DMX Lighting

For more information about DMX lighting fixtures...check out this article.

For more information about the DMX protocol...check out this article.

Setting up DMX lighting in Horizons

This tutorial will guide you in setting up an RGB or RGBA lighting fixture in Horizons and set them to follow the alert statuses and (automatically generated) special effects.

DMX settings are controlled by 3 sections in the Designer:

1. "DMX" under the "Controllers" heading, which handles selecting the DMX controller used, and the heartbeat speed for the DMX. This setting is useful for cheaper DMX lights that can't handle the DMX speed. (Covered in Step 3)
2. "Devices" under the "Advanced" heading, which handles the individual types of DMX devices used. (Covered in Step 4)
3. DMX settings per event are managed in the Designer is under "Modules" (Covered in Step 5)

Note: As of release 28.1, in order to use DMX, the game needs to the launched from the Horizons.exe file in the games bin folder. If you open the launcher, you will need to reconfigure any updates you had to do to the config file and reenable DMX on the DMX Controller page in the Designer.

Sample Fixture 1 - RGB ^ Color ^ Address ^ | Red | 1 | | Green | 2 | | Blue | 3 | Sample Fixture 2 - RGBA

Color	Address
Red	1
Green	2
Blue	3
Amber	4

Sample Fixture 4 - ARGB ^ Color ^ Address ^ | Red | 1 | | Green | 2 | | Blue | 3 | Sample Fixture 2 - ARGB, strobe, fade

Color	Address
Red	1
Green	2
Blue	3
Amber	4

Step One Subheader

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http://wiki.starshiphorizons.com/ - **Starship Horizons Wiki**

Permanent link:
http://wiki.starshiphorizons.com/controllers:dmx?rev=1643571094

Last update: **2022/01/30 19:31**