

zactrack FIXTURE 3.17		
Channel Mode	DMX Value	Function
Standard		
1		TRACKER
	0	No Tracker
	1	Tracker 1
	2	Tracker 2
	3	Tracker 3

	254	Freeze Position
255	XYZ Origin	
2-3		CROSSFADE
	0	Disable Crossfade
	1-65535	Crossfade from Console position to tracking position
4		TRANSITION TIME
	0-255	0-25,5s Fixture Transition Time between assignments
5-6		X-OFFSET
	0	Disable X-OFFSET
	1-32768	- 32,768 meters to 0 X-Offset
	32768	0 X-Offset
	32768-65535	0 to 32,768 meters X-Offset
7-8		Y-OFFSET
	0	Disable Y-OFFSET
	1-32768	- 32,768 meters to 0 Y-Offset
	32768	0 Y-Offset
	32768-65535	0 to 32,768 meters Y-Offset
9-10		Z-OFFSET
	0	Disable Z-OFFSET
	1-32768	- 32,768 meters to 0 Z-Offset
	32768	0 Z-Offset
	32768-65535	0 to 32,768 meters Z-Offset
11		FIXTURE MODE
	0-63	Auto-2
	64-127	Auto-6
	128-190	Auto-6M
	191-255	Tablet

zactrack TRACKER 3.17		
Channel Mode Standard	DMX Value	Function
1		HEIGHT
	0	Disable Height Offset
	1-255	Target Height (Default Mapping: - 2m to + 2m)
2		SPEED PRESET
	0-85	Slow
	86-170	Medium
	171-255	Fast
3		SMART BEAM
	0	Disable Smart Beam
	1-255	Smart Beam Diameter from Narrow to Wide
4		FREEZE FILTER
	0-254	Freeze Intensity 0-100
	255	Freeze Position
5		TRACKER MODE
	0 - 19	Active 3D Tracker
	20	Force 2D (Active 2D Tracker)
	175	Dimmer 0%
	176-253	Active 3D Tracker
	254	Inactive Tracker
255	Active 3D Tracker	

zactrack SHOW CONTROL 3.17			
Channel Mode		DMX Value	Function
Standard	Basic		
1	1	0 - 255	SCENE Selection
2	-	0 - 255	TERRAIN Selection
3	-	0 - 255	reserved for future use
4	-	0 - 255	reserved for future use
5	-	0 - 255	reserved for future use
6	-	0 - 255	reserved for future use
7	-	0 - 255	reserved for future use
8	-	0 - 255	reserved for future use
9	-	0 - 255	reserved for future use
10	-	0 - 255	reserved for future use

Universe and DMX Start-Address can be set in "Show-settings"