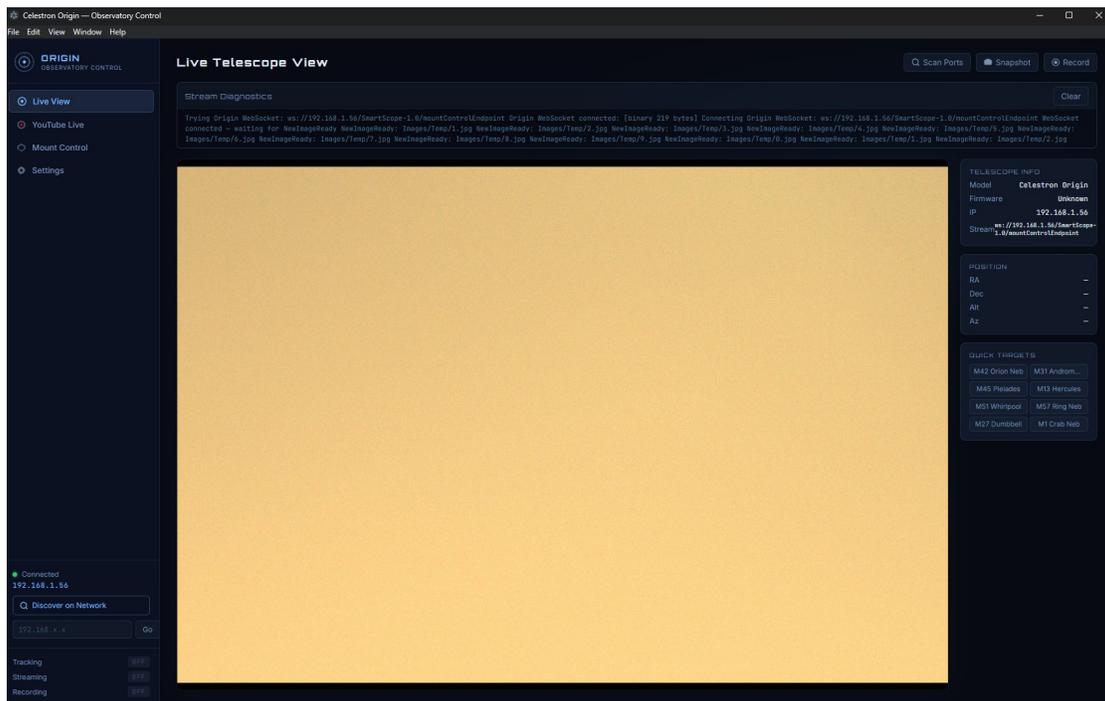


# CELESTRON ORIGIN

## Observatory Control

*Complete User Manual*



Windows Desktop Application | Electron + Node.js | Version 2.0  
Compatible with Celestron Origin Intelligent Home Observatory

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# 1 — Getting Started

## 1.1 System Requirements

<b>OS</b>	Windows 10 or later (64-bit)
<b>RAM</b>	4 GB minimum, 8 GB recommended
<b>Disk</b>	500 MB free space
<b>Network</b>	Must be on same Wi-Fi network as the telescope
<b>FFmpeg</b>	Included automatically during installation
<b>Node.js</b>	Included automatically during installation

## 1.2 Installation

The app ships as a ZIP file containing an automated installer. No administrator rights are required.

- Extract **CelestronOriginControl-Installer.zip** to any folder
- Double-click **Install.bat** to launch the installer
- The installer will automatically download Node.js and FFmpeg if needed
- A desktop shortcut and Start Menu entry are created automatically
- To uninstall, run **Uninstall.bat** or use Windows Apps & Features

■ The installer does not require administrator privileges. All files are installed to your user folder.

## 1.3 Connecting to Your Telescope

The Celestron Origin creates its own Wi-Fi access point when powered on. Before launching the app:

- Power on your Celestron Origin telescope
- Connect your Windows PC to the telescope's Wi-Fi network (named **Origin-XXXXXX**)
- Launch **Celestron Origin Control** from the desktop shortcut

Once the app is open, connect using one of these methods:

- **Discover on Network** — click this button in the left sidebar to automatically scan for the telescope. This takes about 5–10 seconds.
- **Manual IP** — type the telescope's IP address directly (typically 192.168.1.56 or 192.168.68.1) and click Go.

■ The telescope IP address is shown in the Celestron Origin mobile app under Settings → Network.

Once connected, the sidebar shows:

<b>Green dot + "Connected"</b>	Telescope is connected and responding
<b>IP Address</b>	The telescope's current network address
<b>Tracking badge</b>	Shows ON when sidereal tracking is active

<b>Streaming badge</b>	Shows LIVE when a stream is in progress
<b>Recording badge</b>	Shows ON when local recording is active

## 2 — Live View

### 2.1 Live View Interface

The Live View tab shows a real-time feed from the telescope's camera. Frames are received via the SmartScope WebSocket protocol at approximately 1 frame per second. The full 3056x2048 JPEG image is transmitted and displayed scaled to fit the window.

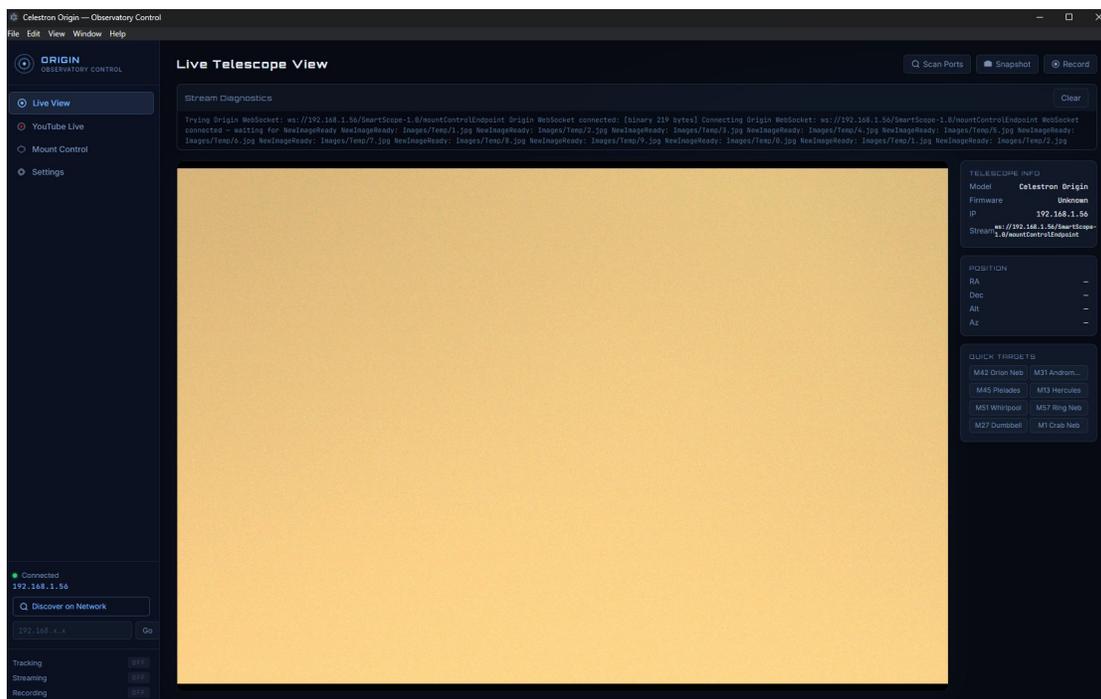


Fig 2.1 — Live View tab showing a daytime sky frame from the telescope camera.

#### Telescope Info Panel (right sidebar)

<b>Model</b>	Telescope model (Celestron Origin)
<b>Firmware</b>	Installed firmware version (e.g. 1.3.5330)
<b>IP</b>	Active network address
<b>Stream</b>	WebSocket endpoint URL
<b>RA / Dec</b>	Current right ascension and declination
<b>Alt / Az</b>	Current altitude and azimuth in degrees

### 2.2 Quick Controls

Three buttons appear in the top-right of the Live View:

<b>Scan Ports</b>	Opens/closes the Stream Diagnostics panel. Shows raw WebSocket log messages for debugging connection issues.
<b>Snapshot</b>	Saves a full-resolution JPEG of the current frame to your Documents folder.

<b>Record</b>	Starts/stops local MP4 recording. The file is saved to your Documents folder with a timestamp.
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- Snapshot saves the original 3056x2048 resolution image — ideal for sharing or stacking.

## 2.3 Tonight's Best Targets

The right sidebar displays a live-calculated list of deep sky objects currently well-positioned for observation from your location. Objects are ranked by current altitude — the higher the number, the less atmosphere you're looking through.

<b>Object name</b>	Messier or NGC designation plus common name
<b>Altitude (°)</b>	Current degrees above the horizon
<b>GREAT badge</b>	Object is above 50° — excellent conditions
<b>GOOD badge</b>	Object is between 20°–50° — acceptable conditions

Clicking any target immediately slews the telescope to that object (telescope must be connected and initialized). Location is read automatically from the telescope's Mount status, which broadcasts your GPS coordinates every second over the live WebSocket connection.

## 2.4 Viewing Conditions

Below Tonight's Best, the **Viewing Conditions** panel fetches live weather data from **Open-Meteo** (free, no API key required) using the telescope's GPS coordinates and calculates an overall score for how good the sky is for observing right now.

### Overall Score

A circular score from 0–100 is displayed with a colour-coded arc and rating label:

<b>80–100 — Excellent</b>	Green — clear skies, low humidity, calm winds
<b>60–79 — Good</b>	Yellow-green — mostly clear with minor limitations
<b>40–59 — Fair</b>	Orange — some cloud or wind affecting quality
<b>20–39 — Poor</b>	Red — significant cloud cover or poor conditions
<b>0–19 — Bad</b>	Purple — overcast, rain, fog or severe weather

### Scored Factors

■ <b>Cloud Cover</b>	Primary factor. Clear ( $\leq 10\%$ ) scores full points; overcast ( $> 60\%$ ) loses up to 80 points.
■ <b>Precipitation</b>	Any rain, snow or drizzle deducts 60 points immediately.
■ <b>Dew Risk</b>	Compares temperature to dew point. A gap under 3°F means dew will form on optics.
■ <b>Wind Speed</b>	Calm ( $\leq 5$ mph) is ideal. Strong winds ( $> 20$ mph) cause image blur and vibration.
■ <b>Visibility</b>	Atmospheric transparency. Under 5 miles indicates haze, fog or pollution.

Each factor shows a ✓ (green) or ✗ (red) indicator. Bad factors are highlighted in red so you can immediately see what is limiting your session.

■ Weather data auto-refreshes every 15 minutes. Use the ■ button to refresh manually at any time.

■ *Viewing Conditions requires an internet connection to reach the Open-Meteo weather API. The telescope Wi-Fi network must have internet access, or your PC must be connected to a separate network with internet while also connected to the telescope.*

## 2.5 Snapshot, Record, and Scan Ports

### Snapshot

Captures the current live frame at full resolution (3056x2048). Saved as a JPEG to your Documents folder with a timestamp filename: **Origin\_YYYYMMDD\_HHMMSS.jpg**

### Record

Starts a local MP4 recording using FFmpeg. Frames are encoded at the selected quality setting. Click Record again to stop — the file is finalized and a notification shows the save location.

■ *Recording and streaming can run simultaneously. The telescope sends frames independently to each.*

### Stream Diagnostics

The diagnostics panel (toggled via Scan Ports) shows the raw WebSocket log. Use this if the live view is not appearing — it will show connection attempts, frame arrival messages, and errors. Click the **Hide** button or **Scan Ports** again to close it.

## 3 — Live Streaming

The Live Stream tab supports streaming to YouTube and Twitch simultaneously with optional background music. Video frames from the telescope are encoded in real-time using FFmpeg's H.264 encoder and pushed via RTMP.

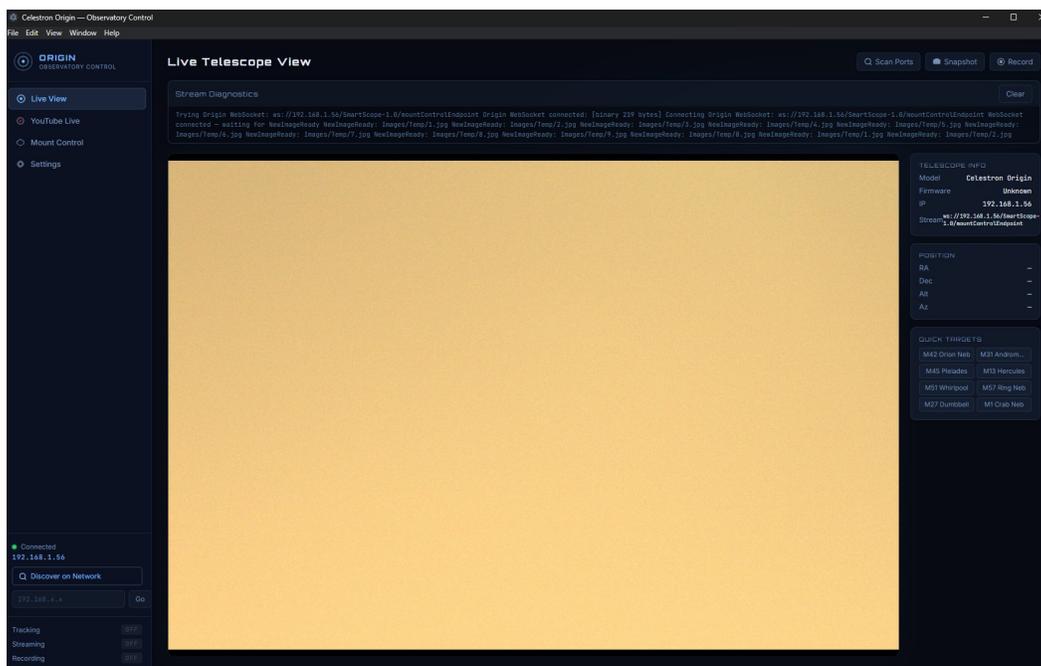


Fig 3.1 — Live Stream tab showing an active YouTube stream.

### 3.1 YouTube Streaming Setup

YouTube streaming requires a one-time Google Cloud OAuth setup to enable automatic stream key fetching. This takes approximately 5 minutes and only needs to be done once.

#### Step 1 — Create Google Cloud Credentials

- Go to [console.cloud.google.com](https://console.cloud.google.com) and create a new project
- Navigate to **APIs & Services** → **Library** and enable **YouTube Data API v3**
- Go to **APIs & Services** → **Credentials** → **Create Credentials** → **OAuth 2.0 Client ID**
- Choose **"TV and Limited Input devices"** for QR code sign-in, or **"Desktop app"** for browser sign-in
- In the **OAuth consent screen**, add your Google account as a **test user**

■ *This is a free Google Cloud tier — no billing is required for the YouTube Data API at typical usage levels.*

#### Step 2 — Enter Credentials in App Settings

- In the app, go to the **Settings** tab
- Under **YouTube Sign-In Setup**, paste your Client ID and Client Secret
- Click **Save Credentials**

### Step 3 — Sign In

- On the Live Stream tab, click **Sign in with Google**
- If using a "TV and Limited Input" client: a QR code popup appears — scan it with your phone
- If using a "Desktop app" client: a browser window opens for normal Google login
- Once approved, the app receives your OAuth token automatically

### Step 4 — Go Live

- Your stream key is fetched automatically — no manual copy/paste needed
- Select your desired quality (480p / 720p HD / 1080p FHD)
- Click **Go Live on YouTube**

■ Your sign-in token is saved and auto-refreshed, so you only need to sign in once.

## 3.2 Twitch Streaming

Twitch requires only a stream key — no OAuth or developer project needed.

- Click the **Twitch** button at the top of the Live Stream tab
- Go to **dashboard.twitch.tv** → **Settings** → **Stream** to find your stream key
- Paste the key into the Stream Key field (format: **live\_XXXXXXXXXX\_XXXX...**)
- Your key is saved automatically for future sessions
- Click **Go Live on Twitch**

<b>RTMP Server</b>	rtmp://live.twitch.tv/app/
<b>Key Format</b>	live_XXXXXXXXXX_XX
<b>Encoder</b>	FFmpeg libx264 (H.264)
<b>Audio</b>	AAC 128kbps stereo

## 3.3 Background Music

You can add continuous royalty-free radio to your stream via **SomaFM** — a free, ad-free internet radio service. Because it is a live radio stream it never ends, so there are no interruptions or restarts while you are live.

- Toggle the **Enable** switch under Background Music
- Click any station from the grid to select it — it highlights in blue
- Adjust the **Volume** slider (default 40%)
- The selected station appears in the "Now Playing" panel
- Click **Remove** to deselect the station

**Changing stations while live:** You can switch stations at any time during a stream by clicking a different station in the grid. The audio proxy seamlessly reconnects to the new station — the main stream to YouTube or Twitch never drops or restarts. There is a 1–2 second crossfade gap while the new stream buffers.

**Volume control while live:** The volume slider works in real time during a stream. Moving it immediately restarts the audio transcoder at the new level — the main video stream is unaffected. Changes take about one second to apply.

<b>Source</b>	SomaFM (soma.fm) — free, royalty-free, non-stop
<b>License</b>	Free for streaming and rebroadcasting — safe for YouTube and Twitch
<b>Volume range</b>	0% – 100% (40% recommended to keep music subtle)
<b>Live switching</b>	Change stations mid-stream with no interruption to viewers
<b>Live volume</b>	Adjust volume mid-stream — takes ~1 second to apply
<b>Reconnect</b>	Auto-reconnects if the radio stream briefly drops

### Available Radio Stations

■ <b>Space Station</b>	Ambient / Space — ideal for astronomy streams
■ <b>Deep Space One</b>	Deep Ambient — slow, atmospheric
■ <b>Drone Zone</b>	Dark Ambient — minimal and hypnotic
■ <b>Groove Salad</b>	Ambient / Electronic — mellow beats
■ <b>Lush</b>	Lush Downtempo — warm and melodic
■ <b>Cliphop</b>	IDM / Electronic — glitchy and rhythmic
■ <b>Sonic Universe</b>	Jazz / Fusion — sophisticated jazz
■ <b>Ill Street Blues</b>	Blues / Jazz — classic feel
■ <b>Beat Blender</b>	Downtempo / Hip-Hop — laid-back beats
■ <b>Indie Pop</b>	Indie / Pop — upbeat and melodic
■ <b>Folk Forward</b>	Folk / Indie — acoustic and gentle
■ <b>Thistle Radio</b>	Celtic / Folk — traditional

## 3.4 Quality Settings

<b>480p</b>	854x480 @ 30fps · 2500 kbps video · 96 kbps audio. Best for slow internet connections.
<b>720p HD</b>	1280x720 @ 30fps · 4500 kbps video · 128 kbps audio. Recommended default.
<b>1080p FHD</b>	1920x1080 @ 30fps · 6000 kbps video · 192 kbps audio. Requires 8+ Mbps upload speed.

■ *The telescope camera delivers ~1 fps. FFmpeg interpolates frames to reach the target frame rate. Higher quality settings require more CPU and upload bandwidth.*

# 4 — Mount Control

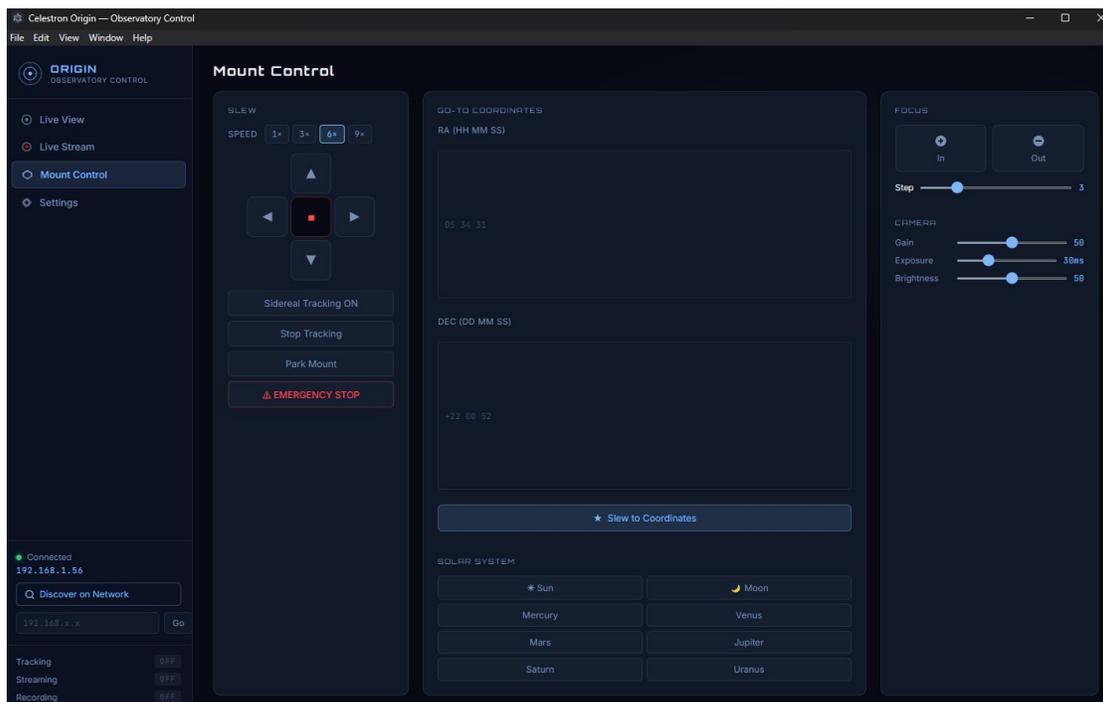


Fig 4.1 — Mount Control tab showing the D-pad, Go-To panel, and Tonight's Best Targets.

## 4.1 D-Pad Slew Controls

The D-pad allows manual directional control of the mount. Hold a direction button to slew; release to stop. The center ■ button sends an immediate stop command.

▲ North	Increase altitude — moves telescope up
▼ South	Decrease altitude — moves telescope down
■ West	Moves telescope west
■ East	Moves telescope east
■ Stop	Immediately halts all slew motion

### Speed Control

Four speed pills control the slew rate. The telescope uses a 1–9 rate scale internally:

1x	Rate 1 — very slow, precise fine adjustments
3x	Rate 3 — slow, useful for centering objects
6x	Rate 6 — medium speed (default)
9x	Rate 9 — fast, for large movements across the sky

### Tracking Controls

<b>Sidereal Tracking ON</b>	Enables sidereal tracking — mount follows stars to compensate for Earth's rotation
<b>Stop Tracking</b>	Disables tracking — mount stays stationary
<b>Park Mount</b>	Sends telescope to its home/park position
<b>■ EMERGENCY STOP</b>	Immediately halts all motion and disables tracking. Use if telescope is moving unexpectedly.

## 4.2 Go-To Coordinates

Enter equatorial coordinates to slew the telescope to a precise location:

- **RA (HH MM SS)** — Right ascension in hours, minutes, seconds (e.g. **05 34 31** for Orion Nebula)
- **Dec (DD MM SS)** — Declination with sign (e.g. **-05 23 28** or **+22 00 52**)
- Click **Slew to Coordinates** to begin the GoTo slew

■ Coordinates can be entered as decimal degrees too — e.g. 83.8 for RA, -5.4 for Dec.

## 4.3 Tonight's Best Targets

The same Tonight's Best list from Live View also appears in Mount Control. Objects are calculated in real time based on your GPS location from the telescope.

- Objects ranked by current altitude — highest first
- Only objects above 20° elevation are shown
- **GREAT** = above 50° — ideal imaging conditions
- **GOOD** = 20°–50° — acceptable conditions
- Click any target to immediately slew to it
- Click ■ **Refresh** to recalculate with current time

## 4.4 Focus and Camera

### Focus Controls

<b>In / Out buttons</b>	Move the focuser in or out by the selected step size
<b>Step slider</b>	Controls how many motor steps per button press (1–10). Higher = faster movement.

■ *The Celestron Origin has an electronic focuser. Always use small step sizes when fine-tuning near focus.*

### Camera Controls

<b>Gain</b>	Camera sensor gain (ISO equivalent). Higher values increase brightness but also noise.
<b>Exposure</b>	Exposure time in milliseconds. Longer exposures capture more light but may cause star trails without tracking.
<b>Brightness</b>	Post-capture brightness adjustment applied by the image processor.

## 5 — Telescope Settings

The Telescope tab displays live data fetched directly from the telescope's SmartScope API. All data is read when you open the tab and can be refreshed with the **Refresh** button. Some settings can be written back to the telescope.

■ *The telescope must be connected for this tab to display any data.*

### 5.1 System Information

<b>Model</b>	Telescope model name (Origin)
<b>Firmware</b>	Current firmware version number (e.g. 1.3.5330)
<b>Serial Number</b>	Unique hardware serial number of your telescope
<b>Camera Model</b>	Sensor model identifier (Origin178)
<b>Camera Firmware</b>	Camera board firmware version
<b>Update Channel</b>	"stable" or "beta" — which firmware track the telescope checks
<b>Update Available</b>	Whether a newer firmware is available for download

**Check for Updates button** — forces an immediate check against Celestron's update server. If an update is found, install it through the official Celestron Origin mobile app.

### 5.2 Camera Settings

<b>Sensor</b>	Camera sensor ID
<b>Resolution</b>	Full sensor resolution in pixels (3056 × 2048)
<b>Pixel Size</b>	Physical pixel size in micrometres (2.4 µm)
<b>ISO Range</b>	Minimum and maximum ISO sensitivity values
<b>Exposure Range</b>	Minimum and maximum exposure times in seconds
<b>Color</b>	Whether the sensor has a color Bayer filter (Color) or is monochrome
<b>Max Binning</b>	Maximum pixel binning factor (2× available)
<b>White Balance R/G/B</b>	Current red, green, and blue balance values (0–255)

### 5.3 Mount Configuration

<b>Mount Name</b>	Mount model (Origin)
<b>Battery Level</b>	HIGH / MEDIUM / LOW — color coded green/orange/red
<b>Battery Voltage</b>	Actual battery voltage in volts (nominal ~9.9V)
<b>Charger Status</b>	CHARGING / DISCHARGING / CHARGED
<b>Equatorial Mode</b>	Whether the mount is in equatorial wedge mode
<b>Cordwrap</b>	Cordwrap protection — prevents cable tangling during rotation

<b>PEC</b>	Periodic Error Correction (not supported on Origin)
<b>Alt Backlash</b>	Altitude axis backlash compensation value
<b>Azm Backlash</b>	Azimuth axis backlash compensation value

■ A battery voltage below 9.5V indicates the battery needs charging soon. Below 9.0V the telescope may shut down during operation.

## 5.4 Focuser Advanced Settings

<b>Position</b>	Current absolute focuser position (motor steps)
<b>Min Position</b>	Software-limited minimum position
<b>Max Position</b>	Software-limited maximum position
<b>Auto-focus after GoTo</b>	Automatically runs auto-focus routine after each GoTo slew completes
<b>Temp shift auto-focus</b>	Triggers auto-focus when temperature changes by the threshold amount
<b>Temp threshold (°C)</b>	Temperature change required to trigger auto-focus (default 5°C)

To change focuser settings: toggle the checkboxes as desired, then click **Save Focuser Settings**. Changes are sent to the telescope immediately via the SmartScope API.

## 5.5 Environment & Dew Heater

### Environment Sensors

<b>Ambient Temperature</b>	External temperature near the telescope tube (°C)
<b>Camera Temperature</b>	Temperature at the camera sensor (°C)
<b>CPU Temperature</b>	Internal processor temperature (°C) — normal operating range 40–65°C
<b>Humidity</b>	Relative humidity percentage — dew risk above ~80%

### Dew Heater

<b>Mode</b>	Auto — heater managed automatically based on dew point; Manual — fixed power level
<b>Heater Level</b>	Current power output as a percentage (0–100%)
<b>Aggression</b>	How aggressively the auto mode responds to dew risk (1–10, default 5)

■ *In Auto mode, the dew heater activates automatically when the optics temperature approaches the dew point. Manual mode is useful in very humid conditions.*

## 5.6 Network & LED Ring

### Network

<b>Telescope IP</b>	Current IP address of the telescope on your network
<b>Internet</b>	Whether the telescope has internet access (required for firmware updates)

**Force Direct Connect**

When enabled, telescope always creates its own hotspot instead of joining an existing network

**LED Ring**

The LED ring brightness can be adjusted using the slider (0.0 = off, 1.0 = full brightness). Click **Save Network Settings** to apply both the Force Direct Connect toggle and LED brightness.

## 6 — App Settings

### 6.1 YouTube OAuth Setup

This section stores the Google Cloud OAuth credentials used for YouTube sign-in. See Chapter 3.1 for the full setup guide.

<b>Client ID</b>	The OAuth 2.0 client ID from Google Cloud Console (ends in .apps.googleusercontent.com)
<b>Client Secret</b>	The corresponding client secret (starts with GOCSPX-)
<b>Save Credentials</b>	Stores credentials to disk — only needs to be done once

■ *Credentials are stored locally in your Windows user data folder and are never sent anywhere except to Google's OAuth servers during sign-in.*

### 6.2 Observer Location

Your location is used to calculate Tonight's Best Targets and Viewing Conditions. It is set **automatically** — the telescope broadcasts its GPS coordinates every second via the live Mount GetStatus notification on the SmartScope WebSocket. The app reads this within 1–2 seconds of the live view connecting, with no action needed from you.

<b>Latitude</b>	Your latitude in decimal degrees (e.g. 42.5787 for Massachusetts). North is positive.
<b>Longitude</b>	Your longitude in decimal degrees (e.g. -70.7695). West is negative.
<b>City</b>	Optional city name shown in the targets panel header
<b>Save Location</b>	Saves coordinates to disk — persists between sessions
<b>Auto-Detect</b>	Populated automatically from telescope GPS within seconds of connecting

■ *Location is saved to disk after the first successful GPS read. On subsequent app starts it loads instantly from disk before the telescope even connects.*

### 6.3 Connection Settings

<b>Default IP</b>	Pre-fills the manual IP field on app start. Set this to your telescope's usual IP address.
<b>Timeout (ms)</b>	How long to wait for telescope responses before giving up (default 5000ms = 5 seconds)
<b>Auto-reconnect</b>	When checked, the app will automatically try to reconnect if the telescope connection drops

### 6.4 FFmpeg

FFmpeg is the video encoding engine used for streaming and recording. It is installed automatically during app installation. This section shows the detected FFmpeg version.

<b>FFmpeg status</b>	Shows installed version and ready/not-found status
<b>Default Recording Quality</b>	Sets the default quality for new recordings (480p / 720p / 1080p)
<b>Open FFmpeg Download Page</b>	Opens the official FFmpeg website if manual installation is needed

- *If FFmpeg shows as not found, re-run `Install.bat` to repair the installation.*

## 7 — Troubleshooting

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### 7.1 No Live View (blank or frozen canvas)

- Confirm the app shows "Connected" in the sidebar with the telescope's IP
- Click **Scan Ports** to open the diagnostics panel and check for error messages
- The log should show "WebSocket connected" followed by "NewImageReady" messages
- If you see "WebSocket error": check that no other app (e.g. Celestron mobile app) is connected simultaneously — the telescope may only allow one WebSocket client
- Try disconnecting and reconnecting using the Discover button

■ *The telescope sends approximately 1 frame per second. A brief delay of 2–3 seconds before the first frame is normal.*

### 7.2 Stream Not Appearing on YouTube

- Ensure FFmpeg shows as ready (green checkmark in the stream form)
- Check the FFmpeg Output log for error messages after clicking Go Live
- Verify your stream key is correct — use the Fetch Key button to auto-retrieve it
- YouTube requires both video AND audio — the app always sends a silent audio track if no music is selected
- YouTube broadcasts can take 30–60 seconds to appear as "Live" after FFmpeg starts sending data
- Check YouTube Studio to confirm the broadcast was created and is in "Live" state

### 7.3 D-Pad Controls Not Working

- The Slew command requires the telescope to be initialized first
- Open the Celestron Origin mobile app and tap **Initialize** at least once
- After initialization, return to this app — controls should respond immediately
- The correct Slew command format (confirmed from packet analysis) uses AltRate/AzmRate values of  $\pm 1$  to  $\pm 9$
- Check the connection — if the telescope has disconnected, re-connect and try again

### 7.4 Firmware Version Shows "Unknown"

- This resolves automatically within 1–2 seconds after the live view connects
- The firmware is fetched via the same WebSocket as the live view frames
- If it still shows Unknown after 10 seconds, try disconnecting and reconnecting
- The firmware version in the Telescope tab (under System) is fetched separately and more reliably

### 7.5 Tonight's Best Targets Not Showing

- Location is read automatically from the telescope's live Mount GetStatus broadcast — it should populate within 1–2 seconds of the live view connecting
- If still showing "Waiting for GPS..." after 10 seconds, try disconnecting and reconnecting
- As a fallback, go to **Settings** → **Observer Location** and enter your latitude/longitude manually
- If it is daytime, objects may all be below the 20° horizon threshold — check back after dark

## 7.6 Viewing Conditions Not Loading

- Viewing Conditions requires an internet connection to reach api.open-meteo.com
- If connected to the telescope's own Wi-Fi hotspot, that network may not have internet access — check your network settings or enter coordinates manually and connect PC to a router with internet
- The panel shows "Fetching weather..." while loading — if it stays there, check internet connectivity
- Use the ■ Refresh button to retry after resolving connectivity

## 7.7 Radio Station Not Playing / No Audio in Stream

- Ensure you selected a station (it should be highlighted in the grid) before clicking Go Live
- Check the FFmpeg Output log — it should show two input streams being opened
- If the log shows a connection error for the radio URL, check your internet connection
- SomaFM streams require an active internet connection — the telescope Wi-Fi must also have internet access, or your PC must be on a separate internet connection
- Try a different station — if one is temporarily down, another will work
- Volume at 0% will mute the audio — check the Volume slider is above 0

## Quick Reference

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### Slew Rate Scale

<b>1x</b>	Sidereal rate — extremely slow fine adjustment
<b>3x</b>	~3x sidereal — slow centering
<b>6x</b>	~6x sidereal — medium speed (default)
<b>9x</b>	Maximum rate — fast large-sky movement

### Confirmed Telescope API Commands

All commands use the SmartScope WebSocket endpoint: **ws://[IP]/SmartScope-1.0/mountControlEndpoint**

<b>Slew</b>	Mount directional movement (AltRate, AzmRate: -9 to 9)
<b>GotoRaDec</b>	GoTo equatorial coordinates (Ra in hours, Dec in degrees)
<b>GotoObject</b>	GoTo named object (ObjectName string)
<b>StartTracking / StopTracking</b>	Enable/disable sidereal tracking
<b>GetVersion</b>	Fetch firmware version number
<b>GetMountConfig</b>	Mount configuration and battery status
<b>GetCameraInfo</b>	Full camera sensor specifications
<b>GetCaptureParameters</b>	Current exposure, ISO, white balance
<b>GetFocuserAdvancedSettings</b>	Auto-focus configuration
<b>GetStatus (Environment)</b>	Temperature, humidity, dew point
<b>HasUpdateAvailable</b>	Check for firmware updates
<b>RunInitialize</b>	Initialize mount with date/time/GPS

### RTMP Endpoints

<b>YouTube</b>	rtmp://a.rtmp.youtube.com/live2/[STREAM_KEY]
<b>Twitch</b>	rtmp://live.twitch.tv/app/[STREAM_KEY]

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**Celestron Origin Observatory Control** is an unofficial third-party desktop companion application. It is not affiliated with, endorsed by, or supported by Celestron LLC. The SmartScope API protocol was reverse-engineered from network packet analysis for interoperability purposes. All telescope control commands have been verified against confirmed packet captures.