grandMA2 User Manual – Patching, DMX, and Fixture Setup Version 3.9 – 2025-04-27 English



# Working with Layers

All fixtures are organized in layers.

You can but all your fixtures in one layer or make a layer for each fixtures - it is all up to you.

Usually people makes layers based on fixture types or locations.

It is all handled from the EditSetup menu.

#### Press Setup and then tap the Patch & Fixture Schedule button.

The menu could look like this:

EditSetup (used Parameters: 796/available Parameters: 0)									<	Fixture Types	
Showing 'Layers'				Layer: 'Dimmer'							
Name		Fixtures	Ch.	FixID	ChaID	Name	Fixture Type	Patc	<u>^</u>	Fixture	
Dimmer	[1	10011110]	[1001	1001	1001	Par 1	3 Dimmer 00	1		Positions	
Spots		[110]	[1	1002	1002	Par 2	3 Dimmer 00	1			
LED		[101200]	[10]	1003	1003	Par 3	3 Dimmer 00	1	DMX		
Camera Fixtu	re [2	20012001]		1004	1004	Par 4	3 Dimmer 00	1		Profiles	
New				1005	1005	Par 5	3 Dimmer 00	1			
				1006	1006	Par 6	3 Dimmer 00	1			
			1007	1007	Par 7	3 Dimmer 00	1				
			1008	1008	Par 8	3 Dimmer 00	1				
			1009	1009	Par 9	3 Dimmer 00	1				
			1010	1010	Par 10	3 Dimmer 00	1	$\mathbf{\sim}$			
Add Layer	Delete Layer			Paste Layer		Patch Rout Univ.Addres				RDM Devices	
		Export Layer		Dia	gnostic					Create Multi Patch	

#### EditSetup menu

The left side of this menu is the Layers. If you tap somewhere in the list then most the buttons below the list are referring to the layers. If you tap inside the list on the right side, then they refer to the fixtures (in the layers).

### Add Layer

Tapping this button will give you a new (empty) layer. When you make this layer then the console will open the Fixture Wizard (see Adding new fixtures to your show) to help you begin to add fixtures in the new layer. If you do not want to add new fixtures then you can simply close the wizard.

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# **Delete Layer**

You can delete an entire Layer. This will delete all the fixtures in the layer and the data will be lost!

#### Restriction:

You can not oops or undo the deletion of layers or fixtures. Please save your show before deleting layers or fixture.

## Move Layer - Cut and Paste

You can rearrange your layers. This is done using the following steps:

- 1. Select the layer you want to move by tapping it on the screen.
- 2. Tap the Cut Layer button this gives the layer a red background color.
- 3. Tap the layer where you want to insert the layer above.
- 4. Tap the Paste Layer button.

You have now moved your layer to a new location. This does not affect your programming. It does not delete anything and does not add anything.

## Copy Layer - Copy and Paste

You can copy the structure of a layer. This means that you can copy all the fixtures that are in a layer. This include all information except the ID numbers and the Patch. These numbers are unique and cannot exist twice.

#### Restriction:

This does not copy your programming! The programming done on the fixtures in the source layer will not be copied with the layer.

This is the steps for copying the layer:

- 1. Select the layer you want to copy by tapping it on the screen.
- 2. Tap the Copy Layer button.
- 3. Tap the layer where you want to insert the layer above.
- 4. Tap the Paste Layer button.

Now you have a copy of the layer.

### **Export Layer**

You can export a layer (or even a fixture). This is meant for exporting the information about the structure. This can be used to document the setup and patch.

Please have look at the Export and Import topics.

### Move fixtures between layers



You can move fixtures around in layers or even between different layers. This does not affect anything that might already be programmed with these fixture.

This is the process:

- 1. Select the layer with the fixture you want to move.
- 2. Select the fixture.
- 3. Tap the Cut Fixture button.
- 4. Select the layer where you want to move the fixture to.
- 5. Tap the fixture where you want to insert the fixture above.
- 6. Tap the Paste Fixture button.

When you are done working with your layers, please leave the EditSetup menu.

Now you are asked if you want to save the changes you have made.

Tap Yes to save. **No** to not save any changes and keep the fixture schedule as it was. **Cancel** to return to fixture schedule without saving.