

DmxShowLight

User manual

build 2026-08-08

1. What DmxShowLight is

DmxShowLight is a lighting operator: it listens to the music and picks and drives the lighting scenes by itself — colors, brightness, pulse and accents. It recognizes the character of a track (techno, funk, ballad, rock...), detects tempo and beats, reacts to drops and changes scenes in time with the music. You connect the fixtures and press START.

2. What you need

- Hardware: a computer running Windows 10/11.
- Lights: DMX fixtures — in this version 4 static RGBW units connected to an Art-Net node or converter (network based).
- Sound: the program has to "hear" the music (tell me if you run into trouble connecting the audio). It can also listen to a microphone or a line input.

3. Quick start — 5 steps

1. Step 1: start the program and open Setup (button in the top bar).
2. Step 2: choose a lighting profile (fixture layout and DMX channels). You can use the built-in one (currently 4 RGBW units, 8 channels each) or build your own in the profile editor (under development).
3. Step 3: choose the sound source (Audio tab) — the device the program should listen to. (under development)
4. Step 4: on the DMX tab set the IP address of the Art-Net node (typically 2.0.0.1) and the universe number (usually 0).
5. Step 5: close Setup and press START. Play some music — the lights will start playing on their own. That is all.

4. How it happens

Several times a second the program analyzes the last 4 seconds of music and recognizes its features (genre, instruments, mood). Based on that it picks a scene CATEGORY — that is, the mood of the light.

- Auto BPM: the program measures the tempo of the track itself. The BPM display then shows a value with a tilde (for example ~128) in blue. You can also tap the tempo with the TAP button or the space bar — a manual value (green) always wins over the detected one.
- Drop detection: a sudden jump in energy (a drop) switches the light to the sharpest variant immediately — no waiting.

5. Scene console and manual mode

The middle of the window is the scene console — buttons for every scene, grouped into categories. Clicking a scene fires it manually and MUTES the automation (MANUAL mode) — the program stops changing scenes on its own until you hand control back. The mode indicator in the top bar shows who is currently in charge of the light.

This version ships with a built-in library of 39 scenes.

6. Sliders — tuning on the fly

- Energy center: audio signal gain. Too dark or too sluggish → raise it; everything blazing at full → lower it. (under development)
- AUTO button: the program sweeps the gain by itself along with the loudness of the track (the Depth slider sets how deep). (under development)
- Crossfade: crossfade time between scenes (0.5 s by default).
- RMS smoothing: smoothing of the brightness response (attack and release separately).

7. Scene editor — live preview

Right-click a scene and open the parameter editor. You drag a slider (color, brightness, frequency band, strobe...) and the fixtures change their behavior instantly. In this version the changes only live until you close the editor; afterwards the scene returns to the original.

8. Common problems (do tell me)

The lights do not react: check the IP address of the Art-Net node in Setup (typically 2.0.0.1) and the universe number; the DMX indicator in the bar should be blinking. Check that the computer and the node are on the same network.

The program does not hear the music: the AUDIO indicator and the VU meter are frozen — pick the right device in Setup.

The response is weak or overdriven: adjust Energy center; with a quiet source, raise the system volume of that source.

9. Contact and feedback

Comments, bugs and ideas: animarchiwum@gmail.com

When reporting a problem, describe what was going on (track / moment / what the fixtures were doing) and attach a screenshot or the contents of the Log window — that speeds up diagnosis a lot. Thank you for every test!