

Each light/device connected to your lighting console, is known as a fixture. Depending on the fixture, it will have one or more functions that you can control. "Parameter", is the term given to an individual control of a fixture, such as Dimmer, Red, Zoom, Gobo or Pan. Each parameter, will use either 1 or 2 DMX channels.

These parameters, are grouped together into "attributes" for easy access and control. Therefore each attribute could contain no parameters, one parameter, or many parameters, depending on the fixture you are controlling.

## In ZerOS, there are five attributes:

- [Intensity](#)
- [Colour](#)
- [Beam](#)
- [Shape](#)
- [Position](#)

## Selecting Fixtures

To tell the console which fixtures you wish to control, you must first select the fixtures.

Fixtures are automatically selected when the channel faders are moved. The selection can be changed by using the buttons under the faders (MFFs must be in "channel" mode for this to work) or, on FLX, by using the commands described in this manual under [Intensity > Commands](#) (just press Enter after typing the last channel, in place of typing @).

When the channel is selected, the LED in the button under the fader will turn on, and an orange box will be drawn around the channel number in the Output Window. You can select multiple channels on the faders at the same time by pressing and holding the first button, and then tapping the last button.

Once your fixtures are selected, you can then use the fixture controls described in this chapter, or give intensity commands.

## Next & Previous

Next and Previous can be used to quickly select individual fixtures in order, useful for stepping through each fixture and tweaking their parameters in turn. The Next function can be accessed by holding **[Shift]** and tapping the right arrow key, and Previous can be accessed by holding **[Shift]** and tapping the left arrow key.

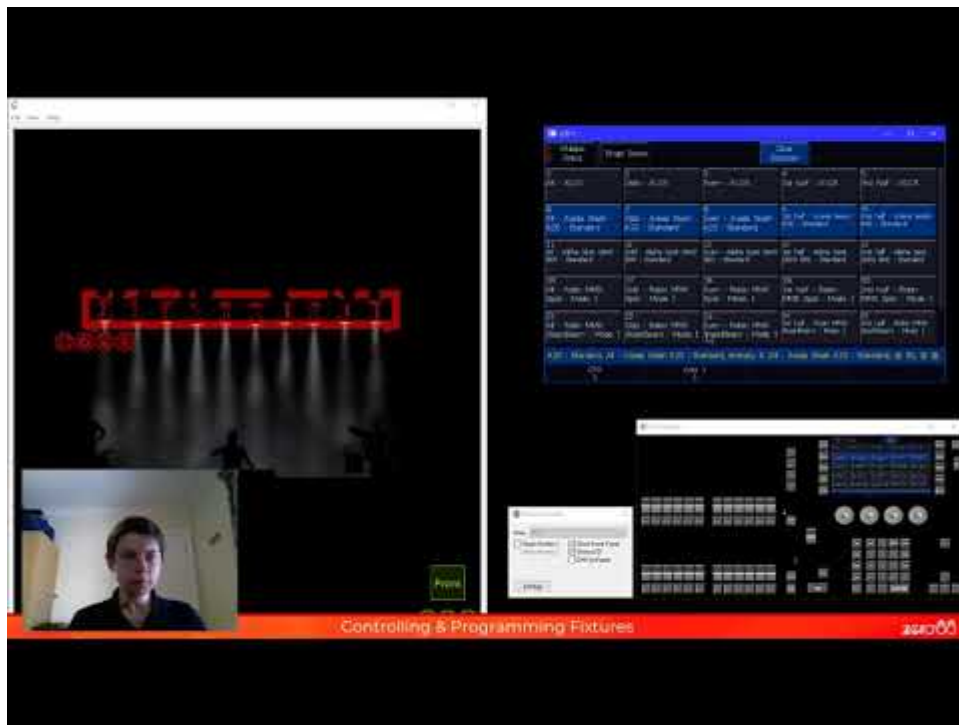
Next and Previous are written in the command line, bringing the added benefit of allowing you to backspace through the commands:

**1, Next, Next, Previous,**

## The **[Clear]** button

To clear the selection, you can tap the **[Clear]** button once. A second tap of **[Clear]**, will clear all manual control of your lights, reverting them to either their defaults, or to the control of any cues that may be running. To flip these steps around, you can hold **[Shift]** and tap **[Clear]**. This therefore leaves the fixtures selected, but clears all manual values.

Take a look at the online training session for information on Controlling & Programming Fixtures...



<https://youtu.be/LQMGy5Kt2Xo>

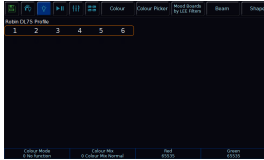
Find out more about controlling your fixtures...

- [Choosing an Attribute](#)
- [Parameters](#)
- [Colour](#)
- [Beam](#)
- [Shape](#)
- [Position](#)
- [Defaults](#)
- [Home](#)
- [Max Level](#)
- [Attribute Settings](#)
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# Choosing an Attribute

Each fixture has its own set of parameters (eg Dimmer, Red, Zoom, Gobo, Pan, etc.), which are grouped together into five attributes (Intensity, Colour, Beam, Shape and Position).

Once a fixture, or group of fixtures, have been selected, choose an attribute. On FLX, this is done by pressing one of the attribute buttons to the right of the internal display.



On FLX S, the relevant attributes will appear along the top of the touchscreen, to the right of the six icons. The attribute "tabs" will only be visible along the top of the touchscreen if the currently selected fixtures support that specific attribute. Depending on the number of attributes your fixture has, these tabs will scroll to give you access to all fixture controls.

Selecting an attribute will open that attribute's window on the internal display and put the attribute's parameters onto the four encoder wheels ready to be controlled. Intensity does not need an attribute button, as it can be accessed via channel faders, the intensity wheel encoder (accessed by tapping **Z**), or syntax.

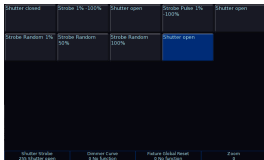
# Parameters



Parameters can be controlled directly by the four encoder wheels. The parameters currently being controlled by the encoders are displayed in the four boxes along the bottom of the touch screen, just above the encoders.

Remember that each fixture will have a different range of parameters available, depending on its feature set. Consult the fixture's operating manual for details. If the fixture has more than four parameters in the attribute, pressing the attribute button again selects the next group of parameters.

The sensitivity, mode and behaviour of the encoder wheels can be changed in Setup.



## Encoder Wheel Details

Some parameters are a continuous set of values, such as "Red", which will control no red at 0, through to full red.

Other parameters will instead have several different functions, accessed by different levels of the parameter. For example, the individual slots of a colour or gobo wheel. In these scenarios, the option to choose the exact slot you need is beneficial, without needing to use the wheel to cycle through all options. These parameters will have "details". This is indicated by two lines of text on the encoder display - the parameter name, and the detail name (or slot name for a gobo/colour wheel) below it with the current DMX value.

These individual details can be displayed on the internal touch screen by pressing the central encoder button. The touchscreen can then be used to tap the detail you need. The highlighted value (in blue) shows the currently active value. This is therefore particularly useful for Strobes and Prisms, as you can tap the encoder button of the parameter, tap which Prism/ Strobe you want, and then use the encoder to speed up or slow down the rate of the Strobe or Prism.

Tapping the same encoder button again closes the Parameter Details and takes you back to the palette window.

For parameters involved in colour mixing (Red, Green, Blue etc) the central button opens the colour picker page. For parameters involved in position (Pan and Tilt) the central button opens the position grid page.

## Parameters and the command line

When you adjust parameters using the encoders, the changes are displayed in the command line as "Wheel Edits". For example, adjusting red will display:

```
Wheel Edit [Red],
```

This allows you to use the backspace button on your console `<-` to step back through your commands, and undo

the most recent changes if required.

If you know the exact percentage you would like a parameter to go to, hold Shift and tap the parameter's name on the touchscreen above the encoder. This will bring that parameter onto the command line, allowing you to type @ x Enter, where x is the percentage you would like to go to. For example:

Shift + Red @ 50 Enter

[Red] @ 50,

# Colour

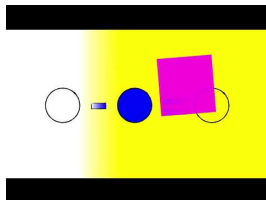
FLX range lighting consoles feature award winning colour control. All colour parameters of your fixtures can be controlled using the colour attribute encoder wheels, accessed by selecting the fixture and tapping **Colour**. If your fixtures have more parameters than available encoders, tap the **Colour** button again to page through.

As well as using encoders, FLX range consoles also support multiple methods of choosing colours, for fixtures with colour mixing capabilities. The colour mixing will be applied to fixtures with RGB, RGBW and CMY colour control. All other parameters can be accessed using the encoder wheels. If using CMY fixtures, the encoder wheels will by default display Red, Green and Blue parameters on the encoders, and the console will do the work to convert this to CMY to output to your fixtures. If you would prefer to work with CMY encoders, open the Colour Settings, by pressing and hold Setup, and tapping Colour. You can then change the Colour Edit Mode to CMY.

## Find out more about the colour controls...

- [Colour Palettes](#)
- [Colour Picker](#)
- [Colour Faders](#)
- [Colour Filters](#)

**Fixtures that can colour mix, can use two methods - subtractive colour mixing, or additive colour mixing. Take a look at the videos below for more information...**



Subtractive Colour Mixing.

<https://youtu.be/OOD6jFH6yr8>



Additive Colour Mixing.

<https://youtu.be/K08F-mM73nc>

## Palettes



Colour palettes can be automatically created, when you have fixtures with colour mixing or colour wheels patched.

ZerOS will create the following 13 colours, which any fixtures with colour mixing will be able to use:

- White
- Red
- Orange
- Yellow
- Chartreuse
- Green
- Spring Green
- Cyan
- Azure
- Blue
- Violet
- Magenta
- Rose

In addition to the above, the console generates an auto palette for each colour available on every colour wheel in the fixture. These palettes are labelled with the stock colour names as supplied by the manufacturer. The console compares the RGB values specified for each colour on the colour wheel of the fixture with the RGB values of the standard colours listed above. The console combines the auto palette of the standard colours and the auto palette of the colour wheel for those which are within a certain tolerance of the standard colour.

As well as the automatic colour palettes, you are able to program your own colour palettes, to quickly save and recall your custom colours, made by adjusting the encoders, or colour mixing features. When colour palettes are stored, they will display a colour splash preview of the saved colour on the palette tile.

[For information on programming palettes, see the Palettes chapter.](#)

## Picker



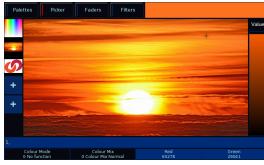
The "Colour Picker" tab, allows you to select a colour for use in colour mixing (CMY/RGB/RGBW) fixtures. Just touch the picker using the touch screen, and the colour of the selected fixture will be set to the colour pressed.

The cross ("+") symbol on the picker indicates the current colour values for the selected fixture. If multiple fixtures are selected, multiple "+" will be displayed.

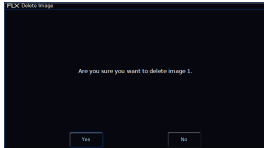
You can select multiple fixtures and "fan" them across the picker by using two fingers and multi-touch. The first selected fixture (defined by the order of selection) will be at your first finger, the last selected fixture will be at your second finger, and all the ones in-between will spread between these two points.

To the right of the colour picker is a "value" fader, which can be used to dim your colour, without lowering the fixture's intensity. You will find that if the value fader is at the bottom, your fixtures are still considered to be on, however in black. A preview of the colour you have created is

shown at the top of the value fader, and in the colour bar top right of the FLX colour window.

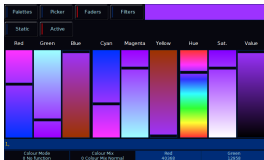


It's possible to load images into the colour picker, allowing you to select colours from that. This is useful when wanting to use the colours of a companies' logo, or wanting to recreate the colours from a particular image you've photographed. Press one of the "+" symbols along the left hand side of the picker to open the "Load file" window which will display all the images on the external USB drive. Choose the image file you need, and load it in. The Image Picker is also multi-touch.



To remove an image from the Picker, just press the Delete button and then press the image from the left hand side. This creates space for a new image to be loaded.

## Faders



On-screen colour faders are available on FLX consoles only, and allow you to mix in RGB, CMY or HSV, irrespective of whether your fixtures mix in RGB, RGBW or CMY.

There are two options available for this view – "Static" and "Active".

### Static

In "static" mode, the faders control RGB (Red, Green and Blue), CMY (Cyan, Magenta and Yellow) and HSV (Hue, Saturation and Value). Moving one fader automatically updates the others, meaning it doesn't matter how your physical fixture works, as long as it has colour mixing you can use any of these methods to control its colour.

### Active

"Active" mode (pictured) works in exactly the same way, but the background colour automatically updates to show you the colour you'll end up at by moving that fader, rather than just the colour you're adding in or removing.

## Filters



Clicking the "Mood boards by LEE Filters" tab (on FLX, this is within "Filters") displays a window which collates colours together in "moods". Selecting a mood will give a brief description of where the colours might be used, and gives a selection of several colours that work well together for that mood. Some moods have more than one selection of colours, such as "Moonlight" which has "Realistic" & "Romantic" selections. After clicking on a mood, click the "Mood boards by LEE Filters" tab again to go back to the list of mood boards.

For more moods and colour ideas, [click here to go to the LEE filters website](#)





On FLX, as well as Mood boards by LEE Filters within the Filters tab, you can also access full colour filter libraries from Apollo, Lee and Rosco.

# Beam



Parameters which don't change the fixtures colour, don't move the fixture, and don't cut into the fixture's beam, live under the Beam attribute. Beam is therefore where controls for lenses such as Zoom and Focus live, and also other functions such as Control or Reset.

If your fixtures have a Shutter, you will have a button to allow you to [Automatically create Beam palettes](#). This will create a "Shutter Open" and "Shutter Closed" palette for you to use. Custom Beam palettes can also be programmed, to store parameters, such as a specific beam angle for a Zoom.

If your fixtures have more than four beam parameters, tap the [Beam](#) button to page your encoders.

[For information on storing palettes, see the Palettes chapter.](#)

# Shape

As a general rule, Shape parameters are parameters that cause a device to be placed into the fixture's beam. The most obvious of these is gobo wheels, but also includes animation wheels, prisms, irises and framing shutters. It therefore tends to be moving profiles, spots and beams that have parameters in this attribute.

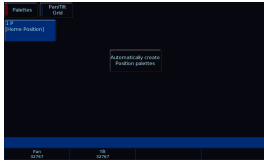


If your fixture has gobos, you will be able to automatically create shape palettes, to generate a palette for each gobo from all of the fixture's gobo wheels. The first palette will be "No Gobo", allowing you to easily remove any gobos from the beam.

You can also record your own shape palettes, useful for if you want a certain gobo rotating at a certain speed, or useful to save your hard work if you have spent time getting your framing shutters just right.

[Click here to head to the Palettes chapter to find out more about programming palettes.](#)

# Position



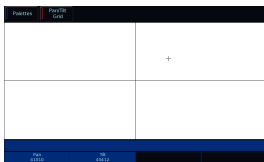
Parameters that can control the movement of your fixture, live under the Position attribute. Typically, this will be your Pan and Tilt parameters for moving lights, however you may see other parameters too, such as Pan/Tilt speed control.

Pan and Tilt will always be on the first two encoder wheels within the Position attribute. If there are more than four Position parameters available, tapping Position will page encoders three and four only.

Automatically creating position palettes, will create a single "Home Position" palette, for all of your fixtures. This can be used to set their Pan and Tilt to 50%.

Position palettes are incredibly useful, to allow you to build up your own palettes to quickly move your lights to different pre-defined locations.

[Click here to head to the Palettes chapter to find out more about programming palettes.](#)



## Pan/Tilt Grid

The Pan/Tilt grid gives you a touch based input method of controlling Pan and Tilt. The horizontal axis is "pan" and the vertical axis is "tilt". The + symbol indicates the current position values for the selected fixture. If multiple fixtures are selected, multiple + will be displayed. You can select multiple fixtures and "fan" them across the Pan / Tilt Grid by using two fingers and multi-touch. The first selected fixture (defined by the order of selection) will be at your first finger, the last selected fixture will be at your second finger, and all the ones in-between will spread between these two points.

## Fanning Position

When controlling the position of multiple fixtures at once, Fanning is a very useful tool to quickly send different Pan/Tilt values to your currently selected fixtures. To fan your pan or tilt values across your fixtures, press and hold Shift, and dial either the Pan or Tilt encoders.

There are four fan options that can be chosen. [For more information see the Attribute Settings section.](#)

Fan Middle is useful if you have a row of movers, and wish to fan their Pan symmetrically, to send your fixtures in to centre stage, or out to the wings.

Fan V is useful if you wish to fan the tilt of your fixtures.

# Defaults

## Fixture Defaults

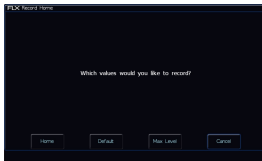
The “Default” values for fixture parameters, are the values that are output to each of a fixture's parameters when the fixture is not currently being controlled.

The initial values for all these settings are taken from ZerOS Library. They are set to values that will produce an open white beam (no colour, gobos or effects) at a central position (Pan and Tilt at 50%) but with an intensity of 0%. They are therefore important, as they ensure that when you raise the intensity of a fixture, first and foremost it illuminates, and you can control the fixture successfully.

## Custom Default Values

The Default values can however be edited for individual fixtures, or groups of fixtures as required, to allow you to customise what the fixture does when no playbacks are running, and you are not controlling the fixture manually.

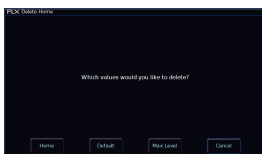
You can do this, by firstly adjusting the fixture's parameters to the values you wish them to be at by default. For information on how to adjust parameters, see each of the attribute sections for Intensity, Colour, Beam, Shape and Position.



Once the fixture's parameters are at the levels you wish to become the fixture's defaults, you can press Record, and then tap Home. The Home button is found top left of the internal touchscreen on FLX and FLX S consoles, however Home is an icon on the touchscreen on FLX S, whereas Home is a physical button on FLX. You can then choose Defaults from the window that opens.

As this is a normal record command, this means that normal Record options apply. The Record Options can be opened on the internal touchscreen by pressing and holding Record. In most cases when customising Defaults, you will need to ensure that the SmartTag option in the Record Options is disabled.

[For information on how to do this, see the programming section.](#)



## Removing Custom Default Values

To remove custom default values, and revert back to the console defaults, tap Delete Home, and then choose Default. This action can't be undone.

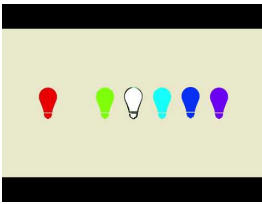
If intensities are defaulted above 0%, these will be indicated as yellow intensity percentages in the Output Window.

# Home

## Home

If you are unsure which fixture is which, the easiest way to see which fixtures you are controlling is to "home" them. This will set the fixture's colour, beam, shape and position parameters to the same values as "Default", but with an intensity of 100%. After selecting a fixture(s), press the **Home** button. This will send the fixture(s) to its 'home' values.

The Home button is found top left of the internal touchscreen on FLX and FLX S consoles. Home is an icon on the touchscreen on FLX S, whereas **Home** is a physical button on FLX.



<https://youtu.be/wgOBYnt5694>

Take a quick look at this video for an introduction to Home.

## Homing Attributes

On FLX, you can also Home individual attributes, by holding the attribute key, and pressing home. For example:

**Colour** + **Home**

Home-Colour,

**Effect** + **Home**

Home-Effect,

This is particularly useful for removing all effects from the selected fixtures.

You can also use the syntax "attribute 0 Enter" to home that attribute. For example:

**Colour** **0** **Enter**

Colour 0,

## Custom Home Values

The Home values can be edited for individual fixtures, or groups of fixtures as required, to allow you to customise what the fixture does when it is selected and Home is pressed.

You can do this, by firstly adjusting the fixture's parameters to the values you wish them to be when homed. For information on how to adjust parameters, see each of the attribute sections for Intensity, Colour, Beam, Shape and Position.

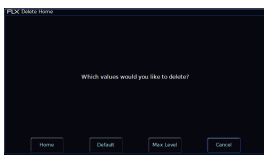


Once the fixture's parameters are at the levels you wish to become the fixture's home, you can press Record, and then tap Home. You can then choose Home from the window that opens.

As this is a normal record command, this means that normal Record options apply. The Record Options can be opened on the internal touchscreen by pressing and holding Record. In most cases when customising Home values, you will need to ensure that the SmartTag option in the Record Options is disabled.

[For information on how to do this, see the programming section.](#)

## Removing Custom Home Values



To remove custom default values, and revert back to the console defaults, tap Delete Home, and then choose Home. This action can't be undone.

# Max Level

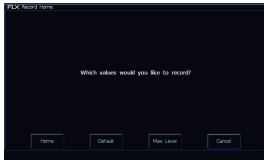
## Parameter Max Levels

The Max Level (or, “topset”) for each parameter is the maximum value which can be reached when adjusting the fixture using the wheels, command line, etc. This is set to a default value of 100%, meaning you have full control of every parameter.

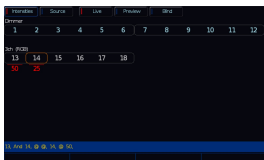
## Custom Max Levels

The Max Level values can however be edited for individual fixtures, or groups of fixtures as required, to allow you to customise the maximum level a parameter can go to. Useful if you only want a dimmer channel to go to 50% for example.

You can do this, by firstly adjusting the fixture's parameters to the maximum values you wish them to be able to go to. For information on how to adjust parameters, see each of the attribute sections for Intensity, Colour, Beam, Shape and Position.



Once the fixture's parameters are at their maximum levels, you can press Record, and then tap Home. The Home button is found top left of the internal touchscreen on FLX and FLX S consoles, however Home is an icon on the touchscreen on FLX S, whereas Home is a physical button on FLX. You can then choose Max Level from the window that opens.



When setting a max level on intensities, this will be indicated in the Output Window, by a line above that fixture's intensity.

In the image to the left, fixture 13 and 14 have a max level set of 50%. Therefore setting the fixture to full takes them to 50%, and setting them to 50% takes them to 25%.

If you wanted to limit fixture 1 to 50% intensity, you could therefore use the syntax below...

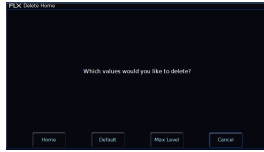
`1 @ 50 Record Home Max Level`

As this is a normal record command, this means that normal Record options apply. The Record Options can be opened on the internal touchscreen by pressing and holding Record. In most cases when customising Max Levels, you will need to ensure that the SmartTag option in the Record Options is disabled.

[For information on how to do this, see the programming section.](#)

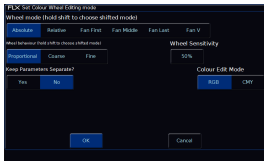
## Removing Custom Max Level Values





To remove custom Max Level values, and revert back to the console defaults, tap Delete Home, and then choose Max Level. This action can't be undone.

# Attribute Settings



Attribute settings allow you to configure how your encoder wheels behave, for each attribute. The attribute settings can be opened by pressing and holding the Setup key, and pressing the button of the attribute you would like to configure. On FLX, you could therefore press and hold Setup and tap Colour, or on FLX S, you could press and hold Setup, and tap the Colour tab, at the top of the internal touchscreen which opens when a fixture with colour parameters is selected.

The attribute settings can also be opened via Setup, by tapping Setup -> Settings, and choosing the attribute under "Attributes".

The options in each Attribute's window are the same (apart from colour, which has one extra option), but the setting for each option can be changed per attribute independently.

## Wheel Mode

"Wheel mode" allows you to change how the encoder wheel will affect the selected fixtures. The options are explained below. A secondary "shifted" option can be chosen whilst holding down the **[Shift]** key on the console, which allows you to select how the encoder will work when you rotate it whilst holding **[Shift]**.

- "Absolute" will change all the selected fixtures to be exactly the same value for that wheel's parameter. For example, if all the moving lights have different gobos, changing the gobo wheel in absolute mode will switch them all to the same gobo, and then alter them all together. This is the default for Colour, Beam and Shape. The DMX value displayed on the encoder is sent to all fixtures.
- "Relative" will change all the selected fixtures relative to the values they currently have. For example, if lots of moving lights are all pointing centre stage, they are all at different angles. Moving them "relative" will move all their Pans and Tilts together rather than snapping them all to the same angle (which is what "absolute" would do). Relative is therefore the default wheel mode for Position. The DMX value displayed on the encoder is that of the first selected fixture.
- "Fan first" fans the change you make across all the selected fixtures, so the first fixture's parameter doesn't change, the last fixture's parameter changes as expected, and all the fixtures in-between will scale between these two values. This is the default shifted option for all attributes.
- "Fan Middle" will fan from the middle fixture, so the middle fixture's parameter doesn't change, the first half of the fixtures will change in one direction (again, scaling as you move away from the middle fixture), and the second half of the fixtures will change in the other direction.
- "Fan Last" fans the change you make across all the selected fixtures, so the last fixture's parameter doesn't change, the first fixture's parameter changes as expected, and all the fixtures in-between will scale between these two values.

- “Fan V” is similar to “Fan Middle”, but the second half of the fixtures change in the same direction as the first half, rather than the opposite direction. Also known as "Fan Symmetrical".

## Wheel Behaviour

“Wheel Behaviour” changes how responsive rotating the encoder is.

- “Proportional” uses an exponential algorithm to control attributes based on the speed of the encoder wheel movement. This is the default, and provides the best overall control.
- “Course” uses a linear algorithm to control attributes, with a low sensitivity to make large changes quickly.
- “Fine” using a linear algorithm to control attributes, with a high sensitivity to make very accurate changes easily. Every “click” of the encoder wheel will change the parameter by one DMX value.

## Keep Parameters Separate

When SmartTag is disabled in the Record Options window, rather than the console deciding which parameters to record into palettes and cues, you decide. With SmartTag disabled, you choose which parameters get stored by "tagging" them. When moving an encoder wheel, you will notice the parameter goes from having a dark blue background in the encoder display, meaning untagged, to a light blue encoder display, meaning tagged. Therefore whenever you adjust an encoder, you know that value will be stored when you record a cue.

However using the "Keep Parameters Separate" option, you can decide if moving one parameter within an attribute should automatically tag all the other parameters within that attribute too.

By default, parameters are not separated for Colour and Position, as all the values within those attributes come together to create a single colour and single position. In most cases, you therefore need all of those parameters to be recorded at a time. Whereas the default is “Yes” for Beam and Shape, as often the parameters within Beam and Shape are completely independent from each other.

To find out more about SmartTag, check out the Record Options section.

## Wheel Sensitivity

“Wheel Sensitivity” allows you to change the sensitivity of the four encoder wheels. The setting is a value between 0% and 100%, with 100% being the most sensitive. Recommended use is between 50% and 60%. Increasing the sensitivity reduces the amount of wheel rotations required, and reducing the sensitivity increases the amount of wheel rotations required. Note Wheel Sensitivity is a global option, which can be accessed from each attribute's settings.

## Colour Edit Mode

This option is found in the Colour Settings only, and allows you to switch between controlling fixtures using RGB (Red, Green, Blue) or CMY (Cyan, Magenta, Yellow). ZerOS will convert all fixtures to this colour mixing mode.

# Tagging

## What is tagging?

Tagging is the process of telling the console which parameters you would like to be recorded, when you tap the **Record** or **Update** buttons. It is very rare that you would want to include all parameters of all fixtures into your cues, as this would prevent you from being able to mix playbacks, and prevent things like Move On Dark from working. By default, SmartTag is enabled in the Record Options window. To open the Record Options window on the internal touchscreen, you can press and hold **Record**.

When SmartTag is enabled in the Record Options window, you don't need to worry about tagging parameters, as the console will do the work for you, and work out which parameters need to be recorded, to ensure that you achieve the current lighting state when played back. With SmartTag enabled, you can therefore ignore this section.

However when SmartTag is disabled in the Record Options window, rather than the console deciding which parameters to record into palettes and cues, you decide. With SmartTag disabled, you choose which parameters get stored by "tagging" them. When moving an encoder wheel, you will notice the parameter goes from having a dark blue background in the encoder display, meaning untagged, to a light blue encoder display, meaning tagged. Therefore whenever you adjust an encoder, you know that value will be stored when you record a cue, as the console automatically tags it.

In the settings of each attribute, you have the ability to choose whether adjusting one encoder will tag just that parameter, or tag all parameters within that attribute automatically. [See the Attribute Settings section for more information.](#)



In this image, you will notice that the first pair of parameters on encoders one and two are tagged, and the last pair of parameters on encoders three and four are untagged. This is shown by the colour of the encoder display background.

## Manual Tagging

As well as the console automatically tagging the parameters or attributes of the parameters you adjust, you can also choose to manually tag and untag parameters, so that you can manually choose to include or not include parameters.

To manually tag or untag a parameter, you can tap on it on the internal touchscreen. This will display Tag or untag, followed by the parameter's name in the command line. For example tapping on red would give:

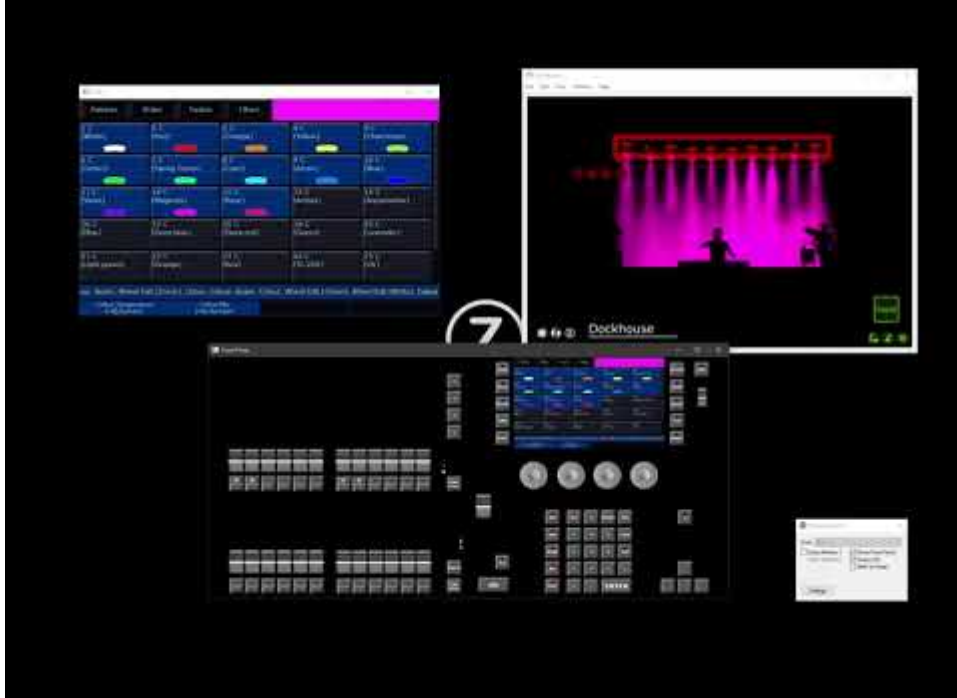
```
Tag [Red],
```

You can also manually tag or untag parameters by holding **Clear**, and jogging that parameter's encoder wheel.

To tag/untag intensity, you can tap the middle button of the intensity encoder.

On FLX, you can tag or untag whole attributes, by pressing and holding **Clear**, and tapping the attribute key on the console. For example, **Clear** + **Colour**.

**Watch the video below to learn more about Tagging...**



<https://youtu.be/j7k8y5onzMc>