

# Insert DMX Modes

A DMX mode consists of one or several DMX channels.

The DMXMode is the parent, and the DMXChannel is its child.

#### **Requirement:**

• Insert fixture type first.

For more information, see Insert Fixture Types.

### Example:

• How to create a Basic moving head.

### Important:

The build of a fixture type is based on the hierarchic structure of parent-child. A parent comes first, and the child follows its parent. There may be several children.

### 🗧 Hint:

Many manufacturers provide DMX charts that define channels. Use a DMX chart to enter the channels in the fixture type table.

### This basic moving head is based on this chart:

Relative Patch Address	Function
1	Pan (8 bit) Pan movement by 540°
2	Pan Fine (16 bit)
3	Tilt (8 bit) Tilt movement by 270°
4	Tilt Fine (16 bit)
5	Dimmer
6	Red
7	Green
8	Blue



#### Important:

-To back up data during or after the build of fixture types, leave the **Fixture Type Editor** and tap **Export** in the **Fixture Types** menu.

An xml. file is exported. It is possible to import this file into the show file.

-Or save the show file. Leave the Patch menu and save all changes.

1. Set the focus to the fixture type.

MA	A Fining Types 🕺														
	Lock	No	Name	Scribble	Appearance	Color	Source	ShortName	LongName	Description	Manufacturer	Used	CanHaveChildren	Blade Mirror	BladesPerPrismBeam
	S	1 (9)	Universal			0.000000,0.		Univ		grandMA3 Universal Fixtu	Generic				No
		2 (9)	Robin BMFL WashB		Fixtures.Fixture	1.000000,1	GDTF	BMFL WashBeam		The strong-arm of the BN	Robe lighting				No
		3 (9)	Robin BMFL Blade		Fixtures.Fixture	1.000000,1	GDTF	BMFL Spot		Four fast shutter blades w	Robe lighting				No
	s	4 (9)	FixtureType 4			1.000000,1	grandMA3					0	Yes	No	No
			New FixtureType												
Insert ne	rw Fixt	ureType	Cut			Paste		Import		Edit					
	Delete	į.	Сору	'		Oops		Export							

### 🔄 Hint:

To add children in the window Edit Fixture Type, tap and hold 'New object' line.

2. Tap Edit .

The window Edit FixtureType opens, and the focus is automatically set to the column DMX Modes.

Μ	MA Edit finiture Type 4																
Wheels PhysicalDescriptions			sicalDescriptions		Geometries			DMXModes			Revisions			Protocols			
Loci	( No		Name	Geometry	RDMPersonalityId	Туре	DMX Break	Coarse	Fine	Ultra	Frequency	Default	Highlight	Lowlight	Attribute	Snap	Master
S	1 (4)	•	Default	Geometry 1	0												
	1 (1) 1 (1)		DMXChannels DMXChannel 1	Geometry 1		DMXChannel											
	1 (1)		LogicalChanne	1		LogicalChannel											
	2		Relations														
I	nsert ne	w DMX	Mode C					DMDGR	Dec8					Select up		'New obj	ect' line
		elete	Co	ру	Oops									Select dov	vn	Merge o	=: hildren

#### Insert DMXMode

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3. For a clear overview, tap to disable **Merge children** in the lower right corner of the window.



### 4. In the column **Name**, tap and hold the cell Default. -The **pop-up Edit Name** opens.

-Rename Default to Mode 1.

<b>v</b> 5	<u>ጉ</u>	Edit Name													
Esc		1	2	3	4	5	б	7	8	9	0	-	=	Backspace	
Tab		q	w	e	r	t	у	u	i	o	Р	] [	į	]	
Caps	Lock	а	s	d	f	g	h	j	k	I	1	; '		Enter	
Shift	t	١	z	x	с	v	b	n	m	,		/		Shift	
Ct	trl	Lai	nguage									Alt		Ctrl	

Edit name of Default

# Enter DMXChannel 1 - Pan

To enter the first channel:

- 1. Expand Mode 1: -Tap
- 2. In the row DMXChannel 1, enter:
  - -Coarse: 1 -Fine: 2
  - -Default: 50 %
  - -Highlight: none
- Expand DMXChannel 1 for further entries in LogicalChannel: -Tap in the row DMXChannel 1.
- 4. In the row LogicalChannel select: -Attribute: Pan
- 5. The DMXChannel 1 is renamed to Geometry 1\_Pan. -**Master**: none
- 6. Expand LogicalChannel for further entries in ChannelFunction:
   -Tap I in the row LogicalChannel.



7. In the row ChannelFunction select:
-Attribute: Pan
-Physical From: -270
-Physical To: 270



As soon as you select an attribute, the DMX Channel is renamed after the attribute – Geometry\_Attribute.

DMXChannel1 is entered.

# Enter DMXChannel 2 - Tilt

To enter the second channel:

- 1. Tap Geometry 1\_Pan.
- 2. Tap to enable 'New object' line.
- 3. Tap New DMXChannel and tap Insert . New DMXChannel is renamed to DMXChannel 2.
- 4. To enter the second channel, enter in the row DMXChannel 2:
  - -Coarse: 3 -Fine: 4 -Default: 50 % -Highlight: none

-Open LogicalChannel. For more information, see **<u>step 3</u>** in the type LogicalChannel.

- 5. -Attribute: Tilt
- 6. DMXChannel 2 is renamed after the attribute.

-Master: none

7. Open ChannelFunction. For more information, see <u>step 5</u> in the type ChannelFunction.
-Attribute: Tilt
-Physical From: -135
-Physical To: 135

DMXChannel 2 is entered.

# Enter DMXChannel 3 – Dimmer

To enter the third channel:

- 1. Start with steps 1 to 3, as described in DMXChannel 2.
- 2. To enter the third channel, enter in the row DMXChannel 3:
- 3. -Coarse: 5
  -Default: 0 %
  -Highlight: 100 %
  -Open LogicalChannel. For more information see <u>step 3</u> in the type LogicalChannel.



- 4. -Attribute: Dimmer
- 5. DMXChannel 3 is renamed after the attribute.
- 6. To control the value of the attribute using the Grand Master, tap in the column **Master**. -The **pop-up Select Master** opens.

Select Master	*
None	
Grand	
Group	

Select Master

-Tap Grand.

7. Open ChannelFunction. For more information, see <u>step 5</u> in the type ChannelFunction.
-Attribute: Dimmer
-Physical From: 0
-Physical To: 1

DMXChannel 3 is entered.

# Enter DMXChannel 4 – Red

- 1. Start with steps 1 to 3, as described in DMXChannel 2.
- 2. To enter the fourth channel, enter in the row DMXChannel 4:
- 3. -Coarse: 6

-**Default**: 100 % -**Highlight**: 100 % -Open LogicalChannel. For more information, see <u>step 3</u> in the type LogicalChannel.

- 4. -Attribute: ColorRGB\_R
- 5. DMXChannel 4 is renamed after the attribute.
- 6. Master: none
- 7. Open ChannelFunction. For more information see <u>step 5</u> in the type ChannelFunction.
   -Attribute: ColorRGB\_R
   -Physical From: 0
  - -**Physical To**: 1

#### DMXChannel 4 is entered.



# Enter DMXChannel 5 – Green

- 1. Start with steps **<u>1 to 3</u>**, as described in DMXChannel 2.
- 2. To enter the fifth channel, enter in the row DMXChannel 5:
- 3. -Coarse: 7
  -Default: 100 %
  -Highlight: 100 %
  -Open LogicalChannel. For more information, see <u>step 3</u> in the type LogicalChannel.
  4. -Attribute: ColorRGB G
- 5. DMXChannel 5 is renamed after the attribute.
- 6. Master: none
- 7. Open ChannelFunction. For more information see <u>step 5</u> in the type ChannelFunction.
  -Attribute: ColorRGB\_G
  -Physical From: 0
  -Physical To: 1

DMXChannel 5 is entered.

# Enter DMXChannel 6 – Blue

- 1. Start with steps 1 to 3, as described in DMXChannel 2.
- 2. To enter the sixth channel, enter in the row DMXChannel 6:
- 3. -Coarse: 8
  - -Default: 100 %

-**Highlight**: 100 %

-Open LogicalChannel. For more information, see **<u>step 3</u>** in the type LogicalChannel.

- 4. -Attribute: ColorRGB\_B
- 5. DMXChannel 6 is renamed after the attribute.
- 6. Master: none
- 7. Open ChannelFunction. For more information, see <u>step 5</u> in the type ChannelFunction.
  -Attribute: ColorRGB\_B
  -Physical From: 0
  -Physical To: 1



### DMXChannel 6 is entered, and DMX Mode 1 is inserted.

MA Edit FixtureType 4 Basic Moving Head														×		
Wheels PhysicalDesc			PhysicalDescripti				Georr	vetries		DMXM	lodes		Revisions		Protocols	
Lock	No	٠	Nar	ne C	Seometry	RDMPersonalityId	Туре	DMX Break	Coarse	Fine	Ultra	Frequency	Default	Highlight	Lowlight	
S	1 (4)	•	Mode 1	G	eometry 1	0										
	1 (6)		DMXChannels	2												
	1 (1)	•	Geometry	1_Pan G	eometry 1		DMXChannel						% 50.00			
	2 (1)	•	Geometry	1_Tilt G	eometry 1		DMXChannel						% 50.00			
	3 (1)	(1) Geometry 1_Dimmer		1_Dimmer G	eometry 1		DMXChannel							% 100.00		
	4 (1)	•	Geometry	1_ColorRGB_R G	eometry 1		DMXChannel						% 100.00	% 100.00	% 0.00	
	5 (1)		Geometry	1_ColorRGB_G G	eometry 1		DMXChannel						% 100.00	% 100.00	% 0.00	
	6 (1)	•	Geometry	1_ColorRGB_B G	eometry 1		DMXChannel						% 100.00	% 100.00	% 100.00	
			Relations													
DB/DDPardout ***															•	
Insert new DMXMode Cut			Cut					P	ercent				s	elect up	'New object' line	
Delete Copy				Сору		Oops								Sel	ect down	Merge children

Insert Mode 1