

Connect grandMA3 extension

The grandMA3 extension allows to extend the amount of physical executor handles for a grandMA3 full-size, grandMA3 light or grandMA3 replay unit.

For more information about this device, please refer to **grandMA3 extension** in the Device Overview section.

The number of grandMA3 extensions connected to a grandMA3 console depends on the console type:

Device	Number of grandMA3 extensions
grandMA3 full-size / full-size CRV	1
grandMA3 light / light CRV	2
grandMA3 replay unit	3


Requirements:

- The grandMA3 extension is similar to network / network interface as MA-Net communication. For more information about the network, see **Protocol Details**.
- The grandMA3 extension software version must match the console software version.

To display the software version on an extension:

- Boot the extension. The software version is displayed in the lower-left corner.

To display the extension software version on a console:

1. Tap **Menu** and **Network**. The Network window opens.
2. Tap on the arrow  next to Extension. The flip-menu opens.
3. The software version is shown under Version Big in the grandMA3 extension column.



Hint:

An extension only connects to a specific console. It is not a standalone device.




Important:

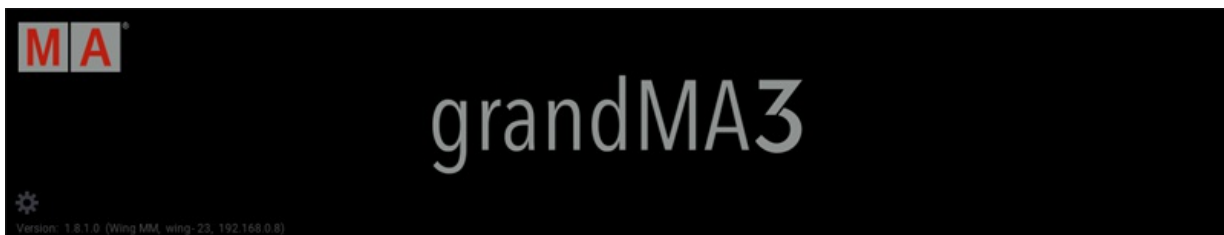
To establish a connection with an extension, the IP address of the extension has to be in the same IP range as the console.

To change the extensions IP address remotely from a console or onPC station:

1. Tap **Menu** and **Network**. The network window opens.
2. Select the grandMA3 extension entry and click IP address / tap and hold IP address.
3. Use the pop-up window to change the IP settings.

To change the IP address on the extension:

1. Turn on the extension.
2. Tap the **gear icon**  to open the Network Interface. A network interface pop-up opens.
3. Tap on the IP address. The IP editor opens.



Gear icon on the grandMA3 extension



Network Interfaces on the grandMA3 extension

To establish a connection between a console and an extension:

1. Select the extension in the network menu on the console,
2. Tap **Invite Station**. The connection will be initiated.



Important:

It is not possible to invite the extension to a second console, when it is already connected to a different console.

To disconnect the extension from a console, cancel the connection on the console the extension is connected to at the moment.

- Select the console in the network menu and tap **Dismiss Station**.

It can be connected to a different console now.

The column Remote IP in the network menu displays to which console the extensions are connected at the moment.

When an extension is successfully connected with a console, it will display the first wing of executors by default.

To display a different executor wing:



- Tap **Menu** - **Settings** - **Extension Configuration**. Within the Extension Configuration menu, it is only possible to change the WingID for the connected extension.

There are 2 column modes: Condensed (default) and Full.

1. The condensed mode only displays information about the connection state, IP, and WingID.
2. The full mode also displays the columns Connected Count and Device Type.

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- Connection State: Can be Yes or No. This cell cannot be edited by the user and displays if the extension is connected with the console or not.
 - IP: Displays the IP address of the extension. This cell also cannot be edited by the user.
 - Wing ID: Displays the ID of the executor wing the extension controls. This property can be changed by the user.
 - Connected Count: The higher the number the more often the extension tried to connect to the console. In a faulty network environment, the number can increase fast due to reconnection. This value cannot be edited by the user.
 - Device Type: This column displays the device type of the extension. Typically it is grandMA3 Fader Module Encoder (MFE). This cell also cannot be edited.

The desk light of an extension is controlled together with the desk lights of the console.

The custom section of an extension can mirror the **custom section of the console** or can be independent of the console, depending on the user settings.

To learn more about user settings, read the **User settings topic**.