

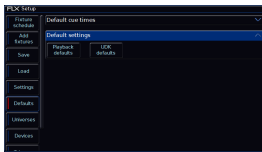
Defaults within the Setup menu allows you to change the default times and settings given when you program Cues (and UDKs). Changing the default settings will never change Cues (or UDKs) which have already been programmed. Only future Cues (and UDKs) will be affected by a change in defaults.

Default Cue Times

These settings change the default times that cues are recorded with. Both the default fade and default delay of the Intensity Up, Intensity Down, Colour, Beam, Shape and Position times can be changed in this window. The default timings are pictured above.

Cue 1 of each playback is always recorded with a 0s fade time by default. This is to ensure that the output of the first cue is inhibited by the playback fader only. This can be changed during the recording process on the encoders, or after the cue is recorded in the Playback Window

Default Settings



Default Settings allow you to configure the defaults of any future playbacks or UDKs that are programmed. On FLX S, "UDK defaults" will not be shown.

Playback Defaults



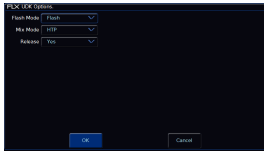
Clicking Playback Defaults will open the Playback Settings window, allowing you to change the default settings that are applied to any new playbacks. Playbacks are created when a cue is first recorded into that playback.

When the button function is left as "Automatic", this allows the button to automatically change function, dependent on the state of the playback. These states are as follows:

- A single cue on a playback - button function set to flash, shifted function set to Solo.
- Multiple cues on a playback - button function set to Go (Fade), shifted function set to Go (Snap)
- Chase - button function set to Tap Tempo, shifted function set to Go (Snap)

[For more information on Playback Settings, click here](#)

UDK Defaults



Clicking UDK defaults will open the UDK Options window, allowing you to change the default settings that are applied to new UDKs.

The default Flash Mode option is particularly useful if you wish to be able to tap your UDK, and your channel data be output, and then tap it again to release the UDK. To do this, configure the default Flash Mode to "Latch".

[For more information on UDK Settings, click here](#)