

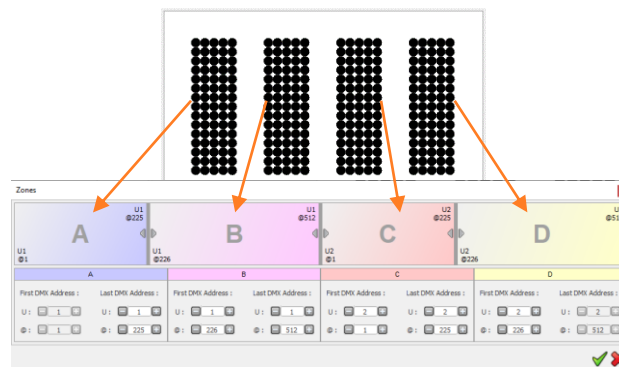
How to play an identical scene in multiple zones

In stand-alone multizone mode, lighting scenes can be assigned to different zones (5 zones max) in order to simultaneously play a different scene in each zone. But, it is also possible to create and play a single identical global scene in unison across several or all zones.

In Stand Alone mode, the global scene is triggered by selecting the Global zone in the device's multizone menu.

Creating a new Global scene requires programming a new scene and then copying the scene to each zone. Each zone will manage its own DMX channels as configured in the Zone setting. Then, all the scenes from each zone will need to be assigned to the same Stand Alone playback button in order to be triggered simultaneously.

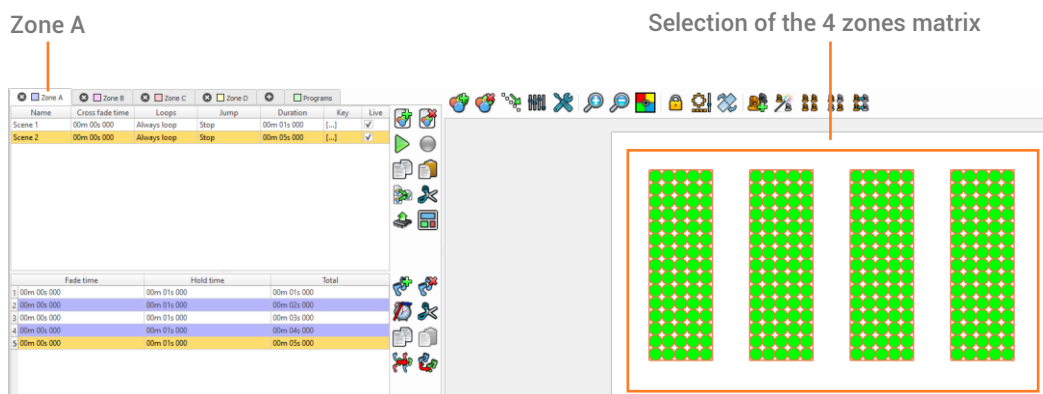
In the example below, 4 matrices are set up in 4 different zones:



Normally, to create a typical multizone show, you would select the zone tab, set up the matrix and channels according to the chosen zone, and then create scenes for that zone.

To create a global scene, it is necessary to first program the scene in Zone A by selecting all the desired fixtures (select all the lights in all the zones together).

The software will create the DMX values for the complete set of DMX channels and universes in the scene.



Once the scene is programmed, then copy/paste the scene into each zone where you want the scene to play.

| Name | Cross fade time | Loops | Jump | Duration | Key | Live |
|---------|-----------------|-------------|------|-------------|-------|------|
| Scene 1 | 00m 00s 000 | Always loop | Stop | 00m 01s 000 | [...] | ✓ |
| Scene 2 | 00m 00s 000 | Always loop | Stop | 00m 05s 000 | [...] | ✓ |

Copy / Paste the scene in each zone

You can create many scenes like this, adding the original scene to each zone.

When your show is finished, then go to the Standalone mode to save it to the device memory.

In the below example, Scene 2 is the Global scene. Assign the same button trigger to play Scene 2 simultaneously in each zone. In this example, Button 1 plays Scene 2 in unison across all zones.

Note: Keep the same name (e.g., "Scene 2") for all zones when programming a Global scene.

| Scenes to load in memory | | | | | | |
|--------------------------|---------|-------------|---------------|----------|--|------|
| | Name | Duration | Properties | Triggers | | Zone |
| 1 | Scene 1 | 00m 01s 000 | 00:00:000 #oo | 2 | | A |
| 2 | Scene 2 | 00m 05s 000 | 00:00:000 #oo | 1 | | A |
| 3 | Scene 1 | 00m 01s 000 | 00:00:000 #oo | 3 | | B |
| 4 | Scene 2 | 00m 05s 000 | 00:00:000 #oo | 1 | | B |
| 5 | Scene 1 | 00m 01s 000 | 00:00:000 #oo | 4 | | C |
| 6 | Scene 2 | 00m 05s 000 | 00:00:000 #oo | 1 | | C |
| 7 | Scene 1 | 00m 01s 000 | 00:00:000 #oo | 5 | | D |
| 8 | Scene 2 | 00m 05s 000 | 00:00:000 #oo | 1 | | D |

Scenes can also be independently triggered by buttons in Global zone mode. In this example, Scene 1 is assigned to a different button for the first scene of each zone:

Button 2 will play Scene 1 in Zone A

Button 3 will play Scene 1 in Zone B


Button 4 will play Scene 1 in Zone C

Button 5 will play Scene 1 in Zone D

When configuration and programming is completed, save the show to the device memory.

Tip: Use page memory to trigger up to 80 scenes directly.

How to select the Global zone in Stand Alone mode:


Press the  button on the device to select one of the available modes and select zone (Zo).

After programming the interface memory, Zone A is selected by default. In Zone mode, the LED display shows the current Zone: Global, A, B, C, D, E.

Select the Global Zone: 

The LED display switches between the current zone and the running scene number every 3 seconds.

Use + or – to navigate between zones.

Tip: Scene buttons may be pressed to instantly trigger scenes without entering in the zone with the  button.