

If your fixtures have additional Settings available, a "Settings" column will be shown.

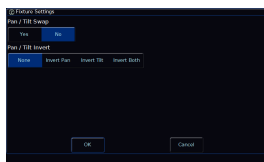
These settings can be changed by touching the relevant cell using the touch screen. Multiple fixtures can be changed at the same time by selecting the fixtures, and then tapping the **Settings** button at the top of the Settings column.

## Scroll down to find out about the following Fixture Settings:

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- [Cell Intensities](#)
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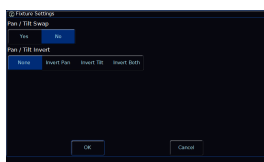
After patching fixtures, it is a good idea to configure their Fixture Settings to how you need them, prior to programming them. This is because changing Fixture Settings may change how existing cues look or behave.

## Pan / Tilt Swap



If you have moving lights selected, the Pan / Tilt swap option will be available. Swapping the Pan and Tilt parameters can be particularly useful if a fixture is rigged on its side. In this function, any values defined for Pan will be output on the Tilt channel(s), and any values defined for Tilt will be output on the Pan channel(s).

## Pan / Tilt Invert



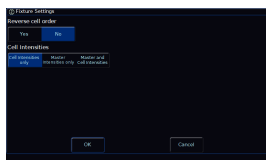
If you have moving lights selected, the Pan / Tilt invert options will be available. The invert options available are "None", "Invert Pan", "Invert Tilt" and "Invert Both".

Inverting Tilt can be particularly useful if you've rigged Front of House fixtures the opposite way around to those onstage, or you have some fixtures sat on the floor.

Inverting Pan can be particularly useful if you wish your rig to be symmetrical, so the beams move into and away from Centre Stage rather than all in the same direction.

With a fixture's home position of Pan and Tilt at 50%, inverting or swapping these parameters won't make an instant visible change. Therefore, it's recommended that before editing these values, you select all the fixtures and move them all to a different position. Now, as you change Invert or Swap options, you'll see the beams updating live.

## Reverse Cell Order

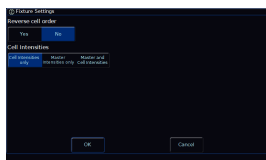


If you have a fixture selected, which has multiple light outputs arranged linearly, you will be given the option to reverse the order of the cells. This option will therefore be available if you have battens selected.

By default, a fixture's individual light outputs or cells, will be ordered as defined by the fixture manufacturer. However, ZerOS offers the ability to reverse the order. Therefore if you have a 10-cell batten, and you choose to reverse the cells, the first cell on the console will actually control cell 10, the second cell on the console will control cell 9 and so on.

This is particularly useful if you have a batten that has been rigged, placed or installed the wrong way round compared to other battens.

## Cell Intensities

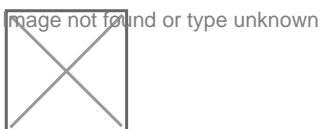


If you have a fixture selected, which has multiple light outputs that can be controlled individually, you will be given the option to change how you control the fixture's multiple intensity parameters.

The default option, is "Cell Intensities Only". When in this mode, the fixture's "Master Intensity" parameter (if present), is frozen at 100%, with no way of being able to adjust it. The fixture's light output is then controlled by adjusting the level of all of the fixture's cell intensities together. The fixture's channel fader, therefore controls all cells together. The nice thing about this method, is it means you never have a fixture's master intensity scaling a cell intensity, which can result in exponential level changes and strange cue transitions.

When set to "Master Intensities Only", you cannot adjust the intensities of the individual cells. This is particularly useful if the fixture has been patched in a multicell mode in your venue, but you just want to treat the fixture as a "standard" fixture, with a single intensity. If you have a large number of multicell fixtures patched, and don't need to access the individual cell intensities, choose this option.

When "Master and Cell Intensities" is chosen, you have access to both the fixture's Master Intensity, and individual cell intensities. The Master Intensity will be controlled by the fixture's channel fader. Beware that when using this method, the Master will usually scale the cells, and so care needs to be taken when programming.



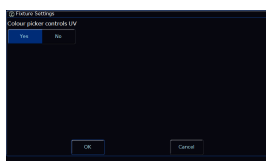
<https://youtu.be/QKPIIL5oHeI?si=0csU9O9X11yjkL1v>

Take a look at this video, for more information on how ZerOS handles multicell fixtures, including the Cell Intensities setting.

[Click here to find out more about Multicell fixtures](#)

## Colour Picker Controls UV

By default, if a fixture has a "UV" parameter, this will be treated as a deep violet additive colour mixing parameter. This UV parameter will therefore be controlled by the ZerOS colour mixing tools such as Automatic Colour Palettes, Colour Picker, Image Picker, Colour Faders and Colour Filters.



However, Settings will be available for fixtures with UV parameters, to allow you to prevent the UV parameter from being included in the ZerOS colour mixing tools. In the fixture's settings, set "Colour Picker Controls UV" to "No".

[Click here to find out more about Colour controls](#)