

## Quick Start Guide

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# 1 Light System Manager Documentation

Light System Manager controller is an integrated hardware and software solution optimized for medium and large-scale LED lighting applications. This Quick Start Guide describes the essential steps required to set up Light System Engine (LSE) hardware and install Light System Composer (LSC) show authoring and configuration software. The following documents are also available to help you fully realize the potential of your complete lighting system:

Document Name	Online Location	Included with LSM
<i>LSM Installation Instructions</i>	<a href="http://www.colorkinetics.com/lsc/controllers/lsm/">www.colorkinetics.com/lsc/controllers/lsm/</a>	Printed booklet
<i>LSM Product Guide</i>	<a href="http://www.colorkinetics.com/lsc/controllers/lsm/">www.colorkinetics.com/lsc/controllers/lsm/</a>	
<i>LSM User Guide</i>	<a href="http://www.colorkinetics.com/lsc/controllers/lsm/">www.colorkinetics.com/lsc/controllers/lsm/</a>	
<i>Lighting Fixture Wiring Diagrams</i>	<a href="http://www.colorkinetics.com/support/wiring/">www.colorkinetics.com/support/wiring/</a>	

# 2 Network Configuration Overview

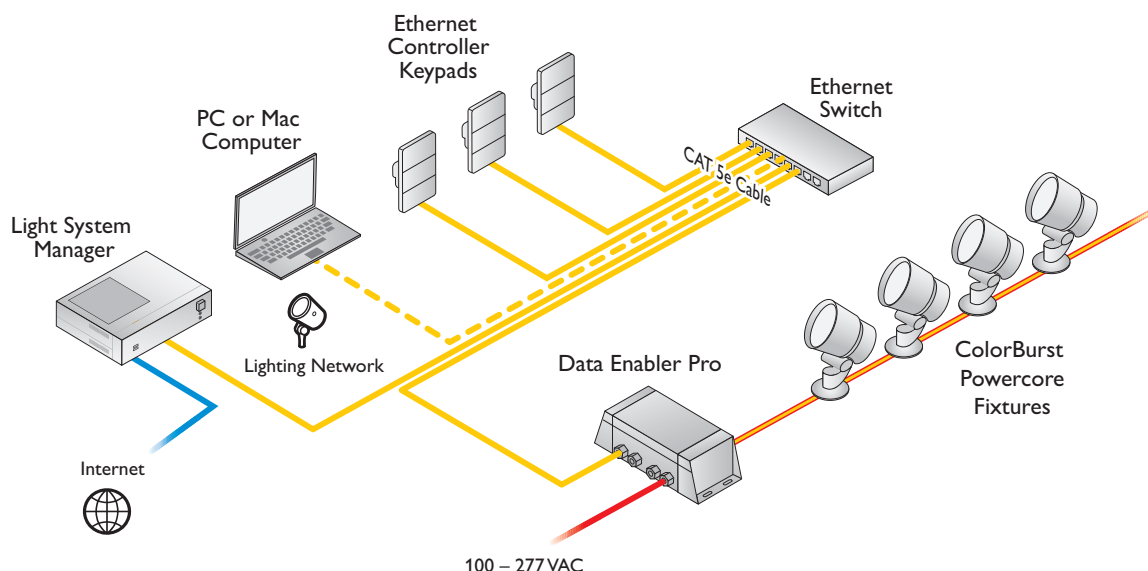
The Light System Manager system comprises Light System Engine, a computer (used for initial setup and programming), one or more Controller Keypads (optional), network hardware, data interfaces, and the lighting fixtures.

## Network Environment

Light System Engine hardware is designed for use in a switched Ethernet infrastructure. Light System Engine has two network ports: Port 1 for the dedicated lighting network and Port 2 for the Internet/management connection. The lighting network (connected to Port 1) must be a dedicated, isolated Local Area Network (LAN). The Internet/management network (connected to Port 2) should have access to the Internet, and can be shared with other devices on your network.

## Ethernet Switches

Ethernet switches are used to connect all components of an LSM installation, routing information between all equipment connected to the network. Since Ethernet uses a star topology to enhance data throughput, every component must be connected directly to a switch. Use a Gigabit (10/100 /1000) switch for the first layer of the network (the layer connected to the Light System Engine), and use either Gigabit or Fast Ethernet (10/100) switches for the second and third layers of the network. If installing Ethernet Controller Keypads, use Power over Ethernet (PoE) compatible switches, or install PoE injectors from Philips Color Kinetics. Note that the maximum cable run between any Ethernet devices is 100 m (328 ft).



## 3 System Requirements

A computer (PC or Mac) installed on the isolated network enables you to author shows and upload configuration files to the LSE. Verify that your computer meets the following minimum specifications:

Windows	Windows 7 or newer, 64-bit 100 MB free storage space	macOS	macOS 10.10 or newer 100 MB free storage space
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## 4 Hardware Installation

### Install Light System Engine

Place the Light System Engine in a secure indoor location that meets environment specifications and is accessible to both the lighting network, and the Internet/management networks. Refer to the *LSM Product Guide* for detailed hardware specifications.

### Set Up the Light System Engine


Connect the power and network cables to the LSE, leaving 152 mm (6 in) cable clearance at the back of the unit. Connect the network cables, then power on the Light System Engine.


### Set Up a Computer

Connect the power and network cables, then connect the network cable to a switch on the lighting network. The lighting network should be used for initial configuration..

### Test Connectivity

To test the computer's network connectivity, open to the LSE web interface by entering its IP address in a web browser. The default lighting network IP address is 10.1.3.100. You should be able to access the web-based interface. (The default username is color and the default password is kinetics.)

 To connect with the LSE web interface from the lighting network, the computer must be set up with a static IP address. Use the instructions below to configure the static IP address.

 We recommend that you plug the Light System Engine into an uninterruptible power supply (UPS). A UPS will continue to provide power to the Light System Engine for a short period of time in the event of an unexpected power loss, allowing you to safely shut down the system and prevent loss or corruption of your data.

## 5 Configure Static IP Address

### Static IP Address Configuration for Windows®

1. From the Start menu, select **Control Panel**, and then double-click **Network Connections**.
2. From the Network Connections window, double-click the **Local Area Connection** icon associated with your computer's network card. Disable any wireless network interface and any VPN connection.
3. In the Local Area Connection Status window, click **Properties**. The Local Area Connection Properties dialog is shown.
4. Select **Internet Protocol (TCP/IP v4)**, then click **Properties**.
5. Configure a static IP address:
  - Select **Use the following IP address**.
  - Enter 10.1.2.3 for the **IP Address**.
  - Enter 255.0.0.0 for the **Subnet Mask**.
6. Click **OK** to return to the Local Area Connection Status window, and then click **Close**.

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### Configure Static IP Addressing (continued)

#### Static IP Address Configuration for macOS

1. From the Apple menu or the Dock, open **System Preferences**, and then click **Network**.
2. From the **Location** list, select **Automatic**.
3. Select your Ethernet device from the left pane.
4. Configure a static IP address:
  - From the **Configure IPv4** list, select **Manually**.
  - Enter 10.1.2.3 for the **IP Address**.
  - Enter 255.0.0.0 for the **Subnet Mask**.
5. Click **Apply**.

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### Installing Light System Composer Software

#### Windows Installation

1. Download the Light System Composer software from [www.colorkinetics.com/support/lsm/](http://www.colorkinetics.com/support/lsm/).
2. Unzip the file you downloaded, and open the **Light System Composer** folder.
3. Double-click **LightSystemComposerInstaller.exe**. The Light System Composer Setup Wizard window is displayed.
4. Click **Next**, and follow the prompts to proceed with the installation.
5. Once the installation is complete, click **Finish**.

#### macOS Installation

1. Download the Light System Composer software from [www.colorkinetics.com/support/lsm/](http://www.colorkinetics.com/support/lsm/).
2. Unzip the file you downloaded, and open the **LSC Installer** folder.
3. Right-click **LightSystemComposerInstaller**, and then click **Open**. A macOS security warning is displayed.
4. Click **Open**. The Light System Composer setup wizard launches.
5. Click **Next**, and follow the prompts to proceed with the installation.
6. Once the installation is complete, click **Finish**.

