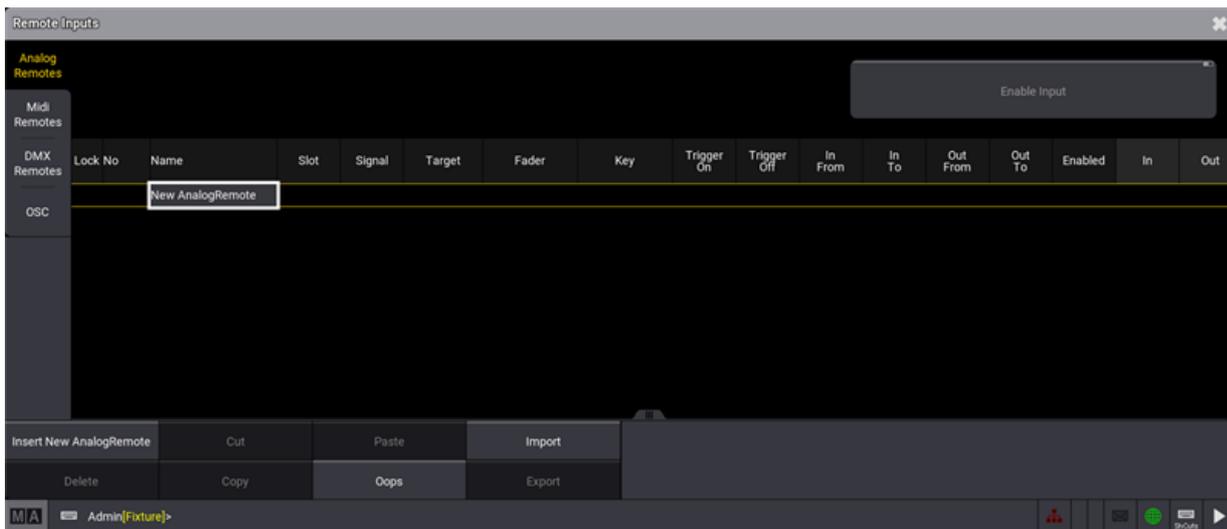


Remote Inputs

Remote Input includes Analog Remotes, MIDI Remotes, DMX Remotes, and OSC.

To open the **Remote Inputs** window, press **Menu** and then **In & Out**.



Remote Inputs window

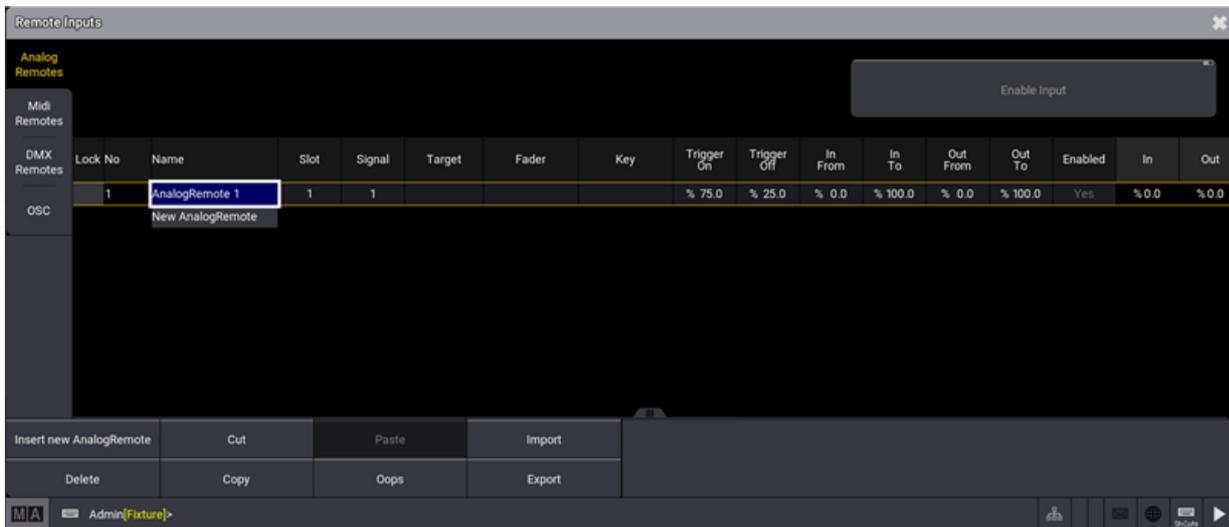
There are four tabs: **Analog Remotes**, **MIDI Remotes**, **DMX Remotes**, and **OSC**.

Analog Remotes

The **Analog Remotes** tab is used to configure the DC Remote Control input on the rear panel.

Please read the [Connect Analog Remote Control topic](#) to learn more about the hardware part of the input.

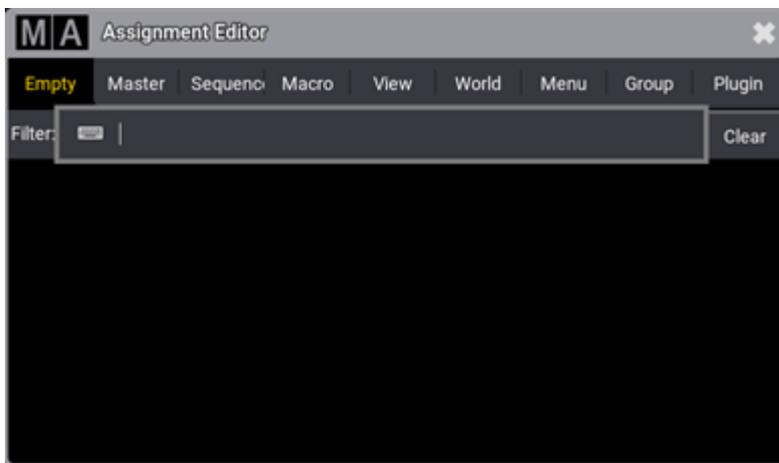
- To add a new Analog Remote, tap New AnalogRemote.



New Analog Remote

- Tap Target to assign the Target.

The Assignment Editor window opens.



Assignment Editor

- Select the target, e.g. a sequence.



The screenshot shows the 'Assignment Editor' window with the 'Sequences' tab selected. A table lists five sequences with their respective lock counts, names, and auto-start/stop settings.

Lock No	Name	Scribble	Appearance	Auto Start	Auto Stop
1 (2)	Default			Yes	Yes
2 (4)	Sequence 2			Yes	Yes
3 (3)	Sequence 3			Yes	Yes
4 (3)	Sequence 4			Yes	Yes
5 (3)	Sequence 5			Yes	Yes

- To select the Fader, tap Fader.

The Select Fader pop-up opens.



Select Fader pop-up

- To set the In From value of the rotary control to a new value, tap In From.

The In From pop-up opens.



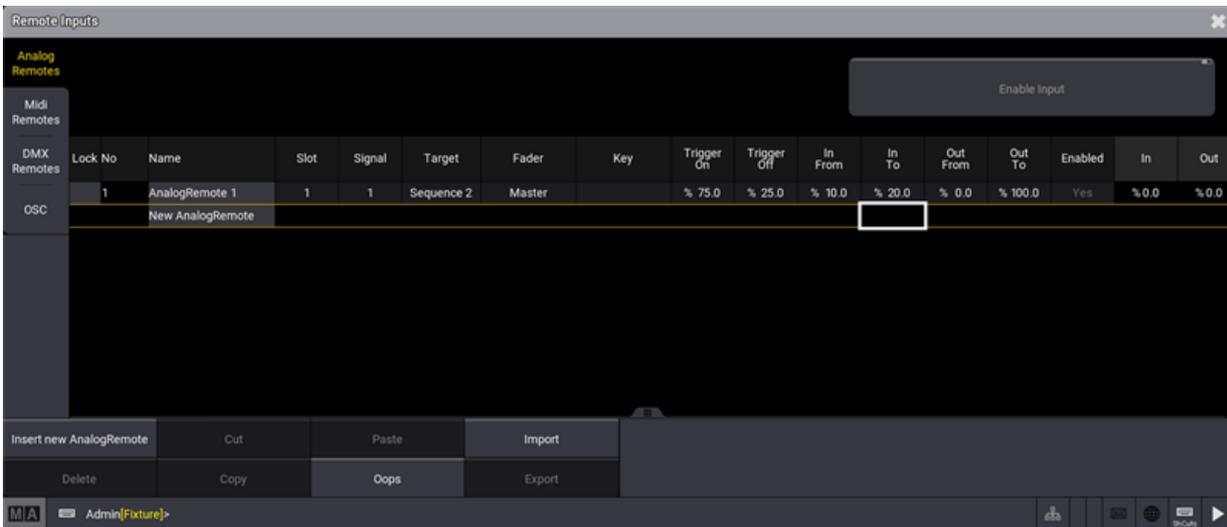
In From pop-up

- To set the In To value of the rotary control to a new value, tap In To.

The In To pop-up opens.



In To pop-up

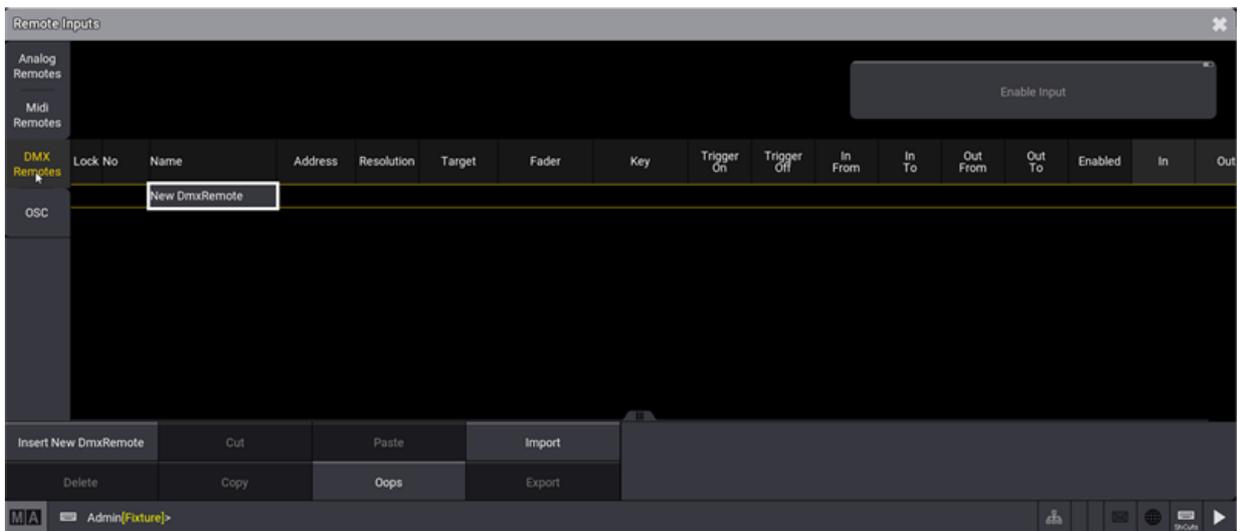


DMX Remote

The **DMX Remotes** tab uses DMX channels as remote triggers. The DMX source can be the console itself.

- To adjust the settings for DMX, tap DMX.

The DMX settings window opens.



DMX settings window

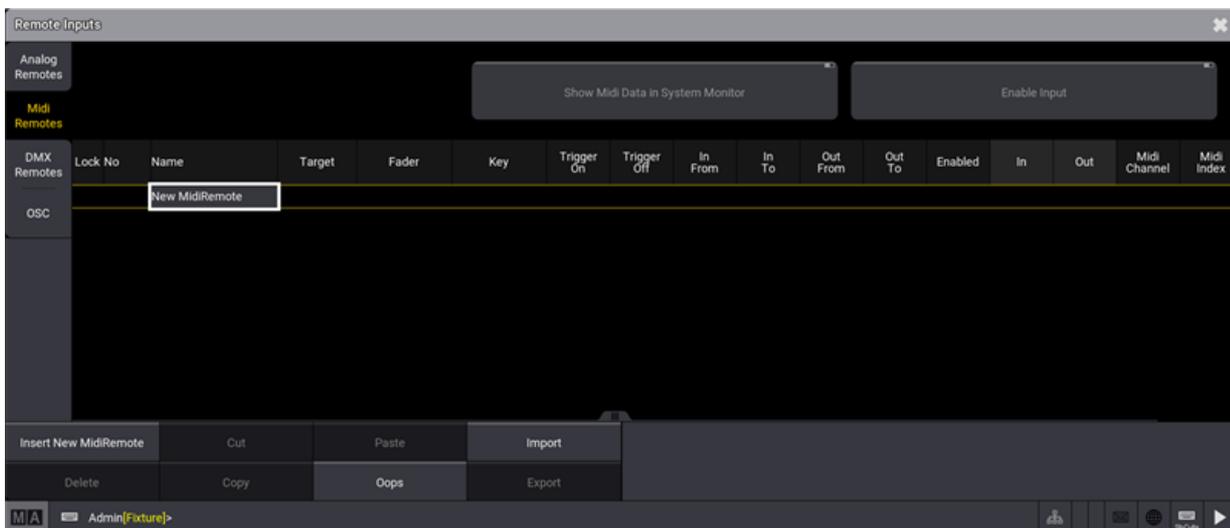
Please read the topic [Connect DMX](#) to learn more about the hardware part of the input.

MIDI Remote

The **MIDI Remotes** tab is used to receive MIDI notes as input.

- To adjust the settings for MIDI, tap MIDI.

The MIDI settings window opens.



MIDI settings window



OSC

OSC is a client and server system that defines a message address pattern used to address elements in the receiving server.

The address system defines the location affected by different types of information - called Types. Relevant types could be: String, Float, Integer, True, and False.

The grandMA3 software supports OSC 1.1.

For more information about the OSC address, OSC type and OSC structure, see [SendOSC keyword](#).

- To adjust the settings for OSC, tap OSC.

When receiving OSC messages, **Input** will highlight its title bar. When sending OSC messages, the title bar of **Output** will be highlighted.

Each configuration line for OSC can be used for input and/or output.

These properties can be configured:

- Name: Sets the name for this configuration.
- Destination: Sets the IP address for sending OSC data. A specific IP address or a broadcast IP can be set.
- Mode: OSC packets can be sent via UDP or TCP.
- Port: Specifies the network port of the incoming and/or outgoing OSC packets.
- Prefix: A prefix can be set by the user if he needs to. A prefix can be used for example as a criterion for limiting the range of possible receivers, e.g. /lighting would only take packets with /lighting into account, and discard OSC packets with the /sound-prefix.
- Page: Specifies which OSC Address of incoming OSC messages is routed to pages.
- Fader: Specifies which OSC Address of incoming OSC messages is routed to faders.
- ExecutorKnob: Specifies which OSC Address of incoming OSC messages is routed to the mini encoders.
- Key: Specifies which OSC Address of incoming OSC messages is routed to keys.
- FaderRange: Specifies which OSC value range is used for the fader, e.g. FaderRange 255 sets OSC 0-255 to 100%.
- Receive: Specifies if OSC data (but no commands) shall be received.
- Send: Specifies if this OSC configuration sends OSC data (but no commands).
- ReceiveCmd: Specifies if commands for the command line will be received via OSC. This setting is independent of the general receive setting.
- SendCmd: Specifies if commands of the command line will be sent via OSC. This setting is independent of the general send setting.
- EchoInput: Specifies if the input data shall be displayed in the system monitor.
- EchoOutput: Specifies if the output data shall be displayed in the system monitor.

With the buttons

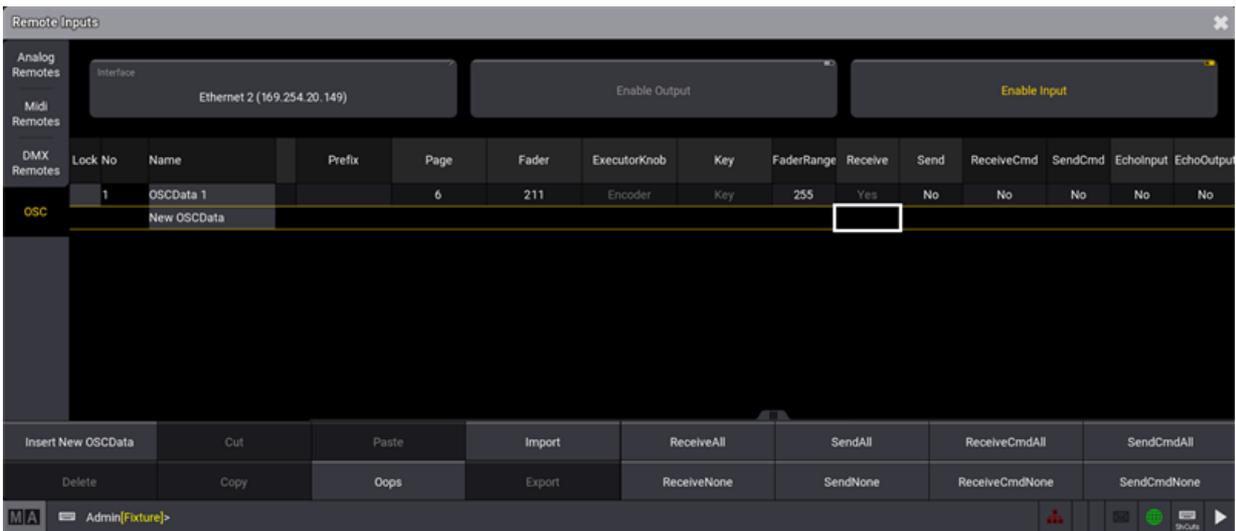
ReceiveAll, **ReceiveNone**, **SendAll**, **SendNone**, **ReceiveCmdAll**, **ReceiveCmdNone**, **SendCmdAll** and **SendCmdNone**

lines can be modified together for the properties Receive, Send, ReceiveCMD and SendCmd.



Hint:

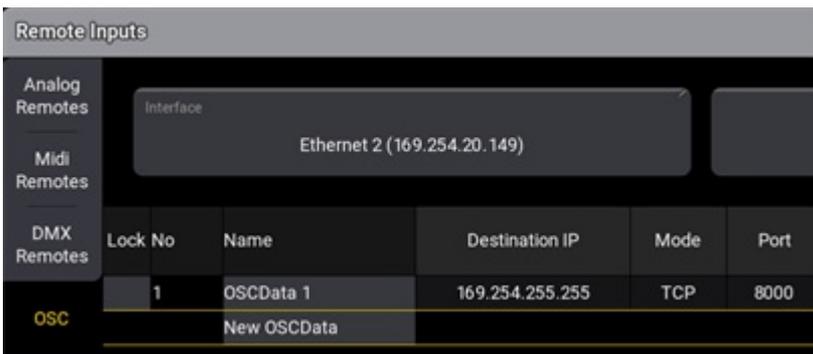
The addresses defined for Page, Prefix, Fader, ExecutorKnob, and Key are case-sensitive.



OSC settings window

The most important OSC setting is the correct network configuration.

Make sure that the IP address, the network mode (UDP, TCP), and the port are correctly set.



OSC network configuration



Hint:

Please note that the port configuration is used for sending and receiving OSC data.