AUTOPOS PRO v7.5 – Troubleshooting & FAQ Guide

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This guide covers common status messages, error alerts, and operational questions you may encounter while using **AUTOPOS PRO v7.5** in grandMA3. All plugin status messages are logged in the **grandMA3 System Monitor** and Command Line feedback bar with the prefix [AutoPos OK] or [AutoPos ERROR].

1. Common Error Messages & Solutions

Error: [AutoPos ERROR] Select a group first

- **Cause:** You tapped **7. >> GENERATE <<** before loading a fixture group into the plugin.
- **Solution:** Tap **9. >> SELECT GROUP <<**, choose a group from the popup menu, and then tap **7. >> GENERATE <<**.

Error: [AutoPos ERROR] Generate positions first

- **Cause:** You tapped **8. >> SAVE PRESET <<** while the plugin's active fixture list was empty.
- **Solution:** Select a fixture group via Option 9 and run **7. >> GENERATE <<** at least once before saving a preset.

Error: [AutoPos ERROR] No groups found

- **Cause:** The plugin scanned Root().ShowData.DataPools and found zero named Groups in your showfile.
- **Solution:** Create and store at least one Group in your grandMA3 **Groups Pool** (ensure the Group has a name assigned; unnamed groups are ignored by the scanner), then re-open Option 9.

Error: [AutoPos ERROR] Group has no fixtures

- **Cause:** You selected a Group that exists in the pool, but its selectiondata is currently empty.
- **Solution:** Select your fixtures in the Fixture Sheet or 3D view, store them into the Group (Store Group X /overwrite), and re-select the group in AUTOPOS PRO.

Error: [AutoPos ERROR] No fixtures

- **Cause:** The selected group contains subfixtures or grouping objects that do not resolve to valid fixture IDs (fid).
- **Solution:** Ensure your Group contains standard patched fixtures with valid Fixture IDs (FID).

Error: [AutoPos ERROR] ERROR DataPools or ERROR PresetPool

- **Cause:** The plugin could not access ShowData.DataPools or PresetPools[2] (Position Pool), typically due to restricted user rights or an uninitialized show state.
- **Solution:** Verify that you are logged in with a User Profile that has **Admin** or **Program** rights, and ensure your DataPool contains a standard Position Preset Pool (PresetPool

2).

Error: ERROR: invalid displayHandle (System Monitor)

- **Cause:** The plugin was triggered via a macro or command line without an active screen/display context.
- **Solution:** Trigger the plugin directly by tapping it on a visible screen/pool, or ensure your macro targets a valid display (Plugin "AUTOPOS PRO" executed from an active screen).

2. Operational Issues & Solutions

Issue: Fixtures move, but the look is too wide or hits rigging/truss

- **Cause:** The default Pan range (-270° to 270°) or Tilt range (-135° to 135°) exceeds the physical or stage boundaries of your venue.
- **Solution:** Open **2. Pan Range** and **3. Tilt Range** to narrow your Min and Max values (e.g., -45° to 45°) before tapping **7. >> GENERATE <<**.

Issue: Saving a preset overwrites or starts at Preset 2.1001

- **Behavior Note:** By design, AUTOPOS PRO searches for empty preset slots starting at **Preset 2.1001** (up to 2.9999) so it never accidentally overwrites your primary show presets (2.1 through 2.1000). If slots 1001–2000 are full, it checks 1–1000.
- **Solution:** Look in your Position Preset Pool around slot 1001+ to find your newly stored AutoPos_XXXX presets, or move/copy them to your preferred pool location.

Issue: "Symmetry" setting (Option 5) doesn't seem to change anything

- **Cause:** Your **1. Pattern type** is set to **Sequential Symmetric**, **Radial**, or **Random**.
- **Solution:** Option **5. Symmetry** (None, Mirror, Symmetric Random) applies specifically when **1. Pattern type** is set to **Sequential**. When using **Sequential Symmetric**, mirroring is already enforced automatically.

Issue: The popup menu looks small or doesn't respond on an external monitor

- **Solution:** AUTOPOS PRO dynamically scales its dialog height (500px to 900px) and width (1000px) on ScreenOverlay. Make sure the screen where you tap the plugin has a resolution of at least 1280x800 so the full dialog and navigation buttons (<< PREV, CANCEL, NEXT >>) remain clearly visible.