

This file describes the output plugin that can be used to handle the uDMX directly in QLC.  
There is no need to have the dmx4linux package installed.

If you find something to improve, please contact me

### IMPORTANT:

This plugin needs libusb  
( <http://libusb.sourceforge.net/> )  
for compiling. So install this first.

### COMPILATION

Change the main "configure.in":  
Look for AC\_OUTPUT and add the line  
libs/uDMXout/Makefile  
directly after this block:

```
-----  
Makefile  
libs/Makefile  
libs/common/Makefile  
libs/dmx4allout/Makefile  
libs/dmx4linuxout/Makefile  
libs/usbdmxout/Makefile  
libs/midiout/Makefile  
libs/midi-inout/Makefile  
libs/soundtolight/Makefile  
libs/uDMXout/Makefile <<<<<----- APPEND HERE <<<<<<<<  
-----
```

Then call  
./configure  
to create the Makefile for uDMXout.

After that change to the directory  
libs/uDMXout  
and type  
make install

Thats it.

### === Configure the plugin

#### First Universe:

the first universe to use. I hoped that it would be possible to use two different plugins at a time. For example DMX4ALL for the first universe and uDMX for the second. But activating one Plugin deactivates the others ...

So i fixed this to 0. IGNORE THIS SETTING AT THIS TIME

**Channels:**

documentation for uDMX says that uDMX can be used for less than 512 channels to reduce time. So select the number of channels you want ...

**Dont send same:**

When this is checked, the plugin saves and compares the last values sent to a channel and avoids sending the same value again thus increasing performance (but maybe it is a bit more unsecure)

**Debug:**

select the level of debugging that is written to the calling console.  
Actually only useful for developing the plugin. So set to 0.

Hope someone - except me - can make use of the plugin

Love and Light

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