



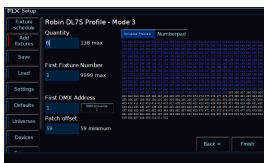
After choosing your fixture, you can now state how many of these fixtures you would like to patch, and the fixture number the first fixture will use.

The fixture number, is the fader number you use to control the fixture, and on FLX, also the number you use to select that fixture with syntax commands.

By default, a quantity of 1 will be prepopulated, and the next available free fixture number will be shown.

- On FLX, there is no fixture limit, and instead you are limited by the number of universes licensed on your console. To find the current number of universes you are licensed for, tap Setup -> Upgrade. Fixtures can be numbered between 1 - 9,999.
- On FLX S24, you are limited to 48 fixtures, numbered 1 - 48.
- On FLX S48, you are limited to 96 fixtures, numbered 1 - 96.

If you wish, rather than using the number pad to define the quantity of fixtures, and which fixture number they start at, you can instead use the Channel buttons. Ensure your faders are in "Channels" function, and you will then be able to tap the channel buttons of the faders you wish these fixtures to be controlled by. If you want to patch a sequential range, press and hold the first fixture number, and tap the last. For example, pressing and holding channel button 13, and tapping channel button 24, will tell my console I want 12 fixtures, starting at fixture number 13.



After stating the quantity, and the first fixture number, you can fill in the DMX address of the first fixture. This must match the DMX address set the on the first fixture.

The DMX address will be prepopulated with the next free DMX address that your fixture is able to use.

You will also be able to choose which DMX universe these fixtures are patched onto. You are able to patch fixtures onto 64 universes, so long as the total number of used channels doesn't exceed what your console is licensed for.

Tapping the "Universe Preview" button at the top, will show you the universe you are currently patching onto, with the block of fixtures you are patching displayed in blue, free channels displayed in white, and used channels in grey. You can use the universe preview to drag your block of fixtures around the universe, and as you do so the DMX address field will update. If you try and drag the fixtures into the used channels, they will go red, and jump back to the next available address when you let go.

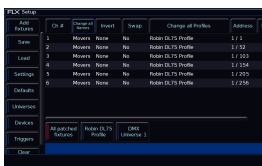
To change which DMX universe you are patching onto, tap the DMX Universe button. On FLX, you can also type "x.y" into the First DMX address field, where x is your universe number, and y if your address number. So for example 2.51 would input address 51 on universe 2.

The last field available is Patch Offset. This will only be shown if you

are patching more than 1 fixture. By default, when you have a quantity of 2 or more, the console will assign the fixture's start addresses sequentially, one after the other. So for example if you had two 6 channel fixtures, starting at address 101, the console will be assign those with start addresses of 101, and 107.

However, choosing a custom offset, will allow you to add spaces in between your fixtures. This is very common if you want to make your start addresses much easier to remember, for example, addressing your fixtures as 101, 121, 141, 161 etc. After inputting a custom offset, you will see this take affect in the Universe Preview.

So in our example of two 6 channel fixtures starting at 101, I may choose to put an offset of 10, to give these DMX start addresses of 101, and 111. When configuring a custom offset, you will also get two sequences, especially useful if you like to address your fixtures ending with a "1", or a "0".



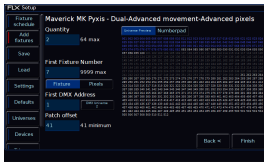
Once you have filled in the information, you can click Finish, and the console will patch these fixtures into your show. You will then be taken to the Fixture Schedule, with your newly patched fixtures shown. The fixtures should now have moved to their "Home" positions. You can repeat the Add Fixtures process for every group of fixtures you have.



If you are patching a fixture for the first time, and you have RigSync enabled, you will receive a pop-up after clicking Finish (pictured). This will ask you whether you would like to leave RigSync enabled, so that it will continue to keep RDM fixtures synchronised with your console, or whether you would like to disable RigSync so that you can continue patching your console manually.

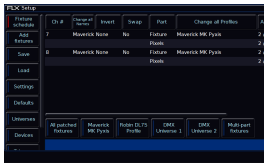
You will not receive this message again, however you can enable/disable RigSync at any point by tapping Setup -> Universes, and use the RigSync options under Remote Device Management.

Multi-Part Fixtures



Some fixtures, can have multiple "parts", with each fixture part requiring its own start address. Common examples of these are dimmers channels with a scroller, movers with a separate dimmer, or LED fixtures where the pixels can be addressed separately. These are indicated in the first page of add fixtures, with the channel count displayed as "(x + y Chans)", where "x" is the channel count of the first part, and "y" is the channel count of the second part.

In the second page of Add Fixtures (pictured), there will be a new "Part" switch below the fixture number field, allowing you to input the DMX information in for the first part, then switch to the next part, and fill that part's DMX information in. You can then repeat this process for multiple parts. The channels used by the part you are working on will be displayed in blue in the Universe Preview.



After clicking Finish, you will then be taken to the Fixture Schedule, showing your newly patched multi-part fixtures. You will see a new "Part" column in the fixture schedule, identifying the information and addresses for each part.