

Launching and configuring Light Stream Player

Table of Contents

- Power and Ethernet connection _____ 1
- Authorisation _____ 2 - 3
- Changing Light Stream Player network parameters _____ 3 - 5
- Changing Light Stream Converter network parameters ____ 5 - 6
- Setting the date and time _____ 7
- Adding ArtNet devices and universes _____ 8 - 9
- Creating and loading animations _____ 10 - 11
- Creating a Playlis _____ 12 - 13
- Selecting the operating mode _____ 14
- Creating events and scenario _____ 15 - 17
- Creating a Backup _____ 18

Equipment

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

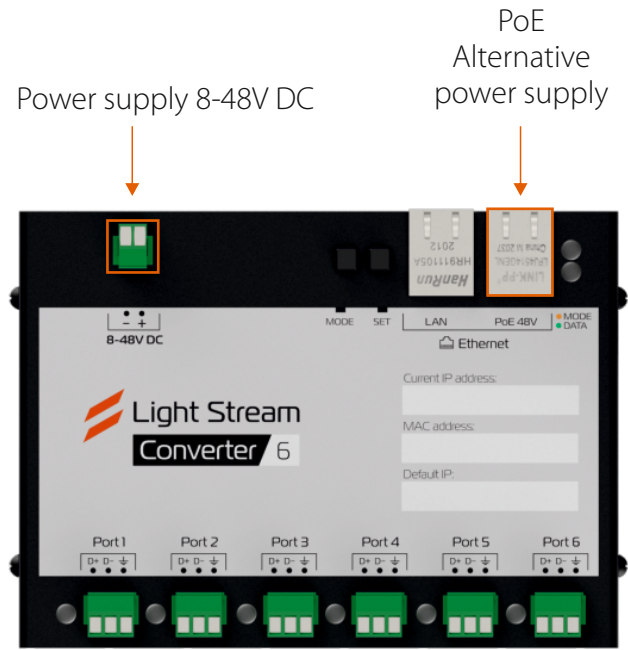


Power and Ethernet connection

Connection

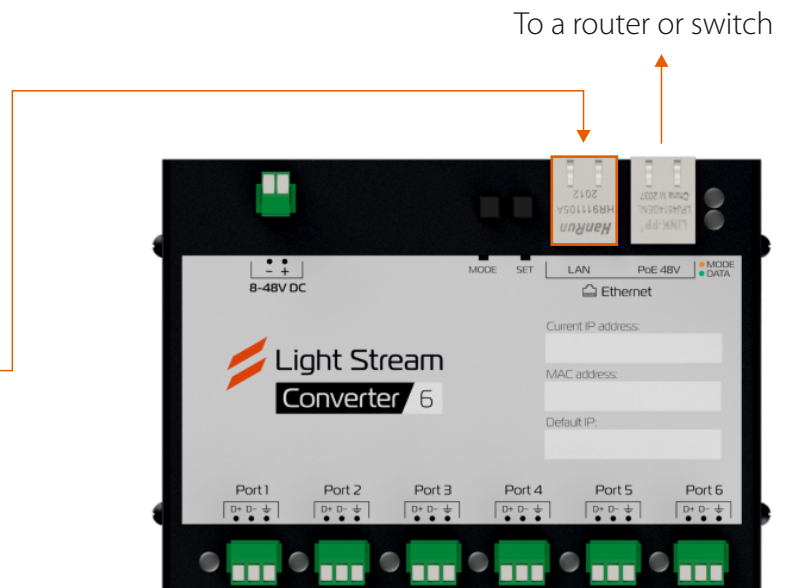
1. Connect the Light Stream Player and Light Stream Converter to the power line.

Picture 1



2. Connect Light Stream Player and Light Stream Converter to your computer and Internet network.

Picture 2



Authorisation

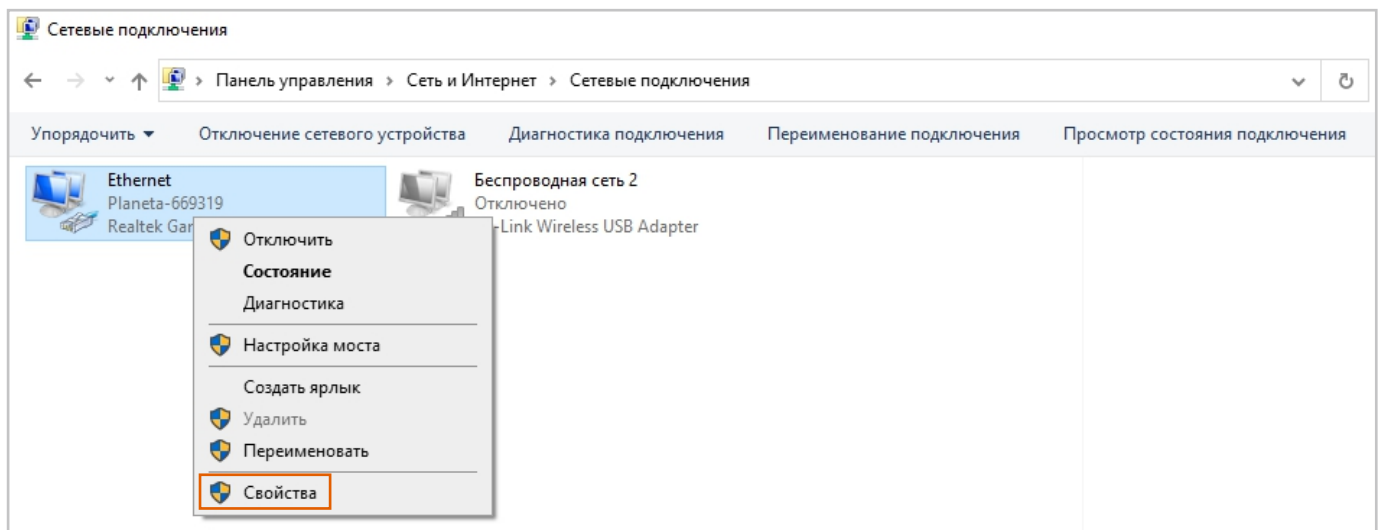
Access to Light Stream Player

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.

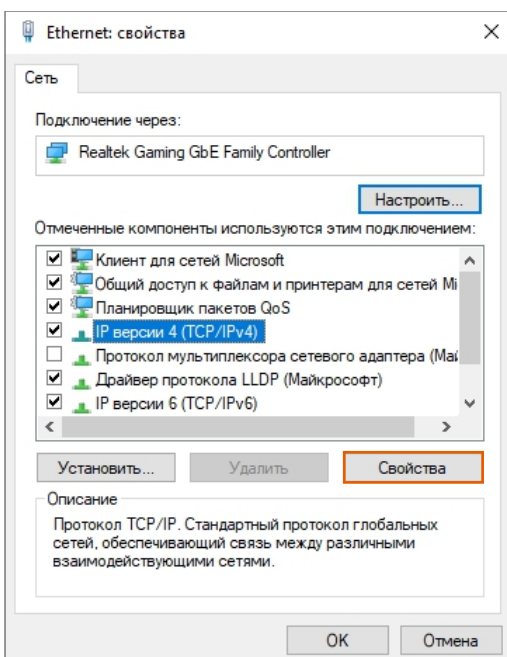
In order to connect, the Network card and Light Stream Player must be on the same subnet. If necessary, change the IP address of the network card.

Example: Windows 10

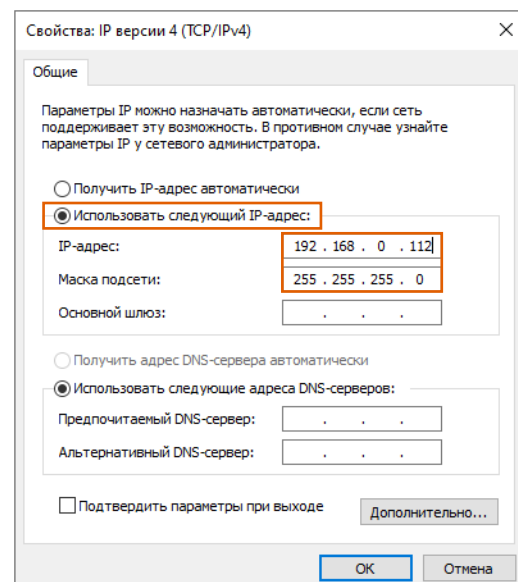
1. Go to Network Connections (Control Panel/Network and Internet/Network Connections)
Select an active network connection right-click (right mouse button) and select **Properties**.



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



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



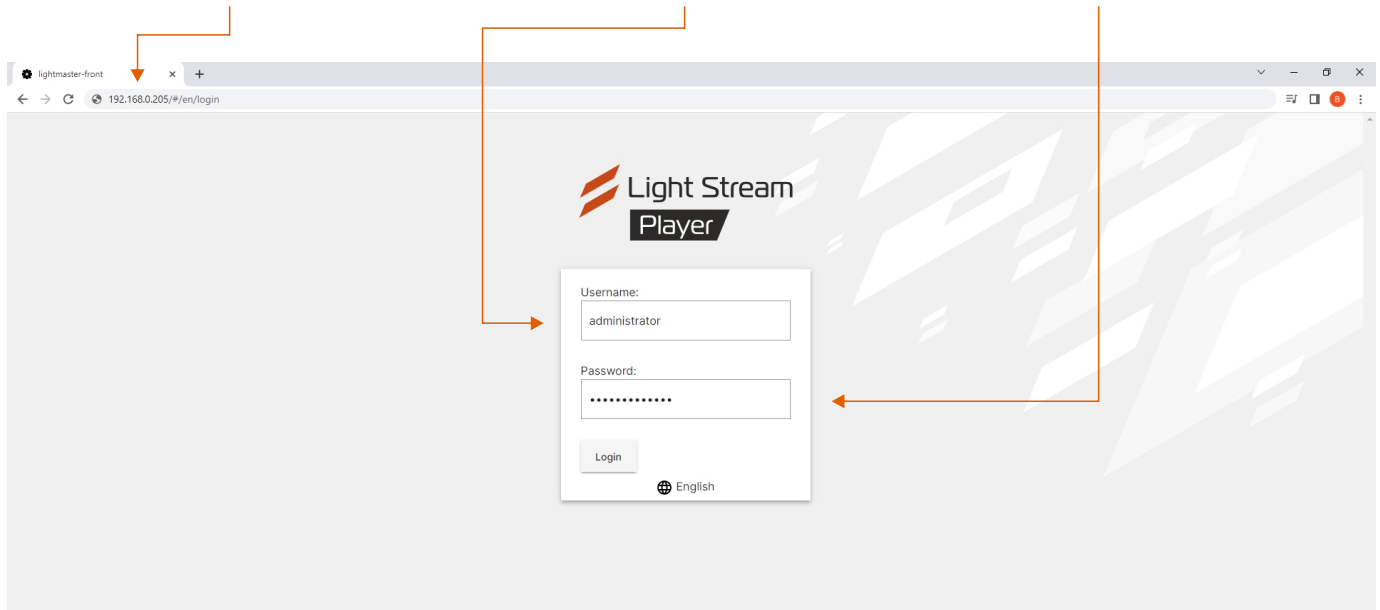
Next, go to your web browser and enter the following parameters.

Default access credentials:

IP address: 192.168.0.205

Username: administrator

Password: administrator

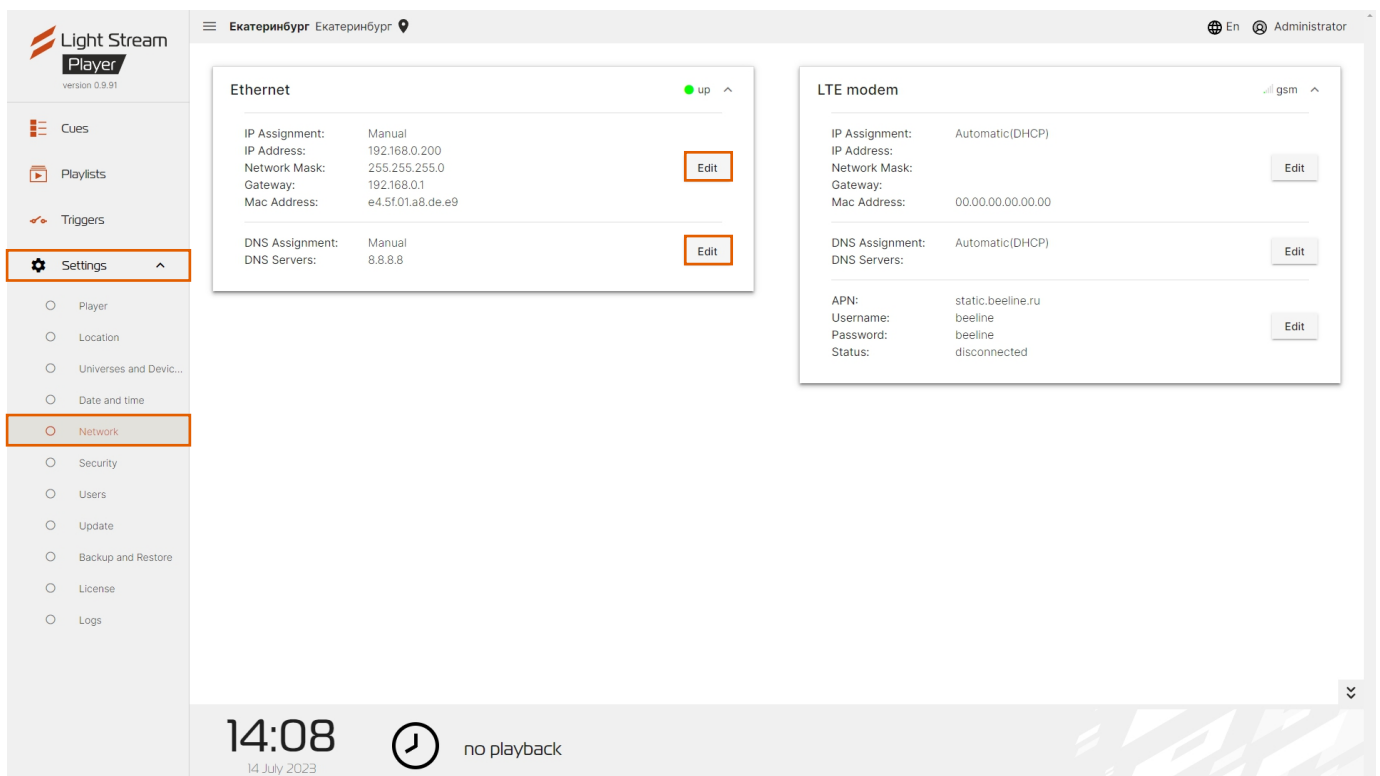


You are now in the Light Stream Player interface.

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:

Edit network IP settings

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->**Information**.

Сетевые подключения

Панель управления > Сеть и Интернет > Сетевые подключения

Упорядочить Отключение сетевого устройства Диагностика подключения Переименование подключения Просмотр состояния подключения

Ethernet Planeta-669319 Realtek Gaming GbE Wireless USB Adapter

Отключить Состояние Диагностика Настройка моста Создать ярлык Удалить Переименовать Свойства

Состояние - Ethernet

Общие

Подключение IPv4-подключение: Интернет IPv6-подключение: Без доступа к сети Состояние среды: Подключено Длительность: 01:51:04 Скорость: 1.0 Гбит/с

Активность

Отправлено Принято

Байт: 19 752 973 096 | 43 474 043 939

Свойства Отключить Диагностика

Сведения о сетевом подключении

Сведения о подключении к сети:

Свойство	Значение
Определенный для по...	
Описание	Realtek Gaming GbE Family Controller
Физический адрес	18-C0-4D-38-54-CB
DHCP включен	Да
Адрес IPv4	192.168.0.116
Маска подсети IPv4	255.255.255.0
Аренда получена	14 июля 2023 г. 13:02:02
Аренда истекает	14 июля 2023 г. 15:07:01
Шлюз по умолчанию IPv4	192.168.0.1
DHCP-сервер IPv4	192.168.0.1
DNS-серверы IPv4	8.8.8.8 8.8.4.4
WINS-сервер IPv4	
Служба NetBIOS через...	Да
Локальный IPv6-адрес...	fe80::2475:582b:e8f9:9692%14
Шлюз по умолчанию IPv6	
DNS-сервер IPv6	

Закреть

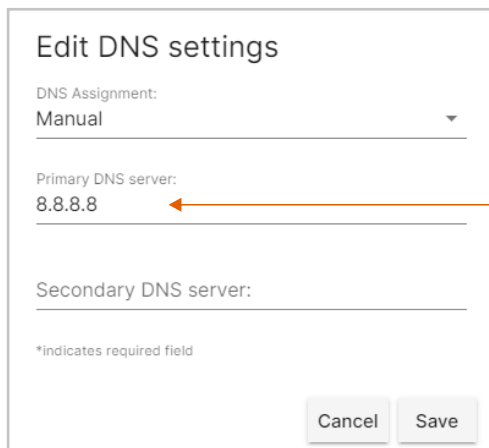
Gateway:
192.168.0.1

*indicates required field

Cancel Save

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

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.

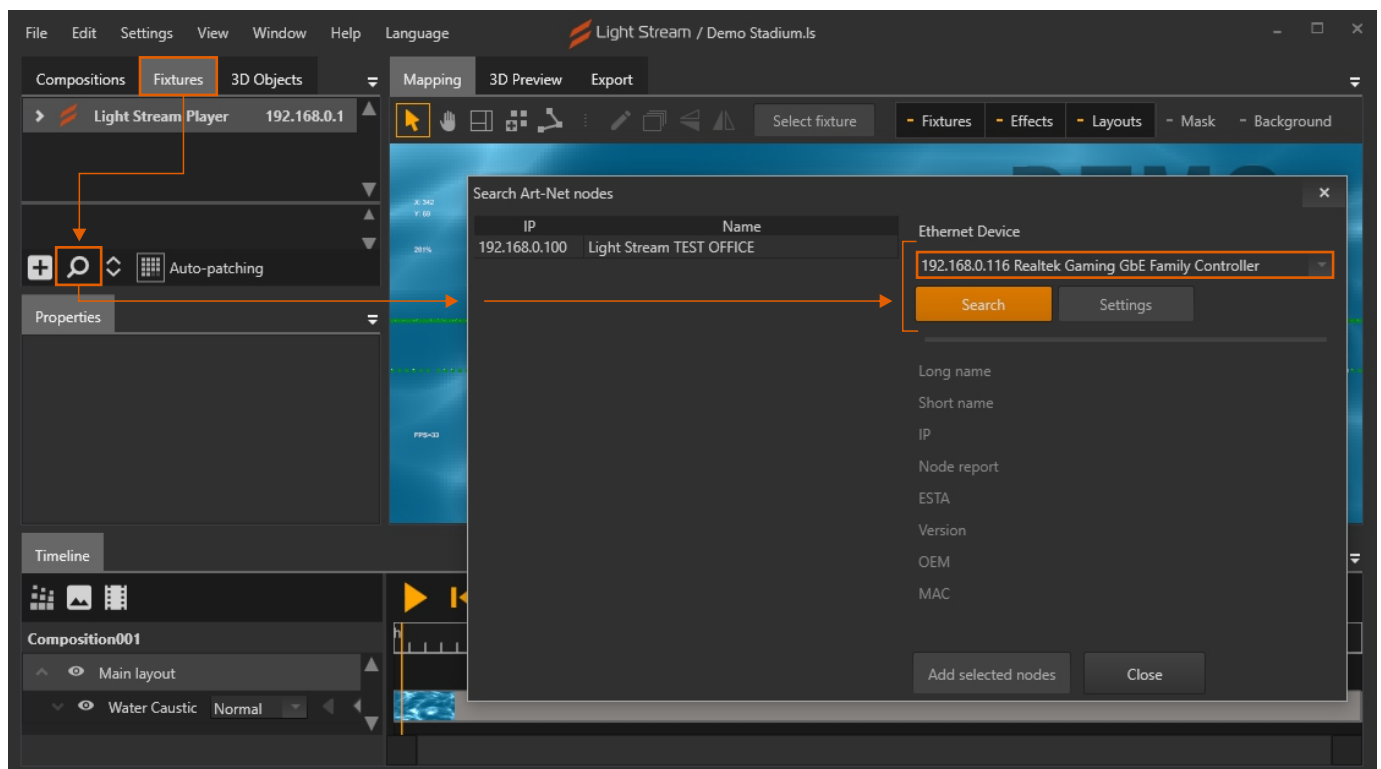
Changing Light Stream Converter network parameters

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

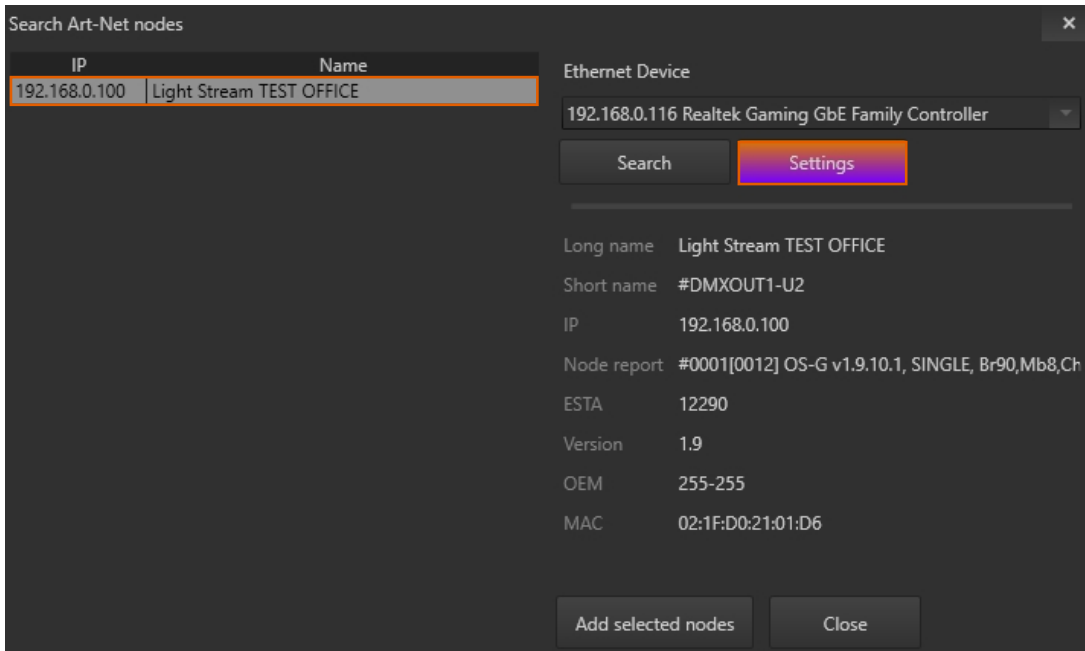
The default IP address and other data are indicated on the information sticker on the back of the device.

Go to the Light Stream software then:

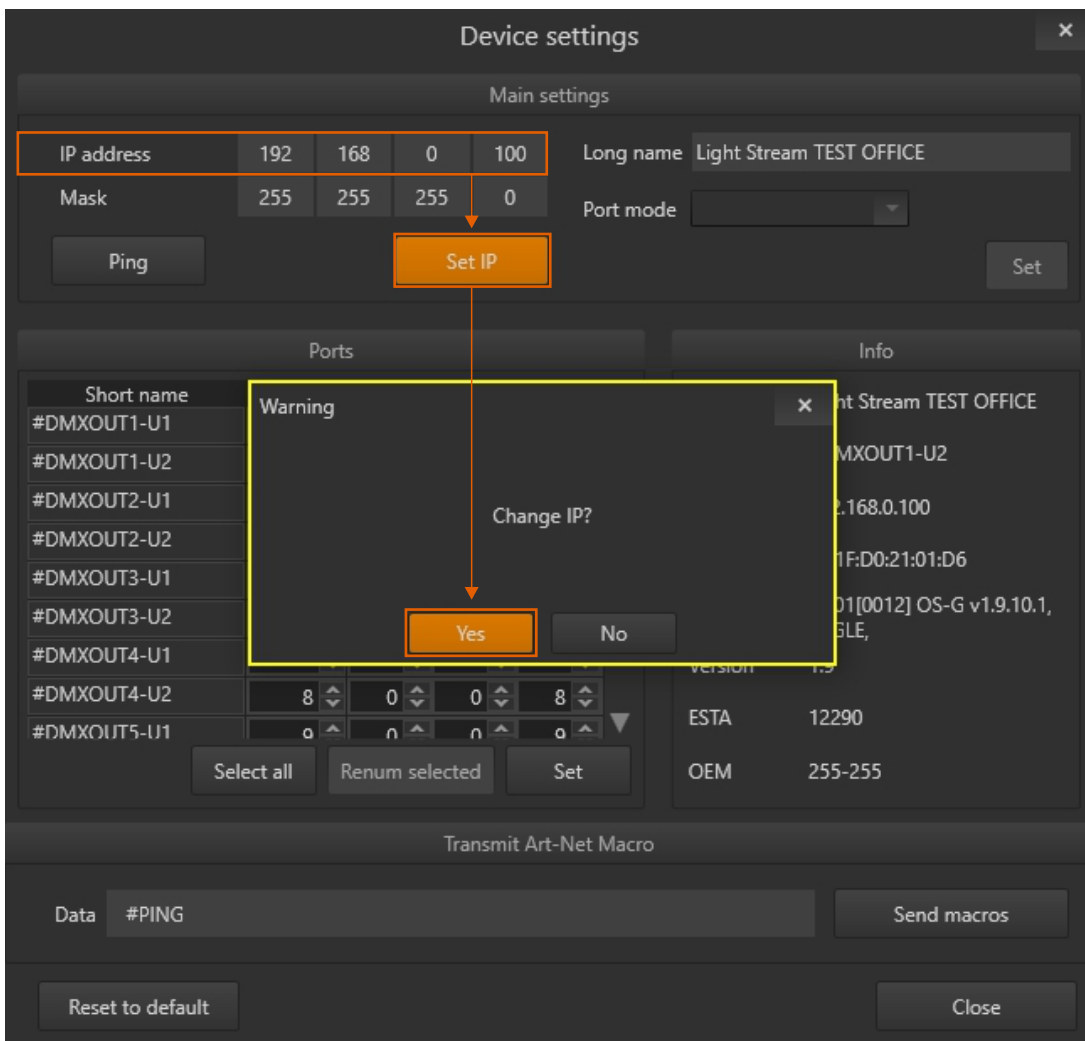
Fixtures->Search->Ethernet Device->Search



Highlight the found converter->Settings.



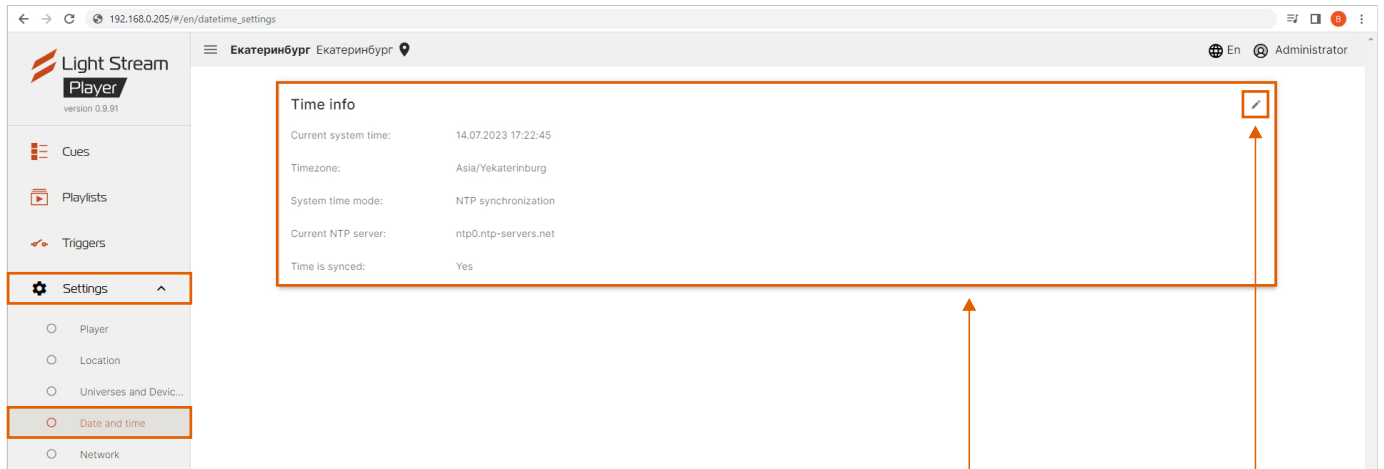
Change the IP address to the desired IP address.



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 

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:

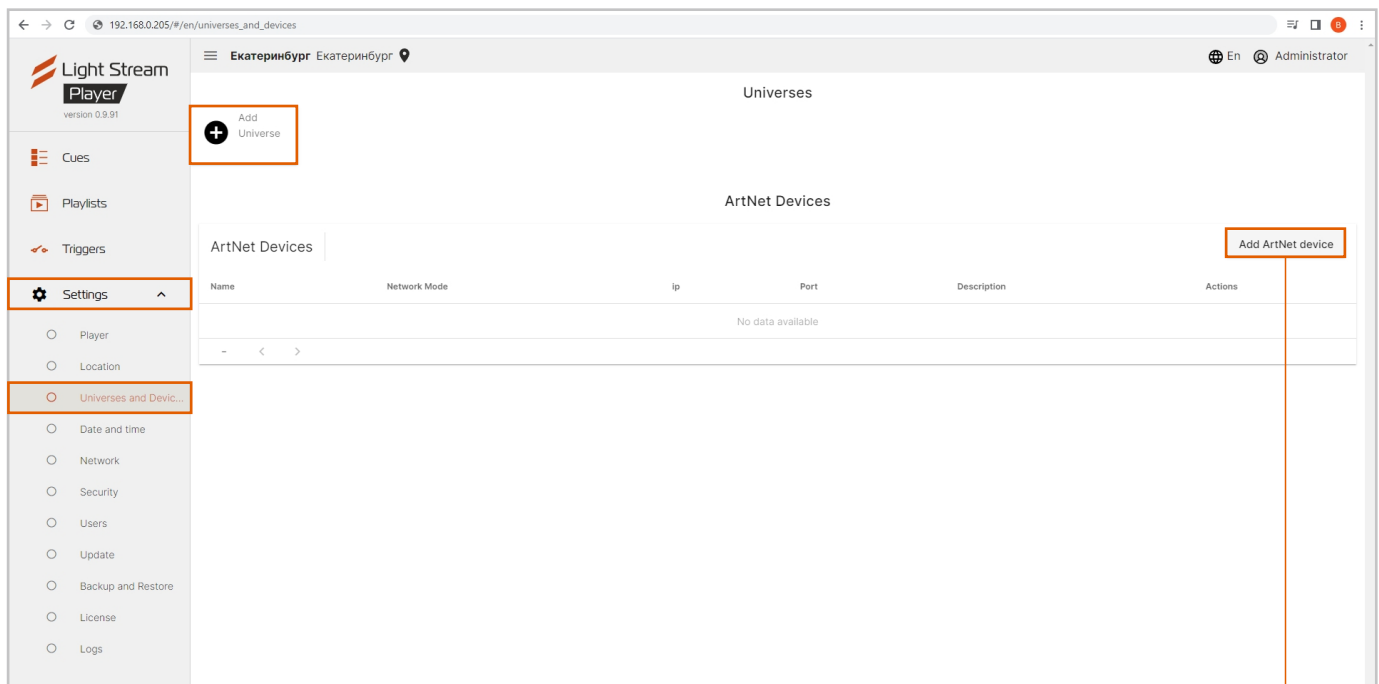
After changing the settings, you should press the button 

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

Adding ArtNet 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.

New Device

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

Cancel Save

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.

Add Universe

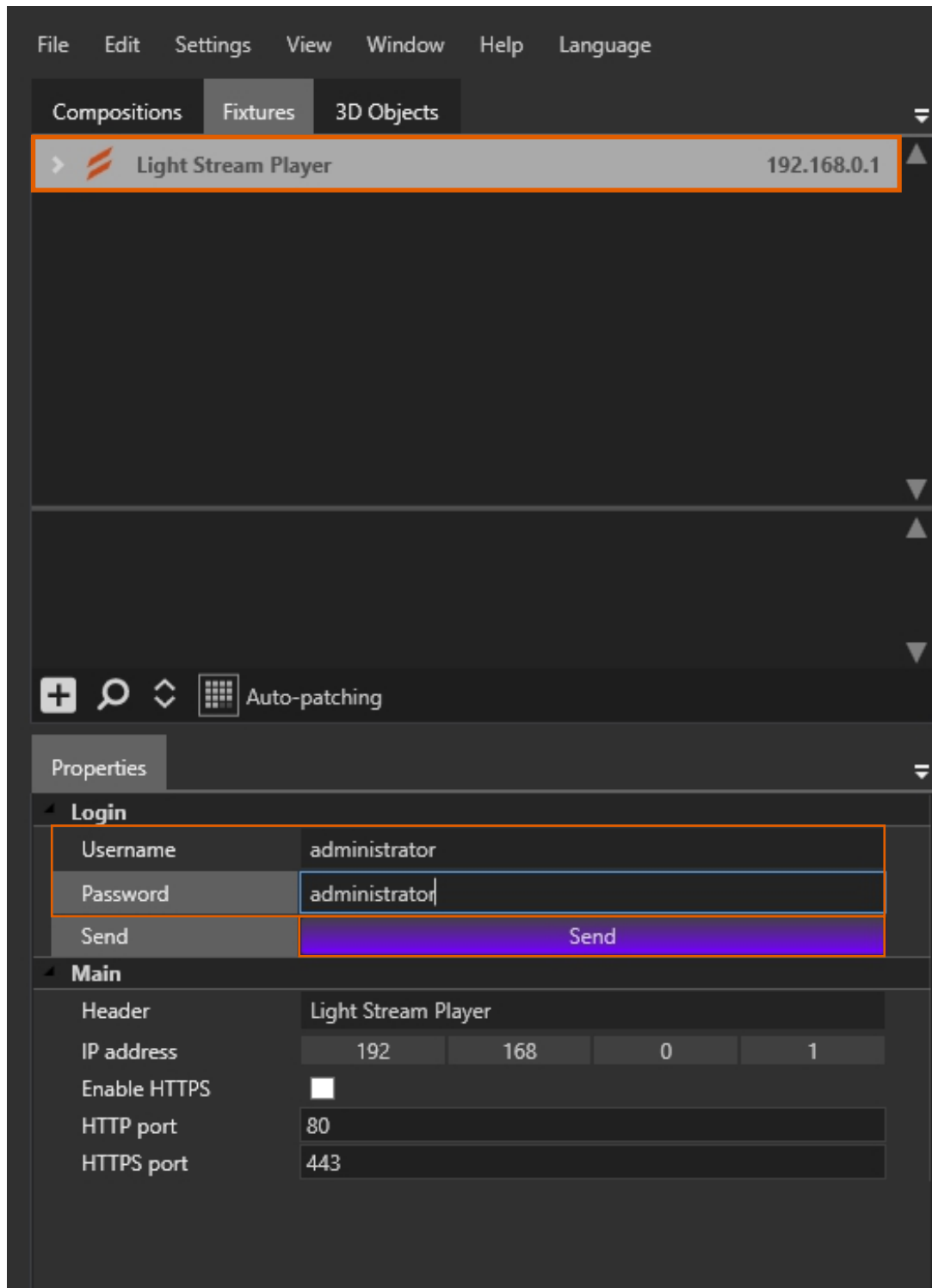
number	ArtNet Device
0	[selected]

Port address: 0.0.0

Cancel Save

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.



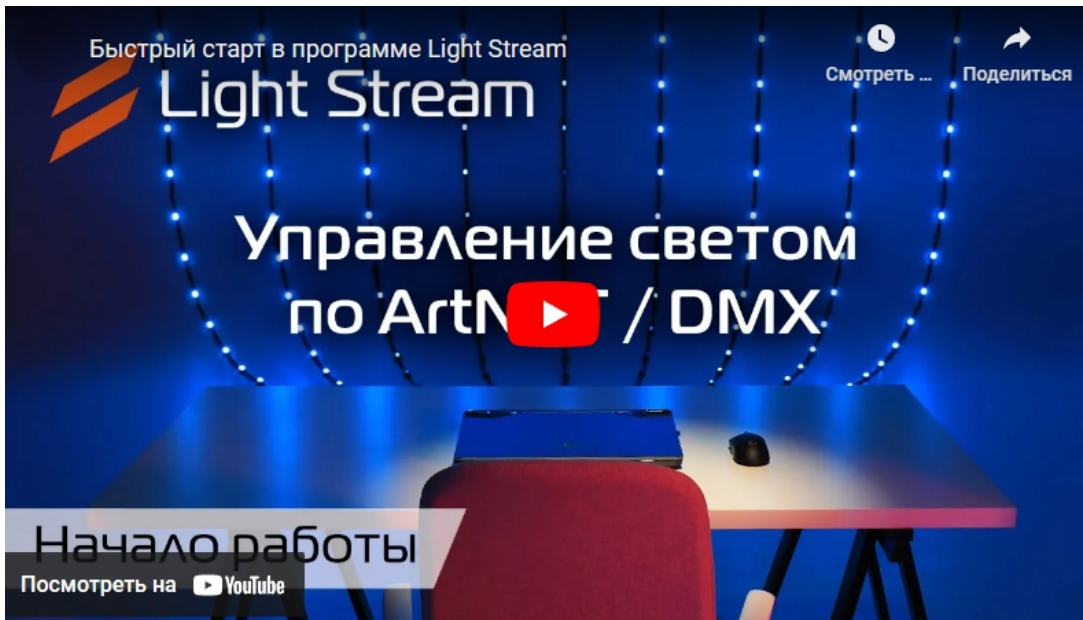
After that, refresh the page web-browser page of Light Stream Player.

ArtNet devices and universes added.

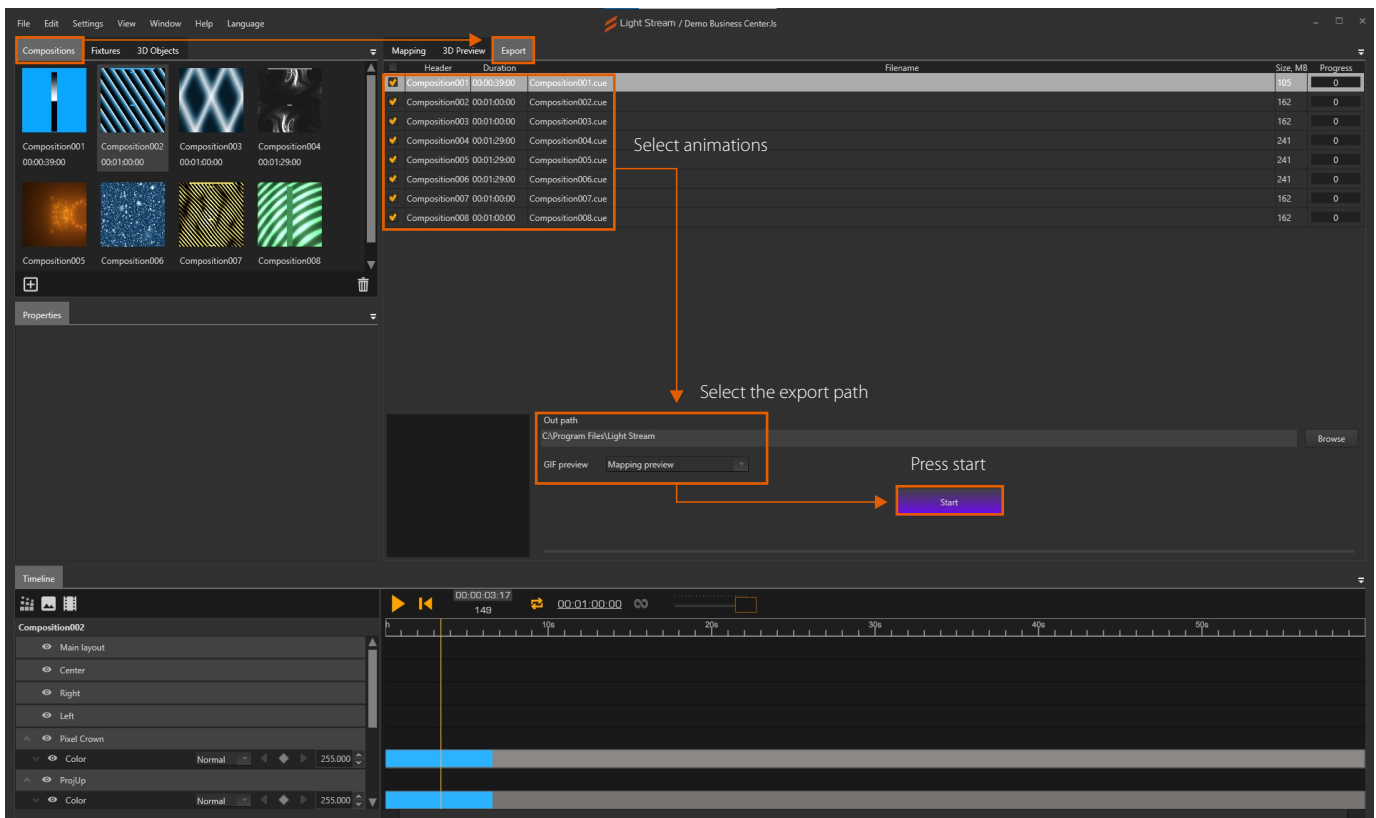
Creating and loading animations

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

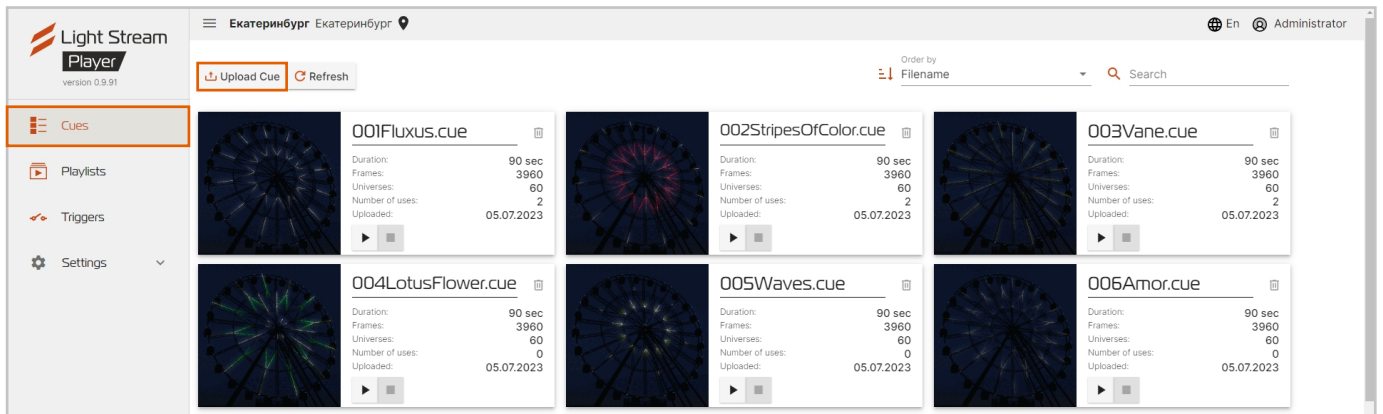


Export finished animations from the Light Stream programme



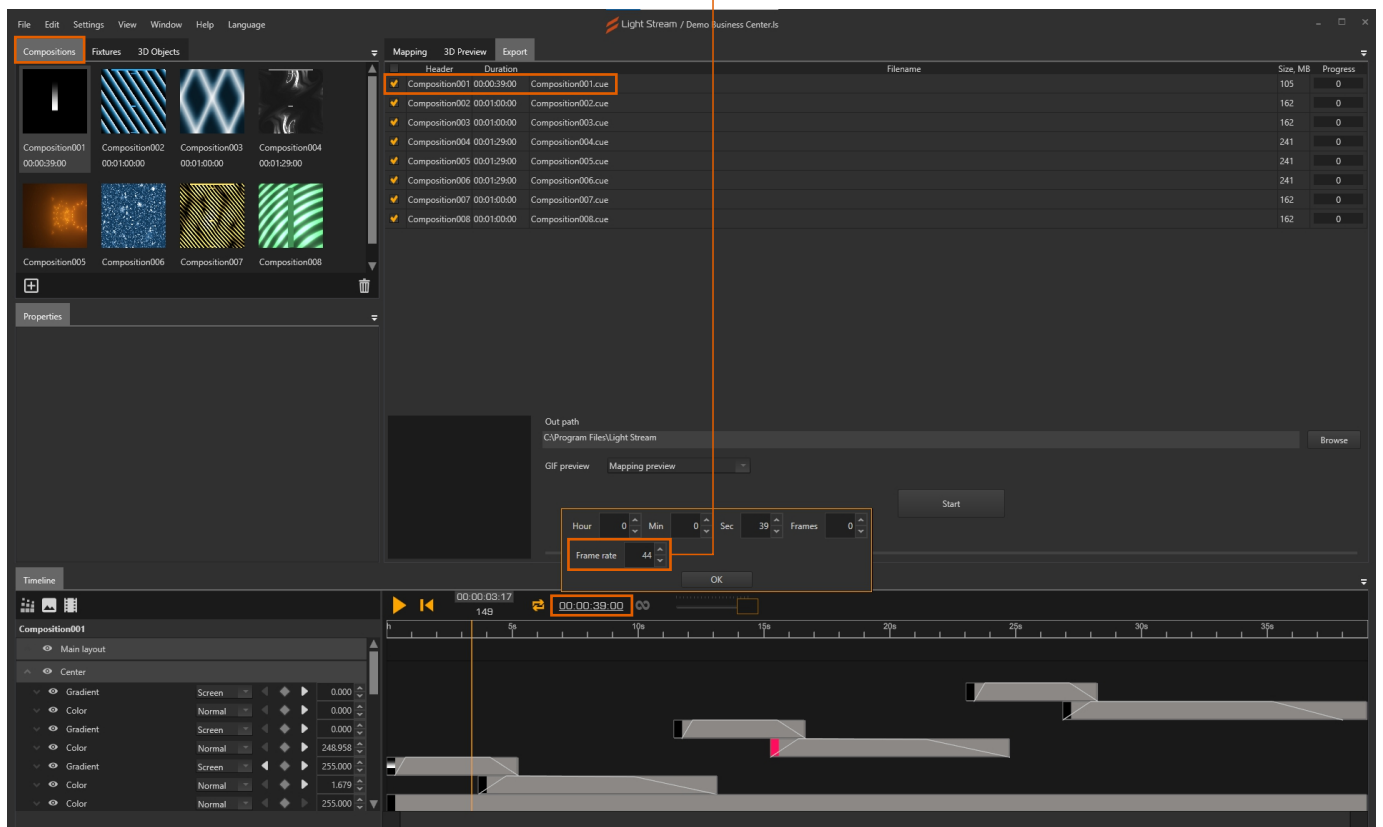
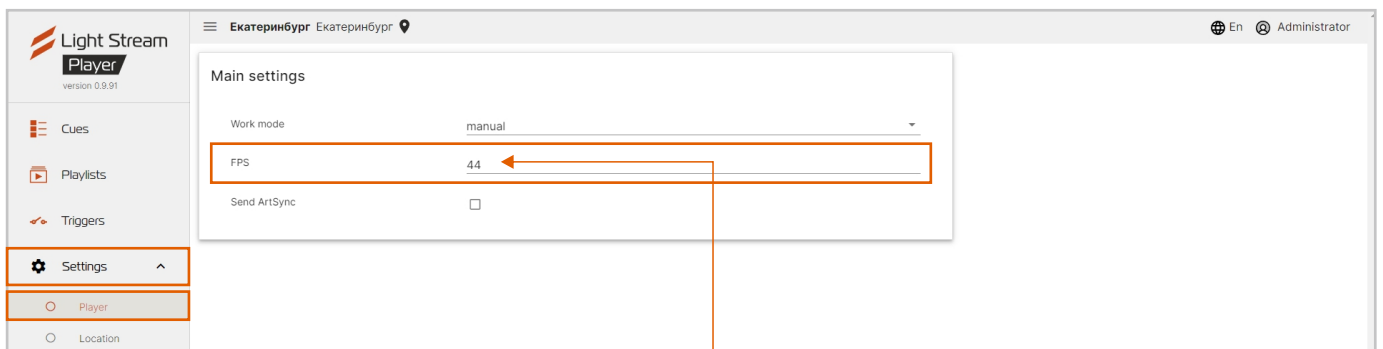
Then go to the web-interface of Light Stream Player and download ready animations

Cues tab-> Upload Cue button



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

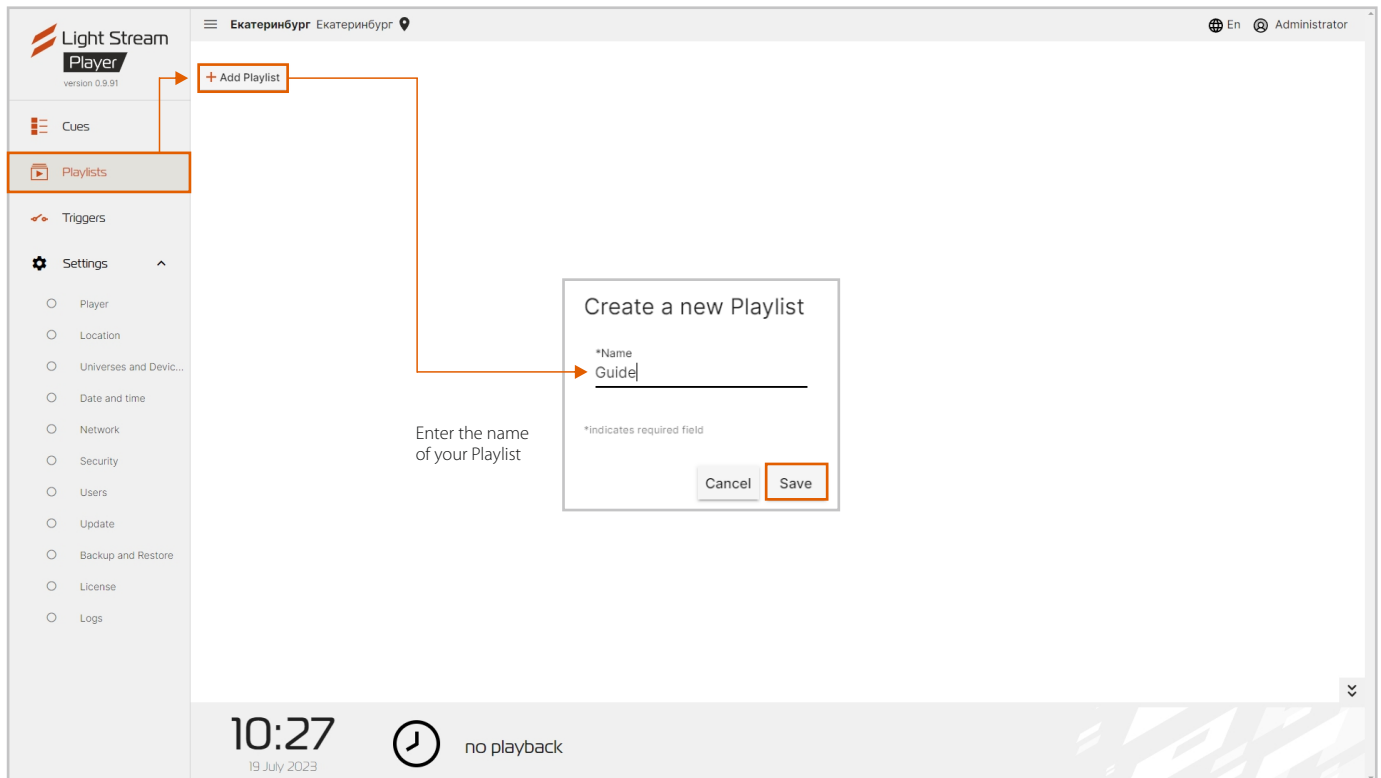
Go to Settings->Player tab, and in the FPS line, set the value equal to the Frame rate parameter (the window pops up when you press the left key during animation in Light Stream software).



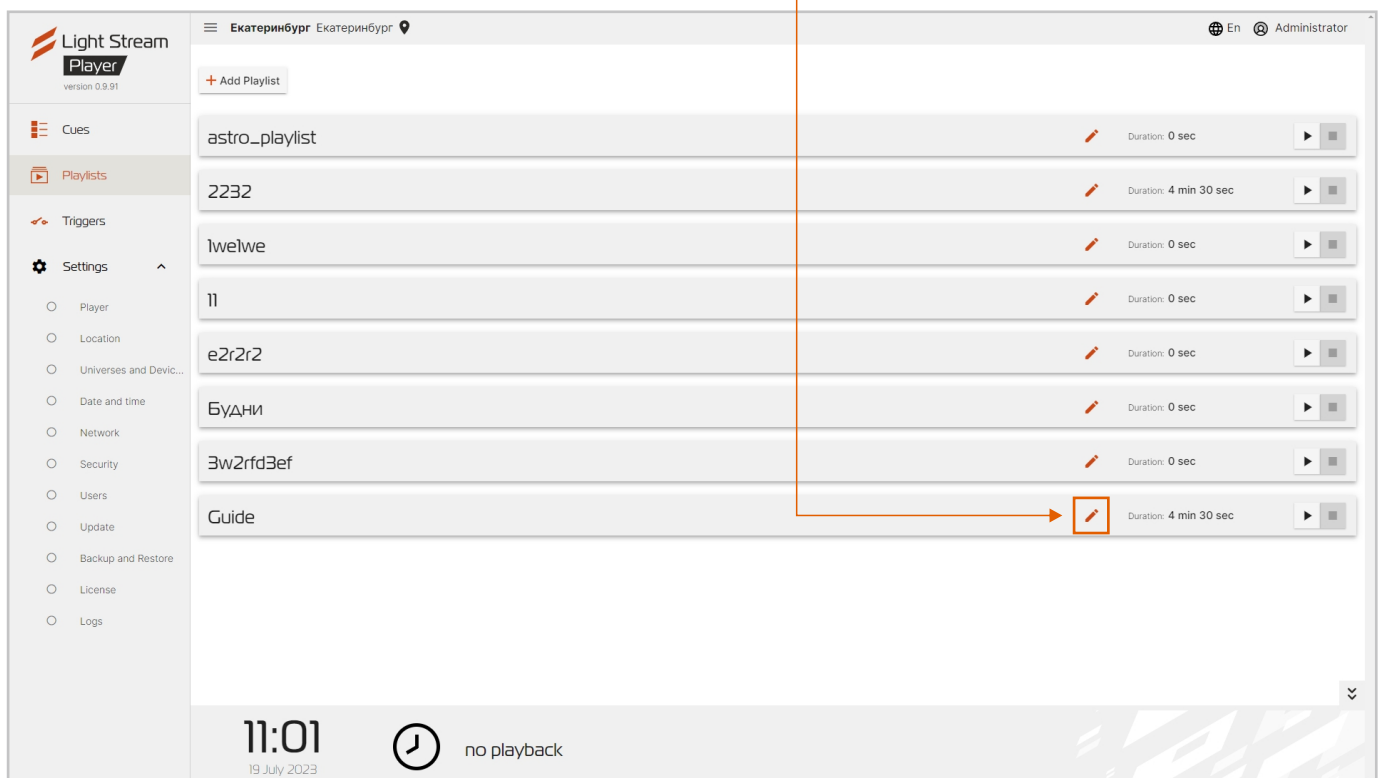
The animations have been uploaded

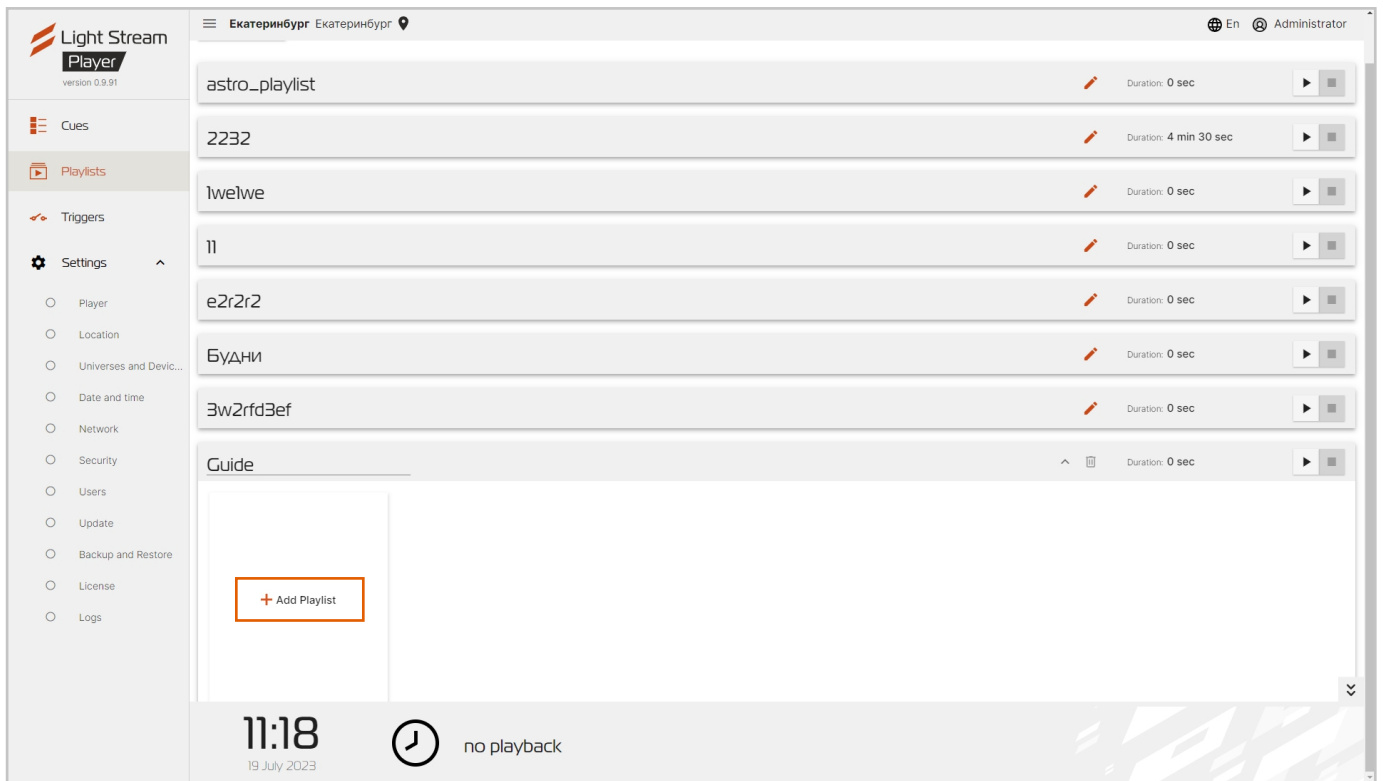
Creating a Playlist

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

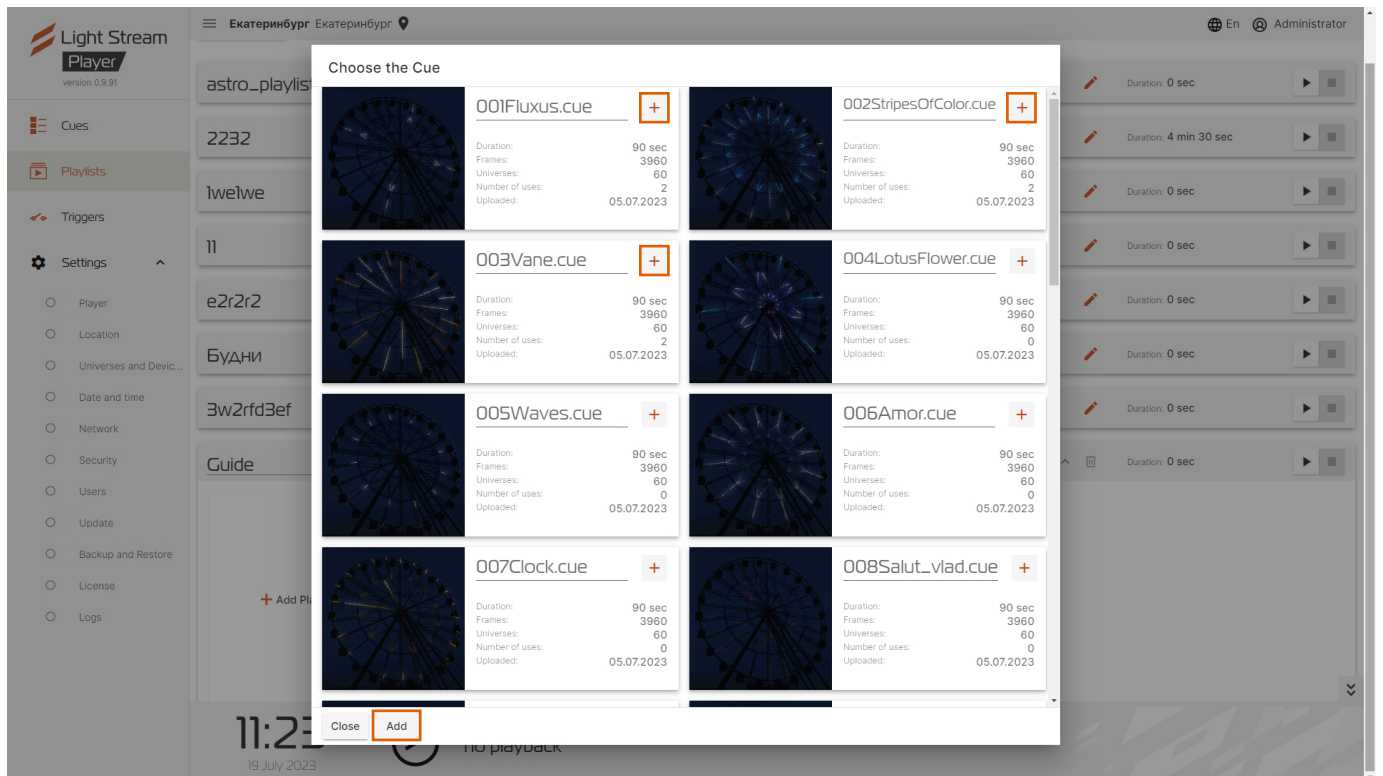


Add animations to playlist





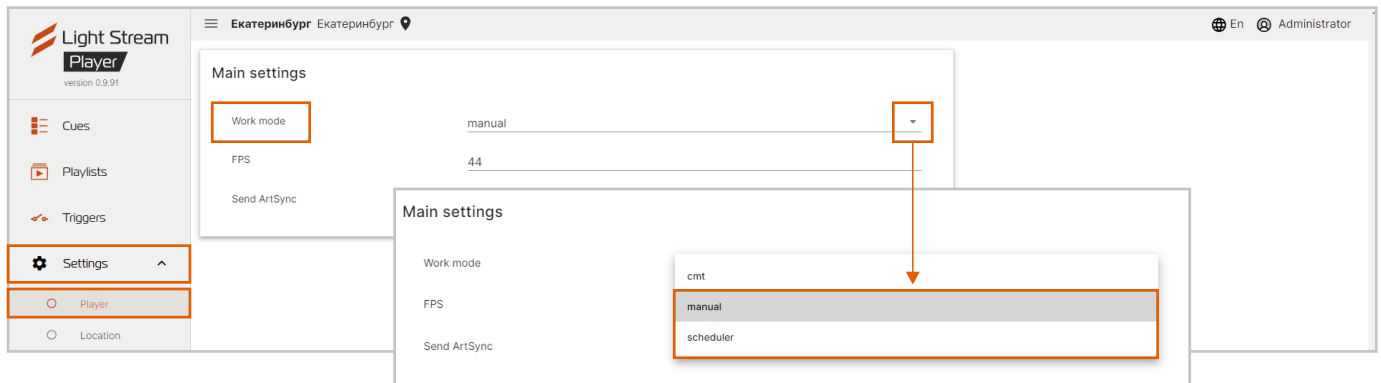
Select the desired animations and click Add.



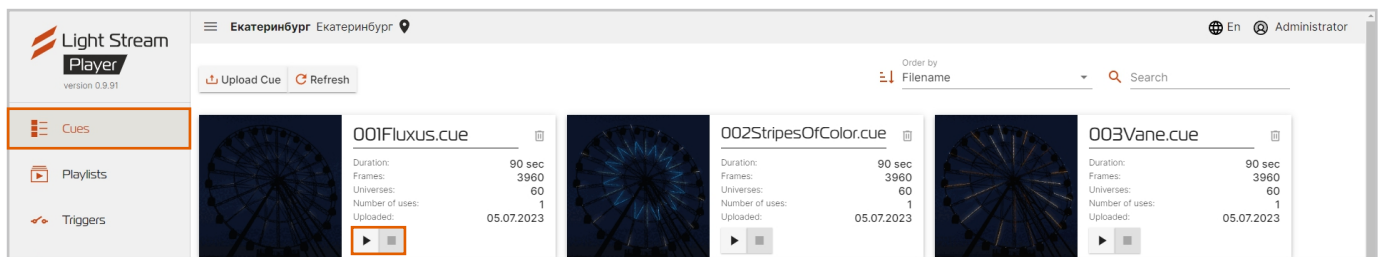
Playlist creation is complete

Selecting the operating mode

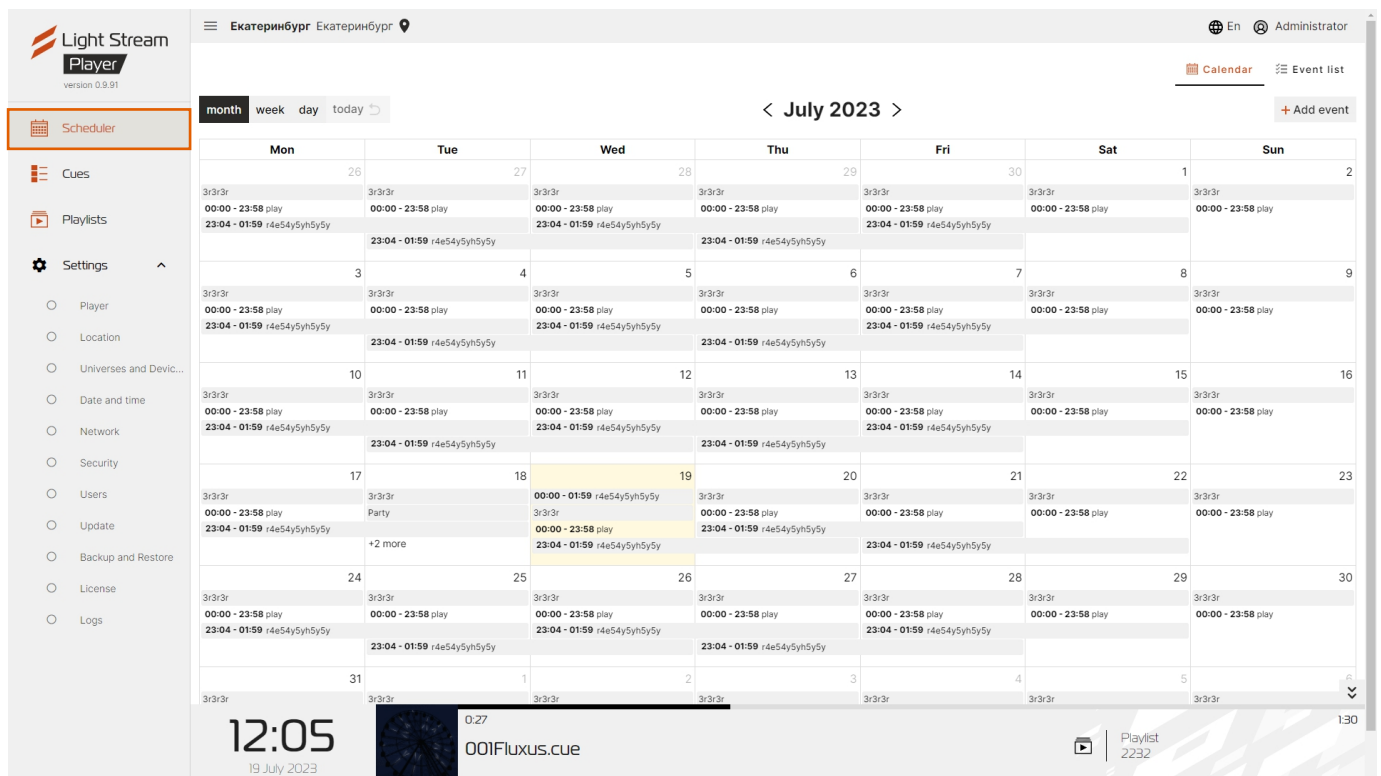
Go to **Settings->Player tab**, and under Work mode, select:



Manual - manual mode of operation, provides the ability to control any animation and playlist manually.

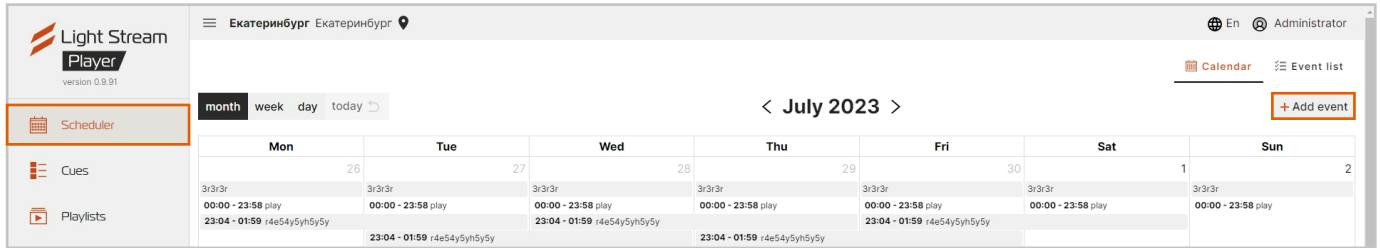


Scheduler - calendar operation mode (the corresponding tab in the web-interface).



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 shows the following fields: a title input field, a 'Select playlist' dropdown menu with 'Guide' selected, a 'Priority' input field with '1', a date picker set to '2023-07-19', an 'All Day' checkbox, and time pickers for 'From' and 'To' both set to '00:00'. The 'On-time' radio button is selected and circled in red. A note at the bottom states '*Indicates required field'. 'Cancel' and 'Save' buttons 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 shows the following fields: a title input field, a 'Select playlist' dropdown menu, a 'Priority' input field with '1', a 'Start Date' picker set to '2023-07-19', a 'Start Time' picker set to '00:00', and a 'Frequency' section with radio buttons for 'YEARLY', 'MONTHLY', 'WEEKLY', 'DAILY' (selected and circled in red), and 'HOURLY'. The 'DAILY' frequency is set to 'Every 1 day'. There is also an 'All Day' checkbox and time pickers for 'From' and 'To' both set to '00:00'. The 'When is the end?' section has radio buttons for 'date', 'repetitions' (selected), and 'never'. A 'Repetitions' input field is set to '1'. A note at the bottom states '*Indicates required field'. 'Cancel' and 'Save' buttons are at the bottom right.

Read more about **Recurrent** mode.

There are several modes for selecting Frequency (Frequency):

Hourly mode.

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

The interface shows the 'Frequency:' section with radio buttons for YEARLY, MONTHLY, WEEKLY, DAILY, and HOURLY. The HOURLY option is selected. To the right, there is a field 'Every 1 hour' and a range 'from 3 to 35 minutes'.

Daily mode.

You can set the operating time and frequency in days:

If pressed, the event will be active for 24 hours of the selected time period.

The interface shows the 'Frequency:' section with radio buttons for YEARLY, MONTHLY, WEEKLY, DAILY, and HOURLY. The DAILY option is selected. To the right, there is a field 'Every 1 day' and a section for 'All Day' with a checked checkbox. Below it, there are 'From' and 'To' time fields, both set to 00:00.

Weekly mode.

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

The interface shows the 'Frequency:' section with radio buttons for YEARLY, MONTHLY, WEEKLY, DAILY, and HOURLY. The WEEKLY option is selected. To the right, there is a field 'Every 1 week' and a row of checkboxes for days of the week: mo, tu, we, th, fr, sa, su. The 'mo' and 'tu' checkboxes are checked. Below this, there is an 'All Day' checkbox and 'From' and 'To' time fields, both set to 00:00.

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

The interface shows the 'Frequency:' section with radio buttons for YEARLY, MONTHLY, WEEKLY, DAILY, and HOURLY. The MONTHLY option is selected. To the right, there is a field 'Every 1 month' and a grid of checkboxes for days of the month from 1 to 31. The checkboxes for days 1, 2, and 3 are checked. Below this, there is an 'All Day' checkbox and 'From' and 'To' time fields, both set to 00:00.

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

The interface shows the 'Frequency:' section with radio buttons for YEARLY, MONTHLY, WEEKLY, DAILY, and HOURLY. The YEARLY option is selected. To the right, there is a field 'Every 1 year' and two dropdown menus for selecting a specific day of the year. Below this, there is an 'All Day' checkbox and 'From' and 'To' time fields, both set to 00:00.

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 (**repetitions**)

When is the end? date repetitions never

Repetitions:

A specific end date (**date**)

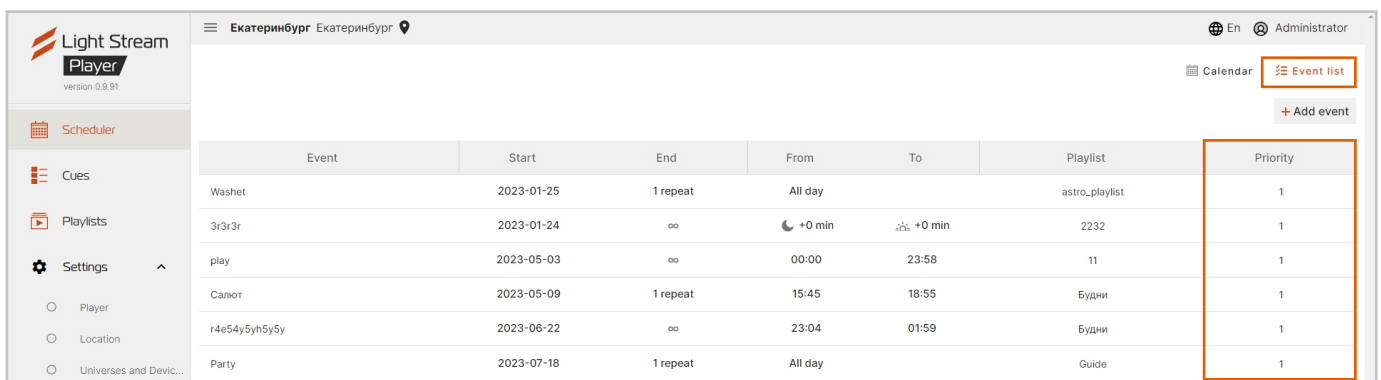
When is the end? date repetitions never

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

With the "Priority" option you can prioritise certain events. The higher the value, the higher the priority. By default, On-time events are prioritised over Recurrent events.

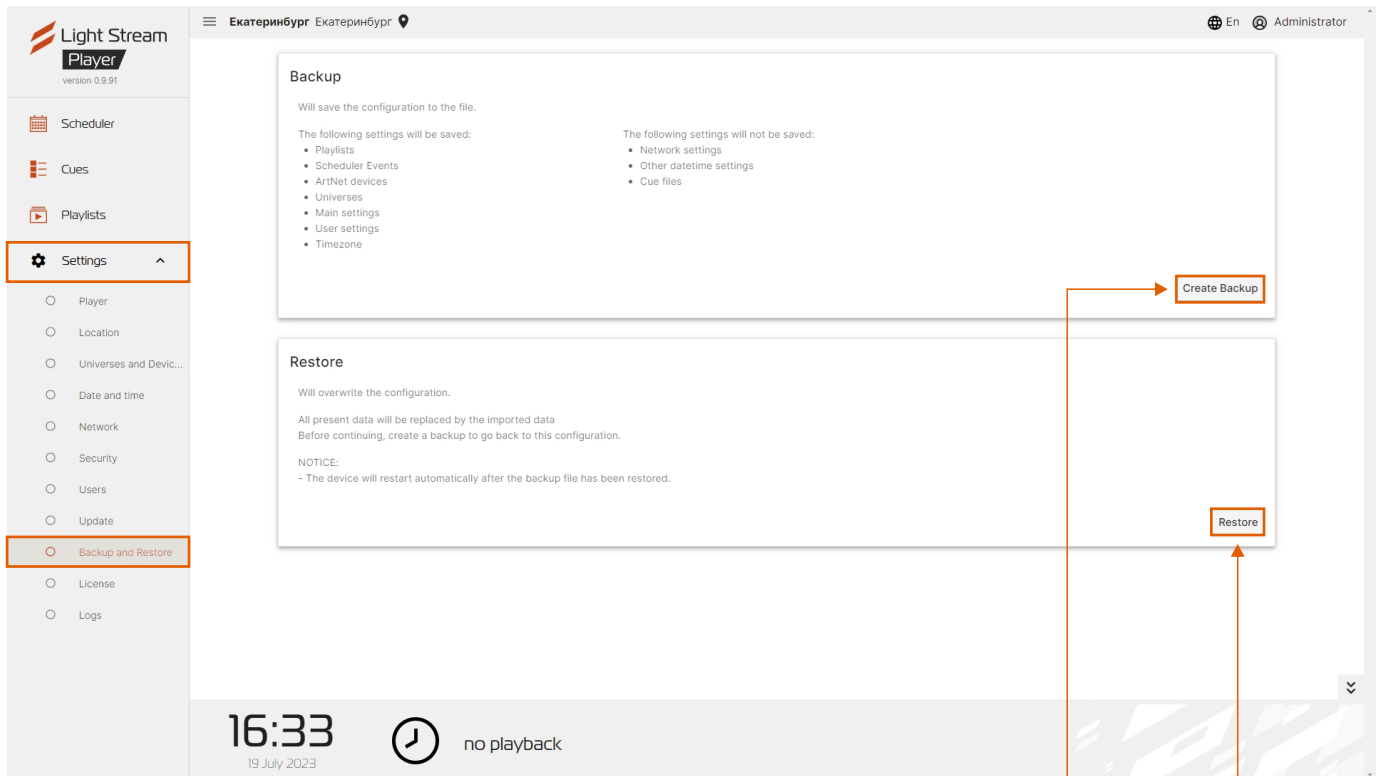


Event	Start	End	From	To	Playlist	Priority
Washet	2023-01-25	1 repeat	All day		astro_playlist	1
3r3r3r	2023-01-24	∞	☾ +0 min	☀ +0 min	2232	1
play	2023-05-03	∞	00:00	23:58	11	1
Салют	2023-05-09	1 repeat	15:45	18:55	Будни	1
r4e54y5yh5y5y	2023-06-22	∞	23:04	01:59	Будни	1
Party	2023-07-18	1 repeat	All day		Guide	1

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->Backup and Restore**.



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

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

Congratulations!
The basic settings are done!