



grandMA2 to grandMA3 Show File Converter

A grandMA2 show file saved as a grandMA3 show file exports the following elements:

- Patch (Fixture Types, Attributes and Fixtures).
- Presets with values that include timings.
- Sequences, Cues and Cue Timings.
- Groups and Worlds.
- Filters.
- Object appearances are converted into the grandMA3 appearance pool.
- Executors and Pages are converted, when sequences or selective effects are used.
- Selective effect pool objects are converted into preset pool 22 (All 2). This pool will be renamed to Effects. grandMA2 effects will be converted into acceleration and deceleration values.
- Barndoor attributes are converted to shaper attributes in grandMA3 for visualization.

Known Limitations

- Embedded presets are not convertible, yet.
- Only the simple predefined forms of effects in grandMA2 are convertible, yet.
- Effect data in presets and presets that contain only timings without values are not convertible, yet.
- Only executors that have sequences or selective effects assigned are converted.
- Fixture types with more than 8 192 channel sets in an attribute do not convert the channel sets after the 8 192th channel set.
- The option "Save to grandMA3" is not supported on grandMA2 onPC running in the Parallels Desktop application.

Save as grandMA3



Important:

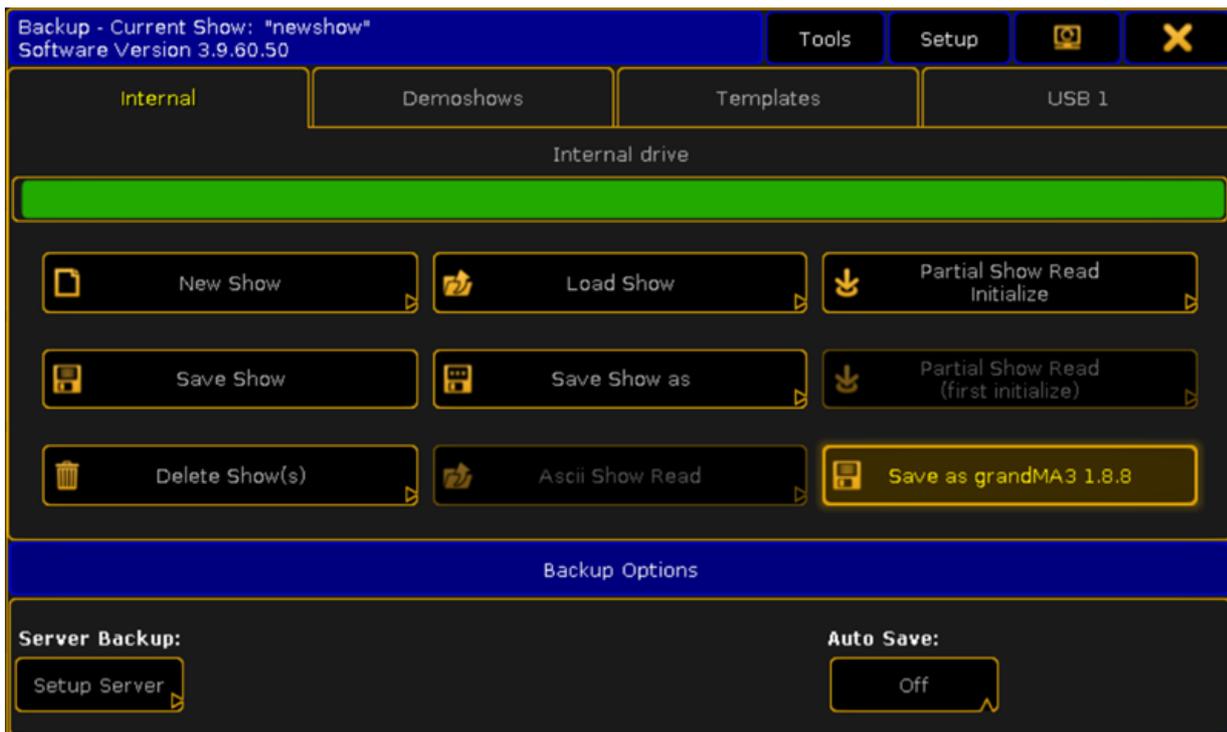
The option "Save as grandMA3" works only on a grandMA2 onPC or in Mode2 on a grandMA3 console. For more information, see [Mode2](#).

If the button **Save as grandMA3 x.x.x** is not visible, the system requirements for this feature are not fulfilled. For more information, see [system requirements](#).

Requirements: A created grandMA2 show file.

To save the currently open grandMA2 show file as a grandMA3 show file, follow the steps below:

1. Open the Backup menu, tap **Backup** or press **Backup**. The **Backup menu** opens.
2. Tap **Save as grandMA3 x.x.x** (x.x.x is a place holder for the installed grandMA3 version number).



Backup

The current grandMA2 show file is saved in **C:\ProgramData\MALightingTechnology\gma3_x.x.x\shared\shows**.

When saving on an USB stick, the grandMA2 show file is saved in **D:\grandMA3\shared\shows**.

Now, this show file can be opened in the grandMA3 software.