

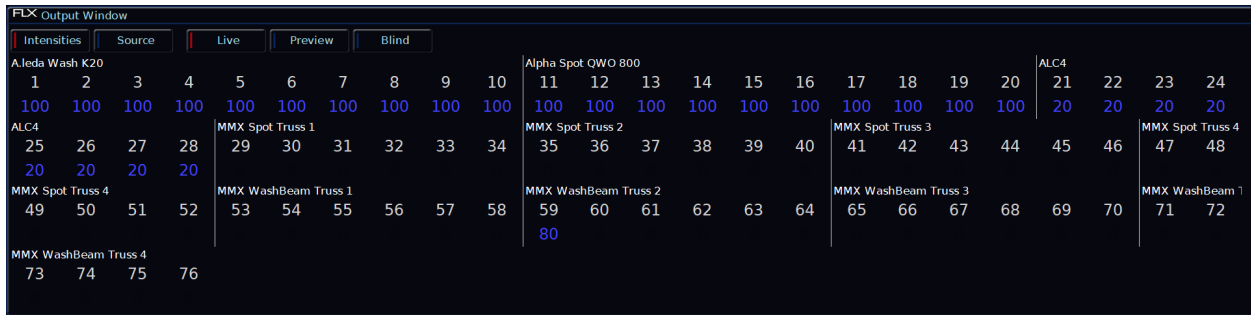
# Output Window



The Output Window is arguably the core window that can be viewed in ZerOS. The Output Window will show you your patched fixtures in fixture/channel number order. The fixture number is displayed in white, with their current intensity percentage displayed below.

The shortcut to view the Output Window on consoles without a monitor, is by holding **Shift** and pressing **View** .

If you have an external monitor connected, the Output window is shown on the top half of both the Cues and Faders desktops:



## Intensity Information

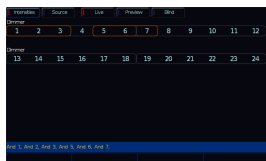
The intensity percentages of your lights are displayed in various colours, which indicate the following:

- **Red** - Programmer value - these are any intensities currently being controlled manually, not by a cue.
- **Blue** - Cue value - values that have faded on from a cue
- **Green** - Cue value - values that have faded down from a cue
- **Purple** - Tracked value - a value which has not been given a new instruction by a cue, and is therefore still the same value it was in the previous cue.
- **White** - Blocked value - a value which is recorded in a cue, that is identical to the value recorded in the previous cue. The intensity is therefore told to go to the value it is at already.
- **Yellow** - Other control:
  - [Highlight active](#)
  - [Rem Dim active](#)
  - [UDK Channel Data](#)
  - [HTP channel data](#)
  - [Intensity defaulted to greater than 0%.](#)
  - **Red Background** - Parked
  - **Grey Background** - Moved On Dark
  - **Line above value** - A Topset/Max Level is active

For more information on what these various values are, go to their relevant section of the manual.

If you see a fixture's intensity percentage displayed, followed by a ".", this indicates that this fixture is a multicell

fixture, and not all the cells are at the same level. The percentage displayed is the value of the highest cell.



## Selection

When the channel is selected, the LED in the button under the fader will turn on, and an orange box will be drawn around the channel number in the Output Window.

Grey outlines around rows of fixture numbers in the Output Window indicate which set of fixtures are currently being controlled by the channel faders.



## Intensities / Source buttons

The “source” button displays what’s in control of each fixture. The following descriptions are used:

- C 1/1 - Playback 1, Cue 1
- C 22/5 - Playback 22, Cue 5
- UDK 1/1 - UDK Page 1, UDK 1
- P - Programmer
- D - Default value

Pressing “Intensities” reverts back to the usual display, showing the current intensity of every fixture.



## Live / Preview / Blind buttons

“Live” displays the usual current output of the console. “Preview” displays the intensities within the next cue (yellow bar) of the currently viewed playback. Using the up/down arrows to navigate the playback allows quick preview of upcoming cues.

“Blind” is both a visual indicator and a quick way to enter and leave “Blind Mode”.



## Parameter Table

At the bottom of the Output Window on the external desktops, a parameter table will open. This will show the percentages and details of all parameters of the currently selected fixtures, and fixtures that are currently in the programmer.

[If you have RigSync enabled, and ZerOS detects and patches RDM devices connected to your console, status messages will be displayed at the top of the Output window. Click here to find out more.](#)