

## **Using MSD together with Martin Controllers.**

This document describes which steps you need to take to connect MSD to a M-Series Martin controller (M6, M1, M2GO etc), using the ArtNet output of the controller as input for MSD.

1. Connect the PC running MSD with the Martin Controller.
2. Setup the PC Network settings to match the Controller.
3. Configure Console
4. Configure MSD.
5. 3<sup>rd</sup> party software.

### **1. Connect the PC running MSD with the Martin Controller.**

In order for the computer running MSD to receive ArtNet network packages, it needs to be physically connected to the correct network port on the Martin Controller. A Martin Controller usually has two network ports, the one labeled EtherDMX port is where it will send out the ArtNet data.

Connect this EtherDMX port to the PC network port with an Ethernet cable. If you connect your PC directly to the Console, you might need a cross-cable (some equipment is auto-sensing and will work with a regular cable), or you can use a network hub/switch and 2 regular network cables.

### **2. Setup the PC Network settings to match the Controller.**

In order for the computer running MSD to receive ArtNet network packages, it also needs to be logically connected to the correct network. Martin controllers usually send their DMX values to ArtNet nodes that are in the 2.x.y.z network, meaning that the receiver needs to have an IP address that starts with 2, and a Netmask of 255.0.0.0. The other three numbers of the IP address are less important but the combination must be unique and there shouldn't be another computer/device in the network with the same three numbers. Also avoid 2.0.0.0 and 2.255.255.255.

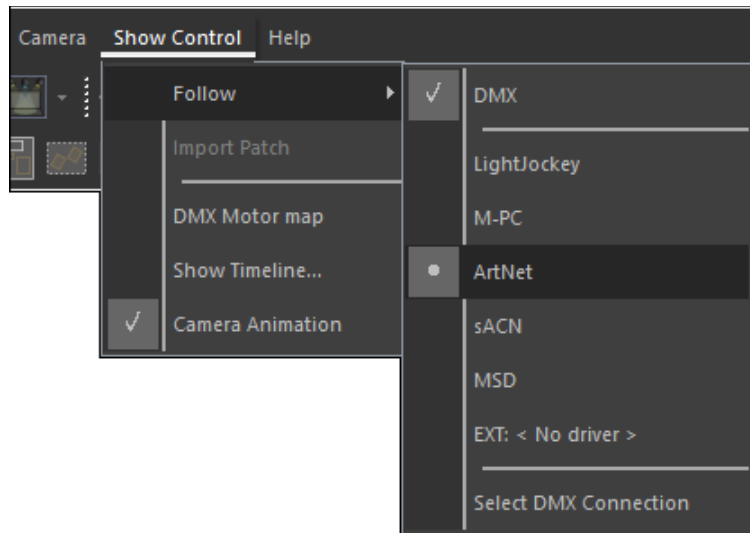
### **3. Configure Controller.**

Please make sure that ArtNet is enabled on the console and that the packages are broadcast ( Please see Console documentation on how to check this ). If the console is set up to only transmit the ArtNet packages to detected nodes then you can run into problems, where MSD isn't recognized as ArtNet node, so it won't receive the ArtNet packages.

## 4. Configure MSD.

To configure MSD to use ArtNet as DMX input, you need to select the correct DMX Connection. The MSD visualizer comes with a built-in ArtNet DMX connection driver that only receives. There is also an external DMX connection driver available for ArtNet which does transmit. When you work with a controller, then the built-in driver is probably the best, as it will not cause any interference in the ArtNet communication by sending any ArtNet DMX packages of its own.

To select the built-in ArtNet connection driver you need to start the MSD 3D Visualizer module and select 'ArtNet' from the 'Show Control | Follow' menu. In that same menu there is also an option called DMX, this option allows you to switch on or off the reading of the DMX from the driver. Be sure that the option is checked, and that the menu looks something like this.



You can also see which driver is selected and check if the DMX is turned on in the status bar of the program, at the bottom right. It should state 'ArtNet' in the blue rectangle.




On the left of this you can check the DMX Status itself:



Red: DMX is turned off.

Orange: DMX is enabled, but no DMX is received.

Green: DMX is enabled, DMX is received.

(When DMX is received, and changes in the DMX values are detected, the icon will turn to 'Active': )

## **5. 3<sup>rd</sup> party software.**

If everything is setup correct and you still can't receive DMX in MSD, you might want to verify if the controller is actually sending ArtNet. There exists a tool called ArtNetominator that you can freely download and run.

You can download this tool using the following link :

<http://www.lightjams.com/artnetominator>