

UDPtoDMX Software:

current status is: “try at you own risk”

Original project, using Arduino IDE can be found on sf.net

<https://sourceforge.net/p/udptodmx/code/HEAD/tree/>

Has been moved github <https://github.com/LechnerRobert/UDPtoDMX>

Uses PlatformIO <https://platformio.org/>

(I am using the Microsoft's Visual Studio Code Version)

Can compile all Platform on “one click”.

```
=====
Environment uno           [SUCCESS]
Environment leonardo      [SUCCESS]
Environment cod.m         [SUCCESS]
Environment d1_mini       [SUCCESS]
Environment H801          [SUCCESS]
Environment x86           [SUCCESS]
=====
```

Has many switches to turn on/off different features: DHCP, Debugging, Simulator,..

The Simulator is a Windows GUI Software, Sending UDP Commands, and receiving first 16 Channels, to draw them as as Graph, and Test the gateway: this is “coming soon..”

The Code is self explanatory.. :-)

The Project refers to “MAKERS”, that rudimentary know how to flash arduino, write C++ Programs, have some knowledge about LAN/WiFi/IP/UDP and not to left hands...