




## Add actors

Each zacTag you want to use with zacktrack has to be registered in the show editor

1. Go to section “Actors” in the Show Editor
2. Tap  to add a new actor
3. Type in a name of the actor and tap create
4. Type in an unique DMX value  
**Note: With this identification number you are able to assign this actor to a fixture on the console (For more information go to: [Console patching](#))**
5. Type in the unique Tracking ID of the tag
6. Pick the appropriate input control universe to change target height and speed presets from console
7. Pick a color to identify the tag in the live view
8. Use “Merge” to use multiple physical zacTags as one  
**Note: You are able to merge as many zacTags as you want.**
9. Tap  and tap upload to server  
**NOTE: “Upload to server” will affect the current show**
10.  shows successful upload



### Name

Type in the name of the actor

### DMX Value (1..255)

DMX Value of which the zacTag will be assigned from the console.

*Example: DMX Value 1*

*Lighting console sends the DMX Value 1 → zacTag is activated and fixture will follow the position of this particular zacTag*

*Lighting console sends the DMX Value 0 → No zacTags activated → Fixture can be used as a standard fixture without tracking.*

### Tracking ID

Unique tracking ID of a zacTag. This ID is labeled on the back of each zacTag.

### Control Universe

Input universe coming from the console

### Channel # (1...512)

DMX start address of the patched zacTag fixture on the console

## Color

Pick a random colour which represents the actor in the Live View

## Merge

Toggle Merge to use multiple physical zacTags as one because of backup and steadiness reasons

**Note: You are able to merge as many zacTags as you want.**

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