



Version 0.14.5

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1) First connection.

1.1) Supply and completion.

Light Stream Player comes in a special box for the safety of the device during transport.

Included in the package are:

- Patch cord cable.
- Connectors.
- Optional: external antenna for 4G LTE signal reception (LTI).

Patch cord

RJ-45 plug

Connectors

4G LTE

4G LTE module and antenna (optional)



1.2) Location of physical interfaces.

Connection port

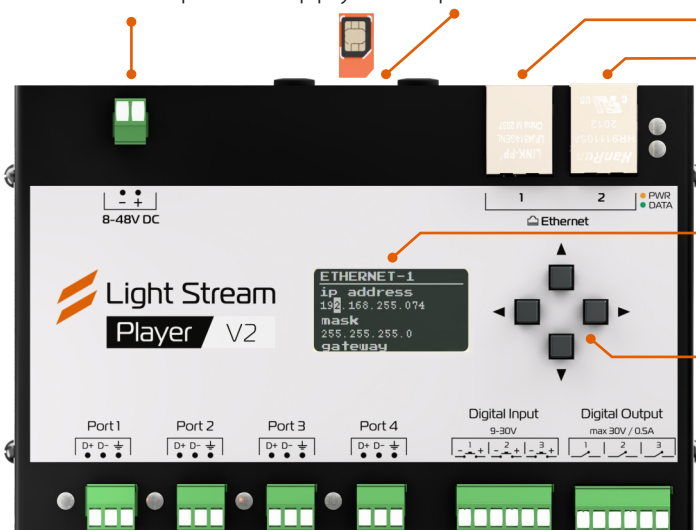
8 to 48 V DC power supply

Standard SIM 25*10*0,76

push in until it clicks into place

2 Ethernet RJ45 ports

for accessing the player's web interface.
Port 1: 10/100M/1000M,
Port 2: 10/100M (up to 100Mbit)



OLED Display 1,54"

Control buttons settings

4 DMX ports

for connecting lights devices.

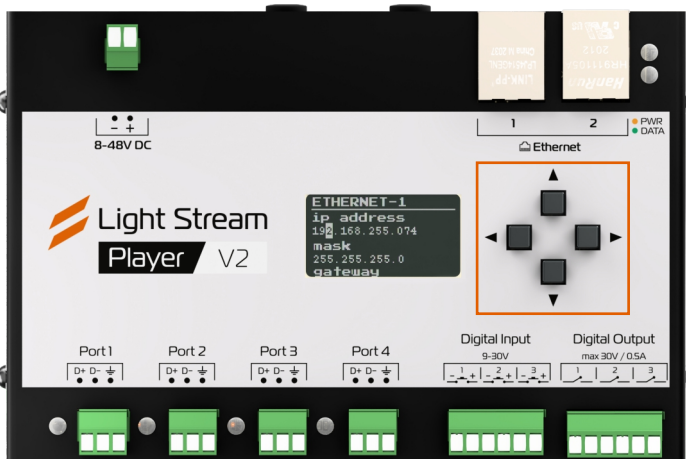
USB port

Interfaces for automation

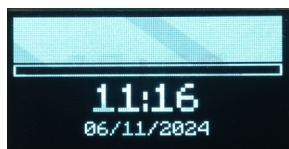
3 x DO isolated up to 30V / 0.5A
3 x DI isolated 9-30V

1.3) Menu navigation.

The menu is operated using the navigation buttons on the right side of the screen.

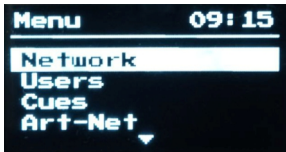


- ▲ Moving upwards through the menu
- ▼ Moving down through the menu
- ▶ Opens the selected menu item
- ◀ Return to previous menu level



When the device is switched on, the display automatically shows the current time and date.

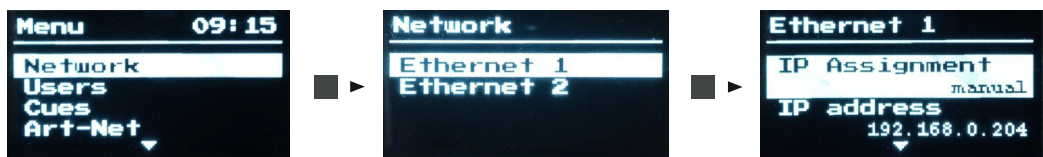
Press the button  and you are taken to the first level of the device menu.



The system will automatically return to the main screen with the splash screen if no button is pressed for 30 seconds.

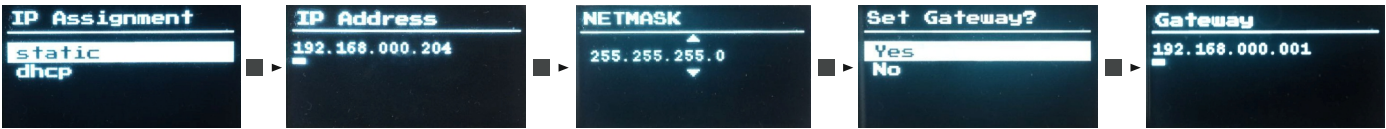
Network settings.

In the Network section, you can view the current parameters:
IP address, mask, gateway and MAC address on Ethernet ports 1 and 2.



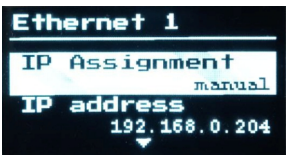
To change network settings from any item on the Ethernet 1 or 2 screen, press .

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.

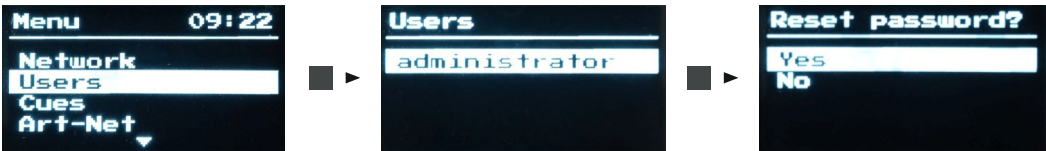


On the **IP Assignment** screen, select **dhcp** and press . It will take another 2-3 seconds to update the network settings.

Alternative ways to change network settings see the **User Manual Player V1**

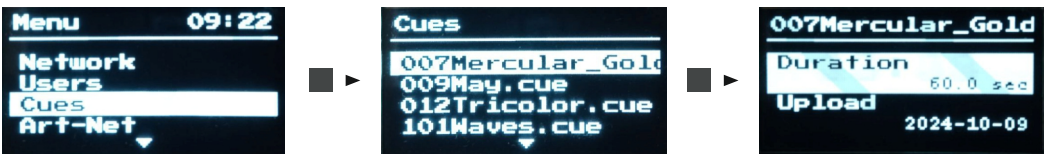
Users.

In this section, you can reset the user password.



Cues.

This section displays information about animations uploaded to the player:
title, duration and date of download.



Art - Net.

This section displays information about the converters configured in the «ArtNet devices» section of the player's WEB interface.



When a device is selected, a signal will be sent to the device. A signal will be sent to the device and all LEDs on the housing will blink several times.

Date and Time.

In this section, you can view the date and time settings.



DI/DO.

In this section you can view and activate the DI/DO ports.



Current status of the device.

Menu09:26

Date and Time

HW Status

About

Reboot

■▶

HW Status

Uptime

8 days, 22:47:37

Temperature

32.6°C

Time since last switch on switch-on

HW Status

Uptime

10 days, 2:18:41

Temperature

35.0°C

Processor temperature

HW Status

Disc usage

11.73 %

CPU usage

2.7 %

Amount of information on disc

HW Status

Disc usage

11.73 %

CPU usage

1.5 %

Using the processor

HW Status

RAM usage

16.1 %

The amount of RAM used

About the device.

This section contains information about the licence and firmware of the device.

Menu09:27

Date and Time

HW Status

About

Reboot

■▶

About

Software ver.

0.14.1

Client

test_client

Version information firmware

About

Universes

256

Expired date

2025-10-04

Maximum numberof universes under the terms of the licence

About

Software ver.

0.14.1

Client

test_client

Licence holder

About

Universes

256

Expired date

2025-10-04

Licence expiry date

Reboot.

In this section, you can reboot the device.

Menu09:30

Date and Time

HW Status

About

Reboot

■▶

Reboot device?

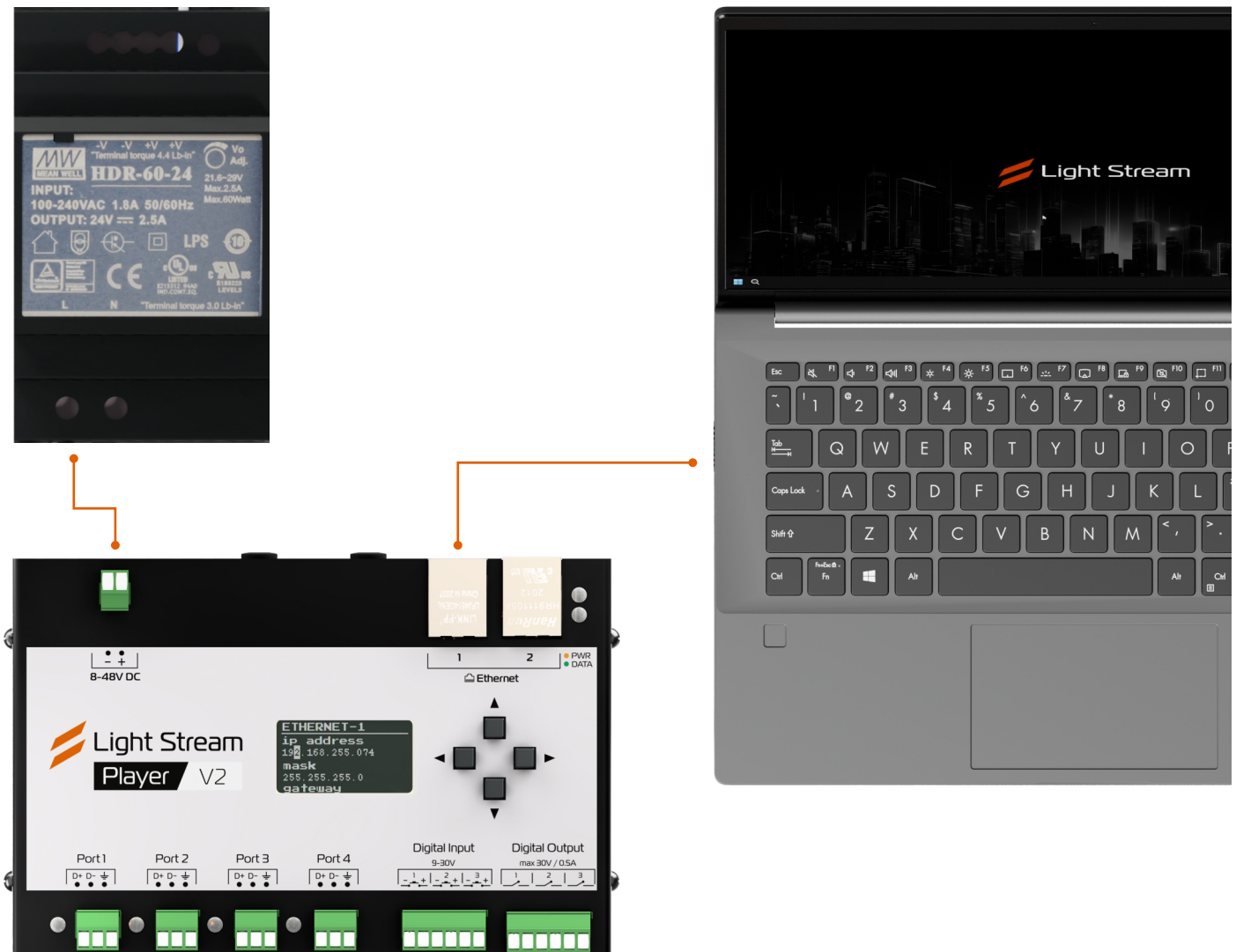
Yes

No

To reboot, select Yes in thislist and press the button ■▶.

1.4) First connection without internet.

1. Connect the Light Stream Player to a 8-48V power supply unit
2. Patch-cord cable, which is included in the kit, connect to the Light Stream Player in the Ethernet socket, and connect the other end of the cable directly into the network card of your personal computer or laptop.

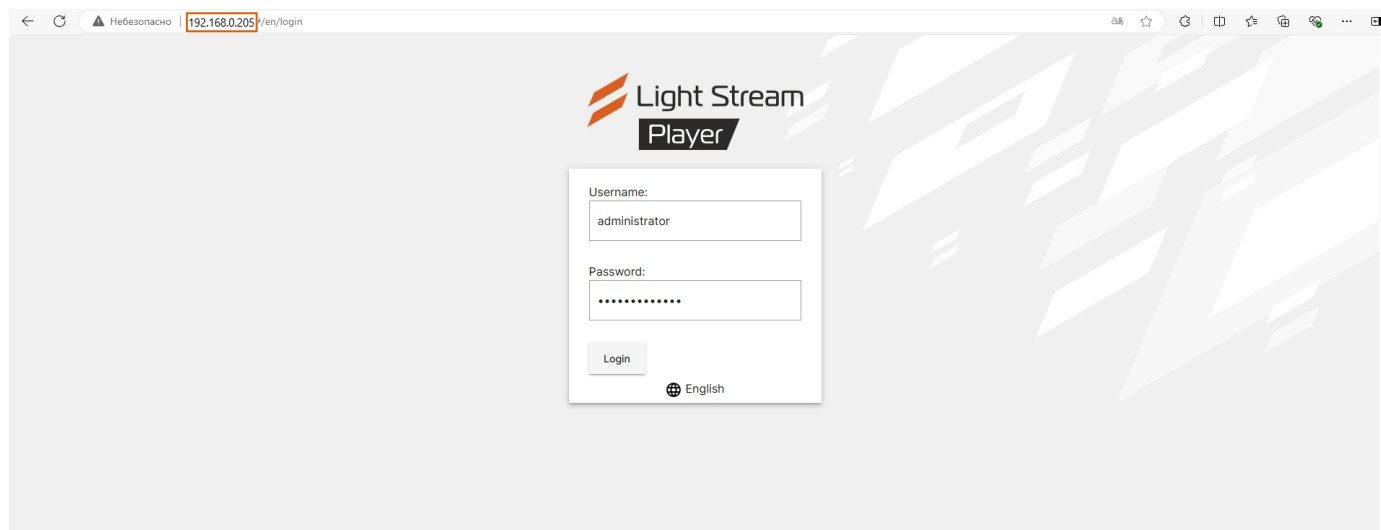


There are two ways to connect: With and without internet access, directly to a PC.

1.5) Access to the web interface.

Now we go to your web browser.

In the address bar of the browser enter the IP address of Light Stream Player **192.168.0.205**. In the opened page of the Player web-interface enter Username and Password, by default **administrator** and **administrator** in English layout and with a small letter.

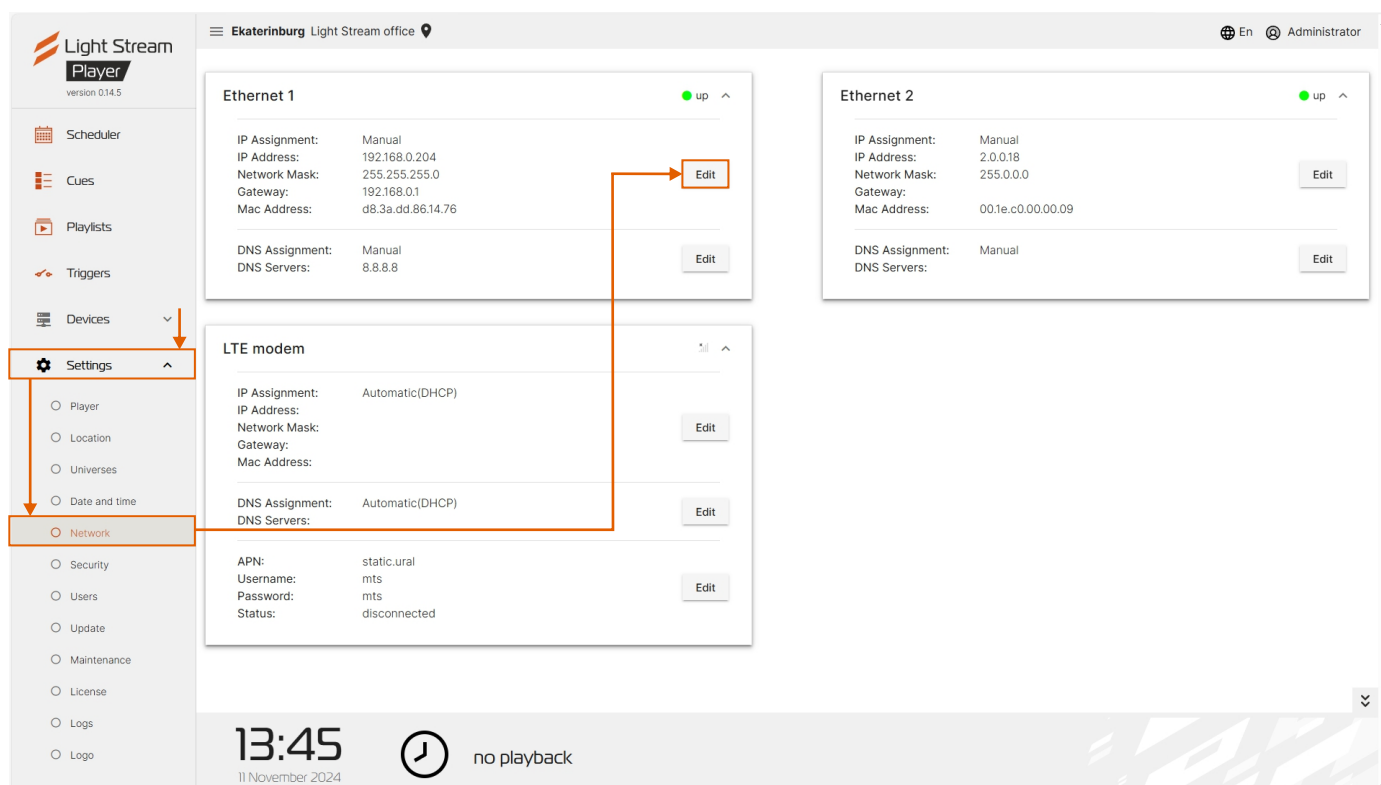


You can now change the IP address of LightStream Player to your network address.

You can set it in «**Manual**» mode or select «**Auto (DHCP)**».

Let's break down the «**Manual**» setting.

Under «**Settings / Network**», click Modify next to the Ethernet section and type in IP address of your subnet.



For example, **if your computer was in another subnet and used IP address 192.168.5.14**, then you should change the IP address of LightStream Player to **192.168.5**. and enter the last digit different from the IP addresses of your PC, router and other devices in your subnet. Don't forget to specify the Netmask **255.255.255.255.0** and the Gateway of your subnet, which is the address of your router (you can see it on the saved data we copied in the beginning).

Edit network IP settings

IP Assignment:
Manual

IP Address:
192.168.0.204

Network Mask:
255.255.255.0

Gateway:
192.168.0.1

*indicates required field

CancelSave

The gateway address is needed to access the internet when we connect LightStream Player to the router.

Next, specify DNS server, you can use public **DNS 8.8.8.8.8**. Click the **Save** button and save the data.

Edit DNS settings

DNS Assignment:
Manual

Primary DNS server:
8.8.8.8

Secondary DNS server:

*indicates required field

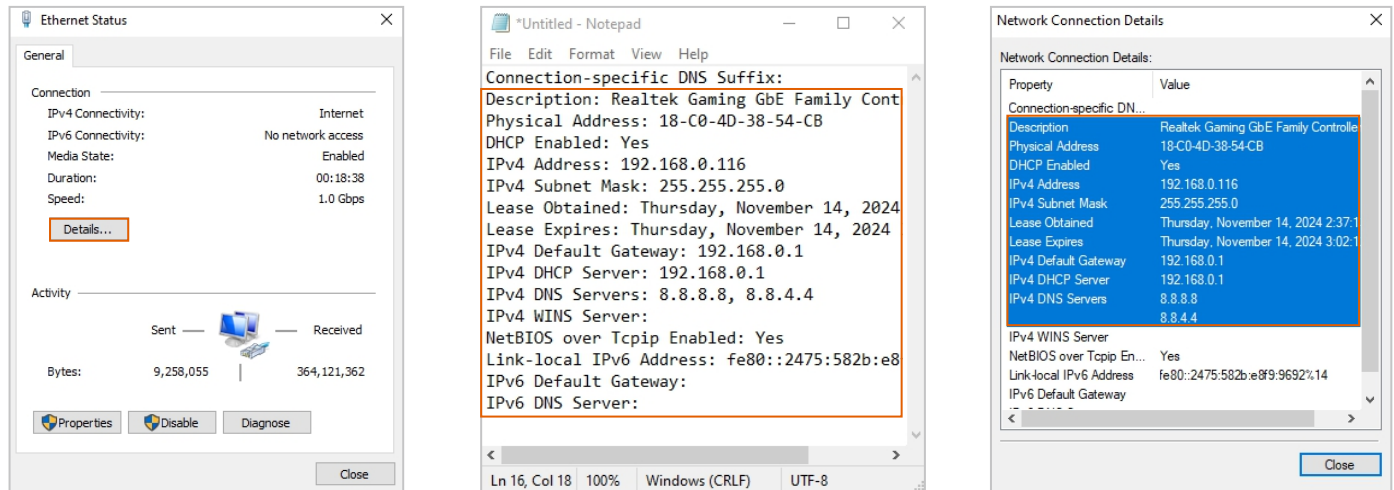
CancelSave

1.6) Return your network to its original settings.

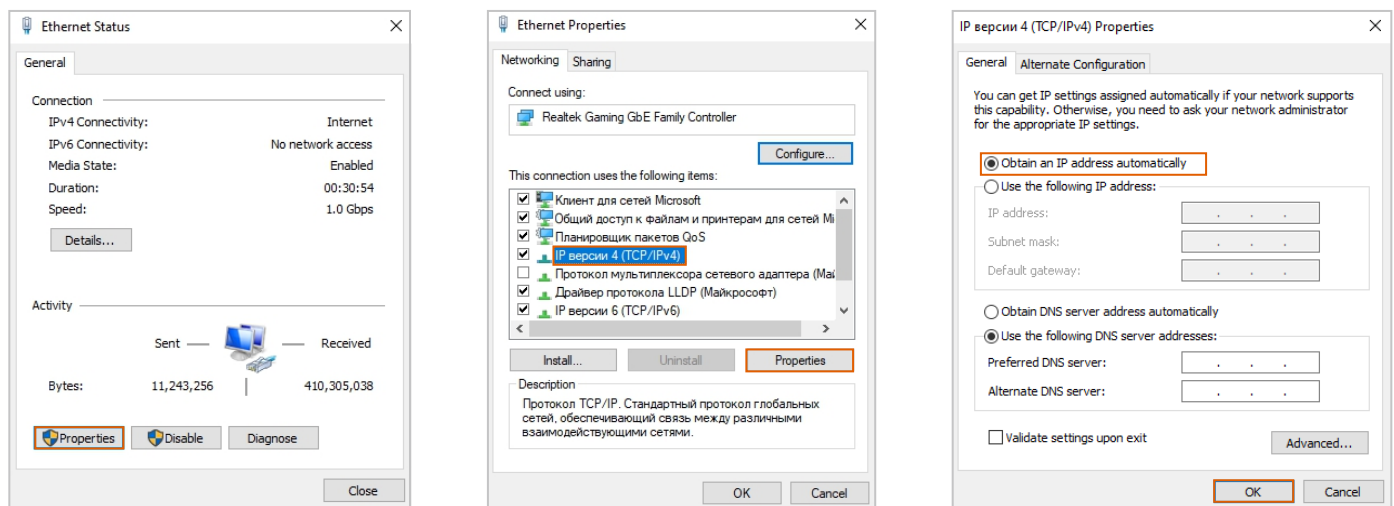
We have configured LightStream Player to be on the same subnet as your devices. You can reset your network card settings to the original settings.

We copied them at the very beginning of the setup.

Just go into the **«Network Connection»** folder, open your network card settings and overwrite the values from the saved data of the original setting. You can simply **copy/paste** the fields from a text editor.



If your network card has been configured to obtain an IP address automatically, select **«Obtain an IP address automatically»** and click **«OK»**.



1.7) Completing the setting

Now, to access the web-interface of your Light Stream Player, you need to enter the IP address that we have entered in its settings. In this example, it is **192.168.5.21**.

Let's now connect an internet connection to our chain to fully configure Player and synchronise with WorldTime.

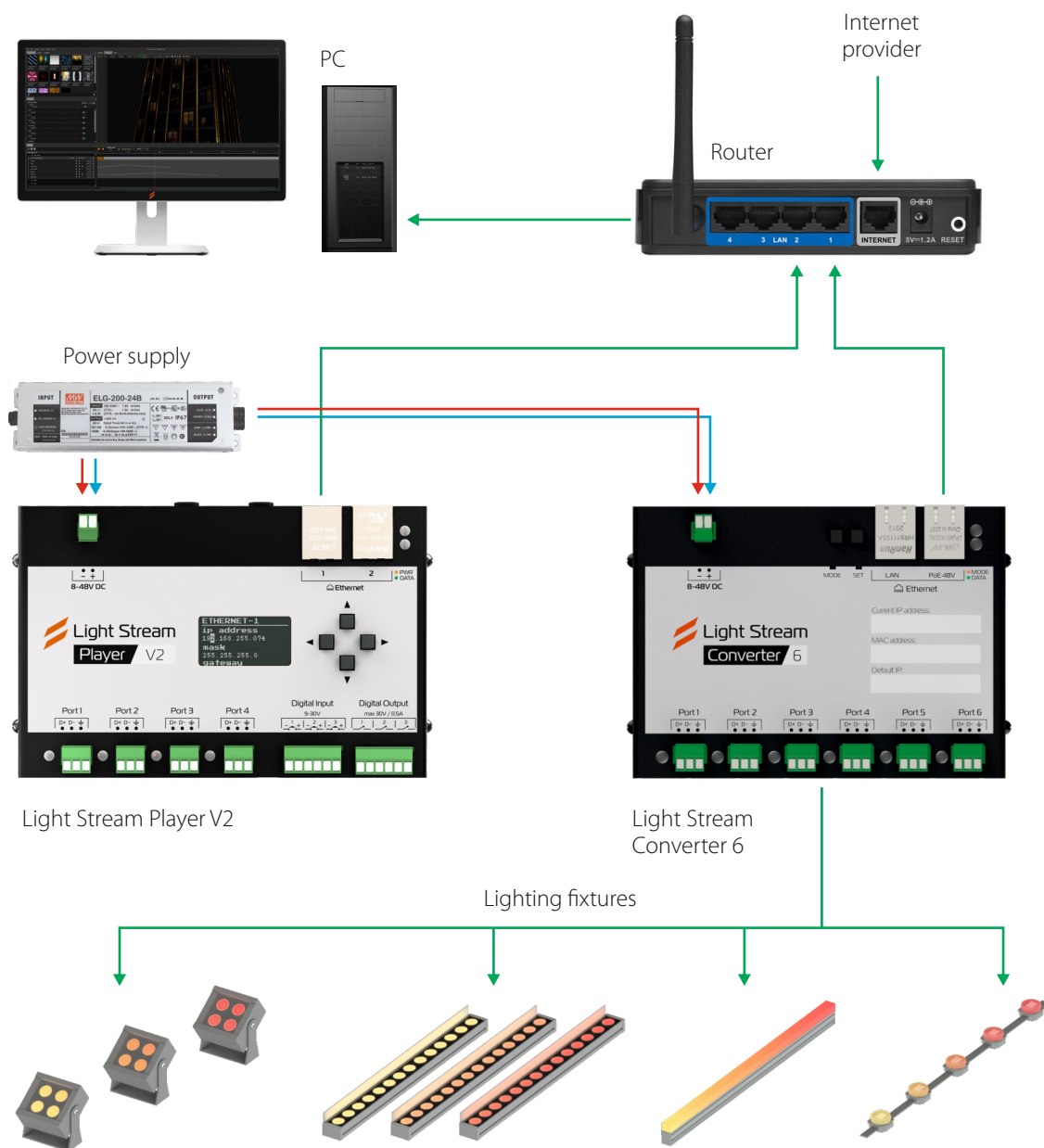
To do this, connect Light Stream Player to the router to which your PC is connected to access the Internet, then LightStream Player and your PC will be on the same subnet and will have access to the Internet.

Now you can go to the Light Stream Player web interface to configure it in detail.


You can also add to this chain Light Stream Converter,

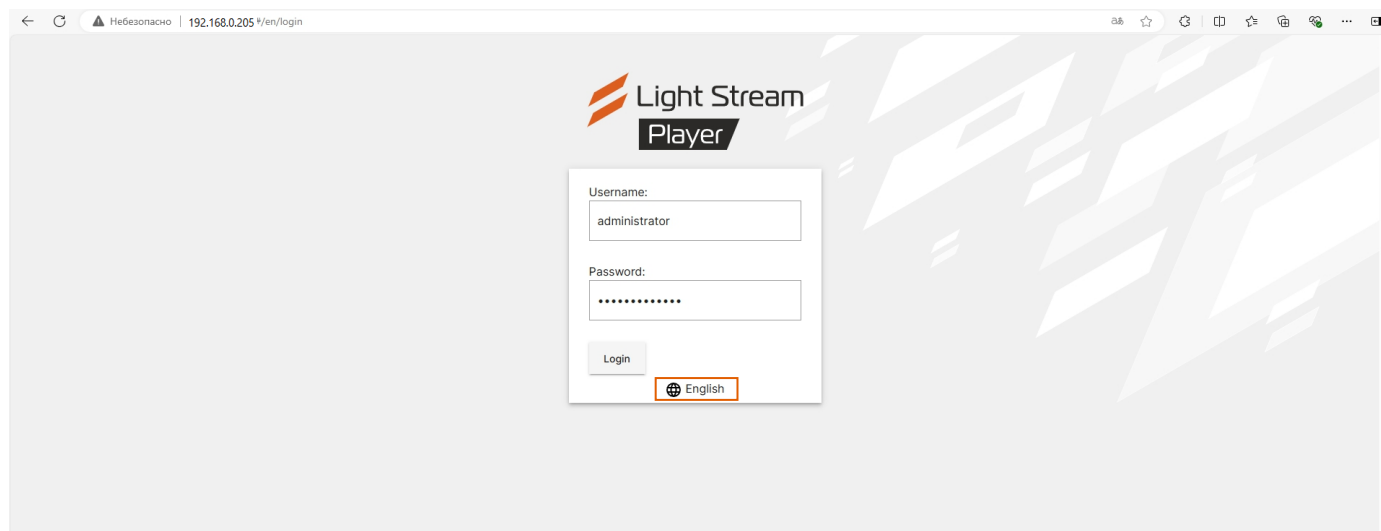
which is also connected to the router.

To configure the Converter and change its IP address, use the Player's web interface or via the Light Stream programme.



2) Web-interface. Authorisation.

Access to Player is carried out using a web-browser at the specified IP address from a stationary computer or phone (tablet, the IP address for access to Player should be specified by the IT service. computer or phone (tablet, the IP address for access to Player should be clarified with the IT service). The Player interface login page is loaded. If it turns out that you have selected any other language, you can click on  and change it to English.



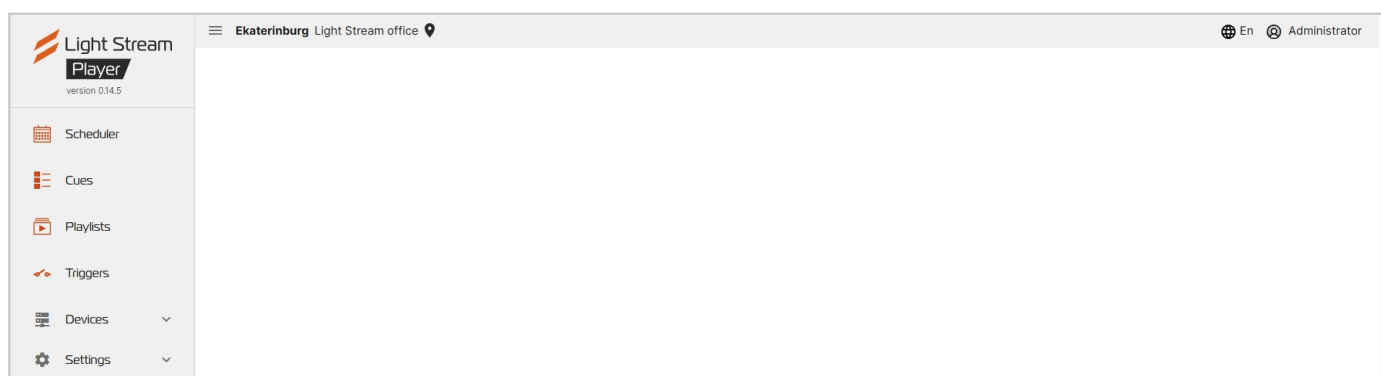
Access details:

IP address: _____

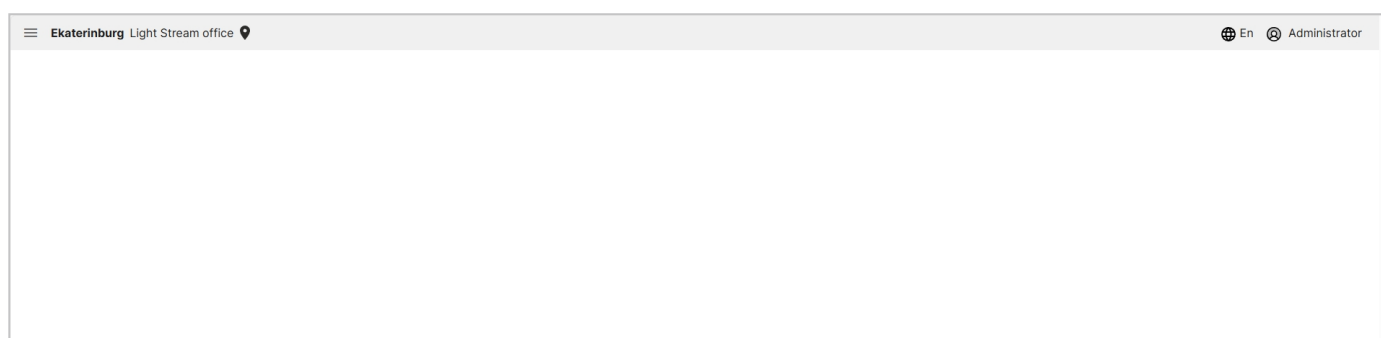
User name: administrator (by default)

Password: administrator (by default)

Then you get to the interface of Light Stream Player.



The main menu can be hidden, if desired, by pressing the button .



3) «Schedule» tab

In the window of this tab, you can configure the schedule for launching playlists.

The screenshot shows the 'Scheduler' tab in the Light Stream Player interface. The top bar includes the application name 'Light Stream Player version 0.14.5', the location 'Ekaterinburg Light Stream office', and user information 'En Administrator'. The main area displays a calendar for November 2024, with tabs for 'month', 'week', 'day', and 'today'. The calendar shows a grid of dates with event slots. The bottom status bar displays the time '14:39', the date '11 November 2024', and a clock icon with the text 'no playback'.

The list of all events is presented in calendar form by default, as well as there is an opportunity to view the list of events for a week or a certain day, using buttons **month** **week** **day** to switch between window views. To switch between months (weeks or days) use buttons **<** **>**. The button **today** returns the calendar to the current day.

You can also view the list of events as a sheet by pressing the button **Event list**.

The screenshot shows the 'Event list' tab in the Light Stream Player interface. The top bar is identical to the previous screenshot. The main area displays a table with the following columns: Event, Frequency, Start, End, From, To, and Playing. The table contains one event entry with the ID 'exe4e4e4', frequency '8 марта DAILY', start time '2024-11-08', end time '∞', from time '18:00', to time '02:00', and playing cue 'cue: Composition003.cue'.

On this tab you can view and edit all events created on the Player at once

- **Event** - event name
- **Start** - event start date
- **End** - event end date
- **From** - time when the event will be triggered on the specified dates
- **To** - the time when the event will end on the dates indicated
- **Playlist** - the selected playlist that will be played when this event is triggered
- **Priority** - the priority of the order of triggering events (the higher the priority - the more important it is when triggering)

To create a new event, press **+ Add event**.

In the window that opens, enter the name of the event, select a previously created playlist.

To create an event scheduled on a specific date and time, select ☒ **On-time**, then click on the "Date" section to assign a date for the event in the opened calendar.


The screenshot shows the 'New Event' form with the following details:

- Title:** A text input field with a red asterisk indicating it is required.
- Play:** Radio buttons for 'animation' and 'playlist' (selected). A dropdown menu labeled 'Playlist' is next to it.
- Repeat:** Radio buttons for 'On-time' (selected) and 'recurrent'.
- Priority:** A numeric input field with the value '1'.
- From:** A date field showing '2024-11-11' and a time field showing '00:00'.
- To:** A date field showing '2024 Mon, Nov 11' and a time field showing '00:00'.
- Calendar:** A calendar for November 2024 is open, showing the 11th as the selected date.
- Buttons:** 'Cancel' and 'Save' buttons are at the bottom right.


After selecting the date, it is necessary to set the event operation mode, which can be configured in three ways:

1. By set time

To configure the event to play at a given time, you just need to set the desired start time and cut-off time in the fields next to the clock «From» and «To». In this case the event will run in the selected time interval.

From		Time 17:30	To		Time 23:30
------	---	---------------	----	---	---------------

If you select an end time after 00:00, the event will automatically advance to the next day.



From		Time 18:00	To		Time 02:00
------	---	---------------	----	---	---------------

If the start time is later than the off time, the event will start at the set time and set day, then automatically reschedule to the next day and play until the set time.

From		Time 20:00	To		Time 18:00
------	---	---------------	----	---	---------------


2. Throughout the day


To have the event played all day long, you must specify the start time of the event as 00:00 and the end time as 00:00 of the next day.


From		Time 00:00	To		Time 00:00
------	---	---------------	----	---	---------------

3. By astronomical relay



To set the astronomical relay event playback, you need to press on one of the clocks, then the menu will open. one of the clocks to open a menu of choices.

 sunrise

 sunset



 by time

To enable the event:



From Time  sunrise _____ To Time  00:00 _____

When is the start? ☒ date ☐ repetitions ☐ never

☒ by time



End Date Time
 2024-11-12  00:00 _____

To deactivate the event:



From Time  00:00 _____ To Time  sunrise _____

When is the end? ☒ date ☐ repetitions ☐ never

☐ by time

End Date Time
 2024-11-12  00:00 _____

Let's consider the most popular variant of triggering an event: Start at sunset and switch off at sunrise. To set this mode of operation, select «sunset»(moon icon) in the left field, and in the right field «dawn» (sun icon).

From Offset  0 _____ To Offset  0 _____

When selecting options other than time-based switching, the selected time of day input field is replaced by a numeric time input field in which the on/off shift time can be specified.

The shift time is set in minutes.

By default, the 'Shift' fields are set to 0 minutes. With such values and such setting (as on the screenshot below) switching on and switching off will occur simultaneously with sunset and sunrise respectively.

The time in these fields can be either positive or negative.

From Offset  -30 _____ To Offset  60 _____

For example, when the shift time settings are set above:

Astronomical time is scheduled to start at 21:36, and this parameter is set to -30 (minutes), with this setting the event will start at 21:06 (30 minutes before sunset)The astronomical time is scheduled to end at 05:32, and this parameter is set to 60, with this setting the event will shut down at 06:32 (60 minutes after sunrise)

The astronomical relay start variants can be combined with each other and configured in different ways

For example, you can set the event triggering mode to start at sunset and switch off by time, e.g. в 22:00:

From



Offset

0

To



Time

22:00

Conversely, make the event switch on time at 18:00 and switch off at dawn:

From



Time

18:00

To



Offset

0

Important, if you set the values the other way round, switching on at dawn and switching off at dusk, then accordingly the event will work only during daytime.

From



Offset

0

To



Offset

0

Note. In order for the astronomical relay to work correctly based on the location of the object, in the Player settings you need to specify its exact coordinates, or the coordinates of the city where the object is located.

To do this, go to the **Settings - Location** menu and set the required **Latitude** and **Longitude** parameters.

Location

Name

Ekaterinburg

Address

Light Stream office

Latitude

56.821019190097616

Longitude

60.59559633825783

Geolocation

Open in Google Maps

You can find out the coordinates of any object or city using any online maps or internet search. For example, the city of Yekaterinburg is located at coordinates 58.8519, 60.6122 and the city of Moscow at coordinates 55.7522, 37.6156

After the configuration of the event is complete, press the button **Save** .
After that the event will appear in the calendar on the appointed day.

21	22
18:00 - 02:00 eke4e4e4	
	18:00 - 02:00 eke4e4e4

To create a recurring event, after pressing , enter the name of the event and select a playlist and selecting a playlist, select ☒ recurrent .

Next, you need to enter the required parameters.

- **Title** - the name of the event
- **Play** - here you can choose whether to play an animation or a playlist from previously created playlists in the Playlists section
- **Repeat** - here you can select the number of of event repetitions and prioritise them
- **Start date and Time** - time and date on which the event becomes operational (this is the date from which the following conditions will be fulfilled)
- **Frequency** - periodicity mode selection
- **From** - start time of this event
- **To** - event end time
- **When is the end?** - event termination parameters

New Event

*Title

Play

☐ animation

☒ playlist

Playlist

Repeat

☐ On-time

☒ recurrent

Priority:

1

Start Date

2024-11-11

Time

00:00

Frequency:

☐ YEARLY

☐ MONTHLY

☐ WEEKLY

☒ DAILY

☐ HOURLY

Every

1

day

From

Time

00:00

To

Time

00:00

When is the end?

☐ date

☐ repetitions

☒ never

*indicates required field

Cancel

Save

There are several modes for selecting the frequency of a recurring event (Frequency):

- **Yearly** - the event will be launched every year on the specified month and day and time (so you can create events for major holidays, for example, every year on the 8th of March will be every year on 8 March).

Frequency:

☒ YEARLY

☐ MONTHLY

☐ WEEKLY

☐ DAILY

☐ HOURLY

Every

1

year

on

From

Time

00:00

To

Time

00:00

- **Monthly** - the event will be launched every month on the specified days and time (e.g. every new month on the 1st of the month some unique animation will play)

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

- **Weekly** - the event will be launched every week on the selected days of the week at the specified time (so you can create a unique event for all weekends, which will play only on Sat. and Sun).

Frequency:

☐ YEARLY ☐ MONTHLY ☒ WEEKLY ☐ DAILY ☐ HOURLY

Every week

☐ mo ☐ tu ☐ we ☐ th ☐ fr ☐ sa ☐ su

From To

- **Daily** - the main parameter that is likely to be used most often the others. The event will be triggered every day at the specified time, if Each = 1, then the event will be triggered every day.

Frequency:

☐ YEARLY ☐ MONTHLY ☐ WEEKLY ☒ DAILY ☐ HOURLY

Every day

From To

- **Hourly** - repetition at hourly intervals. The time interval is set on a minute-by-minute basis.

Frequency:

☐ YEARLY ☐ MONTHLY ☐ WEEKLY ☐ DAILY ☒ HOURLY

Every hour

from to minutes

For each of the periodicity modes (Frequency) you can set the «When is the end?» option, to indicate when the event should end.

- **Date** - definite end date

When is the end? ☒ date ☐ repetitions ☐ never

End Date

Time

- **Repetitions** - selection of the number repetitions

When is the end? ☐ date ☒ repetitions ☐ never

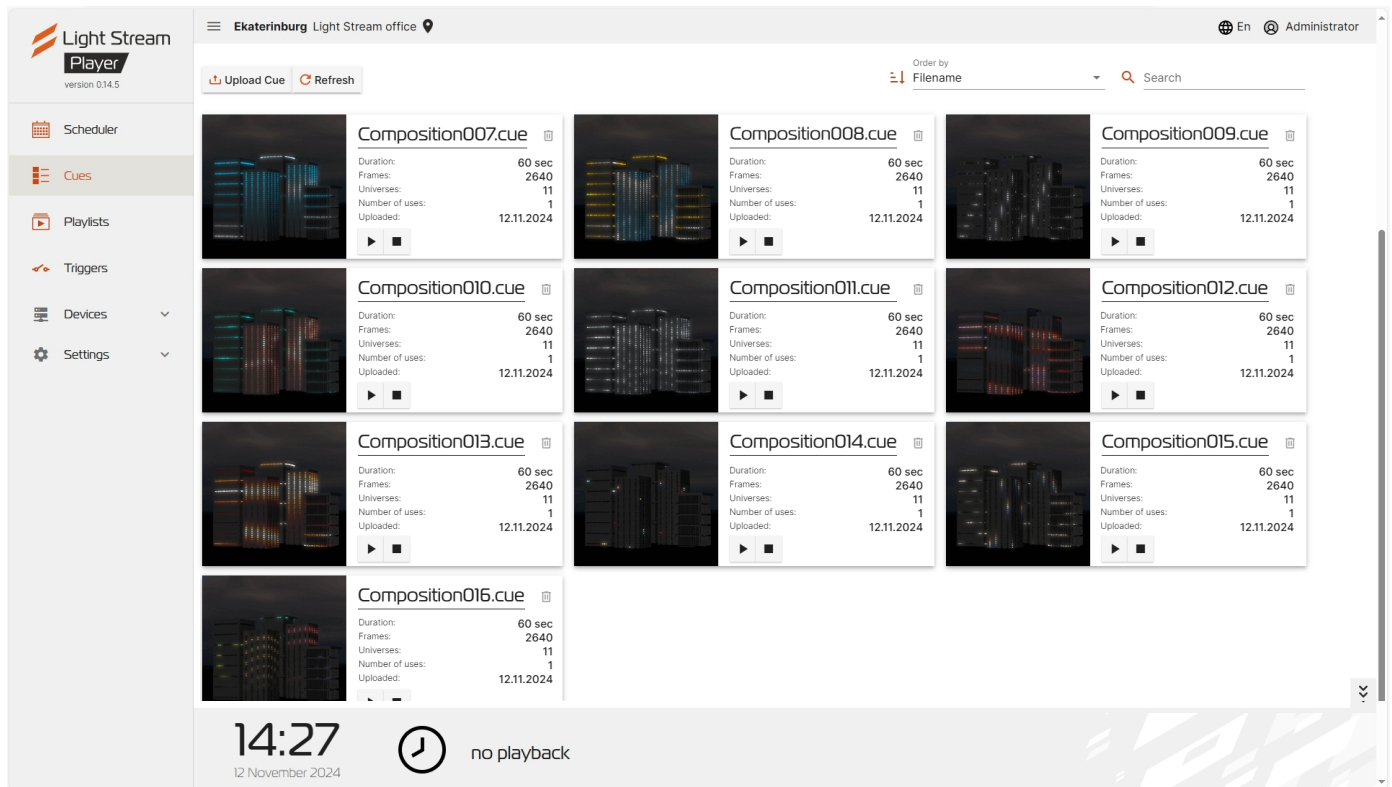
Repetitions:

- **Never**

When is the end? ☐ date ☐ repetitions ☒ never

After the event configuration is complete, you should press the **Save** .
The event will then appear on your calendar on the designated day.


4) «Cues» tab.



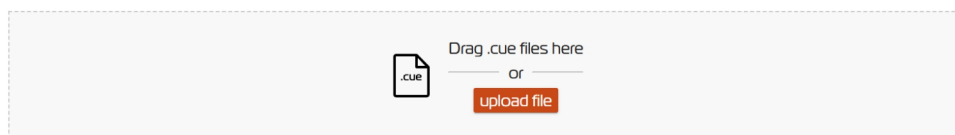
The window of this tab contains a list of animations downloaded to the Player.

The list provides information about the animations that have been downloaded:

- **Duration** – animation duration;
- **Frames** – animation frame count;
- **Universes** – the number of universes involved in the animation;
- **Number of uses** – playlist usage;
- **Uploaded** – download date.

The button is used to load animations  **Upload Cue** .

To select files in the opened window, click on any place in the selection field,



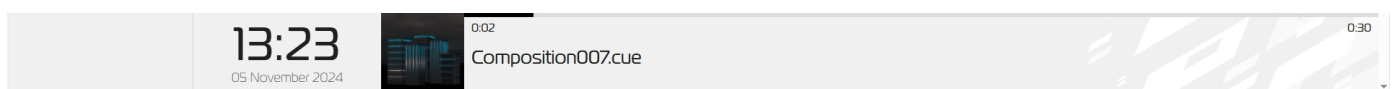
after the list of files to be downloaded appears, click on **Upload** .

To delete the loaded animation, press the button  .

The button is used to update the animations  **Refresh** .

On the tab  **Filename** it is possible to organize animations by their characteristics.

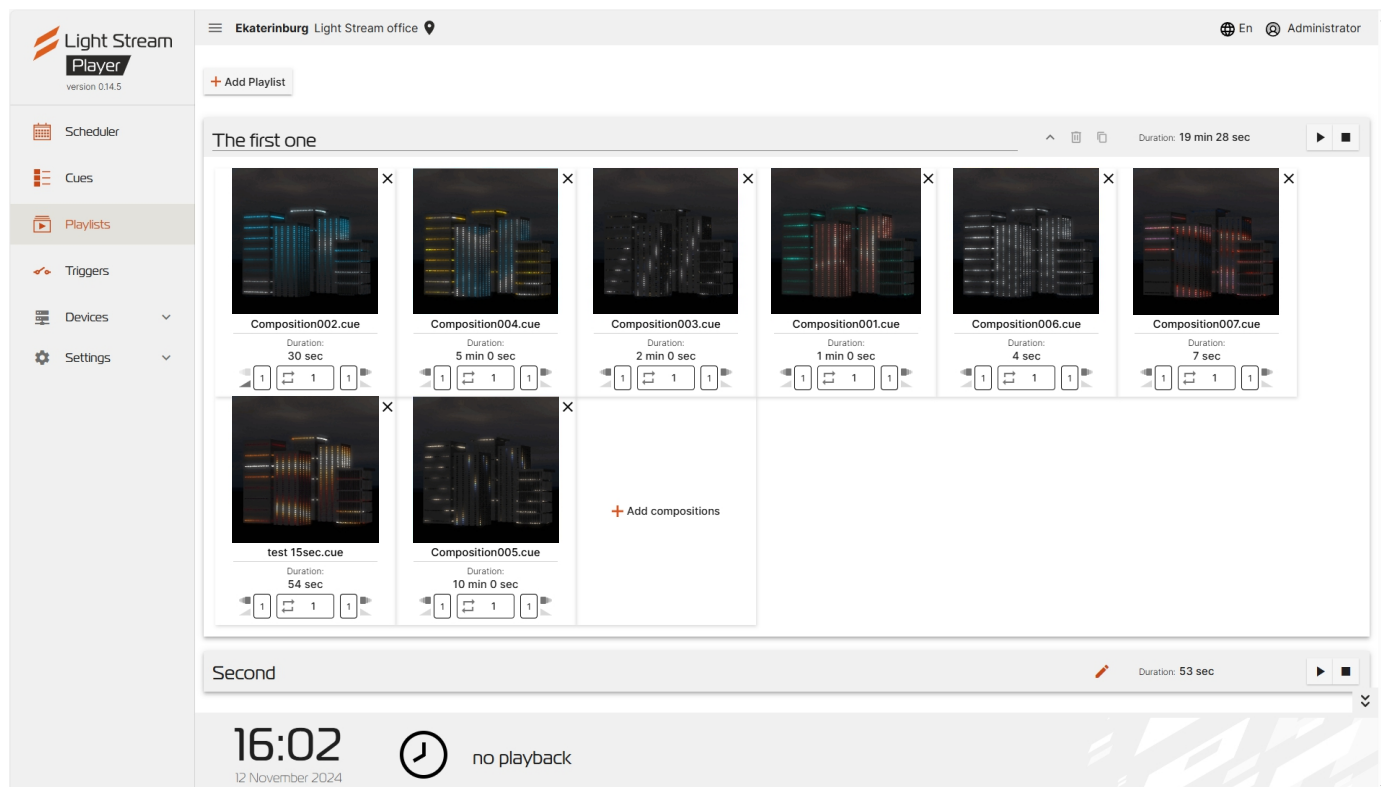
At the bottom of the interface is the animation playback timeline.



When you press the button  animation starts.

When you press the button  animation turns off.

5) «Playlists» tab.



This tab window contains a list of playlists.

When you click on the button  all animations installed in this playlist with a demo picture will appear.

To create a playlist, press the button **+ Add Playlist**, in the window that opens enter a name and click **Save**.

Для добавления анимации в плейлист необходимо нажать **+ Add compositions**.

In the window that opens, select an animation from the previously loaded animations by clicking on **+**.

Then it is necessary to click on the button **Add**.

To add multiple animations to a playlist

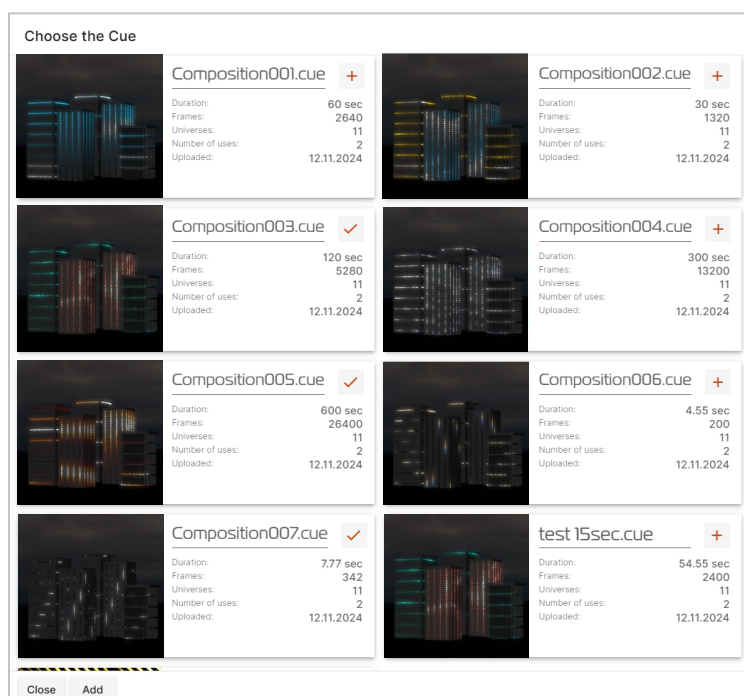
you need to mark desired ones

by clicking on **+**, the selected ones

will display image .

Next, click on the button **Add**

and the animations will load into the playlist.



6) «Triggers» tab

The screenshot shows the 'Triggers' tab in the Light Stream Player interface. The top bar indicates the location 'Ekaterinburg Light Stream office' and the user 'Administrator'. The sidebar on the left contains navigation icons for Scheduler, Cues, Playlists, Triggers (highlighted), Devices, and Settings. The main content area features a table with the following data:

Check	Name	Type	Action
<input checked="" type="checkbox"/>	test	DI	Add action
<input checked="" type="checkbox"/>	сценарий	RawUDP	Add action
<input checked="" type="checkbox"/>	стоп	RawUDP	Add action

Below the table, there are two panels for configuring triggers:

- DI (State):** A panel with three rows for Port 1, Port 2, and Port 3, each with a green dot indicating the state.
- DO (Off/On):** A panel with three rows for Port 1, Port 2, and Port 3, each with a toggle switch.

The bottom status bar displays the time '16:43', the date '12 November 2024', and a clock icon with the text 'no playback'.

The Player provides the ability to trigger downloaded animations or playlists by external triggers

- triggering by Art-Net signal from Converter (or other Art-Net device);
- triggering on Raw UDP message on a specific port.

To add a trigger, press the button [Add trigger](#).

In the window that opens, enter a name (an explanatory name for the list), select the appropriate trigger type.

Art-Net trigger:

In the opened window it is necessary to fill in all trigger parameters:

- **Listen port** – default 6454 (port change must be coordinated with the control device with the control device);
- **Universe** – number of the universe from which the signal will be received;
- **Channel** – number of the channel from which the signal will be received (from 1 to 512);
- **Min Level** – minimum signal level, after reaching which trigger;
- **Max Level** – maximum signal level, after reaching which the trigger is not activated.

New Trigger

Name

Trigger type
ArtNet

Listen port
6454

Universe
1

Channel
1

Min Level
1

Max Level
255

Cancel Save

After filling in all trigger parameters, you should save the settings by pressing **Save**.

Raw UDP trigger:

The following fields are filled in for this type of trigger:

- **Listen port** – default 1025 (port change must be coordinated with the control device agreed with the control device);
- **Data** – UDP message content.

New Trigger

Name

Trigger type
RawUDP

Listen port
1025

Data

Cancel Save

DI trigger:

The following fields are filled in for this type of trigger:

- **DI port** – port number
- **Port state** – activated or deactivated.

New Trigger

Name

Trigger type

Di

Di port


1

Port state

Activated

Cancel

Save

After adding a trigger, it must be assigned an action, you can do this by pressing  **Add action** .

In the window that opens, fill in the line with the name of the action and select the action itself (play, stop and set DO port state):

New action

Action type

Play

☒ cue ☐ playlist

Cue

☒ repeat 1

☐ infinity

Cancel

Save

The “play” action involves selecting whether to play an animation or a playlist. ☒ cue ☐ playlist

Also in this window you can specify the number of repetitions, or set the infinite playback mode.

☒ repeat 1

☐ infinity

New action

Action type
Stop

Cancel Save

You can use this action to stop playback.

New action

Action type
Set DO port state

DO port
1

Port state
Activated

Cancel Save



The «Set Do port state» action allows you to select the port number of the device, and assign the «Activated» and «Deactivated» states to it.

Once you have filled in all the action parameters, you must save the settings by pressing **Save**.




You can delete an action by pressing the .

You can delete a trigger by clicking on the line with its name in the list and in the opened window click the button «Delete».

Triggering is indicated by a green signal in the corresponding trigger line.


artnet trigger #1
ArtNet
play cue 1 

DI

	State
Port 1	
Port 2	
Port 3	

DO

	Off/On
Port 1	
Port 2	
Port 3	

This tab also displays the status of Di and Do ports.

The DI window shows the port status by colour indication.

You can manually enable/disable any port in the Do window.

7) «Devices» tab.

Light Stream Player version 0.14.5

Ekaterinburg Light Stream office

En Administrator

ArtNet devices

Name	Ip	Type	Firmware	Status	Ports	Rdm devices	Actions
LightStream Player v1	192.168.0.201	Lighting console	0.14	Power On Tests successful	1	0	...
LightStream Player v1	192.168.0.200	Lighting console	0.14	Power On Tests successful	1	0	...
Converter 6-767B0A	192.168.0.27	Dmx converter	OS-G v1.9.10.22	Power On Tests successful	6	0	...
Converter 6-756725	192.168.0.44	Dmx converter	OS-G v1.9.10.19	Power On Tests successful	6	0	...
Converter 6-4F6E29 DemoPanel	192.168.0.100	Dmx converter	OS-G v1.9.10.18	Power On Tests successful	6	0	...
Converter 6-915421	2.145.84.33	Dmx converter	OS-G v1.9.10.22	Power On Tests successful	6	0	...

Rows per page: 10 1-6 of 6

11:51 13 November 2024 no playback

With Player you can detect and control Art-Net devices.

Light Stream Player version 0.14.5

Ekaterinburg Light Stream office

En Administrator

ArtNet devices

Name	Ip	Type	Firmware	Status	Ports	Rdm devices	Actions
LightStream Player v1	192.168.0.201	Lighting console	0.14	Power On Tests successful	1	0	...
LightStream Player v1	192.168.0.200	Lighting console	0.14	Power On Tests successful	1	0	...
Converter 6-767B0A	192.168.0.27	Dmx converter	OS-G v1.9.10.22	Power On Tests successful	6	0	...
test	192.168.0.44	Dmx converter	OS-G v1.9.10.19	Power On Tests successful	6	0	...
Converter 6-915421	192.168.0.100	Dmx converter	OS-G v1.9.10.18	Power On Tests successful	6	0	...
LightStream Player v2	2.145.84.33	Dmx converter	OS-G v1.9.10.22	Power On Tests successful	6	0	...

Rows per page: 10 1-6 of 6

Converter 6-767B0A

Identify

Long name: Converter 6-767B0A

Type: Dmx converter

Status: Power On Tests successful

IP address: 192.168.0.27

Firmware: OS-G v1.9.10.22

Merge type: SINGLE

Nº	Name	Out signal	Universe	Rdm	Tx
1	#DMXOUT1	DMX	5	off	●
2	#DMXOUT2	DMX	6	off	●
3	#DMXOUT3	DMX	7	off	●
4	#DMXOUT4	DMX	8	off	●
5	#DMXOUT5	DMX	9	off	●
6	#DMXOUT6	DMX	10	off	●

Ports:

Dmx settings:

Break time: 90 Mab time: 8 Chan time: 48 Pause time: 48 Channel count: 512

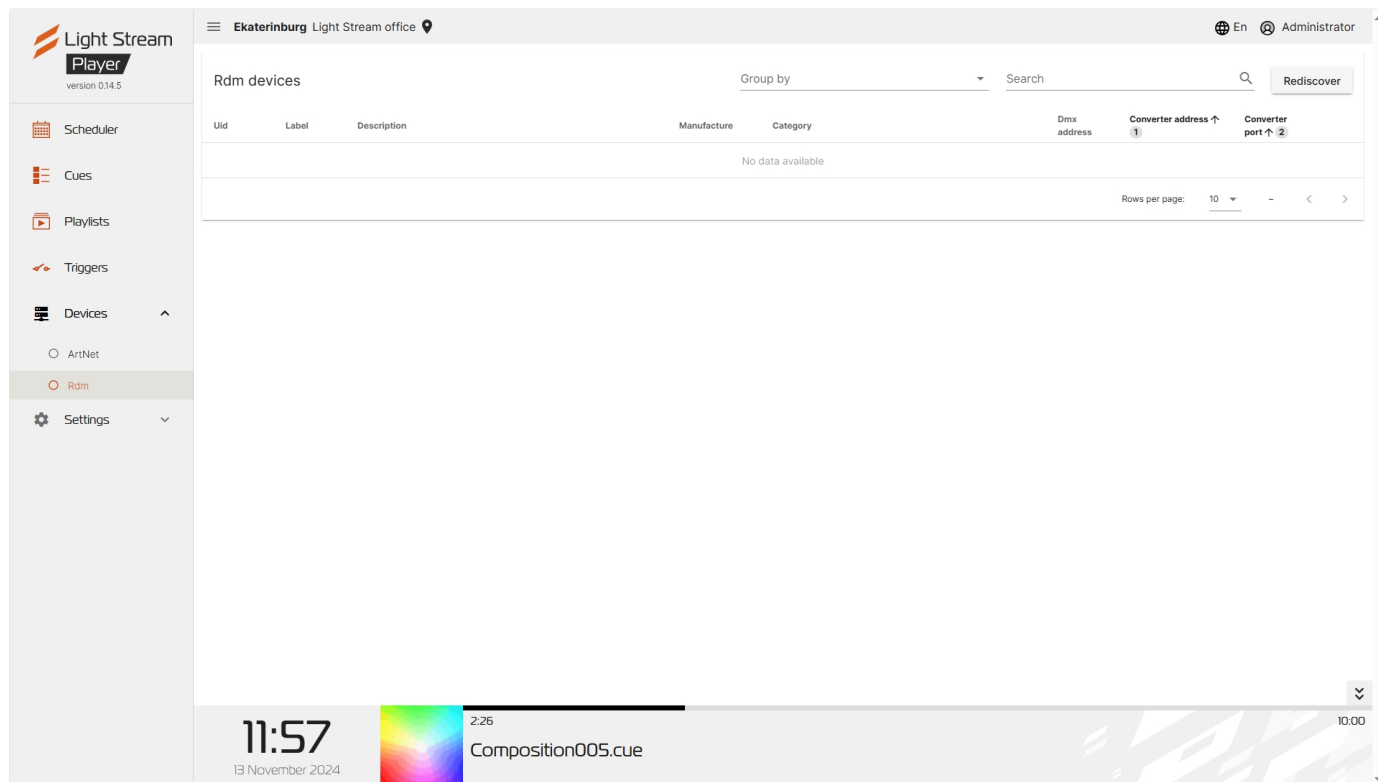
Max FPS: 40

Key: 55 Subkey: 27 Data:

Send macros:

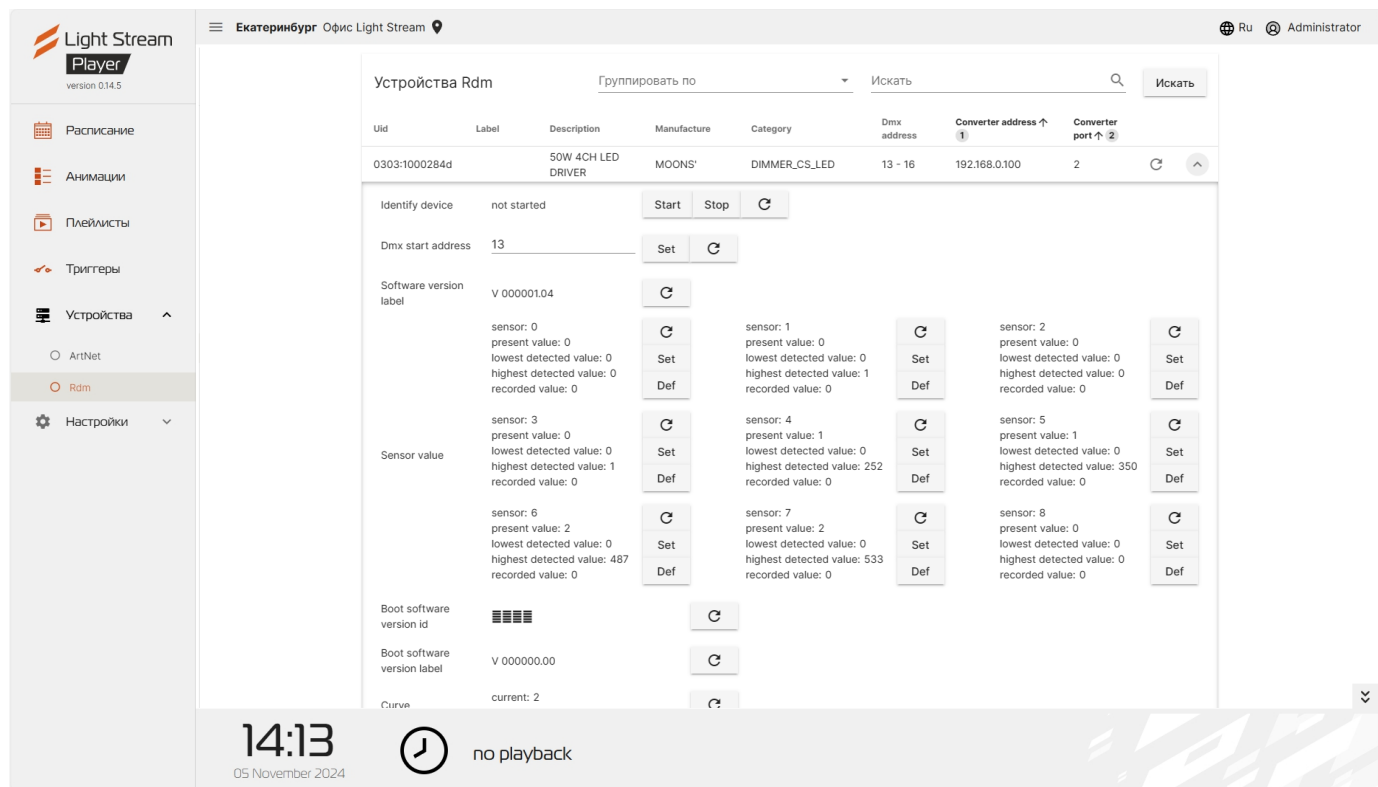
Send

16:23 14 November 2024 no playback



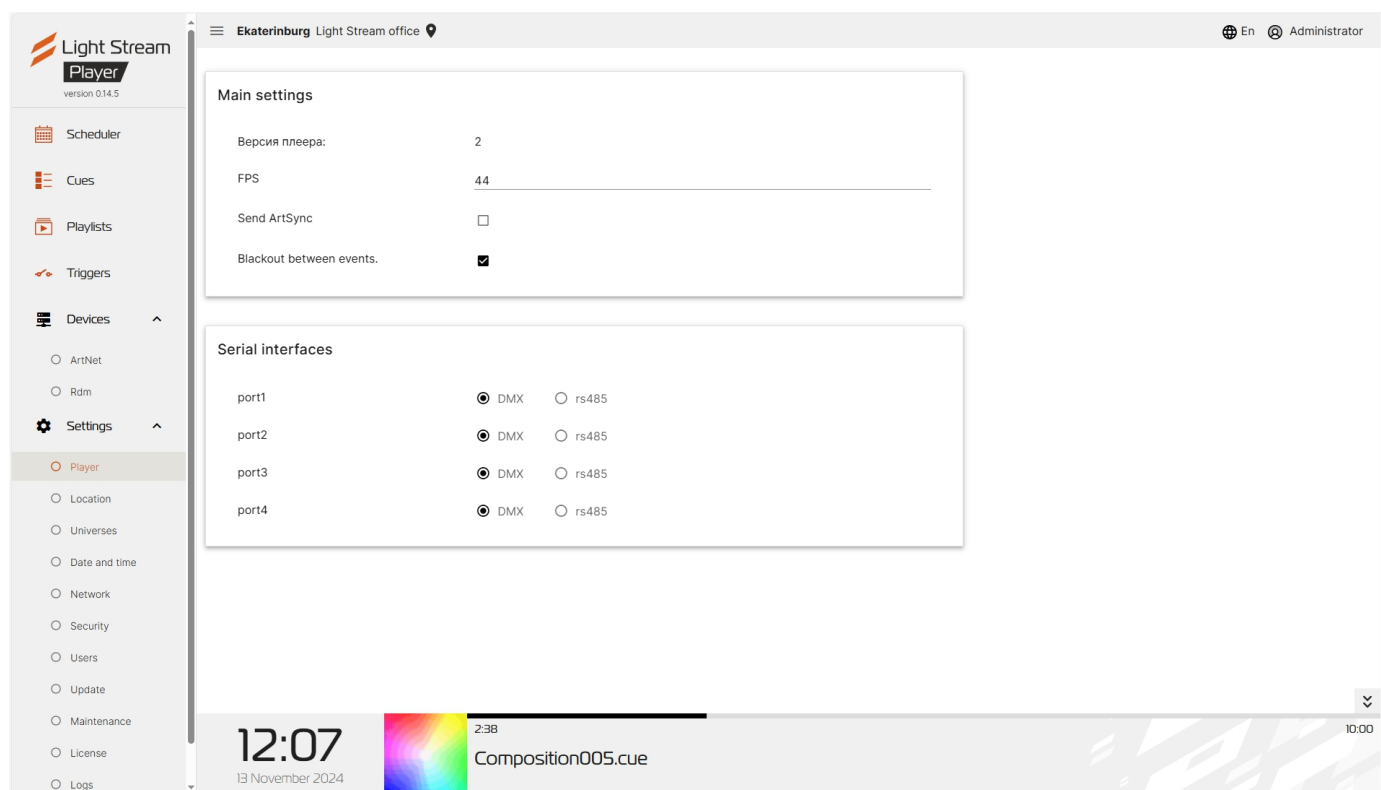
You can also use Player to detect and control Rdm devices.

To detect Rdm devices, press the button **Rediscover**.



8) Main menu of the interface. «Settings» tab.

«Player» tab.



On the Player tab in the Basic settings window it is possible to specify the frame rate per second of animation playback.

Warning! The FPS parameter will affect the animation itself, the playback of which may be distorted from the concept originally conceived by the designer (creator of the animation), as well as may affect the performance of Player. It is recommended to use the default value of 44.

In the Serial Interfaces window you can switch between DMX and rs485 modes on the device ports.

8.1) «Location» tab.

The screenshot shows the Light Stream Player interface. The sidebar on the left contains the following menu items: Scheduler, Cues, Playlists, Triggers, Devices (with a sub-menu for ArtNet and Rdm), Settings (with a sub-menu for Player, Location, Universes, Date and time, Network, Security, Users, Update, Maintenance, License, and Logs). The 'Location' tab is selected. The main area displays a form with the following fields:

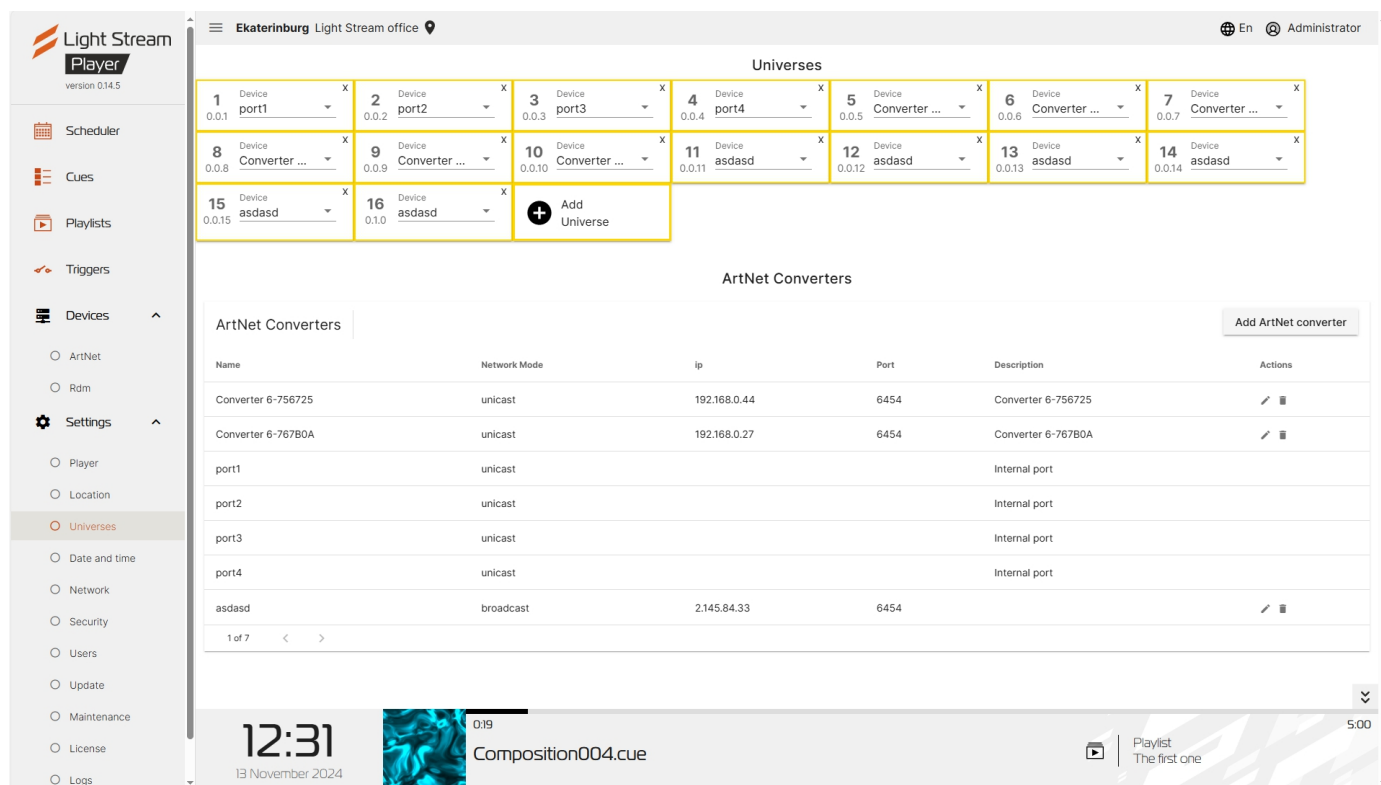
Location	
Name	Ekaterinburg
Address	Light Stream office
Latitude	56.821019190097616
Longitude	60.59559633825783
Geolocation	<button>Open in Google Maps</button>

The bottom status bar displays the time 12:24, the date 13 November 2024, a color bar, and the current playlist 'Composition005.cue'.

On this tab you can specify the name, address, latitude and longitude of the object.

It is also possible to mark its geolocation using Google Maps, to do this, click on the button **Open in Google Maps** .

8.2) «Universes» tab.

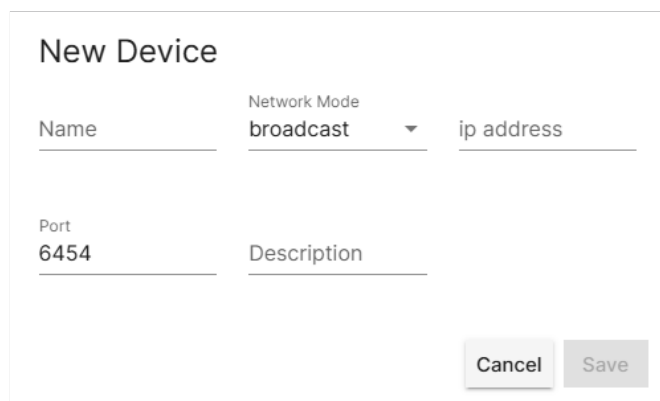


Art-Net devices and universes are added on this tab.

To add a device, press the button **Add ArtNet converter**.







Then in the opened window you should fill in the following fields.



- **Name** (randomly selected)
- **Network Mode** – broadcast или unicast
- **Ip address** – device network address;
- **Port** – by default 6454
- **Description** – additional description device, e.g. name of the panel in which it is located



Next, to save the configuration, press **Save**.

The added device will appear in the list below:

ArtNet Devices						Add ArtNet device
Name	Network Mode	ip	Port	Description	Actions	
Light Stream Converter001	unicast	192.168.0.100	6454	Light Stream Converter001	 	
111	unicast	192.168.0.53	6454		 	
LS Converter 6	unicast	192.168.0.101	6454	Shield 1	 	
1 of 3						

Use the buttons   to edit the configuration of the added Art-Net device or remove it from the list.

The «Universes» field is used to add universes.

1 0.0.1	Устройство Light Strea... x	2 0.0.2	Устройство Light Strea... x	3 0.0.3	Устройство Light Strea... x	4 0.0.4	Устройство Light Strea... x	5 0.0.5	Устройство Light Strea... x	6 0.0.6	Устройство Light Strea... x	7 0.0.7	Устройство Light Strea... x
8 0.0.8	Устройство Light Strea... x	9 0.0.9	Устройство Light Strea... x	10 0.0.10	Устройство Light Strea... x	11 0.0.11	Устройство Light Strea... x	12 0.0.12	Устройство Light Strea... x	13 0.0.13	Устройство Light Strea... x	14 0.0.14	Устройство Light Strea... x
15 0.0.15	Устройство Light Strea... x	16 0.1.0	Устройство Light Strea... x	17 0.1.1	Устройство Light Strea... x	18 0.1.2	Устройство Light Strea... x	19 0.1.3	Устройство Light Strea... x	20 0.1.4	Устройство Light Strea... x	21 0.1.5	Устройство Light Strea... x
22 0.1.6	Устройство Light Strea... x	23 0.1.7	Устройство Light Strea... x	24 0.1.8	Устройство Light Strea... x	25 0.1.9	Устройство Light Strea... x	26 0.1.10	Устройство Light Strea... x	27 0.1.11	Устройство Light Strea... x	28 0.1.12	Устройство Light Strea... x
29 0.1.13	Устройство Light Strea... x	30 0.1.14	Устройство Light Strea... x	31 0.1.15	Устройство Light Strea... x	32 0.2.0	Устройство Light Strea... x	33 0.2.1	Устройство Light Strea... x	34 0.2.2	Устройство Light Strea... x	35 0.2.3	Устройство Light Strea... x
36 0.2.4	Устройство Light Strea... x	37 0.2.5	Устройство Light Strea... x	38 0.2.6	Устройство Light Strea... x	39 0.2.7	Устройство Light Strea... x	40 0.2.8	Устройство Light Strea... x	+ Добавить Вселенную			

To add a universe, you must click on  «Add a Universe» and fill out the following form.

Add Universe

number
25

Port address: 0.1.9

ArtNet Device


Light Stream Converter001

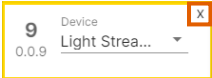
111

LS Converter 6

Save

«Number» field indicates the number of the universe (numbering is end-to-end in accordance with the ArtNet v.4 protocol), additionally the number of the universe according to ArtNet v.3 protocol (Net.Subnet.Universe) is shown.

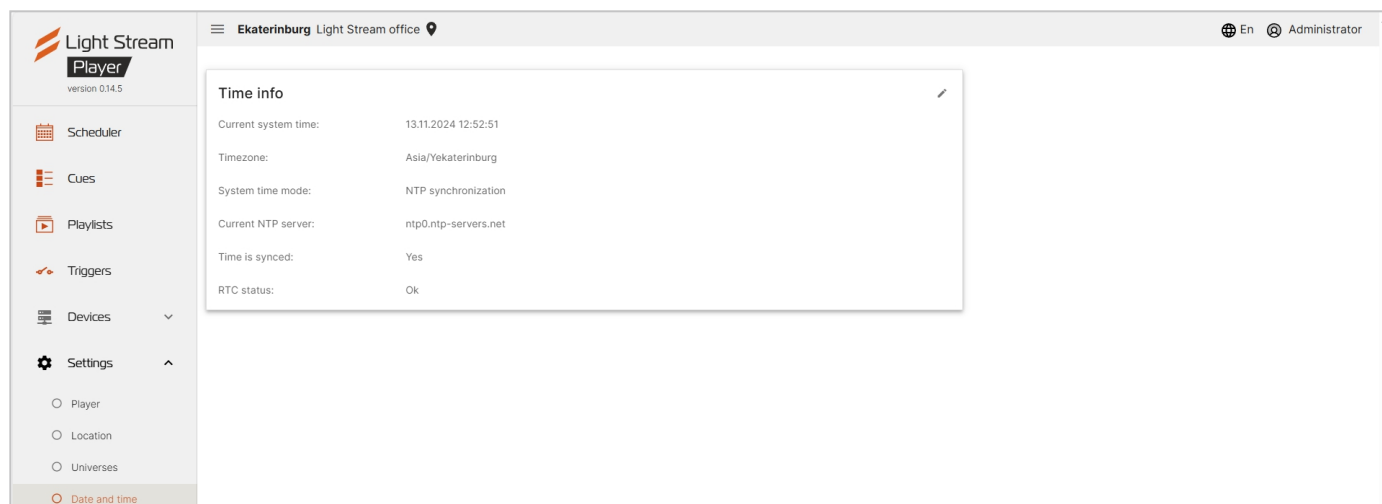
In the "ArtNet Device" field, you select the appropriate device for this universe from the list of entered ArtNet Devices. To save the universe settings, press the button .

To delete a universe, you must use the button 

The configuration of ArtNet devices and universes can be imported from the LightStream animation software. LightStream animation software.

Warning! It is not recommended to change the configuration of devices and universes without the designer's recommendations. This may affect the overall animation playback.

8.3) «Date and time» tab.



On this tab there is a field with configuration of date and time settings "Time info".

- **Current System Time** – current date and time;
- **Timezone** – time zone;
- **System Time Mode** – configuration of the system clock (synchronisation via NTP server or manual setting, operation from the built-in RTC real-time clock);
- **Current NTP Server** – current NTP server;
- **Time is synced** – synchronisation status
- **RTC status** – operation from the inbuilt 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), and also set the date and time manually by selecting the "Manual" mode.

☒ Manual ☐ NTP synchronization

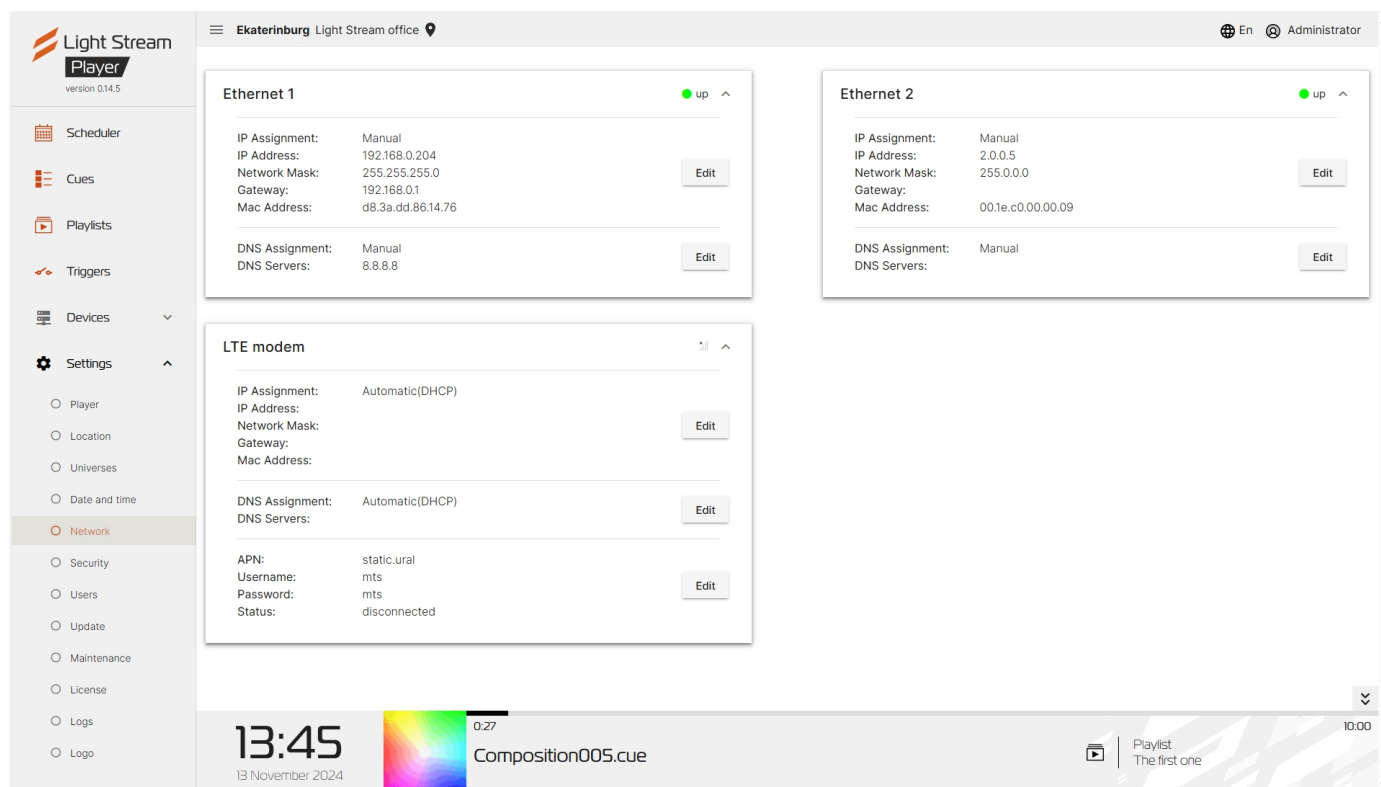
System date: 

System time:

After changing the settings, you should press the button **Apply**.

Attention! These settings may affect the operation of the Schedule mode.

8.4) «Network» tab.



This tab contains fields with basic settings for the Player network interface.

In the Ethernet window, you can edit network settings both manually and automatically.

Edit network IP settings

IP Assignment:

Manual

Automatic(DHCP)

Network Mask:
255.255.255.0

Gateway:
192.168.0.1

*indicates required field

Cancel

Save

Edit DNS settings

DNS Assignment:

Manual

Automatic(DHCP)

Secondary DNS server:

*indicates required field

Cancel

Save

The LTE modem window is used optionally (if the user has an LTE modem)

In the LTE modem window you can also edit network settings both manually, or in automatic mode.

In the Change APN settings window, you need to enter the operator data manually.

Changing the network settings on the player.

To set up backup access via modem it is necessary that the sim card issued by the telecom operator has a static «white» address. It is necessary to obtain connection details (apn server, user name and password) from the telecom operator who issued the sim card.

To change the settings, follow the steps below.

On the modem interface card in the APN settings block, click on the **Edit** button.

LTE modem

IP Assignment: Automatic(DHCP)
IP Address:
Network Mask:
Gateway:
Mac Address:

Edit

DNS Assignment: Automatic(DHCP)
DNS Servers:

Edit

APN: static.ural
Username: mts
Password: mts
Status: disconnected

Edit

The **Edit APN settings** form opens.

Edit APN settings

APN:
static.ural

Username:
mts

Password:
mts

*indicates required field

Cancel Save

Specify the settings you received from your service provider.

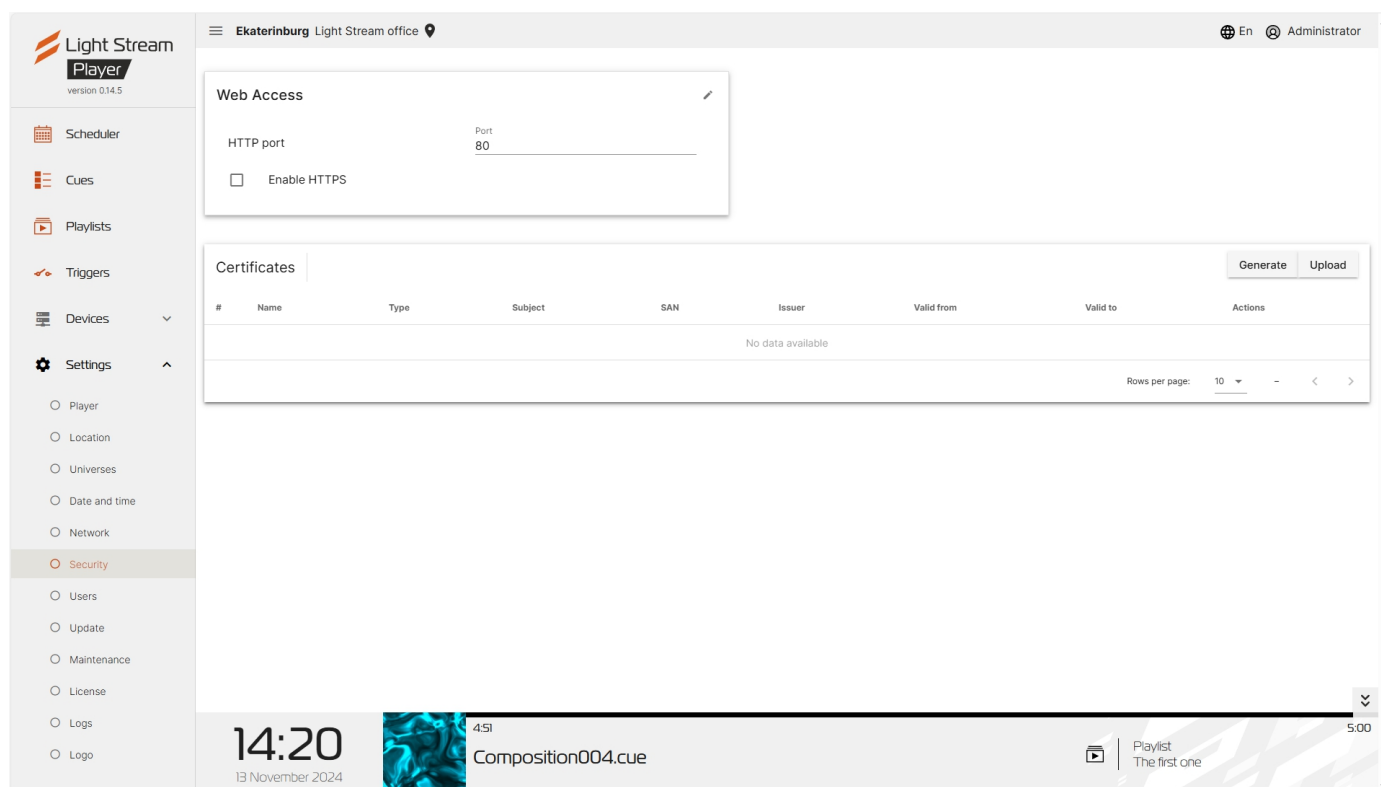
Click the **Save** button.

(Optional) In rare cases it is required to set the ip address manually.

Please check with your service provider. T

o set the ip address, please refer to the corresponding instructions.

8.5) «Security» tab.



This tab is intended for advanced Player customisation and protecting access to the interface by to the interface by encrypting the HTTPS network connection:

HTTPS protocol provides secure and confidential information exchange between the player's web interface and the user's device. the player's web interface and the user's device. Thanks to HTTPS-protocol the data you leave on the website will be securely protected and will not fall into the hands of fraudsters. data you leave on the site will be securely protected and will not fall into the hands of fraudsters.

The «Web Access» field - HTTPS activation, port and certificate selection.

To edit, press , after the change, press the button **Apply**.

To enable HTTPS in the Web Access field click .

Tick the **Enable HTTPS** check box.

In the **Certificate** field, select a pre-generated or downloaded SSL certificate. a pre-generated or downloaded SSL certificate.

To redirect and prevent access to the player's web interface via http, tick the **Redirect HTTP to HTTPS** checkbox.

Click the button **Apply** then refresh the page.

This is a close-up of the 'Web Access' settings dialog. It contains the following fields and controls: 'HTTP port' with a value of 80; 'Enable HTTPS' checkbox which is checked; 'HTTPS port' with a value of 443; 'Certificate' dropdown menu; and 'Redirect HTTP to HTTPS' checkbox which is unchecked. There are 'Cancel' and 'Apply' buttons at the bottom right. Orange boxes highlight the 'Enable HTTPS' checkbox, the 'Certificate' dropdown, and the 'Redirect HTTP to HTTPS' checkbox.

Creating a self-signed ssl certificate.

A self-signed certificate is a special type of digital certificate signed by its subject.. Technically, such a certificate is no different from a certificate signed by a certification centre (CA), except that instead of sending it to the CA for signing, the user creates his own digital signature.

The self-signed certificate is issued for a period of three years.

Select the **Certificates field** - download or create certificates
In the **Certificates** block, click the **Generate** button

Certificates

Generate

Upload

#	Name	Type	Subject	SAN	Issuer	Valid from	Valid to	Actions
No data available								

Rows per page:

10

-

<

>

In the opened form **Certificate Request** form
it is necessary to fill in the **Name** field and putmarker
in the Certificate type section to the value **Self-sign**.
Fields **Common name** and **Subject alternative name**
name will be filled in automatically.
The rest of the fields are filled in as desired.

Click the form button **Save** .

The newly created certificate should appear
in the list of certificates, which canbe used later
for configuration https protocol

Certificate Request

Name

Certificate type:

Self-signCSR

Common name

Subject Alternative Name (optional)

Organization (optional)

Organization Unit (optional)

Country (optional)

State/Province (optional)

Local address (optional)

Cancel

Save

Downloading a certificate from an external certificate authority (optional).

An SSL certificate is a digital certificate that authenticates a website and allows you to use an encrypted connection. to use an encrypted connection. SSL stands for Secure Sockets Layer, a security protocol that creates an encrypted connection between a web server and a web browser. SSL stands for Secure Sockets Layer, a security protocol that creates an encrypted connection between a web server and a web browser

The certificate and private key files must be in pem format.

The private key file must not be password protected.

«**Certificates**» field - downloading or creating certificates.

To download the ssl certificate, click on the button **Upload** after which a window for downloading certificates will open.

Certificates

Generate

Upload

#	Name	Type	Subject	SAN	Issuer	Valid from	Valid to	Actions
No data available								

Rows per page: 10 - < >

Select **New Certificate**.

Fill in the **Name** field. The name of the certificate must be unique and not used by previously downloaded or generated certificates.

Click the **Certificate File** field and select the ssl certificate file.

Click the **Private Key** File field and select the private key file.

Click the form button **Save** .

Upload Certificate

☒ New certificate ☐ Certificate corresponding csr

Name

Certificate file

Private Key File

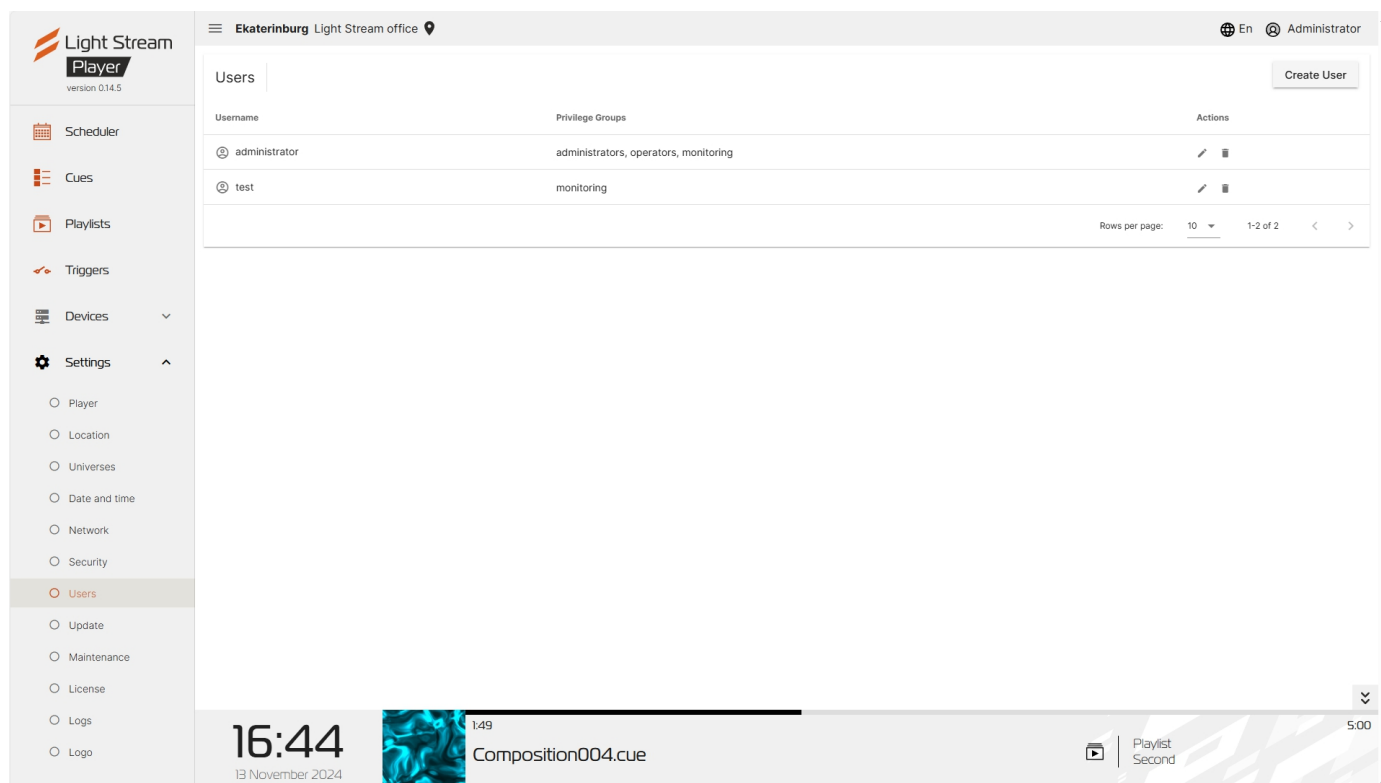
Intermediate or chain certificate file (optional)

Cancel

Save

A newly downloaded certificate should appear in the certificate list, which can be used later to configure the https protocol.

8.6) «Users» tab.



There are 3 groups of Player user privileges:

- **Administrator** - user who has access to all Player settings.
- **Operator** – user, who has the ability to work with animations, create playlists and scripts, change the Player operation mode (Schedule / Manual control). Access to the settings is closed.
- **Monitoring** – user with monitoring capabilities. All settings, including working animations are closed.

In this tab you can create a user with the possibility to change its access details. This tab allows you to create a user with the possibility to change its access details.

To create a user, press the button **Create User**.

In the opened window it is necessary to enter the user name in the "Name" column, in the "Privilege groups" submenu select the user type, then enter the password in the "Password" column and confirm it in the "Confirmation" column.

After entering the data it is necessary to press the button **Create**.

The user will be displayed in the general list.

User details can be changed by clicking on [Edit].

You can remove a user from the list by clicking on [Delete].

Create user

Username

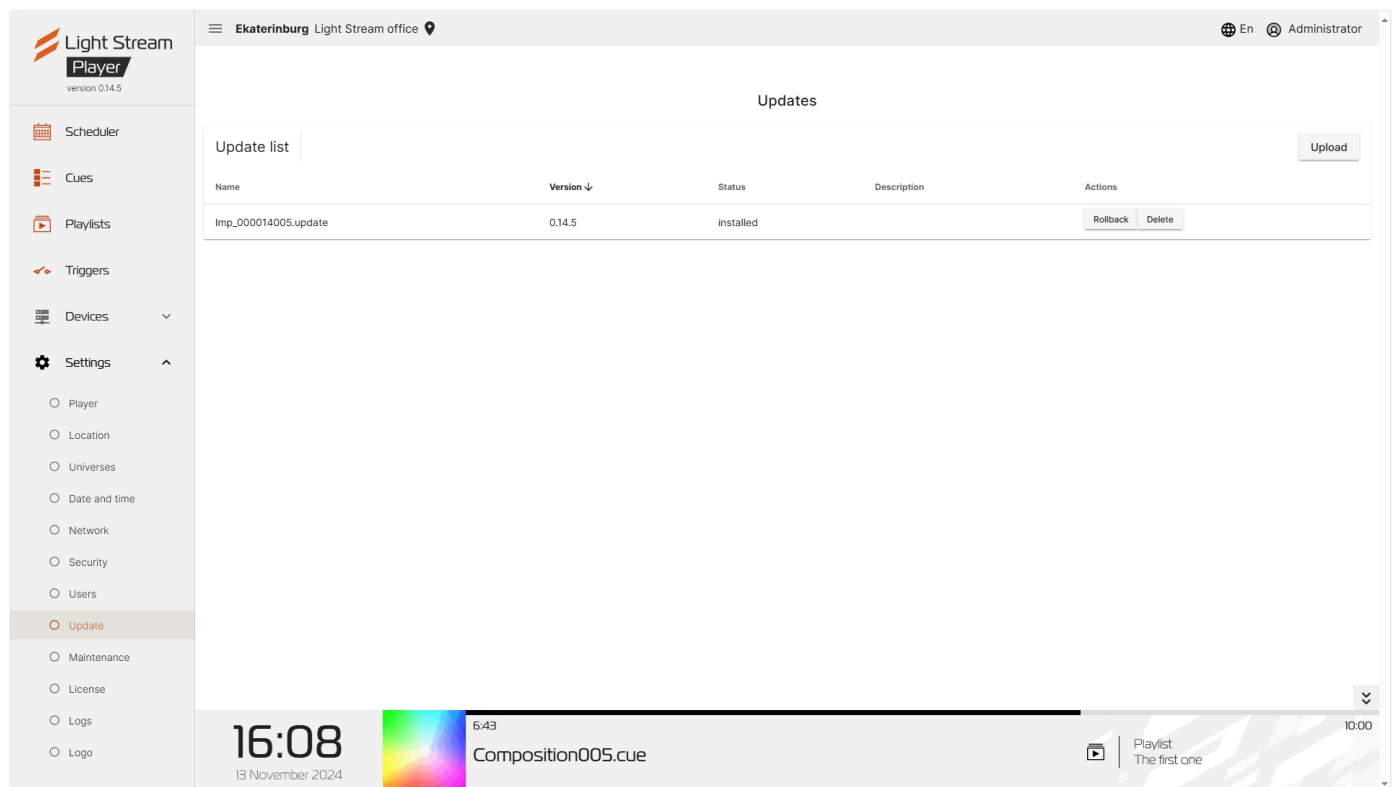
Privilege Groups

- ☐ administrators
- ☐ operators
- ☐ monitoring

Confirm password

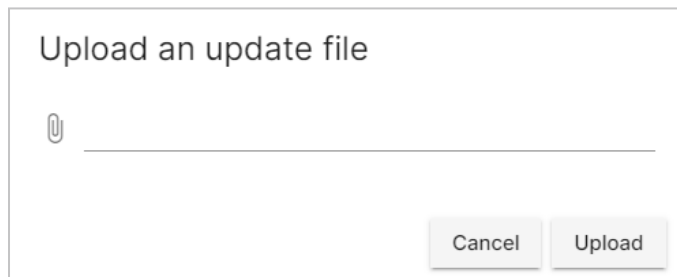
Cancel Create

8.7) «Update» tab.



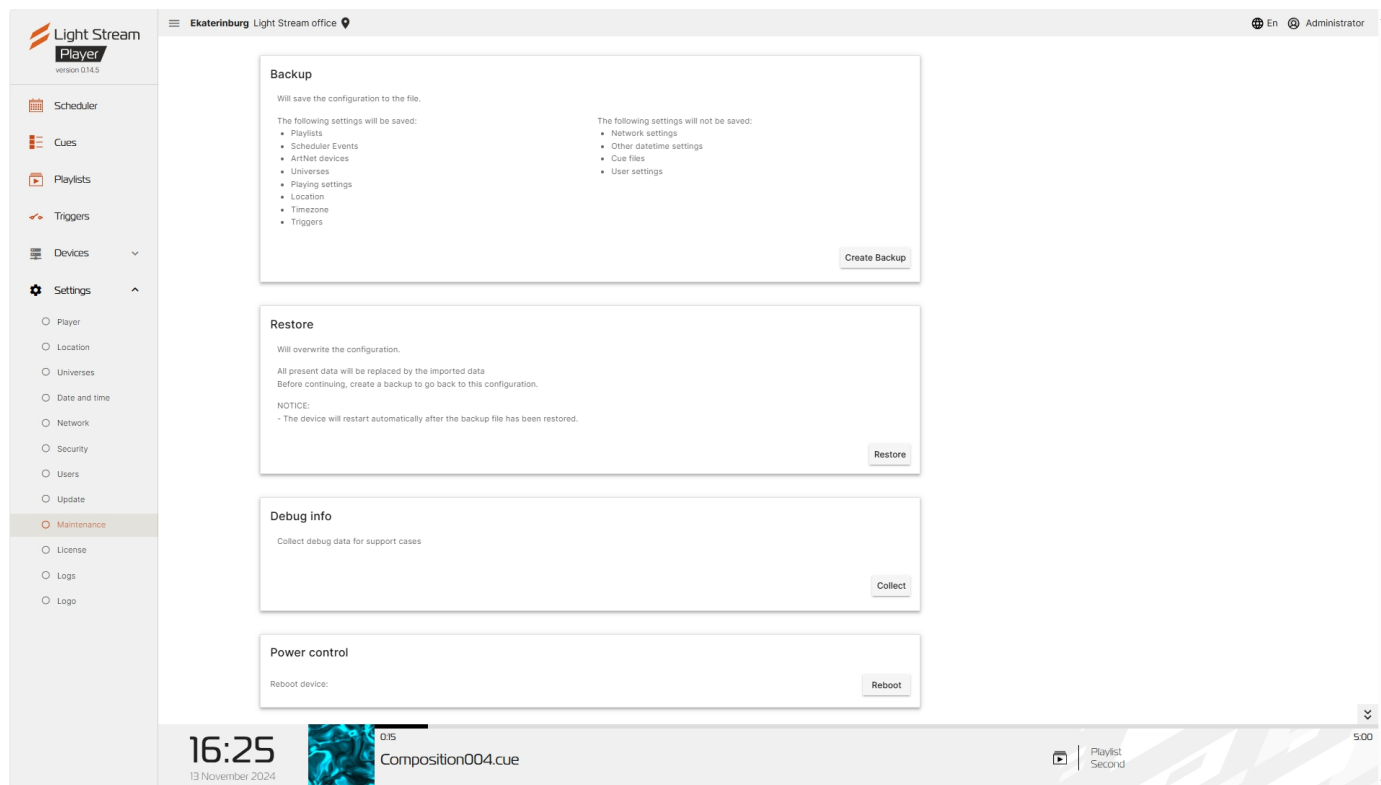
This tab window allows you to update the Player software.

To do this, press the **Upload** button, after which a window for downloading the received update will open.



After that the update file will appear in the list. To check the downloaded updates, click the "Check" button, After checking, the "Install" button will appear, after clicking on it the installation will start. It will take a few minutes, after which Player will reboot. The installed update can be rolled back with the "Rollback" button and uninstalled with the "Delete" button.

8.8) «Maintenance» tab.



Player has the ability to create and upload configuration backups

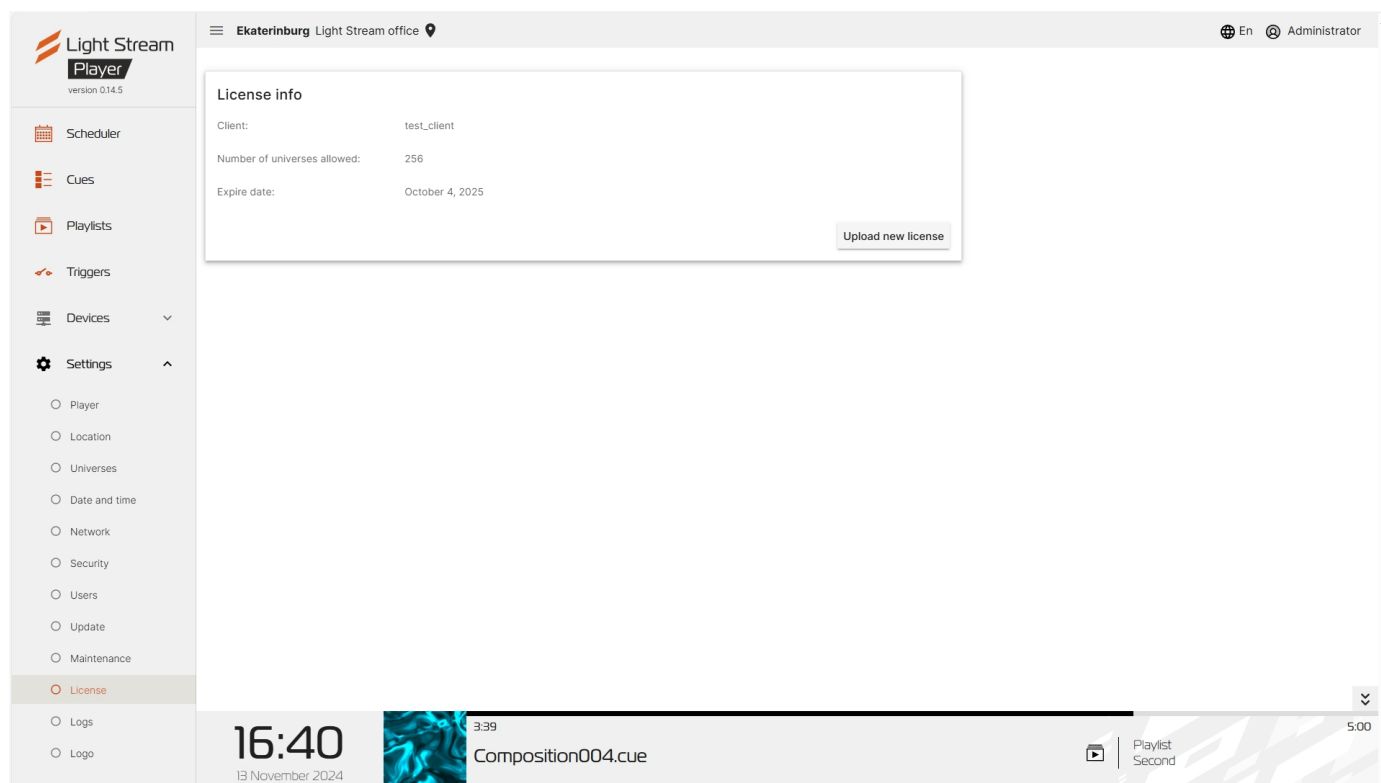
To create and load a configuration file, press button **Create Backup** , after that you will be offered to save the file with *.backup extension.

If you need to restore the Player configuration, you need to press the button **Restore** then select the previously created configuration file. After loading Player will restart.

In the **Debug info** window you can collect debugging data for calls to the support team. To do this, press **Collect** .

In the **Power control** window, you can reboot the device. To do this, press **Reboot** .

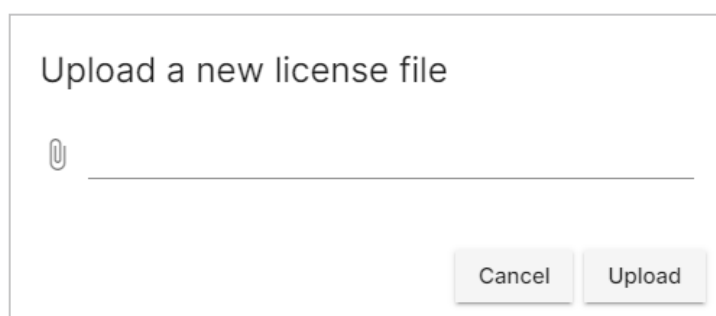
8.9) «License» tab.



The window of this tab provides information about the current licence.

It is also possible to upload a new licence file if necessary.

To do this, press the button **Upload new license**, after which a window will open with a choice of licence file with *.lic extension.



8.10) «Logs» tab.

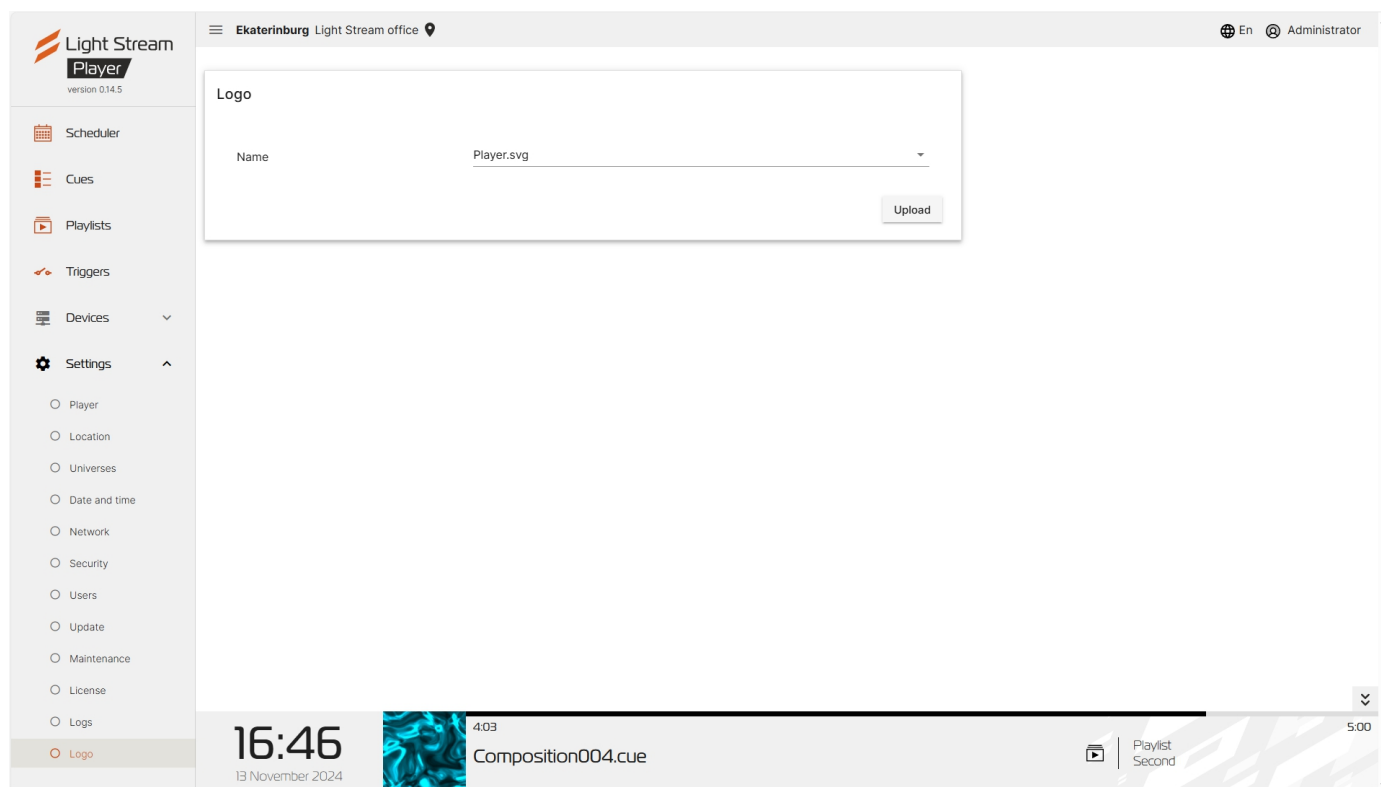
The screenshot shows the Light Stream Player interface. The top bar displays the location 'Ekaterinburg Light Stream office' and the user 'Administrator'. The sidebar on the left contains navigation icons for Scheduler, Cues, Playlists, Triggers, Devices, and Settings. The 'Logs' tab is selected, showing a 'service log' with the following entries:

- [2025.09.16 22:30:34] E An Http Error occurred: 404 Client Error: Not Found for url: http+unix://%2Frun%2Fgunicorn.sock/api/cue/3/
- [2025.09.16 22:30:34] W Play command from PlayingPriority.MANUAL ignored. The Playlist with id 3 not found.
- [2025.09.16 22:30:36] E An Http Error occurred: 404 Client Error: Not Found for url: http+unix://%2Frun%2Fgunicorn.sock/api/cue/3/
- [2025.09.16 22:30:36] W Play command from PlayingPriority.MANUAL ignored. The Playlist with id 3 not found.
- [2025.09.16 22:30:36] E An Http Error occurred: 404 Client Error: Not Found for url: http+unix://%2Frun%2Fgunicorn.sock/api/cue/3/
- [2025.09.16 22:30:36] W Play command from PlayingPriority.MANUAL ignored. The Playlist with id 3 not found.
- [2025.09.16 22:30:36] E An Http Error occurred: 404 Client Error: Not Found for url: http+unix://%2Frun%2Fgunicorn.sock/api/cue/3/
- [2025.09.16 22:30:36] W Play command from PlayingPriority.MANUAL ignored. The Playlist with id 3 not found.
- [2024.11.12 08:34:31] E An Http Error occurred: 404 Client Error: Not Found for url: http+unix://%2Frun%2Fgunicorn.sock/api/cue/4/
- [2024.11.12 08:34:31] W Play command from PlayingPriority.MANUAL ignored. The Playlist with id 4 not found.
- [2024.11.12 08:34:32] E An Http Error occurred: 404 Client Error: Not Found for url: http+unix://%2Frun%2Fgunicorn.sock/api/cue/4/
- [2024.11.12 08:34:32] W Play command from PlayingPriority.MANUAL ignored. The Playlist with id 4 not found.
- [2024.11.12 08:34:33] E An Http Error occurred: 404 Client Error: Not Found for url: http+unix://%2Frun%2Fgunicorn.sock/api/cue/4/
- [2024.11.12 08:34:33] W Play command from PlayingPriority.MANUAL ignored. The Playlist with id 4 not found.
- [2024.11.12 08:34:33] E An Http Error occurred: 404 Client Error: Not Found for url: http+unix://%2Frun%2Fgunicorn.sock/api/cue/4/
- [2024.11.12 08:34:33] W Play command from PlayingPriority.MANUAL ignored. The Playlist with id 4 not found.
- [2024.11.12 08:34:41] E An Http Error occurred: 404 Client Error: Not Found for url: http+unix://%2Frun%2Fgunicorn.sock/api/cue/4/
- [2024.11.12 08:34:41] W Play command from PlayingPriority.MANUAL ignored. The Playlist with id 4 not found.
- [2024.11.12 08:34:41] E An Http Error occurred: 404 Client Error: Not Found for url: http+unix://%2Frun%2Fgunicorn.sock/api/cue/4/
- [2024.11.12 08:34:41] W Play command from PlayingPriority.MANUAL ignored. The Playlist with id 4 not found.

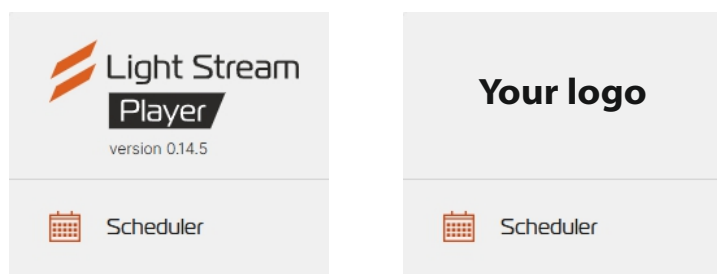
The bottom status bar shows the time 16:42, date 13 November 2024, and the current cue 'Composition004.cue'. The right side of the status bar shows a play button icon, 'Playlist Second', and a volume indicator '5.00'.

The logged events are shown in the window of this tab.

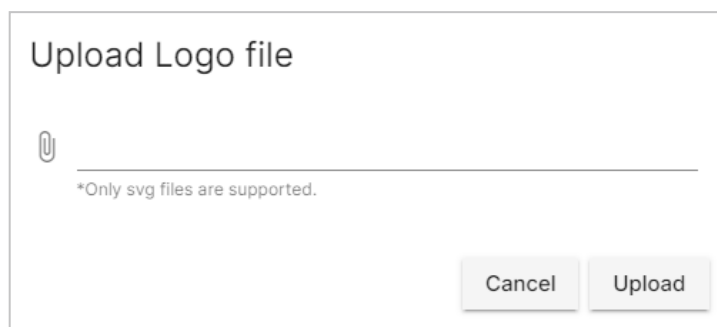
8.11) «logo» tab.



On this tab the user can change the logo, located in the upper left corner to any other logo.



To do this, press the button **Upload** and in the opened window select the required logo in SVG format.



9) Configuring the GSM module.



To set up remote access via GSM module, it is necessary that the sim card, issued by the telecom operator has a static 'white' address. It is necessary to obtain connection details (apn server, user name and password) from the telecom operator that issued the sim card. Having obtained these settings we proceed to further steps.

Setting up the access point (APN)

To change the settings, follow the steps below

1. Log in to the player's web interface using an account with administrator privileges.
2. From the side menu, select **[Settings]** -> **[Network]**.
3. On the modem interface card in the APN settings block, click the button **Edit**.
The form will open **Edit APN settings**.

Edit APN settings

APN:
realip.ural

Username:
mts

Password:
mts

*indicates required field

Cancel Save

4. Specify the settings received from the service provider.
5. Press the button **Save**.
6. (Optional) In rare cases it is required to set the ip address manually.
This can be checked with your service provider.
To set the ip address, please use the corresponding instructions in the «Changing the network settings on the player» section of this manual.



When using a white IP address, and therefore access from the Internet, we strongly recommend using an SSL certificate for security reasons and enable HTTPS protocol. (How to do this is described below)

Creating a self-signed ssl certificate

A self-signed certificate is a special type of digital certificate signed by its subject. Technically, such a certificate is no different from a certificate signed by a certification centre (CA), except that instead of sending it to the CA for signing, the user creates his own digital signature.

The self-signed certificate is issued for a period of three years.

Steps to create a self-signed certificate.

1. Log in to the player's web interface using an account with administrator privileges.
2. From the side menu, select **[Settings] -> [Security]**.
3. In the block **Certificates** click on the button **Generate**.

#	Name	Type	Subject	SAN	Issuer	Valid from	Valid to	Actions
<div>Generate Upload</div>								

4. In the opened form **Certificate Request** form it is necessary to fill in the **Name** field and put marker in the Certificate type section to the value **Self-sign**. Fields **Common name** and **Subject alternative name** will be filled in automatically. The rest of the fields are filled in as desired.

Certificate Request

Name ?

Certificate type: ☒ Self-sign ☐ CSR

Common name ?

Subject Alternative Name (optional) ?

Organization (optional) ?

Organization Unit (optional) ?

Country (optional) ?

State/Province (optional) ?

Local address (optional) ?

Cancel Save

5. Click the form button **Save**.

6. The newly created certificate should appear in the list of certificates, which can be used later for configuration https protocol

Downloading a certificate from an external certification authority

An SSL certificate is a digital certificate that authenticates a website and allows you to use an encrypted connection. to use an encrypted connection. SSL stands for Secure Sockets Layer, a security protocol that creates an encrypted connection between a web server and a web browser. SSL stands for Secure Sockets Layer, a security protocol that creates an encrypted connection between a web server and a web browser



The certificate and private key files must be in pem format.
The private key file must not be password protected.

Steps to download an ssl certificate

1. Log in to the player's web interface using an account with administrator privileges.
2. From the side menu, select **[Settings]** -> **[Security]**.
3. In the block **Certificates** click on the button **Upload** which will open form **Upload Certificate**.

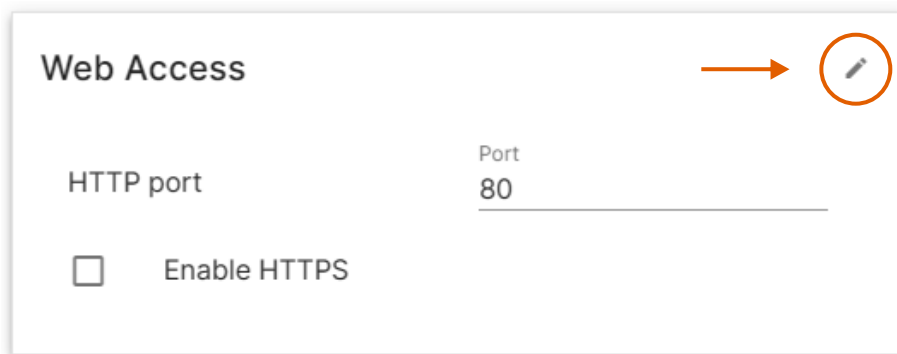
4. Fill in the **Name** field. The name of the certificate must be unique and not used by previously downloaded or generated certificates.
5. Click on the field **Certificate file** and select the ssl certificate file.
6. Click on the field **Private Key File** and select the private key file.
7. Click the **Save** form button.
8. In the list of certificates you should see a newly downloaded certificate that can be used later to https protocol configuration.

Enabling HTTPS

HTTPS protocol provides secure and confidential information exchange between the player's web interface and the user's device. Thanks to HTTPS-protocol the data you leave on the website will be securely protected and will not fall into the hands of fraudsters. data you leave on the site will be securely protected and will not fall into the hands of fraudsters.

Steps to activate HTTPS

1. Log in to the player's web interface using an account with administrator privileges.
2. From the side menu **[Settings]** -> **[Security]**.
3. In the **Web Access block** click on the edit icon.

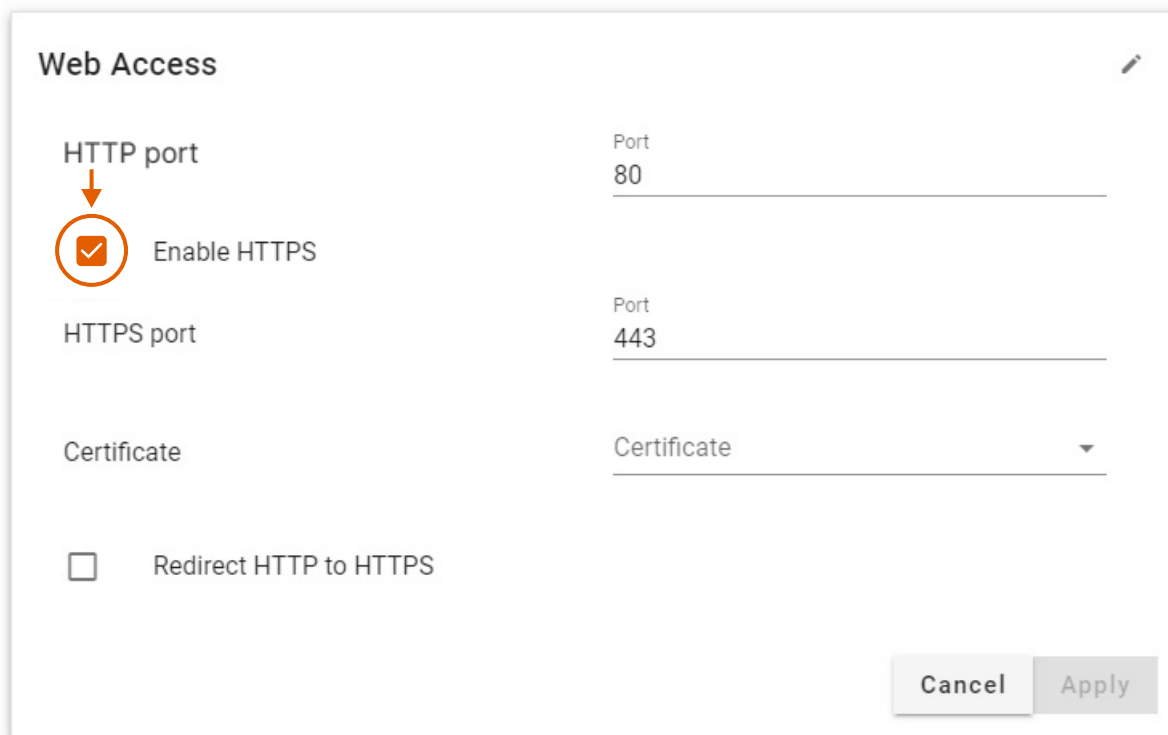


Web Access

HTTP port Port 80

☐ Enable HTTPS

4. Tick the box **Enable HTTPS**.



Web Access

HTTP port Port 80

☒ Enable HTTPS

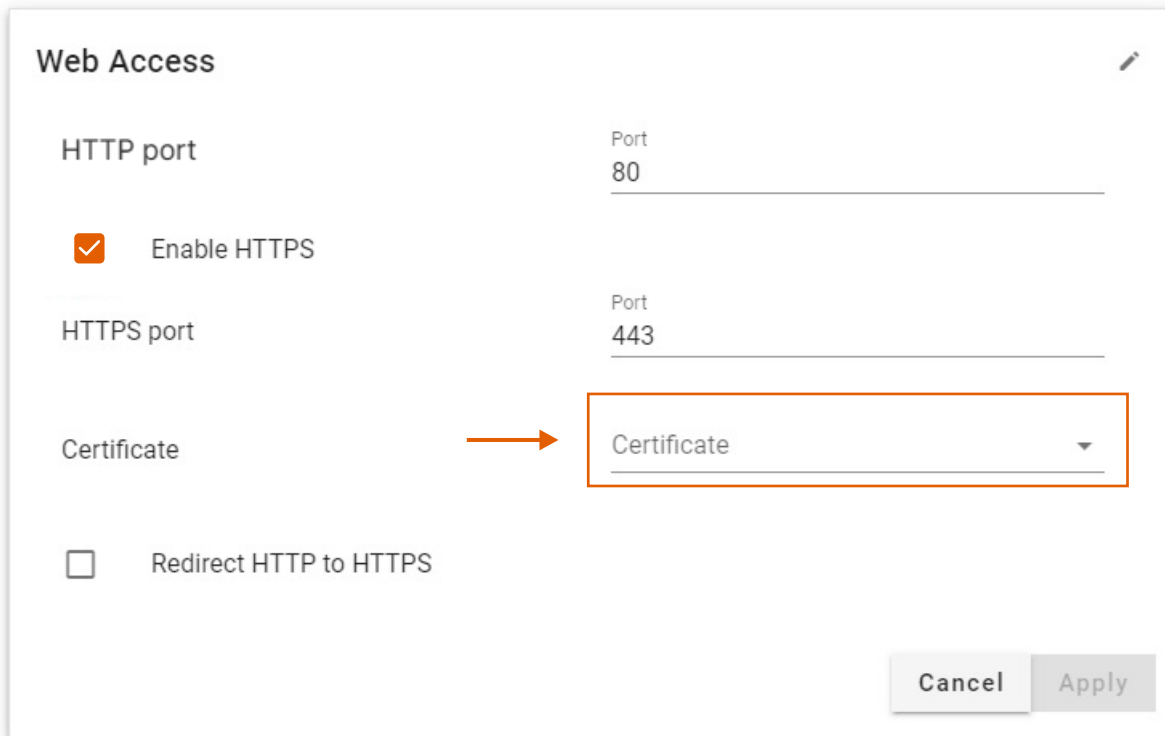
HTTPS port Port 443

Certificate Certificate

☐ Redirect HTTP to HTTPS

Cancel Apply

5. In the **Certificate field** select a pre-generated or downloaded SSL certificate.

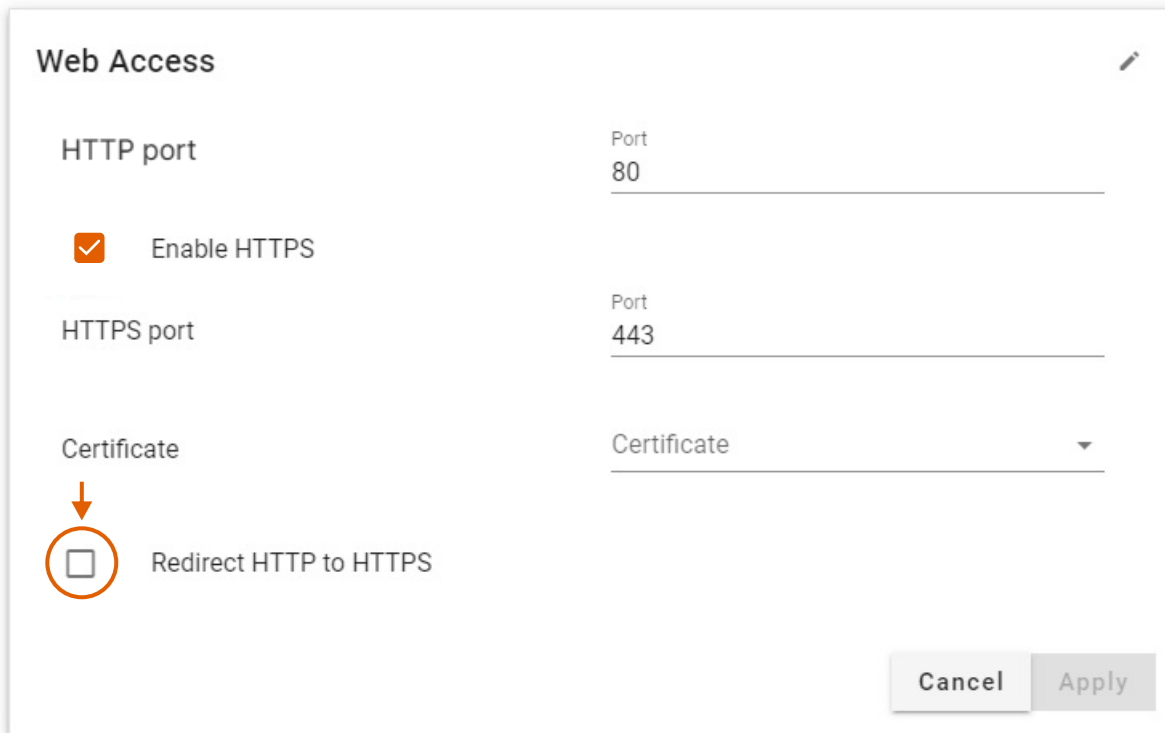


The 'Web Access' configuration dialog box is shown. It has a title bar 'Web Access' with an edit icon. The settings are as follows:

- HTTP port:** Port 80
- Enable HTTPS:** Checked (checkbox with orange checkmark)
- HTTPS port:** Port 443
- Certificate:** A dropdown menu showing 'Certificate'. An orange arrow points to this dropdown, and the entire dropdown area is enclosed in an orange rectangular box.
- Redirect HTTP to HTTPS:** Not checked (checkbox)

At the bottom right, there are 'Cancel' and 'Apply' buttons.

6. To redirect and prevent access to the player's web interface via http, tick the **Redirect HTTP to HTTPS**.



The 'Web Access' configuration dialog box is shown again. The settings are:

- HTTP port:** Port 80
- Enable HTTPS:** Checked (checkbox with orange checkmark)
- HTTPS port:** Port 443
- Certificate:** A dropdown menu showing 'Certificate'
- Redirect HTTP to HTTPS:** Checked (checkbox). An orange circle is drawn around the checkbox, and an orange arrow points down to it.

At the bottom right, there are 'Cancel' and 'Apply' buttons.

7. Click **Apply** then refresh the page.

Changing the network settings on the player

The network interface settings are divided into two parts:

- ip addressing settings
- DNS server settings

To change the settings, follow the steps below

1. Log in to the player's web interface using an account with administrator privileges.
2. From the side menu, select **[Settings]** -> **[Network]**.
3. On the card of the interface to which you want to change the settings in the block ip addressing click on the **Edit** button.

The **Edit network IP settings** form opens.

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

CancelSave

4. In the **IP Assignment** field select the method of ip addressing assignment.

Addressing settings can be set manually or received via DHCP.

If you choose DHCP, go directly to point 6.

5. Fill in the IP Address, **Network Mask and Gateway** fields
6. Press the **Save** button.
7. (Optional) If you selected the manual method of setting the settings, on the interface card to which you have changed addressing in the DNS block, click the **Edit** button.
The **Edit DNS settings form** will open.

Edit DNS settings

DNS Assignment:
Manual ▼

Primary DNS server:
8.8.8.8

Secondary DNS server:

*indicates required field

CancelSave

8. In the **DNS Assignment** field, select **manual**.
9. Specify current dns servers.

GSM module configuration is complete.