



## Front panel definitions

### Multi-Function Faders (MFFs)

FLX S48 consoles are equipped with 48 Multi-Function Faders. These can quickly and easily be switched between their two functions (“Channels” and “Playbacks”) by using the Fader Funct. button.

### Channels

When set to “Channels”, the faders directly control each light (or “fixture”) in the rig. Each fixture, no matter what it is, will have a single “Channel Number”, and so will take up a single channel fader. FLX S48 has two pages of channel faders, and can therefore control a maximum of 96 fixtures. The Page button can be used to switch the faders between fixtures (see below).

### Playbacks (or cues, stacks, submasters or chases)

Lighting “states” (or “scenes”) can be pre-recorded, ready to be recalled later. They are called “cues”, and are recorded onto “playbacks”. Each playback can store a single cue, or multiple cues. FLX S48 consoles support 96 playbacks, plus the “Master Playback”. Traditionally, playbacks with a single cue have often been referred to as “submasters” whereas playbacks with multiple cues have often been referred to as “cue stacks”. We simply call them all playbacks.

### Page

On FLX S48, the page button allows you to switch between faders 1 – 48 and faders 49 – 96. Switching between “Channels” and “Playbacks” will automatically change the page to the page you had previously selected when in that function.

## Master Playback

For many shows, especially theatrical, a single playback is often used with a long list of pre-recorded cues. For these situations, an additional "Master Playback" is provided.

## Function keys

Function keys either perform functions themselves (like **View** ), or change the functionality of other buttons when pressed at the same time (like **Setup** and **Shift** ).

## Command Keys

Command keys are used during programming to access commands such as **Record** , **Update** and **Delete** .

## Encoder wheels

Four encoder wheels are provided and used for accurate control of various settings. The settings currently being controlled by the four encoders are displayed in the four boxes along the bottom of the touch screen, just above the encoders. The button in the middle of each encoder is occasionally used to perform an additional, but related, task.

## **Z** / Shift key

The **Z** Key places a range of quick access settings & functions on the internal display and encoder wheels. On FLX S48, holding **Z** acts as "Shift", changing the functionality of other buttons when pressed simultaneously.

## USB port

FLX S48 consoles include a USB 2.0 port on the front panel, and one other USB port on the rear of the console. USB ports can be used for: Keyboard & Mouse (mouse on external monitor only), Touchscreen (DVI-D required), External Storage Devices (such as Memory Sticks), ZerOS Wings.