Control Programming LLC

Release Notes

CPLLC ENTTEC DMX Platform

Version 5.00 · November 22, 2026

Product	CPLLC ENTTEC DMX Platform (Crestron Home platform)
Version	5.00
Release date	November 22, 2026
Where to find it	Drivers › Platform › ENTTEC › ODE
Requires	Crestron Home OS 4.12 or later, and an ENTTEC ODE Mk2 or Mk3 (or another sACN node) on the processor's network, set to receive sACN, with RGB or RGBW DMX lights on its output
Licensing	An ENTTEC DMX Platform license key (cpllc.net/product/enttec-platform) or a CPLLC site license key (cpllc.net/product/site-license), entered in the platform's Enter License Key, or a site license key once in the CPLLC License Manager

Overview

The CPLLC ENTTEC DMX Platform brings RGB and RGBW DMX lights into Crestron Home through an ENTTEC ODE Mk2 or Mk3, the Ethernet to DMX node. Each DMX light becomes a Crestron Home colour light of its own, so it joins the room's Lights tile and can be part of Crestron Home lighting scenes.

The platform sends one DMX universe to the node over the local network by sACN (streaming ACN, ANSI E1.31). The installer says how many lights there are, and each light is then given its own DMX starting channel and its type, RGB or RGBW, when it is added to a room. Crestron Home sets a light by hue, saturation and level; the platform turns that into the red, green, blue and white levels the fixture takes.

Capabilities

Capability	What it does
Colour lights	Each light is added as a dimmable colour light: on, off, level, hue and saturation.
A channel and a type per light	Each light has its own DMX starting channel (1 to 512) and type: RGB (three channels) or RGBW (four channels). RGB and RGBW lights can be mixed on one universe.
White channel	On an RGBW light, white and pastel colours use the white channel: the part the three colours share is sent as white.
Lighting scenes	Each light joins the room's Lights tile and can be in the room's lighting scenes.
Adding lights later	Raising Number of Lights adds the new lights and leaves the ones already in rooms as they are.
Channel check	A light given channels another light already uses, or channels past 512, is refused with a message that names the light and channels in the way.
Finding the node	With an address of 0.0.0.0 the platform searches the processor's network for the node, so its address need not be known.
Live changes	Debug output turns on and off while the processor runs.

What's New in 5.00

- First release.

Installing

Before installing, set the ODE up with ENTTEC's own web page: give it a fixed IP address on the processor's network, set its DMX port to output, its protocol to sACN, and note the universe the port listens to. Address each DMX fixture (its starting channel) at the fixture, and note each one's channel and whether it is RGB or RGBW.

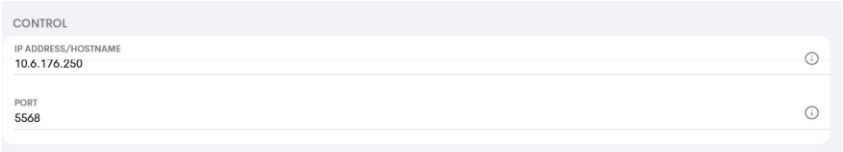
Add the platform from Drivers › Platform › ENTTEC › ODE. The CPLLC License Manager is not required. On the first page enter the node's IP address; leave the port at 5568, the sACN port. On the next page enter the license key (or leave it blank on a site with a CPLLC site license), the Universe and the Number of Lights, and save. The platform then offers that many lights, Light 1 to Light N, under Managed Platforms in Add Device.

> **Finding the Node**
> When the node's address is not known, enter 0.0.0.0 as the IP address. The platform then searches the processor's network for DMX nodes when the options are saved. One node found is used. When none

> answers, or more than one does, the address shows a message saying so, with the address and name of each node that answered: enter the one to use.

Installer Options

Option	Description
IP Address/Hostname	The node's IP address. Enter 0.0.0.0 to have the platform search for the node.
Port	The sACN port, 5568. Leave it as it is unless the node has been changed.
Obtain License Key	Opens CPLLC.net, where license keys and site licenses can be purchased.
Enter License Key	The ENTTEC DMX Platform license key. Leave blank when the site has a CPLLC site license.
Universe	The DMX universe the node's output is set to, 1 to 63999. The default is 1.
Number of Lights	How many lights to offer: Light 1 to this number, 1 to 170. Raise it later to add lights.



The node's address and port in Configure Pro



The platform's Installer Settings: the license key, the Universe and the Number of Lights

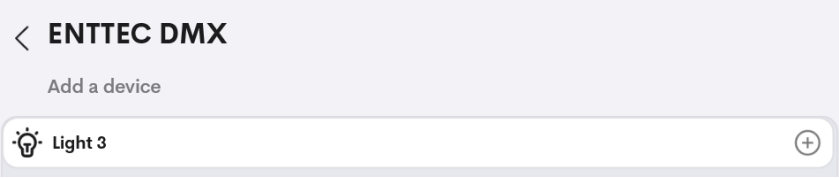
An address that isn't an IP address is reported when the options are saved. Once they are saved, each light is listed under Managed Platforms › the platform's name in Add Device, ready to be added to a room with its +.

Setting Up Each Light

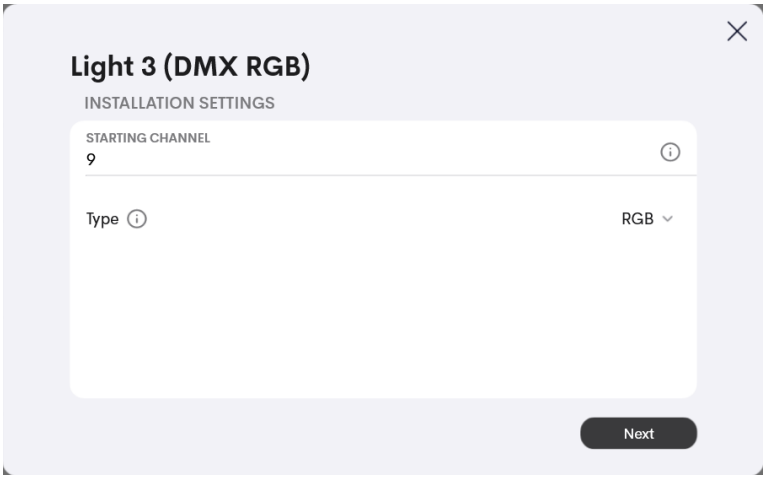
The lights are not set up on the platform. Each light asks for its own two settings when it is added to a room from Managed Platforms: where it starts on the universe, and what kind of fixture it is.

Setting	Description
Starting Channel	The light's DMX starting channel (its DMX address), 1 to 512, as set on the fixture. The value offered is four channels on from the light before it (1, 5, 9 ...), so lights left as offered never share channels; change it to the fixture's real address.
Type	RGB: the light takes three channels from its starting channel (red, green, blue). RGBW: it takes four (red, green, blue, white). The default is RGB.

- In Configure Pro, open Devices, press Add Device and choose the light's room.
- Under Device Type choose Managed Platforms, then the platform's name. It lists the lights not yet in a room, Light 1 to the Number of Lights.
- Press + beside a light and give it a name.
- On its Installation Settings page enter the light's Starting Channel and choose its Type, then press Next. The light appears in the room's Lights tile.
- Repeat for each light.



A light waiting to be added, under Managed Platforms › the platform's name

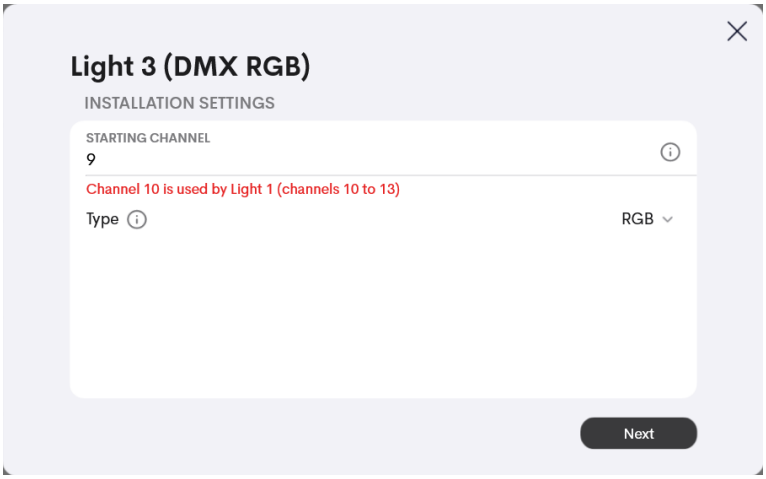


The light's Installation Settings: its Starting Channel and its Type

Example: three fixtures addressed 1 (RGB), 4 (RGB) and 7 (RGBW). Light 1 is given Starting Channel 1 and Type RGB, and uses channels 1 to 3. Light 2 is given 4 and RGB, and uses 4 to 6. Light 3 is given 7 and RGBW, and uses 7 to 10.

> **Channels Already In Use**
> Two lights cannot share a channel. A light given channels that another light uses is not added: its Starting Channel shows which light is in the way and the channels it has, for example "Channel 10 is used by Light 1

> (channels 10 to 13)". Enter a starting channel clear of it. The same happens for a light that would run past channel 512.



A light given channels another light uses: the message under its Starting Channel

A light sends nothing until it has been added to a room with its two settings. To change a light's starting channel or type afterwards, remove the light from its room and add it again from Managed Platforms; the other lights are not affected. To add lights, raise Number of Lights in the platform's installer options: the new lights are offered under Managed Platforms, and the lights already in rooms keep their channels.

Lights

Each light is a Crestron Home colour light, named Light 1, Light 2 and so on until it is renamed. It joins the room's Lights tile with its switch and controls, and can be in the room's lighting scenes. A light turned off keeps its level and colour and comes back on as it was. A light has no page of its own; Crestron Home draws its controls.

A light uses Crestron Home's own light controls in sequences (on, off, level, colour, and lighting scenes); the platform adds no actions or events of its own for it.

End-User Experience

The platform has no tile of its own. Each light appears in its room's Lights tile, and in the lighting scenes it is part of, showing the state Crestron Home last set.

Without a valid license key or a CPLLC site license, the lights run for a two-hour grace period after the platform starts; then they show License Expired and ignore their controls. Entering a valid key, or adding a site license, clears it without a restart.

Known Limitations

- Not yet tried on an ENTTEC ODE or on DMX fixtures. The platform was tested on a Crestron Home processor with no node on its network: pairing, the two settings of each light, the channel check and the DMX levels worked out for each command were checked, and the sACN packet was checked against the E1.31 standard. The search for the node has not been tried against a node.

- DMX reports nothing back. A light shows the state Crestron Home last set, and the platform cannot tell whether the node or a fixture is connected, so a light does not show Offline when the node is unplugged.
- After the processor or the platform restarts, every light shows off in Crestron Home. The fixtures stay as they were until a light is next set; the lights not yet set are then sent off.
- One platform drives one universe on one node. For the ODE Mk3's second output, or a second node, add the platform again with that universe.
- Crestron Home's fade time is not used: a change is sent at once.
- RGB and RGBW fixtures only. A fixture with other channels (a separate dimmer channel, amber, strobe or mode channels) is not supported.
- A light's starting channel and type are entered when it is added to a room; changing them means removing the light from its room and adding it again.

Test Environment

Crestron Home 4.13 on a DIN-AP4-R, set up with Configure Pro 4.13, with no DMX node on its network. The platform was added with three lights. Light 1 was added to a room at channel 10 as RGBW, Light 2 at channel 20 as RGB and Light 3 at channel 30 as RGB; a light given channels Light 1 uses was refused with the message naming Light 1. The lights were turned on and off and dimmed from Crestron Home, and the levels sent for their channels were read from the platform's debug output. The platform was upgraded in place and the lights kept their channels.

Version History

Date	Version	Changes
2026-11-21	5.00	Initial release

Support

> **CPLLC Site License**
> A CPLLC site license is one key per processor, entered in the License Manager, that licenses every CPLLC extension and platform on that processor, current and future, so no product needs a key of its own. See the Site License page. Customers who already own CPLLC license keys can upgrade to a site license on the CPLLC website for the difference.

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Product page	https://cpllc.net/product/enttec-platform/

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