



EigenD System Release Notes

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- Release 2.0.32 9th December 2011
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1 – Introduction

The 2.0 series of EigenD is the first to include the Workbench, a graphical utility for manipulating setups.

Many aspects of EigenD have changed. In the past, quite a few functions depended on the Belcanto interpreter to work. Most of these have been rearchitected so that they are more intuitive in a GUI environment, while retaining the ability to configure every aspect of EigenD using Belcanto.

2 – Bugs fixed in this release

EigenD

Various crashes.

Bug when deleting takes from scheduler.

Bug with linger inputs.

Blank agent names shown in load process.

Bug in talkers.

Bug in set verb

Workbench

Crashes caused by loophole allowing apparent connection of same wire to inputs on more than one agent.

Crash when delete Kgroup Output.

Crash when delete main Kgroup.

Wire becomes invisible when input and output points are exactly vertically aligned.

Rig renaming does not change tab name.

Crash after renaming rig and clicking on existing tab for that rig.

Changing multiple “using” channel numbers in the property editor only changes some.

Deleting a rig with an open tab should cause the tab to be removed.

When creating wires they sometimes connect to agent ports which are not near to the mouse pointer.

Multi-select tool only works on top left corner of agents.

Agents which move automatically when obscured by expanding an agent move back even when a port is contracted on the obscuring agent.

Dragging a wire from a reversed connection (a light output for example) requires the drag to start exactly on the pin rather than anywhere in the box as is the case for other ports.

3 – Bugs and known issues in this release

EigenD

No Tau or Pico factory setups are included with this release.
EigenD should prompt user to save setup before quitting.

Workbench

Cannot close tabs other than by deleting rig or restating Workbench

Wires in the foreground should be highlighted (red) in preference to those in the background.

Sometimes impossible to grab a wire (usually happens when several wires follow the same path to the right of a hook).

Property editor requires better layout and various improvements.

Pasting into property editor text fields doesn't enable the 'set ' button.

Editing a wire containing numerous connections which is routed over a hook, can lead to some of the connections becoming detached from a hook.

Metronome/controller connections menu item is not persistent.

Automatically moved boxes do not remember more than one level of position.

Wiring trunks is fiddly.

Buffer size incorrectly shown as zero.

4 – Changes and Improvements

EigenD

Rigs can be connected up at the top level. It is no longer necessary to wire up all the ports individually.

There is now a geometrical and a musical layout for kgroups. The talkers are tied to the geometrical layout and not to the musical. By defining courses you change the order of the musical layout and the geometrical layout adapts by taking the bounding shape for each row. This means that if you keep a keygroup of the same surrounding shape, you can rearrange the keys in any order and the talkers will remain at the same spot.

Plumber does not rely on names of ports to determine what to connect.

Added a chooser port to Kgroups. Setting the value of this port to the number of a course allows the Kgroup to be switched into choose mode from Workbench.

Changing the name of an auxiliary input (or auxiliary output) on a recorder changes the name of the corresponding output (or input).

Default talker key colour exposed, so that it can be set in Workbench.

Plumber refactored to allow controller connections to be made across rig boundaries.

Updated example setup.

Implemented re-do on talkers.

Workbench

Wire hit detection speeded up.

Delay after moving connected agents or groups of agents removed.

Whether a port is displayed as an input or an output is no longer determined by the name of the port, so the red and green pins don't move or change colour if you change the name of a port.

The Alpha Keyboard no longer also appears as a port of the Alpha Manager.