



RandomPOS for MA3

Installation:

This is a plugin for grandMA3 on PC or console.
Here is how you install the plugin from a USB-stick:

If you have not used the USB-stick with MA3 before go into MA3-Menu and select Backup.
Now select your stick in the top right corner.
Folders are now created on your stick and you can exit the menu.

The downloaded zip-file contains two files. This document and the plugin itself.
Copy the file "RandomPOS.xml into the following folder on your stick:

(Stick letter):\grandMA3\gma3_library\datapools\plugins

Now in MA3 add a Plugin Window (You find it under 'Data Pools')
To create a new plugin swipe down and select Edit.
In the window that opens select Import and then select your stick. (Top right)
Select the RandomPOS file and press the Import button.
Close the Edit Window. RandomPOS are now available to use.
NB! It's probably wise to just have one plugin slot with RandomPOS.
In the case of updates delete the old version first.

-- CONCEPT --

RandomPOS generates random PAN and TILT values.
The fun starts when you hit the Symmetrical-button!
Think of it as a 'Special Dialog' for positions.

-- LICENSE --

This is not a free plugin. The license is personal.
If you did not get it from our shop please consider to go there and buy it to support development.
Thanks in advance.
<https://addondesk.com/stores/ma3extensions/>

-- CREDITS --

Written by Jan Ringen
Thanks to Andreas Glad for tireless forum support and for introducing me to the GOOD Lua-stuff.
Thanks to Nigel63 for dialog code examples
This is version 1.00 Released for MA3 version 2.0.0.4

For RandomPOS tutorial and other videos please visit:
<https://www.youtube.com/@MA3eXtensions>

----- QUICK GUIDE -----

Just press 'Random' until satisfied and then press 'APPLY'
By default the random positions are applied symmetrically to your selection.

RandomPOS works on the current selection.
It will use the grid but not in the usual way.
Each "Y-line" will be treated seperatly in respect to the symmetry.
X-position doesn't really matter - selection order is used.

For example:
If you have 2 bars with fixtures:
Put fixtures on bar 1 on Y = 0
Put fixtures on bar 2 on Y = 1

Note: If you set pan/tilt position before running the plugin that position will be used as center for the random values! You can use this to get the random positions in the area you want.
If the initial position is not symmetrical don't expect the plugin to deliver on symmetrical either..

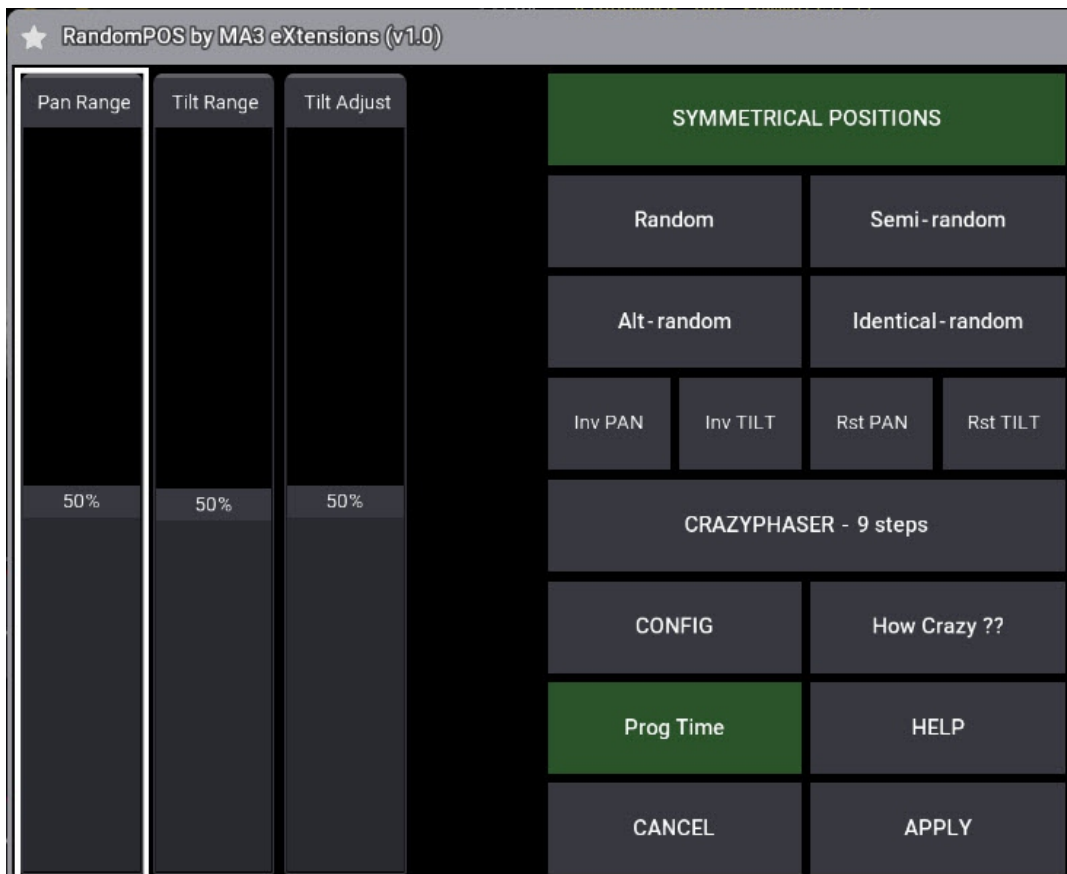
----- CONTROLS -----

-- PAN/TILT RANGE --

Use these controls to adjust the allowed range where random positions are placed.

-- TILT ADJUST --

Use this to push all tilt positions without changing the random value.



-- SYMMETRICAL POSITIONS --

This button toggles the symmetry on an off. Green button = ON
For a real random look turn it off.

-- RANDOM --

This button generates completely random values for PAN and TILT.
Each press will give new values.

-- SEMI-RANDOM --

This button generates random values but limits the difference between two adjacent fixtures.
Each press will give new values.

-- ALT-RANDOM --

This button generates alternating random values in pan. That means a lot of crossing beams.
Each press will give new values.

-- IDENTICAL-RANDOM --

This button generates random values and gives the same value to both PAN and TILT.
Each press will give new values.

These modes give slightly different looks - just try them out and pick a favourite!

-- INV PAN --

This button inverts the current PAN values and leaves TILT unchanged.

-- INV TILT --

This button inverts the current TILT values and leaves PAN unchanged.

-- RST PAN --

This button resets the INITIAL PAN values and sets them to center*.

If you started the plugin with PAN center it will not change anything.

The purpose is to re-center PAN if you accidentally started the plugin with previous random values and want symmetry.

* Center DMX-value! If your center is different don't use it!

-- RST TILT --

This button resets the INITIAL TILT values and sets them to center.

If you started the plugin with TILT center it will not change anything.

The purpose is to re-center TILT if you accidentally started the plugin with previous random values and want symmetry.

-- CRAZYPHASER --

This is an included phaser generator.

One click generates a phaser with the specified number of steps.

Each step gets a new random position. Symmetrical circles go home :-)

Pressing this will automatically close the plugin.

Adjust the phaser with the Phaser-Editor. 'Sinus curve' is recommended.

Or move the handles! There will be lots of handles...

For REAL chaos use grid 'Linearize Numerical' and set phase to 0-360.

NOTE: To get smoother movement different speed is set to pan and tilt. If you want to see the different steps more clearly set identical speed and use the SYNC-button.

-- CONFIG --

This button opens another window with faders.

PAN LIMIT and TILT LIMIT is another level of limitation to the range of the positions generated. The purpose is to give finer control on PAN RANGE / TILT RANGE faders. If you feel for more or less available range use these.

PROG TIME will adjust the Prog Time used by RandomPOS. See information on the Prog Time button!

-- HOW CRAZY ?? --

This buttons opens a dialog where you can specify the number of steps you want in your CrazyPhaser. Less than 8 isn't really that crazy... ;-)

-- PROG TIME --

This button toggles the RandomPOS Prog Time. The idea is that real life fixture probably would like som fade time as you swift through the looks to find the perfect one. If this function is ON (Green button) Prog Time will be automatically enabled when RandomPOS is running. The Prog Time is set to 1.5s default but you can change that with CONFIG! When the plugin is closed the previous Prog Time and status is restored.

-- CANCEL --

This button removes any random positions generated and close RandomPOS

-- APPLY --

This button makes the current look active in the programmer as absolute values and close RandomPOS

----- ADDITIONAL INFORMATION -----

-- USE WITH VERSION 1.9 --

RandomPOS was developed on v1.9 so it should work without issues

-- OOPSING RANDOMPOS --

Oopsing is possible but please note that you need to oops multiple times. The first thing you oops will be 'Programmer Time change'.

-- MULTIUSER SESSION --

Some adaptations has been made but only limited testing have been possible.

-- KNOWN ISSUES --

If you have used Tilt Adjust and you have Prog Time active a tilt movement is seen when you press Apply. The correct position is soon restored!

-- FINAL ADVICE --

If you see something you like store it! Probably won't see it again ;-)

-- DISCLAIMER --

RandomPOS is thoroughly tested but all use cases can not be tried. MA3 eXtensions can not be liable for any problems that arise from use. We might be able to improve the plugin if you send report to ma3extensions@qsmmedia.net