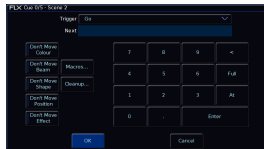


Every cue recorded on the console, will have settings available for it. To access a cue's settings, tap the "Add" button under the Settings column for that cue in the Cues window.



After clicking "Add" the Cue Settings window will open, with the cue number and name displayed at the top.

## Trigger

This option allows you to change what's going to trigger this cue to run. By default, this is "Go". [To find out more, see the Cue Triggers section.](#)

## Next

The Next field, allows you to type in the cue number which automatically gets selected after this cue is executed. This functionality is very useful if a scene is "cut" from the show – you can tell ZerOS to skip the cues in that scene and jump straight to a different cue. If this field is empty, ZerOS will automatically select cues sequentially. This is sometimes referred to as a "Jump Cue".

When a Next cue is entered, the Settings button for the cue in the Cues window will then display "Next:x", where x is the next cue to run.

## Don't Move Settings

On the left of the window, are buttons which can be used to prevent each attribute from moving on dark in this cue. For example, you may not want colour scrollers changing during a very quiet scene, so during that scene "Don't Move Colour" can be selected, indicated with a red button stripe.

When attributes are marked with "Don't Move", the Settings button for the cue in the Cues window will then display "DM:x", where x is the first letter of the attribute which won't be moved in the cue.

[To find out more about Move On Dark, click here.](#)

## Macros...

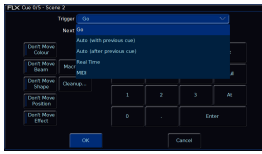
This option allows you to automatically trigger or release other playbacks, or run macros, by executing this cue. [To find out more, see the Cue Macros section.](#)

## Cleanup...

Clicking **Cleanup...**, will display **Combine Parts**, **Remove Complex Times** and **Cancel** options. You will only

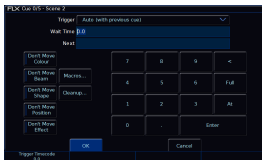
need these, if you are working with a show file that has been programmed on an Orb series ZerOS console. Orb series consoles have the ability to program part cues and complex timings. After loading in the show file, you have the ability to combine any part cues, and remove any complex timings that may have been programmed on the Orb console.

# Cue Triggers



By default, cues will run when they are selected as the next cue, (indicated by the cue being highlighted in yellow in the cues window), and they are then triggered with a press of the "Go" button.

However, there are other trigger options available, by using the "Trigger" drop down.



## Auto (with previous cue)

This will trigger the cue at the same time as the previous cue. For example, when you press Go on the previous cue, this cue will also be triggered and run at the same time. This can therefore be used to achieve what is sometimes referred to as "part cues" - simply different cues running at the same time.

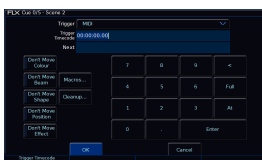
When this option is selected, a "Wait Time" field will appear just below the drop down. This allows you to enter a wait time, for example 5 seconds. This means the selected cue will be triggered 5 seconds after the previous cue is triggered, even if the previous cue is still running as it's fade time is longer than 5 seconds. As well as typing in the Wait Time, the first encoder wheel can be used too.

When the trigger is changed to Auto with previous cue, the Settings button for the cue in the Cues window will then display "Auto-W x", where x is the wait time.

## Auto (after previous cue)

This option is similar to above, but it will trigger the selected cue only once the previous cue's fade and delay times have completed. Again, when this option is selected, a "Wait Time" option will appear under the drop down.

When the trigger is changed to Auto after previous cue, the Settings button for the cue in the Cues window will then display "Auto-A x", where x is the wait time.



FLX and ZerOS Server, have two other trigger options.

## Real Time

This option allows you to trigger the cue at a specific time in the day (a "real time"). For example, at 8:00, or 19.30. (Ensure the time is set correctly on the console by going to Setup -> Settings -> Date & Time).

When the trigger is changed to Real Time, the Settings button for the cue in the Cues window will then display "REALx:x:x", where x is hours:minutes:seconds.

## MIDI

Consoles with a MIDI input socket, have the ability for any cue to be triggered via the MIDI Timecode (MTC) protocol. This option allows you to trigger the cue at a specific time during a MIDI Time Code (MTC) signal. MTC signals are often generated by software running on a PC or Mac, and connected to the console via a USB to MIDI interface. The format is Hours:Minutes:Seconds:Frames.

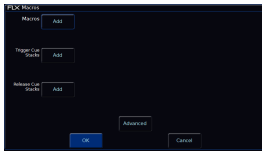
MTC auto senses between 24fps, 25fps, and 30fps, and can be configured in Setup -> Triggers.

When the trigger is changed to MIDI, the Settings button for the cue in the Cues window will then display "MIDIx:x:x:x", where x is hours:minutes:seconds:frames.

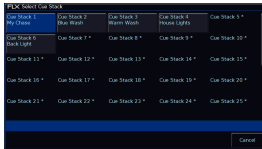
[To find out more about MIDI Timecode, click here.](#)

On consoles with timecode, the timecode is displayed at the bottom of the Cues window in the status bar on an external Cues desktop. To toggle between viewing the real time and incoming MIDI timecode, just tap the time displayed in the status display.

# Cue Macros



In the Cue Settings window, pressing the Macros... button gives you the option to Trigger a playback, Release a playback, or run a Macro, when the cue is executed.



## Triggering/Releasing Playbacks

To Trigger or Release a playback, click "Add" next to either "Trigger Cue Stacks" or "Release Cue Stacks". You will then see all of your programmed playbacks, displayed as tiles on screen, with their playback names shown. Programmed playback buttons will also be flashing, and so you can tap the playback you need onscreen, or tap the button of the playback you require. Unprogrammed playbacks will be indicated with an asterisk (\*). Tap Cancel to go back to the Cue Macros window.

Chases will be highlighted blue, as chases are the most common playback to be triggered from a cue. For example, if you want a chase on cue 20, you could create that chase on a separate playback, and then trigger it from Cue 20 in your Master Playback. You could then release it in cue 21, so that it only runs over the top of cue 20 if required.

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

When a playback is chosen to be triggered or released by a cue, the Settings button for the cue in the Cues window will then display "Trigger x" or "Release x", where x is the playback number to be triggered/released.

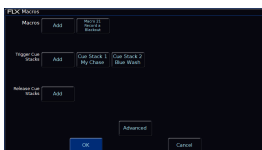


## Triggering Macros

To run a macro, click "Add" next to "Macros". You will then be shown all of your macros as tiles on screen, for you to click the one you require.

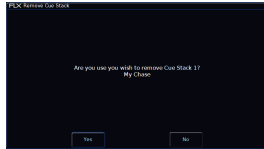
Fixture macros will be shown in [square brackets], and cannot be chosen. Unprogrammed macros will be indicated with an asterisk (\*).

When a macro is configured to be run by a cue, the Settings button for the cue in the Cues window will then display "M:x, Macro x", where x is the macro number.

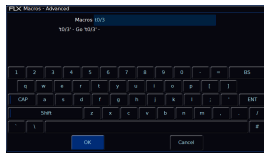


## Cue Macros Window

After choosing the playback or macro, you will be taken back to the Cue Macros window. If you wish to add another playback or macro, simply click Add again.



To remove a macro or playback from the Cue Macros window, simply tap the macro or playback you wish to remove, and then confirm the action.



## Advanced

The final option in the Cue Macros window is Advanced. This allows for macros to be typed in using the on-screen keyboard or external keyboard. As you start to type into the text field, the console will suggest commands, or warn you of invalid commands.

The following commands can be used:

- Gx Trigger Playback x
- Sx Pause Playback x
- Rx Release Playback x
- Tx/y Trigger Playback/Cue
- Nx/y Make Playback/Cue Next
- Mx Macro x
- DMx Don't Move - follow with required attribute letters

If more than one of these is needed for a cue, use a colon : as a delimiter between each command.

Sometimes it is useful to record completely blank cues, that control no lights themselves, but trigger other playbacks or macros. This means that all methods of triggering cues, such as MIDI, can be used to trigger macros.