



Sync Your Lighting with the Rest of the Show

Modern sports venues and entertainment spaces rely on multiple systems working together—scoreboards, audio consoles, video boards, special effects, and lighting. SimplySnap supports UDP triggers, giving these systems a simple way to activate lighting scenes in real time.

Whether it's a goal celebration, player introduction, or a coordinated show sequence, UDP triggers let SimplySnap respond instantly to cues from controllers like ETC, Daktronics, Vari-Lite, and others. And with two-way flexibility, SimplySnap can also send UDP messages to trigger effects in your other systems whenever a lighting scene is applied.

Network Requirements

- **Protocol:** UDP
- **Port:** Customer-specified UDP port (example: 4444)
- **Payload Format:** ASCII text string: `apply\_scene`
- **Network Visibility:** Both devices must be able to send UDP packets to each other's IP address and port. Any firewalls or ACLs in between must allow this UDP traffic.

Services & Activation

Synapse Services can assist with:

- Scene setup and validation
- UDP listener configuration
- Coordination/testing with 3rd-party systems

To enable this feature, request activation of product SSUDP-001 through your Synapse representative.

How It Works

Once lighting scenes are created in SimplySnap (e.g., National Anthem, Player Introductions, Game Mode), the Synapse Services Team activates the SSUDP-001 license and configures the SimplySnap gateway to listen for incoming UDP packets on a designated port such as UDP Port 4444.

A third-party system can then trigger any SimplySnap scene by sending a single UDP packet formatted using an ASCII string:

apply_scene|scene_name

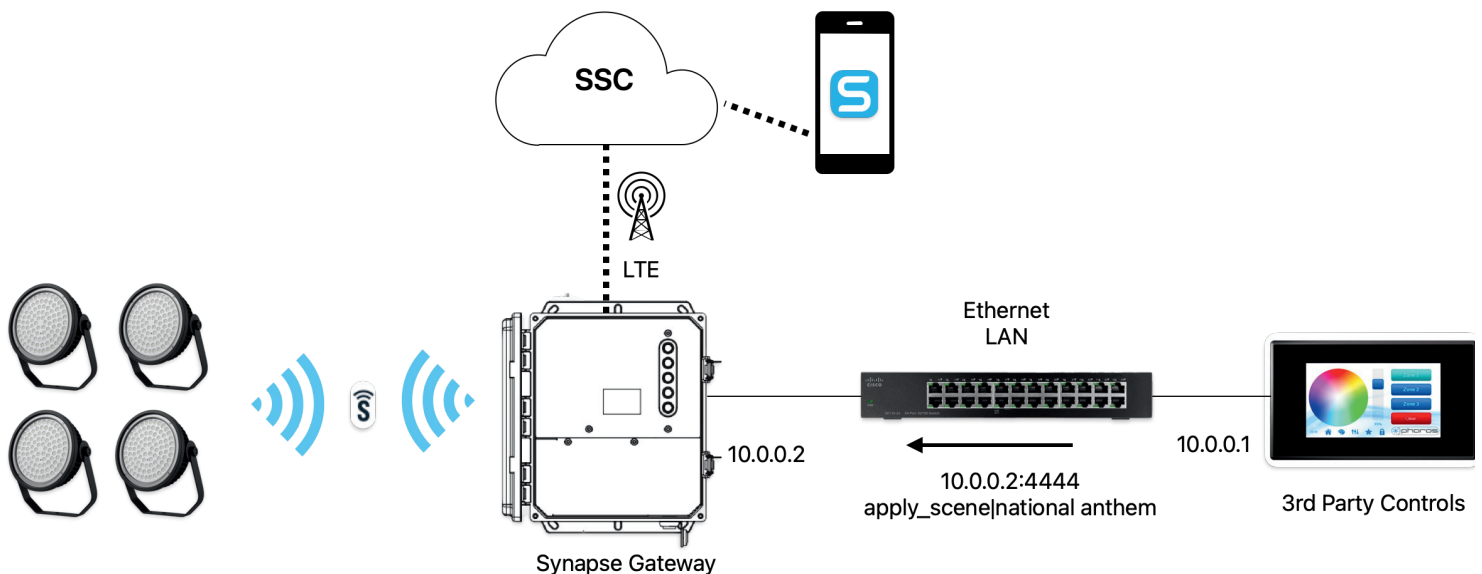
Where scene_name exactly matches the configured scene name in SimplySnap.

Example:

Trigger the lighting scene named **national anthem**:

apply_scene|national anthem

Diagram



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