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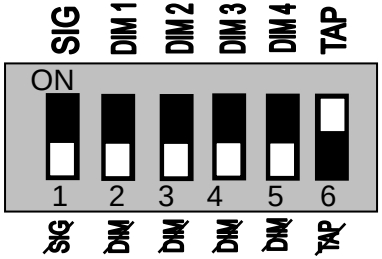
CONFIGURATION SWITCHES



SW1 SIGNAL STRENGTH INDICATOR
Causes the power LED to blink when a remote control key is pressed to indicate signal-strength. A slow blink shows a weak signal, a fast blink or no flashing indicates a strong signal.
(SW1 can be used to keep the power LED off when in standby)

SW2 -5 DIMMING (Colour Blending on/off – see DMX instructions)
Enables dimming and soft on/off for outputs 1 to 4 respectively. When dimming is OFF, outputs are compatible with non-dimmable lighting types. Only enable dimming if the lighting/pump is dimmable (by leading edge).

SW6 TAP ENABLE
The 'double-tap' sensor used for lid-on programming can be disabled by turning SW4 off. The factory setting is ON.

MAINTENANCE

To prevent premature failure of the unit please take note of the following recommendations;

1. Never leave a module outdoors unless the lid is properly secured and the rubber gasket installed.
2. Ensure the 6 lid-screws are properly tightened after installation.
3. A smear of (Silicon) grease around the rubber gasket will protect it and help guarantee a long reliable life. Use ONLY silicon grease!
4. Before fitting or replacing a lamp**, ISOLATE THE POWER** (POWER MUST BE SWITCHED OFF AT THE SUPPLY – DO NOT USE THE REMOTE CONTROL).

SYSTEM CODE

This unit adopts a 'System Code' from the remote or iPort during programming, which prevents interference from a neighbouring system. The power LED blinks when the unit is powered on, count the blinks to confirm which code's been stored.

Environmental Information for Customers in the European Union

European Directive 2002/96/EC requires that the equipment bearing this symbol on the product and/or its packaging must not be disposed of with unsorted municipal waste. The symbol indicates that this product should be disposed of separately from regular household waste streams. It is your responsibility to dispose of this and other electric and electronic equipment via designated collection facilities appointed by the government or local authorities. Correct disposal and recycling will help prevent potential negative effects to the environment and human health. For more detailed information about the disposal of your old equipment, please contact your local authorities, waste disposal service, or the shop where you purchased the product.

NOTE;
Rights reserved to change the specification of this product without prior notice.

LightSymphony™

4-Channel 'Lighting Control Module'

CE

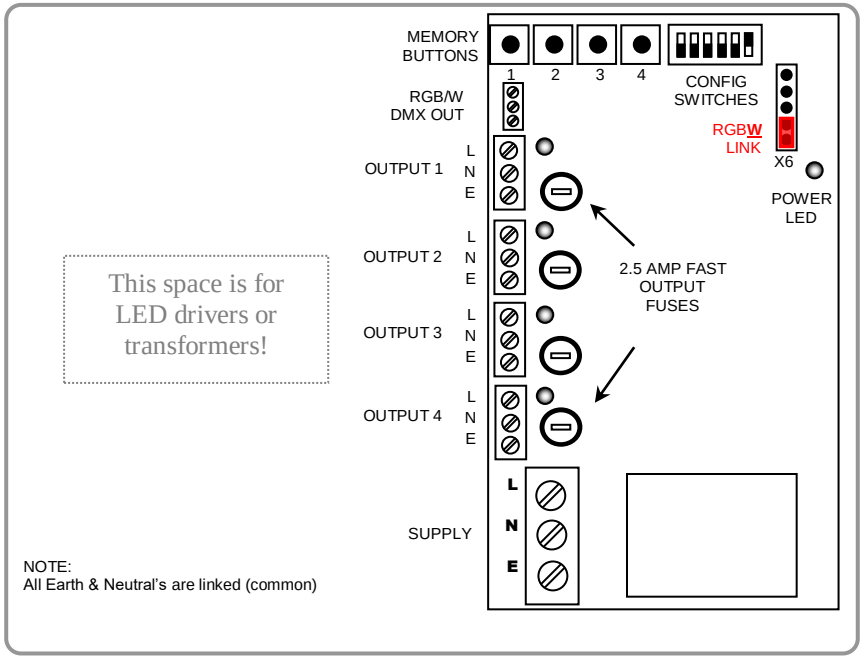
SPECIFICATIONS

Voltage	220-240V AC / 50Hz
Output Rating	500W each channel
Minimum non-Inductive Load	0W (nil)
Minimum Inductive Load	10W each channel
Dimmer Type	Leading Edge
Protection	4 x 2.5Amp FAST Blow fuses
Weather Resistance	IP66
Physical	292 x 210 x 100mm / 0.8Kg
Ambient Temp.	-10°C to +40°C

INTRODUCTION

The 'Lighting Control Module' is for switching and/or dimming four separate lighting or pump circuits. It may be used with all lighting types including mains-halogen, magnetic low-voltage transformers, most electronic transformers, (compact) Fluorescent, Metal-Halide, Sodium and LEDs. The RGB/W output allows coloured lighting to be controlled too, via a DMX driver. The unit is designed for outdoor installation but take note of the safety instructions. Ensure the config switches are set correctly before use.

INTERNAL WIRING



ISSUE 1.2

ELECTRICAL INSTALLATION

The unit must be installed by a qualified electrician working to national Electrical Regulations.

Ensure all cables enter the enclosure from below or have a 'drip-loop'.

NOTE 1: The Earth screw in the unit bonds all the metal parts to ground including the Steel Wire Armouring (via the metal chassis).

NOTE 2: NOT suitable for dimming very small transformers (less than 10W). If the lamp flickers, the transformer is too small or not compatible, Switch off immediately to prevent damage.

AREA (ZONE) MEMORY

Light Symphony allows 1-29 lighting 'Areas' (zones) to be created. Lighting outputs can be included any number of 'Areas'. See example below;

EXAMPLE

AREA #	OUTPUT 1 e.g. driveway	OUTPUT 2 e.g. gate lights	OUTPUT 3 e.g. front garden	OUTPUT 4 e.g. fountain
ALL	✓	✓	✓	✓
1	✓			
2		✓		
3			✓	
4				✓
5	✓	✓	✓	
6-29	…	…	…	…

In this example, Area #1 controls just the drive-way lighting (Output 1) but Area #5 has also been used to control the driveway, gate lights and front garden as a group, which could then be trigged by a timer or PIR etc.

PROGRAMMING & SET-UP

1. Set CONFIG switches 2-5 to enable dimming and soft on/off, as required. To avoid damage, do not attempt to dim non-dimmable lighting or pump types.
2. The power LED will light when the supply is on (unless config sw-1 is on)
3. To test the unit is working, press "Garden On/Off" on the remote control. All 4 outputs will switch On/Off.
4. To program an Area (zone);
   a) Use the memory-buttons to switch on the output(s) required. After pressing a memory-button, the memory will be 'open' for 15secs and the power LED blinks to indicate this.
   b) Press an Area-On button (1-29) on the remote control or App to store the currently ON outputs in that memory. A 'beep' confirms the Area/Zone has been stored and the memory has closed.
5. To close the memory without making any changes, press "Garden Off" on the remote control or wait 15 seconds. To *remove* Outputs from an Area memory set them OFF when storing that Area.

NB If an output is dimmed before storing it will always switch on at the dimmed level.

LID-ON PROGRAMMING

It is also possible to program Areas with the lid on; Double-tapping the lid switches ON Output-1 and opens the memory. Pressing any Area key on the remote control will store this setting. Each double-tap will cycle through a short sequence; output 1, then output 2, output 3, output 4, all outputs ON and all outputs OFF. For more complex combinations it is necessary to program with the lid off.

NOTE: The double-tap programming feature is automatically disabled after the power has been on for 2 hours. To re-enable it, cycle the power off and back on.

INSTRUCTIONS FOR USE

The unit will respond to commands received from the Light Symphony remote control or App (via the iPort). Initially, all outputs will respond to "Garden On/Off" only. Outputs can also be controlled using any number of Areas (zone) memories, as shown opposite.

The dim up/down keys on the remote control will effect the last group of lights switched on. i.e. After switching Area 1 ON, the DIM button will control Area 1 and after switching on all garden lights, the dim button will control the whole garden.

WELCOME HOME & SAVE POWER

Using dimmable lighting, an impressive welcoming & power saving feature is possible by setting the driveway lighting at a lower ambient level, (e.g. 25%) and using a driveway sensor to trigger the lighting to 100% when someone arrives. The 25% lighting can be switched on manually or by a base-station's dusk/dawn timer.

The affect is created by setting the drive-way 'Area' at a low level when configuring the lighting controller. For example;

1. Double-tap the lighting controller's lid to switch on Output 1 (the drive-way)
2. Press DIM-DOWN on the remote control to set the desired low lighting level.
3. Press an 'Area' button on the remote to store e.g. Area e.g. "5". (Area '5' now switches the drive-way lights on/off at the dimmed level)
4. Lastly, teach the PIR or driveway sensor to trigger Area 5.

If the lights are off, the trigger will switch them on. If the lights are already on and at a low level, then the trigger ramps them to full brightness. The remote control may be used to over-ride the sensor at any time.

FOUNTAIN / PUMP CONTROL

It may be desirable to exclude pumps from the global 'Garden On/Off' buttons on the remote, so they keep running when the lighting is switched off. Any output(s) can be 'removed' from the main "GARDEN ON/OFF" area using the remote control programming tool (not the App). Using the Memory Buttons, switch on ALL outputs *except* the pump output and press the DIM UP and DOWN keys together to store the setting (a beep will be heard). The pump circuit must then be programmed into its own 'Area' as it will ignore global 'Garden On/Off'' commands.

ERASE MEMORY

To erase all memory and restore the unit to the factory settings press and hold memory-button #1 for 10 seconds, the System Code will also be reset to #1. To erase individual Areas only, see section 4 of Area (Zone) set-up on the opposite page.

ISSUE 1.2

DMX OUTPUT

RGB/W signals are output via the DMX port using the mapping shown in the table below. The RGB/W output mirrors the 230V outputs. For example, when mains output #1 is on, then RGB/W output 1 will also be on. To avoid user confusion, use *either* the 230V or the RGB/W output, not both together e.g. if output #3 is powering a 230V lamp then RGBW output #3 should not be used and vice-versa. See example over page.

AREA (ZONE) PROGRAMMING

The RGB/W outputs follow the same Area (Zone) programming as the 230V outputs. The colour and dim level set prior to storing an Area/Zone become the output's default setting. This enables Scenes and timers etc to trigger pre-defined colours and levels.

COLOUR BLENDING

The 4 colour outputs include a 'blending' option, which gradually and continuously changes the colour to create a pleasing effect. The 'blending' option is set individually for each output using the DIP switches 2-5. Note, these same switches also enable dimming on the 230V outputs, but dimming is permanently enabled for RGBW channels. Even when blending is enabled, it will stop automatically if a static colour is selected using the remote or app.

TABLE 1

Lighting Output	DMX Channel	Output Assignment
1	**1**	RED
	2	GREEN
	3	BLUE
	4	WHITE*
2	**5**	RED
	6	GREEN
	7	BLUE
	8	WHITE*
3	**9**	RED
	10	GREEN
	11	BLUE
	12	WHITE*
4	**13**	RED
	14	GREEN
	15	BLUE
	16	WHITE*

*NOTE White channel active when LINK added between pins 4 and 5 of X6, see page 1

WIRING

The 4x RGB/W outputs and 4x 230V outputs can be used in any combination but avoid using the same output twice. For example, below outputs 1 & 2 are used for RGB/W lights only and outputs 3 & 4 are used for mains LEDs only.

Most RGB/W LEDs require a suitable DMX driver. All drivers connect to the same DMX bus. Set the driver's DMX address to dictate which output it responds to, as shown in table 1. For outputs 1 to 4 set DMX address 1, 5, 9 or 13 respectively.

To avoid unwanted start-up delays we recommend DMX drivers are powered permanently, as shown.

RGB / RGBW

The controller is compatible with both RGB and RGBW LEDs but the types **cannot** be mixed. Add the jumper-link between pins 4-5 of connector X6 to enable RGBW mode, which will affects ALL outputs.

EXAMPLE WIRING