Fixture Types

The following table gives an overview about the visualization effects in MA 3D.

Information:
Unlike other effects all of these axes must be included in the basing 3d-model. This is a prerequisite for fixtures and moving paths. If the model has no axis nothing will move.

Effect in MA 3D	Description	Preset Type	Feature	Attribute	Subattribute	Unit of Measurem
Axis (axis of fixtures or moving paths)						
Pan	Pan-axis of fixtures	POSITION	POSITION	PAN	PAN	Angle in degrees
Tilt	Tilt-axis of fixtures	POSITION	POSITION	TILT	TILT	Angle in degrees
Roll	Roll-axis of fixtures	POSITION	POSITION	ROLL	ROLL	Angle in degrees
Translation X, Translation Y, Translation Z,	Translation in x-, y- or z-direction, e.g. for moving paths	POSITION	MP_TR (MP Trans)	MP_TR_X (X), MP_TR_Y (Y), MP_TR_Z (Z)	MP_TR_X (X), MP_TR_Y (Y), MP_TR_Z (Z)	Translatio range in meter
Scaling X, Scaling Y, Scaling Z	Scaling of objects in x-, y- or z-direction, e.g. for moving paths	POSITION	MP_SC (MP Scale)	MP_SC_X (X), MP_SC_Y (Y), MP_SC_Z (Z)	MP_SC_X (X), MP_SC_Y (Y), MP_SC_Z (Z)	Scaling factor (mu be >0!)
Rotation X, Rotation Y, Rotation Z	Rotation around x-, y- or z-axis, e.g. for moving paths	POSITION	MP_ROT (MP Rot)	MP_ROT_X (X), MP_ROT_Y (Y), MP_ROT_Z (Z)	MP_ROT_X (X), MP_ROT_Y (Y), MP_ROT_Z (Z)	Angle in degrees
Spin X, Spin Y, Spin Z	Continuous rotation around x-, y- or z-axis	POSITION	MP_SPIN (MP Spin)	MP_SPIN_X (X), MP_SPIN_Y (Y), MP_SPIN_Z (Z)	MP_SPIN_X (X), MP_SPIN_Y_ (Y), MP_SPIN (Z)	Rotation speed in rotations minute (rp
Clamp	Pitch of the clamp	POSITION	MP_ROT (MP Rot)	CLAMP	CLAMP	Angle in degrees

Barndoor 1, Barndoor 2, Barndoor 3, Barndoor 4	Pitch of barndoors in front of the lens	SHAPERS	BARNDOORS	BARNDOORS 1 (Bd1), BARNDOORS 2 (Bd2), BARNDOORS 3 (Bd3), BARNDOORS 4 (Bd4)	BARNDOORS 1 (Bd1), BARNDOORS 2 (Bd2), BARNDOORS 3 (Bd3), BARNDOORS 4 (Bd4)	Angle ran in degrees = barndoo in same position li in model> = close barndoor
Effect in MA 3D	**Description**	**Preset Type**	**Feature**	**Attribute**	**Subattribute**	**Unit of Measurem**
Light Output						
Shutter		BEAM	SHUTTER	SHUTTER	SHUTTER	0 = shutte closed, 1 = shutter op
Strobe/Strobe Frequency	Strobe effects with random and soft opening/closing option	BEAM	SHUTTER	SHUTTER	STROBE, STROBE_PULSE (Pulse), STROBE_PULSE_CLOSE (Pulse Close), STROBE_PULSE_OPEN (Pulse open), STROBE_RANDOM (Rnd), STROBE_RANDOM_PULSE (Rnd Pulse), STROBE_RANDOM_PULSE_CLOSE (Rnd Pulse Close), STROBE_RANDOM_PULSE_OPEN (Rnd Pulse Open)	Strobe frequency Hz (bigge than 0)
Strobe Ratio		BEAM	SHUTTER	STROBE_RATIO	STROBE_RATIO (Duty Cycle)	Slice of 1.(means tha the shutte open half strobe interval.
Dimmer	Intensity of light source	DIMMER	DIMMER	DIM	DIM, DIM 2, DIM 3	Factor on fixture typ intensity (= off 1.0 = maximum
Effect in MA 3D	**Description**	**Preset Type**	**Feature**	**Attribute**	**Subattribute**	**Unit of Measurem**
Light Effects						

Color	Color of beam or led surfaces	COLOR	COLOR 1, COLOR 2, COLOR 3, COLOR 4	COLOR 1, COLOR 2, COLOR 3, COLOR 4	COLOR 1 (Select), COLOR 2 (Select 2), COLOR 3 (Select 3), COLOR 4 (Select 4)	Color
Scroller	Color of a beam	COLOR	COLORALL (Color)	SCROLLER	SCROLLERSELECT (Scroller)	Color
Zoom		FOCUS	FOCUS	ZOOM	ZOOM	Angle in degrees
Iris		BEAM	BEAM1	IRIS	IRIS	Factor 0.0 iris completel closed, 1.(iris open
Prism		BEAM	BEAM1	PRISMA1 (Prism1)	PRISMA1 (Prism1)	Prism ang in degrees (angle between center of beam without prism and with prism Additiona physical amount o beams.
Prism Position	Rotation of the prism	BEAM	BEAM1	PRISMA1_POS (Pos1)	PRISMA1_POS (Pos)	Angle in degrees
Prism Rotation	Continuous rotation of the prism	BEAM	BEAM1	PRISMA1_POS (Pos1)	PRISMA1_ROT (Rot)	Rotation speed in r
Frost		BEAM	BEAM1	FROST	FROST	0.0 = no fr 1.0 = maximum
Effect in MA 3D	**Description**	**Preset Type**	**Feature**	**Attribute**	**Subattribute**	**Unit of Measurem**
Gobo (3 wheels maximum)						

Gobo X (Wheel Position)	Selects gobo from values inside functional block	GOBO	GOBO 1, GOBO 2, GOBO 3	GOBO1 (G1), GOBO2 (G2), GOBO3 (G3)	GOBO 1 (Select), GOBO 2 (Select2), GOBO 3 (Select3), GOBO1_SPIN (Spin), GOBO2_SPIN (Spin2), GOBO3_SPIN (Spin)	-
Gobo X - Position	Rotation of current gobo	GOBO	GOBO 1, GOBO 2, GOBO 3	GOBO1_POS (G1 <>), GOBO2_POS (G2 <>), GOBO3_POS (G3 <>)	GOBO1_POS (Index), GOBO2_POS (Index2), GOBO3_POS (Index3)	Angle in degrees
Gobo X - Rotation	Continuous rotation of the current gobo	GOBO	GOBO 1, GOBO 2, GOBO 3	GOBO1_POS (G1 <>), GOBO2_POS (G2 <>), GOBO3_POS (G3 <>)	GOBO1_ROT (Rotate), GOBO2_ROT (Rotate2), GOBO3_ROT (Rotate3)	Rotation i rpm
Effect in MA 3D	**Description**	**Preset Type**	**Feature**	**Attribute**	**Subattribute**	**Unit of Measurem**
Blades (4 blades maximum)						
Blade X - Insertion (A)	Insertion of the blade into the beam. This attribute has to be present to visualize any blade.	SHAPERS	SHAPER (Frames)	BLADE1A (1A), BLADE2A (2A), BLADE3A (3A), BLADE4A (4A)	BLADE1A (1A), BLADE2A (2A), BLADE3A (3A), BLADE4A (4A)	0.0 = no insertion, = full covering
Blade X - Insertion (B)	Second insertion range for every blade for rotation. If this option is used, you must no use the "Blade X - Rotation" - option.	SHAPERS	SHAPER (Frames)	BLADE1B (1B), BLADE2B (2B), BLADE3B (3B), BLADE4B (4B)	BLADE1B (1B), BLADE2B (2B), BLADE3B (3B), BLADE4B (4B)	0.0 = no insertion, = full covering

Blade X - Rotation	Rotation of the blade. If this option is used, you must not use the "Blade X - Insertion (B)" option.	SHAPERS	SHAPER (Frames)	BLADE1ROT (1Rot), BLADE2ROT (2Rot), BLADE3ROT (3Rot), BLADE4ROT (4Rot)	BLADE1ROT (1Rot), BLADE2ROT (2Rot), BLADE3ROT (3Rot), BLADE4ROT (4Rot)	Angle in degrees
Rotation of all blades		SHAPERS	SHAPER (Frames)	SHAPER ROT (FrameAssembly)	SHAPER ROT (Index)	Angle in degrees