Project Brown Book

Notes on building a UFO for Halloween

If you are reading these notes then be aware they are scrappy / hacky. I built this UFO ground up and held most of it my head as I went along and then documented various parts afterwards. I really did hack this together moment by moment; which actually made it super-fun to do. As a result, these aren't really instructions to follow but could be a source of ideas and clues and help if you chose to make a similar UFO. You can always message me if you would like to find out more.

What was requested by the family



Frame ~= not to heavy but strong; nuts and bolts and can be dismantled and taken apart and stored. Octagonal, with PVC pipe bent in to make the circular edge. Thin ply panel, painted silver. Could do a final aluminium foil wrap at the end to finish it off. All wiring and electronics have to be waterproofed - expect rain on it.

Power supply for all the lights and computers will be beefy - guessing need to incorporate a ton of wiring and about 300watts of PSU.



Various parts while noodling:

3 foot dome: here

6 inch domes:here

Lasers: <u>here</u>

Fog machine: here

CPUs

LED adaptor boards

3x reels of neo pixels

Power supplies

 $\frac{1}{2}$ board 8x4' = 3 so far (used for wings, octagon core panel, collars for the octagon core

3" x 8' pine plank = 8 so far (used for ears, outer circumference)

3.5" deck screws; 1.5" wood screws; 1" wood screws, 2" deck screws;

Make the outer rings lower res? use these... 16ft x 300LEDs - 18 per foot

LED compute & power needs

WS2811 LED reference

https://www.pirc.com/teensy/td_libs_OctoWS2811.html#tech

1000 LEDs can be updated in 3.8 ms, which allows a theoretical update rate of 240 Hz.

Worse case ~= 1.1KW lighting power; 265W nominal; 16W standby

350W 5v PSU

What?	Diameter (ft)	Circumference	How many	Total length	# LEDs	Max I	Likely I	Max W	Likely W	
outer rings	9	28.3	2	56.5	2545	153	38	763	191	
main dome	3	9.4	1	9.4	424	25	6	127	32	
mini domes	0.5	1.6	8	12.6	565	34	8	170	42	
				78.5	3534	212	53	1060	265	
LEDs per ft	45									
power per LED mA	60	<< maxed out to	full white							
idle mA	0.9					3.2		16	< <idle powe<="" td=""><td>r</td></idle>	r

Rough plan

Buy the big dome & build a frame around it

Buy LED strips, and start to power them and test resolution and software speed for the various rings

Get a smoke machine and PC fans to start to test the ducting and smoke draw that's possible

...? ...? ...?

Have awesome UFO party

Octagon Framing



Starting with 8 panels with edges at 22.5deg.

Box in with 2 squares to get the octagon glued and set regular.

The use the squares to cut down to 2 octagon collars to strengthen the octagon panels.







There are 3.5" deck screws and glue holding these pieces on. They need to be strong to hold the weight of the panels and outer frame. Getting these in place with the long screws is proving really hard. Need a new / better way. Or learn how to drill straight at 22.5deg!



The outer collars were pretty easy to template cut and aligned pretty well. The 'wings' are held in place with 3 bolts and embedded/spiked nuts. I didn't template this and so each wing will only align with one particular vertex on the octagon. Will have to label them. The 'ears' are templated at 5" with one 22.5deg edge. Need 8x6=56 of them and 112 3.5" deck screws. Attaching the ears is a real pain to do. The bolts and ears are used so it can be disassembled.







Making jig and a drilling template helped a lot to get the ears in place. Also just taking time and drilling straight :) helped a bunch. Still, none of these came out in the right place but on average they are good enough.



All eight wings bolted on with 5" x $\frac{1}{4}$ inch bolts and grip nuts. I can lift this much of the frame by myself

The outer edges are 3" x $\frac{1}{2}$ " common board with 22.5 deg' ears glued and screwed to the edge boards. This means they can bolt through the wings to help make it dismantlable. Surprising after all of the work so far when all 8 edges were put on there was only a $\frac{1}{4}$ inch error on the last edge board across the 11foot diameter :)







The basic frame done and all bolted together.





The fog machine makes about 2000 CFM of fog. The 2 fans and about 5 or 6 feet of 4" dryer duct easily move ~100 CFM each. We have more than enough fog making ability. If the fog comes straight out of the fan it disperses to quicky. If we add ~8" of extra tube after the fan it gets a lot more direction to make it look more like an exhaust/jet.





Invoice removed, but I got the dome from the Plastic Guy in Sacramento. They did a great job...

Change the dome diameter to 31" with a 1" flange and outer diameter of 33"

What next?

All done

Fans & Fog:

- Order a relay board to turn on/off 6 fans. I2c controlled, 5V, relays rated at >12V.
- Need a 12V PSU.
- Order more fans and ducting
- Need 4 core wire for the fans
- Work out how to control the fog machine by SW

Lights:

- Order 3 more neo pixel 16ft strips.
- Work out the total length of the neopixels strips
- Re do the power numbers

Other:

• Is there a generic switch/dial control board I get? Would be good to have simple push button control of things.



Leg attachments went a bit askew. I cut the leg holders to match the underside surface but instead cut them at 22.5deg which mean they mount flat/level. So I had to attach these to get the leg angle we wanted. The mounts are bolted through the wings and bolstered by glued/screwed wood the other side for mounting strength.



After a whole day of effort just to get the legs on they are now done and the whole structure is pretty strong and stable

LED Power Numbers here: ...

	Triese LEDS:				10 11 11 10		
	https://www.ama	zon.com/gp/prod	uct/B07P7WWR\	/H/ref=ewc_pr_in	ng_1?smid=A1ON	N111AEWFN60&t	<u>h=1</u>
	Feet	Iotal Led	Per foot	Amps per foot			
	16.4	300	18.29	1.1			
	Feet	#LEDs	Power in A	Power in W	#channels		
Outer circ'	34.6	632	37.9	189.6	2.11	<< 2 edges per	
4 x 6" jets circ'	7.9	144	8.6	43.1	0.48		
Dome circ'	8.4	153	9.2	46.0	0.51		
8x50" Seg edges	34.7	634	38.0	190.2	2.11		
Pixel panels		512	30.7	153.6	1.71		
Total		2075	124.5	622.6	<< to hot for one	PSU	
				2.08	<< to hot		
per 8 channels	300						
	This power sup	ply:					
	https://www.ama	zon.com/dp/B062	XK3X3PW?ref=p	ox_yo2ov_dt_b_p	roduct_details&th	<u>n=1</u>	
	300						
Watts							
		#LEDs	Power in A	Power in W	#channels		
Pixel panels		512	30.7	153.6	8.00		
per 8 channels	64						

Fans are roughly 1.5W each, so need a 10.5W 12V PSU for all of those.

The fogmachine is 400W.

So all LEDs and panels and fog could add up to 11 (fans) + 400(fog) + 300(LED strips) + 160(LED panels) Getting towards 1KW.



- // Relay Board:
- // Power on state : LED Off & COM-->NC
- // send a 0 : LED On & COM-->NO
- // send a 1 : LED Off & COM-->NC
- // 0x27 is the address when the dip switches are set to zero ; on label is inverted
- Fans consume ~0.25A each at 12v. ~0.28A when 1st on.
- They take about 6 seconds to stop spinning after power is removed.
- Need 4ft of wire per fan to reach the relay board





_ _ _ _ _ _ _ _ _ _ _ _ _

Тор	RJ-45 Jack	Bottom RJ-45 Jack		
Wire Signal		Wire	Signal	
Orange	LED Strip #1 Data	Orange	LED Strip #5 Data	
White/Orange	LED Strip #1 Ground	White/Orange	LED Strip #5 Ground	
Blue	LED Strip #2 Data	Blue	LED Strip #6 Data	
White/Blue	LED Strip #2 Ground	White/Blue	LED Strip #6 Ground	
Green	LED Strip #3 Data	Green	LED Strip #7 Data	
White/Green	LED Strip #3 Ground	White/Green	LED Strip #7 Ground	
Brown	LED Strip #4 Data	Brown	LED Strip #8 Data	
White/Brown	LED Strip #4 Ground	White/Brown	LED Strip #8 Ground	

Signals with CAT6 T568A Termination:

Тор	RJ-45 Jack	Bottom RJ-45 Jack		
Wire	Signal	Wire	Signal	
Green	LED Strip #1 Data	Green	LED Strip #5 Data	
White/Green	LED Strip #1 Ground	White/Green	LED Strip #5 Ground	
Blue	LED Strip #2 Data	Blue	LED Strip #6 Data	
White/Blue	LED Strip #2 Ground	White/Blue	LED Strip #6 Ground	
Orange	LED Strip #3 Data	Orange	LED Strip #7 Data	
White/Orange	LED Strip #3 Ground	White/Orange	LED Strip #7 Ground	
Brown	LED Strip #4 Data	Brown	LED Strip #8 Data	
White/Brown	LED Strip #4 Ground	White/Brown	LED Strip #8 Ground	

LED strip breakout

I am wired using this rj45 configuration

Welcome to Teensy[®] 4.1

32 Bit Arduino-Compatible Microcontroller

To begin using Teensy, please visit the website & click Getting Started.

www.pjrc.com/teensy





CPU Pins



What's next? - a random list until it's reasonably full/busy for the next 2 days:

- Build the front ramp and flap with a hinge ready to size up a linear actuator to open it
- Make the UFO fan / duets ready for mounting
- Size up the pilot and make the platform for it
- Make the platform for the electronics
- Figure out how to fill the smoke machine
- Check in on the dome production need a pick up date
- Find a way to turn on/off the laser via SW
 - make a 3v supply for the laser so I dont need batteries
- Fit the linear actuators
- •
- How will we lift this to the front yard? Make a trolley and strengthen some attachment points?
- How can I quickly fix it if breaks on halloween night make it serviceable and have spares what?
- •
- •
- A lot of stuff to do in code also tracked as comments there

ECO-WORTHY LINEAR ACTUATOR

IP54

Not adjustable

Standard 1 year

DIY Toys

Protectional Class

Limit Switches

Recommend For

Warranty



IP54

Not adjustable

Standard 1 year

Windows

IP54

Not adjustable

Chicken Coop Door /TV Sofa

Standard 1 year Standard 1 year

IP54

Not adjustable

RV Bed

1000NB SERIES

NEW Linear Actuator

IP54 12V 1000N



Volt	Stroke Length	Stroke Length	Retracted Length	Retracted Length	Extended Length	Extended Length		
12V	100mm	4 in	205mm	8.07 in	350mm	12.01		
12V	150mm	6 in	250mm	10.04 in	405mm	15.94	_	
12V	200mm	8 in	320mm	12.60 in	520mm	20.47	Fu	
12V	250mm	10 in	370mm	14.57 in	620mm	24.41		
12V	300mm	12 in	420mm	16.54 in	720mm	28.35		

Full load 3A each



Linear actuators

To think about

As the flap comes down we need to extend the ramp some how...

Have to find 2' of linear extension - for free - somehow?

Linear actuator & wiring

This one is better as it has an off option and only flips one relay...





UFO underside panel

The actual vent ports once assembled - plastic pipe and gorilla glue...





The LED strips are very fragile on their solder joints. I messed this assembly up a lot. Once the strips are made they are put in by shaping them into a circle smaller than the tube and held in a circle with a zip tie to lower it into the tube. This stops it springing apart and pulling on the wires and damaging the solder joints as your thread the wires through the holes and place the strip. Zip ties hold the strips in place and offer strain relief.





14" draw sliders used to make a lowerable platform for the electronics and to be able to get to the fog machine

What's next?:

- make a 3v supply for the laser so I don't need batteries
- add 2 12v power supplies
- cut and place all the panel mounting strips
- move the dome fan to inside the fog segment not going to do this this time
- panel-in the fog segment at the rear
- cut the panel for the leg segment bottoms these have cut out for legs and ducts/lights
- figure out out to mount the leg ducts/lights I dont want to glue them to the panel
- center the dome and figure out a mounting method that covers the gaps
- move the electronics to the lower platform and tidy and manage/restrain the wires
- make the lower platform bolt attached to the drawer runner
- make an led strip length and PSU plan
- make the pilot platform
- find a way to lock the platform up and in place
- figure out how to attach the dome really don't have a plan for this
- got to get this build to a point when we can apply paint, water proofing and a shiny covering soon
 - o once the panels go on it becomes less simple to disassemble and work on
- how will we lift this to the front yard? Make a trolley and strengthen some attachment points?
- how can I quickly fix it if breaks on halloween night make it serviceable and have spares what?
- a lot of stuff to do in code also tracked as comments there make an event scheduler

Fog box duct and panel edges. They are thinnish a I have split a bunch of them. Always predrill...

5" x 5" square cutout for the leg 7.5" back from inside edge

Vent/duct hole is 18.5" back from inside edge

CPU and 5v electronics run from PSU3. Keep LED load spread across PSU1 & 2 as much as possible

PSUs are 300W - try to run at ²/₃ capacity if possible (under 200W)

300 leds per channel and we have 8 channels:

90 Watts max per 300 LEDs full white bright

Where:	Channel:	PSU:
4x 300 LED segments for the outer rings	0,1,2,3	1,1 2,2
~150 LEDs in the dome ring	4	3
72 LED for 4 vents	5	3
~150 LEDs for the ramp edges	6	3

PSU1 ~= 2x90W = 180W PSU2 ~= 2x90W = 180W PSU3 ~= 1.25x90W = 113W

What's next?:

1.5 weeks left to get this done

- make a 3v supply for the laser so I don't need batteries
- complete the wiring for the ducts/vents and ramp
- attach the next batch of LED strips
 - → dome ring

 - ← ramp strips
- use the LED connectors?
- move the dome fan to inside the fog segment
- make the pilot platform
- cut the remaining 9 panels 7 top side, 2 bottom side
- cut the ramp trim and figure out how how to finish the underside of the ramp
- get the ramp to the right height when closed
- find a way to lock the platform up and in place (its heavier than I thought it would be)
- figure out how to attach the dome really don't have a plan for this
- pick primer and silver paint
- get the panels on and into a state where we are ready to paint
- write a lot of software
- Swap the channels for the ring LEDs 0<>2
- common grounds for 5v and 12v PSUs
- test the back left fan seems slow
- order a relay board and some spare LEDs
- make a painting and sealing plan
- make a plan to lift and move the UFO
- make a spares plan 'what could break and what would be do?' list

If its breaks?	Critical	Spare	What to do: <mark>easy, pain, hard</mark>	Spares & repairs
Ramp actuator		yes, 1	Simple to replace by pulling the pins and reconnecting its wires. Accessed via the ramp and the electronics bay	
Vent fan			Have to remove a top segment panel to swap the fan out. Some soldering to rewire and some bolts to undo on the duct//fan un	nit.
Dome fan		yes, 2	Remove a top segment panel for the fog box, remove the dome and/or reach in via the electronics bay	
Laser		no	Just swap it out. To 1st prep it: snip the red wire to disable the leveler; solder attach to the 3v / relay wires	
Vent LED ring			Same as replace a vent fan + remake and refit the led strip per slide 35	
Dome LED ring		1 atria	Have to reach the dome, probably need to remove two segment panels to reach in.	
Outer LED ring		i suip	Should be relatively easy if the power and data wires are easy to access	
Ramp LED strip			Should be relatively easy if the power and data wires are easy to access	
5V PSU	Yes	yes-ish	We are under 900W of capacity and are running at approx 450W. Each to access - needs care to balance the load. Have som	e good-enough spares in push.
12V PSU	Yes	yes-ish	We have 10A of capacity and ~4A of load, so we have redundancy. Easy to access and move wires. Have some good-enough	spares in push.
CPU	Yes	yes,1	Swap it out, unplug it, and reload the software. Needs connectors to be added. I have some connectors.	
LED adapter card	Yes	yes,1	Unscrew it, unplug it. Needs connectors to be added. I have some connectors.	
Relay board	Yes	yes,1	Easy to access and replace - just replace	
Screw term' boards		no	This is custom built - easy to take out and fix or make a new one	
Fog ready board		no	This is custom built - easy to take out and fix or make a new one	
Fog machine		no	Easy to replace - just take it out and put a replacement in.	

A few more parts listed out

8 Channel I2C Relay Module	from amazon
WS2812B LED strips	from amazon
PC fans	from amazon
300W 5V PSU	from amazon
Sweeping laser	from amazon
60W 12V PSU	from amazon
Linear actuator	from amazon
WS2811B Teensy adapter	from amazon
Teensy CPU board	from amazon
4" ducting flange	from amazon
4" ducting	from amazon
Fog machine	from amazon

1 week left to get this done

What's next?:

- make a 3v supply for the laser so I don't need batteries
- mount the laser to good effect
- swap the channels for the ring LEDs 0<>2
- find and fix the fog blower leak
- battery pack for AAs added
- route the data out line into the ramp bay, also route in some power, for future use
- fit 2 8x8 neopixel matrices into the ramp bay
- cover the sliding bolt holes on the bottom
- cut the remaining 5 panels 3 top side, 2 bottom side
- cut the ramp trim and figure out how how to finish the underside of the ramp
- get the ramp to the right height when closed
- figure out how to attach the dome really don't have a plan for this
- get the panels on and into a state where we are ready to paint get them off and level
- power cable up a rear leg nice to have...
- write a lot of software doing good here now finally
- make a painting and sealing plan
- make a plan to lift and move the UFO

Scheduler Overview

How I built an event scheduler in software

Core Data Structures:

- Event: This represents a single scheduled activity. It contains:
 - . startTime and endTime: Time markers (in milliseconds since the sequence start) to determine when an event should start and stop.
 - function: A function pointer representing the activity or effect to run.
 - params: Any parameters that should be passed to the function.
 - continuous: A boolean to specify if the event function should run continuously between startTime and endTime or just once.
 - hasRun: A flag to ensure one-time events only run once.
 - functionName: A string representation of the function's name for debugging purposes.
 - conditionalOnSysReady: A flag to specify if the event should run conditionally based on the sys_ready variable.
- Sequence: A collection of events that should run in a specific order. It contains:
 - events: An array of Event.
 - numEvents: Number of events in the sequence.
 - duration: Total duration of the entire sequence.
 - repeatCount: Number of times the sequence should repeat.
 - currentCount: A counter to track how many times the sequence has run.

Scheduler Logic:

- The scheduler works in the loop () function, continuously checking the current time against the start and end times of each event in the active sequence.
- . If the current time is within an event's active window (between its startTime and endTime):
 - For one-time events, the event's function is executed once and hasRun is set to true.
 - For continuous events, the function is executed in every loop iteration during its active window.
 - If an event is conditional on sys_ready, it checks the value of sys_ready before execution.
- After executing an event's function, the scheduler checks if the current sequence's duration has been exceeded:
 - If the sequence has been repeated less than repeatCount times, the sequence restarts.
 - Otherwise, the scheduler moves to the next sequence.

Dynamic Adjustments:

- The startTime and endTime of events can be dynamically adjusted based on user input or other conditions.
- The sys_ready variable can be toggled to conditionally enable or disable certain events.

To use the scheduler:

Usage: https://github.com/ss023459/UFO/blob/main/main6.ino

Define your event functions.

Create an array of Event structures for each sequence.

 $\label{eq:create} \mbox{Create an array of } \mbox{Sequence structures to define the order and repetition of sequences}.$

In the loop (), the scheduler will handle the execution of events based on their defined criteria.

The design ensures a non-blocking behavior where events are executed based on the system's millisecond timer without relying on delay (), making it responsive and adaptable to dynamic changes.

```
void loop() {
                                                                                             Event segRampLanding[] = {
                                                                                               {0, 15000, fogOn, fogOff},
 unsigned long currTime = millis() - segStart;
                                                                                               {3000,30000, domeFanOn, domeFanOff},
                                                                                               {3000,20000, domeLightsOn, domeLightsOff},
 Sequence& currentSequence = sequences[currentSequenceIndex];
                                                                                               {10000,60000, randomRingBlips, ringsClear, CONT},
 Event* currentEvents = currentSequence.events;
                                                                                               {18000,74500, rampLightsMoving, rampLightsOff, CONT},
                                                                                               {19000,74500, laserOn, laserOff},
 for (int i = 0; i < currentSequence.numEvents; i++) {</pre>
                                                                                               {20000,40000, rampDown, rampOff},
   if (currTime >= currentEvents[i].startTime && currTime < currentEvents[i].endTime) {</pre>
                                                                                               {20000,75000, rampFanOn, rampFanOff},
     if (currentEvents[i].continuous) {
       currentEvents[i].startFunction():
                                                                                               {60000,75000, rampUp, rampOff}
     } else if (!currentEvents[i].startHasRun) {
                                                                                             };
                                                                                                                                         This is how you
       currentEvents[i].startFunction();
       currentEvents[i].startHasRun = true;
                                                                                             Event testRamp[] = {
                                                                                                                                         program
                                                                                               {0,15000, rampDown, rampOff},
   } else if (currTime >= currentEvents[i].endTime) {
                                                                                                                                         sequences on the
                                                                                               {17000,32000, rampUp, rampOff},
       if (!currentEvents[i].endHasRun) {
                                                                                             };
                                                                                                                                         UFO
         currentEvents[i].endFunction();
                                                             Scheduler and
         currentEvents[i].endHasRun = true:
                                                                                             Event segThrusters[] = {
                                                             event, sequence
                                                                                               {0, 500, fogOn, fogOff},
                                                             structure
                                                                                               {0, 12500, domeFlyRedYellow, domeClear, CONT},
                                                                                               {500, 12500, randomDuctFanOn, randomDuctFanOff},
 if (currTime >= currentSequence.duration) {
                                                                                               {2500, 12500, randomDuctLightOn, randomDuctLightOff, CONT}
   currentSequence.currentCount++;
                                                                                             };
   for (int i = 0; i < currentSequence.numEvents; i++) {</pre>
     currentEvents[i].startHasRun = false;
                                                                                             Event segLanding[] = {
     currentEvents[i].endHasRun = false;
                                                                                               {2000, 20000, allDuctFansOn, allDuctFansOff},
                                                                                               {0, 2000, fogOn, fogOff},
   if (currentSequence.currentCount >= currentSequence.repeatCount) {
                                                                                               {4000, 18000, allDuctLightsStrobe, allDuctLightsOff, CONT},
     currentSequence.currentCount = 0:
     currentSequenceIndex = (currentSequenceIndex + 1) % (sizeof(sequences) / sizeof(Sequence));
                                                                                             }:
   seqStart = millis();
                                                                                             Sequence sequences[] = {
 }
                                                                                               {seqThrusters, sizeof(seqThrusters) / sizeof(Event), 12500,10,0},
                                                                                               {seqLanding, sizeof(seqThrusters) / sizeof(Event), 20000,1,0},
 isFogReady();
                                                                                               //{testRamp, sizeof(testRamp) / sizeof(Event), 32000, 1, 0}
 leds.show();
                                                                                               {seqRampLanding, sizeof(seqRampLanding) / sizeof(Event), 75000,1,0}
```

};

// Dumpage intervention to the second s

```
struct Event {
    unsigned long startTime;
    unsigned long endTime;
    void (*startFunction)();
    void (*endFunction)();
    bool continuous = false;
    bool startHasRun = false;
    bool endHasRun = false;
};
const bool CONT = true;
struct Sequence {
```

Event* events; int numEvents; unsigned long duration; int repeatCount; int currentCount; };

```
int rndDuctNum = 0;
boolean rndDuctNumSet = false;
void randomDuctFanOn() {
    if (!rndDuctNumSet) {
        rndDuctNum = random(4);
        rndDuctNumSet = true;
    }
```

runFan(rndDuctNum, true);

```
void randomDuctFanOff() {
    rndDuctNumSet = false;
    runFan(rndDuctNum, false);
```

```
unsigned long rdlMS = 0;
void randomDuctLightOn() {
    if (millis() - rdlMS > 30) {
        int r = random(255);
        for (int j=0; j<18; j++) {
            leds.setPixel(ledCH5+j+(rndDuctNum*18),255,r,0);
        }
}
```

rdlMS = millis();

void randomDuctLightOff() {
 for (int j=0; j<18; j++) {
 leds.setPixel(ledCH5+j+(rndDuctNum *18),0,0,0);</pre>

*startFunction examples:

It's too messy to pass params between functions that are running concurrently. So set them globally instead.

Note - teensy octws211b libaries arent memory safe so dont use them for LED state reads

Using ChatGPT to quickly get templates for lighting effects:

https://chat.openai.com/share/abb4 405a-aa00-4ea9-b9ff-25c320b82b9 d https://chat.openai.com/share/95dcf 567-c69e-4572-8338-a50dd787939 6

Code that pretty much fully exercises all of the UFO components enum relayPos {NC,NO}; enum rampMode {OFF, DOWN, UP}; const int ledsPerStrip = 300; DMAMEM int displayMemory[ledsPerStrip*6]; int drawingMemory[ledsPerStrip*6]; const int config = WS2811 GRB | WS2811 800kHz; OctoWS2811 leds(ledsPerStrip, displayMemory, drawingMemory, config); int fogPin = 23;int fanLocs[8] = $\{7, 6, 5, 4, 3, 2, 1, 0\};$ int laserLoc = 11; int rampLoc[2] = {14,15};

```
int ledCH0 = ledsPerStrip * 2; // ring swapped
int ledCH1 = ledsPerStrip * 1; // ring
int ledCH2 = ledsPerStrip * 0; // ring swapped
```


...nearly finished state...

Where the wires settle when closed.

This is adhesive aluminum foil cut and stuck in place.

Its not a great solution so each panel is stapled along the edges

 In place and lit up

https://youtu.be/jFsSAo TA9vY

In place and lit up

https://youtu.be/jFsSAo TA9vY

In place and lit up

https://youtu.be/jFsSAo TA9vY

I snipped these wires to disassemble them. For ref...

The disassembled state ready for storage until next year

Note from disassembly - to do next year:

Need to add in connectors for the ducts/fan wiring - easier disassembly

One of the leg structs lock/embedded nuts has fractured the wood - find it.

The panels need stapling along all their edges.

The underside panels need spraying - second coat to add more shine.

The pilot needs mounting at the right height and fixing in.

The outer LED rings need connectors.

...Also some are damaged and need replacing.

Christmas color software and some new routines if I can. Then I can leave it out longer. A bigger fog juice container would be worth doing too. Runs out after ~ 3 hours of use.