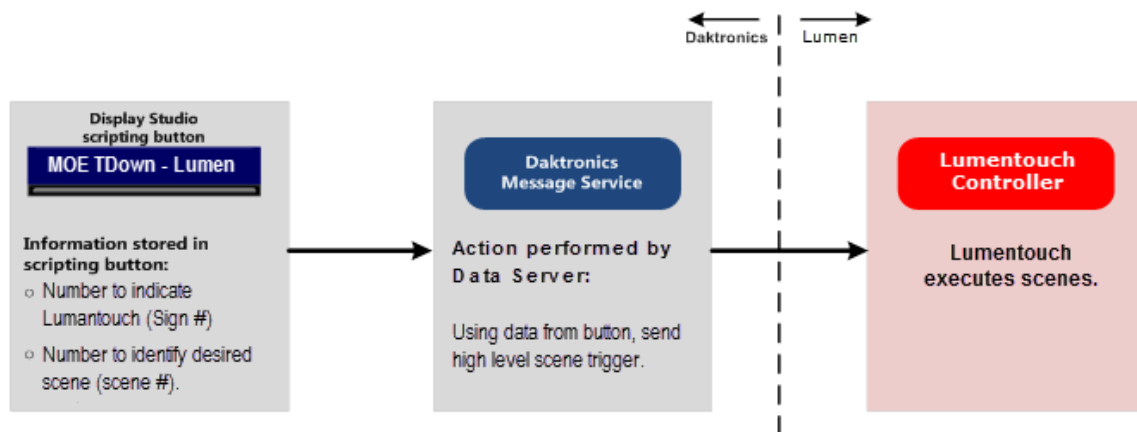# Configuring Daktronics Display Studio and Data Server for Lumenpulse® Lumentouch™ Controller Triggering

DMX 512 Lighting Effects

This document addresses how to configure a scripting button in Daktronics Display Studio to be able to trigger a Lumenpulse® Lumentouch™ controller of a dynamic lighting show.

Overview

Display Studio and Data Server can be configured to trigger a Lumentouch Controller to execute scenes on DMX 512 devices during an event. Complete the steps in this document to create Display Studio scripting buttons that provide the triggering.
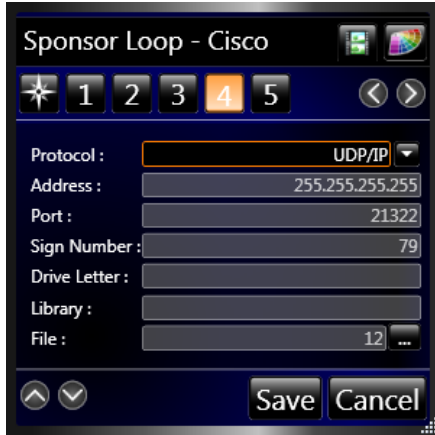

Creating Display Studio Scripting Button

Complete the following steps to create a scripting button in Display Studio to trigger a Lumentouch Controller scene execution on DMX 512 devices.

> **Note:** This section assumes that the user already has a basic familiarity with Display Studio operation. For more information on setting up and using Display Studio, refer to the **Show Control System User Handbook**, accessible by navigating to **Start menu** > **All Programs** > **Daktronics** > **Display Studio** > **Show Control User Handbook** on a Show Control User Station.

1. From within Display Studio, right-click within the desired **Scripting Container** and select **New Button** to open the **Button Creation Window**.

2. Click ![+] to add a script line to the button.

3. In step ![1] of script creation (Select Script Type), select **System Control**.

4. In Step ![2] (Select System Script), select **Advanced**.

5. In Step ![3] (Select Custom ERTD Script), select **Play**.

6. In Step ![4] (Set Custom ERTD), enter information into the applicable fields as follows:

a. **Protocol:** Leave as default value (UDP/IP).

b. **Address:** Leave as default value (255.255.255.255).

c. **Port:** Enter port number configured for Data Server.

d. **Sign Number:** Enter sign number configured for Lumentouch Controller.

e. **Drive Letter:** Leave blank.

f. **Library:** Leave blank.

g. **File:** Enter Scene Number that corresponds to the scene you wish the Lumentouch Controller to execute.

> **Note:** Scene Numbers must be a numeric value compliant with their interface:
> - Serial Interface – number between 1-40
> - Network Interface – number between 1-200.
>
> Other values will not be processed by Data Server.

7. When finished, click **Save** to save the button.

Data Server Settings

When setting up Data Server to communicate with the Lumentouch Controller, the following information must be configured:

Type of Setting	Example of Value
Port that should be used on Lumentouch Controller is one of the following:	If UDP: **2430** If Serial: **COM "#"**
If networked, the name of the Lumentouch Controller box is: Note: this name is case sensitive.	**Stick_U1**
Sign # assigned to Lumentouch Controller	**79**

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