

Record Options

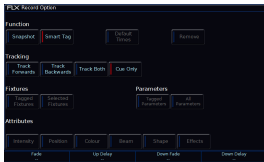


Before diving in and programming cues, it is useful to know the Record Options you have available to you. These affect which fixtures, attributes, and parameters get stored into your cues, and in fact everything that you program on the console. This means if you have a lighting state on stage you wish to record, it could look very different when played back, depending on the Record Options that were set when you recorded the lighting state.

Record options are especially important when recording cues.

By default, when **Record** is pressed the Record Options window will open on the external monitor. If you do not have an external monitor connected, you can press and hold **Record** to open the Record Options on the internal touchscreen.

You can change when and where the Record Options window opens, in **Setup** -> **Settings**, and using the Show Record & Update Window options under Record & Update.



By default, the Record Options will have two options enabled, which will be enabled for everything you program. These are "SmartTag", and "Cue Only", indicated with a red stripe on their button. These options, ensure that the lighting state you see on stage is exactly what is recorded, and therefore exactly what you get when played back. This is done by the console deciding which fixtures to include, and which ones to ignore.

You therefore don't need to specify what gets recorded, and you can leave the console to do the job for you. If you are happy with this method of working, you can skip over the rest of this section.

[If you cannot see a "SmartTag" button top left of the Record Options window, click here to find out more.](#)

Find out more about the following Record Options...

- [Snapshot & SmartTag](#)
- [Tracking](#)
- [Remove](#)
- [Filters](#)

Watch the Record Options training session here...



<https://youtu.be/--EeATsqH-o>

Record Filters



There are three different filters in the Record Options, which can be used to define what gets recorded. These will be greyed out if SmartTag is enabled, as the console will be choosing what gets recorded, and greyed out if "Snapshot" is enabled, as the console will store everything.

The filters available are "Fixtures", "Parameters" and "Attributes".

Fixtures

By default, **Tagged Fixtures** will be chosen, indicated with a red stripe, meaning any fixtures that you have adjusted, or "tagged" will get stored. Remember tagged parameters are indicated as red intensities in the Output Window, and parameters with a blue encoder background in the encoder displays.

Instead, you can choose **Selected Fixtures**, meaning only the currently selected fixtures will be recorded. This is very useful, as it allows you to choose exactly which fixtures get recorded.

For example if there is just one fixture you don't want to record, you could type the following:

Enter Enter, Except 5, Record 10

This would record the current lighting state except fixture 5, to cue 10 in the currently viewed playback.

Parameters

By default, **Tagged Parameters** will be chosen, meaning only tagged parameters will get recorded. However choosing **All Parameters** will tag all parameters, obeying the "Fixtures" filter. This is therefore useful for recording all parameters of just the selected fixtures.

Attributes

When **Tagged Parameters** is chosen, this can be filtered further using Attributes filters. Each attribute is listed, and can be switched between a blue stripe (no parameters within this attribute will be recorded), red stripe (only tagged parameters within this attribute will be recorded) and green stripe (all parameters within this attribute will be recorded). By default, after tapping you will see attributes that are not currently tagged with a blue stripe, and any attributes that have been tagged with a red stripe.

Snapshot & SmartTag

Snapshot

Snapshot will store a value for every single parameter of every single fixture in the cue, ensuring that the lighting state you see is exactly what is recorded.

It is especially useful if you are recording cues with tracking behaviour, as it can be used to record cues that you know you never want values to track into. Once a cue is recorded with snapshot, it can sometimes be referred to as a "Block Cue" or "Blocked Cue", as it blocks values from tracking into the cue.

Rather than choosing **Snapshot** from the Record Options window to enable it (indicated with a red stripe on the **Snapshot** button), the shortcut to record a Snapshot cue is to hold **Shift** and tap **Record**. On FLX this will bring "Record All" into the command line, and **Snapshot** will be preselected in the Record Options window.

SmartTag

Ultimately, when SmartTag is enabled, the console decides what gets recorded. With SmartTag disabled, it is down to you.

SmartTag ensures the lighting state you see on stage, is exactly what is recorded. This means that the console will include parameters that you have adjusted manually, or "tagged", but will also include any other values required to achieve your current lighting state. SmartTag will therefore see if you have any other playbacks active, and will also record these parameters into the cue too. With SmartTag disabled, only the parameters you manually controlled, and "tagged", would get recorded.

It does not store every parameter into every cue, and therefore SmartTag and Snapshot are different functions that cannot be enabled together. The reason SmartTag doesn't simply record every parameter into every cue, is for three key factors. The main one being, is that if all cues included all parameters, it would make mixing playbacks much harder, as all the cues would be fighting over all the parameters. SmartTag also helps you use two other functions on the console, which are the other two reasons SmartTag doesn't simply include all parameters into all cues.

These functions are Tracking and Move On Dark, which are explained in other sections.

This is because with SmartTag enabled, indicated with a red stripe on the **SmartTag** button, the console will only include values that are different to the previous cue - the logic is there is no point telling a fixture to do something it is doing already! It therefore doesn't store "block" values, and so allows you to use tracking to easily update multiple cues at once.

When SmartTag is enabled, it also will not store parameters of a fixture, if its intensity is at 0%. All it will do, is store the intensity value at 0, and leave the remaining parameters untouched. This allows Move On Dark to be able to prepare that fixture for when it is next used.

When SmartTag is disabled, indicated with a blue stripe on the **SmartTag** button, you decide what gets stored into cues and palettes, by tagging required fixtures, attributes and parameters. This means that when SmartTag is disabled, you then have access to the filtering options, found under the "Tracking Options" in the Record Options window.

[Click here to find out about tagging parameters in the Tagging section](#)

If a cue is recorded or updated with SmartTag enabled, ZerOS will not include information for a fixture, if the fixture's information is identical to the previous cue. SmartTag can therefore be used to unblock a cue.

To do this, go into a cue you wish to unblock. Then tap UPDATE, ensure SmartTag is enabled, and then tap your playback's button. ZerOS will remove any blocked values from this cue, meaning information will be removed from the cue for fixtures that were being told to go to a value they were at already in the previous cue.

Now instead, the fixtures will track from the previous cue.

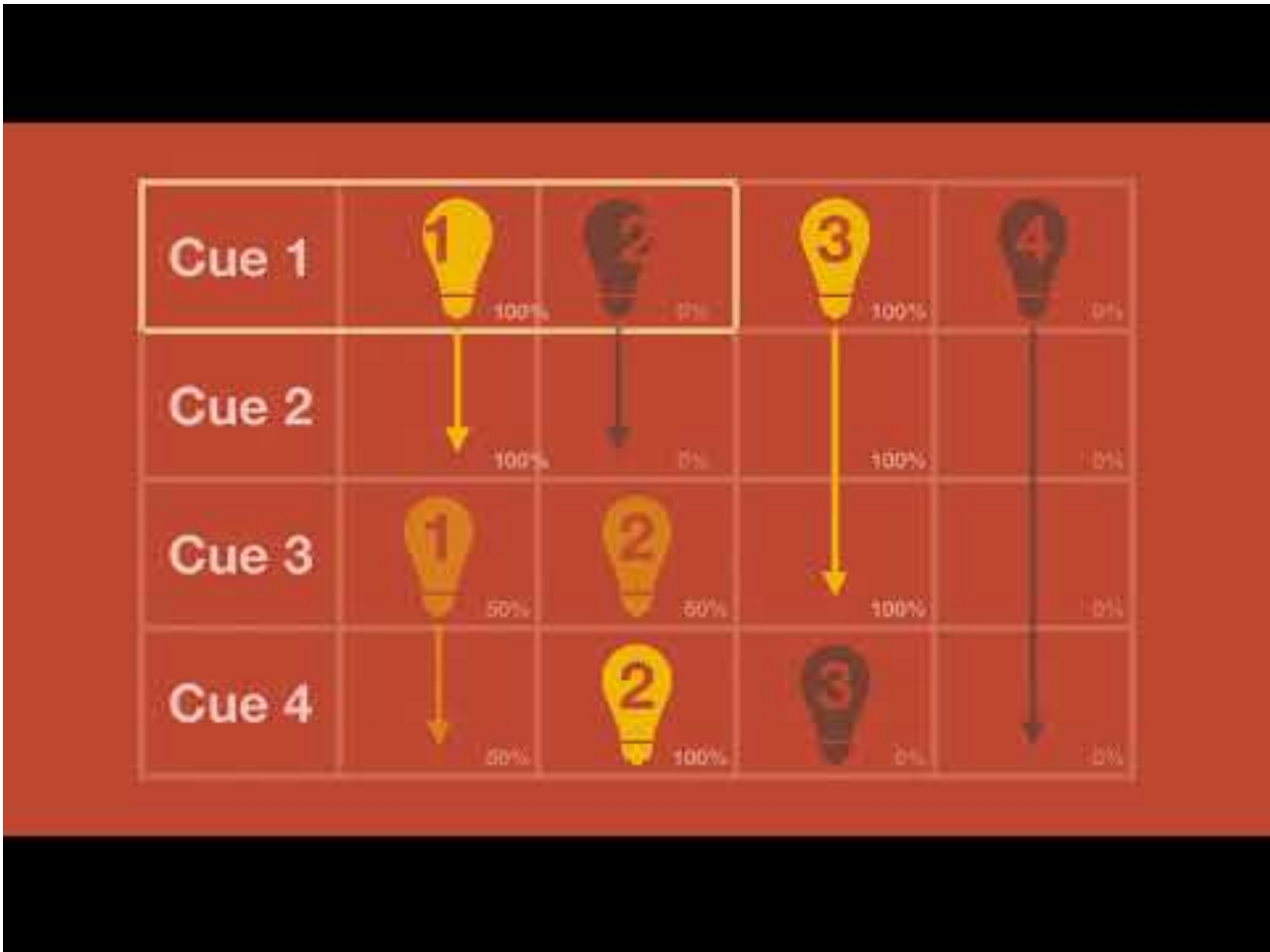
Tracking



In the Record Options window, are four Tracking Options. These are “Track Forwards”, “Track Backwards”, “Track Both” and “Cue Only”.

Cue Only is selected by default, meaning the console is not recording your cues with tracking methodology.

See the quick video below, for an overview of what “Tracking” means...



https://youtu.be/v_ALd1i90Jc

Track Forwards

If Tracking is enabled, every cue programmed behaves in a Tracking methodology. This means that each cue only programs the changes between two states – channels are told to fade up, fade down, change colour, beam, shape and position, or if no instructions are programmed, the channel will stay the same. This is a powerful programming method as it allows advanced manipulation of the cue stack and updates can be filtered through entire sequences without having to update each cue individually.

Choosing **Track Forwards** allows the change to flow through into the following cues. For example, add a new light into a cue, and it will then stay on through subsequent cues, until it is next told to change. If you choose to update with Track Forwards enabled, remember to “undo” the change you made in one scene when you move to the next –

particularly if the next cue is a blackout.

Track Backwards

With `Track Backwards`, rather than ZerOS making your changes to the cue you are currently in, it will instead look back up the cue stack, until it finds the cue that instructs your fixture to be at the level it is at in the current cue. It will then update this cue, and the change will then track back down the cue stack to the cue you are currently in. The change will not track down from the current cue into following cues.

It is therefore useful to use Track Backwards to make a change to multiple cues in a scene, when you are currently in the last cue of that scene.

Track Both

Track Both is the same as Track Backwards, in that when you update a cue, you are actually updating the cue further up the cue stack that gave the fixture you are working on an instruction. However Track Both, then allows your change to filter through the cue you are currently in, and onto subsequent cues.

If you go into a cue, and change a fixture's intensity, its percentage will go red in the Output window. If you then update the cue using Track Backwards or Track Both, the fixture's intensity percentage will go from red to purple. This is the only time you will see this when updating a cue - normally when you update a cue you are changing the information in the cue you are working on, resulting in the colour of intensity percentages changing to blue, green or white.

Cue Only

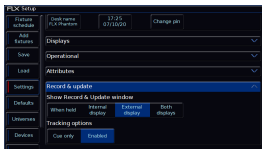
When Cue Only is enabled, only the cue you are working on will be affected. In the background, this is because the console undoes any changes you made in the next cue, to ensure the next cue looks exactly how you left it. This is useful when recording a cue out of sequence, or when updating a cue, to ensure the update you make doesn't affect any subsequent cues in the cue list. This is therefore the default option, to ensure the cue you record, doesn't affect other cues.

Take a look at this quick video for an explanation of Cue Only.

So, I updated a cue once and it ruined everything!

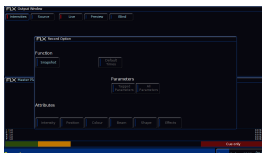
<https://youtu.be/eyYtnDpd9k4>

Global Tracking Options



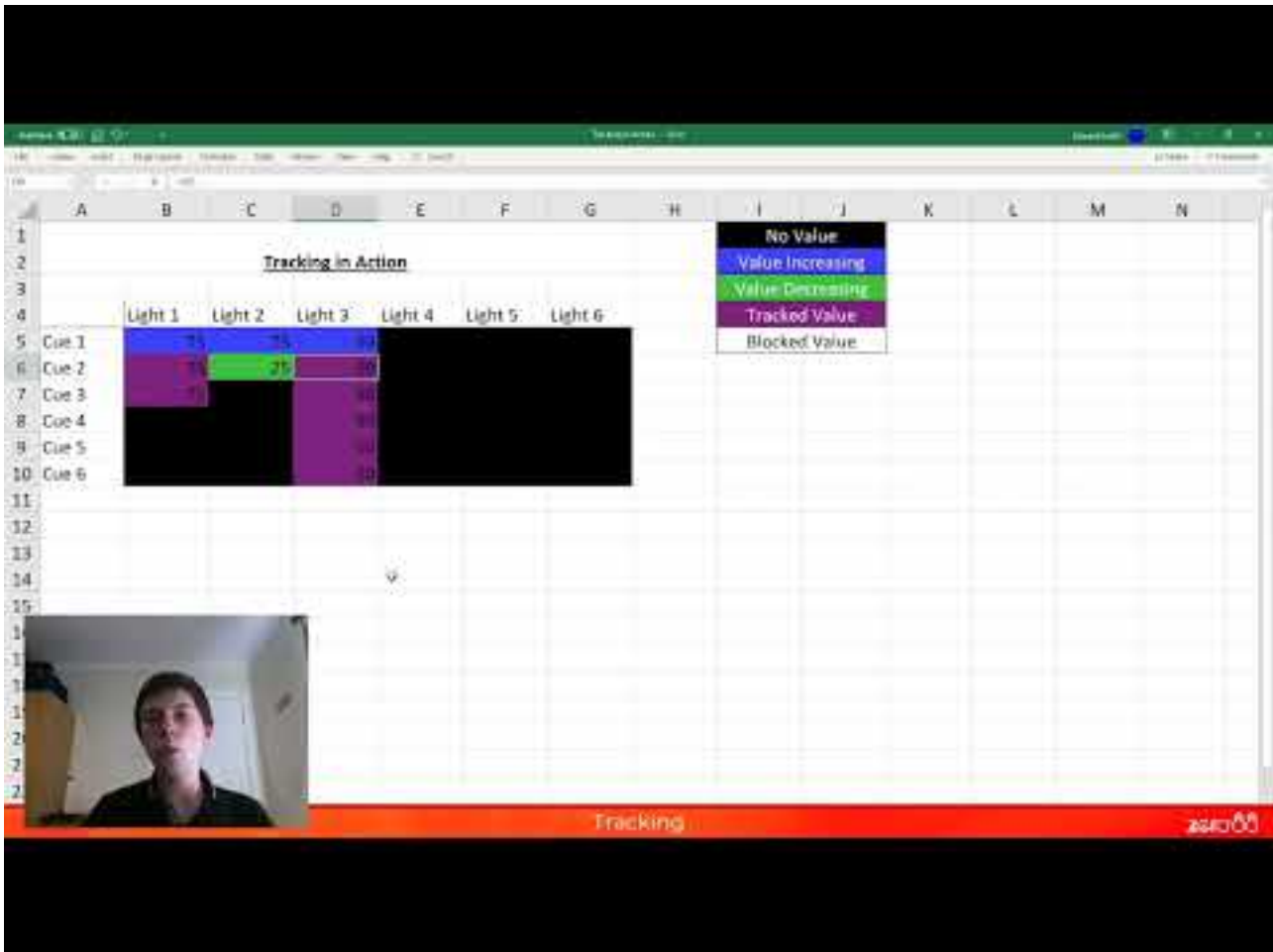
Changing settings in the Record Options, will affect what gets stored, and what doesn't. Therefore some users, like to hide the majority of the Record Options, to prevent any accidental change in options. To hide the majority of the Record Options, tap Setup -> Settings, and tap the "Cue Only" Tracking Option under "Record & Update".

When this global Record & Update option is set to Cue Only, the console will snapshot any fixtures that are currently active when cues are recorded or updated. This means you have much less capability for mixing cues together. The downside to setting the console to global Cue Only, is if you do need to be specific with what parameters get stored into your cues, or need to configure your fixture's home or default values for example, you cannot simply use the Record Options window. You have to first go into Setup -> Settings, enable the Tracking Options again, to give yourself access to the Record Options.



When the Record & Update tracking options are set to Cue Only globally from Setup -> Settings, "Cue Only" will then be displayed with a red background, bottom right of the Cues window on the external desktop. The Record Options will then have a reduced set of options.

Still a little hazy on what tracking means? It is best to see it in action, so let's take a look at this training session below...



<https://youtu.be/G-LiS0MF5II>