# Release Notes 2.5

Version 2.5 | 2026-10-07

English

## Table of Contents

Let's Get Started....3
1. Bug Fix Version 2.5.1.1....4
2. Bug Fix Version 2.5.1.0....5
3. Features....7
4. Other Enhancements....17
5. Changes....23
6. Bug Fixes....25
7. Deprecated....34
8. Appendix....35
9. Known Limitations....36

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

# Let's Get Started

Do you need help getting started in grandMA3? Perfect! Here we describe a few quick steps to get you rolling. The manual will explain functionality in detail while the MA e-Learning in the MA University offers you all kinds of training. All information can be accessed through the MA Lighting website www.malighting.com.

Let's go! Boot your console or open your onPC and find predefined views on view buttons on the right. To switch between the views, tap the corresponding view buttons.

If this is your first time starting grandMA3 software, patch some fixtures first. Or you can load one of the demo shows delivered with the software. Either way, press Menu. If you use grandMA3 onPC software, there is a symbol in the top left corner there. Clicking the symbol is the same as pressing Menu on a console.

Tap Backup and then Load, now you are ready to load shows. Would you like to get right on it? Switch Shows to Demo Shows in the title bar first. To do so, tap Shows repeatedly until it says Demo Shows. Once Demo Shows is displayed, it is possible to select any demo show in the list. After you selected a demo show, tap Load.
In case a show was already loaded, a pop-up will appear asking if you want to save the current show first before loading the new one. It's up to you!

Here we go! Now you are ready to work with the grandMA3 software. It is as easy as that! Again – there are view buttons there, which change the screen content. At the bottom, you will find the encoder bar and the command line. Technically that is all you need to get started. For more information, see the grandMA3 help menu. To access the help in the console or the onPC, tap the view buttons named Help or visit the Online Manuals on the MA Lighting website. If you want to learn the grandMA3 software step by step, please see the Quick Start Guide and join the MA e-Learning – it's free of charge and available on the MA Lighting website.

Have fun with using our grandMA3 software! Find all the improvements and changes of this software version further down.



**Hint:**
The grandMA3 software will start using the show file (or status) that was in operation before the software was shut down.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

# 1. Bug Fix Version 2.5.1.1

## Bug Fixes

### Command Line and Macro

| Description |
| --- |
| In a session, if you recorded timecode events on the master console, the events would be entered multiple times, depending on the number of stations in the session. |
| In a session, the executor functions Select and SelectFixtures would not work. The executor function Call would not work, if the assigned object was a plugin. |
| If you deleted a bitmap from a data pool other than data pool 1, the whole data pool would be deleted instead of the object. |

### Connections

| Description |
| --- |
| When in session, MIDI note remote inputs did not trigger objects in the grandMA3 software. |
| An onPC station would not stay in session, if both a command wing and a second USB device, such as a fader wing, were connected to it. |

### Windows, Views, and Menus

| Description |
| --- |
| Objects from data pools other than the selected one did not display the data pool path on the executor labels. |

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

# 2. Bug Fix Version 2.5.1.0

## Changes

- Executing **At [Value]** addresses the dimmer if a phaser is active in the programmer. Previously the selected attribute was addressed.

---

## Bug Fixes

### Command Line and Macro

| Description |
|---|
| Using a Goto command in combination with a data pool, for example **Goto DataPool 1 Page 1.205 Cue 5**, would go to the wrong cue. |
| It was not possible to copy the value of a standard recipe preset into another preset. |
| If a phaser had been active in the programmer and you executed ClearAll, using **At [Value]** would address the selected attribute instead of the dimmer. |
| The first character of a handle in a custom command could be lost when exporting an executor to an XML file. |
| A lot of LUA Errors would be displayed in the system monitor if you opened a sequence editor. |
| Cue commands with parentheses would not always be executed. |

### Connections

| Description |
|---|
| Stations running on macOS 27 Golden Gate, had no access to the network. |
| Extensions would not be displayed in the extension configuration menu. |
| Remote events could be recorded into a timecode show even when the Record Remote Events option was disabled. |

### Patch

| Description |
|---|
| If you exported a fixture type and changed the name of the fixture type with the on-screen keyboard, the software would crash. |
| With Split View enabled and in the Layers tab, the total number of used layers in the <All> layer could be displayed unrealistically high, if fixtures were assigned to three different layers. |
| The software could crash when adding new channel functions if the show file contained more than 1,024 attributes. |

### Phaser

| Description |
|---|
| If you copied a preset into a cell in a phaser recipe, that is not part of the value source, the software would crash. |
| If you selected two or more phaser recipes and adjusted their MAtricks values using + and - in the MAtricks editor, the value would increase or decrease by two at a time. |
| If you were in step 1 of a phaser, tapping  would not select all steps. In step 2 it would only select all steps after a second button press. |

### Playback

| Description |
|---|
| In a session, if many bump sequences or sequences with follow cues were triggered in a short amount of time, the output could get stuck. |

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

## Windows, Views, and Menus

| Description |
| --- |
| Macros in layouts would display a playback bar, even if Bar was disabled in the settings of the layout element. |
| Widening an executor across multiple executors caused the Assign menu to open only when tapping within the area of the original executor. |
| Cue durations would be calculated incorrectly if a cue contained recipes. This could affect follow timings. |
| The sequence priority icons were not displayed in the executor labels. |
| Layout elements that did not have an object assigned would not update immediately if you changed their custom text or assigned an appearance to them. |
| The filters (X, Y, Z, and Shuffle) did not work in the Edit Sequence menu. |
| Videos that were assigned to executors as appearances were not played back on the executors. Only the background color was displayed. |
| Locked plugin pool objects would not display the lock symbol. |
| The background of sequence layout elements would be incorrect if the background color brightness of the appearance was set to 0. |

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

# 3. Features


- Color Theme
- Masters Window
- Locate Function
- Recipes
- New Graphics Platform
- Channel Map


The latest release of grandMA3 2.5 rolls out several enhancements that enrich your programming experience. Besides numerous improvements and enhancements, based on your highly appreciated feedback, many bugs were fixed and workflows refined.

---

## Color Theme

 Improved color theme:

Improved the current user interface to enhance visual clarity and user orientation. The color theme was optimized for use in dark control room environments, enhancing overall usability and visual comfort. In detail, non-selected UI elements – such as buttons, pool objects, and windows – are displayed with reduced intensity, while selected UI elements are clearly highlighted.

The default color theme (default.xml) was updated, and a theme (default_legacy.xml) was added so that users can revert to the look from the previous software version.

---

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

# Masters Window

Added in this release:

The masters window provides easy access to all group masters, world masters, speed masters, playback masters, and timing masters. It provides an overview to quickly determine the status of all masters and shows which masters are not at their default value.

Find the masters window in **Add Window - More - Playback - Masters**.

To open a temporary masters window:

- Press and hold Group. The masters window opens in the Group Masters tab.
- Tap in the control bar. The masters window opens in the tab that was open last.

The masters window is split into six tabs. The first tab contains the master controls, each of the other five tabs contain all masters of one type.
The green number in the lower right corner of each tab displays the number of masters that are not at their default value and the total amount of masters in that category.
Groups in the Group Masters tab are displayed if their mode is set to any value other than None. All created worlds are displayed in the World Masters tab. All speed masters, playback masters, and timing masters are displayed in their corresponding tab.

Each master is displayed with its label in the title bar. On the left side below the title bar there is a fader to change the master value. On the right side, there are two or three buttons to quickly influence the value of the master. For speed masters, playback masters, and timing masters, a disabled master is indicated by a red bar above the label.

- Use Full and Zero to set the master to 100 % or 0 % in playback masters or to 10.00 s or 0.00 s in timing masters.
- Group masters and world masters have two sets of buttons. Tap Button Mode in the title bar to select either **Full/Zero** or **Flash/Black**. To set the master to 100 % or 0 % respectively, tap Full or Zero. To temporarily set the master to 100 % or 0 %, tap and hold Flash or Black.
  The button mode is set for both the group master and world master tab.
- Speed masters have DS, HS, and Learn or Speed1. Tap Button Mode in the title bar to select either **Learn** or **Speed1**. Tap DS to apply double speed and double the value of the master. Tap HS to apply half speed and half the value of the master. Tap Learn or Speed1 to apply the dedicated function to the speed master.

In the tabs **Group Masters** and **World Masters**, if Label Action is set to **Locate**, tap the title bar of a master to execute the locate function and indicate which page and pool the master is located in. The title button starts to blink red and a temporary pop-up appears. In the temporary pop-up, you can select between Reset or Keep Page**:**

- If you tap Reset, locate will be deactivated and the pop-up closes.
- If you tap Keep Page, locate ceases and the playback bar stays on the currently selected page. Thus, it does not return to the page it was selected before executing locate. For more information on Locate see below.

If **SelectFixtures** is selected, tap the title bar of a world or group master to execute the SelectFixtures keyword for the fixtures of the respective master.

In the bottom of each masters tab, there are buttons to set all masters of one type to the same value. To hide the buttons, disable Button Bar in the window settings.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

- **Group Masters**
  The buttons in group masters are specific to the mode of the group master.
  - **All Positive Full**
    Set all group masters with mode **Positive** to 100 %.
  - **All Positive Zero**
    Set all group masters with mode **Positive** to 0 %.
  - **All Negative Full**
    Set all group masters with mode **Negative** to 100 %.
  - **All Negative Zero**
    Set all group masters with mode **Negative** to 0 %.
  - **All Scaling Full**
    Set all group masters with mode **Scaling** to 100 %.
  - **All Scaling Zero**
    Set all group masters with mode **Scaling** to 0 %.
  - **All Additive Full**
    Set all group masters with mode **Additive** to 100 %.
  - **All Additive Zero**
    Set all group masters with mode **Additive** to 0 %.

  These buttons can also be addressed using commands in combination with the /Type option keyword.
  Use this syntax:
  FaderMaster Group ["Group_Name" or Group_Number] At [Value] /Type ["Type_Value"]

  **Example:**
  To set all groups that are in mode "Positive" to 100%, type:

  
  

- **World Masters**
  - **All Full**
    Set all world masters to 100 %.
  - **All Zero**
    Set all world masters to 0 %.
- **Speed Masters**
  - **All Speed1**
    Sets all speed masters to 60 BPM, 1.00 Hz, or 1.00 s depending on User Settings Speed Readout.
  - **All Double Speed**
    Double the speed of all speed masters. The new speed value is displayed in the fader of each speed master. An asterisk **(*)** indicates that a multiplier or divisor was applied to the speed master.
  - **All Half Speed**
    Half the speed of all speed masters. The new speed value is displayed in the fader of each speed master. An asterisk **(*)** indicates that a multiplier or divisor was applied to the speed master.
  - **All Learn**
    Apply the **Learn** function to all speed masters. To do so, tap the button in the required speed.
- **Playback Masters**
  - **All Full**
    Set all playback masters to 100 %.
  - **All Zero**
    Set all playback masters to 0 %.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

- **Timing Masters**
  - **All Zero**
    Set all timing masters to 0.00 s.

For more information on the status icons see Improved Status Center in Other Enhancements.

In the title bar of the masters window there are four buttons:

- **Label Action** (Group and World Master tab)
  Locate (default): For more information see below.
  SelectFixtures: For more information see SelectFixtures Keyword in the User Manual.
- **DataPool** (Group and World Master tab)
  Select from which data pool the masters window shows data. The standard values are <Link Selected> and All Data Pools. If All Data Pools is selected, other data pools in use will be indicated by x.y 'name'.
- **Non-Default Only**
  When enabled, only masters that are not at their default value are displayed. The default value depends on the master type.
- **Move Display Icon** (when pressing and holding Group)
  The window can be moved to other screens. For more information see Change Menu Locations in the User Manual.

To hide the title bar, disable Show Title Bar in the Masters window settings. To hide the button bar, disable Button Bar. The title bar can be organized in the Edit Title Bar settings.

---

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

# Locate Function

Added Locate keyword:

For one, it is possible to locate pool objects that are assigned to executors and also locate objects in pools. Repeatedly executing Locate cycles through all pages the pool object is assigned to. If the object is located in numerous pages, a cycle count will be shown as long as you keep the object pressed.

To do so:

1. Press and hold List and tap the pool object you want to locate.
2. A temporary pop-up opens displaying Reset and Keep Page. The pool object displays **Here** with a pulsating background in the page it is located.
3. Repeat steps 1 through 2 to locate the pool object on the following page.

Or use this syntax in the command line:

**Locate [Object] ["Object_Name" or Object_Number]**

Secondly, the page can follow the located object. That is, the object that is assigned to an executor can be located in its pool. Once the object is located, the object will start pulsating in red and the pool of the object will display a red and dotted frame.

To locate the object in the pool:

- Press and hold List and tap the executor. The frame will be displayed as long as you keep the key pressed.

Or use this syntax:

**Locate Page ["Page_Name" or Page_Number]Executor ["Executor_Name" or Executor_Number]**

**Locate Page ["Page_Name" or Page_Number].["Executor_Name" or Executor_Number]**

If Locate is active, the executor label starts to blink.

To cancel locate altogether and return to the spot before executing locate, tap Reset.

To stay on the same page you are currently in, tap Keep Page.

Or use this syntax:

**Locate Reset (/KeepPage)**

It is possible to latch List in the temporary command controls menu to execute **Locate**.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

# Recipes

Improved recipes:

- Phaser Recipes can be created with the Edit Recipe Mode. For example, to create a phaser recipe: enable Edit Recipe, tap a group pool object and then tap a position pool object. Then tap Next Step (→) in the encoder bar and tap another position pool object. A phaser recipe line is created. For more information, see Recipe Editor Window.
- Phaser recipe lines are named after their selection and shape, and standard recipe lines after their selection and value.
- X, Y, Z, and Shuffle are now located at the top left corner of the recipe grid.
- A group and a recipe template can quickly be combined in the programmer to store a new recipe. To do so, select a group pool object, then tap the recipe template. The group and recipe template are both added to the same recipe line. If an MAtricks pool object is selected after selecting a group and before tapping a recipe template, it is also added to the programmer and recipe line.

  

  **Hint:**
  This only works if you select a single group pool object and if no group or MAtricks has already been stored in the template recipe. Any selection or MAtricks information already stored in the template will override the current programmer selection and MAtricks in the resulting recipe.
- In recipes with more than two steps, the shape editor now has left and right arrows below the 1D layout to skip through the steps.
- Added Normal and Strict to the pool tab of the selection context area to change the selection mode.
- Added DataPool to the title bar of the MAtricks selection pop-up. Tap to select which data pool the pop-up displays MAtricks values from.
- Added all buttons of the MAtricks editor to the editor in the context area for MAtricks.
- Added Reset to the MAtricks editor in the context area to delete all MAtricks values.
- Selecting a standard recipe line in the recipe editor (Edit Recipe is enabled) highlights the selected recipe line with a rotating dotted green frame and marks the last selected preset pool object with a rotating dotted green frame.
- Added ↻ to the tool bar at the left side of the recipe editor. Tap ↻ to recook the selected recipe line. This is particularly useful for phaser recipes and standard recipes with timing values.
- Added **SpeedMaster** column. Additionally it is possible to select a speed master in the **Speed** columns. Tap and hold the **SpeedX**, **SpeedY**, or **SpeedZ** cell and select a speed master on the left next to the calculator or select it in the context area tapping SP on the top right. If a speed master is set for the phaser recipe, the master is indicated in the bottom right corner of the **Speed cells**.
- If the "Name" cell is selected, the context area displays essential settings to quickly edit a recipe.
  These are the columns of the context area:
  - **General:**
    General settings of the phaser recipe.
    - **Enabled**
      Toggle to enable or disable the recipe. Disabled recipes are grayed out and have a red font color.
    - **Lock**
      Toggle to lock or unlock the recipe. If a recipe is locked, UL is displayed in the **Lock** column. As long as the recipe is locked, all properties of a recipe cannot be edited anymore.
    - **Tags**
      Tap to open the tags editor and assign or unassign tags. For more information on tags and the tags editor, see Tags.
  - **Shape:**
    Set up a shape for the phaser recipe.
    Shape displays the selected shape. Tap to open the shape editor and select a shape.

The first six shapes in the pool are available as buttons.
The 1D view visualizes the selected shape.

- **Time:**
  Set timing values for the phaser recipe.
  - Speed X
  - Measure
- **Playback:**
  - Playback NShot
  - Playback Direction
  - Adaptive Measure
  - Adaptive Width
- **Phase:**
  Set an individual phase by tapping Phase X, or select a default phase value and shuffle value below.

- Only feature groups that are included in the selected world are displayed for absolute and relative values.
- The context area of the **Curve** column now displays a 1D layout of the shape. The selected steps are highlighted and can be changed using the buttons above the 1D layout.
- Added buttons for the available values to the context area of **Speed Master**, **Direction**, **Adaptive Measure**, and **Adaptive Width**. Added the edit rotation clock in the context area of **Adaptive XY Rotation**.
- Added a calculator to the Editor tab of the context area for **Value Absolute** and **Value Relative**.
- Added a context area for the **Part**, **SpeedX**, **PhaseX**, **Measure** and **NShot** column. The context area displays the calculator, as well as special values and slide controls where applicable. The NShot context area additionally displays a 1D layout of the shape. The measure context area additionally has a button to enable or disable **Adaptive Measure**.
- Added Pause at End to the context area of **NShot**. Enable Pause at End to set the programmer to the values at the end of the determined NShot cycles. This allows for a quick and easy adjustment of the NShot value, showing the output state where the phaser will stop. To do so, use the slide control for NShot. Pause at End is a tool that is only used in the programmer and cannot be stored.
- The pools in the context area now all display the pool name and icon.
- Added Maximize to the bottom left of the context area. Tap Maximize to only display the pool, sheet, or editor in the context area and hide the buttons to the left and right. To return to the default view of the context area, tap Exit.
- Cleaned up the Sheet tab of the context area. Now, the sheet only displays the **No** and **Name** column for objects.
- Added column **Link Steps** in the **Value Source** header. This function is only available for phaser recipes with two steps.
  If **Link Steps** is set to **Yes**, complementary values in the shape are adjusted at the same time. Linking affects the properties width, acceleration, and deceleration.
  In the shape editor, enable linking by pressing Link Steps in the middle of the control area. If linking is enabled, the slide controls below the 1D layout for acceleration, deceleration and width display in the upper right corner.
  - Increasing the width of one step decreases the width of the other step and vice versa, so the overall width of the two steps stays consistent.
  - Changing the acceleration value in one step sets the deceleration value of the other step to the same value and vice versa.

  Set the default for Link Steps in **Menu - Preferences and Timings - Global**. To enable Link Steps by default, set Phaser Recipe Step Linking to **Linked.** In new shows, Phaser Recipe Step Linking is set to **Linked**.
- Added Make Other Symmetrical to the calculator of transition values for phaser recipes with two steps. Tap Make Other Symmetrical to set the other step of the phaser recipe to a matching transition value so the transitions of both steps look symmetrical. The calculated transition value depends on the transition value in the selected step and the width of both steps.
- Added Turn into Phaser Recipe to the editor of universal phaser presets to easily convert the universal phaser preset into a recipe. The new recipe preset is selective.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

- If a world is selected, cooking a recipe in the programmer only cooks the channels in the selected world. Once the recipe is stored all values, including values that are not active in the selected world, are stored as fully cooked.



**Restriction:**
If you use PSR, locked shapes cannot be overwritten during import. Use custom shapes to achieve the desired result.

# New Graphics Platform

Added Vulkan graphics platform:

grandMA3 now supports Vulkan as its graphics platform, replacing the previous OpenGL requirement. These changes reflect our ongoing commitment to keeping grandMA3 up to date and ready for the future.
As part of this update, there are changes to the system requirements. For more information, please refer to the updated System Requirements grandMA3 onPC in the User Manual.

---

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

# Channel Map

 Improved patch:

Added a new channel map to the Insert New Fixture dialog and the Fixture Type Import dialog. This enhancement displays the attribute of each DMX channel and makes fixture types with identical footprints easier to distinguish by providing clear visual differentiation.
The channel map is displayed on the right side of the menu and is presented in a structured grid view. A Channel Map toggle button has been added to enable or disable the channel map. It is enabled by default.
The channel map offers two viewing modes: **Channels** (default) and **Structure.** Users can switch between these modes via Sort By located in the top-right corner of the channel map. The structure mode is sorted by ID and displays the fixture type hierarchy based on the geometry of the fixture type.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

# 4. Other Enhancements

Updated predefined content:

- Updated demo shows:
  - Demoshow_grandMA3
- Updated the predefined macros.

Improved status center:

- The World Master status indicates which world is reduced in intensity. When the master of the selected world is pulled down, the status displays the icon + "World". When the master of any other world is lowered, the icon + "World" x (+ y and so on) is displayed. The maximum amount of allowed characters is 6. The order in which the pool numbers are displayed depends on the order in which the masters were lowered. For example, when lowering an executor assigned to World 2, the text 'World 2' will appear below the World Master status icon. Tapping the world master status icon opens the temporary world masters window. For more information on the masters window see Features.
- Added **Group Masters** status (). Works similiar to world master status, but the pool numbers are displayed in an ascending order.
- Added **Pause At End** status (). The icon is displayed if Pause at End is active. For more information, see Improved recipes.
- Improved the tooltips for the status icons.

Improved world master:

- The world master for world 1 is linked to the grand master and the two always have the same value, as world 1 contains all fixtures in the show file.

Improved the message center:

- Commands that cannot be executed in the command line are displayed in the command line warnings and errors categories. The text is displayed in the same colors as the command line feedback.

Improved MAtricks:

- Enter a speed master via Speed Master in the bottom of the MAtricks editor. If a speed master is set in addition to **Speed From / To** values, the speed master acts as a scale factor for the speed values.

Improved special dialog:

- Shapers have mirror buttons. 1/3 mirrors the shapers vertically, 2/4 mirrors horizontally, Rot mirrors the rotation. To display the buttons on the left side of the window, enable Mirror Bar in the shapers settings.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany
Phone +49 5251 688865-30 - support@malighting.com - www.malighting.com

Added MAtricks to shapes:

- Add MAtricks values same as in recipes directly to shapes in the edit mode of the shapes pool object.

Improved 3D visualization:

- While 3D is initializing, the status of the shader compilation is displayed. If the shader compilation fails, an error message appears.
- Added culling to optimize how objects or surfaces are rendered, improving performance. Cull Mode is added to Render Qualities.
  **Force None** will cover both sides of a triangle mesh, which could impact the performance. This is the default.
  **From Material** will take the predefined cull mode of the mesh.
  Added a **Cull Mode** option to Meshes. Front: Hides the outside faces of the mesh. Back: Hides the inside faces of the mesh. None: Displays both the inside and outside faces of the mesh. Auto: Automatically detects the mesh orientation and switches between Back and None accordingly.

Improved presets:

- The title bar of the preset editor can be edited.
- If more than one phaser recipe is added to a preset, the additional phaser recipes reference the first phaser recipe in the preset.

Improved preview:

- Master Controls and the Custom Master Section now indicate preview mode. All executors that affect the preview environment are indicated by a red frame.

Updated predefined content:

- Auto Focus to Next Cell in the recipe editor window settings is enabled by default in new shows.

Improved Lua:

- The Lua Core has been updated to Lua v5.5.0

**Important:**
If you work with Lua bytecode, it is necessary to recompile it with the updated LUA compiler.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

Improved user rights **Presets** in user configuration:

- Users with user rights **Presets** can update presets and change the preset update mode of their user profile. This also includes **Store /Merge**.
- The default user right for the Remote user has changed to **Presets.**
- Storing new presets or other objects is not possible.
- Editing recipes is not possible.
- Setup is not available in layout viewer and 3D viewer.

Improved timers:

- The Linked User Profile in the Timers editor was added to define one user profile per timer. The setting can only be edited, if the Timer Link Type is set to anything but **Not Linked**. The linked user profile receives pop-ups from the corresponding timer.

Improved sequence sheet:

- In track sheet mode and with an active filter or a mask, the sequence sheet always displays the currently running cue.
- Rearranged the columns in the sequence sheet. **Sync**, **Speed Master**, **Speed Scale**, **Morph**, and **Delay To Phase** are now subcolumns of the new column **Phaser**.

Improved display settings:

- Added Wing ID to the grandMA3 onPC Configure Display settings, allowing users to define the displayed wing in the command wing bar for each display individually. For more information see command wing Bar in the User Manual.

Improved temporary filtering in the attribute definitions tab in the patch and the agenda viewer:

- Added  in the title bar to enable or disable temporary filtering. A yellow filter row is displayed at the top of the sheet. For more information see Temporary Filtering.
- Added  in the title bar to clear all temporary filters.
- Added temporary filter for **Main Attribute** in attribute definitions.
- The temporary filter for **Hide** in attribute definitions is now a selection pop-up.

Improved executors:

- Added Render Style to the title bar of the assign menu. The options are **Default**, **Pool**, and **Executor**. **Executor** displays details about the assigned object. **Pool** offers a simplified look reduced to name, appearance, and master value. If the executor is set to **Default**, the render style that is defined in the page settings is applied. To define a render style per page, added Render Style to the object settings in the Page Pool. Press MA to display the index number of the assigned object in the top right corner on executors that are set to pool render style.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

- The Quickeys virtual LED is now displayed on the executor label if a quickey pool object is assigned.

Improved layouts:

- Added Render Style. The style of each layout element can be set up individually. The available styles are **Executor**, **Pool,** and **Default**.
  The render style can be set for the entire layout in the settings of the layout object. This render style is applied to all layout elements that are set to **Default**. Additionally, individual render styles can be applied in the **Render Style** column in the Layout and Layout Element Defaults tabs.

Improved the running playbacks window:

- Added Touch Mode to the window settings. Additionally, Touch Mode replaces the Off Mode setting.
  The options are:
  - **None:**
    Tapping an object does not perform a command.
  - **Off:**
    Tapping an object immediately turns it off.
  - **Select:**
    Tapping an object in the running playbacks window performs a select command in combination with the object you tap.

Improved preset playbacks:

- In the speed settings of an executor, Sync can be set individually if a preset is assigned to an executor or per default in the Preference and Timings - Preset settings. If enabled, it synchronizes the fixtures of the phaser. For more information about Preset Playback in general see Use Preset in the user manual.
- Speed Master in the executor settings of the assigned preset is grayed out and cannot be edited, if a preset has MAtricks with Speed Master stored already.

Improved network menu:

- If the session switches to TCP only communication, TCP is indicated in orange in the bottom right corner of the **Session** cell on the master station.
  For more information on TCP, and the IP addresses in sessions see Protocol Details.

  **Hint:**
  This does not necessarily mean that the network is defective. For example, no data can be sent in an empty show file, resulting in a TCP indicator.

Improved plugins and macros:

- Added a play icon ( ) and removed "0.0%" in the progress bar of a running Plugins pool object.
- Added a play Icon ( ) and the running macro line (number and name) is displayed in the progress bar of a Macros pool object.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

Improved playback keywords:

- Playback keywords that interact with a sequence or preset while pressing and holding an executor (**Swap**, **Flash**, **Black**, and **Temp**) can now also be used directly within pools. To use this feature, enter the desired keyword (for example, **Flash**) into the command line, then tap and hold a pool object (for example, Sequence 1). The selected action will be applied as long as the object is held.

Improved grandMA3 onPC on Windows®:

- grandMA3 onPC for Windows now allows users to specify a graphics card on systems equipped with multiple GPUs. To assign the desired graphics adapter, right-click the grandMA3 onPC application and click **Properties**, select the **Shortcut** tab. Append **adapterindex=X** to the end of the **Target** field where `X` is the index of the desired graphics card.

**Example:**

C:\Program Files\MALightingTechnology\gma3_<version>\bin\app_sstem.exe HOSTTYPE=onPC adapterindex=1.

To determine the adapter index, start **grandMA3 onPC**, open a **System Monitor** window, and scroll to the top of the displayed information. Available graphics adapters are listed with their respective indexes, for example:

Use the corresponding adapter index value when configuring the application shortcut.

- `Adapter [0] (selected)` – currently selected graphics adapter.
- `Adapter [1]` – additional graphics adapter.

Improved grandMA3 onPC on macOS®:

- The application structure was updated. The installer now creates a dedicated grandMA3 onPC application in the Applications folder, replacing the previous launcher-based setup. This new approach enables a separate app for each grandMA3 onPC software version and a grandMA3 Terminal app. Even if the Terminal app was deleted, it can still be accessed through the grandMA3 onPC software application.

  **Hint:**
  The new grandMA3 application can still be launched through the legacy Launcher. After installing the new version and then starting the legacy launcher, the new version will start once. After this initial start, the previously selected version will start up again if the launcher is started again.

- To start an additional onPC Instance or a grandMA3 Terminal, right-click on the grandMA3 application icon in the Dock or click on **File** in the title bar of the software or use a shortcut (command + N) to open a new instance and (command + T) to open grandMA3 Terminal. Up to 5 software instances are allowed per device at the same time.

  **Important:**
  To ensure full functionality of grandMA3 onPC, allow access to Local Network, External Media (USB drives), and Microphone permissions when prompted by macOS.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

- The installation process of grandMA3 onPC on macOS was significantly optimized. Users will benefit from a noticeably faster installation experience.
- The grandMA3 onPC application icon was redesigned to better align with native macOS visual style, as it is now displayed within a square app icon frame. Once the application was launched, the currently running software version number is displayed in the upper section of the icon, allowing users to quickly identify the active version directly from the Dock. In addition, grandMA3 onPC for macOS Tahoe 26 is now categorized in Creativity in Launchpad. Previously, the application was in the Other section. A new startup splash screen was introduced for grandMA3 onPC on macOS. The splash screen is displayed immediately after launching the application and remains visible while grandMA3 is loading.

 Updated Carallon fixture library to version 20.1.1.

 Improved the selected speed master:

- Added LearnMode to the **EditSetting** tab in the assign menu for the master "Selected Speed".

 Improved tags:

- Added **Pause** and **Off** to Pool Action of tags.

 The stability of the grandMA3 software was improved when using the web remote feature.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

# 5. Changes

- New keywords:
  - Locate
- New option keywords:
  - /Restart
  - /KeepPage



**Hint:**
For more information about the new keywords, please read the corresponding sections above.

- New color theme colors:
  - ColorDefinitions:
    - Global.ShadowBright
    - Global.SelectedCellBackground
  - Colors:
    - Exec.BlipActive
    - Exec.BlipBackground
    - Exec.BlipPaused
    - Exec.InactiveBackground
    - Global.FocusText
    - ShowCreator.ObjectTypeBackground
    - RenderData.LocatedBackground
    - RenderData.SelectedRowBorder
    - RenderData.Selected
    - RenderData.LocateOverlay
    - TitleButton.ActiveText
    - TitleButton.ActiveTextShadow
    - TitleButton.ActiveWorldText
    - TitleButton.ActiveWorldShadow
    - TitleButton.ActiveSelectionCountText
    - TitleButton.ActiveSelectionCountShadow
    - TitleButton.ActiveFilterText
    - TitleButton.ActiveFilterShadow
    - TitleButton.ActiveInfoText
    - TitleButton.ActiveInfoShadow
    - TitleButton.ActiveDataPoolText
    - TitleButton.ActiveDataPoolShadow
    - TitleButton.ActiveDynamicFilterText
    - TitleButton.ActiveDynamicFilterShadow
- Miscellaneous:
  - Renamed timecodes and timecode slots property button Toggle Restart Option → previously Restart Option.
  - The readout for **Program Time** and **Executor Time** in the custom master section is now seconds → previously percent.
  - **Select**, **Goto**, and **Load** were removed from the actions in the tags pool.
  - Changed space to semicolon ";" as a delimiter in OSC commands between sequence names and cue numbers.
  - The camera pool FOV settings now support a value range of 45–120 degrees → previously 60–120 degrees.
  - The default user rights for the Remote user changed to **Presets** → previously Admin.
  - The default LED background values in the Desk Lights & Color Theme menu have changed to increase the backlight.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

- Removed **None** from the user rights. For show files that were saved in previous versions and had user rights **None** assigned, the rights are changed to **View**.
- **Audio In Device** and **Audio Out Device** in the onPC Local Settings are set to **None** after a clean start and in a newly installed onPC software. Previously the sound settings would be derived from the system defaults.
- Moved Off Mode to the new Touch Mode setting. In show files that were saved in previous software versions and had Off Mode disabled are loaded with Touch Mode set to **None**. For more information on Touch Mode, see Other Enhancements.
- Renamed property **Phaser Scale** in presets → previously Speed Scale.
- Renamed property **Phaser Speedmaster** in presets → previously Speed Master.
- Renamed the value of LearnMode: **Learn Ignores Speed Scale** → previously Default.
- Renamed the value of MoveGridSelection in Selection Grid: **New Line** → previously Newline.
- The destination number of shapes has changed from 16 to 4 in the data pools. They are now at destination 4, which was previously number 16. Therefore, the overall structure has changed, and macros that address data pool numbers instead of names need to be adjusted.
- Renamed the selection option for grandMA3 in the export dialog of the patch: All Stages → previously Entire Patch.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

# 6. Bug Fixes

## 3D

| Description |
|---|
| Deleting fixtures in the patch could lead to shifts of meshes in the 3D viewer. |
| With Setup enabled in the 3D viewer, tapping Line up in the encoder toolbar did not work as expected so fixtures were not aligned at the base. Instead the fixtures were rotated on all three axes. |
| With Setup enabled in the 3D viewer, tapping Directions in the encoder toolbar opened a calculator instead of a drop-down with grid directions **X before Y**, and **Y before X**. |
| On Windows®, changing the GPU to iGPU in the windows settings was ignored by grandMA3 onPC. |
| With some complex fixtures, the Follow feature ( ) in the 3D viewer did not work as expected. |

## Command Line and Macro

| Description |
|---|
| Oops did not oops recent changes in the camera and appearance pool edit pop-ups. Instead, it closed the edit pop-up. |
| Cloning color wheel information was not working properly. |
| If you stored a recipe to a cue part or a preset, in some cases, the cue part or preset would be stored without creating a recipe line. |
| If Create Handles was enabled in the command editor of an encoder bar object, the handle would only appear in the editor and would not be transferred to the command in the object. Executing the object would return "Illegal name" in the command line history. |
| If you extracted a selective preset and stored it as global, the values would still be stored as selective. |
| If you created a macro with the command **Goto Cue 1 Page X.Y** with Create Handles enabled, the command would not be converted correctly. |
| If you set a custom command in an executor and Create Handles was enabled in the command editor and you then imported the show using PSR, the handle would not be imported correctly. |
| Using Go- or Goto to play back a cue that contained a phaser sometimes would not have the same result as using Go+. |
| Calling a magic preset, for example **Fixture Thru At Preset 21.1**, inserted the values from the preset as deactivated values into the programmer. |
| In preview mode, **IfOutput** selects all fixtures outputting live onstage instead of only selecting fixtures outputting in preview. |
| In the onPC software, if you controlled temporary commands such as Flash or Temp with a mouse, the mouse interaction would not behave as expected. |
| Presets with universal and selective data additionally called selective data if the preset was called using a fixture where only universal data was stored. |
| After changing preset mode from universal to global, some presets did not indicate global (G) on the pool object. |
| It was not possible to store the remaining time of a timer in a variable if the time value was less than one minute. This bug is fixed. Additionally, the option keyword **/Look** could be used to write the remaining time into a variable in the same format as it is displayed in the UI. |
| If you called a preset containing both selective and universal data on another fixture, attributes from the selective data may be applied even if only Universal data should be activated. |
| If you removed global values from a preset with selective, global, and universal data, a warning pop-up about storing universal values was displayed. |
| Some masters indicated that they are active in the preview environment although they did not influence preview but the live environment. |
| If you stored grid position values into an empty preset using **/Merge**, the recalled values would be wrong on the x-axis. |
| It was not possible to use the command line to assign a preset to the absolute value or relative value properties in a phaser recipe. |
| The software could crash when editing the settings of a preset that contained recipes. |
| It was not possible to use Transfer Selection and Transfer Programmer into preview without a defined sequence. |
| The software could crash when executing an empty handle, for example, **Store #[]**. |
| If you used swap in MAtricks, the values in the command line feedback would not be human-readable. |

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

| Description |
| --- |
| Commands could still be executed if desk lock was active and the keyboard shortcuts were used to execute the commands. |
| If you set more than one custom command for an executor, only the last one would be displayed on the executor but all commands would be executed. |
| Handles in custom commands of an executor displayed the internal handle instead of the readable representation of object number and object name. |
| It was possible to store universal and global data to a color preset for the same fixture without triggering a Global/Universal conflict warning pop-up. Additionally globally stored C1/CTO/CTC/Tint values were also applied to fixtures of other fixture types. |
| Merging recipe lines in a cue with directly stored selection and preset data, did not create an additional recipe line. Instead, the cue only contained one recipe line with the information from the second recipe you created. |
| **Store Cue +** triggered a pop-up for merging into the next cue with an integer instead of creating a follow up cue, when the cue number ended with a ".9". For example: **Store Cue +** on cue 1.9 would trigger a merge pop-up for cue 2 instead of creating cue 1.91. |
| If you used the on-screen keyboard for command line input, pop-ups would not be triggered. |
| Executing **Lua "SelectedSequence():Dump()"** with a running sequence displayed the wrong value for the property "CUENO" in the command line history: "CUENO = "" (Read only)". Additionally, when switching off the sequence and executing **Lua "SelectedSequence():Dump()"** again, the current cue "1" was displayed, instead of "". |
| Move Grid Cursor was set to **Append X** instead of **Linked** in auto created groups. |
| The **CompareHandle()** Lua function was documented with an incorrect number of arguments. |
| The software could crash when playing back a preset (**Go+ Preset X**) in specific showfiles. |
| Some UserAttributePreferences properties, for example TimeLayerResolution or PhaserLayerResolution, were not saved in show files or streamed in network. |
| **Group At Sequence** created multiple empty recipe lines when EditRecipe was enabled. |
| If Create Handle was enabled in the command editor, text input with decimal numbers would not be detected correctly and would apply wrong values. |
| In some cases, executing a valid command would return an illegal property error. But the command itself would still be executed. |
| If you spun the rotation encoder of a shaper past the maximum or minimum value, you could not immediately spin it in the other direction. |
| If you labeled an object while storing it, the first index setting would be ignored. |
| In the phaser editor, if you used Off to disable an attribute, then pressed Off a second time, the temporary off menu would be displayed instead of the off keyword being displayed in the command line. |
| It was not possible to copy a recipe line from a cue or preset to a programmer part. |
| It was possible to rename structural objects and delete menus in the show file, resulting in parts of the UI and show files not working. |
| Pressing + followed by . removed the "+" from the command line. |
| It was possible to edit meshes that were locked by a user. |
| If On was assigned as press and Off as release for encoders of special executors 30 and 40, the release function Off would not be executed. |
| In the sequence sheet, the cue command where Create Handle was enabled did not automatically update the handle when the corresponding cue number was changed. |
| The Lua command **DataPool().sequences:SetChildren('autostart',true)** could crash the grandMA3 software. |
| Loading a show file with corrupted groups could crash the software. |
| Copying a preset that contains a phaser recipe may cause the software to crash. |
| In some cases, presets with data of wheels, such as gobo wheels, that were stored as universal would result in invalid values in other fixture types. |
| The Blink mode in statuses was too slow to catch attention. |
| OSC messages including **Swap**, **Temp,** or **Black** commands did not send the corresponding sequence information anymore. |
| If many filters were used in a show file, the grandMA3 software could crash while storing groups. |
| It was not possible to record masters in timecode shows. |
| Storing a recipe into an preset pool could have caused the software to crash. |
| The conversion of cue commands referencing labeled presets of the type All to handles using Create Handle could fail, but cue commands that were not edited were still working. |

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

## Connections

| Description |
|---|
| A particular USB flash drive was not recognized by grandMA3 onPC when running on macOS. |
| If you loaded a show file on a console in session, the volume level of the onPC macOS would change. |
| If you deleted a DMX-key in the output configuration and always automatically inserted a new output configuration for a fader wing, it would not be possible to change the device type to DMX-key. |
| If OSC was configured to have a feedback loop to itself and the mode was set to TCP, the UI would freeze during playback. |
| When rebooting the master console after changes were made on a second connected console, the Session Data Merge pop-up did not appear, preventing the user from selecting the show file that already existed on the second console. |
| While in session and rebooting a high-priority console (master), tapping Cancel in the Session Data Merge pop-up made the high-priority console idle and the other console standalone. |
| The MIDI input did not work after a clean start was performed. Instead, MIDI Data Mode had to be changed in the output configuration first, and then the MIDI input was received again. |
| In some cases, the software could crash when altering MAtricks values of phaser recipes in macros. |
| The **MIDI Data Mode** in the Output Configuration menu had no Off setting. |
| In a session, playing back a cue with the **Goto** command, for example **Goto Cue 5**, then disconnecting and connecting a console again, reloaded the current cue after reconnecting. |
| Starting the onPC software on macOS would change the sound output. |
| In some cases, interacting with a filter pool on a web remote would crash the software. |
| It was not possible to assign masters to timecode tracks. |
| In session, bitmaps sometimes would not work after changing show files. |
| If you set a gateway in the extended tab of the My Network Interfaces menu, it would not be saved once you closed the menu. |
| Handles would not be recognized in macros if the name contained square brackets. For example "#[Macro 'Test[1]']". |
| The software could crash if web remote displayed a sheet with a filter that had one of these filter rules: ID Type, Name, Patch, or Environment. |
| The selected NDI source was not synced over network and changes were not displayed on connected stations. |
| Changing the multicast base of another station with the command **ChangeMulticastBase IP "172.16.70.21" /Type "Alternative"** caused the destination station to enter a continuous network initialization loop. |
| If the multicast base address was changed in the network, it would not automatically unsubscribe from the previous one. |
| Connecting a node via grandMA3 onPC Terminal App could crash the software. |
| In a session with two consoles and one console set to high priority, loading a show file from USB on the connected console without saving it and then making changes while the master console was rebooting could result in the show file being empty after the master console took over the control of the session. |
| After a crash on a connected station, a full show upload was triggered after rejoining the session instead of a partial upload, which led to long loading operations with bigger show files. |

## Patch

| Description |
|---|
| If you tapped Revert in the edit appearance pop-up of a fixture type in the live patch, the software could crash. |
| If a locked sequence was imported with PSR, the sequence would be imported without any cues. |
| Temporary filtering in the **Feature** column of attribute definitions in the patch did not filter correctly. |
| The selection pop-up for temporary filtering in the **Target Space** and **Movement Space** columns in the patch did not display any values. |
| If you replaced a fixture type in GDTF format by the same fixture type in XML format in the patch, additional dimmer values were added to color presets that previously had no dimmer values stored. |
| Fixture types that included modes without real channels (for example, the Bitmap Control fixture) showed a DMX footprint of -1. This bug is fixed. Such fixtures now correctly display a DMX footprint of 0. |
| In rare cases, the software could freeze when deleting a fixture type in the patch. |

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany
Phone +49 5251 688865-30 - support@malighting.com - www.malighting.com

| Description |
| --- |
| If there was already a patched fixture in the show file and you inserted a second fixture, Insert New Fixtures would open with the **Library** tab instead of the **Show** tab. |
| Exchanging a large number of fixture types in the patch, unpatching and then patching them again, could crash the software. |
| If you exported an MVR file, names of groups would not be exported. |
| In some cases, if you deleted fixtures in the patch and set an FID for a fixture, the software would crash. |
| Some truss MVR files were not affected by Hide Environmental. Therefore, they remained visible when the setting was enabled in the patch. |
| Names of already existing variables could be lost in show file after PSR. |
| After modifying the order of layers and classes in an MVR file and re-importing it via PSR, the changes were not applied. Instead, the files were sorted by their fixture type index. |
| After importing MVR files, unused classes and layers of fixtures could be deleted from the patch. |
| Changing subfixtures in the patch could break related filters on groups. |
| Importing a sequence with cues that have different timestamps could lead to cue loss in the newly imported parent sequence due to a comparison process in PSR. |
| If calling a color preset with universal and global values for multi instance fixtures, the universal values could be deleted in some instances. |
| Previously exported files were not displayed in the Export dialog of the patch when exporting from **grandMA3** and **Entire Patch**. The grandMA3 file was exported to "gma3_library\patch\stages" while the dialog listed the files of the directory "gma3_library\patch". This bug is fixed. Now, the exported files are listed and the selection option **Entire Patch** was renamed **All Stages**. |
| If Split View was enabled in the patch, some modes for fixture types were not displayed when unfolding the fixture type with ▶. |
| Using PSR, show files with illegal fixture type information could cause the software to freeze and a full install was required. |

## Phaser

| Description |
| --- |
| If you set a value for measure in a phaser recipe and enabled **Adaptive Measure**, the measure cell and shape editor would still display the value that was set manually and you would still be able to edit it. |
| In some cases, if you stored a phaser recipe preset using the command line, the software would freeze or crash. |
| Phaser data could get lost after certain patch modifications, such as changing the fixture type of an affected phaser. |
| The software could crash or the station could drop out of a session if you copied a phaser recipe line in a preset. This bug is fixed. This action now triggers a command line error message in the message center. |
| Imported shapes did not have the correct values when the readout was set to any decimal or hex readout. |
| Storing a phaser recipe with a selection in a preset with an active Input Filter, displayed the preset as it had no selection and calling the preset did not run the phaser. The preset was only usable with an auto-cook. |
| If merging template phaser recipes with the same shape but different attributes to a cue, the already existing attributes in the cue recipe line were overwritten instead of being added to a new line. |
| Phaser recipes without a selection that had presets as value sources would not list these presets as references. |
| The second number in the phaser step indicator would not display the number of total steps for all steps but the first and last step of the phaser. |
| In some cases, it was not possible to add a new value source to a phaser recipe immediately after deleting a value source. |
| If you imported a phaser recipe preset that had a filter as the attribute, the filter would not be referenced in the imported preset. |
| In the recipe editor, the values calculator would always open to the bottom tab. Now, if a preset is set for a different step, the calculator opens to the corresponding tab. |
| If a phaser recipe was created in the recipe editor without a selection, and a second phaser recipe used the first recipe as a source for its shape, the references would get lost after the recipes were stored in a preset pool. |
| In rare cases, if you tapped Insert New Value Source in the recipe editor, the software would |

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

| Description |
| --- |
| crash. |
| The software could crash when a 65th step was added, for example, by tapping + in the 1D tab in the shapes editor. |

## Playback

| Description |
| --- |
| Custom commands were not executed when they were assigned to SpecialExecutor 5 (Grand Master). |
| If you triggered **Top** for a sequence that had an off cue with a follow time, in some cases the timing would be inconsistent. |
| Labels for speed masters would display * if the speed scale was set to one. This bug is fixed. Now, they will display * if a speed scale is applied to the speed master. If speed scale is one, no * will be displayed. |
| Addressing executors using the FromAddr() Lua function, for example **Lua "FromAddr('14.14.1.12.1.101')"** could crash the software. |
| In some cases, nodes would crash if bitmap was used. |
| Changing the **Speed Master** or **Speed Scale** within a cue required reassertion to take effect. |
| With a phaser recipe in a sequence, a Release preset assigned in the phaser, and Off when Overridden enabled, the phaser stopped immediately when playing back the sequence. |
| After executing FastSync on a running phaser with an active NShot value, the NShot value was no longer respected. |
| After setting the timing master to "0" and setting it as the OffCue fade time, then changing the timing master value to a number greater than "0", the cue still didn't fade out and went off immediately. |
| In some cases, if you removed a recipe line from a cue, it would not update immediately and the cue would play back as it was before. |
| The phaser recipe playback direction was not inherited on assign, for example, when executing **Assign Preset 21.1 At Programmer 0.1**. |
| Moving the last cue of a timecode event to the last frame of the duration did not always trigger this cue during playback. |
| **Store Overwrite Cue x** did not refresh the values automatically in the tracking sheet. |
| In specific show files fixtures did not move linear to their fade time when the next cue was triggered which did not contain additional cue info. For example, fixtures could speed up or slow down instead of moving at a constant speed during the fade time. |
| MIB with cue recipes could stop working after changes were made to the patch. |

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

## Windows, Views, and Menus

| Description |
|---|
| Repetitive Agenda events could have wrong countdown time. |
| Disabling the sACN input did not update the indicator text, for example "sACN In", in the corresponding pool object of the Universes pool. |
| Tapping Max in the calculator for editing a color in the encoder bar did not set the value to 100. |
| Toggle Preview in the Encoder Bar window and Command Wing Bar window was not displayed in the toggle button style. |
| Universe pool objects still displayed sACN In even if sACN input was disabled for the universe. |
| The **TCSlot** column in the user profile settings was limited to 8 TCSlots instead of 16. |
| Deleting a layout that was displayed in the layout viewer, and then selecting **<Link Selected>** in Layout of the layout viewer, displayed multiple Lua errors in the system monitor. |
| A number of presets were grayed out, even though they could be selected if you worked in another world, except "World 1". |
| Assigning a tag to a sequence using the label pop-up of an executor, did not display the tag in the "Assigned" area of the pop-up, even though the tag was assigned to sequence. |
| Shuffle was missing in the MAtricks editor of the recipe editor. |
| If you tapped  and selected a value source of a phaser recipe in the sequence sheet, a blank recipe editor would open. |
| Tapping NShot Stay multiple times, did not toggle between **Yes** and **No**. Instead it displayed a numeric value. |
| The displayed parameter count in the tooltip for the status "Not Enough Parameters" did not match the parameter count in the system info window. |
| If you tried to select text in pop-ups, it would sometimes be only partially selected. |
| Reset Blades in the special dialog did not reset the value. Instead, the value was set to **0**. |
| Enabling Edit Title Bar in the selection grid window settings, did not display the **Title Buttons** tab in the settings. |
| If you had two Shaper dialog windows next to each other, one in Graphical and the other one in Faders view, and then turned the encoder bar shaper encoders for each shaper, the result would be different in the two views. |
| If you moved a large range of DMX universes, for example by executing **Move DMXUniverse 492 Thru 882 At 100**, and oopsed this task, this action could freeze the UI. |
| Temporary filtering in the **Action** column of the agenda window did not work as expected. |
| In the calculator for individual fade and delay times, a 0 would be added every time the calculator was opened. |
| If Group by Attribute was enabled in the recipe editor, Insert Step would be grayed out and disabled after adding a step to the recipe. |
| If you opened the Add Window pop-up, some UI elements, such as pool objects and layouts would not get darker. |
| The Store View pop-up on screens 6 and 7 did not open in the center of the screen and was slightly too big for the two screens. |
| Temporary filtering in the agenda viewer was not correctly retrieved. |
| If you assigned an object to a layout element, the vertical text alignment in the layout element would change to **Above**, regardless of the previous alignment. |
| **Flash** did not work in the pool actions for the tags pool and **ListRef** was not available in the pool action for the tags pool. |
| In the recipe editor, if you pinned the context area in the MAtricks Editor tab and tapped another cell in the recipe grid, the context area would sometimes go blank. |
| If the context area in the recipe editor was pinned and you cleared the programmer, the pinned context area would still be displayed. |
| If you pinned the MAtricks editor in the context area of the preset editor and turned the preset into a recipe or added a recipe, the MAtricks editor would break. |
| In the recipe editor, you could open the tabs Pool and Sheet in the context area, even though the displayed values could not be selected. |
| If you were in Edit Recipe mode and pressed MA, a yellow frame would be displayed around selected pool objects instead of the green frame. |
| The software could crash if you increased the height of a layout element via encoder rotation. |
| If you set a range of attribute values in multiple fixtures in the content sheet or track sheet, for example, 21 through 30, it would result in a long loading operation and the value 21 would be applied to all selected fixtures. |
| In the Encoder Bar, the wrong physical values would be shown if Highlight was active while the highlight value was in the same range on another channel function. |
| An unused user profile would require confirmation if it was deleted. |

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

| Description |
| --- |
|  was not displayed in referenced pool objects in the executor configuration pool. |
| Editors that display the lock icon would not update and change correctly between lock icon and pool icon if you locked or unlocked the object. |
| The virtual keyboard in the Lua input editor would stretch across the whole window regardless of the window size. |
| Appearances could still be edited if they were locked. |
| The input value range of relative calculator values did not match with the value set in Readout. For example, with **Percent** selected in Readout, it was not possible to put in negative values. |
| The World Master status was not displayed if a world that was not selected was assigned to an executor and was not at 100%. |
| The Timecode Viewer was missing the Tags column, which would appear when at least one single track was added. |
| In the tags pool, the default pool action List Reference was not available anymore. |
| The tooltips of shapes pool objects were misleading. |
| Tapping Adjust Shape in the context area of the recipe editor did not take you directly to the **Editor** tab of the shape column. Instead, the **Pool** tab was displayed. |
| In the bitmap editor, if you tapped an encoder icon, the calculator would open. |
| Opening the context area for recipes in a preset and tap , closing the editor again and opening any editor for a preset again, was still active and the context area was pinned to the column that was selected before. |
| If a preset contained a recipe, Recast Preset was not available and grayed out in the preset editor. |
| Selective presets with Preset Mode set to **Global**, did not display "G S" on the preset pool object. |
| In the Fixture Sheet with Preview enabled, show files could display markers from the Live environment, such as Phaser markers. |
| The temporary pool menu (opens when pressing List+Preset) did not follow the selected feature group and only displayed the Dimmer pool. |
| The Trig Type BPM in the Sequence Sheet was not working. |
| The dynamic function "Edit Recipe" , such as Edit StandardRecipe 1, in the edit settings of a preset pool, was not available. |
| The Edit tab in the assign menu was empty, after closing the temporary MAtricks editor while creating a recipe. |
| In the My Interfaces menu in the extended mode, the two-finger tap would only work in the table, not in the empty area below the table. |
| When Lock Position was enabled in the Layout Viewer window, the Lasso Filter button was grayed out. |
| In preview, the fixture sheet in **Dimmer+** or **Sheet/Filter** mode did not display playback values. |
| If you created a new MAtricks object in the recipe editor, the first index that was set in the MAtricks pool settings would not be adopted. |
| Filters would not be applied to phaser recipe presets that had no selection and were used in standard recipes. |
| In some cases, the MAtricks header in the recipe grid of a preset would not be expandable. |
| Template recipe presets with a selection would not display a feature group indicator bar. |
| Cues that included a standard recipe with a phaser recipe preset as the value would not display the preset name in the cue. |
| In some cases, MAgic presets would be grayed out even if they could be applied to the current selection. |
| If the MAtricks header in the recipe editor was collapsed and you moved the column, the software would crash. |
| If you deleted a mirrored sequence, the mirror icon would not disappear in the other sequence immediately. |
| In a session, if you set a default cue part for an **All** preset pool, phasers that were stored in that pool would not run if you called them into the programmer on a connected station. |
| With a Readout set to **Decimal8**, editing a WithX value of a shape, the calculator offered a range of "0" to "0". |
| If you added a phaser recipe after adding a standard recipe, the column order and sorting would be different than if you added a phaser recipe first. |
| In some cases, previewing an object, and then leaving preview mode, still displayed the preview encoder bar instead of the live encoder bar. |
| In some cases, the status for Highlight was active with the "ext" marker, even though no highlight was active. |
| The feedback when a cue was loaded (**Load Cue**)was not displayed in the corresponding pool object. |

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

| Description |
| --- |
| Double-tapping on an executor configuration in the assign menu would overwrite the executor configuration. |
| If the selected attribute in the encoder bar was unavailable for the newly selected fixture, the encoder bar would automatically switch to an available attribute. However, the dynamic preset pool would not follow accordingly. |
| In some cases, Display Mode in the playback window settings displayed a number instead of **Text+Icon**, **Text**, or **Icon**. |
| In some cases, the scrolling behavior in pools was not working as expected after resizing pools on consoles. Scroll positions changed unexpectedly, and the focus on pool objects sometimes shifted. |
| Hovering over the network status icon when it was green, changed the color of the icon to white implying a different status. |
| When MA was latched in the command section, the text on the Deactivate, Programmer, ListReference, FixtureType, FeatureGroup and AlignTrans buttons was cut off. |
| In the Scribble editor, the last drawn line could not be removed by pressing Oops. |
| Referencing shapes in two phaser recipe lines in cues or presets to each other, would lead to a freeze in the software. |
| The web remote login pop-up could disappear after resizing the browser window, potentially allowing access without entering the required password. |
| Parts of the UI remained darkened after closing the update menu on multi-screen devices until additional user interaction occurred, such as tapping anywhere in the UI or pressing ESC twice. |
| The preset update indicator was displayed in the sequence update color. Presets now correctly use the cyan update indicator, while sequences use the yellow update indicator. |
| Loading a stored view including the message center did remove the filtering and the title bar was not updated when changing the category filter. |
| With Split View enabled in patch,  and  were hidden in the title bar instead of grayed out. |
| The attribute toggle buttons above the curves in 1D tab of the shapes editor displayed **<No Attribute or Filter>** instead of **<From Preset>** with a preset selected as a value source. |
| Pressing Oops after deleting a mesh, did not restore the link from the model to the mesh. Therefore they were also not displayed in the 3D viewer anymore. |
| When selecting multiple cells with Track Sheet enabled in the sequence sheet and entering a value range in the calculator (for example, “21 Thru 30”), the value range was not applied. Instead, all selected cells were assigned the same value. |
| Changing the **POV** fader in the **Shapers** tab of the special dialog with multiple fixtures selected, and then going through the selection with Next, applied the changed POV value only to the last fixture. |
| The MAtricks columns in the recipe editor were sorted differently depending on whether a standard or a phaser recipe was added. |
| Previewing a mirrored sequence, put another sequence from the pool in preview. |
| With Adaptive Measure enabled, the measure column of phaser recipes was still displaying a value and was not indicated as blocked, even though the value was invalid with adaptive measure active. |
| The Update menu of presets with Preset Update Mode set to **Add New Content** did not list in some cases to all presets that can be updated. |
| If a selected sequence was disabled, the Info window would not refresh and would still display the current cue. |
| After executing the command **Lua "DumpAllHooks()"** multiple times, the System Monitor output became unreadable because several lines of text overlapped. |
| Tapping and holding on a **Selection** cell of a recipe line of a sequence, opened the edit pop-up of a group, but displayed data of the sequence. |
| In some cases, the desk lock would flicker if a pop-up was open while desk lock was activated. |
| Values in the 3D viewer and layout viewer Setup encoder bar were calculated wrong using + or *, for example setting Pos Z to "4 thru 5" in the calculator, and then enter "+1", did not set the values to "5 thru 6". |
| The timecode slot indicator in the upper-left corner of the Timecode Pool object did not display the correct number for the selected timecode slot. |
| The input pop-up for the Absolute cell in the phaser recipe editor opened with the wrong tab of presets on the right side of the pop-up. |
| In the pool tab of the context area in the recipe editor, the name of the pool was not displayed. |
| If you tapped on the fader area in an encoder bar window while the setting Encoder Label was disabled, a calculator would open but it would not be possible to apply values in it. |
| The temporary views pool wrongly had a data pool setting in the title bar. |

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

| Description |
| --- |
| With Delete + Menu, it was possible to delete the main menu, so it could not be opened anymore. |
| After selecting a new encoder bar, the programmer indicator would be wrong. |
| In the running playbacks window and off menu in sheet style, the number that indicates the total number of cues in brackets in the **No** column would include cue zero and the off-cue. |
| In the timecode viewer, columns that were hidden would reappear after selecting an empty timecode object. |
| If you cut events in the timecode viewer, they would not be indicated as such. |
| With some fixture types, the shaper rotation in the special dialog window turned in the opposite direction as expected. |
| Some valid presets were incorrectly discarded for a step value in the context area for the Absolute Value cell in the recipe editor. |
| Deleting a quickey as a layout element, printed "Delete" in the command line every time Clear was pressed. |
| It was not possible to edit a quickey as a layout element in the layout viewer. |
| In the Info window, the tab counter when List Reference was executed and Tabs in the window settings was disabled, was incorrect. |
| If you converted a phaser preset into a phaser recipe, warning pop-up would not appear. This bug is fixed and now a pop-up warns users that the values will become hard values. |
| The active datapool would not be transferred to preview if Transfer Selection and Transfer Programmer were enabled. |
| In a timecode event, it was not possible to enter Fade Override 0 in an empty cell. |
| In the layout viewer, the size of the displayed scribbles and appearances changed in previous versions. |
| In the sequence sheet in the Adjust MAtricks pop-up, it was not possible to open the **Fade From X** calculator. |
| Editing cells for attributes, for example, for dimmer in the tracking sheet, displayed no matching preset pool objects in the calculator. |
| If closing the off menu, some graphical issues were visible for a second. |
| Executing a Clear quickey printed an echo with **"MSTATE = 1!"** in the system monitor. |
| In preview mode, the encoder bar window and the command wing bar displayed the wrong name for Preview Bar. Also the encoders inside the corresponding window would not update ifPreview Bar was toggled. |
| Quickeys assigned with MA1 or MA2 codes could not be unlatched. |
| It was not possible to latch Prvw in the command section on grandMA3 onPC. |
| In a specific show file, the number of phasers displayed in the phaser bar in the command line would not decrease if **ClearAll** was executed after the phaser bar was drastically increased. |
| Migrated show files could omit the pie charts in presets, for example, for appearances without an associated image. Additionally, appearances could be wrongly displayed in front of preset pie charts. |
| The battery pop-up was missing the state of charge icon in grandMA3 devices with UPS battery. |
| If you tapped a MAtricks recipe line, all None columns in the Editor tab of the contextual area would receive '..' characters after Adjust MAtricks was tapped. |
| It was not possible to lock a recipe line in the preset editor via the Lock column. Also the lock state was expected in Lua and you could not set it via a property. |
| Screenshots of NDI streams would swap the colors red and blue. |
| In some cases, the **Display** pop-up that opens with the menu pop-up would be empty on onPC rack-units. |
| If deleting multiple objects, for example **Delete Sequence Thru**, and some of the objects were locked, the command line response did not show the correct information. |
| Property controls in a network menu could get stuck in a disabled state. If **ReloadUI** was executed, the property controls were enabled again. |
| The encoder bar window would not reset if the preview preparation bar was canceled using **Esc**. |

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany
Phone +49 5251 688865-30 - support@malighting.com - www.malighting.com

# 7. Deprecated



**Hint:**
The following is deprecated and will be removed in the software in the near future. Make sure you read the sections stated below, so you can adjust your macros and plugins accordingly, if necessary.

- The Lua function **HasActivePlayback()** is deprecated. It was replaced by **IsRunningPlayback()**. For more information on the new Lua function **IsRunningPlayback()** see Release Notes 2.4.
- **/Selective** combined with **CleanUp** no longer works if used to clean up recipes. This command now works with the /Type option keyword and "Recipe" as the modifier instead of /Selective. For more information see the /Type option keyword.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

# 8. Appendix

- We recommend you use a dedicated and a separate physical network for each grandMA3 session.
- When using DMX protocols we recommend you use a dedicated physical network for each protocol.
- XML files with exported executor configurations from grandMA3 version 1.2 and prior cannot be properly imported to grandMA3 version 1.3 or later due to structural changes.
- XML files with exported analog remote setups from grandMA3 version 1.3 and prior cannot be properly imported to grandMA3 version 1.4 or later due to structural changes.
- XML files with exported timecode shows from grandMA3 version 1.3 and prior cannot be properly imported to grandMA3 version 1.4 or later due to structural changes.

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany

# 9. Known Limitations

| | |
|---|---|
|  | Software update via network to onPC stations requires confirmation during the install process at the destination system. |
|  | If multiple GlobalMasters exist on the network, each with the same session and location name, the station with the higher priority will take over automatically.<br>If all stations have the same priority, the station with the longest Online Time becomes the GlobalMaster of all stations. |
|  | Recast will only recast presets to cues if there is a preset link in the absolute layer. |
|  | Loading show files that were saved in previous versions deletes the programmer content. |
|  | If show files of approximately 500 MB or more are loaded into PSR, the progress bar may not be displayed in the user interface. |

© 2026 MA Lighting Technology GmbH - Dachdeckerstr. 16 - 97297 Waldbüttelbrunn – Germany