Stack Light User Guide

hardware v1.0 software v1.0

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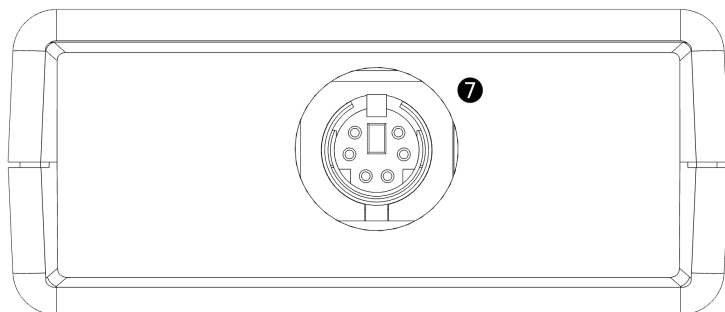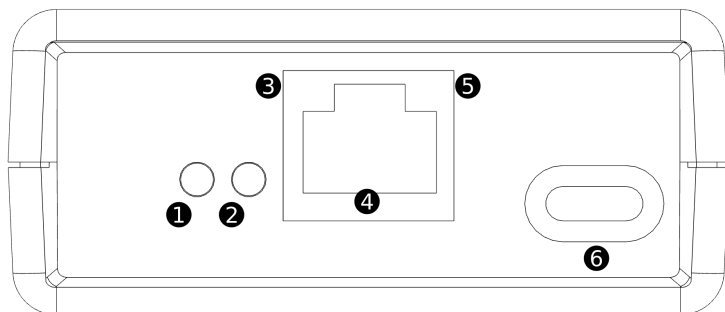
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Basic Usage

To setup the light the light needs to be plugged into the control box then the control box should be connected to the network on a POE enabled port.

If using over Art-Net interface then the lighting console will be able to detect the light automatically. If using over HTTP then the device uses the client name stacklight when requesting a DHCP address if you DNS server automatically provides DNS entries for clients. The IP address is also printed to the console during boot as another way to locate the device.

DMX channels   The device uses four DMX channels which are described below. The device can be patched to the required Art-Net universe and DMX address either through the lighting console if it supports configuring remote devices or via the HTTP interface.

Channel	Function
1	Red segment intensity
2	Yellow segment intensity
3	Green segment intensity
4	Buzzer intensity
	(value causes both tone and volume change)

HTTP API   To control the light over HTTP you can either use the web interface or can set the state using a post message to the set endpoint. an example command and the list of valid

mode parameters are shown below

```
curl --data "mode=red" http://<device ip>/set
```

Mode	result
off	no sections lit
red	red lit
yellow	yellow lit
green	green lit
all	all segments lit

Indicator Meanings

Locate   The locate indicator is lit whenever the locate functionality in either the HTTP, Art-Net or RDM interface is requested, it can be cleared by clearing the locate request from any interface.

Art-Net   The Art-Net indicator is lit when the light is receiving valid Art-Net DMX packets. If unlit the light is not receiving Art-Net DMX data.

Status   Indicator is lit when the device is running. If off check the device is connected to a POE enabled network port.

Link status   Lit when the device has a valid network connection and has got an IP address over DHCP. If unlit check network connectivity on the used port.

About

The POE stack light has been created by Tyler Ward www.scorpia.co.uk

The POE stack light is opensource hardware. The Hardware and documentation are CC-BY-SA-4.0 and the firmware is MIT licenced. Source code and design files can be found at the following links

- Hardware - https://github.com/Tyler-Ward/stacklight-hardware
- Firmware - https://github.com/Tyler-Ward/stacklight-firmware
- Documentation - https://github.com/Tyler-Ward/stacklight-documentation

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