

Connecting and Configuring Compulite Lighting Consoles and *wysiwyg*

For all Compulite consoles



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Document version 2.0 February 2008

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Connecting and Configuring Compulite Lighting Consoles and *wysiwyg*

1.0 About Compulite consoles and *wysiwyg*

- Pre-program a show with the Vector, Dlite, Rave, Sabre, and 4D consoles connected via Ethernet to a computer running Cast Software's *wysiwyg*.
- Link the console PC editions with *wysiwyg*'s for visualizing cues.
- *wysiwyg* CE is packaged with Vector Red consoles.

1.1 Work flow

- Install *wysiwyg* on a computer (PC)
- Install the Compulite driver
- Connect the PC to the console network
- Configure the console network
- Enable *wysiwyg* input

1.2 Requirements

- PC running Windows 2000 or better
- NTFS-formatted hard drive
- *wysiwyg* dongle

2.0 Installing *wysiwyg* and the Compulite driver

Requirements:

- The Cast Software installation disk or download the latest software version from <http://www.cast-soft.com> ► Downloads ► *wysiwyg*.
- Compulite driver - Download the Compulite driver from: <http://www.compulite.com> ► Downloads ► Visualizers ► Compulite Driver for *wysiwyg*. The driver's file name is: `CompuliteWYSIWYG_DriverSetup.exe`.

To install *wysiwyg*

- 1 Follow the instructions supplied by Cast Software.
- 2 At the prompt *Insert your console Manufacturer's Console Edition Drivers Disk*, install the Compulite driver `Compulitewysiwyg_DriverSetup.exe` and run this file.
- 3 When the installation is completed, you are prompted to insert the dongle and reboot the computer.
- 4 After restart, run *wysiwyg* Installing the Compulite driver

Requirements:

Download the driver from: <http://www.compulite.com> ► Downloads ► Visualizers. The file name is: `CompuliteWYSIWYG_DriverSetup.exe`.

To install the Compulite driver

- 1 Run the file `CompuliteWYSIWYG_DriverSetup.exe`.
- 2 Read the licence terms and click *I Agree* to continue.
- 3 Select the type of dongle you are using.
 - SE=Perform=Standard

Or

 - CE=Console=Console
- 4 After reading the information displayed, tap **NEXT**.
The driver is installed. This may take a few seconds.
- 5 Tap **FINISH**.

3.0 Configuring the PC to communicate with the console network

The computer running the *wysiwyg* software must be configured to the same subnet as the Compulite console.

Example: If console IP is 90.0.0.10 the PC LAN (local area network) must be configured manually to 90.### and the subnet mask must be 255.0.0.0.

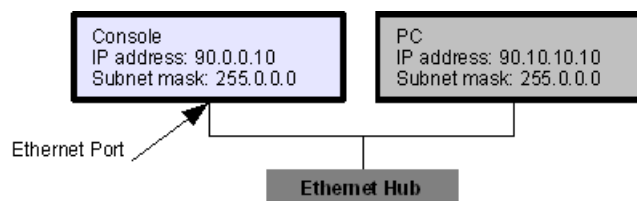


Figure 1: Compulite lighting console and PC connected via an Ethernet hub

To find the network ID on Vector

- 1 Open the Tools menu on Vector.
- 2 Tap Settings.
- 3 Open the Communication tab.
- 4 Jot down the network ID number and the console ID number and add the number 10.

Example:

Network ID	Console ID	
90.10.	59	10 or 1 (for dual core and Vector Orange)

Note: For Dlite, Rave, Sabre, and the 4D consoles the PC IP address' last byte can be any number.

To find the network ID on Dlite

Press **SETUP ► SYSTEM OPTIONS ► I/O ► ETHERNET**.

To find the network ID on 4D consoles and Sabre

Go to menu 26.

4.0 Connecting the console and the PC

Consoles are connected to the PC, running *wysiwyg*, via their Ethernet ports. The cabling used depends on whether the console is connected directly to the PC or is connected to the PC an Ethernet network. Wireless communication is also supported.

4.1 Connecting Vector

Use either the Data port or the Control port to connect to the PC running *wysiwyg*.

4.1.1 Cabling

Connect from port	Connect to	Cable requirements
Data	PC	Crossover cable
Data	Hub	Standard cable
Control	Hub	Crossover cable
Control	PC	Standard cable

4.1.2 Connection

After connecting to the PC, whether directly or via a hub, there is no further requirement.

4.2 Connecting other consoles

Dlite, Rave, Sabre, and the 4D consoles all have one Ethernet port on their back panels. This port is used to connect between the console and the computer running *wysiwyg*.

ATTENTION! For Dlite, Rave, Sabre, and the 4D consoles! Make sure that all the cables are connected before turning on the console. Reboot the console after verifying that the Ethernet port's green LED is on.

4.2.1 Cabling

Connect	Cable requirements
Directly to PC	Crossover cable
Via hub	Standard cable

4.2.2 Connection

After connecting to the PC, whether directly or via a hub, the Ethernet port's green LED is on.

4.3 Running wysiwyg & Vector PC on the same PC with no LAN connection

If wysiwyg & Vector PC are running on the same PC and the PC has no Ethernet connection then basically the LAN is not connected. In this case, wysiwyg & Vector PC will not communicate with each other.

To enable communication with no LAN connection

In the wysiwyg Device Manager, configure IP as 127.0.0.1.

This enables a loop back communication and connects the Vector PC and the wysiwyg.

5.0 Transmitting virtual connectors (VC)

Enable VC (virtual connector) transmission over the network on the console's software.

To enable VC transmission for Vector

- 1 Open the Tools menu.
- 2 Tap Settings.
- 3 Open the Communication tab.
- 4 Tap **VIRTUAL CONNECTORS (VC'S)**.

When enabled, the background is light.

- 5 Tap **OK**.

The console automatically transmits all ports over the network.

To enable VC transmission for Dlite and Rave

- 1 Press **SETUP**.
- 2 Tap **SYSTEM OPTIONS**.
- 3 Tap **I/O**.
- 4 Tap **ETHERNET**.
- 5 Tap **ENABLE VC**.

When enabled, the background is dark.

- 6 Tap **OK** until returning to the main screen.

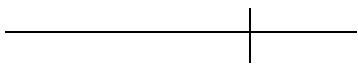
The console automatically transmits all ports over the network.

To enable VC transmission for Sabre and 4D consoles

On Sabre and the 4D consoles, you must determine which ports will transmit VC's and change the current VC table.

- 1 Go to menu 26 - Network Settings.
- 2 Press F5 VC Table.
- 3 Press F5 Edit VC Table.
- 4 Navigate to the relevant output cell for ID 000 using the arrow keys.

Note: For Spark 4D, navigate using **SHIFT** and the keypad (2, 4, 6, 8).

- 
- 5 Press F5 Clear.

The values in the connector cell and the slot cell are cleared.

- 6 In the connector cell, choose the output type.

Choose: F2 DMX, F3 CMX, or F4 HiEnd.

- 7 Navigate to the slot cell using the arrow keys.

- 8 Enter the connector number and choose F2 DMX, F3 CMX, or F4 HiEnd.

Note: If the slot information is identical to the connector information, press F1 Type as Defined.

- 9 Repeat steps 4 through 8 for each connector that will be transmitting through a physical port and virtual connector.

Note: Leave the LOC setting for slots that will not be transmitting over the network.

- 10 Press F1 Store.

- 11 Press F6 Restart to return to the main Network Settings menu.

- 12 Verify that the system ID number is 000. If the system ID number is not 000, navigate to the system ID field and type 000.

- 13 Press F1 Store.

After a few seconds, the updated VC table is displayed.

6.0 *Establishing communication between the lighting console and wysiwyg*

Requirements:

- CE dongle. If using a console (CE) dongle, you must have at least one (1) fixture patched in the console before connecting to *wysiwyg*. The console must set to transmit VCs. On start up, Vector has no patched fixtures. Dlite/Rave, Sabre, and 4D consoles usually have a full channel patch.
- SE dongle. If using a standard (SE) dongle there are no patch requirements before connecting to *wysiwyg*.
- VC transmission enabled on the lighting console. See [“Transmitting virtual connectors \(VC\)” on page 4.](#)

After completing the patch procedures in *wysiwyg*, you can establish the connection between the console and the *wysiwyg* application.

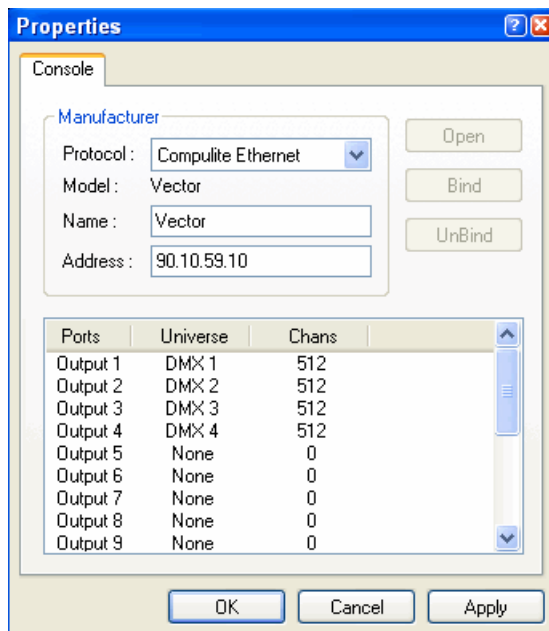


Figure 2: Connecting *wyswig* and the lighting console

To connect *wysiwyg* and the lighting console

- 1 In the *wysiwyg* application, click the Live tab.
- 2 Open the Live menu.
- 3 Choose Device Manger.
- 4 Expand the Consoles node.
- 5 Expand the Compulite node.
- 6 Choose your console.

If you do not find your console listed, choose Sabre.
- 7 Click Insert.
- 8 Click on the console and choose Properties.
- 9 In the Protocol field, change to Compulite Ethernet.

If Vector is your console, Compulite Ethernet is the only protocol available.
- 10 In the Address field, enter the **console's** IP address.

Make sure the last byte is 10.
- 11 The Bind procedure, opens the communication between the VC's defined in the console and the output defined in the *wysiwyg* patch.
 - Click on the required output.
 - Click Bind.
 - Select the relevant *wysiwyg* ID number.
 - Click Select.

- Check that the Universe column has been updated and shows the appropriate outputs.
- Repeat this procedure for all required universes.
- When the binding is complete, click OK.

12 Click Connect.

13 Verify that the status now shows *Connected*.

14 Click Close.

7.0 Enabling wysiwyg Input

When the VC transmission is enabled, you can use *wysiwyg* to produce live lighting looks provided there is a patch present.

If you are using the auto patch feature to connect to Vector, See, [“To use wysiwyg’s Auto Patch feature” on page 8.](#)

To patch and connect

- 1** Run the *wysiwyg* software and define the patch. (see *wysiwyg* documentation).
- 2** When the patch is ready, select Live mode.
- 3** Open the Live menu and choose Device Manger.
- 4** Expand the Consoles node.
- 5** Expand the Compulite node.
- 6** Choose your console.

If you do not find your console listed, choose Sabre.

- 7** Click Insert.
- 8** Click the console and choose Properties.
- 9** In the Protocol field, change to Compulite Ethernet.
- If you are using Vector, Ethernet is the only protocol available.
- 10** In the Address field, enter the console’s IP address.

11 The Bind procedure, opens the communication between the VC’s defined in the console and the output defined in the *wysiwyg* patch.

- Click on the required output.
- Click Bind.
- Select the relevant *wysiwyg* ID number.
- Click on Select.
- Check that the Universe column has been updated and shows the appropriate outputs.
- Repeat this procedure for all universes.
- When the binding is complete, click OK.

12 Click Connect.

Verify that the status now shows *Connected*.

13 Click Close.

To use wysiwyg's Auto Patch feature

ATTENTION! This can be used only when connecting to Vector consoles.

- 1 In the wysiwyg application, click the Live wysiwyg tab.
- 2 Open the Live menu.
- 3 Choose Auto Patch.
- 4 Click Clear Patch.
- 5 Click Send Patch.
- 6 Click Close, to close the dialog box.

Vector's command line shows the message: *Receiving Auto Patch* and a progress bar is displayed.

8.0 Installing wysiwyg on a Vector console

The wysiwyg application can be installed directly on Vector consoles.

The work flow for installing wysiwyg on Vector is:

- Install the wysiwyg application
- Install the Compulite driver
- Enable virtual connectors in Vector's Settings dialog box

Requirements:

- The wysiwyg installation disk. If you do not have an installation disk, download the current software from the Cast Software web site: <http://www.cast-soft.com/cast/software/home.jsp>.
- The wysiwyg dongle. Do not plug the dongle in until instructed.

To install wysiwyg and Compulite driver on a Vector console

- 1 Insert the installation disk into Vector's disk drive and follow the installation directions.
- 2 Browse to drive D:\ and install wysiwyg there.

IMPORTANT! Do not install wysiwyg on drive C:\!

- 3 When the installation is complete, you are asked to go to file sntnllusb.sys.
If the system does not automatically find this file, look for it in:
C:\Program Files\Common Files\Safenet Sentinel\Sentinel system Driver.
- 4 When prompted, plug in the wysiwyg dongle.
- 5 Restart the console.
- 6 Install the Compulite driver. See, ["To install the Compulite driver" on page 2](#).

