

Define Autofunction Zones with the Autofunctions App

Autofunction zones define how certain fixture channel values (**DIMMER**, **IRIS**, **FOCUS** and/or **ZOOM**) are set based on the exact position of the actor that a specific fixture is assigned to. Note that autofunction zones do not have any affect if the fixture is not in [Auto 6 or Auto 6M merge mode](#).

Basically, a zone consists of a **surface spanned by several points**, called **autofunction points**. Each of these points contains the desired values for **DIMMER**, **IRIS**, **FOCUS** and **ZOOM** channels **at the point's exact position**. **Values inbetween points are interpolated**. If the tracked actor position is **outside** of the surface, the channel values of the surface point with **the smallest euclidean distance** to the actor position will be used.

A show can have multiple [autofunction scenes](#), each consisting of a **set of autofunction points**. In each scene, every single fixture's autofunctions zone consists of a **subset of these points**, each with **distinct channel values**.

The autofunctions app makes creating and editing autofunction zones for different scenes easy by providing an instant visualization of the defined zone surfaces and intuitive editor tools. See [Manage Scenes with the Autofunctions App](#) for information on how to manage scenes.



Select Fixtures

The right part of the screen contains a list with all the fixtures of the currently loaded show. Tap on a fixture to select it, which will highlight the corresponding icon in the viewport (if visible) and show the autofunction zones defined for that fixture.

Use the toggle **Fixture Multiselection** and the buttons **Select All / Deselect All** to (de)select multiple fixtures at once.

Pattern Select can be used to select all fixtures containing the text in the adjacent text field.

After selecting one (or multiple) fixtures with active autofunction zones, the displayed surface's color visualizes autofunction values **for a specific channel** at specific locations. You can change the currently visualized channel by using the **Dim**, **Iris**, **Foc** and **Zoom** toggles at the top of the screen.

Note: If you select multiple fixtures, the surface will only be displayed if all of the selected fixtures contain EXACTLY the same point subset with EXACTLY the same autofunction values. Otherwise, the application won't be able to determine which one of the different fixture zones you want to visualize.

Select Autofunction Points

1. Select **EDIT** in the top bar to enable **edit mode**. Selected points are highlighted in yellow.

Note: You can also select points in creation mode, but switching to edit mode makes accidental point creations due to imprecise tapping impossible.

2. Select a point by tapping on it or select multiple by using the selection box (hold and drag). Selected points are highlighted in yellow. Tapping on any empty space will deselect all currently selected points. Toggling **Point Multiselection** in the bottom bar disables this automatic deselection and allows you to add points to your selection with several independent select operations.

Points have **different colors** based on the current point/fixture selection:

- **White:** Point is not selected and is not in the subset of any selected fixture.
- **Green:** Point is not selected, but is in the subset of ALL selected fixtures.
- **Blue:** Point is not selected, but is in the subset of SOME (but not all) selected fixtures.
- **Yellow:** Point is selected.

Create Autofunction Point

- Select CREATE in the top bar to enable **creation mode**.
- Tap anywhere on the visualized grid to create an autofunctions point at that location.

Move Autofunction Point(s)

- [Select the points you want to move.](#)
- Use **drag and drop** gestures to uniformly **move** all selected points to a different location.

Delete Autofunction Point(s)

- [Select the points you want to move.](#)
- Tap on Delete Points in the bottom left corner.
- Confirm with YES to delete all selected points.

Add Point(s) To Fixtures

- [Select the fixtures you want to add the points to.](#)

- [Select the points you want to add.](#)
- Tap on Add To Fixture on the bottom of to add all selected points to the selected fixtures.

Remove Point(s) From Fixtures

- [Select the fixtures you want to remove the points from.](#)
- [Select the points you want to remove.](#)
- Tap on Remove From Fixture on the bottom of to add all selected points to the selected fixtures.

Change Autofunction Values For Point(s)

- [Select the fixtures whose autofunction values you want to change.](#)
- [Select the points whose values you want to change.](#)
- Adjust the **Dimmer**, **Focus**, **Iris** and **Zoom** sliders to the desired values or disable a channel's autofunctions entirely for this position by toggling the corresponding checkbox.

Note: If you want to disable autofunctions for a fixture's specific channel entirely, it has to be disabled on ALL autofunction points. Otherwise, the value will still be set based on the surface point with the smallest euclidean distance to the actor position.

- Tap Save Values to save the new autofunction values. The surface visualization will change accordingly.

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