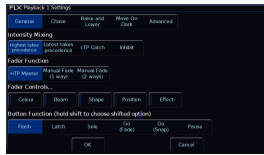


Playback Settings



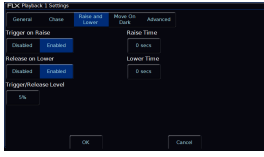
Every playback which has cues recorded, will each have their own settings available. To open the Playback Settings, hold Setup, and tap the playback's button. Alternatively, in the Faders window, ensure your faders are in Playbacks function, and tap on the onscreen fader. By default, this will open its Settings, however the behaviour of the onscreen faders in the Faders window can be customised in Setup -> Settings.

Playback Settings are split into five sections – **General** , **Chase** , **Raise and Lower** , **Move On Dark** and **Advanced** . These are accessed via the five buttons along the top of the window. When you first enter the window, the “General” tab will be selected unless the playback is set as a chase, in which case the “Chase” tab will be selected automatically.

Click on the Playback Settings section to learn more...

- [General](#)
- [Chase](#)
- [Raise and Lower](#)
- [Move On Dark](#)
- [Advanced](#)

Raise and Lower



Raise and Lower options allow you to configure how the playback's fader will control the playback. These settings can be accessed by holding the Setup button and tapping a playback's button, and choosing Raise and Lower from the top.

Trigger on Raise

By default this is enabled, meaning when the playback fader is raised, the first cue is automatically triggered. In the Cues window, this allows you tap the cue you need, so that it highlights in yellow, and then raise the fade to output the chosen cue. However, if you disable Trigger on Raise, you will need to manually trigger the cue you require with a press of the Go button, as well as raise the fader.

Release on Lower

By default this is enabled, meaning when the playback fader is lowered, the playback is released. The playback no longer has control of the programmed fixtures, and the next cue in the cue list window automatically highlights cue 1, ready for the playback to be raised again. Disabling Release On Lower, means you can lower the intensity of the cue you are in, but it will still be active, and still have control of the fixtures. This allows you to then raise the intensity again, and you remain in the cue you were in.

Trigger/Release Level

By default, the Trigger/Release level is 5%. This means that the fader will have no affect between 0%-4%, but above this level will trigger the playback. If you are using LED fixtures with a poor low-end dimmer curve, you may want to set this to 1%, to allow you more control of the bottom-end dimming.

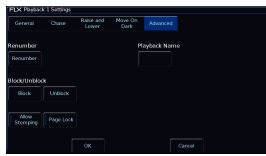
Raise Time

This time simulates a time the physical fader is raised over. So, setting it to 5 seconds, and pulling up the fader instantly, will instead take 5 seconds to fade up the playback. This is very useful for use when house lights are recorded to a playback. The raise time can be seen in the Faders window, with the onscreen playback fader annotated with "U" (for Up).

Lower Time

This time simulates a time the physical fader is lowered over. So, setting it to 5 seconds, and pulling down the fader instantly, will instead take 5 seconds to fade down the playback. This is very useful for use when house lights are recorded to a playback. The lower time can be seen in the Faders window, with the onscreen playback fader annotated with "D" (for Down).

Advanced

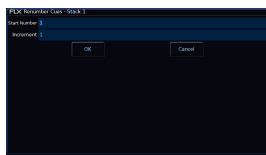


The last tab in the Playback Settings is Advanced.



Playback Name

This allows a Playback to be named, which is displayed within the Faders window (pictured). FLX users can also use syntax to name a playback.



Renumber

This option allows you to renumber all the programmed cues in the playback. To do this tap Renumber. This brings up the Renumber Cues box. You can then press OK, to renumber the cues sequentially from 1.

On FLX, you can type in the required Start Number and Increment in the fields provided and then select the OK button in the window.

Block

Pressing the **Block** button, will ask you whether you are sure you want to make the playback fully blocked. Pressing **Yes** allows all cues in the playback to be converted to block cues. This means the console automatically programs all the parameters at the values they would normally be output at when the cue is played back. You will no longer see purple values (tracked) in the Output window when the cues of this playback are played back.

Unblock

Pressing the **Unblock** button, will ask you whether you are sure you want to make the playback fully unblocked. Pressing **Yes**, will remove any parameters from cues where they are at the same value as in the previous cue, and they will instead track from the previous cue. You will no longer see white values (blocked) in the Output window when the cues of this playback are played back.

Allow Stomping

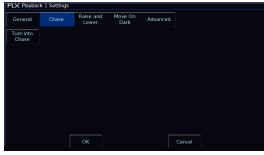
The **Allow Stomping** button allows for compatibility with show files saved in earlier software versions.

Page Lock

Enabling **Page Lock** means this playback will not change when the Playback Page is changed, so it is always available. This means you can no longer access the playbacks on other pages which would normally be accessed via this physical fader, until Page Lock is disabled. This is sometimes useful for if house lights are recorded on a playback

fader, so you know no matter the playback page, that playback fader controls your house lights.

Chase

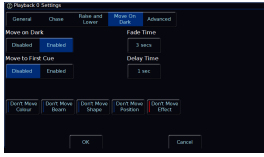


The Chase tab allows you to turn a playback into a chase. Clicking "Turn into Chase" will then display the chase settings.

To find out more about chase settings, click the link below...

- [Chase Settings](#)
- [What is a Chase?](#)

Move On Dark



By default Move On Dark will be enabled. When this function is enabled for the playback, whenever a fixture goes dark (it's intensity falls to zero, or the shutter is closed), ZerOS will look ahead in the playback to upcoming cues to see what values the colour, beam, shape and position parameters are next programmed at for that fixture. Although this is called Move On Dark, this isn't just for position parameters - this is for Colour, Beam and Shape too.

It will then output those values after the fixture has gone dark (according to the Move On Dark delay and fade times). When the fixture comes back on again in a later cue, the Colour, Beam, Shape and Position parameters will already be at their correct values and just the intensity will fade up or the shutter open.

The following Move On Dark settings are available for every playback...

- [Move To First Cue](#)
- [Fade & Delay Time](#)
- [Don't Move Attributes](#)

Move to First Cue

This option is used when there are no more cues later in the playback for the fixture to Move on Dark to. If enabled, when fixtures go dark for the last time in the playback, they will move to the first cue they are used in. When disabled, once the fixtures go dark for the last time in the playback, they will not move.

Fade Time

This is the time it takes for the fixture's parameters to move to the values that they are in the next cue they're used. The default is 3 seconds, as this keeps larger older moving lights quieter when being prepared for when they're next used.

Delay Time

When a fixture goes dark, the delay time can be used to delay the fixtures, prior to them fading to their values using the fade time. The default is 1 seconds, meaning when a fixture goes dark, it waits a second, and then fades to the values required for the upcoming cue.



The Move On Dark timings are displayed in the Playback Status bar at the bottom of the Cues window on the external monitor.

The Output Window will indicate which fixtures are being prepared by Move On Dark for when they're next used. Upon

going into a cue which is able to move attributes for when they're next used, any fixtures that will be moved on dark will have a grey background around their intensity percentage.

This grey background will remain present throughout the fade down of the cue, the Move On Dark Delay, and the Move On Dark fade. The grey background will then disappear, indicating the fixtures are now ready for when they're next used.



In this image, fixture 13 is currently being prepared by Move On Dark.

Don't Move Attributes

This option allows you to disable a specific attribute from moving in dark across the whole playback. By default, only "Don't Move Effect" will be enabled, indicated with a red stripe.

If an attribute is allowed to Move On Dark for a playback, attributes can be prevented from being Move On Dark in individual cues, using the Move/Don't Move options in the settings of each cue.

If an attribute is set to Don't Move for a playback, attributes can be forced to Move On Dark in individual cues, using the Move/Don't Move options in the settings of each cue.

[Click here to find out more about Move/Don't Move options per cue.](#)

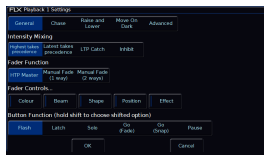
Watch the Move On Dark training session here...



<https://youtu.be/Vp8C5G56U8E>

The default Move On Dark settings used by any future playbacks you program, can be configured by tapping [Setup -> Defaults -> Playback Defaults -> Move On Dark](#). Click here to find out more.

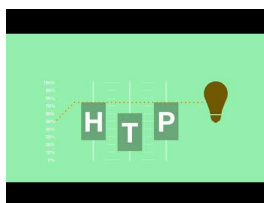
General



The “General” tab is split up into four key parts; Intensity Mixing, Fader Function, Fader Controls... and Button Function.

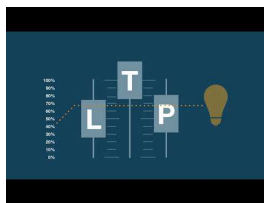
Intensity Mixing

This option determines how the intensity parameters controlled by this playback are mixed with other playbacks. The following options are available:



<https://youtu.be/hTT2zov1ytl>

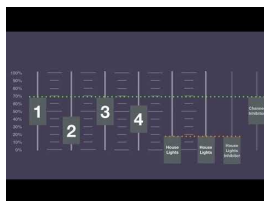
Highest takes precedence (HTP) – This default option will output the highest value of all the playbacks – so if an intensity is at 50% on one active playback, and at 75% on another active playback, it will output at 75%. As that playback is pulled down, the intensity will reduce to 50%, but stay at 50% as that becomes the highest value for that fixture.



<https://youtu.be/drORxBcPTbo>

Latest takes precedence (or “Soft LTP”) –the intensity of fixtures will match the latest command, rather than the highest. If one active playback has a fixture at 100%, and another playback is at 50%, set to LTP, as this fader is raised, the fixture will fade down to 50%, as this is the “latest” command.

LTP Catch – This is an alternative version of LTP, where control of a value will only happen when the fader goes past the current value. This is useful to “catch” values that are currently high, to bring them back down to a lower intensity. When this fader is lowered all the way to 0, by default it will release, meaning it loses control again of the fixtures. Release on Lower can be disabled. [See the Raise & Lower playback settings for more information.](#)



<https://youtu.be/-0q-lpP27wY>

Inhibit – Inhibitive playbacks do not output the programmed intensities of the current cue, but instead act as a “proportional scale” for those channels. When changing cues, these values change, allowing multiple Inhibitor states to be stored onto a single playback.

Fader Function

The operation of the playback fader may be one of the following options:

HTP Master: – Simply controls the maximum level of the programmed HTP channels. Cues are triggered via the GO button. This is the default option.

Manual Fader (1 Way): - Raise the playback's fader, and the first cue is output. Lower the fader, and the next time the fader is raised, the next cue is output. The fader controls the HTP levels; the LTP channels are triggered when the fader is moved from zero and then fade according to the times defined in the incoming cue. As the playback's fader position is used to advance through cues, the GO button is disabled.

Manual Fader (2 Way): – Raise the playback's fader, and the first cue is output. Lower the fader, and you cross fade into the next cue. Raise the fader, and you crossfade into the next cue, and so on. Moving the fader creates a dipless cross-fade between the two cues. The fader controls the HTP levels; the LTP channels are triggered when the fader is moved from the end stop and then fade according to the times in the incoming cue. As the playback's fader position is used to advance through cues, the GO button is disabled.

Fader Function options are not available if the playback is a chase.

Fader Controls...

By default, Colour, Beam, Shape and Position attributes, will go to their programmed levels when a cue is triggered, using the cue's fade time. However, Fader Controls allows you to force attributes to follow the movement of the fader for its crossfade. This is great for building playbacks which move fixtures out into the audience – as the fader moves up, the fixtures move up. Another application commonly used is to create three playbacks – one for Red, one for Green and one for Blue. To use this feature, simply tap the attributes required using the on-screen buttons to enable them, indicated with a red stripe. Yet another application is to enable Fader Controls for “effects”, so the effects grow in size and speed as the Playback is moved up.

Button Function

This is where you can configure the function of the playback's button under the fader. Available options are **Flash**, **Latch**, **Solo**, **Go (Fade)**, **Go (Snap)**, **Pause** and **Tap Tempo** (“Tap Tempo” is only available if the playback is set as a chase).

- Flash - the next cue of the playback (highlighted in yellow in the Cues window) will be output at full when the button is held.
- Latch - the next cue of the playback (highlighted in yellow in the Cues window) will be output at full when the button is tapped, and can be turned off by tapping the button again, a bit like a light switch.
- Solo - all other playbacks will be taken to 0%, and the next cue of the playback (highlighted in yellow in the Cues window) will be output at full when the button is held.
- Go (Fade) - the next cue of the playback (highlighted in yellow in the Cues window) will fade in using the cue's fade times, and will output dependent on the level of the fader.
- Go (Snap) - the next cue of the playback (highlighted in yellow in the Cues window) will snap in ignoring the cue's fade times, and will output dependent on the level of the fader. Subsequent auto cues will not run automatically after this cue. If you are using a playback with a dedicated pause button, it will flash to indicate this. If the playback is a chase, it will be paused.
- Pause - pressing pause will pause the cue stack, and any cue transitions from running. A second press of pause will go back up through the cue list.

A secondary “shifted” option can be chosen whilst holding down the **Shift** key on the console. This means every playback will have two button functions - a function when pressed, and a function when pressed with Shift.

The default option changes dependent on the “status” of the playback:

- For a playback with a single cue (submaster), the default is Flash (shifted default: Solo).
- For a playback with multiple cues (cue stack), the default is GO (Fade) (shifted default: GO (Snap)).
- For a playback which is set to a chase, the default is Tap Tempo (shifted default: GO (Snap))

Once the button function has been customised, it will not change again automatically, even if the playback “status” changes.

Tip - Want to be able to prep your fixture's colour, beam, shape or position, prior to raising the playback's fader, to avoid see beams swing across your stage? Change the button function to a Go option, to allow you to give the playback's button a tap, prior to raising the fader, so you simply raise the intensity over the top.