

# Select Fixtures

To operate fixtures and change the values of attributes (for example dimmer, pan, tilt, or zoom), it is necessary to select fixtures first.

To select fixtures, use one of the following ways:

- Type the fixture ID in the command line, using the numeric keys.
- Tap at the fixture in a fixture sheet.
- Draw a lasso around a fixture in the **<u>3D window</u>**.
- Tap at a group containing fixtures.
- Tap at a **<u>preset</u>** containing fixture information.

To create groups or presets, use one of the three first listed methods in the bullet list above.

### 💽 Hint:

To learn more about the font colors used when selecting/deselecting fixtures in the fixture sheet, see **System Colors** topic.

## Examples

To recreate the examples, the following should be prepared:

- The grandMA3 demo show file is open. To load the grandMA3 demo show file, see **Show File Handling** topic.
- A fixture sheet window is open.
- The following fixture types are patched:
  - Ayrton Alienpix RS Ex 16 Bit
  - Quantity: 3
  - FID: 301 303



To select fixtures 1 through 5, press the following hardkeys on the console or use the command section menu  $\Box$  :

### Fixture 1 Thru 5 Please

This command is visible in the command line input:

User name[Fixture]> Fixture 1 Thru 5

Fixture 1 through 5 is selected. The five selected fixtures are displayed in a yellow font in the Fixture Sheet window.

To deselect fixtures in one command, type:

User name[Fixture]> Fixture 1 Thru 10 - 6 Thru 8

Fixtures 1 to 5 are selected, Fixtures 6 to 8 are deselected, and Fixtures 9 and 10 are selected.

To make the same selection of fixtures as shown in the example above using a different syntax, type:

User name[Fixture]> Fixture 1 Thru 5 + 9 Thru 10

To select fixtures in two commands, type:



To select the fixtures 9 and 10 in the example above, + or Thru can be used.

#### Important:

Some keys are used to navigate the sub-selection of fixtures. This function is a part of the <u>MAtricks</u> function. The keys have an on-screen version called <u>Selection Bar</u>. These can also be used to select fixtures.



## **Recursive Selection of Fixtures**

Some fixtures have multiple sub-fixtures. The following examples show how to select fixtures and their sub-fixtures in different orders and hierarchies using an additional dot (.).



To learn more about sub-fixtures, see the **<u>First Patch</u>** topic in the Quick Start Guide.

To select fixture 301, type:



Only the main fixture is selected.

• For a fast selection of all sub-fixtures, a dot (.) can be added to the selection syntax of the main fixture.

To select fixture 301 and all its sub-fixtures, type:

	Μ	A Us	er nar	ne[Fi	xture]	> Fix	ture	301.																
MA	•	Fixture: Absol	ute																Prog	Part Part 7	R	edout Maturals	Step	. 1
_		Name	FID	IDType	CID D	)immer	PanT	ik 👘	_	Go	obo		_	_	RGB		_	_	Col	or	eio ·	-inditural*	Beam	
						Dim	Р		G1	G1⇔	Anim1	1 Anir	natic	R		в	w	C1	C2	сто	ColorMi	x Sh1	Iris	Effec
×		BMFL	10 1	Fixture				0.00	0.00									0.00	0.00					0
۲	-	APix	301	Fixture		0	0.00	0.00																
•		SubFixture 1	301.1	Fixture		100	0.00																	
		SubFixture 1	301.1.1	Fixture										100	100	100								
		SubFixture 2	301.1.2	Fixture				0.00						100										
		SubFixture 3	301.1.3	Fixture				0.00						100										
		SubFixture 4	301.1.4	Fixture				0.00						100										
		SubFixture 5	301.1.5	Fixture										100										
		SubFixture 6	301.1.6	Fixture		100								100										
•		APix	302	Fixture		0	0.00	0.00														20		
•		SubFixture 1	302.1	Fixture		100	0.00							100										
		SubFixture 1	302.1.1	Fixture										100										
		SubFixture 2	302.1.2	Fixture										100										
		SubFixture 3	302.1.3	Fixture										100										
		SubFixture 4	302.1.4	Fixture				0.00						100										
		SubFixture 5	302.1.5	Fixture				0.00						100										
		SubFixture 6	302.1.6	Fixture		100								100		100								
۲		APix	303	Fixture		0	0.00	0.00														20		
►		APix	304	re		0	0.00	0.00	_					100	100	100	0					20		
A	uto	Output	DMX	CueAbs	CueR	tel Al	bsolute	Relati	ve	Fade	Del	ay	Spe	eed S	peedMas	t Pha	se	Measure	Acc	el	Decel	Transi	tion	Width

Fixture 301 and the sub-fixtures are selected.



	Fixture: Absol	ute ci															Prog Only	Part Part Zei	ro <n< th=""><th>iout latural&gt;</th><th></th></n<>	iout latural>	
	Name	FID	IDType	CID D	limmer	PanT	ïlt		Go	bo			RGB				Col	or			Beam
					Dim	Р	т	G1	G1⇔	Anim1	Animatic	R	G	в	W	C1	C2	сто с	olorMix	Sh1	Iris Effe
	BMFL	10 1	Fixture				0.00	0.00		$\odot$						0.00	0.00				
•1	APix	301	Fixture		0	0.00														20	
	SubFixture 1	301.1	Fixture		100	0.00						100									
	SubFixture 1	301.1.1	Fixture		100							100	100	100							
	SubFixture 2	301.1.2	Fixture		100							100	100	100							
	SubFixture 3	301.1.3	Fixture									100	100	100							
	SubFixture 4	301.1.4	Fixture		100							100	100	100							
	SubFixture 5	301.1.5	Fixture		100							100									
	SubFixture 6	301.1.6	Fixture		100							100									
•	APix	302	Fixture		0	0.00														20	
	SubFixture 1	302.1	Fixture		100	0.00						100									
	SubFixture 1	302.1.1	Fixture		100							100									
	SubFixture 2	302.1.2	Fixture		100							100									
	SubFixture 3	302.1.3	Fixture				0.00					100									
	SubFixture 4	302.1.4	Fixture		100		0.00					100									
	SubFixture 5	302.1.5	Fixture		100							100									
	SubFixture 6	302.1.6	Fixture		100		0.00					100	100	100							
•	APix	303	Fixture		0	0.00														20	
	SubFixture 1	303.1			100	0.00	0.00														
ito	Output	DMX	CueAbs	CueR	tel A	bsolute	Relativ		Fade	Del		need 4	SpeedMas	+ Dha		lassura	A	el 1	Decel	Transitie	on Widt

#### To select the main fixtures and all sub-fixtures of fixtures 301 thru 303, type:

All AlienPix (fixtures and sub-fixtures) are selected.

• The dot selects the sub-fixtures downwards from the specified level. Therefore, for example, it is also possible to select only the pixels of an AlienPix.

To select all pixels of an AlienPix, type:





MA	•	Fixture: Abso	lute ⊲															Prog Conly	Part Part Z	ero <	dout √atural>	Step 1
		Name	FID	IDType	CID	Dimmer	PanT	ilt		Go	obo			RG	8			Col	or		E	leam
						Dim	Р		G1	G1⇔	Anim1	Animat	ic R		в	w	C1	C2	сто	ColorMix	Sh1	Iris Effec
•		BMFL	101	Fixture				0.00	0.00								0.00	0.00				100
•		APix	301	Fixture		0	0.00	0.00													20	
•		SubFixture 1	301.1	Fixture		100	0.00															
		SubFixture 1	301.1.1	Fixture		100							100		100							
		SubFixture 2	301.1.2	Fixture		100		0.00					100									1
		SubFixture 3	301.1.3	Fixture		100		0.00					100									9
		SubFixture 4	301.1.4	Fixture		100		0.00					100									
		SubFixture 5	301.1.5	Fixture		100		0.00					100									
		SubFixture 6	301.1.6	Fixture		100		0.00					100									
•		APix	302	Fixture		0	0.00	0.00													20	
•		SubFixture 1	302.1	Fixture		100	0.00						100									
		SubFixture 1	302.1.1	Fixture		100							100	100	100							
		SubFixture 2	302.1.2	Fixture		100		0.00					100	100	100							1
		SubFixture 3	302.1.3	Fixture		100		0.00					100									
		SubFixture 4	302.1.4	Fixture		100		0.00					100	100	100							
		SubFixture 5	302.1.5	Fixture		100		0.00					100	) 100	100							
		SubFixture 6	302.1.6	Fixture		100		0.00					100	100	100							
•		APix	303	Fixture		0	0.00	0.00													20	
•		SubFixture 1	303.1	/ Thre		100	0.00	0.00					100	100	100	0	j					
Au	to	Output	DMX	CueAbs	Cu	eRel A	bsolute	Relati	ive	Fade	Dela	ay	Speed	SpeedMa	ast Pha	ase	Measure	Acc	æl	Decel	Transitio	n Width

#### All pixels of an AlienPix are selected.

To select pixels of an AlienPix in particular, type:

ĺ	М	A Us	er nar	ne[Fiː	xture]	]> Fix	ture	301.	1. Th	nru 4	+ 6											
MA	•	Fixture: Abso	lute															Prog	Part Part 74	Real	dout Laturals	Step
	_	Name	FID	IDType	CID D	)immer	PanT	it	_	Go	bo	_		RGB		_		Cok	x	10 11	(attaila)>	Beam
						Dim	Р		G1	G1⇔	Anim1	Animatic	R		в	w	C1	C2	сто (	ColorMix	Sh1	Iris Effec
Þ		BMFL	10 1	Fixture				0.00	0.00								0.00	0.00				100
•		APix	301	Fixture		0	0.00	0.00								0					20	
•		SubFixture 1	301.1	Fixture		100	0.00															
		SubFixture 1	301.1.1	Fixture									100	100								
		SubFixture 2	301.1.2	Fixture	d - 1			0.00					100									
		SubFixture 3	301.1.3	Fixture				0.00					100									
		SubFixture 4	301.1.4	Fixture				0.00					100									
		SubFixture 5	301.1.5	Fixture				0.00					100	100	100							
		SubFixture 6	301.1.6	Fixture		100		0.00					100	100	100							
•		APix	302	Fixture		0	0.00	0.00													20	
•		SubFixture 1	302.1	Fixture			0.00						100									
		SubFixture 1	302.1.1	Fixture									100	100	100							
		SubFixture 2	302.1.2	Fixture				0.00					100	100	100							
		SubFixture 3	302.1.3	Fixture				0.00					100	100	100							
		SubFixture 4	302.1.4	Fixture				0.00					100	100	100							
		SubFixture 5	302.1.5	Fixture				0.00					100	100	100							
		SubFixture 6	302.1.6	Fixture		100		0.00					100		100							
		APix	303	Fixture		0	0.00	0.00													20	
-		SubFixture 1	303.1	/ III rre	-	100	0.00	0.00					100	100	100	.0		0				
Au	to	Output	DMX	CueAbs	CueR	tel At	bsolute	Relativ	e f	Fade	Dela	iy S	peed	SpeedMas	t Phas	e N	Aeasure	Aco	el	Decel	Transitio	m Width

Particular selection of pixels.

## **General Fixture Selection**

To select all fixtures and sub-fixtures, type:





To select all parents of all fixtures, type:

User name[Fixture]> Fixture Thru