
KnowledgeBuilder

Starry Night Pro and Pro Plus Category
*Frequently asked questions and help files specific to Starry Night Pro
and Pro Plus*

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Starry Night Pro and Pro Plus

Frequently asked questions and help files specific to Starry Night Pro and Pro Plus

There are no articles in this category.

Extra Databases

Additional databases which you can add to Starry Night

Can I use my old Starry Night Pro version 5 databases in Starry Night Pro 6?

Yes! Your old version 5 (and also version 4) databases will work in version 6. Simply place them in the "Sky Data" folder and they will appear in the "Other" layer of the Options pane.

How do I make my own databases?

You will find a copy of the NGC-IC database attached to this answer. It contains step-by-step instructions on how to build databases, as well as a sample database text file we used to create the NGC-IC database in Starry Night Pro, which will show you the format you need to follow when building your own databases.

After you create your custom database text file select File>Build Data File from the Starry Night main menu.

What additional databases can I add?

Meteor Showers

Stephen Hutson's terrific databases of meteor shower radiants (updated for 2001). Both IMO and RASC datasets are included. (Macintosh or Windows)

GCVS (Variable Stars)

The General Catalog of Variable Stars was submitted by Marion Schmitz and includes over 31,000 variable stars. (Macintosh or Windows)

Local Group

Bill Arnett's compilation of galaxies in the Local Group. (Macintosh or Windows)

GCVS (Variable Stars)

Extracted from the General Catalog of Variable Stars (GCVS) Vol. IV & V and Hipparcos Catalog of Periodic Variables & Unsolved Variables. Only stars brighter than 10th magnitude at maximum are included. Compiled by Ray Colley. (Macintosh or Windows)

AAVSO Variable Stars

The 5641 variable stars in the AAVSO catalog, compiled by Mike Fikes. (Macintosh or Windows)

Planetary Nebulae
Bill Arnett's planetary nebulae by Perek & Kohoutek. (Macintosh or Windows)
LX200 Alignment Stars
The 33 stars used to align a Meade LX200 as compiled by Bill Arnett. (Macintosh or Windows)

SAC Doubles
Bill Arnett's double stars from the Saguaro Astronomical Club. (Macintosh or Windows)
Supernova Remnants
Leigh Palmer's Galactic Supernova Remnant catalog compiled by Dr. David Green of the University of Cambridge. (Macintosh or Windows)

Common Names
Common names of Deep Sky objects compiled by Hartmut Frommert, revised by Bill Arnett. (Macintosh or Windows)

Extrasolar Planets
Catalog of stellar bodies with planetary systems. Based on data from Alex Willman's Extrasolar planets. (Macintosh or Windows)

Extra-solar Planets
Confirmed planets around main sequence stars, compiled by Ed Totman. (Macintosh or Windows)

Herschel 400
Compiled by Michael Desjarlais. (Macintosh or Windows)

UGC Galaxies
Uppsala General Catalog of Galaxies, compiled by Bill Arnett. (Macintosh or Windows)
Celestron AAM Alignment Stars
Markers for the 28 primary alignment stars for the Celestron Advanced AstroMaster, compiled by Greg Miller. (Macintosh or Windows)

Finest NGC objects
A subset of the NGC catalog which only includes those objects in the RASC's List of the Finest NGC objects. Compiled by Richard Weatherston. (Macintosh or Windows)

Nexstar Alignment Stars
The 40 alignment stars for the Celestron Nexstar 5/8, created by Brandon Beretta. (Macintosh or Windows)

Hubble Observations
A Starry Night database showing the position of each HST image in the sky. The data shows which camera took the image and provides a link to the actual image on the internet along with links to more information. There are two different versions of the database. Use the smaller file if you have a limited amount of RAM (less than 32-48MB). The larger data file contains information about the intended target, the date and time the image was taken, the exposure length, etc. You can still get this data using the smaller file but you will have to link out to the internet to get it.

Small File (4 MB) (Macintosh or Windows)
Large File (6 MB) (Macintosh or Windows)

Nexstar 5/8 Catalog
All 10384 numbered stars in the Nexstar 5/8 hand controller's database. Created by Alan Touchberry. (Macintosh or Windows)

Lumicon NGC-SkyVector Digital Setting Circles
Stars from the SkyVector catalog (most are variable or multiple stars). Created by Alan Touchberry.
(Macintosh or Windows)

Sky Commander Alignment Stars
The 39 primary alignment stars and Pseudo North used to align the Sky Commander DSC. Compiled
by Allan Keller. (Macintosh or Windows)

SkySensor 2000 Alignment Stars
The 35 alignment stars and Polaris used to align the SkySensor 2000. Compiled by Bob Hillier.
(Macintosh or Windows)

Caldwell Catalog
Patrick Caldwell-Moore's list of 109 non-Messier deep-sky objects. Created by Charles Gagné.
(Macintosh or Windows)

Pulsar Catalog
A catalog of 706 pulsars. Compiled by Ulf Teräs. Please check author's webpage for details.
(Macintosh or Windows)

Quasars and Active Galaxies Catalog
A catalog containing more than 18 000 quasars, BL Lac
objects and active galaxies. Compiled by Ulf Teräs. Please check author's webpage for details.
(Macintosh or Windows)

Globular Clusters Catalog
A catalog of 147 globular clusters in the Milky Way. Compiled by Ulf Teräs. Please check author's
webpage for details. (Macintosh or Windows)

Planetary Satellites Database
A catalog containing all known moons of Jupiter, Saturn, Uranus and Neptune. Compiled by Mike
Parkes. (Macintosh or Windows)

Covington Objects Database
A database of 200 interesting stars and deep-sky objects from the book "Celestial Objects for
Modern Telescopes". Compiled by Michael A. Covington. (Macintosh or Windows)

Urban Deep Sky Database
The Astronomical League's Urban Observing list comprised of 87 deep sky objects deemed
suitable for urban locations affected by light pollution. Converted to Starry Night format by Pedro
Braganca. (Macintosh or Windows)

Astronomical League's Double Stars Club
The Astronomical League's list of 100 double stars for their Double Stars Club. Compiled by Mike
Benson and formatted for Starry Night by Gene Nickel. (Macintosh or Windows)

These files are in compressed format. After you have uncompressed them, you will find both the
compiled databases and the text files which they were built from. Move the files ending in ".ssd" to
the "Starry Night /Sky Data" folder. Macintosh users will have to Ctrl-click on the Starry Night
application and select Show Package Contents to see the Sky Data folder. The next time you run
Starry Night, you should see additional options in the menus for these datasets.

The databases on this page are free to use but should not be redistributed without the author's
permission. If you build a database that you would like to include on this page, please send us an
email.

Internet Database & Digitized Sky Survey

Starry Night's interactive Internet features

How do I add an image from the Digitized Sky Survey (or somewhere else) to Starry Night?

Image Editor

Starry Night Pro, Pro Plus, High School and Astrophoto Suite lets you add images of any area of the night sky. You can use your own images, or download them from the Digitized Sky Survey. The Image Editor allows you to resize and orient the image to integrate it seamlessly with your Starry Night view.

Adding Your Own Images

If you use a CCD camera for taking photos of the night sky, or if you have astronomy pictures you received from friends or downloaded from the World Wide Web, you can extend Starry Night Pro by adding the pictures using the Image Editor.

Download or acquire the image file you want to add to Starry Night.

Open the image in your favourite image-editing application and copy it to your clipboard.

In Starry Night, right-click (click and hold on a Macintosh) the object or area of the sky where you want to add your image.

Choose Add Image from the contextual popup menu.

The Image Editor window comes up. Click on the Details button. Name your image for future reference. Optionally, you can record a picture source, notes, the kind of object, its magnitude, and its distance.

Click Ok to go back to the main Image Editor window.

7. All near stars appear in green, making it easier to visually align your image with any stars that might be in it.

8. Align the image using the controls available in the Image Editor. There are controls for sizing, shifting, flipping, and rotating the image as needed.

9. When you are satisfied that your image is correctly aligned, click Save.

Adding Images from the Digitized Sky Survey

You can use Starry Night's Web link to the Digitized Sky Survey on to download and paste in images of galaxies, nebula, or any other object.

To add an image using the Digitized Sky Survey:

Select and right-click (click and hold on the Macintosh) a galaxy or NGC/IC object of which you would like to download a photograph.

Note: It's fun to browse around the sky looking for interesting objects. Turn on all Galaxies and NGC-IC objects and look for clumps of stars.

Choose Add Image from the contextual popup menu.

The Image Editor opens. Name your image for future reference. Optionally, you can record a picture source, notes, the kind of object, its magnitude, and its distance.

Starry Night will have automatically guessed at the size of the image you wish to download, based on the original object you selected. In most cases you should accept the default size, but you can enlarge, shrink or shift the image bounds as needed.

Both Digitized Sky Survey images and the Image Editor are oriented equatorially. Do not rotate the image boundaries before requesting the DSS image.

Request the DSS image by pressing "From DSS". The program begins downloading the DSS image for that area of the sky. This may take a few minutes, depending on the server load.

Align the image using the controls available in the Image Editor. There are controls for sizing, shifting, flipping, and rotating the image as needed.

When you are satisfied that your image is correctly aligned, click Save.

Replacing Messier Images:

You can also replace the image of a Messier object with one of your own images.

Right-click (click and hold on the Macintosh) the image of the Messier object you want to replace. Choose Edit Image from the contextual popup menu.

The Image Editor opens.

Paste in your new image ("From File") and position it using the Image Editor's controls.

Click Save to permanently replace the Starry Night Pro Messier image with your own.

Note: Use caution when replacing Starry Night's Messier images. Once you replace an image, you cannot return to the original image without reinstalling Starry Night.

Sometimes the "Digitized Sky Survey" option in the menu is greyed out. Why?

The Digitized Sky Survey option is only available when you have a field of view between about 1.5 arcminutes and 45 arcminutes.

The Internet features in Starry Night only work the first time that I use them. After this, nothing happens. Why?

Starry Night opens a new Internet browser window the first time that you use one of Starry Night's Internet features. You need to keep this window open, for as long as Starry Night is running. If you close it, the Internet features will not work properly the next time that you try to use them.

When I choose "Online Info" for an object in Starry Night, it opens using Internet Explorer. How do I get it to use Netscape?

Starry Night uses your "default Internet browser" to access our Internet database. If you want to use Netscape, you must make it your default browser.

Photorealistic Landscapes

Add photorealistic horizons of your own backyard and favourite observing sites

I change the horizon to another landscape but then when I start Starry Night again I still get the old one.

To make your landscape change permanent, please select Save Current Options as Default from the Options menu.

How do I create my own photorealistic horizon?

Photorealistic Horizons

One of the exciting features of Starry Night is the ability to simulate your local landscape by adding 360° photos of your own backyard and favorite observing sites. By default Starry Night comes with several photorealistic horizons that you can use when viewing from the Earth. This section will help you learn the basics on how to add your own custom horizons! Not only can you make your own photorealistic horizons for Earth, but also for any planet and many moons in the solar system.

If you'd like to share your own photorealistic landscape with other Starry Night users, you can submit your final work to us (no .zip files please).

Note: Photorealistic horizons require an OpenGL capable graphics card. If you want to replace or edit one of our existing horizons, you need to remove both the "cache" folder and the related "dds" folder found under Sky Data/Horizon Panoramas.
Horizon Panoramas Folder

The photorealistic landscapes are stored in a folder named "Horizon Panoramas". In Windows you can find this folder under Starry Night \Sky Data on your local hard drive. On a Mac, Ctrl-click on the Starry Night application and select "Show Package Contents" from its contextual menu. Open the Contents-Resources-Sky Data-Horizon Panoramas folder.

This folder contains a number of images and text files. Notice that each image has a corresponding text file. The image is the completed panorama image and the text file describes how this image will be inserted in Starry Night along with a number of options that will be described below (See Text file Considerations).

Your custom image with the occupying text file must be placed in the "Horizon Panoramas" folder in order for them to be loaded into Starry Night.

We will use the Earth_01Grass.psd and Earth_01Grass.txt files, located in the "Horizon Panoramas" folder, as examples in this help file.
Taking 360° Landscape Images

Instruction on how to take images to construct a 360° panorama image is beyond the scope of this help file. Briefly, you take a series of single overlapping images to get a complete coverage of the horizon around you. You then stitch these images together to form a 360° image. Some digital cameras have panoramic modes that guide you through the process, making them quite handy in taking images to construct panoramas.

Image Considerations

Your panorama image must have certain properties in order to work well in Starry Night.

- Must be a 360° degree panoramic image
- 8:1 aspect ratio: no less than 2048x256 pixels; recommended is 4096x512 pixels
- Image is in PSD (Photoshop) format

Image Processing Tips

The following tips for image processing make use of Photoshop, although other image editing programs can be used.

Step 1. Your raw images will look something like the ones below. The first step is to stitch them together to form a continuous panorama image whose ends match exactly. This is an important step and special care must be taken, otherwise seams will be visible in your final image. Several commercial packages are available to help you.

Step 2. The image below shows a stitched 360° panoramic image. This is the most challenging step in creating your own custom landscapes for use in Starry Night.



Step 3. After the image is stitched, use the eraser tool - or a skillful hand with the magic wand and delete key - and remove the sky from your image. The sky is not required because Starry Night will simulate it.



Step 4. The next important step is to add an Alpha channel. Select your 'solid' horizon and add an alpha channel. The black represents 'no transparency' (so that your foreground is opaque) and the white represents '100% transparency' (so that your horizon's sky is transparent and Starry Night can fill it in for you.) Consult your image editing software's manual on how to add an alpha channel to an image. Although optional, the Alpha channel allows you to only see the horizon in your final image.



Turning only the alpha channel on, results in the image below. Ensure that the white area represents the sky.



Step 5. When you save the image, save it in 'PSD' format and ensure the Alpha Channels and Layers boxes are checked. The final image looks something like the image below.

Text File Considerations

The second component required to add your photorealistic landscape to Starry Night, is the accompanying text file. For this example, you can use the Earth_01Grass.txt files as a template. Make the appropriate modifications to this file and then save it with a different name.

When you open the Earth_01Grass.txt file, you will see numerous lines with the general format: .

These lines allow you to change a number of properties for your photorealistic landscape. The most important lines are mentioned below. You only need change these to successfully add your image. You may leave all other lines and values as they are.

Change value="Grass" to a name that describes your image. For example value="MyHorizon". The name you choose will appear in the drop box in the Horizon Options window.

The name of the image you made and placed in the Horizon Panoramas folder. For example if you named your image "MyHorizon.psd", change it to value="MyHorizon.psd". Both the image and text file must be located in the Horizon Panoramas folder.

This value specifies the height of the image in degrees. A value between 45-55 is about right for most images.

Leave this value as yes if you added an Alpha channel.

Think of ImageCentreDec as degrees Up and Down. A value of -11.0 means that the centre of your image lies 11 degrees below Starry Night's formal horizon line. (SN's formal horizon line lies at 0 degrees Altitude as you may expect.) Use this value to adjust your panorama until it looks right against the sky. (You can even set this precisely by recording the actual rise or set time of a certain star/planet over a given obstacle in your panorama -e.g. a mountain peak- and set the ImageCentreDec so that it appears the same in SN.)

Think of it as Left and Right. Adjust this value if your image is facing towards the incorrect cardinal direction.

Adjusts the brightness of your horizon. The panorama brightness will be scaled with this value, up to a maximum of 1.0 (100%). If you want your panorama to appear half as bright, use a PanoBrightness value of 0.5 (50%).

Used during liftoff. Defines the RGB values for the color drawn behind the horizon.

Preloads the image when Starry Night Starts.

Tip: You can have multiple images preloading when the program starts. However, this will increase the time that it takes for Starry Night to load. Ideally you only want one image to have a preload value of 'Yes', the one you use most often.

In addition, when Starry Night loads, the horizon that is displayed by default is the one whose accompanying text file was read first in alphanumeric order from the Horizon Panoramas folder. For example, by default when you run the program the Earth_01Grass.txt file is the first file that gets read and the Earth_Grass.psd image (specified in the text file) is the one used for the horizon when the program starts. If you wanted your panorama image to load first, give it a preload value of 'Yes' and name the text file so that it is listed first in alphanumeric order, such as Earth_00MyHorizon.txt.

It's a panorama image; leave the value always as 360°.

Note: Both the image and text file must be in the Horizon Panoramas folder. You can give the text file any name.

Resources: Panorama Processing Software

Arcsoft Panorama Maker software

Panorama Factory

PixAround

iSeeMedia's PhotoVista Panorama

PTGui

Telescopes

Controlling your telescope with Starry Night

Dimming the Starry Night display for night time use (Mac only)

A trick for Mac users when using Starry Night in the field at night.

In Starry Night, switch to a flat horizon and turn White Sky mode on. You might also want Night Vision Dimming on from Starry Night's Brightness/Contrast Preferences panel.

Open the System Preferences and choose Universal Access. Pick Switch to White on Black. Everything onscreen will then be inverted.

Your display should then look like the image below.

Do I need any extra hardware to control my telescope?

You need a cable that connects the serial port on your computer to the appropriate telescope or handbox port. Cables for the most popular telescopes can be ordered for both the Mac and PC from this website. If your computer does not have a serial port, you will also need to purchase an adapter which converts your USB port to a serial port. Most computer stores will sell these adapters, and you can also purchase one from a vendor such as keysan.com.

Better yet, control your telescope wirelessly or via USB using the Starry Night BlueStar Telescope Adapter.

How do I add an outline for my telescope or CCD to my screen and printouts?

Enter your telescope, eyepieces and accessories in the Equipment List (Edit-Edit Equipment List). From now on, your accessories name will appear in the FOV Indicators pane, and you can click on its checkbox to turn the outline on or off.

I installed Telescope Support (ASCOM) but it still says no telescope plug-in is installed? (Windows)

It is possible the telescope plug-in file was not placed in the correct folder during installation. Do a search for "AscomScope.plug". When you locate the file, copy and paste it in the Starry Night Pro 5/Sky Data/Plug-ins folder.

Note: The newest ASCOM platform can be downloaded from:

<http://ascom-standards.org/downloads.html> (check this site once in a while for updates)

When I choose "Connect" from the Telescope menu, I get an error message about the COM port.

This can mean one of four things:

You have not chosen the correct COM port. You can change the COM port by choosing "Configure Connection" from the Telescope Pane and pressing the "Properties" button. Another application is commanding the serial port. The most common culprit is the Palm HotSync application.

The telescope cable is defective.

The computer's serial port is defective. We have received reports from several users that Dell laptop serial ports do not function properly, giving a voltage output far lower than other models. If this appears to be the problem, you can try connecting to the telescope using the computer's USB port. You will need to purchase an adapter which converts your computer's USB port to a serial port. Most computer stores will sell these adapters, and you can also purchase one from a vendor such as keyspan.com.

Please note: You must do your star alignment in the telescope before pressing the Connect button in the Telescope pane. Otherwise, Starry Night will not know where your telescope is pointing and will give you a "There doesn't appear to be anything connected to your COM port" error message.

What telescopes can I control with Starry Night Pro?

There are different telescope controller plug-ins available for Windows and Macintosh. Please note that the ASCOM plug-in for Windows was not written by Imaginova, and you should contact the maker of the plug-in for more information. If you are interested in writing your own telescope controller plug-in for Starry Night Pro, a new Plug-in SDK for version 6.x will be available soon.

Windows

ASCOM Platform. On Windows computers, Starry Night Pro controls telescopes with the aid of the ASCOM telescope driver. It can be downloaded [here](#). The download is a zipped file that includes a read-me file with complete instructions on installing the ASCOM Platform and using the plug-in. The ASCOM Platform installs the plug-in which allows users to control the following telescopes from within Starry Night:

Orion SkyQuest IntelliScope.

Orion Atlas and Sirius mounts (select Nexstar 5).

Meade LX-200 and Autostar-equipped robotic telescopes (such as the ETX 90/125 and LX200 GPS).

Celestron Ultima 2000, Nexstar 5, Nexstar 8, Nexstar 11 GPS, NexStar CPC and Nexstar 114 GT

telescopes (will not work with other Nexstar models).

Generic LX-200 Type Scopes. The Generic LX-200 driver uses the absolute minimum of the LX-200 control protocol, and is thus compatible with a wide variety of amateur type telescopes and mounts that use so-called LX200 emulation. The following telescopes and mounts support the generic LX200 protocol (there may be others): Astro-Physics AP series, Astro-Electronic FS-2, Losmandy Gemini, Mel Bartels Controllers.

ACL Based Telescopes. This includes many types of research-grade telescopes controlled using Astronomy Command Language. Any telescope controlled by either of these packages is accessible via the ACL-based Telescope driver. This includes most Optical Guidance, DFM, Optomechanics Research, SciTech and Merlin research telescopes and mounts.

Vixen SkySensor 2000.

Astro-Physics 1200 GTO.

AstroOptik research telescopes.

Astrometric Instruments SkyGuide TCS.

Telescope Simulator (for testing)

*Digital Setting Circle computers that recognize the Meade LX200 generic protocol - such as the Argo Navis

Macintosh.

On the Macintosh, Starry Night Pro controls telescopes with its own telescope plug-in. Telescopes currently supported:

Meade LX200

Meade LX200 GPS

LX200 Compatible Scope

Meade ETX Autostar

Autostar V2.2 or later ((ETX)

Celestron NexStar 60, 80, 114 GT

Celestron NexStar 5 or 8

Celestron NexStar 8 GPS

Celestron NexStar 11 GPS

Celestron NexStar CPC

Orion SkyQuest IntelliScope

Orion Atlas and Sirius mounts (select Nexstar 5)

I can't connect to my Orion Atlas or Sirius Mount using Starry Night.

If you are running Windows XP, please select the telescope type as Nexstar 5. You can do so by

Opening the Telescope Pane in Starry Night and pressing the Configure button.

If you are running on a Mac, please select the telescope type as Nexstar 5. DO NOT select the telescope type as "Orion Atlas EQ-G" as there was an error in this driver in earlier versions.

Can I use my Argo Navis with BlueStar?

Yes. You may use the Argo Navis with the Starry Night BlueStar Adapter.

It is very important that when you select the Orion Intelliscope cable (#7309) when ordering your BlueStar. Other cables will not work. Even though the unit uses the LX200 protocol to communicate with the computer - do not select the LX200 cable.

However, please note that although our 7309 cable has the right wiring, the connector end is not wide enough to fit snugly into the Argo Navis serial socket. One has to carefully center plug into the serial socket.

At this time we don't have an Argo Navis specific cable, but the above will work. Alternatively, we have provided an Argo Navis Cable schematic in the attachments area below for those who want to make their own cable.

Starry Night Deutsch 5.8 Update

Note: This update is ONLY for the German language version of Starry Night 5. English version updates can be downloaded from here.

Für die deutschsprachigen Benutzer von Starry Night 5 steht jetzt ein Update auf unserer Website zum Download zur Verfügung.

Das Update-Programm aktualisiert Starry Night 5.x auf die Version 5.8. Eigenständige Update-Programme stehen nur für die unten aufgeführten Produkte bereit. Die Größe der Dateien liegt zwischen 20 MB und 40 MB.

Hinweis: Dieses Update gilt NUR für die deutschsprachige Version von Starry Night 5. Updates für die englischsprachige Version können hier heruntergeladen werden.

Update for GERMAN Pro Plus 5.x to Pro Plus 5.8.4 (Windows)
Update for GERMAN Pro Plus 5.x to Pro Plus 5.8.4 (Macintosh)

Update for GERMAN Pro 5.x to Pro 5.8.4 (Windows)
Update for GERMAN Pro 5.x to Pro 5.8.4 (Macintosh)

Update for GERMAN Enthusiast 5.x to Enthusiast 5.8.4 (Windows)
Update for GERMAN Enthusiast 5.x to Enthusiast 5.8.4 (Macintosh)

Update for GERMAN Complete Space 5.x to Complete Space 5.8.4 (Windows)
Update for GERMAN Complete Space 5.x to Complete Space 5.8.4 (Macintosh)

Can't slew to Messier or "M" objects (Mac only)

This update is for anyone experiencing a problem slewing to M objects on OS X when using Starry Night Version 6.

Download the file and place under Sky Data/Plug-ins (Mac). To locate this folder, Ctrl-click on the Starry Night Application icon and select "Show Package Contents". Navigate to Contents-Resources-Sky Data-Plug-ins (Mac).

Download Fix

BlueStar drivers for Windows Vista and Intel Mac

Version 1.5 is required to use a BlueStar device with a Windows Vista PC or Intel Mac. Please see below to download the correct version for your computer if your BlueStar came with version 1.0 on disc.

BlueStar 1.5 for Windows Vista
BlueStar 1.5 for Intel Mac

Windows XP and PowerPC Mac users can use either version 1.0 or 1.5.

New telescope plugin for Mac enables ServoCAT control

If you have version 6.x (up to and including version 6.3.9) and need to interface with ServoCAT (<http://www.stellarcat.com/>) then you can download the latest Starry Night Mac Telescope Plugin (version 3.20).

You will need to unzip the plugin and place .bundle package into Sky Data/Plug-ins (Mac). You have to replace the plugin already there.

If your version of Starry Night is higher than 6.3.9 then ServoCAT support is already included.