

March 09, 2023

WING Firmware Update 1.13

New Features

- USB host speed preference implemented (Full Speed, High Speed)
 - Completely new storage structure for Snapshots, Shows and Playlists
 - New page for USB recorder with playlist with 'add all' function to quickly create and fill a new playlist
 - Custom Control buttons to activate send view
 - Custom Control buttons for global automix enable
 - New DCA/MGRP assign method (using fixed names #D1..#D16, #M1..#M8), group name no longer used for tagging
 - SOLO bus can be used as matrix direct in (simple shout mixer)
 - Pre-fader option for all sends to Main 1-4
 - Delay factor 1/4 added for stereo delay
 - Global automix enable switches (x/y)
 - New Sends-on-faders gui page
 - Headamp remote control implemented (AES50)
 - Source indication and customization sync (AES50)
 - TCP and OSC remote control disable switches (sets all parameters to read-only)
-

Description of new GUI Features

WING fw 1.13 > Library Functions

The recent fw update 1.13 features a complete overhaul of the internal and external memory structure, and it can be seen as an important cornerstone for the upcoming Show Control 2.0 release for WING, which is due for release in Q2/2023.

Note: Due to the structural changes with fw 1.13 there is also changes in the remote control API. Hence, console firmware >1.13 will require the updated WING CoPilot 1.12 or the new WING-EDIT application for PC/Mac/Linux.

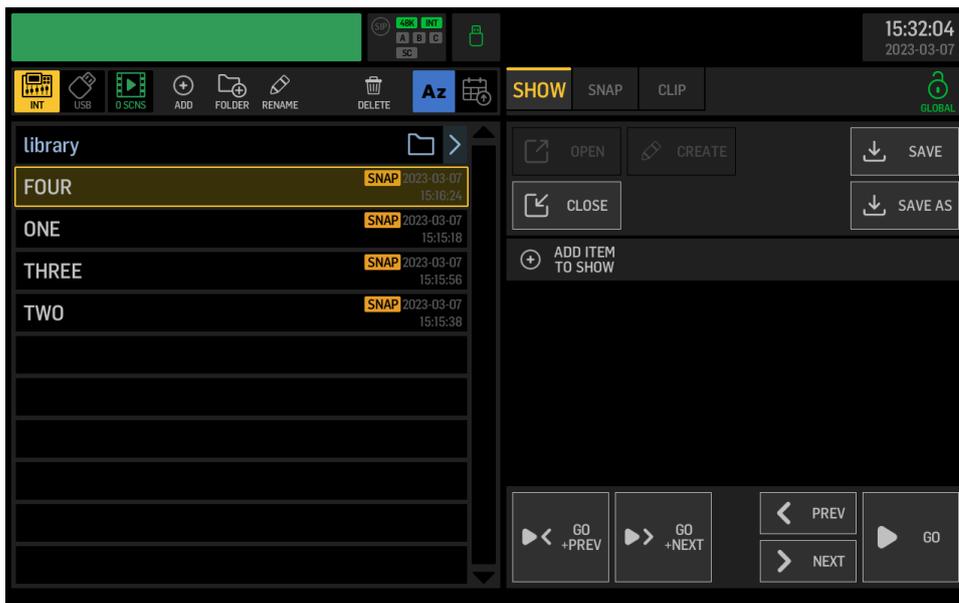
Firmware 1.13 already features Show files, wherein snapshot files (SNAP) and audio clips (CLIP) from both internal memory or USB drive can be arranged and referenced in a show sequence.

LIBRARY (left side of screen)

INT > Internal Memory of WING

Lists up the internal flash memory file tree, sorted ascending/descending either alphabetically (Az, Za), or by date.

You can create, delete or rename folders, using the icon buttons Folder+, pencil and dustbin in the top row. Individual files can be renamed or deleted the same way.



USB > External Memory on USB Drive

Lists up the USB flash memory file tree, sorted ascending/descending either alphabetically (Az, Za), or by date.

You can create, delete or rename folders, using the icon buttons Folder+, pencil and dustbin in the top row.

Individual files can be renamed or deleted the same way.



xx SCNS > Filmstrip icon indicating the number of scenes or cues in the current Show

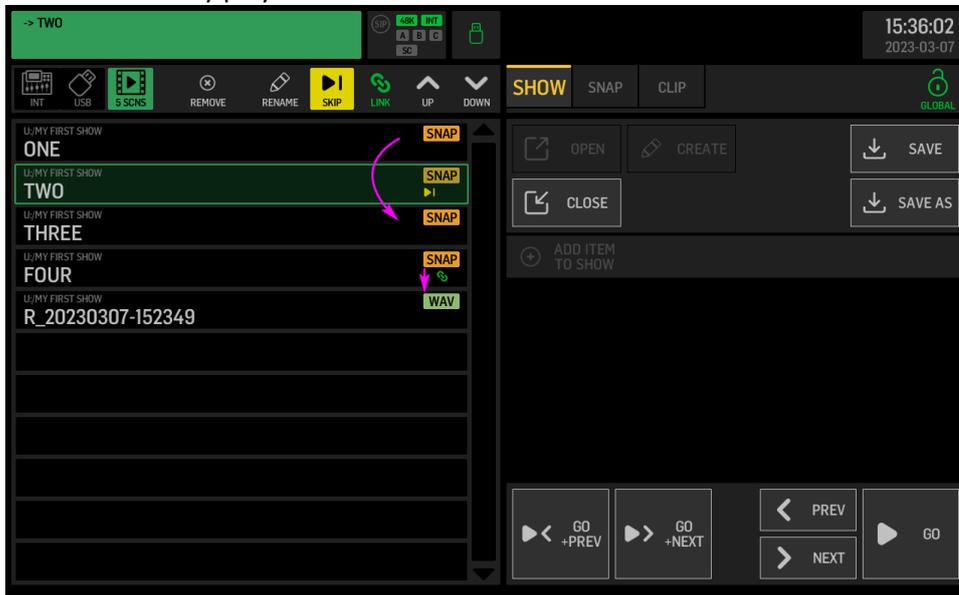
Lists of all cues with references to audio files or snapshots in the sequence of the show progression. Entries can be re-ordered by selecting an item and using the UP and DOWN arrow icons for moving it in the sequence.

You can **REMOVE** or **RENAME** list items using the icon buttons in the top row.

The **SKIP** tag can be assigned to the selected list item, if you want the show progression to jump over it without loading its content.

The **LINK** icon can be assigned to a selected list item, if you want to perform the subsequent tasks in the same step of the show progression. E.g. you might wish to load a specific console state for a

break and immediately play a sound effect that tells the audience about it. You may link as many cues as you like and they will be recalled in one GO, in the sequence they are ordered. In the example below the GO NEXT from snapshot ONE will go to THREE. The GO NEXT to FOUR will automatically play the WAV file afterwards.



LIBRARY (right side of screen)

SNAP > Snapshot files

Still covering the complete console settings, as before. They can be stored or loaded with a specific scope selection, allowing you to tailor the impact they have when loading. That means even if you selected an incorrect scope while storing, you can still modify the scope to what you are interested in while loading.

You can **SAVE** the current WING state into a new snapshot file any time, either with or without a specific scope. Choose **SAVE+SCOPE** if you are specifically interested in a subset of the full information, e.g. the Source information only... You may choose **SAVE** without a scope for storing and recalling the complete mixer parameters. When saving while a showfile is open (left side of the screen), the snapshot files will always be stored in the same folder where the open showfile is located.

Note: SAVE operations will store the file into the last folder location that was opened.



When any snapshot is selected on the left side of the screen, you get the additional options for updating or loading that snapshot.

UPDATE allows to overwrite the selected file with the current mixer parameter state. It always follows the scope settings (stored within the file). All other parameters in the file will remain unchanged.

You may consider to **EDIT SCOPE** before **UPDATE**, if you want to define a specific set of parameters to be loaded, later.

PARTIAL UPDATE allows to specify a set of parameters in the existing snapshot file, that will be replaced (updated) with the current mixer parameter states. All other parameters will remain as previously stored.

LOAD allows to recall the state of all mixer parameters according to the Scope that was selected while saving.

- You may consider to **EDIT SCOPE** before **LOAD**, if you want to permanently adjust the set of parameters to be loaded.

- Alternatively, you may choose **PARTIAL LOAD**, if you wish to make a temporary selection of parameters to recall.



The **RESTORE** function ignores all Safes and Scopes and it is useful for recalling a complete mixer state.



CLIP > Audio clips

Can be any stereo or 4-ch WAV files on internal memory or on USB drive. There are no limitations on the length of clips for play back, within the FAT32 file size limit of 4GB.

Audio clips can also be recorded to a USB drive from any signal available in WING, by Routing it to the Output Group "Recorder" and using the standard USB Recorder UI.

Note: Audio clips can only be played back when they match the active console sample rate (44.1kHz or 48kHz).

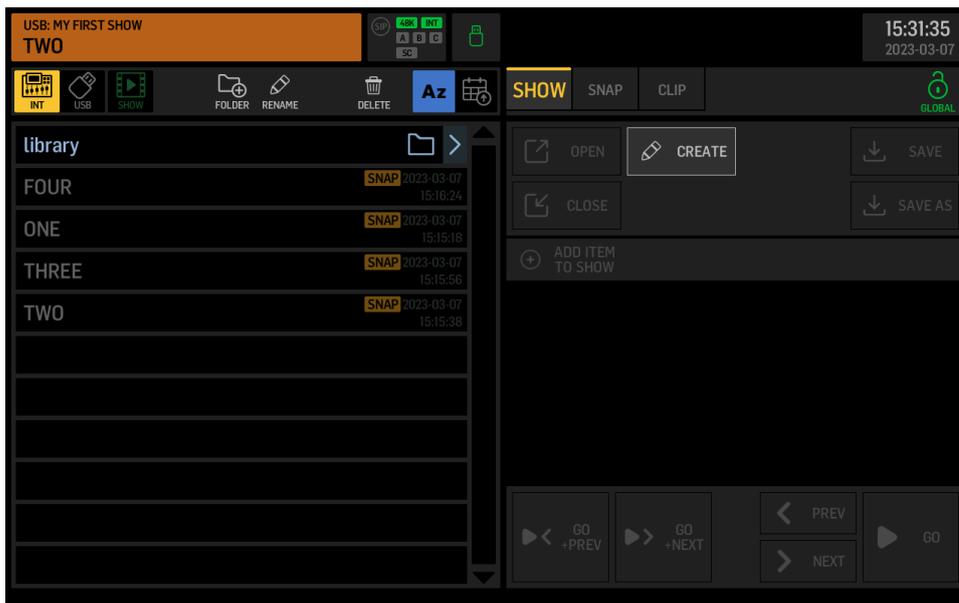


SHOW > List of cues and references to files

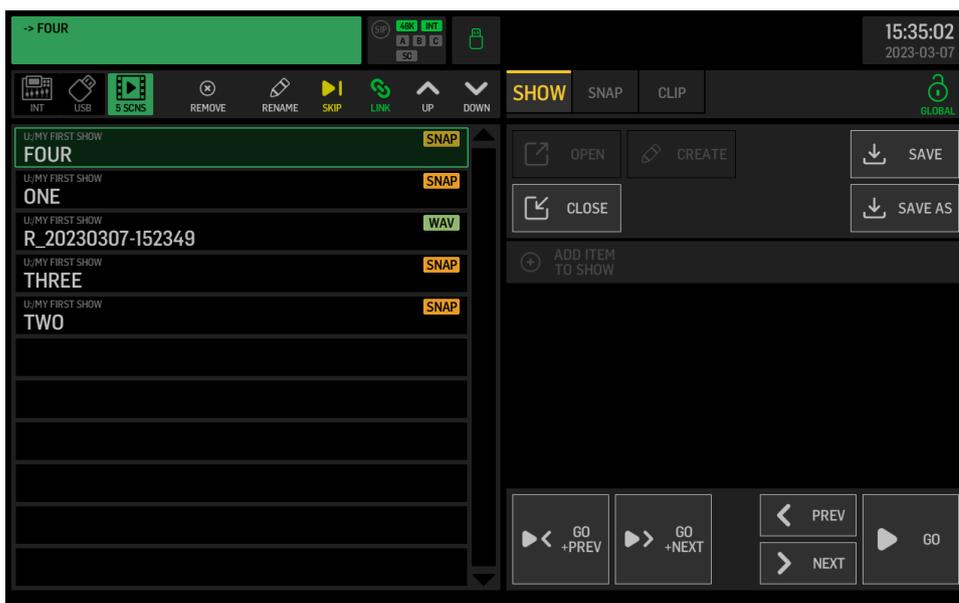
Note: A show file only includes file references and allows them to be put in any arbitrary order or sequence that is required for the performance. It does not copy the content of the listed files. This has two important consequences:

1. The show must be copied (or backed up) together with all the snapshot and audio clip files, in order to keep it functional. An easy way to ensure that is keeping the show file with its snapshots and audio clips in the same folder, and make sure the entire folder is backed up or stored.
2. A snapshot or audio clip that was changed after it was referenced in a show file, will be recalled with its new properties. This is useful when making adjustments that should be reflected in all occurrences in one or several shows. You may need to ensure the Show will recall exactly the settings as they were when saving them in the show, by keeping the associated files exclusively in the same folder with the show file and not use the snapshot update function cautiously.

You can **CREATE** a **SHOW**, which opens a naming dialog and saves a new show file into the last active folder. It is useful to create a folder first, where you'd like to store a show and its associated files.



Show files need to be **OPEN** prior to editing and operating them. Once opened, you can use the GO, PREV and NEXT controls.

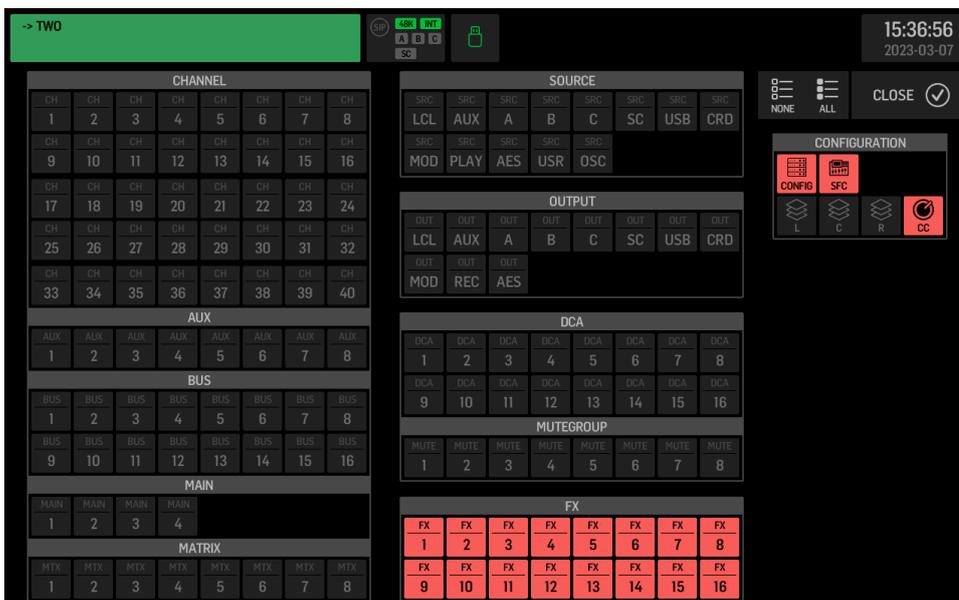
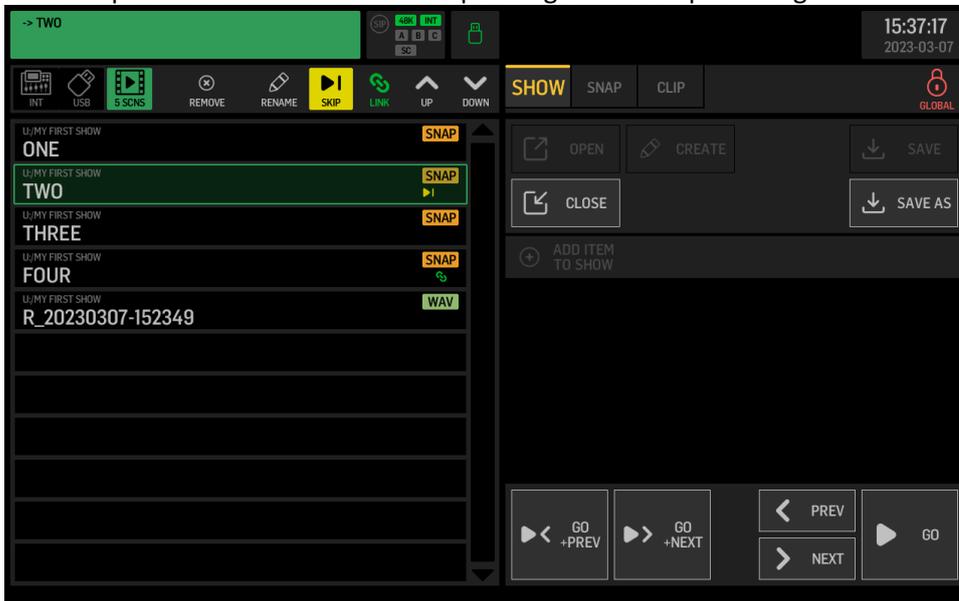


You may **CLOSE** the SHOW for deactivating all Go, Previous and Next functions, and returning to normal library operation for loading presets, snapshots or clips. Make sure that you do not accidentally remove or change files that are referenced in your show.

GO initiates to load the selected cue, while **PREV** and **NEXT** can be used to move the selection to the previous or next entry in the cue list. **GO+PREV** and **GO+NEXT** will load the selected list item and then move the selection to the previous or next item, which allows you to go through the entire show progression with just pressing the same button repeatedly.

GLOBAL Lock Icon > Global Parameter Safes

The lock icon opens a page for configuring all parameter areas that will be blocked (safe) for any snapshot load operations. It indicates an open lock in green color, when no global safes are active, and all parameters will be loaded considering the scope settings only. When the lock icon is closed in red color, then there are safes active preventing to load the corresponding parameters, while all other parameters will be loaded depending on the scope settings.



USB RECORDER (left side of screen)

USB > USB stick icon > External Memory on USB Drive

Lists up the USB flash memory file tree, sorted ascending/descending either alphabetically (Az, Za), or by date.

You can create, delete or rename folders, using the icon buttons Folder+, pencil and dustbin in the top row.

Individual files can be renamed or deleted the same way.

The **ADD (+)** icon allows to append the selected WAV file to the current playlist. You can select and add files from several folders to the current playlist. The number of **SONGS** (audio file references) in the current playlist is indicated below the note-icon next to the USB stick icon.



PLAYLIST > Note icon > List of WAV audio clips/files in a sequence

Lists up the file references of the current playlist.

You can switch on **REPEAT** for the entire playlist. You can **REMOVE** files from the playlist, or apply **SKIP** and **STOP** tags to any of the files in the sequence. Use the arrow **UP** and **DOWN** buttons to move the selected file in the playlist. The progression in your playlist is from top to bottom.



USB RECORDER (right side of screen)

Top section > USB 2-ch/4-ch **RECORDER** controls

4 input meters representing signals to be recorded, transport state and timecode, tape reel animation

Recording preferences **2ch/4ch** and **16-/24-Bits**

REC starts a new recording in the current directory, the format of which depends on the selected preferences.

PAUSE will hold the recording temporarily keeping the file open, and it can resume recording by touching **REC** again.

Touching **NEW FILE (+)** while recording will close the current file at that point in time, and seamlessly continue recording in a new file. This is especially useful when recording a live performance, where you'd want the complete set to be recorded, but structured song-by-song or scene-by-scene.

STOP will end the current recording and close the file. This may take a couple of seconds to be completed. Watch the access LED showing activity on the attached USB drive, and make sure you do not remove the stick before closing is completed and the LED is off, to prevent any loss of recorded data.

Bottom section > USB 2-ch/4-ch PLAYER controls

4 output meters representing the playback signals, transport state and timecode indicators, tape reel animation.

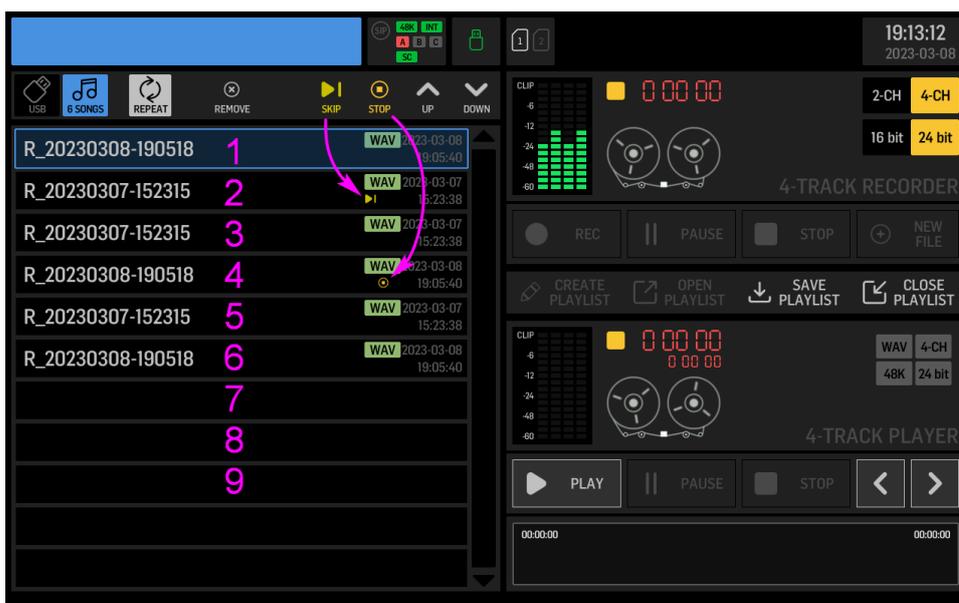
Gray indicators for selected file's properties **WAV, 2ch/4ch**, resolution **16-/24-Bits** and sample rate **44.1kHz/48kHz**

You **can CREATE, OPEN, SAVE or CLOSE** a **PLAYLIST**. Saving will be done in the current folder on the left.

PLAY starts playing back the selected audio file on the left side. IF a playlist is open, then **PLAY** will start playing through the list of audio files, from the selected entry downwards and considering any **SKIP** and **STOP** attributes if applicable.

Flagging a file with **SKIP** will cause the sequence to play the next following item immediately, while the **STOP** flag indicates that the sequence will stop playing automatically at the end of that file.

In the example below, only the files 1, 3 and 4 will be played when pressing **PLAY**. You may use the arrow buttons for jumping forward or backward in the sequence.



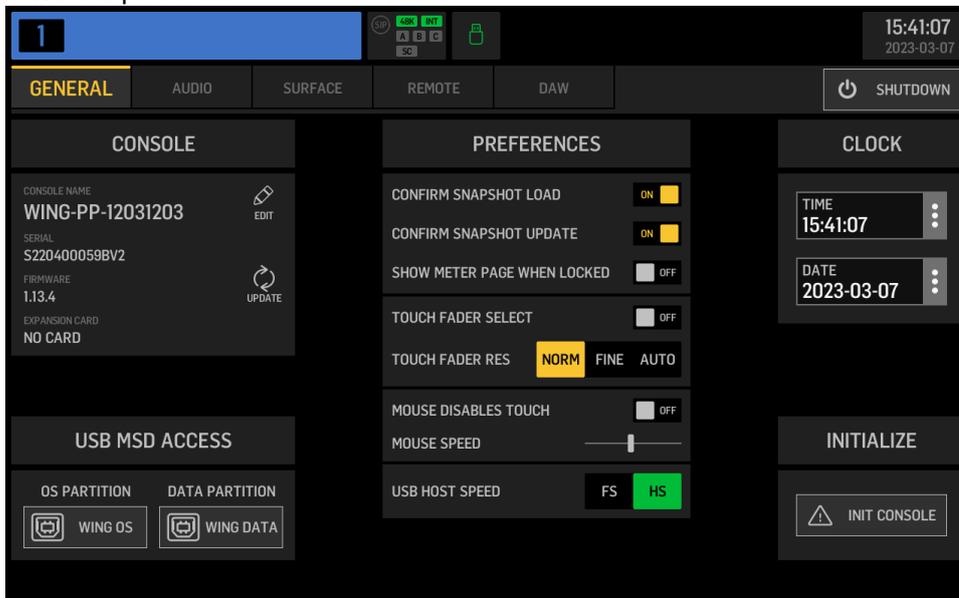
PAUSE will hold the playback temporarily keeping the file open, and it can resume playing back immediately by touching **PLAY** again.

STOP will end the current playback and close the file. This may take a couple of seconds to be completed. Watch the access LED showing activity on the attached USB drive, and make sure you do not remove the stick before closing is completed and the LED is off, to prevent any loss of recorded data.

SETUP > new preferences

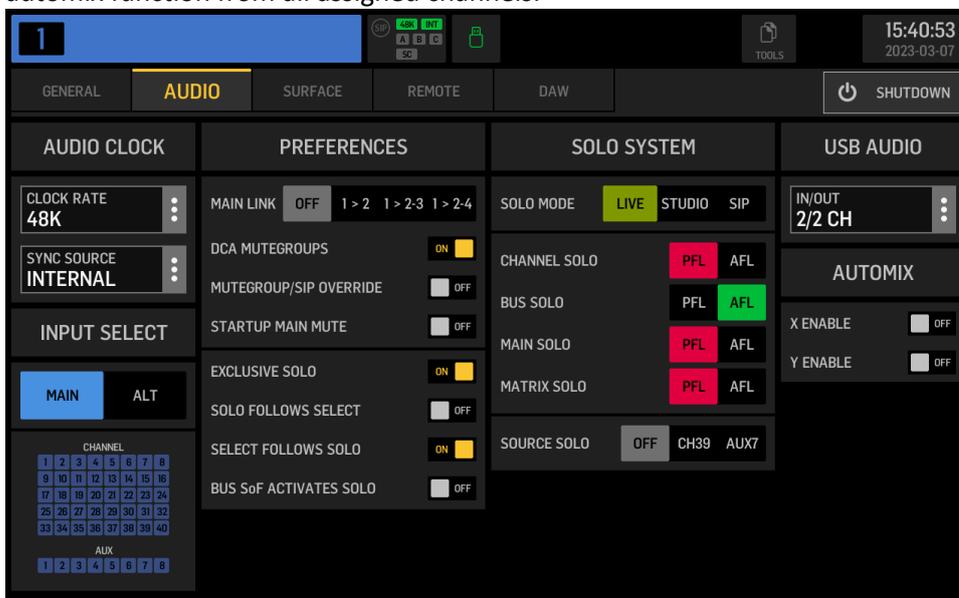
GENERAL > USB HOST SPEED

You can now choose between Full-Speed and High-Speed USB interface. Usually High-speed is preferred, and it is required for 4-ch recording/playback. However, should you have issues with specific types of USB drives not working properly, then switching back to Full Speed mode may solve the problem.



AUDIO > Automix Enable

You can now globally enable the Automix Groups X and Y. Switching them off will inhibit the automix function from all assigned channels.



REMOTE > HA REMOTE

WING consoles connected to one of the AES50 ports can now enable remote control of their own local analog preamps (HA, head amps) from another **WING** console. And they can also enable synchronizing the source customization details, i.e. name/color/icon, with the remote console.

Note that this currently working between WING consoles only, support for other mixers may follow soon.



For HA REMOTE to work,

1. The console that offers its local preamps to the remote controlling console generally needs to enable HA REMOTE for the AES50 port that is used for transmission. E.g. in the image above a remote WING console that is connected to AES50 Port B would be allowed to alter the local head amp parameters, like Gain or phantom power.
2. The local source needs to be routed to the AES50 port (ROUTING/OUTPUT) that is connected to the remote controlling console.
3. Lastly, the Source/Settings on the local console needs to enable
 - REMOTE for the specific AES50 Port, for giving access to that specific headamp
 - RCV CUST, for receiving customization from the remote controlling console

Remote control of X32 Series headamps from WING

1. On the X32 open the Setup/Preamps page and enable the HA Remote feature for the AES50 port that is connected to the WING console
2. Rout the blocks of local inputs of X32 to that AES50 port, using the ROUTING/ AES-A or AES-B tab, depending on where the WING console is connected.
3. On the WING console go to the **ROUTING/SOURCE** page and select the respective AES50 port from the **SOURCE GROUP** dropdown
4. You can now see the signals coming from X32 and select one of the 48 sources for making adjustments to its preamp, remotely.
5. **Note** that X32 channel names and icons cannot be synced to the WING source customization, yet.

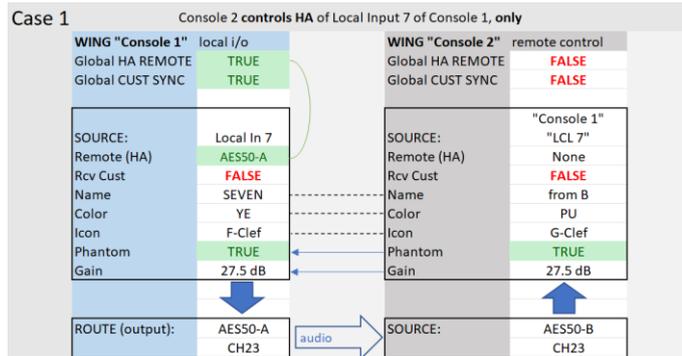
3 Examples for HA Remote and Cust Sync between WING consoles

The following examples shall give an idea about the mechanics, how remote control of preamp parameters **gain** and **phantom power** (HA) and synchronization of **channel names, icons and colors** (Customization) is handled in WING.

NOTE: Other Source properties like Tags, Mute and Polarity are considered local for the respective console, and they cannot be synchronized or remote controlled.

Example #1 >

Preamp Gain and Phantom Power of “Console 1” shall be controlled from “Console 2”



...global enable for HA and Cust Sync



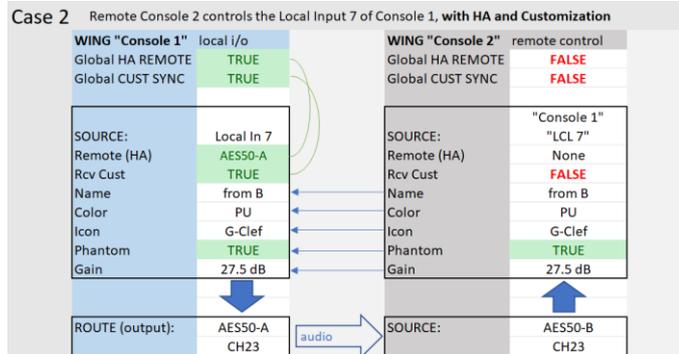
...source LCL 7 enables remote control



...source LCL 7 is routed to AES50-A ch 23

Example #2

Preamp and Customization of "Console 1" shall be controlled from "Console 2"



...global enable for HA and Cust Sync



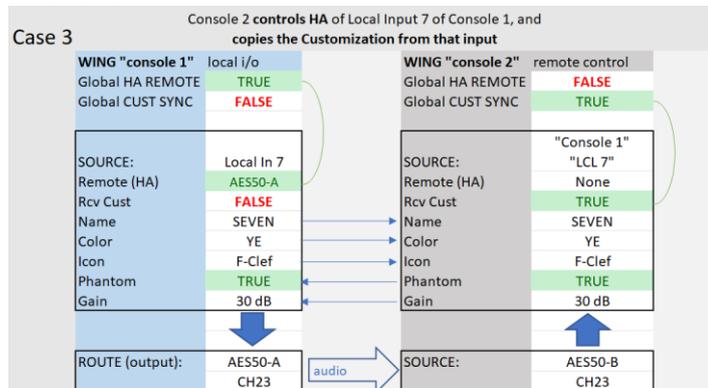
...source LCL 7 enables remote control



...source LCL 7 is routed to AES50-A ch 23

Example #3

Preamplifier of "Console 1" shall be controlled from "Console 2", and Customization of "Console 1" is copied to "Console 2"



Set global enable for HA Remote on "Console 1", and set global enable for Cust Sync on "Console 2"



...Console 1/LCL 7 enables HA remote control



...source LCL 7 is routed to out AES50-A ch23



...Console 2/AESS0-B23 enables to receive the customization from Console 1 / LCL 7