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A large, light gray watermark of the A.C.T Lighting logo is centered on the page. The logo consists of a large, stylized 'a' and 'c' forming an oval shape, with a cross-like symbol in the center. The text 'a.c.t Lighting' is written across the middle of the logo.

grandMA Level 2 Programmer Training

By Mike Falconer & Joe Cabrera]]

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grand MA Training Level 2

Level One training covers basic operation only. Level 3 is for existing users of the console to get more familiar with Networking, Time code as well as other more advanced and lesser used features. This course is designed to bring existing moving light and conventional lighting console operators to a competent level using a grandMA, grandMA light or grandMA ultra light.

A number (5 or more) moving lights will be required, preferably of the same type or a visualization system like grandMA 3D, MSD or WYSIWYG. The consoles own internal visualization system can be used in a pinch when nothing else is available.

The console should be patched, addressed and auto create presets, effects & MATricks should have been run. In short, the console should be ready to start programming a show. Basic views, like those found in the start show should be already on the console. You can download the grandMA 3D file and the console show file that we use for training from the grandMA users section of our website.

This course is valid for software version 4.0

Day One: Console Programming

Explain the console layout + Executors vs. Channel Faders

- Don't get out faced
- Relationship with grandMA 3D
- Displays and display icons (Yellow ball & Close Cross)
- Playbacks
- Programming section
- What are Channels & Fixtures Ids
- Channel Faders
- Concurrent pages
- Multi function encoders

Calling fixtures

- Selecting fixtures
- Separation of parameters
- Using multi-function wheels / trackball

A.C.T Lighting, Inc., 5308 Derry Ave, Unit R, Agoura Hills, CA 91301

Tel: (818) 707-0884 Fax: (818) 707-0512

Email: sales@actlighting.com Web: www.actlighting.com

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The Calculator
Referencing to fixture sheet
Using the stage display
Selected vs. Active vs. Deactivated
Clear 1, 2 and 3 times
Off Fixtures & Parameters

Store presets and the importance of building blocks

Making presets (four corners of stage?)
Naming presets
Universal Presets
Preset filtering
Preset Filtering & 2 x Clear
Using align

Manual Fader

For Presets
For Executor Buttons

Color mixing

Color feature vs. color wheels
Color picker
CMY
RGB
Align with color mixing

Make a cue / chase

Using presets already created store four cues with different colors for each step.
Default Executor
Use edit to adjust times and cue names
Triggers / Follow-ons
Wait times
Making a sequence a chase
Playback parameters belong to the executor not the sequence

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Complex timing

Fade & Delay
Select / Deselect / Select menu
Command line entry (fade 1 thru 10)
Working with the mouse in the fixture sheet
Merging timing (Merging parameters)

Free programming time (length at trainers discretion)

Effects

What is an effect? (Red & Pink Effects)
The importance of base values
Making a circle /pan & tilt effect
Playing back your effect using effect playback controls
Applying a modulator
Using forms & adjusting live
Adjusting effects using effects setup
Storing effects in cues and what gets stored
Adjusting effects live

Free programming time (length at trainers discretion)

Playback options

LTP programmer
Freeze
Pause / Go+ Fixtures
Playback button / fader configuration
Executor Priorities
Executor width
Special masters
Group masters
MIB
Priorities

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Editing

Store Options
The edit button
Using modify
Update

Manipulating Data

Copying cues – Status copy / non status copy
Copying executors
Copying sequences
Moving cues - Status copy / non status copy
Moving executors
Moving / assigning sequences
Deleting objects

Free programming time (length at trainers discretion) or end of Day One!

Day Two: Console set-up

Recap on anything from previous day

IF Function

IFOUTPUT
IF Logical

At Functions

Fixtures At Fixtures
Cue At Cue
Cue At Thru Cue
Circular Copy
Circular Copy Macro

MAtricks

What is MAtricks?
Using the predefined MAtricks
MAtricks setup

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Circular copying

Basic Macros

What's a Macro?
How to record a macro
What to beware of
Linking in cues
Editing macros
Off a running macro

Display navigation & windows

Clearing screens
Creating new windows
Using spreadsheets
Worlds
Recalling and making views
The creation and feasibility of different view setups

Track sheet

What's tracking?
Why do I need a track sheet?
Blocking & unblocking
Masking

Free programming time (length at trainers discretion)

Tools Menu

User Settings
Inputs
Networking
IP addresses
Multi-user / Playback / Full tracking
DMX over Ethernet

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House keeping

Saving shows
Cleaning up the hard drive
Clean starting the console

Patching

Full access setup
Layers concept
ID Numbers (channels and/or Fixtures)
DMX addressing
Assigning colors & gobos
Auto creating presets, groups,
Redo until trainee happy
Fixture creation
Preset referencing

Free programming time (length at trainers discretion)

Desk defaults

Setup window
Software versions
Attribute grouping
Preset referencing
Cloning fixtures

Free programming time – program to a piece of music till end of day with supervision.

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