

# Light-Switch Quick Start Guide

(Version 2-6)

## Key Features include:

- ❑ UK panel mount
- ❑ Wall mount DMX512 controller
- ❑ DMX512 output
- ❑ 512 channel output
- ❑ 3 pages of 8 memories (all 512 channels)
- ❑ Individual fade time per memory
- ❑ 1 page of 6 sequences
- ❑ Sequences built from 100 memories
- ❑ Individual sequence step times
- ❑ Define any channel as G-M controlled
- ❑ Multiple zone control
- ❑ Master / Slave function
- ❑ Illuminated switches



## Specification:

- ❑ Listing: CE FCC
- ❑ IP Rating: Indoor use
- ❑ Power: 2W
- ❑ Input Voltage: 9 to 24VDC
- ❑ Height: 85mm, Width: 146mm
- ❑ Depth: 30mm inc mated connectors
- ❑ DMX512 & Power Connection: Screw Terminal
- ❑ Power & DMX not connected to chassis

## Power Supply Options: (order separately)

PSU Option	Number of Units
PSU-9-1.5-FER	4

## Overview:

There are three modes of operation for Light-Switch:

Single Master (single zone):

One Light-Switch controlling a number of DMX fixtures

Single Master & Multiple Slaves (single zone):

Multiple Light-Switch panels on a DMX line all controlling the same fixtures

Single Master & Multiple Slaves (multiple zones):

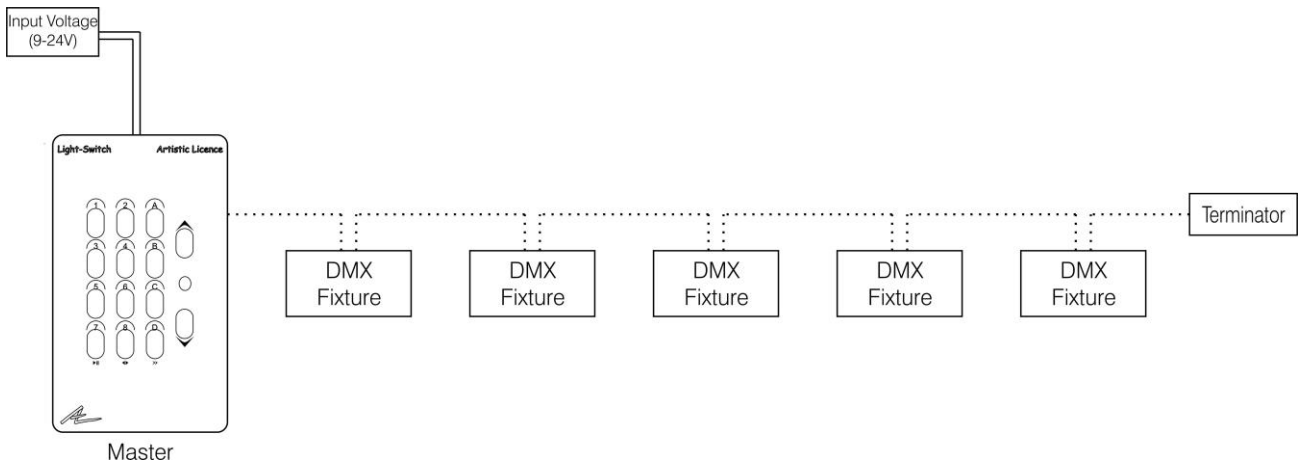
Multiple Light-Switch panels on a DMX line controlling different zones. DMX fixtures are split into zones and each Light-Switch is configured to control a zone. Multiple Light-Switches can be used to control the same zone.

Note: Light-Switch uses the RDM protocol for inter-unit communications. This can cause issues with non-compatible DMX fixtures. Please contact us for more details

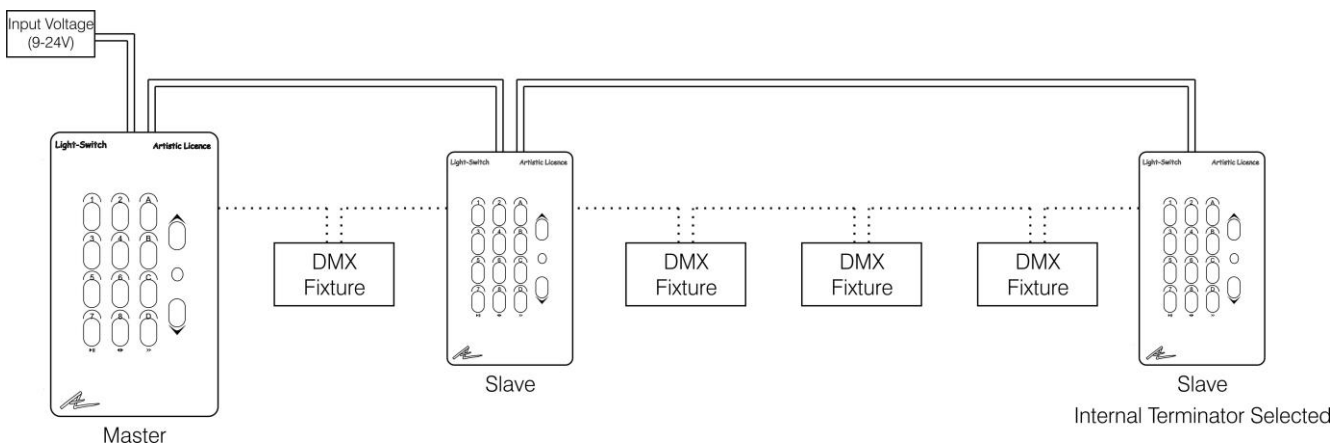
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## Light-Switch Wiring Diagram:

Master only system: This should be run as a standard DMX network. One controller at the start of the DMX cable, looping to each fixture (max 32 devices) and a terminator at the end of the cable.



Master & Slave system: This option is independent to the zones being used; the wiring is the same. One controller (Master Light-Switch) at the start of the DMX cable, looping to fixtures with a terminator at the end of the cable. Slave Light-Switches are considered as a standard DMX fixture. If a Slave Light-Switch is at the end of the cable the built in terminating resistor can be used.



### Wiring Rules:

- ❑ Only one Master on a DMX line, positioned at the start of the DMX line
- ❑ Maximum of 32 DMX fixtures (including Light-Switch Slave panels). You can increase this number by using a RDM splitter such as DMX-Split RDM, Rack-Split RDM or Rail-Split RDM.
- ❑ Maximum of 30 Slave panels
- ❑ Light-Switch wiring is independent of the zones being used.
- ❑ The DMX line must be terminated as specified by the DMX512 protocol
- ❑ If splitters are to be used, they must be RDM compatible

XLR Pin	Function	Colour
1	Ground	Black
2	Data -	Blue
3	Data +	Red
4	No Connection	
5	No Connection	

### Power Connection:

Light-Switch provides a power loop through connection. On a multiple panel network it is possible to use one power supply (depending on capability) to power all units. To reduce cabling the spare cores on the data cable can be used for the power. Check cable power capability before installation.

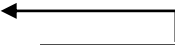
## Dip-Switches:

Dip-Switch	Function	Master	Slave
1	Terminating	ON	OFF *
2	Master/Slave	ON	OFF
3	Master/Slave	ON	OFF
4	Master/Slave	ON	OFF
5	Snapshot	OFF	OFF
6	RDM Disable	ON / OFF	ON

\* If a Slave unit is at the end of a DMX line the internal terminating resistor can be used to terminate the DMX by turning Dip-Switch 1 to the 'ON' position

## Snap-Shot (Recording DMX):

Memories: To program a memory follow the procedure below:

- Connect the Master Light-Switch to a DMX source
  - Set Dip-Switch 5 to the ON position
  - Power on the Light-Switch (both arrow keys will flash)
  - Press the 'Up Arrow' button
  - Press a Memory Page (A to D\*)
  - Press a Memory Number (1 to 8)
- ← 
- (DMX record occurs when a number button is pressed)*  
*When a memory is recorded the corresponding LED will remain lit*
- Once finished turn the Light-Switch off and remove the DMX source
  - Set Dip-Switch 5 to the OFF position and reconnect the DMX fixtures
  - Power the unit on

\* Sequences: In Snap-Shot mode a sequence is considered the same as a memory, i.e. it will record one snapshot and playback when selected. There are six sequences that can be programmed.

Switch-Edit is used to define the sequence structure when using multiple memories.

Note: The slave Light-Switches do not need to be programmed with memories or sequences.

## Programming with Switch-Edit:

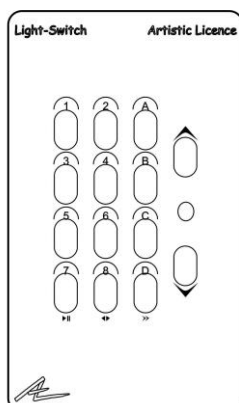
*(Please refer to the Switch-Edit Manual for full capabilities and explanation)*

To program Light-Switch with Switch-Edit please connect J3 to the computer using the cable and adaptor supplied with Switch-Edit. Only the Master Light-Switch needs to be programmed with Switch-Edit. Communication with Switch-Edit is done automatically and live editing of memories can be achieved.

If an RS232 port is not available a USB to RS232 adaptor can be used. They are available from most Computer retailers. Please contact Artistic Licence for more details.

Note: Not all USB to RS232 adaptors are compatible with this system

## Front-Panel Buttons:



- ❑ Memory Selection:
  - Press a Memory Page (A to C) unless already selected
  - Press a Memory Number (1 to 8) to play-back memory
- ❑ Sequence Selection:
  - Press the Sequence Page 'D' unless already on
  - Press a Sequence Number (1 to 6) to start sequence
- ❑ Sequence Run / Pause
  - Press the Sequence Number '7' to run/pause the current sequence
- ❑ Sequence Forward / Reverse
  - Press the Sequence Number '8' to change direction of current sequence
- ❑ Grand-Master
  - To fade up press the up-arrow button
  - To fade down press the down-arrow button
  - When level has reached max or min LED is lit

## Zones:

### Overview:

Light-Switch has the capability of controlling 15 zones using Slave panels to control different zones. Switch-Edit is used to program zone information. Before programming it is recommended to plan what zones are required and list the DMX channels within each zone. For more information please refer to the Switch-Edit user guide.

### Setting the Zone:

Each panel (Master or Slave) has to be assigned a zone. By default they are set to zone 1. To assign a different zone to a panel follow the procedure below:

- Set Dip-Switch 5 to ON
- Press the GM Down Arrow
- Select either page A or B
- Press the relevant number
- Set Dip-Switch 5 to OFF

Page A1 to 8	Zone 1 to 8
Page B1 to 7	Zone 9 to 15

*Note: Once the Slave panels have changed zones the Master panel needs to be re-booted*

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