

Patch fixtures

Each individual fixture you want to control by zacktrack has to be patched into zacktrack. All standard channels of each fixture will be patched commonly with a DMX start address and an output universe which the DMX node listens to.


In addition zacktrack enables the control of additional zacktrack functions per fixture from the console. For more information and download of the fixture type go to [zacktrack Fixture Types](#).

These additional zackFixtures will be also patched with a DMX start address and any preferred input universe.

Here is an example:



How to patch fixtures into zacktrack

- Tap  in section "Fixtures" to add a new fixture
- Choose the appropriate fixture type in the dropdown menu
Note: If the appropriate fixture type is not listed please [Import a fixture type](#) or [Create a custom fixture type](#)
- Choose the appropriate output universe for the fixtures you want to patch in the dropdown menu
Note: If the appropriate universe is not listed please [Add universes](#)
- Type in the DMX start address of the fixture you want to patch
- Choose the appropriate input universe (coming from the lighting console) for the fixtures you want to patch in the dropdown menu
Note: If the appropriate universe is not listed please [Add universes](#)
- Choose the appropriate input control universe (coming from the lighting console) for your fixtures you want to patch in the dropdown menu
Note: If the appropriate universe is not listed please [Add universes](#)
- Type in the DMX start address of your zacktrack control channels for the first fixture you want to patch
- Type in the quantity of fixtures you want to patch
- Type in the fixture ID of the first fixture you want to patch
Note: zacktrack numbers all patched fixtures sequentially.
- Tap OK to patch the fixtures



From:

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

Permanent link:

https://manual.zacktrack.com/doku.php?id=manual:add_fixture

Last update: **2022/11/10 13:59**

