



On the left of the Cue Settings window, are buttons which can be used to configure the Move On Dark behaviour for this cue.

What is Move On Dark?

Move On Dark is enabled by default. This means whenever a fixture goes dark (it's intensity falls to zero, or the shutter is closed), ZerOS will look ahead in the playback to upcoming cues to see what values the Colour, Beam, Shape and Position parameters are next programmed at for that fixture. Although this is called Move On Dark, this isn't just for position parameters - this is for Colour, Beam and Shape too.

It will then output those values after the fixture has gone dark (according to the Move On Dark delay and fade times). When the fixture comes back on again in a later cue, the Colour, Beam, Shape and Position parameters will already be at their correct values and just the intensity will fade up or the shutter open.

Move On Dark Settings per Cue

The Move On Dark buttons you see in the Cue Settings, will depend on which attributes are set to "Don't Move", in the Move On Dark options of the Playback's Settings.

[For information on Move On Dark Playback Settings, click here.](#)

Don't Move

If an attribute is allowed to Move On Dark in the Playback Settings (which is the default for Colour, Beam, Shape and Position), the option found in the Settings of any cue in the playback will be "Don't Move" for this attribute. This means that in this particular cue, you can prevent ZerOS moving parameters of this attribute in this cue. ZerOS will wait until the next opportunity to move parameters. For example, you may not want colour scrollers changing during a very quiet scene, but you need them to be prepared during other scenes, so during the quiet scene "Don't Move Colour" can be selected in the Cue Settings, indicated with a red button stripe.

When attributes are marked with "Don't Move", the Settings button for the cue in the Cues window will then display "DM:x", where x is the first letter of the attribute which won't be moved in the cue.

Move

If an attribute is configured to "Don't Move" in the Playback Settings, like Effect is by default, the option found in the Settings of any cue in the playback will be "Move" for this attribute. This means you can force ZerOS to move parameters for this attribute, ready for the cue when this fixture is next used.

This is sometimes known as a "Mark Cue", used to prepare or "Mark" an attribute manually for when it is next used.

When attributes are marked with "Move", the Settings button for the cue in the Cues window will then display "M:x", where x is the first letter of the attribute which is forced to move in the cue.