

## Release Notes 0.91.0.1



**Important:**

You are about to enter the preview version 0.91 of grandMA3 software.

This software is stable but not yet fully featured.

grandMA3 v0.91 is designed to provide you with a preview of the full grandMA3 operating software.

Some of the features you are used to seeing in a grandMA2 console may still be missing.

Even the fixture library at this stage is very limited.

We strongly recommend not using this version for show use.

You will see that the grandMA3 on-board help system is in place and we encourage you to explore,

utilizing the on-board help system as your first point of support.

Please give any feedback or report bugs to [support@malighting.com](mailto:support@malighting.com) or via your local MA distributor.

For professional show use, we recommend restarting the console and selecting Mode2 from the menu.

This grandMA3 console will then boot in grandMA2 software which is fully compatible with the grandMA2 system.



**Important:**

Show files saved with v0.8.3.1 or v0.9.3.3 cannot be loaded with this version.

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## Features

The latest release of grandMA3 version 0.91.0.1 rolls out several enhancements that enrich your lighting experience. Read on for a quick introduction and find links to resources that offer more information.

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### Store and Recall Preferences for Windows

#### New in this release

Every window offers a context menu to store preferences for the window.

To save the actual settings of the window:

1. Tap **Save** in the title bar.  
A pop up opens.
2. To store a new preference, tap **Insert**.
3. To modify the several options, scroll to the right.

To recall stored preferences, tap the **Load** button in the title bar.

The preferences are part of the user profiles.

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## 3D

### Camera Handling

#### Improved in this release

Changing a camera position in 3D will no longer update the corresponding properties of the camera itself in the camera pool. Recalling the camera from the pool will move the camera back to its original position. Storing on a camera object will update the values instead. This workflow is aligned to the workflow of presets.

### 2D Cameras for 3D

#### New in this release

2D Cameras (camera mode without perspective distortion) in the camera pool.

Limitation: 2D cameras can not be rotated.

## Beam Rendering

### ➤ Improved in this release

- Beams are visible when they point to the camera.
  - Available beam quality settings:
    - Line
    - Simple. Simple beams do not display gobos.
    - Gobo
    - High
- 

## Presets

### Call Mode for Presets

#### ✚ New in this release

All preset data are stored selectively with a dedicated call mode in the store options.

If the call mode in the store options is **Default**, the presets are called with the call mode of the preset pool. In the preset pool settings the call mode can be set to **Selective** or **Global**.

If the call mode in the store options is **Selective** or **Global**, the call mode of the preset pool settings cannot change the call.

The call mode can be changed afterwards for each preset. **Edit Preset 1** opens the editor for the first preset pool. The column CallMode is editable.

Indicators of selective and global CallMode for presets have these possible options:

- Grey S: Preset will be called selectively. The CallMode of the pool is set to **Selective** and the preset itself has no dedicated CallMode.
- Grey G: Preset will be globally called. The CallMode of the pool is set to **Global** and the preset itself has no dedicated CallMode.
- Yellow S: Preset has the dedicated CallMode **Selective**. Therefore, the preset will be called as a selective preset.
- Cyan G: Preset has the dedicated CallMode **Global**. Therefore, the preset will be called as a global preset.

Colors are available in the color theme. The defined colors of the color group "PoolButton" are:

- Selective
- Global
- SelectiveIndividual
- GlobalIndividual

To call presets via command line, type in it:

```
MA User name[Fixture]> Fixture x At Preset 1.5 /global
```

```
MA User name[Fixture]> Fixture x At Preset 1.5 /selective
```

The decision which value inside a preset will be the global value, is done by calculating the average value per attribute.

## Realtime Operation

➤ Improved in this release

Calling a preset is a realtime operation. A called preset will result in a synchronous output of the preset values via DMX.

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## Patch

### Menu

➤ Improved in this release

Mode column has been split into FixtureType and Mode column.

When creating new fixtures and a fixture type that is used in the show, then the mode that is used most often in the show, will be displayed in the front.

Input fields Layer and Class were added to the fixture wizard.

Patch filter symbols have been exchanged. Patch filter buttons for toggling and clearing the patch filter are available.

Overlapping patch addresses are indicated by red color of the patch address.

### Patch Filter

➤ Improved in this release

The patch filter button in the top right corner of the patch menu enables an additional line in the patch grid. In the appearing filter row the user can define directly the criteria for filtering.

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## Grid

### Improved in this release

The selection view displays the grid cursor. The grid cursor is indicated by a blue grid cell. This cursor can be moved via the Grid command without addressing fixtures:

```
MA User name[Fixture]> Grid 2/2
```

The cursor always shows the cell the next fixture will be placed in.

In addition, it is also possible to span an area to place the fixtures inside:

```
MA User name[Fixture]> Grid 2/2 Thru 4/4
```

All fixtures will then be placed inside this 2x2 area from left to right and top to bottom. If more fixtures will be placed inside this grid area, than it has cells. The other fixtures will be placed on the next Z axis.

The cursor can also now be placed by tapping a cell in the selection view. This allows a faster operation and interaction between selection view and fixture sheet:

1. Tap a cell.
2. Select a fixture.
3. Tap a cell in a different row.
4. Tap the next fixture.
5. And proceed as described in 3 - 4.

The grid command supports several delimiters for input:

```
MA User name[Fixture]> Grid 2 2
```

```
MA User name[Fixture]> Grid 2/2
```

## Touch Mapping

### Improved in this release

Touch mapping has been improved and now works more reliably. Every time a touch mapping is executed, the mapping will be saved.

On CRV desks the "internal" screens can also be mapped.

The touch mapping does not get lost any longer if the USB of the touch display is unplugged and then plugged back into the same USB port. If the USBs are swapped, redo the touch mapping.

The mouse cursor correctly follows the touch.

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## Controllable Lowlight

### New in this release

Control the Lowlight using a fader. Faders for lowlight were added to the master controls menu.

If the lowlight fader is 0%, no lowlight values will be output.

**Lowlight** is a keyword.

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## Encoder Bars

### Improved in this release

Rearranged the buttons in the sequence bar.

Added adequate names for window control encoders in the sequence edit bar.

Equalized the alignment of the single elements in the encoder bars.

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## User Defineable Area for Screens 6 and 7

### New in this release

Displays S6 and S7 are independent screens and have user-definable areas. The arrangement of windows in these screens can be stored in views. View bars were added to these 2 screens.

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## Font Size in Windows

### + New in this release

Possibility to change the font size for windows. Windows that support the function to change the font size, have a button **FontSize** in its context menu, where the font size can be changed.

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## Cut and Copy

### ➔ Improved in this release

Commands cut and copy store the type of the first object.

Copy command supports n:n, 1:n and n:1 copy.

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## DMX & Output Layers

### + New in this release

Added two layers to the fixture sheet and preset bar: Output & DMX.

Output layer: Displays values along with group masters and masters. Inverted attributes (e.g., CMY instead of RGB) are not shown as inverted values.

DMX layer: Displays the DMX value that is the output out of the console. Shows all values independently of masters.

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## Other Enhancements

- ✚ Properties of assigned objects can be set through executors.
- User interface improvements for buttons.
- Configure screen dialog shows only options regarding on the host system.
- Renamed quality options of 3D window for a better understanding.
- Selection view colors for grid lines and labels have been adjusted.
- Solo highlight and lowlight are only active if there is a selection.
- CIE xyY attributes have been added.
- Selection view has been improved:
  - All parts are color-referenced in the color theme.
  - New button to disable the grid lines.
  - Row and column 0 are now shown.
  - Label alignment has been changed to center in order to allow a better identification between grid and fixture label.
  - Highlight is displayed.
- Minor adjustments of the fixture type importer.
- Color theme distinguishes between group and preset buttons for the activation states.
- Improved touch events in drop-down menus: When a drop-down pop up opens, the finger can be released if the finger has not been moved, and the dropdown will stay open.
- ✚ Remote Inputs: Target can be selected via the assignment editor.
- Update stick boot menu has been aligned to be compliant with grandMA2 stick menu. All options are renamed and the order has been changed:
  1. Install software (a.b.c.d) + KEEP shows/user data
  2. Install software (a.b.c.d) + DELETE shows/user data
  3. Factory reset (this deletes EVERYTHING) + clean install software (a.b.c.d)
  4. Back up all shows (to the actual USB flash drive)
  5. Reboot

Backup will zip all show files from the different show folders on the internal hard drive. The backup mechanism distinguishes between grandMA2 and grandMA3 show files and creates different zip files on the USB flash drive. The files are in main directory of the USB stick.

- ✚ Universe pool has been introduced.
  - Encoder bars on external screens and on Compact models work more reliably.
  - Fixture Sheet default sorting is done by fixture ID.
  - Groups are called relatively to the grid cursor.
  - ✚ Absolute brightness of fixtures in 3D window respects the value given for LuminousIntensity in the fixture type. Also, the brightness of beam and spot in 3D window respects beam angle. The wider the beam, the darker the spot.
  - Cues always have a Part 0. This allows to directly store a cue part without having part 0 first.
  - ✚ Export of GDTF fixture types is implemented. When exporting a fixture type you can choose whether you want to export it as a grandMA3 fixture type or a GDTF fixture type.
  - ✚ Export of MVR files is implemented. A button called "Export MVR" was added to the patch menu.
  - Fader style for virtual faders has been redesigned. To highlight the fader knob, the colors above and below it differ from each other.
  - Workflow for window preferences manager has been improved. **Insert**, **Delete** and **Export** are disabled when saving preferences. **Import** button is disabled when saving preferences. When saving a new preference and no preference does yet exist, the focus is set to **New...**, then it is simply enough to press **OK**.
  - Updated grandMA2 fixture type and GDTF fixture types in the fixture type library.
  - Hardware faders have no more resistance when touching them after changing pages.
  - Improved lasso function in the fixture sheet.
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## What's Changed

- Preset pool option and store option: Preset filter has been renamed to input filter.
  - Group master fade bar switched from vertical to horizontal style in the executor bar.
  - The encoder link options "Link All" is no longer available.
  - Changed names of ColorRGB attributes. They now also have a mapped color.
  - Patch UI: **Import** button has been removed.
  - UI cleanup regarding symbols on buttons, etc.
  - Swipey user experience has been improved.
  - Screen grid of smalls screen have ben changed to 8 x 5.
  - Renamed MATricks properties to clarify their functions better.
  - Removed link encoder options SingleActive, FeatureActive.
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## Fixed Bugs

### 3D

#### Description

In 3D beams did not support multiple gobos. This bug has been fixed. 3D beams support now multiple gobos.

3D window showed visual artifacts when its size was changed. This bug is fixed. Changing the size of the 3D window does not create visual artifacts any longer.

Spot and wash beams differed though they had the same angles set. This bug is fixed. Different beam types of fixtures have the same beam angles.

Changing the stage size in the patch crashed the desk. This bug is fixed.

Command line interaction with the 3D window when deselecting fixtures did not work. This bug is fixed. Deselecting fixtures in 3D by entering - in the command line and tapping the fixture in 3D works.

Follow does not work with subfixtures. This bug is fixed. If a fixture has subfixtures follow works also.

## Command Line and Macro

### Description

Tapping the MA logo on screen 1 did not open the command line history. This bug is fixed.

The command line history opens, when the MA logo on screen 1 is tapped.

The Align button in the encoder bar did not work, if the user was not admin. This bug is fixed. Every user can use the align button in the encoder bar.

In calculators **None** could not be entered if the space was already occupied by one or more characters. This bug is fixed. Tapping **None** overwrites these characters.

Removing fixtures in a group, preset, etc. using Off did not work. This bug is fixed. Off + Fixture x while being in edit mode within a group, preset, etc. will remove the fixture in the object.

Turning an encoder while the LearnSpeed keyword was still in the command line used to crash the desk. This bug is fixed. If LearnSpeed is in the command line, the desk does not crash whenever an encoder is turned.

Text of the update pop up was cropped. This bug is fixed. The text in the update pop up occupies 2 lines.

Changing views very fast crashed the connected station. This bug is fixed.

Turning an encoder and pressing **Next** or **Previous** only randomly activated all attributes within the same activation group. This bug is fixed. Turning an encoder and pressing **Next** / **Previous** and turning again an encoder very fast activates all attributes within the same activation group.

Selecting fixtures several times did not knock in and knock out the attributes properly. This bug is fixed. Attributes are activated and deactivated in a predictable way.

Having **Cue** in the command line and pressing the **Cue** key again did not enter **Part** into the command line. This bug is fixed. **Part** as keyword is entered properly into the command line if a cue is already specified.

Deleting a color theme crashed the desk. This bug is fixed. Deleting a color theme will not crash anymore.

**Highlight**, **Lowlight** and **Solo** could not be executed when being in the Patch menu.

This bug is fixed. **Highlight**, **Lowlight** and **Solo** can be executed in the Patch.

Pressing the dot key on the numblock did not execute the **Zero** function. This bug is fixed.

**Zero** will be executed on pressing the dot key twice.

Confirming the shutdown pop up while having the menu open did not execute the shutdown. This bug is fixed. Shutdown is executed if a menu is open.

Selection has been discarded if MATricks were active and an attribute calculator was open.

This bug is fixed. Opening an attribute calculator will not discard the selection anymore if MATricks are used at the same time.

Entering **Release** into the command line and tapping a feature or feature group entered release values for the dimmer as well. This bug is fixed. **Release** and tapping a feature or feature group will only enter release values for the desired features or feature groups.

#### Description

Highlight and lowlight snapped the according values for snap attributes only at 50% of their master fader. This bug is fixed. The highlight and lowlight masters will snap the highlight or lowlight values if the fader level is at minimum 0.1%.

Activating e.g., G1 attribute did also activate other gobo attributes. This bug is fixed.

Activation groups for gobo is split up into the different gobo wheels.

Storing a cue onto an executor missed a button function on the corresponding executor button. This bug is fixed. Storing a cue on an empty exec will assign Go+ as button function by default.

**Off** and tapping a preset knocked out values of other feature groups. This bug is fixed.

**Off** + **Preset x** will only knock out the corresponding attributes of this preset.

**Off** + tapping a layer did not switch off the active attributes. This bug is fixed. Active attributes will be knocked out, on the selected layer when executing **Off** in combination with tapping a layer button.

Deleting a range of cues froze the desk. This bug is fixed.

**Edit** **Sequence** **X** **Cue** **Y** did not take any values in the programmer. This bug is fixed. Editing a cue will take its values and selection into the programmer.

**Copy** **Preset** **X** + **Y** did not work. This bug is fixed. Copying several presets works.

Calling the actual view again did not work. This bug is fixed. Recalling a view will be executed.

Changing values of the actual cue did not offer the cue for updating. This bug is fixed. The actual cue will be offered for updating if its values will be altered.

Calling a view could not be oopsed. This bug is fixed.

Activating solo changed also values for other attributes than dimmer. This bug is fixed. Solo affects only dimmer on the output.

Executing **Rate1** on a sequence did not move the rate fader position to the center on the hardware fader. This bug is fixed. Executing **Rate1** moves also the hardware rate fader to its correct position.

Ooping the **Cue** keyword in the command line and pressing the **Cue** hard key again put **Part** into the command line. This bug is fixed. Ooping **Cue** and pressing the **Cue** key afterwards will put **Cue** as keyword into the command line.

Tapping a group in a converted show file crashed the desk. This bug is fixed. Tapping groups in converted show files will not crash the desk.

Interaction of commands already in the command line and pressing a SpecialExec did not execute the command. This bug is fixed. Command line and SpecialExec can be used together.

Setting fade times via command line for a non consecutive range of cues applies the fade time to a part of the selected cues only. This bug is fixed. A range of non consecutive cues get the correct times set.

Storing a time to a cue discarded the time. This bug is fixed. Times are stored in cues.

#### Description

**Copy** or **Move** an executor to a different page did not work, when using a combination of keywords and pressing executors. This bug is fixed. Executors can be copied or moved to different pages.

Normal command set the value to the normal value in reliance of the chosen readout. This bug is fixed. Normal command sets the correct normal value independent from the readout layer.

**Edit** + tapping an empty pool object created one. A second edit was needed to open the editor for it. This bug is fixed. **Edit** on an empty pool object will create the object and open the editor.

Deleting all pages deleted also page 1, which should not be allowed. This bug is fixed.

Deleting all pages will delete all pages, except page 1, and delete all executors from page 1.

Enumeration of cue labels did not label continuous. This bug is fixed. Labeling several cues at one go will enumerate the cues continuous.

## Connections

#### Description

When a station left the session, DMX output of the station could not be changed anymore. This bug is fixed. Leaving a session does not fix the DMX output.

AVAHI could assign the same IP to different interfaces on the same console. This bug is fixed. AVAHI now assigns different IPs to different network interfaces.

## Patch

### Description

Crash if an MVR file without GDTF files containing was imported. This bug is fixed.

ID type masks did not show the name of the corresponding ID type. This bug is fixed. ID type masks, e.g., in the fixture sheet, show the name of the ID type.

Changing fixture type of a fixture did not update the default values. This bug is fixed.

Exchanging the fixture type will always update the default values.

Entering the live patch menu while being in the patch menu opened both menus. This bug is fixed. Any of the patch menus can only be opened once.

Importing converted fixture types with special characters in names had not the correct names. This bug is fixed. Special characters are converted correct from grandMA2 to grandMA3 fixture types.

Importing a fixture type with several breaks and geometries discarded the break references. This bug is fixed. Fixture types with breaks and geometries keep their break information on importing them.

The desk crashed if the exchange of a fixture type has been oopsed. This bug is fixed.

Oopsing the exchange of a fixture type won't crash the desk.

Crash when a fixture was added, that was not part of the current filter in the patch menu.

This bug is fixed. Adding a fixture, that will not be part of the current set filter will not crash the console.

Exporting MVR files did not export GDTF files as well in all cases. This bug is fixed. MVR files contain GDTF files.

## Phaser

### Description

Changing the speed of a phaser resetted the phase. This bug is fixed. Phase of a phaser will not be reset when the speed will be changed.

## Playback

### Description

Encoders showed no values for group fixtures. This bug is fixed. When a group fixture is selected the encoders show the values of the corresponding fixtures.

Turning an executor off in a fade and switching it on again continued the fade in the sequence sheet. This bug is fixed. Sequence sheet shows correct fade information.

Playing back an exec with only relative values while absolute values were in programmer changed the attribute defaults. This bug is fixed. Interaction between relative and absolute values in playbacks and programmer does not change the default values.

Sequence cannot be started if the first cue is empty. This bug is fixed. Starting a sequence is possible if any of the cues has fixtures.

Setting a trigger time did not change the trigger type to time. This bug is fixed. Changing the trigger time will set the trigger type to Time.

Assigned speed or rate masters of sequences did not affect to the sequence. This bug is fixed. Speed and rate masters work if they are assigned to a sequence.

Removing the release state from the first cue did not track values from last to first cue. This bug is fixed. Tracking from last to first cue works if release state of first cue is removed.

## Windows

### Description

Highlight and Lowlight had unnecessary line breaks in the control masters dialog. This bug is fixed.

Connected console was crashing when sheet mode in the fixture sheet has been changed. This bug is fixed.

Activating ProgOnly filter in the fixture sheet did not show the correct data the first time around. This bug is fixed. ProgOnly shows correct data from the start of activation.

If focus is set to a radio button, the selection of the radio button could not be changed with the arrow keys. This bug is fixed. Arrow keys can change the selection of radio buttons.

Screen 5 missed the fixture sheet view on the first view button. This bug is fixed. Screens 1 - 5 have all the same default assignment of views.

The text in message boxes were cut off. This bug is fixed. Text of message boxes will not be cut off depending on the screen resolution.

Store option Overwrite had a typo: OverWrite. This bug is fixed.

Changing a selection did not expand or collapse the fixture tree in the fixture sheet. This bug is fixed. Fixture sheet will automatically expand or collapse the fixture tree depending on the current selection.

Fixture sheet scrolled to the former position of the fixtures that had been previously selected, even though the option fixture sort was enabled. This bug is fixed. Fixture sheet will stay on top of the scroll position when FeatureSort is enabled and new fixtures will be selected.

Group fixtures were not put on the top of the fixture sheet if a fixture that is part of the group fixture was selected, and fixture sort was enabled. This bug is fixed. Enabled fixture sort will also put group fixtures to top, if only a part of the group fixture is selected.

Selection window showed visual artifacts when its size was changed. This bug is fixed.

Changing the size of the selection window does not create visual artifacts any longer.

DMX and output layers showed always preset links. This bug is fixed. DMX and output layers show only values in the fixture sheet.

If alpha channel was set in an appearance, which on the other hand was assigned to an executor, the symbols of the executor were displayed twice. This bug is fixed. Elements of the executor bar are displayed onefold.

Editing a macro put the focus to the name column. This bug is fixed. Opening the macro editor puts the focus to command column.

Scrolling with two fingers in the help viewer did not scroll smoothly. This bug is fixed.

Scrolling in the help viewer works fine.

Editing a preset showed the preset links in the fixture sheet. This bug is fixed. Fixture sheet in edit mode always shows values and no preset links if a preset was edited.