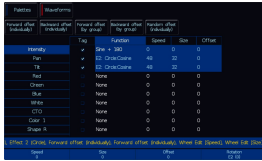


On FLX consoles, a Waveforms tab is available from the top of the Effects window. In here, all parameters of the currently selected fixture(s) will be listed down the left hand side of the table and the effect parameters are listed across the top of the table. This allows you to apply an effect, and then adjust it, for each parameter of the fixture.

Firstly, find the parameter you would like to apply an effect to, and then double tap on the Function field. This will give you a drop down of all of the available waveforms that can be applied to that parameter. Function determines the mathematical function that is applied to the output value of the fixture parameter. Graphs of the available functions are shown below:





After applying a function, there will be no change on stage, as you then need to give the function speed and size. The Effect encoders will allow you to adjust the Speed, Size, Offset (and Rotation if a function is applied to Pan or Tilt), of all your fixture's parameters. Alternatively, you can tap onto the field in the Waveforms window you require, and type in the exact value required for that specific parameter of the fixture, and press Enter to confirm.

Speed determines the speed of the effect and also the “direction” of movement effects, where -100 is fast anticlockwise, 0 is stop, and +100 is fast clockwise. Size defines the magnitude of the effect (0 – 100). Offset determines the fixture’s offset into the effect. Rotation cannot be performed on a per parameter basis and can only be applied to the Pan and Tilt parameters together. Therefore, the Rotation parameter can be adjusted via the control wheel, but is not displayed in the Waveforms window.

Once you have manually created your effect, it can then be recorded into your own custom effect palette. If you have applied functions or adjusted the Speed, Size and Offset for parameters you don't wish to include in your effect palette, tap the Tag box for that parameter to untick it, to ensure it won't get stored into your palette.

You can then press the **Record** button which will display the Effect Palettes on the display, and select an empty palette.

[See the Palettes chapter for more information](#)