



## Windows, Views, and Menus

**Windows** are created on the **Screens**. The screens are the monitors. The different sizes of grandMA3 hardware have a different amount of screens. The grandMA3 onPC has quick access to open 5 displays with large screen area and 2 small screens. This is to have access to the same primary screens as a grandMA3 full-size. For more information, see **Screen Allocation**.

Most screens are empty in a new show. An empty screen is a blank space where each user can create their own arrangement of windows. This arrangement can be stored as a **View**.

On the right side of each screen, there can be a number of **View Buttons**. Views can be assigned to these buttons. This allows for fast access to recall a stored view or update a view by storing it again.

A new show has 7 factory-made views assigned to the first 7 view buttons on each screen. These can be changed or deleted.

A **Menu** is a big pop-up that covers most of the screen. There are several menus in the software that gives access to the setup of the console, system, fixtures, and much more. For more information, see **Menus**.