Manuals+ — User Manuals Simplified.

Light Stream Player V2 Creating Running and Customising Light Scenarios User Guide

Quick start guide
Player V2
Creating, running and customising light scenarios with
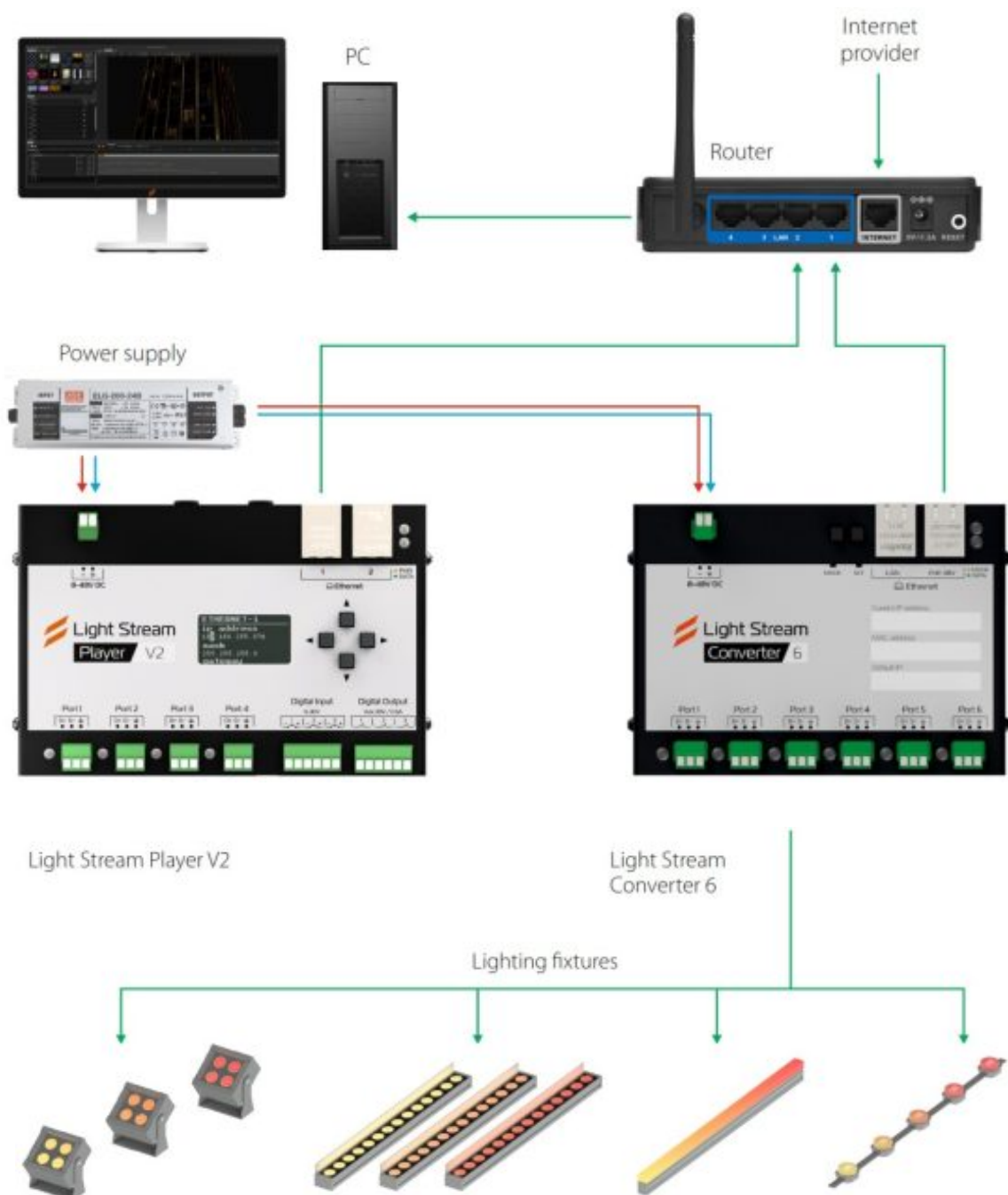**Light Stream Player**

Contents

Player V2 Creating Running and Customising Light Scenarios

Equipment

• Light Stream Player V2	• Light Stream Converter	• Software Light Stream

Connection

Wiring diagram

Authorisation
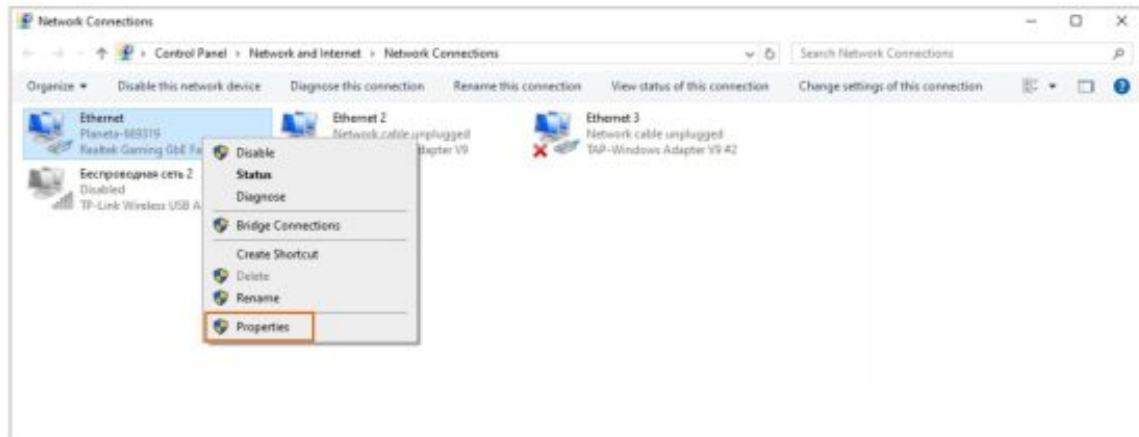
Access to Light Stream Player
Access to Light Stream Player is carried out using a web-browser at a given IP address from a computer, phone or tablet with Internet access.
In order to connect, the Network card and Light Stream Player must be on the same subnet.
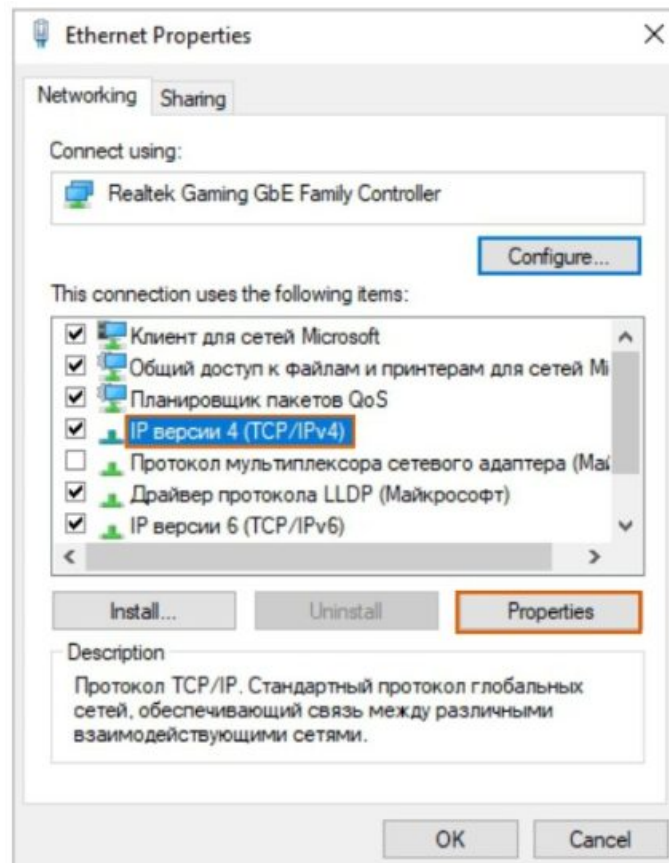If necessary, change the IP address of the network card.

Example: Windows 10

1. Go to Network Connections (Control Panel/Network and Internet/Network Connections)

   Select an active network connection right-click (right mouse button) and select Properties.
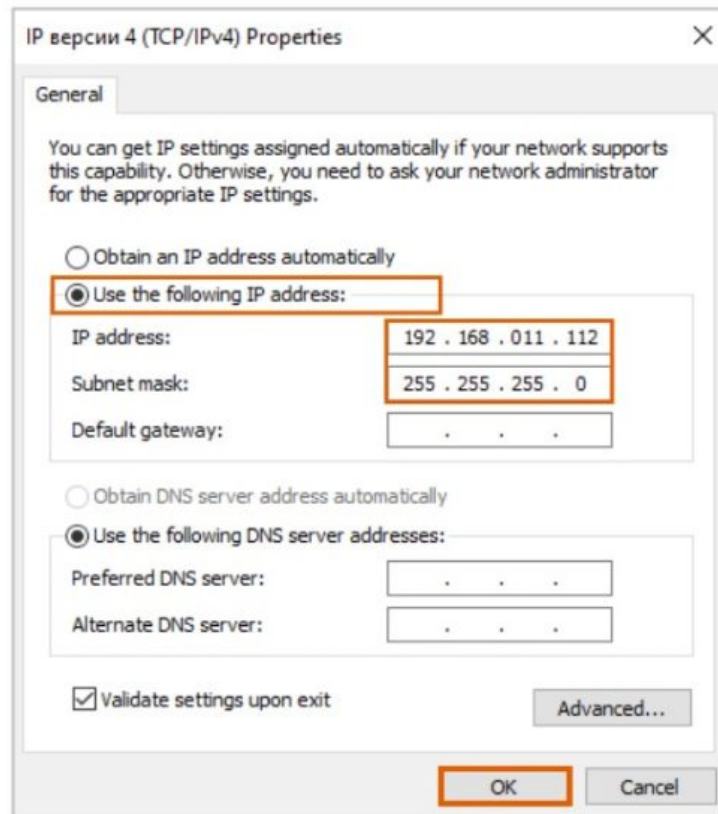

2. Next IP version 4 (TCP/IPv4) -> Properties.

3. Since Light Stream Player has default

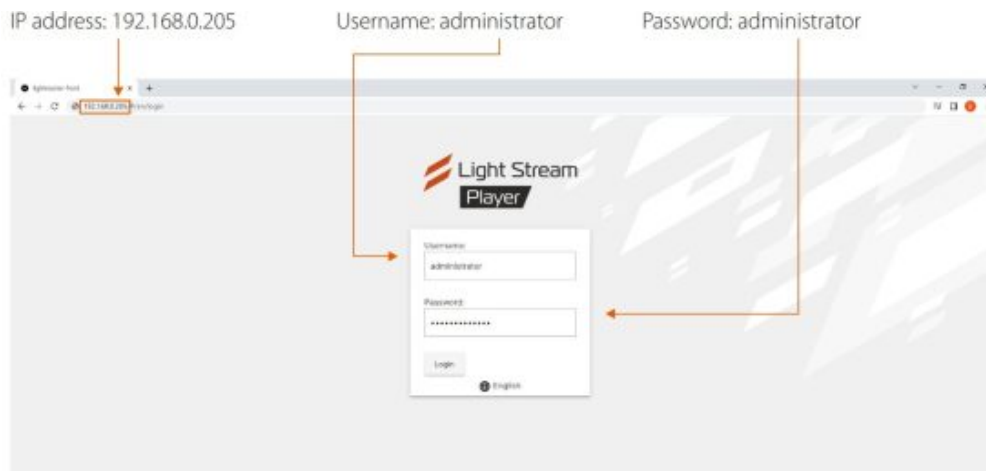   IP address: 192.168.0.205

   For exampleIP address: 192.168.0.112

   This address must be uniqueand must not be repeated with other devices on the network.

   Subnet mask: 255.255.255.255.0

Next, go to your web browser and enter the following parameters.
Default access credentials:

You are now in the interface of Light Stream Player.
Then it is necessary to change the network parameters of Light Stream Player to complete the configuration.

Changing Light Stream Player network parameters

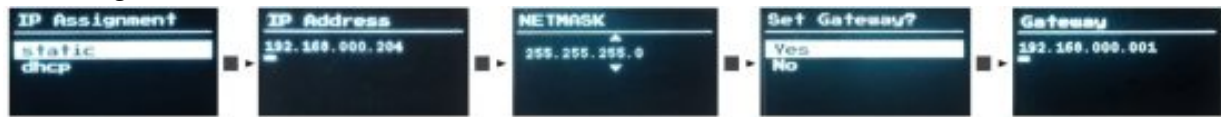Network settings using the display and control buttons of the Player V2 menu.
In the Network section, you can view the current parameters:
IP address, mask, gateway and MAC address on Ethernet ports 1 and 2.

To change network settings from any item on the Ethernet 1 or 2 screen, press ■ ►.

Static IP configuration.

On the IP Address screen, place the cursor on the desired value and change the value using the ▲ and ▼.
To move to the next NETMASK screen, place the cursor on the rightmost digit and again press the button ■ ►.

On the NETMASK screen you can change the netmask using the buttons ▲ and ▼.
Next, press the button ■ ► to go to the Set Gateway screen.
If you need to set the IP gateway, select Yes and specify its IP address.
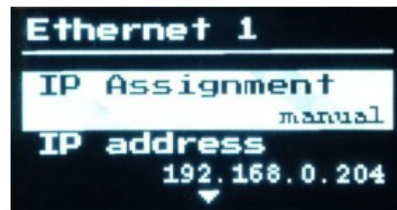
You will then return to the Ethernet 1 or 2 screen.
It will take another 2-3 seconds to update the network settings.

Retrieve network settings via DHCP.

On the IP Assignment screen, select dhcp and press ■ ►.
It will take another 2-3 seconds to update the network settings.

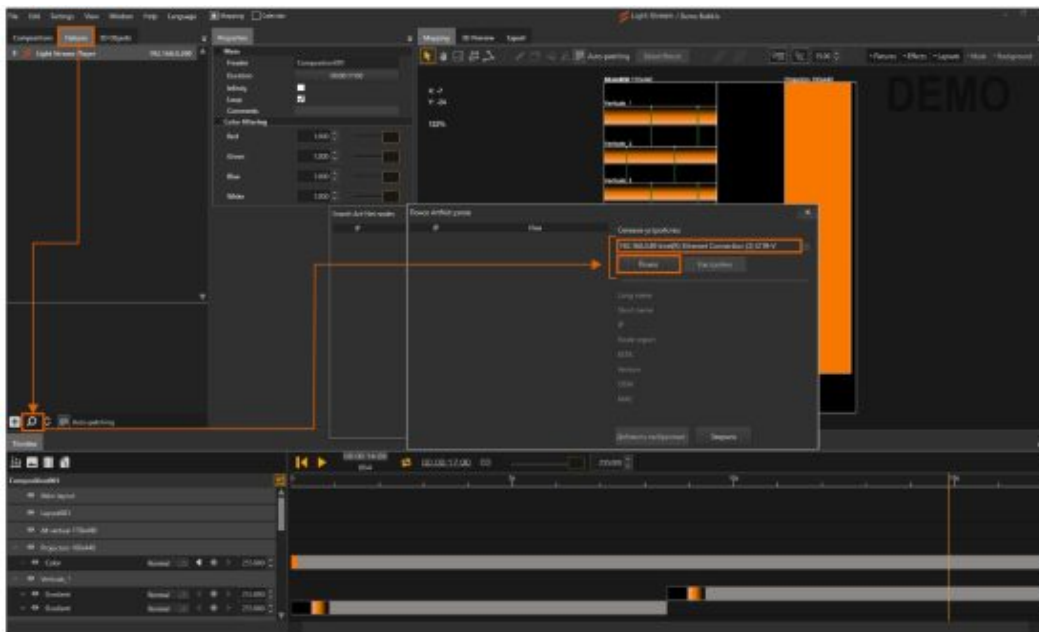**Changing Light Stream Converter network parameters**

The network card and Light Stream Converter must be on the same subnet.
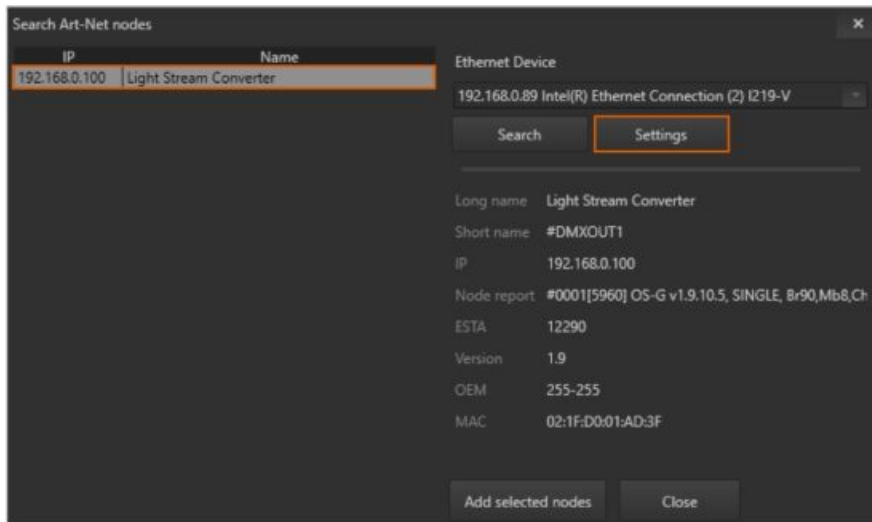If necessary, change the IP address of the network card.
The default IP address and other data are indicated on the information label on the device.
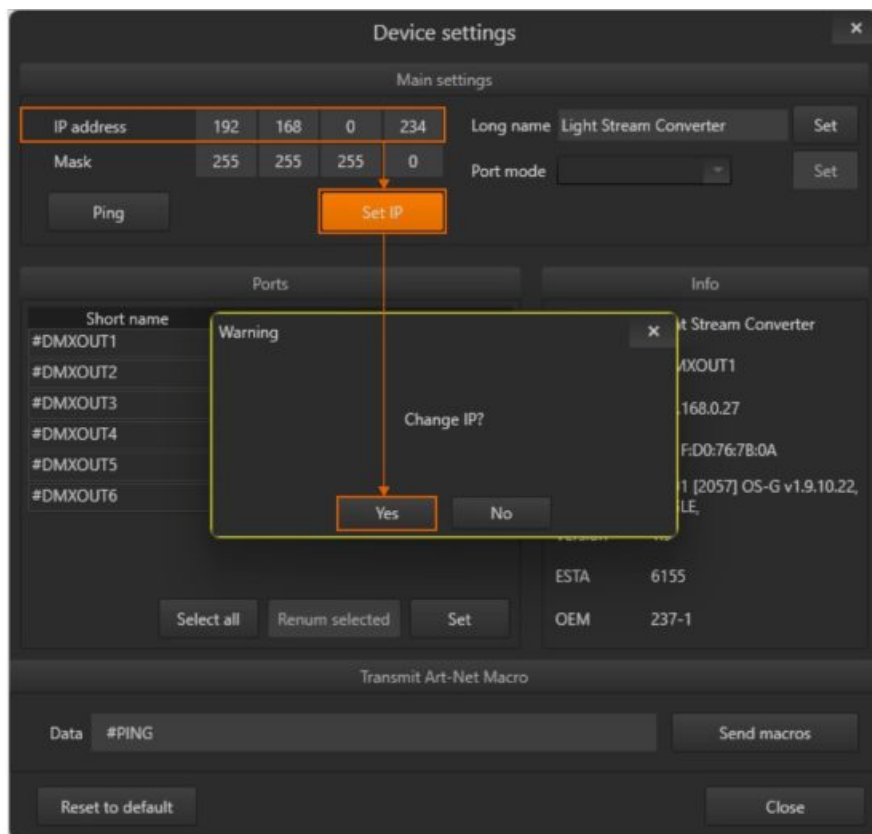Go to the Light Stream software then:
Fixtures->Search->Ethernet Device->Search

Highlight the found converter->Settings.

Change the IP address to the desired IP address.

Changing network settings Light Stream Converter is complete.

Setting the date and time

To configure network settings Go to Settings->Date and time

This tab contains a field with configuration of date and time settings **«Time info»** field

Current System Time
current date and time

Timezone

System Time Mode
system clock configuration
(synchronisation via NTP
server or manual setting,
operation from built-in RTC
real-time clock)

Current NTP Server

Time is synced
synchronisation
status

To edit the settings, press the button ✏

Caution: These settings may affect the operation of the Scheduler operating mode.

Adding Art-Net devices and universes

Further work will require adding devices and universes
Go to Settings->Universes and Devices

Add devices and universes in two ways:

Method 1: Manually using the Add buttons.
Click Add ArtNet device
In the Add Devices window, fill in:

- Name – name of the device;
- Network Mode -unicast (preferred);
- IP address – network address of the device;
- Port – by default 6454;
- Description – description, e.g. scene number.

To add universes clickAdd Universe and in the opened window fill in:

- Number – number of the universe (numbering is end-to-end according to ArtNet v.4 protocol), additionally the number of the universe according to ArtNet v.3 protocol (Net.Subnet.Universe) is shown;
- ArtNet Device – select the previously added device.

Method 2: Automatically by importing from Light Stream software.
Go to Light Stream, then: Fixtures->select Light Stream Player-> enter Username and Password->click Send button.
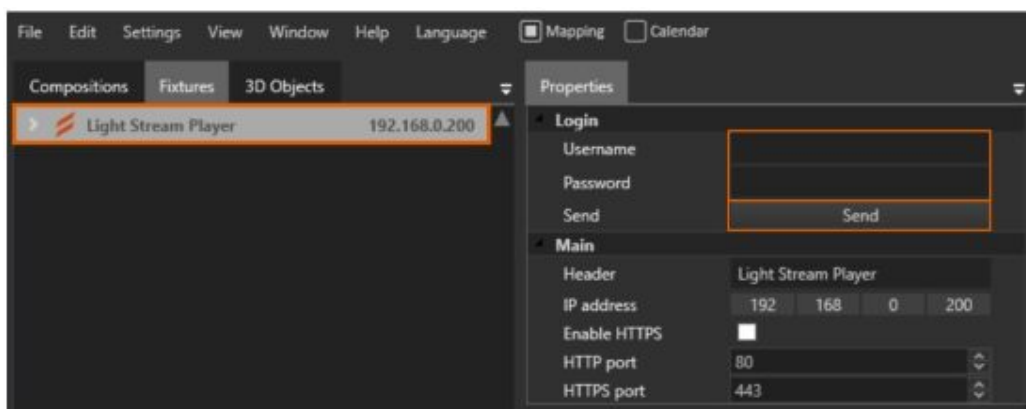
After that, refresh the page web-browser page of Light Stream Player.
ArtNet devices and universes added.

Creating and loading animations

You will need ready-made animations to download, and you can learn how to create them on our YouTube channel (**https://www.youtube.com/@lightstreampro/featured**) and, in particular, in the video (Quick Start in the

Light Stream programme) at the link: **https://www.youtube.com/watch?v=7yMR__kkpFY&ab_channel=LightStream**
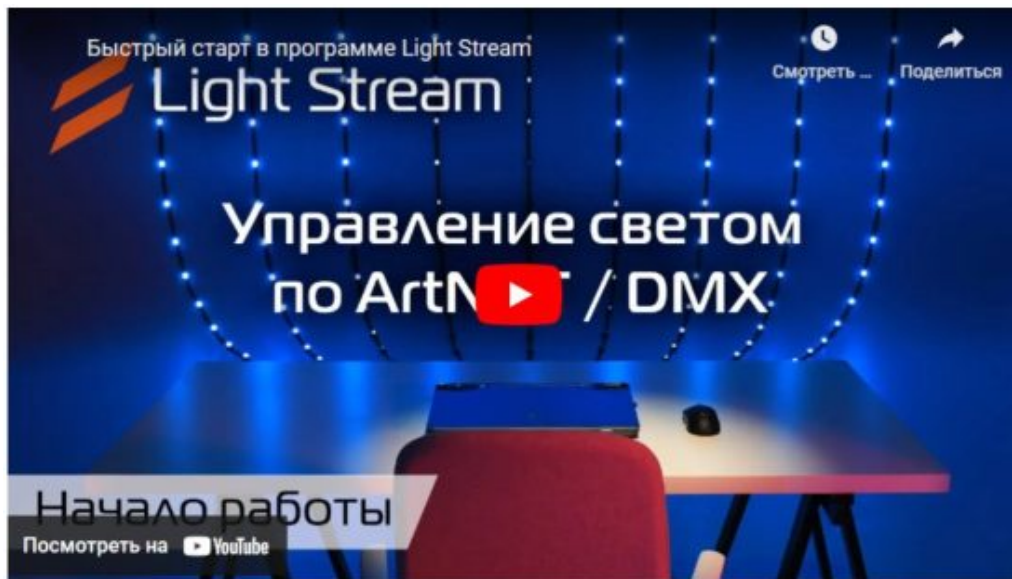

Export finished animations from the Light Stream programme
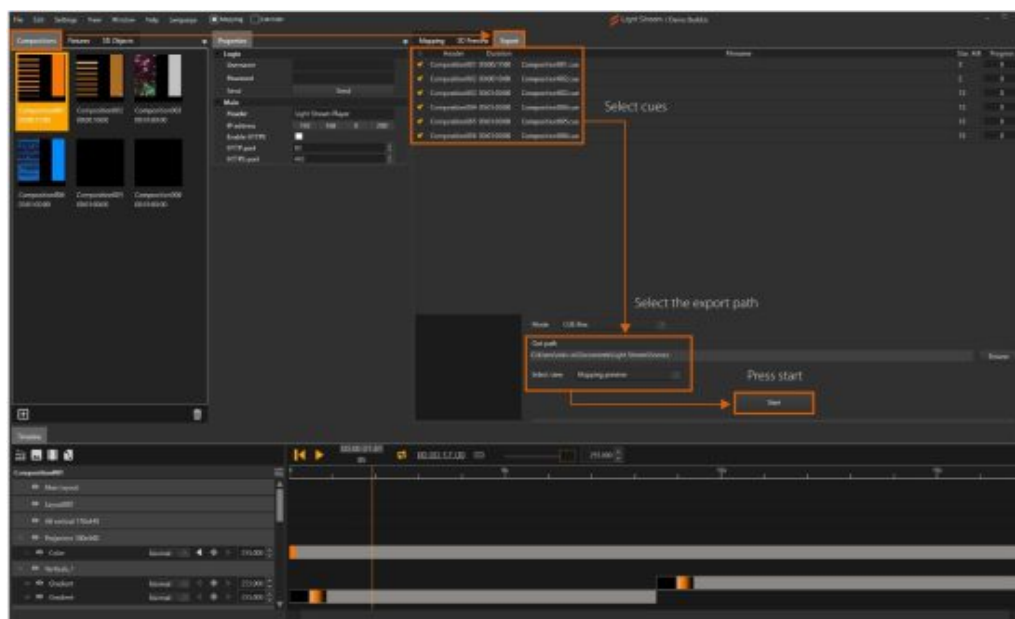
Then go to the web-interface of Light Stream Player and download ready animations
**Cues tab-> Upload Cue button**

Synchronise the frame rate of animations in the settings Light Stream and Light Stream Player software.
Go to Settings->Player tab, and in the FPS line.set the value equal to the Frame rate parameter (the window pops up when you press the left key during animation in Light Stream software).
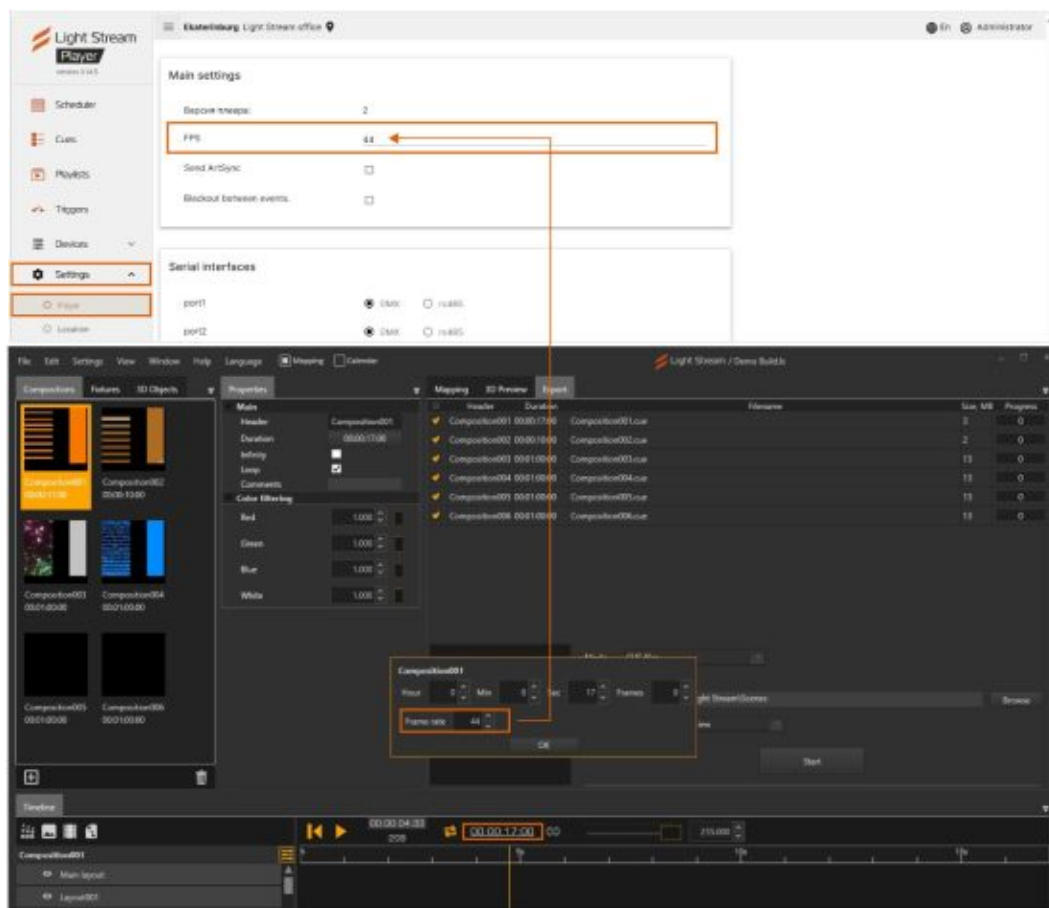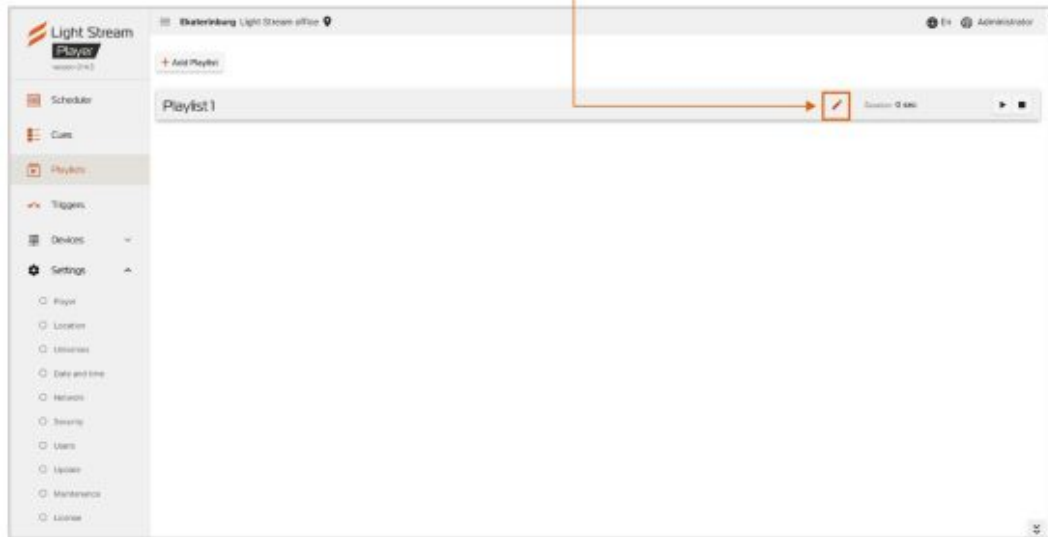
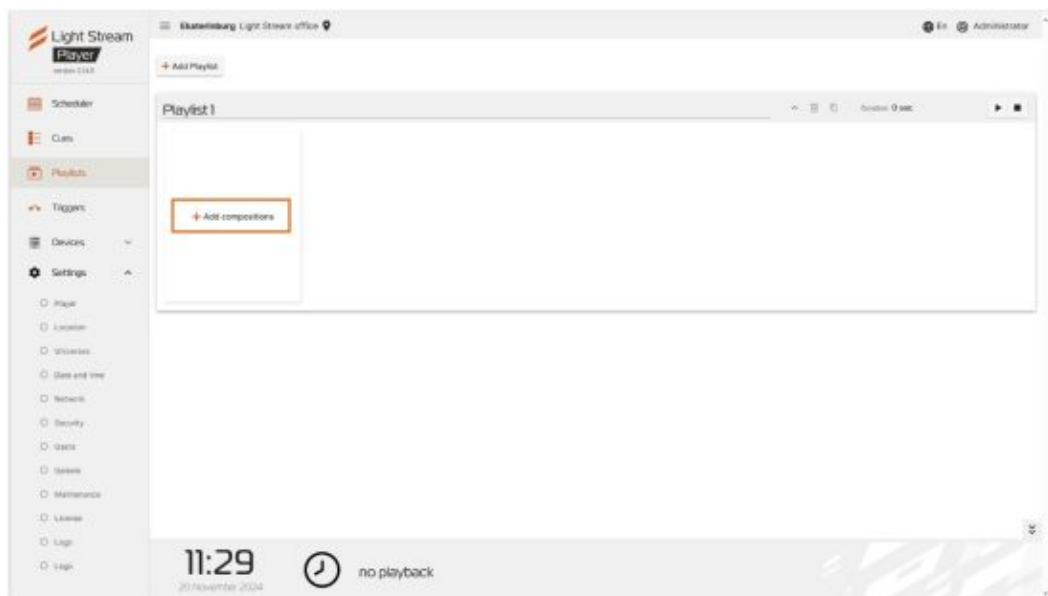The animations have been uploaded

Creating a Playlist

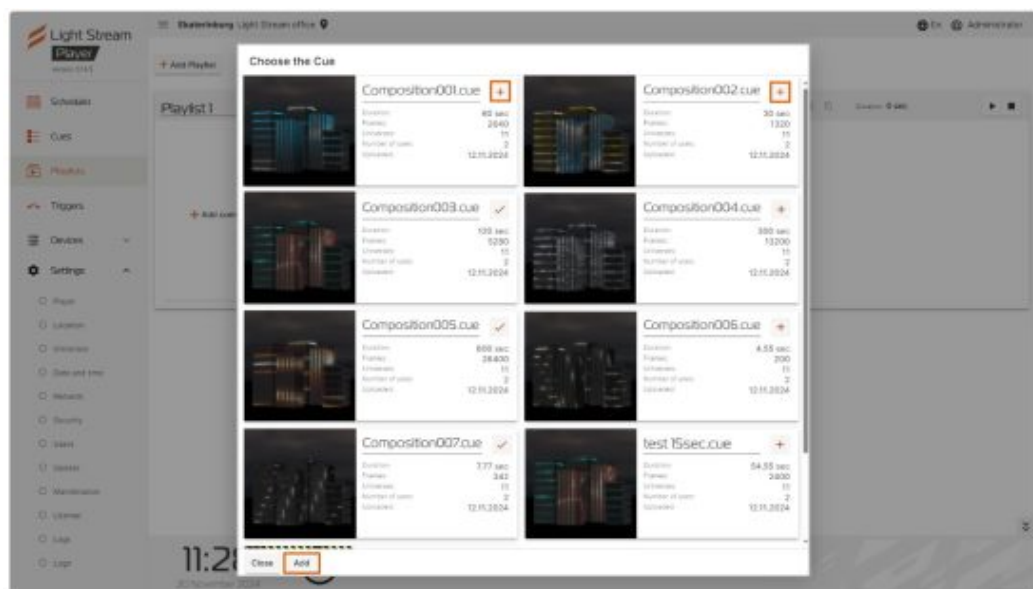Go to the "Playlists" tab and click "Add Playlist".
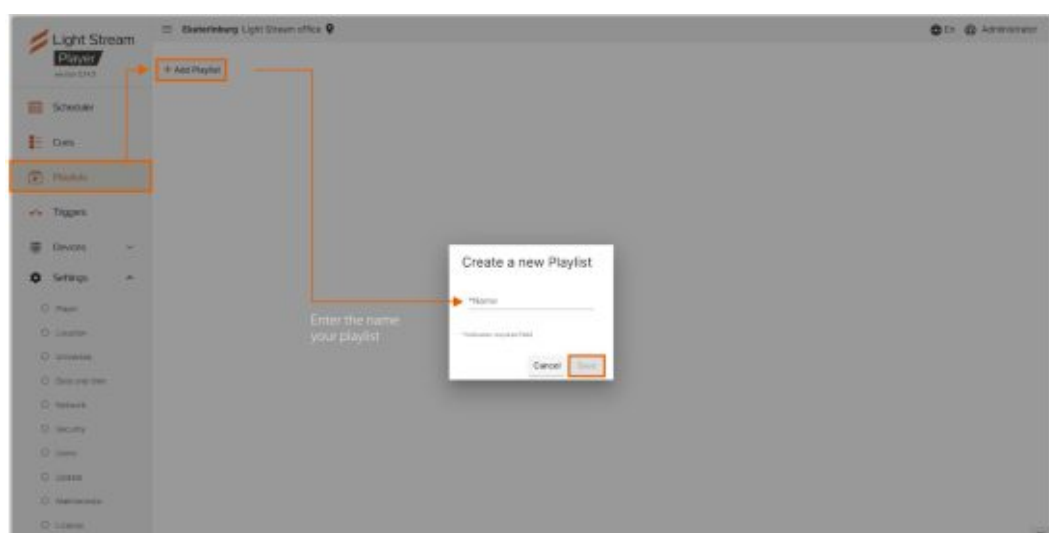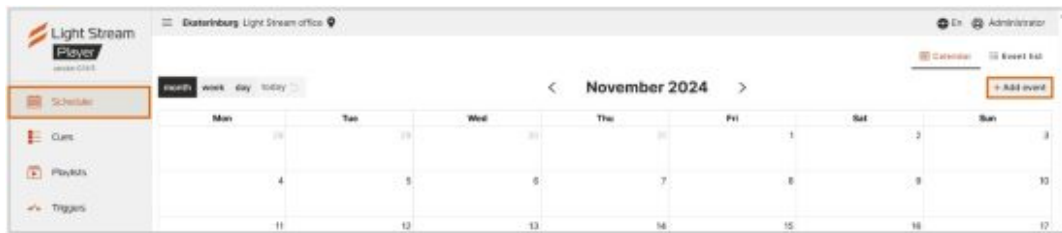
Add animations to playlist

Click Add cue.

Select the desired animations and click Add.

Playlist creation is complete

Creating events and scenario

To create an Event, go to the tab Scheduler->Event list->Add event

Assign a title to the event
(Title line)
and select the desired playlist
(Select playlist line).

Then there are two modes to choose from:

On-time is an event scheduled on
a specific date and timeSelect the date,
start time and end time, or tick tick the
All Day checkbox so that the event
will be available for 24 hours of the
selected date.

Recurrent - recurring event

Select the date, start time and select the
recurring event frequency mode event
(line Frequency)

Read more about Recurrent mode.
There are several modes for selecting Frequency:

Hourly mode.
The time interval is set on a minute-by-minute basis:

Daily mode.
You can set the operating time and frequency in days:

Weekly mode.
You can set the days of the week and time, on which the created event will be triggered:

Monthly mode – selection of event operation on a certain day of the month:

Yearly mode – selection of a specific day of the year for the event operation:

For each of the Frequency modes, you can set the "When is the end?" option, meaning when the event should end.

Never

Selecting the number of repetitions.

A specific end date.

The Every days option means the repetition interval in days. If you set it to 2, then accordingly the event will be repeated every second day.

When the event configuration is complete, the Save button should be pressed.

Creating a backup

To save a backup copy settings or to transfer settings from one Player to another use the Backup function.
In the web-interface of Light Stream Player go to the tab Settings->Maintenance.

To create a backup, click the **Create Backup** button.

To download the backup, click **Restore.**

Congratulations!
The basic settings are done!

Documents / Resources

	Light Stream Player V2 Creating Running and Customising Light Scenarios [pdf] User Guide Player V2 Creating Running and Customising Light Scenarios, Player V2, Creating Running and Customising Light Scenarios, Customising Light Scenarios, Light Scenarios

References

- ⚡ **Light Stream — Software and controllers for dynamic lighting control**
- **User Manual**