

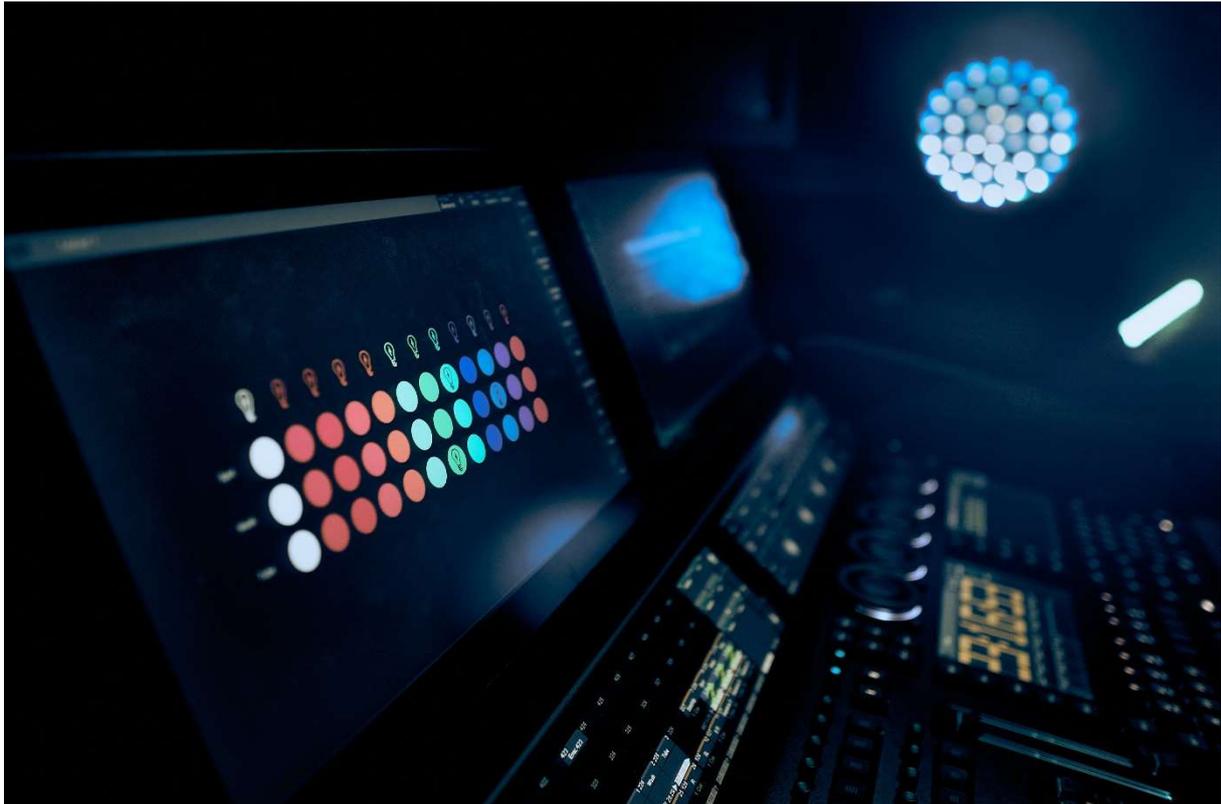


MBLightarts MA3 Plugin – Color Picker Generator

Plugin Manual

Plugin Overview

The MBLightarts Color Picker Generator Plugin creates a responsive Color Picker in the layout view of a the MA3 software. It allows the user to easily change the colors of different fixture groups with or without a fade time.



DISCLAIMER

MBLightarts and its products are in no way affiliated with or representative of MA Lightning or any of its subsidiaries.

By using this plugin, you agree that MBLightarts is not to be held liable for damages resulting from any plugin malfunctions. Always save a backup of your showfile before installing and running a plugin.

For additional help and resources, please visit <https://mblightarts.de> or contact our team at ma3plugins@mblightarts.de.

Content

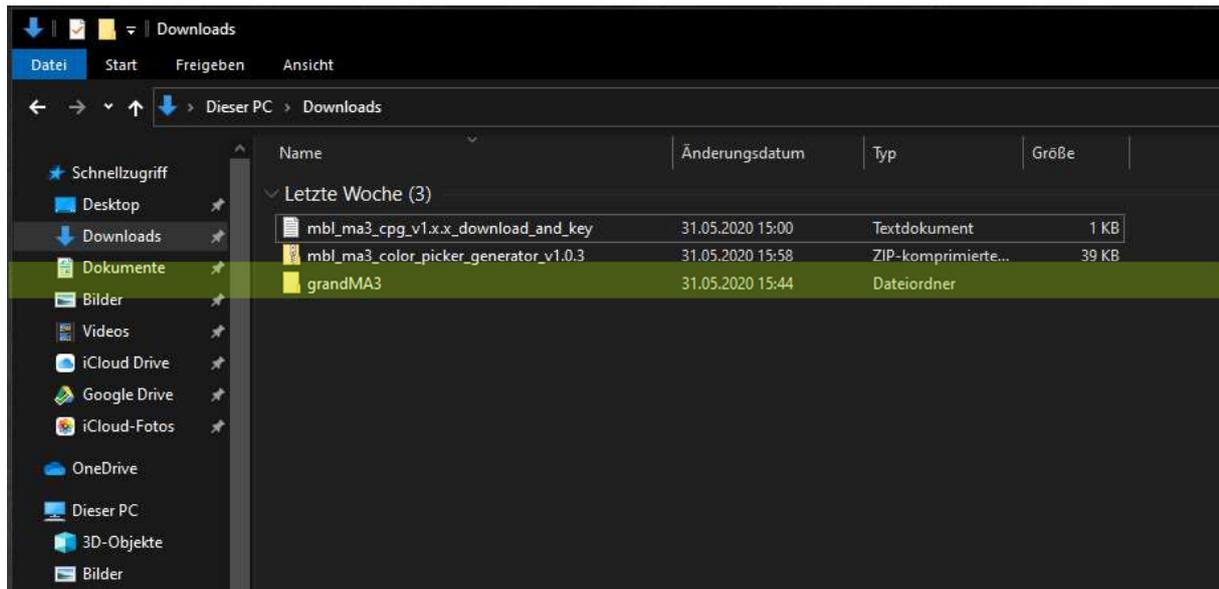
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Otherwise, any other software that supports AES-256 encryption for .zip files can be used alternatively.

Link 7-zip for Windows: <https://7-zip.org/>

Link Keka for Mac: <https://www.keka.io/>

Once the files are unzipped, you will find a grandMA3 folder and you are ready to prepare your USB flash drive



Preparing a USB flash drive

The grandMA3 folder of our plugin has the same folder structure as the MA3 software is using on internal and external drives.

Therefore, you can simply copy the entire grandMA3 folder to your USB flash drive.

As long as the naming is unique, there will be no issues with other files even if you have an existing grandMA3 folder on your USB flash drive.

If you do not trust this method, you can copy the files of our plugin one by one into your existing folders.

After you have copied all the files, you are ready to import the plugin.

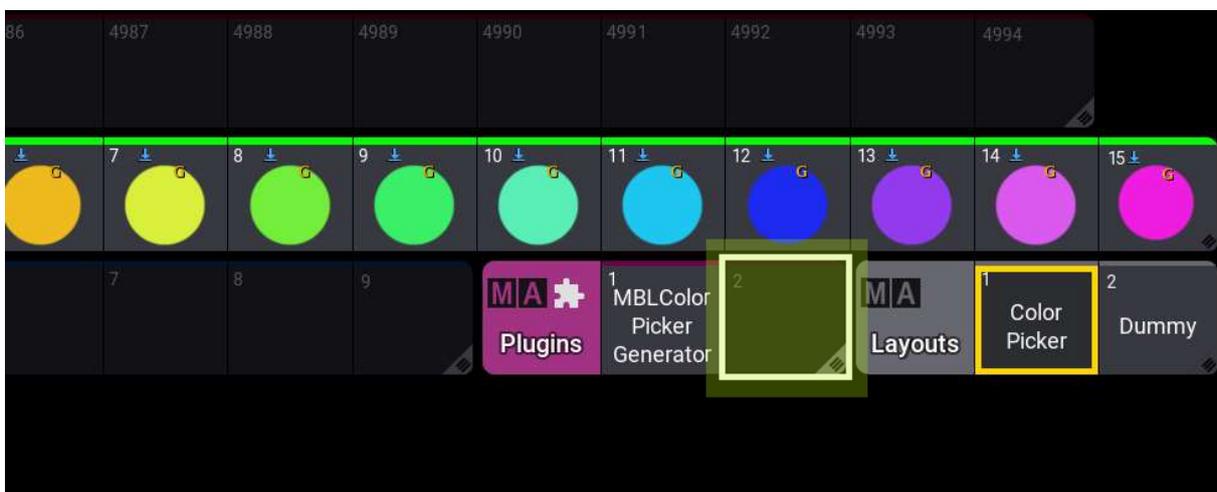
Importing the plugin into your showfile

To import the plugin, you have to open the plugin pool first.

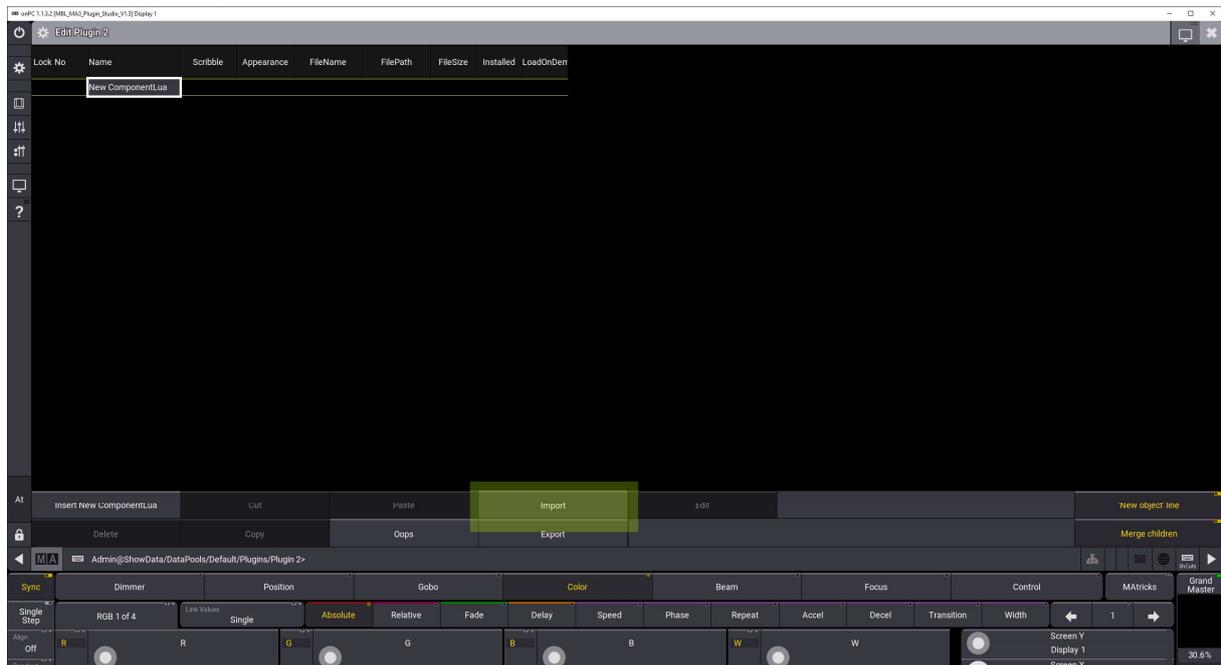
To do so, click on an empty screen area choose pools and select the plugins pool.



After this step, select an empty plugin pool item and swipe left to enter the edit menu. On onPC systems you can alternatively right click on the pool item.

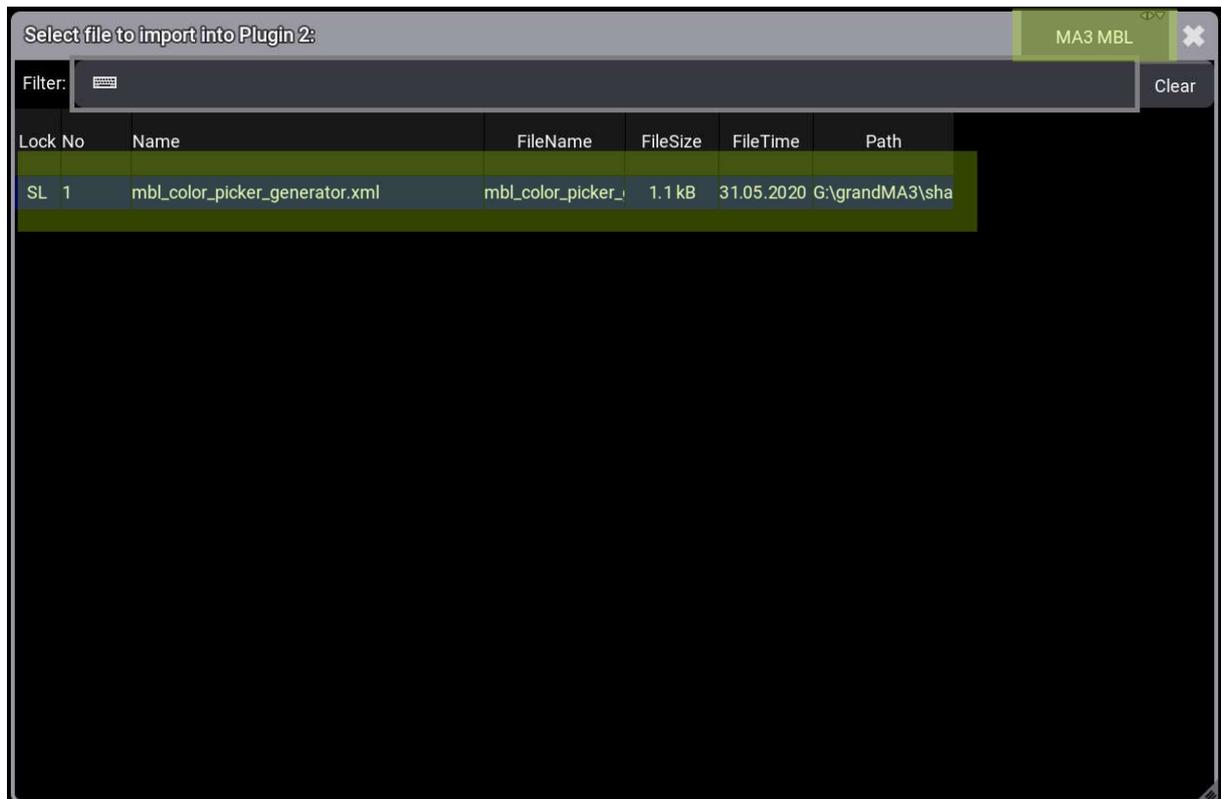


After you have entered the edit menu, hit the “import” button.

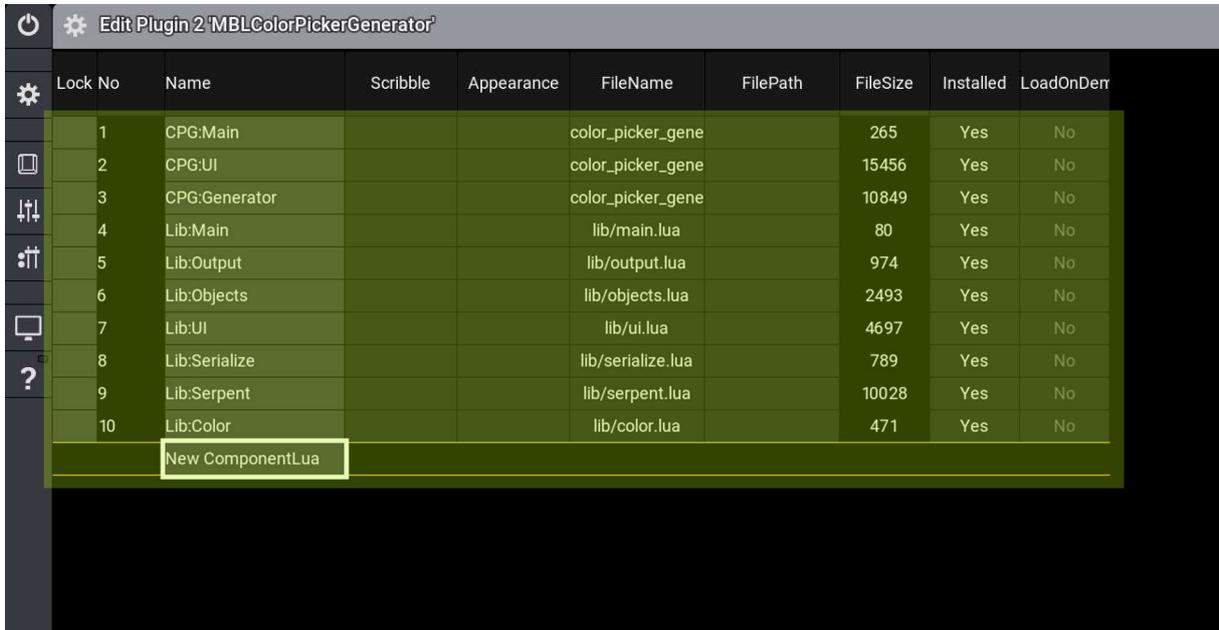


As our plugin is on an external USB flash drive, you have to change the directory from the internal drive to our connected USB flash drive. You can change the directory by clicking on it.

Please note that only one USB flash drive should be connected to your device during this step, to ensure a proper import of all data.



If everything has worked correctly, you will find a `mbl_color_picker_generator.xml` file in this list. Select it and several other files will appear in your plugin.



Lock	No	Name	Scribble	Appearance	FileName	FilePath	FileSize	Installed	LoadOnDem
	1	CPG:Main			color_picker_gene		265	Yes	No
	2	CPG:UI			color_picker_gene		15456	Yes	No
	3	CPG:Generator			color_picker_gene		10849	Yes	No
	4	Lib:Main			lib/main.lua		80	Yes	No
	5	Lib:Output			lib/output.lua		974	Yes	No
	6	Lib:Objects			lib/objects.lua		2493	Yes	No
	7	Lib:UI			lib/ui.lua		4697	Yes	No
	8	Lib:Serialize			lib/serialize.lua		789	Yes	No
	9	Lib:Serpent			lib/serpent.lua		10028	Yes	No
	10	Lib:Color			lib/color.lua		471	Yes	No

New ComponentLua

After this step you can leave the edit menu.

The plugin is now imported and you are ready to use it.

Using the Plugin

Building up your Color Picker

After you have imported the plugin, you can run it by clicking on the corresponding plugin pool item. Before this step, ensure that you have already created your color presets and fixture groups.

At the initial start, a setup dialog appears in which you can adjust various settings.



First, you have to specify the color presets, which should be used by the plugin for the buildup of your Color Picker.

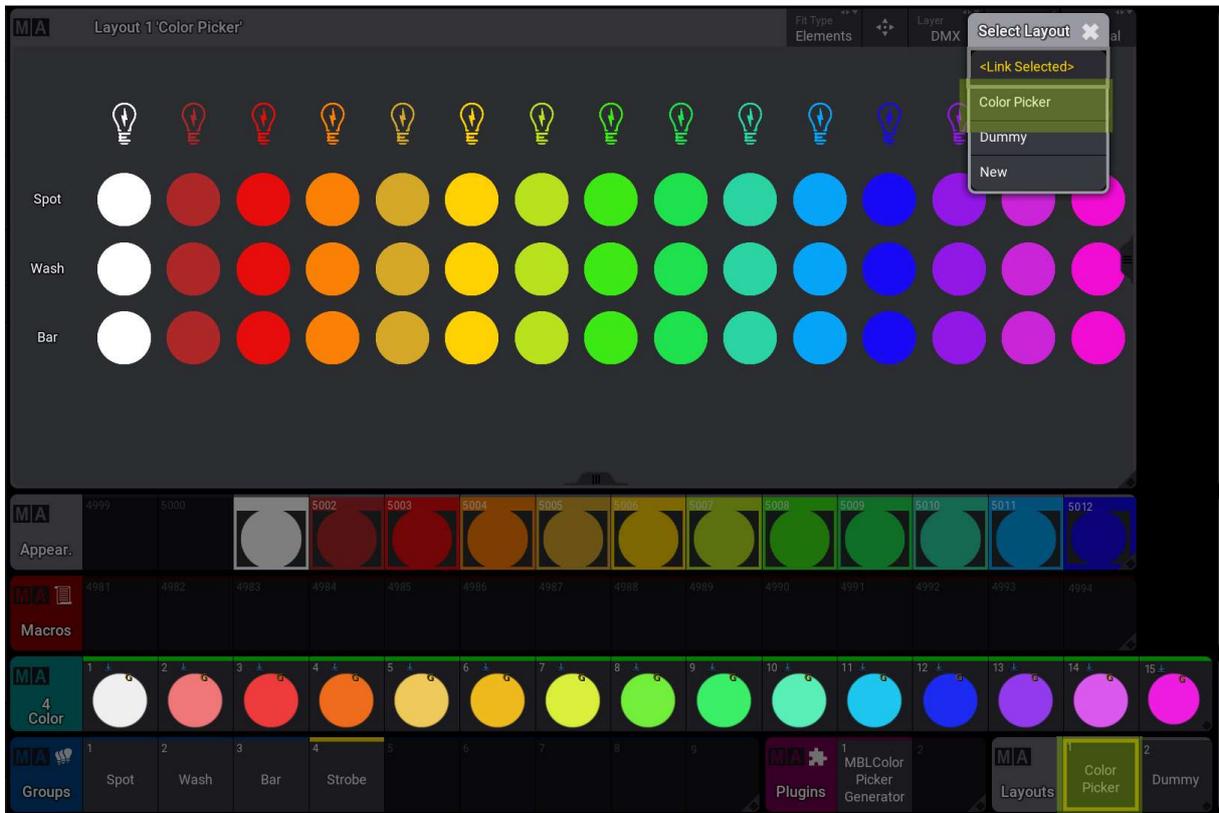
You can specify them by entering the number of your start preset and the amount of presets. In a second step, the same procedure applies to the groups, which should be used by the plugin.

If you want to, you can change the starting number for the macros, the appearances and the sequences, that will be generated for the functionality of the plugin in the background. By default, these items are saved from number 5001.

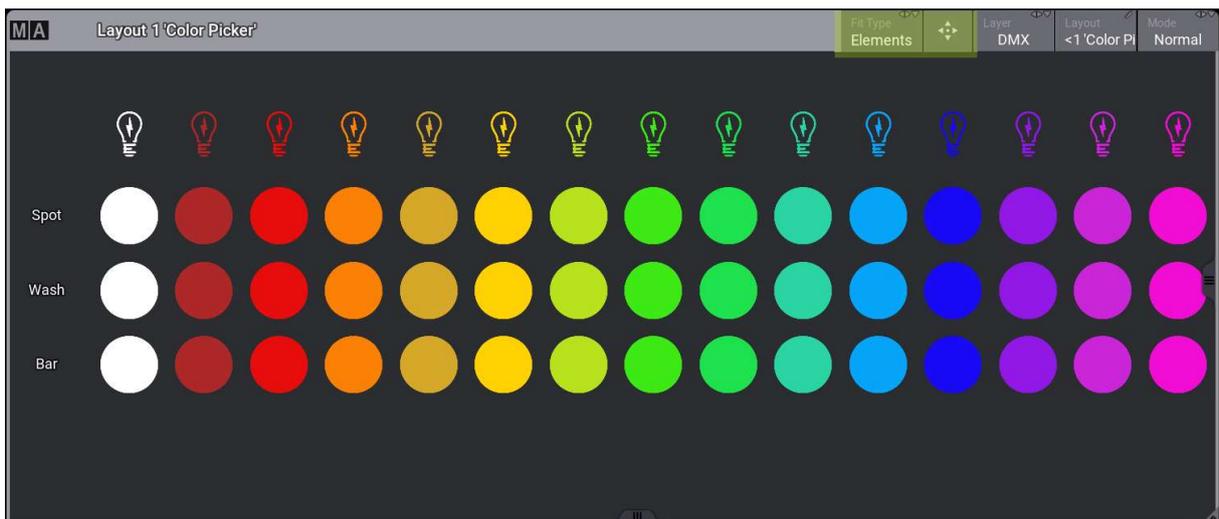
Finally, you can enter the number of the desired layout view (just use number 1, if you do not use layout views otherwise) and press the "generate" button.

An overview appears that shows you the changes that will be done by the plugin to your showfile. If everything is okay, hit the confirm button and the color picker layout will be generated.

Afterwards you will find the color picker layout in the layout view pool.
 Just open an empty layout view and select your Color Picker.



To optimize your Color Picker layout view, select "elements" as fit type and hit the "auto fit" button right to it afterwards.

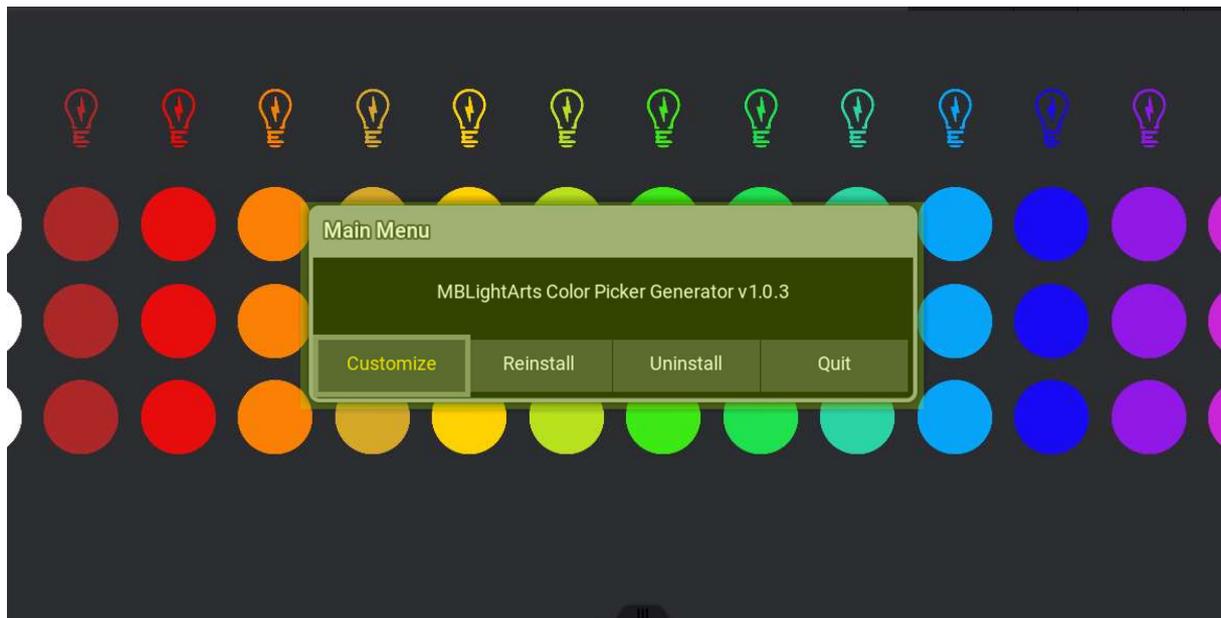


That's it, your Color Picker is ready for use now.

Customizing your Color Picker

After you have built up your color picker initially, you can use the plugin to customize and modify your color picker.

If you run the plugin after the first build up, a new dialog appears, which gives you the option to "Reinstall", "Uninstall" or "Customize" your color picker.

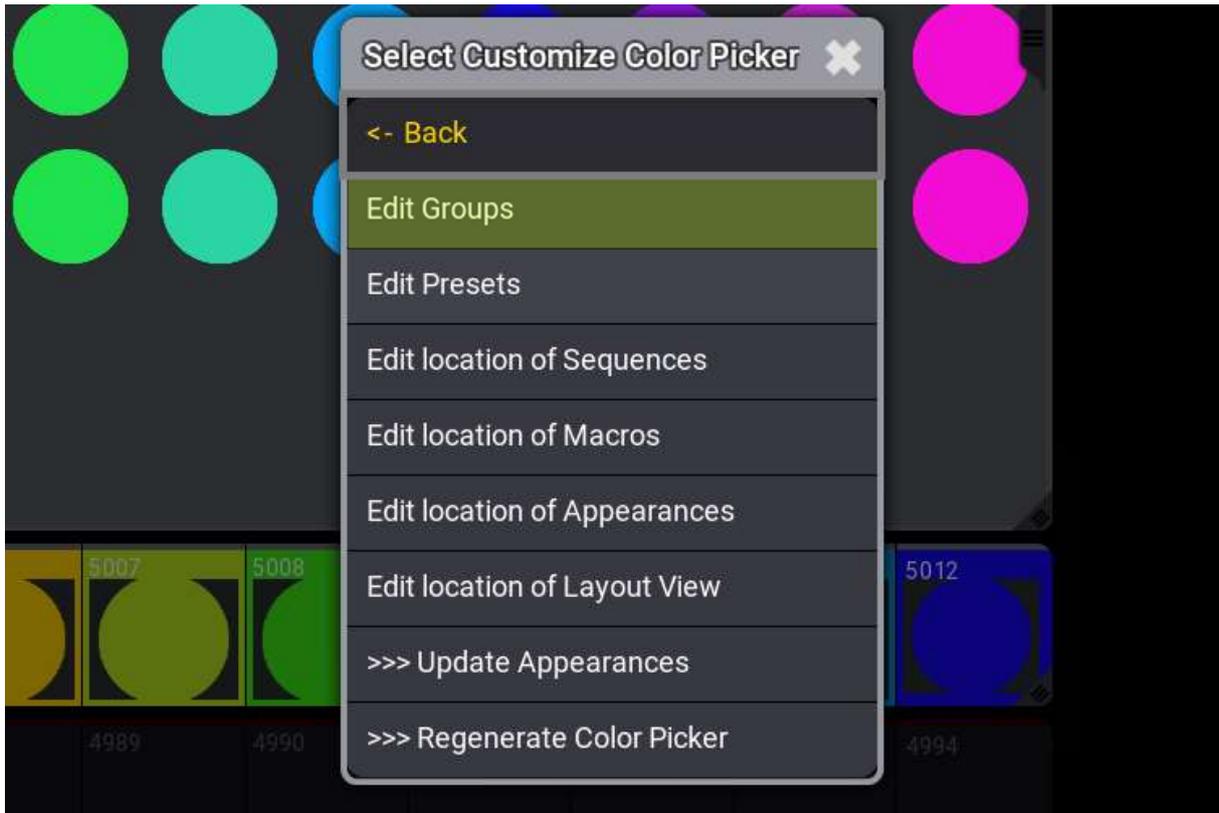


The "Reinstall" menu lets you redo the initial buildup process as shown previously. This is useful if there are many major changes and you want to create a fully new Color Picker based on different color presets and different fixture groups.

The "Uninstall" menu removes the entire content of the color picker from your showfile, including all the background items like macros and sequences.

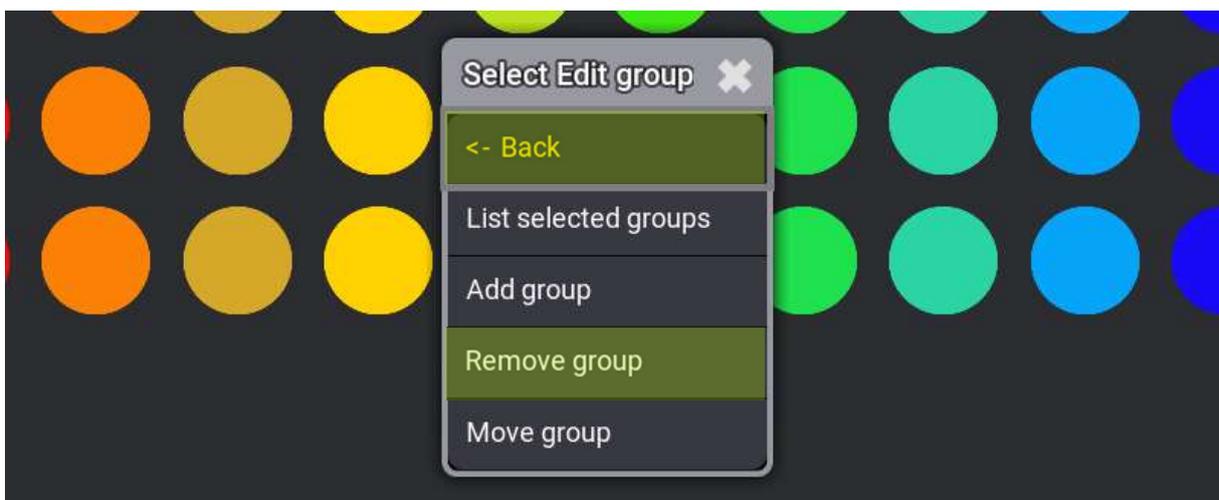
The "Customize" menu gives you the option to modify the existing color picker. With this function you can edit the used color presets and fixture groups afterwards. Additionally you can change the location of the sequences, the macros, the appearances and the desired layout view.

Another useful feature of the "Customize" menu is the function for the update of your color picker appearances. This function is explained later in this section.

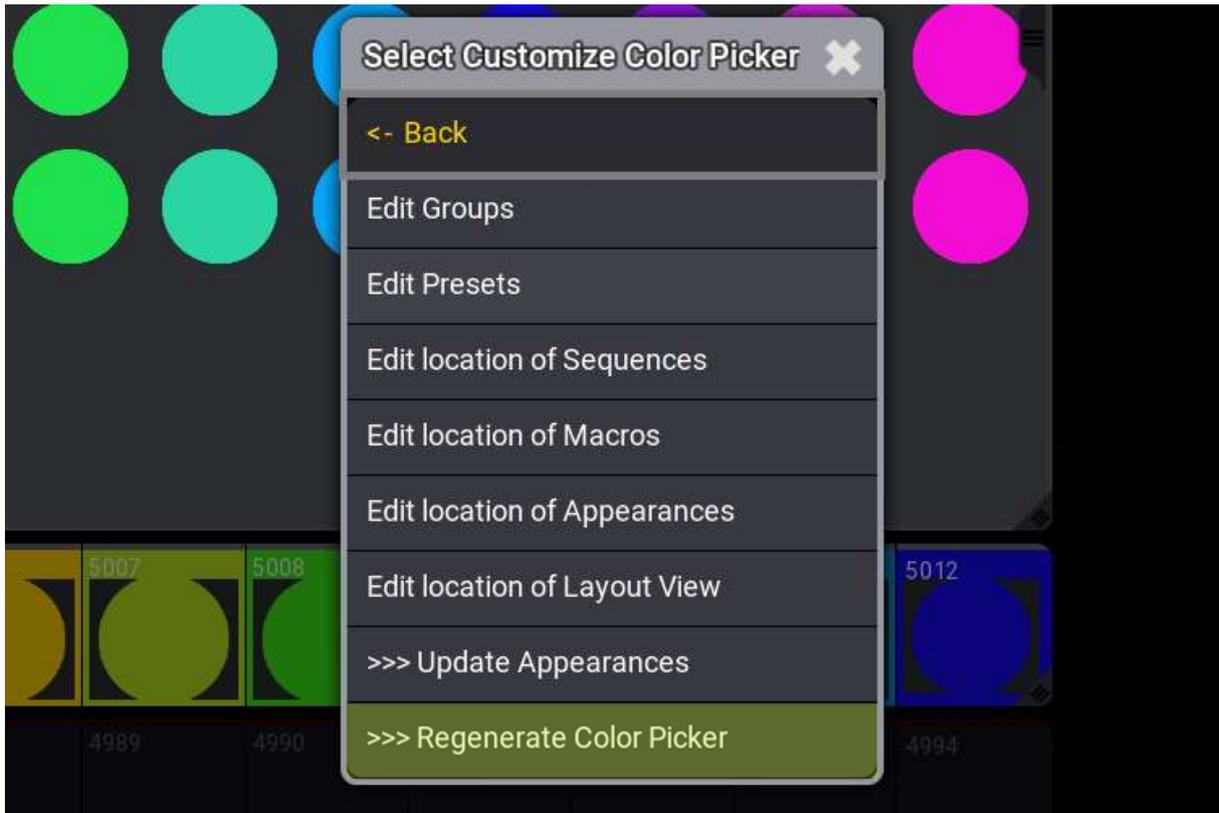


As an example, we describe the procedure for removing a group in the following. This procedure applies in the same way to all the other changes related to the edit of color presets and fixture groups.

First, select "Edit Groups" in the menu.



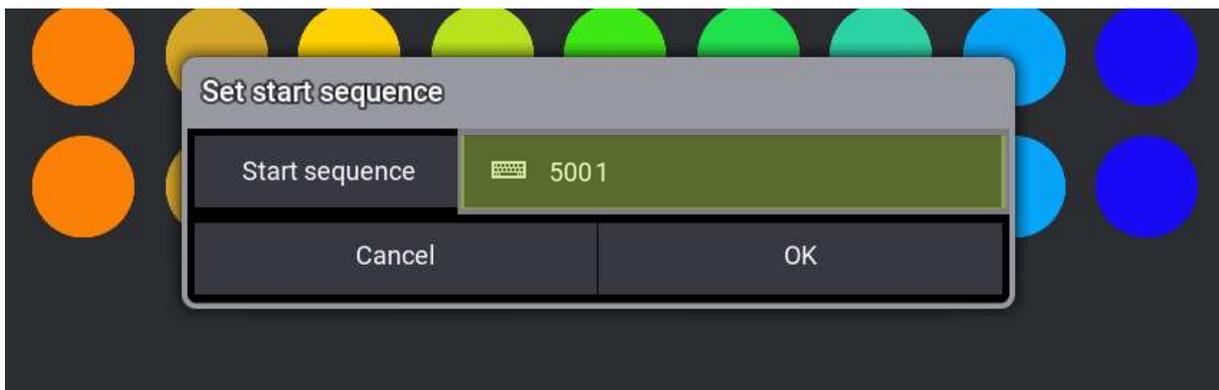
To remove a group, click on "Remove Group" select the desired group, go back in the menu and press the "Regenerate Color Picker" button.



Confirm the changes and your color picker will be updated.

To change the location of the sequences, the macros, the appearances or the desired layout view, select the corresponding function the menu.

After selecting, a dialog appears in which you can specify the new starting number.



Once done, start the update of your Color Picker by pressing the "Regenerate Color Picker" button. Then confirm the changes if you agree with them.

As mentioned above, there is another useful feature in the “Customize” menu, which lets you adjust the Color Picker appearances.

Before we come to the application of this feature, we would like to explain its background and some basics about the Color Picker Generator Plugin.

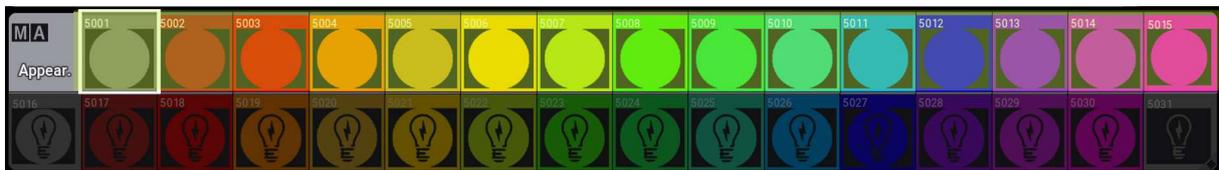
The icon colors of the color picker are generated based on the RGB color values of the corresponding color presets. This is only possible if you are using at least one group with RGB or CMY fixtures.

If there is no group with RGB or CMY fixtures, all the appearances in the layout view will be white and you have to set the colors manually.

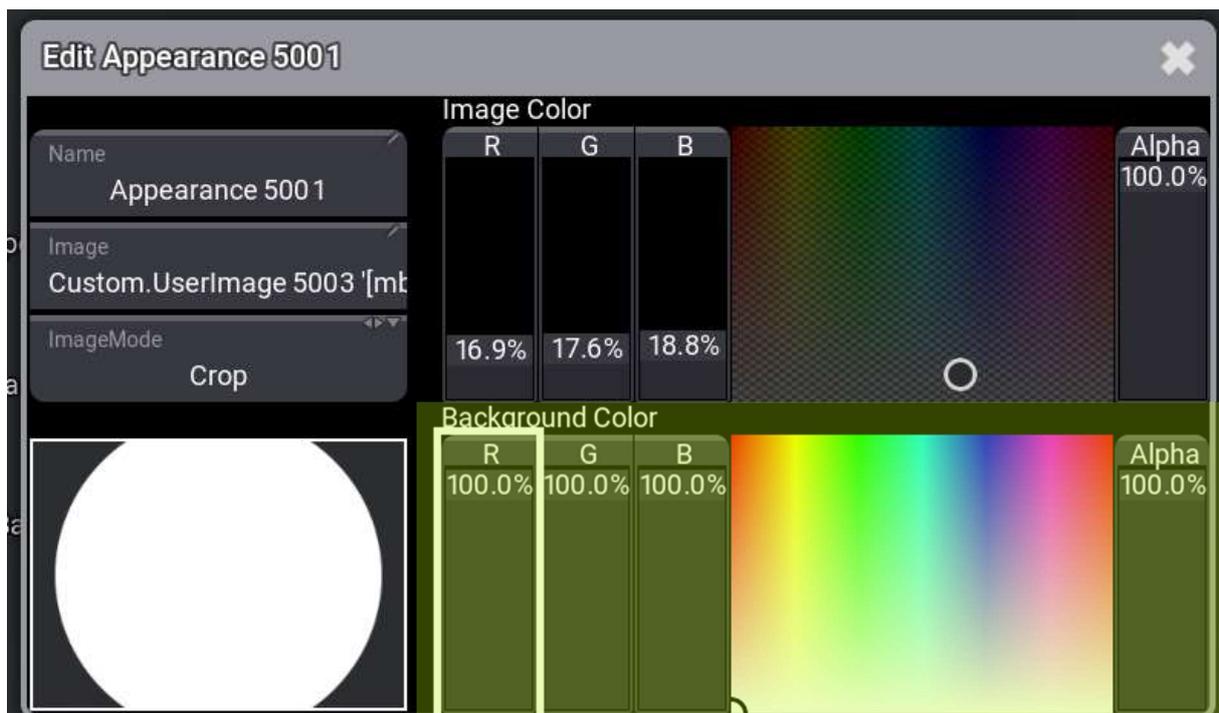
But even if there are groups with RGB or CMY fixtures, the colors displayed by the MA3 software may differ significantly from the look on stage.

In this case, you may also want to modify the generated appearances.

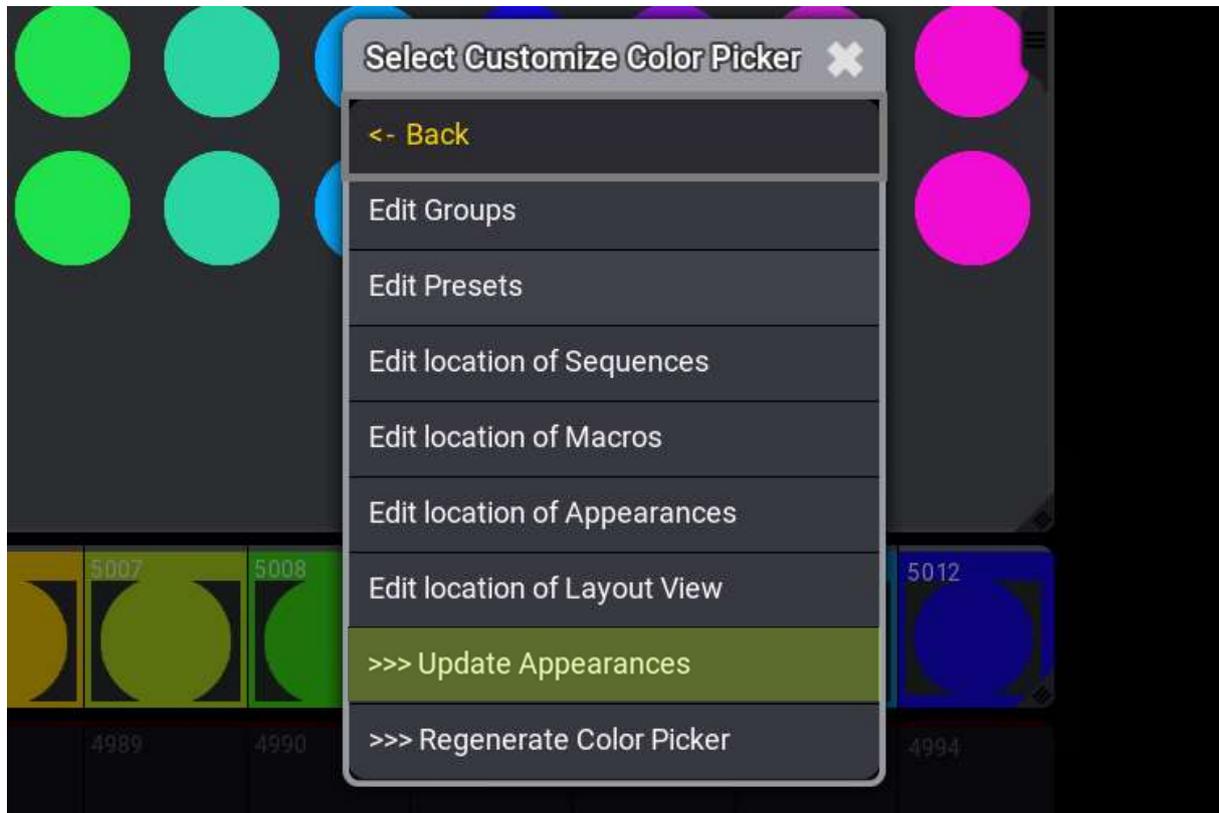
To adjust the appearances of your Color Picker, locate the first appearances generated by the plugin (by default from number 5001). Note that only the first appearances without the fixture icon are relevant for your changes.



By swiping left you can enter the edit menu of an appearance and adjust the background color value.



After you have done all the changes to the appearances, enter the "Customize" menu and hit the "Update appearances" button.



That's it. You have successfully adjusted the appearances of your Color Picker.

Other information

Known issues

Currently it is possible that after restarting your console or onPC system, you may not be able to run the plugin without re-importing it.

If this is the case, just delete and import the plugin again from your USB flash drive.

Please also note that currently only one USB flash drive should be connected to your device when importing the plugin to ensure a proper import of all data.

We know about these issues and hope that we are able to resolve them in future releases of the grandMA3 software.

Release notes

Latest plugin release: V1.4.7

Bugfix for support of MA3 software version V1.6.1.3.

Minor changes in the .xml file structure of the plugin.

Latest plugin release: V1.3.0

Bugfix for support of MA3 software version V1.4.2.1.

Minor changes in the .xml file structure of the plugin.

Latest plugin release: V1.1.0

Bugfix for a correct display of the Color Picker in the layout view.

Minor changes in the .xml file structure of the plugin.

First plugin release: V1.0.4

First public version of the MBLightarts Color Picker Generator Plugin.

Latest tested MA3 software version: V1.6.1.3

Tested with plugin version V1.4.7.