

# Custom Snippet for Assignable's

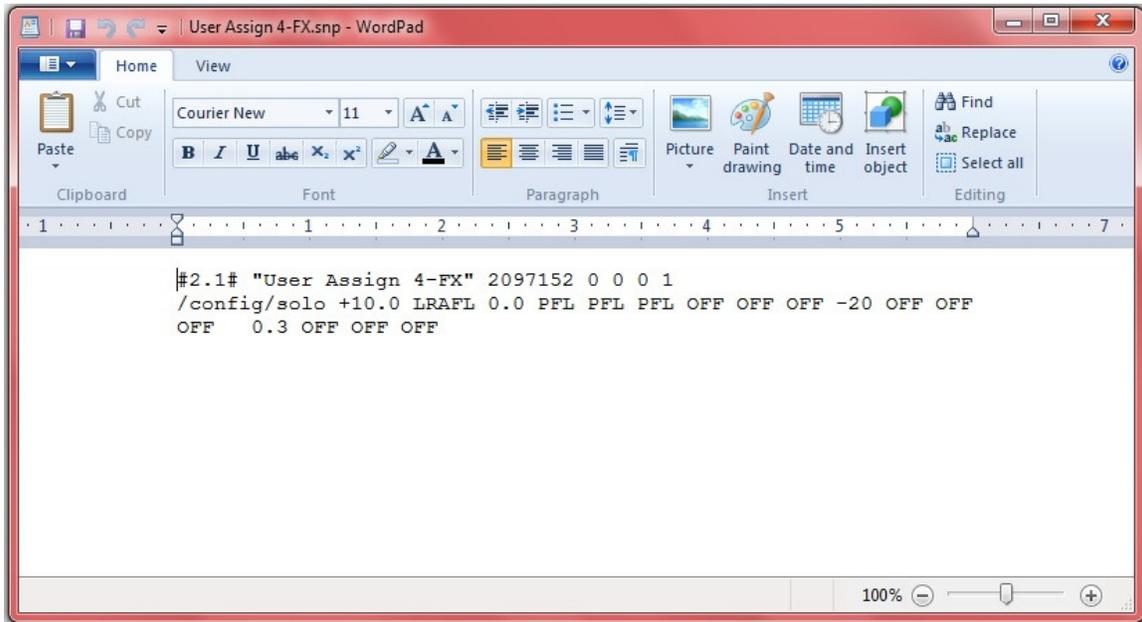
How to create a custom Snippet for your Assignable Buttons that you have set up.

Note: You can never save over this Snippet on the console. To date, the current Firmware does not provide a way to save JUST the assignables. But you can load a snippet file that has been modified.

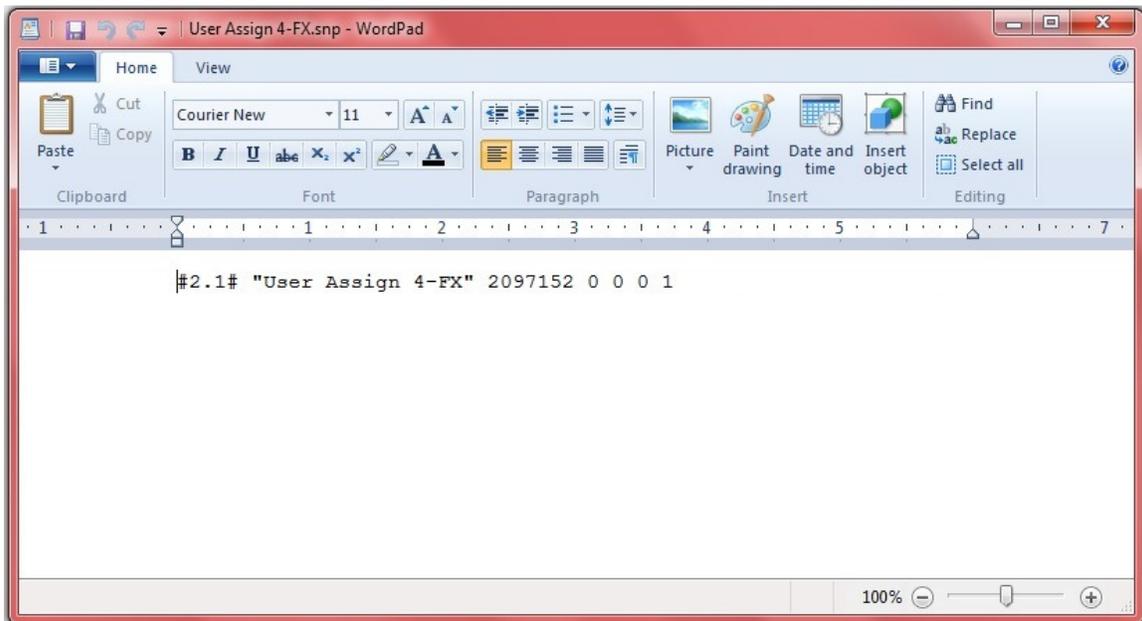
First go to the Snippets Tab. Create a snippet with only this one box checked.



Then export this Snippet file to your USB Drive and put this file on your computer. Open with a text editor such as Word Pad. Your file should look like this.

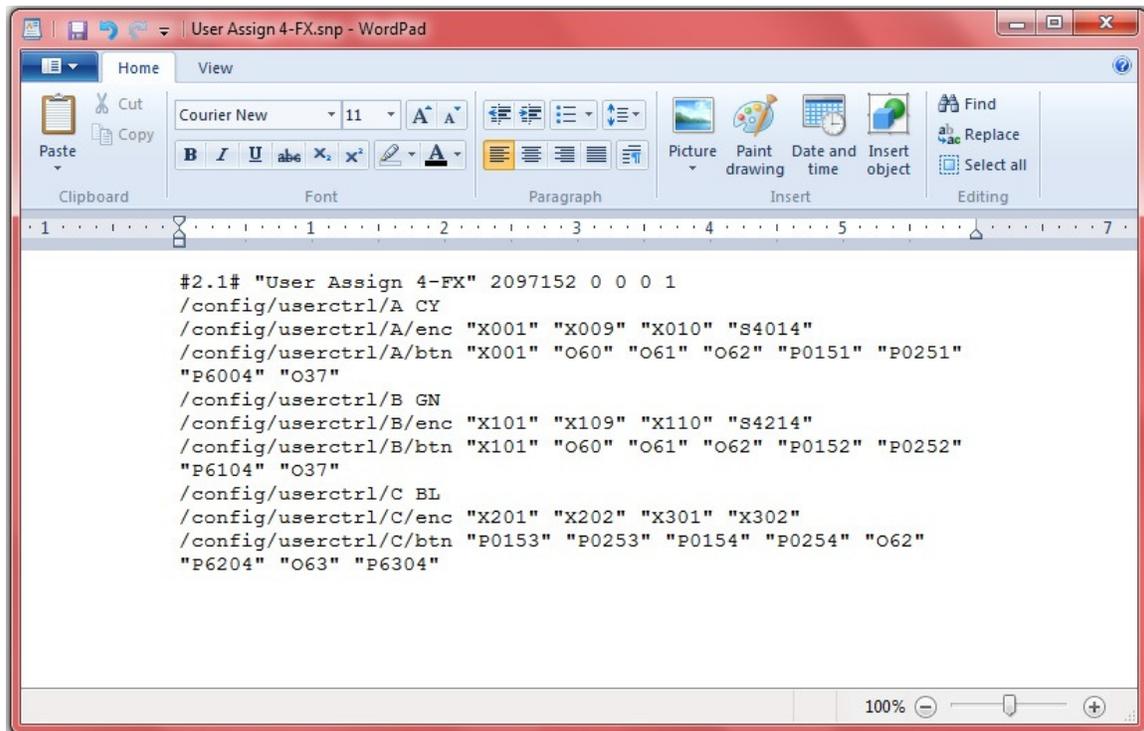


Now delete all but the top line.





Copy and paste all those line into the Snippet file. It should look like this.



```
#2.1# "User Assign 4-FX" 2097152 0 0 0 1
/config/userctrl/A CY
/config/userctrl/A/enc "X001" "X009" "X010" "S4014"
/config/userctrl/A/btn "X001" "O60" "O61" "O62" "P0151" "P0251"
"P6004" "O37"
/config/userctrl/B GN
/config/userctrl/B/enc "X101" "X109" "X110" "S4214"
/config/userctrl/B/btn "X101" "O60" "O61" "O62" "P0152" "P0252"
"P6104" "O37"
/config/userctrl/C BL
/config/userctrl/C/enc "X201" "X202" "X301" "X302"
/config/userctrl/C/btn "P0153" "P0253" "P0154" "P0254" "O62"
"P6204" "O63" "P6304"
```

Save this snippet file. Make sure it has the extension .snp and did not get changed to .txt. Load this file back on your USB stick and import back into the console by going to the Snippets Tab and don't forget to select UTILITY.

You can also do all this with X-Edit then import to the console. This file can be loaded from X-Edit to a scene, but you can not save it in the Snippet Library. You can only Import it to the Library. Once it's there on the console in the Snippet Library it will stay there unless you delete it or save over it.

REMEMBER: Just don't try to SAVE it on the console or with X-Edit

Hope this helps.