

Selection Grid

Fixtures can have information about their position in a 3D selection grid.

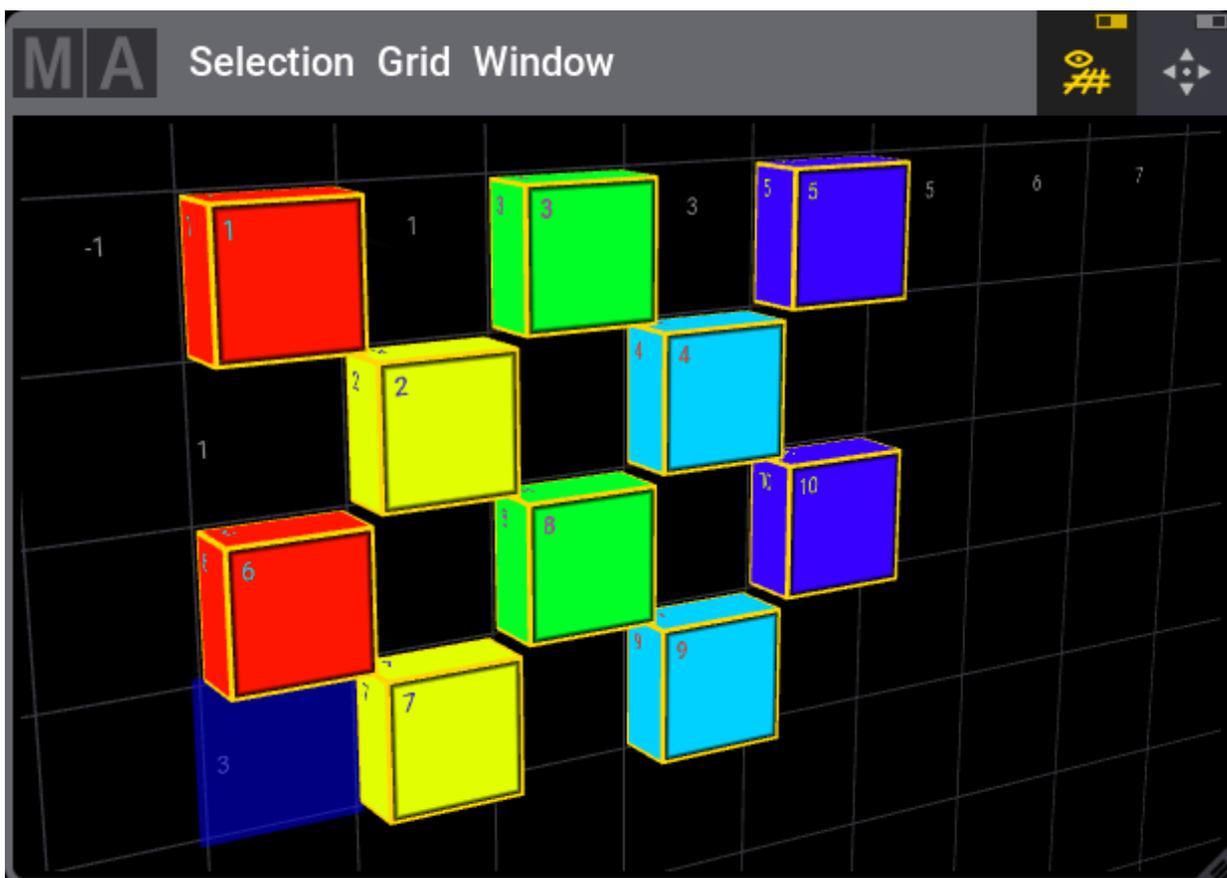
Each fixture is symbolized as a box using one space in the grid.

The grid is a way to organize the fixtures in relation to each other.

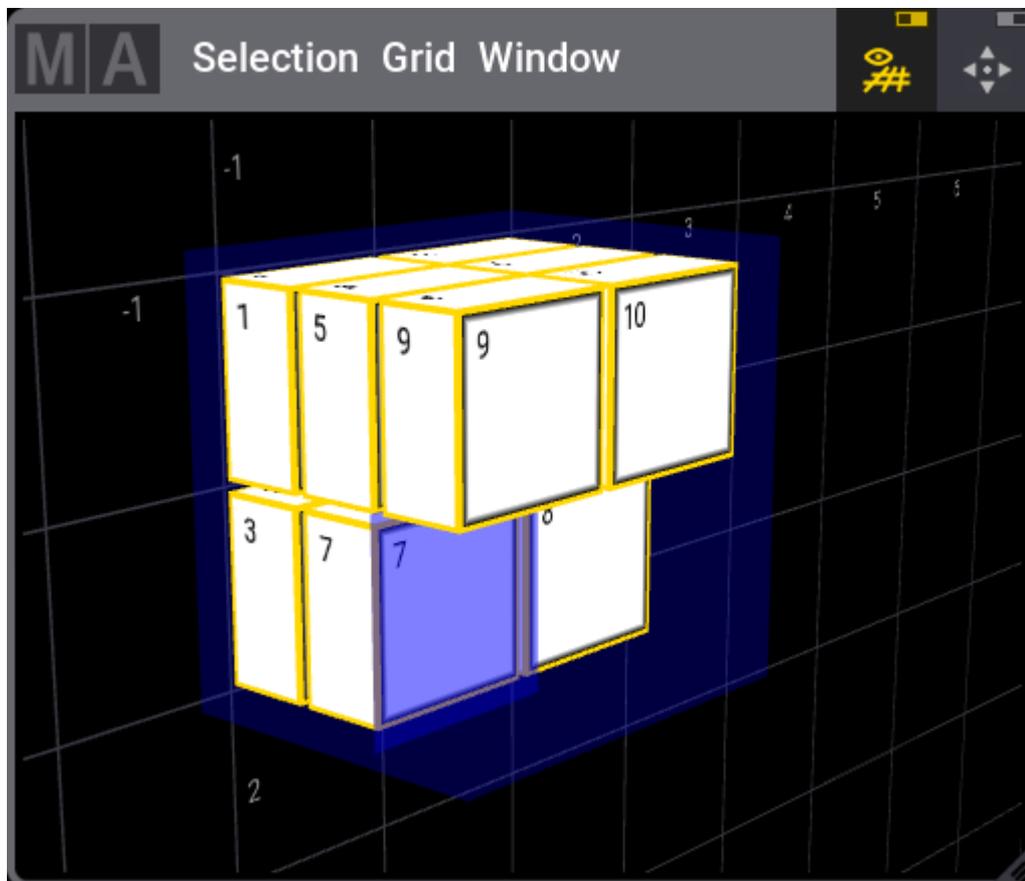
The grid is used when a range of values are applied. Fixtures positioned at the same X and Y axis but at different Z axis will have the same value applied.

In the first example picture below the fixtures were selected using a group with the grid information and then colors were assigned using the **Align** function in the color picker. The value range is applied from the lowest column number to the highest column number in the selection window.

The fixtures position in a grid can be seen in the **Selection Window**.



Selection grid with 10 fixtures positioned



Fixtures positioned in all three dimensions

The fixtures do not have to have any grid information. When fixtures are selected and no grid information is applied, then the fixtures will automatically be positioned in a single row in the X-axis starting from the position of the grid cursor.

The fixtures grid position is stored in **Groups**, **Presets**, and **Cues**.

Grid Cursor

Fixtures are positioned based on the position of the grid cursor. The grid cursor is the blue cells in the grid.

The grid cursor can be moved using the **Grid keyword** (all three axes are possible) or simply by tapping in the selection window (only selects at the 2D XY plane).

For example moving the cursor to X position 3, Y position 2, and Z position 1 press the following keys:

MA + X3 3 / 2 / 1 Please

The Z-axis can be omitted if it is 1.

The grid cursor can be more than one cell. A range of cells can be selected using the **Thru keyword** and specifying the beginning cell and the ending cell.



Selecting fixtures after defining the grid puts the fixtures in the area. If only one cell is selected, then the grid cursor moves to the next free cell in the X-axis and positions horizontally the fixtures from this location. Moving the grid cursor one field "right" (positive X-axis) with every placed fixture.

The grid numbers cannot currently be negative numbers.

Store the Grid

When the fixtures are positioned in a grid, then it can be stored in groups, presets, or other objects that use the grid information. Use any of the available store methods (buttons, screens, or any combination) to store the group, preset, or another object.

Read more about storing groups in the [Create Groups topic](#) or more generally about groups in the [Groups topic](#).

Read about storing presets in the [Create Presets topic](#) or more generally about presets in the [Presets topic](#).

Read more about storing cues in the [Store Cues topic](#) or generally about [cues and sequences section](#).

Adjust the Selection Grid

The grid can be rotated by pressing the window with a single finger and moving the finger around the screen. The same can be achieved with left-clicking a mouse and moving the mouse with the left button pressed.

The grid can be zoomed using a pinch motion with two fingers on the touch screens. A scroll wheel on a mouse also zooms.

The grid can be moved around by touching the screen with two fingers and moving them around the screen. This can be done with a mouse by keeping both the left and right mouse button pressed while moving the mouse.

The title bar has two On/Off buttons. The left one is the **Show Grid** button that toggles the visibility of the grid. The right **Fit** button resets the window to fit all the fixtures in the grid.