

ColFX/DimFX Engine

Plugin Guide

v 1.5.7



GIAFFO DESIGNS

Contents

Plugin Overview	3
CoFX vs DimFX Plugins	3
System Requirements.....	3
DISCLAIMER:	3
Plugin Use	4
1-1: Importing the Color FX Engine.....	4
1-2: Functions of Each Plugin	5
2-1: Installation Setup.....	6
2-2: Engine Installation	8
3-1: Engine User Config Setup	12
3-2: Using the Color FX Engine.....	13
3-3: Effect Executor.....	16
3-3: Customizing the Color FX Engine	17
3-4: Updating for a New Rig.....	18
4-1: Uninstalling the Color FX Engine.....	18
Advanced Use	19
Extra User-Config Settings	19
Altering the Installation	20
Adding/Removing Color Presets	20
FAQ	21
Release Notes	Error! Bookmark not defined.

Plugin Overview

The ColFX and DimFX Engines are plugin systems for the MA2 software that build a dynamic color effects which can be modified live. The page it creates allows the user to quickly setup and change color or dimmer effects on the fly for busk shows.

ColFX vs DimFX Plugins

The ColFX and DimFX plugins do all of the same things in the background. The one difference in operation between them is that the DimFX plugin does not generate a layout, as there are no colors to pick between.

Since the DimFX plugin is essentially the ColFX plugin without color selections, this manual is written as to focus primarily on the ColFX system, with the understanding that all concepts that are not color-specific also will apply in exactly the same way when using the DimFX system.

System Requirements

- GrandMA2 version 3.2.2.16 or later.

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 Use

1-1: Importing The Plugins

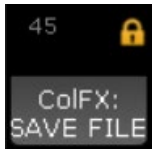
The ColFX and DimFX Engines are each packaged as multi-part plugins. The plugin scripts cannot be copied and pasted into the Plugins Pool the way that individual plugins can. The MA2 built-in Import plugin function must be used. (For more detailed help with this, refer to the [GiaffoDesigns Multi-Export Plugin](#))

To import either FX Engine:

- Place all 3 of the .lua files and the .xml file (4 files total per FX Engine) into your plugins directory
 - C:\ProgramData\MA Lighting Technologies\grandma\gma2_V_[VERSION]\plugins\ for the internal folder
 - X:\gma2\plugins\ for thumb drives
- Find 3 consecutive empty slots in the Plugins Pool.
 - *Note: if there are already plugins stored to any of these five consecutive pool items, they will be overwritten. This cannot be undone or “Oops-ed.”*
- Right click the first of these pool items and use the **Import** button to import to import the corresponding FX Engine plugin package on the drive you added the files to.
- Import is complete. 3 plugins should have been imported into the Plugins Pool.
 - If only an empty plugin was imported, please double-check that you included all of the .lua files in the \plugins\ directory, and not just the .xml

1-2: Functions of Each Plugin

The three plugins that were imported into the Plugins Pool each have a unique function for the Color FX Engine (please note that as of v1.3 the GDF file is no longer imported as it has been embedded in the other plugins):



Save File

This plugin contains all of the settings and data needed for the Color FX Engine to run. It is referenced by name in the ColFX Engine Plugin and is therefore locked to avoid accidentally altering the file. This plugin should not be unlocked or altered in any way.



Engine

This plugin contains all of the settings and data needed for the Color FX Engine to run. It is referenced by name in the ColFX Engine Plugin and is therefore locked to avoid accidentally altering the file. This plugin should not be unlocked or altered in any way.



Installer/Uninstaller

This plugin contains all of the settings and data needed for the Color FX Engine to run. It is referenced by name in the ColFX Engine Plugin and is therefore locked to avoid accidentally altering the file. This plugin should not be unlocked or altered in any way.

2-1: Installer Configuration

Before running the installer, you will want to Edit it to check that the user-config variables work with your showfile's needs, and make any edits where needed.

NOTE: for any storage needs (where the plugin builds macros, layouts, etc.) the plugin will detect conflicts and move to the next available location to ensure existing objects are not overwritten

```
----- INSTALLATION SETTINGS -----
config.OVERWRITE_PRESETS = {201, 202}
config.PRESET_MACRO_CT = 20;

config.VIEW_SLOT = 1

config.IMAGE_START = 1
config.MACRO_START = 1
config.LAYOUT_SLOT = 1
config.SEQ_START = 1

config.PAGE_NAME = "ColFX"

config.EFFECT_SLOT = 1001
config.EFFECT_NAME = "ColFX Adj _fx"

config.BACKGROUND_COLOR = '320000'
```

----- INSTALLATION SETTINGS -----

These settings will affect the names, locations, and appearance of generated objects

- **config.OVERWRITE_PRESETS** (*ColFX only*) defines the color Preset numbers that will be created to link to the generated color effect. These presets will be repeatedly overwritten by the Color FX Picker change the high and low values of the color effect. If more than two values are provided, only the first two will be used for the generated effect. This variable should have two (or more) numbers inside the brackets separated by a comma.
EXAMPLE: {31, 32}
- **config.PRESET_MACRO_CT** defines the number of "preset" macros that will be generated. These are macros that can be used to store combinations from the ColFX/DimFX plugin to be recalled in a single button push
- **config.VIEW_SLOT** defines an empty location in the View Pool where the plugin will store the generated ColFX/DimFX view
- **config.IMAGE_START** (*ColFX only*) defines the starting Image pool location that will be used to store the images for the Color FX Picker
- **config.MACRO_START** defines the starting Macro pool location to store generated macros
- **config.LAYOUT_SLOT** (*ColFX only*) defines the Layout pool location that will be used to store the ColFX layout
- **config.SEQ_START** defines the first sequence number that will be used by the plugin. Sequences are generated for the action-button interface, which uses a combination of macros and command-sequences (sequences that only are used to fire commands).
- **config.PAGE_NAME** defines the label to be used for the page, layout, and associated preset-macros generated by the plugin
- **config.EFFECT_SLOT** defines the Effect pool location that will be used to store the generated effect

- **config.EFFECT_NAME** defines the label that will be assigned to the generated color effect. This is the label that the ColFX Engine macros and command-sequences will reference when updating the effect.
- **config.BACKGROUND_COLOR** defines the background color that will be assigned to the generated layout, expressed as an hex value rrggbb.

EXAMPLES:

- 320000 (dark red, default)
- 000000 (black)
- ff007f (saturate purple)

```

----- COLOR ENGINE SETTINGS -----
config.widths = {10, 25, 50}
config.blocks = {0, 2, 3, 4}
config.rates = {0.25, 0.5, 1, 2, 4}
config.groups = {0, 2, 3, 4, 5}
config.phase = {
  {val=0, name='SYNC'},
  {val=90, name=''},
  {val=180, name=''},
  {val=360, name='1x'},
  {val=720, name='2x'},
  {val=1080, name='3x'},
}

```

----- COLOR ENGINE SETTINGS -----

The following settings are to predefine what options are available for modifying the effect live. You can use as many or as few options for each type as you want.

- **config.widths** – *width* options for the generated effect
- **config.blocks** – *block-size* options for number of blocks in the effect
- **config.rates** – *rate* options for the effect
- **config.groups** – *groups (interleaves)* options for groups in the effect
- **config.phase** – *phase* options for the effect. Values (*val* field) can be positive or negative numbers. Each value will be used in the plugin to set the phase from that number through zero. The name field, in single quotation marks, will be what appears as the label for this phase setting in the sequence cue stack. The name is optional and can be left as empty quotes.

EXAMPLES:

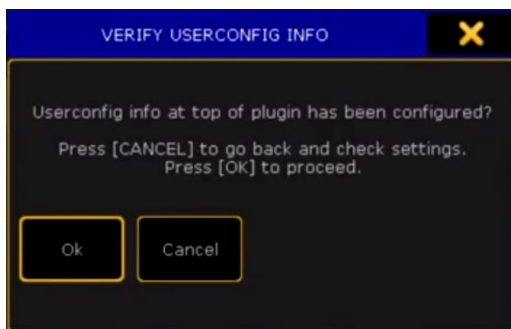
- {val=360, name='1x'} will create an option in the ColFX/DimFX Engine for a phase of **360 to 0**, and that option will be labelled in a cue stack as **1x**. The effect will run in order from the first selected fixture to the last.
- {val=-360, name='-1x'} will create an option for a phase of **-360 to 0**, and that option will be labelled in a cue stack as **-1x**. The effect will run in reverse order, going from the last fixture in the selection to the first.
- {val=180, name='' } will create an option for a phase of **180 to 0** and that option will be labelled in a cue stack as **180**, because no value was given for a name.
- **config.GROUP_NUMBER** defines the base reference group used for the plugin in the background. This group does get overwritten regularly as a part of the plugin's operation. Pick a number out of the way of your usual needs.
 - As groups of fixtures are selected and deselected to be included in the running effect, the plugin will update this base group with those fixtures. After the Color FX Engine is installed, the group will be referenced by name rather than pool item number. It can therefore can be moved anywhere in the pool, but should not be renamed.

2-2: Running The Installer

The ColFX/DimFX Installer will ask for some data input, which should be pulled up on screen or written down before starting the installation:

- 1) **Color Presets:** (*ColFX only*) color presets to be used in the generate color-picker layout
- 2) **Groups:** Group numbers to be dynamically included/excluded while using the plugin
 - the group *numbers* will be referenced by the plugin when it is running, not their contents at the time of installation. This means if you change the contents of the group later, it will change which fixtures get added to/removed from the effect during execution. As such, you will probably want to keep these groups separate from other groups you are using for programming
 - Fixture order does not matter in these groups
 - These will be referenced later in this guide as “Inclusion Groups” (since they define which fixtures are included in the effect)
- 3) **Selection-Order Groups:** *NOT MANDATORY*. Groups to be referenced for their selection orders
 - The included groups will take on the selection order found in these groups
 - Examples may include a full rig left-to-right, a per-truss selection, a “snake” back and forth between trusses, or a circular selection (works well with a phase of 0..720)
 - These are not required. By default, patch order is used.
- 4) **Executor Page:** page that will be used for generated Action Button executors
- 5) **Effect Executor:** executor where generated effect will be assigned
 - In Page.Exec format (101.1 for Page 101, Executor 1)
 - Does not need to be the same page as the Executor Page option provided for action buttons in the previous step

Once you have this information collected, run the “(Un)Installer” plugin, choose Install, and follow the prompts.

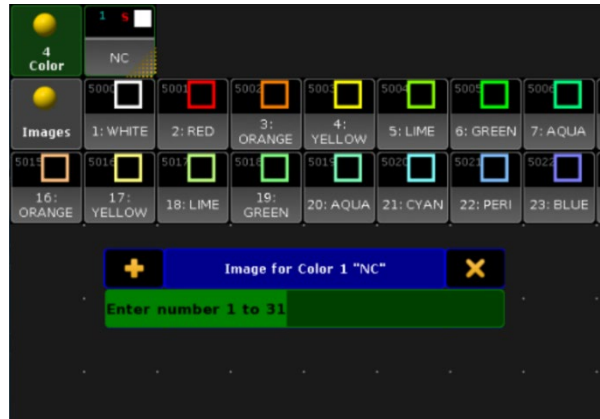


A message will appear with a reminder to check User-Config Settings in the plugin script. Press [P]lease] to continue.



Next, input the pool item number of the color presets to be used as reference for the layout. Numbers can be input individually, followed by [P]lease], or as a group, for example 1 thru 5. Once all pool items have been entered, press [P]lease] 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 color presets in the Color FX Picker layout. Match the color 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 [P]lease].

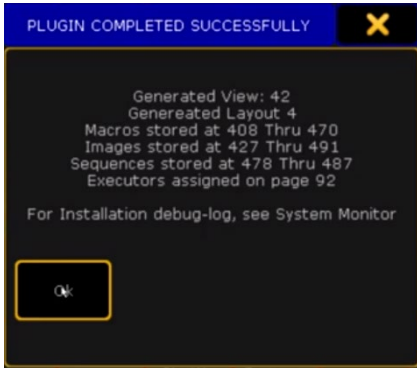


The pop-up will now ask for Group Number input. Enter the pool number for each group that will be included as options for the generated color effects view, followed by [P]lease]. Press [P]lease] once more when finished.

Next, the pop-up will ask for Selection Order Groups. Follow the same steps.

Next input the executor page number to which all generated executors will be stored and press [P]lease]. If the page has already been used, a conflict warning will appear displaying any executors already on the page and asking for permission to overwrite executors and rename the page. Press **Cancel** to enter a different page number, or **Ok** to overwrite that page.

Finally, input the executor number to which the generated effect will be stored, followed by [P]lease].



There will be a short pause as the plugin generates all content.

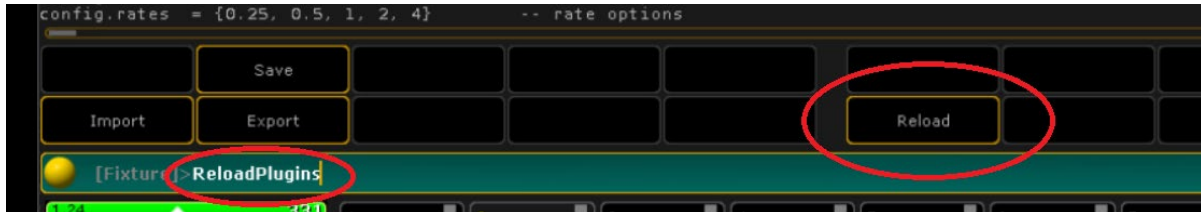
Once the installer has finished running, a confirmation window will appear. This window will display the locations of all generated content relating to the Color FX Engine.

2-3: Post-Installation Manual Tweaks

Reload Your Plugin Engine

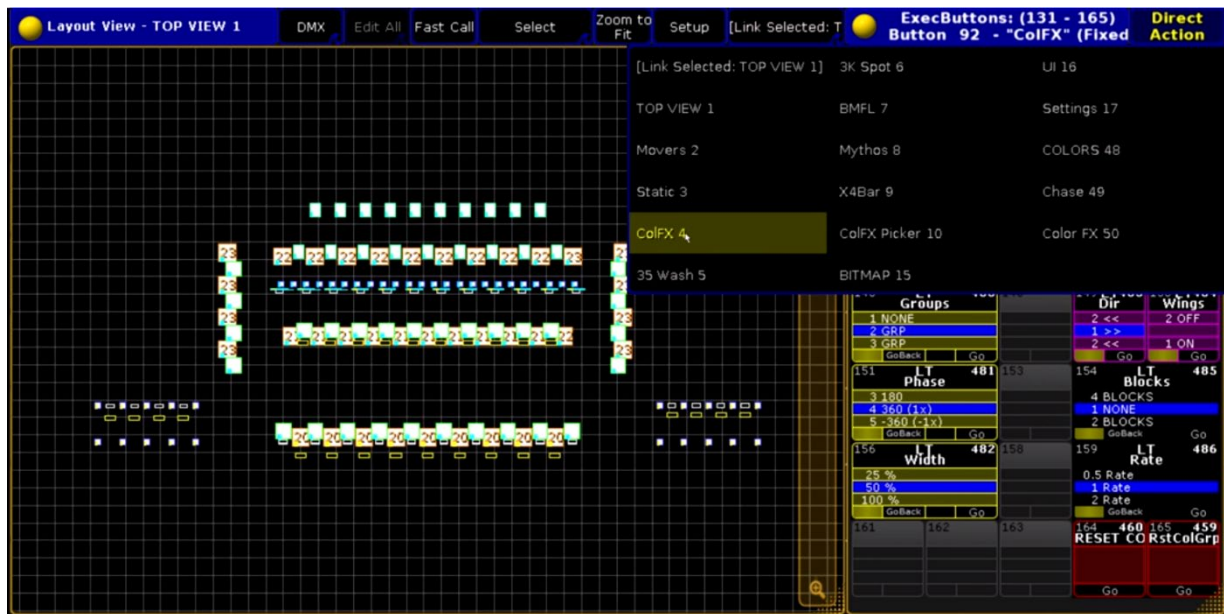
Once installation is complete, you WILL have to reload your plugin engine for the engine to work. Think of it like needing to restart your PC after a system update.

To do this, edit any plugin object and hit the Reload button, or type the ReloadPlugins keyword into the command line.



Updating the Generated View

The Color FX Engine view will open in Screen 2, including a Layout window and an Action Buttons window. The Color FX layout will not yet be open in the Layout View window on the page. It must be selected with the dropdown menu in the top-right corner of the Layout View window (this cannot be automated by Lua). This screen can now be stored as an update to the View that the installer generated or stored as a new view in the sidebar.



3-1: Engine Configuration

The ColFX/DimFX “Engine” plugin also has some settings that can be edited for user preference. The important ones of these are detailed here. The rest are best left to their defaults in most cases, but are explained in the [Advanced Use](#) section of this manual as well as in the plugin comments in this section.

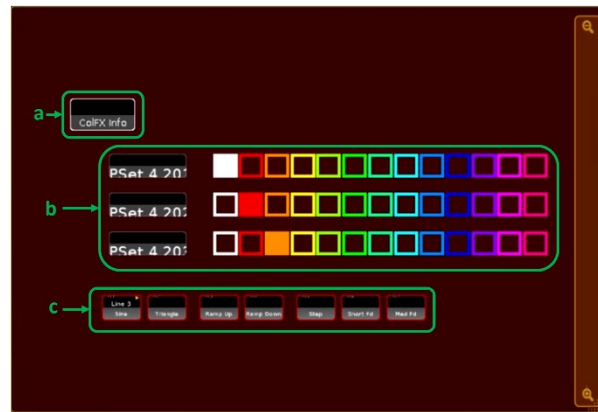
```
-----  
--- USER CONFIG VARIABLES ---  
----- (edit these) -----  
-----  
config.SM_BPM = 3.2  
config.SM_FLOW = 3.4  
  
config.RATE_FLOW = 0.25  
config.RATE_BPM_DEFAULT = 0.5
```

- **config.SM_BPM** defines the SpeedMaster or RateMaster to apply to the effect when there are 2 groups or more used in the effect (“step-based” effects).
 - 3.X is used for SpeedMaster numbers
 - 4.X is used for RateMaster numbers
- **config.SM_FLOW** defines the SpeedMaster or RateMaster to apply to the effect when it is set with 0 groups (aka “flow-y” or “smooth” effects that you can see moving across their fixture selections). This number This can be set to the same master as the **SM_BPM** variable. This number can be a speed-master (3.X) or a rate-master (4.X)
- **config.RATE_FLOW** defines the default rate that will be applied when groups=0 in the effect. By default, this is set to 0.25, but can be set to any number greater than 0.
- **config.RATE_BPM_DEFAULT** defines the default rate to start from with groups >= 2 when **config.RATE_AUTO** is set to false
- **config.RATE_AUTO**, when set to *true*, tells the plugin to automatically adjust rate in inverse-proportion to the number of groups with a Groups value of 2 or more. This allows the user to change the number of steps in the effect without changing the feel of when “steps” happen.
- **config.WIDTH_AUTO**, when set to true, automatically adjusts width in inverse-proportion to the number of groups with a Groups value of 2 or more, for the same reason as RATE_AUTO.
- **config.WIDTH_FORM** automatically doubles width values when the selected form is Sine. Default value is *true*.

Once these User Config Variables have been defined, click **Save** and close the plugin-edit window.

3-2: Using the Layout Interface

Color FX Layout



DimFX Macro Pool



(a) At the top-left of the generated layout is the ColFX Info macro. In the DimFX plugin, this is included in the Macro pool at the top of the generated view.

This macro details where generated items have been stored throughout the showfile.

(b) The main portion of the ColFX layout are the rows of color presets which were selected during installation. The first row of colors will change the low value in the color effect, and the second row will change the high value in the effect. Any additional rows (if added) will not influence the effect.

When a color in the layout is selected, the original color preset is copied to the preset that the color effect references for its high or low value. The image will update to show the active color for that preset.

(c) At the bottom of the generated layout are a series of macros that change the effect waveform. On the DimFX plugin, these are also part of the Macro pool at the top of the view.

The forms include Sine, Triangle, Ramp Up, Ramp Down, Step, Short Fade, and Medium Fade. The currently selected macro will be indicated by the ► symbol in the top right corner and will show that it is running Line 3 of the macro. Note that *Ramp Up* and *Ramp Down* will reset the *Direction* executor to ensure the ramp is not reversed.

3-3: Using the Action Buttons



The right half of either FX Engine view is taken up by a series of executors. These executors all change a different parameter of the generated effect.

- a) The top two rows in this section are the Inclusion Macros that toggle individual fixture groups in and out of the effect. To include a group of fixtures in the effect, click the macro with that group's label. It will turn blue to indicate that the group is now part of the running effect. To remove that group from the effect, click the macro again and it will turn red to show that the fixture group is no longer included in the effect. The last executor of this set, labelled **SHUFFLE**, will shuffle the selection order in the effect.
- b) The **Presets** sequence can be used to store multiple effect settings (for example, a specific setting for phase, width, and rate), to be quickly recalled all at once. This sequence will be left empty after initial installation. Adding Color FX Engine Presets will be discussed in [Section 3-3: Customizing the Color FX Engine](#).
- c) The **Groups** sequence affects the grouping of fixtures (interleaves) in the running effect. The cue number is used to indicate what this value is.

- d) The **Phase** sequence alters the phase across the fixtures in the effect. The phase will be displayed either by its value or by a specific name provided in the user-config section prior to installation.
- e) The **Width** sequence changes the effect width.
- f) The **Selection Order** sequence will include a cue for each of the selection order groups that were input during installation. It also includes a cue 0.5 "**NONE**" to be used when none of the other selection orders are desired. *Note: Due to the way that this feature is programmed, if no fixture groups are toggled on to be included in the running effect, all fixtures from the Selection Order cue will be used in the effect at that moment.*
- g) The **Dir** sequence will toggle the direction of the effect between forwards and backwards
- h) The **Wings** executor will toggle wings on and off, for use with a selection order that goes from one side of the rig to the other.
- i) The **Blocks** sequence changes the number of blocks in the effect.
- j) The **Rate** sequence serves as a rate multiplier for the effect.
- k) **RESET COLFX** macro will reset all of the effect-parameter executors to default values. To see which cues each sequence is using as a default, right click on the macro. These defaults can be changed to any desired cue numbers.
- m) The **RstColGrp** macro removes all fixtures from the effect and resets all group-selection macros. Use this every time you re-load your file, as there is no way of telling which group macros were last running.

3-4: Effect Handle

The Color FX Engine will edit parameters of the effect that were defined during installation. To relocate the effect executor, run the ColFX Info macro in the Color FX layout and look for the effect location in the Command Line ("Effect Assigned to Executor..."). This executor is the master output control for the effect, which means parameters can be edited "blind" while the fader is down.

Be mindful to also have access to the speed-/rate-masters you designated in the effect engine plugin (userconfig.SM_BPM and userconfig.SM_FLOW)

3-5: Customizing the FX Engine After Installation

All of the macros and sequences used in the Color FX Engine have been designed to be easy to understand and manipulate by users who want to tweak them. This allows options for the effect parameters to be added, removed, or changed as needed.

Forms

The plugin is set up to use forms as either an inverse cosine or PWM wave, with altered attack and decay times that change the waveform into the designated shape. By default, the Sine form is actually an inverse cosine wave (this allows smoother shifts between effect settings). All other waveforms are a PWM with attack and decay modifications. Any number in the form's macro line that is not 9 (inverse cosine) will be read by the plugin engine as a PWM form, regardless of the actual number.

Fixture Groups

Unused "Inclusion Macros" are set up to add and remove "Group 0" – which does not actually do anything. However, the user can edit these macros and update the "0" to an actual group number in lines 1 and 3 if they wish to add new groups to the system after installation

Selection Order

To add a new selection order to the **Selection Order** sequence, store a new cue to the sequence and copy the text in the Command column of the cue list into the new cue. Then, replace the number in parentheses with the group number to be used for selection order in this cue. Relabel the new cue to reflect the new selection order.

To delete a selection order, simply delete the cue containing that selection order.

Groups, Phase, Width, Wings, Blocks, and Rate

To add a new group, phase, width, wings, blocks, or rate parameter, create a new cue in the designated sequence. Copy the text from the Command section of another cue in the sequence into the new cue and replace the number with the new desired value for that parameter. Then, relabel the new cue to reflect the new parameter.

To delete one of these options, simply delete the cue containing that setting from the designated sequence.

Presets

To add Color FX Engine presets to the **Presets** sequence, copy the **RESET COLFX** macro and edit the copied macro to include desired effect parameters. Then, create a new cue in the **Presets** sequence and add Macro X (where X = the macro number for the macro containing desired Color FX Engine presets) into the Command section of the cue.

Color Effect Attributes

The color effect used by the Color FX Engine, by default, is set up to use RGBAW color mixing. It has five lines in the effect - one for each color-mix attribute. If fixtures in the rig have more color mixing capabilities, for example a Lime or UV or Hue channel, these can be added as new Attribute lines in the effect. Ensure that the Mode, Low Value, and High Value columns match that of the previous Attribute rows.

3-6: Updating for a New Rig

There are three things that need to be checked when using the Color FX Engine with a new lighting rig:

- 1) Update any color presets that are used in the Color FX layout to include color information for any new fixtures.
- 2) Update all fixture groups referenced by the group-selection macros, and/or update the group numbers being referenced in these macros. Remember to run the “Reset Color Groups” macro after this to make sure extra fixtures are not stuck in the effect.
- 3) Update the Selection Order groups in the Groups Pool to reflect the new lighting rig. This can be accomplished by updating the Group Pool items that are used for selection orders or by changing the group number referenced by each cue in the Selection Order sequence.

4-1: Uninstalling the Color FX Engine

If the ColFX or DimFX Engines need to be removed from your showfile, run the “(Un)Installer” plugin. The menu’s second option will be “Uninstall ColFX(/DimFX) Engine”. Select this option and follow the confirmation prompts, and the plugin’s installed components will be deleted. It will *not* delete the View, in case the view has been moved to a different pool number or renamed, therefore the View will need to be manually deleted.

Uninstallation of the Color FX Engine cannot be undone or “Oops-ed.” Be sure to save a backup of the show file before uninstalling.

Advanced Use

5-1: Extra Engine Configuration Settings

The FX Engines come with some more complex User Configuration Settings that can be used to further alter or customize the Color FX Engine. Generally, these settings shouldn't need to be reviewed or changed. However, users with more intricate show files might find need to adjust them. To view and edit these settings, **Edit** the ColFX Engine plugin in the Plugins Pool and look below the line stating "---(parameters you probably don't need to worry about)---"

Please note that changes to these settings cannot be undone. Be sure to save a backup of the show file before changing them.

- **config.GROUP_READ** defines the name of the reference group that the generated color effect uses. When fixture group macros in the Color FX Engine view are toggled on or off, the fixtures in that group are copied into or removed from the reference group. However, the name of that reference group can be changed, if desired, to make it easier to identify when cleaning up a show file. Any changes to this group's name should be reflected here.
- **config.TEMP_GRP** defines a temporary group that is created and then immediately deleted whenever changes to the fixture group selection are made. The plugin engine begins looking for an available Group Pool item starting at whatever variable is specified. If somehow all possible groups after this number are currently in use, this variable can be changed to a lower number to allow the plugin engine to find an empty group.
- **config.PAUSE_TIME** defines the time in seconds that "reset" and "preset" macros pause any file-save operations while resetting the effect parameters. By default, the save-file is stored to every time a parameter of the plugin is updated. This involves re-writing the save-file plugin, writing an xml file, and importing both of them. When updating 12 parameters at once, as with the **RESET COLFX** macro, this would be a waste of processing power and could temporarily lock up the desk in a multi-user session. As a result, this macro starts with a command to pause all save-file rewrites. The **PAUSE_TIME** variable defines how long the pause will last. At the end of the pause time, regardless of any changes, the save-file is updated with the current Color FX Engine values.

After changing any of these variables, Save the plugin and Reload the plugin engine.

5-2: Altering the Installation

Sometimes, it may be necessary or desirable to change the name or location of objects that were created during the initial Color FX Engine installation. Beneath the “---(parameters you probably don’t need to worry about)---” section in the FX Engine plugin script, there is a section of code that is commented out (preceding every line with two dashes --). This section of the plugin script can be used to overwrite the settings that were used during the initial plugin installation. However, these change cannot be undone, so save before making edits.

Executor Page Name

If the Page containing all of the executors in the Color FX Engine has been renamed, the *install_override.pg_name* variable can be used to update the plugin engine to reference items on this new page. To do so, replace the text within the quotation marks after this variable to match the new Page name, delete the -- from the start of the line to un-comment the line of code, and click **Save** to update the plugin.

EXAMPLE:

If the Executor Page was installed with the name **Co1FX** and renamed to **Color FX Engine**, the plugin script would need to be changed from:

```
--install.pg_name = “Co1FX”
```

to:

```
install.pg_name = “Color FX Engine”
```

Effect Name

If the name of the color effect being used for the Color FX Engine is changed, the *install_override.target_effect* variable will update the plugin to continue using that effect. To do so, replace the text within the quotation marks after this variable to match the new effect name, delete the -- from the start of the line to un-comment the line of code, and click **Save** to update the plugin.

Low and High Value Presets

If the two color presets being used as the high and low value for the color effect are moved to a different location in the Color Preset Pool, the *install_override.pset_dest* variable can be used to update the plugin with this change. To do so, replace the value of the variable with the new location of the color presets, delete the -- from the start of the line to un-comment the line of code, and click **Save** to update the plugin.

Adding/Removing Color Presets

To remove color presets from the Color FX layout, enter the Setup mode in the layout and delete the unwanted objects.

To add color presets into the layout, install the Color FX Picker plugin (included with purchase of the Color FX Engine). The new generated color-effects-picker layout can be merge-copied (Copy /m) into the existing layout to be combined with the existing waveform macros. Ensure that the same two slots in the Color Preset Pool are used when re-installing the layout.

FAQ

Q: I've completed installation but none of the layout buttons are working. What's wrong?

A: Your plugin engine needs to be reloaded, kind of like restarting your computer after a system update. This can be done one of four ways:

- Edit any plugin object and hit the Reload button
- Type the ReloadPlugins keyword into the command line
- Off-Off, Everything Off
- Reload the showfile (excessive but effective)

Q: Why isn't the Image Pool appearing on my screen when the installer asks for color images?

A: The Image Pool will open in Screen 2 of the GrandMA2 software. If using MA2 onPC, Screen 2 may be hidden under the current window.

Q: Why isn't the effect running after I update effect parameters?

A: Make sure the fader that the effect is assigned to is pushed up. The effect is built to be linked to an executor rather than automatically running when parameters are active, to allow the user to set up the desired effect parameters before pushing the effect fader up to have it running on stage.

For additional help and resources, please visit GiaffoDesigns.com.

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

The ColFX Engine tutorial playlist from version 1.2 can be found [here](#).