Add Moving Lights

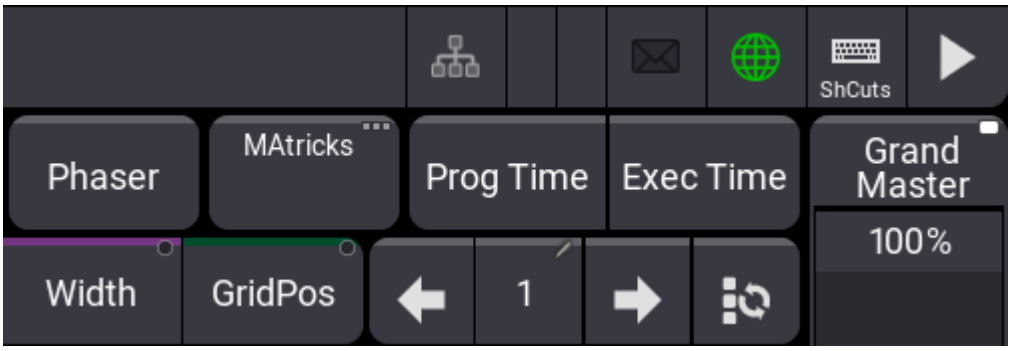
In this chapter, we will return to the patch and add some moving lights.

We are going to add a variety of fixtures, and we are going to hang them on our fictive fixture pods.

World Server

This time we are going to get the fixtures from the Internet. The files come from **https://gdtf-share.com**. You can find and download fixtures from the website. We can also import them directly from the grandMA3 onPC or console when there is a connection to a **World Server**. MA Lighting offers a public world server to connect to.

Let us start by checking the connection. The command line input bar has a globe icon on the right-hand side.



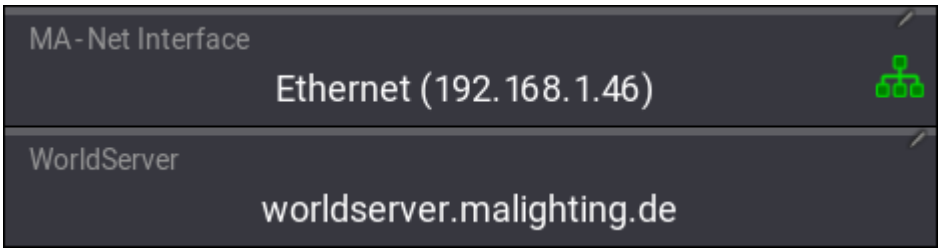
A green globe indicates that there is a good connection to the server. If this is true, you can jump to **Fixture Share Library** below. Keep ready to learn how to change the address of the world server.

If the globe is black, there is no internet connection, or the server address is wrong.

I cannot help you with the internet connection, but we can check that the world server address is correct.

We need to have a look at the **Network menu**. We will return to networking in a future chapter. For now, we will concentrate on the world server.

Click the  (or press Menu) and click Network in the pop-up. This is the interesting part:



When the computer running grandMA3 onPC has an internet connection, the World Server address must be correct. Type **worldserver.malighting.de** into the WorldServer input. It should already be this in a new empty show, but it is good to check.

Consoles need internet access on one of the Ethernet connectors on the back to be able to connect to the server.

The server is the same for consoles and onPC.

You can close the network menu. Hopefully, the globe will turn green.

Fixture Share Library

We are going to import fixtures from the world server. If you cannot access the server, just use the standard library. The fixture types will maybe not be as good, but they will function for us in the rest of the quick start guide.

We need to get back into the Patch. You should remember how otherwise, review **chapter 2**.

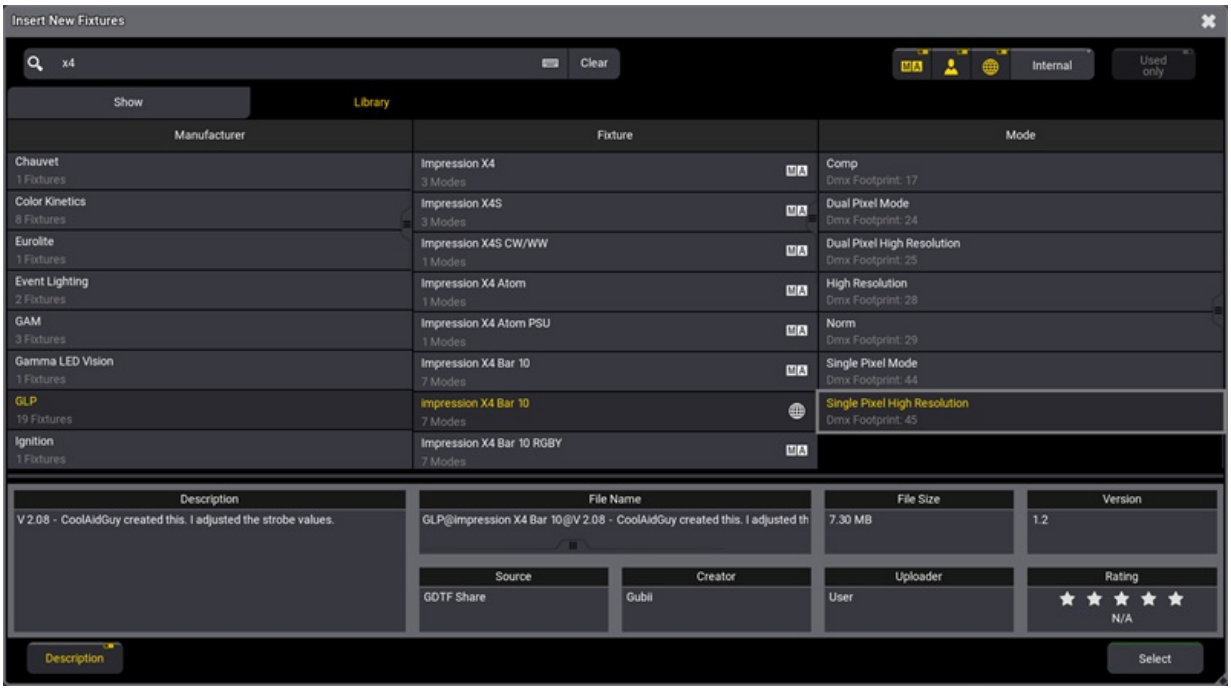
Select New Fixture at the bottom of the list - make sure not to select the one inside the Blinder grouping fixture.

Click Insert new Fixture.

We need to import new fixtures from a library, so click Library. The upper right corner of the pop-up has some buttons that can be used to select different library sections. The default is that the MA library (MA) and the user create files ( ) are active, but we can also activate the library section from the world server by turning On the globe icon .

Now we can also search through the online fixture libraries. Here we can access user-created fixtures and fixtures created by the manufacturers themself.

We want to import an "Impression X4 Bar 10" fixture from GLP in a "Single Pixel High Resolution" mode.



We can see some details about a fixture by turning On the 'Description'. It is a button in the lower left corner.

In the description, we can see the **Source** information. In the example above, we can see that the source is "GDTF Share". We can also see next to "Fixture" in the list above that there is a globe icon next to the fixture type I have selected.

Please make sure you select exactly the same fixture and mode as the one in the image above. There might be more versions on the world server by different **Creators**. Select the one uploaded by **User** "Gubii".

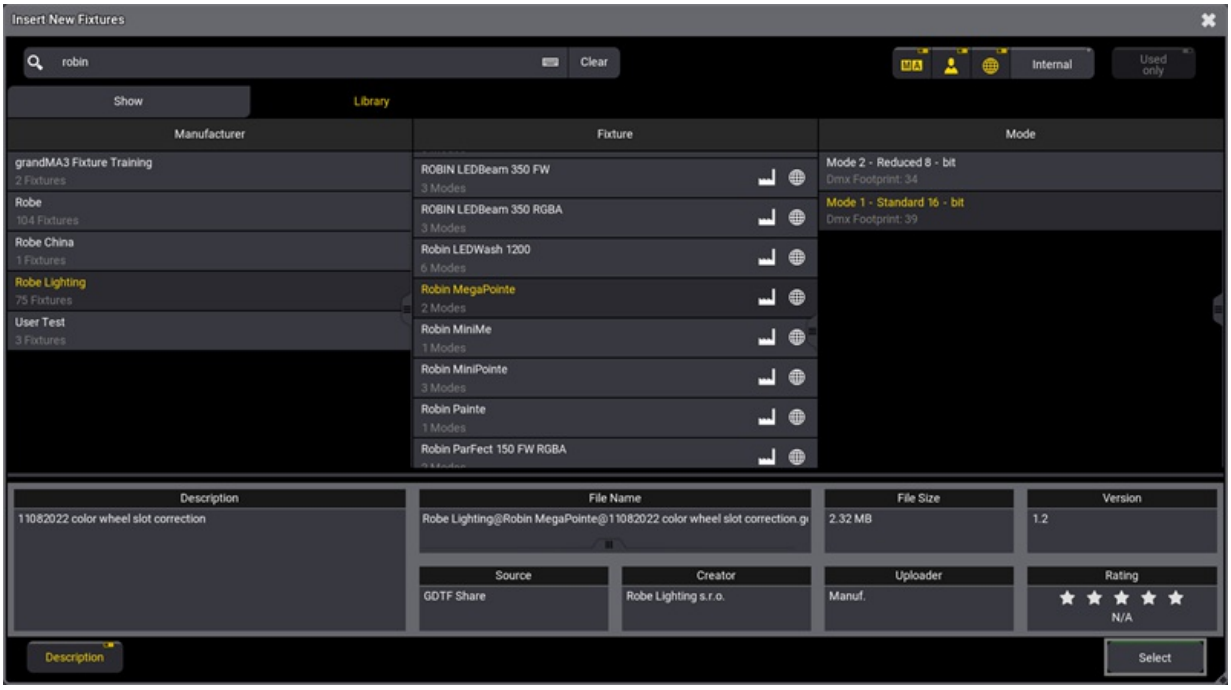
> **Important:**
> If you do not have access to the world server, just select the one from the "MA" library. It might not look correctly in the 3D, but it controls and behaves the same.

When you click Select, it might take some time to download and import the fixture type.

You need to add 7 fixtures starting with the name "X4 Bar 1" and FID "101". They need to be patched to universe 2 from address 1.

Fixture Type	impression X4 Bar 10
Mode	Single Pixel High Resolution
Dmx Footprint	49
Name	X4 Bar 1
Quantity	7
FID	101
Patch 1	2.1

The next fixture type we need is the "Robin MegaPointe" from Robe Lighting using "Mode 1". Again from the GDTF Share.



Notice in the image above that the manufacturer has uploaded their fixtures under the Manufacturer name "Robe Lighting". These are the fixtures we need.

Manufacturer-uploaded fixtures get a factory icon next to the fixture type name.

Again we need 7 fixtures. They should be in universe 4 from address 1. The name for the first fixture should be "MegaP 1". The FID begins at "201".

Fixture Type	Robin MegaPointe
Mode	Mode 1 - Standard 16 - bit
Dmx Footprint	39
Name	MegaP 1
Quantity	7
FID	201
Patch 1	4.1

The next fixture type is from Martin Professional. The fixture type "Mac Aura XB" in "Standard" mode. I would select the files uploaded by the creator "dmuller".

7 fixtures beginning from FID "301", name "AuraXB 1", and in universe 5 beginning with address 1.

Fixture Type	Mac Aura XB
Mode	Standard (14 ch)
Dmx Footprint	14
Name	AuraXB 1
Quantity	7
FID	301
Patch 1	5.1

The last fixture type is from Clay Paky. It is a "Sharpy" in mode "Standard Lamp On". I would select the fixture type from the MA library.

Again 7 fixtures from FID "401", name "Sharpy 1" in mode "Standard", and starting at DMX address "6.1"

Fixture Type	Sharpy
Mode	Standard Lamp on
Dmx Footprint	16
Name	Sharpy 1
Quantity	7
FID	401
Patch 1	6.1

This table contains information about the new fixtures, including the position of the new fixtures.

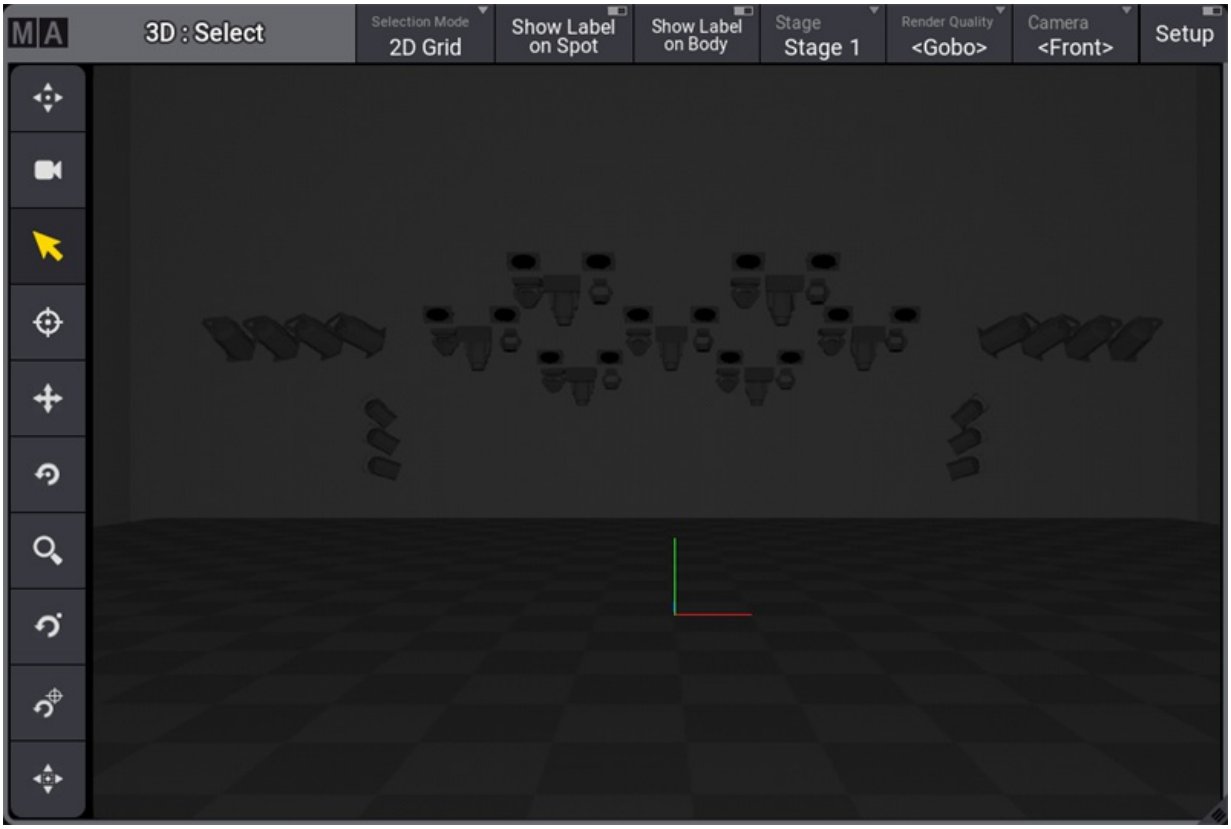
Remember that you have to change the patch menu to show **Full** columns to see the position columns.

FID:	Name:	Manufacturer:	Fixture:	Mode:	Patch:	X-Pos:	Y-Pos:	Z-Pos:
101	X4 Bar 1	GLP	Impression X4 Bar 10	Single Pixel High Resolution	2.1	-1.5	0.5	4.5
102	X4 Bar 2	GLP	Impression X4 Bar 10	Single Pixel High Resolution	2.90	1.5	0.5	4.5
103	X4 Bar 3	GLP	Impression X4 Bar 10	Single Pixel High Resolution	2.179	-3.0	2.1	4.0
104	X4 Bar 4	GLP	Impression X4 Bar 10	Single Pixel High Resolution	2.268	0.0	2.1	4.0
105	X4 Bar 5	GLP	Impression X4 Bar 10	Single Pixel High Resolution	2.357	3.0	2.1	4.0
106	X4 Bar 6	GLP	Impression X4 Bar 10	Single Pixel High Resolution	3.1	-1.5	3.6	3.5
107	X4 Bar 7	GLP	Impression X4 Bar 10	Single Pixel High Resolution	3.90	1.5	3.6	3.5
201	MegaP 1	Robe Lighting	Robin MegaPointe	Mode 1 - Standard 16 - bit	4.1	-1.5	0.8	4.5
202	MegaP 2	Robe Lighting	Robin MegaPointe	Mode 1 - Standard 16 - bit	4.40	1.5	0.8	4.5
203	MegaP 3	Robe Lighting	Robin MegaPointe	Mode 1 - Standard 16 - bit	4.79	-3.0	2.4	4.0
204	MegaP 4	Robe Lighting	Robin MegaPointe	Mode 1 - Standard 16 - bit	4.118	0.0	2.4	4.0
205	MegaP 5	Robe Lighting	Robin MegaPointe	Mode 1 - Standard 16 - bit	4.157	3.0	2.4	4.0
206	MegaP 6	Robe Lighting	Robin MegaPointe	Mode 1 - Standard 16 - bit	4.196	-1.5	3.9	3.5
207	MegaP 7	Robe Lighting	Robin MegaPointe	Mode 1 - Standard 16 - bit	4.235	1.5	3.9	3.5
301	AuraXB 1	Martin Professional	Mac Aura XB	Standard (16 ch)	5.1	-1.0	0.8	4.5
302	AuraXB 2	Martin Professional	Mac Aura XB	Standard (16 ch)	5.15	2.0	0.8	4.5
303	AuraXB 3	Martin Professional	Mac Aura XB	Standard (16 ch)	5.29	-2.5	2.4	4.0

FID:	Name:	Manufacturer:	Fixture:	Mode:	Patch:	X-Pos:	Y-Pos:	Z-Pos:
304	AuraXB 4	Martin Professional	Mac Aura XB	Standard (16 ch)	5.43	0.5	2.4	4.0
305	AuraXB 5	Martin Professional	Mac Aura XB	Standard (16 ch)	5.57	3.5	2.4	4.0
306	AuraXB 6	Martin Professional	Mac Aura XB	Standard (16 ch)	5.71	-1.0	3.9	3.5
307	AuraXB 7	Martin Professional	Mac Aura XB	Standard (16 ch)	5.85	2.0	3.9	3.5
401	Sharpy 1	Clay Paky	Sharpy	Standard Lamp on	6.1	-2.0	0.8	4.5
402	Sharpy 2	Clay Paky	Sharpy	Standard Lamp on	6.17	1.0	0.8	4.5
403	Sharpy 3	Clay Paky	Sharpy	Standard Lamp on	6.33	-3.5	2.4	4.0
404	Sharpy 4	Clay Paky	Sharpy	Standard Lamp on	6.49	-0.5	2.4	4.0
405	Sharpy 5	Clay Paky	Sharpy	Standard Lamp on	6.65	2.5	2.4	4.0
406	Sharpy 6	Clay Paky	Sharpy	Standard Lamp on	6.81	-2.0	3.9	3.5
407	Sharpy 7	Clay Paky	Sharpy	Standard Lamp on	6.97	1.0	3.9	3.5

When your patch matches, exit the patch and save the new setup.

The 3D window should look like this:



Create new Groups

Create the following groups:

Group No.:	Group Name:	Fixtures:
6	All X4 Bar	101 Thru 107
7	All MegaP	201 Thru 207
8	All Aura	301 Thru 307
9	All Sharpy	401 Thru 407
10	Pod 1	21 + 22 + 101 + 201 + 301 + 401
11	Pod 2	23 + 24 + 102 + 202 + 302 + 402
12	Pod 3	25 + 26 + 103 + 203 + 303 + 403
13	Pod 4	27 + 28 + 104 + 204 + 304 + 404
14	Pod 5	29 + 30 + 105 + 205 + 306 + 406
15	Pod 6	31 + 32 + 106 + 206 + 306 + 406
16	Pod 7	33 + 34 + 107 + 207 + 307 + 407

You can create and assign appearances to the groups if you like.

Mine looks like this:

Recap

In this chapter, we have added moving light fixtures to our stage and created new groups.

The **next chapter** is about controlling these fixtures.