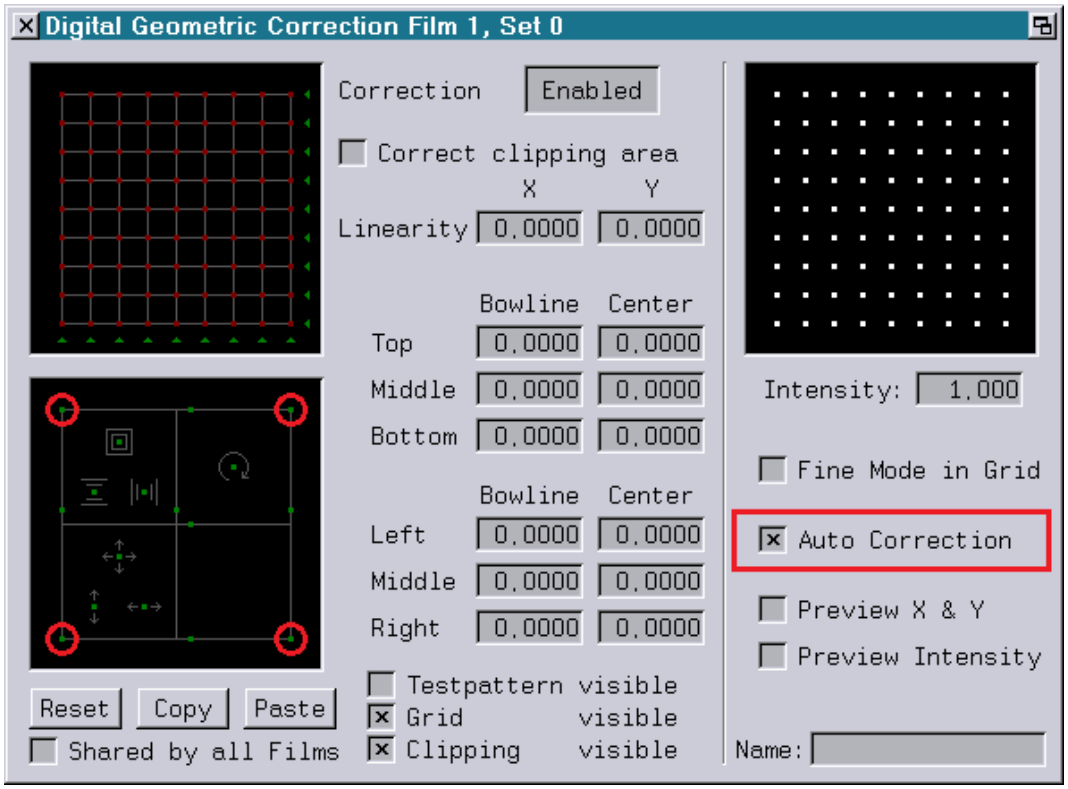


LaserAnimation Sollinger GmbH · Crellestr. 19/20 · D-10827 Berlin
Phone: +49 (30) 780 963 00 · Fax: +49 (30) 780 963 25
E-Mail: info@laseranimation.com · www.laseranimation.com
Copyright © LaserAnimation Sollinger GmbH. All rights reserved

You can enable or disable the automatic correction with the new checkbox “Auto Correction”.



When "Auto Correction" is activated, the DGC will be automatically calculated based on the four corner points.



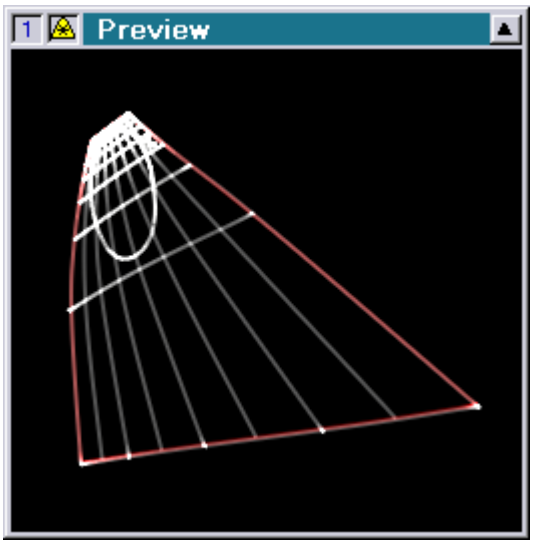
Copyright © LaserAnimation Sollinger GmbH. All rights reserved

If you need to make further changes after the automatic adjustment of the DGC, for example, to compensate minor irregularities on the projection surface, you can still do this via the points in the 9x9 field.

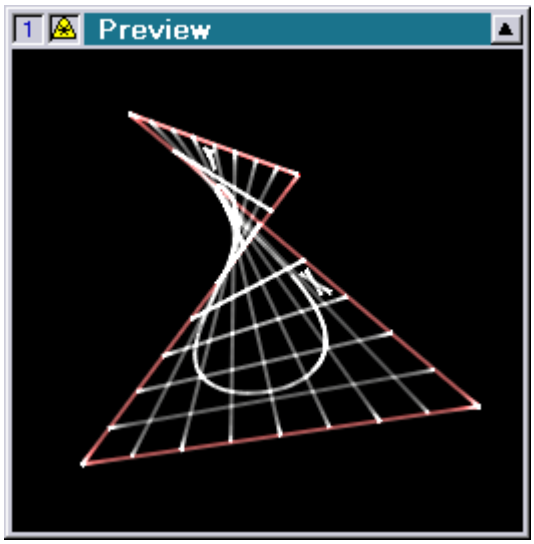
Annotations:

- The automatic calculation of the DGC is performed under the condition that the scanners provide an optical angle of +/-40° at maximum ILDA output level.

- The automatic calculation can be performed only as long as the four corner points define a convex surface. If a concave surface arises during the adjustment, a linear interpolation will be used instead.



convex



concave

- At the Workstation the adjustment of the DGC is very slow if "Auto Correction" is activated. It is therefore recommended to first disable "Auto Correction" to position the four corners, and only then enable the automatic correction again.

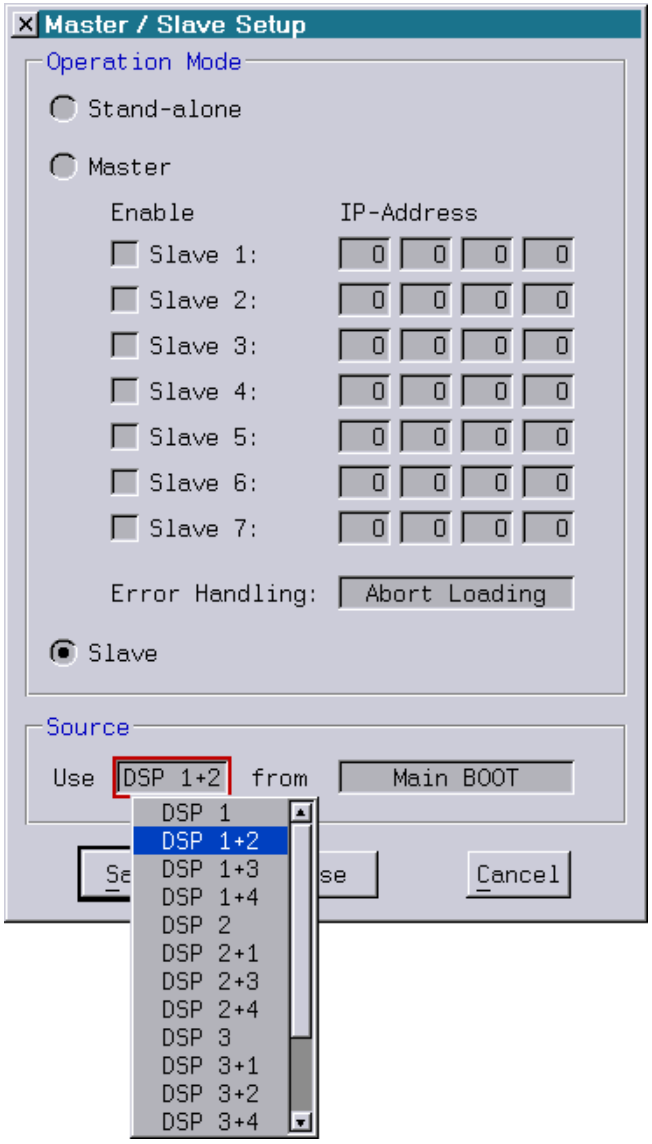
LaserAnimation Sollinger GmbH · Crellestr. 19/20 · D-10827 Berlin
Phone: +49 (30) 780 963 00 · Fax: +49 (30) 780 963 25
E-Mail: info@laseranimation.com · www.laseranimation.com
Copyright © LaserAnimation Sollinger GmbH. All rights reserved

Compact Dual in the Master/Slave mode

Until now the Compact Dual functioned in the same way as a normal Compact, meaning that you could choose for the first DSP which DSP from the BOOT should be used.

The second DSP could not be used so far.

From now on the Compact Dual allows you to choose which combination of DSPs you want to use from the BOOT by clicking "Source" in the "Master / Slave Setup".



Copyright © LaserAnimation Sollinger GmbH. All rights reserved

The choice is between:

Source	DSP 1	DSP 2
DSP 1	DSP 1 is used	-
DSP 1+2	DSP 1 is used	DSP 2 is used
DSP 1+3	DSP 1 is used	DSP 3 is used
DSP 1+4	DSP 1 is used	DSP 4 is used
DSP 2	DSP 2 is used	-
DSP 2+1	DSP 2 is used	DSP 1 is used
DSP 2+3	DSP 2 is used	DSP 3 is used
DSP 2+4	DSP 2 is used	DSP 4 is used
DSP 3	DSP 3 is used	-
DSP 3+1	DSP 3 is used	DSP 1 is used
DSP 3+2	DSP 3 is used	DSP 2 is used
DSP 3+4	DSP 3 is used	DSP 4 is used
DSP 4	DSP 4 is used	-
DSP 4+1	DSP 4 is used	DSP 1 is used
DSP 4+2	DSP 4 is used	DSP 2 is used
DSP 4+3	DSP 4 is used	DSP 3 is used

Additional changes

Besides bug fixes and minor improvements, we improved the compatibility with future versions of the system software.

LaserAnimation Sollinger GmbH · Crellestr. 19/20 · D-10827 Berlin
Phone: +49 (30) 780 963 00 · Fax: +49 (30) 780 963 25
E-Mail: info@laseranimation.com · www.laseranimation.com
Copyright © LaserAnimation Sollinger GmbH. All rights reserved