



Fixture Sheet

The fixture sheet shows all the patched objects in the showfile with an FID or a CID. This is normally every object that needs to be controlled in the show. Read the **Patch and Fixture Setup topics** to learn how to add objects to the patch.

The fixture sheet is a window that can be created like any other window, see the **Add windows** topic.

Fixture Sheet										Part	Readout	Step	
										Part Zero	<Percent>	1/1	
▶	Name	FID	IDType	CID	Dimmer	PanTilt		Gobo			RGB		
					Dim	P	T	G1	G1 <>	G2	R	G	
	QuantPro 2	2	Fixture		100	45	37	☺	66 44	☺	0	100	100
	QuantPro 1	1	Fixture		100	41	37	☺	66 44	☺	0	100	100
	QuantPro 3	3	Fixture		100	46	37	☺	66 44	☺	0	100	100
	QuantPro 4	4	Fixture		100	49	37	☺	66 44	☺	0	100	100
	QuantPro 5	5	Fixture		100	51	37	☺	66 44	☺	0	100	100
	QuantPro 6	6	Fixture		100	54	37	☺	66 44	☺	0	100	100
	QuantPro 7	7	Fixture		100	56	37	☺	66 44	☺	0	100	100
	QuantPro 8	8	Fixture		100	59	37	☺	66 44	☺	0	100	100
▶	LED Steps	102	Fixture		100							100	80
▶	Led Wash Floor	301	Fixture		100	50	93					100	0..80
▶	Led Wash Top Left	302	Fixture		100	27..61	58					100	0
▶	Led Wash Top Right	303	Fixture		100	35..69	58					100	0
▼	X4Bars	501	Fixture		0..100		32..74					100	0
▼	X4Bars	51	Fixture		17		62					100	0

Fixture sheet in Fixture mode

The sheet has two modes. It can be **Fixture** or it can be **Channel**. This can be changed in the **window settings**.

Fixture Sheet														Part Part Zero	Readout <Percent>	Step 1/1	
2	1	3	4	5	6	7	8	102	21	22	23	24	301	31			
100	100	100	100	100	100	100	100	100	100	100	100	100	100	100			
31.1	31.2	32	32.1	32.2	33	33.1	33.2	34	34.1	34.2	35	35.1	35.2	36			
100	100	100	100	100	100	100	100	100	100	100	100	100	100	100			
36.1	36.2	37	37.1	37.2	38	38.1	38.2	302	39	39.1	39.2	40	40.1	40.2			
100	100	100	100	100	100	100	100	100	100	100	100	100	100	100			
41	41.1	41.2	42	42.1	42.2	303	43	43.1	43.2	44	44.1	44.2	45	45.1			
100	100	100	100	100	100	100	100	100	100	100	100	100	100	100			
45.2	46	46.1	46.2	501	51	51.1	51.2	51.3	51.4	51.5	51.6	51.7	51.8	51.9			
100	100	100	100	0..100	17	100	100	100	100	100	100	100	100	100			
51.10	51.11	51.12	51.13	51.14	51.15	51.16	51.17	51.18	51.19	51.20	52	52.1	52.2	52.3			
100	100	100	100	100	100	100	100	100	100	100	17	89	89	89			
52.4	52.5	52.6	52.7	52.8	52.9	52.10	52.11	52.12	52.13	52.14	52.15	52.16	52.17	52.18			
89	89	89	89	89	89	89	89	89	89	89	89	89	89	89			
52.19	52.20	53	53.1	53.2	53.3	53.4	53.5	53.6	53.7	53.8	53.9	53.10	53.11	53.12			
89	89	17	18	18	18	18	18	18	18	18	18	18	18	18			
Auto	Absolute	Relative	Fade	Delay	Speed	Phase	Repeat	Accel									

Fixture sheet in Channel mode



Hint:

The sheet uses the system colors - read more about them [here](#).

Channel mode shows all the objects with an ID and an intensity attribute. It shows only the ID and their intensity values. The **Fixture** mode shows the same objects but it shows the values of every available attribute.

The sheet is filtered by the currently active world. If this world is different than world one, then the world name and number are displayed in the title bar.

The fixture sheet is divided into rows and columns. In **Fixture** mode, each row represents a fixture or a sub fixture.

The first column is the fixture name. To see the sub fixtures for the current fixture, tap on the arrow on the left side of the fixture name column.

The second column is the FID (Fixture ID). Every fixture patched in the showfile must have a unique FID, CID, or both of them. If a fixture contains sub fixtures, these IDs will be the fixture number, a dot, and then a sub number.

The next column shows the IDtype of the fixture. Learn more about the ID types in the [What are Fixtures topic](#).



The next column is the CID (Channel ID / Custom ID depending on the ID type). This is the other ID a fixture can have.

The next columns display the values for the different attributes of the fixture, depending on the mask and display settings. Some attributes might have symbols next to them showing the currently selected gobo, or the result of the color attributes.

Channel mode only shows the ID (it prioritizes the CID if available), the intensity value, and a small square showing the combination of current color and intensity.

At the top of the window, there are some buttons with fast access to three different settings. The settings are:

- **Part:**

This is the Programmer Part - read more about it in the [What is the Programmer topic](#).

- **Readout:**

The readout defines how the attribute values are displayed. The options are:

- **Auto** - This makes the sheet follow the readout set in the encoder toolbar. Notice that the button in the title bar does not say Auto, it displays the selected readout in angle brackets.
- **Percent** - This displays the value as a percent from 0% to 100%. This is a whole number. **Percent** Keyword.
- **PercentFine** - This is also displaying the value in percent. The range is the same but the resolution is higher. The value has two decimal numbers. **PercentFine** Keyword.
- **Physical** - This is the physical values defined in the fixture type definition. **Physical** Keyword.
- **Decimal8 / Decimal16 / Decimal 24** - This displays the value in a decimal number in the three available resolutions (256, 65 536, or 16 777 216). **Decimal8** and **Decimal24** keywords.
- **Hex8 / Hex16 / Hex24** - This displays the value in a hexadecimal number in the three available resolutions (FF, FFFF, or FFFFFFFF). **Hex8** and **Hex24** keywords.

- **Step:**

This is the step number - learn more about steps in the [Phaser section](#).



Hint:

There is a [user profile setting](#) called **Value Readout**. This is the one being used by the **Auto** option and it is also the one actually being changed by the encoder toolbar.

To read more about all the other different settings and masks, read the [Window settings](#) topic.



Hint:

It is possible to select fixtures by tapping them in the Fixture Sheet.