



V02

Quick Guide

LIGHTSHARK.ES



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002 **LS-Core** Box content

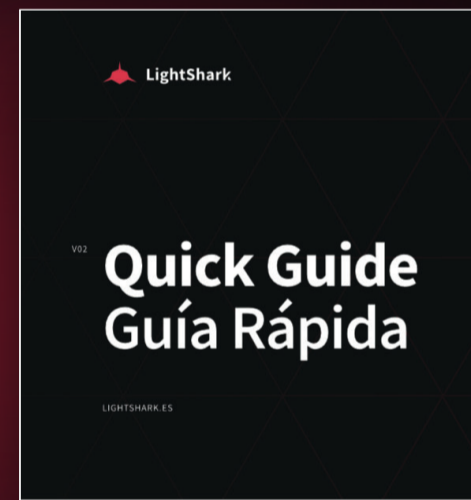
Inside the LS-Core box you will find the following items.



1 Power Supply



1 LS Core



1 Quick Guide

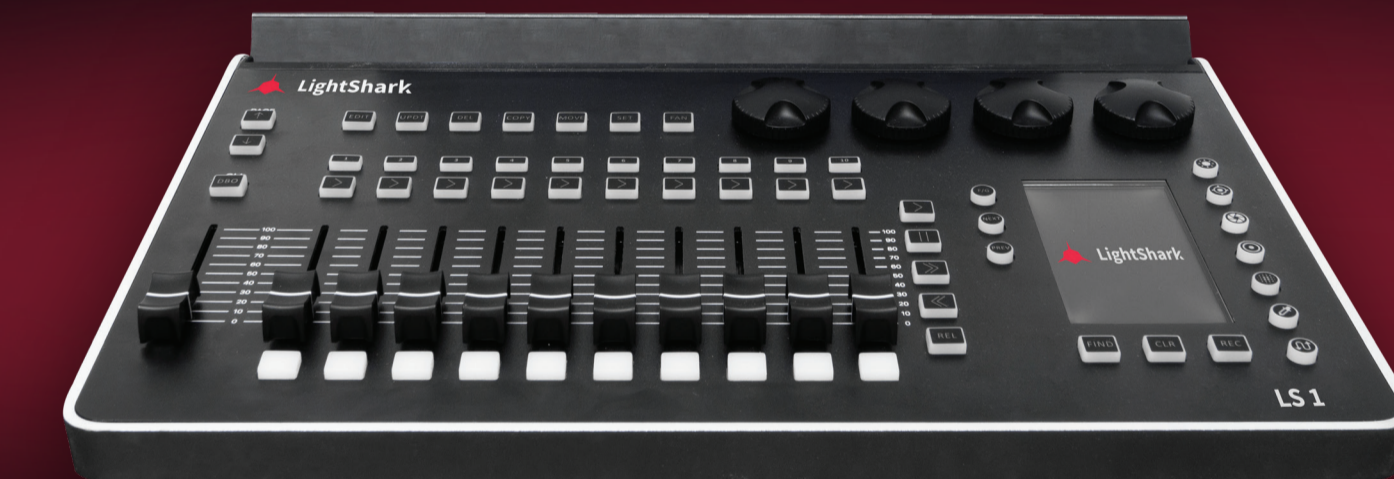
*Please note that the antenna is not mounted on the LS-Core, you must install it before using the device.

003 **LS-1** Box content

Inside the LS-1 box you will find the following items.



1 Power cord



1 LS 1



1 QuickGuide

*Please note that the type of power cord may vary depending on your region.

004 About



LS-1 is a new generation of web-based lighting consoles designed for all types of events. It offers a simple, powerful and portable multi-platform control system.

LS-Core is focused on those technicians who need the features of a complete lighting console but in the smallest possible space. Thanks to its internal task scheduler it is an ideal solution for fixed installations.

LightShark uses an integrated Web Server to provide all its functions to computers, tablets and smartphones that have a web browser.

Simply connect to the LS-1 or LS-Core's integrated WiFi access point. Alternatively, you can connect via the computer's Ethernet port for a wired connection.

Due to the technology used by lightShark, the use of the following web browsers is recommended:

- Firefox v67 onwards <https://www.mozilla.org>
- Chrome v75 onwards <https://www.google.com/chrome>
- Safari v11 onwards <https://www.apple.com/safari>
- Edge v96 onwards <https://www.microsoft.com/edge>

All of these web browsers have versions for both desktop and mobile devices.



LightShark devices

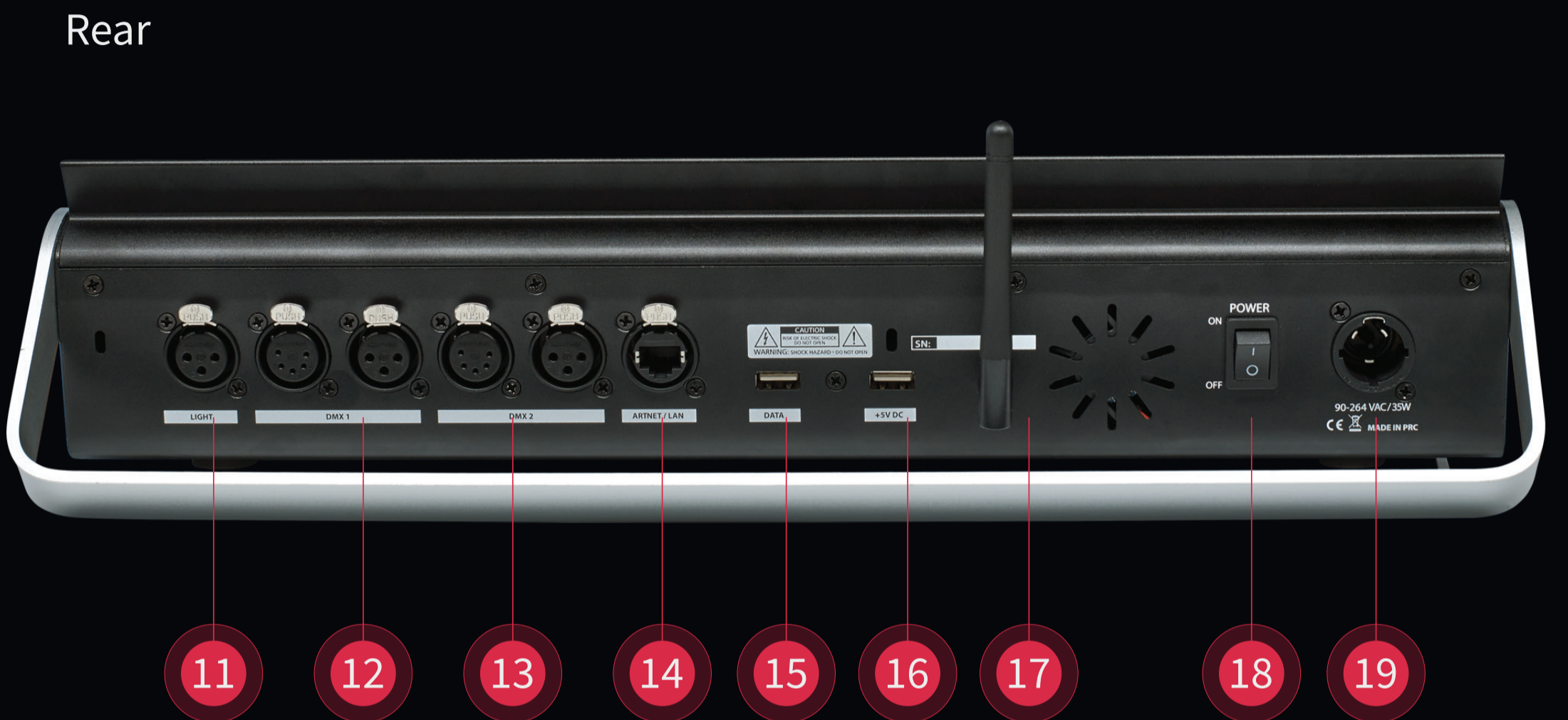
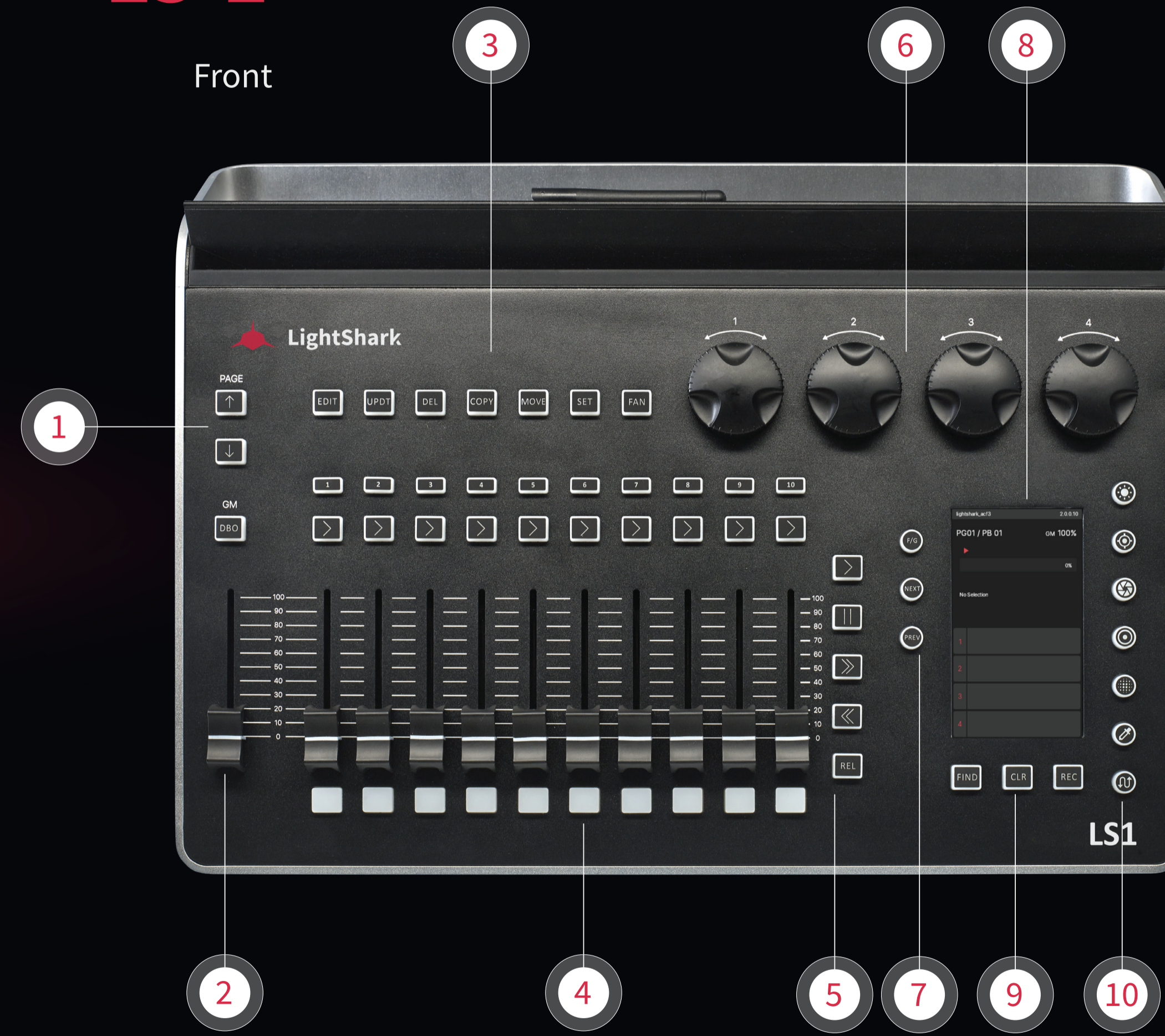
005 LS-Core



- 1// USB Port for data transfer
- 2// Navigation buttons
- 3// WiFi Antenna
- 4// Information Display

- 5// DMX 1 (Universe 1)
- 6// DMX 2 (Universe 2)
- 7// Ethernet Port (TCP/IP, UDP, OSC, ArtNet & sACN)
- 8// Power socket

006 LS-1



- 11// Page selection
- 12// Grand Master
- 13// Edition buttons
- 14// Playback section
- 15// Playback control section
- 16// Parameter encoders
- 17// Fixture selection buttons
- 18// Information display
- 19// FIND,CLEAR & REC function buttons
- 10// Attribute selection

- 11// Desk lamp port (5V)
- 12// DMX 1 (Universe 1) 3 & 5 pin
- 13// DMX 2 (Universe 2) 3 & 5 pin
- 14// Ethernet Port (TCP/IP, UDP, OSC, ArtNet & sACN)
- 15// USB port for data transfer
- 16// USB port for charging external devices
- 17// WiFi antenna
- 18// Power switch
- 19// Power socket

Getting started

It is possible to connect up to 4 devices simultaneously to lightShark, so you can access different windows on each of the devices at the same time. Once the third device has been connected, lightShark will reject the rest of the connections.

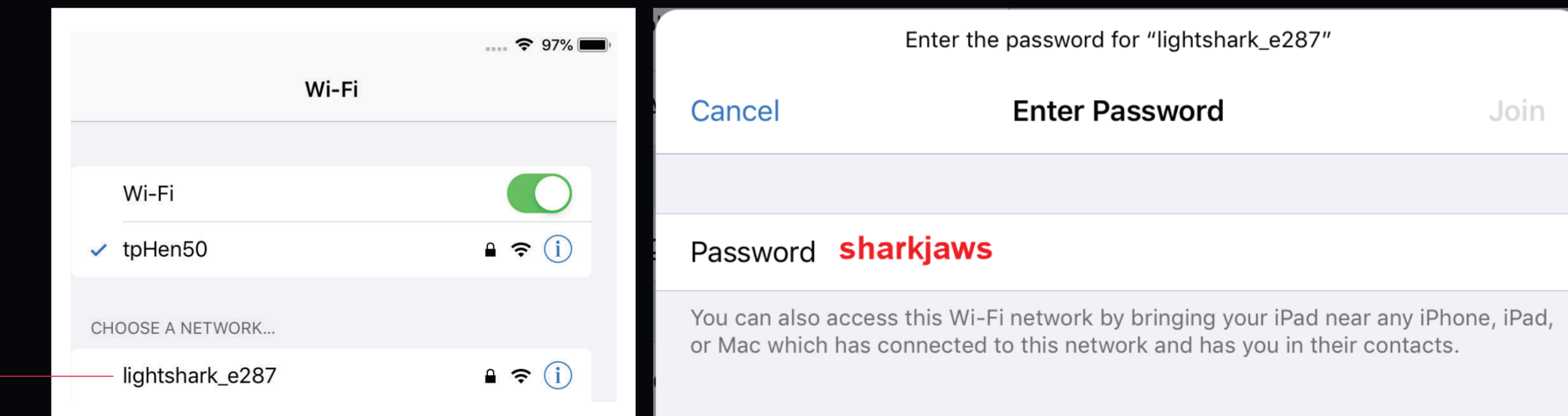
LS-1 and **LS-Core** devices have two network interfaces, one wireless and one wired.

007 Wireless Connection

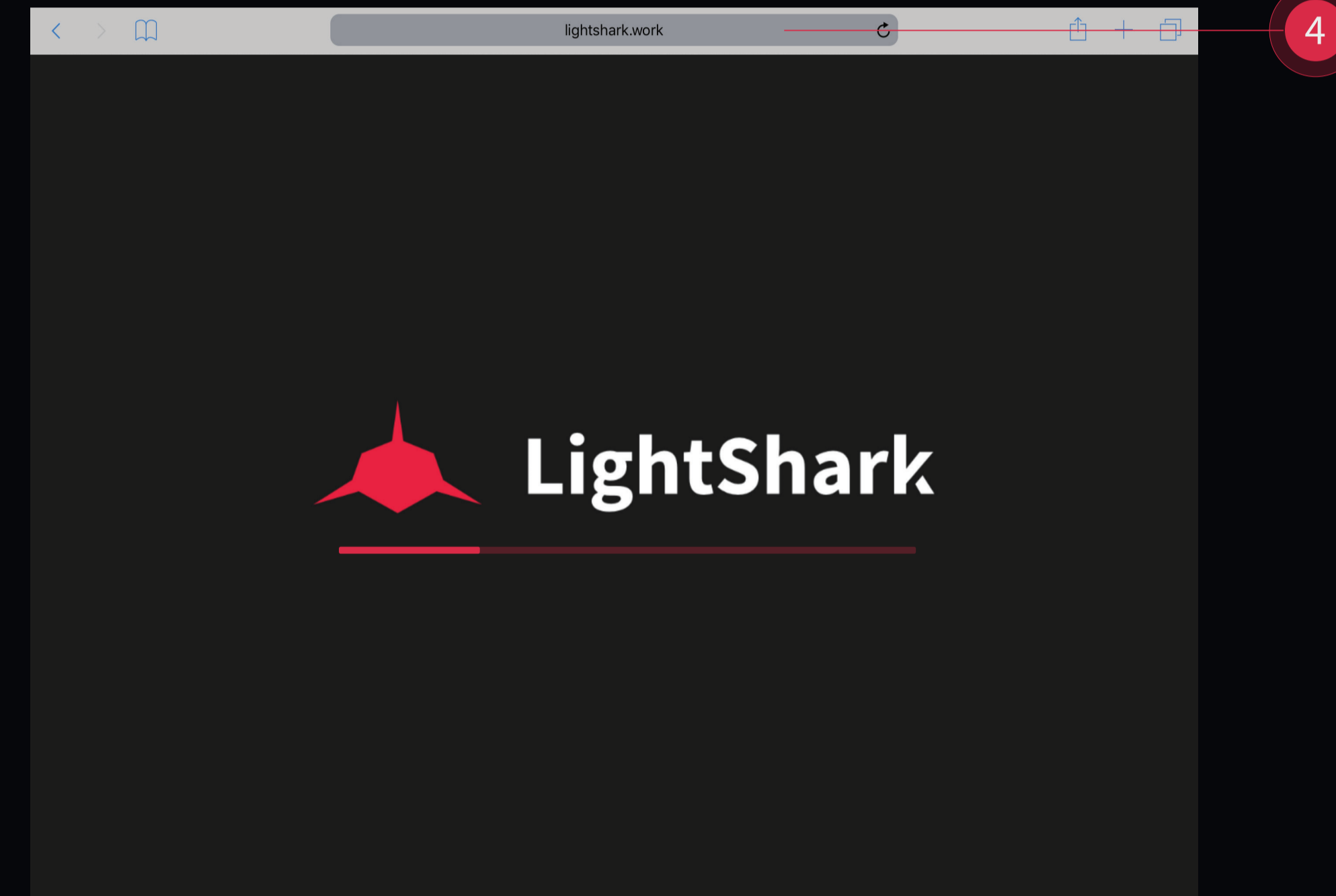
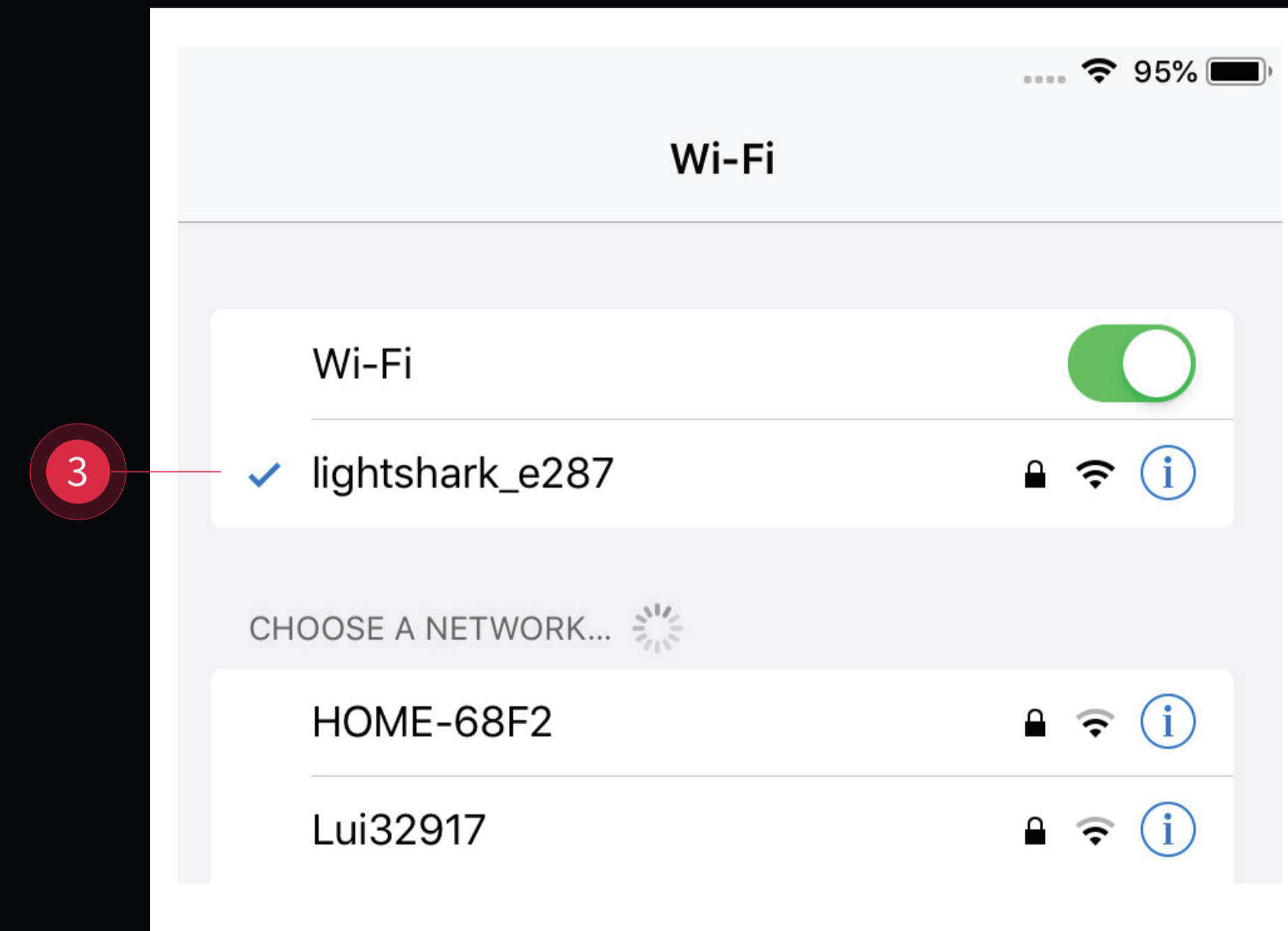
The wireless network interface is an integrated 2.4GHz Wifi access point. This access point creates a wireless network with the default SSID "lightsharkXXXX". where XXXX refers to the last four digits of the MAC address of the wireless interface. It is possible to find the name of the SSID of the devices in the screen of each one of the devices.

To connect to LightShark devices, through the wireless network using a tablet device, the steps are as follows:

- 1 // Check that the WiFi antenna is correctly connected to the device, then connect the external power supply and turn it on. You will notice that the LCD screen of your device will illuminate, wait until the device has fully started and the network name is displayed.
- 2 // Navigate to the WiFi network settings of your device and connect to the "LightShark-xxxx" access point. If this is the first time you connect, the default password will be "sharkjaws".



4// Start your device's web browser and enter "lightshark.work" address in the url field or the IP address "192.168.42.1". You should see the LightShark loading screen.

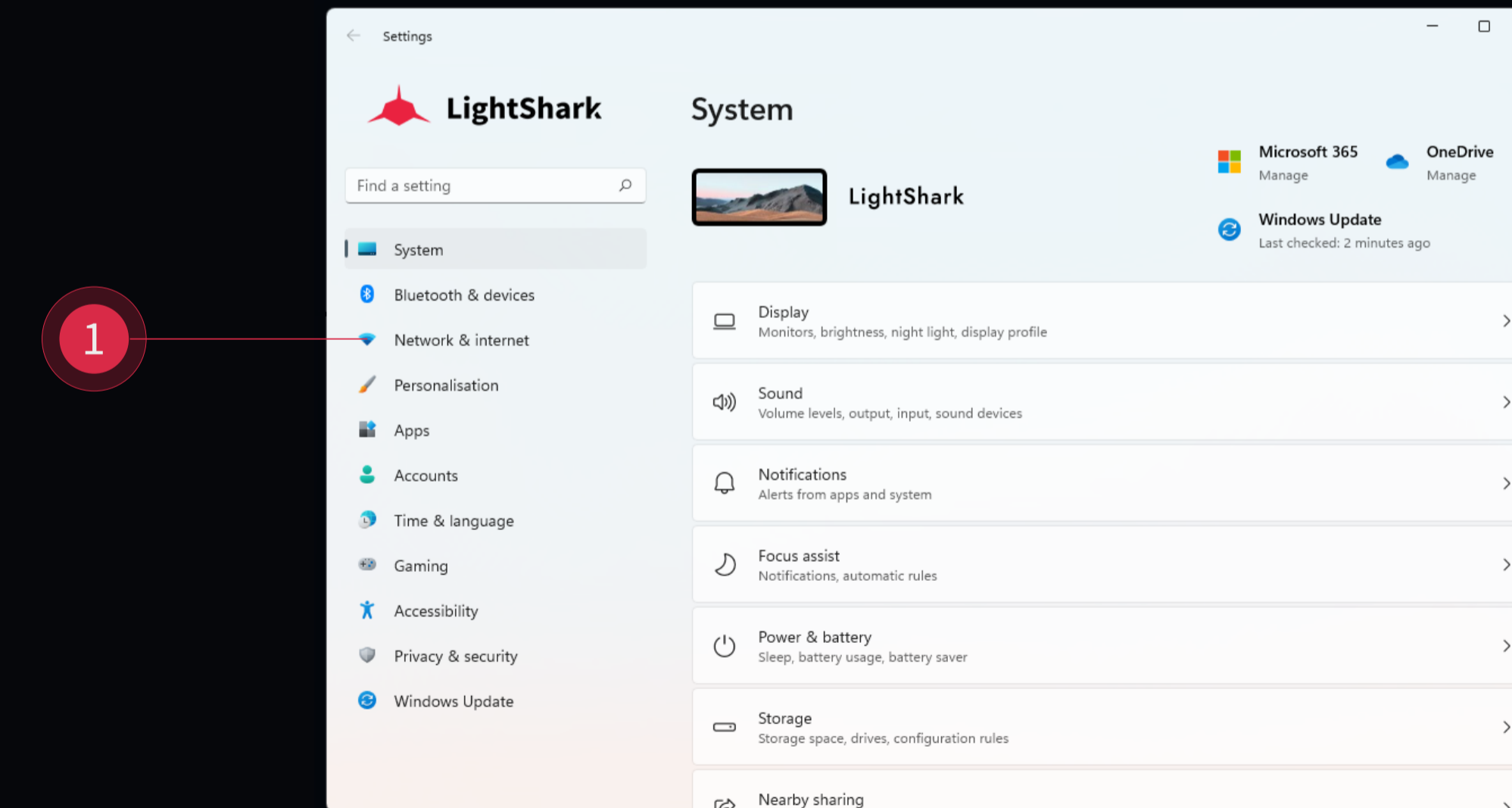


008 **Wired** Connection

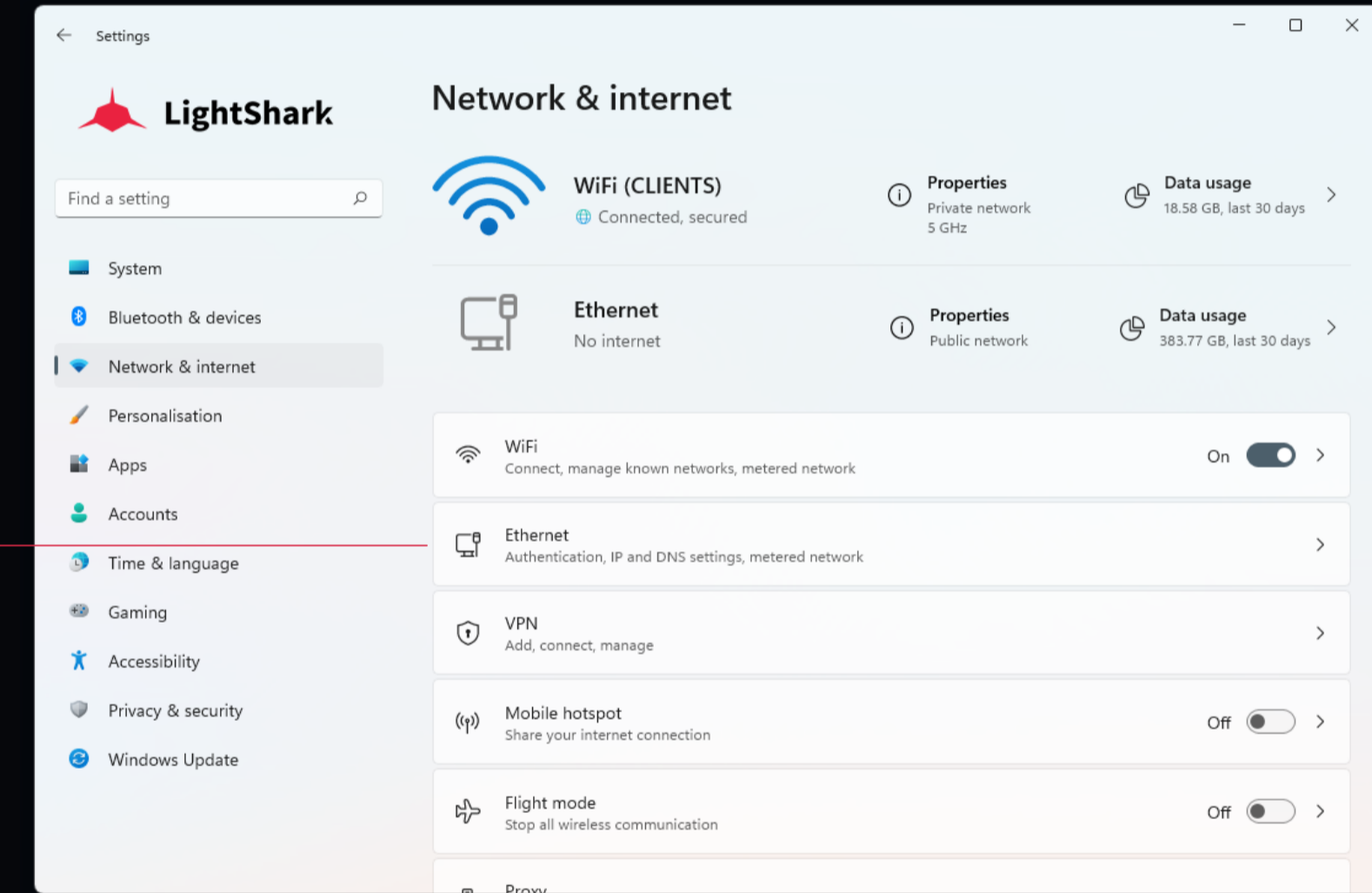
It is possible to connect via ethernet to LightShark devices, the following steps detail the process of connecting via a computer using the wired network interface instead of the wireless network:

To connect to LightShark devices, through the wired network using a computer, the steps are as follows:

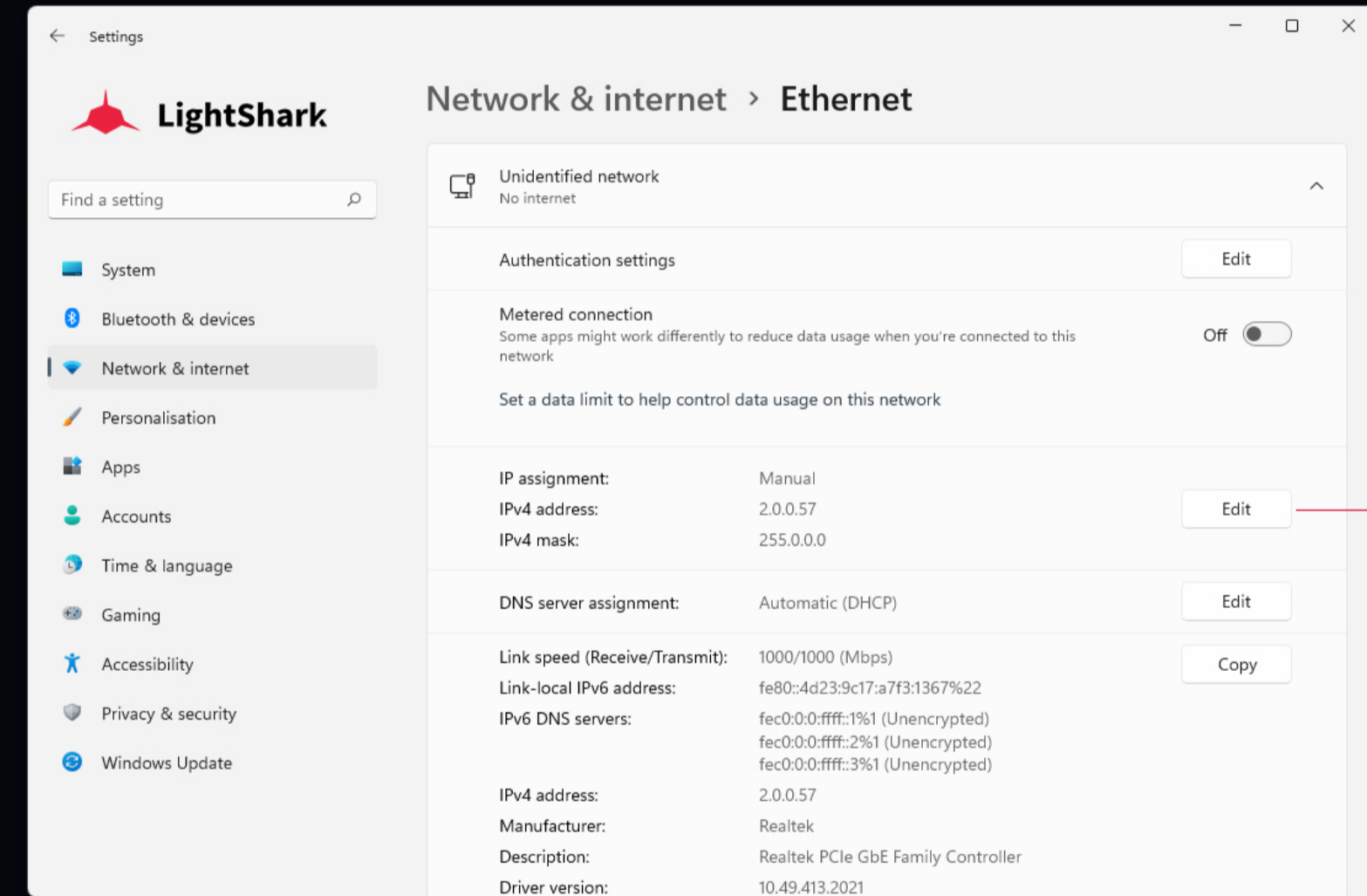
1// Access the Windows Settings and then select "Network and Internet".



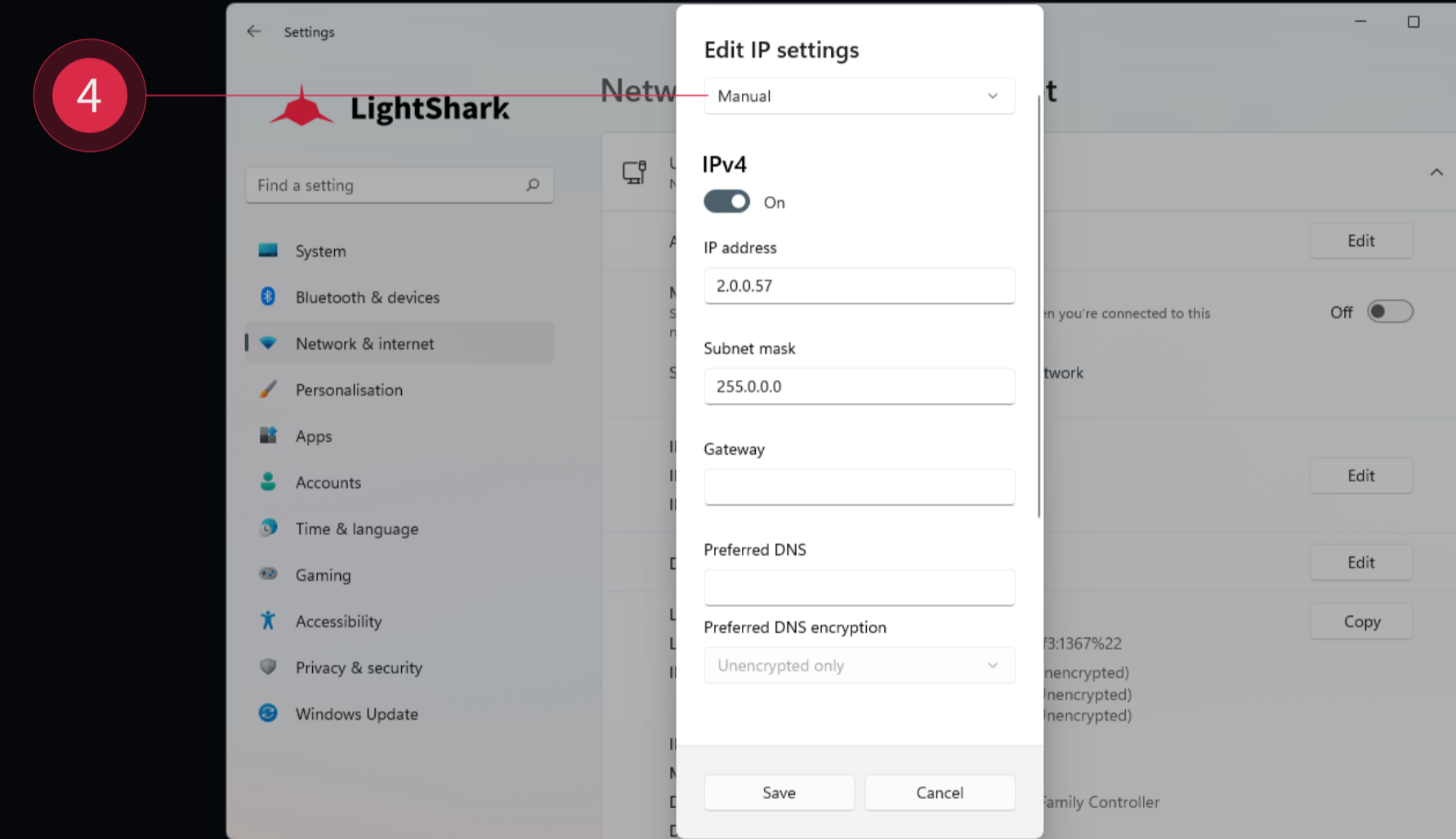
2// Select the ethernet interface to which the ethernet cable coming from the console is connected.



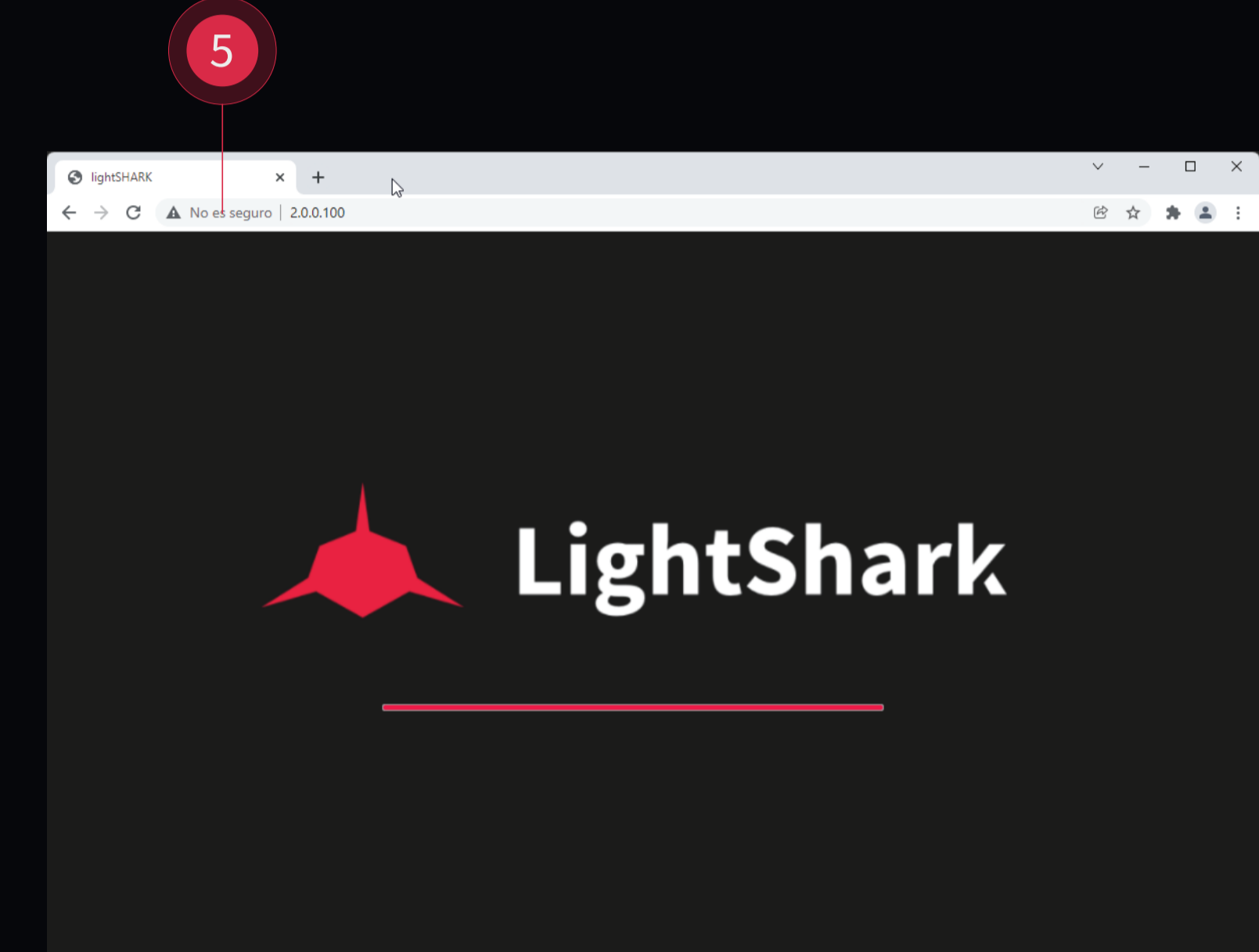
3// Click on the "Edit" button to change the IP address of the selected network interface.



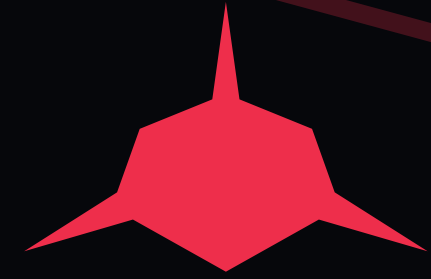
4// Select "Manual" settings and set the network address of the computer to the same subnet as your LightShark device (remember that LightShark devices are set to 2.0.0.1 by default). Click "Save" to apply changes



5// Open your web browser and enter the address of your LightShark device.



*Do not set the same IP address that your LightShark device has on your computer.



LightShark