

## Edit Plugins



**Hint:**

-To view the specific Lua commands and their structure, import plugin\_1.lua into the plugin pool or follow this path on the grandMA2 onPC:

**C:\ProgramData\MA Lighting Technologies\grandma\gma2\_V\_x.x.x\plugins\plugin\_1.lua**

-A plugin has always two files – an .xml and a .lua file.

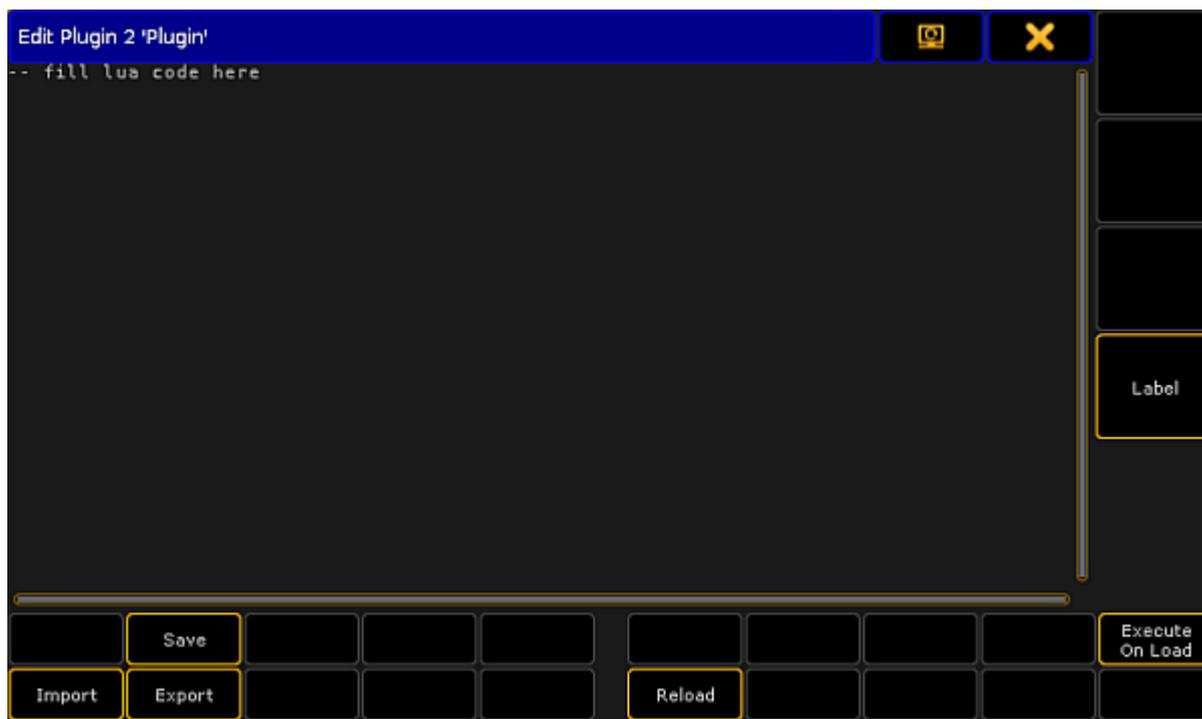
Open the plugin pool:

1. Tap **System** in **Create Basic Window**. For more information on how to open a basic window see [Manage windows](#).
2. Tap **Plugin** and the plugin pool opens.



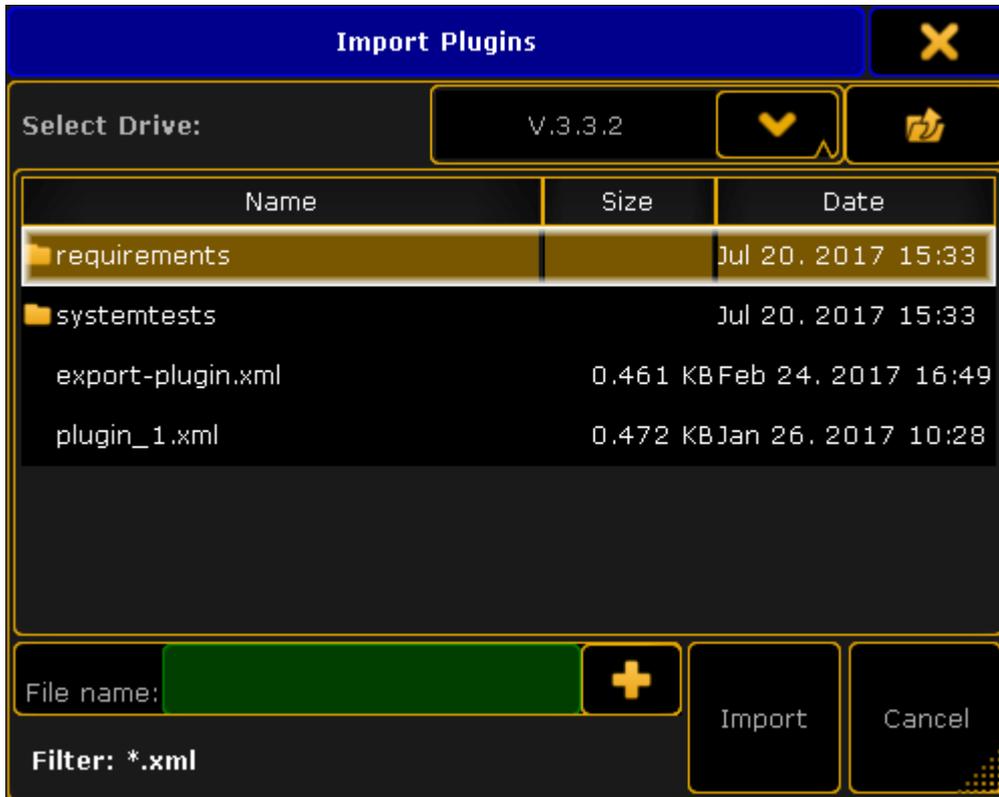
*Open the plugin pool*

3. Open the editor:
  - Press **Edit** and tap an empty object in the pool.
  - The **window Edit Plugin** opens.



*Open the plugin editor*

4. To import the .xml file from the drive, tap **Import** and the **pop-up Import Plugins** opens.



*Import plugins*

- Select the file and tap **Import**.
- To cancel the process, tap **Cancel**.

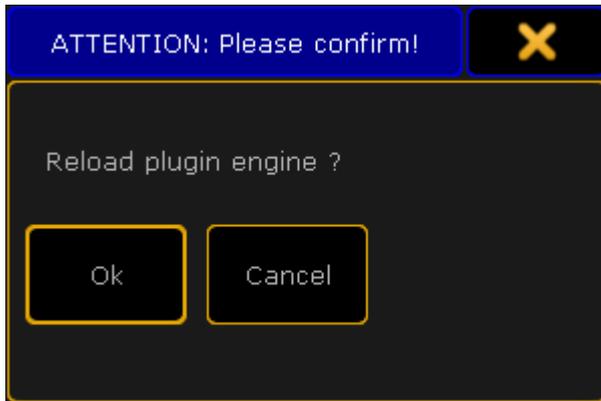


**Hint:**

It is also possible to write the Lua code directly in the editor.

5. Label the plugin:
- Tap **Label** and type the name of the plugin in the calculator.
  - Press **Please**.
6. To save the plugin, tap **Save**.
7. To export the plugin created, tap **Export**.

- To reload the plugin engine, tap **Reload**.  
-A confirmation pop-up opens.



*Reload the plugin engine*

- To reload the engine, tap **Ok**.
  - To cancel the process, tap **Cancel**.
- To enable execution on load, tap **Execute on Load**.  
-The button is highlighted in a yellow font.

The Lua code is applied.