

DMX In



Some ZerOS consoles have a DMX input port, which allow another lighting console to be connected, to remotely control them. The DMX In options in the Fixture Schedule are used to give fixtures DMX In addresses, so that their intensities can be controlled by the DMX Input.

The option is shown on FLX range consoles for show file compatibility with other ZerOS consoles.

On ZerOS consoles with DMX In capabilities, the DMX In address, can be used to remotely control that fixture's intensity level from another lighting console.