

# Actor Live View



## Actor List

The actor live view lists information about all actors in the current show. Each listed element contains the following data (from left to right):

- **Actor Color:** If an actor is online (i.e. the tag is actively transmitting), it's color (in form of a colored rectangle) is shown on the left (see [Add actors](#) on how to change this color).
- **DMX ID:** An actor's unique DMX id as specified in [Add actors](#).
- **Actor Name:** An actor's unique name as specified in [Add actors](#).
- **(Battery) status:** The text "online" indicates if an actor's tag is actively transmitting data. If available, a small icon also indicates the current battery level of a tag (green = (almost) full, yellow = medium level, red = almost empty).  
**Note: Battery levels are first shown a few minutes after a tracker comes online. There are also system setups that will always report the battery levels as unknown.**

Click on an actor's row to change [individual live settings](#).

## Sort by ...

Change the way the actor list is sorted (dmx id, name or transponder id).

## Console

This button sets all actor channels (Height and Preset) to console mode.

## (Individual) Actor Live Settings



By clicking on a specific actor's row in the actor list, you can adjust several of its live settings. Here is an example setting of Actor "zactag01"

## Height

Adjust the height of a specific actor. If your system is configured for 2D tracking, this basically sets the z-position of an actor. If it is configured for 3D tracking, this is an offset that is added to the z-position received from an actor's tag. See [System Settings](#) on how to change the tracking mode.

If the checkbox Console isn't active, this setting can be set manually from the tablet. Otherwise, the value is automatically determined by listening to the light console on the actor's specified control channel (see [Add actors](#)).

## Smart Beam

***This feature is only visible if the checkbox in the Actor Setting is set.(see [System Settings](#)).***

If the checkbox Console isn't active, this setting can be set manually from the tablet. If the feature is enabled, you can adjust the desired fixture beam diameter. The zactrack server will try to set the zoom/iris channels of fixtures assigned to this actor such that the beam diameter at the actor's tag position matches this value as closely as physically possible.

***Note: For this feature to work accurately, the physical zoom/iris limits for assigned fixture types [has to be set correctly](#).***

## Speed Preset

Every fixture type has three different filter presets that result in different fixture behavior (see [Speed Presets](#)). Adjust this setting to specify the active speed preset of fixtures that are assigned to this actor.

If the checkbox Console isn't active, this setting can be set manually from the tablet. Otherwise, the value is automatically determined by listening to the light console on the actor's specified control channel (see [Add actors](#)).

## Freeze filter

If the checkbox Console isn't active, this setting can be set manually from the tablet. Otherwise, the value is automatically determined by listening to the light console on the actor's specified control channel (see [Add actors](#)).

## (Un)assign Fixtures

The bottom part of the dialog lists all fixtures assigned to this actor.

Press the + button to assign a fixture, press the - button to the right of an assigned fixture to unassign it.

**Note: Only fixtures that are set to console assignment can be assigned manually. Other fixtures can only be assigned directly from the light console.**

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