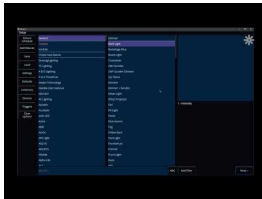
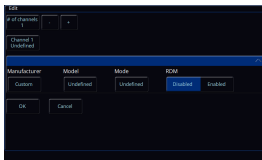


Below the "pinned" fixture manufacturers in Add Fixtures, there is a "Create new fixture" option. If you choose this, and click "Next >", you will be taken to the ZerOS Fixture Creator.



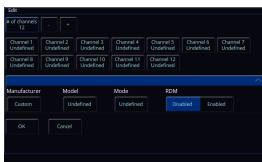
Watch this video to find out about the ZerOS Fixture Creator.

<https://youtu.be/Km8EOXCjLlk>

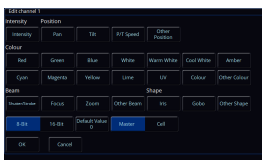


The Fixture Creator is designed to create fixtures quickly and simply - ideal if you get to site and find the fixture you need to patch is missing.

[If you have filtered Add Fixtures to find a suitable fixture, upon choosing "Create new fixture", the Fixture Creator will be pre-populated with your defined DMX map. Click here to find out more about Filtering Add Fixtures.](#)



Firstly, use the "# of Channels", or the "-" and "+" buttons, to choose how many channels your fixture uses.



You can then click on one of the channels you have added, and define what this channel is.

The following "common" parameters are available to choose:

Intensity Parameters:

- **Intensity** (defaults @ 0%)

Position Parameters:

- **Pan**: (defaults @ 50%)
- **Tilt**: (defaults @ 50%)
- **P/T Speed**: (defaults @ 0%)

Colour Parameters:

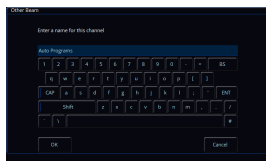
- **Red**: (defaults @ Full)
- **Green**: (defaults @ Full)
- **Blue**: (defaults @ Full)
- **White**: (defaults @ Full)
- **Warm White**: (defaults @ Full)
- **Cool White**: (defaults @ Full)
- **Amber**: (defaults @ Full)
- **Cyan**: (defaults @ 0%)
- **Magenta**: (defaults @ 0%)
- **Yellow**: (defaults @ 0%)
- **Lime**: (defaults @ Full)
- **UV**: (defaults @ Full)
- **Colour**: (defaults @ 0%)

Beam Parameters:

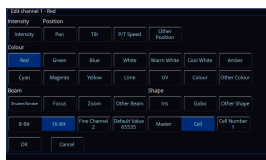
- **Shutter/Strobe**: (defaults @ Full)
- **Focus**: (defaults @ 50%)
- **Zoom**: (defaults @ 50%)

Shape Parameters:

- **Iris**: (defaults @ 0%)
- **Gobo**: (defaults @ 0%)



If the parameter you need to define is not listed, you can choose the "Other" option for the required attribute. This will allow you to then type in a custom parameter name.



After defining the parameter, you can then define the parameter settings if required. These include:

- 8-Bit / 16-Bit - if 16-Bit is chosen, you can then define the Fine channel for the parameter
- Default Value - this will be automatically populated based on the parameter you choose, but can be edited
- Master / Cell - this should be "Master", unless you are creating a "multicell" fixture. Multicell fixtures have multiple light outputs that can be controlled individually. When creating multicell fixtures, each light output is referred to as a cell. Therefore

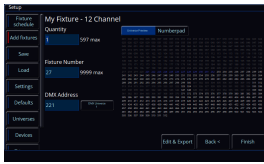
parameters that affect a particular light output should belong to that cell. Choose "Cell", and then define the Cell number. The Cell number will be automatically populated with the next available cell.



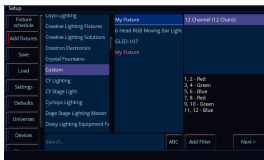
Once each parameter has been defined, you can then give the fixture a "Manufacturer", "Model" and "Mode" name.

If you know the fixture's RDM information, you can set "RDM" to "Enabled", and add the fixture's ESTA ID, Device Model ID, and Personality ID. If you do not know the fixture's RDM information, leave this Disabled.

You can then click OK.



You will then be taken to the second page of Add Fixtures, with your custom fixture chosen, to allow you to patch it into your console.



If you click "Back <", you will be taken back to the first page of Add Fixtures, where you will see your custom fixture file in the list. It will be in red text, indicating this is not a fixture from the ZerOS Library.