

Connect grandMA3 extension

The grandMA3 extension allows to extend the amount of physical executor handles for a grandMA3 full-size, grandMA3 light or RPU.

You can connect up to 3 grandMA3 extensions to a grandMA3 console depending on its type:

Device	Number of grandMA3 extensions
grandMA3 full-size / full-size CRV	1
grandMA3 light / light CRV	2
grandMA3 RPU	3



Important:

It is only possible to connect extensions to grandMA3 full-size (CRV), grandMA3 light (CRV) or grandMA3 RPUs.

A grandMA3 extension has to be connected to the same network or network interface that is used for the MA-Net communication.

The software version of the extension must be the same as the console.



Hint:

You can see the software version of the extension in the lower-left corner of the extension's display or in the network menu of the connected console.

Furthermore, an extension will connect to a specific console but not to a session.

To establish a connection with an extension, the IP address of the extension has to be in the same IP range as the console. The IP address of an extension can only be changed remotely from a console or onPC station. To do so, go to **Menu** - **Network Menu** and select the entry of the extension. Press and hold the IP cell. Use the pop-up to change the IP settings of the extension remotely.

To establish a connection between a console and an extension, select the extension in the network menu on the console you want to connect, then tap **Invite Station**. The connection will be initiated.

It is not possible to invite the extension to a third console when it is already connected to a different console. To disconnect the extension from a console, cancel the connection on the console the extension is connected to at the moment. To do so, select the console in the network menu and tap **Dismiss Station**. After that, it can be connected to a different console.

The column Remote IP in the network menu displays to which console the extensions are connected at the moment.



When an extension is successfully connected with a console, it will display the first wing of executors by default. To display a different executor wing, go to **Menu** - **Settings** - **Extension Configuration** . Within the Extension Configuration menu, it is only possible to change the WingID for the connected extension.

There are 2 column modes: Condensed (default) and Full. The condensed mode only displays information about the connection state, IP, and WingID. The full mode also displays the columns Connected Count and Device Type.

- Connection State: Can be Yes or No. This cell cannot be edited by the user and displays if the extension is connected with the console or not.
- IP: Displays the IP address of the extension. This cell also cannot be edited by the user.
- Wing ID: Displays the ID of the executor wing the extension controls. This property can be changed by the user.
- Connected Count: The higher the number the more often the extension tried to connect to the console. In a faulty network environment, the number can increase fast due to reconnection. This value cannot be edited by the user.
- Device Type: This column displays the device type of the extension. Typically it is grandMA3 Fader Module Encoder (MFE). This cell also cannot be edited.

The desk light of an extension is controlled together with the desk lights of the console.

The custom section of an extension can mirror the **custom section of the console** or can be independent of the console, depending on the user settings.

To learn more about user settings, read the **User settings topic**.