

Release Notes 0.9.3.6



Important:

You are about to enter the preview version 0.9 of grandMA3 software.

This software is stable but not yet fully featured.

grandMA3 v0.9 is designed to provide you with a preview of the full grandMA3 operating software.

Some of the features you are used to seeing in a grandMA2 console may still be missing.

Even the fixture library at this stage is very limited.

We strongly recommend not using this version for show use.

You will see that the grandMA3 on-board help system is in place and we encourage you to explore,

utilizing the on-board help system as your first point of support.

Please give any feedback or report bugs to support@malighting.com or via your local MA distributor.

For professional show use, we recommend restarting the console and selecting Mode2 from the menu.

This grandMA3 console will then boot in grandMA2 software which is fully compatible with the grandMA2 system.



Important:

Show files saved with former grandMA3 versions are not compatible with this version. v0.8.3.1 show files cannot be loaded.

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Fixed Bugs and Improved Functionality

Bugfix Version 0.9.3.6

Fixed Bugs and Improved Functionality

Connections


Description
grandMA3 devices at times created a bigger number of NACKs and retransmissions as expected. This bug is fixed. grandMA3 devices now only create NACKs and retransmissions as experienced before with grandMA2 devices.

Improved Features in Detail

Clone

New in this release



- Clone data of fixtures when executing copy and paste in the patch dialog
- Clone fixture to fixture; if **no If Conditions** will be specified, the programmer will be cloned.



```
User name[Fixture]>Clone Fixture 1 at Fixture 2 [if condition]
```

Presets and Preset Pool

Improved in this release

- Preset pools show relevance of the current selection.
- Presets that do not contain data in the current selection, will be grayed out.
- Presets that contain data in some parts of the selection have an indicator color which can be defined per pool.
- Presets that contain data for the entire selection have an indicator color which can be defined per pool.
- Improved Gobo thumbnails in pools.
- Added a pie chart for color and dimmer presets.
- Preset buttons show either appearance image or the color pie chart.
- Presets in steps are now called integrated presets. This replaces the embed function.
-  +  enters the Integrate keyword into the command line.
- Updated preset bar encoder. Inner encoder is always set to coarse, outer ring is set to fine.

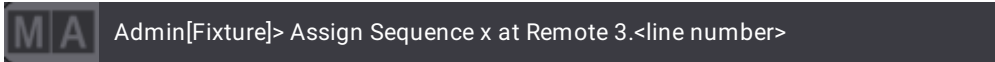
Patch and Fixture Types

- grandMA3 GDTF v0.87 is completed.
- Updated first version of the grandMA3 fixture type library.
- Patch filter:
 - Is located in the top right corner of the patch menu. Tapping or clicking once enables or disables it, long-press or 2-finger tap opens the editor.
 - If the filter is enabled, the filter icon appears in all column headers.
 - Is a part of the user profile. Filters, size and position are saved whenever you leave the patch and access it again.
 - Generate filters using "and" or "or" operators. If several rows are created within the same column, e.g., to filter for several ID types, the "or" operator is automatically used within this column.
 - Complex numbers such as "1 thru 10 - 7 thru 9" can also be entered.
 - Filter icons are also available in the "Select fixture type to import" dialog (depending on filters being active).
- Beam angle can be set per fixture in the patch menu.

Fixture Library

- New grandMA3 fixture types
 - Dim8/16/24
 - LED_RGB 8/16/24
 - Spot 8/16/24
 - Wash 8/16/24
- Improved fixtures in the grandMA3 fixture library
- The flag "GrandMA2" in the "Select fixture type to import" dialog holds the entire grandMA2 fixture library.

DMX-In and Remote

- DMX-In is implemented
 - DMX-In has several merge modes:
 - Off, Prio, HTP, LoTP
 - Can be changed per universe in Menu - Patch - DMX Universes
 - Merge Mode Prio (Priority)
 - The priority of the incoming DMX universe can be set per Input in Menu - Output Configuration
 - These DMX-In priorities interact with the playback priorities.
 - DMX-In has a 10 seconds timeout.
- DMX-In remotes are implemented:
 - Located in Menu - In & Out - Remotes (so far only the DMX Remotes section functions).
 - Target can be set with this command only:
 - 
 - DMX-In remotes have references and can be listed in the info view, or with **ListRef Sequence x**.
 - DMX Remote shows input and output values in real time.
 - DMX Remotes can handle up to 24 bit input; The DMX channels of 16bit and 24bit remote input have to be in a row and have to be ascending (8bit, 16bit, 24bit).

3D

- 3D window visualizes shutter and strobe.
- 3D visualizes index and continuous gobo rotation for beam and spot.
- Physical simulation of pan, tilt and zoom. Speed of pan, tilt movement and zoom is defined with the property "RealFade" in the fixture type.
- Follow mode is implemented. Follow mode works together with align.
- Stage selector added to 3D window to support show files with multiple stages.
- Camera handling is improved.

Update

- Update info is available in cues and sequences. It is possible to currently use “Original Content only” only. Sequence sheet displays update indicators.
- Update is indicated with an icon in the preset or sequence object.
- Fixture sheet shows the values that can be updated in cyan.
- Update is now a separate keyword.
- Implemented “fast-update”. To execute it, use a long press on a pool button.
- Integrated presets can be updated.

Macros and Plugins

- Macro lines got multiple options
 - Non-executing macro line (previously @)
 - Waiting time per macro line
 - Possibility to disable one single macro line
 - Option “Add to CMD” is still work in progress!
- Variables are implemented
 - grandMA3 has UserVar and GlobalVar
 - These operations are available:
 - Set: SetUserVar, SetGlobalVar
 - Get: GetUserVar, GetGlobalVar
 - Delete: DelUserVar, DelGlobalVar
- Plugins improvements
 - Can be assigned to executors
 - Lua API can receive button and fader values. Added example file to explain the function.

Views, Screens & Color Theme

- Fixture Sheet
 - Shows color indicators for values in presets, updatable presets and integrated presets:
 - Integrated preset: Blue font color
 - Updatable preset: Cyan/white flashing font color
 - Presets: Cyan font color
 - Added preset readout mode in fixture sheet settings.
- Selection view
 - The grid lines are always displayed.
 - Use the pan gesture to rotate the angle.
 - To zoom, move two fingers apart or toward each other.
 - Z coordinates of fixtures can be visualized.
 - Fixture IDs now are always displayed.
- Executor bar
 - Appearance color and/or image of the page is shown in the executor bar.
 - Appearance color and/or image of the assigned object is shown in the executor bar.
 - Scribble of the assigned object is displayed in the executor bar.
 - Blue fade bar is displayed during transition only and disappears as soon as the cue transition is finished.
 - Disabled executors are displayed using a darker background in the executor bar.
 - Added SpecialExecutor GUI. In full-size consoles the section on the Fader Module Encoder (MFE) can be scrolled to see all buttons, wheels and encoders.
- Color theme
 - Fixture sheet colors are now freely definable in the color themes.
 - ColorReferences are optional. Colors can use either a ColorReference or a directly defined color.
 - ColorReference table shows how often a ColorReference is used in the new "Is Used" column on the left side of the color theme editor dialog.
- Grid in general
 - Horizontal yellow lines in grids display the start and end of the selected rows.

Phasers

- Stomp is implemented.
 - Stomp uses the current values of all steps, creates the result in step 1 and deletes all steps >1. Phaser stops with the current output.
 - Stomp Please is executed in all attributes of the current selection.
 - Stomp Feature Group is only executed in the selected feature group.

Miscellaneous

- New running playbacks view.
- New off menu – to access it, press 2x **Off**
 - “Off Pool” key is relabeled in dependency of the “My playbacks only” key to “All Sequences Off” or “My Sequences Off”.
 - Off menu and running playback view look like the original pool objects.
- Import MVR dialog has now a drive selector button.
- Improved color picker.
- Calculator opens on release of the encoder press and only if the encoder was not turned; Pressing and turning the encoder increases the resolution of the encoder for fast value changing.
- Pool numbers of the Gel pool are back.
- The user can define the color of the clock.
- Added grandMA3 splash screen for the power-up and shutdown.
- Added Avahi support:
 - If a network interface is set to DHCP and no DHCP is available, the interface will receive an automatically generated Avahi IP (Scheme: 169.255.auto.auto).
- Editing image pool objects offers now the possibility to import images directly.
- Mode dependencies implemented
 - Channel functions of an encoder now change depending on the mode dependencies. Also values in the fixture sheet follow mode dependencies.
 - The fixture sheet and encoder bar show blinking values if values of a different mode have mode priority.
- Implemented the Top keyword. Top jumps to the first cue of a playback.

Fixed Bugs and Improved Functionality

Description
Fixed - List reference in Phaser Recipes shows misleading information.
Fixed – Overlay menu closes a different overlay, but not vice versa.
Fixed – Latched MA key in the Command Controls menu is not automatically unlatched.
Improved – Connections of wings.
Fixed – Feature and Feature Groups can be deleted, even if they have attributes.
Fixed – Crash on copy and paste of executors.
Fixed – 3D stops working on secondary saving of the patch.
Fixed – Pool color options of default views.
Improved - Order of icons in the control bar.
Improved - Smart view window.
Fixed – Special executors have now real functionality for encoder press, turn right, turn left.