



## Release Notes 1.0



### Welcome to grandMA3 software version 1.0!

Founded on the legacy of the previous grandMA consoles, the grandMA3 represents a radical re-think of what's possible from a lighting control platform. The grandMA3 software marks a new level of lighting control that extends your familiar workflows to deal with up-to-date challenges. Converts from grandMA2 will find the most common workflows are still respected and should feel familiar straight away.

Learning a new lighting console is never easy, however we have included many tools to help you get up to speed with the new concepts of the grandMA3 software. You will find help within the software - just open the Help window. You can go to [www.malighting.com](http://www.malighting.com), where you will find grandMA3 e-learning courses, grandMA3 tips videos, the official MA support forum and all current MA software. We also encourage you to contact your local MA Distributor, who can register you for e-learning access or arrange for you to attend our new grandMA3 training conversion course.

The latest grandMA2 version - called Mode 2 - is implemented in the console software as well. Just type the command "restart" (in both modes) and you are able to change between Mode 2 and Mode 3.

We hope you enjoy your grandMA3 journey and welcome your feedback at [support@malighting.com](mailto:support@malighting.com).



### Hint:

Make sure to visit our MA University which offers training courses for the new grandMA3.  
For more information go to [www.malighting.com/training-support/ma-university/overview/](http://www.malighting.com/training-support/ma-university/overview/)

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## Features

The latest release of grandMA3 version 1.0.0.3 rolls out several enhancements that enrich your lighting experience. Read on for a quick introduction and find links for more information.

## Menu/Patch

- Tree structure for the organization of fixtures according to logical trees;
- The entire Fixture Library of grandMA2, grandMA3 and GDTF (General Device Type Format);
- Import the complete Patch using MVR (my virtual rig);
- Filter & sorting are available as Layer & Classes but are not mandatory;
- Color themes change between default and high contrast for daylight use;
- Appearance and Scribble pools can customize the software to your liking.

## Programming

- The Fixture Sheet displays a tree structure that works with the top down principle;
- Next/Prev and Up/Down allow easy selection;
- Selection Grid dynamically shows selection;
- 3D arrangement of selection are stored in Groups, Presets and Cues;
- Presets can add/remove attributes to the referenced destinations using the keyword Recast;
- There are 5 All Presets pools;
- Phasers are the Preset information based on dynamic steps;
- Presets with individual timings are stored in cues, which have links to these timings;
- Data Pools offer a more flexible organization regarding the structure of the show file.

## Playback

- Sequences are synchronized and always have the same playback status;
- Executors have Handles which can be used more flexible;
- Executor assignments can be stored in a pool;
- Timecode shows have additional GroupTracks and Markers;
- The Sequence Sheet and Sequence Tracking Sheet are now combined;
- Temp Fader respects individual timings.

## Programming Tools

- MATricks are three-dimensional now;
- 3D view replaces Stage view and offers real rendering options;
- ColorPicker includes RGB, CMY, HSI and CIE views;
- Swipeys allow fast operation directly on screen;
- Press & Hold stores empty objects or edits already existing objects;
- Fully adjustable Playback view;
- Integrated Web Remote including access to encoders and pop-ups;



- Copy & Paste within Programmer;
- Info view to show all references and dependencies of objects;
- The Programmer can show all Parts of a Cue;
- Screen configurations allow flexible use of the same screen with the same user profile.

## Protocols

- DMX512-A
- sACN
- Art-Net4
- Midi Notes
- OSC - Open Sound Control
- Analog Remotes

## There is More to Come

- Agenda
- XYZ programming including the integration of PSN (Posi Stage Net)
- Pixel mapping
- RDM
- Park functionality
- MIB
- Mask pool
- PSR (Partial Show Read)
- Update & store "Tracking Cue Only"

These are only a few highlights of the new grandMA3 operating system. There is much more to come - so stay tuned and check out our MA University, the MA official forum or the MA website.

## Known Limitations



To have the best network experience within a grandMA3 session, we recommend to enable IGMP Snooping and Flow Control in your network switch configuration.



The grandMA3 system supports at the moment only one external DMX source per universe for merging DMX into the system.



Software update via network to onPC stations requires confirmation during the install process at the destination system.



Playbacks always use Soft LTP, regardless of whether the Soft LTP is enabled or disabled.



When deleting a preset that is referenced by a cue the reference cannot be restored when oopsing the deletion.



Custom meshes / 3D models are not transmitted within a session nor are they stored within the show file.