



## Import GDTF

In grandMA3, it is possible to import a GDTF file (General Device Type Format) that contains the description of a fixture type.

The GDTF file is a zip file containing:

- Description
- Geometry data
- Gobo images

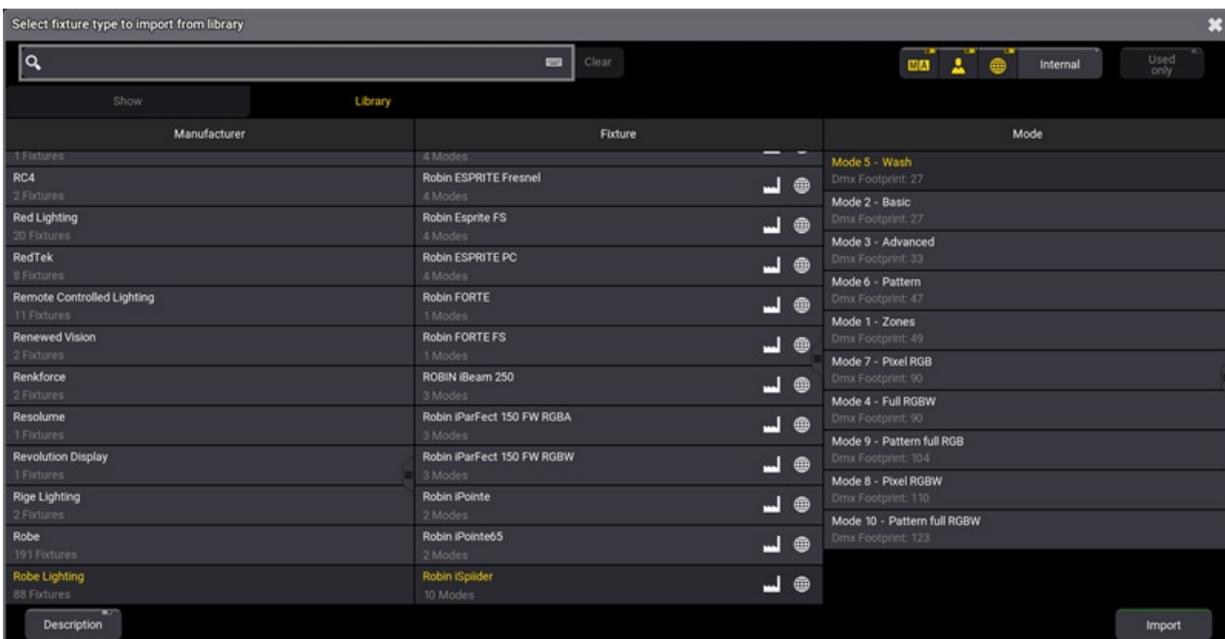
For a detailed description of GDTF, see the DIN specification 15800:2022 (<https://www.beuth.de/de/technische-regel/din-spec-15800/349717520>).

## Import GDTF from the Console or Directly from World Server

When there is an active connection to a World Server (for more information see [World server](#)), it is possible to access **grandMA3 fixture share** and **GDTF** libraries directly.

1. Open the patch menu by pressing **Menu**.
2. Tap **Patch**.
3. On the left side of the window, tap **Fixture Types**.
4. Tap **Import** at the bottom of the window.

The **Select Fixture Type to Import pop-up** opens:



Select Fixture to Import from Library pop-up

5. Tap the share button (🌐).
6. Select a fixture type then tap **Import**.



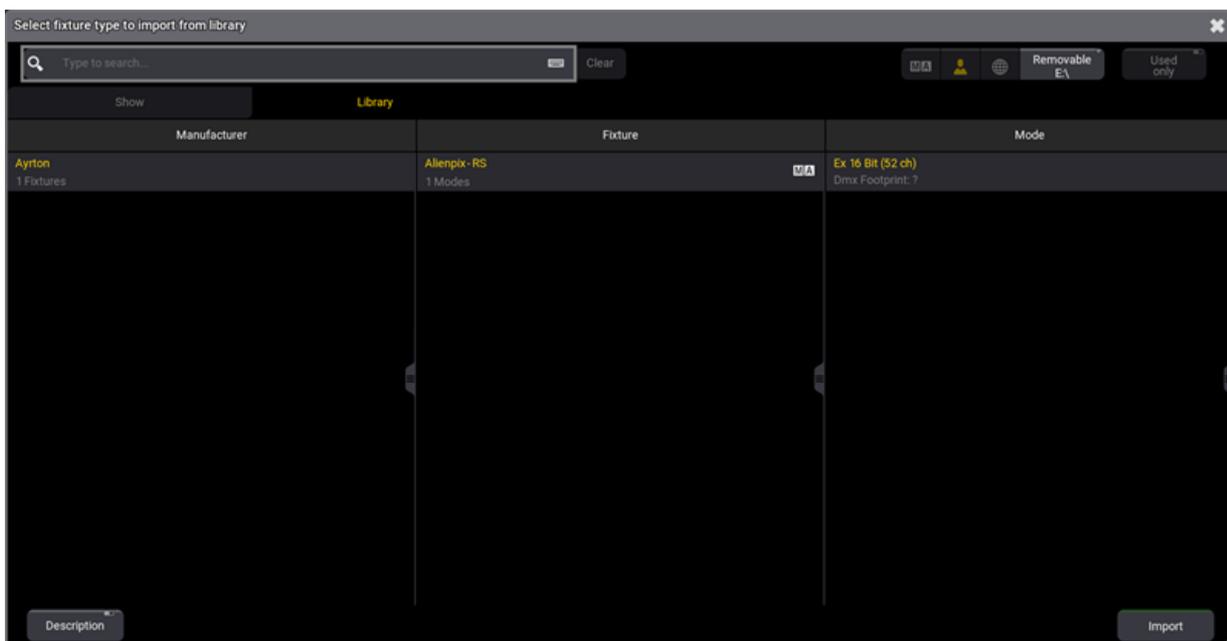
The fixture is imported to the fixture type list and can now be patched.

## Import GDTF from a Flash Drive

Fixtures can be exported to a USB flash drive and the fixtures can be imported to a show file even when there is no access to the World Server.

1. Download the GDTF file on [www.gdtf-share.com](http://www.gdtf-share.com) or export it to the USB flash drive (and skip to point 4).
2. The file is located in the download folder.
3. Copy the GDTF file to a USB flash drive. The default path for GDTF fixture types is:  
**/grandMA3/gma3\_library/fixturetypes.**
4. Insert the USB flash drive into the console.
5. Open the patch dialog and tap **Fixture Types**.
6. Tap **Import**.

The **Select Fixture Type to Import pop-up** opens:



*Select Fixture to Import from Library pop-up with USB drive selected*

7. In the upper right corner, select the USB flash drive that contains the GDTF files.
8. Select the desired fixture type.
9. Tap **Import**.

The fixture is imported to the fixture type list and can now be patched.

For more information on how to patch, see [Add Fixtures to the Show](#).