



The grandMA Thesaurus:

A guide for Hog II programmers to grandMA terminology and syntax.

By Mike Falconer

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Thesaurus *thi-s?'res, n.* a treasury; a storehouse of knowledge, esp. of words, quotations, etc., a dictionary; a book with systematically arranged lists of words and their synonyms, antonyms, etc., a word finder.

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This document is designed as a guide to terminology for WHOLEHOG II programmers making the transition to the grandMA, grandMA light & grandMA ultra-light lighting control consoles. It is not a replacement for the users manual or for authorized training. It should not be used as a guide for grandMA programmers to the WHOLEHOG II as there will be several omissions and functionality quirks.

Any comments, omissions or corrections can be sent to the email address below. If you are also interested in training on the grandMA console details of the available courses can be found on our website under the education section.

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The grandMA Thesaurus, 3rd Edition. grandMA software version 3.3

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WHOLEHOG II	grandMA	Notes
Active Enter	Select fixtures and touch preset button twice	Select fixtures and double press on require parameters
Add Fixtures	Fixture Schedule	Define how many fixtures and of which type you wish to have in your show.
Auto Menus	Auto Create	Create groups and presets automatically
Back	Go -	
Backspace	Clear x 1	Select something by accident? Press the clear button once.
Beam	Gobo / Beam / Focus / Control / Shapers	Gobo (selection, rotation, mode and rotation mode) have their own presets, as do Beam (Strobe, Iris, prism, effects), Control (Reset, home, Speed, Mspeed), Shapers (Shutters & beam shaping)
Blind	Blind	Prevent programmer contents from outputting to stage or overriding playback. Because of the LTP nature of the programmer Freeze is strongly recommended when in blind.
But not in jumps	Release on first step	Whether values track through from the last cue in a sequence into the first cue.
Change show	Backup	Hard disk & floppy disk operations
Chase	Chase	
Choose	Select	Make an executor the default target for all operations
Choose + Fader	Xfade	Set Executor fader to Xfade to manually crossfade all parameters within a cue.
Choose + Flash	On	Reassert an executors priority so that it becomes the latest action and thus has priority. It does this without advancing on to the next cue as a Go+ command would.
Choose + Pause	<<	Skip backwards without time
Choose + Play	>>	Skip forwards without time
Clear	Clear x 3	Please note that the programmer works in LTP with playback at the same level of priority, to raise the priority level of the button press Freeze.
Clone	At	To copy from one fixture to another Fixture 1 AT Fixture 2 enter, Circular copies are also possible Fixture 1 thru 10 AT Fixture 2 thru 10 + 1. Hold the AT button down to access filtering.
Colour	Colour	

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Comment Macros	Linked Macros	Macros that have been recorded can be linked to cues via the edit window for the sequence. Press the loops button at the top of the screen and then right click on the required cell in the link columns and select the macro.
Contents	Track Sheet	Look at your Cues Vs. Fixtures / channels, values with a solid pink background are blocked , turquoise values are changes and pink values are tracking. Values and block / unblocked status can be altered in this window by right clicking.
Control Panel	Set-up	Console wide defaults and settings.
Copy	Copy	Copy Cues, presets, views sequences: Copy X AT Y
Cue	Cue	Where levels for fixtures are stored and played back. All memories are cues.
Cue List	Sequence	A sequence is a list of cues up to a maximum of 999. 999 "point cues are also available between each whole cue number
Cue Only	Cue Only	Prevent edits in a sequence tracking through and altering cues subsequent to the destination cue
Delay	Delay	WARNING - no confirming enter required, use Oops if you wish to undo a delete command.
Delete	Delete	
DMX Masters	Remote DMX-in	Although not actually giving you more playbacks the Remote DMX-in function allows you to control any executor fader, button or playback button from a DMX channel, on any page, on an external console. For example 512 executor faders could be controlled from another console while still allowing 768 executor faders to be controlled from the grandMA console.
Edit Fixtures	Edit Fixture & Edit Channel Values	Change defaults, values for highlight parameter ranges and names. It is also possible to create fixtures from scratch.
Effects Engine	Effect Edit	Define the exact parameters of an effect
Effects Library	Effects Pool	Select already built effects or select an empty effect to start creating your own.
Extract	At	To recall information from a cue to fixtures in the programmer - Fixture 1 thru 10 AT Seq 10 Cue 5. To filter the copy press and hold the AT button.
Fade	Basic Fade	In the edit window for a sequence you can alter the basic fade time of a cue by turning the relevant encoder

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Fan	Align (x3) (x1 for time)	There are four Align functions that can be accessed by successive presses of the Align button allowing you to create evenly distributed values in various forms. All parameters and Time and Delay can use Align.
Flip	Flip (found only in quikey)	Please Note that for fixture with more than 360 degrees of Pan and thus more than two DMX values for each possible position flip will work through every possible combination.
Focus (position)	Dimmer / Pan & Tilt	Dimmer (intensity) values have their own presets as have Pan & Tilt.
Follow	Trigger Follow	In the edit window for a sequence each cue has a trigger which you can alter by the relevant encoder. Triggers that are available are GO FOLLOW, SOUND and values which will act as wait times.
Full	Full	Set channels or fixtures to 100% intensity.
Go	Go +	
Goto	Goto	Goto Sequence 5 cue 10 time 4.
Group	Groups	A stored selection of fixtures and / or channels
Grouping	the order of selection	Groups, command line entry and the selection of individual groups will all retain their order from the order in which they were selected.
Highlight	Highlight	Bring the selected fixture to 100% intensity and with open color and gobo / beam information. Parameters can be selected and deselected as to whether they are included in Highlight in the fixture shedule.
ICBF master	Xfader	By setting an executor master to Xfade you will be able to crossfade cues into playback. The Xfader however, when reaching the top, will complete the cue and flash "reload" allowing you to bring the fader back down to zero and crossfade in the next cue. The cross fader can also work in both directions (without re-loading) if it is set to "Permanent" in the defaults menu. DF
Input window	Tools	Input, triggering, slaving and user options.
Invert	Invert (only in quikey)	Inverts the current selection.

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Knockout	Off & selection	Select a fixture and press Off to clear all parameters for that fixture from the programmer. Touch the encoder label for a parameter to open the calculator pop-up screen and then select Off from the soft keys at the bottom of the window to knockout individual parameters.
Levels Window + source	Fixture Sheet + Id Executor or Id Sequence	By Selecting the Id Executor or Id Sequence option for a fixture sheet you may see when the current values being output to stage are played back from.
Link (Insert Link) Live Programmer	Loop Set Time / Manual Fade - Fader	Select fixtures and / or channels press Set Time / Manual Fader and move the fader to time required and press preset. By pressing the Set Time / Manual fader button twice and moving the fader to zero and then selecting a preset it is possible to manually fade in the preset.
Load	Modify	In the edit menu for a sequence there is a button called Modify. Press this and the first cue in that sequence will be output to the programmer. By turning the screen encoder you will be able to dial down through your cues with each one in turn being output to the programmer. Make any alterations, press update and move on.
Macros	Macros	The ability to record key strokes and play them back at the touch of a button with or without timing. Please note Macros will record anything that can be seen on the command line. If you can't see your key presses on the command line you will not be able to record them into a Macro. Touch screen presses will be recorded as command line entries so playback of macros will not change your screen setups.
Maintain State off	Tracking off	Parameters will return to their default value unless specifically told otherwise rather than staying where they have been left.
Mark cues	MIB	MIB (Move In Black) with this option switched on a sequence will automatically preset moving lights and scroller dimmers after they have faded to black. MIB can be switched on for the entire sequence or for individual cues. It can also be switched off for individual cues.

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Master	HTP Master	A master over the intensity parameters /channels contained within the executor
Merge	Merge	
Move (cuelists)	assign	To place a sequence on an executor, Assign sequence X Executor Y
Move (pallets & cues)	Move	Move Cues, presets, views sequences (within the sequence pool): Move X AT Y. It is also possible to work with Move latched: press move and then drag palettes around their respective windows.
Next	Next	Select a group and then use next to advance one step at a time through that group. Use the Set function to reselect the original group
Next Page	Executor Page +	Have access to physical faders and / or buttons for next page
Offset (effects)	Offset or Groups or wings	Using Align with the offset in the edit effects window is possible but normally un-necessary as the group or wings encoders will generally do the same. Please note that all effects start fully offset!
Only	If	The intersection of two groups. TT
Options	Assign menu	Make a sequence a chase, defining restart and playback options, Defining executor keys and fader functions.
Output Screen	Fixture sheet & Channel Sheet	The fixture sheet and channel sheet show output and programmer contents. They are also interactive so fixture and parameter selection is possible.

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Page	Page	<p>Because all pages output at the same time, pages are more of a navigational function. In other words changing pages does not effect or limit playback in anyway. Executor buttons page separately from faders. If you would prefer to make your grandMA playback more like a Hog II, then instead of changing pages using the page change keys, create a macro for each page change:</p> <p>Page 2.3 (changes the faders to page 3) Go Exec 3.1 (presses go on fader 1 on page 3) Off Page 2.2 (turns off fader page 2, this could also be a range - Off Page 2.4 thru Page 2.64)</p> <p>Depending on the needs of your show you may find that rearranging this macro will suit your needs better and require less programming.</p> <p>Off Page 2.1 thru 2.64 (turns off all fader pages) Page 2.3 (changes the faders to page 3) Go Exec 3.1 (presses go on fader 1 page 3)</p>
Page Holdover if Active	Auto Fix	An executor which is playing back will carry over to the active page after a page change until it is turned off.
Palette	Preset	Preset - a building block to be used in its entirety or partially. Alter the preset and all cues built using that preset will automatically update
Park	Pause & selection	To lock all the parameters of a fixture so that they cannot be overridden or cleared from the programmer press Pause and your selection To lock single fixture attributes(s), select fixture, press PAUSE, then press desired attribute(s). DF
Patch	DMX Patch	Set DMX addresses for fixtures and channels
Path (for cues)	Snap Delay	Any parameters, which by default snap rather than following cue timing, can be given a delay time so that the trigger point can be moved without the need to build a complex cue.
Pause	Pause	
Pig + Active	Select the same thing twice in succession	To select all parameters for a fixture touch either a group or a fixture in the fixture sheet twice in secession.

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Pig + Beam	Gobo window / Beam window / Focus window / Control window / Shapers window	
Pig + Clear / Restore	Oops	Pressing clear up to twice will not effect the values of fixtures / channels. A third press sends parameters back to their defaults. Oops which is your ten step multiple undo will reverse this action.
Pig + Colour	Colour Window	
Pig + Choose	Edit Menu	
Pig + Effect	Edit Effect	Press an existing effect or an empty one in the effects pool and then press Edit on the encoder bar.
Pig + Focus	Pan & Tilt Window	
Pig + Page	Press both Page + & Page - or touch page name	Opens a window showing all pages for either Executor buttons or faders, the location of the current page and the status of executors on other pages
Pig + List	Sequence Pool	
Pig + Wheel (fine resolution)	Push Encoder	To increase the resolution of the encoders just push and turn. Please note that there are Quikeys and options in the setup screens to accomplish the same thing.
Pig Next	Previous	Select a group and then use previous to step back through the group. Use the Set function to reselect the original group
Pig Next Page	Executor Page -	Have access to physical faders and / or buttons for previous page
Pig Park	Go+ & Selection	To unlock all the parameters of a fixture so that they can be returned to the programmer and / or playback press Go+ and your selection. To unlock single fixture attributes(s), select fixture, press GO+, then press desired attribute(s). DF
Playback	Executor	Whether a Sequence becomes a chase or not and what the assignment of the buttons are properties of the executor not the sequence so it can be played back in one place as a normal stack of cues and in another as a chase

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Press & hold Choose button	Speed fader & special masters	Chase speeds can be altered on the fly by either selecting your chase to use one of the four Speed Masters which can then be assigned to faders or making the executor fader (or one of them) as speed control. Speed can also be changed by opening the edit sequence window and turning the relevant encoder
Programmer Screen	Fixture sheet & Channel Sheet	The fixture sheet and channel sheet show output and programmer contents. They are also interactive so fixture and parameter selection is possible.
Programmer Times	Time (X2 for delay)	To access complex timing hit the time button and your fixture sheet will now show fade times which you can interactively change. Press time again to work with delay times.
Rate Override	Rate	A sequence can have a rate fader to allow cue timing to be slowed down or speeded up for playback purposes.
Record	Store	To keep current settings (fixtures, channels views, macros) in a memory location (cue, macro, view button).
Record Toolbar	press and hold Store or use Quikey Store	Set options for recording.
Release	Off	Off and then pressing an executor button will release the executor. If Off is pressed twice you will see a list of everything that is playing back.
Remove	Remove	
Reset when released	First cue	After a executor is turned OFF the next time it is played back the sequence will start at the beginning rather than with the cue it was turned OFF on.
Save activity	Pages all run concurrently	All pages are always active so it is possible to run all sequences on page 1 and then all sequences on page 2 and then all sequences on page 3 and so on. See "Pages" for more information on using grandMA pages like Hog II pages.
Save show	Backup	Hard disk & floppy disk operations
Save View	Store Macro / View buttons	Store (Macro / View button) to save your view settings. Set which screens get recorded and name them. Macros can also be stored in these buttons.
Set	Just Type!	The keyboard is always active just touch something that you want to name / rename and type

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Setup	Setup	Defaults and console wide options
State	Status Copy	Copy the look of a cue rather than just the values recorded. In other works the changes in the cue and the tracked values.
Template Page	Fix	To lock a executor to a physical fader use the fix command: Press Fix and then touch a button relevant to the executor.
Undo	Off & parameter or preset button	Clear selected values from the programmer.
Update	Update	For Auto-updating just hit the update button whenever it is lit and select where you want the information stored.
Use I,C,B,F (AKA mask)	Preset filter on / off & Clear x 2	Press and hold store, one of the options is to turn preset filter on or off. Used in conjunction with the ability to clear values from being recorded in the programmer but still have them at the set values (2 x Clear) it is possible to be very selective when recording.
View Buttons	Macro / View buttons	Store (Macro / View button) to save your view settings. Set which screens get recorded and name them. Macros can also be stored in these buttons.
Wait	Trigger time	In the edit window for a sequence each cue has a trigger which you can alter by the relevant encoder. Triggers that are available are GO FOLLOW, SOUND and values which will act as wait times.

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