

# Fixture Live View



## Fixture List

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

- **Fixture Name:** A fixture's unique name as specified in [Patch fixtures](#).
- **Merge Mode/Assigned To:** The text on the right contains the current merge mode and, if available, the actor this fixture is currently assigned to.

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

## Console

This button sets all fixture channels (Assignment, Base Ch. Values, Merge Mode and Transition Time) to console mode.

## Show Groups

If this option is checked, the fixture list shows [fixture groups](#) instead of individual fixtures. By clicking on a fixture group, live settings can be changed for all fixtures in this group simultaneously.

## (Individual) Fixture Live Settings



By clicking on a specific fixture's row in the fixture list, you can adjust several of its live settings. If you clicked on a fixture group, then you can adjust live settings for all the fixtures in the group simultaneously.

## Assignment

Change the **assignment mode** of the selected fixture. The following options are available:

- **Tablet:** This fixture is assigned to actors [directly from the tablet](#).

- **Console:** The fixture is assigned to actors automatically from the lighting console.

## Base Ch. Values

Change the default base channel values of the selected fixture. These channel values will be sent to the fixture whenever a specific channel is not being set by any other system function (such as tracking or alignment). The following options are available:

- **Console:** Use the channel values received from the lighting console as default values.
- **Default:** Use the default channel function values of the fixture type (see [Create a custom fixture type](#)).
- **Min:** Use the values stored in the **DMX min** property of the fixture type as default values (see [Create a custom fixture type](#)).
- **Max:** Use the values stored in the **DMX max** property of the fixture type as default values (see [Create a custom fixture type](#)).
- **Highlight:** Use the values stored in the **Highlight** property of the fixture type as default values (see [Create a custom fixture type](#)).

## Merge Mode

Change the [Merge Mode](#) of this fixture.

If the checkbox **Manual (Override Console)** is active, this setting can be set manually from the tablet. Otherwise, the value is automatically determined by listening to the light console on the fixture's specified control channel (see [Patch fixtures](#)).

## Transition Time

Change the transition time of this fixture. If the transition time of a fixture is greater than zero, light cone repositioning due to actor assignment changes (re- or unassignment) happen smoothly instead of instantly. The transition time determines how long (in seconds) this smooth transition between two positions takes.

If the checkbox **Manual (Override Console)** is active, this setting can be set manually from the tablet. Otherwise, the value is automatically determined by listening to the light console on the fixture's specified control channel (see [Patch fixtures](#)).

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