

IF USING CUT-OUT TEMPLATE (NOT INCLUDED IN STAR CEILING SYSTEM)



This template is a universal marking guide and cut-out stencil used for marking the center of a down-light, vent, speaker, or any hole that needs to be marked and cut in a Epic Sky Technology Star Panel.

Secure the large thumbtack in the center of the Cut-out Template using double-sided tape. Then use double sided tape or thumbtacks to hold the template centered on the ceiling over the opening or area you need to cut out. Properly align the panel and push it up into the thumbtack(s) (Thumbtacks do not come in the package.)

Take the panel down, note the location of the thumbtack mark on the back of the panel.

Mark the location of the hole on the fabric face of the panel. Now flip the panel over so it is fabric side up. Place the template centered over the hole and insert the awl. Now you have the template so that it rotates around the awl.

Note: The circumference of the hole that is required (this hole should be slightly larger than what is required for the fixture opening, but smaller than the fixtures trim ring.) Place the hot knife in the appropriate slot on the template, and slowly rotate the hot knife and template all the way around the cut and cinch the fabric. Remove the awl and template, peel off the fabric circle and use the serrated knife to cut the two inches of insulation. Your perfectly located hole is done.

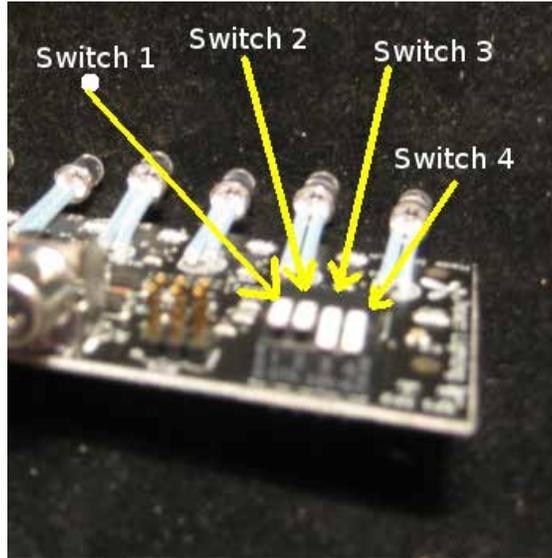
Epic Sky Technology - Pulsar Star Board (2400 8 N 1)

Comd.	Mode
ION	Star Boards On
IOFF	Star Boards Off
P0	Scintillation
P1	All on 50%
P2	All On 25%
P3	Meteor Shower
P4	Sparkle
P5	Sparkle Fast
P6	Sparkle Really Fast
P7	Shooting Star Off
P8	Shooting Star 1 Minute
P9	Shooting Star 2 Minutes
P10	Shooting Star 5 Minutes
P11	Shooting Star 10 Minutes
P12	Shooting Star 1 Second
P13	Rain Shower
P14	Random Strobe
P15	All On 100%
!	Shooting Star Trigger
@	Meteor Shower Trigger
P\$	Stop Shooting Star and Meteor Shower
P\$M	Stop only Meteor Shower
P\$\$	Stop Only Shooting Star
P%	Resume Shooting Star and Meteor Shower

PULSAR BOARD RS232 COMMANDS AND DIP SWITCHES

Pulsar_II model allows a variety of effects including Star Effects (sparkle, scitilation, rain,stroke,etc) and special effects (shooting star, meteor shower).

The Dip Switch sets the program (program 3 setting is shown in picture):



PROGRAM:	PROGRAM NUMBER	SWITCH 1	SWITCH 2	SWITCH 3	SWITCH 4
Scintillation	0	DOWN	DOWN	DOWN	DOWN
All on 50%	1	UP	DOWN	DOWN	DOWN
All on 25%	2	DOWN	UP	DOWN	DOWN2
Meteor shower	3	UP	UP	DOWN	DOWN
Sparkle	4	DOWN	DOWN	UP	DOWN
Sparkle Fast	5	UP	DOWN	UP	DOWN
Sparkle really Fast	6	DOWN	UP	UP	DOWN
Shooting star Off	7	UP	UP	UP	DOWN
Shooting star (1 minute)	8	DOWN	DOWN	DOWN	UP
Shooting star (2 minutes)	9	UP	DOWN	DOWN	UP
Shooting star (5 minutes)	10	DOWN	UP	DOWN	UP
Shooting star (10 minutes)	11	UP	UP	DOWN	UP
Shooting star (1 second)	12	DOWN	DOWN	UP	UP
Rain shower	13	UP	DOWN	UP	UP
Random strobe	14	DOWN	UP	UP	UP
All on 100%	15	UP	UP	UP	UP

Other program numbers Available from RS-232 (not from dip switch):

Program 16 – return current program to the DIP switch setting

Program 17 – use Individual LEDs set/reset setting (see the '=' and '-' commands)

Program 18 – All Off (note: only affects pulsar boards use "IOFF" instead to turn off all boards

Note: All commands need to be followed by a carriage return (r) and not a new line.

and return to last program)

Notes: DIP switch can be changed while board is powered.

Use Program 7 (Shooting star off) for downstream boards in shooting star effect

Modes of Operation:

There are three modes of operation based on the DIP switch setting, 2 modes are special effects, and normal mode is Star Effect mode

Special Effects:

Meteor Shower (Program 3)

Shooting star effect (Programs 7 to 12)

Star Effect:

All other programs are star effect mode !

Communications for program number 0 to 15 only affect the boards with the same modes of operation.

That is shooting star programs only affect the boards with the DIP switch set to shooting star (programs 7 to 12). Star effect programs only affect boards not set to special effects. !

To Setup for shooting star effect with multiple boards:

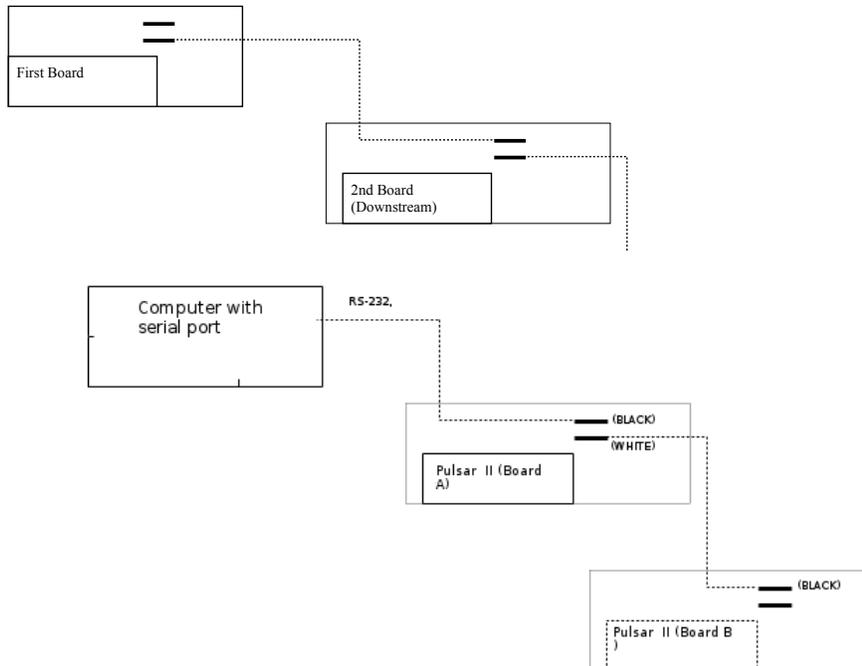
- 1) Set Switch for FIRST shooting star board for shooting star mode (delay between shooting star) as desired. Downstream boards should be set to program 7 (shooting star off - UP UP UP DOWN) as they are controlled from the first board .
- 2) Connect The communications wire as follows: First Board in shooting star “COMM OUT” (White jack) connection connects to second board “COMM IN” (Black Jack) connection, Second board “COMM OUT” (White Jack) connects to “COMM IN”(Black Jack) connection:

Serial Communications

Serial Communications (RS232) is 2400 baud, 8 bits, no parity, 1 stop bit

Computer Pin 3 on DB9 = TX = Center pin on black comm jack on pulsar II

Computer Pin 5 on DB9 = Common = outside(shield) on black comm jack on pulsar II



All commands for pulsar II start with a character 'P' and end with a carriage return (Enter key)

Global commands (ION and OFF) affect both pulsar board AND Thin glow (RGB) on samecommunications line.
Commands can be either global or addressed to a specific board in the string.

Syntax of commands

P(program) <Enter> (this is a global command to all pulsar II boards)

or

P (board)(program) <Enter> (this addresses a specific board)

Where:

(program) is the program number (0-15 see table above)

(board) is the board in the chain (A-Z) in order of connection

<Enter> is a carriage return

Examples of common commands:

To Turn system OFF (*)

This will make all Impact lighting boards turn off(global)

Enter Command: IOFF

To Turn system back ON (*)

This will make all Impact lighting boards turn on to the last mode/program/speed

Enter Command: ION

* - NOTE: these commands will affect all Impact Lighting boards (both pulsar and Thin glow (RGB) boards).

To Change to sparkle mode to fast

This will make all pulsar boards (boards set for scintillation or sparkle) set for go to fast sparkle (shimmer) effect (global)

Enter Command: P6

To Change to scintillation mode

This will make all pulsar boards (boards set for scintillation or sparkle) set for go to scintillation effect (global)

Enter Command: P0

To Change to steady (no sparkle or scintillation)

This will make all pulsar boards (boards with DIP switch set for scintillation or sparkle) set for go to scintillation effect (global)

Enter Command: P2

Trigger shooting star Now

Exclamation point is used to communicate between board in shooting star configuration. This will cause boards to start a shooting star effect as soon as received (and reset timing for next shooting star).

Enter Command: !

Note: This will also trigger boards set to program 7 (shooting star off). If you only want shooting star to be triggered from communications, set all shooting star board DIP switch to program 7 and issue !

When required.

Note: This is a 1 character command (intended to be fast). Carriage return is not required.

Trigger meteor shower Now

This will cause boards to start a meteor effect as soon as received (This allow meteor shower effect to be synchronized between boards.).

Enter Command: @

Note: This is a 1 character command (intended to be fast). Carriage return is not required. !

To Change to shooting star mode to every 1 minute

This will make all pulsar boards (boards with DIP switch set for shooting star) go to shooting star effect.

Enter Command: P8

To Change to shooting star mode to every 10 minutes

This will make all pulsar boards (boards with DIP switch set for shooting star) go to shooting star effect.

Enter Command: P11

To Stop meteor shower AND shooting star

This will make all pulsar boards (boards with DIP switch set for shooting star or meteor effect) to stop effect

Enter Command (dolar sign): P\$

To Stop ONLY meteor shower

This will make all pulsar boards (boards with DIP switch set for shooting star or meteor effect) to stop effect

Enter Command: P\$M

To Stop ONLY shooting star effect

This will make all pulsar boards (boards with DIP switch set for shooting star or meteor effect) to stop effect

Enter Command: P\$\$

To Resume meteor shower and shooting star

This will make all pulsar boards (boards with DIP switch set for shooting star or meteor effect) to resume last effect

Enter Command: P%

Advanced Commands

Sparkle Speed

Sparkle/meteor speed is controlled via Speed command 1-9 9=slowest, 1 = fast (NOTE: this is value is saved in memory and restored when powered up).

The meteor speed controls the time between meteor showers (5 minutes is default)

P#(speed)

This will make the sparkle effect go slow (program 4-6)

Enter: P#1

Meteor Speed

Sparkle/meteor speed is controlled via Speed command 1-9 9=slowest, 1 = fast (NOTE: this is value

is saved in memory and restored when powered up). The meteor speed controls the time between

meteor showers (5 minutes is default) !

P ^ (speed)

This will make the meteor shower happen every 20 minutes minute (up to 250 minutes)

Enter: P ^ 20

Individual LED control

Individual LEDs may be commanded on bright, on dim, or /off when in program 17

Bright LED:

P=xxx

where xxx = decimal value to led to illuminate bright (0 to 255)

Dim LED:

P-xxx

where xxx = decimal value to led to illuminate dim (0 to 255)

Examples:

This will turn off the LEDS

Enter: P17

This will turn on the first LEDS on bright

Enter: P=1

This will turn on four LEDS on dim (all boards)

Enter: P-15

This will turn on top LED (dim) on first board (Board A)

Enter: PA-128

Specifications:

Power in: DC 8V to 24V DC 0.2 Amp max draw (0.84watt draw typical all LEDS on at 12 volts)
polarity and fuse protected input

Output:

Pulsar (white LEDS) 20 milliamps per LED. (3.2Volts / 0.064 watt per LED, total all LEDS0.512 watts)
RGB – up to 4 amps each output peak (on SV2, SV3).

Communications: Serial 2400 baud, 5V – 12V signaling