

Connecting the Tekmand to LightConverse via Artnet

Configuring the Tekmand

1. Click the **Setup->Network->Tekmand Network Control**: Join Session to set console as a Master, like this:

2. Click the **Setup -> Network -> DMX Protocols -> Artnet**: Turn on the **Active** column and the **“Artnet Output Active”** button, like this:

Localstart: This is the first DMX universe to transmit.

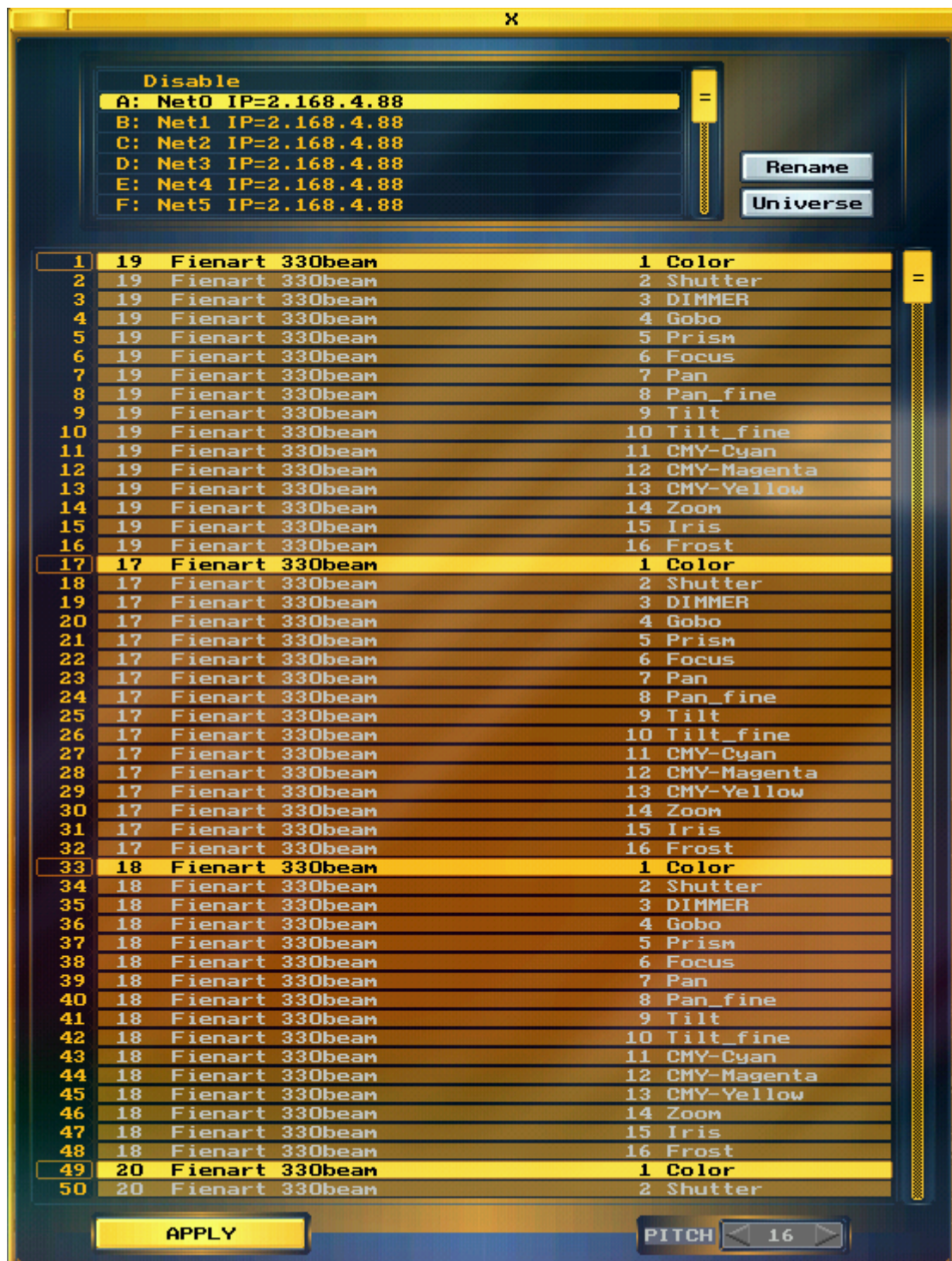
Amount: This sets the number of DMX universes to transmit.

ExternStart: This will shift the transmitted universe number. E.g. if you set it to 15 it will send your first universe to Artnet 0:F. Set it to 16 and you got Artnet 1:0.

Tips: Artnet is outputted from Ethernet connector 2.

Configuring the LightConverse

1. To patch the fixtures to Artnet universe, select the fixtures, then click the **Dmx Input** button, you will get this:



2. Next, select the desired port number, you can click the **Universe** button to change the port's universe type and number, a popup window will appear as:



3. Click **Apply** if you are finished.

Tips: The **IP Address** of Lightconverse must be 2.xxx.xxx.xxx(eg.2.168.4.100),
Subnet Mask: 255.0.0.0