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DMX for Gamers started out as a small project to add lighting for a **Scorched3D** (http://www.scorched3d.co.uk/) LAN party. The server for Scorched3D is a console application with outputs that show significant events (game starting, player killed, game win). These outputs were used to trigger lights over DMX.

The addition of lighting to the LAN party was a hit. As time allowed, work was done to make the application more generic and user friendly.

This is certainly is not the most sophisticated DMX application out there. The hope is that fills a 'niche' and that others find ways to use this utility in there LAN parties with other games or maybe in completely new ways.

Enjoy!

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Users of this software are assumed to have basic knowledge of electronic devices and how to wire them.

DMX512 (Digital Multiplex or DMX for short) is a standard for digital communications used to control stage lighting and effects. It's been around a long time, but is simple and very reliable.

A series of 512 bytes of data is constantly sent over a shared bus line. Each of these bytes is a 'channel' and starts with channel 1. The last channel being 512.

Devices (like lights) on the bus line are assigned addresses. The address is what 'channel' the device needs to look at. Devices can and most likely will look at several channels. So a 3-channel light assigned to address 4 will look at channels 4, 5 and 6.

First and foremost you need a PC to run the software. **DMX for Gamers** itself does not require much horsepower. Any PC capable of running Windows 7 or higher should be sufficient.

To actually drive lights with **DMX for Gamers** will require the following:

- DMX Adapter
 - Tested and Works
 - Enttec Open DMX USB
 - DIY \$10 DMX USB Adapter https://stevenbreuls.com/2014/03/diy-usb-dmx-controller-for-under-10 2 ethernet cable/
 - ArtNet (DMX over IP)
 - Works in Theory
 - Any FTDI based DMX adapter
- Any DMX controllable lights with manuals
 - DMX lights come in all styles and functionalities. I would recommend a simple 3 or 4 channel light to get started. You can find cheap LED DMX lights from \$25 \$30 online.
 - You will need manuals or DMX instructions for the lights in order to use them with **DMX for Gamers**
- DMX cords
 - By the specs, DMX cables are 5 pins. However alot of hardware uses 3 pin cables.
 - For short runs, standard 3 pin XLR audio cables will work
 - For short runs you should not need to work about termination. If you don't know what termination is, don't worry about it...

Web Remote Control is a way to manually trigger and control events from any device that supports a web browser. This could be another PC, tablet or smart phone.

This feature can be enabled in the main screen by checking **Enable Web Remote Control** and by selecting a **Remote Port** number.

When **DMX** for **Gamers** is started, the URL for remote control access will be displayed.

The first time a device attempts to access remote control, the application will ask if the device is allowed access. The device will display a web page stating this. If access has been *granted*, the web browser on the device can be refreshed and the remote access web page should display. If access has been *denied*, the device will get a 404 Not Found error.

There are several reasons this feature may not work:

- The firewall on the local PC is blocking the TCP IP port being used
- The network or network router may be blocking the TCP IP port being used
- The TCP IP port may already be in used by something else

<u>WARNING</u>: Network traffic for web remote control is **not** encrypted. However it is not possible for a device to access remote control features without a user at the application granting permission.