

FX Preset Picker

Plugin Guide

v 1.1.2



GIAFFO DESIGNS

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Plugin Overview

The FX Preset Picker is a GrandMA2 Plugin that creates an interactive layout designed to update presets that are referenced in effects and chasers. It is intended to be used as a tool for quickly running and changing effects in a punted/busked show.

Show File Requirements

- MA2 version 3.2.2.3 or later
- The MA2 show file must include stored presets of the desired preset type.
- The FX Preset Picker 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.

DISCLAIMER

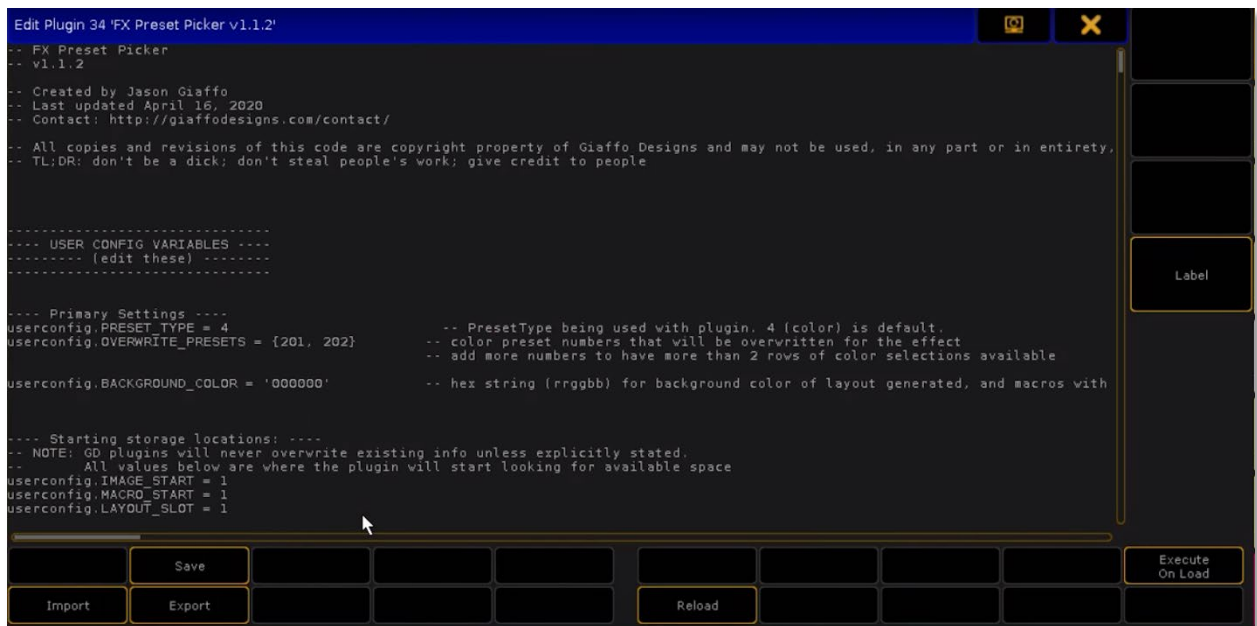
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BY USING THIS PLUGIN YOU AGREE THAT GIAFFODESIGNS IS NOT TO BE HELD LIABLE FOR DAMAGES RESULTING FROM ANY PLUGIN MALFUNCTIONS. ALWAYS CREATE A BACKUP OF A SHOW FILE BEFORE INSTALLING PLUGINS. ALWAYS TEST PLUGINS BEFORE USING THEM IN A LIVE SETTING.

Plugin Use Tutorial

Step 1: Edit User Config Variables

The FX Preset Picker plugin will generate show data, including color presets, macros, and images as pool items when building the FX Preset Picker layout. There are several variables involved in plugin installation that can be customized, if desired, to pre-determine the location of specific items that the plugin will install. To view and adjust these variables, Edit the plugin in the plugin pool to view the script, and look in the **User-Config Settings** section of the script.



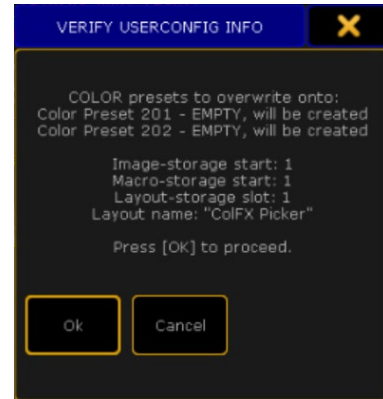
Variable	Description	Example	Result
<i>userconfig.PRESET_TYPE</i>	number for the PresetType being used (color, gobo, beam, etc)	4	The FX Picker will be used for Color presets and will create content in the Color preset pool
<i>userconfig.OVERWRITE_PRESETS</i>	defines the preset numbers that will be continuously overwritten by the FX Picker to use as low and high values for effects; Adding more numbers than the default 2 will cause extra rows of macros to be created, which can be used with chases and bump buttons	{201, 202}	Layout will include 2 rows of macros – the first for overwriting preset 201, the second for preset 202.
		{201, 202, 203}	Layout will include 3 rows of macros, one each for presets 201, 202, and 203
<i>userconfig.BACKGROUND_COLOR</i>	defines the color that will be used for the generated layout's background, expressed as a hex string (rrggbb, accepting values 0-f)	000000	The layout background will be black
		2f0000	Layout background will be dark red.
<i>userconfig.IMAGE_START</i>	defines the starting pool number that will be used to store images for the FX Preset Picker layout	1	FX Preset Picker images will be stored in the Images pool starting at slot 1 *
<i>userconfig.MACRO_START</i>	defines the starting macro pool slot that will be used to store macros for the FX Preset Picker layout	1	FX Preset Picker images will be stored in the Macro pool starting at slot 1 *
<i>userconfig.LAYOUT_SLOT</i>	defines the slot in the Layout Pool where the FX Preset Picker layout will be created	1	FX Preset Picker layout will be created using slot 1 in the Layout pool *
<i>userconfig.LAYOUT_NAME</i>	defines the name that will be assigned to the generated FX Preset Picker layout; wildcards are accepted and are explained below this variable in the plugin script	"<pt>FX"	Generated layout will be assigned a name based on the preset type that it is affecting (for example, if PRESET_TYPE was set to 4, layout will be labelled "CoIFX")

**If content already exists in a pool slot, the plugin will find the next available slot to store content instead of overwriting existing material.*

Step 2: Run Plugin

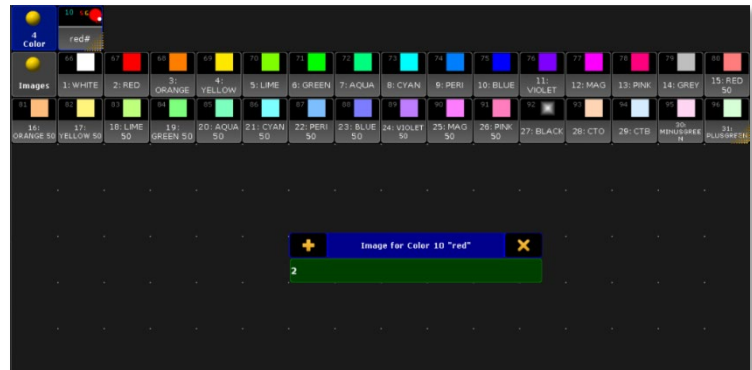
Click on the FX Preset Picker plugin in the Plugins Pool to begin installation.

A message will appear displaying the current User-Config Settings from the plugin script. Verify that these are set to the desired values, and press **Ok** to confirm.



Next, input the Preset Pool slot of the presets to be used as reference for the layout. Numbers can be input individually, followed by [Please], or as a range, for example **1 thru 5**. Once all pool items have been entered, press [Please] one more time.

Screen 2 will populate with an open Image Pool. The images shown in the pool are options that will be used to correspond to presets in the generated FX Preset Picker layout. Match the preset listed in the popup window with the number label of a matching image, type the number label of the image into the popup, and press [Please].

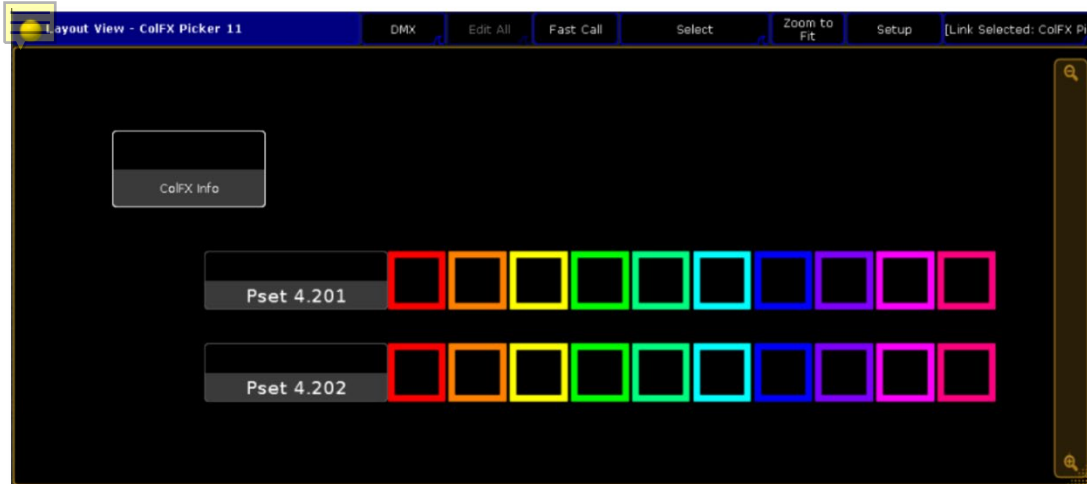


***Note:** at this point, if the layout name given in the User-Config Settings section of the plugin script is already used by a pre-existing layout in the Layout Pool, an error message will appear and a new name will need to be entered for the layout. This is because the Uninstaller macro references the new layout by its name.

A “Plugin Successful” pop-up will confirm the installation is complete and will list the location of all generated objects (layout, macros, and images).

Step 3: Using the FX Layout

Overview of Layout Use



The generated layout will look similar to the layout pictured above. There will be a row of images to represent each preset that was defined in the Installation Settings section of the plugin script, with a label to the left of each row.

Attrib	Low Value	High Value
COLORRGB1	4.201 red#2	4.202 yellow#2
COLORRGB2	4.201 red#2	4.202 yellow#2
COLORRGB3	4.201 red#2	4.202 yellow#2

To utilize the layout, create an effect and set the two presets used in the plugin and in the layout as the high and low values for the effect.

Every time that an image in each row of the layout is selected, the associated preset will be copied into the preset pool slot that is referenced for the high or low value used in the color effect. This will immediately update the effect with new information, allowing fast transition from one effect into another without having to create multiple effects for the same preset type in a show file.

For information about show data that was installed by the FX Preset Picker plugin, click the “FX Info” button in the top left corner of the layout. This will display information regarding the FX Preset Picker layout installation in the Command Line Feedback screen, most importantly the location of the Uninstaller macro in the Macro Pool.

```
15h10m00.308s : ColFX Info 167 : --
MACRO INFO
Uninstaller Macro: 168
Info Macro: 167
Label Macros: 165 Thru 166
Color-Overwrite Macros: 155..164
----

LAYOUT INFO
Layout "ColFX Picker2" Number: 10
Images stored at: 100..119
15h10m00.308s : Macro 167 Line 3 :
```

Uninstalling the Plugin

If at any point the FX Preset Picker layout needs to be removed from the show file, locate and run the Uninstaller Macro listed in the FX Info. This will remove all images, macros, and other show data that were created for this plugin.

Combining With Other Interactive Layouts

Layouts may be combined in the MA2 software using “Copy /m” to add one layout’s elements to another. When doing this, be mindful of the location of elements in each; you may have to move elements in one to avoid overlapping on the other. Also be mindful of these copied layouts when running uninstaller macros, as the FX Preset Picker’s Uninstaller macro will delete the entire FX Preset Picker layout, including elements that were copied from a different layout.

Incorporating More Than Two Color Presets

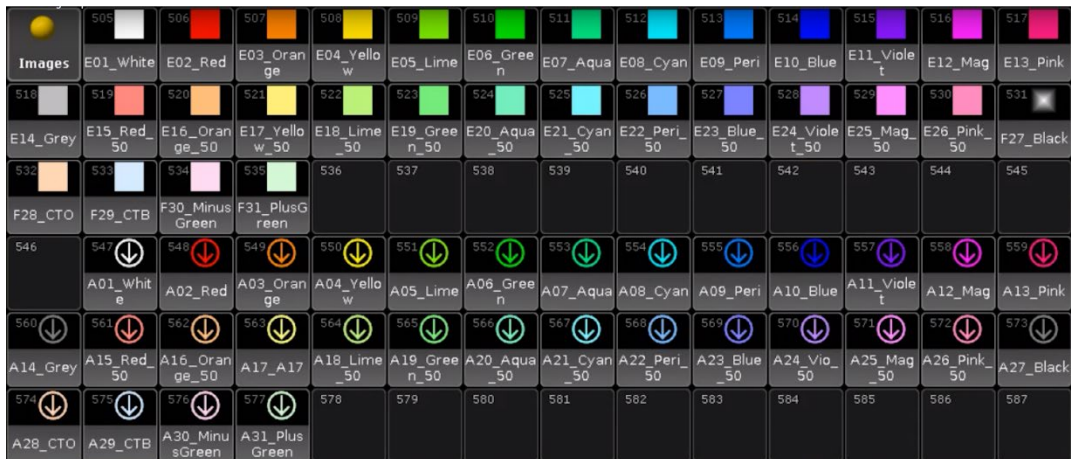
The FX Preset Picker plugin can be used for live update of more than just 2 color presets, to allow live updates of multi-step chasers or to have more than two color effects running at once. To do so, simply include more than two preset numbers in the User-Config Settings section of the plugin script. This will create more rows in the generated FX Preset Picker layout. Multiple effects can be made by, for example, using the first two preset rows as high and low values for the one effect, and using the second two preset rows for another effect. Alternatively, to create effects with more than two presets, create a chaser cue stack and use the FX Preset Picker presets in the cues of the chaser.

Advanced Use: Using Custom Images

Purchase of the FX Preset Picker includes a copy of the FX Picker Builder plugin, which allows the user to create FX Picker layouts with the plugin using custom images. The FX Picker Builder creates a custom copy of the FX Preset Picker plugin that incorporates user-defined images instead of the default images provided with the six color-coded plugins. The FX Picker Builder does not need to be used in the same show file that will be used to generate the FX Picker. It can be used in a separate show file that contains the desired custom images. The custom-built FX Preset Picker plugin will be able to be exported for use in other show files.

Step 1: Setup

Import the desired custom images into an empty section of the Image Pool in the show file. There should be two sets of images - the first set should reflect each fade time in an “off” or inactive status, and the second set should reflect each fade time in an “on” or currently-active status that will indicate which color presets are currently being used in the layout. There must be a matching number of “on” and “off” images, and they must be in the same order. For example, if an image representing an inactive red preset is the second in the series of inactive preset images in the pool, the image representing an active red preset should be the second image in the series of active preset images. Note the location of the images in the Image Pool - this range will be needed for User Configuration in the plugin script.



Note: If there are a mismatched number of images in each set, the Builder plugin will give an error message detailing the issue and will not run.

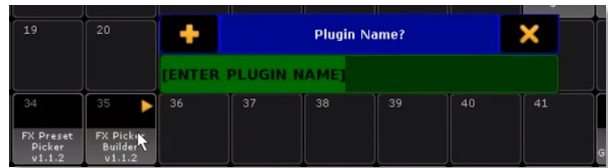
If images are not in the correct order, the FX Picker Builder will create a non-functional FX Preset Picker plugin, which will create a layout but with undesired results for visual feedback.

[Edit] the FX Picker Builder plugin and review the User Configuration Variable at the top of the script. There are three variables to be adjusted:

Variable	Description	Example	Result
<i>userconfig.IMAGES_ON</i>	defines the location in the Image Pool of the range of images representing a preset in its “on” or “active” position	{501, 509}	Images in the slots 501 through 509 will be used as the “on” or “active” images in the created plugin
<i>userconfig.IMAGES_OFF</i>	defines the location in the Image Pool of the range of images representing a preset in its “off” or “inactive” position	{511, 519}	Images in the slots 511 through 519 will be used as the “off” or “inactive” images in the created plugin
<i>userconfig.PLUGIN_SLOT</i>	defines the plugin slot that will be used to store the custom FX Preset Picker plugin	3	The custom FX Preset Picker plugin will be stored in slot 3 in the Plugins Pool; if an item already exists in this location, the next available slot will be used

Step 2: Run FX Picker Builder

Click on the FX Picker Builder plugin to begin. A pop-up will appear asking for a Plugin Name. Input the desired name for the generated custom FX Preset Picker plugin, then press [P]lease].



A confirmation window will appear to verify the information. Click **Ok** to continue or **cancel** to terminate the custom plugin build. Another confirmation window will verify a successful build of the new FX Preset Picker using the new images. The new plugin will appear in the Plugins Pool and can be used to install a Fades Layout using the normal installation instructions.

Step 3: Export the Plugin for Future Use



The FX Preset Picker also includes a plugin called “Plugin Export - Reverse Compatible” that will make a plugin compatible with all MA2 software versions. Use this plugin to export the custom FX Preset Picker plugin so that it can be stored for future use in any show file. This handy plugin can also be used to export any plugin in the Plugins Pool so that the plugin can be imported into previous MA2 software versions.

Click on the Plugin Export plugin to begin the export. A pop-up will appear asking for the plugin number. Input the pool item number of the custom FX Preset Picker plugin, followed by [P]lease]. The pop-up will extract the plugin name, but a different name can be used for the export. Press [P]lease] to continue with the extracted name or type the desired export name and press [P]lease]. The plugin will be exported and, if using MA2 onPC, the computer’s file browser will open and display the Plugins folder with the newly exported file.

Release Notes

- Current Version: 1.1.2
 - Changed plugin name to “FX Preset Picker”
 - Adds option to use all preset types, instead of just color presets
 - Adds option to use custom images
 - Wildcards added as option for Layout Name
- Version: 1.0.7
 - Original Plugin Release, called “FX Preset Picker”

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