

# Naming Palettes



Palettes can be named by holding **Setup** and pressing the Palette on the touchscreen. An onscreen keyboard will then be displayed to type the palette's name. An external USB keyboard can then also be used. Press OK to confirm.

On FLX, palettes can also be named using syntax. These examples use Colour, however you could also instead tap Beam, Shape or Position for the following commands:

**Colour** **2** **0** **Name**

**Colour 20 Name,**

This displays an onscreen keyboard to name Colour Palette 20

**Name** **Colour** **3** **Enter**

**Name Colour 3,**

This displays an onscreen keyboard to name Colour Palette 3

**Name** **Colour** touch palette

This displays an onscreen keyboard to name whichever Colour Palette you touch on the touch screen. You do not need to press the "colour" button if the Colour window is already displayed.

Palettes can also be named at the point of recording. For example:

**Record** **Colour** **2** **0** **Name**

**Record Colour 20 Name,**

Records colour palette 20, and the on-screen keyboard will pop-up for you to use, or use a USB keyboard to give a name. Press enter to save.