

Z Key



The **Z** Key on FLX and FLX S consoles places a range of quick access settings & functions on the internal touchscreen and encoder wheels. It can be pressed at any time unless you are in Setup, and the LED in the button will light when you are in the **Z** window.



On FLX the Z window contains Quick Access Functions, Quick Access Settings, Other Windows, and also a handy clock top right of the window. There is also an "Error Tone On/Off" button, which can be used to turn on/off the built in error tone which can sound every time there is a popup, warning or error.

[Scroll down to find out more about the Z key options.](#)



On FLX S consoles the Z window contains Quick Access Functions, Other Windows, and also an onscreen syntax number pad. FLX S48 consoles also have a button to allow you to calibrate external touchscreen monitors.

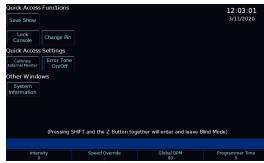
[Scroll down to find out more about the Z key options.](#)

Find out more about the Z Key functions...

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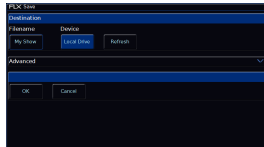
[??](#)

Save Show



The Save Show option within Z, is a "quick save" function. If the current show file has already been saved to your USB storage, pressing Save Show will save the show to USB, and will save a new copy of the show file with the next sequential number on the end automatically.

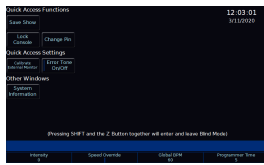
After tapping "Save Show", the Z window is automatically closed.



If the show hasn't yet been named, ZerOS will ask for a name before saving the show file.

On FLX S, the save icon top left of the internal touchscreen can also be used as a Quick Save option, meaning you don't need to tap the Z/Shift key.

Lock

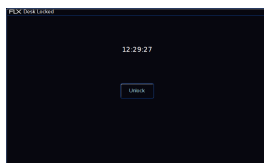


The Lock option allows you to lock the console with a pin number, so you can leave the console unattended safely. Locking the console will enable cues to still playback, and the faders can be used, however no programming or settings can be adjusted.

The default Pin is 0000. It's highly recommended that you change this pin.



To Lock the console, click Lock Console, and then enter the pin.

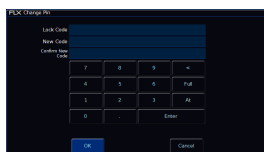


After entering the correct pin, the lock screen will be shown. FLX will display the current time, whereas FLX S will display the duration of time the console has been locked for.



Pressing Unlock, will allow you to enter the lock code. You will then be taken back to the Z window.

On FLX, the shortcut to lock the console is Left + Right + Enter.



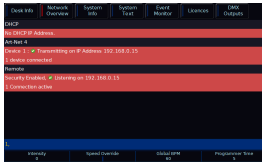
To change the pin, click Change Pin. You can then enter the current pin, and then enter and confirm the new pin. The pin must be four numbers long.

If you have forgotten your pin, please email support@zero88.com

System Information

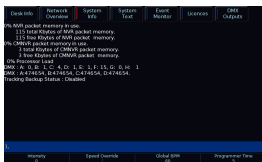


Tapping the "System Information" button in the Z window, will open the System Information window. The first tab you will be viewing is the Desk Info screen. This lists information such as your current software version and current library version installed on the console. If you contact Zero 88 support, we will probably ask you to let us know the information displayed here.

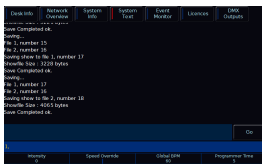


The next tab from the top of the System Information window, is Network Overview. This will list any network protocols that are enabled, and their IP addresses. Connections such as "Remote", will also state the current number of active connections.

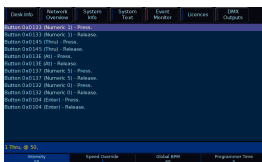
The console's MAC address will also be displayed here.



The System Info screen will show you the hardware details of your console, including processor load and CPU temperature. This is a little bit like Task Manager on windows.



System Text allows you to access the initialisation text displayed when booting the console, saving shows, loading shows, and exiting Setup.

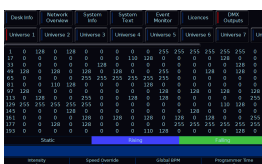


Event Monitor will display button presses and fader levels received by ZerOS. Useful for giving your console a quick check to ensure all front panel controls are registering correctly.

Event Monitor will also display Remote Switch, MIDI Notes and MIDI Show Control commands the console is receiving.



Licences allows you to view the End User Licence Agreement, and other licence texts.



DMX Outputs allows you to view the raw DMX values for every channel on every patched universe being sent from the console. Static values are displayed with a dark background, whereas rising values are displayed in blue, and falling values are displayed green.

You can open the System Information window on the "Cues" desktop of the external monitor, by pressing "?" on your keyboard.

Guidance



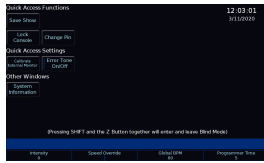
By default on FLX S consoles, the bottom third of the internal touchscreen will display "Guidance" text. Available in multiple languages, "Guidance" steps you through the key features at your own pace, as and when you view different windows or press different buttons, to allow you to learn or refresh your skills.

Press the guidance home icon for a brief introduction to the console. The forwards and back buttons can advance you through the guidance text.



Pressing the X to close the guidance text, will display a message informing you guidance text can be reopened at any time, by pressing Z/Shift -> Guidance.

Z Encoders



When in the Z window, your encoder wheels have four functions; Intensity, Speed Override, Global BPM and Programmer Time. These are explained below...

Intensity

This encoder is available when fixtures are selected, and can be used to alter the intensities of all the selected fixtures. This intensity adjustment is relative, which means that if a range of fixtures are selected with different original values, the movement of the encoder will be applied to each fixture individually (eg each fixture will increase or decrease by a percentage from its original value).

If required, rather than needing to tap Z each time to access the intensity wheel, Intensity can be locked to the first encoder wheel so it is always displayed when fixtures are selected. To do this tap **Setup** -> **Settings** and Enable "Always Display Intensity Encoder" under the Attributes section.

[Click here for more information on using the Intensity Wheel](#)

Speed Override

The Speed Override encoder is used to override the current crossfades occurring on the currently viewed playback. If Speed Override is not displayed, this means your Cues window is currently viewing an empty playback. To view a playback, press and hold **View** and tap the button of the playback you wish to view.

By default, Override is set to 50% to give "normal" crossfades. Deviating the level above 50% will increase the crossfade speed proportionally and reducing the level below 50% will slow down the fade proportionally. Fully clockwise will snap the cue, and fully anti-clockwise will pause the cue. Pressing the middle button returns the Speed Override back to 50%. Speed Override can also be used to speed up or slow down effects running on the currently viewed playback.

Global BPM

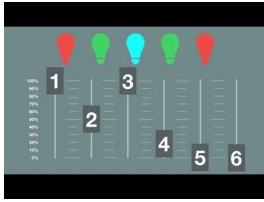
The Global BPM encoder is used to adjust the Global BPM (beats per minute) speed from 1 to 600 BPM. The central button acts as a Tap Tempo, and the encoder can be dialled to speed up / slow down the current Tap Tempo. Any chase can be set to use the "Global BPM" rather than its own individual BPM.

[See Chase Settings for more information.](#)

Programmer Time

When enabled, Programmer Time will apply a fade to live commands in the programmer. This fade time can then be applied to anything in the programmer, ideal for "busking" shows. The encoder will allow you to set any value between 0.0 (snap) and 11:30.0. This time is displayed just above the encoder on the touch screen. To enable the Programmer

Time function, press the middle button of the encoder. Now, activating palettes, changing intensities via syntax, clearing the programmer, releasing playbacks, Highlight & Rem Dim etc will all take the time set on the encoder, rather than happening instantly.



Programmer Time is an ideal tool to use for busking. Take a look at the video for a quick explanation of the term busking in the world of lighting.

<https://youtu.be/yMEHEvnwouY>

[Speed Override, Global BPM, and Programmer Time, can be configured to be controlled by playback faders, as well as the encoders. For more information click here.](#)