grandMA2 User Manual – RDM Version 3.9 – 2025-06-13 English



Turn RDM off

To ensure a trouble-free DMX signal and to minimize network traffic, we recommend to turn RDM off for universes including only fixtures NOT providing RDM functionality.

Turn off RDM per universe

There are two ways to do this.

Way A:

- Tap on an empty space in the screen, tap **Pools**, and then item **Universes**. The **universe pool** opens.
- Press Edit and tap at the universe you want to turn off RDM. The Edit universe pop-up opens.
- 3. Tap in the RDM cell until the cell is empty.

RDM is turned off for the selected universe. The **green RDM icon RDM** is not visible anymore in the universe pool - pool style.

Way B:

- 1. Press Setup and tap under Show Patch only (Live). The Live Setup opens.
- 2. Tap DMX List. The DMX list opens.
- 3. Under List of Universes is a column RDM. Tap in the RDM cell until the cell is empty for that universe you want to turn off RDM.

RDM is turned off for the selected universe. The **green RDM icon RDM** is not visible anymore in the universe pool - pool style.

Turn off RDM global

There are two ways to turn off RDM global.

Way A:



1. Press Setup and tap under Console Global Settings .

Setup/Console/Global Settings		🕹 Home		Ø	×			
Show demo dimmer and m	Console v3.1.209	User No administrator Sta			Networ Standalo	Network tandalone		
Desk Lights	Agenda Running Stopped							
Screen Options	Wysiwyg	Wysiwyg Off On						
Local Settings	Force Login			0 0	ff n			
Global Settings	Enable RDM Off On							
MIDI Show Control	Remotes Login Disabled Login Enabled							
Timecode	Telnet Login Disabled Login Enabled							
Date & Time	MA-Net2 TTL 8							
Software Update	MA-Net2 DSCP	MA-Net2 DSCP			CS4 (default)			
User & Profiles Setup	Selected Timecode Slot			1				
Edit Keyboard Shortcuts								
Wing & Monitor Setup								

Setup global settings

2. Tap at **Enable RDM** until the **Off** is yellow.

RDM is global turned off. The **red RDM icon RDM** is displayed in the universe pool - pool style, if RDM is on for that universe.

Way B:



1. Press Setup and tap under Show Patch & Fixture Schedule . The Edit Setup opens.

EditSetup (used Parameters: 796/available Parameters: 0)						Fixture				
Showing 'Layers'			Layer: 'Spots'					Types		
Nam	8	Fixtures	Ch.	FixId	Chaīd	Name	Fixture Type	Patc	<u> </u>	
Spots		[110]	[1	1	1	Spot 1	4 VL3500 Spot (1		Positions
LED		[101200]	[10]	2	2	Spot 2	4 VL3500 Spot (1		
Dimmer		[10011110]	[1001	3	3	Spot 3	4 VL3500 Spot (1		DMX
Camera Fix	ture	[20012001]		4	4	Spot 4	4 VL3500 Spot C	1		Profiles
New				5	5	Spot 5	4 VL3500 Spot (1		
				6	6	Spot 6	4 VL3500 Spot (1		
				7	7	Spot 7	4 VL3500 Spot (1		
		8	8	Spot 8	4 VL3500 Spot (1				
		9	9	Spot 9	4 VL3500 Spot (1				
				10	10	Spot 10	4 VL3500 Spot (1	~	
<				<						
Add Layer	Delete Layer	e Cut r Layer	Copy Layer	. Р L	aste ayer	Patch Rout Univ.Address				RDM Devices
		Export Layer		Dia	gnostic					Create Multipatch

Setup patch & fixture schedule (edit setup)



2. Tap in the lower right corner at **RDM Devices**

The RDM	Devices	window	opens.
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RDM Devices		Show All	RDM			
Discovered R	DM FixtureTypes	Discovered: 'Steinigke Showtechnic GmbH DMH-32 RGBW'				
Manufacturer	Model Des	RDM UID RDM Name RDM Mode RI				
Steinigke Show	DMH-32	29AA010600C7 DMH-32 RGBW 3 DMX 22 / Extended 2				
		29AA01060097 the lamp on yoi 3 DMX 22 / Extended 2	Ĩ			
		,				
		🚦 RDM DMX Address: 🛛 📁 MA2 Patch Address: 🍡				
		1.126				
		🚦 RDM DMX Footprint: 📁 MA2 FixtureType				
<	>	22 Footprint: -				
FixtureType		Auto-Patch Auto-Match Identify Fixture	RDM Info			
		Diagnostic Unmatch				

Setup - patch & fixture schedule - RDM devices

3. Tap at **RDM Enabled** until **RDM Disabled** is displayed.

RDM is global turned off. The **red RDM icon RDM** is displayed in the universe pool - pool style, if RDM is on for that universe.