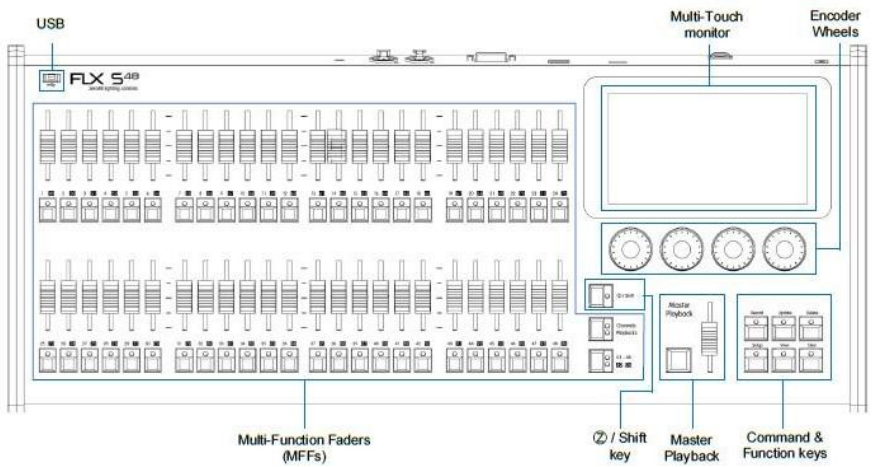


FLXS24 & FLXS48 USER BOOKLET – 20 March 2025 for ZerOS 8.0.0



Turn on power to the desk using the powerboard, the desk does not have a power switch, it takes **60 secs**.

Then turn on the power to the dimmer racks and LED's and other fixtures available..

Select **Output** window (lightbulb) to see what lights are patched to see what is available.

Select **Channels** pages **1 or 2** to control a particular light with a fader. The Page LED is steady for Pages 1 or 2, flashing for Pages 3 or 4, if you have fixtures patched to those pages. Holding Shift whilst pressing the Page button cycles back.

LED lights will be white by default until you select a colour.

If you select an LED light, you can change the **colour** by selecting option **Colour**, **Colour Picker** or **Mood Boards** on the top menu line. Pressing the same Colour option again changes what the encoder wheels control. If you use **two fingers** on the Colour Picker spectrum you can get a **fan out** of the **colours**.

Recording your show

Only one show will be stored in the desk so save your show on the usb thumbdrive using **Setup >Save** . You may need to select Refresh to see what is on the thumbdrive.

You can bring up a light's intensity with the fader, or select a range of flash button(s) by holding down the flash button of the first light in the range, then pressing the flash button of the last light in the range, then press the **Z key** and use the first encoder wheel that has the label **Intensity** or press the **Z key** to use the **Syntax keyboard** xx At level Enter.

To **record a cue** press **Record**, empty Playbacks will flash, recorded Playbacks will be on steady, then press the Flash button of the playback you want the cue to be in, or the Go button. If it has something recorded it will give you the option to **Overwrite** or **Merge** or **Create Cue 2** or **Create Chase** or **Cancel**.

Using the **Master Playback** to record a show allows you to have access to Channels when running the show with Master Playback.

Continue setting up and recording cues to a playback to record what is called a **Stack** in theatre use.

If you record an **Effect** in a **Cue**, you need to turn it off using **No Effect** to stop it being in the next Cue.

To add an extra cue or **Point cue** between existing cues, set up the lighting state, press **Record**, press the **Z key** and type in the number of the Dot Cue, then deselect the Z key to see the new cue.

Naming Channels – press Setup, Fixture schedule, select the Channel Name, type in new name. Use external monitor Fader view to see full channel name, internal touch screen truncates names.

Naming Cues – double click the Name cell in the Playback window and type in the new name.

Deleting Cues – press **Delete**, Press **Z key**, type **number** of Cue you want to Delete then **Playback button**.

To **Save** your show select **Setup > SAVE >Filename-** (use keyboard) **> Removeable Device > Save.**

To **Load** a show select **Setup > Load > Select show file name** (may need to refresh) **> Load**

Running your show

Before using **Playback**, **double click Clear** – bottom right of the desk,

so red led is off, as selected channels override **Playbacks**.

When using a Playback, bring the Playback fader to full, this reset the cue stack so it starts at the first cue.

Press Playback button to play the next cue, which will be yellow. Once the cue is run it turns green to show the cue contents are live to the stage. If you want to play a different cue next, **select** it on the **touch screen**, the cue will turn yellow to show it will play next when you press the playback button.

To **view** a **Playback** content **hold View** and tap the **Playback button** you want to view.

Naming Playbacks – hold the **Setup** button down and press the **flash button** under the **Playback**, select **Advanced** , select **Playback Name** then type in name.

Handbooks, training videos, downloads, Offline editor Phantom ZerOS at <https://zero88.com/control/flxs>

Deleting fixtures is a permanent change to the show file and should not be carried out without intention. There is no undo function, so exercise caution when using this function. To delete a fixture, Setup > Fixture Schedule > Channel Number then select Delete Fixture.

Mixing Playback Faders - Select the fixtures that you want to include in the playback mixing. The press and hold RECORD and turn off Smart Tag (red line goes off), then select the Playback button you want to record a Playback Mix to. Set up another Playback state with lights, press Record and press Playback button, repeat for other required Playbacks. You need an Intensity Playback Button. Tap the middle encoder button of one of the colours you have recorded which opens up the Colour Picker. Bring down the Value Fader to zero, tap the Z

Key, use the Intensity encoder wheel to take the lights to 100%, then Record to the next Playback fader. Then select each of the Playback fader windows, enable Fader Control Colour (Red bar). Check that Colour Fade times are at 0%.

Record Palette To record a palette (for example, a colour palette), firstly adjust the parameters of the fixtures as required (for example, set all your lights to red). Then tap **Record**, and if you are not viewing the required palette window (for example, Colour) for the attribute you wish to record, use the attribute button to bring it into view. Then touch an empty palette, indicated by an asterisk. This process is the same for all palettes.

Update 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.

Rename Palette and Groups can be named by holding Setup and pressing the Group on the touchscreen. An onscreen keyboard will then be displayed to type the group's name. Press OK to confirm.

Renumber Playback - Hold SETUP and tap the Playback Button > Advanced > Renumber.

Snapshot Palette Hold Shift and Tap Record, Tap any empty Palette, it will be annotated **ICBSPE**

Step Back Cues The easiest way to change which cue you'd like to go to next, is to simply tap on the cue you'd like in the Cues window. It

will go yellow, meaning the next GO press will take you to that cue.

Jump Cues If you press and hold a playback's GO button, you can then type the cue number you wish to go to on an **External Keyboard** and then let go of the GO button to go into the cue.

If you hold SETUP and tap a playback's go button, this will open the playback settings. In here you can configure the shifted button function to Pause. 2 shift-presses will then achieve Go Back

Test Mode If you boot your console with the Setup key held down, this will boot you into Test Mode, which displays a virtual Front Panel of your console. Moving faders, and pressing buttons will be highlighted on the virtual front panel, for you to check faders, buttons and encoders are registering correctly. Pressing keys will light the LED in that button. To exit Test Mode, restart the console.

Playback Settings RAISE and Lower

Hold SETUP button and **tap Playback button**, choose Raise and Lower from the top.

Release On Lower is default, disable allows you to keep control Intensity if you lower then raise again.

New Show

To start a new show file while keeping your patching, select **Setup > Clear Options > Showfile Data > Clear All**

Create Groups

Select Groups > Automatically Create Groups, to quickly build up intensity selection options. Then decide which groups to keep. Groups are shortcuts to selection. When you double click the intensity of the group will go to the level recorded in the Group, or you can select Z Shift, then use the intensity encoder wheel. To delete a Group, press Delete followed by touching the specific Group.

To use a **Playback** to control a movers Position, turn OFF **SmartTag** when you record the move to position. This will move the selected fixtures from their current location to the recorded location and then back again when the position location fader is lowered to off.

Output Window Intensity Colour Coding

The intensity percentages of your lights in the Output Window 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%](#)

[DMX Input Channel Control](#)

[MIDI Notes Channel Control](#)

[Red Background - Parked](#)

[Grey Background - Moved On Dark](#)

[Line above value - A Topset/Max Level is active](#)

Using Colour Wheels and Gobo Wheels on Mini Movers

If you have selected an LED Mini Mover that has a Colour Wheel or a Gobo Wheel, after you select the Colour or Shape Tab on the top of the internal touch screen, you then need to press the centre button of the first encoder wheel for the selection screen to appear, which shows the colours or gobos that are available to select. To return to the main window, press the centre button of the encoder wheel again.