

Raising the playback's fader to full will automatically trigger the first cue within the playback. To output the next cue in the playback, simply press the playback's Go button. Each time you press it, the console will continue down the stack one cue at a time.

Within the Cues window, the green bar shows you the currently active cue, while the yellow bar highlights the next cue (which will become active if you press Go). You can change which cue is next by simply selecting it, using either the touch screen or the arrow keys. If using the arrow keys on FLX, you can hold Shift and tap Up and Down, to skip through your cues. The cue will go yellow, and become active when Go is pressed, or the playback fader is raised. Once the end of the playback is reached, the first cue will be selected as the next cue, resulting in a loop. Cues that are currently running live can be sped up or slowed down live by using "Speed Override".

Goto Cue

Goto cue allows you to jump to a specific cue. On FLX, simply hold down the playback's Go button. "Goto Cue x/" will be written in the command line, where x is the playback number. You can then type the cue number you wish to go to with the other hand, for example:

```
Goto Cue 0/5.5
```

Then release the playback's GO button, and you will go to that cue. FLX S users can also do this, using the number pad found by pressing `[Z/Shift]`.

Snap to Cue

To snap to a cue ignoring fade times, for example, during a programming session when you want to alter a cue without having to wait for the cue fade to complete, hold `[Shift]` and then tap the Go button of the playback you are using. This will snap to the cue, rather than using the fade times. Doing this also won't allow Auto Triggers to work (useful to jump to a cue without automatically moving onto the next cue).

To snap to a specific cue number, rather than simply the next cue, hold `[Shift]`, and then hold Go, and "Snap to Cue x/" will be written in the command line, where x is the playback number. Then release Shift, and with Go held type the cue you wish to snap to, for example:

```
Snap to Cue 1/20
```

If this doesn't work, the playback's settings must have been changed. Ensure the shifted function is set to "Go (Snap)".

Cue 0

Every programmed playback will have a blank cue 0. Going into cue 0, means the playback is still triggered, however is not controlling any fixtures. You can either jump to Cue 0 (as above, by holding down the playback's Go button and typing 0), or by using the arrow keys to move up from Cue 1, which will display Cue 0 (--).

Using the pause key

If at any time you wish to pause a cue while it is running, you can use the pause function. On FLX, the Master Playback includes a dedicated pause button above the Go button and next to the master fader. On all other playbacks, Pause is an option that can be chosen within the Playback Settings.

Often, users will set Pause to be the “shifted” function of the playback button, which can be set as a default option so you don’t need to change every playback. After the initial press of the pause button, subsequent presses will step backwards through the playback using the current cue fade times. To continue running the playback, press the Go key.

Holding down **Shift** and pressing the **Pause** key will snap to the previous cue (on the Master Playback only, due to the dedicated Pause key).

Releasing Playbacks

Once you have finished playing back cues it is important to release the playback. This stops the playback having any further control over the fixtures. When you lower a fader, the playback is automatically released, but you can also manually release a playback by holding **Clear** and pressing the Go button of the playback. To release all the playbacks, hold **Clear** and press the **Fader Funct.** button. This will release all playbacks (and UDKs on FLX), except the Master Playback. To manually release the Master Playback, hold **Clear** and press the Go button of the Master Playback.

Changing which cue is next

When running through your cues, the highlighted cell in the cue list window (blue cell) will be the cue number of the Next cue, highlighted in yellow. Pressing **Enter** will allow you to type into the cell. This will not renumber the cue, but instead allows you type in the cue you wish to be next, and press **Enter**. The Next cue jumps you to the cue you typed, (if present), meaning the next go button press will run that cue. Individual cues cannot be renumbered. If you need to reorder a few cues, you can do this by copying them to the cue number you need, and then delete the original cue. The whole playback can be numbered, by opening the playback’s settings, and tapping **Advanced** -> **Renumber**.