

## Park Command

This page describes the syntax and how to use the Park command.

To go to the Park command, press and hold  + **Pause** (=Park) on the console.  
Park is in the [command line](#).

## Description

With the Park command, you can park

- the current value of a fixture
- a specific value of a fixture
- the values of a preset type from a fixture selection
- a specific DMX channel



Parked DMX channels are displayed with a blue background in the [DMX view](#).



If you want to unpark DMX channels, open the [tools window](#).

## Syntax

1. Park the the current values of a fixture.

```
Park Fixture 1
```



2. Park all attributes of fixture 1 at 100 %.

```
Park Fixture 1 At 100
```



3. Park the values of the dimmer preset type of the current fixture selection.

```
Park PresetType Dimmer
```



4. Park a specific DMX channel.

```
Park DMX 1.1
```



## Example 1

Let's assume you will park the current values of fixture 1.

There are two ways to do this:

- a) Press and hold  + **Pause** (=Park) and tap at fixture 1 in the [fixtures view](#).
- b) Press and hold  + **Pause** (=Park) **Fixture 1 Please**.

## Example 2

Let's assume you will park all attributes of fixture 1 at 100 %.

Press and hold  + **Pause** (=Park) **Fixture 1 At 100 Please**.

All attributes of fixture 1 are parked at 100 %.

## Example 3

Let's assume you will park all dimmer values of the current fixture selection.

There are two ways to do this:

- a) Press and hold  + **Pause** (=Park) and tap at **Dimmer** in the [preset type bar](#).
- b) Press and hold  + **Pause** (=Park)  + **Preset** (=PresetType) and enter in the command line the word **Dimmer**. Tap **Enter**.

All dimmer values of the current fixture selection are parked.

## Example 4

Let's assume you will park DMX channel 1.2.

There are two ways to do this:

- a) Press and hold  + **Pause** (=Park) and tap at DMX channel 1.2 in the [DMX view](#).
- b) Press and hold  + **Pause** (=Park) **DMX 1 . 2 Please**.

DMX channel 1.2 is parked.

## Related Links

- [DMX View](#)
- [Fixtures View](#)
- [Preset Type Bar](#)