

Desk Dough® Beam - Quick Start Manual

1. Lighting Desk:

- patch 3 Layers of Desk Dough® Beam
- patch 1 Layer of Desk Dough® Cam

example:

Fixture 1 = Layer 1: DMX–Universe 1/Channel 1
Fixture 2 = Layer 2: DMX–Universe 1/Channel 72
Fixture 3 = Layer 3: DMX– Universe 1/Channel 143
Fixture 4 = Cam 1: DMX–Universe 1/Channel 214

Be sure to have the correct ArtNet Settings and ArtNet Output enabled
for the example above it is:

(Net:1)
(Subnet:0)
Universe:0

2. Connect the Desk Dough® via ethernet cable to the lighting desk
3. Connect the Desk Dough® via HDMI to a projector

Power–On the Projector
Power–On the Desk Dough®

Set Fixture 1 @full: you will see a white Spot

Troubleshooting:

Red Stops & Mops Logo: No ArtNet

- Is the ethernet adapter blinking? (if not check the cable)
- check your ArtNet settings and power off and on the Desk Dough® again
- depending on your lighting desk you have to reboot your console as well

No Output (Black Screen)

- check the projector
- check your patch (see point 1)
- check the Desk Dough ArtNet settings
for the example above it is
Net:1
Subnet:0
Universe:0
Channel: 1

Grey Background/Yellow Stops & Mops Logo

- reboot the Desk Dough

Webinterface:

- open a browser on a computer within the same network as the Desk Dough® is (static IP: 2.0.0.X/255.0.0.0)
- type in the IP–address that is displayed on the Desk Dough® (e.g. 2.0.0.1:8080)