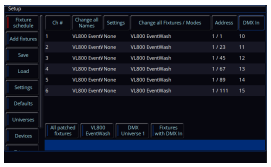
DMX In

ZerOS can receive a DMX input from an external DMX source, which allows another lighting console to remotely control fixtures patched in ZerOS.

Some ZerOS consoles have a physical DMX input connector that can be used to receive DMX.

On FLX, FLX S24, FLX S48 & ZerOS Server, either of the physical DMX output ports can be configured as an input instead.

Click here for information on configuring a DMX Output as a DMX Input



The DMX In column in the Fixture Schedule will be shown on consoles with a DMX input configured. This field can be used to assign DMX In addresses to fixtures.

If fixture 1 in ZerOS, is assigned DMX In address 10, this means DMX address 10 on the external DMX controller, will be mapped to remotely control fixture 1's intensity.

A new *Fixtures with DMX In* patch group button will be shown at the bottom of the Fixture Schedule, to allow you to see all fixtures with a DMX In address assigned.

The DMX Input will control a fixture's intensity LTP, or HTP, depending on whether the fixture is currently being controlled manually in the programmer:

- If the fixture with DMX In control is currently in the programmer, it will be controlled using Latest Takes Precedence rules (red Output Window intensity).
- This means the DMX input will have the same control over the fixture's intensity as the fixture's channel fader.
- If the fixture with DMX In control is not in the programmer, it will be controlled using Highest Takes Precedence rules (yellow Output Window intensity).
- This means the fixture's DMX Input level will mix HTP with the fixture's cue levels.