

Light Stream Running And Customising Light Scenarios User Guide

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Light Stream Running And Customising Light Scenarios User Guide

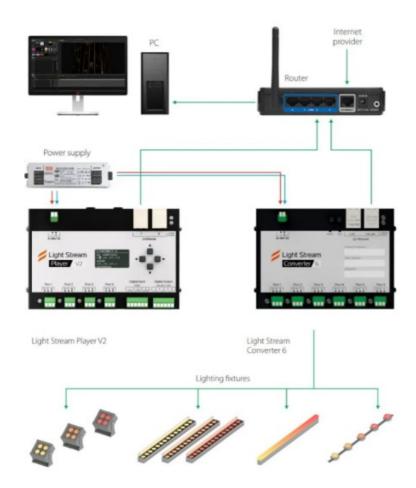


Player V2 Δημιουργία τρεξίματος και προσαρμογής φωτεινών σεναρίων

Εξοπλισμός



Wiring diagram



Authorization

Accessing Light Stream Player

Accessing Light Stream Player is done using a web-browser at a given IP address from a computer, phone or tablet with Internet access.

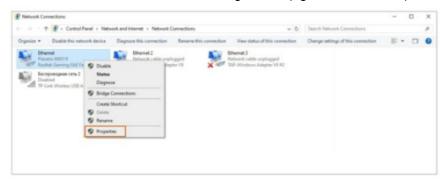
To connect, the network card and Light Stream Player must be on the same subnet.

If necessary, change the IP address of the network card.

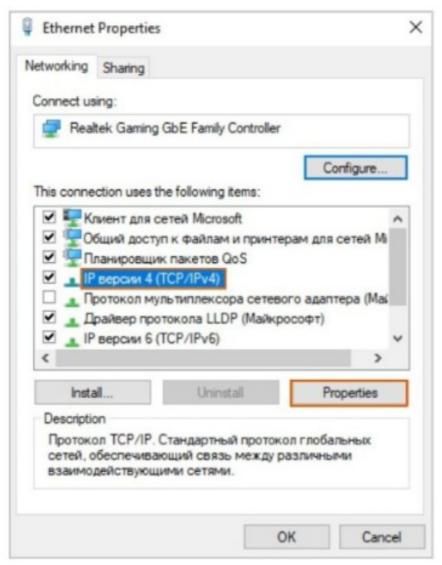
Example: Windows 10

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.



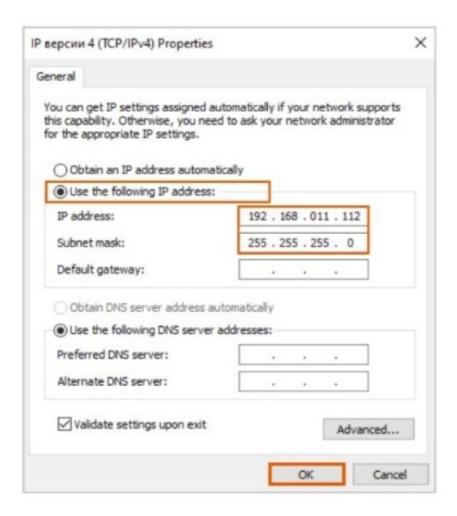
3. Since the Light Stream Player has a default

IP Address: 192.168.0.205

For example, leIP Address: 192.168.0.112

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

Subnet Mask: 255.255.255.255.0



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



You are now in the Light Stream Player interface.

Next, it is necessary to change the network parameters of the Light Stream Player to complete the configuration.

Change Light Stream Player network parameters

Network settings using the Player V2 menu display and control buttons. 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 and. To move to the next NETMASK screen, place the cursor on the rightmost digit and press the button again. On the NETMASK screen, you can change the network mask using the and buttons.

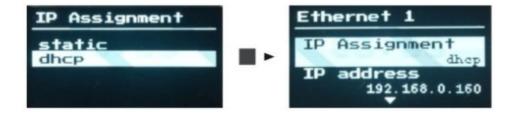
Then, press the button to move to the Set Gateway screen.

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 the network parameters of the Light Stream Converter

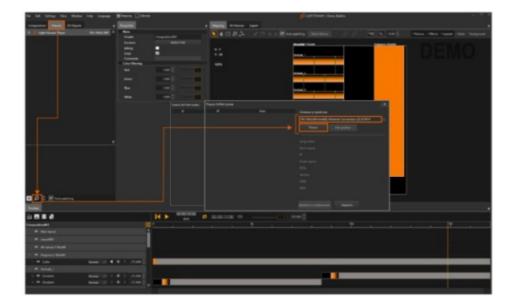
The network card and the Light Stream Converter must be on the same subnet.

If necessary, change the IP address of the network card.

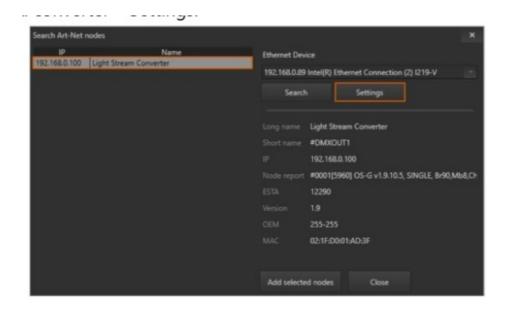
The default IP address and other data are indicated on the device information label.

Go to the Light Stream software and then:

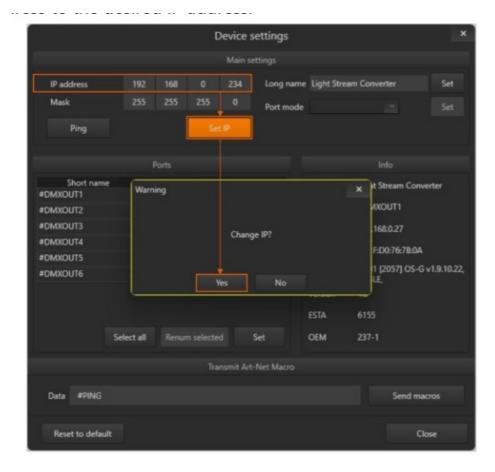
Programs->Search->Ethernet Device->Search



Highlight the found converter->Settings.



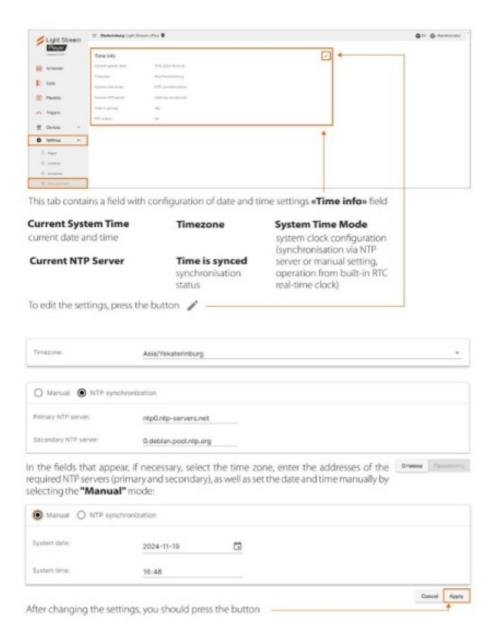
Change the IP address to the desired IP address.



Changing the network settings of the Light Stream Converter is complete.

Setting date and time

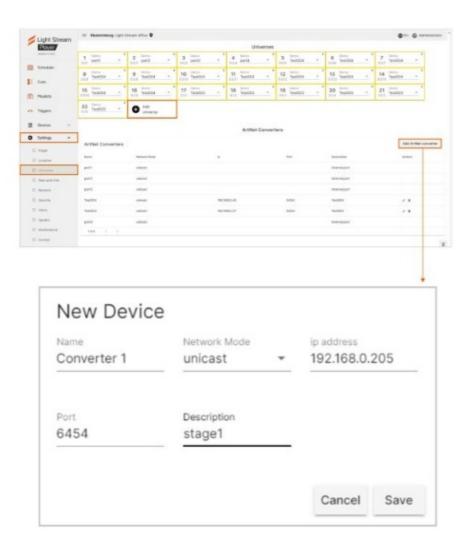
To configure network settings Go to Settings->Date & Time



Caution: These settings may affect the operation of the Programmer mode.

Adding Art-Net devices and universes

Further work will require adding devices and universes. Go to Settings-> Universe 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.

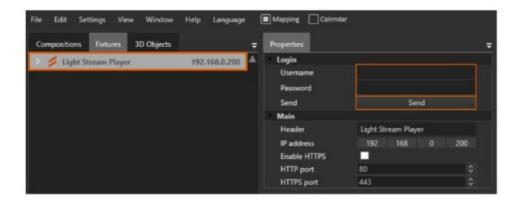


To add universes, click Add Universe and in the window that opens, fill in:

- Number universe number (numbering is end-to-end according to the ArtNet v.4 protocol), in addition, the universe number according to the ArtNet v.3 protocol (Net.Subnet.Universe) is displayed.
- ArtNet Device select the previously added device.

Method 2: Automatically import from Light Stream software.

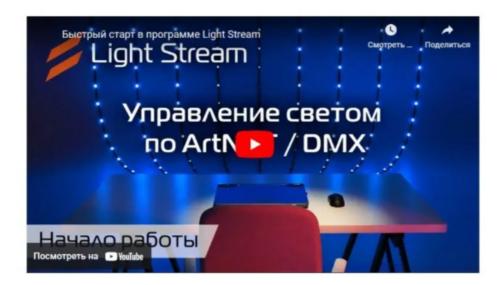
Go to Light Stream, then: Photos-> select Light Stream Player-> enter Username and Password-> click the Submit button.



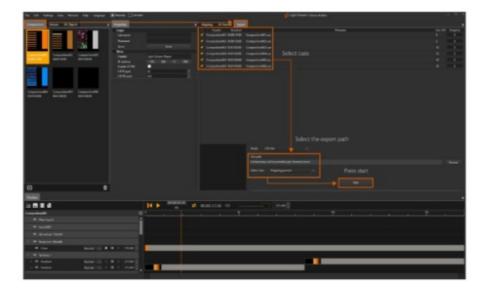
After that, refresh the Light Stream Player web-browser page. ArtNet devices and universes added.

Creating and loading animations

You will need ready-made animations for 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 Program) at the link: https://www.youtube.com/watch?
v=7yMR kkpFY&ab channel=LightStream



Exporting completed animations from Light Stream



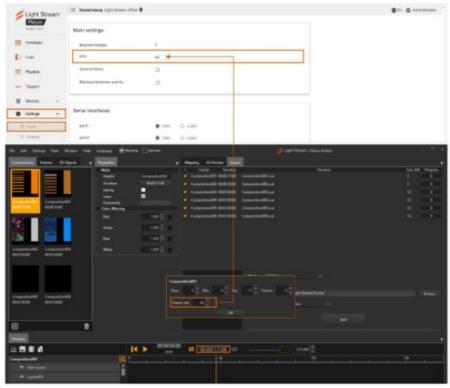
Then go to the web-interface of Light Stream Player and download ready-made animations **Cues tab-> Upload Cue button**



Synchronize the frame rate of

animations in the settings of Light Stream Software and Light Stream Player.

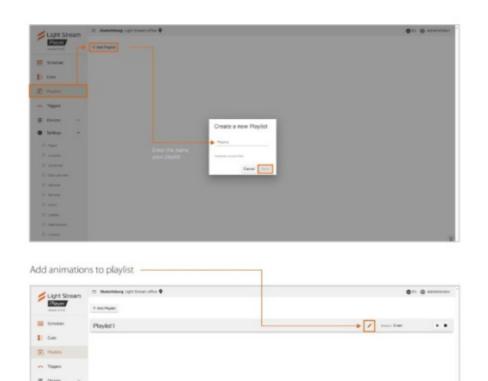
Go to the Settings->Player tab, and in the FPS line.set the value equal to the Frame rate parameter (the window pops up when you press the left button during animation in Light Stream software).



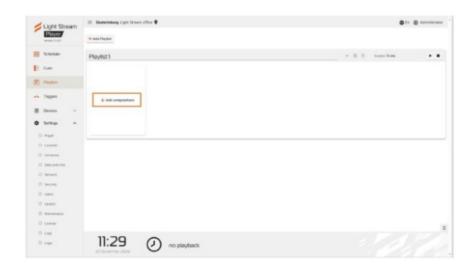
The cartoons have been uploaded.

Create a playlist

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



Click Add hint.



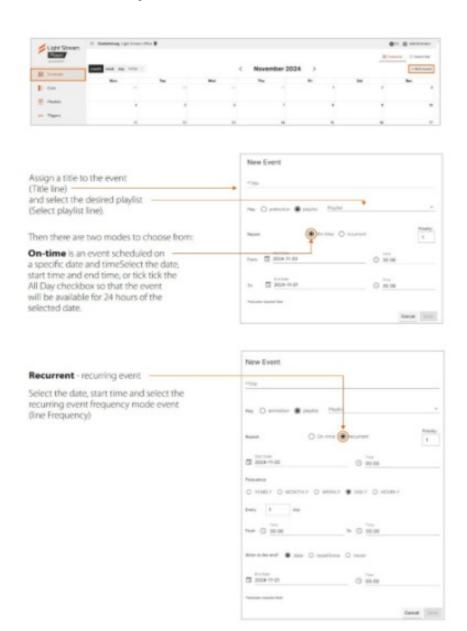
Select the animations you want and click Add.



Playlist creation completed

Creating events and scenarios

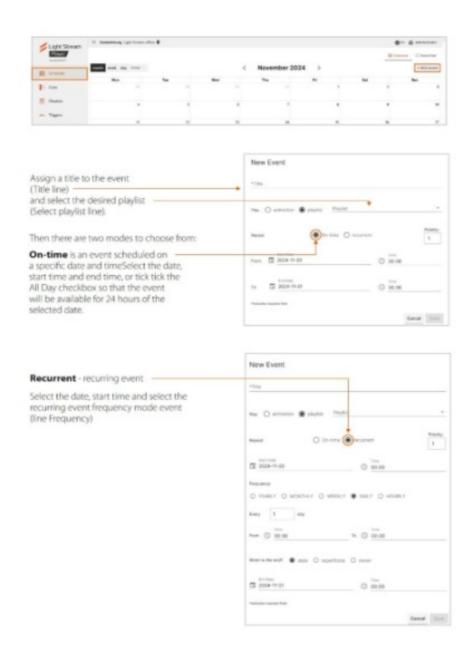
To create an event, go to the Schedule tab->Event List->Add Event



Read more about the Repeat function.

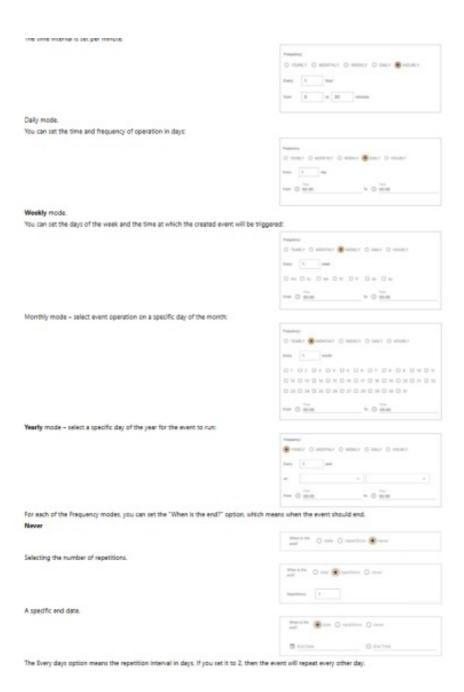
There are several ways to select Frequency:

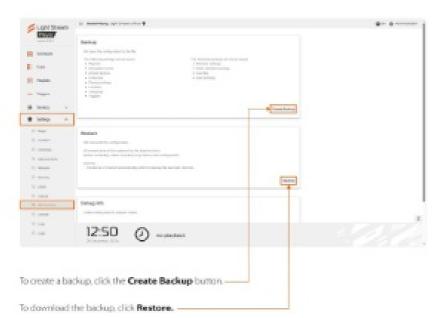
Hourly mode.



Create a backup copy

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





Congratulations!

The basic settings are done!

www.lightstream.pro

Quick Start Guide Updated: November 2024

Documents / Resources



<u>Light Stream Running And Customising Light Scenarios</u> [pdf] User Guide V1, V1, EN.v0.14.5, Running And Customising Light Scenarios, Customising Light Scenarios, Light Scenarios

References

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

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