



<https://youtu.be/HsIFilBH->

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Take a look at the quick video for an introduction.

Blind mode can be used, to allow you to control fixtures in ZerOS, however not send those changes to the fixtures. You are therefore controlling your fixtures "blind". ?Blind mode is not available on FLX S consoles.

To go into Blind mode, either tap **Blind** at the top of the Output Window, or on FLX hold **Shift** and tap **Z** .



The Output Window and Command Bar turn grey, and the Z key will flash, to indicate blind mode is active.

Changing intensities and fixture parameters within blind mode is exactly the same as normal operation, except it won't change the lighting state on stage. It is therefore especially useful to allow you to record new cues in blind without the audience knowing, and then play them back live once recorded.

Load

When in Blind Mode, you can "load" a cue by holding down the playback's Go button and typing the cue number. For example:

Go into blind mode, and then press and hold the Master Playback, and type 5:

Blind, Load Cue 0/ 5,

This will load that cue into the Blind programmer so you can view it, and make changes to it, without changing the output on stage. After loading a cue, a **Prev** and **Next** button are shown at the top of the Output Window, to allow you to easily work through the cues in the chosen playback.

After loading a cue and making changes, pressing **Update** will update the loaded cue automatically, and you will be taken back to Live mode.

Pressing GO on a playback will continue to work like normal, even though blind mode is active. However, because the "load cue" method is the same method as jumping to a cue when not in Blind Mode, the Goto cue functionality is not available within Blind Mode.

Exiting Blind Mode

To exit blind mode, just press the **Z** key again (no need to hold shift), or tap *Live* at the top of the Output Window. Any programmer data which hasn't been saved or cleared will be recalled when you next enter Blind Mode.