WDM STAR PANELS & KITS

Star Panel is the newest technology in digital star lighting. Admiring the night sky can be even more enjoyable indoors with the use of Star Panel.

STAR PANELS

PRODUCT INTRODUCTION

Star Panel design offer a dramatic and inspiring effect that energizes perspectives on acoustic panels, star ceilings and cove lighting. Our star Panels come in a variety of sizes from 2' x 2', 2' x 4', 4' x 4', and 4' x 8'. Star panels come pre-wired with end glow fiber optics and are ready to insert in any existing ceiling grid system. Every star panel comes with a high quality LED light source that can also be controlled via RS232. Various size Star Panel kits, individual pre-wired panels, and any custom configurations are also available. Furthermore also offers wifi star panels with wifi signal built into the panels for more flexibility, customization and overall usability.
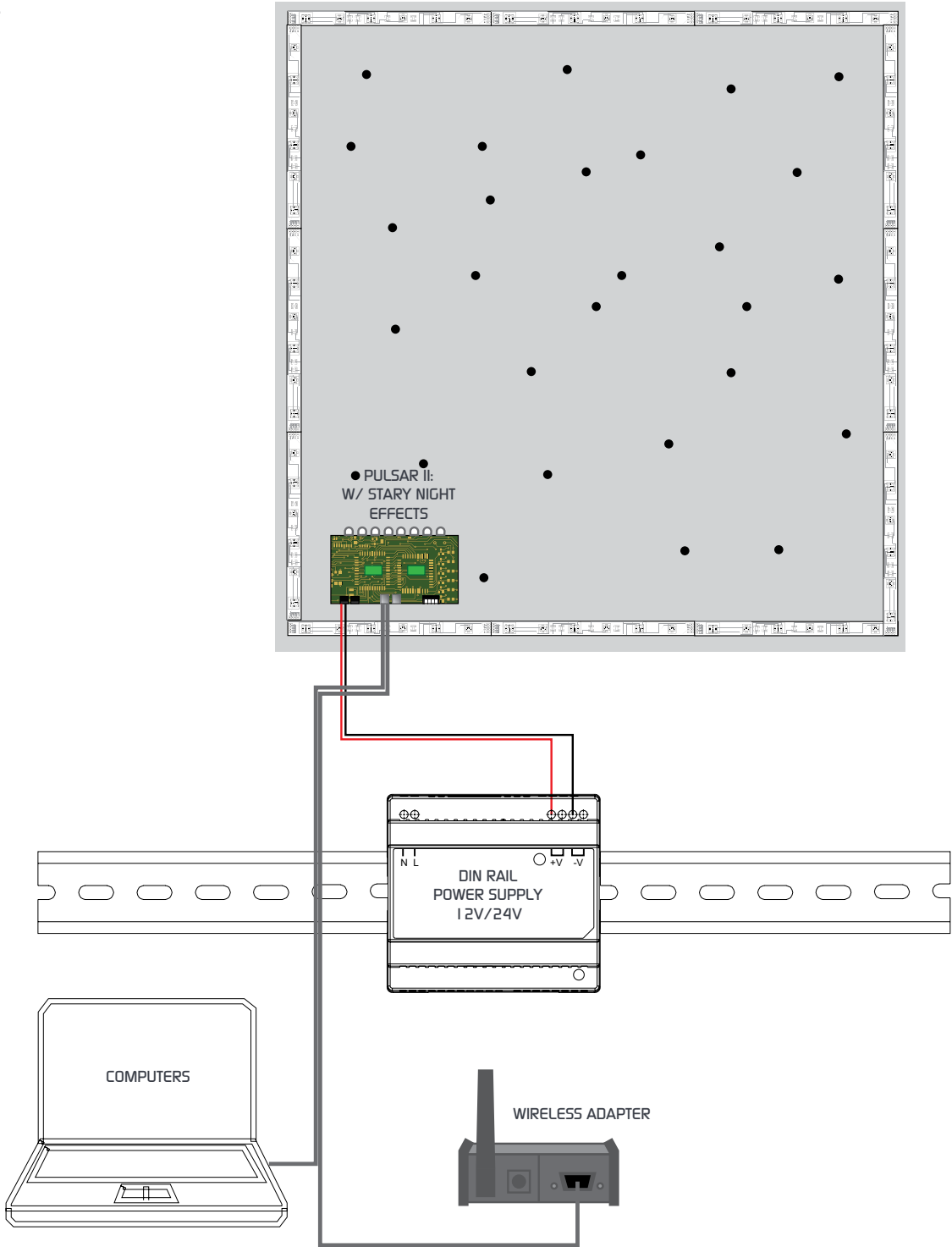
KEY FEATURES

- UL fire rated material.
- 2 Variety of acoustical panels - fabric wrapped acoustical panel I high grade PVC vinyl smooth Stucco
- Realistic Star effect.
- Starry night effects including constellations.
- Sound effects are also available.
- Controlled independently or via any home automation control via serial command.
- Consists of a simple anchoring system includede.
- Shooting star can travel on more than one panel.
- Create a meteor shower effect.
- Dimmable via RS232.
- Optional cove lighting effect with Sunset effect, morning sky effect, and romance effect etc.
- Purchase panels with a variety of star constillation features.
- Purchase wifi star panels for more flexibility.

STAR PANELS & KITS

STAR PANELS

Provide your clients the ultimate effect in ceiling design with star clusters, and shooting stars with the convience of clean and simple installation.
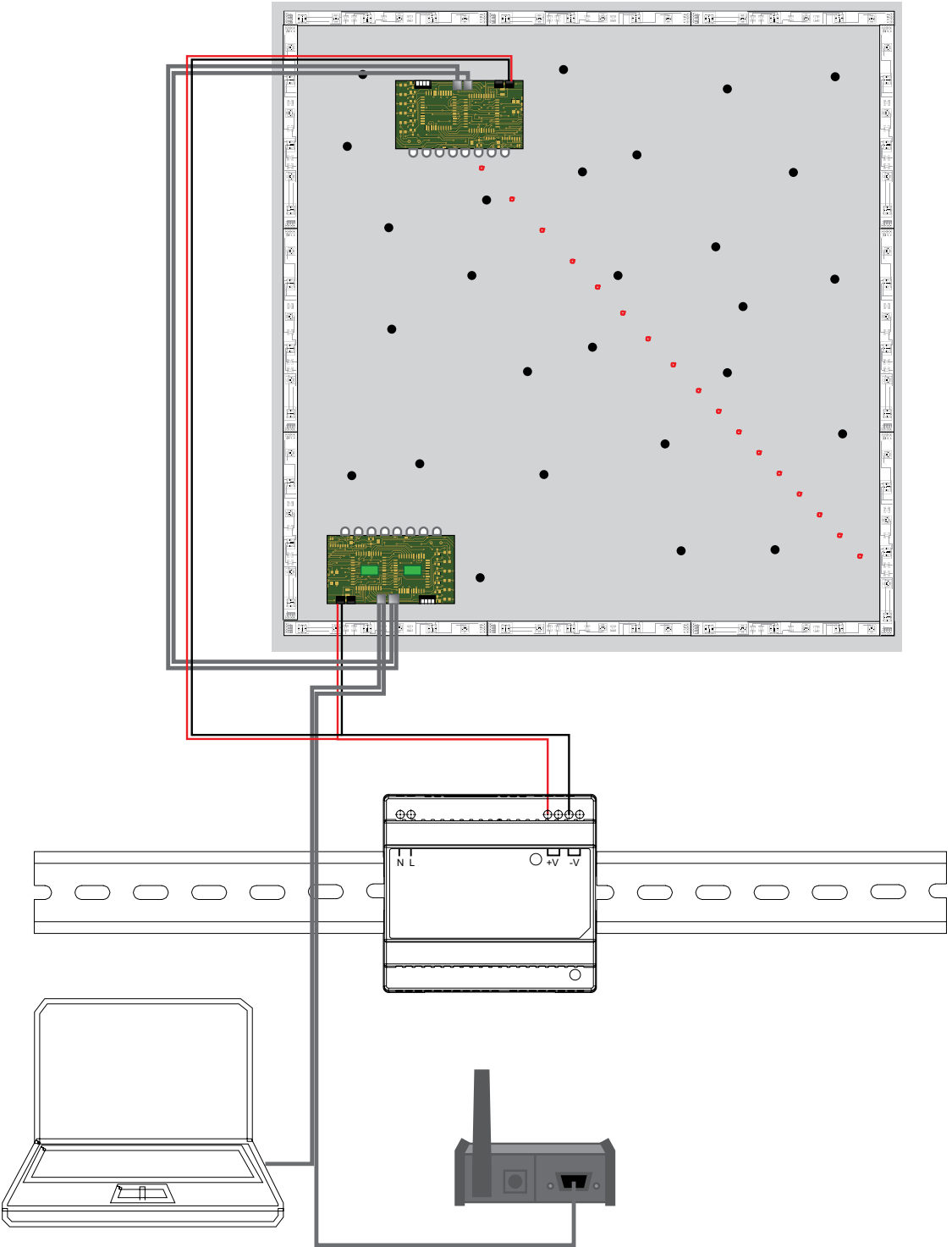
FIBER OPTIC STAR PANELS

STAR PANELS

STANDARD CONFIGURATION
STAR PANEL

STANDARD CONFIGURATION
STAR PANEL WITH SHOOTING
STAR

PULSAR II:
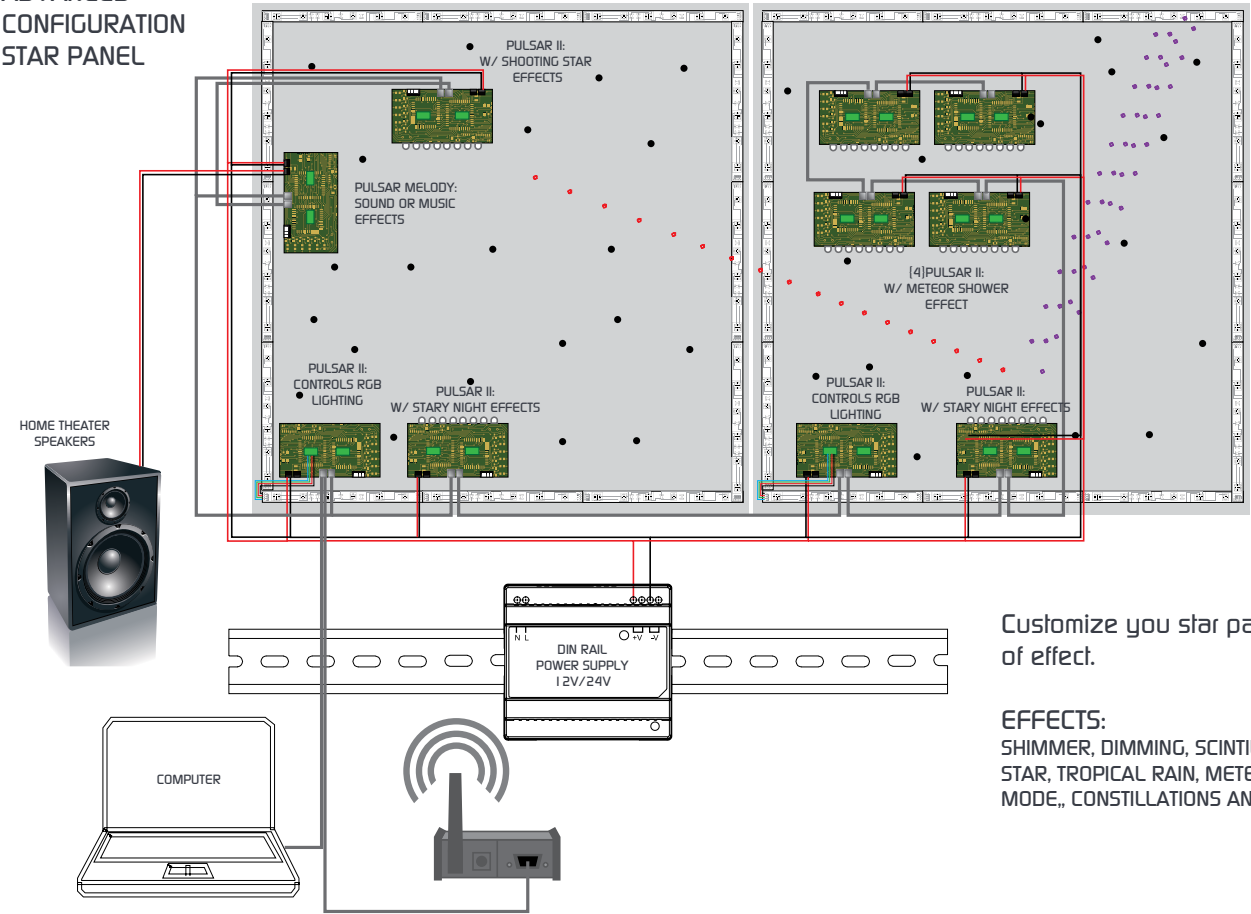W/ STARY NIGHT
EFFECTS

DIN RAIL
POWER SUPPLY
12V/24V

N L   +V -V

COMPUTERS

WIRELESS ADAPTER

N L   +V -V

FIBER OPTIC STAR PANELS

STAR PANELS

STANDARD
CONFIGURATION
STAR PANEL

PULSAR MELODY:
SOUND OR MUSIC
EFFECTS

PULSAR II:
CONTROLS RGB
LIGHTING

PULSAR II:
W/ STARY NIGHT
EFFECTS

HOME THEATER
SPEAKERS

DIN RAIL
POWER SUPPLY
12V/24V

COMPUTERS

WIRELESS ADAPTER
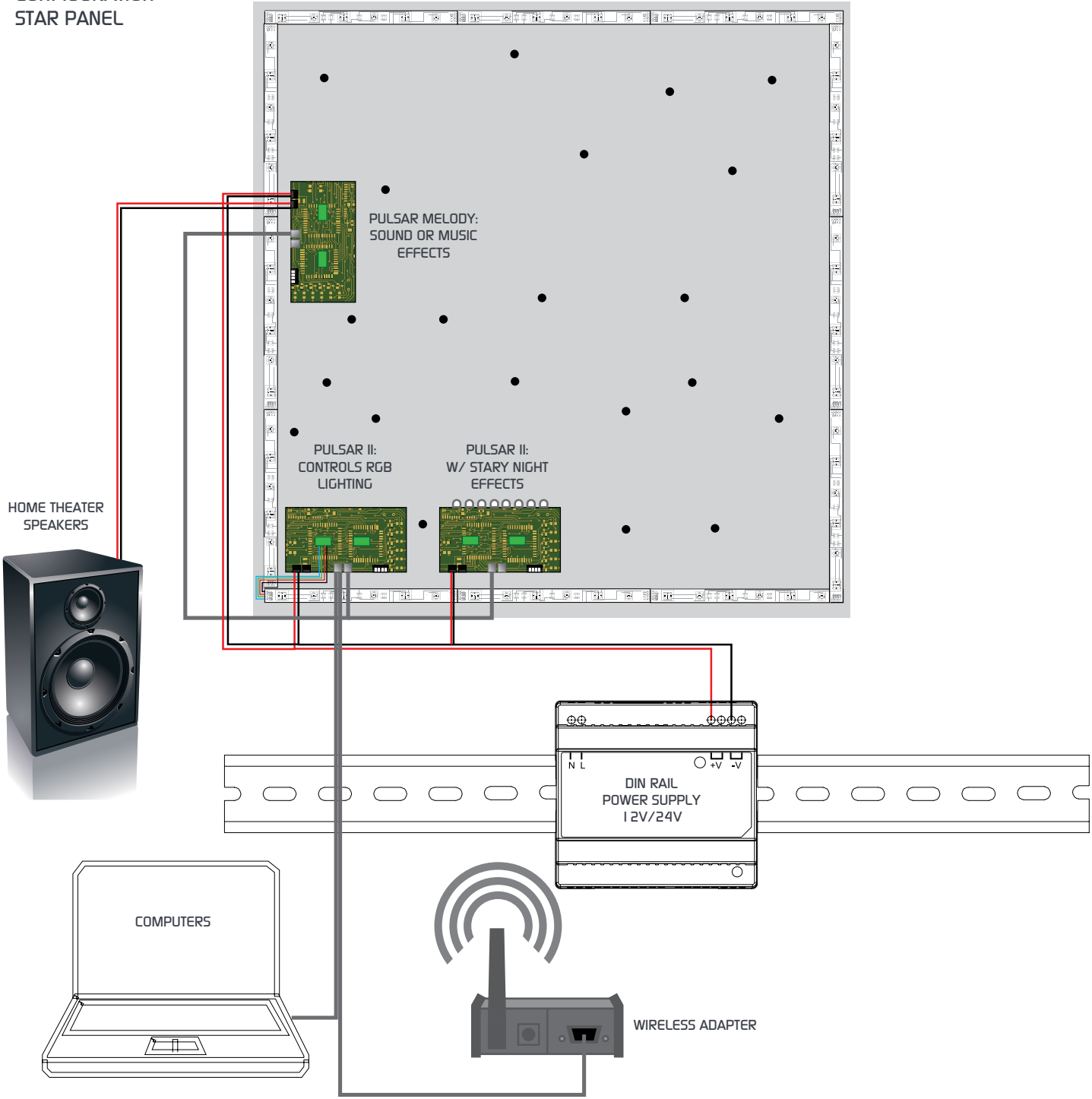
ADVANCED
CONFIGURATION
STAR PANEL

PULSAR II:
W/ SHOOTING STAR
EFFECTS

PULSAR MELODY:
SOUND OR MUSIC
EFFECTS

[4]PULSAR II:
W/ METEOR SHOWER
EFFECT

PULSAR II:
CONTROLS RGB
LIGHTING

PULSAR II:
W/ STARY NIGHT EFFECTS

PULSAR II:
CONTROLS RGB
LIGHTING

PULSAR II:
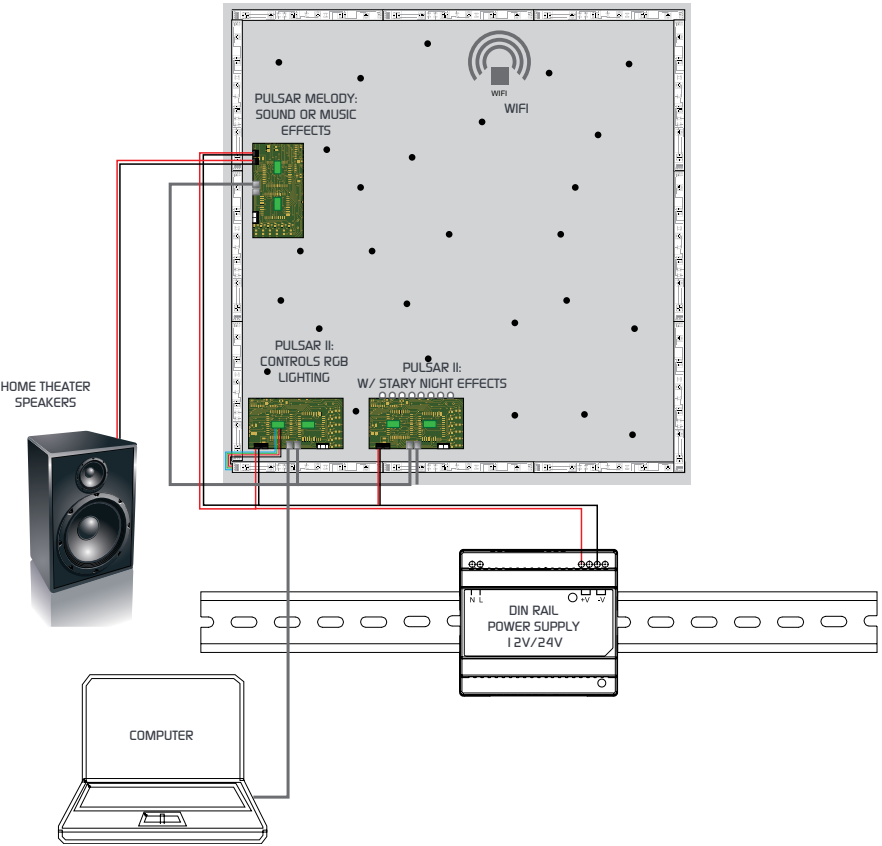W/ STARY NIGHT EFFECTS

HOME THEATER
SPEAKERS

DIN RAIL
POWER SUPPLY
12V/24V

COMPUTER

Customize you star panels with a variet
of effect.

EFFECTS:
SHIMMER, DIMMING, SCINTILLATION, SHOOTING
STAR, TROPICAL RAIN, METEOR SHOWER, PARTY
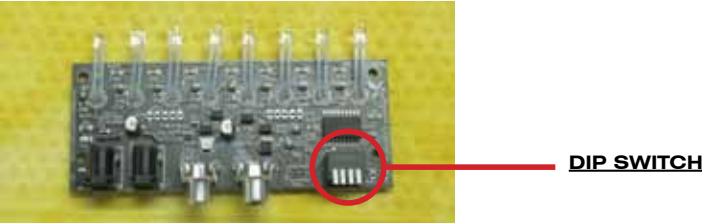MODE,, CONSTILLATIONS AND MUCH MORE.

WIFI STAR PANEL

PULSAR MELODY:
SOUND OR MUSIC
EFFECTS

WIFI

WIFI

PULSAR II:
CONTROLS RGB
LIGHTING

PULSAR II:
W/ STARY NIGHT EFFECTS

HOME THEATER
SPEAKERS

DIN RAIL
POWER SUPPLY
12V/24V

COMPUTER

FIBER OPTIC STAR PANELS

STAR PANELS

DIP SWITCH

PULSAR II STARBOARD - USING DIP SWITCHES

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

Note: DIP switch can be changed while board is powered

1) Set Switch for all boards that shooting star mode desired
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:

PULSAR II STARBOARD USING RS232 COMMANDS

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)

Commands can be either global or addressed to a specific board.

CHANGE PULSAR PROGRAM
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

Examples:

This will make all pulsar boards go to shimmer effect (global)
Enter: P3<ENTER>

This will make all pulsar boards turn off
Enter: P0<ENTER>

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This will make the SECOND pulsar board (board B) go to 25% dim
Enter: PB2<ENTER>

This will make the THIRD pulsar board (board C) go to random strobe (program 14)
Enter: PC14<ENTER>

SHOOTING STAR/METEOR ON / OFF
To turn off the shooting star effect/meteor shower (if it is enabled) this will only effect boards that are in shooting star mode or meteor/rain shower
P5<ENTER>

To turn on the shooting star effect/meteor shower (if it was disabled by) this will only effect boards that are in shooting star or meteor/rain shower mode
P%<ENTER>

TRIGGER SHOOTING STAR:
exclamation point is used to communicate between board in shooting star configuration. This will cause downstream boards to start a shooting star.
!<ENTER> - Shooting star effect starts on boards

SPARKLE/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)<ENTER>

This will make the sparkle effect go slow (program 3-6)
Enter: P#1<ENTER>

INDIVIDUAL LED CONTROL
 Individual LEDs may be commanded on bright, on dim, or /off

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 on the first LEDS on bright
Enter: P=1<ENTER>

This will turn on four LEDS on dim (all boards)
Enter: P-15<ENTER>

This will turn on top LED on first board
Enter: PA-128<ENTER>

GLOBAL LIGHTING CONTROL ON/OFF
these commands will affect all Impact Lighting boards (both pulsar and Thin glow (RGB) boards):

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 LEDs 0.512 watts)
                 RGB – up to 4 amps each output peak (on SV2, SV3).

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

FIBER OPTIC STAR PANELS

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PULSAR II CHROMA RGB - USING DIP SWITCHES (this model allows a variety of color effects with the LED thin glow lighting)

PROGRAM:	SWITCH 1	SWITCH 2	SWITCH 3	SWITCH 4	PROGRAM
Red	UP	DOWN	DOWN	DOWN	1
Cyan	DOWN	UP	DOWN	DOWN	2
Gold	UP	UP	DOWN	DOWN	3
White	DOWN	DOWN	UP	DOWN	4
Green	UP	DOWN	UP	DOWN	5
Pink	DOWN	UP	UP	DOWN	6
Blue	UP	UP	UP	DOWN	7
Fade All	DOWN	DOWN	DOWN	UP	8
Fade Gold	UP	DOWN	DOWN	UP	9
Fade Blues	DOWN	UP	DOWN	UP	10
Fade Aqua	UP	UP	DOWN	UP	11
Fade Reds/Pinks	DOWN	DOWN	UP	UP	12
Fade USA (Red,white,blue)	UP	DOWN	UP	UP	13
Fade morning slow	DOWN	UP	UP	UP	14
Fade Stormy Night	UP	UP	UP	UP	15

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

Notes to set and use a programmed color :
    set dip switch to fade all (all down except switch 4)
    when desired color is reached – hold that color by moving switch 4 down. The color will be steady. The color will be remembered during power outage and return when power is applied and the dip switch is set to all down

Note: The CRGB command (see below) can also be used to set a programmed color.

PULSAR II CHROMA RGB USING RS232 COMMANDS

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 chroma pulsar start with a character 'C' and end with a carriage return (Enter key)

Commands can be either global or addressed to a specific board.

C(program) <CR> (this is a global command to all chroma pulsar boards)
 or
C (board)(channel)(program) (this addresses a specific board)

Where:
    (program) is the color/mode (see table below)
    (board) is the board in the chain (0-9) in order of connection
    (channel) is either '_' (underscore) for channel0 or '-'dash channel1 (if no channel specified, both channels are commanded)

Examples:

This will make all chroma pulsar boards go to Red effect (global)
Enter: CRED<ENTER>

This will make all chroma pulsar boards turn off
Enter: COFF<ENTER>

To turn back on (to last mode)

Enter: CON<ENTER>

This will make the SECOND chroma pulsar board (board 2) go to 15% green, 100% Blue
Enter: C2RGB 0 15 100<ENTER>

This will make the THIRD chroma pulsar board (board 3) go to random strobe (party)
Enter: C3PARTY<ENTER>

This will make the FIRST chroma pulsar board (board 1) , First channel to go orange and second channel to go Blue

Enter: C1-ORG<ENTER>
      C1_BLU<ENTER>

Commands (note: only upper case characters shown need to be entered, lower case characters can be not entered and command will still work):

Command	Description
CON	- turns back on to last color/mode
COFF	
CRGB rrr ggg bbb	- rrr ggg bbb are bvalue 0 to 100 for the red green blue (space between parameters)
	Note: CRGB sets the programmed color to display when DIP switch is set to all down
CREd xxx	- sets red at xxx level; (xxx is 0 to 100 for the dim level)
CBLue xxx	- sets blue at xxx level; (xxx is 0 to 100 for the dim level)
CGReen xxx	- sets green at xxx level; (xxx is 0 to 100 for the dim level)
CYellow xxx	
COrange xxx	
CCYan xxx	
CMagenta xxx	
CPInk xxx	
CAQua xxx	
CGOld xxx	
CWhite xxx	- cool white
CWWhite xxx	- warm white
CFade All	- fade all colors
CFade Gold	
CFade Blues	
CFade AQua Blues	
CFade RedPink	
CFade Usa	
CFade Morning	
CFade Stormy	

CSPeed xxx   Sets the fade speed x is 1-255 (255 Is slowest)

CPAuse Stops on the current color and remains steady (pause) (also saves the color as the programmed color)

Global impact light control:
these commands will affect both pulsar and Thin glow boards:

IOFF<ENTER> - turns ALL board off (Pulsar and thin glow RGB)
ION<ENTER> – turn on with last mode

SPECIFICATIONS:

Power in: DC 8V to 24V DC 6 Amp max draw (all LEDs on at 12 volts)
    polarity and fuse protected input

Output:
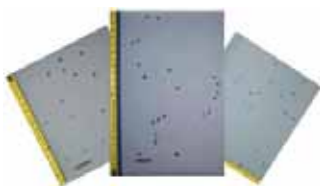   RGB – up to 1 amps each output peak (on 5V2, 5V3). 6 amps max for board

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

ACCESSORIES

EP-ANCHORS

TEMPLATES - see our template section

SPACERS

POKER TOOL

WRENCH TOOL

MDR-20
*For more power supplies please see Power Supply Page

Sky Panel mounting board

USB to Serial Converter

5-Way
RS232 Converter

Dim rail mountion bracket

Dim rail kit

Standard Anchors

Watts Meter

Male Barrel to 2 Conductor Connector

Female Barrel to 2 Conductor Connector

USB to 2 serial converter

Distribution board

Thinglow leds

RJ45 Connecter