



**lightshark LS1
Universe
Lighting
Console**



lightshark LS1 Universe Lighting Console User Guide

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lightshark LS1 Universe Lighting Console



Specifications

- Brand: LIGHTSHARK.ES
- Model: LS-Core
- Box Content: 1 Power Supply, 1 LS Core, 1 Quick Guide

FAQ

Q: What should I do if I encounter connectivity issues with the LS-Core?

A: If you experience connectivity problems, ensure that the antenna is properly mounted and positioned for optimal signal reception. Additionally, check for any obstructions that may interfere with the signal.

Q: Can I use a different power cord with the LS-Core?

A: It is recommended to use the provided power cord to ensure compatibility and safety. However, if necessary, you can use a compatible power cord that meets the device's requirements.

Box content

Inside the LS-1 box you will find the following items.



Please note that the type of power cord may vary depending on your region.

About

LS-1 is a new generation of web-based lighting consoles designed for all types of events. It offers a simple, powerful and portable multi-platform control system.

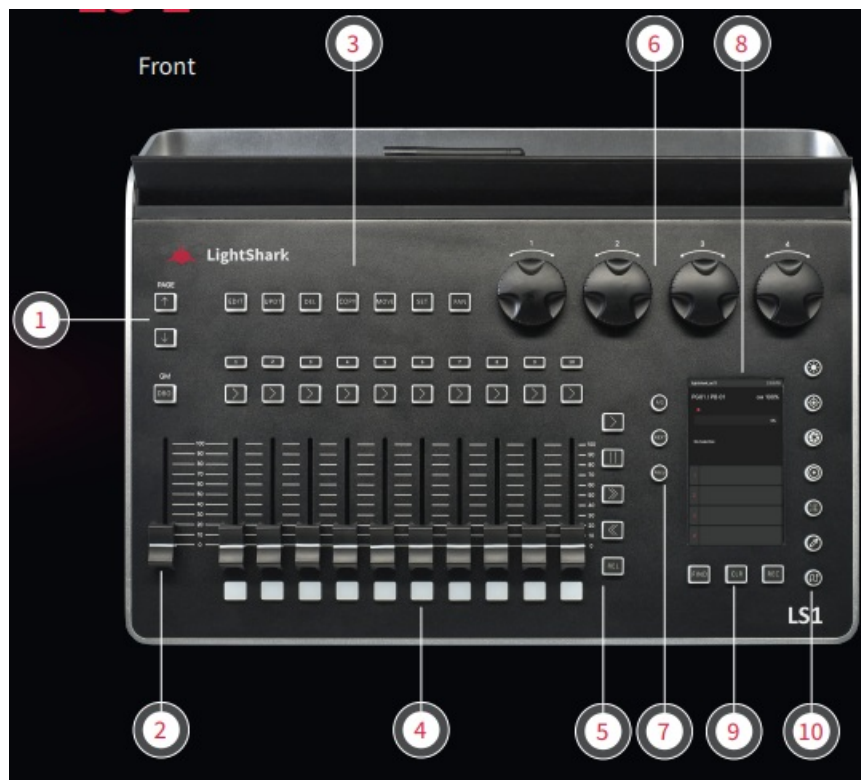
- LightShark uses an integrated Web Server to provide all its functions to computers, tablets and smartphones that have a web browser.
- Simply connect to the LS-1 or LS-Core's integrated WiFi access point. Alternatively, you can connect via the computer's Ethernet port for a wired connection.
- Due to the technology used by lightShark, the use of the following web browsers is recommended:
 - FireFox v67 onwards <https://www.mozilla.org>
 - Chrome v75 onwards <https://www.google.com/chrome>
 - Safari v11 onwards <https://www.apple.com/safari>
 - Edge v96 onwards <https://www.microsoft.com/edge>

All of these web browsers have versions for both desktop and mobile devices.



LightShark devices

Front



Rear



1. Page selection
2. Grand Master
3. Edition buttons
4. Playback section
5. Playback control section
6. Parameter encoders
7. Fixture selection buttons
8. Information display
9. FIND,CLEAR & REC function buttons
10. Attribute selection
11. Desk lamp port (5V)
12. DMX 1 (Universe 1) 3 & 5 pin
13. DMX 2 (Universe 2) 3 & 5 pin
14. Ethernet Port (TCP/IP, UDP, OSC, ArtNet & SACN)
15. USB port for data transfer
16. USB port for charging external devices

17. WiFi antenna
18. Power switch
19. Power socket

Getting started

It is possible to connect up to 4 devices simultaneously to lightShark, so you can access different windows on each of the devices at the same time.

Once the third device has been connected, lightShark will reject the rest of the connections.

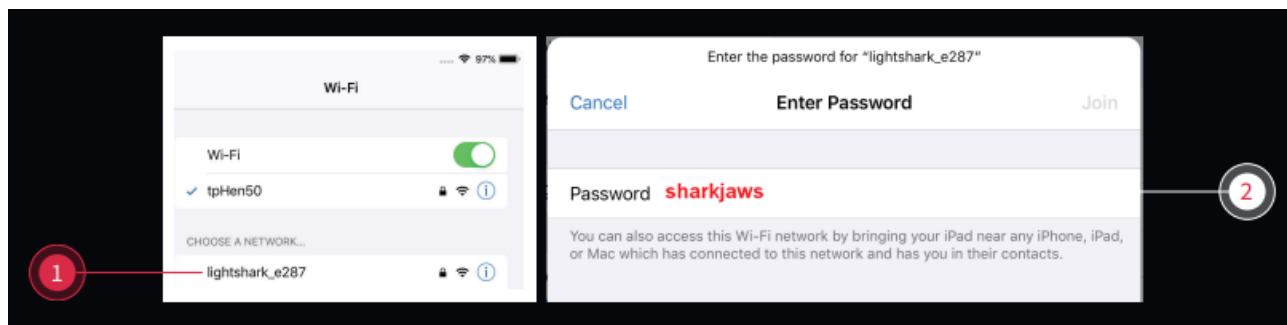
LS-1 and LS-Core devices have two network interfaces, one wireless and one wired.

Wireless Connection

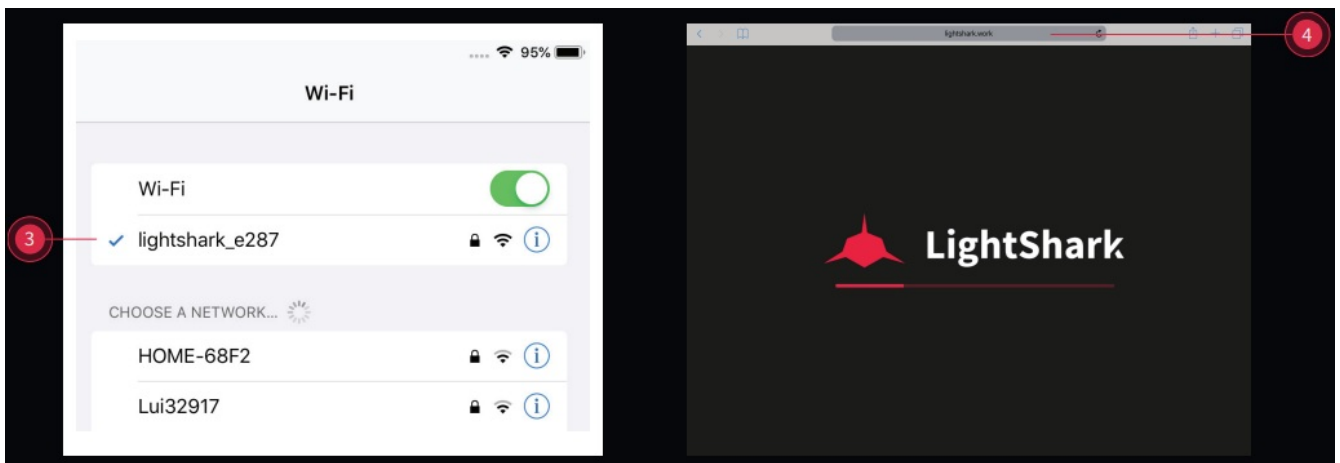
The wireless network interface is an integrated 2.4GHz Wifi access point. This access point creates a wireless network with the default SSID "lightsharkXXXX". where XXXX refers to the last four digits of the MAC address of the wireless interface. It is possible to find the name of the SSID of the devices in the screen of each one of the devices.

To connect to LightShark devices, through the wireless network using a tablet device, the steps are as follows:

1. Check that the Wifi antenna is correctly connected to the device, then connect the external power supply and turn it on. You will notice that the LCD screen of your device will illuminate, wait until the device has fully started and the network name is displayed.
2. Navigate to the WiFi network settings of your device and connect to the "LightShark-xox" access point. If this is the first time you connect, the default password will be "sharkjaws".



3. Start your device's web browser and enter "lightshark.work" addressing the url field or the IP address "192.168.42.1". You should see the LightShark loading screen.



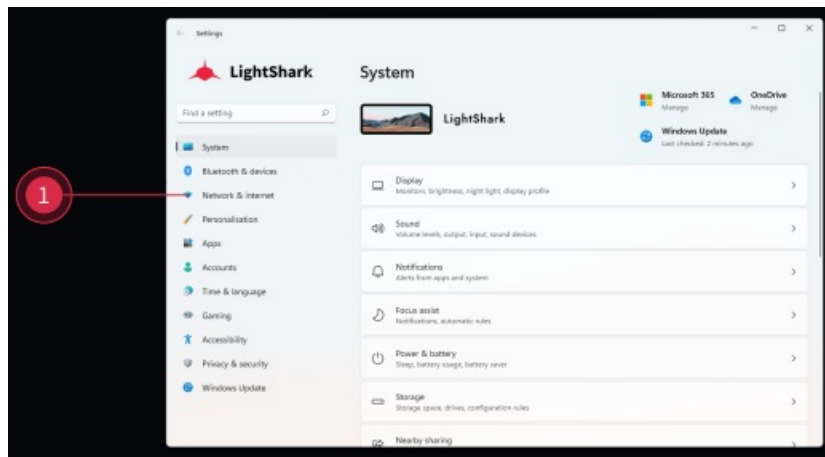
Wired Connection

It is possible to connect via ethernet to LightShark devices, the following steps detail the process of connecting via

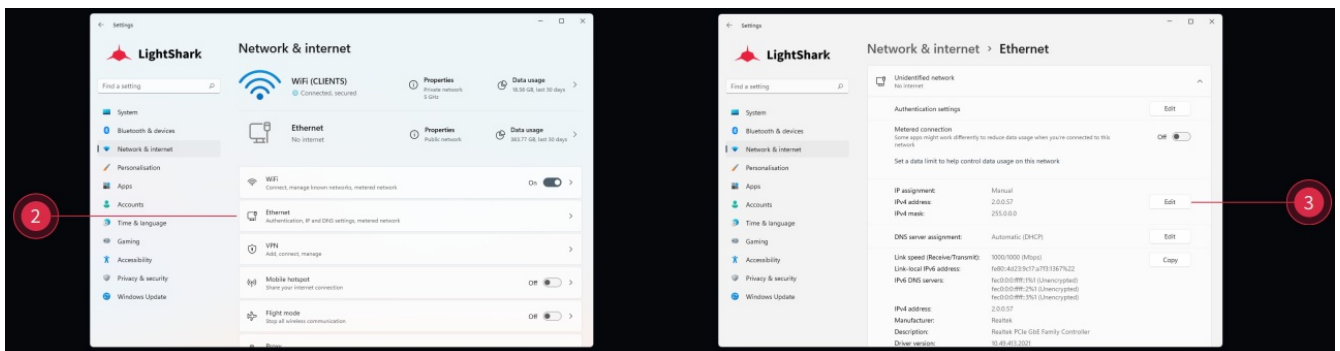
a computer using the wired network interface instead of the wireless network:

To connect to LightShark devices, through the wired network using a computer, the steps are as follows:

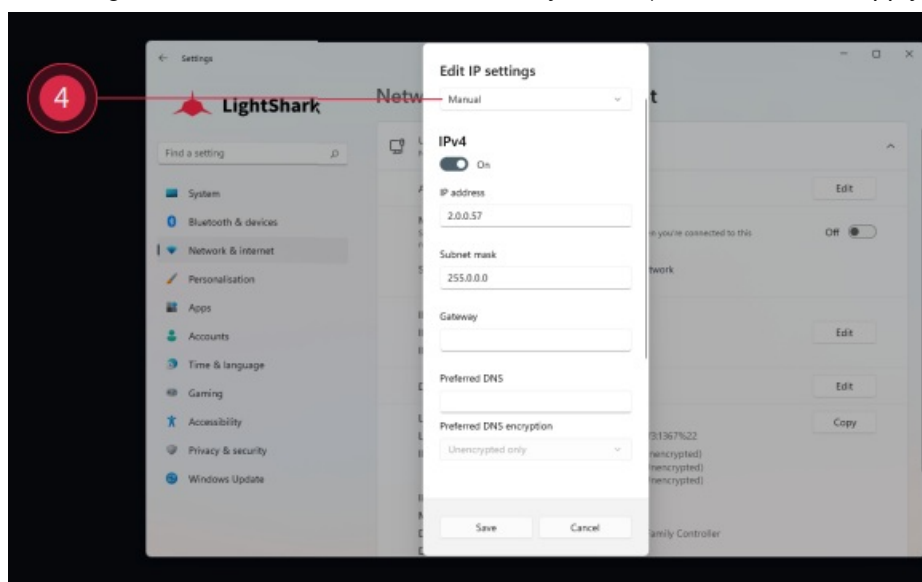
1. Access the Windows Settings and then select “Network and Internet”.



2. Select the ethernet interface to which the ethernet cable coming from the console is connected.
3. Click on the “Edit” button to change the IP address of the selected network interface.

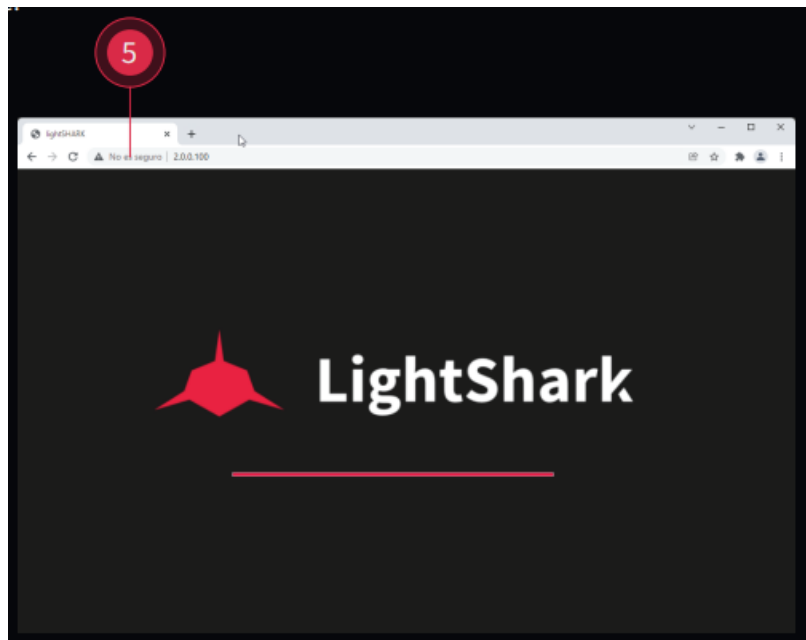


4. Select “Manual” settings and set the network address of the computer to the same subnet as your LightShark device (remember that LightShark devices are set to 2.0.0.1 by default). Click “Save” to apply changes




*Do not set the same IP address that your LightShark device has on your computer.

5. Open your web browser and enter the address of your LightShark device.



Documents / Resources

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References

- 🦈 [Home - Lightshark](#)
- [User Manual](#)

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