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:

Tekm	and-Net Contro	l (Consoles o		Maste	r 🗙				
	Sessions		Stations						
Id	Name		IP	Status	Name	Version	Туре		
	Unconnected		192.168.4.88	Master	FineartXW	3.1.1.13	OnPC(Windows 7)		
6 eeeeee									
22	7 33ddd								
- 72	Tewir								
Session Id:			7	Statio	n IP:	192.168.4.88			
Session Name:			Statio	n Name:	fineartXW				
Session Password:		Stati		n Master Prio.:	Normai				
Set IP Address:		192.168.4.88	Statio	n Invitation:	Disabled				
J. Ses	oin Leave ssion Sessio	e in		Destroy Session	Invite Station	Dismiss Station			

 Click the Setup -> Network -> DMX Protocols -> Artnet: Turn on the Active column and the "Artnet Output Active" button, like this:

Setup/Network/DMX Protocols									
Artnet					Streaming ACN				
Active	Mode	LocalStart	Amount	ExternStart	Delay	Artnet2 (Experimental)			Artnet
on	Output		24						Active
New									
									Artnet Input Active

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.

Confirguring the LightConverse

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

[X	
Disable	
A: NetO IP=2.168.4.88	
B: Net1 IP=2.168.4.88	
C: Net2 IP=2.168.4.88	
F: Not4 IP-2 168 4 88	Rename
F: Net5 IP=2.168.4.88	Universe de Universe
19 Eiepart 330beam	1 Color
2 19 Fienart 330beam	2 Shutter =
3 19 Fienart 330beam	3 DIMMER
4 19 Fienart 330beam	4 Gobo
5 19 Flenart 330beam	6 Encus
7 19 Fienart 330beam	7 Pan
8 19 Fienart 330beam	8 Pan_fine
9 19 Fienart 330beam	9 Tilt
11 19 Fienart 330beam	11 CMY-Cyap
12 19 Fienart 330beam	12 CMY-Magenta
13 19 Fienart 330beam	13 CMY-Yellow
14 19 Fienart 330beam	14 Zoom
16 19 Fienart 330beam	15 Iris 16 Frost
17 17 Fienart 330beam	1 Color
18 17 Fienart 330beam	2 Shutter
19 17 Fienart 330beam	3 DIMMER
21 17 Fienart 330beam	5 Prism
22 17 Fienart 330beam	6 Focus
23 17 Fienart 330beam	7 Pan
24 17 Fienart 330beam	8 Pan_tine
26 17 Fienart 330beam	10 Tilt_fine
27 17 Fienart 330beam	11 CMY-Cyan
28 17 Fienart 330beam	12 CMY-Magenta
29 17 Fienart 330beam	13 CMY-Yellow
31 17 Fienart 330beam	15 Iris
32 17 Fienart 330beam	16 Frost Cartering
33 18 Fienart 330beam	1 Color
35 18 Fienart 330beam	3 DIMMEB
36 18 Fienart 330beam	4 Gobo
37 18 Fienart 330beam	5 Prism
38 18 Fienart 330beam	6 Focus
40 18 Fienart 330beam	8 Pan fine
41 18 Fienart 330beam	
42 18 Fienart 330beam	10 Tilt_fine
43 18 Fienart 330beam	11 CMY-Cyan 12 CMY-Magonta
45 18 Fienart 330beam	13 CMY-Yellow
46 18 Fienart 330beam	14 Zoom
47 18 Fienart 330beam	assistant 15 Iris Market America
48 18 Fienart 330beam	16 Frost
50 20 Fienart 330beam	2 Shutter
The second se	
APPLY	PITCH S 16

2. Next, select the disired 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(eg.2.168.4.100), **Subnet Mask**: 255.0.0.0