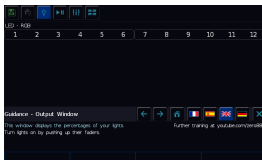


This chapter will cover the basics on how to control and program fixtures on ZerOS consoles. Each subject covered here will have its own chapter available from the left hand side of the manual, which will cover everything about that subject.

## Turning the console on / off

The mains cable should be connected to the console before any other cables are connected. A safety earth is provided through this connection to help protect both the user and the product if there's a fault with anything plugged into the console. If you are using an external monitor (FLX & FLX S48 only), plug this in prior to powering up the console. Once done, turn on the power supply (FLX also includes a power switch on the rear panel) – the console will run through its power up routine, which will take around 30 seconds.

To turn off FLX, simply turn off the power supply. You can choose to use the power switch on the rear panel, but this is not required. There is no shut down procedure, and your current show will be saved automatically.



FLX S24 & FLX S48 users should ensure the “save icon” (top left of the internal touchscreen) is green before turning the console off. Every time an update is made to the showfile, the icon will change to red for a couple of seconds and then automatically return to green.

## Let's get started...

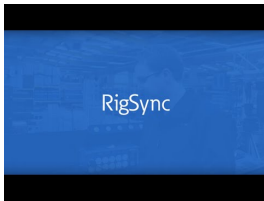
- [Patching](#)
- [Controlling Fixtures](#)
- [Recording Cues](#)

## Discover the FL



<https://youtu.be/3jdcx18rJY>

# Patching

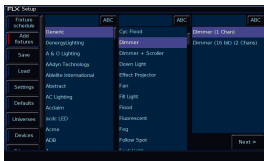


[https://youtu.be/e6mF8Qb\\_4ic](https://youtu.be/e6mF8Qb_4ic)

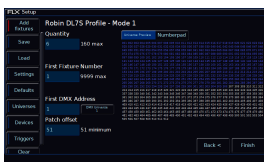
After powering your console for the first time, or after resetting the console, or after a software update, there will be no fixtures patched. This means your channel faders will not be controlling your rig, as currently the console does not know what fixtures you may have.

If you connect RDM enabled fixtures to your FLX S24 or S48, they will automatically be discovered and patched, thanks to RigSync. If you wish to automatically discover RDM fixtures on FLX, tap Setup -> Universes, and enable RigSync under Remote Device Management.

See the video for more information on RigSync.



If you don't have RDM enabled fixtures, you will need to patch your fixtures manually. This means you need to tell the console which fader you want to control which light, and how. This is done by pressing Setup -> Add Fixtures. This takes you to the screen pictured, where you will be able to find the required fixtures, and tap Next >.



After tapping Next, you can then tell the console how many of these fixtures you want, the fixture number/channel fader number you would like to control these lights with, and the DMX address of the first fixture. If you wish to patch multiple fixtures at once, and they are not addressed sequentially, use the patch offset field.



You can then tap Finish, and the console will patch your fixtures. This will show you the fixture schedule, with your new fixtures listed. This is where you can edit your fixtures, such as give them custom names.

You can then exit Setup, and you will be able to control your lights.

[Click here to go to the full Patching chapter to learn more.](#)

# Controlling Fixtures

The intensities of your fixtures can be controlled using the channel faders. To access the channel faders, ensure the **Fader Funct.** button on the console is toggled to Channels. On FLX, you can also use syntax commands to control the intensities of your fixtures.

Once on, you can then control your fixture's various controls, by using the attribute buttons. These will open as tabs along the top of the internal touchscreen of FLX S, and are physical attribute keys on the right hand side of the FLX touchscreen. Tapping these attribute buttons will open these attributes on the internal touchscreen. This will allow you control the fixture's parameters with the encoder wheels, or the touchscreen controls. The console will also offer to automatically create palettes, as quick shortcuts to control the different attributes.

You can store your common colours, beams, shapes and positions, by recording your own palettes. Do this by controlling your lights, tap **Record** , and you will then be able to tap an empty palette marked with an asterisk on the touchscreen.

The last tab that will be open on FLX S, and the attribute key to the bottom right of the FLX internal touchscreen, is the **Effect** button. Tap this, and automatically create effects, to allow the console to create some effects for your fixtures. Apply an effect on your lights, and use the encoders to adjust the effect, such as adjust the speed.

[Click here to go to the full Controlling Fixtures chapter to learn more.](#)

# Recording Cues

Once you have used the fixture controls to adjust your lights to how you need them, you can record your lighting state.

Programmed lighting states are called "Cues", and can be stored onto any playback fader. A playback fader can store one, or many cues.

To store your lighting state, tap **Record** , and you will then be able to choose a playback fader. Use the **Page** button to choose which playback page you store onto. Flashing playbacks indicate they are empty. Tap the button of the playback you wish to store to. The **Record** key will turn off, meaning your lighting state has been saved.

To playback your lighting state, lower your channel faders. You will then need to ensure your **Clear** button is not lit. If it is, it means your fixture controls are still controlling your fixtures, meaning your cue won't be able to access some of the lights. Double tap **Clear** , and the clear button will no longer be lit. Now, ensure your channel faders are in "playbacks" function using the **Fader Funct.** button. You do not need to adjust the fader function if you stored your lighting state onto the Master Playback.

You can then raise your playback fader, and your lighting state will fade in.

You can adjust the timings of your cues, by pressing and holding **View** , and tapping the playback's button, to allow you to see the cue you recorded onto that playback.

[Click here to go to the full Cues & Playbacks chapter to learn more.](#)