grandMA2 User Manual – Plugins Version 3.5 – 2025-05-01 English



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 <u>Manage</u> windows.
- 2. Tap **Plugin** and the plugin pool opens.

\sim	1 🔒	2	3	4	5	6	7	8	9
Plugin	LUA								
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39

Open the plugin pool

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3. Open the editor:

-Press Edit and tap an empty object in the pool.

-The **window Edit Plugin** opens.

Edit Plugin	2 'Plugin'				Q	×	
fill lu	a code he	re				ĺ	
							Label
			 		 	'	
	Save						Execute On Load
Import	Export			Reload			

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.



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.

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

ATTENTION:	×				
Reload plugin engine ?					
Ok	Cancel				

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.