Cineo C^{2}OS Networking Addendum

All Cineo C^{2}OS fixtures can be operated on wired networks, using both Art-Net and sACN protocols. Commands for both protocols can be intermixed and correctly translated in the fixture. To simplify in the network setup, basic networking elements are pre-configured. Specifically, DHCP is used to assign the IP address for the fixture, based on the address range available within the host router.

Any valid IPv4 address range can work with Cineo fixtures, including both Class A, B and C networks. IPv6 addresses are not currently supported. Connection to the internet is not required, so no DNS services are not used.

To connect a Cineo fixture onto a network, follow these steps:

Locate the *Network icon* at the top of the display screen.

The icon displays the current state of the network connection:

 indicates no physical network connection is available, or networking is disabled
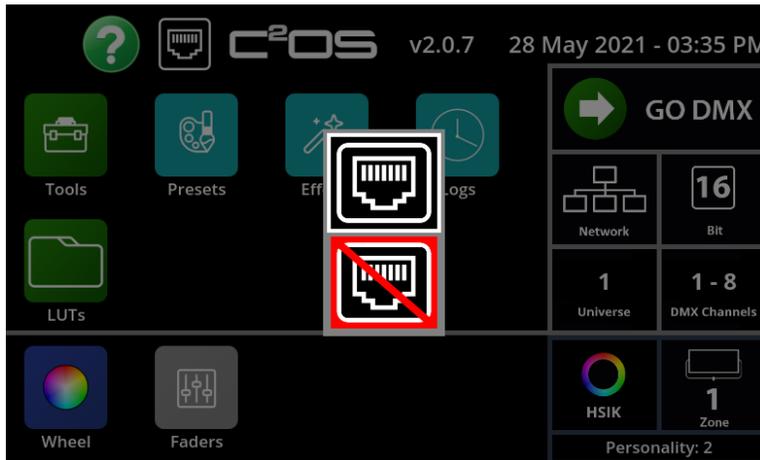
 is displayed when the network cable is correctly connected, but no IP address is assigned
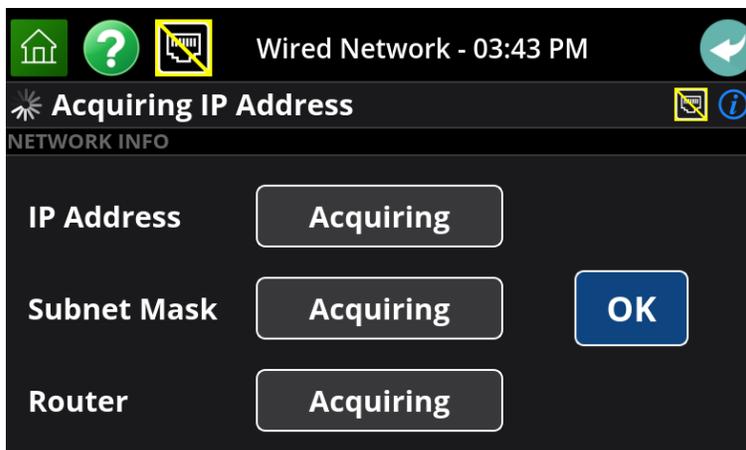
 indicates a properly configured network connection
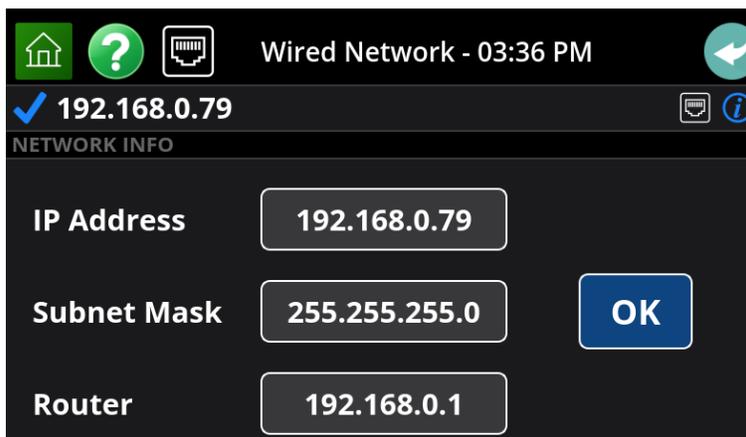
Touch the icon and choose to connect or disconnect the network with the fixture:

If connection is requested, the system first checks for a valid physical network connection, then, using DHCP requests an IP address from the host router:
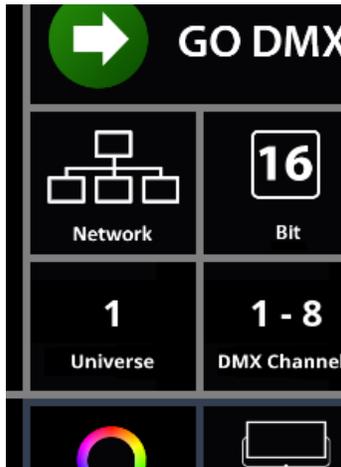

Once established, the display shows the IP address of the fixture. By touching the icon, all of the relevant network address information is displayed.
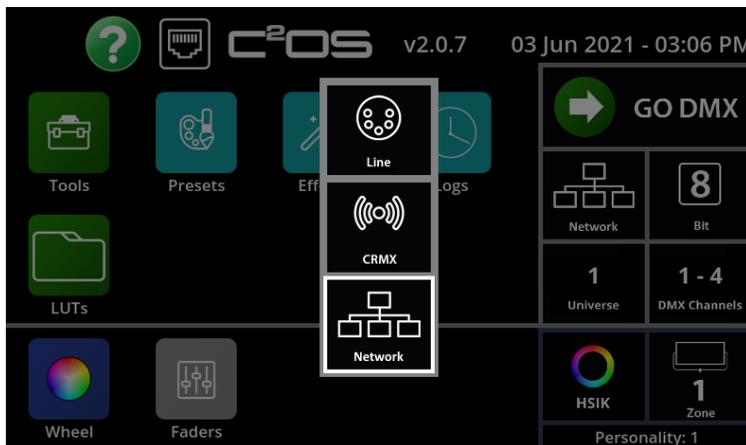
If an IP address is not established, the system will continue requesting address from the host until an address is assigned, or the network connection is disabled.

By successfully completing the network connection, you have a choice of the communication paths: DMX, CRMX or Network. This is selected in the DMX section, on the right side of the touchscreen.
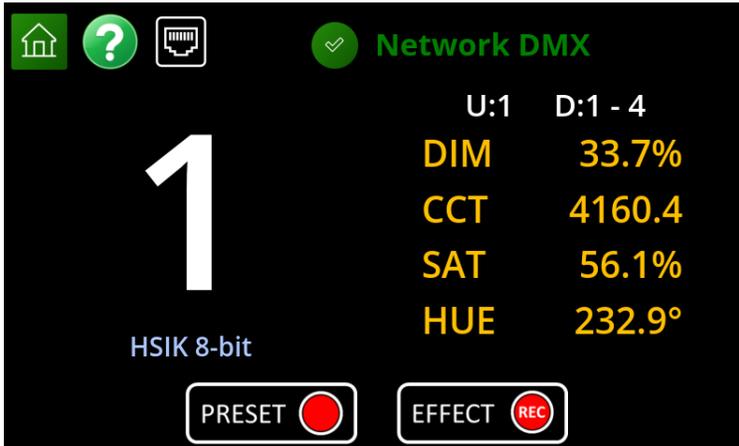

To choose the communication path, touch the icon displaying either DMX, CRMX or Network.

When Network is selected, the display also presents an option to select the DMX Universe you wish to place the fixture on. Art-Net supports up to 32,000 universes, while sACN supports up to 64,000. Be sure the protocol you are using is within these limits, if unsure keep the universe number below 32,000. Touch the Universe icon, and use the numeric keypad.

Other protocol selections are consistent with DMX or CRMX settings. Once all parameters are set, touch **Go DMX** to start remote operation. The universe number, starting address, address range and values of each slot are displayed on the screen.

If valid network DMX data is received, the Network DMX label is green, with a green check mark:

If no valid data is present the label changes to red: