

DMX-Control

Manual

Introduction:

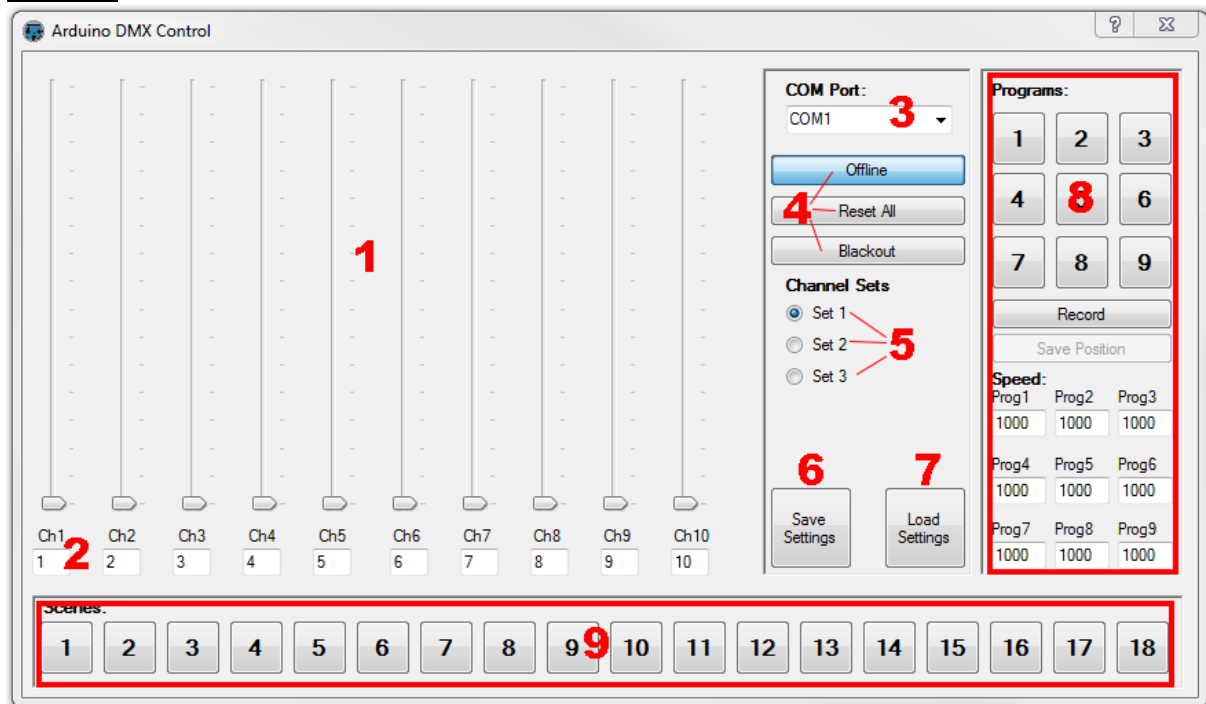
DMX-Control was made because I could not find a logic reason to spend my money on a DMX to USB converter just to control a single Laser when I had an Arduino lying around.

So I searched the internet for such projects and I found one base on the IC 'SN 75176' and decided to build it. (You can find the instructions and the Arduino code I used here:

<http://danlin.de/projekte/arduino-dmx/>)

Worked fine but there was no possibility to control it without the terminal so I wrote this Application (in VB.NET).

Controls:



- 1 Sliders: Move to adjust the DMX-Value of the corresponding Channel
- 2 Channel Selection: Here you can set which slider controls which DMX-Channel
- 3 Port Selection: Here you can select the Port to which your Arduino is connected
- 4 Buttons:
 - a) Offline: Activated by default, deactivate to connect to Arduino. As long as this button is activated nothing will be sent to your Arduino thus nothing will change on DMX-Line
 - b) Reset All: Will set all DMX-Channels to 0
 - c) Blackout: Will set all DMX-Channels to 0 and return to previous Values when deactivated (Warning! Does not restore Scenes. This is hopefully being fixed in the future...)
- 5 Channel Sets: Here you can choose between 3 channel sets so you can effectively control 30 different channels. Slider Values will be stored when you switch sets
- 6 Save Button: Saves your Scenes and Programs to 'My Documents/DMX-Control.txt' (Warning! Does not store Slider Channels and Program Speed)
- 7 Load Button: Loads your Scenes and Programs from 'My Documents/DMX-Control.txt' (Warning! Does not load Slider Channels and Program Speed)

- 8 Program Menu: Here you can play and record up to 9 different programs and set the speed at which they are played
- 9 Scene Selection: Here you can set up to 18 different scenes (Warning! Does not work yet with scenes despite claimed to do so in help)

Setting Programs:

To record a program you have to follow these simple steps:

1. Click the 'Record' button
2. Click the button of the program you want to record (1-9)
3. Set the sliders to match the setting you want as first scene in the program
4. Click the 'Save Position' button (If the program was empty the number should now turn red signaling it is not empty anymore)
5. Repeat for the next scenes in program (up to 255 per program. Don't forget to click 'Save Position' for every new setting!)
6. When you are finished with your setting click 'Record' again
7. You can now set the speed for the program (time waited between changing of scenes)
8. Finished

Your program can now be played by clicking on the corresponding button. Click again to stop playback.

Setting Scenes:

To set a scene, do the following:

1. Set the sliders to the matching positions for your scene
2. Click 'Record' in 'Program Menu'
3. Click the scene you want to store your setting to
4. Finished

You can now activate your scene by clicking on the corresponding button.

If you find a bug please report it at [DMX-Control Issues](#)

If you think there is something missing in this manual or if you think there's a feature that just needs to be added to this program you can also report them at the link above with 'Request' (for manual edits) or 'Idea' (for feature ideas) Label