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## Technical Bulletin # 55

**Date:** Tuesday, January 29, 2002

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**To:** grandMA 3D users

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### Hints & Tips for grandMA 3D

- READ THE MANUAL!
- grandMA 3D will only run on Windows® X/P or Windows® 2000.
- To connect your PC to your grandMA console you will require an Ethernet crossover cable or standard Ethernet patch cables running via an Ethernet Hub.
- grandMA consoles and the grandMA Off-line editor must be version 3.21 or higher to work with the grandMA 3D software.
- Your PC and the grandMA must have their respective IP addresses set up correctly. An IP address is made up of 4 sets of 3 digit numbers. The first three sets of numbers must be the same and the last set must be different. For example:  
grandMA console IP address 192.168.0.5  
PC with grandMA 3D IP address 192.168.0.10
- Your fixtures need to be patched (given a DMX start address) on the grandMA console before they will work in the grandMA 3D software.
- Once your grandMA is connected externally and internally to the grandMA 3D software, you will need to position your fixtures in the 3D environment of the grandMA 3D software.
- If your grandMA 3D software is simulating your lights, but not as smoothly as you had hoped, try pressing the play Icon in the top left hand corner of the screen.



- To get the grandMA off-line editor software and grandMA 3D talking to each other on the same PC. Make sure that the Off-Line Editor software is running BEFORE starting the grandMA 3D software. This will allow a wizard box to open to aid you in connecting the two software programs.
- Although the grandMA 3D supports color mixing, it does not support the inverse color mixing used by "High End". If you wish to work with "High End" fixtures and the grandMA 3D software, you can either create a customer fixture personality in the grandMA console, which inverts the color mixing channels or adjust your color mixing presets and then readjust them back when working with the "real" fixtures.

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