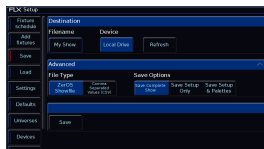


FLX range consoles will save the show automatically to its internal memory at regular intervals. External copies of the show data can be saved to a USB Storage Device.

It is highly recommended to save external backups regularly – especially when leaving the console unattended for any amount of time.



To save the show, press Setup and then choose Save on the left hand side of the display.

If you have more than one USB Storage Device connected, first select the required device from the list under “Device”. If the device does not appear straight away, wait a few seconds and then click **Refresh**.

Tap the “Filename” button to type the show name using the onscreen keyboard and press **Enter** or **OK**. Press **Save** to save the show. After saving the show you can then press **Setup** to exit Setup mode if required.

Advanced

ZerOS is able to save shows in different file formats. Which file type you choose depends on what you plan to do with the show file. Choosing the correct file type is crucial.

ZerOS Show file

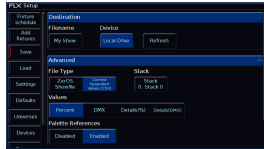
This is the default option, and should be used in most circumstances. These can be loaded back into the console or loaded onto any other console running ZerOS. For ultimate compatibility, it is suggested that both consoles are running the same software version.

When selecting **ZerOS Showfile**, you are given the option to **Save Complete Show**, **Save Setup Only** or **Save Setup & Palettes**. It is recommended that you choose **Save Complete Show**, which is the default option. This ensures all of the available information in the console, including setup options, patch, cue and palette data is saved in the show file. This file can then be reloaded at a later date to return the console to the same state as it was in when you saved it.

ZerOS Show Files are saved with the file extension .zos

Comma Separated Values (CSV)

This saves the information into a text file that can be imported into most spreadsheet applications to get a print out of all the cues and the values of each fixture in each cue. These values cannot be loaded back into FLX or any other ZerOS console.



When selecting Comma Separated Values (CSV) you are given the option to select which Playback stack you wish to export (only one can be chosen at a time). You can then choose whether the fixture's parameter values are displayed as "Percentage", "DMX Values" "Details(%)" or "Details(DMX)". You can also choose if Palette References are included or not (palette references will display the palette used to change that value, rather than the value itself).

Once you have saved a copy of your show file, you can then use the quick save function to periodically create backups to USB. [Click here for more information.](#)