

Compulite File Server



# **Compulite File Server**

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## **General Information**

Compulite File Server (CFS) is an application that runs on Microsoft Windows based PCs. This application enables Compulite lighting consoles to access the PC's local hard drive.

For this application to work properly, the PC and the lighting console must be connected to the same local area network (LAN). This application can be installed on any version of Microsoft Windows, as long as a network card and the TCP/IP protocol is installed.

After launching the CFS execute file, the PC acts as a server and is ready to receive connections from the LAN. The Compulite consoles are the client. The server's role is to receive requests, process and execute them, and then send the results back to the client.

***The Compulite File Server (CFS) is used to negotiate between several consoles and personal computers to:***

1. Transfer data, saved shows, device definition files.
2. Share data between the consoles.
3. Backup data to other hard drives in any location.

***The benefits of using the Compulite File Server (CFS) application are:***

1. Save hard drive space, while all of your data can now be store only in one place.
2. Save you significant time of data transfer.
3. Spare the use of floppy diskettes for copying.
4. Uniformity in distributing files on the network for several consoles.
5. Unification of many files in one server PC for organization needs.

***Notes:***

1. You cannot use the CFS application to transfer information and data between two consoles or boards directly. If you like to do so, you will have to connect both of the clients to a third server side PC with Microsoft Windows that can hold the CFS application and will serve as mediator between the two clients.
2. The CFS application is not supported through wide area network (WAN).
3. Although there may be several servers working together in the LAN, one client can be connect to maximum of 5 servers.
4. There is no limitation on how many clients the server can be connected to.

## **Prerequisites and Preparations**

Several steps need to be done, before working with CFS.

### ***Connecting the lighting consoles to the network***

#### Connecting

If the connection is between the client and the server PC only

#### Cable types

Crossed Ethernet network cable- RJ45 type.

If the connection is through another network device like hub or a switch

Regular and direct- none crossed Ethernet network cable- RJ45 type

After connecting the physical cables, reboot the console by turning it off and then turn it back on.

### ***Configuring the IP addresses***

The subnet mask (prefix of the IP address) of both the servers and clients must be identical. Example: If the server's IP address is 91.0. 0.1, the client's IP address must also begin with 91. Therefore, it will be necessary to make reconfigure the clients IP address accordingly.

<u>Class</u>	<u>Address Range</u>	<u>Subnet Mask</u>	<u>Prefix</u>
A	1.0.0.0 to 126.255.255.255	255.0.0.0	X.0.0.0
B	128.0.0.0 to 191.255.255.255	255.255.0.0	X.Y.0.0
C	192.0.0.0 to 223.255.255.255	255.255.255.0	X.Y.Z.0

**IMPORTANT!** If you have more then one console on the network, or if you've already assigned IP addresses to your console, we strongly recommend that you change the IP address on your personal computer, instead of on the console.

For information on how to change your PC's IP address, please consult your PC vendor, or visit Microsoft Support web site.

### ***To check the IP address on the PC***

#### *On a Windows NT/2000/XP/2003 based computer*

1. Press Start and then click run.
2. Type CMD and click OK.
3. On the command prompt windows, type the command: IPCONFIG and press ENTER.
4. Write down the shown IP address and close the window.

*On Windows 95/98/98SE/ME based computer:*

1. Press Start and then click run.
2. Type the command: WINIPCFG and click OK.
3. Write down the shown IP address and close the window.

After checking the IP address on the server side (PC), you will need to assimilate this on the client side.

**IMPORTANT!** On the Compulite console make sure that all your data have been saved!

***To change the IP address on the lighting console***

1. Enter the "System Param." menu (menu 8) and exit to service tools by clicking the F5 button (press F1 on the confirmation screen).
2. Press F3 to get into the "Config System" menu (Type the password when needed).
3. Press F1 to enter the "Communications Params".
4. Change the IP address according to the IP address that is on the server PC. Make sure that this is unique address on your network; otherwise this will lead to collusion on the LAN.
5. Enter a unique description and ID. The name in the description will be used when automatically creating folders on your local hard drive.
6. Press F6 to enter and exit and again F6 to store changes.
7. Press MENU and F2 to Warm Start the machine and to go back into the regular use of the console.

***To run CFS for the first time***

1. Open "My Computer" and enter drive C.
2. Make sure that a folder named "Console" is present. If this folder does not exist, create a new folder and name it: "Console". The client only knows to work with the C:\Console folder.

*Note:* The Console folder is created automatically with the setup. After connecting the clients to the server, subdirectories with the description name chosen from the Compulite console will be created automatically. (See "To change the IP address on the lighting console", step 5.)

3. Open the CFS application. Notice that this program is designed to run in the background, so it is automatically minimize to the Windows Taskbar.

**IMPORTANT!** Do not close the CFS application while working on the client! Doing so will result in a connection failure between the server PC and the client. You can keep the program running on the Windows Taskbar or restore it to its original size to view the current connection on this server.

### ***Mapping the drives***

To use the local hard drive on the server PC, you must map the drives on the client console. The related subfolder on C:\Console is then used like a virtual drive on the console.

#### *To map drives*

1. Open the "Network Settings" menu (menu 26).
2. Choose the letter of the virtual drive that you want to map your drive to (H, I, J, K, or L). Notice that to go down on those lines you will have to use the errors keys, on the Spark 4D you will need to press the SHIFT button and the appropriate number keys (2, 4, 6 or 8).
3. Press F1 to map drive
4. Enter the server PC's IP address as it appears on step 2.d or 2.g,
5. Press F1 to map it.

When successfully mapped, the N/A note is replaced with the computer name that the CFS is running on.

#### *To unmap a drive*

Click the "Unmap Drive" F2 button.

## **Troubleshooting error messages**

### Error message

<i>HOST NOT FOUND</i>	The server PC was not found
<i>CONNECTION FAILED</i>	The host server was found but the CFS application is not currently running on it.
<i>INVALID IP ADDRESS</i>	After trying to map the same server twice into a different drive letter. This operation is not allowed!

## **Working with the CFS application**

When a successful connection has been made, you can use the mapped virtual drives on the client console as an ordinary drive.

You can access the mapped virtual drives only for recording, deleting or loading files.

### ***To access mapped virtual drives***

1. Begin the record, delete, or load file operation (in console menus 2, 5, 14 and 19), followed by).
2. Click the "Change Drive" button (usually located on the F5 key).
3. The mapped Network Drives, as well as the default local drives, are displayed according to the drive mapping.
4. Click the appropriate F key, to select the required network drive for read and write operations.

*Note:* If you have more than one network drive mapped you will need to click "More" (F5 key) to see the rest of the drives available.

To help you choose the right network drive, a summary of the mapping is displayed after clicking change drive option (except on menu 19). This can help you to decide to which server (if you have more than one), you want to be connected to. This way you don't need to remember the details of your different servers, because all of the relevant details are displayed on screen: network drive letter, IP address and name of the server PC.

### ***Possible scenarios***

#### ***Warm start***

Performing Warm Start to the console will initiate a search for the mapped network drives and try to load the last state of the network drives. You must make sure that the CFS application is active and running on all of your servers PC.

In case of successful communication verification between both the server and the client sides, the network drive mapping to the last state. That means that the same drive letters are allocated.

In case of any type of failure, the network drives will be automatically unmapped. To remap you must repeat the steps as described in Prerequisites and Preparations.

#### ***Cold start***

Performing Cold Start to the console automatically unmaps and deletes all mapped network drives, even though the CFS application is active and running on all of your servers PC!

*Closing connection*

If the connection is terminated by the PC, by choosing Close in the CFS Connection menu, the drive mapping is broken.

**IMPORTANT!** Even though the mapping seems undisturbed on the console side, it is no longer valid.

To use reestablish the mapping you must first unmap the drives and then repeat the procedures to map them again.