

**Demfis Fyssicopulos' grandMA, grandMA-Light and grandMA-Ultralight  
 views explanation V 5**

*The main principle on my views lay out is to keep the screen layouts as consistent as possible throughout the programming session. Consistent layout renders a familiar user interface that translates into muscle memory, which then results into speed. The less times one needs to change a screen layout, the faster one can access and enter information. Every time a screen is redrawn, the brain needs to readjust to the new information being display and that costs time. Inherently, there is also the necessary time for the hand travel and pushing of the view button. In the utopian world, one would never have to change one's GUI (views), but the only way this could be possible is by having as many displays as many possible windows there are. This, of course, would impose more problems than it would resolve. To illustrate this a little more, every time I see my center screen I know I will see Groups, and selection filtering tools. Then each individual view for that window scrolls thru the Group window and display the desired groups as needed.*

*Due the hardware difference between the grandMA, grandMA-light, and grandMA-UL my start-up disk has 3 users for when programming on each one of the console types. In addition to the console-type users, my start-up disk also contains two more users. These users profiles layout the consoles when networked as extension wings. Logging-in as each of this different users, arranges the desks accordingly. Lastly, the start-up disk also has one user for the remote wireless PPC. Bellow are the User names and their purposes.*

<u>CONSOLE TYPE</u>	<u>USER LOG-IN NAME</u>
<i>.grandma (fullsized)</i>	<i>Demfis</i>
<i>.grandMA-lite</i>	<i>Demfislite</i>
<i>.grandMA-lite without external monitors</i>	<i>Nomon</i>
<i>.grandMA networked as wing</i>	<i>Demfiswing</i>
<i>.grandMA-lite networked as wing</i>	<i>Demfiswing-l</i>
<i>.PPC running grandMA remote</i>	<i>Remote</i>

*In addition to the console's initial layout, the start-up disk also contains custom effects and useful MAticks. The disk however, does not contain any devices in its patch, as I prefer to carry all fixture libraries on a separate disk.*

When working on a full-sized grandMA, I consider the external monitors an accessory rather than a necessity. Having said this, when working on the grandMA-light and grandMA-ultra-light the external monitors are of a great advantage.

Below you will find an explanation of each layout according to the user profile.

### **Full size gradMA layout:**

**- Log-in Name: "Demfis" -**

#### **Right Screen:**

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**Top Macro/View button - "Fixture/Dimmer"-** : This button

contains a Macro that toggles between my main two views: "Dimmer" and "Fixture". These views affect the displays on the center and left touch screen. Note: when external monitors are in used, the toggling between these two views is no longer necessary.

**-When on "Fixture" view:**

On this view I like to keep a "Fixture Sheet" with the Preset Layers option turned on and "Auto Rows" and "Auto Columns" engaged. In addition to the "Fixture Sheet" there is a vertical "Quikey" window with all the Fanning options, Flip, and the encoder and track ball encoding sensitivity. This not only allows to rapidly go into the desired fan mode, flip the unit, but also to adjust the encoder and trackball resolution without going into the Set-Up menu.

**-When in "Dimmer" view:**

This screen stays the same when in "Dimmer" view.

**Second Macro/View button - "Inhibit"-** : This button contains a Macro that assigns the current selection on the programmer to a Inhibited Sub-Master on Executor Fader #10. This is particularly useful when doing T.V. shows as it allows for quickly inhibiting any selection at any time.

**Third and fourth Macro/View buttons - "+5%" and "-5%" :**

These buttons hold Macros that increase/decrease the intensity of the current selection by 5%. This is another useful macro to have for televised shows. Note: for +10% and -10% intensity increments double press the "+" or "-" buttons on the numeric keypad respectively.

**Fifth Macro/View button - "No Inhibited" -** : This button has a macro that deletes the Inhibited created by the second Macro/View button.

**Sixth Macro/View button - "If Active" -** : This button contains a macro that selects any active fixtures/channels in the

programmer. This selection is based on active values (red values), which is different from the command line IFOUTPUT ENTER that selects fixtures/channels with intensities greater than 0% in the programmer.

### Center Screen:

On this Screen I like to display groups and selections related utilities whether I am on the “**Fixture**” or “**Dimmer**” views. It contains a Group window with a Dimmer Preset Dimmer window next to it and a Quickey beside it. Underneath you will find a Matricks and the Command Line window. This arrangement allows for making a selection, apply Matricks filtering if desired and send them to a Dimmer level all from the same screen. The Quickey window then gives quick access to the clear levels and more selection filtering tools.

The only Macro/View button I have initially assigned here is something I stole from the grandMA-Light: a “Views Pool” key. This allows quick access to any of the views without wasting precious Macro/View keys. The remaining five Macro/View buttons are initially empty. I assign these to views that just scroll down the Groups window where I place the groups according to the rig’s lay out/topography. For instance, the top Macro/View key can have the “Spots”, the second Macro/View the “Washes”, the third Macro/view can have the “Floor” units, the fourth the conventional, and the fifth can have practicals and special effects.

### Left Screen:

This screen is affected by the “**Fixture**” and “**Dimmer**” views called from the top Macro/View button of the right touch screen.

#### -When in “**Fixture**” view:

This screen is basically reserved for Presets. Each of the Presets has a distinctive and constant color for fast recognition. For example, every Pan/Tilt Preset is red, every Color Preset is Yellow, and every Gobo Preset is blue. When a Preset applies for only a portion of the selection the preset is the same color but darker. E.g.a Pan/Tilt preset that applies for fixture 1 thru 5 is bright red; when selecting fixtures 1 thru 10 the preset turns dark red.

Since one can only fit so many in these windows on the TFT, at the bottom of the screen I have a one row “Views Pool” window, here there are views that have a

full-screen Preset window. For instance, when I run out of room in the Gobo Preset window I can open a full-size Gobo Preset window by pressing the view in the View Pool window at the bottom of the screen. This is another good way to preserve Macro/View button assignments.

Within each of these preset windows I like to lay the presets themselves in a characteristic way also:

**PAN/TILT:** These are laid out according to the physical position of their focus point, e.g. Center Stage Preset is in the center of the window.

**COLOR:** Here I like to keep CMY colors in a matrix going from left to right according to Hue values and top to bottom according to Saturation. From left to right the hue starts with red, where the saturation decreases on a vertical direction.

**GOBO:** I normally keep the presets for each of the gobo wheels on separate rows or sections. Then I place the rotation speeds and rotation directions in a transport-like window fashion at the bottom of the screen (only visible when seeing a full-size Gobo Preset window). I also lay out the Beam Preset window in a similar manner.

In addition to the Presets views, the Views pool at the bottom of this screen also has views of a “Matricks”, an “Executor Sheet” of the “Selected” Executor, and one of “Effects”.

On this screen I have two Macro/View buttons assigned to start with:

**Top Macro/View button – “Stage/House”**

This button has a Macro that scrolls the “Pan/Tilt” Preset window between presets for the stage and presets for the front of the house. E.g. when in “Stage” one can access Presets like “Stage Wash”, “SL”, “SR”, and when in “House” one can access Presets like “House” “House Fan”, “House

High”, etc.

The sixth button holds a Macro that allows clearing the Programmer with a 2-second fade time, and re-instate the state of the current cue from the “Default” cuelist. This macro becomes very useful for shows operated on the fly.

-When in” **Dimmer**” view:

On this screen, there is a “Channel Sheet” window with 20 Dimmers per row.

### **GrandMA-Light lay-out:**

**Log-In Name: DemfisLite**

Normally when I program on the grandMA my main sequence is on Executor #20. The grandMA-light only has ten physical “Executor Faders”, therefore I copy Executor 20 to Executor 10. At times, the show is then played backed on a grandMA-Light or a grandMA-Light the back-up console. When the show is loaded onto the grandMA-Light and I log-in as “Demfislite” a macro that copies Executor 20 to Executor 10, called “CopyDef”, is assigned to the fourth Macro/View key (view button 16). Then the first thing I do, in a case like this, is to press this “CopyDef” button. The macro will then copy my main Sequence from Executor 20 to Executor 10 and then delete itself from the Macro/View key.

The same two main “**Fixture**” and “**Dimmer**” views basics apply here as well. However, when using the grandm-L or grandma-UL I really on the external displays.

### **Touchscreen:**

Here I have the same Macro that switches between the two main views: “**Fixture**” and the “**Dimmer**”. Next you will find the “CopyDef” Macro I described above, and under it the “Presets” view is assigned. This “Presets” view is the same layout used on the left screen while on “**Fixture**” view on a full size grandMA layout (when logged in as “Demfis”). Then I use the empty Macro/View buttons to create views that scroll down the Groups window the same manner it is done on the center screen of the full-size grandMA.

-When in” **Fixture**” view:

There is a “Groups” window, with a “Dimmer” preset window and a “Quickey” with the Align options. Underneath these, there is a single-row “MAtricks” for selection filtering. At the bottom of the screen there are the headers of all the Preset windows. By touching each of these the respective attributes are locked onto the

encoders.

-When in "**Dimmer**" view:

The screen layout stays the same, and the "Groups" window scrolls to display the conventional units. Also, the "All Preset" window disappears and the "Dimmer Preset" window expands to a bigger size.

### Left Ext Monitor (Monitor #1):

-When on **Fixture** or **Dimmer** view:

Here there is an "Executor Sheet" window of the selected Executor, a clock and the most needed "Command Line" window.

### Right External Monitor (Monitor #2):

-When on **Fixture** view:

It displays the Fixture Sheet.

-When on **Dimmer** view:

It displays the "Channel Sheet".

When using the grandMA-UltraLight since it supports only one external monitor I place what I have on the right external monitor of the grandMA-light layout in the single grandMA-UL's external monitor.

### GrandMA-Light without monitors

**Log-In Name: NoMon**

This user lays out the console when working on a grandMA-light without any external monitors connected to it.

### Touchscreen:

Essentially all the views are simplify as much as possible.

Initially the show file has four views on the Macro/Views buttons.

**Top Macro/View button** – "**Fixture**" - : This view is the equivalent to the right touch screen view when working on full-size grandMA with the addition of a Command Line at the bottom.

**Secont Macro/View button** – "**Groups**" - : This is the equivalent of the view on the center screen when working on a full-size grandMA.

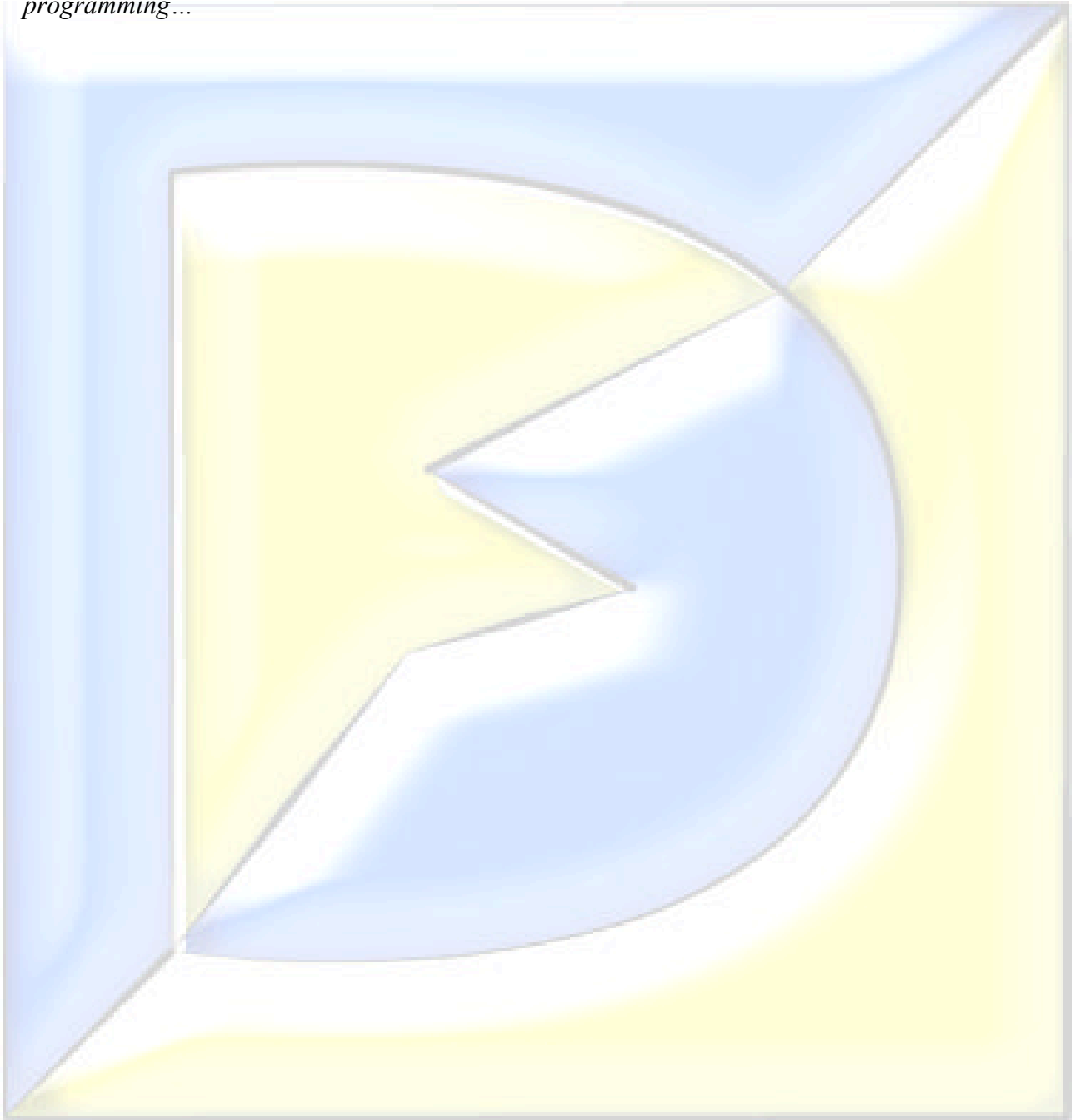
**Third Macro/View button** – "**Presets**" - : This is the same view from the left touch screen of the full-size grandMA layout when in "Fixture" view.

**Sixth Macro/View button** – "**Dimmer**" - : This view has a

*Channel Sheet with a Quickey window next to it and a Command Line below them.*

*The remaining users on the start-up disk are mainly for networking and do not change view layouts but rather they provide with phantom users to allow for networking consoles as wings. The same applies for the "Remote" user, which is designed to provide the independent operation of grandMA remote from the user(s) working on the console(s).*

*I hope the last pages give you a quick overview of the way I like to lay out the grandMA line of consoles and give you ideas of how to layout your start-up disk. Happy programming...*



*Enjoy,*

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*Demfis Fyssicopulos*