

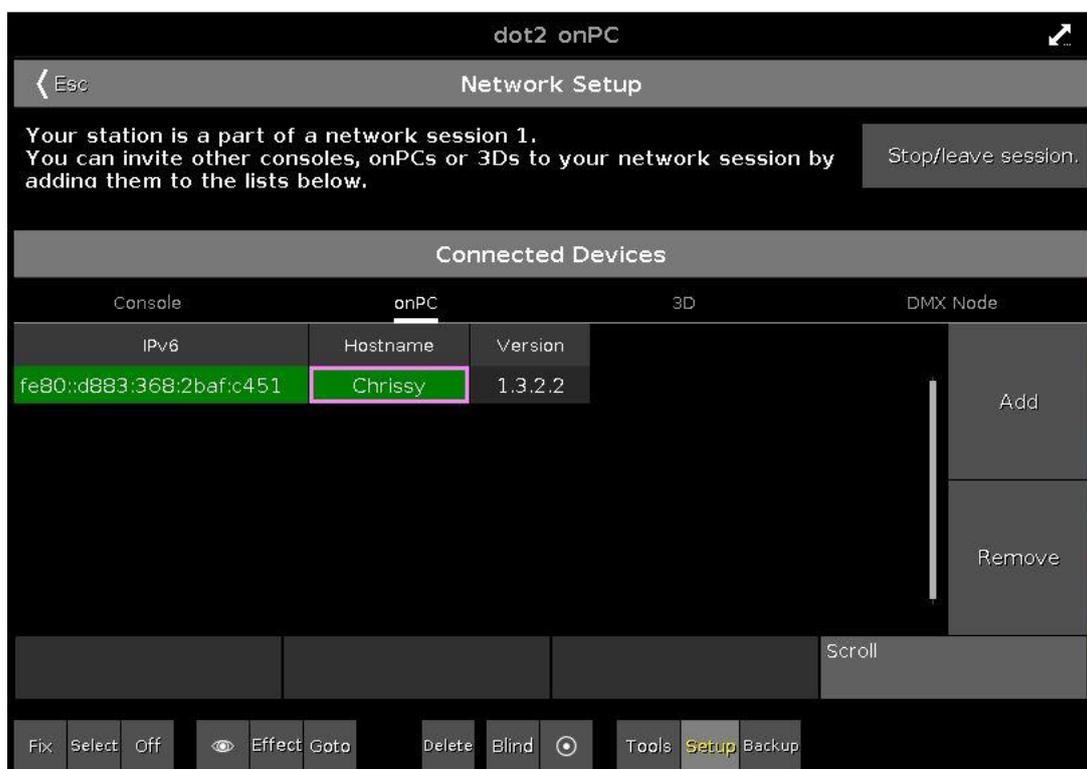
Free output from dot2 onPC

Since Software version 1.2.2.8 was released you can now output 512 channels from dot2 onPC which means you don't need any MA hardware attached to onPC to be able to output the first Universe patched into your showfile.

Here's how it works:

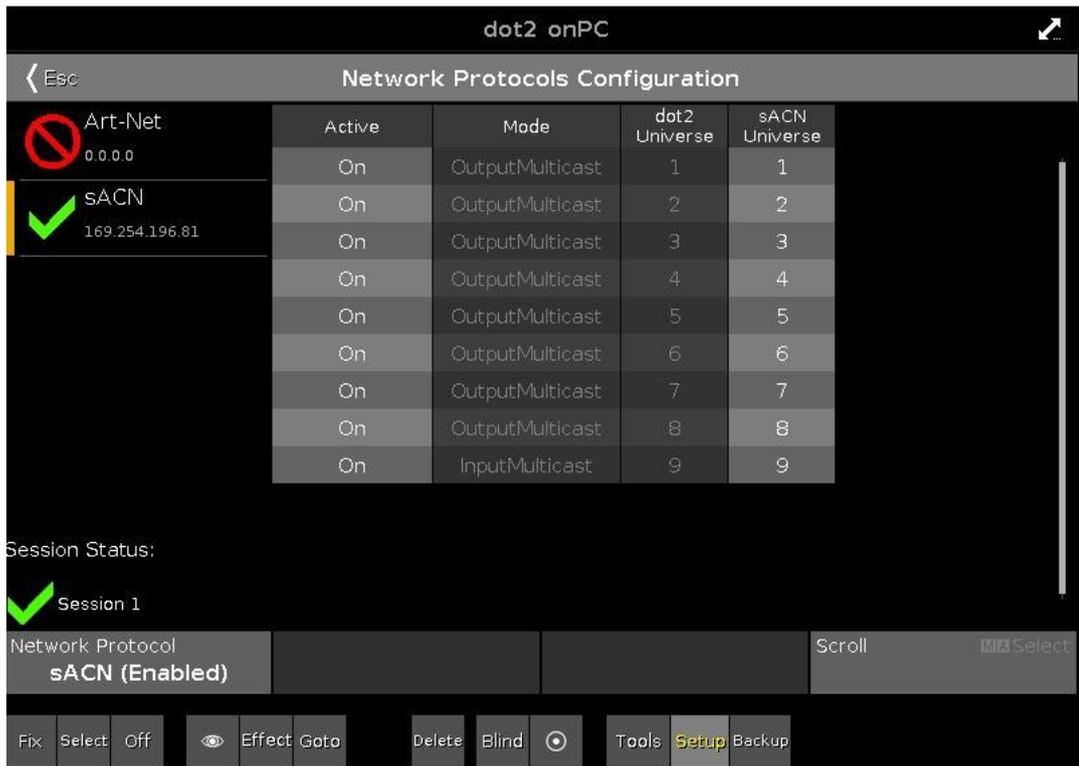
Kit you will need: A Laptop or PC running Windows 7 or higher, an Artnet/sACN to DMX Adaptor and some fixtures.

- Download the most recent version of dot2 onPC software from the dot2 website – It's free to download from <https://www.ma-dot2.com/en/software-download/>
- Start dot2 onPC on your computer and ensure that you are using the Ethernet adapter rather than the loopback address in Setup>Network Interface.
- From there you must have a session running on your onPC by entering the following menu's Setup>Sessions - here you either need to create a new session, or ensure a session is running as shown below:



- Once this is done and you can see the session highlighted in green, exit the setup menu.

- Patch some fixtures into your show file that you would like to use on that first universe – **They must be patched into universe 1 for this to work.**
- Once these are patched, ensure that the network protocol you are working with is enabled by heading to the following menu – Setup>Network Protocols and checking that the protocol you want to use has a green tick and not a red circle next to it. If it is red, just click on the circle and it will turn that into a green tick which enables that protocol from the Ethernet port on your Laptop or PC. Note that the IP range is shown below the protocol name.



- You are now good to go with control over 1 universe worth of fixtures on dot2 onPC.

Note: You will need one piece of hardware apart from your computer for this - an ethernet to DMX adaptor, various companies make these but a couple of useful ones to have a look at may be Major’s DMX-Node 1, Enttec, DMX King and SmartShow – this is not an exhaustive list, but a good place to start for compatible adaptors.