

Set up the lighting console

It is possible to set up the lighting console and the zacktrack CORE in 3 different setups depending on the conditions of the whole lighting network setup.

[Add](#) specific ZACFIXTURE channels on the lighting desk to control individual fixtures by zacktrack.

[Add](#) specific ZACTAG channels on the lighting desk to control the settings of individual actors.

Grand MA 2 ## \

[DOWNLOAD](#) of prepared GRAND MA 2 / zacktrack Fixture Types

Lighting console setup 1

The lighting desk sends e.g. Universe 1 over sACN or ArtNet → zacktrack receives this Universe, manipulates the DMX channels according to the positions of the Actors and outputs the data on a new universe e.g. Universe 11 directly to the sACN / ArtNET DMX node.



Lighting console setup 2

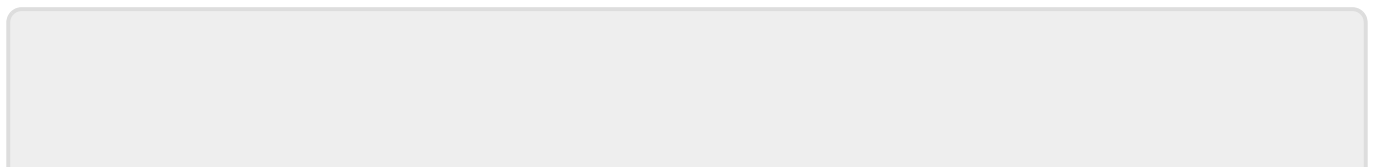
The lighting desk sends e.g. Universe 1 over sACN or ArtNet → zacktrack receives this Universe, manipulates the DMX channels according to the positions of the Actors and outputs the data on a new universe e.g. Universe 11 back to the lighting desk.



Lighting console setup 3

The lighting desk sends e.g. Universe 1 Prio 100 over sACN → zacktrack receives this Universe, manipulates the DMX channels according to the positions of the Actors and outputs the data on the same universe e.g. Universe 1 Prio 101. The sACN / DMX node should always listen to the highest priority.

Note: zacktrack doesn't listen to its own universe output to prevent a sACN loop.



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<https://manual.zactrack.com/> - **zactrack**

Permanent link:

<https://manual.zactrack.com/doku.php?id=pro:console>

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