

## *PRODUCT SPECIFICATION*

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#### **EC FLASH V3.0**

**EC FLASH (Primary STAR ORCHESTRA) V3.0**  
(EC-STAR/EC-DMX series controller's edit software)  
Completely work with DMX300 controller  
Plenty of changing effect  
Verisimilar simulate effect

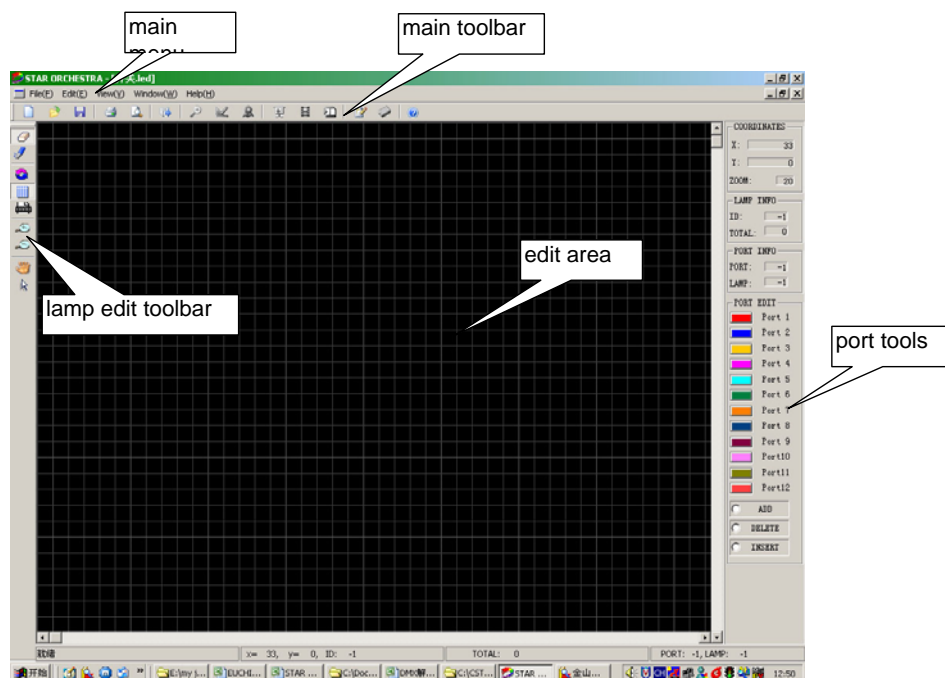
## 1 SUMMARIZE

Star Orchestra is used for the light effect programming of EC-STAR/EC-DMX Color Changing System. The Color Changing Light Effect can be programmed according to designer's specification on a PC, and then download to the Controller for scheduled replay. Program download from PC to Controller can be done through the RS-232 port or the USB port. Up to 16 different light effect sub-programs can be stored in the Controller and be replayed at any given time. Switches are provided on the controller panel for manual sub-program selection.

## 2 The step of using Star Orchestra

- 1 **[File-New]-[Edit-Insert Lamp]** To create a New project by defining all the LED Lamps, according to the system wiring diagram.
- 2 **[Edit-CportEdit-Add-Port 1-12]** To assign an Address to each LED Lamp according to the controller output port number and the LED Lamp's sequence number, e.g. port 1, lamp 1, 2, 3, ... 9 counting from the output port side.
- 3 **[Edit-CportOut]** Once the Address of each LED Lamp is defined, store this information.
- 4 **[Edit-CarryData-Editmode]** Hide LED's address, start to edit mode. Select the pre-set Color Changing Modes from the program and repeat until it is satisfied. Save the file \*.LED after it is finished.
- 5 **[Play-Parallel Play]** Simulation of Light Effect on Screen.
- 6 **[File-Export-Output BIN File]** Create machine code file for downloading to the controller.
- 7 **[File-Write to Controller]** Download the Light Effect Program to the Controller via RS-232 or the USB port.

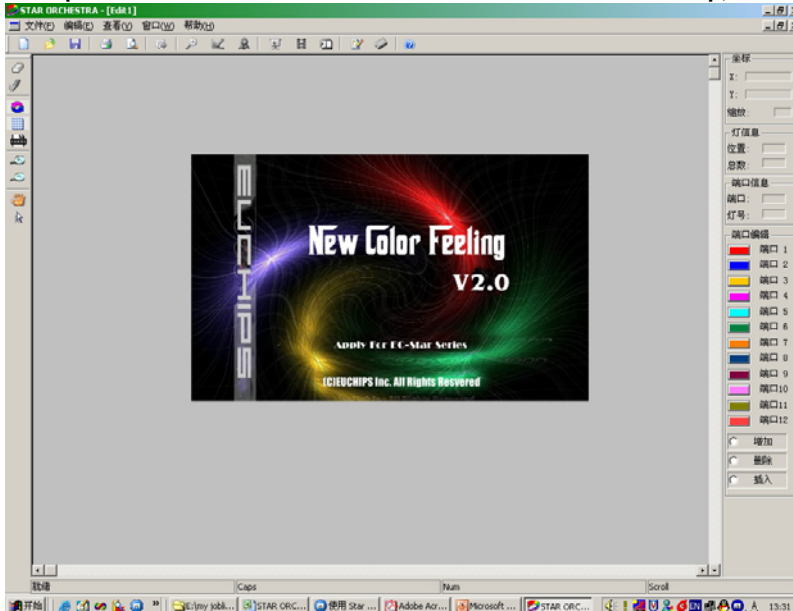
## 3 Main document



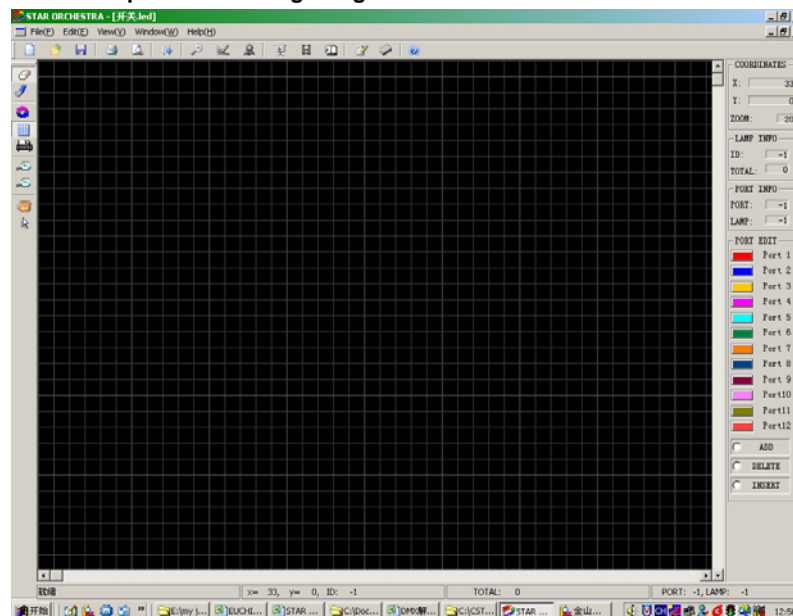
Remark: you can change language via VIEW->LANGUAGE, such as select "French", then the window will show in French.

## 4 Start to use STAR ORCHESTRA


### 4.1 Open STAR ORCHESTRA via start menu or shortcut at desktop,select"standard"



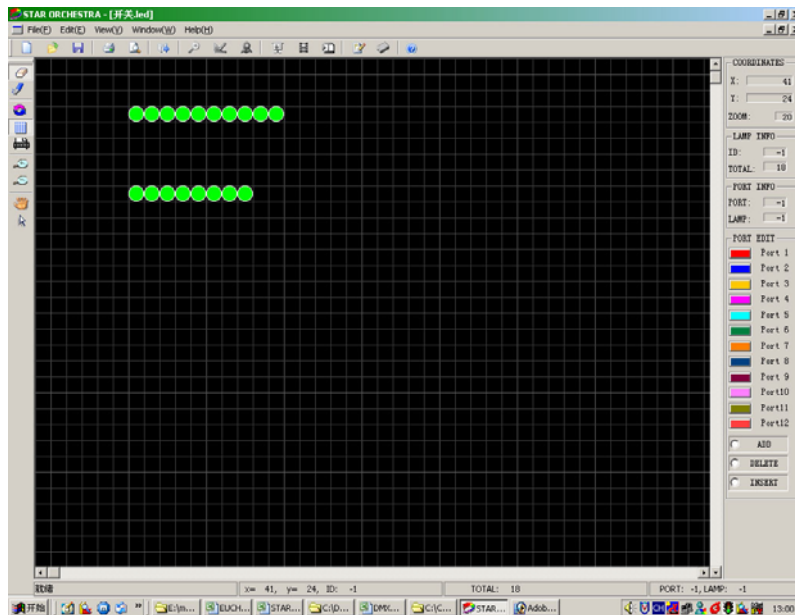
### 4.2 Click "New" to build a new project, then the "delete lamp" & "insert lamp" tool that in the left lamp edit toolbar assumes high brightness







### 4.3 Lamp edit toolbar

Click "Insert Lamp" in left toolbar to add lamps. Click or drag mouse in edit area, then green point will appear, every point is a lamp. If want to turn into default state, click  button.

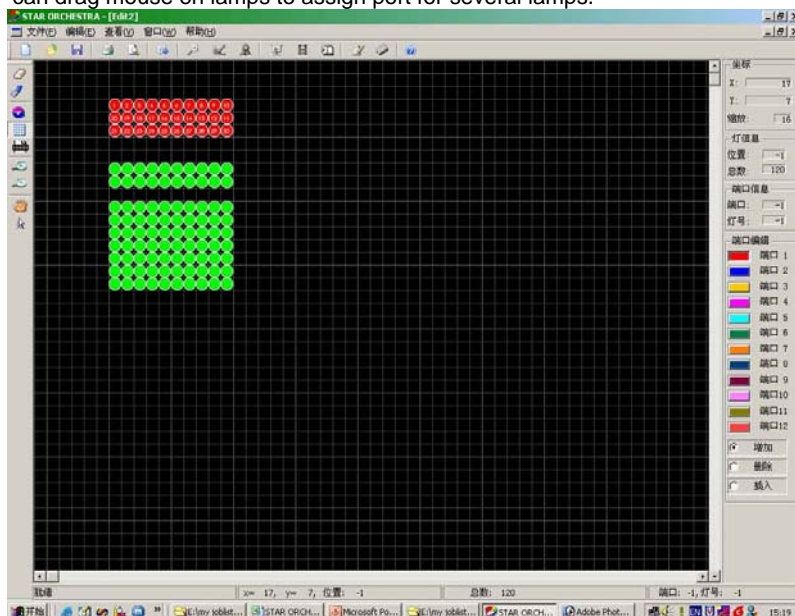
**Remark:** Make sure the number of the lamp in software is same with actual sequence.



If make mistake,you can click "delete lamp" ,then click the fault lamp to delete this lamp.  
If need,you can use "Zoom in"  "Zoom out"  to regulate scale;move the position .

#### 4.4 Port edit

After defining lamps,we need to assign port for them(only port 1 of DMX200 & DMX300 is effective, only port 1,2 of DMX400 is effective).Select port number in right toolbar,and click "Add",then click on lamp to assign selected port to this lamp,also we can drag mouse on lamps to assign port for several lamps.




Each lamp has a number.it will assign number for lamps by click order ,the number will show on lamps.

We can do delete or insert operation to port edit.

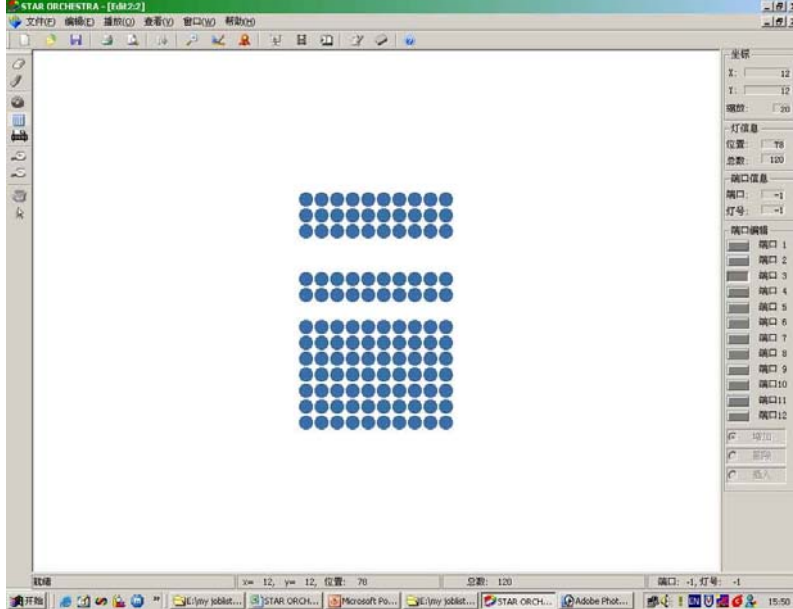
Delete: choose port number,click "delete",then click the lamp want to delete number(this operation will only delete the number,won't delete the lamp).

Insert: click "insert",set the position number,then click ok.Click on the lamp to insert the number.

#### 4.5 Mode edit

Click "Carry Data"  in main toolbar to edit mode.

In mode edit page, lamp edit toolbar and port edit toolbar is disabled;

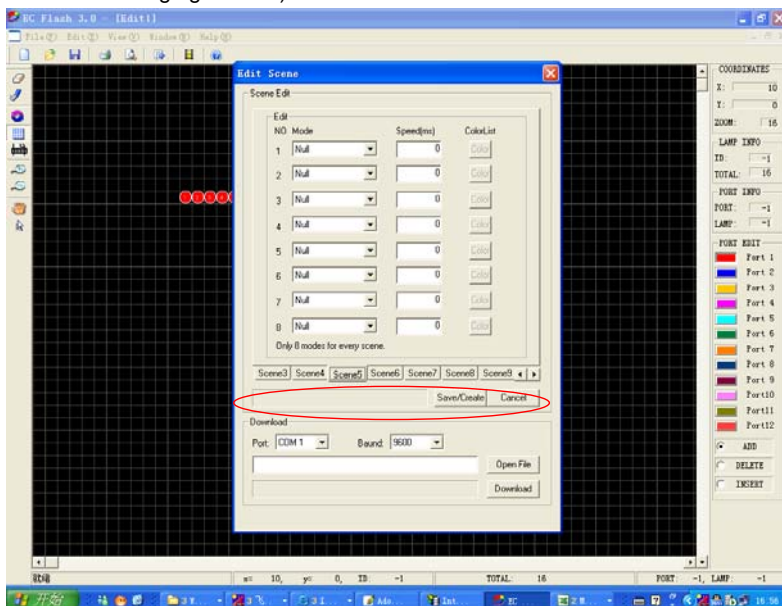


This dialog box is the hardcore of mode edit, including mode select, color list setting, mode parameter and scene setting. Please see below to learn step by step.

Remark: ①For EC-STAR series, the number is only in logic, is counting from the output port side; For EC-DMX series, the number is corresponding with decoder's address.  
②Port setting is according to each controller, do not over its limit.

##### 4.5.1 Select mode

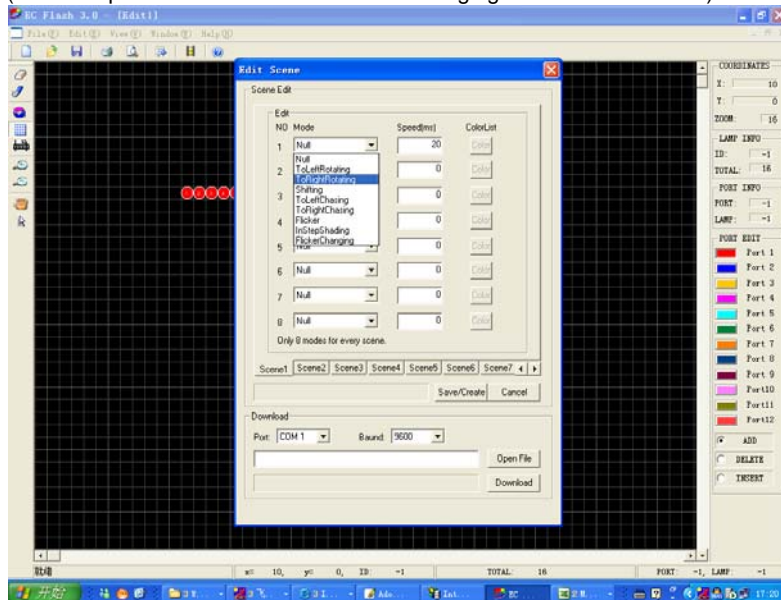
Setup scene before edit effect for the lamp. (Remark: 16 pre-saved scene in this software, each scene can be placed max of 8 different changing effects)



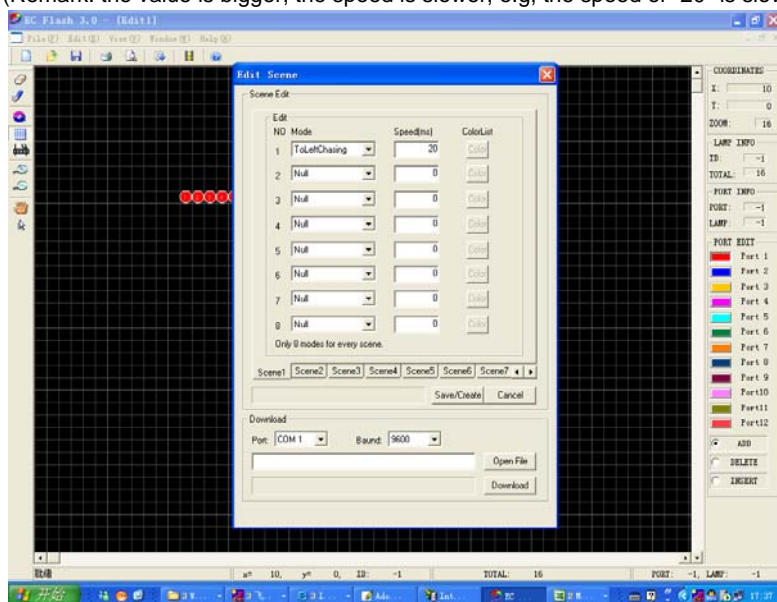
Remark: click   to preview other scene doesn't display.

#### 4.5.2 Set color of the mode and parameter of the mode

Select a needed scene, then edit effect of the scene: Firstly, select satisfying effect for the mode as following picture:  
(remark: up to max.8 different changing mode in each scene)

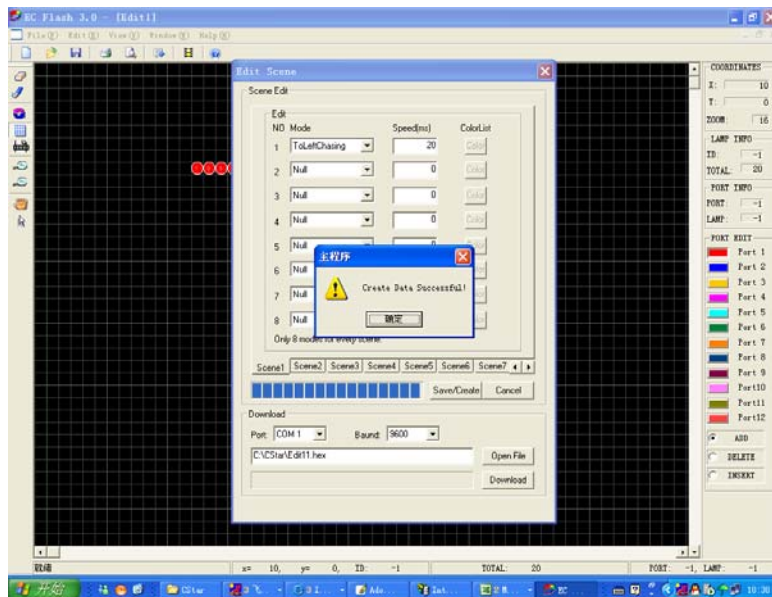


Then set the changing speed of the selected effect on the right side to make the satisfying effect you need.  
(Remark: the value is bigger, the speed is slower, e.g, the speed of "20" is slower than "10")



#### 4.5.3 Save and create HEX file

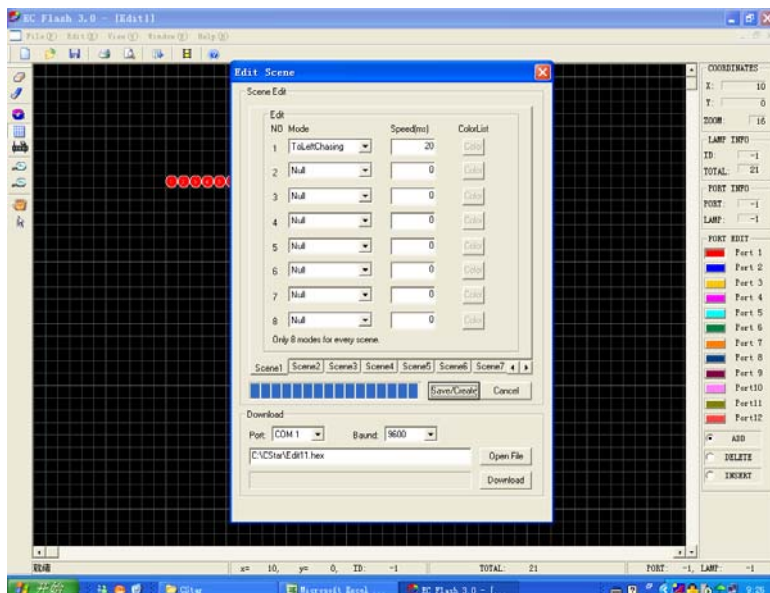
If create and save the HEX file successfully, the program will jump out a "Creat Data successfully" message , and the file will be download automatically on the downmost of edit menu,and show the save path, file name.



Click "Yes" button in "Create Data successfully", return to edit scene menu, then connect controller to computer and download the program, or pre-view the changing effect to make sure the effect is what you actually need before downloading the program.

#### 4.6 Download program to controller

If you make sure the edited program is correct, you don't need a preview, download directly. The method is as follows: Connect the controller to a PC via a USB cable, look for the port in PC hardware. Select port of PC hardware (BAUND keep default). Because the program has downloaded the edited program when created & saved the HEX file, here you don't need to click "open file" to select the edited HEX file, click "Download" directly to begin to download the file to the controller. Please wait for the complete message, then release the controller, connect to lamps, and the lamps will change following the controller. If the link times out, please make sure the cable is connected correctly or reconnect to try again.



Remark: 1. Please connect the controller to PC firstly, then click "Download" button, then turn on the power button of the controller.  
2. Open the "USB DRIVER" folder in the products CD and install USB equipment drive program, or install it before connecting the controller.

#### 4.7. Effect simulate

Save all edited effect program and create effective data, If we want to preview the whole effect of all program, close "edit scene", click "parallel play" button in the main toolbar, enter the simulation state. We can click "Edit"->"Start" button or click right button to select "start" to simulate.

We can stop the simulate by click "stop" in right click.

If not satisfy, return to the "edit scene" menu and modify the effect(mode, speed...), until they are satisfactory.(as 4.5)

If ok, we can write the program into controller(as 4.6)

