



Version 0.9.101

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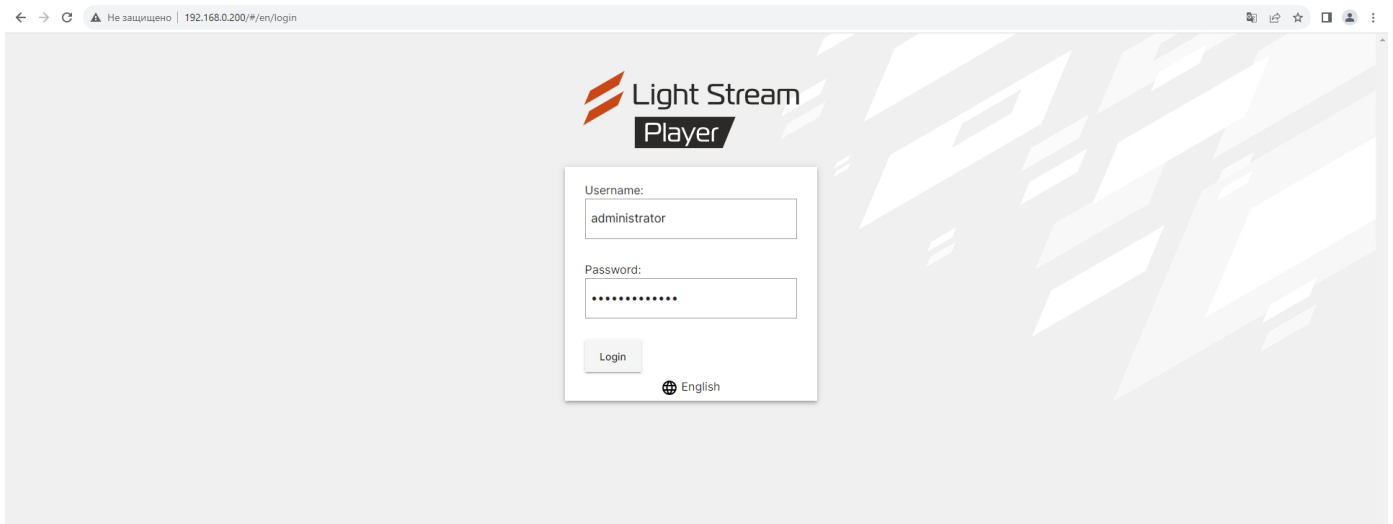
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- In addition, you can watch a video tutorial on working with Player at the link <https://youtu.be/wXrkwbjAlec?t=1080> (starting at minute 18).

1) Authorization

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, IP address for access to Player should be clarified with the IT service).

The Player interface login page is loaded.



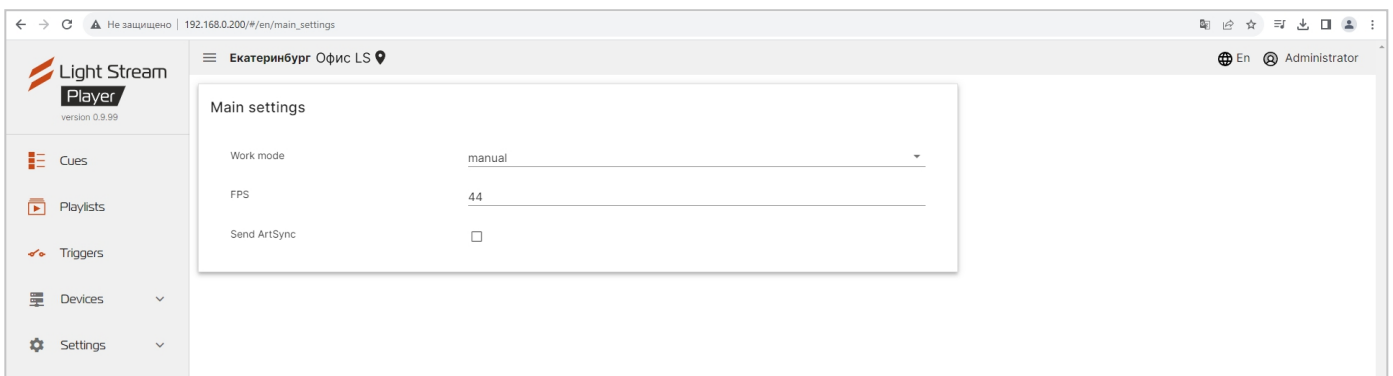
Access details:

IP address: _____

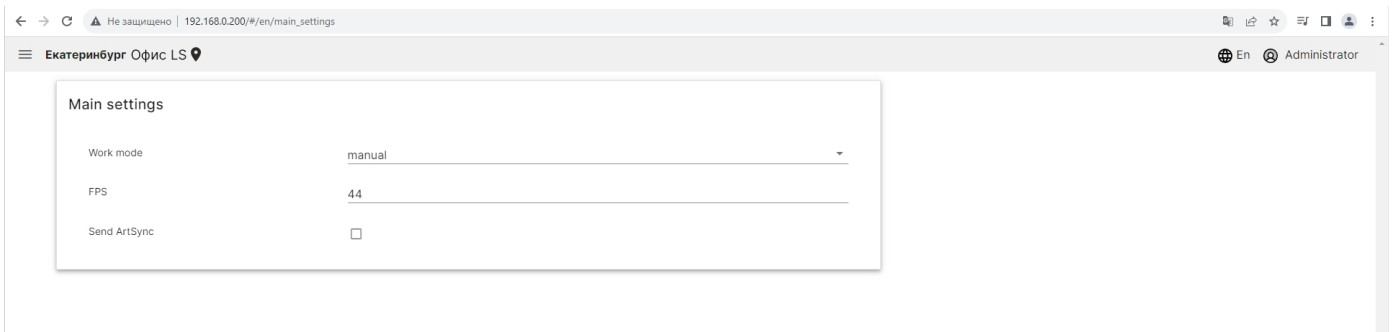
User name: administrator (default)

Password: administrator (default)

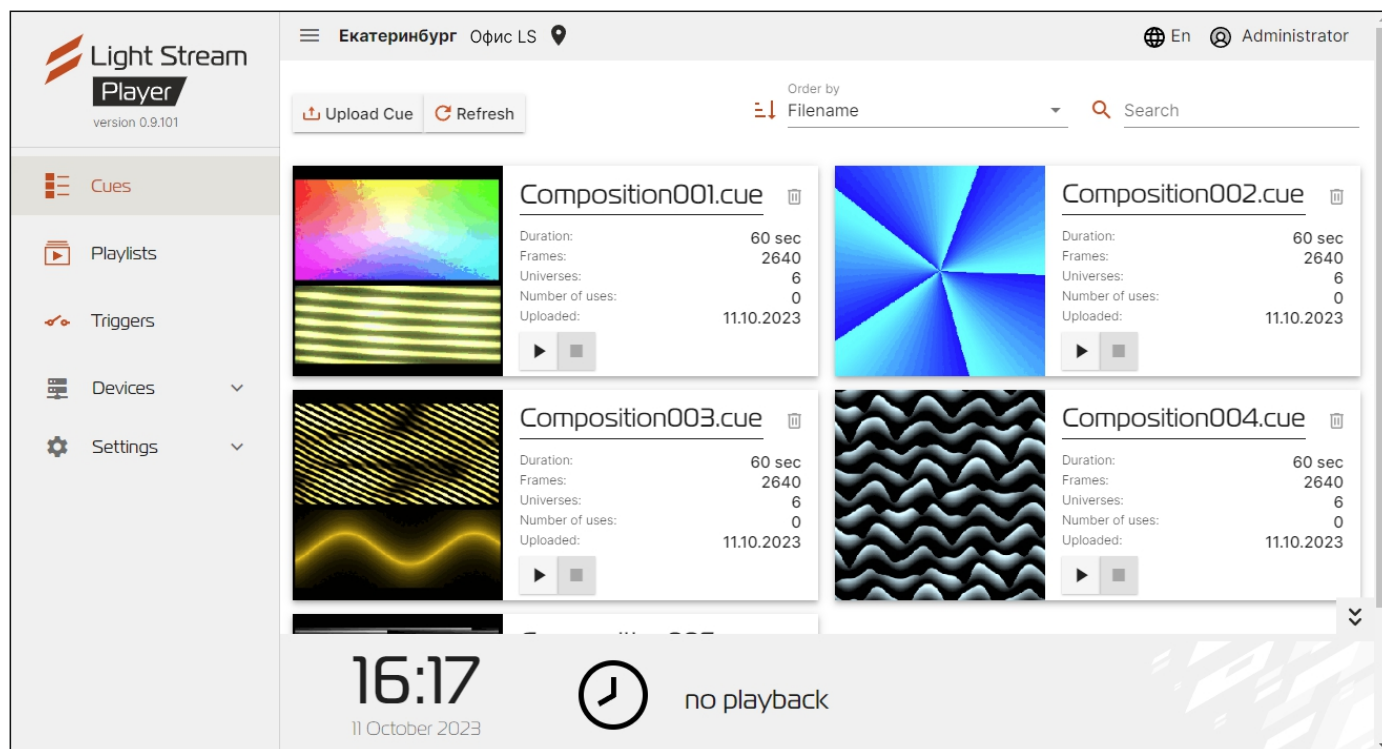
Then you get to the interface of Light Stream Player.



The main menu can optionally be hidden by pressing the button .



2) «Cues» tab.




The window of this tab contains a list of animations loaded on 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 .

To select files in the opened window, press .

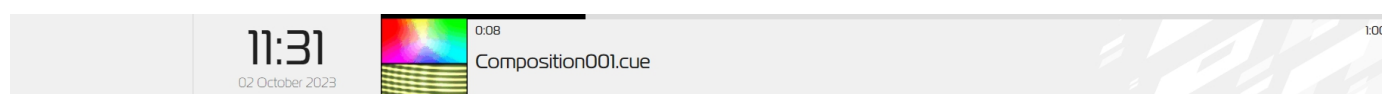
after the list of downloaded files appears, you should press .

To delete the loaded animation, press the button .

The button is used to update animations .

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

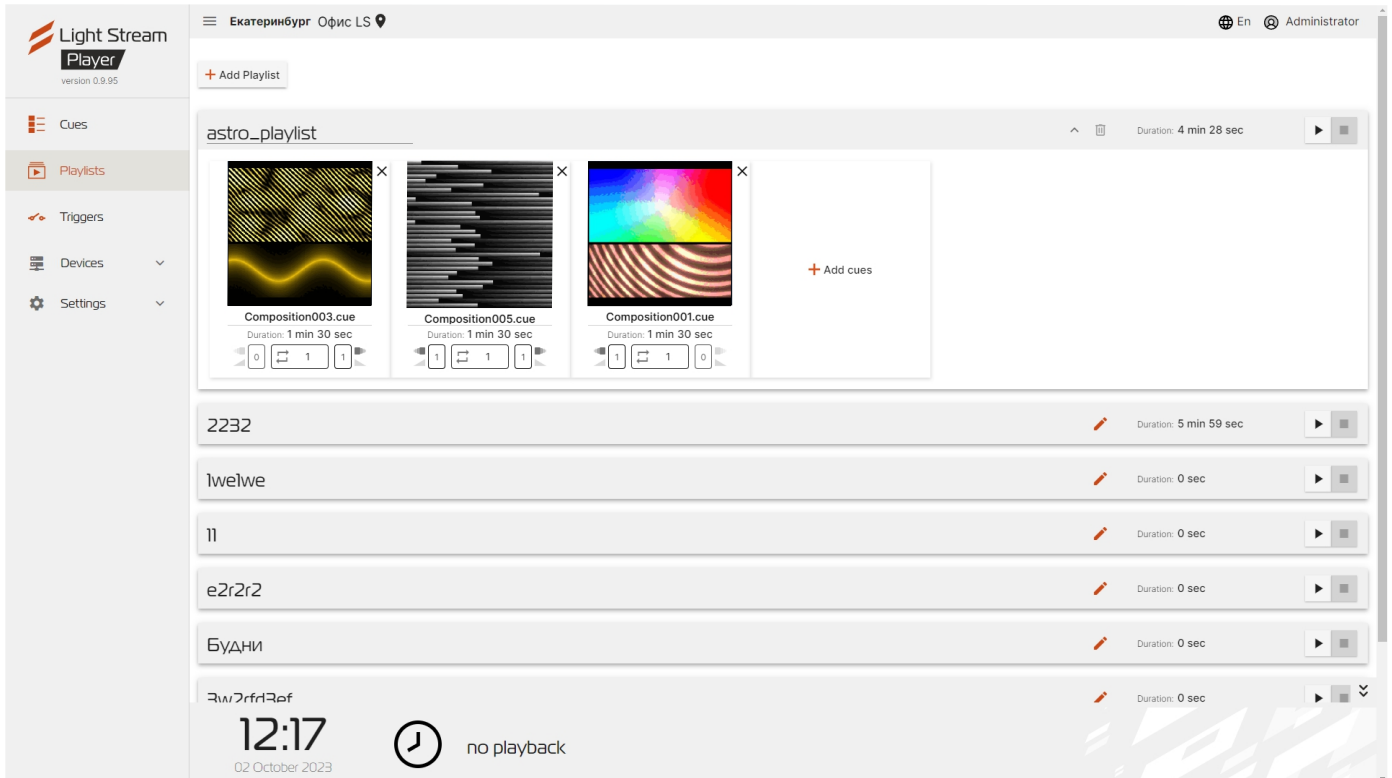
At the bottom of the interface is the animation playback timeline.



When you press the button  animation starts.

When you press the button  animation turns off.

3) «Playlists» tab.




The window of this tab contains a list of playlists.

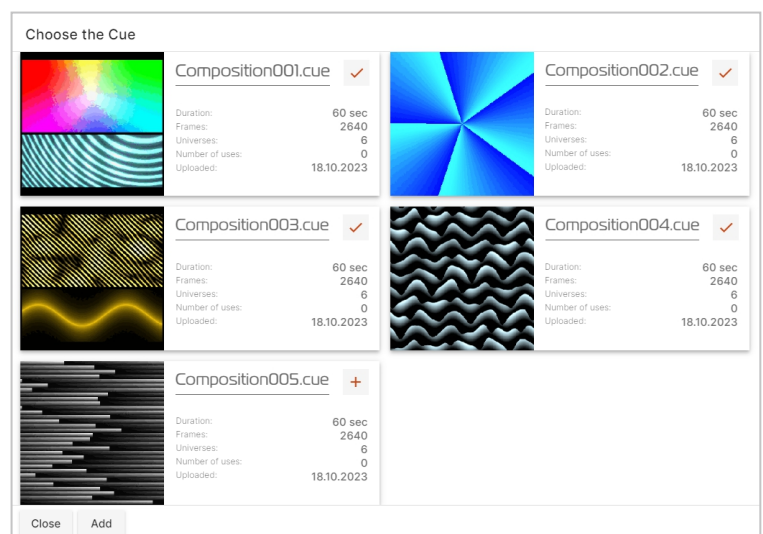
When you press the button  all animations installed in this playlist with a demo picture will appear.

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

To add an animation to a playlist, click on **+ Add cues** .

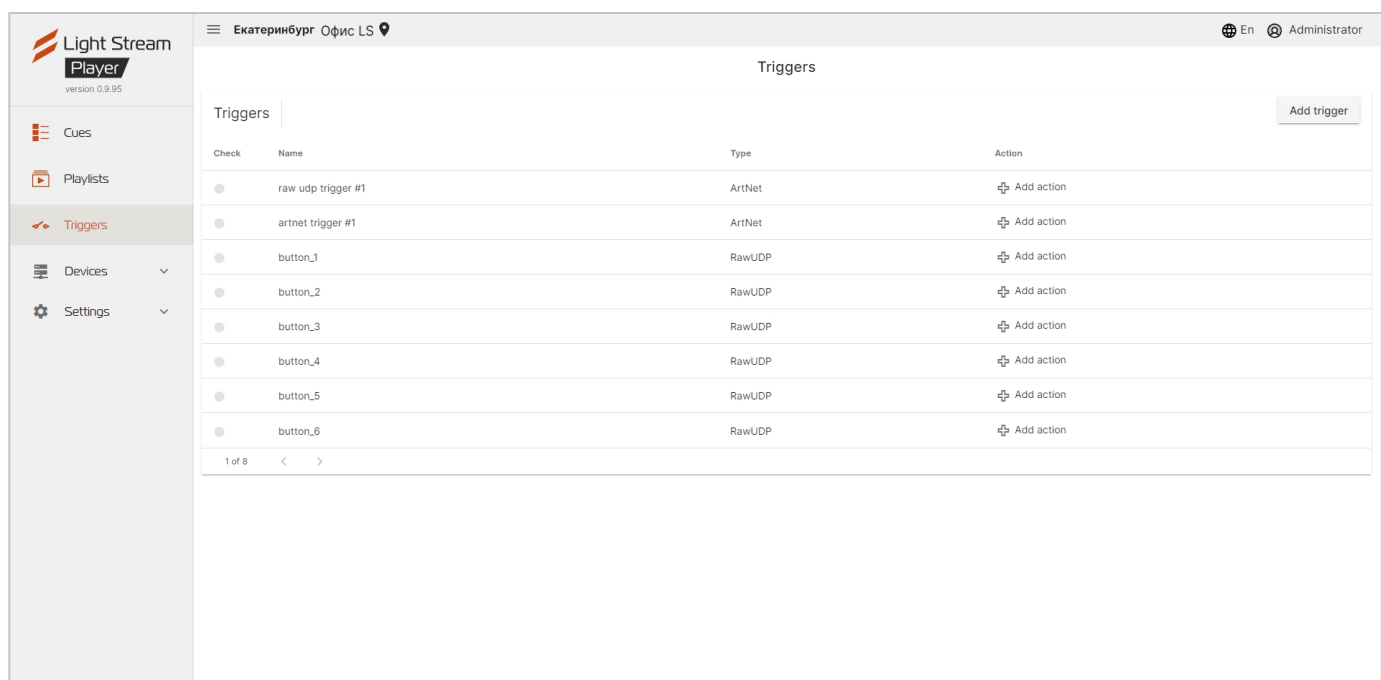
In the window that opens, select an animation from the previously uploaded animations by clicking on **+** . Then it is necessary to click on the button **Add** .

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.



4) Triggers" tab in the "Manual operation" mode.

You can change the operation mode in the Settings - Player - Basic Settings - Operation Mode tab. In the "schedule" mode, the "Triggers" tab is not available.



In Player, the "Manual Control" mode of operation provides the ability to trigger downloaded You can use external triggers to trigger loaded animations or playlists:

- triggering by an ArtNet signal from the Converter (or other ArtNet 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.

Artnet trigger:

In the window that opens, you need to fill in all trigger parameters:

- **Listening port** – default 6454 (change of port 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 listened (from 1 to 512);
- **Minimum level** – minimum signal level, after reaching which trigger;
- **Maximum level** – maximum signal level, after reaching which trigger fails.

New Trigger

Name

Trigger type
ArtNet

Listen port
6454

Universe
1

Channel
1

Min Level
1

Max Level
255

After filling all the trigger parameters, you need to save the settings by pressing the **Save** button.

Raw UDP trigger:

For this type of trigger, the following fields are filled:

- **Listen port** – by default 1025 (the port number must be agreed with the control device).
- **Data** – the content of the UDP message.

New Trigger

Name

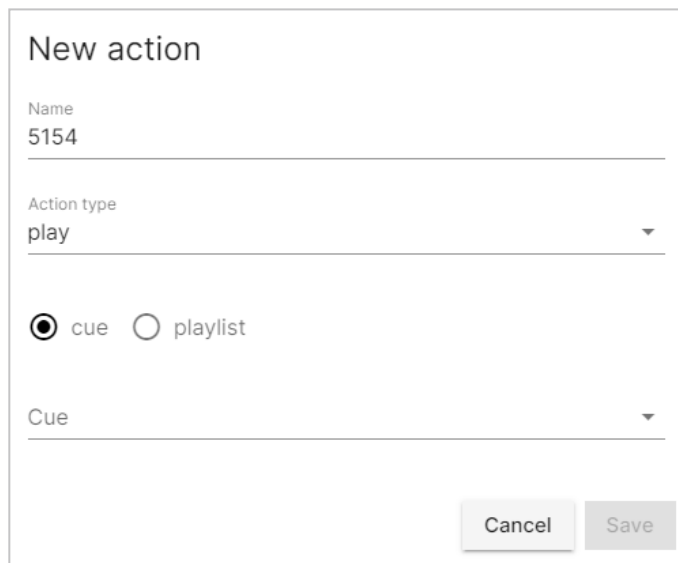
Trigger type
RawUDP

Listen port
1025

Data

After adding the trigger, you need to assign an action, which can be done by pressing the button **Add action** .

In the opened window, you need to fill in the line with the action name and select the action itself (play, stop и pause):



New action

Name
5154

Action type
play

cue playlist

Cue

Cancel Save

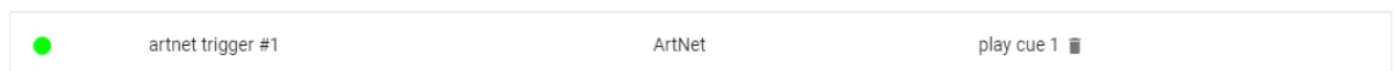
The action 'play' implies selecting the playback of an animation or playlist.

After filling in all the parameters of the action, you need to save the settings by pressing the button **Save** .

The action can be deleted by pressing the button **Delete** .

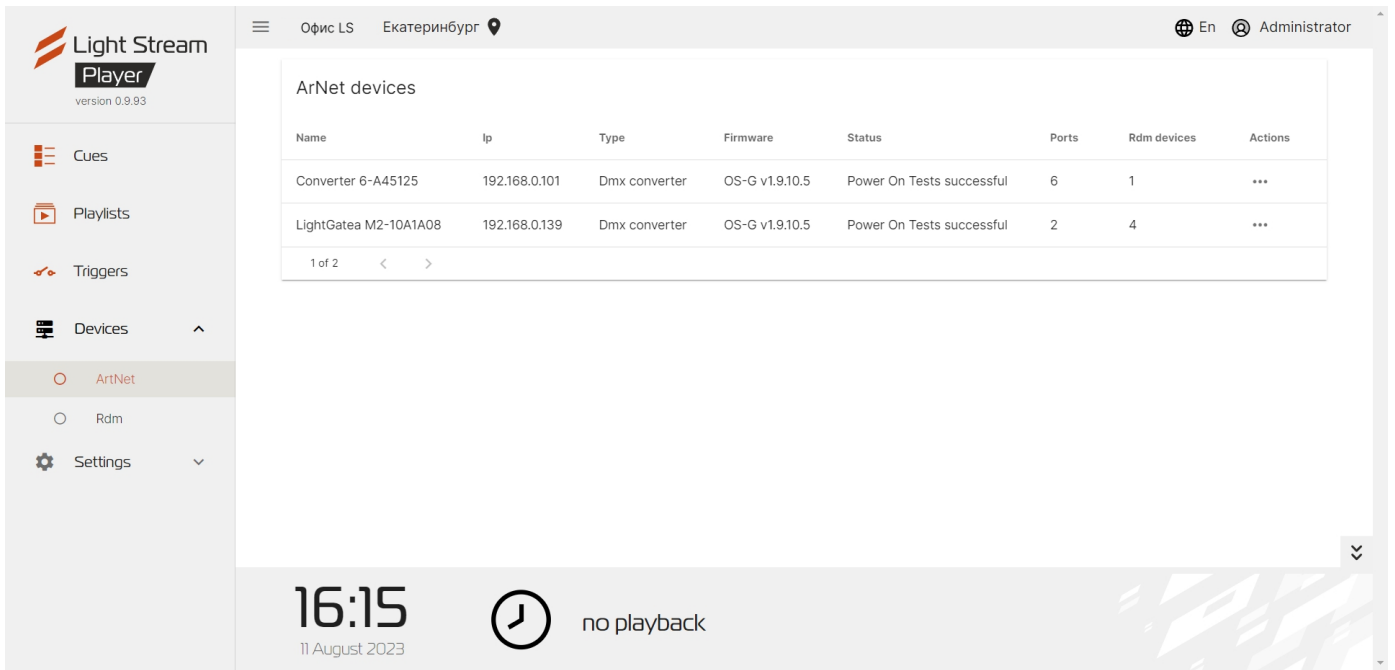
The trigger can be deleted by selecting its name in the list and pressing the button **Delete** in the opened window.

The trigger activation is shown by a green signal in the line of the corresponding trigger:



●	artnet trigger #1	ArtNet	play cue 1 Delete
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5) «Device» tab.

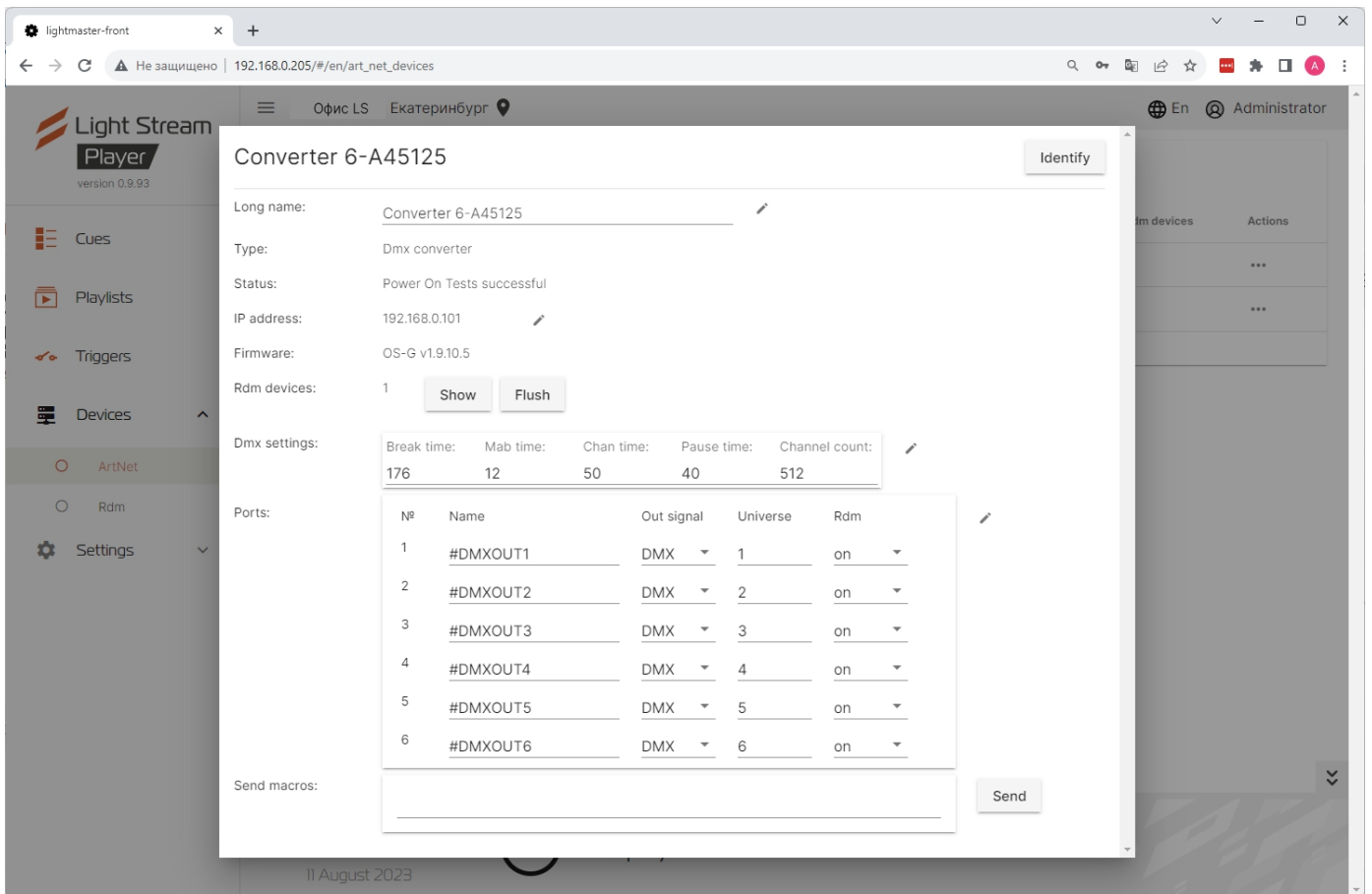


The screenshot shows the Light Stream Player interface. The top bar includes the logo, version (0.9.93), location (Офис LS Екатеринбург), language (En), and user (Administrator). The left sidebar contains navigation options: Cues, Playlists, Triggers, Devices (expanded), ArtNet (selected), Rdm, and Settings. The main content area displays a table of ArtNet devices:

Name	Ip	Type	Firmware	Status	Ports	Rdm devices	Actions
Converter 6-A45125	192.168.0.101	Dmx converter	OS-G v1.9.10.5	Power On Tests successful	6	1	...
LightGatea M2-10A1A08	192.168.0.139	Dmx converter	OS-G v1.9.10.5	Power On Tests successful	2	4	...

Below the table, it indicates "1 of 2" items. At the bottom of the interface, a clock shows 16:15 on 11 August 2023, and a status indicator shows "no playback".

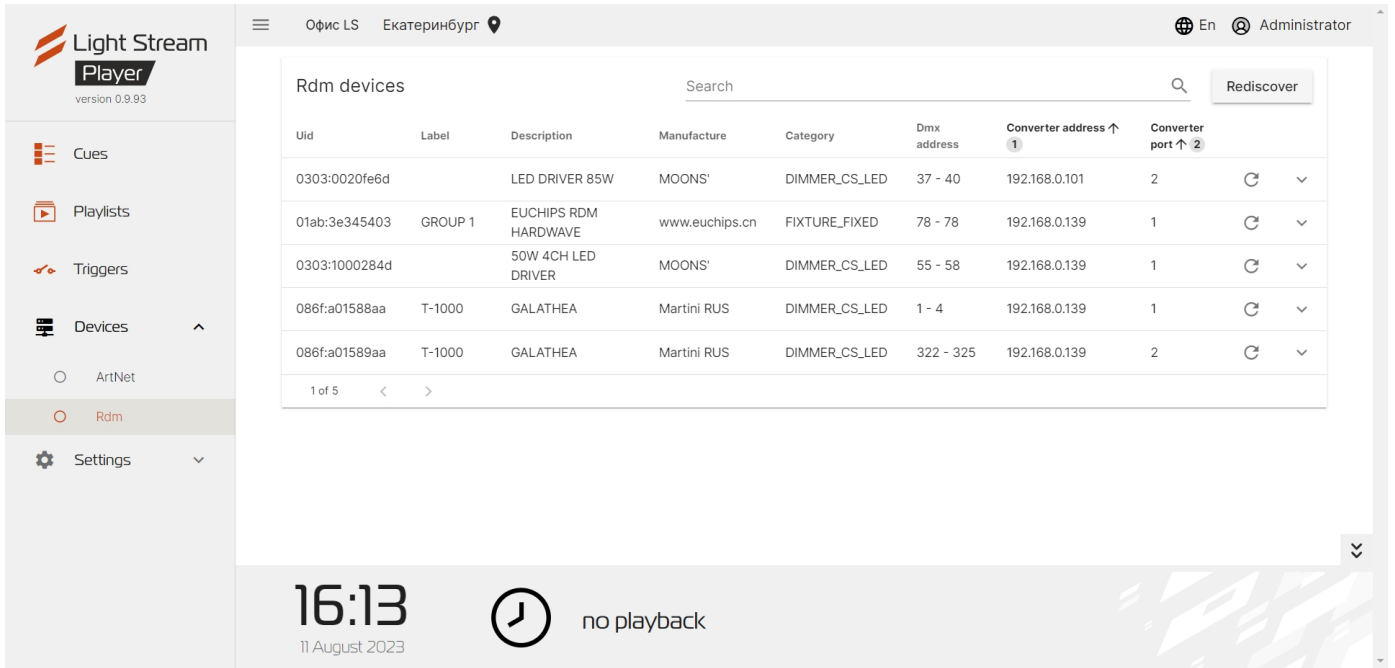
With the Player, you can discover ArtNet devices and control them.



The screenshot shows the configuration window for the device "Converter 6-A45125". The window includes an "Identify" button and the following fields:

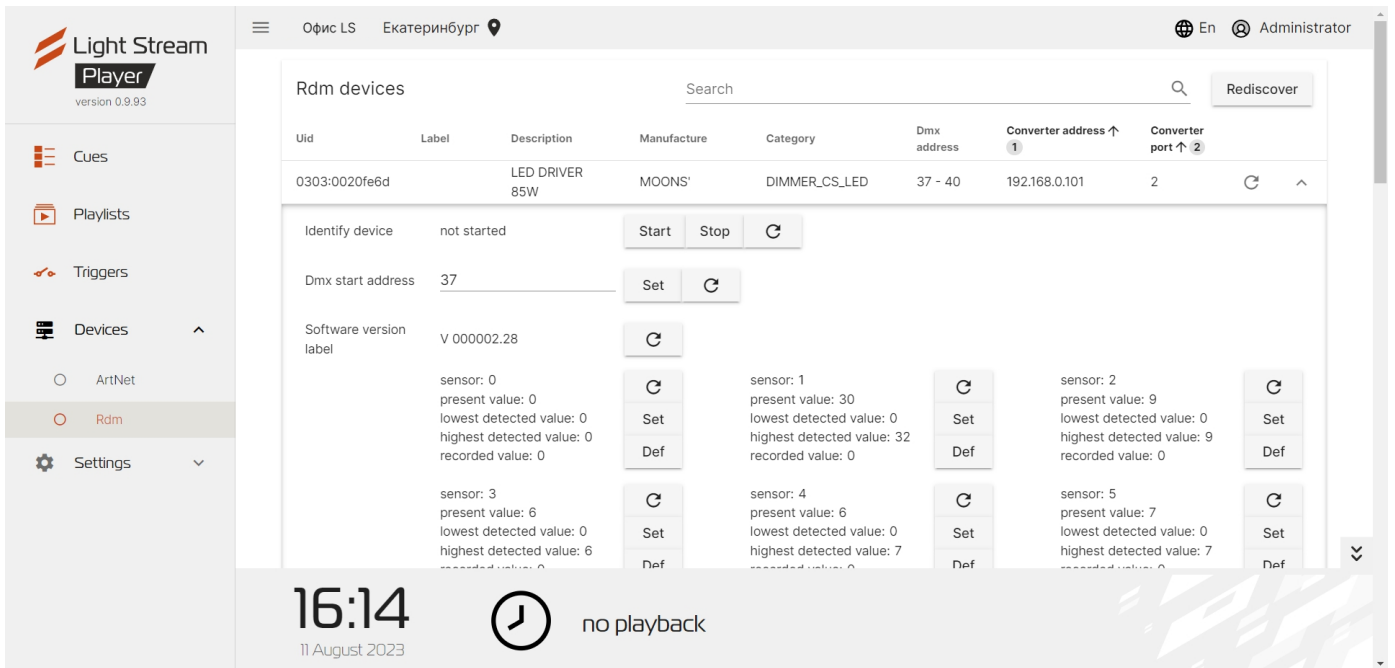
- Long name: Converter 6-A45125
- Type: Dmx converter
- Status: Power On Tests successful
- IP address: 192.168.0.101
- Firmware: OS-G v1.9.10.5
- Rdm devices: 1 (with Show and Flush buttons)
- Dmx settings: Break time: 176, Mab time: 12, Chan time: 50, Pause time: 40, Channel count: 512
- Ports: A table with 6 rows, each containing a port number, name, signal type, universe, and Rdm status.
- Send macros: A text input field with a Send button.

Nº	Name	Out signal	Universe	Rdm
1	#DMXOUT1	DMX	1	on
2	#DMXOUT2	DMX	2	on
3	#DMXOUT3	DMX	3	on
4	#DMXOUT4	DMX	4	on
5	#DMXOUT5	DMX	5	on
6	#DMXOUT6	DMX	6	on



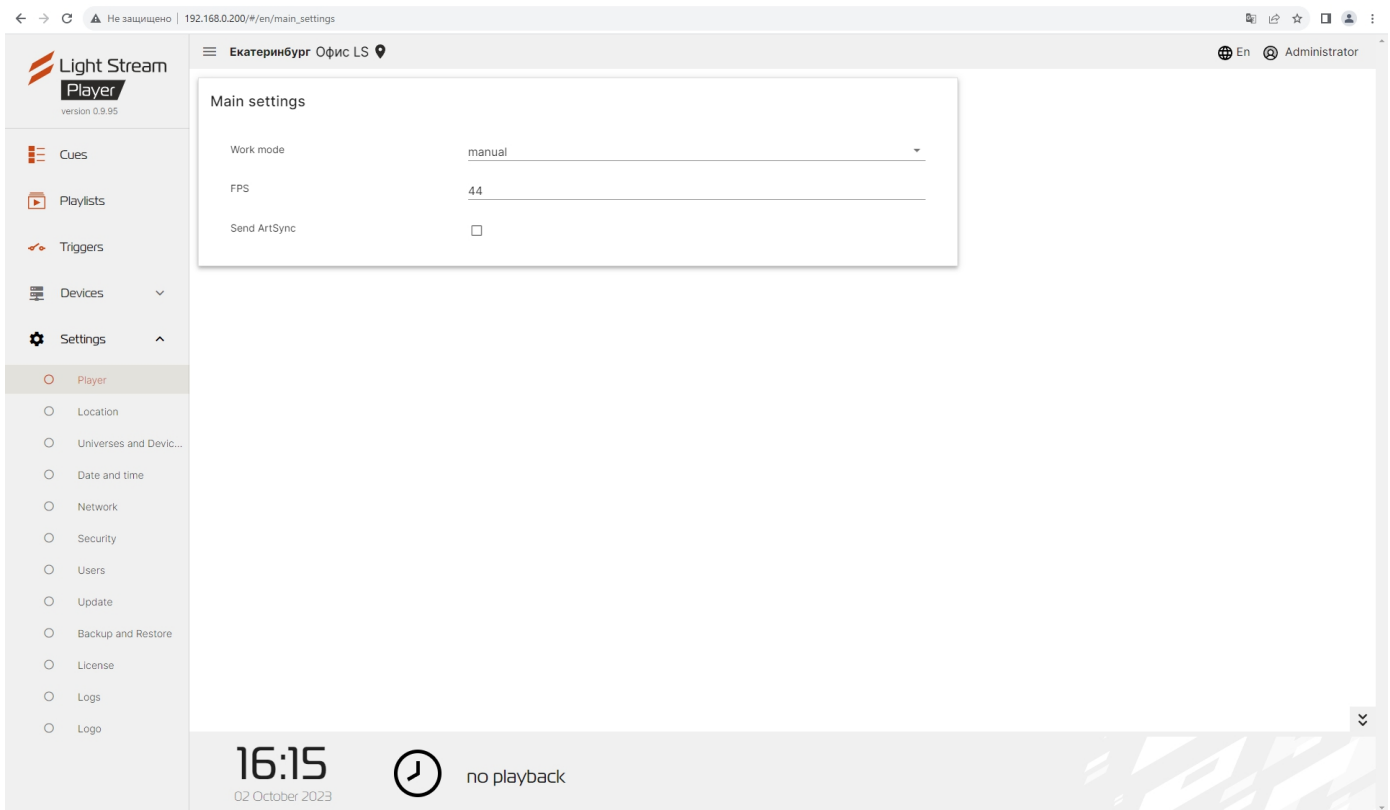
You can also discover RDM devices with the Player and control them.

To discover RDM devices, press the button **Rediscover**.



6) Main menu interface. «Settings» tab.

«Player» tab.



On the Player tab in the Main settings window, you can:

- choose the Player mode (Manual control / Schedule).
- specify the frame rate of the animation playback in seconds.

Note! The FPS parameter will affect the overall animation playback, which may deviate from the originally designed concept by the animator (creator of the animation).

It is recommended to use the default value of 44.

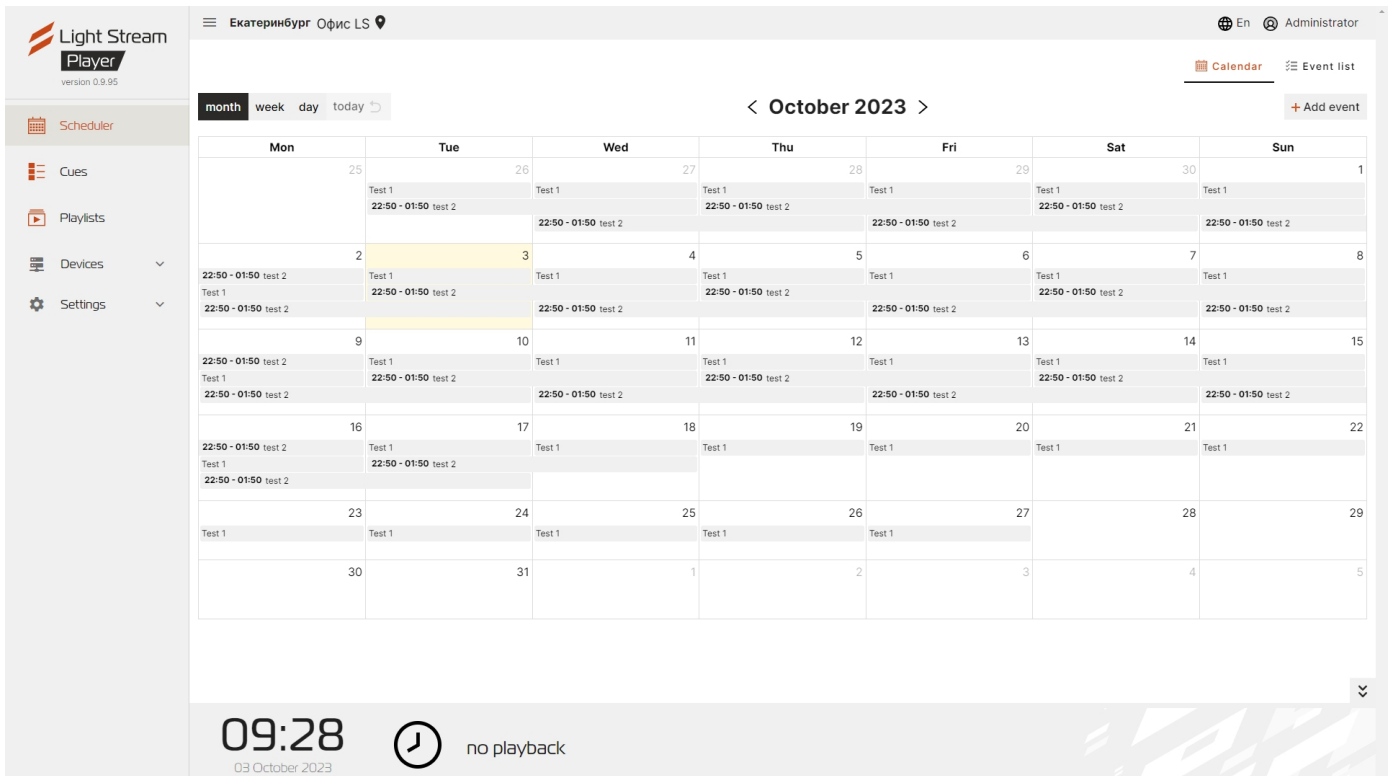
6.1) «Schedule» tab In the «Schedule» mode.

You can change the Player operation mode by selecting the "Schedule" operation mode.

In "Manual Operation" mode, the "Schedule" tab is not available.

When the "Schedule" mode is selected, the button  Scheduler appears in the main side menu .

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



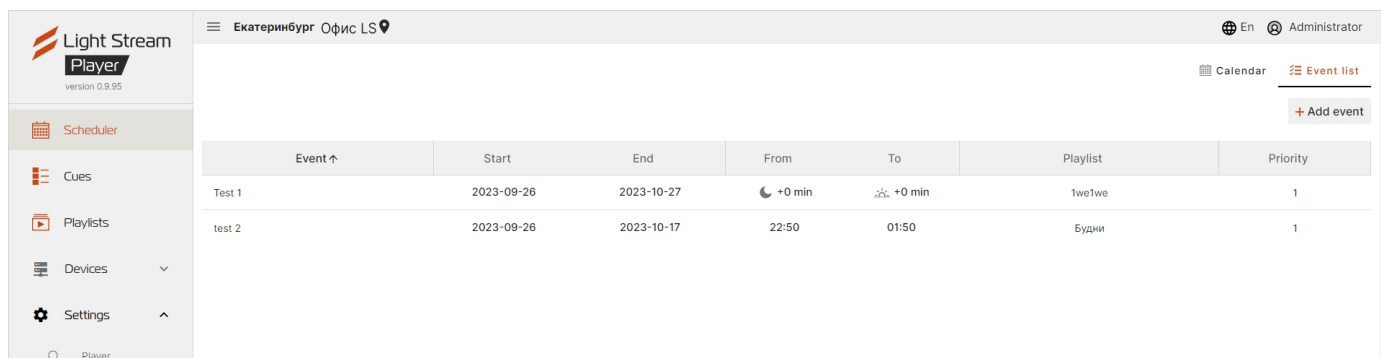
The screenshot displays the Light Stream Player Scheduler interface. The top bar shows the location "Екатеринбург Офис LS", language "En", and user "Administrator". The interface is in "Scheduler" mode, with a sidebar containing "Cues", "Playlists", "Devices", and "Settings". The main area shows a calendar for October 2023, with tabs for "month", "week", "day", and "today". The calendar grid shows days from 1 to 31, with event slots for "Test 1" and "22:50 - 01:50 test 2". The bottom status bar shows the time "09:28" on "03 October 2023" and "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 the buttons **month** **week** **day** to switch between the window views.

To switch between months (weeks or days) use the 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 ↑	Start	End	From	To	Playlist	Priority
Test 1	2023-09-26	2023-10-27	☾ +0 min	☀ +0 min	twetwe	1
test 2	2023-09-26	2023-10-17	22:50	01:50	Будни	1

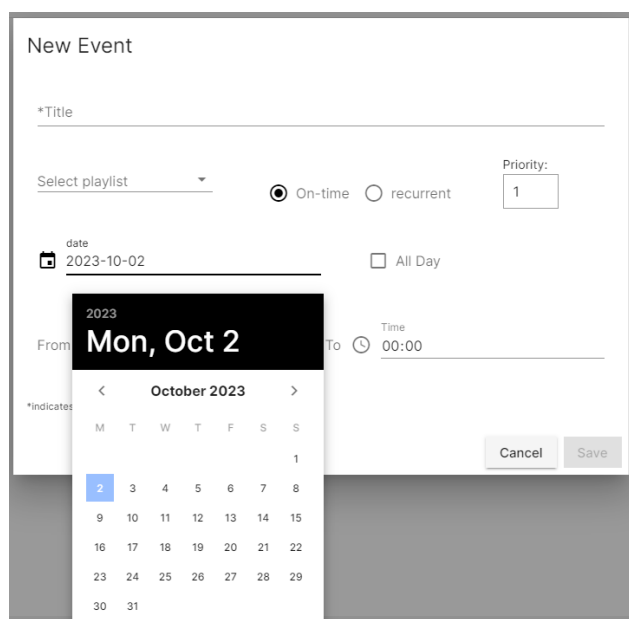
This tab allows you to view and edit all events created on Player at once.

- **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 .

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.



New Event

*Title

Select playlist On-time recurrent Priority:


date All Day

From To

After selecting the date, you need to select the event mode, which is configured in three ways:

1. By specified time


To configure event playback at a specified time, you just need to select the desired start and stop times in the fields next to the clocks labeled «From» and «To», respectively. In this case, the event will work within the selected time interval.

All Day From  Time 17:30 To  Time 23:30

If the completion time is set after 00:00, the event will automatically switch to the next day.

All Day From  Time 18:00 To  Time 02:00

If the start time is later than the stop time, the event will start at the specified time and day, and then automatically switch to the next day and play until the specified time.

All Day From  Time 22:00 To  Time 18:00


2. All day


If the 'All day' checkbox is checked, the event will be played in the selected date for the entire day, from 00:00 to 23:59. In this case, other settings for start and stop times will become unavailable.


All Day From  Time 00:00 To  Time 00:00

3. By astronomical relay

To configure event playback according to the astronomical relay, you need to click on one of the clocks. This will open a menu with a choice of options.

 sunrise

 sunset

 by time

To enable the event:

All Day From Time To Time 00:00

When is the end? date repetitions never

sunrise
 sunset
 by time

To disable the event:

All Day From Time 00:00 To Time

When is the end? date repetitions never

sunrise
 sunset
 by time

Let's consider the most popular option for event launch: launch at sunset and turn off at sunrise.

To configure this mode of operation, you need to select the 'By astronomical relay' option in the left field (moon icon), and in the right field (sun icon).

All Day From Offset 0 To Offset 0

When choosing a different option, the input field for the time of day is replaced with a numerical input field, in which you can specify the time shift for inclusion/exclusion.

The time shift is set in minutes.

By default, the «Offset» fields are set to 0 minutes. With these values and the current settings (as shown in the screenshot below), the event will start playing at sunset and stop at sunrise simultaneously.

The time in these fields can be specified as positive or negative.

All Day From Offset -30 To Offset 60

For example, if the time shift is set above:

If the start time is set to 21:36 and the shift parameter is set to -30 minutes, the event will start playing at 21:06, 30 minutes before sunset. If the completion time is set to 05:32 and the shift parameter is set to 60 minutes, the event will turn off at 06:32, 60 minutes after sunrise.

The options for launching events according to astronomical time can be combined and configured differently.

For example, you can set the event to start playing at sunset and turn off at 22:00.

All Day From  Offset 0 To  Time 22:00

On the other hand, you can set the event to start playing at 18:00 and turn off at sunrise.

All Day From  Time 18:00 To  Offset 0

If you specify values in reverse order, with inclusion at sunrise and exclusion at sunset, the event will only work during the day.

All Day From  Offset 0 To  Offset 0

Note: To ensure accurate operation of the astronomical relay, you need to specify the exact coordinates of the object in the Player settings, or the coordinates of the city where the object is located.

To do this, you need to go to the **Settings menu - Location** and specify the necessary parameters for **Latitude and Longitude**.

Location	
Name	<u>Yekaterinburg</u>
Address	<u>Office</u>
Latitude	<u>55.7522</u>
Longitude	<u>37.6156</u>
Geolocation	Open in Google Maps

The coordinates of any object or city can be found using online maps or searching the internet. For example, the coordinates of the city of Yekaterinburg are 58.8519, 60.6122, and the coordinates of Moscow are 55.7522, 37.6156.

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

5	6
Test 1	Test 1
22:50 - 01:50 test 2	
	22:50 - 01:50 test 2

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** - event name
- **Select playlist** - this is where you select a playlist from the previously created Playlists section
- **Priority** - priority
- **Start Date and Start Time** - the date and time when the event starts (from this day on, the following conditions will be fulfilled).
- **All Day** - If you check the box, the parameters From Time and To Time become inactive and the event will play for the entire selected day (from 00:00 to 23:59).
- **From Time** - the start time of this event.
- **To Time** - the end time of this event.

New Event

*Title

Select playlist On-time recurrent Priority:

Start Date Start Time

Frequency:

YEARLY MONTHLY WEEKLY DAILY HOURLY

Every day

All Day From To

When is the end? date repetitions never

*Indicates required field

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

- **The «Yearly» mode** - means that the event will start every N year on the specified month and day at the specified time (you can create events for major holidays like playing festive animations on March 8th every year).

Frequency:

YEARLY MONTHLY WEEKLY DAILY HOURLY

Every year

on

All Day From To

- **The «Monthly» mode** - means that the event will start every N month on the specified days at the specified time (for example, on the first day of each new month, there will be some unique animation).

Frequency:	Every <input type="text" value="1"/> month
<input type="radio"/> YEARLY	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input checked="" type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10
<input checked="" type="radio"/> MONTHLY	<input type="checkbox"/> 11 <input type="checkbox"/> 12 <input type="checkbox"/> 13 <input type="checkbox"/> 14 <input type="checkbox"/> 15 <input type="checkbox"/> 16 <input type="checkbox"/> 17 <input type="checkbox"/> 18 <input type="checkbox"/> 19
<input type="radio"/> WEEKLY	<input type="checkbox"/> 20 <input type="checkbox"/> 21 <input type="checkbox"/> 22 <input type="checkbox"/> 23 <input type="checkbox"/> 24 <input type="checkbox"/> 25 <input type="checkbox"/> 26 <input type="checkbox"/> 27 <input type="checkbox"/> 28
<input type="radio"/> DAILY	<input type="checkbox"/> 29 <input type="checkbox"/> 30 <input type="checkbox"/> 31
<input type="radio"/> HOURLY	<input checked="" type="checkbox"/> All Day From <input type="text" value="00:00"/> To <input type="text" value="00:00"/>

- **The «Weekly» mode** - means that the event will start every N week on the specified days of the week at the specified time (you can create a unique event for all weekends, which will play only on Saturdays and Sundays).

Frequency:	Every <input type="text" value="1"/> week
<input type="radio"/> YEARLY	<input type="checkbox"/> mo <input type="checkbox"/> tu <input type="checkbox"/> we <input type="checkbox"/> th <input type="checkbox"/> fr <input type="checkbox"/> sa <input type="checkbox"/> su
<input type="radio"/> MONTHLY	
<input checked="" type="radio"/> WEEKLY	
<input type="radio"/> DAILY	
<input type="radio"/> HOURLY	<input checked="" type="checkbox"/> All Day From <input type="text" value="00:00"/> To <input type="text" value="00:00"/>

- **The «Daily» mode** - The most likely parameter to be used frequently is the 'Daily' mode, where the event will start every N day at the specified time. If the «Every» parameter is set to 1, then the event will start every day.

Frequency:	Every <input type="text" value="1"/> day
<input type="radio"/> YEARLY	
<input type="radio"/> MONTHLY	
<input type="radio"/> WEEKLY	<input type="checkbox"/> All Day From <input type="text" value="00:00"/> To <input type="text" value="00:00"/>
<input checked="" type="radio"/> DAILY	
<input type="radio"/> HOURLY	

If you click All Day , the event will be active for 24 hours during the specified time period.

▪ **The «Hourly» mode** - repetition at hourly intervals. A minute-by-minute time interval is set.

Frequency:	Every <input type="text" value="1"/> hour
<input type="radio"/> YEARLY	from <input type="text"/> to <input type="text"/> minute
<input type="radio"/> MONTHLY	
<input type="radio"/> WEEKLY	
<input type="radio"/> DAILY	
<input checked="" type="radio"/> HOURLY	

For each of the periodicity modes (Frequency) it is possible to set the «End» option, to indicate when the event should end.

▪ **By date** - specific end date.

When is the end?	<input checked="" type="radio"/> date	<input type="radio"/> repetitions	<input type="radio"/> never
End Date	<input type="text"/>	End Time	<input type="text"/>

▪ **By repetition** - select the number of repetitions

When is the end?	<input type="radio"/> date	<input checked="" type="radio"/> repetitions	<input type="radio"/> never
Repetitions:	<input type="text" value="1"/>		

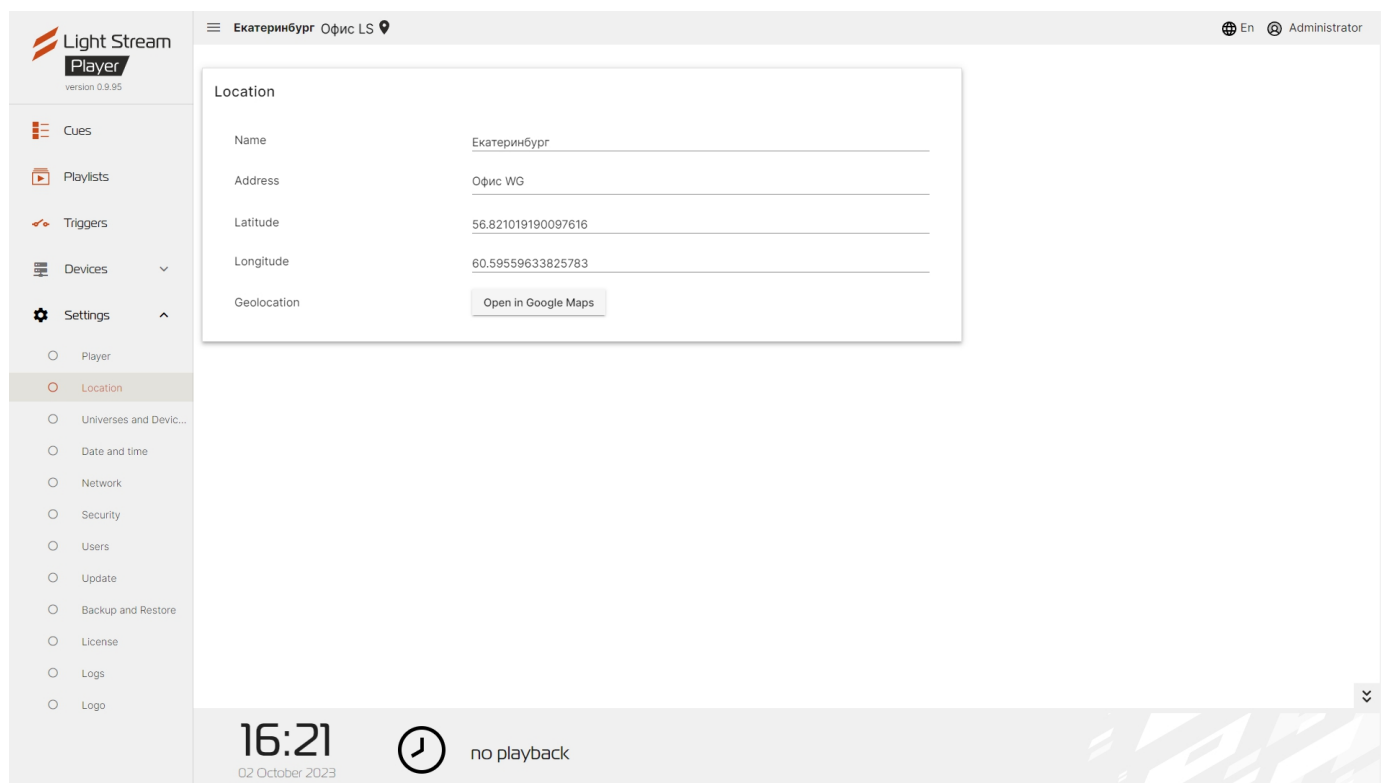
▪ **Never**

When is the end?	<input type="radio"/> date	<input type="radio"/> repetitions	<input checked="" type="radio"/> never
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After configuring the event, you need to click the button **Save** .

The event will then appear on your calendar on the designated day.

6.2) «Location» tab.



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

You can also mark its location using Google Maps, for this you need to click the button [Open in Google Maps](#).

6.3) «Universes and Devices" tab.

The screenshot shows the Light Stream Player interface. The top bar displays the location 'Екатеринбург Офис LS' and the user 'Administrator'. The main area is divided into two sections: 'Universes' and 'ArtNet Devices'. The 'Universes' section shows a grid of 12 universes, each with a device name and version. The 'ArtNet Devices' section shows a table of devices with columns for Name, Network Mode, IP, Port, Description, and Actions. A 'no playback' indicator is visible at the bottom.

This tab is where ArtNet devices and universes are added.

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

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

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

Name	Network Mode	ip address
LS Converter 6	unicast	192.168.0.101
Port	Description	
6454	Shield 1	

Buttons: Cancel, Save

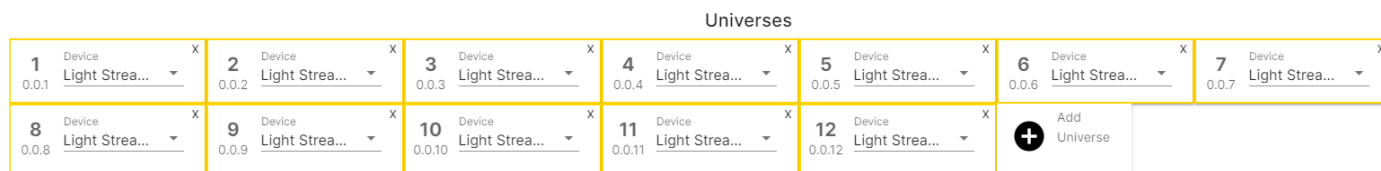
Next, to save the configuration, press **Save**.

The added device will appear in the list below:

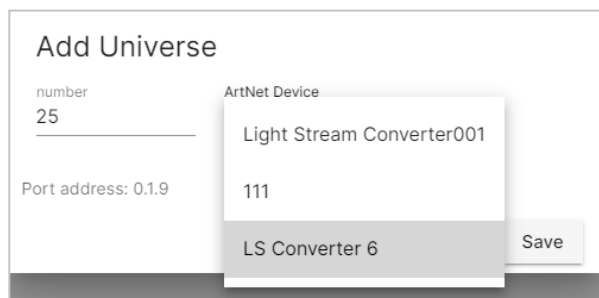
Name	Network Mode	ip	Port	Description	Actions
Light Stream Converter001	unicast	192.168.0.100	6454	Light Stream Converter001	
111	unicast	192.168.0.53	6454		
LS Converter 6	unicast	192.168.0.101	6454	Shield 1	

Use the buttons to edit the configuration of the added ArtNet device or remove it from the list.

Для добавления вселенных используется поле «Вселенные».



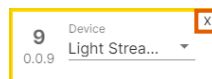
Чтобы добавить вселенную необходимо нажать **+** «Добавить вселенную» и заполнить следующую форму.



«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 **Save**.

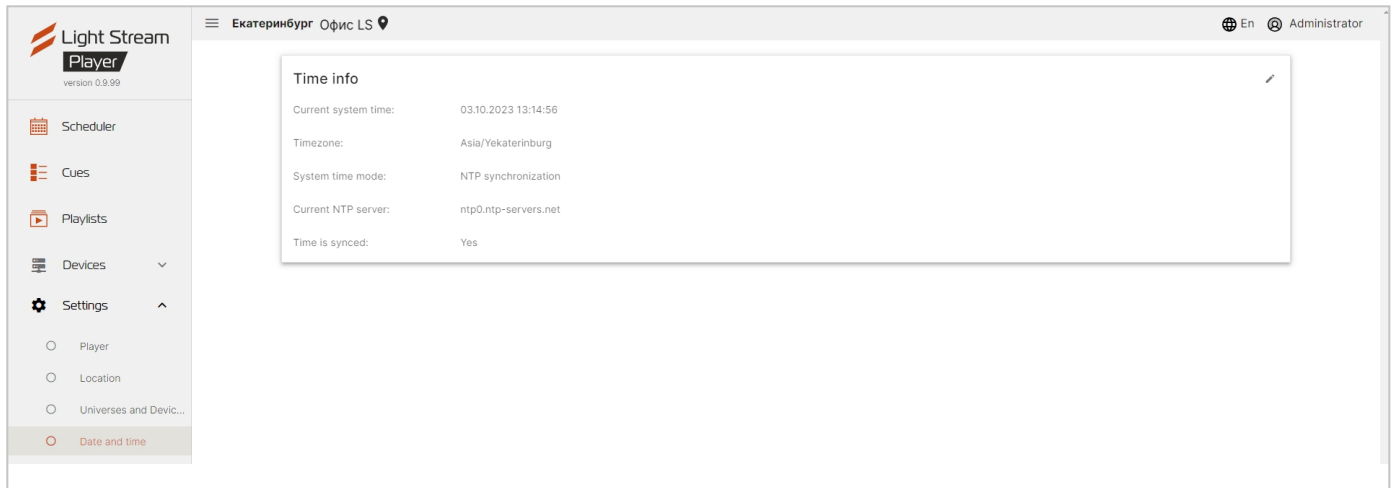
To delete a universe, you must use the button



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. is not recommended. This may affect the overall animation playback.

6.4) «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.

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

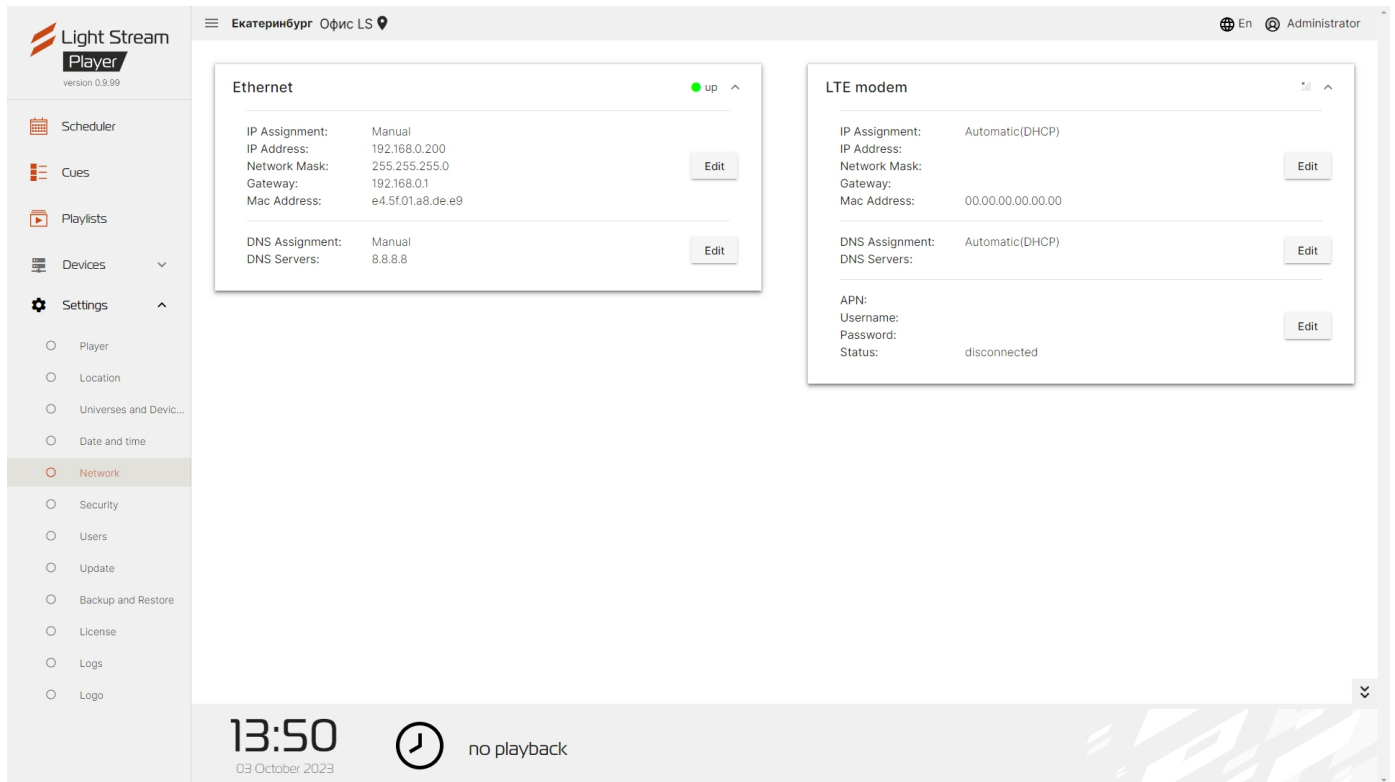
System date: 

System time:

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

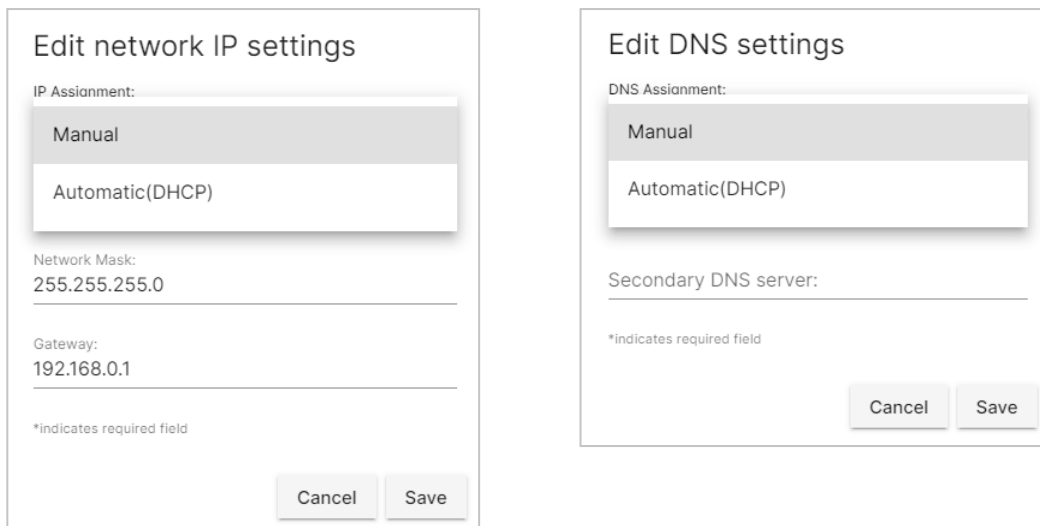
Attention! These settings may affect the operation of the Schedule mode.

6.5) «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.



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.

6.6) «Security» tab.

The screenshot shows the Light Stream Player interface. The top bar displays the logo and version (0.9.99). The left sidebar contains navigation options: Scheduler, Cues, Playlists, Devices, and Settings. The Settings menu is expanded to the Security tab. The main content area shows the 'Web Access' dialog box with the following fields:

- HTTP port: 80
- Port: 80
- Enable HTTPS

Below the dialog is a 'Certificates' table:

#	Name	Type	Subject	SAN	Issuer	Valid from	Valid to	Actions
1	test	certificate	CN=lightstream_player.local	IP=192.168.0.205, IP=100.85.162.189	CN=lightstream_player.local	Wed Dec 21 2022	Sat Dec 20 2025	⬇️ ⬇️
2	secert	certificate	CN=lightstream_player.local	IP=192.168.0.200, IP=46.16.96.91	CN=lightstream_player.local	Tue Mar 21 2023	Fri Mar 20 2026	⬇️ ⬇️

At the bottom of the interface, the status bar shows the time 14:18, the date 03 October 2023, and the status 'no playback'.

Данная вкладка предназначена для продвинутой настройки Player и защиты доступа к интерфейсу с помощью шифрования сетевого соединения HTTPS:

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


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

The detailed view of the 'Web Access' dialog box shows the following configuration:

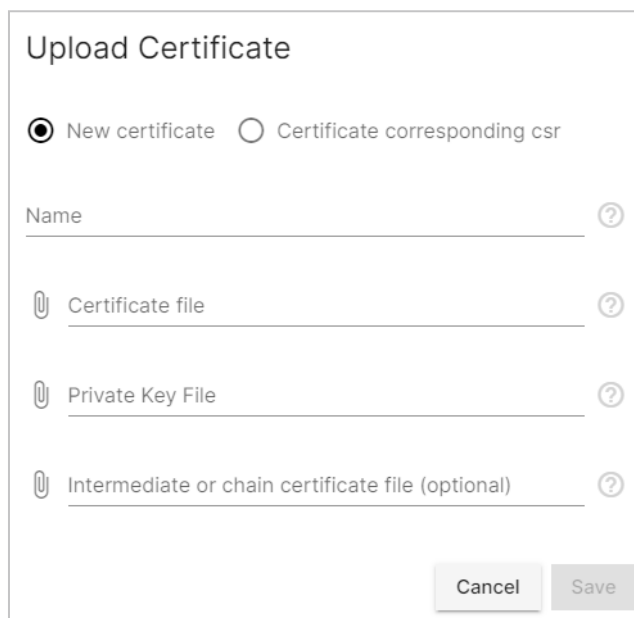
- HTTP port: 80
- Port: 80
- Enable HTTPS
- HTTPS port: 443
- Port: 443
- Certificate: Certificate
- Redirect HTTP to HTTPS

Buttons: Cancel, Apply

- **«Certificates» field** - downloading or creating certificates. When you press the button **Upload** the window for downloading certificates will open.

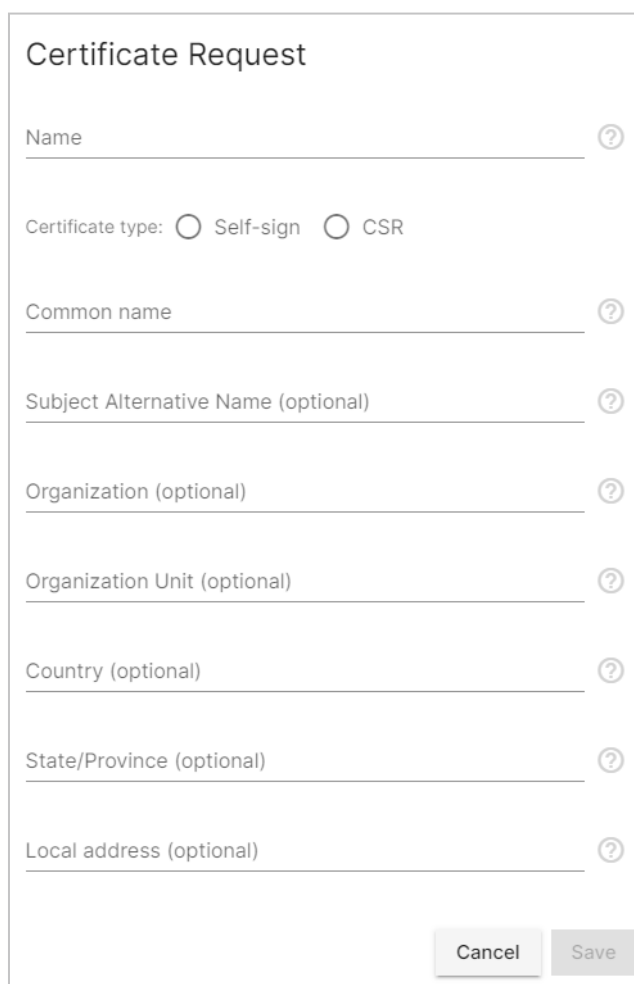
In order to download a certificate press the button .

After the download is complete, press button **Save** .



Player also has a function to generate certificates for HTTPS. To create a certificate in the "Certificates" field it is necessary to press the button **Generate** .

In the opened window it is necessary to fill in all mandatory parameters (not marked as optional) and press the button **Save** .



After that, the created or downloaded certificate will become available for selection in the "Web Access" field and you can activate the redirection from HTTP to HTTPS **Redirect HTTP to HTTPS**

After all the changes, to activate HTTPS you need to click the button **Apply** .

6.7) «Users» tab.

Username	Privilege Groups	Actions
administrator	administrators, operators, monitoring	
12233	operators	

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 and confirm it in the "Confirm password" 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 .

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

Create user

Username

Privilege Groups

administrators

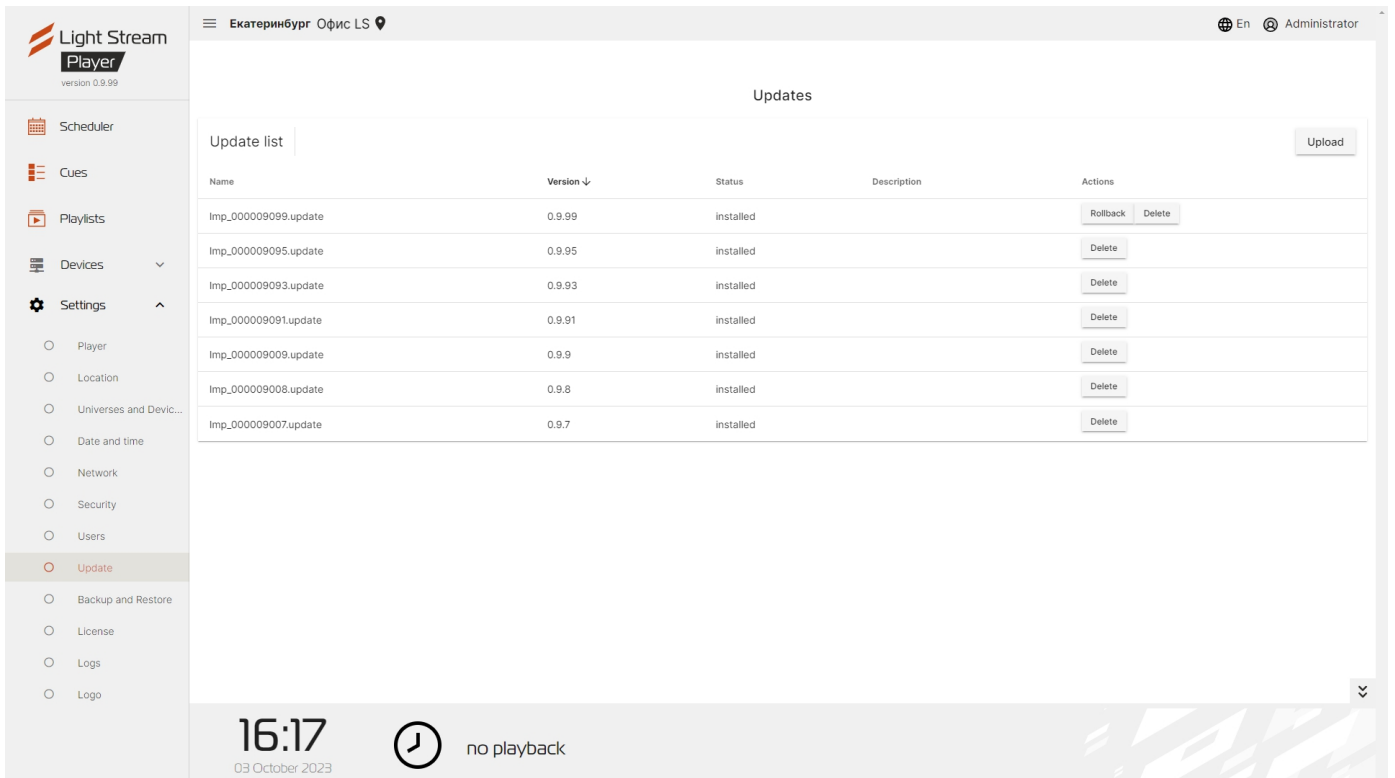
operators

monitoring

Confirm password

Cancel Create

6.8) «Update» tab.

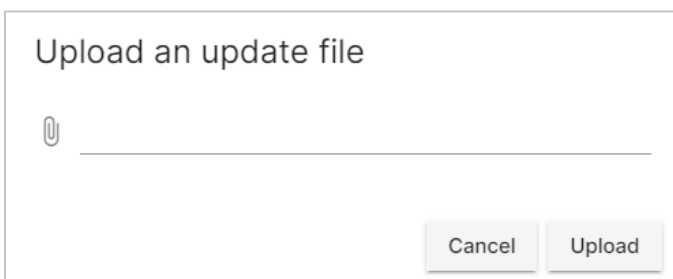


The screenshot shows the 'Updates' tab in the Light Stream Player interface. The sidebar on the left contains navigation options: Scheduler, Cues, Playlists, Devices, Settings, Update (highlighted), Backup and Restore, License, Logs, and Logo. The main content area is titled 'Updates' and contains an 'Update list' table. The table has columns for Name, Version, Status, Description, and Actions. The table lists several updates, all with a status of 'installed'. The 'Actions' column for each update contains buttons for 'Rollback' and 'Delete'. An 'Upload' button is located in the top right corner of the update list area. At the bottom of the interface, there is a status bar showing the time '16:17', the date '03 October 2023', a clock icon, and the text 'no playback'.

Name	Version ↓	Status	Description	Actions
Imp_000009099.update	0.9.99	installed		Rollback Delete
Imp_000009095.update	0.9.95	installed		Delete
Imp_000009093.update	0.9.93	installed		Delete
Imp_000009091.update	0.9.91	installed		Delete
Imp_000009009.update	0.9.9	installed		Delete
Imp_000009008.update	0.9.8	installed		Delete
Imp_000009007.update	0.9.7	installed		Delete

This tab window allows you to update the Player software.

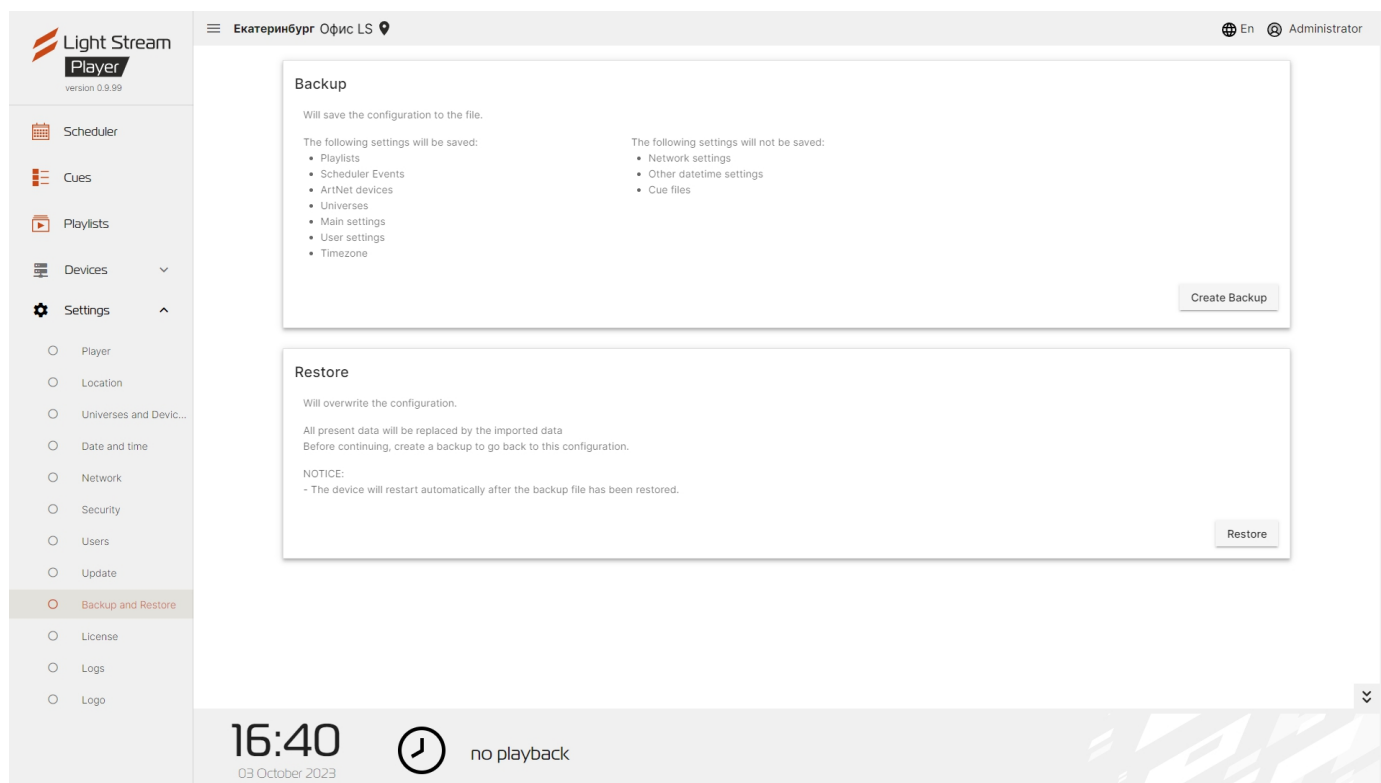
To do this, press the **Upload** button, after which a window for downloading the received update will open.



The screenshot shows a dialog box titled 'Upload an update file'. It contains a file upload icon (a paperclip) and a text input field. At the bottom of the dialog, there are two buttons: 'Cancel' and 'Upload'.

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.

6.9) «Backup and Restore» tab.

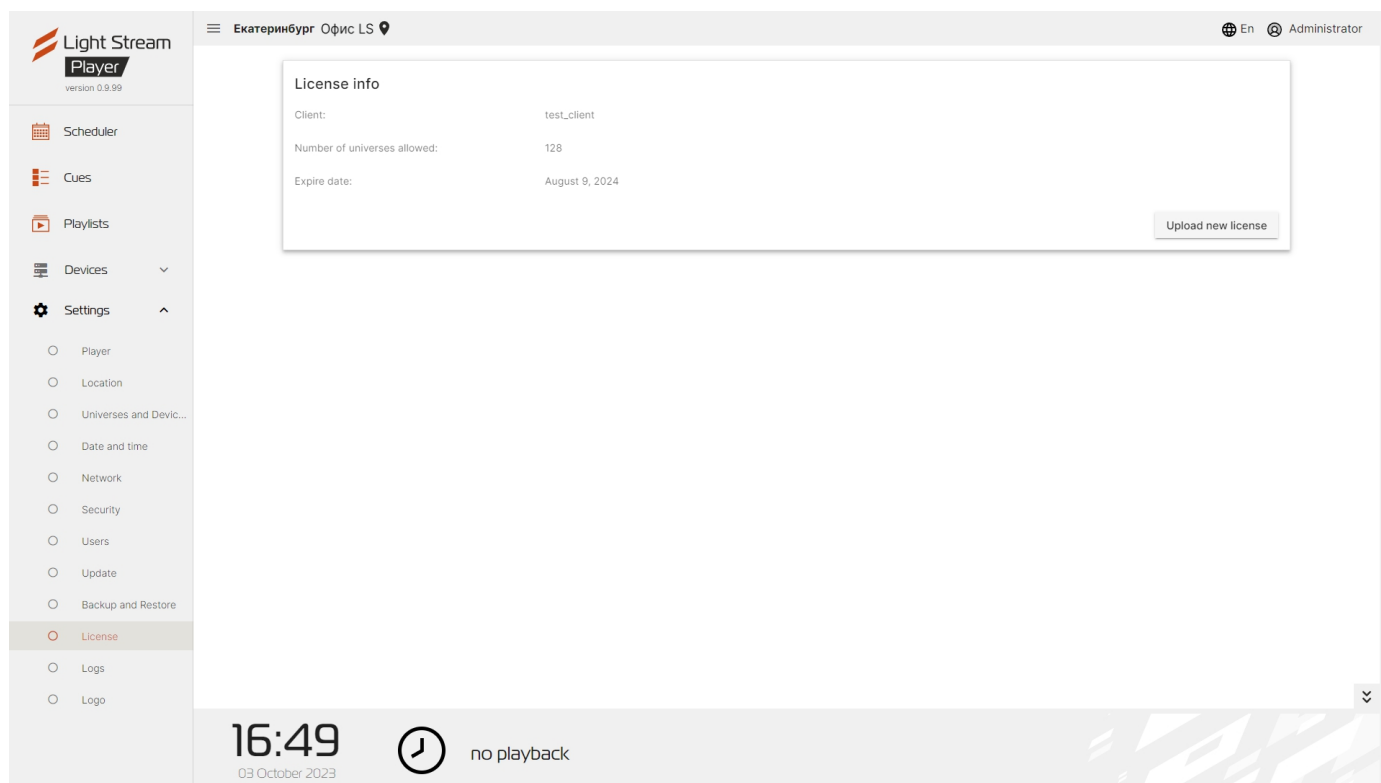


Player has the ability to create and upload configuration backups

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.

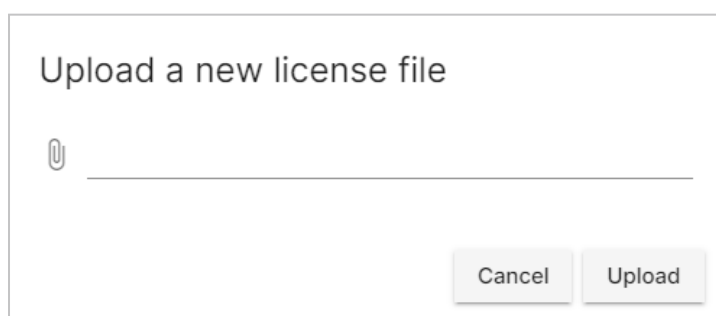
6.10) «License» tab.



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.



6.11) «Logs» tab.

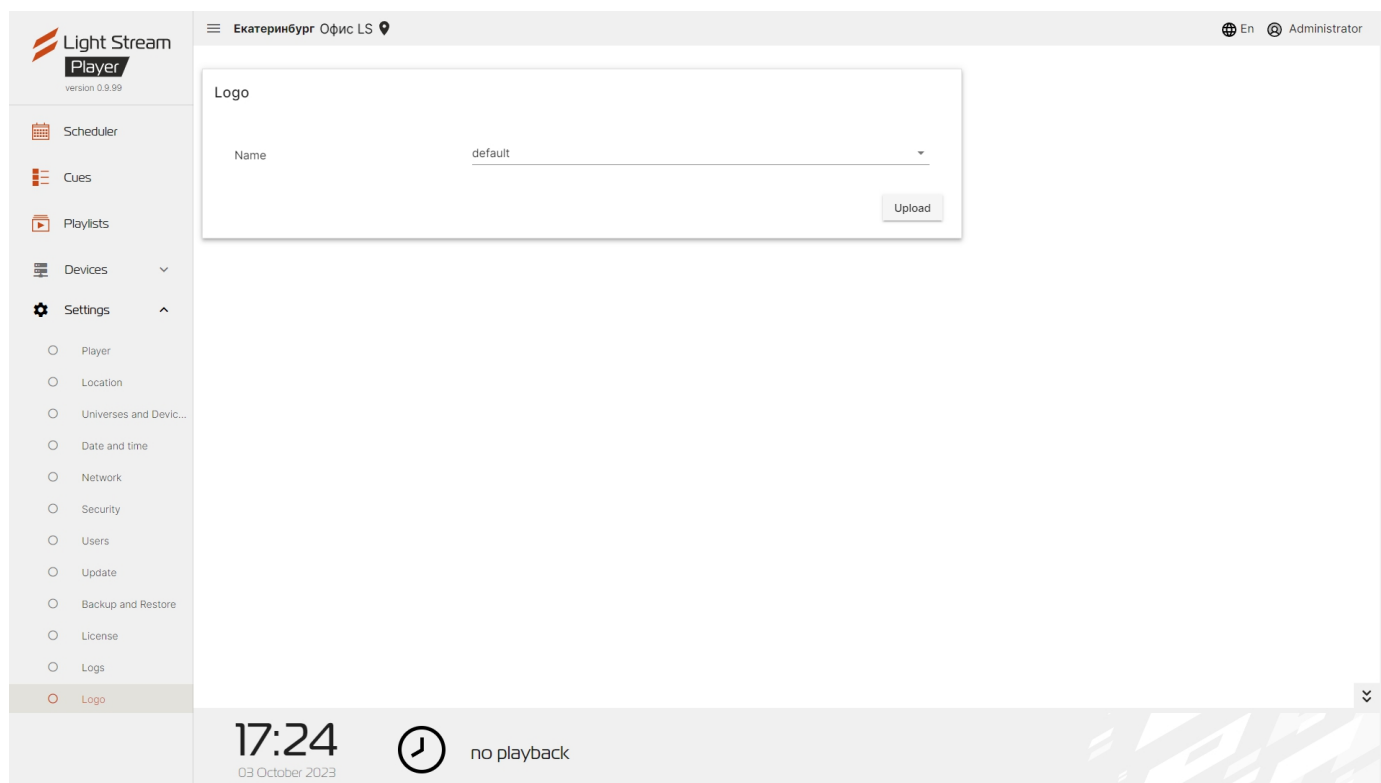
The screenshot displays the Light Stream Player interface. On the left is a sidebar with navigation items: Scheduler, Cues, Playlists, Devices, and Settings. The Settings menu is expanded, showing options like Player, Location, Universes and Devic..., Date and time, Network, Security, Users, Update, Backup and Restore, License, Logs (highlighted), and Logo. The main content area shows a 'service log' window with the following text:

```
service log
[2023.10.03 08:04:09] | Player: Cue 003Vane.cue was played for 89.68 seconds
[2023.10.03 08:05:40] | Player: Cue 002StripesOfColor.cue was played for 90.69 seconds
[2023.10.03 08:07:10] | Player: Cue 003Vane.cue was played for 89.73 seconds
[2023.10.03 08:08:39] | Player: Cue 003Vane.cue was played for 89.67 seconds
[2023.10.03 08:10:10] | Player: Cue 002StripesOfColor.cue was played for 90.72 seconds
[2023.10.03 08:11:40] | Player: Cue 003Vane.cue was played for 89.67 seconds
[2023.10.03 08:13:09] | Player: Cue 003Vane.cue was played for 89.66 seconds
[2023.10.03 08:14:14] | Player: Cue 002StripesOfColor.cue was played for 64.25 seconds
[2023.10.03 08:14:14] | Player: Playlist astro_playlist was played for 4656.38 seconds
[2023.10.03 08:14:14] | Scheduler: Event asdf was stopped
```

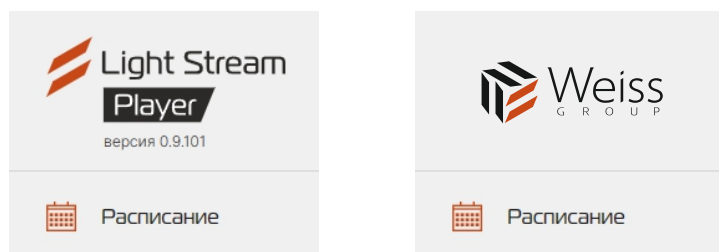
The bottom status bar shows the time 17:02, the date 03 October 2023, and the status 'no playback'.

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

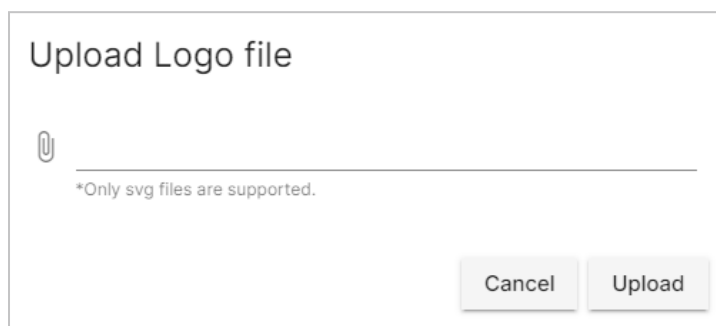
6.12) «logo» tab.



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.



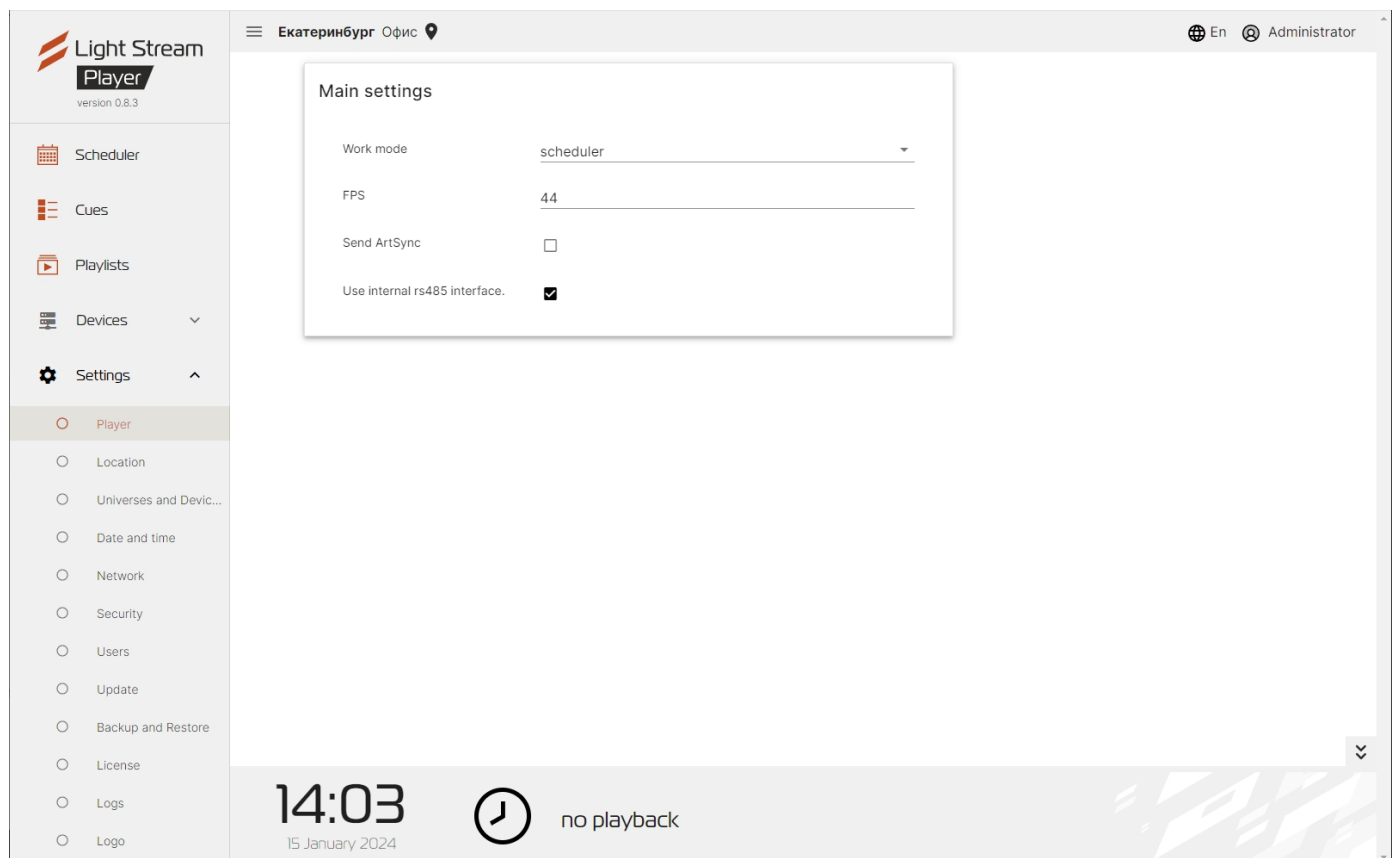
7) Manual mode Light Stream Player.

Manual mode in Light Stream Player allows you to play the necessary animations separately by starting them manually. It is suitable for viewing the necessary animations at the right time, as well as for commissioning the object illumination system.

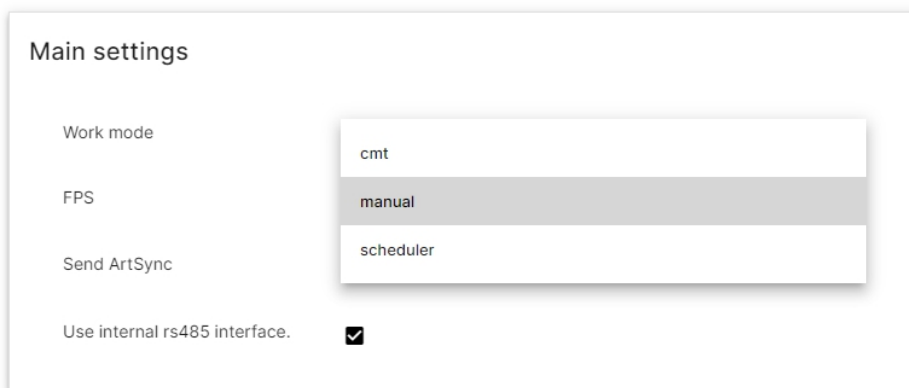
Manual mode will be launched until it is manually switched off. While in manual mode, the schedule for scene playback will not work.

Turning on manual mode for playing animations

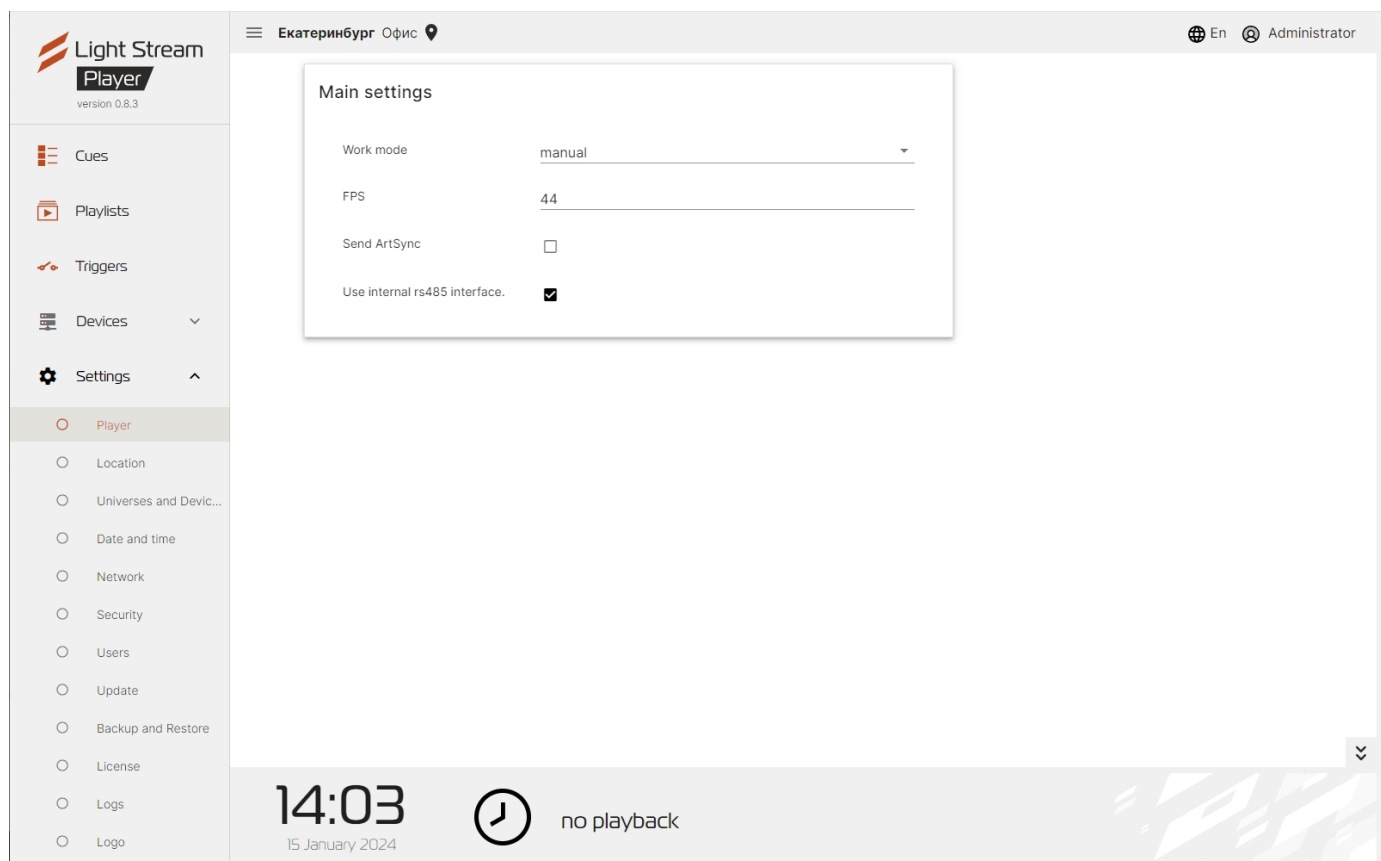
To enable manual mode, you need to go to the **Settings menu – Player – Main settings**.



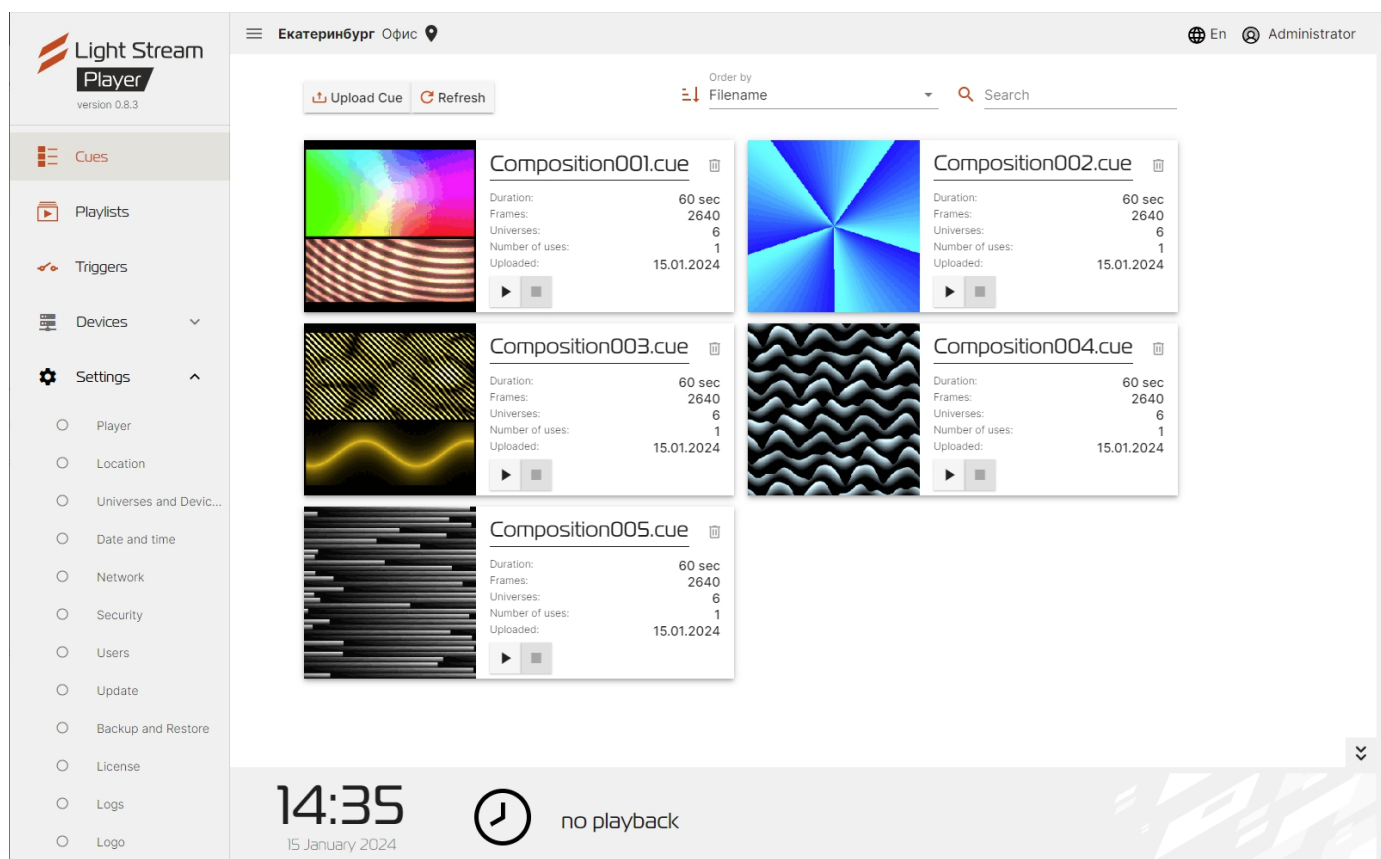
Next, under **"Operation Mode"** click on the drop-down list, and a menu will open with a choice of Player operation mode, in this menu you need to select «Manual Control».



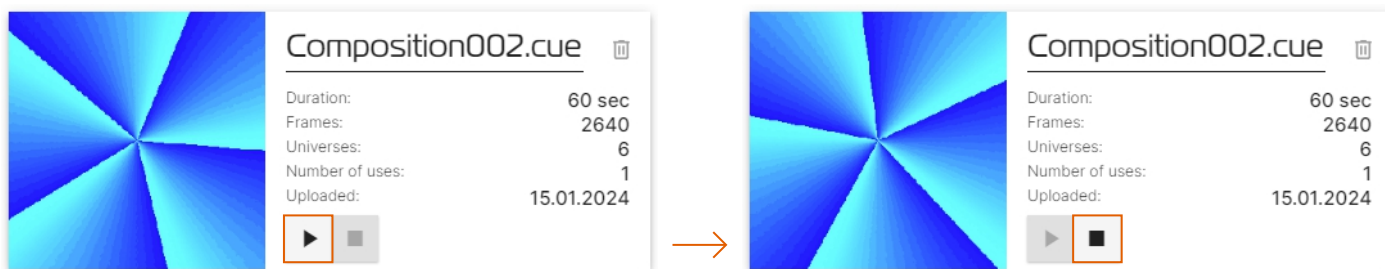
When manual control is activated, the **"Schedule"** section in the main menu will disappear.



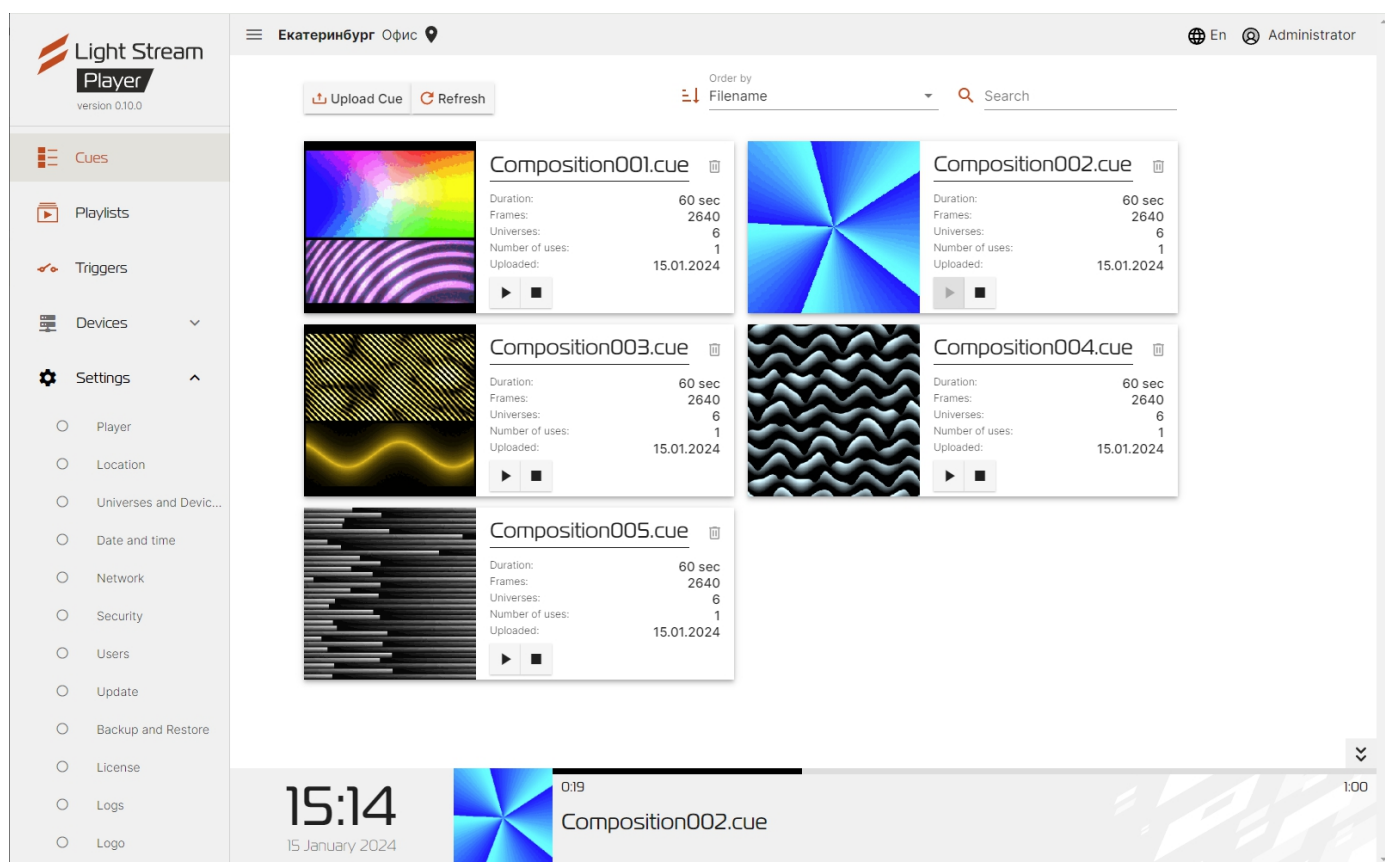
The **«Cues»** section displays all animations loaded on Player.



On each animation card, the **«Play»** and **«Stop»** buttons are displayed, if you switch on the manual control, the playback of animations on the Player stops. Now you can start the desired animations. If you press the **«Play»** button, the icons of the selected animation will change.



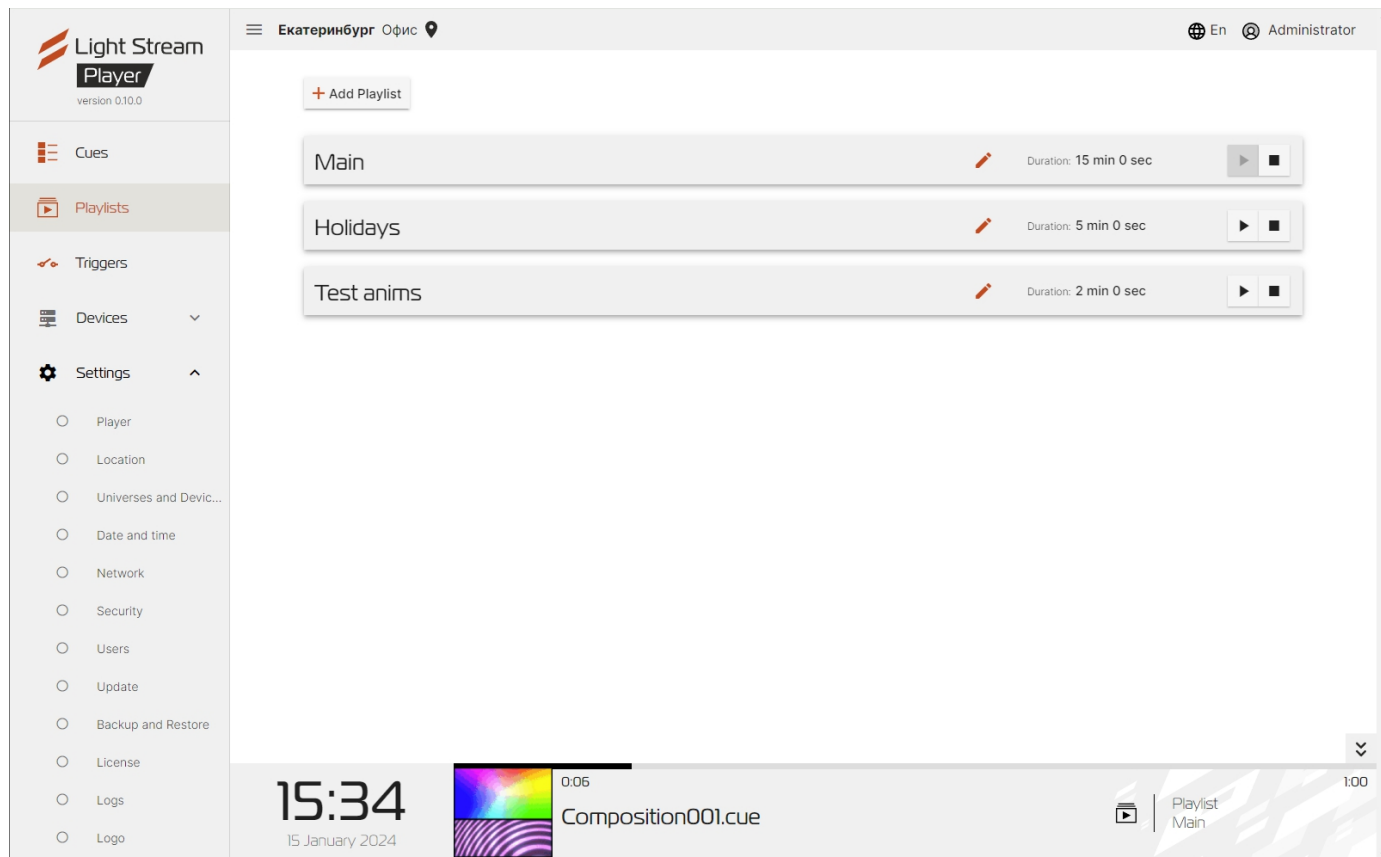
The selected animation will be played in the playback bar at the bottom.



When running animations in manual mode, it loops endlessly and will play until disabled.

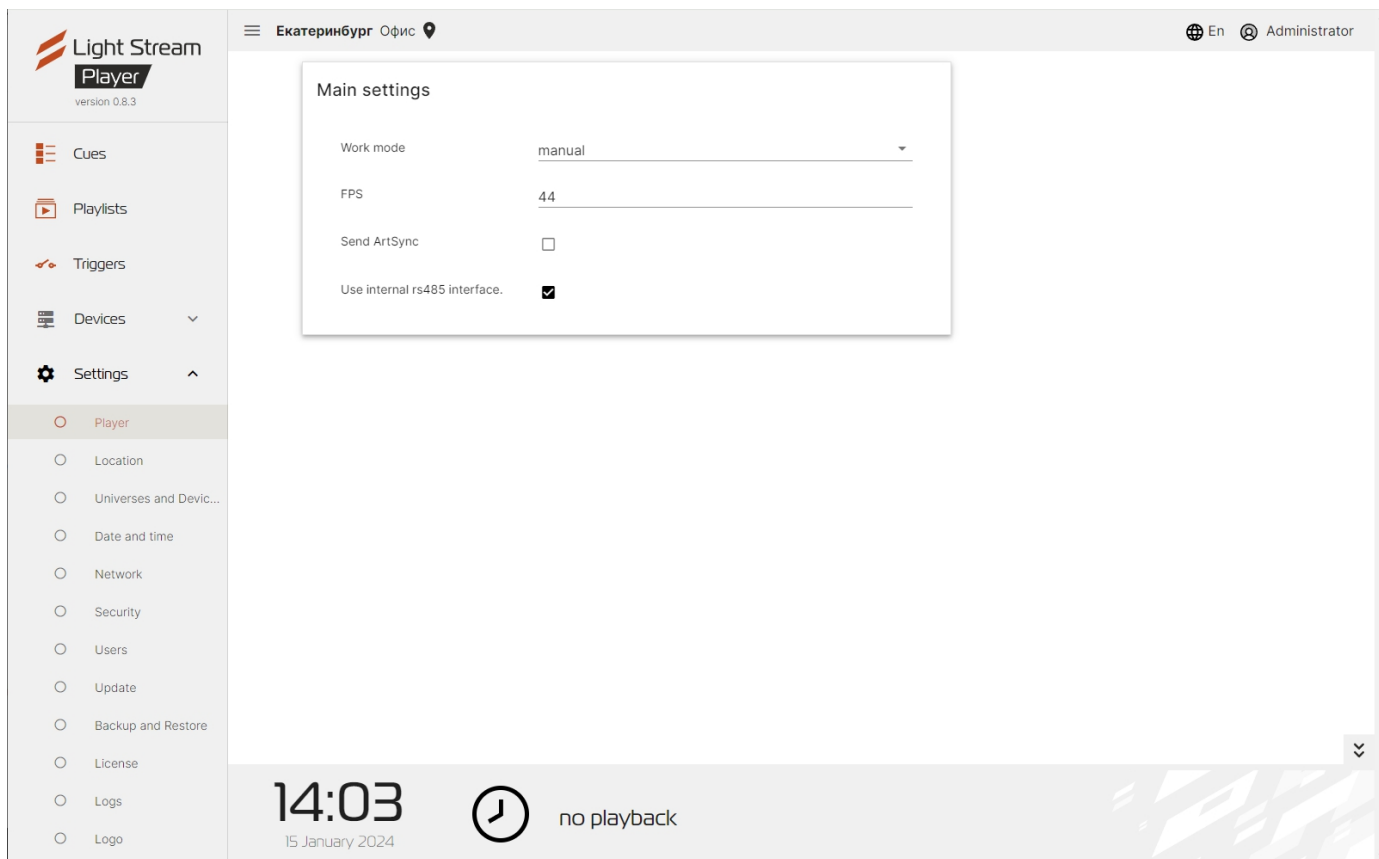
Also in manual mode, playlists can be launched.

To start a playlist, go to the «**Playlists**» menu and each playlist will have «**Play**» and «**Stop**» buttons in its card. When you press the «**Play**» button on the selected playlist, it will start and will also loop endlessly until it is stopped.

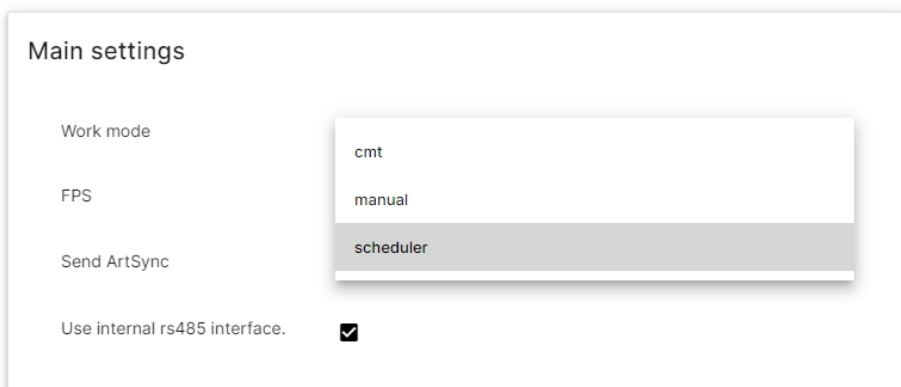


Switching off the Manual animation playback mode.

To switch off the manual mode you need to go to **Settings - Player - Main settings**.



And under Work mode, you need to select **«Schedule»**.



When the manual mode is switched off, the **«Schedule»** section will return to the main menu and the system will continue to operate according to the schedule.

The screenshot displays the Light Stream Player interface. On the left is a sidebar menu with the following items: Scheduler, Cues, Playlists, Devices, Settings, Player (highlighted), Location, Universes and Devic..., Date and time, Network, Security, Users, Update, Backup and Restore, License, Logs, and Logo. The main content area shows a 'Main settings' dialog box with the following configuration:

Setting	Value
Work mode	scheduler
FPS	44
Send ArtSync	<input type="checkbox"/>
Use internal rs485 interface.	<input checked="" type="checkbox"/>

At the bottom of the interface, a status bar shows the time 14:03, the date 15 January 2024, a clock icon, and the text 'no playback'. The top right corner of the interface shows 'En' and 'Administrator'.