

# Color Grid Generator

Plugin Guide

v 2.1.2



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## Plugin Overview

The Color Grid Generator is a GrandMA2 plugin that creates a dynamic layout view based on user-defined groups and color presets. This allows the user to quickly and easily change the color of different fixture groups on stage with on-screen visual feedback.

## System Requirements

This plugin requires MA2 version 3.2.2.16 or later to operate.

The user must first have a show file containing stored fixture groups and desired color presets in the show file. The Color Grid Generator plugin must be imported into the Plugins pool in the show file. For assistance with these requirements, please refer to the GrandMA2 User Manual or visit the Tutorials page of [GiaffoDesigns.com](http://GiaffoDesigns.com).

### DISCLAIMER:

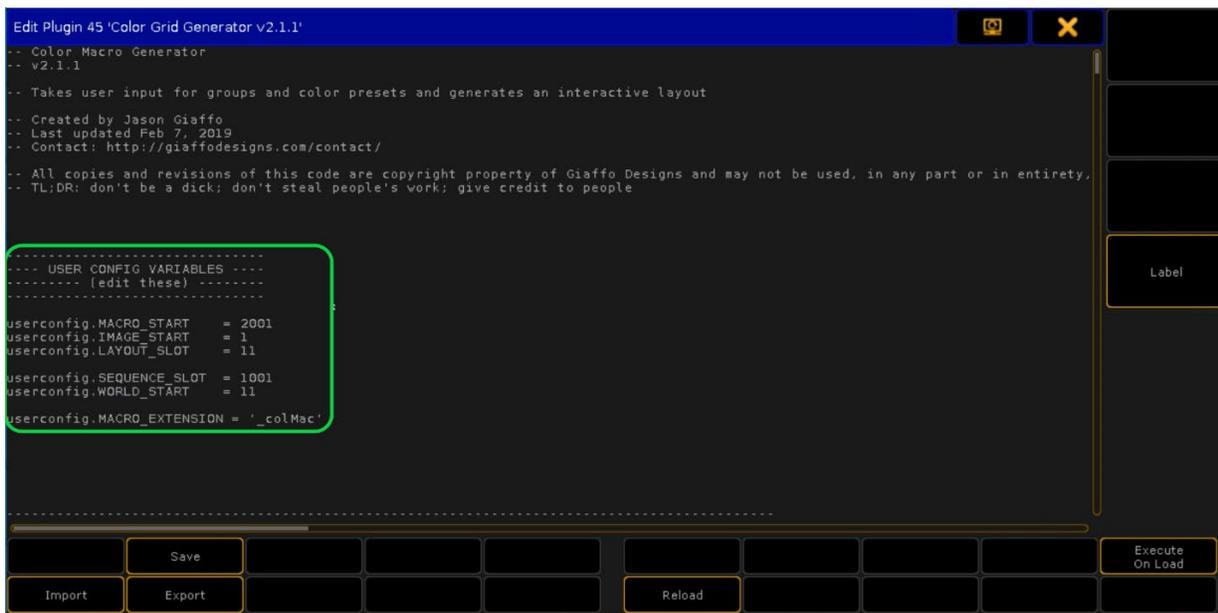
GIAFFODESIGNS AND ITS PRODUCTS ARE IN NO WAY AFFILIATED WITH OR REPRESENTATIVE OF MA LIGHTING OR ANY OF ITS SUBSIDIARIES.

BY USING THIS PLUGIN YOU AGREE THAT GIAFFODESIGNS IS NOT TO BE HELD LIABLE FOR DAMAGES RESULTING FROM ANY PLUGIN MALFUNCTIONS. **ALWAYS TEST PLUGINS BEFORE USING THEM IN A LIVE SETTING.**

# Plugin Installation

## Step 1: Define User-Config Section

The Color Grid Generator will create a series of macros, images, sequences, worlds, and layouts in order for the final product to function. Before running the plugin, there are a few variables that can be changed if desired. This option is offered for users who prefer that the plugin store information to specific slots in various pools, but the plugin will still run if the variables are left unchanged. In any conflict of space usage, the plugin will find the first available spot to store that allows for a single, unbroken set of objects. To edit these values, [EDIT] the Color Grid Generator plugin in the plugin pool and scroll to the **User Config Variables** section of the script.



If desired, edit the following configuration options:

***userconfig.MACRO\_START*** defines the starting macro number that will be used to generate the series of macros to run the layout view.

***userconfig.IMAGE\_START*** defines the starting image pool number that will be used to store the images used in the layout view.

***userconfig.LAYOUT\_SLOT*** defines the layout pool number that will be used to store the color grid.

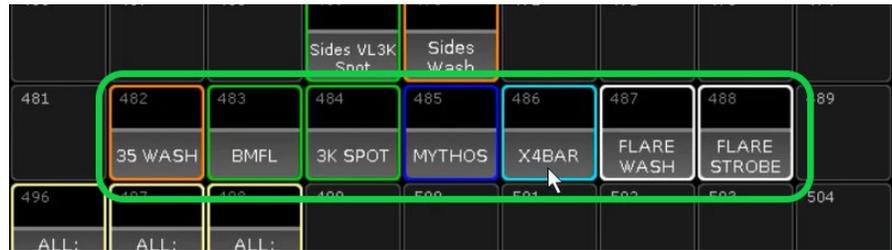
***userconfig.SEQUENCE\_SLOT*** defines the sequence number to which the color sequences generated by the plugin will be stored.

***userconfig.WORLD\_START*** defines the first world that will be used to store worlds (one will be generated for each group used).

***userconfig.MACRO\_EXTENSION*** defines the extension that follows the macros associated with this installation of the plugin. As a general rule, don't change it unless you specifically need to.

## Step 2: Plugin Prompts

Before running the plugin, make note of which group and color preset numbers you would like to include in the color grid, as well as which executor page and executor you would like to use to store the sequences that the color grid will reference. The plugin will run a series of prompts asking for this information.



Click on the Color Grid Generator plugin in the Plugin pool to begin setup:

A message will appear on the screen asking for desired group number. Input each group number individually, followed by [Please], or input multiple groups with the [THRU] keyword (i.e. **2 thru 10**). When all desired groups have been entered, press [Please] once more to end this step.



A message will appear on the screen asking for desired color preset numbers. Input the number of each color preset individually, followed by [Please], or input multiple presets with the [THRU] keyword. When all desired color presets have been entered, press [Please] once more to move on to the next step.



The screen will display the Image Pool and a message will appear asking for an image to be selected that matches each color preset. Type the number of the desired image, followed by [Please]. Note that the number being asked for is the *label* assigned to the image, not the pool-item image. The inputs at this stage will range from number 1 through 26.

Finally, a message will appear asking for the desired executor page and executor for the sequences of colors to be stored. Enter the information when prompted and press [Please].

The plugin will generate a layout from the information that was entered, and a message will be displayed on screen detailing where information was stored and confirming that the plugin was executed successfully.

# Using the Layout

## Layout Features

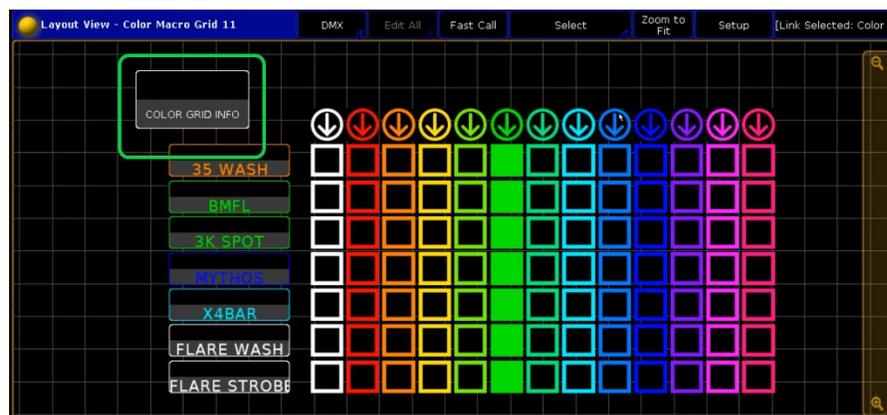
The plugin will generate a layout with a row of color triggers for each fixture. These triggers are macros that change the cue of sequences that the plugin stored to an executor. Each row of triggers is labelled on the left with the fixture group that it affects. Fixture color can be changed by tapping or clicking the colored square.



The top row of the layout has arrow symbols that, when triggered, will change the color of all fixtures to the selected color.

## Plugin Information

In the top left corner of the layout, there is a Color Grid Info macro. When triggered, this will open the Command Line window on Screen 2. It will list information related to the plugin installation, including location of executors and macros that are used to run the Color Picker layout. Some information may be cut off, due to character count limitations in the Command Line window. For full text, open an Info window and run the macro again.



## Editing Color Sequences

The Color Grid Plugin generates sequences that the Color Grid layout uses as a base for changing fixture colors. If desired, these sequences can be renamed and moved. However, the sequences *cannot* be moved from the executor to which they were assigned, since the Color Grid layout is referencing the executor numbers, rather than the sequence name.

## Un-Installation

To uninstall the Color Grid plugin and all associated macros, layouts, worlds, images, and sequences, simply locate the Uninstall Macro that was created when the plugin was initially used and run the macro. To find the Uninstall macro, run the Info macro from the Color Grid layout. It will be the first macro listed in the command line. When running the Uninstaller Macro, the macro will ask for confirmation before removing all elements from the show file.

*\*\*\*Please note! Uninstalling the plugin cannot be undone. Please save the show file before running the Uninstaller Macro.*

```
Macro info:
Uninstaller: Macro 2219
All triggers: Macro 2107 thru 2119
Group-triggers: Macro 2120 Thru 2210
Layout row-labels: Macro 2211 Thru 2217

-----
Group and Executor Info:
Cuestack stored to Sequence 1001

Group 482 "35 WASH", World 11, Executor 90.1
Group 483 "BMFL", World 12, Executor 90.2
Group 484 "3K SPOT", World 13, Executor 90.3
Group 485 "MYTHOS", World 14, Executor 90.4
Group 486 "X4BAR", World 15, Executor 90.5
Grou
17h33m35.141s : Macro 2218 Line 3 : Label Macro 2218 "SEE SCREEN 2"
17h33m38.149s : Macro 2218 Line 4 : Label Macro 2218 "COLOR GRID INFO"
17h34m05.411s : Executing : ViewButton 11.12
```

## FAQ

### **Can I use this plugin to create layouts for non-color presets?**

This plugin currently only supports colors, as each preset requires a set of images to be built and stored within the plugin. If you would like to see support for any particular other preset types, please voice your request at [GiaffoDesigns.com/contact](http://GiaffoDesigns.com/contact), or [facebook.com/GiaffoDesigns](https://facebook.com/GiaffoDesigns).

For additional help and resources, please visit [GiaffoDesigns.com](http://GiaffoDesigns.com).

## Release Notes

### **v2.1.2** (*first public release*)

- Known issues:
  - Not compatible with MA2 v3.1.2.5 – plugin engine does not support message boxes.

To report any potential plugin bugs, please visit [GiaffoDesigns.com/contact](https://giaffodesigns.com/contact).