

A UDK can be assigned an advanced function. To do this, hold Setup, and tap a blank, empty, unprogrammed UDK. This will open the UDK Settings window where the function you wish to use can be selected.

The "Normal" drop down option is how the UDK will function when pressed normally, and the "Shifted" option has the same options, but is how the UDK will function when pressed whilst holding the Shift button.

As with all UDKs, you can also choose whether it is page locked.



Opening the Normal or Shifted drop down, will display the available functions. After choosing the required option, press OK. In the Faders window, the onscreen UDK will have the Normal function displayed, with the shifted function in (brackets).

The available options are detailed below:

## Park/Unpark

A UDK can be configured to be Park or Unpark. Parking, is a method of temporarily "freezing" the DMX output to a fixture or cell, "parking" it in its current values. If Park is used, it is common for the normal function to be Park, and the Shifted function to be Unpark.

[Click here to find out more about Parking](#)

## Knockout

Knockout can be used to release a fixture or multiple fixtures from a cue or channel data UDK. Therefore select the fixture, and tap the Knockout UDK, and the fixture is released from the cue or UDK. The fixture will be controlled by the cue or UDK again, the next time the cue or UDK is triggered. It will not clear the selected fixture from the programmer.

For example, to knockout fixture 3:

**3** **UDK3**

**3, Knockout,**

Select the fixture, and tap your UDK configured as Knockout.

## Clear Fixture

Clear fixture can be used to remove a single fixture, or single cell of a fixture from the programmer, and remove all

manual controls, allowing it to be controlled by active cues or UDKs. This is therefore very useful, as double tapping **Clear** will clear the selection and programmer information for all fixtures, whereas Clear Fixture clears both selection and programmer information for just the currently selected fixtures or cells.

For example, to clear fixture 4 through 6:

**4** **Thru** **6** **UDK4**

**4 Thru 6, Clear Fixture,**

Select the required fixtures, and tap your UDK configured as Clear Fixture.

## Highlight

Highlight can be used as a method of quickly identifying the selected fixture or cell.

[Click here to find out more about Highlight](#)

## Rem Dim

Rem Dim is short for Remainder Dim, and is a method of dimming the remaining fixtures or cells that are not currently selected.

[Click here to find out more about Rem Dim](#)

## Global Tap Tempo

A UDK can be configured as a Global Tap Tempo, to tap along to music to set the speed of any chases assigned to use global BPM. The BPM value you have tapped will be shown on the third encoder wheel by tapping **Z**

[Click here to find out more about Chase Settings](#)

# Highlight & Rem Dim

## Highlight

"Highlight" provides a quick method of finding/identifying/locating a fixture or cell of a fixture. As well as highlighting single fixtures or cells, multiple fixtures or cells can be highlighted at once.

To use Highlight, press and hold **Setup** and tap an empty UDK, and choose **Highlight** from the drop down menu. The "shifted" option allows a second function to be stored on the UDK, accessed by holding **Shift** and pressing the UDK.

You can then select the required fixture(s) or cell(s) and tap the Highlight UDK, for example if UDK 2 is configured as Highlight:

**1** **And** **3** **UDK2**

**1, And 3, Highlight,**

This will set the intensity of the currently selected fixtures and cells to the "High value". The High Value can be customised in **Setup** -> **Settings**, and choosing **High Value** under the Operational options. The default high value is 100%.

Any colour parameters of the fixture, will go to their library defaults, which should give you white light. Beam and Shape parameters will be left unchanged, apart from any Shutter parameters that will be opened.

Pan and Tilt, will also be left unchanged. While a fixture is highlighted, only the Pan and Tilt parameters can be edited using the encoders. This allows the position to be adjusted without affecting any of the other parameters. This can be particularly useful when creating or updating position palettes.

Watch the short



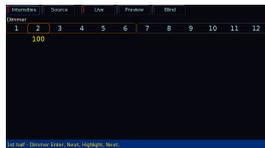
Rather than using a UDK to access Highlight, the shortcut for Highlight is hold Shift and tap Home. The Home key will flash when Highlight is active.

## Next & Previous

Whilst Highlight is active, Next and Previous can be used to navigate between fixtures or cells, tweaking their Pan and Tilt 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,



When a group is used to select fixtures, Next and Previous will select individual fixtures within the group, selecting in the order the fixtures were selected when the group was first recorded. Rather than the whole group being displayed as selected in the Output window with the usual orange box, a dark orange box is displayed around the group, with the currently selected fixture displayed in the usual orange box.

This is particularly useful for focusing the positions of a group of movers, as it allows you to select the group, select Next to select the first fixture in the group, and then choose Highlight. You can then work through the fixtures one by one by tapping Next, and when you get to the last fixture you will cycle back to the first in the group, in case you then need to fine tune the focus.

Once finished adjusting fixtures, press the Highlight UDK again (or **[Shift]** + **[Home]** again) to un-highlight the selected fixture(s). The other fixture parameters will return to their previous output level.

## Rem Dim

Rem Dim is short for Remainder Dim, and is a method of dimming the remaining fixtures or cells that are not currently selected. This is therefore particularly useful to use whilst focusing fixtures, as a method of just turning the required fixtures on onstage, and turning others off. It can therefore also be considered as a method of soloing a fixture or cell.

To use Rem Dim, press and hold **[Setup]** and tap an empty UDK, and choose **Rem Dim** from the drop down menu. The "shifted" option allows a second function to be stored on the UDK, accessed by holding **[Shift]** and pressing the UDK.

You can then use this function by selecting the fixture(s) or cell(s) required, and then tap the Rem Dim UDK. For example if UDK 1 is set as Rem Dim:

**[2]** **[0]** **[UDK1]**

### 20, Rem Dim,

If the selected fixture or cell's intensity level is above 0% and Rem Dim is activated, it remains at that level. If the selected fixture or cell's intensity level is at 0% and Rem Dim is activated, the selected fixture or cell is taken to the "High Value".

If the remaining unselected fixtures and cells are above the Rem Dim low value, they will be taken down to the low value. If the remaining unselected fixtures and cells are below the Rem Dim low value, they will not be changed.

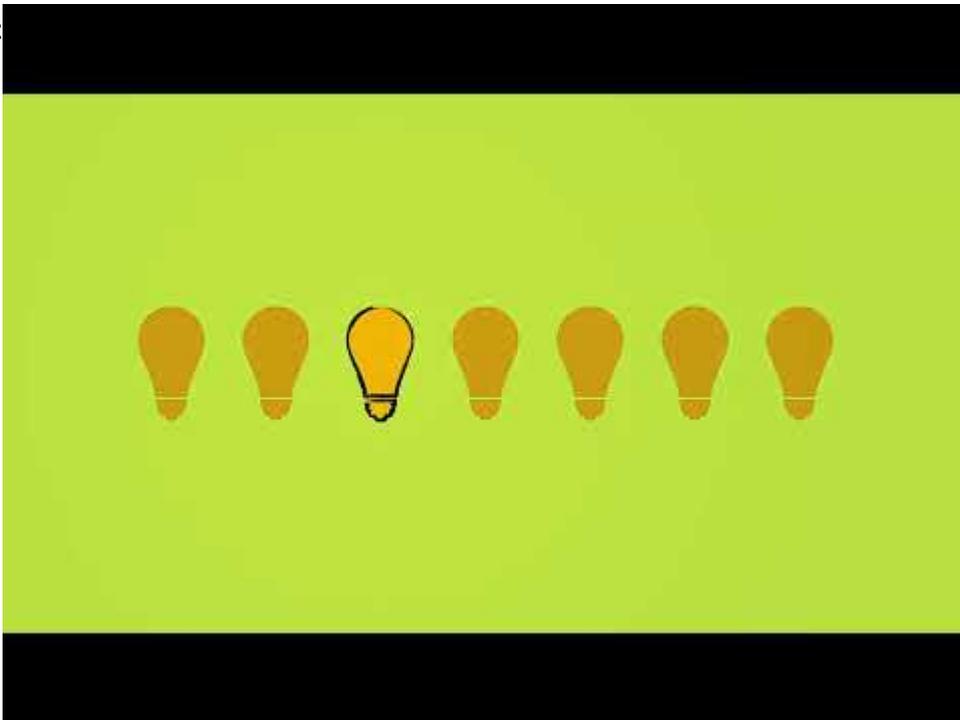
The High Value and Low Value can be customised in **Setup** -> **Settings**, by choosing **High Value** or **Low Value** under the Operational options. The default high value is 100%, and default Low Value is 0%.



## Output Window

Any values adjusted by Highlight or Rem Dim, whether that be fixtures taken to the High Value or Low Value, will be displayed as yellow intensity percentages in the Output Window.

Watch the short



<https://youtu.be/MTTfd1fQAol>

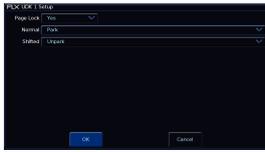
Did you know, there is a free ZerOS Remote app for Apple Watches, that allow you to remotely Highlight and Rem Dim fixtures straight from your wrist, perfect for focusing.

Take a look...



<https://youtu.be/VsCZyKajmrc>

# Parking



To access the Park/Unpark functions, hold Setup and tap an empty UDK. It is common to configure the Normal UDK function to be Park, and the Shifted UDK function to be Unpark. After choosing Park and Unpark, click OK.



In the Faders window, the normal Park function will be shown, on the onscreen UDK, with the shifted Unpark function shown in (brackets).

This UDK can then be used to Park or Unpark your selected fixtures or cells. Parking, is a method of temporarily "freezing" the DMX output to a fixture or cell, "parking" it in its current values. Neither manual control, or any cues or channel data UDKs will be able to control parked fixtures or cells. The Grand Master and Blackout will also not affect a parked fixture or cell. To regain control, the fixture or cell can be unparked.

To park fixtures or cells in their current values, select them, and tap your park UDK.



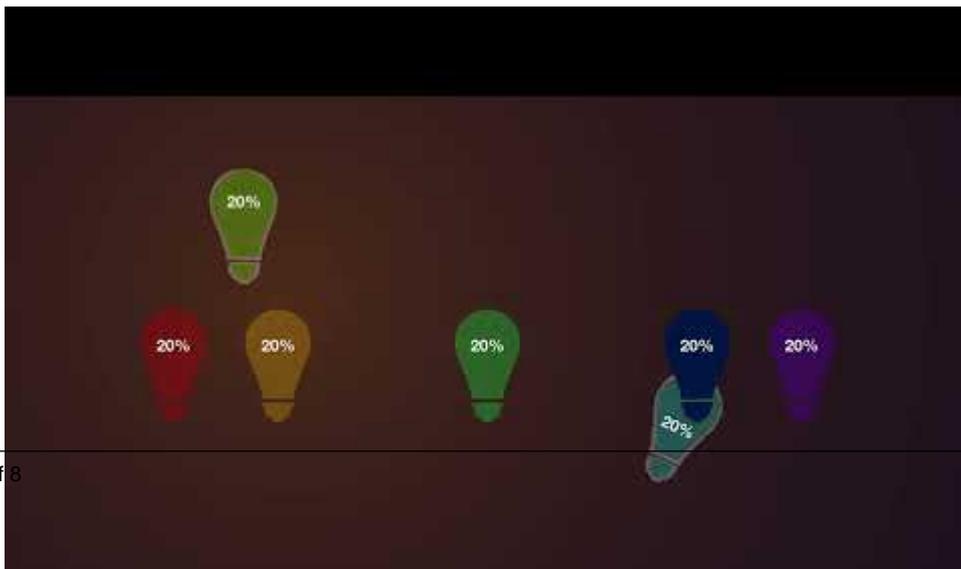
When a fixture is parked, its intensity percentage will be displayed in black in the Output window with a red background, as can be seen for fixture 5 in the image.

If the Output window is showing Sources rather than Intensities, "PARKED" will be displayed for the fixture. Parked fixtures will also be noted with "PK" at the start of their row in the parameter table at the bottom of the Output window, when the fixture is selected or tagged.

Whilst a fixture or cell is parked, it is still possible to modify the values associated with the fixture or cell in cues and palettes etc but the output values from the console will not change. You can therefore continuing to program parked fixtures or cells "blind".

To unpark a fixture or cell, select it and then hold **Shift** and tap the Park UDK. The fixture or cell will then jump to its currently defined parameter levels.

To find out more about parking, watch the quick video below...



<https://youtu.be/sXdhMqBIDas>