

After recording a cue you may need to make changes to it, and update it. The most effective way to do this, is firstly go into the cue you wish to change and update. The easiest way to do this, is view the playback your cue is stored in, by pressing and holding **View** and tapping your playback's button. Then tap your cue on screen, and press the playback's go button to go into it, the cue will highlight in green, meaning it is the current cue. Ensure your playback's fader is raised.

Your cue will then be outputting, and you can then make the changes required using the fixture controls. When you have made the changes required, and your lighting state on stage now looks how you need it, tap **Update**, and then tap the button of the playback which is currently outputting. The current cue of that playback is then updated, and you will notice the **Clear** button LED automatically turns off, as the console has saved all your manual changes into the cue.

Fade times can also be updated whilst updating the cue, as after pressing **Update** your encoders will allow you to adjust the fades of the cue, in the same way you can when recording a new cue.

By default, cue only is enabled, meaning any changes you make to a cue, will then be reverted in the next cue, ensuring only the cue you are working on is affected, and the following cues look however you programmed them. You can however update a cue with tracking enabled, as a method of sending your changes into several cues.

[When updating cues there are various Update Options available. Click here to find out more.](#)

## Update Syntax

FLX users can choose any of the following syntax to update a cue:

**Update** **Enter**

**Update, Enter,**

This will update the current cue within the playback you are currently viewing.

**Update** **5** **Enter**

**Update, 5, Enter,**

This will update Cue 5 within the playback you are currently viewing.

**Update** Playback button 10

**Update, Stack 10,**

This will update the current cue within Playback 10

**Update** **5** Playback button 10

Update, 5 Stack 10,

This will update Cue 5 within Playback 10

## Updating multiple cues

As well as updating the current cue, or a single cue you define, multiple cues can be updated at once. After you have created the required lighting state on stage, you can then define which cues you wish to be updated to your current lighting state. To do this, you will need to be in Cue Only, so that only the cues you define get updated.

For example:

Update 2 Thru 5 Enter

Update, 2 Thru 5, Enter,

Updates cues 2 thru to 5 with your current lighting state. Cues 3 to 5 are tracking from cue 2.

Update 3 And 5 Enter

Update, 3 And 5, Enter,

Updates cues 3 and 5 with your current lighting state.

Tip - to update a cue within a chase, or a cue that has an auto-cue after it, press and hold Shift, and tap your playback's go button, to go into the cue you wish to update. The following cue will then not automatically play, allowing you to update the cue you need.

# Update Options



After tapping Update, the update options window will open on the external monitor, to allow you to choose what gets added, or removed, from the cue you are updating. To open the Update Options on the internal touchscreen, press and hold Update.

The top of the Update Options window, will display all palettes and cues currently active, with the cue you are currently in selected, indicated with a red stripe. In most cases, you therefore do not need to adjust this, as the console will always default to update the cue you are working on. If you click on your active cue, this will deselect it. You can then click the **Selected Stack** button, to reselect it.

## Tracking Options

The Update Tracking Options are exactly the same options as found in the Record Options window, however they can also be accessed from here. [Click here to find out about the Tracking Options.](#)

## Merge/Remove

The default Update method, is **Merge**. This means parameters that are tagged, will get added to your cue. However, you can choose **Remove**.

**Remove** will mean any parameters that are currently tagged, will be removed from the cue. This is therefore a useful tool to remove parameters, attributes, or whole fixtures from a cue. SmartTag must be disabled, to allow you to use the Remove tool. Ensure the SmartTag button has a blue stripe, meaning disabled.

To remove a whole fixture, select it, and press **Home**. This is a quick way of tagging all its parameters, and you will then be able to tap **Update** **Remove**, to remove the fixture from the cue. To remove a whole attribute on FLX, select your fixture, and then hold **Clear** and tap the attribute key, such as **Colour**, to tag all of that attribute's parameters.

As well as choosing **Update** **Remove**, Remove is also available in the Record Options. You can therefore also tap **Record**, type your cue number, choose **Remove**, and press that cue's playback button to remove tagged parameters from the defined cue.

## Update References

If you go into a cue, and tweak fixture's parameters, you can then update the cue with these changes. However, if your fixture's parameters were referencing a palette, changing their values will have now broken the reference. If you wish to update the palette as well as update the cue, and therefore reinstate the palette reference into the cue, the palettes can be updated at the same time as the cue by enabling the **Update References** button, saving you needing to update the palettes manually first.

[Click here for more information on palette references.](#)

## Filters

The attribute filters along the bottom of the Update Options, allow you to choose which attributes get included, and which don't. [See the Record Filters section for more information.](#)

[The SmartTag option can be enabled/disabled from both the Record Options and Update Options window. For more information on SmartTag, click here.](#)