

Creating, running and customising light scenarios with Light Stream Player

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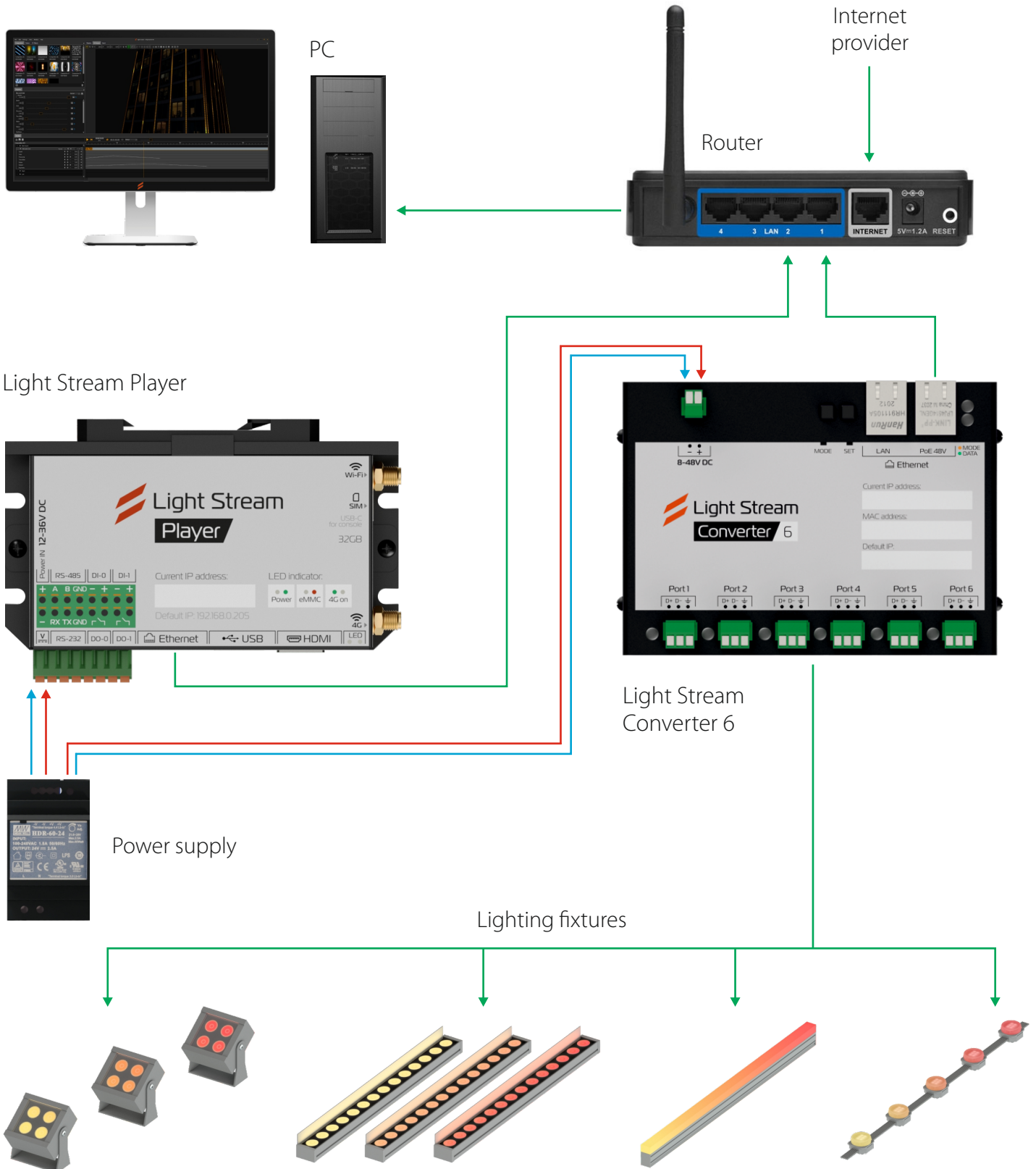
Equipment

- Light Stream Player
- Light Stream Converter
- Software Light Stream



Connection

Wiring diagram



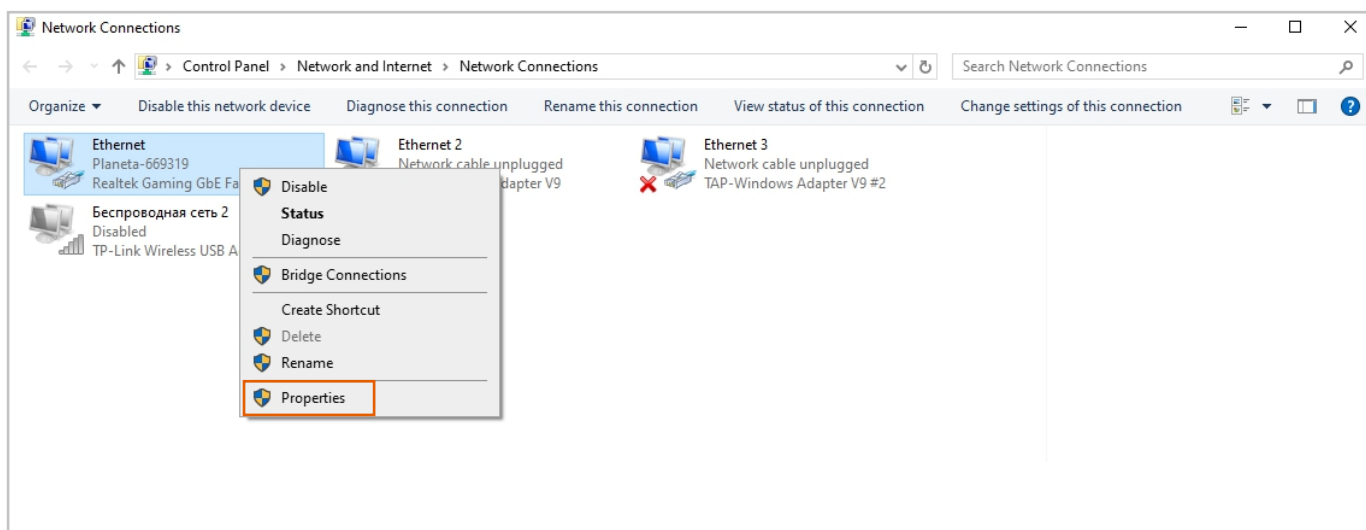
Access to Light Stream Player

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.

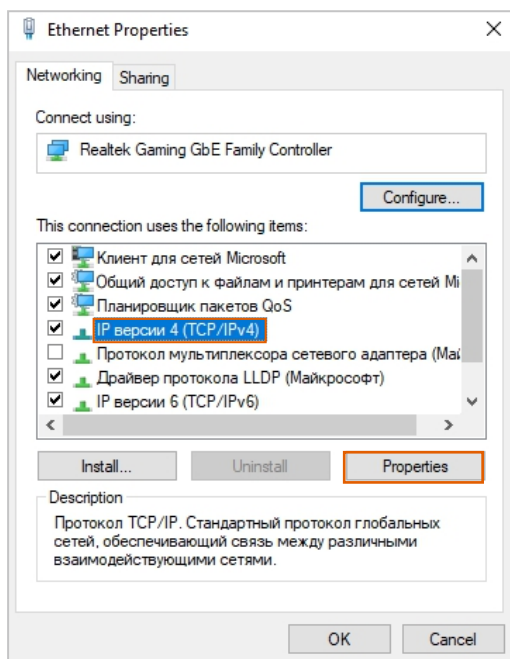
In order to connect, the Network card and Light Stream Player must be on the same subnet. If necessary, change the IP address of the network card.

Example: Windows 10

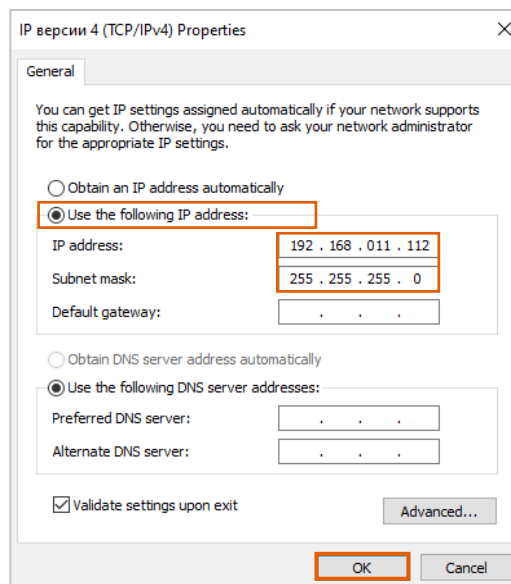
1. Go to Network Connections (Control Panel/Network and Internet/Network Connections)
Select an active network connection right-click (right mouse button) and select **Properties**.



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



3. Since Light Stream Player has default IP address: 192.168.0.205
For example IP 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



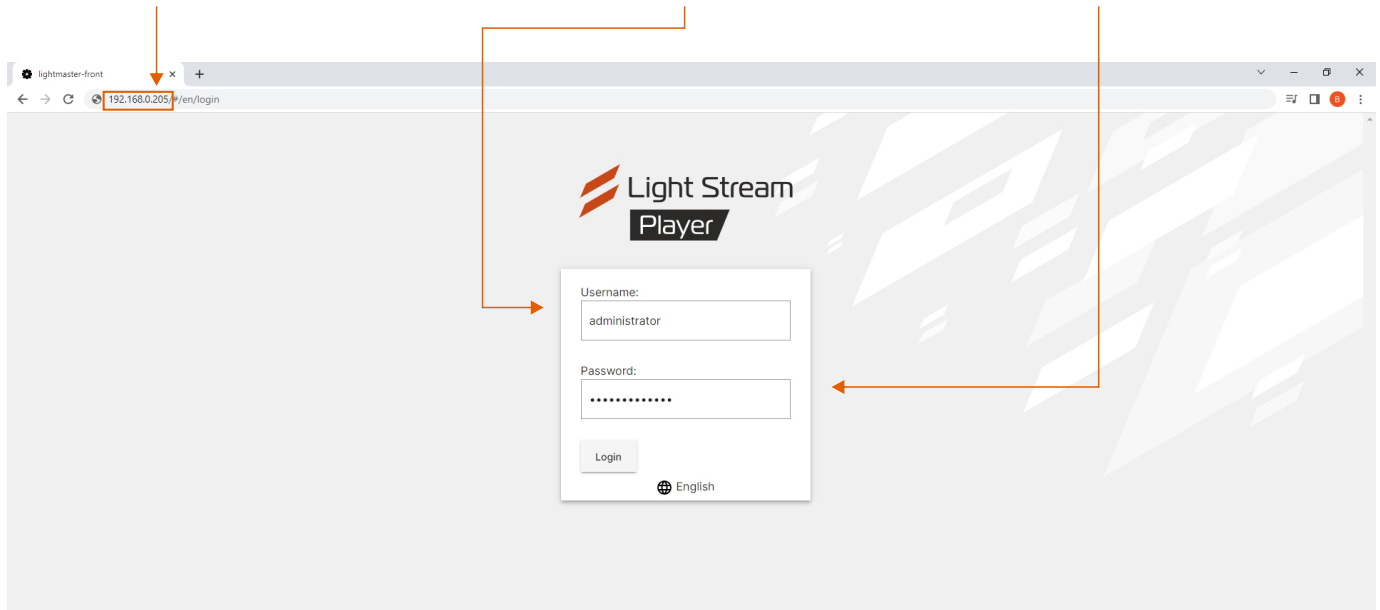
Next, go to your web browser and enter the following parameters.

Default access credentials:

IP address: 192.168.0.205

Username: administrator

Password: administrator

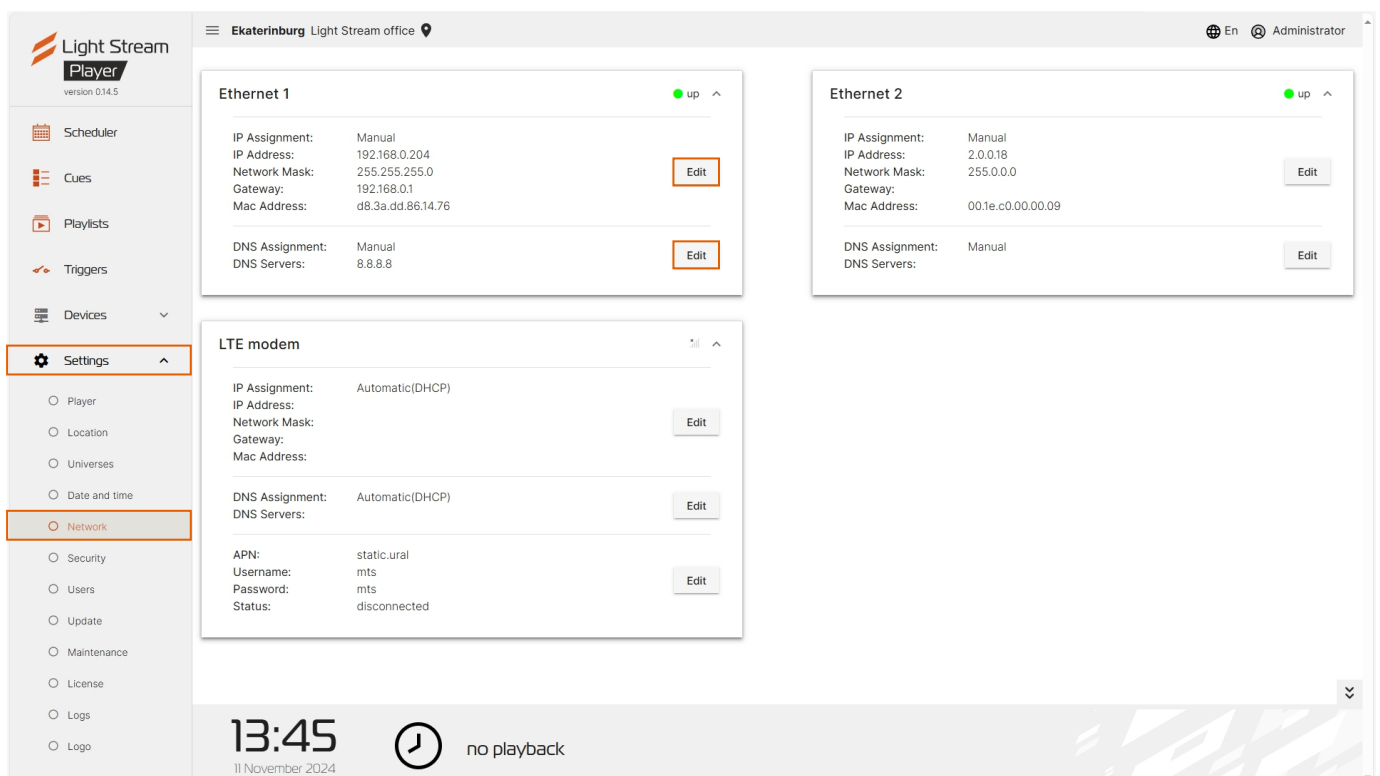


You are now in the interface of Light Stream Player.

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

Changing Light Stream Player network parameters

To configure the network settings go to Settings->Network->Edit and adjust the parameters we need.



IP Assignment and DNS Assignment can be set to Automatic (DHCP) if your network equipment automatically provides these parameters, if not, configure them manually:

IP Assignment:
Manual

IP Address:
192.168.0.205

Network Mask:
255.255.255.0

Gateway:
192.168.0.1

*indicates required field

Cancel Save

IP Address: 192.168.0.205 (default) or another at your discretion

Network Mask: 255.255.255.0

Gateway:

Using Windows 10 as an example, go to Network Connections (Control Panel/Network and Internet/Network Connections).

Right-click on the active network connection (right mouse button) and select **Status->Details**.

Control Panel > Network and Internet > Network Connections

Search Network Connections

Organize Disable this network device Diagnose this connection Rename this connection View status of this connection Change settings of this connection

Ethernet Planeta-609319 Realtek Gaming GbE Family Controller

Беспроводная сеть Disabled TP-Link Wireless USB Adapter V9

Ethernet 2 Network cable unplugged Realtek Gaming GbE Family Controller

Ethernet 3 Network cable unplugged TAP-Windows Adapter V9 #2

Status

Disable

Diagnose

Bridge Connections

Create Shortcut

Delete

Rename

Properties

Ethernet Status

General

Connection

IPv4 Connectivity: Internet

IPv6 Connectivity: No network access

Media State: Enabled

Duration: 00:18:38

Speed: 1.0 Gbps

Details...

Activity

Sent Received

Bytes: 9,258,055 364,121,362

Properties Disable Diagnose

Close

Network Connection Details

Network Connection Details:

Property	Value
Connection-specific DN...	
Description	Realtek Gaming GbE Family Controller
Physical Address	18-C0-4D-38-54-CB
DHCP Enabled	Yes
IPv4 Address	192.168.0.116
IPv4 Subnet Mask	255.255.255.0
Lease Obtained	Friday, November 22, 2024 9:38:11 A
Lease Expires	Monday, November 25, 2024 5:43:20
IPv4 Default Gateway	192.168.0.1
IPv4 DHCP Server	192.168.0.1
IPv4 DNS Servers	8.8.8.8 8.8.4.4
IPv4 WINS Server	
NetBIOS over Tcpip En...	Yes
Link-local IPv6 Address	fe80::2475:582b:e8f9:9692%14
IPv6 Default Gateway	

Copy the default gateway address to the Light Stream Player settings.

Gateway:
192.168.0.1

*indicates required field

Cancel Save

Primary DNS server:

Edit DNS settings

DNS Assignment:
Manual

Primary DNS server:
8.8.8.8

Secondary DNS server:

*indicates required field

Cancel Save

8.8.8.8.8 (Public Google DNS), or another at your discretion.

**Change of network parameters
of Light Stream Player is completed.**

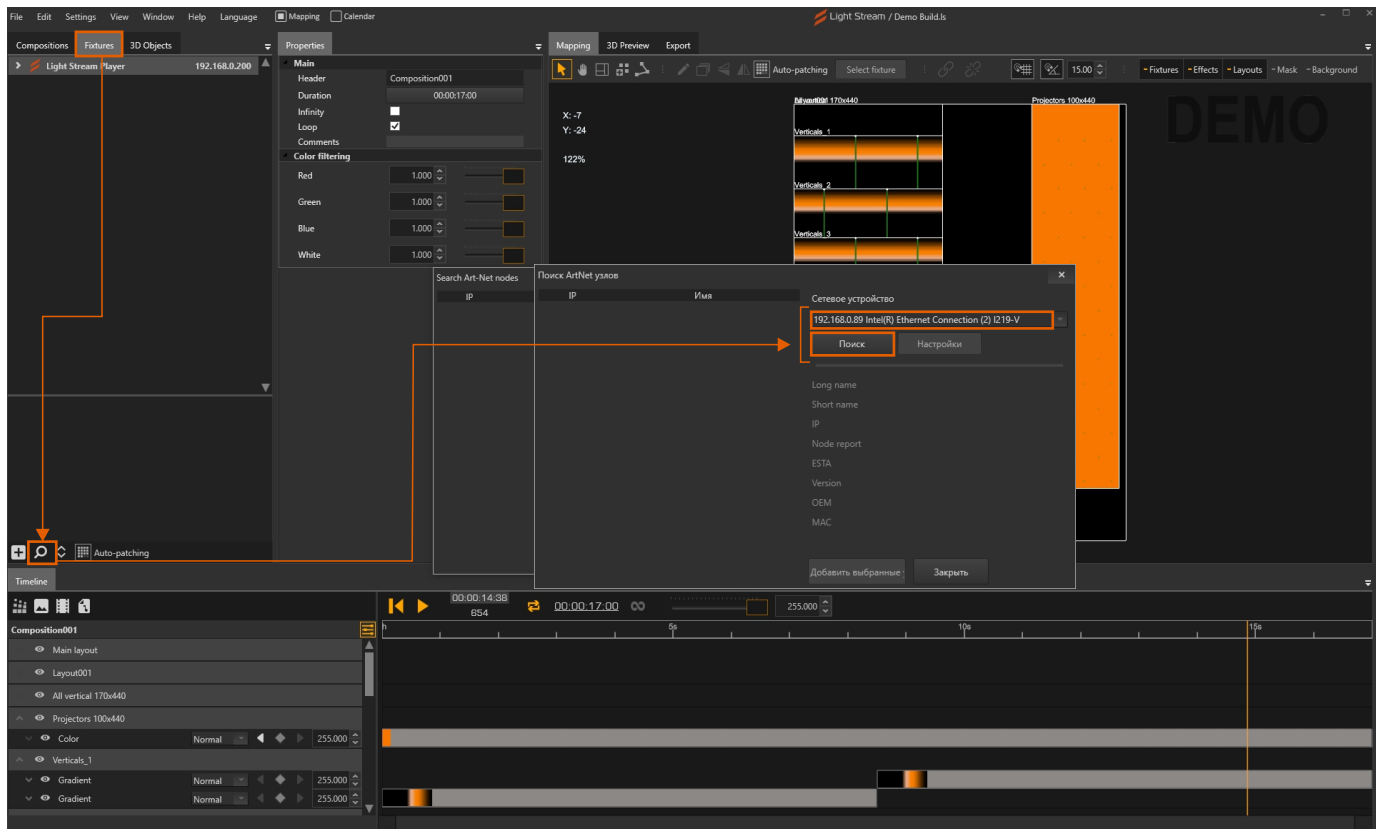
Changing Light Stream Converter network parameters

The network card and Light Stream Converter must be on the same subnet. If necessary, change the IP address of the network card.

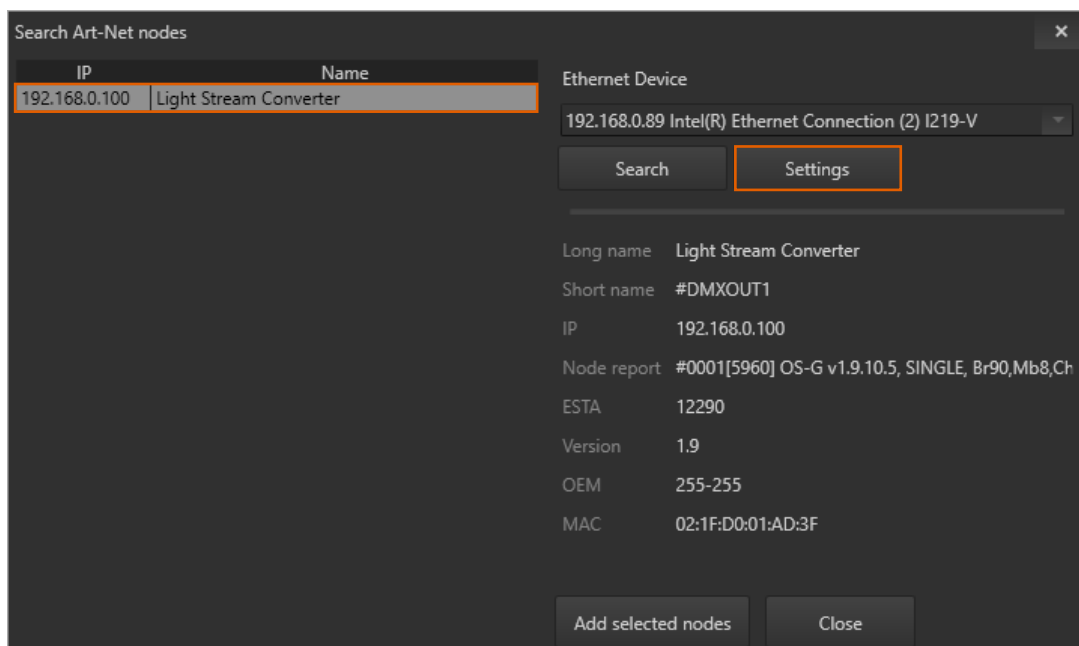
The default IP address and other data are indicated on the information label on the device.

Go to the Light Stream software then:

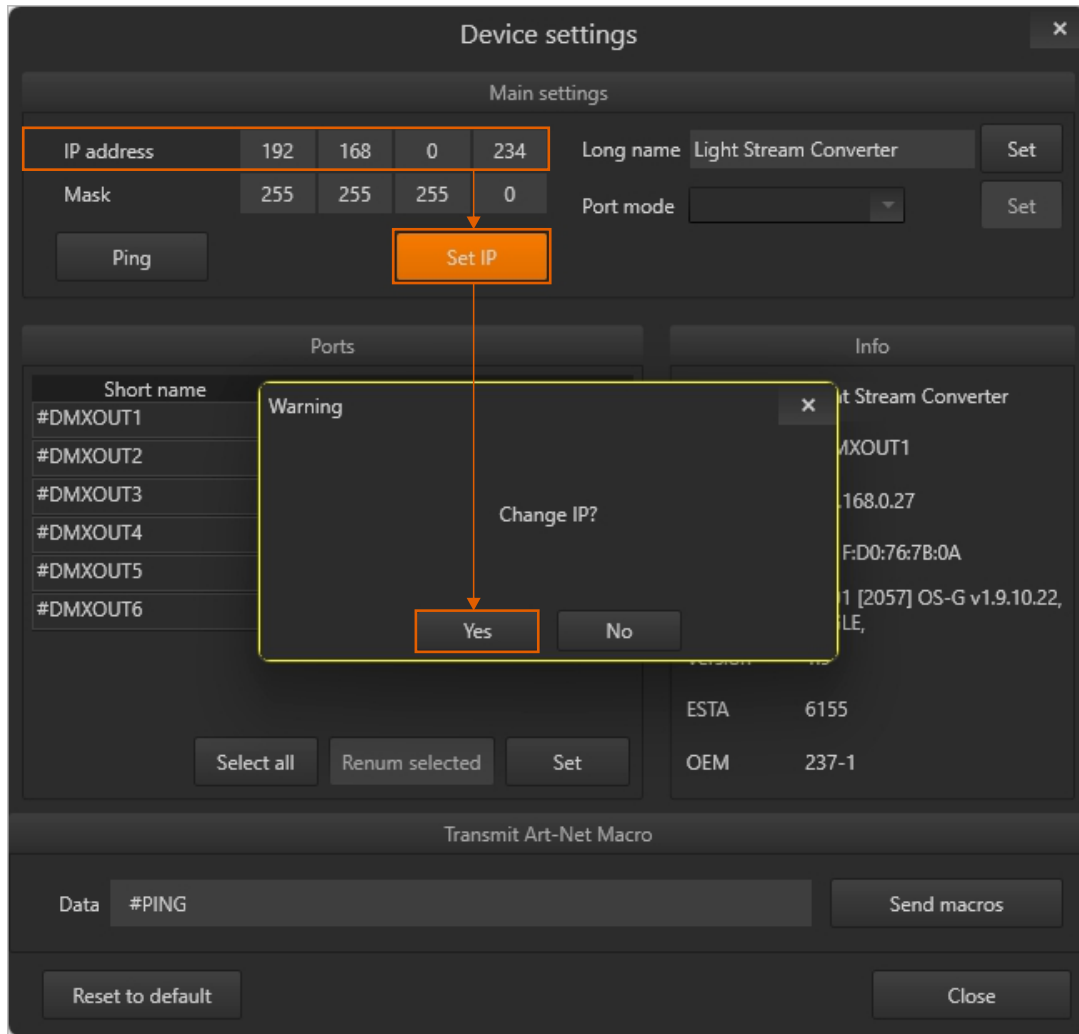
Fixtures->Search->Ethernet Device->Search



Highlight the found converter->Settings.



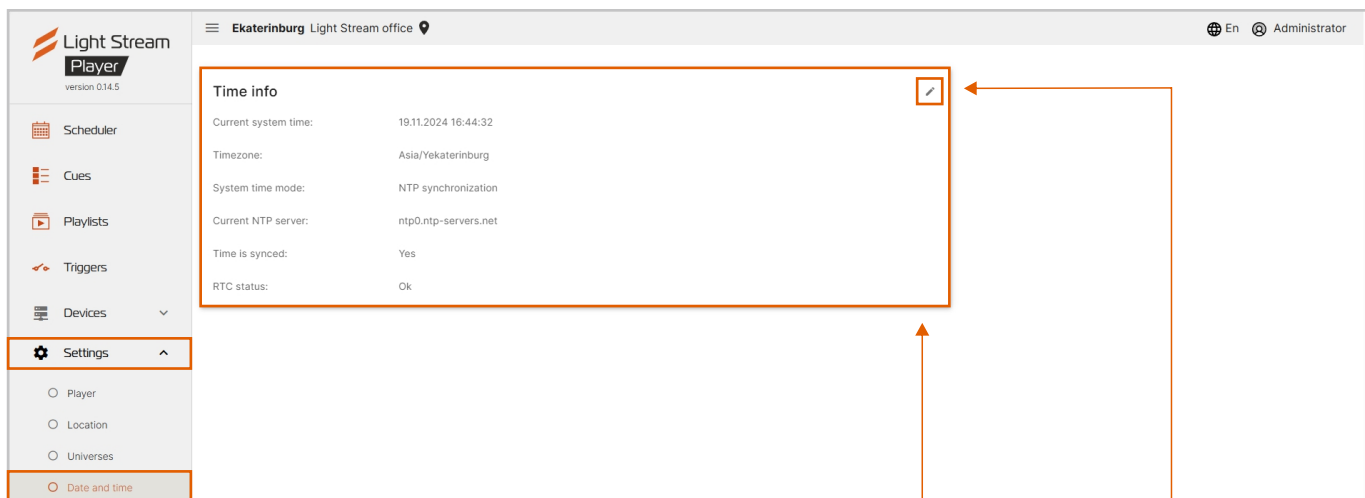
Change the IP address to the desired IP address.



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

Time is synced

synchronisation status

System Time Mode

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

To edit the settings, press the button



Timezone:

Manual NTP synchronization

Primary NTP server:

Secondary NTP server:

In the fields that appear, if necessary, select the time zone, enter the addresses of the required NTP servers (primary and secondary), as well as set the date and time manually by selecting the "**Manual**" mode:

Отмена Применить

Manual NTP synchronization

System date:

System time:

Cancel Apply

After changing the settings, you should 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

The screenshot shows the Light Stream Player interface. On the left is a sidebar with navigation options: Scheduler, Cues, Playlists, Triggers, Devices, and Settings. The main area is divided into two sections: 'Universes' and 'ArtNet Converters'. The 'Universes' section contains a grid of 22 slots, each representing a device with a dropdown menu and a version number. The 'ArtNet Converters' section contains a table with the following data:

Name	Network Mode	ip	Port	Description	Actions
port1	unicast			Internal port	
port2	unicast			Internal port	
port3	unicast			Internal port	
Test004	unicast	192.168.0.44	6454	Test004	✎
Test003	unicast	192.168.0.27	6454	Test003	✎
port4	unicast			Internal port	

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.

The 'New Device' dialog box has the following fields:

- Name: Converter 1
- Network Mode: unicast
- ip address: 192.168.0.205
- Port: 6454
- Description: stage1

To add universes click Add 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.

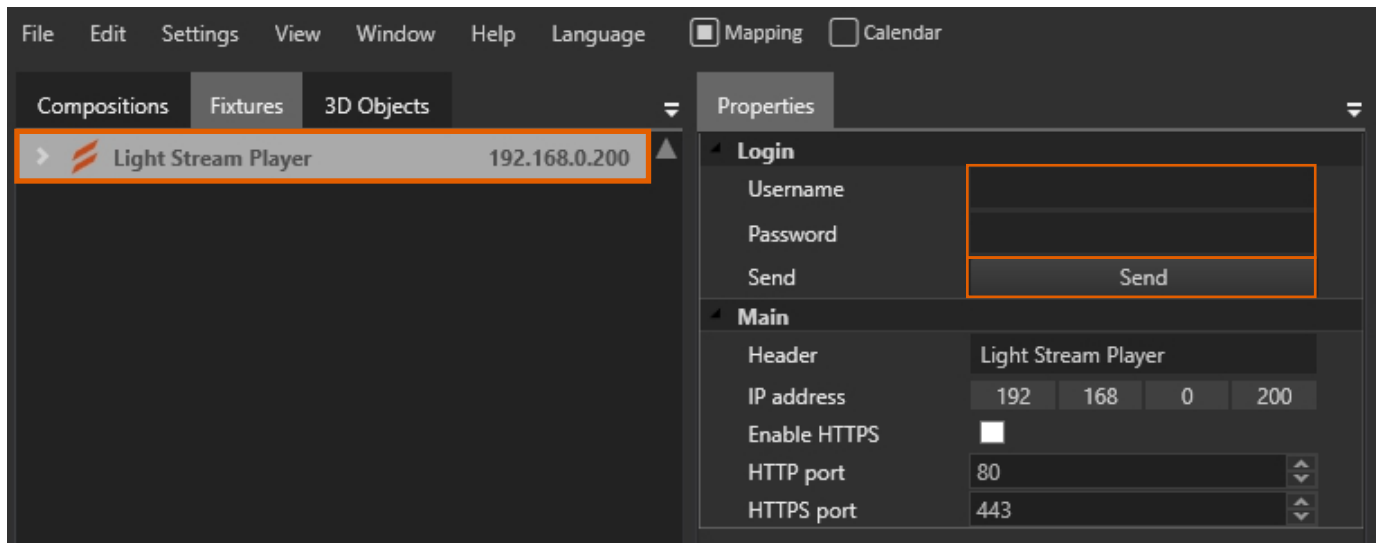
The 'Add Universe' dialog box has the following fields:

- number: 0
- ArtNet Device: (selected)

Port address: 0.0.0

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.



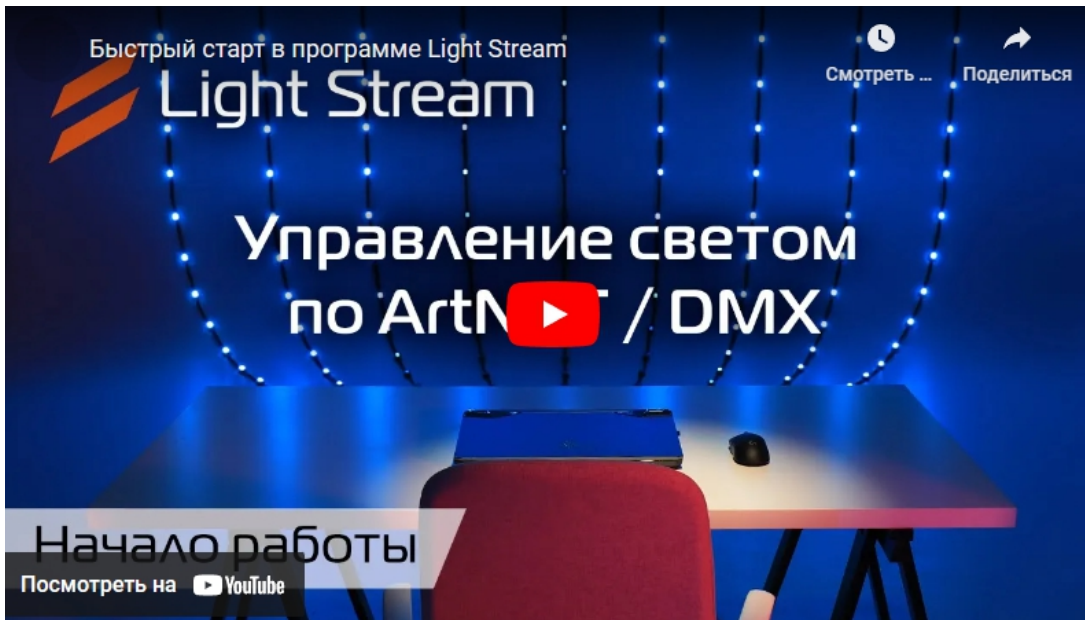
After that, refresh the page web-browser page of Light Stream Player.

ArtNet devices and universes added.

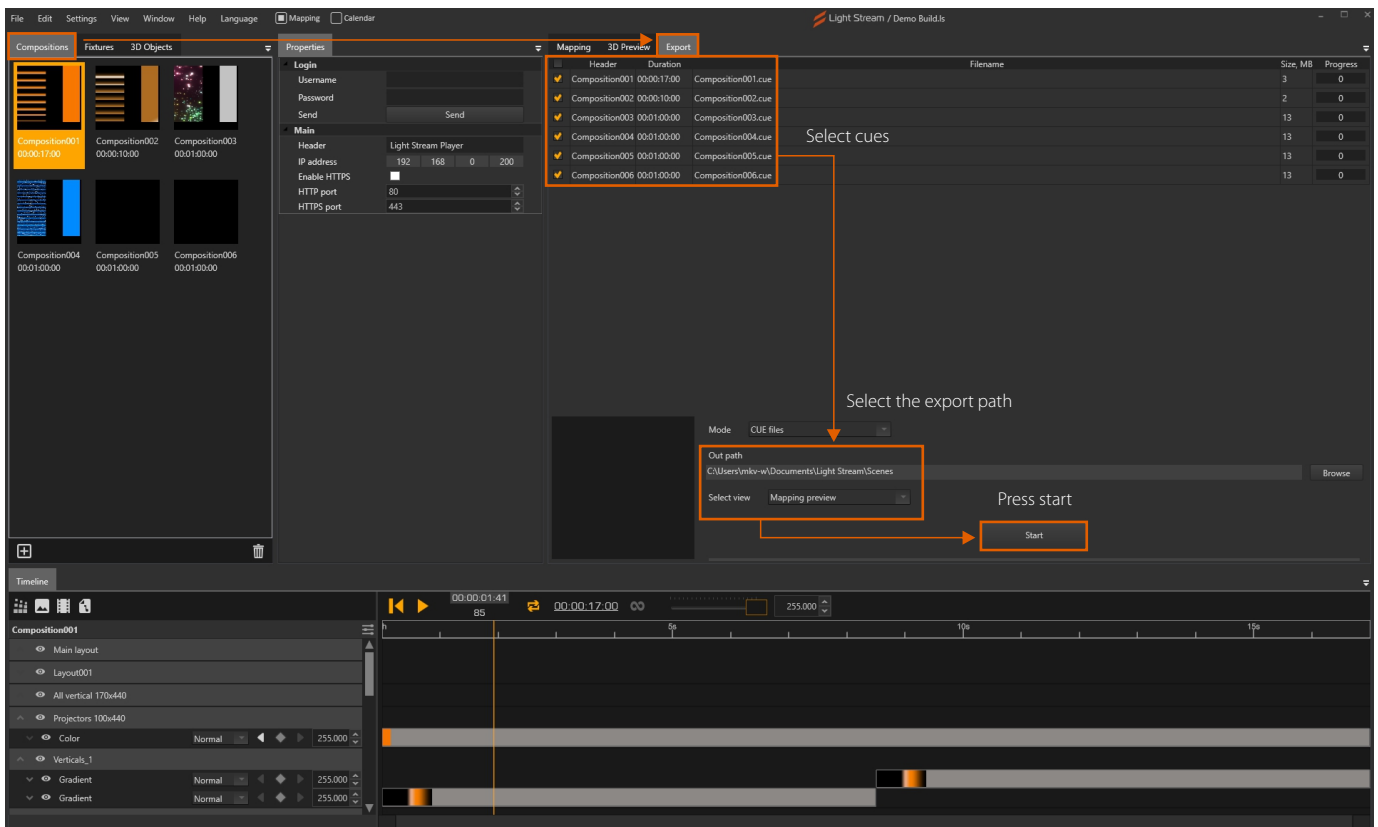
Creating and loading animations

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

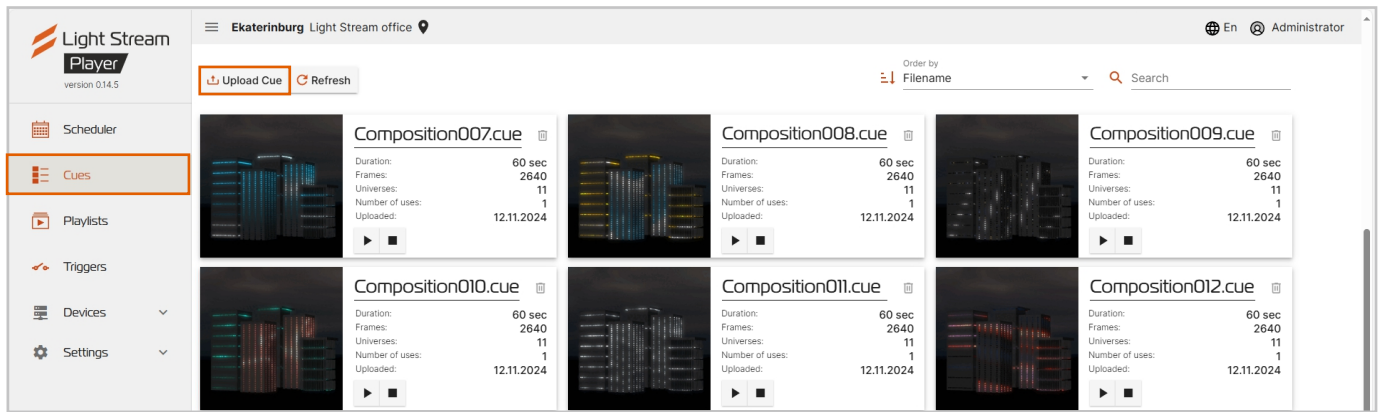


Export finished animations from the Light Stream programme



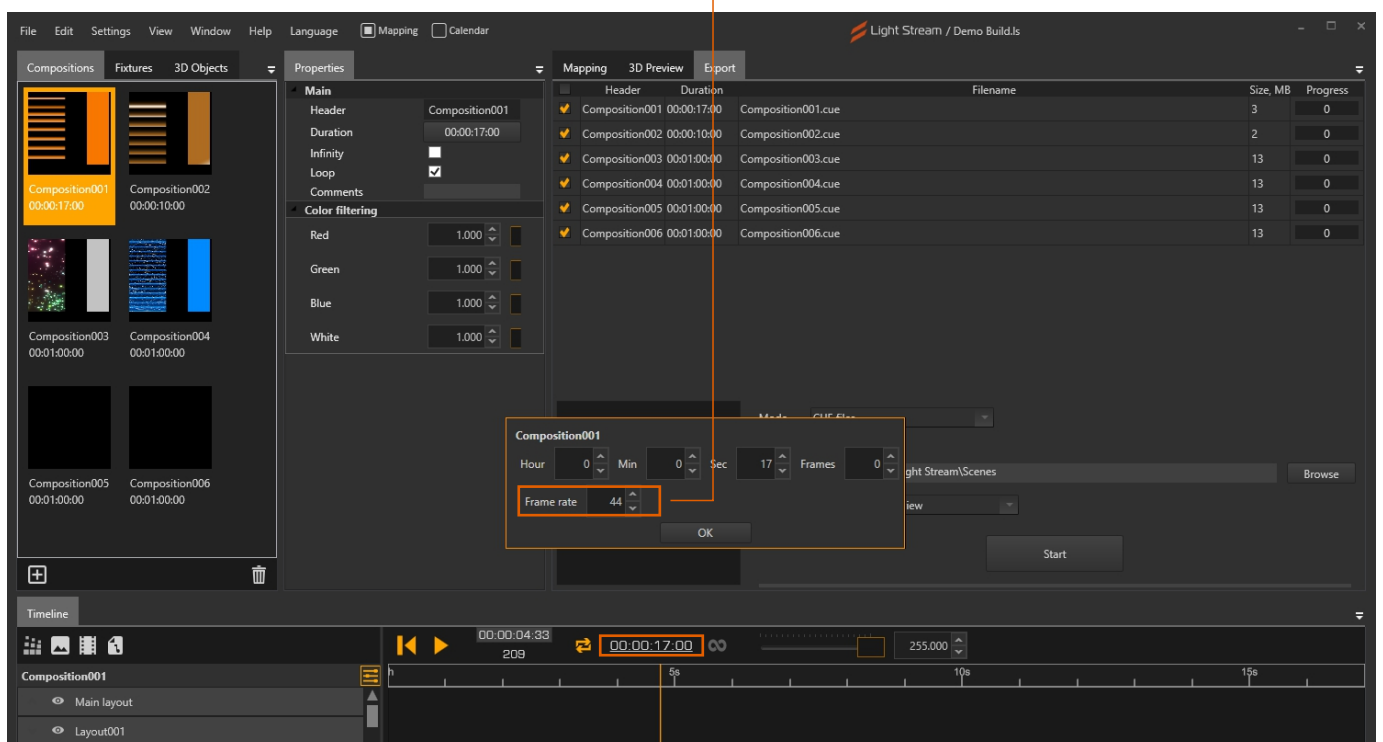
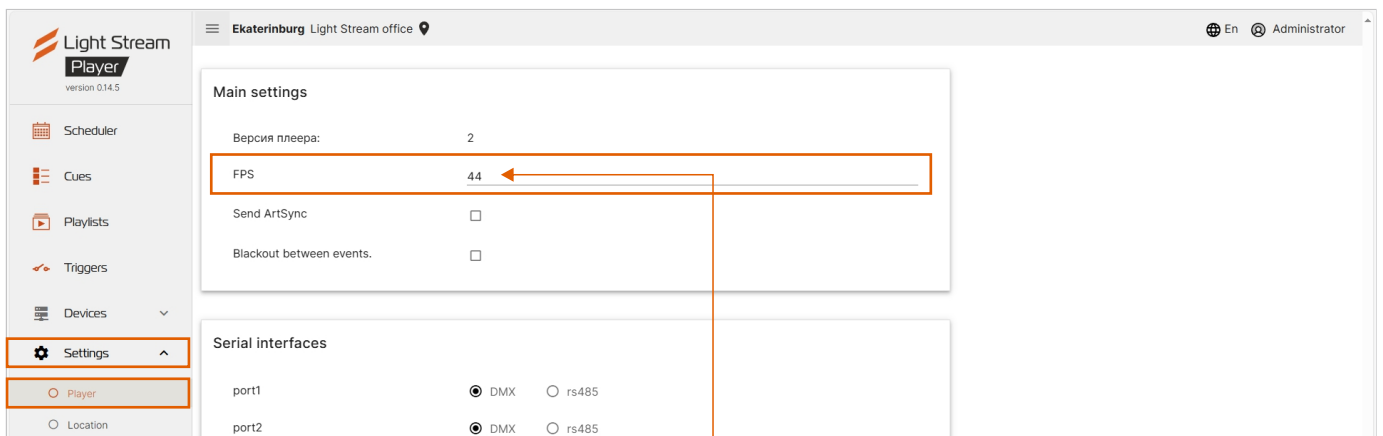
Then go to the web-interface of Light Stream Player and download ready animations

Cues tab-> Upload Cue button



Synchronise the frame rate of animations in the settings Light Stream and Light Stream Player software.

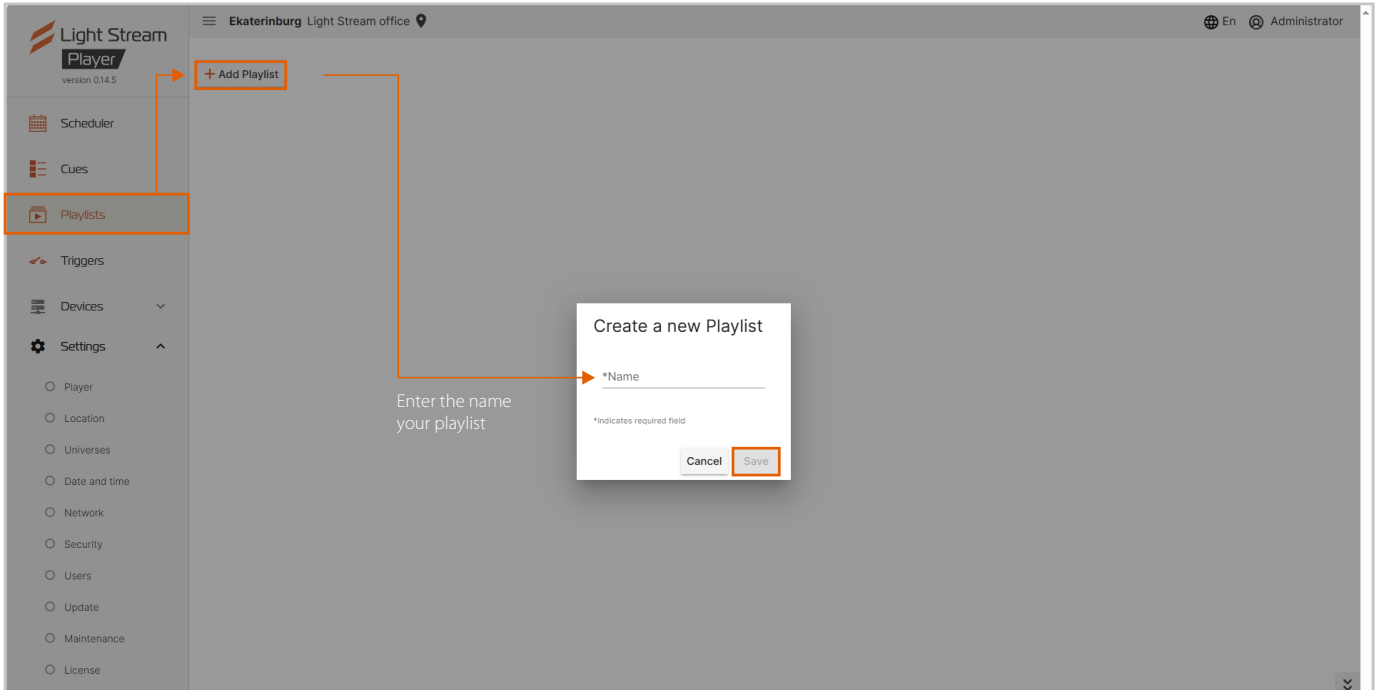
Go to Settings->Player tab, and in the FPS line, set the value equal to the Frame rate parameter (the window pops up when you press the left key during animation in Light Stream software).



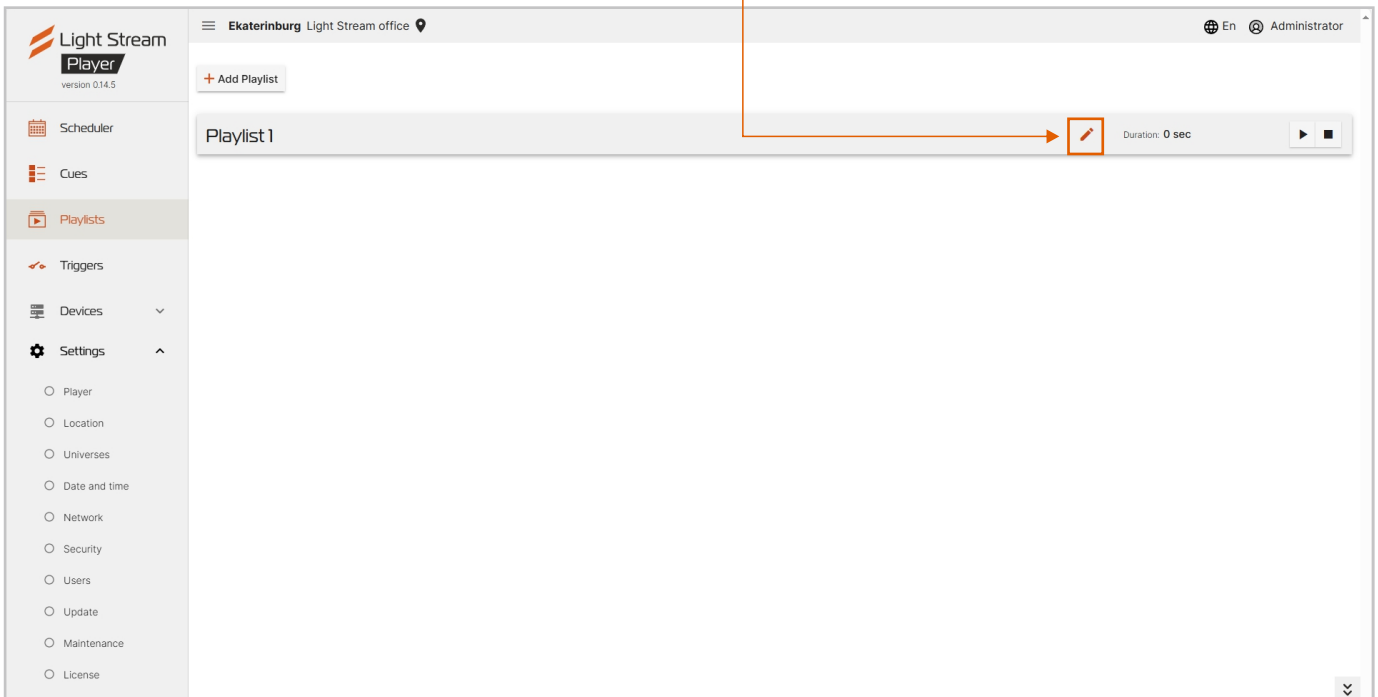
The animations have been uploaded

Creating a Playlist

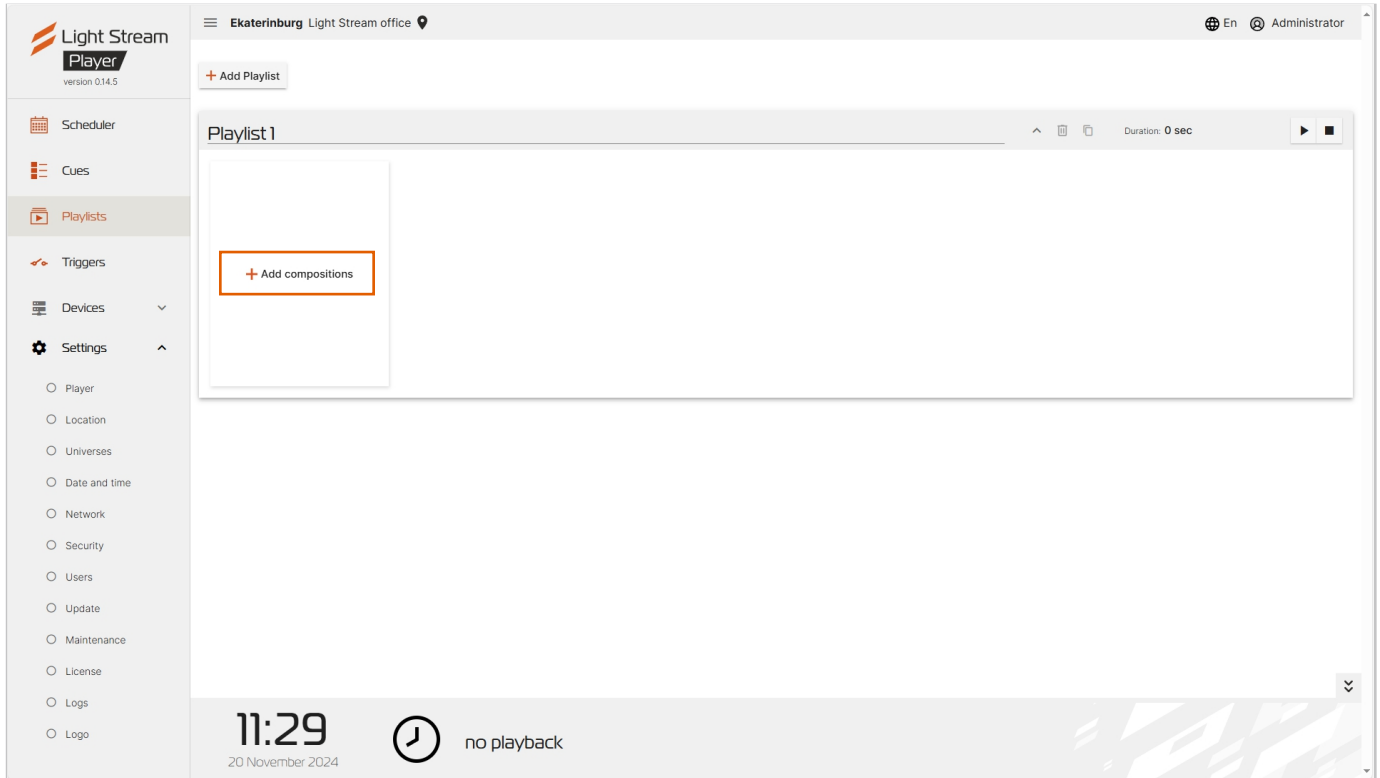
Go to the "Playlists" tab and click "Add Playlist".



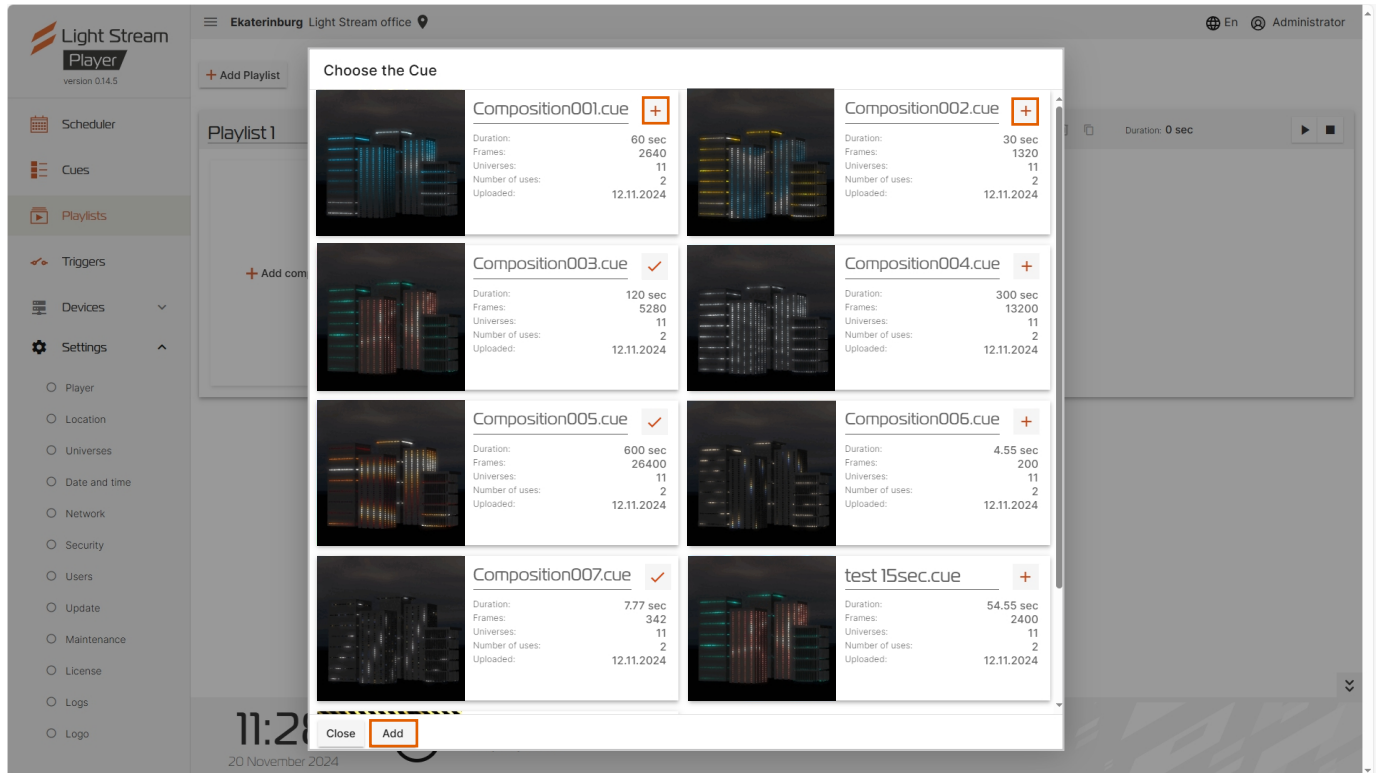
Add animations to playlist



Click **Add cue.**



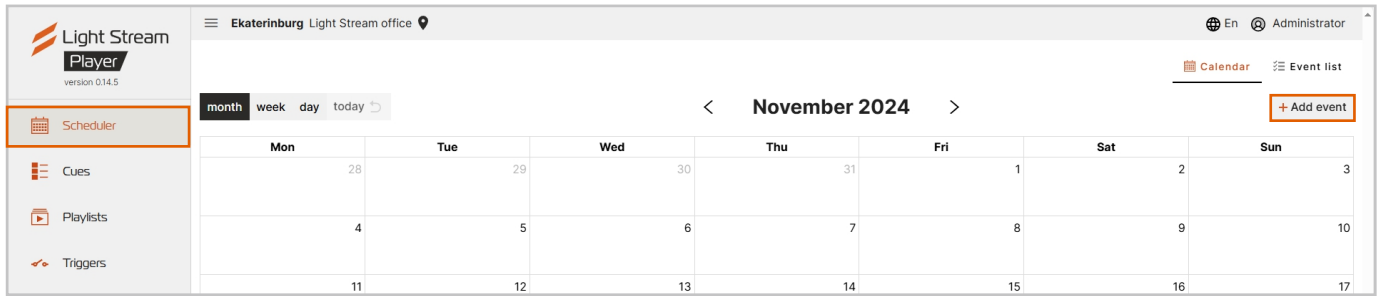
Select the desired animations and click **Add.**



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 time. Select the date, start time and end time, or tick the All Day checkbox so that the event will be available for 24 hours of the selected date.

The 'New Event' form is shown with the 'On-time' mode selected. The 'Repeat' section has 'On-time' selected with a radio button. The 'Start Date' is set to 2024-11-20 and the 'End Date' is 2024-11-21. The 'Time' field is set to 00:00. The 'Priority' is set to 1. The 'Play' section has 'playlist' selected. The 'Title' field is empty. A 'Cancel' button and a 'Save' button are at the bottom right.

Recurrent - recurring event

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

The 'New Event' form is shown with the 'Recurrent' mode selected. The 'Repeat' section has 'recurrent' selected with a radio button. The 'Frequency' section has 'DAILY' selected. The 'Every' field is set to 1 day. The 'Start Date' is 2024-11-20 and the 'End Date' is 2024-11-21. The 'Time' field is set to 00:00. The 'Priority' is set to 1. The 'Play' section has 'playlist' selected. The 'Title' field is empty. A 'Cancel' button and a 'Save' button are at the bottom right.

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:

Frequency:

YEARLY MONTHLY WEEKLY DAILY HOURLY

Every hour

from to minutes

Daily mode.

You can set the operating time and frequency in days:

Frequency:

YEARLY MONTHLY WEEKLY DAILY HOURLY

Every day

From To

Weekly mode.

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

Frequency:

YEARLY MONTHLY WEEKLY DAILY HOURLY

Every week

mo tu we th fr sa su

From To

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

Frequency:

YEARLY MONTHLY WEEKLY DAILY HOURLY

Every month

1 2 3 4 5 6 7 8 9 10 11
 12 13 14 15 16 17 18 19 20 21 22
 23 24 25 26 27 28 29 30 31

From To

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

Frequency:

YEARLY MONTHLY WEEKLY DAILY HOURLY

Every year

on

From To

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

Never

When is the end? date repetitions never

Selecting the number of **repetitions**.

When is the end? date repetitions never

Repetitions:

A specific end **date**.

When is the end? date repetitions never

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.

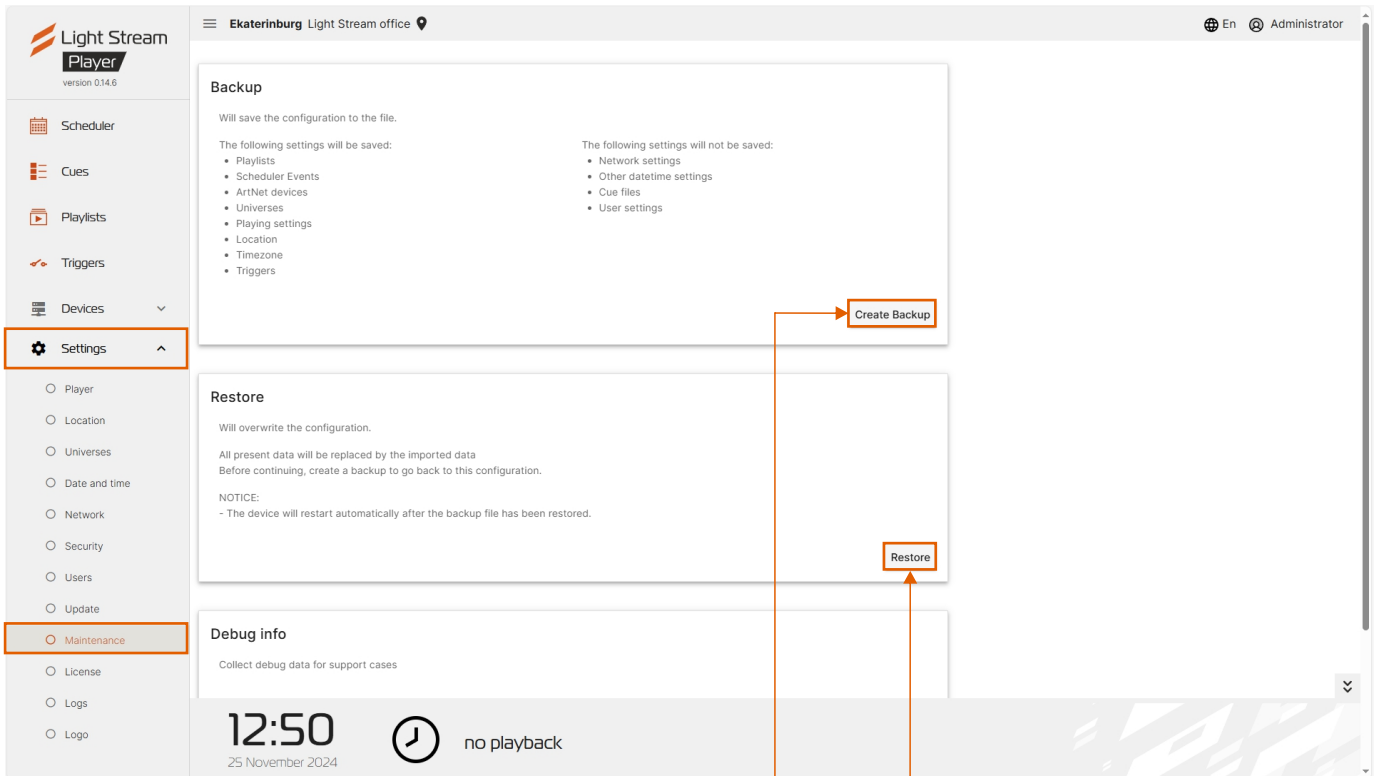
Every days

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!