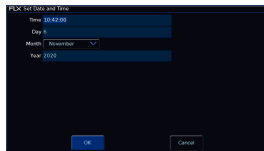


Settings within the Setup menu allows you to change various settings that affect the ZerOS system, such as monitor settings or switch between the various modes available.

Desk Name

The desk name is used to identify itself. For example, when using the mobile apps, the name of every console on the network will be displayed. By default, the desk name will be the console type (ie “FLX” or “FLX S24”) followed by the serial number, but this can be changed by selecting the desk name, using the onscreen keyboard to type a new name, and pressing **OK**



Set Date & Time

All ZerOS consoles except FLX S have an internal clock. Press the Date & Time button on the monitor to open the Set Date and Time window. Enter the correct time, day, month and year in the fields provided and then confirm by selecting the OK button. This setting is especially important when using Real Time cue triggers.

Security

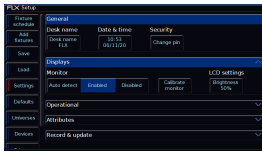
This allows you to change the Lock pin of the console. The default pin is 0000. It’s highly recommended that you change this pin. The console can be locked via the **Z** Key, so you can leave the console unattended safely.

[Click here to find out more about locking your console](#)

Find out about the remaining panel drop downs in the **Settings** tab...

- [Displays](#)
- [Operational](#)
- [Attributes](#)
- [Record & Update](#)

Displays



The Displays section of Settings contains "Monitor" settings for the external monitor, and "LCD Settings" for the internal touchscreen. FLX S24 only has the "LCD Settings", as there is no external monitor output on FLX S24 consoles.

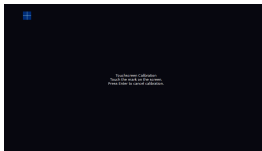
Monitor

FLX, FLX S48 and ZerOS Server have a DVI-D connector on the rear of the console for an external monitor output. This monitor can also be touchscreen if desired, which also plug into one of the USB connectors with a second cable. FLX will automatically detect if the external monitor is present, and the best resolution to use for that monitor. FLX S48 will not auto detect if a monitor is present, and will output at 1024 by 768 resolution. To manually change if a monitor is present or not, change "Monitor" to `Enabled` or `Disabled` (by default on FLX this is set to `Auto Detect`).

[For more information on external monitor settings, click here](#)

Calibration

If using a touchscreen, this monitor will need to be calibrated before the touch functionality will work. Click `Calibrate`.



The external monitor will now guide you through the calibration process – press the orange cross in the upper left corner, then the lower right corner, then the upper right corner.

If you find the touchscreen does not respond, wait a couple of seconds, and try again. Whilst in the calibration window, you may receive a message suggesting you press the `Update` button. If you receive the message, and the external monitor is not responding, press the `Update` key on the console, and try tapping the mark again.

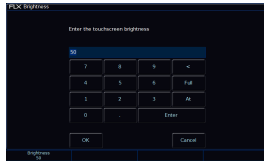
This completes the calibration and ZerOS will ask you to draw on the screen to check the calibration has worked correctly. You should ensure that the line drawn is displayed in the same place you touch the monitor. Press `Enter` (or, on FLX S48 `Z/Shift`) to confirm and return to Settings.

A number of external touchscreens are supported by ZerOS. Although we will endeavour to add support for other screens where possible, we make no guarantees about this since the drivers may not be available in the correct format for the desk operating system. Please contact Zero 88 for details.

Resolution

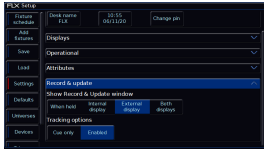
On FLX and ZerOS Server, to manually change the monitor's resolution, click "Resolution" and select one of the listed resolutions (or select "Auto Detect"). FLX will change the resolution for 15 seconds, and then automatically revert it to the previous setting unless you click Keep on the internal monitor within those 15 seconds.

LCD Brightness



This Settings allow you to change the brightness of the internal display. The touchscreen brightness is a value between 0% and 100%. Recommended use is at 50% brightness. 0% will not allow the backlight to go out completely, but instead to a very dim level that can still be seen in most situations. The first encoder wheel will allow you to adjust this, as well as the on-screen numpad.

Record & Update



The Record & Update options of the Settings tab, allow for the Record & Update window to be configured, and the global tracking options to be set. These are explained below:

Show Record & Update Window

This can be changed to decide when these two windows should be shown during programming.

When held: means the windows will only be displayed on the internal touchscreen when the Record or Update buttons are held for around half a second. This is useful if you are regularly programming palettes using the external monitor.

On internal display: means the windows will be shown on the internal display as soon as the Record or Update buttons are pressed.

On external display: (FLX & FLX S48 only) means the windows will be shown on the external display as soon as the Record or Update buttons are pressed, but only on the internal monitor if the buttons are pressed and held. This is the default option.

On both displays: (FLX & FLX S48 only) means the windows will appear on both displays as soon as the Record or Update buttons are pressed.

Tracking Options

This option defines the behaviour of the desk when recording cues. It can be seen a little bit like a "Beginner" (Cue Only) or "Normal" (Enabled) mode. There are two options available:

Cue only: means that tracking options will not be available within the Record and Update windows. Cues are programmed with a full capture of the stage output to ensure what you see on stage is exactly what is programmed, and exactly what will be played back when you replay the cue.

Enabled: means that tracking options will be available within the Record and Update windows.

[Click here for more information on the Tracking settings in the Record Options window](#)

It is strongly recommended to use the console with Tracking Options enabled. This does NOT mean Tracking is enabled - it simply means the Tracking Options are available to you.

Cue Only should only be used when basic programming is required. Cue Only significantly limits the complexity of programming, and is not designed to allow for complex mixing between playbacks.

Switching the Tracking Options between "Enabled" and "Cue Only" can change data in existing cues. Therefore, this option should only be changed prior to programming.

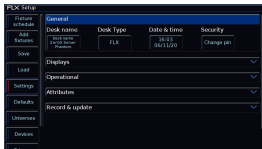
Desk Type

ZerOS Server can run as any of the following consoles that run ZerOS:

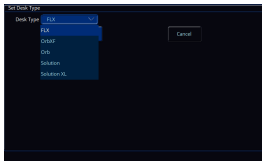
- FLX
- OrbXF
- Orb
- Solution
- Solution XL

By default, ZerOS Server will run as FLX.

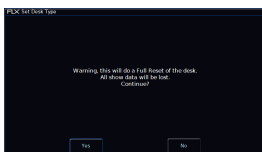
If ZerOS Server is being used as a Backup device in a Tracking Backup system, it must be configured to match the Desk Type of the Master console. Feature availability for ZerOS Server is based upon whichever console it's currently emulating.



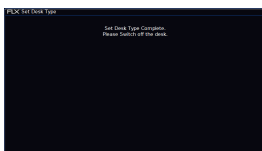
To change the ZerOS Server's Desk Type, click Desk Type in Settings.



A drop-down can then be used to choose the console type. You can then click OK.

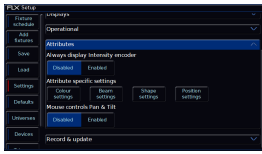


Changing the Desk Type will completely wipe the ZerOS Server's memory. On the Warning message, click Yes to proceed, or No to allow you to save your show to USB first.



After clicking Yes, the ZerOS Server will change the Desk Type, and ask you to switch off the server once complete. ZerOS Server will boot into the newly selected Desk Type when it is next powered.

Attributes



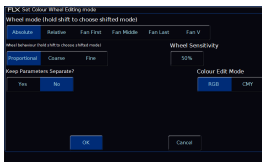
The attributes section allows you to edit global Intensity, Colour, Beam, Shape and Position settings. These are explained below.

Always Display Intensity Encoder

This allows you to lock the first wheel to an Intensity control. This means all other options on the encoders will be shown on encoders two, three and four only. Using Intensity on a wheel is advantageous when you have multiple channels all at different levels, and you want to increase or decrease their levels all together. If you only plan to use this feature occasionally, leave this option disabled, and use the Intensity Wheel that becomes available when you press the **Z** Key.

[For more information on the Intensity wheel, click here](#)

Attribute Specific Settings



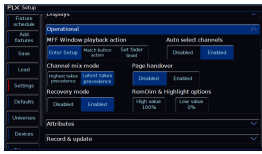
These options allow you to change various settings for each attribute. The same windows can also be opened outside of the Setup Window, by pressing Setup and the attribute button together (on FLX S, these are soft buttons along the top of the touchscreen).

[For more information on Attribute Settings, click here](#)

Mouse controls Pan & Tilt

This allows you to control the Pan and Tilt of a moving light by using an external USB device, such as a mouse or trackball. When enabled, this device will control the Pan and Tilt of any selected device when the "Position" attribute button is selected on the front panel.

Operational



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.

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 playbacks when ZerOS starts, so no lights are on.
- “Enabled” will output 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. Transition timings of the "recovered" cue that outputs will already be complete. This includes Move On Dark timings ready for upcoming cues. If your lighting system is configured to hold last state when DMX data is lost, there should be no change in DMX values when FLX restarts with Recovery Mode enabled.

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](#)

Hide Unused Fader Pages

By default, "Hide Unused Fader Pages" is enabled for *Channels & Playbacks*. This means only Channel pages with fixtures patched can be accessed, and only Playback pages with playbacks programmed can be accessed.

For example:

- On FLX:
- If only Channels 1-36 are patched, the Page Up / Page Down buttons will cycle between Page 1 & Page 2
- If Playbacks are only programmed on the first page, the Page Up / Page Down buttons will not function
- On FLX S:
- If Playbacks are only programmed on the first page, the Page button will not function

All playback pages are always available after tapping **Record**, holding **Setup** or **View**, or during a Copy/Move action.

Setting "Hide Unused Fader Pages" to *Disabled*, will allow all Channel and Playback pages to be accessed, irrespective of whether faders are populated. It is also possible to just limit this functionality to *Channels Only*, allowing all Playback pages to be accessed.