

Fixture Defaults

The “Default” values for fixture parameters, are the values that are output to each of a fixture's parameters when the fixture is not currently being controlled.

The initial values for all these settings are taken from ZerOS Library. They are set to values that will produce an open white beam (no colour, gobos or effects) at a central position (Pan and Tilt at 50%) but with an intensity of 0%. They are therefore important, as they ensure that when you raise the intensity of a fixture, first and foremost it illuminates, and you can control the fixture successfully.

Custom Default Values

The Default values can however be edited for individual fixtures, or groups of fixtures as required, to allow you to customise what the fixture does when no playbacks are running, and you are not controlling the fixture manually.

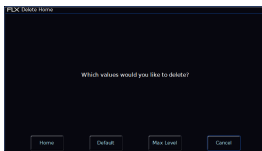
You can do this, by firstly adjusting the fixture's parameters to the values you wish them to be at by default. For information on how to adjust parameters, see each of the attribute sections for Intensity, Colour, Beam, Shape and Position.



Once the fixture's parameters are at the levels you wish to become the fixture's defaults, you can press Record, and then tap Home. The Home button is found top left of the internal touchscreen on FLX and FLX S consoles, however Home is an icon on the touchscreen on FLX S, whereas Home is a physical button on FLX. You can then choose Defaults from the window that opens.

As this is a normal record command, this means that normal Record options apply. The Record Options can be opened on the internal touchscreen by pressing and holding Record. In most cases when customising Defaults, you will need to ensure that the SmartTag option in the Record Options is disabled.

[For information on how to do this, see the programming section](#)



Removing Custom Default Values

To remove custom default values, and revert back to the console defaults, tap Delete Home, and then choose Default. This action can't be undone.

If intensities are defaulted above 0%, these will be indicated as yellow intensity percentages in the Output Window.