LED Effects controlled by serial

Before using the FTDI USB to Serial converter you will need to update the driver.

Plug in the USB device, go to device manager, go to universal serial bus controllers, find the new device (should have yellow exclamation), right click and click update driver, then click search automatically for driver software. It should now say USB Serial Converter.

On my computer the USB to Serial Converter was COM6.

However, this may be different for you.

To check this go to device manager, click on ports, It will say USB Serial Port (COM #).

This is the list of damage types

Acid: The corrosive spray of a black dragon’s breath and the dissolving enzymes secreted by a Black Pudding deal acid damage.

Bludgeoning: Blunt force attacks—hammers, Falling, constriction, and the like—deal bludgeoning damage.

Cold: The Infernal chill radiating from an Ice Devil’s spear and the frigid blast of a white dragon’s breath deal cold damage.

Fire: Red Dragons breathe fire, and many Spells conjure flames to deal fire damage.

Force: Force is pure magical energy focused into a damaging form. Most Effects that deal force damage are Spells, including Magic Missile and Spiritual Weapon.

Lightning: A Lightning Bolt spell and a blue dragon’s breath deal lightning damage.

Necrotic: Necrotic damage, dealt by certain Undead and a spell such as Chill Touch, withers matter and even the soul.

Piercing: Puncturing and impaling attacks, including spears and monsters’ bites, deal piercing damage.

Poison: Venomous stings and the toxic gas of a green dragon’s breath deal poison damage.

Psychic: Mental Abilities such as a mind flayer’s psionic blast deal psychic damage.

Radiant: Radiant damage, dealt by a cleric’s Flame Strike spell or an angel’s smiting weapon, sears the flesh like fire and overloads the spirit with power.

Slashing: Swords, axes, and monsters’ claws deal slashing damage.

Thunder: A concussive burst of sound, such as the effect of the Thunderwave spell, deals thunder damage.

There are 8 LED effects with accompanying sounds (WAV files).

To activate an effect on the MCU you need to send a byte character (no spaces). These are lowercase (case sensitive). The MCU will be waiting for a byte.

Damage type character Sound

Bludgeoning, Slashing ‘ a ’ sword.wav

Piercing ‘ b ’ bow.wav

Necrotic ‘ c ’ cast.wav

Thunder, Lightning ‘ e ’ electric.wav

Fire, Radiant ‘ f ’ fire.wav

Cold ‘ i ‘ ice.wav

Force, Psychic ‘ m ’ mm.wav

Acid, Poison ‘ p ‘ poison.wav