Multi-Plugin Export

Plugin Guide
v 1.1.2

Giaffo Designs

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Plugin Overview

The Multi-Export Plugin allows users to export a batch of plugins from a showfile to then be imported into a new show file, without having to individually export and import each plugin one at a time.

It also makes the exported plugin(s) possible to import from previous versions on MA2, as far back as v3.0.X.

System Requirements

It is recommended that the user run this plugin on GrandMA2 version 3.1.2.5 or later.

This plugin requires that the user first have a show file with Lua plugins imported into the plugins pool. The Multi-Export plugin must also 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:

Multi-Plugin Export

Step 1: Select Drive and Confirm Filepath

Check that you have the drive selected that you want to export to. The plugin will export to whichever drive is currently active for saving, which is determined by clicking on the corresponding tab in the Backup menu.


## Step 2: Confirm Export Drive

Click on the plugin to begin the export process. A pop-up will appear to confirm that the correct drive has been selected for plugin export. When running on a physical console, this path will look more like /media/sdb1/gma2/. If unsure that the path is the internal hard drive or an external storage device, look at the header of the popup, which will say "CURRENT PATH: INTERNAL" or "CURRENT PATH: EXTERNAL".
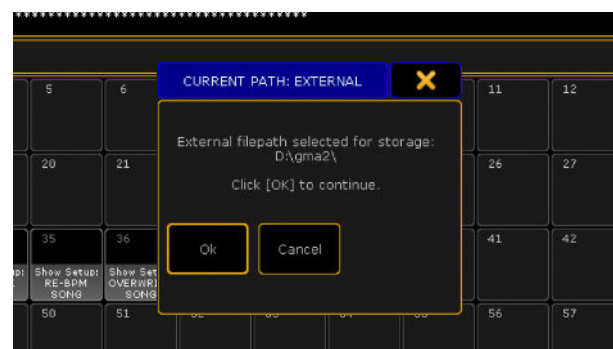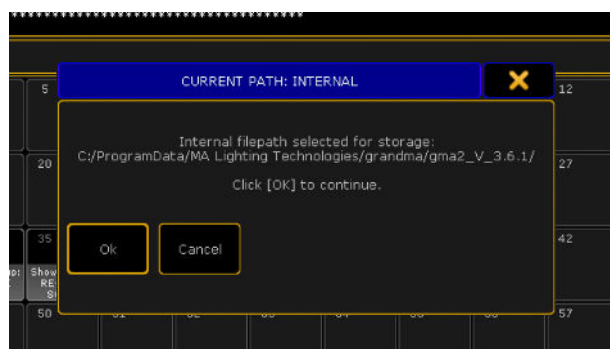
Step 3: Plugin Export
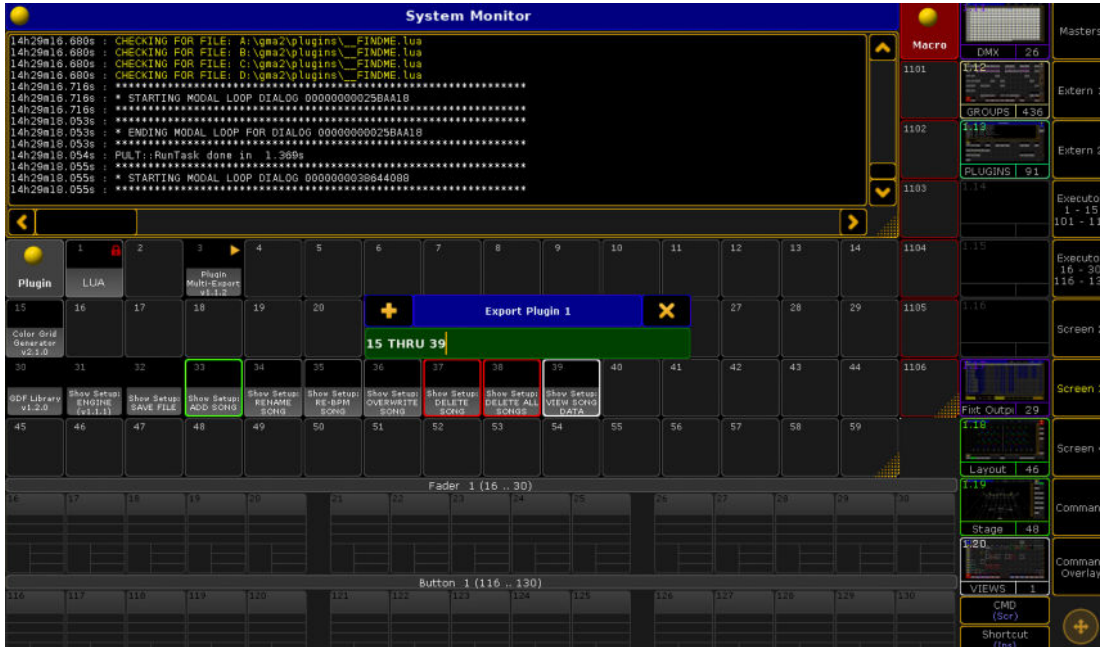
An input box will pop up asking for input with the pool number of desired plugins. Input each plugin pool item number, followed by [Please], until each pool item has been entered. Ranges of plugin pool items can be entered individually, or in a range, for example by typing **1 THRU 5**. When entering a range, a pop-up will appear to confirm how many plugins were found in the range provided. When all numbers have been entered, press [Please] one final time.
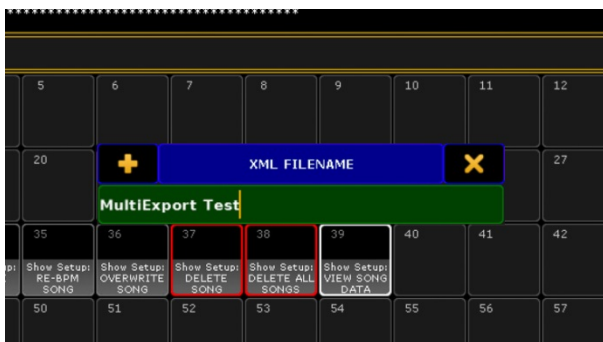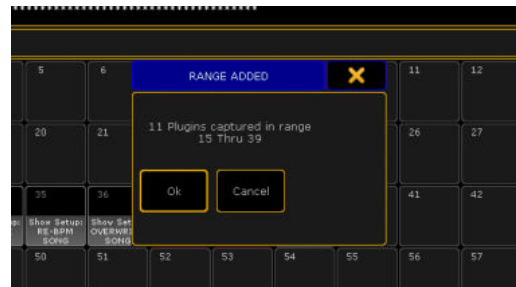
A final input box will ask for the desired *.xml* file name. Enter a name that will allow you to recognize the file when importing into a different show file, followed by [Please]. The plugins will be exported into separate .LUA files, with one master .XML file. Please note that all of these files must be present in your plugins folder to be able to import

Confirmation Screen

When finished with the XML name, the plugin will take a few seconds to run in the background. When finished, you will see a pop-up screen confirming the plugins were exported. Additionally, if running in OnPC, you will get an Explorer window opened to the location of the new plugins. If you are running this in OnPC, the File Browser will open the folder containing the new files.
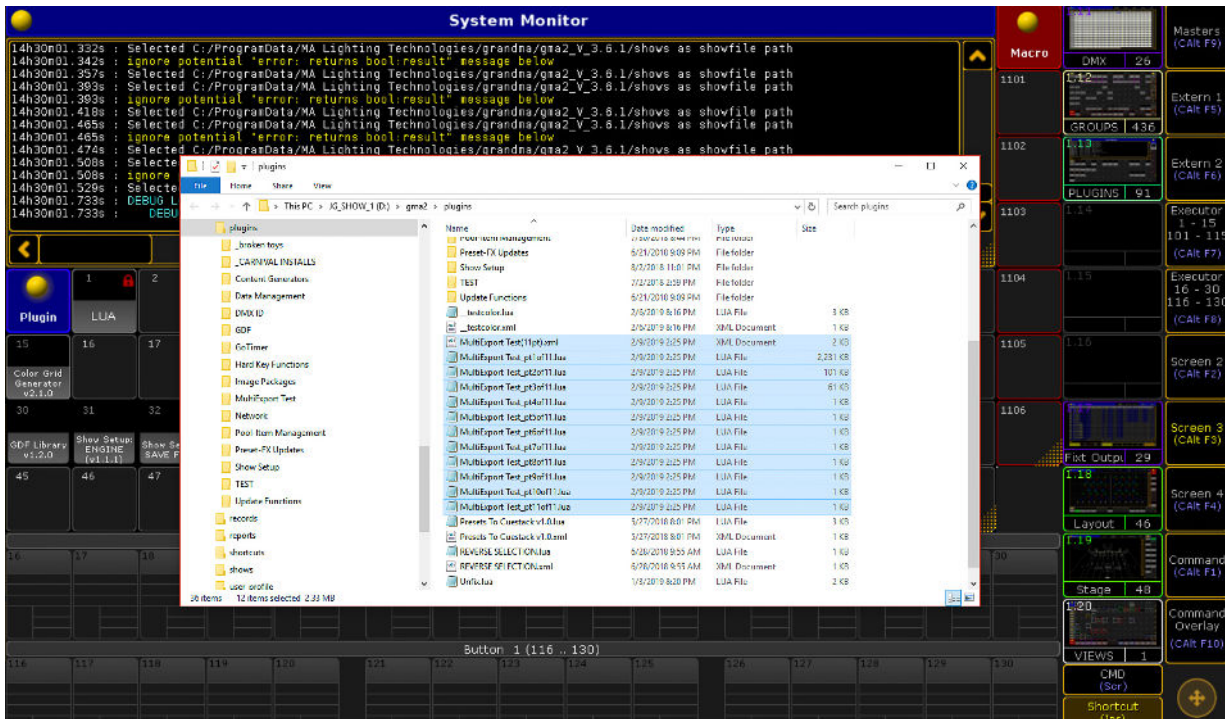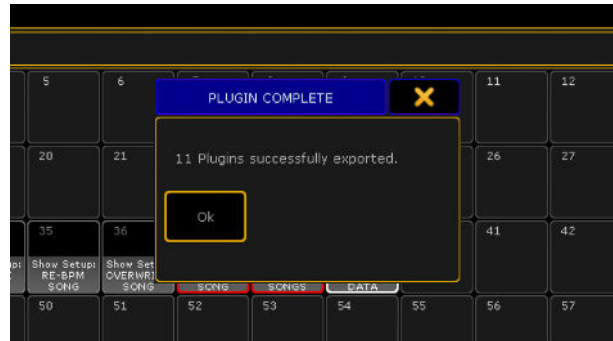
Multi-Plugin Import

In a new show file, open the Plugins pool. [Edit] a pool item, and click Import. Select the previously named file. Please note you will only see ONE .xml file for import, which is linked to the multiple plugins that were exported with it. All plugins that were selected will be imported into the pool in sequential order, starting with the pool item that was first edited.
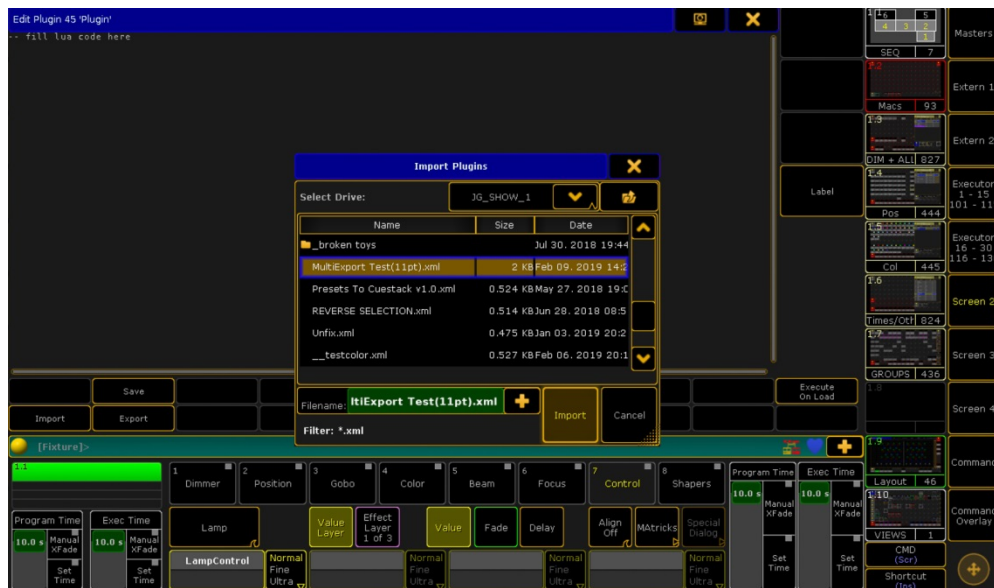
CAUTION: As MA was not set up for supporting importing of multiple plugins at once, it does not check for overwrites. Please check your space before importing to make sure you do not accidentally overwrite another plugin.

Release Notes

To report any potential plugin bugs, please visit GiaffoDesigns.com/contact.