

What's new in zacktrack?

Release Version 3.23.1.2

We're really excited for the second release of the year as we have prepared some new exciting features for our customers.

We are introducing new trace modes into our Live Mode for diagnostic purposes, added over 300 new fixture types to the fixture library and also implemented CSV Import for a simplified patching import.

Actor Trace Mode

+ New in this release

Trace Modes are now offered in the Live View. This will help with diagnosing the tracers connection to anchors and how much variance there is in the measurements it is receiving from the anchors.




Example of Range-Position Difference Trace Mode



NOTE

This feature is only available with the zacktrack Smart and Mini systems.

This feature can be enabled through the Live View

1. Go to the Live View
2. Click  to access the Live View Settings

3. Enable Traces



4. Set the:

Max Number of Trace Points - sets how many trace points created by your Actor's movement in the Live View will be used drawn

Trace Mode - sets what the trace points created by the Actor will indicate

Actor Filter - determines which Actors will create trace points

- **Actor Color** - The default Trace Mode settings. This setting uses the Actors Color to indicate where the actor has moved within the Live View.

- **Anchors Used** - The color of the trace point indicates the number of anchor ranges used in the position calculation.

Green - All connected anchor ranges were used.

Red - Only the absolute minimum number of anchor ranges were used.



NOTE

For merged actors, the color of the tracker with the lowest number of anchors ranges is shown.

- **Range-Position Difference** - The color of the trace point shows the difference between the available anchor ranges and the calculated tracker position.

Green - Small difference between the ranges and the position.

Red - Large difference between the ranges and the position.



NOTE


For merged actors, the color of the tracker with the largest difference is shown.

Individual Tracker Positions

+ New in this release

When Actors have multiple trackers assigned to them it only shows up as one point in the Live View, creating one Trace Line. However we now have the option for all trackers assigned to Actors to show up as individual points in the Live View.

This is turned on through the Live View Settings.

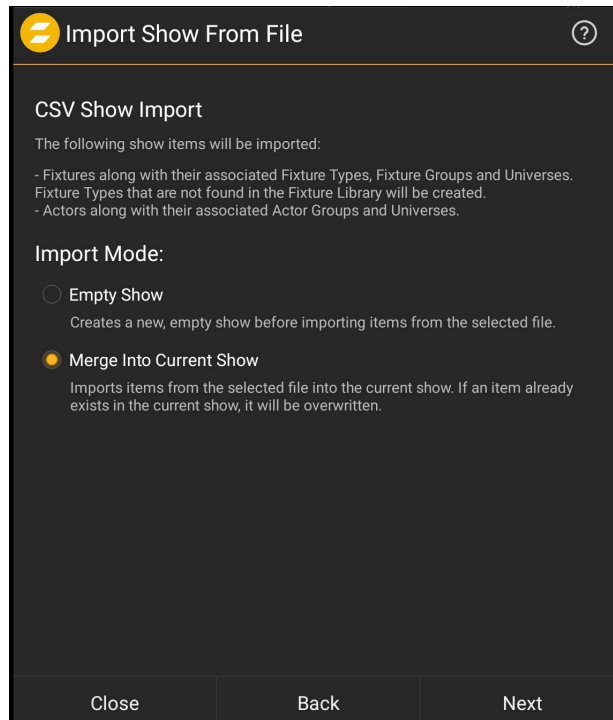
1. Go to the Live View
2. Click  to access the Live View Settings
3. Enable **Individual Tracker Positions**

Show Individual Tracker Positions  Enabled

CSV Patch Import

+ New in this release

The patch can be imported by:



Pop Up Window of a csv Show Import

CSV File Format Description

Below you will find an example of the CSV file format.

CSV FORMAT TO IMPORT FIXTURE AND ACTOR PATCHINGS

```
ENTITY_TYPE;ID;NAME;FIXTURE_TYPE;GROUP;OUT_UNIVERSE;OUT_STARTCHANNEL;OUT_PROTOCOL;OUT_PRIORITY;IN_UNIVERSE;IN_PROTOCOL;CONTROL_UNIVERSE;CONTROL_STARTCHANNEL;CONTROL_PROTOCOL;POSITION_X;POSITION_Y;POSITION_Z;ROTATION_Z;ROTATION_ZX;ROTATION_ZXZ
FIXTURE;1;;AstraWash7PIX (Standard_25ch);Truss 1;2;1;SACN;110;2;;10;1;;;;;;;;;
FIXTURE;2;;AstraWash7PIX (Standard_25ch);Truss 1;2;26;SACN;110;2;;10;12;;;;;;;;;
FIXTURE;3;;AstraWash7PIX (Standard_25ch);Truss 2;3;1;SACN;110;3;;10;23;;;;;;;;;
FIXTURE;4;;AstraWash7PIX (Standard_25ch);Truss 2;3;26;SACN;110;3;;10;34;;;;;;;;;
ACTOR;1;Actor 01;;;;;;;;;11;1;;;;;;;;;
ACTOR;2;Actor 02;;test2;;;;;;;;;11;6;;;;;;;;;
ACTOR;3;Actor 03;;test3;;;;;;;;;11;11;;;;;;;;;
ACTOR;4;Actor 04;;;;;;;;;11;16;;;;;;;;;
ACTOR;5;Actor 05;;;;;;;;;11;21;;;;;;;;;
ACTOR;6;Actor 06;;;;;;;;;11;26;;;;;;;;;
```



NOTE

Only fixture and actor patching as well as some additional attributes are supported. Click on the '?' in the SHOW IMPORT DIALOG or simply export a test show to a CSV file in order to learn more about the used CSV file format.

CSV File Format Description


The CSV file must begin with a mandatory header row. Every other row represents a fixture or actor. Columns are separated by semicolon (;)

The available header columns are:

Header Column	-	Attribute
ENTITY_TYPE	required	Fixture or Actor
ID	required	The Fixture ID or the Actor DMX-ID
NAME	required for Actor	The name of the Actor.
FIXTURE_TYPE	required for the Fixture	The name of the Fixture Type
GROUP	optional	The name of the Actor or Fixture Group
OUT_PROTOCOL	required for Fixture	SACN or ARTNET
OUT_UNIVERSE	required for sACN or Art-Net	The Out universe ID
OUT_STARTCHANNEL	required for sACN or Art-Net	The Out and In universe start channel
OUT_PRIORITY	optional for sACN	The Out universe priority.
IN_PROTOCOL	optional for Fixture	sACN or ArtNet
IN_UNIVERSE	required for sACN or Art-Net	The IN UNIVERSE ID
CONTROL_PROTOCOL	required	sACN, ArtNet, OSC
CONTROL_UNIVERSE	required for sACN or Art-Net	The In universe ID
CONTROL_STARTCHANNEL	required for sACN or Art-Net	The Control universe start channel
POSITION_X;POSITION_Y;POSITION_Z	optional for Fixture	The entity XYZ position in meters
ROTATION_X;ROTATION_Y;ROTATION_Z	optional for Fixture	The entity XYZ rotation in degrees

The patch for Fixtures and Actors can now be imported via a .csv file. This can be done in a new showfile or merged into an already existing showfile.

The patch can be imported by:

1. Tap on  in the top right hand corner
2. **Import Show**
It will only show up in the list if the .csv file is in the zactrack>shows folder. If not in that folder you can choose **Import From** to find it on your device.
3. Once the file has been selected press **Import**.

New fixture Types

+ New in this release

Over 300 new fixtures types were added to this version.

The manufacturers whose Fixtures you will find in our library are:

- Ayrton
 - Clay Paky
 - Elation
 - GLP
 - Eurolite
 - High End Systems
 - JB-Lighting
 - Martin
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Device Settings for Smart and Mini

+ New in this release




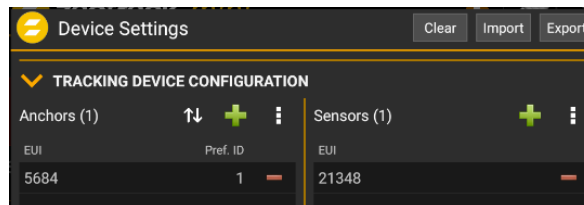
NOTE


Trackers are referred to as Sensors in this menu.

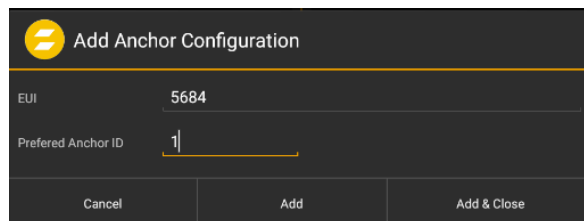
Even if anchors and trackers are not yet patched into a show file, they can be assigned an ID in advance. This way, when they come online, they will already know their designated ID. This is done through the Device Settings menu.

This menu can be found by:

1. Going to the  in the top right hand corner
2. System Settings
3. Advanced
4. Device Settings



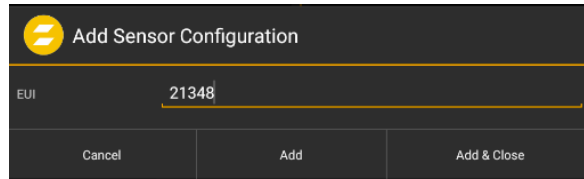
5. Anchors are added by pressing the  on the left hand side of the window.
6. In the Add Anchor Configuration popup fill in the EUI and Preferred Anchor ID.



*You can press **Add** to keep this window open and add more Anchors. Or press **Add & Close** to return back to Device Settings*

7. Trackers or Sensors are added by pressing the  on the right hand side of the window.

8. In the Add Sensor Configuration popup fill in the EUI for any Trackers you want to be apart of your show.



You can press add to keep this window open and add more Trackers. Or press Add & Close to return back to Device Settings

9. When finished added Anchors and Trackers press **Save**



Other Enhancements

Live View Settings

- Added option to only show traces for a specific actor.
- Added option to clear all current traces.

Open Sound Control

- Flux and Coda Audio presets added to the OSC Fixture Type.
 - Users are now able to use decimals when selecting mode "Range (float)"
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