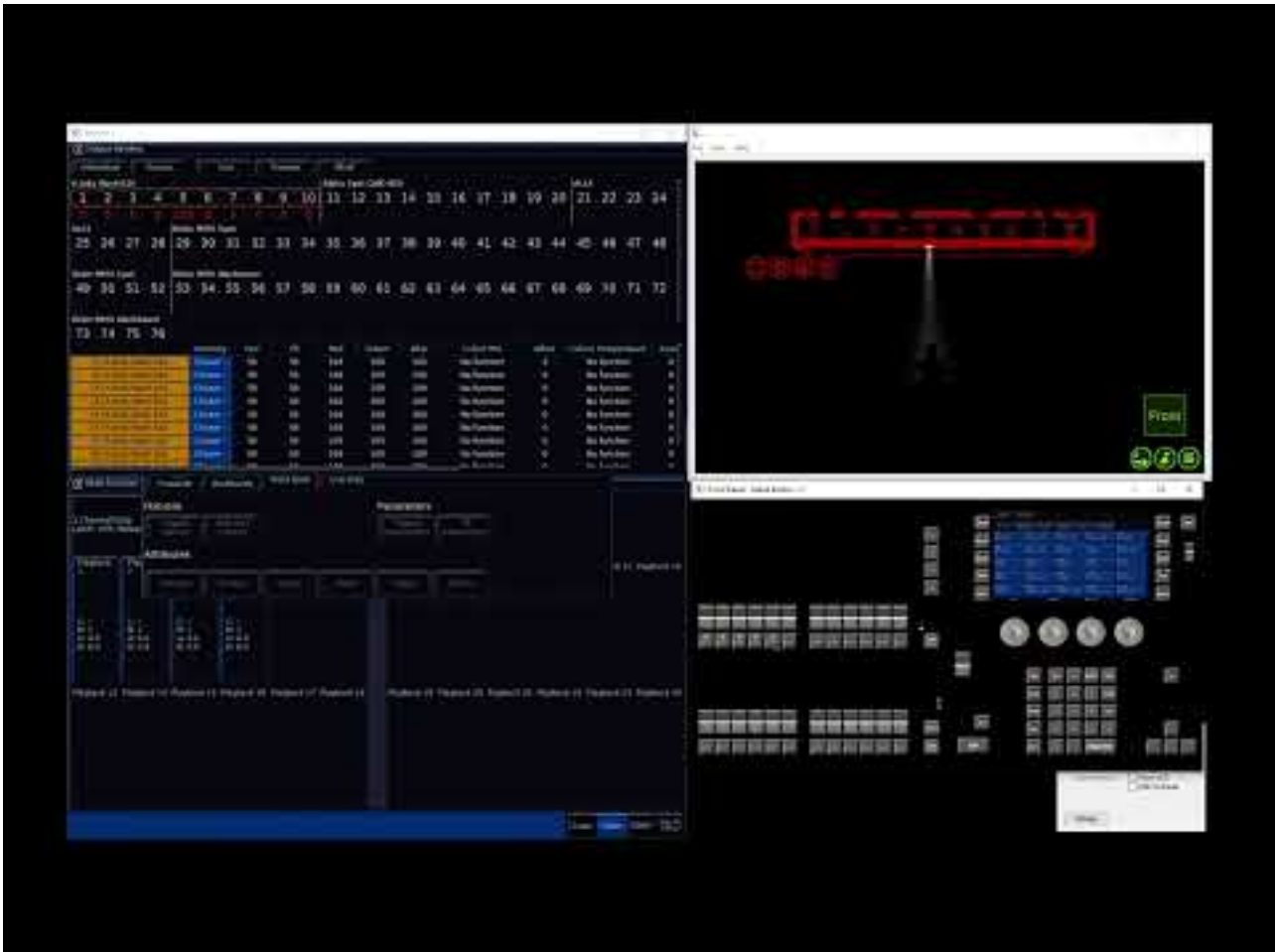


Playing Back Cues

After programming your cues, you can then play them back.

Watch the "Mixing Playbacks & Running the Show" training session here...



<https://youtu.be/hRdjcnFIUI8>

Find out about playing back cues...

- [Mixing](#)
- [Triggering & Releasing Playbacks](#)
- [Next Cue](#)
- [Pause](#)
- [Goto Cue](#)
- [Cue 0](#)
- [RGB Colour Mixing on Playbacks](#)

Goto Cue

GOTO CUE

Goto cue allows you to jump to a specific cue. On FLX, simply hold down the playback's Go button. "Goto Cue x/" will be written in the command line, where x is the playback number. You can then type the cue number you wish to go to with the other hand, for example:

```
Goto Cue 0/5.5
```

Then release the playback's GO button, and you will go to that cue. FLX S users can also do this, using the number pad found by pressing `[Z/Shift]`.

SNAP TO CUE

To snap to a cue ignoring fade times, for example, during a programming session when you want to alter a cue without having to wait for the cue fade to complete, hold `[Shift]` and then tap the Go button of the playback you are using. This will snap to the cue, rather than using the fade times. Doing this also won't allow Auto Triggers to work (useful to jump to a cue without automatically moving onto the next cue).

To snap to a specific cue number, rather than simply the next cue, hold `[Shift]`, and then hold Go, and "Snap to Cue x/" will be written in the command line, where x is the playback number. Then release `[Shift]`, and with Go held type the cue you wish to snap to, for example:

```
Snap to Cue 1/20
```

If this doesn't work, the playback's settings must have been changed. Ensure the shifted function is set to "Go (Snap)".

Mixing

Whenever a cue is triggered which contains Colour, Beam, Shape or Position parameter values, these values are sent to the fixtures. This cue has become the latest instruction for the fixtures, and hence this behaviour is called Latest Takes Precedence (LTP).

Intensity however behaves a little differently. Intensity will by default mix between playbacks (and UDKs) with Highest Takes Precedence behaviour (HTP), meaning whichever playback has the highest intensity percentage for that light, is the one that has control.

However, if a fixture's intensity is being controlled manually (and therefore not from any cues or UDKs), this has the highest priority on the console. As manual values have the highest priority, outputting cues will not be able to take over control of a fixture's intensity. Manual values are indicated in red in the Output Window.

This is where the button comes in. allows you to remove all manual values, sending them either back to defaults, or allowing any cues to then take control of the fixtures.

Pressing once clears the selection, and a second tap of removes the manual values.

Therefore it is vital before playing back cues to check if the button is lit. If it is, give it a double tap, to ensure your cues will have control over all lights.

Cue 0

Every programmed playback will have a blank cue 0. Going into cue 0, means the playback is still triggered, however is not controlling any fixtures. You can either jump to Cue 0, by holding down the playback's Go button and typing 0, or by using the arrow keys to move up from Cue 1, which will display Cue 0 (--).


Pause



If at any time you wish to pause a cue while it is running, you can use the pause function. This will pause the cue's fade time transition. It will not pause playback Raise/Lower times.

Pause is a button function that can be chosen within the Playback Settings.

Often, users will set Pause to be the “shifted” function of the playback button, which can be set as a default option so you don't need to change every playback. After the initial press of the pause button, subsequent presses will step backwards through the playback. To continue running the playback, press the Go key.

[Click here to find out about configuring a playback's button function](#)

On FLX, the Master Playback includes a dedicated pause key  above the Go button and next to the master fader.

Holding down  and pressing the Pause key  will snap to the previous cue (on the Master Playback only, due to the dedicated Pause key).

Triggering & Releasing Playbacks

By default, raising a playback's fader will automatically trigger the first cue within the playback. Lowering the fader, will by default automatically release the playback.

[Click here to find out more about triggering and releasing playbacks with their fader](#)

RELEASING PLAYBACKS

Once you have finished playing back cues it is important to release the playback. This stops the playback having any further control over the fixtures. When you lower a fader, the playback is automatically released.

You can also manually release a playback by holding **Clear** and pressing the Go button of the playback.

To release all the playbacks (and UDKs on FLX), except the Master Playback, hold **Clear** and press the **Fader Funct.** button. To manually release the Master Playback, hold **Clear** and press the Go button of the Master Playback.

On Solution consoles, you can press and hold **Clear** and tap **Memories** to release all playbacks except the Master Playback.

On ORB consoles you have some further options for releasing:

- **Shift** + **Release** - Releases all Playbacks & UDKs
- **Release** + **Stack** - Releases all Playbacks
- **Clear** + **Fader Funct.** - Releases all Playbacks EXCEPT the Master Playback
- **Sub** <Playback Number> **Release** - Releases the individual Playback via syntax

Next Cue

Within the Cues window, the green bar shows you the currently active cue, while the yellow bar highlights the next cue (which will become active if you press Go). You can change which cue is next by simply selecting it, using either the touch screen or the arrow keys. The cue will go yellow, and become active when Go is pressed, or the playback fader is raised. Once the end of the playback is reached, the first cue will be selected as the next cue, resulting in a loop.

Individual cues cannot be renumbered. If you need to reorder a few cues, you can do this by moving them to the cue number you need.

The whole playback can be numbered, by opening the playback's settings, and tapping **Advanced** -> **Renumber** .

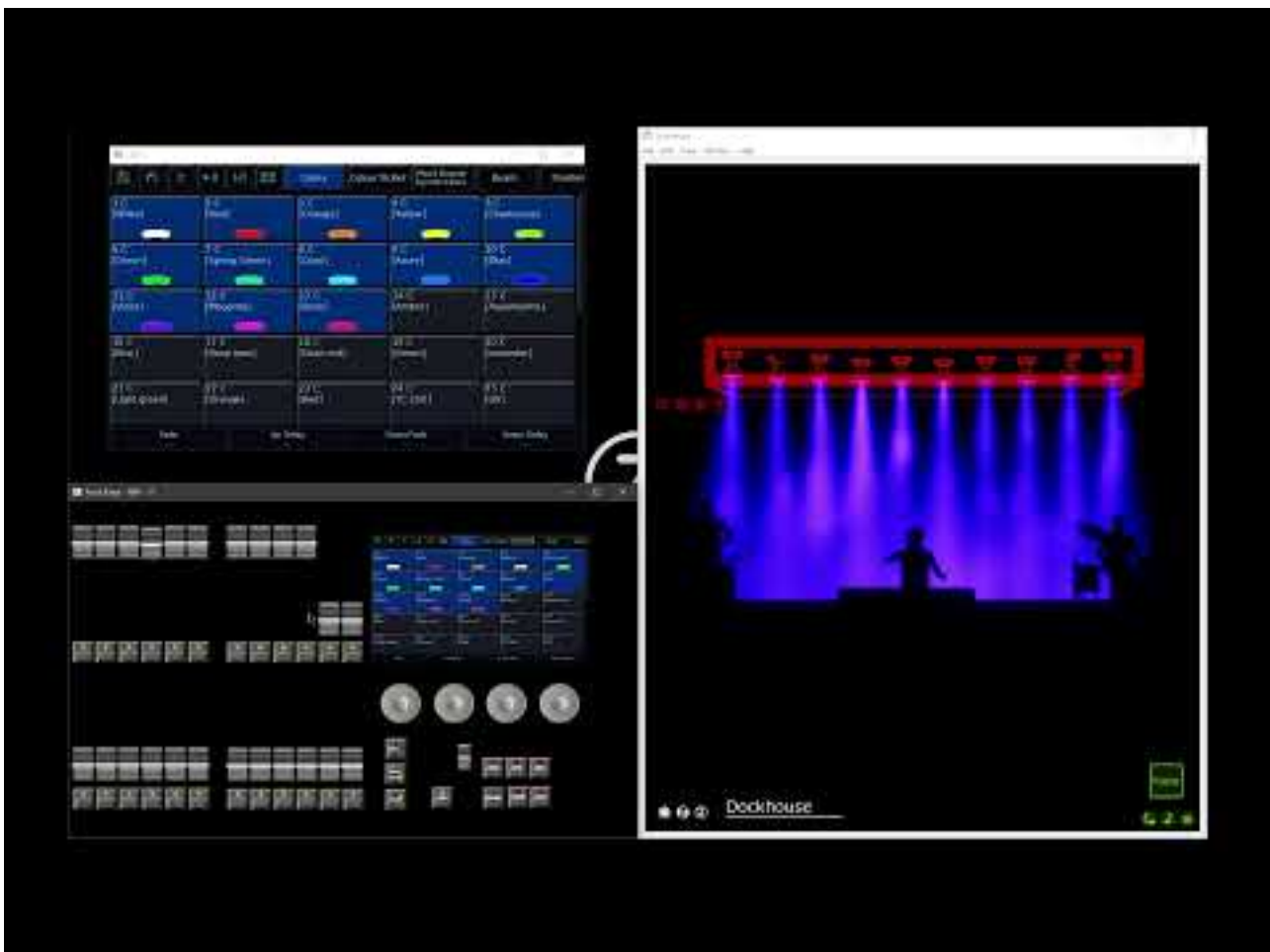
When running through your cues, the highlighted cell in the cue list window (blue cell) will be the cue number of the Next cue, highlighted in yellow. Pressing **Enter** will allow you to type into the cell. This will not renumber the cue, but instead allows you type in the cue you wish to be next, and press **Enter** . The Next cue jumps you to the cue you typed, (if present), meaning the next go button press will run that cue.

RGB Colour Mixing on Playbacks

Sometimes it's useful to have direct RGB control on faders for a fixture. This allows you to, for example, add Red in and Blue in using faders to colour mix and create Magenta.

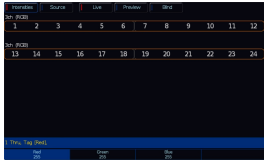
ZerOS will by default treat colour as LTP. This stands for Latest Takes Precedence. This means that if you raise a playback, the fixture will go to the colour of that playback, as it was the latest instruction for that light. It won't by default mix the colours together. However there is a method to give you colour control on faders.

Take a look at the tutorial below to guide you through the steps...



<https://youtu.be/pbS4sX7VbKA>

The steps required are as follows...

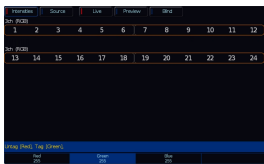


Select the LED Fixtures you wish to have RGB control over, but leave their intensity off. The first encoder wheel should display "Red". Tap the "Red" parameter name on the touchscreen above the encoder wheel, and you should see it goes from having a dark blue background to light blue background.



Now press and hold Record, and ensure SmartTag is disabled in the Record Options Window. It shouldn't have a Red Stripe next to it, if it does tap "SmartTag".

Then tap the button under the Playback you wish to control RED.



Now tap "Red" on the touchscreen again, and you should see it goes back to having a dark blue background. Now tap "Green" on the touchscreen above the encoder.



Now tap Record, and tap the button under the Playback you wish to control GREEN. Now tap "Green" on the touchscreen again, and you should see it goes back to having a dark blue background. Now tap "Blue" on the touchscreen above the encoder.



Now tap RECORD, and tap the button under the playback you wish to control BLUE.

Now tap the middle encoder button of any of the RGB encoders to take you to the colour picker, and drag the onscreen fader to the right of the picker to 0%.

Now turn the fixtures on to full intensity. You can use the intensity wheel to do this, by pressing Z, and using the first encoder. Note the fixtures won't come on, as they are currently black.

Now tap Record, and tap an empty playback button - this playback is your Colour Mix Intensity fader.



Now hold Setup, and tap the Playback button of the "Red" fader, and tap "Colour" under "Fader Controls..." so that it has a red stripe next to it, and press OK.

Repeat this for the Green and Blue fader.

Whilst you're in the Playback Settings, you can tap **Advanced** from the top, and you can give your playbacks a name.

Now clear the programmer by pressing the **Clear** button twice, and then when you want to use your colour mixing playbacks, raise your Colour Mix Intensity playback - note by default this playback will have a 3 second fade time for

colour, which you may wish to remove. To do this press and hold **View** and tap the playback's button. In the cue list window you can tap on the colour time, and use the encoder wheels to dial this to 0 seconds.

You can then use your RGB faders to colour mix on your fixtures. Raising all four will give you full white.

When your Intensity Mixing Playback fader is lowered, by default it will "release". This means you will then need to raise it again, before you can use your colour mixing faders. You may wish to stop it releasing. To do this, press and hold Setup and tap the playback's button, to open the Playback Settings. Choose Raise and Lower from the top, and then set Release on Lower to disabled.