

# Actors

Each zacTag you want to use with zactrack 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 the name of the actor and tap create
4. Type in a unique DMX value  
**Note: With this identification number you are able to assign this actor to a fixture on the console.**
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 the 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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