



SPOTTRACK TracMe

ANY MOVING LIGHT, ANY CONSOLE
ANY SPACE, ALWAYS ON TARGET



TracMe enables any moving light to work as a follow spot.

When **TracMe** is in control, the system works out where the moving lights should point on the stage in relation to where the operator is pointing on the computer screen.

In real time **TracMe** calculates **Pan-Tilt** values to aim the lights under its control, constantly updating these values as the operator follows the target.

Where the moving light supports it, **TracMe** will automatically shape the beam by calculating **Dimmer, Iris, Zoom** and **Focus** values to keep the beam size, brightness and sharpness as calibrated.

TracMe technology frees spot operators to concentrate on what they do best – following. Operators can be positioned anywhere – including on the ground, whilst controlling lights anywhere in the show.

A **TracMe** system consists of a camera*, a computer with the **TracMe** software and hardware, and a DMX interface*.

The camera is positioned to give a full view of the stage. Live video from the camera is shown on a computer screen*, allowing the spot operator to follow the performer with a mouse*.

DMX (via an interface*) Art-Net or sACN of multiple universes is fed through **TracMe** to the lights.

TracMe works with any type of moving light, although it works best with fast lights that can keep up!

Each moving light is calibrated so **TracMe** knows where it is relative to the stage. Calibration is quick and easy, there are no sensors, belt packs, transmitters or receivers to be setup, calibrated or worn by performers.

TracMe has a control channel for each light that hands control of the light to **TracMe** or takes it back to the desk for any other use.

TracMe users can define areas to which creative macros can be applied for effects

TracMe is extensible if more than one performer must be followed.

**see over for more information*

www.spotrack.com

Specifications

TracMe computer:

SKU	SPOTRACK-TM-S SPOTRACK-TM-N
Type	TracMe
Form Factor	0.5U
Additional Features	Supports NDI camera as main source (-N model)
Size (mm)	220(W) x 240(D) x 44(H)
Power	110-230V AC, 60W
Weight	5Kg



TracMe features:

- Control upto thirty-two moving lights from **ANY** manufacturer
- Control over upto four Universes as Art-Net or sACN received from **ANY** console
- Compatible with the new **Spotwing 2** fader wing*
- Compatible with Xbox type controllers, SpaceMouse® and Stream Deck
- Fast and easy **TracMe** assisted calibration
- On the fly Z compensation, both up and down
- Add areas and macros for creative effects during performances
- Live video magnification (with configurable area and magnification)
- Live video enhancement (for over-bright / dark scenes)
- Customizable on screen markers including custom graphic overlays
- Remote control (give or take lights using the remote control channels)
- On screen CueMe messages send pre-defined messages to the operator
- Configurable ArtNet keep alive function and Deskless operation (Single Universe only)

**exact capability depends on product version*

TracMe available accesories:

- **TracMe** system only, if you have your own compatible camera and Art-Net adapters and will provide all peripherals yourself

Then, according to your needs you may add;

- NDI® Camera with truss mounting hardware
- ArtNet / sACN to Dual 5-pin DMX node
- 19" rack mount adapter for one or two **TracMe** systems
- Hard touring case
- Monitor, Keyboard and Mouse, **Spotwing 2**, Xbox controller, Space Mouse

