EPIC SKY
TECHNOLOGY
A DIVISION OF IMPACT LIGHTING INC.

EPIC CUBE
COMMAND SHEET
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EPIC CUBE
2.1.0 (9600 8 N 1)

Commands are repeated out of the serial port to pass to the next controller or device.
All commands must be terminated with a carriage return. You can use \r for this.
Channel levels and the ramp rate are stored in EEPROM and will remain the same after a power cycle

COMMAND	ACTION	NOTES
emlzxxx	Both channel level	Set both channels to xxx percent. xxx = 1 to 100
emlaxxx	Channel A level	Set channel A to xxx percent. xxx = 1 to 100
emlbxxx	Channel B level	Set channel B to xxx percent. xxx = 1 to 100
emalla	Channel A on, B off	Channel A to 100%, channel B to 0%
emallb	Channel B on, A off	Channel B to 100%, channel A to 0%
emlon	Both Channels on	Both channels A and B to 100%
emlr	Ramp rate	xxx = 0 (fastest) to 254 (slowest), default is 4
emlta	Brighten channel A	Brighten channel A by 4%
emltb	Brighten channel B	Brighten channel B by 4%
emlu	Brighten both channels	Brighten both channels A and B by 4%
emlma	Dim channel A	Dim channel A by 4%
emlmb	Dim channel B	Dim channel B by 4%
emld	Dim both channels	Dim both channels A and B by 4%
emloff	Both channels off	Both channels to 0%
version	Version	Serial prints version information
globaloff	All Off	All Mini Lights and other connected Epic devices off

NOTE:	The Mini Lights will return to their previous state when powered on. The light levels are stored in EEPROM and will be recalled on power up

EPIC CUBE
2 Button Functions

BUTTON	FUNCTION
Button 1 Short Press	Channel A light level will go to 100%
Button 1 Long Press	Channel A light level will go to 0%
Button 1 Short Press	Channel B light level will go to 100%
Button 1 Long Press	Channel B light level will go to 0%n