



Import Fixture Types

It is possible to import fixture types from these libraries:

- **grandMA3** fixtures
- Converted **grandMA2** fixtures
- Fixtures using **GDTF** format

Requirement:

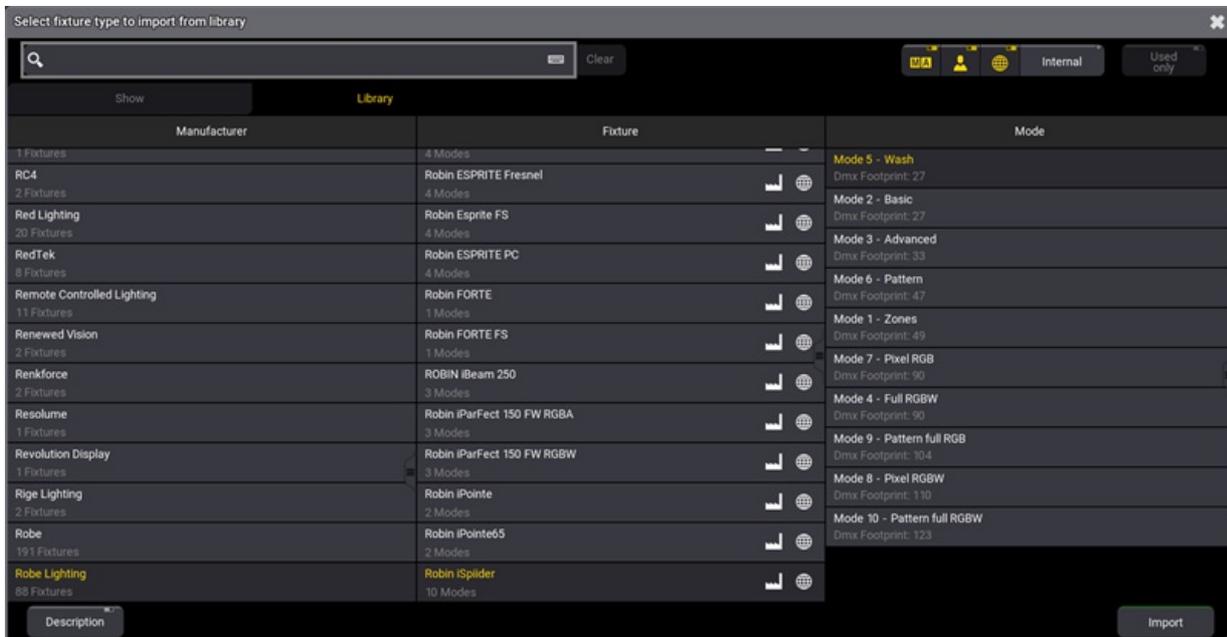
- Access Patch
 1. Tap **Fixture Types** in the bar on the left of the patch dialog.
The **Fixture Types** menu opens:

Patch	Lock	No	Name	Scribble	Appearance	Color	Source	ShortName	LongName	Description	Manufacturer	Used	CanHaveCh	IsMarker	Share Global	Blad
Fixture Types	S	1 (9)	Universal			0.000000,0.000000	User	Univ		grandMA3 Univer	Generic	1	No	No	Yes	
	S	2 (9)	Box			1.000000,1.000000	User	Box			Set	1	Yes	No	Yes	
	S	3 (9)	eurotruss_FD34-300			1.000000,1.000000	User	eurotruss_FD34-3			Set	6	Yes	No	Yes	
Attribute Definitions	S	4 (9)	eurotruss_FD34-250			1.000000,1.000000	User	eurotruss_FD34-2			Set	4	Yes	No	Yes	
	S	5 (9)	eurotruss_FD34-L90			1.000000,1.000000	User	eurotruss_FD34-L			Set	4	Yes	No	Yes	
Parameter List	S	6 (9)	Stairs 80			1.000000,1.000000	User	Stairs 80			Set	6	Yes	No	Yes	
	S	7 (9)	Curtain 2			1.000000,1.000000	User	Curtain 2			Set	1	Yes	No	Yes	
DMX Universes	S	8 (9)	Led Tile RGB8 Steps			1.000000,1.000000	grandMA3	RGB T8		8Bit RGB Led Tile	Generic	4	No	No	Yes	
	S	9 (9)	Mac Aura XB		Symbols	1.000000,1.000000	grandMA3	AuraXB		Martin Mac Aura	Martin	16	No	No	Yes	
	S	10 (9)	MAC Quantum Profile		Symbols	1.000000,1.000000	grandMA3	QuantPro		Martin MAC Quan	Martin	13	No	No	Yes	
Stages	S	11 (9)	Led Tile RGB8 Wall			1.000000,1.000000	grandMA3	RGB T8		8Bit RGB Led Tile	Generic	100	No	No	Yes	
	S	12 (9)	Rush Par 2 RGBW Zoom			1.000000,1.000000	grandMA3	Par2RGBWZ			Martin	7	No	No	Yes	
DMX Curves	S	13 (9)	Grouping			1.000000,1.000000	grandMA3	Grp		A grouping object	Generic	3	Yes	No	Yes	

Fixture Types menu

2. Tap **Import**.

The pop-up **Select fixture type to import** opens.



Select Fixture Type to Import From Library pop-up

3. Select the fixture type then tap **Import**.

For a detailed description of this window see, [Add fixtures to the show](#).



Hint:

The **Show** tab and the **Used only** button are available only when inserting a new fixture type from the patch menu.