

Instance Splitter – User Manual

Instance Splitter is a free grandMA3 utility designed to quickly create clean, predictable groups from fixtures with subfixtures and pixel structures. It uses MA3■supported compact selection syntax to remain fast, readable, and reliable.

What This Plugin Solves

Many modern fixtures contain multiple layers of instances (fixtures, subfixtures, pixels). Manually creating groups for these structures is slow and error■prone. Instance Splitter automates this process while keeping the programmer fully in control.

Key Features

- User■defined block system
- Supports Fixture, Fixture.Sub, and Fixture.Sub.Pixel structures
- Uses compact grandMA3 selection syntax
- Optional ALL HEADS group creation
- Overwrite or Merge store modes
- Safe prefix■based group naming

Installation

1. Download the Instance_Splitter.lua file from GitHub.
2. Import the file into your grandMA3 show as a plugin.
3. Assign it to a plugin pool slot.
4. Run the plugin from the pool.

Using the Plugin

Step 1 – Setup

Enter a prefix, fixture first and last numbers, and the number of blocks you want to define. Choose whether to create an ALL HEADS group and whether to Overwrite or Merge groups.

Step 2 – Define Blocks

Each block represents one grouping rule. Choose the depth and enter the First and Last values for each level.

Step 3 – Build

The plugin builds and stores all groups automatically.

Depth Explained

Depth 1: Fixture

Depth 2: Fixture.Sub

Depth 3: Fixture.Sub.Pixel

Example depth■3 selection:

Fixture 901 Thru 903.1 Thru 2.1 Thru 999

License

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