

# Updating Palettes



To update a palette it is often easiest to activate the palette first by selecting your fixtures and touching the palette. Now, make the changes you need, and then press `Update` followed by touching the relevant palette. This updates whichever palette you touched on the touch screen.

Updating a palette will update the contents of that palette, but will not alter the name of the palette. Any cues that were recorded using that palette, will now also be updated.

On FLX, palettes can also be updated using syntax. Make the changes you want and then type one of the following commands:

`Update` `Beam` `1` `4` `Enter`

`Update Beam 14,`

This updates Beam 14.

`Update` `Position` touch position palette

This updates whichever position palette you touch on the touch screen. You do not need to press the "position" button if the position window is already displayed.