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# Connecting to Capture

## 1. Connect the PC/Mac running Capture with Onyx using a network cable.

In order for the computer running Capture to receive sACN or Art-Net network data, it needs to be physically connected to the correct network port on the Onyx Console.

A Onyx Console usually has a two network ports, the one labeled EtherDMX port is the sACN/Art-Net output adapter.

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-over cable (most modern 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/Mac Network settings to match the Console.

In order for the computer running Capture to receive sACN or Art-Net network packages, it also needs to be logically connected to the correct network.

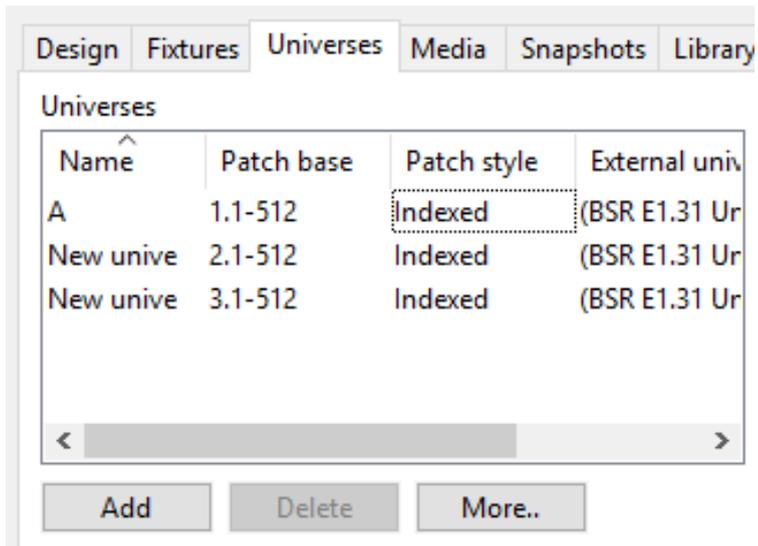
Onyx usually sends DMX values to sACN or Art-Net nodes that are in the 2.x.x.x network, meaning that the receiver needs to have an IP address that starts with 2, and a sub netmask of 255.0.0.0. The other three numbers of the IP address are less important but the combination must be unique.

## 3. Configure Onyx.

Ensure that sACN or Art-Net is enabled on the console, and that it is broadcasting the universes you desire. For more information, see [Art-Net Settings](#) and [sACN Settings](#).

## 4. Configure Capture.

If the Capture PC/Mac is configured in the same IP range as the console, the sACN or Art-Net universes should appear straight away in the "Universes" tab of the "Project Window" as shown below.



Under some circumstances, Capture may not recognize the Art-Net or sACN straight away. If this happens, go to the Capture Options under "Tools" and "Options".

Then choose the "Connectivity" tab.



Under the sACN or Art-Net option, change the setting from "Automatic" to the specific adapter you configured to be the 2.x.x.x IP address.