The EPIC STAR EFFECTS are determined by the dip switches. The dip switch settings allow you to control a variety of effects including sparkle, scintillation, rain, strobe, etc.).



Shooting Star 10 Min Setting Shown Above

| MODE                        | SWITCH 1  | SWITCH 2 | SWITCH 3 | SWITCH 4 |
|-----------------------------|---|----------|----------|----------|
| Night Sky                   | Up  | Up       | Up       | Up       |
| All on 50%                  | Down  | Up       | Up       | Up       |
| All On 25%                  | Up  | Down     | Up       | Up       |
| Meteor Shower               | Down  | Down     | Up       | Up       |
| Night Sky 50%               | Up  | Up       | Down     | Up       |
| Scintillation               | Down  | Up       | Down     | Up       |
| Tropical Winds              | Up  | Down     | Down     | Up       |
| <b>Constellation Mode</b>   | Down  | Down     | Down     | Up       |
| <b>Shooting Star 10 Sec</b> | Up  | Up       | Up       | Down     |
| <b>Shooting Star 1 Min</b>  | Down  | Up       | Up       | Down     |
| <b>Shooting Star 2 Min</b>  | Up  | Down     | Up       | Down     |
| <b>Shooting Star 5 Min</b>  | Down  | Down     | Up       | Down     |
| <b>Shooting Star 10 Min</b> | Up  | Up       | Down     | Down     |
| Rain Mode                   | Down  | Up       | Down     | Down     |
| Party (Strobe) Mode         | Up  | Down     | Down     | Down     |
| All on 100%                 | Down  | Down     | Down     | Down     |
| *NOTE*                      | Epic Star Boards will read the DIP switch setting on power up. Check that the boards are in the right mode <i>before installing</i> in a ceiling. |          |          |          |

## **COMMAND SETTINGS**

All commands must be terminated by a carriage return. All commands are repeated out the serial port to pass to the next controller or device. The "E" symbol means that those command values are stored in EEPROM and will load on power up.

| COMMAND    | ACTION   | NOTES  |  |
|------------|--|--|--|
| ess        | Night Sky  | Night Sky in 3D perspective  |  |
| ess1       | Night Sky 50%  | Night Sky in 3D perspective at 50% brightness  |  |
| es2        | Scintillation  | Scintillation  |  |
| es3        | Tropical Winds   | Tropical Winds - Fast Sparkle  |  |
| esr        | Rain Shower  | Stars in Rain Shower mode  |  |
| est        | Party Mode   | Stars all on with strobe/fade out pattern  |  |
| esldxxx *E | Stars on Solid   | xxx is the level, 1 - 255, 255 is the brightest  |  |
| ecn        | Constellations on Solid  | All LED's on solid - separate than star commands   |  |
| ecsp       | Constellation Sparkle  | Constellations sparkle   |  |
| есо        | Constellation Off  | Only Constellations turn off   |  |
| eclvxxx *E | Constellation Solid Level  | xxx is the level, 1 - 255, 255 is the brightest  |  |
| !          | Trigger Shooting Star  | Immediately trigger shooting star  |  |
| ssj        | Shooting Star 10 Seconds   | Shooting Star every 10 seconds, Adjustable via RS-232  |  |
| ss1        | Shooting Star 1 Minute   | Shooting Star every minute   |  |
| ss2        | Shooting Star 2 Minutes  | Shooting Star every 2 minutes  |  |
| ss5        | Shooting Star 5 Minutes  | Shooting Star every 5 minutes  |  |
| SSZ        | Shooting Star 10 Minutes   | Shooting Star every 10 minutes   |  |
| SS0        | Shooting Star Off  | Boards in shooting star mode will turn off   |  |
| ssg        | Shooting Star On   | Shooting star on   |  |
| mso        | Meteor Shower On   | Meteor Shower mode (DIP switches must be set correctly) Default rate is every 2 minutes      |  |
| msf        | Meteor Shower Off  | Stops the meteor shower  |  |
| ssd        | Power on Setting   | Return to Power on DIP Switch Setting  |  |
| esdmxxx *E | Dim Setting (stars only)   | Brightness level of stars, 1 to 255, Default is 255 (brightest)                              |  |
| espkxxx *E | Star Sparkle Speed   | Sparkle Speed, 0 - 255, default is 17, the higher the number, the slower the sparkle         |  |
| mtspxxx *E | Meteor Shower Speed  | xxx is the The Speed of the Meteors in the Shower, 0 - 255, Default is 50 (higher is slower) |  |
| mttmxxx *E | Time Between Meteors   | Time in 1/10's of a second between each meteor in the shower (0-255) default is 7            |  |
| mtinxxx *E | Meteor Shower Interval   | Time in seconds between meteor showers (0-255) default is 120                                |  |
| mtnmxxx *E | Meteor Number  | Number of meteors per shower (1-255) default is 19   |  |
| ssspxxx *E | Shooting Star Speed  | xxx = 0 (fastest) to 254 (slowest), default is 40  |  |
| sstmxxx *E | Shooting Star Interval   | Interval Between Shooting Stars in seconds, 0 - 255, Default is 10                           |  |
| eso        | Stars Off  | All Stars Off  |  |
| esn        | Stars On   | Turns on the stars in the last mode they were in   |  |
| globaloff  | All Off  | All Stars off, regardless of mode  |  |
| NOTE:      | The Epic Star Boards will read the DIP switch setting on power up, check that the boards are in the right mode before installing in a ceiling. |  |  |