PRESET TO CUES – User Manual

Automatic Sequence & Cue Generator from Presets for grandMA3

Developed by: My Light Plugin

1. Introduction

PRESET TO CUES is a Lua plugin designed for **grandMA3** consoles and onPC systems that automatically generates a sequence populated with individual cues from existing presets. It allows you to select a fixture group, choose any available preset pool type, define a starting and ending preset range, configure cue fade times, and assign the finished sequence directly to a target executor and page.

Key Highlights

- **Automated Cue Generation:** Iterates through your selected preset range and builds a sequential cue list automatically.
- **Broad Preset Pool Support:** Works across standard preset pools (Dimmer, Position, Gobo, Color, Beam, Focus, Controls, Shapers, Video) as well as All 1–5 pools.
- **Customizable Fade & Executor Assignment:** Set a cue fade time (in seconds) and assign the generated sequence directly to a chosen Page and Executor.
- **Safe Sequence Slot Allocation:** Automatically searches for an available sequence slot starting from ID 1001 up to 9999.
- **Touch-Friendly Popup UI:** Large touchscreen-ready menus with custom input options for fade times, pages, and executors.

2. System Requirements & Compatibility

- **Software:** grandMA3 Software
- **Hardware:** grandMA3 consoles or grandMA3 onPC systems.
- **Prerequisites:** Your showfile should contain at least one named **Group** and existing presets within the target preset pool and range you plan to convert.

3. Installation Guide

1. Place PRESET TO CUES.xml into your grandMA3 plugins folder:
    - **USB Drive:** grandMA3/gma3_library/datapools/plugins/
    - **grandMA3 onPC:** MALightingTechnology/gma3_x.x.x/shared/resource/lib_plugins/
2. Open your showfile in **grandMA3**.
3. Open a **Plugins Pool** window.
4. Edit an empty Plugin slot, tap **Import**, select **PRESET TO CUES**, and confirm.
5. Close the editor and run the plugin by tapping its pool item.

4. How to Use It Effectively

1. Launch **PRESET TO CUES** from your Plugins Pool.
2. In the main menu, select **1. >> CREATE NEW SEQUENCE <<**.
3. **Select Group:** Choose a named fixture group from your DataPools.
4. **Select Preset Type:** Pick the preset pool category (1 through 14 in the menu, mapping to preset pools 1–9 and 21–25).

5. **Select Preset Range:** Choose the starting preset from available named presets in that pool, then select the ending preset.
6. **Select Fade Time:** Choose a preset fade value (from 0 to 20 seconds) or select **Custom...** to enter a custom value in seconds.
7. **Select Executor:** Choose a Page (Page 1–30 or Custom page...) and an Executor (Executor 101–120 or Custom executor...).
8. The plugin creates the sequence, stores each cue, applies the fade time (if selected), and assigns/triggers the sequence on the selected Page and Executor.

Useful Tips

- **Missing Presets in a Range:** If a preset number within your chosen start-to-end range does not exist, the plugin logs that the preset does not exist and still creates a cue for that step (Store Sequence ... /merge). Check your source presets beforehand if you want every cue to contain preset data.
- **Manual Overrides:** If you cancel fade time or executor assignment during setup, the sequence is still created and you can adjust fade times or assign the sequence manually afterward.

5. Main Menu Reference

- **1. >> CREATE NEW SEQUENCE <<:** Starts the guided sequence creation workflow.
- **2. >> INFORMATION <<:** Opens an information popup showing plugin details and developer contact (support@mylightplugin.com).
- **3. >> EXIT <<:** Exits the plugin and logs Plugin finished.