

DIMMERS UPDATE 1.4 --> 1.5#

NEW FUNCTIONS

NEW WORKING MODE FOR A.L.

A new working mode appears for the Architectural Lighting or A.L.

This new mode is named MD3, and it is added to the modes MD1 and MD2.

The MD3, of the A.L. function, is thought, mainly, for museums lighting.

The functioning of the MD3, based in a TOTEM of 12ch x 3kW, is:

TOTEM has 12 presets for A.L. (P1 to P12) and other 12 linked presets with these 12 firsts (L1 to L12) in the witch are stored the default scenes.

When the MD3 is activated (MD3*) all linked presets (L1 to L12) jump to scene.

These presets are linked, follow the next rule:

- P1 & L1 are controlled by the same control signal: the P1 signal.
- P2 & L2 are controlled by the same control signal: the P2 signal.
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- P12 & L12 are controlled by the same signal control: the P12 signal.

This unique control signal avoids that its 2 related presets (P1 & L1, for example) are in scene at the same time. So, when P1 is activated, L1 is deactivated, and after when P1 is deactivated, L1 is reactivated.

So, the control signals, which control the 12 special presets (P1 to P12) and their linked presets (L1 to L12), are the corresponding to the 12 analog inputs or to the 12 frontal keys (configured in MAN as A.L. mode).

When one control signal is activated, its associated preset (P1 to P12) fades in scene while its linked presets (L1 to L12) fades out scene. After, when this control signal is deactivated, the preset in scene (P1 to P12) waits the programmed time and begins its fading out scene, while the linked preset (L1 to L12) begins its fading in scene. The fading time are always the times programmed in the submenu TIME, and the wait times are always the stored times in the submenu WAIT.

If the control signal is activated and deactivated immediately, its presets begins its fading in scene, waits and, immediately after, begins its fading out scene, consecutively. While its linked preset, at the same times, begins its fading out scene, waits, and after begins its fading in scene.

This new mode, MD3, is thought to obtain the control signal from a presence detector or a movement detector.

By default, the linked presets (L1 to L12) are blackout presets (with the 12 channels of the dimmer to a level of 0%).

Utilisation example:

Suppose that in one museum room, we need a by default lighting and one special lighting. A presence detector activates the control signal for this special lighting. After, when the presence detector is deactivated (no people in the museum room), the dimmer returns to the by default lighting:

By default lighting is stored in L1: Ch 2@ 30%, Ch 4@ 20%.

The special lighting is stored in P1: Ch 2@ 90%, Ch 4@ 80%, Ch 12@ 100%.

The fading in/out time is 3 sec, and is associated to the preset 1: TIME/ 1 03.

The wait time is the 60 seconds, and is associated to the preset 1: WAIT/ 1 60.

The signal given from the presence detector must be connected to the analog input number 1. (Pin 1 of the SubD connector, and always the 0Vref must be connected to the pin 14 of this same connector).

When the MD3, in A.L. menu, is activated the contents of L1 jump to scene: Ch 2@ 30%, Ch 4@ 20%.

When the presence detector is activated (10 V) begins the crossfade between the L1 (out) and P1 (in) in the programmed TIME, 3 seconds, at the end of this crossfade only P1 is in scene: Ch 2@ 90%, Ch 4@ 80%, Ch 12@ 100%.

During the presence detector is activated, this situation is maintained in scene. After, when the presence detector is deactivated (0V), the scene waits 60 seconds, and immediately, begins the crossfade between the P1 (out) and L1 (in), in the programmed TIME, 3 seconds, at the end of this crossfade the L1 has returned to scene.

Limitations:

The fading time, between a scene and its default, is unique (up/down).

The wait time, between a scene and its default is unique.

Notes:

TOTEM of 12 channels: Has from P1 to P12 and from L1 to L12.

TOTEM of 6 channels: Has from P1 to P6 and from L1 to L6.

TOTEM of 3 channels: Has from P1 to P3 and from L1 to L3.

Baby TOTEM - 6 channels: Has from P1 to P6 and from L1 to L6.

Now the new submenus of the A.L. menu are:

A.L.	ENTER	OFF*	Deactivates the A.L. function (By default mode).
		MD1	Activates the A.L. function in MD1 mode, presets (P1 to P12).
		MD2	Activates the A.L. function in MD2 mode, effects (P1 to P12).
		MD3	Activates the A.L. function in MD1 mode, linked presets (P1 to P12 and L1 to L12).
		REC	ENTER
		P1	From this menu it is possible to modify the 24 presets A.L.
		...	
		P12	Press ENTER to store the current output dimmer like the preset showed in the display, the modified preset is marked with an asterisk (P1*).
		L1	
		...	
		L12	The linked presets, L1 to L12, only are used in the MD3 mode.
		TIME	ENTER
		GN03	Data used in the modes: MD1, MD2 & MD3.
		1 03	Permits us store the fading time for the 12 presets A.L. in a generic mode, GN, or in a independent mode, preset by preset (P1 to P12)..
		...	
		1203	The first ENTER permits us edit the fading time for the showed item (in the display) and the second ENTER permits us store this time. By default, all fading times are 3 sec.
		WAIT	ENTER
		GN00	Data used only in the mode: MD3 .
		1 00	Permits us store a wait time for all presets in a generic mode or for each preset, in a independent mode.
		...	
		1200	The first ENTER permits us edit the wait time for the showed item (in the display) and the second ENTER permits us store this time. By default, all wait times are 0 sec.
		ATRB	ENTER
		1 NO	Data used only in the mode: MD1 .
		...	Permits us edit the attribute of the 12 presets A.L.
		1203	The first ENTER permits us edit the attribute of the item showed in the display, and the second ENTER permits us store this attribute. By default, the attribute is NO (normal). The possible attributes are: NO (normal), SO (solo) & PR (Priority).

↑ Used to scroll the options lists (from column), and to edit the data.

SAVING THE DIMMER PROGRAM: SHOW

From the 1.5 software version, it is possible to save the stored data in the own dimmer, as a show. For this, use the new menu: **SHOW**.

This menu, **SHOW**, has 3 options:
SAVE, LOAD and **DEL**.

The first time that you access to this menu, only the option **SAVE** is available (there is not a show saved), after, when there is a show saved, the options **LOAD** (to load the saved show) and **DEL** (to delete the saved show) are available too.

The objective of this function is permits us recover the stored data after a Cold Reset. Evidently, the SHOW data are not deleted in the Cold Reset process.

SHOW	ENTER	SAVE	Saves in the own dimmer the stored data as a SHOW.
		LOAD	Loads the saved SHOW.
		DEL	Deletes the saved SHOW (DOESN'T DELETE THE DATA DIMMER, ONLY THE SAVED SHOW)

The show is stored in the inner memory of the dimmer, and these data are not deleted in the Cold Reset process. The Show data are:

- Addressing and Patch.
- Response times and curves.
- Backup Presets.
- A.L. Presets.
- And the modes of MAN, A.L., MIDI, etc.
- ...

All programmed items are stored in the SHOW.