# General Variable

## V1.2.0

# Overview

General Variable

# Introduction

General Variable is a plugin to use Specific Variables in a macro without the need for LUA code.



# Installation

1. To install General Variable you have to download all files, and place *the file* in one of the following places:
   - **USB:** *usb:\grandMA3\gma3_library\datapools\plugins*
   - **Windows:** *C:\ProgramData\MALightingTechnology\gma3_library\datapools\plugins*
   - **Mac:** */Users/User/MALightingTechnology/gma3_library/datapools/plugins*
2. Open GrandMA3 software or boot your console
3. Create an empty view or empty space by deleting a window or deleting a screen (*Menu – Delete this screen*)
4. Create a plugin view by tapping an empty space on the screen to find the plugin pool in the datapools view
5. Create a new plugin object by clicking edit on an empty object or use the right mouse button on an empty object
6. This will open the plugin editor
7. Click the import button in the bottom
8. Select the drive you want (usb or internal)
9. Search for the file: General Variable *Vx.x.x.xml* and select it
10. Click import
11. Note : *As an alternative you can use the import menu from the menu view*

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## Using General Variable.

The plugin has no user interface, Start the plugin by clickin the plugin object or trigger the plugin object by a command or macro.

for example: *go plugin "CEE General Variable"*

Now all variables are updated, and ready to use in your own macro's

## Notes

- Starting the plugin, updates all variables at the same time.
- The plugin updates the following variables:
  - CurrentPage
  - CurrentSequence
  - CurrentCue
  - CurrentUserName
  - CurrentUserNumber
  - CurrentUserProfileName
  - CurrentUserProfileNumber
- Its possible to update a specific variable by using these functions:
  - Lua "UpdateCurrentPage()"
  - Lua "UpdateCurrentSequence()"
  - Lua "UpdateCurrentUserName()"
  - Lua "UpdateCurrentUserNumber()"
  - Lua "UpdateCurrentUserProfileName()"
  - Lua "UpdateCurrentUserProfileNumber()"
- Show all variables in the commandline with the following command: *lua "ListAllVariables()"*

## Release notes

### V1.2.0

- First release

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