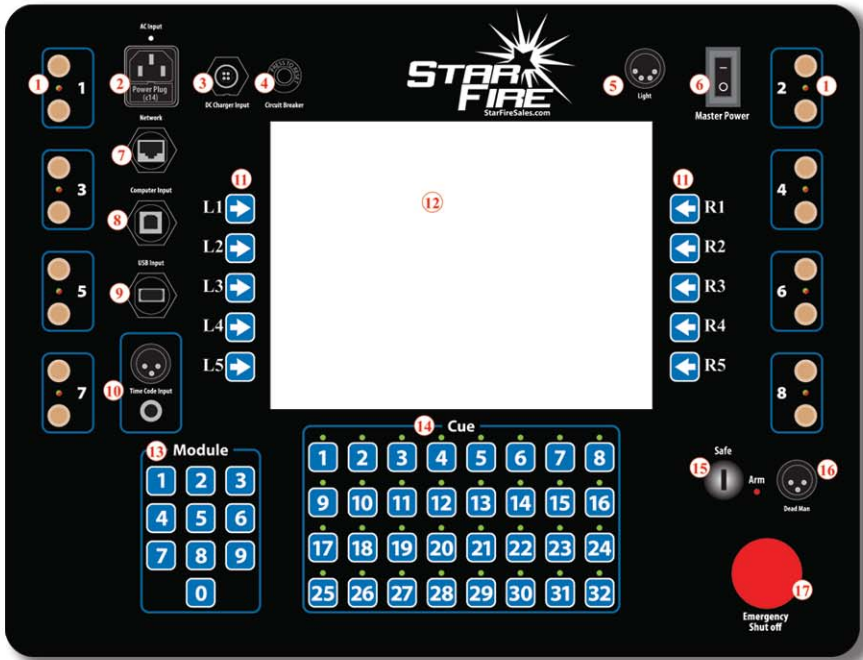


# Controller Components & Connections

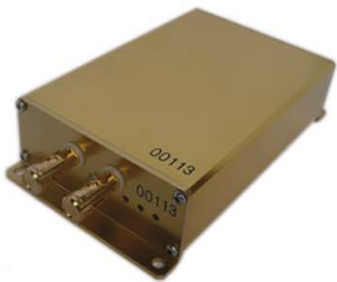
- 1 Communication Channel Terminals (up to 8)
- 2 AC Input
- 3 DC Charger Input
- 4 Circuit Breaker
- 5 Light Connection
- 6 Master Power Switch
- 7 Network Connection
- 8 Computer USB-B Input
- 9 USB-A for Flash Drive
- 10 Time Code Inputs
- 11 Display Softkeys (Left & Right)
- 12 Color Display Monitor with Interactive Menu
- 13 Module Selector Keypad
- 14 Cue Firing Softkeys & LEDs
- 15 Safe/Arm Key Switch & LED
- 16 Dead Man/StepFire Grip Connector
- 17 Emergency Shut Off Switch



## Additional Firing System Components

StarFire allows you to start out with the basics and expand your system as your display needs grow. System components are sold individually or in convenient packages designed to save you even more money.

### 32 cue Firing Module



**Mini Rail**  
w/1 Centronic connector



**Standard Rail**  
w/3 Centronic connectors



**Centronics 36 pin  
M-M Firing Cables**  
Available in Heavy Duty or Medium Duty  
Cable lengths 3, 6, 10, 15, 25, 50 & 100 feet

*With StarFire you can use multiple controllers, so displays of an unlimited size and multiple locations can be shot in perfect sync with each other.*



The NEW  
*Gold Standard*  
for Firing Systems





## Basic Specifications

- 1/100 of a second timing accuracy
- Unlimited simultaneous firing of cues
- Unlimited firing of cues 1/100 of a second apart
- 32 cues per module
- Up to 254 modules per controller
- Connect modules to the controller using 22 gauge duplex "shoot wire"

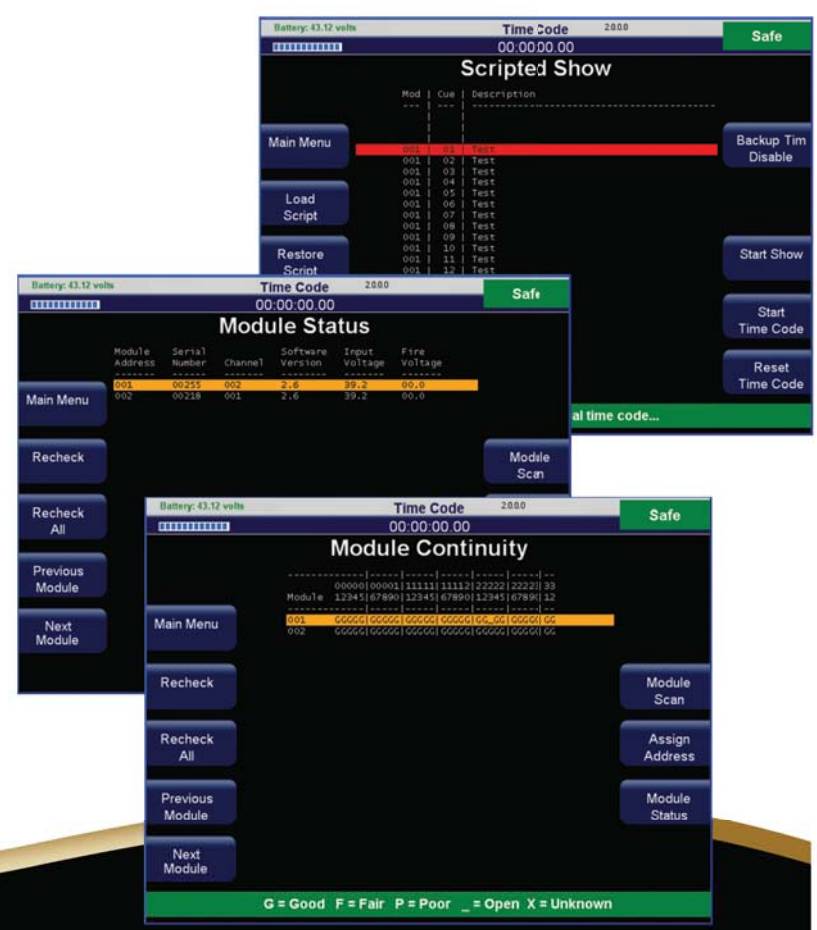
## With Advanced System Features Like...

### Color LCD Display with Interactive Menus

This full featured display will give you a lot of information right from the controller, without the need of connecting a PC to the system. Because the menus are software driven, we will be able to continue to enhance the system hardware simply by providing free software updates.

### Smart Continuity

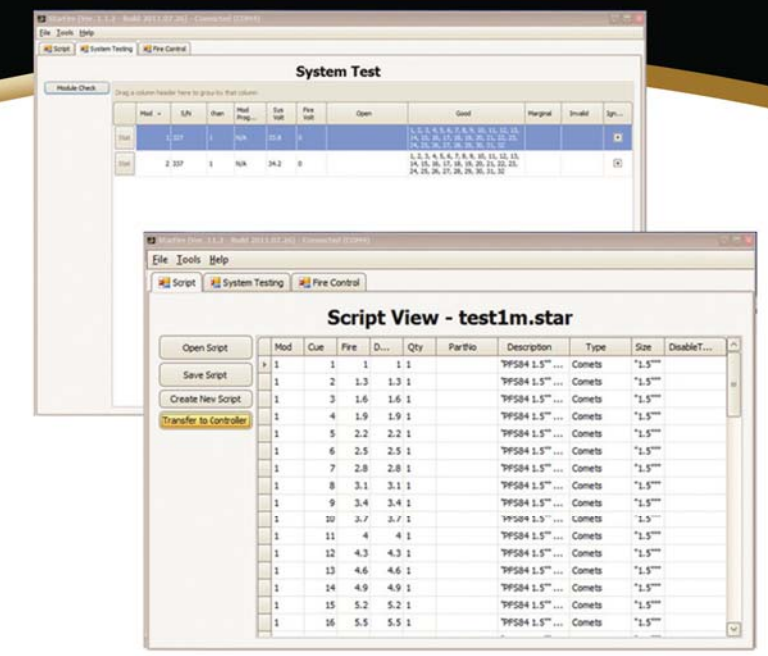
Smart Continuity means no false continuity because of rain. StarFire replies with "Good," "Marginal," "Bad," and "No Connection." Instead of simply seeing that you have continuity on your largest, most important shot of the display, StarFire will tell you "Marginal" so you know you have too many e-match on that circuit, and warn you that it might not fire.



## The StarFire firing software is included FREE!

*If you buy the hardware, why should you have to pay extra for the firing software?*

With StarFire, the software to shoot your display is included at no additional charge. The firing software allows you to open scripts that are designed in a variety of different choreography software, including ShowSim and Finale Fireworks. The firing software also allows you to do more advanced continuity checking against your script, module testing, etc. And, if you don't have choreography software, the software allows basic editing of your script, or allows you to save the script in a text file format so you can easily edit it using either a text editor or excel. The script file just needs to contain the module, cue, and fire time of each firework and the system will do the rest!



*StarFire supports scripts designed in a variety of popular choreography software including*



## Sequence Firing

With this mode you will be able to control the pace of the display by designing "shots" that can include multiple cues and timing delays. So with one touch of a button, you can shoot such things as sequenced mine runs, individual segments of the finale, or whatever else you can imagine. Instead of jumping around from module to module, StarFire allows you to put all of your cues in order so the entire display can be shot by pressing the next button in line. This helps to prevent firing something out of order "in the heat of the moment". StarFire is the best of both worlds allowing for the manual controlling of pace, but automating the fancy more complicated sequences that only a computer firing system can do.

## Manual Firing

The system can be used as a manual firing system by selecting the module then firing the cue, just like every other manual firing system. No need for a different system when you want to manually fire a smaller, simpler display.

