

Groups are selections of fixtures that are used together regularly (such as a colour wash, or all the moving lights on a specific truss). A group can hold any number of fixtures, and a fixture can be in many different groups. FLX can store up to 240 groups, FLX S48 can store up to 96 groups and FLX S24 can store up to 48 groups. Groups can also store and recall intensities of all the fixtures stored within that group.



## Groups window on FLX

The Group window is automatically displayed on the internal display when the Group button is pressed. Groups can be selected and deselected directly within this window.



## Groups window on FLX S

The Groups window can be opened on FLX S by tapping the groups icon at the top of the internal touchscreen, depicted with four tiles.



## Groups window on the external desktops

The groups window can be accessed on the external monitor. The groups window can be found top left of the "Grp, FX, Colour" desktop.

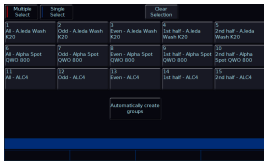
Take a look at the



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# Automatic Groups



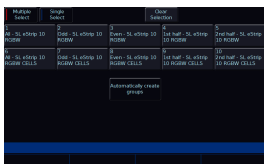
ZerOS consoles can automatically generate a group for each type of fixture you have, plus 'odd', 'even', "1st half" and "2nd half" groups for each different fixture type. Each different type of fixture will therefore have five automatic groups available.

These are very useful to quickly grab control of different selections of fixtures. The 1st and 2nd half groups are often useful for Stage Left and Stage Right splits.

To create the automatic groups, view the Groups window and choose "Automatically create groups".

When groups are selected, they will be highlighted in the Groups window. Selecting "All – Dimmers" will also highlight "Odd – Dimmers", "Even – Dimmers" etc, as by selecting "All – Dimmers" you are also selecting these. All automatic groups automatically store the intensities of those fixtures at 100%. Double tapping a group, will therefore send all the fixtures included in the group to 100%.

## Batten Groups



If you have multicell battens patched, or any fixtures that have multiple light sources arranged linearly, you will have an additional set of five groups, meaning you have 10 groups for each type of batten.

The first set of five automatic groups, will be "normal" groups that you receive for any patched fixtures. The additional five automatic groups, will have "CELLS" added to the group name. These select the cells of the fixtures, rather than the whole fixtures. Therefore the Odd and Even groups for example, select the odd and even cells of the battens, rather than the odd and even battens.

The standard "All" automatic group for battens, are useful for fanning colours or effects across battens, where each whole batten is the same colour. The "All" CELLS automatic group for battens, are useful for fanning colours of effects across the individual cells of all battens.

# Recording Groups

You can create your own groups of fixtures, eg Blinders, FOH movers, PARs on LX3 etc. Simply select the fixtures which you wish to be in the group (using either the channel buttons or syntax), ensure you are viewing the groups window and then press **Record** followed by touching an empty group. This records whichever group you touch on the touch screen. Individual cells of multicell fixtures can also be recorded into groups, as well as whole fixtures.

When groups are recorded, they will be automatically given a name, based on what's been recorded into them. This name can however be customised. [Click here to find out how to name Groups.](#)

On FLX, groups can also be recorded using syntax, along with opening the Groups window during the command, rather than before. Select the fixtures which you wish to be in the group and then type either:

**Record** **Group** **1** **5** **Enter**

**Record Group 15**

This records Group 15.

**Record** **Group** touch group

This records whichever group you touch on the touch screen. You do not need to press the “group” button if the groups window is already displayed.

## Intensity Groups

If the selected fixtures have an intensity value, this will also get stored within the group – this is called an “Intensity Group”. If there is no intensity value present, those channels will get stored at 100%.

Only fixtures that are currently selected will be recorded into the group, even if other fixtures have intensity values.

## Selection Order

As well as the selection and the intensities, groups record the order the fixtures were selected in. This is useful when offsetting effects across selections of fixtures or, on FLX, when using the next / previous keys within Highlight.

If controlling fixtures with the channel faders, fixtures will automatically select in the order you raised the faders.

If you wish to select a range of a fixtures using the channel buttons, press and hold the first fixture's channel button, and tap the button of the fixture you wish to be the last in the selection. The range of fixtures will select. If you wish to have a reverse order, instead press and hold the last fixture's channel button, and tap the first.

For example on FLX, the following three commands would record three slightly different groups, despite all containing the same fixtures:

**1 Thru 4, Record Group 1**

**4 Thru 1, Record Group 2**



# Using groups via touch

Using the built-in touch screen, you can select and deselect groups directly just by touching them.

Touching multiple groups will select all of those groups. ZerOS will keep adding to the selection until another command is entered (like changing the intensity or selecting a palette). After that, those channels will remain selected until you press on another group, which will start the selection again. On FLX, the previous channels being deselected can be avoided by typing And first, and then selecting another group(s).

Intensity Groups can be recalled by double-tapping a group on the touch screen. This also selects the fixtures within that group. If all fixtures are already at the Intensity Group levels, double-tapping the group will turn the intensities off (0%).

## Single Select and Multi-Select

On FLX and FLX S48, there are two Group Selection modes available - "Single Select" and "Multiple Select", selectable via the buttons along the top of the Groups window when viewed on the external monitor.

In Single Select, only one group can be selected at a time. Selecting a group will deselect any other channels, unless syntax commands are used. `And` and `Except` keys are shown on the touchscreen for convenience and work identically to their equivalent front panel keys on FLX.

When Multiple Select is active, touching multiple groups will act as described above, under "Using groups via touch".

The `Clear Selection` button is highlighted blue when there are channels selected. Pressing it will deselect them all.

# Using groups via syntax

Using syntax, all the commands explained within the [Intensities chapter](#) can also be used with groups. Here are two examples:

Group 1 @ 45 Enter

My Group, @ 45,

This sets all the intensities of the channels within group 1 to 45%. In this example the group is called "My Group". The name of the group is displayed in the command line, at the point of selecting the fixtures.

Group 1 And Group 3 @ 80 Enter

Group 1, And Group 3, @ 80,

This sets all the intensities of channels within group 1 and group 3 to 80%

If you wish to recall a group with all the recorded intensities, use the same syntax as above, but press the **Group** button twice, which will display "Intensity Group" in the command line. When doing this, the "@ x" will no longer take the selection of fixtures to x%, but instead to x% of their recorded values.

For example:

Group Group 1

Intensity Group 1

Group Group 1 @ @

Group 1, @ @,

This sets all the intensities of the channels within group 1 to their recorded values within that group.

Group Group 1 @ 25 Enter

Group 1, @ 25,

This sets all the intensities of the channels within group 1 to 25% of their recorded values (so if the intensity of a fixture is recorded at 40% within Group 1, this syntax would recall them at 10%).

Alternatively, Intensity Groups can also be used like any other referencing palette, affecting only the selected fixtures rather than all the fixtures recorded within the Group.

Group Group 5 Enter

Group 5,

This recalls the fixture intensities from Group 5 to only the currently selected fixtures. The fixture selection does not change by using this syntax.

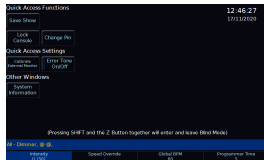


# Referencing Intensity Groups

Intensities can be stored in groups, and recalled by double tapping a group, or by using Intensity Group syntax on FLX.

When a fixture is taken to its full level within an Intensity Group, and then recorded into a cue, ZerOS references the value back to the group's intensity, not the raw intensity values. So if the intensities in the group are updated, any cues that were recorded using that group, will automatically be updated to the new intensity too.

This is sometimes referred to as Intensity Palettes. Therefore on ZerOS, Groups and Intensity palettes are combined.



Upon recalling an intensity group, the reference is displayed on the intensity encoder wheel. For example recalling the intensities of group 1, which contains fixture's at 50%, would display "I1 (50)", where I1 stands for Intensity palette 1, and the raw intensity percentage is displayed in brackets.

# Naming Groups

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.

On FLX, Groups can also be named using syntax by typing one of the following commands:

`Group 207 Name`

This displays an onscreen keyboard to name Group 207

`Name Group 5 Enter`

This displays an onscreen keyboard to name Group 5

`Name Group` touch an empty group

This displays an onscreen keyboard to name whichever group you touch on the touch screen. You do not need to press the "group" button if the groups window is already displayed. An onscreen keyboard will then be displayed to type the group's name. Press `Enter` or OK to confirm.

In the same way as when recording, if the Groups window is already displayed on the internal monitor, just tap a group after pressing the `Name` button to name that group.

Groups can also be named at the point of recording. For example:

`1 Thru 6 Record Group 20 Name`

**1 Thru 6, Record Group 20 Name,**

This would record fixtures 1 thru 6 into group 20, and the on-screen keyboard will pop-up for you to use, or use a USB keyboard to give a name. Press enter to save.

# Updating Groups

To update a group, it usually makes sense to recall that group first. To do this, tap the group, or if you wish to adjust intensities, double tap the group. Then make a new selection of fixtures, or tweak the intensities, and then press **Update** followed by touching the specific group on screen. This updates whichever group you touch on the touch screen. Updating a group will update the contents of that group but will not alter the name of the group.

On FLX, Groups can also be updated using syntax. Make a new selection of fixtures and then type one of the following commands:

**Update** **Group** **1** **4** **Enter**

**Update, Group 14, Enter,**

This updates Group 14

**Update** **Group** touch group

This updates whichever group you touch on the touch screen. You do not need to press the “group” button if the groups window is already displayed.

# Copying & Moving Groups

Groups can be copied or moved using syntax. Copying is particularly useful if you have a group, that you would like to duplicate, so that you can use it as a starting point to build a new group, rather than starting from scratch. Moving is useful if you would like to reposition your group tiles in the Groups window.

## Copying

The syntax can follow "`Group` x `Copy` y `Enter` ", where x is the source group, and y is the destination. There is no need to tap group again before y, however this is allowed.

Examples of copy syntax below:

`Group` `1` `Copy` `6` `Enter`

Group 1 Copy To 6,

Copies group 1 and pastes it to group 6.

`Group` `10` `Copy` `Group` `2` `Enter`

Group 10 Copy To Group 2,

Copies group 10 and pastes it to group 2.

## Moving

The Move command can be accessed, by repeating the process above, however holding the `Shift` key when tapping `Copy` . The syntax is therefore "`Group` x ( `Shift` - `Copy` ) y `Enter` ", where x is the source group, and y is the destination. There is no need to tap group again before y, however this is allowed.

Examples of move syntax below:

`Group` `1` ( `Shift` - `Copy` ) `6` `Enter`

Group 1 Move To 6,

Moves group 1 to group 6.

`Group` `10` ( `Shift` - `Copy` ) `Group` `2` `Enter`

Group 10 Move To Group 2,

Moves group 10 to group 2.

# Deleting Groups

To delete a group, press **Delete** followed by touching the specific group .

The desk will ask you to confirm this action before the command is executed. Once deleted, a group cannot be recovered but can be recreated manually if required.

On FLX, Groups can also be deleted using syntax by typing one of the following commands:

**Group** **4** **2** **Delete**

**Group 42 Delete,**

This deletes Group 42

**Delete** **Group** **7** **Enter**

**Delete Group 7,**

This deletes Group 7

**Delete** **Group** touch group

This deletes whichever group you touch on the touch screen. You do not need to press the “group” button if the groups window is already displayed.

With syntax, you can also use the And, Thru and Except keys to delete multiple groups. For example:

**Delete** **Group** **1** **Thru** **6** **Except** **4** **Enter**

**Delete Group 1 Thru 6 Except 4,**

Deletes groups 1, 2, 3, 5 and 6.

**Delete** **Group** **1** **And** **5** **Enter**

**Delete Group 1 And 5,**

Deletes groups 1 and 5.