

Deleting Palettes



To delete a palette, press **Delete** followed by touching the relevant palette. The console will ask you to confirm this action before the command is executed. Once deleted, a palette cannot be recovered but can be recreated manually if required.

When deleting a palette, ZerOS will go through all the programmed cues and UDKs and replace any references to the palette with the hard values from the palette before deleting it. This ensures cues and UDKs are not changed.

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

Colour **4** **2** **Delete**

Colour 42 Delete,

This deletes colour palette 42.

Delete **Beam** **7** **Enter**

Delete Beam 7,

This deletes beam palette 7.

Delete **Position** touch palette

This deletes whichever palette you touch on the touch screen. You do not need to press the attribute button if the required attribute window is already displayed.

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

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

Delete Shape 1 Thru 6 Except 4,

Deletes shape palettes 1, 2, 3, 5 and 6.

Delete **Colour** **1** **And** **5** **Enter**

Delete Colour 1 And 5,

Deletes colour palettes 1 and 5.