

Kling Net Application Guide



This setup guide will step through using Arkaos' Kling-Net Mapper software in conjunction with an ENTTEC Pixelator Mini in order to map a number of shapes.

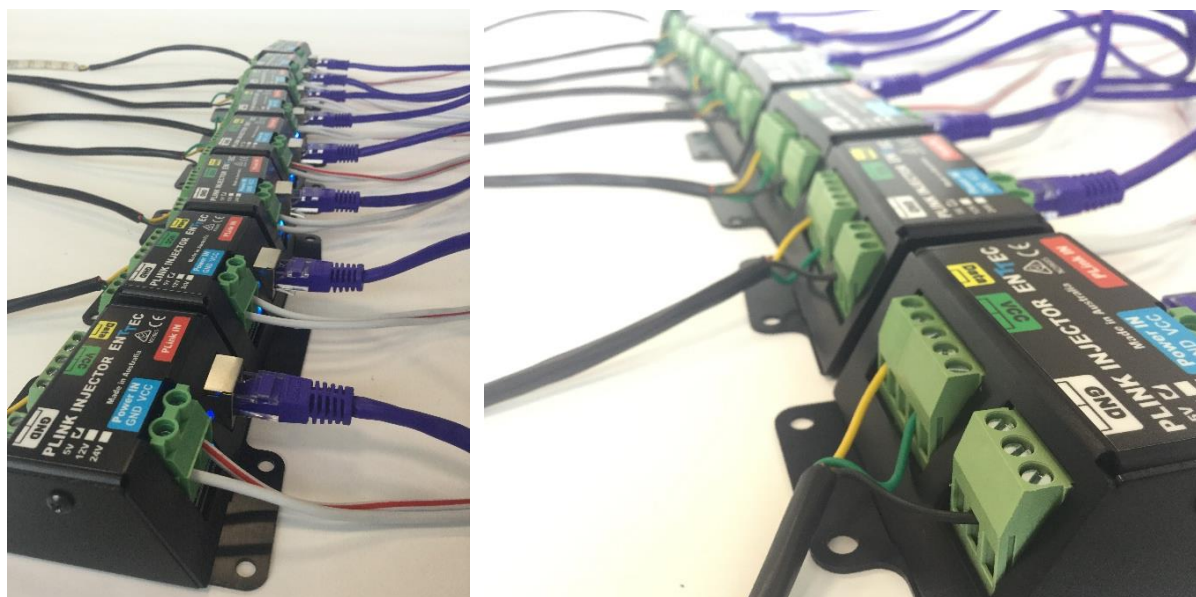
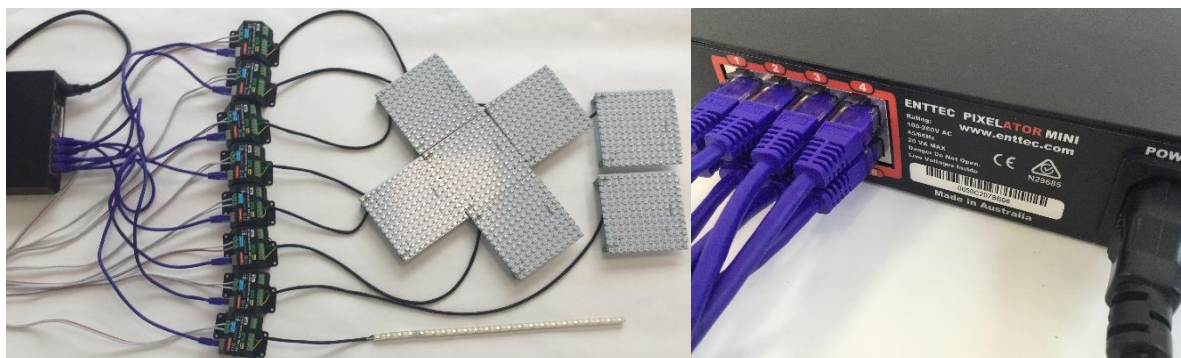
This guide steps through the process of configuring the following pixel products:

Pixel Product	Quantity	Product Number
12*12 WS2812b Pixel Tile	7	8PS144-125
60 px/m LED WS2812b strip	1	8PL60

-The pixel products in this guide have been connected to the Pixelator Mini through ENTTEC's P-Link System. Using this same system, Phero Battens can also be mapped.

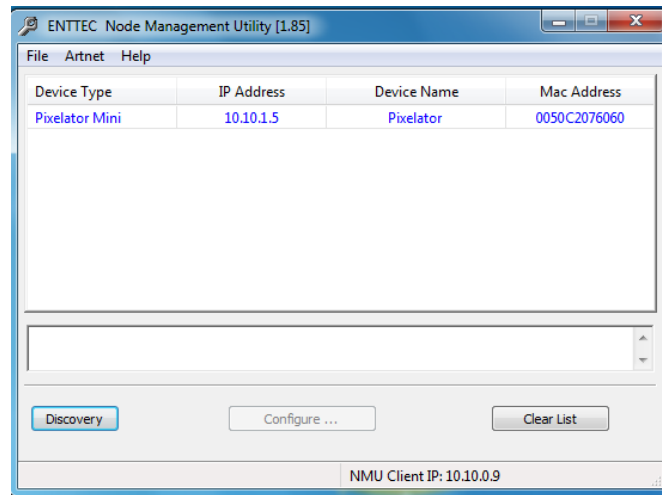
Control Product	Quantity	Product Number
Pixelator Mini	1	70066
5V PLink Injector	8	73546

*DC Power should be provided locally at each PLink Injector.



Configuration of the Pixelator Mini

After Plugging in your Pixelator Mini to your network, launch Enttec NMU on your computer to find the IP address of the unit. From here you can open the web page:



Navigate to the settings tab within the web interface and select 'Kling-Net' in the dropdown menu.

ENTTEC

Home
Settings
Network Stats
Update Firmware

PIXELATOR-MINI - SETTINGS

Network Settings

Node Name: Pixelator Mini

DHCP: ☒ DHCP Enable

This will override the IP setting below

IP Address: 10.7.186.207

Used if DHCP is disabled or unavailable

NetMask: 255.0.0.0

Used if DHCP is disabled or unavailable

DMX Protocol (Input): Kling-Net

Art-Net
ESP
sACN
Kling-Net

LED Protocol (Output):

PLink Outputs (Kling-Net)

Options	Out 1	Out 2	Out 3	Out 4	Out 5	Out 6	Out 7	Out 8
Pixel Order: <small>correct color order</small>	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB
Pixel Height: <small>RGB (0-340) RGBW (0-256)</small>	0	0	0	0	0	0	0	0
Pixel Width: <small>RGB (0-340) RGBW (0-256)</small>	0	0	0	0	0	0	0	0
Height x Width:	0	0	0	0	0	0	0	0
Pixel Patch: <small>hover to see patch options</small>	1	1	1	1	1	1	1	1
Max. Pixels / Port:	0	0	0	0	0	0	0	0
Total Pixels:	0							

Updates

Save

Save Settings

Factory Default

Reset to Defaults

Reboot/Restart

Reboot Now

The first row of the outputs will allow you to configure your pixel ordering for each port using the dropdown menu's.

-Each port on the rear of the Pixelator Mini Should be thought of as a 'virtual fixture' and will appear as such within the KlingNet Mapper software.

-If you want to disable a port so it does not show up in the KlingNet Mapper software, set it's dimensions to 0 Width and 0 Height.

-For the ports you do wish to use, enter the dimensions of each shape you wish to create. Whilst doing this you must remember that there is a maximum pixel per port limit of: 370 RGB LED's & 256 RGBW LED's.

-The quantity of pixels used per port is shown in the Height * Width row directly below.

PLink Outputs (Kling-Net)								
Options	Out 1	Out 2	Out 3	Out 4	Out 5	Out 6	Out 7	Out 8
Pixel Order: <small>correct color order</small>	GBR ▼	GBR ▼	GBR ▼	GBR ▼	GBR ▼	GBR ▼	GBR ▼	GBR ▼
Pixel Height: <small>RGB (0-340) RGBW (0-256)</small>	12	12	12	12	12	12	12	1
Pixel Width: <small>RGB (0-340) RGBW (0-256)</small>	12	12	12	12	12	12	12	36
Height x Width:	144	144	144	144	144	144	144	36

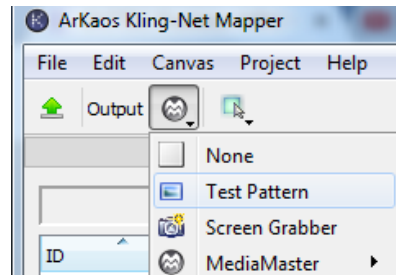
[illegible]

PLink Outputs								
Options	Out 1	Out 2	Out 3	Out 4	Out 5	Out 6	Out 7	Out 8
<u>Universe/Output:</u> (0 - 2)	<input type="text" value="2"/>	<input type="text" value="2"/>	<input type="text" value="2"/>	<input type="text" value="2"/>	<input type="text" value="2"/>	<input type="text" value="2"/>	<input type="text" value="2"/>	<input type="text" value="2"/>
<u>First Universe:</u> ESP Universe: (0 - 255)	<input type="text" value="12"/>	<input type="text" value="0"/>	<input type="text" value="4"/>	<input type="text" value="6"/>	<input type="text" value="8"/>	<input type="text" value="10"/>	<input type="text" value="12"/>	<input type="text" value="14"/>
<u>Second Universe:</u> ESP Universe: (0 - 255)	<input type="text" value="1"/>	<input type="text" value="3"/>	<input type="text" value="5"/>	<input type="text" value="7"/>	<input type="text" value="9"/>	<input type="text" value="11"/>	<input type="text" value="13"/>	<input type="text" value="15"/>
<u>Pixel Order:</u> correct color order	<input type="text" value="GBR"/>	<input type="text" value="GBR"/>	<input type="text" value="GBR"/>	<input type="text" value="GBR"/>	<input type="text" value="GBR"/>	<input type="text" value="GBR"/>	<input type="text" value="GBR"/>	<input type="text" value="GBR"/>
<u>Pixel Group:</u>	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text" value="1"/>
<u>DMX Start Add:</u> (0 - 511)	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
<u>Max. Pixels / Port:</u>	340	340	340	340	340	340	340	340
<u>Total Pixels:</u>	2720							

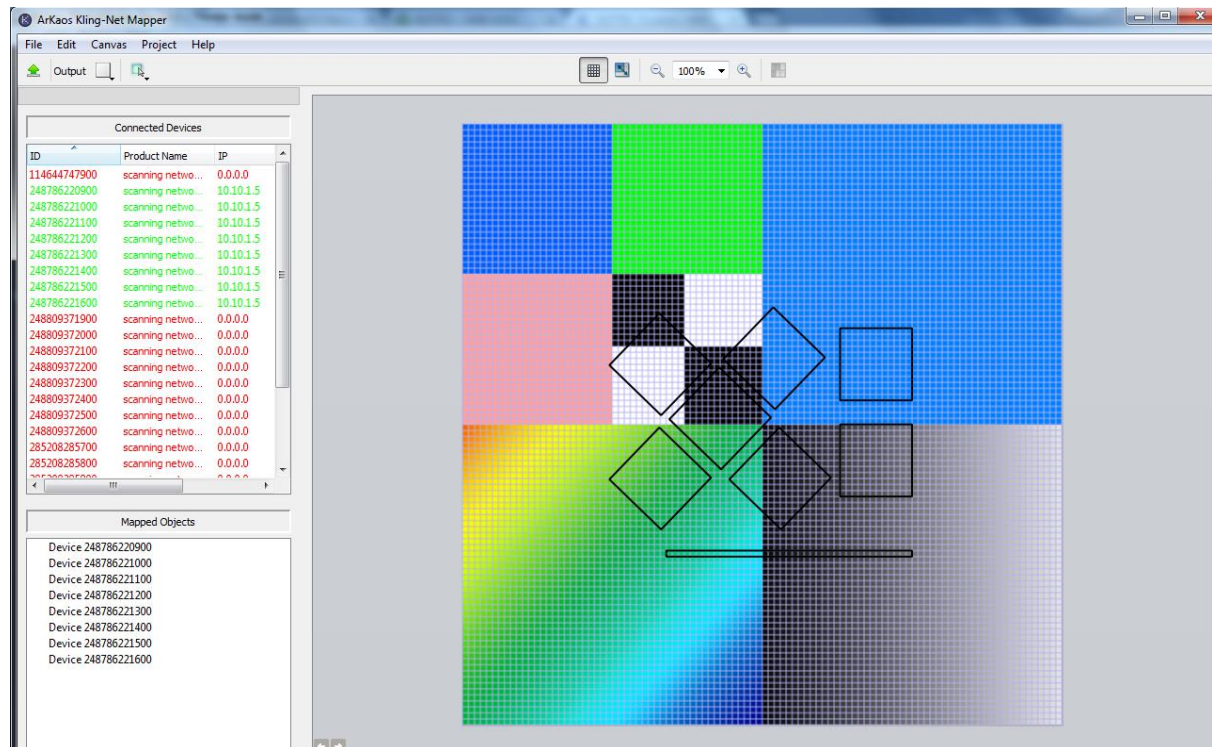
Updates	
Save	<input type="button" value="Save Settings"/>
Factory Default	<input type="button" value="Reset to Defaults"/>
Reboot/Restart	<input type="button" value="Reboot Now"/>

Configuration of Arkaos' KlingNet Mapper

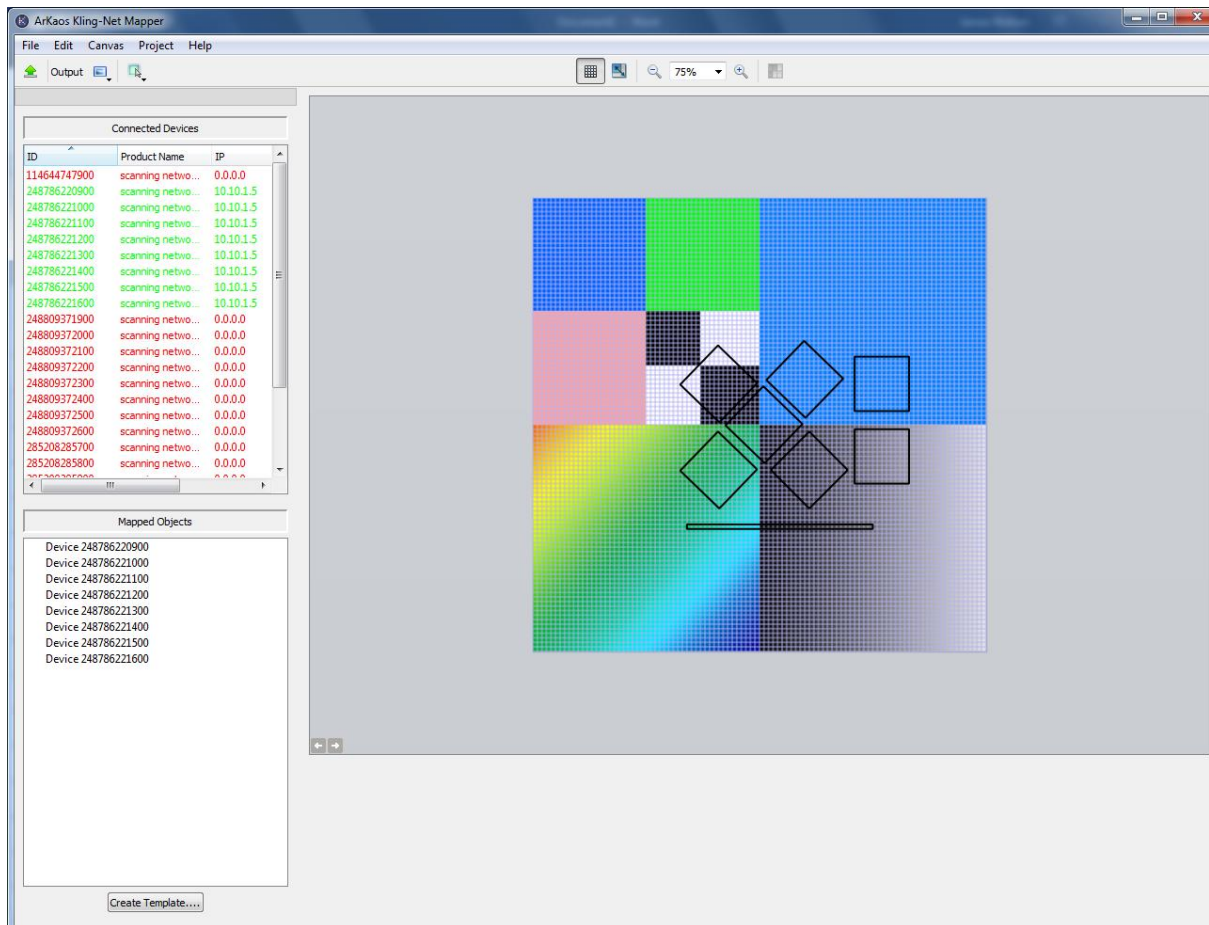
Open 'Arkaos KlingNet Mapper' (Ctrl+K from within the main MediaMaster Window) and ensure the Test Pattern is Enabled on your output.



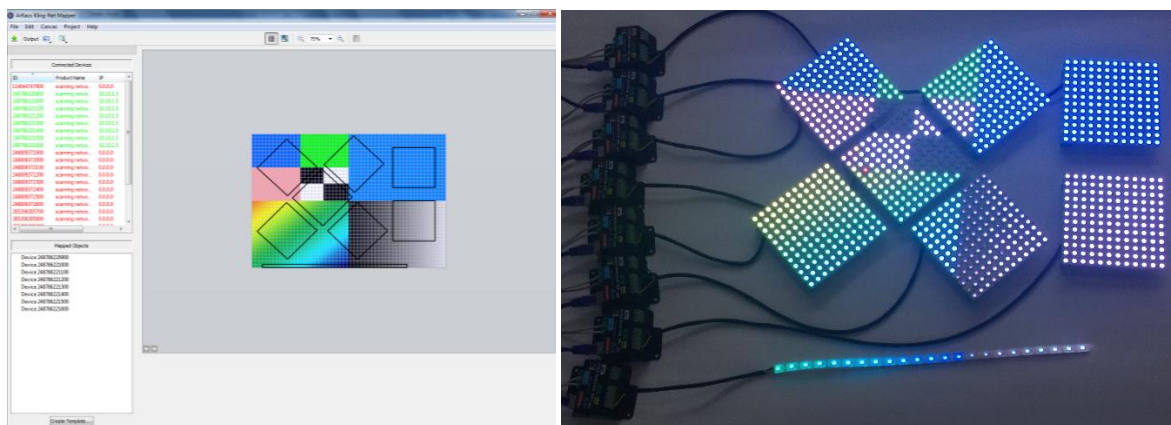
After all KlingNet devices have been discovered on the network, you will be presented with a list of fixtures. Each of the Ports on the rear of the Pixelator Mini will show up as individual fixtures (each with the same dimensions and pixel ordering as defined in the Pixelator Mini Web Interface). Drag each of these shapes onto the test card and arrange them to suit using the mappers inbuilt tools. Press 'Send to Mapper' when you're confident everything lines up with your real world design.



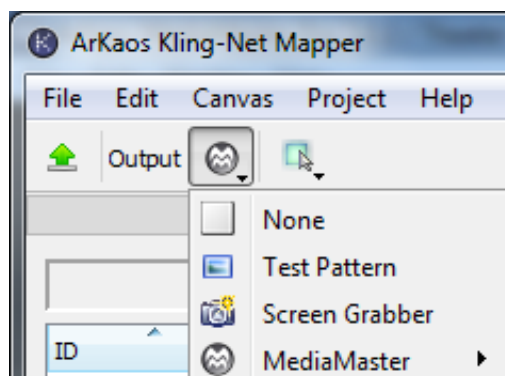
Rotate all 'virtual fixtures' to the correct orientation and scaling. By selecting each of them and moving to the correct size for the canvas port and moving it to suit the correct positioning.



Once satisfied, if necessary use (Ctrl+shift+r) in order to re-size your canvas to be as close to your mapped objects as possible. Following this, press the 'Send Mapping to Mediamaster' button.



Finally, within the Klingnet Mapper Software, set the output to 'MediaMaster' instead of the KlingNet 'Test Pattern'.



If MediaMaster is configured correctly to output to KlingNet Mapper your LED panels, dots and Pixel Tape plugged into each Plink Port should function like independant5 KlingNet Fixtures.

