



MBLightarts MA3 Template Showfile

Updated on 19/05/2023

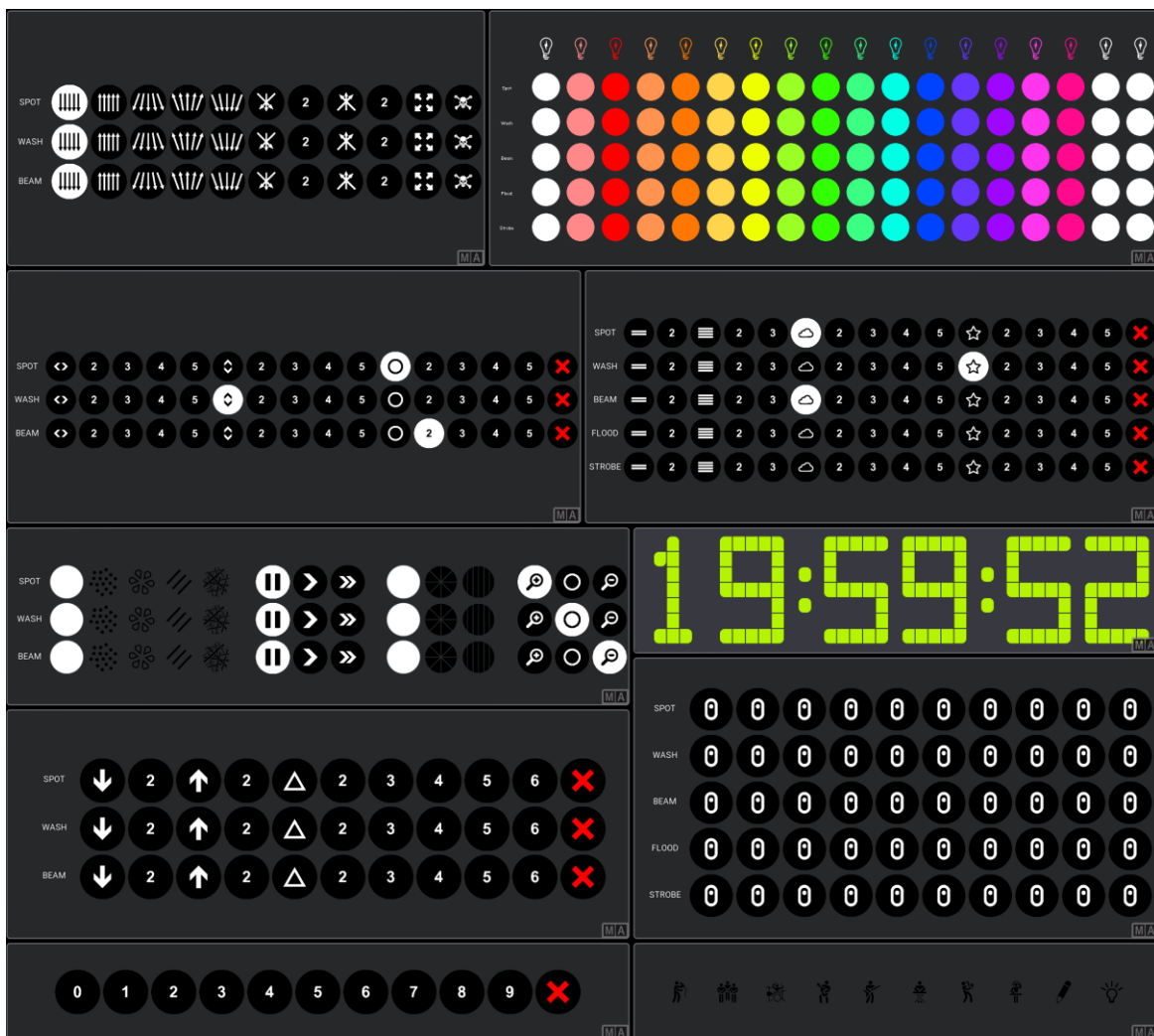
Showfile Overview

Our MBLightarts MA3 Template Showfile is taking the preparation of a busking showfile to the next level.

We've created a ready-made showfile that reduces the time it takes to setup your console for a new stage layout to almost nothing.

In creating the MA3 Template Showfile, we've taken the intuitive concept of the "push of a button" Color Picker Generator, and tried to expand it to an entire show, spanning positions, intensity effects, movement effects and much more.

We've made all these features available in ready-to-go, but easily customizable layout views, a button and fader layout, as well as a structured and easy to handle scheme for all pool objects. Both the layout views and the hardware layouts are ready for MA3 consoles and command wing setups.



DISCLAIMER

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

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

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

Content

Showfile Overview	2
Content	4
Downloading the Showfile	5
Requirements.....	5
Downloading the showfile	5
Importing the showfile into your MA3 system.....	6
Basic Setup of the Showfile	7
The 3 fundamental steps	7
Step 1 - Patching.....	8
Step 2 - Groups.....	9
Step 3 - Presets.....	13
Running the master macro	14
Advanced Features of the Showfile	17
Using the OVR sequences	17
Using the TAP chasers	19
Using our position cheat macro	19
Additional Information	19
Using the individual macros	20
Customizing the effect forms	21
Timing concept of the showfile.....	22
Switching between console and command wing.....	23
Content of the showfile	26
Adapting the appearances	27

Downloading the Showfile

Thank you for supporting our team by purchasing the showfile through our webstore on <https://mblightarts.de/ma3plugins>.

In this manual you will learn what to do after the purchase and how to access the latest version via your personal download link.

If you do not feel like reading, just watch our tutorial videos on YouTube.

Requirements

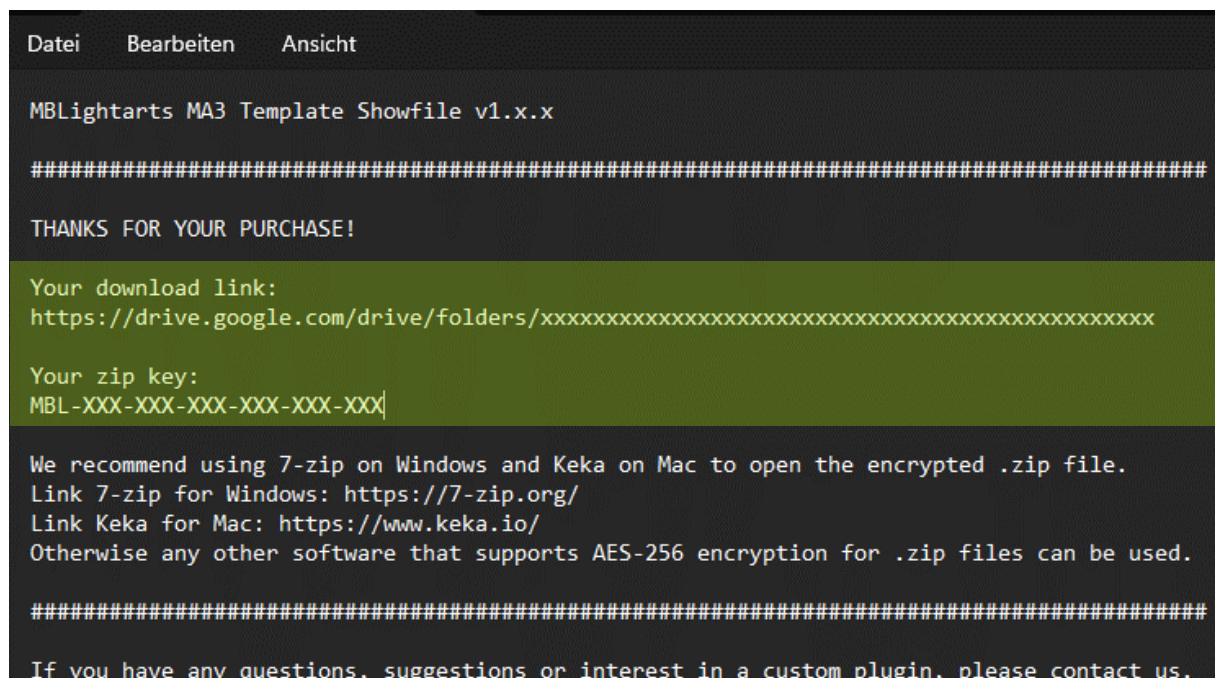
The showfile requires a MA3 software version of 1.8.8.2 or higher.

You will find information about the latest tested MA3 software version on our corresponding showfile page (<https://mblightarts.de/ma3-template-showfile>).

Downloading the showfile

After you have purchased the showfile, you can download a .txt file.

This file contains your personal download link and a corresponding zip key.

A screenshot of a text file with a dark background and light text. The file content includes a menu bar with 'Datei', 'Bearbeiten', and 'Ansicht'. Below that is the title 'MBLightarts MA3 Template Showfile v1.x.x' followed by a line of hash characters. The main text says 'THANKS FOR YOUR PURCHASE!' followed by a green highlighted section containing 'Your download link:' and a long URL starting with 'https://drive.google.com/drive/folders/'. Below that is 'Your zip key:' followed by 'MBL-XXX-XXX-XXX-XXX-XXX|'. The next section is white text on a dark background providing instructions on how to open the encrypted .zip file, with links for 7-zip and Keka. This is followed by another line of hash characters and a final line of text: 'If you have any questions, suggestions or interest in a custom plugin, please contact us.'

Just open the link and download the latest version of the showfile.

All future versions of the showfile will also be available for you to via this link.

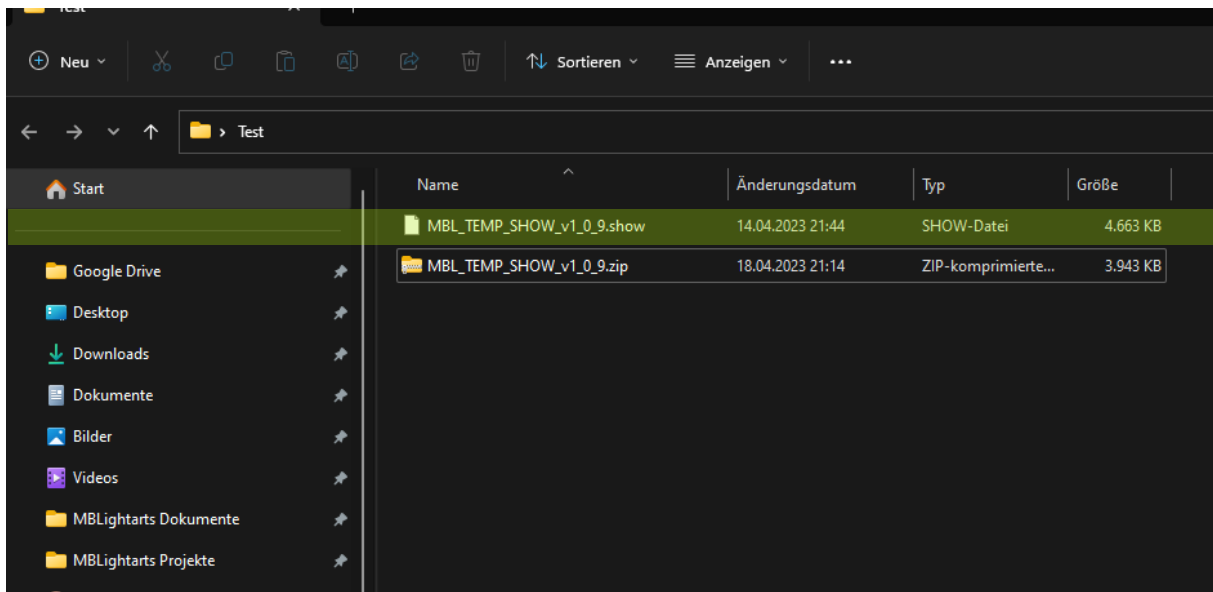
After downloading, you can unzip the showfile folder with your zip key. For this we recommend using 7-zip on Windows or Keka on Mac, as these programs support the latest Zip encryption standards.

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 file is unzipped, you will find the showfile with the .show ending.



Importing the showfile into your MA3 system

For this, we recommend to simply use an USB flash drive.

Once a USB stick has already been connected to a MA3 system, you can simply place the showfile under the following path:

YourUSBDrive:\grandMA3\shared\shows

With an MA3 version 1.9.2.2 or higher you can also use the special folder called "templateshows", you can find this under the following path:

YourUSBDrive:\grandMA3\gma3_library\templateshows

This will give you the benefit of having the template showfile as a real template version of it in the backup menu of MA3, thus preventing you from overwriting it.

Basic Setup of the Showfile

The 3 fundamental steps

To adapt the showfile for a new stage, three basic steps are necessary.

First, all the fixtures should be patched as usual. This can be done by simply changing the fixture types of the fixtures already existing in patch, or by adding completely new fixtures the show. It can be beneficial to simply change the existing fixture types, as certain presets might simply work directly.

The second step is to create the groups. For each fixture category, one group ("SymRig") must be created that also uses the selection grid of MA3.

The third and last step is then to adjust all the individual presets for your positions, gobos, etc. according to your own application and stage layout.



After this is done, you can simply run our master macro and you will receive a completely functional showfile by the push of a button.

You can find a full tutorial video on our YouTube channel, explaining all the steps in detail: <https://youtu.be/vnQLTFxY75Y>

Step 1 - Patching

For each fixture category, you will find 48 fixtures initially patched in the showfile.

If your stage is not exceeding this amount, you can simply try to reuse them and just change the fixture types.

This can be done by selecting the corresponding fixture types and hitting ENTER, the RIGHT MOUSE BUTTON or the RIGHT ENCODER WHEEL on your console.

Patch					
Patch	FID	Name	FixtureType	Mode	Patch
	None	Univ	1 Universal	1 Default	
Fixture Types	1101	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.001
	1102	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.034
Attribute Definitions	1103	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.067
	1104	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.100
Parameter List	1105	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.133
	1106	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.166
DMX Universes	1107	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.199
	1108	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.232
	1109	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.265
Stages	1110	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.298
	1111	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.331
DMX Curves	1112	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.364

In doing so, it is very likely that some presets will already work well, and you will not need to adjust them at all. If you can also work with our concept of 4 trusses (front, mid, back, floor) and 12 fixtures each, it is very likely that the positions will also work directly.

Please note that the symmetry should then be kept in the patch. If you have only 8 lamps instead of 12, do not use the old 1-8, but the old 3 to 10. This way you ensure that everything stays symmetrical.

Example for using the right ones with 8 spots in your front truss:

Patch					
Patch	FID	Name	FixtureType	Mode	Patch
Fixture Types	None	Univ	1 Universal	1 Default	
	1101	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.001
Attribute Definitions	1102	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.034
	1103	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.067
	1104	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.100
	1105	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.133
Parameter List	1106	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.166
	1107	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.199
DMX Universes	1108	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.232
	1109	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.265
Stages	1110	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.298
	1111	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.331
DMX Curves	1112	Spot - Front	2 Robin BMFL Spot	2 Mode 2	3.364
	1201	Spot - Mid	2 Robin BMFL Spot	2 Mode 2	2.364

If the concept of 48 fixtures doesn't suit you, you can easily delete the entire patch and simply insert all your fixtures from scratch.

This is no problem at all on the showfile will work fine too.

Step 2 - Groups

The showfile will work with the setup of one single group for each fixture category. This group is always called "SymRig".

MA	1	2	3	4	5	6	7	8	9
Groups	Spot	Wash 0.0%	Beam 0.0%	Flood 0.0%	Strobe 0.0%				
Groups	1001 Spot / All / SymRig	1002	1003 Spot / All	1004 Spot / Front	1005 Spot / Mid	1006 Spot / Back	1007 Spot / Floor	1008	1009 Spot / Pixel / Master
Groups	2001 Wash / All / SymRig	2002	2003 Wash / All	2004 Wash / Front	2005 Wash / Mid	2006 Wash / Back	2007 Wash / Floor	2008	2009 Wash / Pixel / Master
Groups	3001 Beam / All / SymRig	3002	3003 Beam / All	3004 Beam / Front	3005 Beam / Mid	3006 Beam / Back	3007 Beam / Floor	3008	3009 Beam / Pixel / Master
Groups	4001 Flood / All / SymRig	4002	4003 Flood / All	4004 Flood / Front	4005 Flood / Mid	4006 Flood / Back	4007 Flood / Floor	4008	4009 Flood / Pixel / Master
Groups	5001 Strobe / All / SymRig	5002	5003 Strobe / All	5004 Strobe / Front	5005 Strobe / Mid	5006 Strobe / Back	5007 Strobe / Floor	5008	5009 Strobe / Pixel / Master

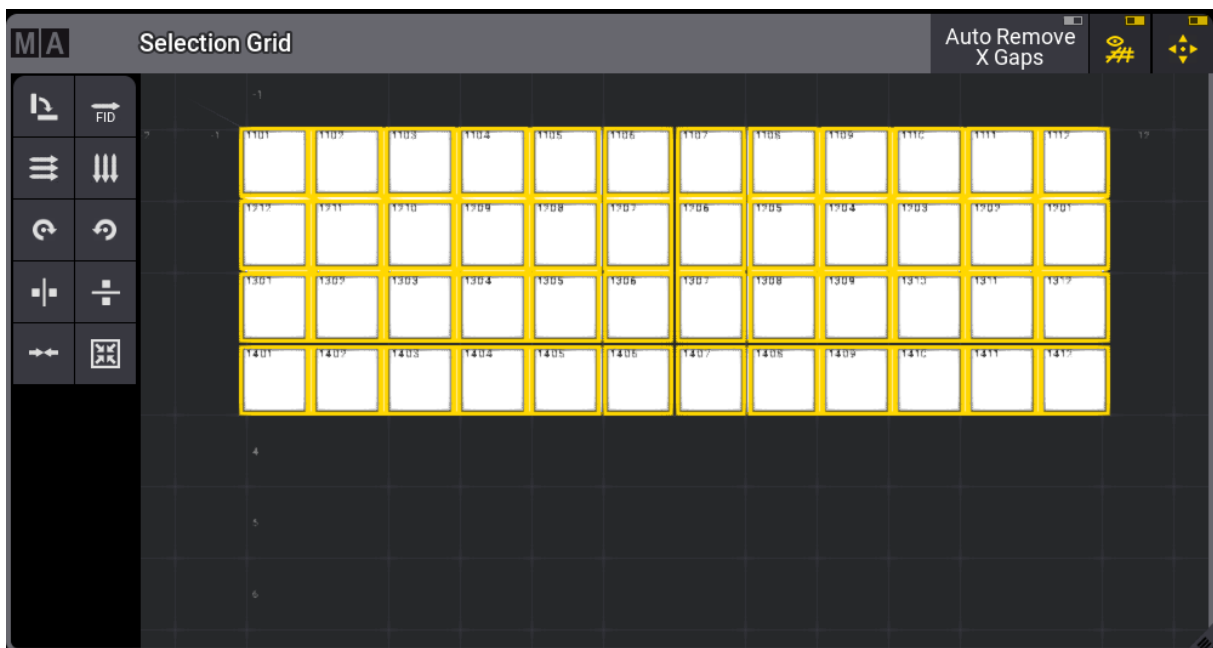
This group should contain all fixtures that belong to this fixture category, and it must also use the selection grid function of MA3.

By using the selection grid, you make sure that the showfile can create these nice symmetrical effects, because we use these groups together with some MAtricks settings in the effect recipes.

So always make sure that you get a nice representation of the placement of the corresponding fixtures according to the positions in your real stage layout.

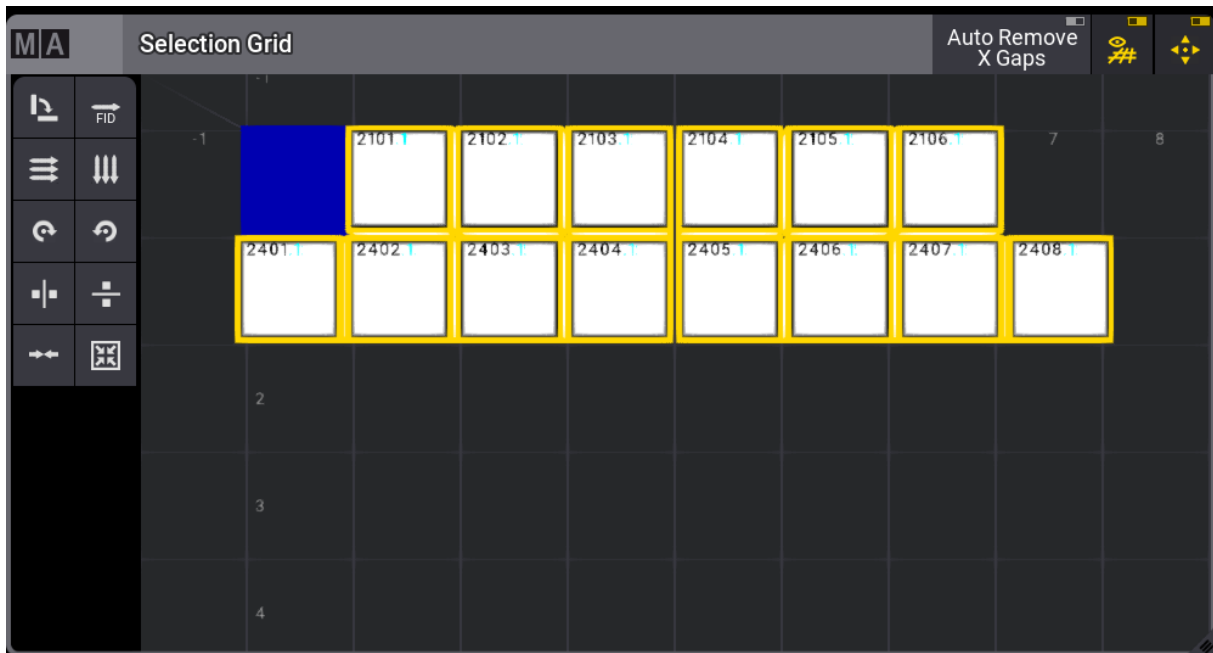
If you are not 100% sure how to create those arrangements in the selection grid, check out our tutorial on YouTube or read the MA3 manual.

If you are running 4 trusses with 12 spots each, the selection grid for your group “Spot / All / SymRig” could look like this for example:



All the other groups beside the groups “Pixel / Master” and “All / SymRig” can be ignored. They are only present for quick access and have no influence on the function.

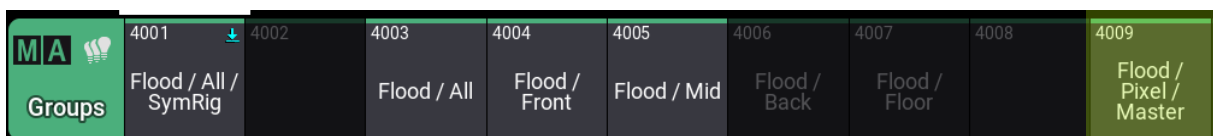
Another example with 6 spots in your front truss and 8 spots on the floor could look like this in the selection grid:



For storing the groups, we recommend using the “Overwrite” mode, to ensure that you create clear groups without any leftovers.

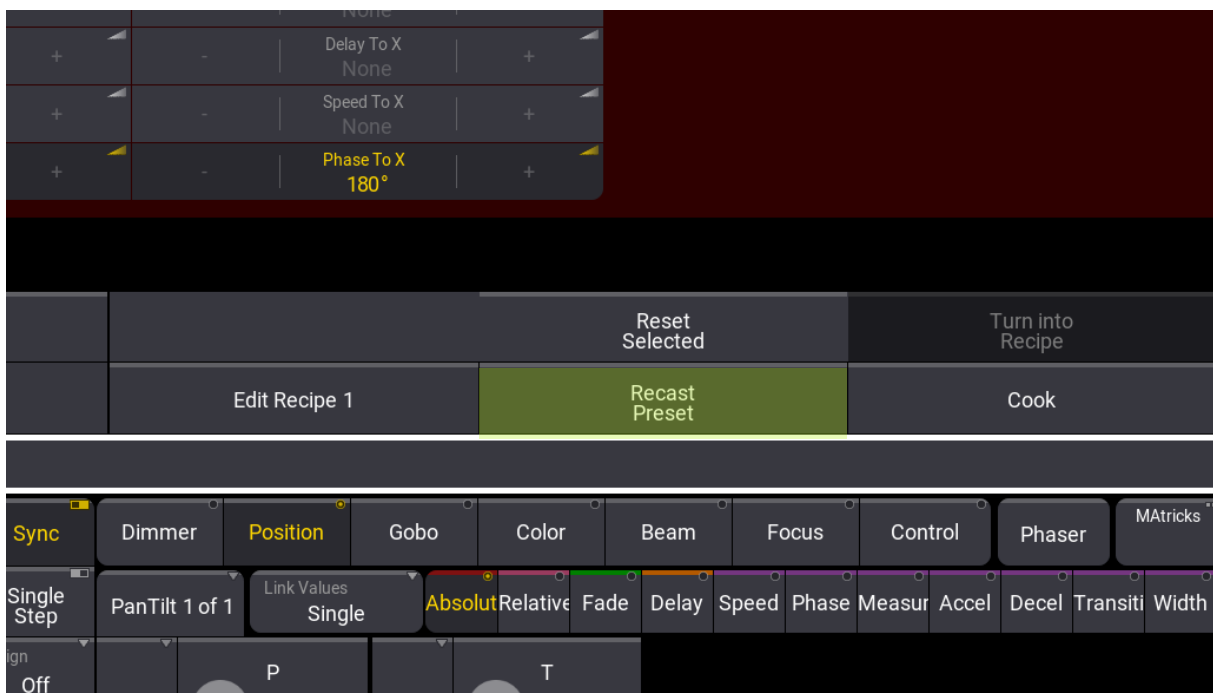
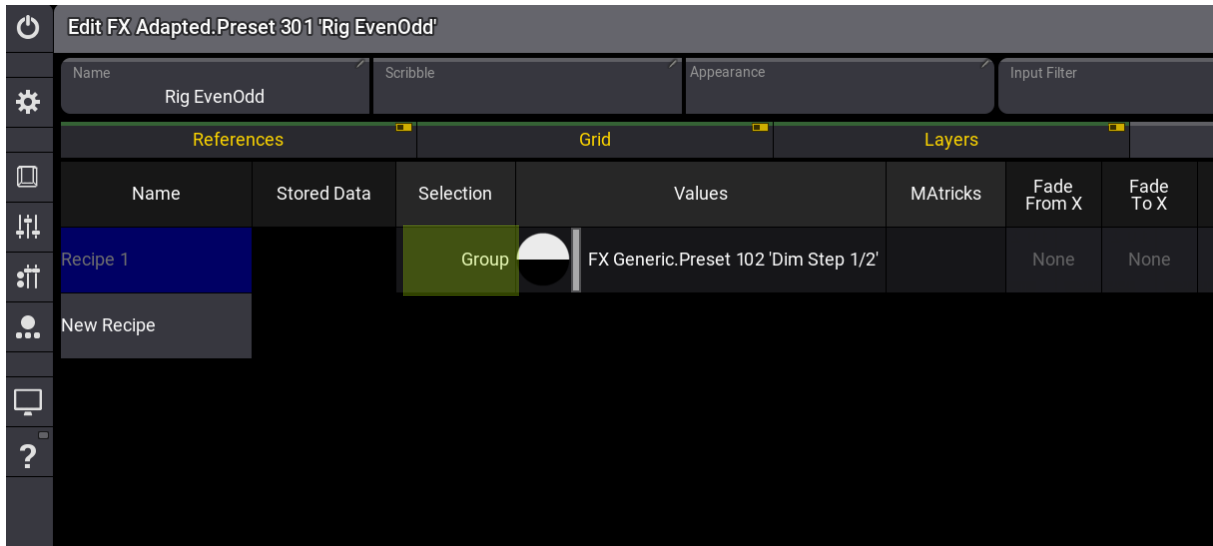


If you are using fixtures with sub fixtures, for example some pixel tubes, you should always use the “SymRig” group only for the single pixels. For the master of those fixtures, you should use the group “Pixel / Master”.



This will then directly result in nice looking effects also for those pixel fixtures.

Tilt bars with single pixels for example are a little more complicated. Here you should proceed in the same way, but the "Pixel / Master" group should also include the selection grid and you need to adapt the groups used in the recipes for the position effects. Change the groups to "Pixel / Master" instead of the "SymRig" groups and if necessary, use the recast function for those recipes.



Step 3 - Presets

To adjust your presets, move over to the preset area of the corresponding fixture category. To do so, you can simply use the macros placed on the top left of our preset view. By using them, also your view item on your right bar on the screen will change and you can directly jump back to the presets of a certain fixture category, after you have switched to another view.



For the default showfile setup, it is only necessary to set the presets with the same color as the fixture category and the color presets if you have cleared the patcher and deleted our original fixtures instead of replacing them.

So, all in all you should check the color, position, gobo, beam and focus presets.

The presets call "DIM On", "IFX Off" or "PFX Off" should normally not be adjusted.

So simply focus on this preset area in a first step:

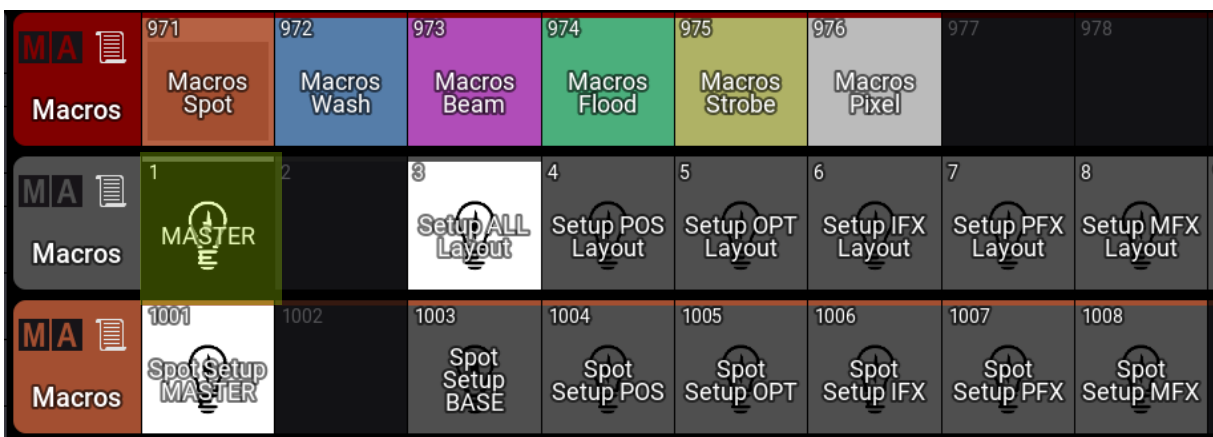


Remember that the colored presets pools are only used for one fixture category at a time. The color presets, on the other hand, are used globally for all fixtures, which is why we have also colored this pool gray.

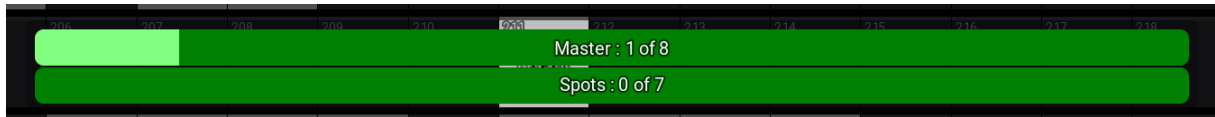
Therefore, you should always save the color presets with "Merge" as store mode, because otherwise you can lose the information for the rest of your fixture categories, when only working with the spots for example.

Running the master macro

After all the presets are set up, you can move over to the macro view and run our main macro called "MASTER".

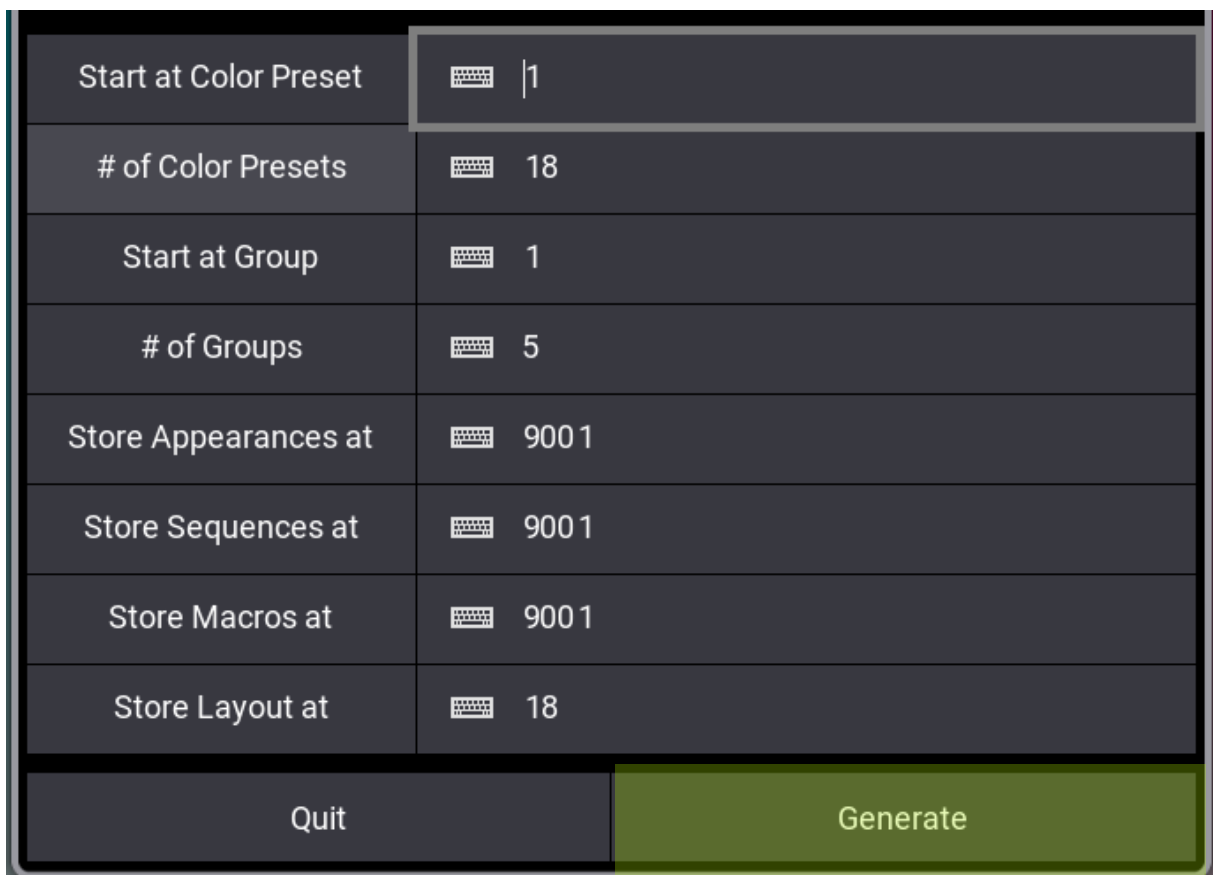
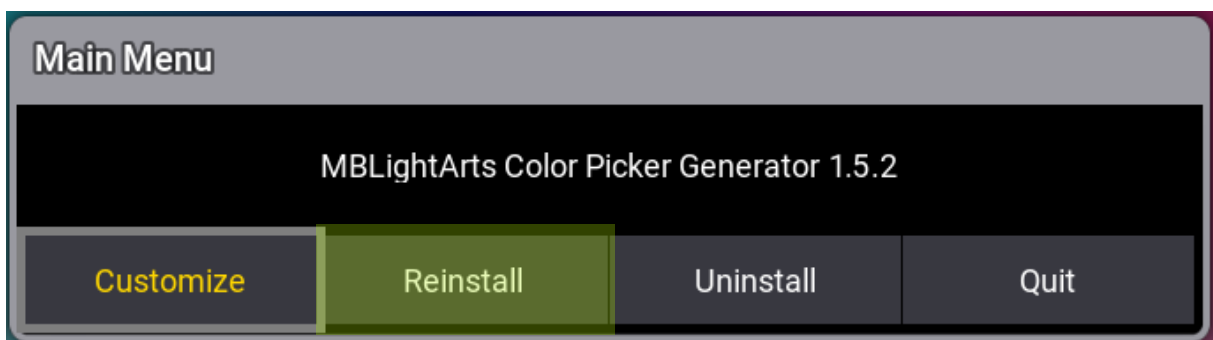


This will then use the presets in combination with your groups and our input for effects and setup all your interactive layout views and some other parts of the showfile (for example some extra groups, group masters, special sequences, etc).



This currently takes about a minute, probably less in the future.

After the main part is done, the popup window of our color picker plugin will appear. You can simply choose "Reinstall" and hit "Generate" afterwards.



The settings in this window are already set to the base values matching to the structure of our showfile. But there is for sure the possibility to adapt them if you want, as the color picker works independently from the rest of the showfile.

For example, you can add for example extra groups to get a more detailed version of the color picker layout if needed. Please look at our separate manual for the color picker if you want to learn more about these possibilities in detail.

Please find the manual on our website in the plugin store:

<https://mblightarts.de/ma3-color-picker-generator>

You can also run the color pickler plugin manually by moving to the color view and hit the corresponding item called "MBL Color Picker Generator".



Advanced Features of the Showfile

In this section we will explain some more advanced features.

However, we will not be able to cover all features in this manual right away. Therefore, regularly check out our YouTube channel or ideally subscribe to it right away so that you don't miss the latest videos.

<https://www.youtube.com/@mblightarts>

On our channel we will regularly publish videos about new features and tricks and answer your personal questions in the comments.

Using the OVR sequences

Our override sequences are there, to give you an easy option to set highlights for solos and so on. For example, you can easily add a spotlight to a singer, even if you use these lamps for effects and with gobos.



In the process, it is always ensured that you get a nice and clean transition, even though it is normally not possible to generate a move in black transition between different sequences.

To use the OVR sequences, there are two simple steps necessary.

The first step is to store your look for an override sequence. This is always done by using the corresponding "All" presets in the "Presets Global" section.



Simple navigate to this view, select the required fixtures, and adjust your look. To ensure that the override sequences will stop running effects, we recommend to always use the “Global OVR Base” preset as a starting point.



By using it, you will ensure, that the fixture is set to 100% intensity and the position effects are stopped. By default, gobos are also removed, and the zoom is set to a value here. But of course, you can adjust this as you prefer.

After you are finished with the look, simply store the desired preset and hit the “Setup Overrides” macro in the macro section. You are done and ready to go.



Afterwards, the intensity of all OVR sequences can be controlled by the playback master called “Playback OVR Master”. This master will control the intensity independently from the main group masters, even if the fixtures are normally used within those groups. This is realized by several group masters, which are set by the macro in the background of the showfile.



You can find a separate tutorial for our OVR sequences on our YouTube channel.

Using the TAP chasers

Coming soon :-)

Using our auto positioning macros

Check our MA3 version 1.9 update video on YouTube.

Additional Information

In this section we will give you a more detailed insight on some topics, related to the customization options of our showfile. For example, how to customize layouts or how to influence the showfile with variables.

However, we will not be able to cover details in this manual right away.

Therefore, regularly check out our YouTube channel or ideally subscribe to it right away so that you don't miss the latest videos.

<https://www.youtube.com/@mblightarts>

On our channel we will regularly publish videos about new features and tricks and answer your personal questions in the comments.

Using the individual macros

The “MASTER” macro is basically triggering only smaller macros which include some commands and LUA scripts in a correct order.

However, it is also possible to use those individual macros individually.

This might be handy if you are only adapting certain parts of your showfile.

For example, you can use the “Setup OVR Layout” macro, if you want only to quickly update the layout view for your OVR sequences. This can be handy when you intend to change or adapt the appearances for your OVR sequences.

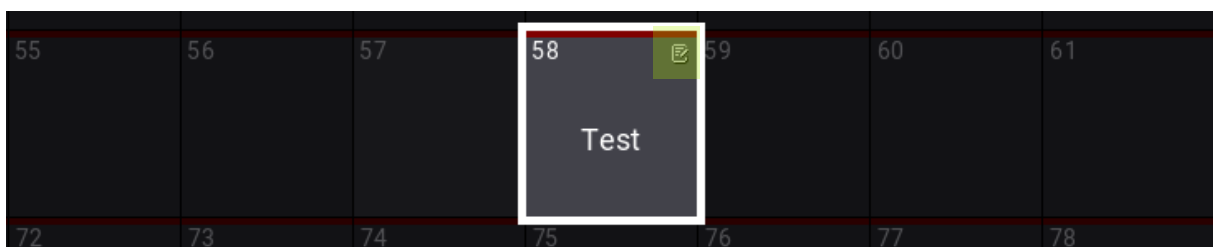


With the software version 1.9.2.2 of MA3 it is possible to add notes to elements or pool objects like macros.

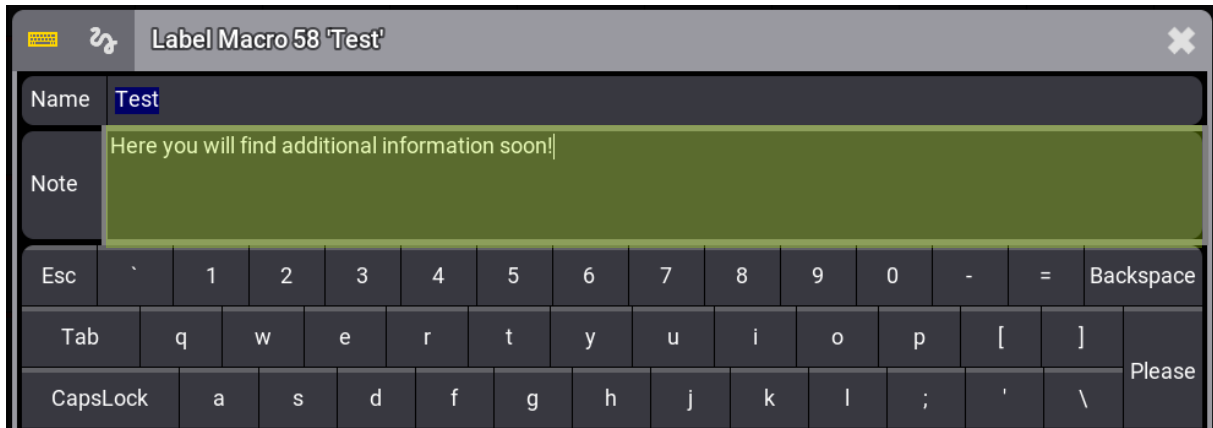
We will use this feature after our showfile update for version 1.9.2.2 and provide additional information for you directly in the showfile.

Each macro will receive a short description in the notes over time.

If a description is present this will be indicated by this small notepad icon in the top right corner of a pool item.



Then you can access notes by simply opening the label dialog or in the settings.

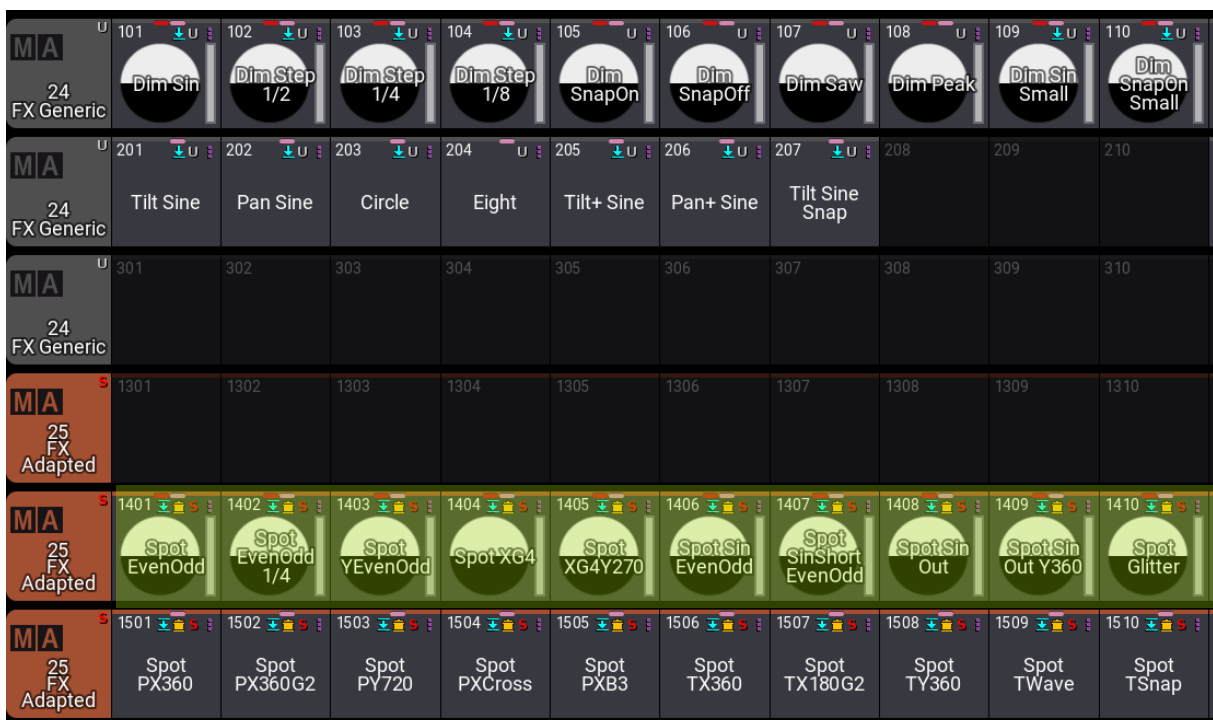


Customizing the effect forms

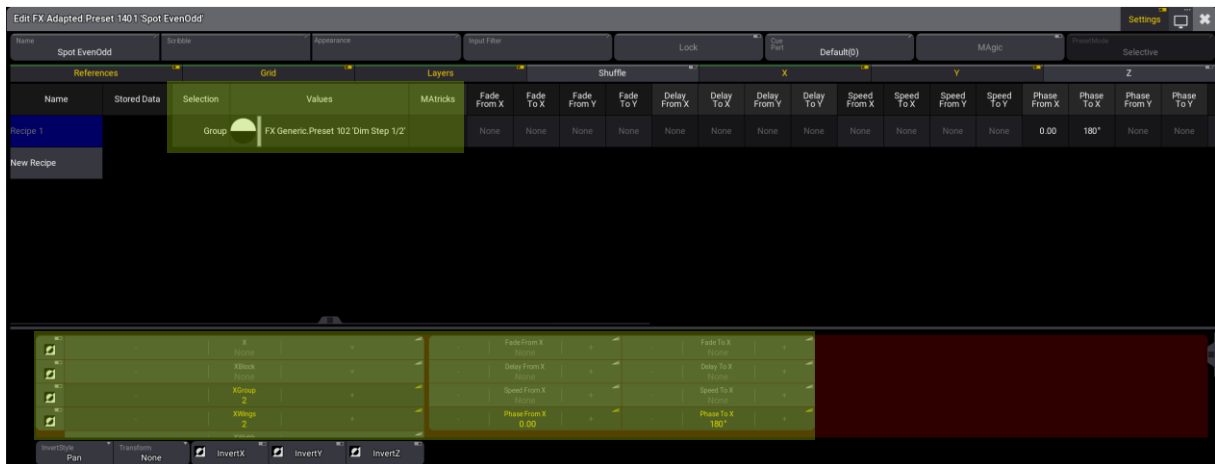
Right from the start, the showfile offers a wide range of effect forms for our position FX (PFX), intensity FX (IFX) and so on. But of course, there are many more possible effect forms and room for creativity.

If you would like to have other effect forms, you can easily replace or adapt the forms we use initially.

All the effects created by recipes which can be found in “FX Pools” view for each fixture category. In the preset pool “25 FX Adapted” you will find all the recipes, that are used individually for the effects of a fixture category.



For example, the IFX for the spot category can be found starting from pool object 1401 to 1415 in this preset pool, as you can see in the picture above. Each recipe is combining a group, a MATricks selection and a basic effect preset. If you're happy with the basic effect preset you can for example simply adjust the MATricks selection in the recipe and thus create a different effect look.



Our initial basic effect presets can be found in the preset pool "24 FX Generic". They are used for all the fixture categories. So, keep in mind that adapting those presets will have an influence on all fixture categories.

For sure you can always also build new basic effect presets and use them instead of our ones in the recipes at preset pool "25 FX Adapted".

Timing concept of the showfile

In the showfile, there are several macros, which are there to adjust the timing for transitions and to stop, pause and restart effects.

You will find 4 macros called "MASTER Time X", to set the timing to a value of 0s, 1s, 2s or 5s. This will affect both the fade time for transitions between all the looks, influenced by the layout views, so colors, positions and so on and the fade time that is used for our "BREAK", "RELEASE" and "MASTER FX OFF" macros.



The “MASTER Time X” macros as well as the “BREAK”, “RELEASE” and “MASTER FX OFF” macros are located by default on the X-Keys section on your MA3 system.



This gives you a quick access on those features and we normally use them to create nice hits and restarts during songs for all our effects.

“BREAK” uses the set fade time and will pause all running effects.

“RELEASE” uses the set fade time and will restart all running effects.

“BREAK HARD” ignores the fade time and will pause all running effects hard.

“RELEASE HARD” ignores the fade time and will restart all running effects hard.

“MASTER FX OFF” uses the set fade time and will end all running effects.

Please note, that you can also change the effects during a break, which gives you the possibility to change the effect look before starting again.

Switching between console and command wing

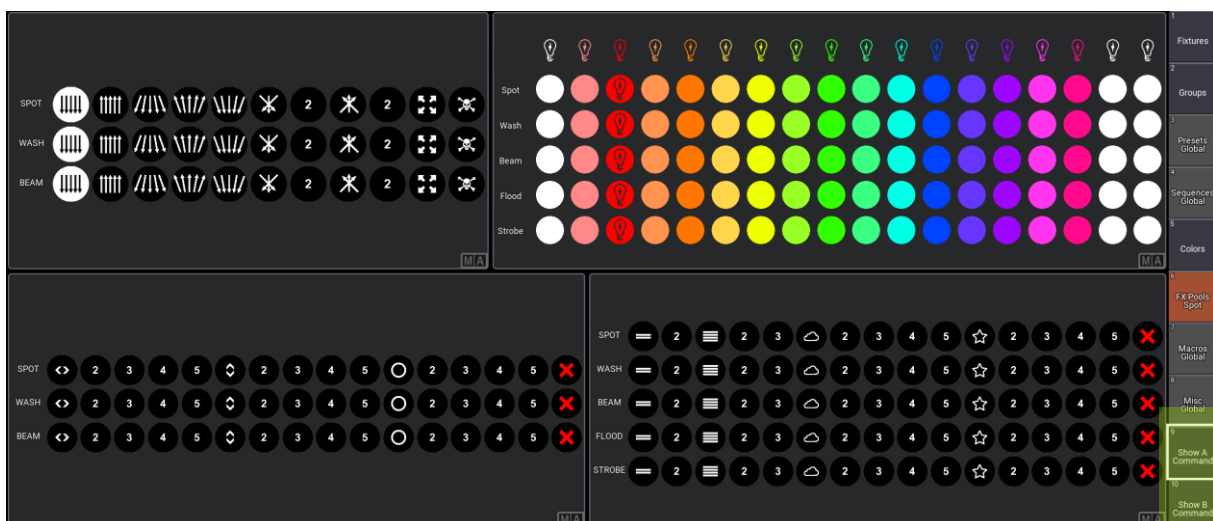
The showfile is initially equipped with a window and fader layout both for a MA3 Light Console and a MA3 Command Wing setup with only one monitor.

To switch between those basic layouts, you can simply use the corresponding macros “Switch to Console” or “Switch to Command”.

They can be found in the “Macros Global” section.



The first difference between the two options is the view setup. For the MA3 Command Wing you will get a single screen setup. This means more layout views are aggregated to one single screen.



There will be 4 layout views in the view A and 4 layout views in the view B.

For sure this can be easily adapted, and you can build up your own views with our layout views. Simply start from scratch and add layout views to an empty screen and select your desired Strobe from the small menu on the top right.



If this menu is not showing up, as by default in our showfile, simply hit MA + MA or STRG + ALT to bring it back in.

If our screen setup for the MA3 Command Wing doesn't fill your monitor in a reasonable way, try playing around with the scaling factor.



Normally, a scaling factor of 0,75 should work just fine for a display with a 1920x1080 pixel resolution.

In addition to the views, the hardware fader layout is also slightly different in the MA3 Light Console setup than in the MA3 Command Wing setup.

The main difference is that the TAP chasers are using 5 separate faders in the MA3 Light Console setup, so one for each fixture category.



In the layout for the Command Wing, the TAP chasers for all fixture categories are combined on one fader, to save some space.







With the corresponding macros “Layout Console”, “Layout Command”, “Fader Console” and “Fader Command”, you switch the layout for the views and the faders separately and combine them as you want.

Of course, you can also create your own pages from scratch.

Content of the showfile

At the moment the showfile offers a fixed number of elements. You can see how many elements there are in the following table.

CONTENT OF THE SHOWFILE

	BASE	POS	OPT	PFX	IFX	TAPs	MTX	OVR	
	X	10	8/3/3	15	15	10	10	10	
	X	10	8/3/3	15	15	10	10	10	
	X	10	8/3/3	15	15	10	10	10	
	X	10	-	-	15	10	10	10	
	X	10	-	-	15	10	10	10	
	-	-	-	-	-	-	-	-	

For example, there are 10 elements for your positions and 15 elements for your position effects in showfile from start.

However, the entire showfile is based on hundreds of variables that theoretically allow to customize these numbers. So, if you are more experienced, you can try to adjust things here by changing the values of those variables.

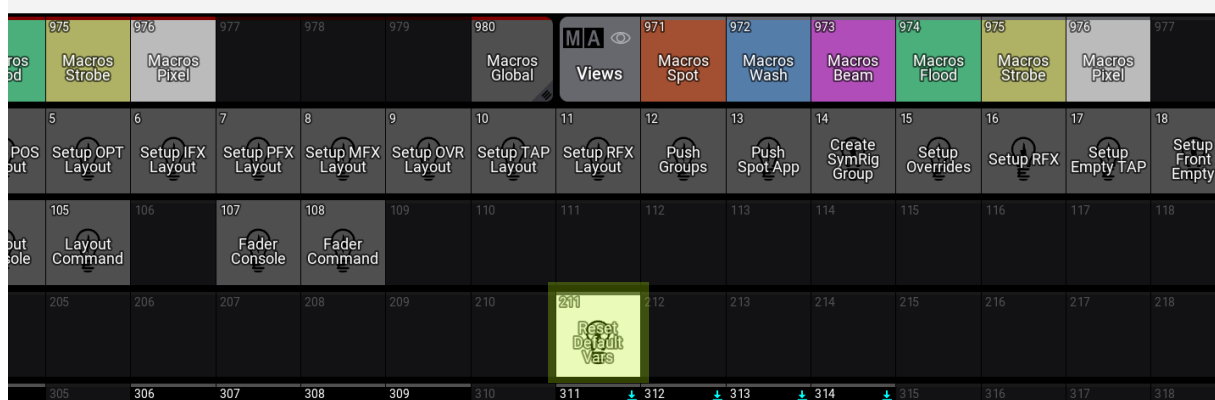
In the future we will attempt to make this even more intuitive and allow a setup with even more fixture categories.

For example, in the picture below you can see all the variables that have an influence on the positions of your "Wash" category.

```

Command Line History
"MBL_WASH_PFX_PRESET_END": Type = Integer, value = 2515
"MBL_WASH_PFX_PRESET_POOL": Type = Integer, value = 25
"MBL_WASH_PFX_PRESET_START": Type = Integer, value = 2501
"MBL_WASH_PFX_SEQU_END": Type = Integer, value = 2515
"MBL_WASH_PFX_SEQU_START": Type = Integer, value = 2501
"MBL_WASH_POS_APP_ASS_END": Type = Integer, value = 2171
"MBL_WASH_POS_APP_ASS_START": Type = Integer, value = 2161
"MBL_WASH_POS_APP_OFF_END": Type = Integer, value = 2111
"MBL_WASH_POS_APP_OFF_START": Type = Integer, value = 2101
"MBL_WASH_POS_APP_ON_END": Type = Integer, value = 2141
"MBL_WASH_POS_APP_ON_START": Type = Integer, value = 2131
"MBL_WASH_POS_COUNT": Type = Integer, value = 11
"MBL_WASH_POS_PRESET_END": Type = Integer, value = 2011
"MBL_WASH_POS_PRESET_POOL": Type = Integer, value = 2
"MBL_WASH_POS_PRESET_START": Type = Integer, value = 2001
"MBL_WASH_POS_SEQU_END": Type = Integer, value = 2111
"MBL_WASH_POS_SEQU_START": Type = Integer, value = 2101
"MBL_WASH_PRIS_APP_ASS_END": Type = Integer, value = 2273
"MBL_WASH_PRIS_APP_ASS_START": Type = Integer, value = 2271
"MBL_WASH_PRIS_APP_OFF_END": Type = Integer, value = 2213
"MBL_WASH_PRIS_APP_OFF_START": Type = Integer, value = 2211
"MBL_WASH_PRIS_APP_ON_END": Type = Integer, value = 2243
"MBL_WASH_PRIS_APP_ON_START": Type = Integer, value = 2241
"MBL_WASH_PRIS_COUNT": Type = Integer, value = 3
"MBL_WASH_PRIS_PRESET_END": Type = Integer, value = 2003
"MBL_WASH_PRIS_PRESET_POOL": Type = Integer, value = 5
"MBL_WASH_PRIS_PRESET_START": Type = Integer, value = 2001
"MBL_WASH_PRIS_SEQU_END": Type = Integer, value = 2213
"MBL_WASH_PRIS_SEQU_START": Type = Integer, value = 2211
  
```

If you have made changes here and things don't work anymore, you can reset everything by triggering the macro "Reset Default Vars".

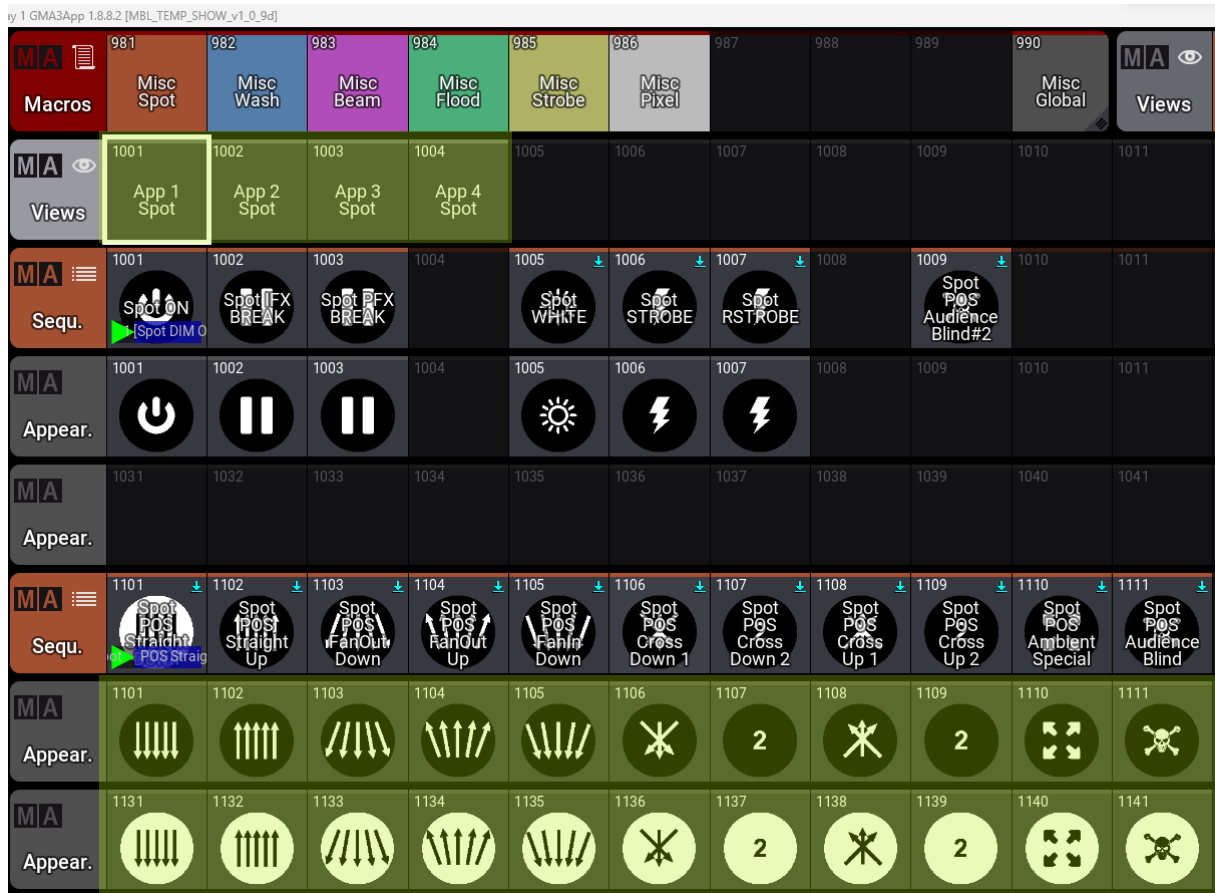


Adapting the appearances

The appearances used in the layout views can be customized very easily.

To do this, switch to the "Misc" view and adjust or replace the appearances in the sub views "App1" and so on. The appearances starting from number range xx01 always specify the off appearances, so the icon for an element when it is inactive.

The appearances starting from number range xx31 specify the appearances for your elements when they are active or selected.



Just adjust these appearances as you like. Either before you trigger the "MASTER" macro or in between. Then you just have to separately trigger the corresponding "Setup Layout" macro, depending on what you have set the appearances for.



Please note that if you use these macros individually, you will need to trigger the "Init Showfile" macro or click the corresponding icons in the layout views to see the appearance changes you have made.