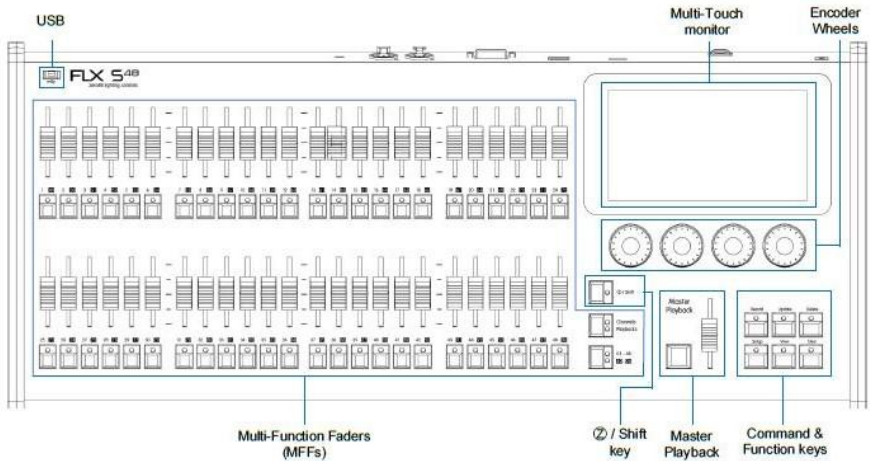


PLOTTING CHECKLIST FOR FLXS48 using ZerOS 7.14



A Script with lighting cues clearly marked in pencil. Decide what your default Cue Time will be, then use Setup > Defaults > Cue fade times. Cue times can be changed by selecting in the Playback window.

A Current Lighting Plan, preferably a 1:25 scale plan with legend showing position of lights, direction of focus, dimmer channel or desk channel with DMX address of fixture, accessories fitted, gel colours.

Socket or Circuit Sheet showing if a lighting bar or stage patch panel socket is connected to a Dimmer Channel or a conventional light or a Non Dim LED power if it is an LED or moving head fixture.

When patching conventional fixtures using Setup > Add Fixtures > Generic > use a descriptive type of Generic such as Fresnel or Profile . You can **Name Channels** after they are patched by pressing Setup > Fixture schedule, select the Channel Name, type in the new name. Use the **external monitor** in **Fader** view to see full channel names as the internal touch screen truncates names. It is useful to have the stage area as part of the name, such as Profile DSR Cool.

Fixture Files for all of your lights. You will need the correct fixture file for all of the lights you want to patch stored in the rot directory of your thumb drive. Sometimes they may have a different name, so keep a list.

Set up **Groups** and **Palettes** to speed up plotting. When recording a colour palette select all of your LED fixture types so any of them can use the Palette colour recorded.

You can record a snapshot palette by holding Shift and tap Record,

then tap any empty ICBSPE palette. Use this to record your common lighting states such as Cool Stage or Warm Stage.

Turn on power to the desk using the powerboard, the desk does not have a power switch, it takes **60 secs** to complete booting up.

Then turn on the power to the dimmer racks and LED's and other fixtures available..

Select **Output** window (lightbulb) to see what lights are patched to see what is available.

Check that Master Playback is set to **Highest Takes Precedence** by press-and-hold SETUP, tap the playback's GO button, select HTP OK.

Select **Channels** and pages **1 or 2** to control a particular light with a fader. LED lights will be white colour by default.

If you select an LED light, you can change the **colour** by selecting the Tabs **Colour, Colour Picker** or **Mood Boards** on the top menu line.

Pressing the same Colour option again changes what the encoder wheels control if there is more than four. If you use **two fingers** on the Colour Picker spectrum you can get a **fan out** of the **colours**.

Recording your show

Only one show will be stored in the desk so save your show on the usb thumbdrive using **Setup >Save**

To see what is on the thumbdrive select **Setup >Save >Refresh**.

You can bring up a light's **intensity** with the **channel fader**, or **select a range of flash button(s)** by holding down the flash button of the first light in the range, then pressing the flash button of the last light in the range ,then press the **Z key** and use the **first encoder wheel** that has the label **Intensity** or use the **Syntax** keyboard xx At level Enter.

To **record a cue** press **Record**, empty Playbacks will flash, recorded

Playbacks will be on steady, then press the Flash button of the playback you want the cue to be in, or the Go button. If it has something recorded it will give you the option to **Overwrite** or **Merge** or **Create Cue 2** or **Create Chase** or **Cancel**.

Using the **Master Playback** to record a show allows you to leave the multifunction faders in Channels mode during Master Playback. Continue setting up and recording cues to a playback to record what is called a **Stack** in theatre use.

If you record an **Effect** in a **Cue**, you need to turn it off using **No Effect** to stop it being in the next Cue.

To add an extra cue or **Point cue** between existing cues, set up the lighting state, press **Record**, press the **Z key** and type in the number of the Dot Cue, press Enter then deselect the Z key.

Suggestions for first Cues you could record for a show are:

LX1 Lamp Test

LX2 House Lights & Curtain Warmers

LX3 House Lights down

LX4 Blackout (Curtain Warmers down)

LX5 Scene 1 opening

LX2, LX3, LX4 can be copied to use for intermission and end of show.

Naming Cues – double click the Name cell in the Playback window and type in the new name.

Deleting Cues – press **Delete**, Press **Z key**, type **number** of Cue you want to Delete then **Playback button**.

To **Save** your show select **Setup > SAVE >Filename-** (use keyboard) **> Removeable Device > Save**. Hint: Add the **Date** to your show name.

To **Load** a show select **Setup > Load > Select show file name (may need to refresh) > Load**

Running your show

Before using **Playback**, **double click Clear** – bottom right of the desk, so red led is off, select **Playbacks**.

When using a **Playback**, bring the **Playback fader** to full, this reset the cue stack so it starts at the first cue. (see **Raise and Lower Options**) Press **Playback** button to play the next cue, which will be yellow. Once the cue is run it turns green to show the cue contents are live to the stage. If you want to play a different cue next, **select** it on the **touch screen**, the cue will turn yellow to show it will play next when you press the **playback** button.

To **view** a **Playback** content **hold View** and tap the **Playback button** you want to view.

Naming Playbacks – hold the **Setup** button down and press the **flash button** under the **Playback**, select **Advanced** , select **Playback Name** then type in name.

Handbooks, training videos, downloads, Offline editor Phantom ZerOS at <https://zero88.com/control/flxs>

Deleting fixtures is a permanent change to the show file and should not be carried out without intention. There is no undo function, so exercise caution when using this function. To delete a fixture, **Setup > Fixture Schedule > Channel Number** then select **Delete Fixture**.

Mixing Playback Faders - Select the fixtures that you want to include in the playback mixing. The press and hold **RECORD** and turn off **Smart Tag** (red line goes off), then select the **Playback** button you want to

record a Playback Mix to. Set up another Playback state with lights, press Record and press Playback button, repeat for other required Playbacks. You need an Intensity Playback Button. Tap the middle encoder button of one of the colours you have recorded which opens up the Colour Picker. Bring down the Value Fader to zero, tap the Z Key, use the Intensity encoder wheel to take the lights to 100%, then Record to the next Playback fader. The select each of the Playback fader windows, enable Fader Control Colour (Red bar). Check that Colour Fade times are at 0%.

Record Palette To record a palette (for example, a colour palette), firstly adjust the parameters of the fixtures as required (for example, set all your lights to red). Then tap **Record**, and if you are not viewing the required palette window (for example, Colour) for the attribute you wish to record, use the attribute button to bring it into view. Then touch an empty palette, indicated by an asterisk. This process is the same for all palettes.

Update Palettes To update a palette it is often easiest to activate the palette first by selecting your fixtures and touching the palette. Now, make the changes you need, and then press **Update** followed by touching the relevant palette. This updates whichever palette you touched on the touch screen. Updating a palette will update the contents of that palette, but will not alter the name of the palette. Any cues that were recorded using that palette, will now also be updated.

Rename Palette and Groups can be named by holding Setup and pressing the Group on the touchscreen. An onscreen keyboard will then be displayed to type the group's name. Press OK to confirm.

Renumber Playback - Hold SETUP and tap the Playback Button > Advanced > Renumber Cues - Playback location > OK > OK.

Snapshot Palette Hold Shift and Tap Record, Tap any empty **Groups** Palette, it will be annotated **ICBSPE**. Double tap Group to play back.

Step Back Cues The easiest way to change which cue you'd like to go to next, is to simply tap on the cue you'd like in the Cues window. It will go yellow, meaning the next GO press will take you to that cue. If you hold SETUP and tap a playback's go button, this will open the playback settings. In here you can configure the shifted button function to Pause. 2 shift-presses will then achieve Go Back

Playback Settings RAISE and Lower

Hold SETUP button and tap Playback button, choose Raise and Lower from the top. Release On Lower is default, disable allows you to keep control Intensity if you lower then raise again.

Controlling LED power with DMX switch packs can be easy, but you need to know how the switch pack responds to the presence or absence of DMX signals. Use Add fixtures > Generic fixtures > Dimmer > **Non Dim** > Default On to turn a DMX channel on after the FLX S has finished turning on. To change the state of the channel or fixture, select the Non Dim channels, then select the Beam options tab on the top menu bar, then control using the encoder wheels. Press the centre button of the encoder wheel and you can then select Connected Load off or Unknown or Connected Load on

Show Record & Update Window

To stop Record window obstructing Groups window in External Monitor Setup > Settings Record & Update > Show Record & Update Window > When Held

Phantom ZerOS can be downloaded from <https://www.vari-lite.com/global/products/zeros-software> . When you open the program

you will get a small screen ZPhantomZerOS . Using Desk drop down selection select FLXS48 then Go. You will then get a small screen with four options: Show Monitor 1, Show Front Panel, Show LCD, DMX In Panel. Selecting Show Monitor 1 gives you the FLXS48. Note the Right click to press-and-hold message, you need to do this 9 function keys underneath the encoder wheels. If you have two monitors on your PC you can have Show Front Panel on one screen and Show Monitor 1 on the other screen.

Test Mode If you boot your console with the Setup key held down, this will boot you into Test Mode, which displays a virtual Front Panel of your console. Moving faders, and pressing buttons will be highlighted on the virtual front panel, for you to check faders, buttons and encoders are registering correctly. Pressing keys will light the LED in that button. To exit Test Mode, restart the console.

ZerOS Startup Tool In the unlikely event your ZerOS console fails to boot, there is a recovery method using the **Startup Tool**. Plug in a USB keyboard, and turn your console on. Immediately keep tapping the F1 key. The Startup Tool screen should then display. The first thing to do, is remove the current show file on the console. This may have corrupted, and be causing the console to fail to boot. If you need the current show, first plug in a USB stick, and then click **Backup Desk State to USB**. Then click **Clear Show Data** , and restart your console.

If you reboot the console and it still doesn't finish booting, switch off the console, and boot into **Startup Tool** again by tapping the F1 key during boot. Then perform a fresh software install, which should recover the console.

Flickering or Pulsing Dimmers or Conventional Lights - turn off RigSync (RDM) in Setup > Universes> RDM> Disabled