



There are several options in the Operational section of Settings. FLX S consoles do not have the last couple of settings pictured.

Operational settings are explained below.

MFF Window Playback Action

“MFF Window Playback action” defines what happens when you press an onscreen playback in the MFF (Faders) window. By default this opens the Playback’s Settings, but it can instead match the physical button action, or set a Fader Level.

When set to "Match button action", the button function is displayed in the MFF window.

When set to "Set fader level", this will also work in Channels function too.

[For more information on the Faders window, click here](#)

Auto Select Channels

This setting automatically selects a fixture when a channel fader is moved. This is enabled by default, however can be disabled if you wish, meaning you will need to manually select fixtures.

Channel Mix Mode

By default, channel faders are mixed Latest Takes Precedence with every other intensity source on the console. This means that if the channel faders become out of sync with their fixture's intensity, the channel faders can take control of the intensity of their fixture by being moved to the level the fixture is at. The option to change this, is to allow for show file compatibility with Solution range consoles, which have channel "preset" faders.

Page Handover

Page handover defines the behaviour of active playbacks when you change page. “Disabled” is the default behaviour, which means changing playback page will change the page of all the faders. When “Enabled”, changing page will only change the page of faders currently inactive. Any faders with active playbacks will remain on their previous page, until the respective Playback is released – at which point the fader will change to the current page.

Recovery Mode

On FLX, “Recovery Mode” defines how the console should react when it’s powered off and powered back on again.

“Disabled” will release all the playbacks when it powers back on, so no lights are on.

“Enabled” will replay the same cues that were active when the console lost power. This option is useful if you expect to lose power at any point, for example when running with temporary power.

Rem Dim & Highlight options

These “High value” and “Low value” settings affect the values of Rem Dim & Highlight.

Rem Dim will take all unselected fixtures down to the “Low value”. If the selected fixtures are currently at 0%, RemDim will take the selected fixtures to the “High value”.

Highlight will take the selected fixtures to the “High value”.

[For more information on Rem Dim and Highlight, click here](#)