Use a World or Filter

There are several scenarios where worlds and filters can be useful.

When Programming

Many actions obey the world and filtering. For instance store and delete.

When any store or delete action is used, then the action is filtered through the selected world and filter. Only the fixtures, attributes, and layers passing the filtering can be affected.

For instance, having filters for each feature might help to program different values into different cues or cue parts.

In Windows

Some windows can have a filter assigned as a mask for the window. This will hide the blocked elements from the view.

Windows also obey the selected world and hide fixtures and attributes that are not in the world.

The Fixture Sheet and Sequence Sheet also have the option to turn on the **Filter Toolbar**. This toolbar is the patch elements filter - learn more about it in the **Create a Filter topic**. These filter options can be part of a filter from the pool, but they can also be a local sheet option in this toolbar.

The filters from the pool need to be assigned using the Settings pop-up. Read more in the **Window Settings topic**.

On Sequences

Sequences can use worlds and filters as input and output filters.

A world or filter can be assigned as an input filter. This limits what can be stored in the sequence.

Worlds and filters can also be assigned as an output filter. This limits which fixtures and attributes the sequence sends values to during playback.

Read more about assigning filters in the **Sequence Settings topic**.

In Preset Pools

Preset pools and single presets can use worlds and filters as input filters. This limits what can be stored in the preset pool. This can be interesting for the All preset pools.

Read more about assigning the filters in the **Assign input filter topic** in the Presets section.