

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.