

Illuminate Starceiling / Wiedamark / CineStarPanel driver for Control4 v1 (2401)

Overview

This allow controlling the Wiedamark or CineStarPanel modules

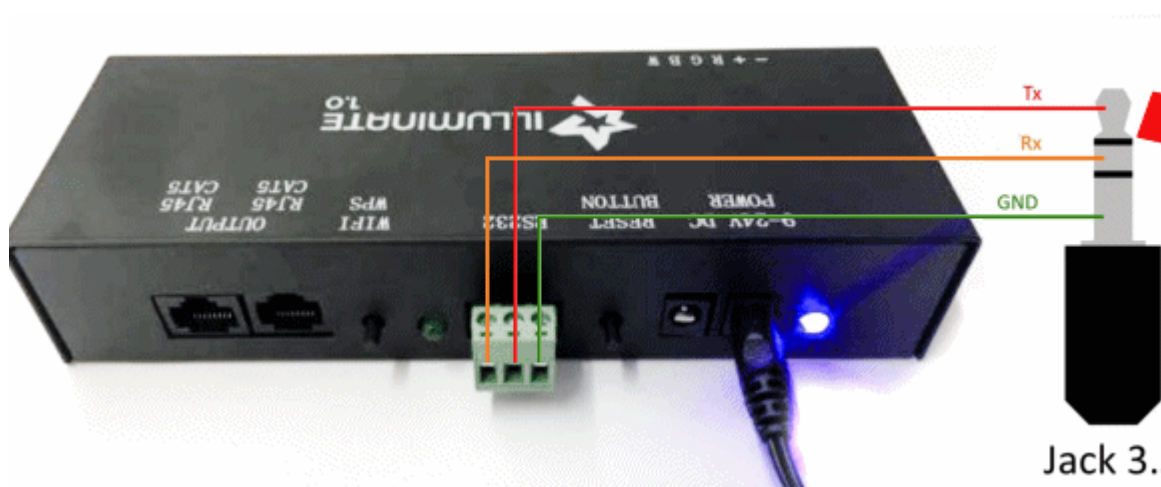
Prerequisite

This driver is only compatible with Control4 OS 3.3.2 and up, it might partially work on 3.3.0 but use it at your own risk.

Connection to Controller

The RS-232 Connection need to be done using bare wire to the phoenix connection on the back of the Illuminate engine.

Here's the pinout for 3.5mm connector that will work on most C4 controller that accept RS-232 over 3.5mm port:



It also work with DB9 connector but it's much easier to use 3.5mm jack.

Limitations

- The Illuminate system use one-way serial communication so no feedback is provided to

Control4 if the unit is operated with the Illuminate app.

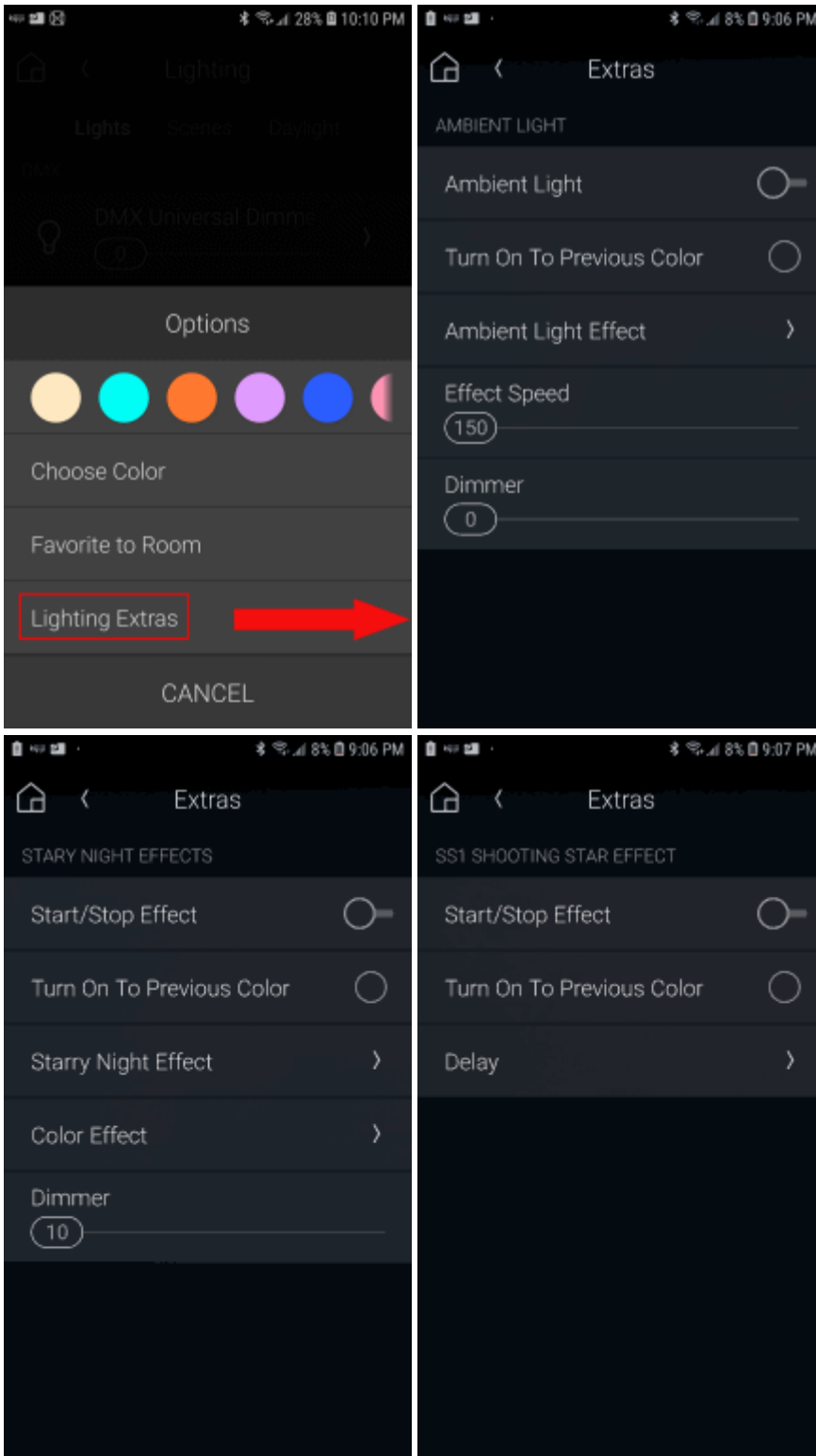
- Brightness Ramping is not supported due to hardware limitation
- Each Illuminate box can only do one effect and need to be ordered as is. This driver will only control the box that use the specified effect. It's not possible to reconfigure a box to do multiple effect.
- Ambient Light (RGBW Strip) is output by all Illuminate boxes in the chain at the same time and can't be addressed per box

Setup summary

- 1- Install the Illuminate system as per manufacturer instruction.
- 2- Make the RS-232 connection to only one of your Illuminate box (if daisy chained) with a bare 3.5mm cable using the provided pinout. Others boxes in the chain does not need RS-232 connection.
- 3- Add the driver to the project and proceed with licensing
- 4- Bind the serial connection to the right serial port of the C4 controller
- 5- Try and test using Ambient Light first (you will need to connect an RGBW strip to the phoenix connector) and make sur this work on all Illuminate box you might have in the chain
- 6- Try the different effect using the dimmers presented by the driver. Each dimmer control a specific effect and will only work if a box in the chain is preprogrammed for this effect

Lighting Extras

This driver takes full advantage of the Lighting Extras that you can bring from the app on each of the dimmers:



Please note that Lighting Extras will not reflect the current state of a particular running effect if

it was started outside the Lighting Extras interface. For example, if you start a Starry Night Effect using the programming action in Composer, the button on the Lighting Extra interface might not change unless the user is actually looking at them in the App. It's a Control4 limitation, not the driver.

The Lighting Extras interface is meant to be used as the sole control interface for the end user.

Programming Actions:

Every options of this driver can also be use as programming action in Composer:

