

The fixture schedule, lists all of the fixtures currently in your show, and allows you to edit them in various ways. The fixture schedule is automatically displayed after patching fixtures, and is the first window that opens upon tapping Setup, which opens ZerOS Setup.

By default, the fixture schedule will display your fixtures in fixture number order. However the fixture schedule can also be sorted, by holding the Shift key, and tapping the column headers. This will sort them numerically/alphabetically, and a second tap will reverse the order. For example hold Shift and tap "Address" to sort in order of DMX address.

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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.

Selecting Fixtures

Any individual cell within the Fixture Schedule can be edited by clicking on it, to edit a single fixture. Alternatively, you can select a range of fixtures first, and then use the column header to make your edits to multiple fixtures at once.

Selecting fixtures in the fixture schedule is very useful, as it allows you to edit multiple fixtures at once. To select fixtures, press the channel buttons of the fixtures you wish to select. Their channel buttons will light to indicate they are selected. Make sure your **Fader Function** button is toggled to "Channels". To select a sequential range of fixtures, press and hold the first channel button, and then tap the last of your range. For example pressing and holding channel button 1, and tapping channel button 12, will select fixtures 1 through to 12. Their buttons will light, and I will just see those fixtures displayed in my fixture schedule.

To clear your selection, tap the **Clear** button. You will then see all fixtures in your show file listed.

Selecting fixtures with syntax

You can use syntax commands, to select the fixtures you wish to view and edit in the Fixture Schedule. Syntax commands are typed into the command line, running along the bottom of the fixture schedule window.

You can use the **And** , **Thru** and **Except** keys, to select multiple fixtures at once. Some examples:

1 **Enter**

1,

This selects fixture 1.

2 **And** **3** **Enter**

2, And 3,

This selects fixtures 2 and 3.

5 **Thru** **10** **Enter**

5 Thru 10,

This selects fixtures 5 through to 10.

5 **Thru** **10** **Except** **7** **Enter**

5 Thru 10, Except 7,

This selects fixtures 5, 6, 8, 9 and 10.

3 **Thru** **9** **Except** **5** **Except** **6** **Enter**

3 Thru 9, Except 5, Except 6,

This selects fixtures 3, 4, 7, 8 and 9. Note how Except is used twice to exclude two different channels from the range.

1 Thru 3 And 7 Thru 9 Enter

1 Thru 3, And 7 Thru 9,

This selects fixtures 1, 2, 3, 7, 8, and 9.

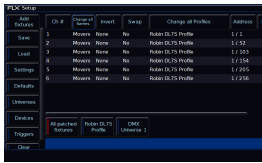
1 And 7 Thru 12 Except 9 Enter

1, And 7 Thru 12, Except 9,

This selects fixtures 1, 7, 8, 10, 11 and 12.

[You can also use Group syntax in the Fixture Schedule to select your groups of fixtures. See the groups section for more information.](#)

Fixture Channel Number



FLX Setup	Ch #	Fixture	Mount	Swap	Change of Profile	Address
Save	1	Rostrum	Rostrum	No	Rostrum 01-75 Profile	11 001
Load	2	Rostrum	Rostrum	No	Rostrum 01-75 Profile	11 002
Settings	3	Rostrum	Rostrum	No	Rostrum 01-75 Profile	11 003
Defaults	4	Rostrum	Rostrum	No	Rostrum 01-75 Profile	11 004
Uninstall	5	Rostrum	Rostrum	No	Rostrum 01-75 Profile	11 005

The fixture numbers of your fixtures are displayed in the "Ch #" column.

Any fixture's number can be changed, so that the fixture can be controlled by a different fader/fixture number in syntax.

To change the channel number of a single fixture, tap on the channel number cell, and type a new fixture number. On FLX, this can be any number between 1-9999, on FLX S24 this is between 1-48, and on FLX S48 this is between 1-96. After changing the fixture number, that fixture can now be controlled using the new channel fader number.

To renumber multiple fixtures at the same time, select the fixtures in the order you wish them to be numbered. Then select the column header button which is labelled "Ch #". This will open an onscreen number pad. When you edit this value, the fixtures selected will be renumbered sequentially in the order they were selected and shown – they won't all be given the same channel number.

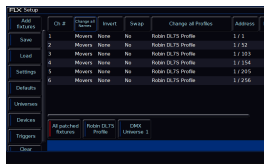
It is recommended that you take some time thinking about numbering your fixtures. For example, it is common to ensure your fixtures are sequential, from stage right to stage left, which won't necessarily be the order of DMX addresses.

On FLX, it is common to start each different type of fixture on a new hundred. For example, dimmers start from 1, LEDs start from 101, first type of movers from 201, next type of movers from 301 etc.

If you have fixtures such as MAC 700's, you might want to number these starting at 701 onwards, as a very quick way to remember which number they are.

On Solution consoles, the channel faders are numbered 1 - 48 (or 1 - 96 on the Solution XL). Fixtures can also however be assigned to the MFKs. These are numbered 101 - 300.

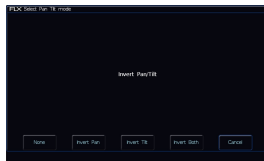
Alignment



Fixture	Ch. #	Channel	Invert	Swap	Change of Profile	Address
Save	1	House 1	None	No	House 1-75 Profile	11215
Load	2	House 2	None	No	House 1-75 Profile	11202
Settings	3	House 3	None	No	House 1-75 Profile	11203
Defaults	4	House 4	None	No	House 1-75 Profile	11204
Defaults	5	House 5	None	No	House 1-75 Profile	11205
Defaults	6	House 6	None	No	House 1-75 Profile	11206

If your fixtures have Pan & Tilt control, two more columns will appear in the Fixture Schedule, titled "Invert" and "Swap". These columns will be hidden if your selected fixtures do not have Pan & Tilt. Invert and Swap are alignment options, which can be used to take into account your fixture's rigging positions.

These settings can be changed by touching the relevant cell using the touch screen. Multiple fixtures can be changed at the same time by selecting the fixtures and selecting the appropriate column header buttons labelled "Invert" or "Swap".

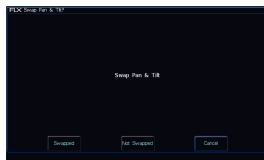


Invert

The invert options available are "None", "Invert Pan", "Invert Tilt" and "Invert Both".

Inverting Tilt can be particularly useful if you've rigged Front of House fixtures the opposite way around to those onstage, or you have some fixtures sat on the floor.

Inverting Pan can be particularly useful if you wish your rig to be symmetrical, so the beams move into and away from Centre Stage rather than all in the same direction.

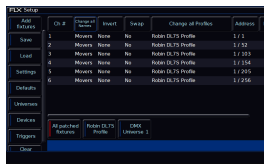


Swap

Swapping Pan and Tilt can be particularly useful if a fixture is rigged on its side. In this function, any values defined for Pan will be output on the Tilt channel(s), and any values defined for Tilt will be output on the Pan channel(s).

With a fixture's home position of Pan and Tilt at 50%, inverting or swapping these parameters won't make an instant visible change. Therefore, it's recommended that before editing these values, you select all the fixtures and move them all to a different position. Now, as you change Invert or Swap options, you'll see the beams updating live.

Edit DMX Address



The Address column allows you to configure the DMX settings for your fixtures. This includes changing, removing, and adding DMX addresses. The DMX start address of each fixture will be displayed in this column, in the format x/y, where x is the universe number, and y is the address number. If a fixture does not currently have a DMX start address, the cell will be left blank.



Readdressing

When you touch the cell, the Edit DMX Address window will be displayed. This allows you to change the DMX address of the fixture.

You can also configure which Universe this fixture is patched onto, by clicking on the Universe button top left of the window, and typing the universe.



If you choose to readdress the fixture to an address that overlaps with other fixtures, you will receive a warning. This message will give the option to Cancel, allowing you to give the fixture you are addressing a different address, or you can choose Patch Anyway. Patch Anyway will give your fixture the address you defined, however leave the fixtures that were using those addresses unpatched, with no DMX address.

Unpatch

In this window you can also unpatch the fixture using the Unpatch button. A confirmation popup window will be displayed. Select the Yes button to confirm the operation. Unpatching a fixture removes that fixture's information from the DMX output, effectively disabling that fixture. However, the information is not removed from the showfile. Going back into Edit DMX Address and adding back in the DMX start address for that fixture will get it back up and running. This is useful when touring, where one venue may have more fixtures than another venue.

Add As Additional

Using the "Add as additional address" button instead of simply "OK", it is possible to patch a fixture to more than one DMX address in one or more universes. These additional patch addresses are known as duplicates. When duplicates are patched, additional rows are added to the Fixture Schedule table (one row per duplicate address). To change or remove a duplicate, select the Address cell and choose "Unpatch".

Delete

Fixtures can be deleted from the Edit DMX Address window, by pressing "Delete Fixture". Deleting a fixture removes it from all cues, and is a permanent change to the show file. There is no undo function, so exercise caution when using this function.

RigSync Tools



If you click the Address button of a RDM fixture patched by RigSync, there will be an "Identify" button in the Edit DMX Address window, which can be used to send an RDM identify command to the fixture. The fixture will then flash its light output, or its menu screen.

Editing the DMX address of a fixture patched by RigSync, will update the DMX address on the console, and also send the updated address to the fixture too.

There is also an "Unlink" button. This can be used to turn the fixture in the console from a RigSync fixture to a normal fixture file. There is then no guarantee your fixture and console will remain synchronised.

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

Patch Groups



Running along the bottom of the fixture schedule, just above the blue command line bar, are the fixture patch groups. These patch group buttons are automatically created, and can be used to quickly filter the fixture schedule. The currently chosen patch group is indicated with a red stripe.

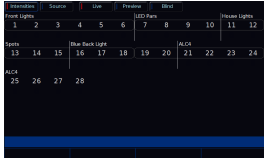
You will receive the following patch groups:

- All Patched Fixtures - allows you to see all fixtures with a DMX address
- Unpatched Fixtures - allows you to see all fixtures without a DMX address
- DMX Universe - a patch group will be created for each universe you patch onto
- Fixture Type - a patch group will be created for each different type of fixture in your show
- P/T Settings - a patch group will be created if some of your moving lights have pan/tilt swapped or inverted
- Non-Library Fixtures - allows you to see any fixtures in your show that are not from the fixture library, displayed in red
- Multi-Part Fixtures - a patch group will be created if you have multi-part fixtures in your show.

If you are unsure what these terms mean, read on to find out what these are.

Fixture Names

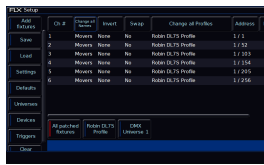
Fixture names default to the fixture type (eg “LED Unit”) but they can be renamed by selecting the “Name” cell in the normal way. For example, you may label them “Stage Left LED Unit”, “Centre Stage LED unit” and “Stage Right LED Unit”. Multiple names can be edited at the same time by selecting the fixtures and selecting the column header button which is labelled “Change all Names”.



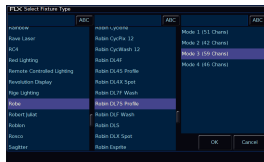
Fixture names are shown in the Output Window (pictured), along with the MFF Window. This allows you to see exactly what each channel fader is controlling.

When sequential names are identical, the name is only displayed once per row in the Output window. A vertical line splits up fixtures with different names.

Change Fixture



The Change Profiles function can be used to change a fixture in your show, to a different type. It is useful if a mistake has been made (for example, adding the wrong model or mode) but also allows for a complete swap-out of the physical fixtures from one type to another, for example if there's a fault and you can't get an identical replacement fixture.



Touch the appropriate cell, or select all the fixtures to be changed and touch the column header button labelled Change all Profiles . A popup window will open with the list of manufactures, fixture types and modes available.

After choosing the replacement fixture, ZerOS will attempt to apply all the programming that was done with the original fixture, and apply it to the new fixture.

If the new fixtures require more DMX channels per unit than the previous fixture type, you will be required to add in the new DMX start addresses. Parameters in the new fixture type that were not present in the original fixture type are left unprogrammed.

If RigSync has discovered and patched an RDM fixture, the Change Profiles column can be used to remotely change the mode of the fixture.

Convert Profiles



If you ever see fixtures displayed in red in the Profiles column, this means these fixtures are not included in the Zero 88 Library. Instead, these fixtures may be from one of these sources:

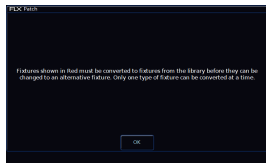
- Legacy Zero 88 fixture from an older show file
- Custom fixture file
- Fixture profile created by RigSync
- Fixture profile created by importing an ASCII show file

A new "Non-library fixtures" patch group will be created, to allow you to quickly filter to see any fixtures that are not contained in the fixture library.



If you are using a non-library fixture, there is a good chance that there may be a version of that fixture in the library. When selecting a single type of non-library fixture, the Change Profiles column therefore becomes a "Convert Profiles" column and can be used to convert the non-library fixture, to a library fixture.

After clicking Convert, ZerOS will show you the library fixtures that it reckons this fixture is. You can then choose the correct one, and click OK to confirm, and your fixtures will be converted to use the library format fixtures.



If you select multiple different types of non-library fixtures, the column header will display a greyed out "Profiles" button. This is because only a single type of non-library fixture can be changed at a time. This is stated in the message displayed if you tap the greyed out "Profiles" button.

You can therefore just choose a single type of non-library fixture, using the red patch groups, and convert them one at a time, if a library fixture is present.

Syntax

On FLX, syntax can be used in the fixture schedule to select, readdress, and also delete fixtures.

Syntax addressing

When readdressing fixtures, the syntax format is fixture number address :

1, @ 274

"Fixture 1" will be patched to DMX address 274 on Universe 1.

A specified universe can be defined by adding the universe number before the start address, separated by a point:

1, @ 2. 156

"Fixture 1" will be patched to DMX address 156 on Universe 2.

Group Patching is performed sequentially from a given start address. This results in all of the fixtures of this type being assigned one after another starting at the address you define. For example:

Group 1, @ 3. 1

The first fixture in Group 1 will be patched at DMX address 1 on Universe 3. All other fixture start addresses will increase sequentially until the whole group has been patched or the universe is full.

Syntax Deleting

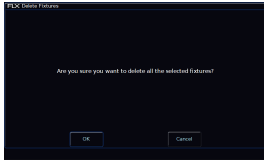
5, Delete

Fixture 5 will be permanently deleted

10 Thru 15, Delete

Fixtures 10 through to 15 inclusive will be permanently deleted.

Deleting Fixtures



Deleting fixtures is a permanent change to the show file and should not be carried out without intention. There is no undo function, so exercise caution when using this function. To delete a fixture, select the fixtures using the MFF channel buttons, or use the Patch Groups along the bottom of the fixture schedule, and then press the Delete button on the front panel. The desk will ask you to confirm the deletion and then remove the fixtures from the show file. This includes modifying all cues, groups and palettes to remove all references to this fixture. This action cannot be undone.