

# Reference

This section gives details on how to select and program all the LD90 programmable features, using the rack keypad and display. To fully appreciate how all the programmable functions interact, refer to the Control Signal Path Diagram in the Appendix.

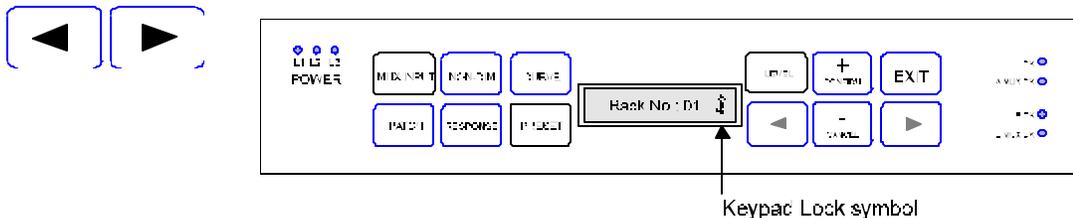
## Navigating the System

The following sections describe in detail the keypad, keypad operation, the LED indicators, and the system's default (factory) settings.

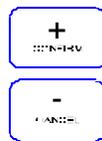
### The Keypad and Display

It is possible to access a range of programmable features through the use of the dimmer rack's keypad and 16 character display. Programming is designed so that operation is kept simple and multi-level menus are minimised. Multi-level menus are generally used for advanced functions covered later in this section. English is the default language and this text assumes that English is selected.

The six keys, MUX INPUT, NON-DIM, CURVE, PATCH, RESPONSE, PRESET on the left of the control module and the LEVEL key on the right are functions which can be controlled by the parameter keys listed below.



These keys are always used to go to a sub-menu, to move between fields or to move along a large numeric field. A flashing cursor will signify which field is selected.

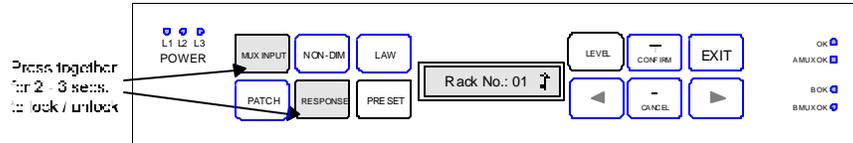


Unless otherwise specified, the + and - keys are always used to adjust a numeric field shown in the display or to scroll between possible fixed options. For CONFIRM /CANCEL operations see EXIT key. **Note:** By holding down the + or - key at the top level of the menu system (i.e. when Rack 01 is shown, as above), the display contrast may be adjusted.

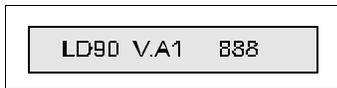


The EXIT key, when pressed, will leave an option or menu and generally record any changed data immediately in non-volatile memory. Some options require positive confirmation via the +/CONFIRM or -/CANCEL key. A prompt will be produced if confirmation is required.

**Keypad Lock** The keypad has a lock facility, requiring the key combination MUX. INPUT and RESPONSE to be held down for 2-3 secs. to activate / deactivate it. When locked, a lock symbol is displayed as shown below. The lock will be automatically re-enabled after 10 minutes.



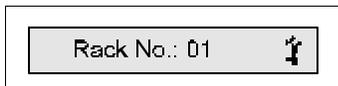
**Power up Display** When the rack is switched on, a number of self-tests are run and the system displays the following message for a few seconds



It checks and shows the rack configuration and version of software, A1 in this case; and number of dimmers fitted to each phase (**888** in this case). Other configurations are shown below.

- 000 No POWER BLOCKS fitted.
- 444 4 dimmers fitted to each phase (3 x 5kW usually).
- 888 8 dimmers fitted to each phase (3 x 2.5kW usually)
- 884 8 dimmers fitted to L1 and L2 phases, 4 dimmers fitted to L3.

Any other configurations will display accordingly.



The default display, shown left, appears as soon as this software check is complete.

**Indicators** LD90 has 7 green LED indicators to indicate its status. LED's associated with MUX B are part of the optional MUX B processor.

- L1, L2, L3 Phase Power present at Processor Unit
  - O.K. Main processor is running. A flashing condition indicates that over temperature has been detected in one or more Power Blocks.
  - B OK Optional multiplex receiver B processor fitted and running.
- MUX A OK / MUX B OK Shows that valid multiplex signals are being received at the Mux A or Mux B input.

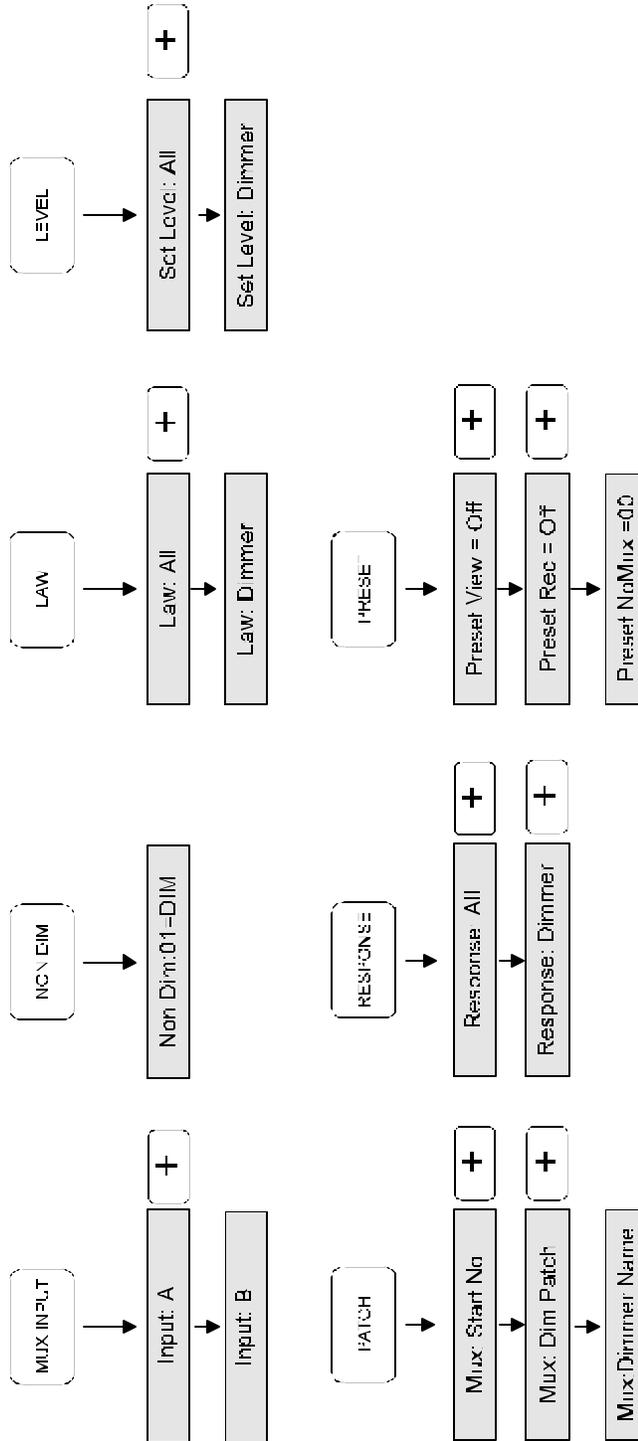
## System Default Settings

When first switched on from new, or when set to defaults, the following functions will be set to the following states:

MUX INPUT A & B	DMX 512
NON-DIM	
CURVE	All dimmers = Square
PATCH	Start address of dimmer 01=0001
RESPONSE	All dimmers = Medium
PRESET	Preset 0 = Should a mux failure occur all dimmers will fade to blackout after a period of 10 seconds.
LEVEL	Dimmers take levels from control inputs (MUX, analogue etc). Note that every time the dimmer system is switched on, even if a LEVEL was set previously, it will always respond to the control inputs.

## Function Keys & Menu Levels

The following tree diagram gives an outline of the menu system. Generally the first line of each menu is the most commonly required function.

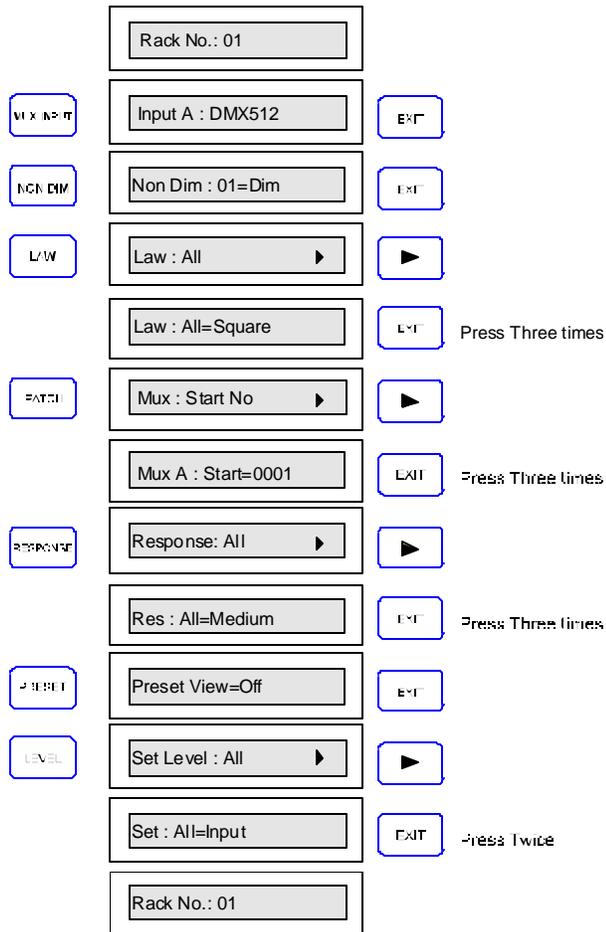


## Checking Default (Factory) Settings

The procedure illustrated below shows how to check all default settings. After unlocking the keypad pressing the appropriate keys as shown will step through each default in turn. The ► symbol indicates that there is another menu level available.



*Note that for menus that control ALL dimmers, a confirmation will be requested on EXIT. Pressing +/CONFIRM will ensure that all dimmers are set to the specified value. Pressing -/CANCEL will leave them as programmed.*



## The Mux Input Key

Protocols can be changed to any of the following options shown in the procedure below. The Input B parameters are not available unless the optional 2nd mux processor is fitted.

Rack No.: 01	MUX INPUT
Input A : DMX512	▶
Input A : DMX512	— CANCEL
Input A : D54	— CANCEL
Input A : SMX2k4	— CANCEL
Input A : SMX9k6	— CANCEL
Input A : SMX*8k2	— CANCEL
Input A : SMX62k5	— CANCEL
Input A : SMX250k	— CANCEL
Input A : DMX512	EXIT
Rack No.: 01	

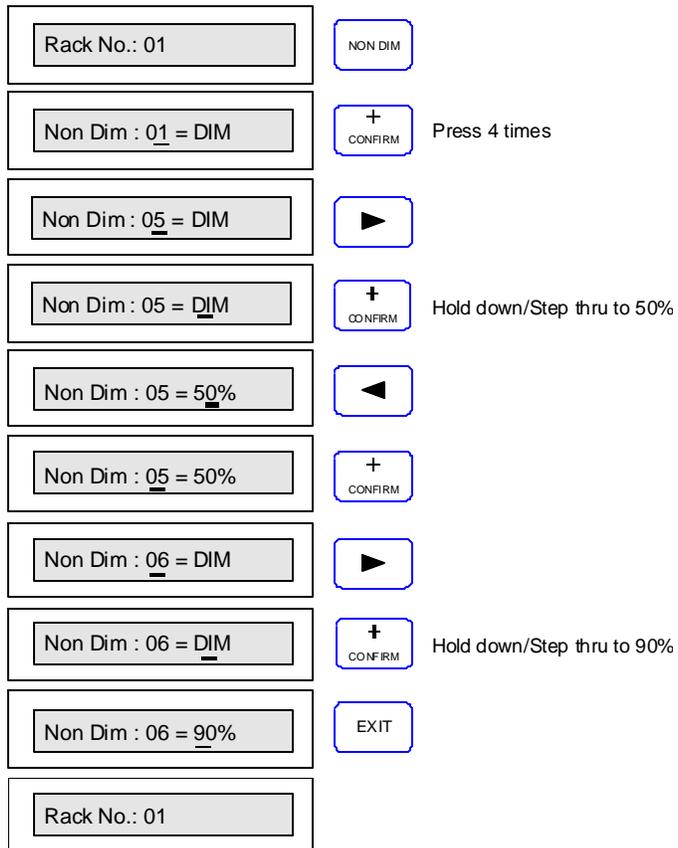
Press EXIT in any of the above options to confirm selected setting

The  key may also be used to step through these options.

**The Non-Dim Key** This key allows dimmers to be assigned as "Non-Dims", i.e. they will remain at zero below the set threshold (%) and at full if above the threshold

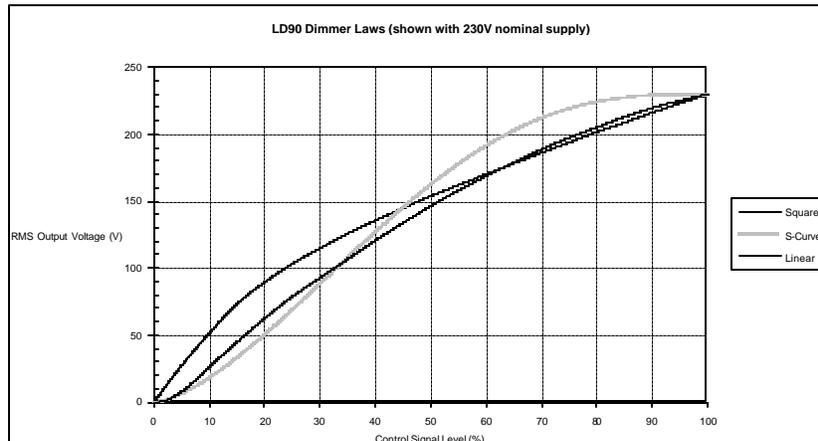
### Basic Operation

Example: Dimmer 05 to 50%, Dimmer 06 to 90%. (Max. setting)



**The Curve Key** There are 3 dimmer curves available, these are supplied for compatibility purposes with other dimmers or applications. T.V. requirements generally use SQUARE whilst the S-curve allows matching with older dimmers. LINEAR is most suitable for theatre use. SQUARE is the default.

The following graphs illustrate the relationship between input signal and output voltages for the different curves.



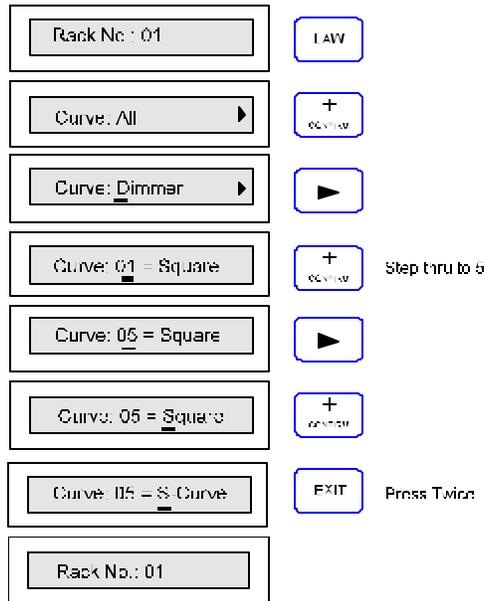
**Note:** Separate curves apply to fluorescent fittings, these are selected automatically with the FLUORESCENT DIMMER SETUP in the SETUP menu.

### Basic Operation

Example: Set ALL dimmers to LINEAR

Rack No.: C1	LAW
Curve: All	▶
Curve: All = Square	⊖
Curve: All = Linear	EXT
"Please Confirm"	+
Curve: All	EXT
Rack No.: C1	

Example:- Set Dimmer 05 to S-Curve



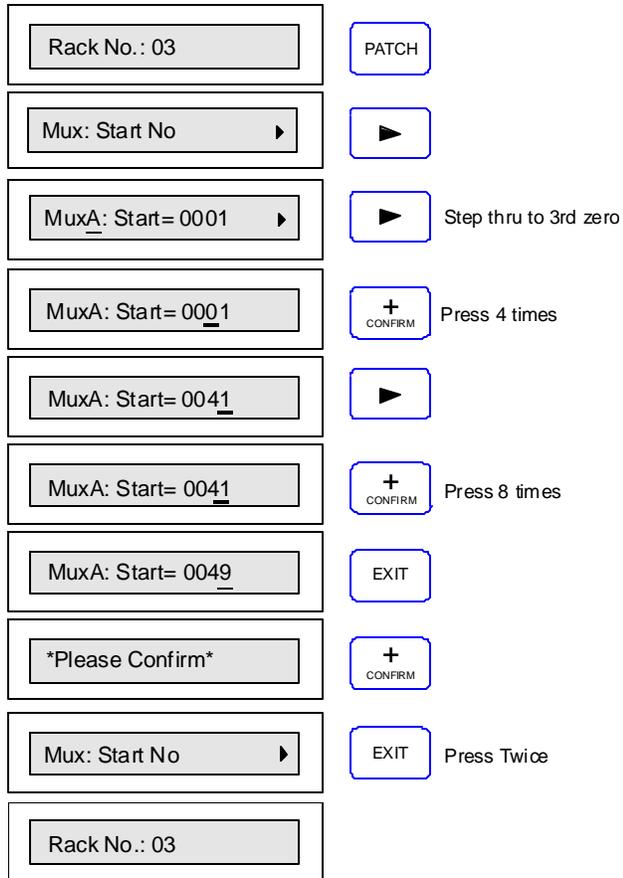
**The Patch Key** The PATCH function allows you to allocate dimmer numbering according to your own requirements.

- The **Mux: Start** option is the most basic facility, allowing you to patch all dimmers in the rack sequentially after the specified *Start Number*.
- The **Mux:Dimmer** option allows you to assign each dimmer to a specified multiplex number. Note that D54 protocol has a maximum spread of 52 dimmers, starting at the **Mux: Start** number.
- The **Mux:Circuit** option allows you to assign your own dimmer numbers or names independently of the *Start Number* or *Dimmer patch*. It is an important facility but only for use with SWC or SV90. The facility allows you to use your desk's channel numbering scheme, or even a geographic numbering scheme, (e.g. 100, 101, 102... 110, 111, 112 etc. when remotely controlling dimmers in a complete system. (See ADVANCED OPERATION for an example).

### **Basic Operation**

Example 1: On a 3 rack system where all POWER BLOCKS are 2.5kW dimmers (24 per rack) the third rack would normally start at dimmer number 49. To set this, follow the procedure below:

**Note:** It is not recommended to alter PATCH with dimmers on, as patching operations will directly affect light output.



**Note:** The mux address will change as the dimmer number is changed showing the address that the dimmer is patched to. Remember that any changes to the patch will be seen on the lighting output immediately.

Example 2: Dimmers 1-2 are both to be assigned to mux number 100.



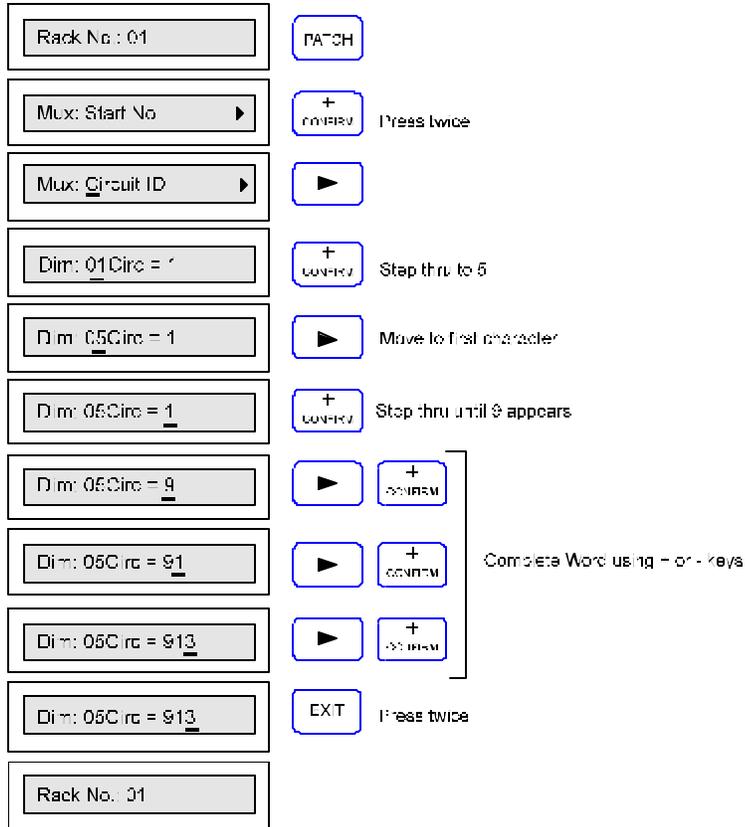
*When using the D54 protocol, you must set the Mux: Start Number to the lowest Mux address that you want to patch any dimmer to. When using the Mux:Patch facility, the software will not allow you to set any dimmer to respond to an address more than 52 higher than this number.*

Rack No.: 01	PATCH	
Mux: Start No	+ CONFIRM	
Mux: <u>Dim</u> . Patch	▶	
MuxA: Dim 01= 0001	▶	
MuxA: Dim <u>01</u> = 0001	▶	Press twice
MuxA: Dim 01= 00 <u>01</u>	+ CONFIRM	
MuxA: Dim 01= 0 <u>1</u> 01	▶	Press twice
MuxA: Dim 01= 01 <u>01</u>	- CANCEL	
MuxA: Dim 01= 01 <u>00</u>	◀	Press 4 times
MuxA: Dim <u>01</u> = 0100	+ CONFIRM	
MuxA: Dim <u>02</u> = 0002	▶	Press twice
MuxA: Dim 02= 00 <u>02</u>	+ CONFIRM	
MuxA: Dim 02= 0 <u>1</u> 02	▶	Press twice
MuxA: Dim 02= 01 <u>02</u>	- CANCEL	Press twice
MuxA: Dim 02= 01 <u>00</u>	EXIT	Press twice
Rack No.: 01		

Example 3: By utilising the **Circuit** feature on LD90 it is possible to give dimmers 5 character identification names or numbers, for instance Dimmer 5 is to be called 913. Giving dimmers **Circuit** numbers will prove useful when LD90 is used with the optional SWC Remote or the SV90 Programming Terminal which may be used to control significant numbers of dimmers.



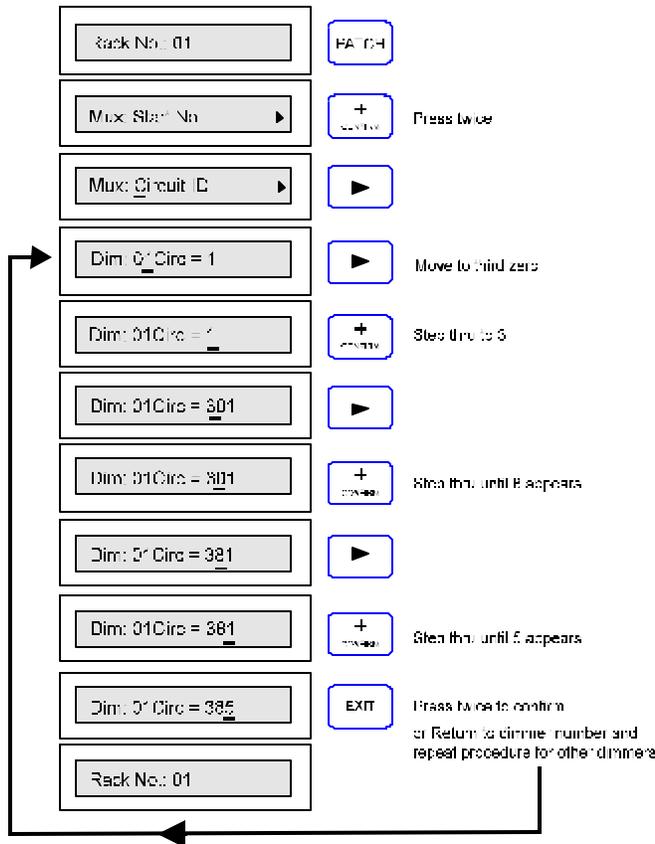
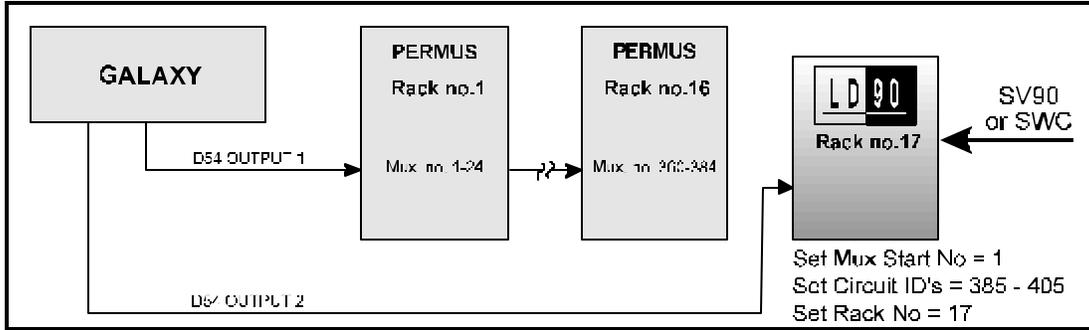
*Note that the Circuit ID must be a 4 digit numeric value only to be used with the SWC Programmer, as the unit only has numeric keys.*



### Advanced Operation

Example: A 24 dimmer LD90 is being added to an existing installation of 16 Permuss racks (dimmer capacity 384) driven by a Galaxy console. The total number of dimmers is 408, so exceeding the capacity of one D54 Mux link. The Galaxy's second mux output must be used, driving dimmers 385-768. However, there is no implicit number carried in the D54 Mux signal to tell the new dimmer rack that it is receiving 385-768. To the dimmers it appears as 1-384 again.

By setting the dimmer **Circuit ID's** to 385-408 and the start number to 1, the dimmer can be controlled both by the Galaxy **and** SWC Programmer or SV90 as dimmers 385-408. The **Circuit ID** feature will allow us to do this as shown in the diagrams overleaf.



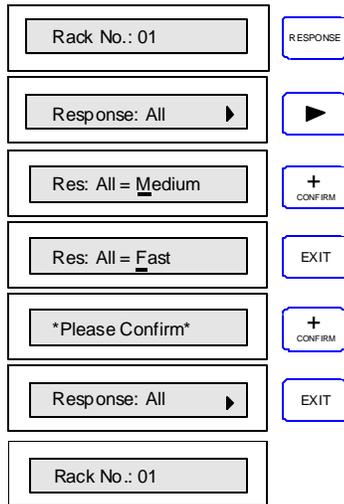
**The Response Key**

The response speed of a dimmer is the rate at which it responds to an increase or decrease in its control level. Three speeds are available, MEDIUM, FAST and SLOW, corresponding to 100mS, 30mS and 300mS. SLOW is generally used for large lamp loads e.g. 5kW fittings such as QUARTZCOLOR POLLUX, whilst FAST is used for small lamp loads such as those used in a chase effect



## Basic Operation

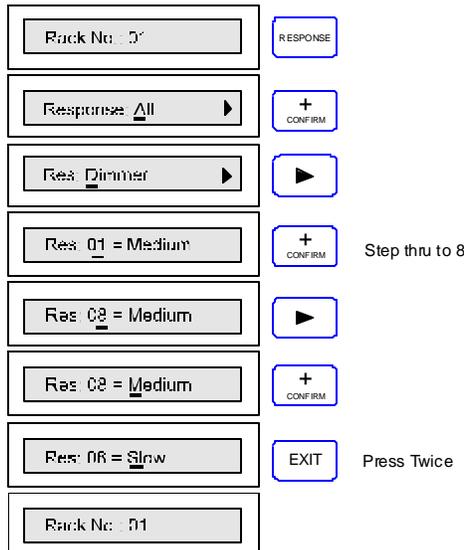
Example: Set all dimmers to FAST



The fast setting together with the accuracy of digital dimmers can cause very high inrush currents to flow. These may damage large lamp filaments and cause circuit breakers to trip. Only set dimmers to FAST if necessary for a particular effect.

## Advanced Operation

Example: Set dimmer 8 to SLOW



**The Preset Key** There are 99 user programmable Presets. PRESET 0 is a non-recordable blackout state.

It is possible to record your own preset states and assign any one of them as a 'backup' state that will fade in 10 seconds after the Mux. signal has failed (the NoMux preset). The dimmer always records total output into the selected PRESET.

Any of the Presets may be called up and added to the dimmer output in a 'Highest Takes Precedence' (HTP) manner from the rack keypad, or, remotely by SWC or SV90. This is the PRESET VIEW facility. When selected, the preset will crossfade at the default time of 10s, or if using SWC or SV90, a recorded time, from any previously selected preset.

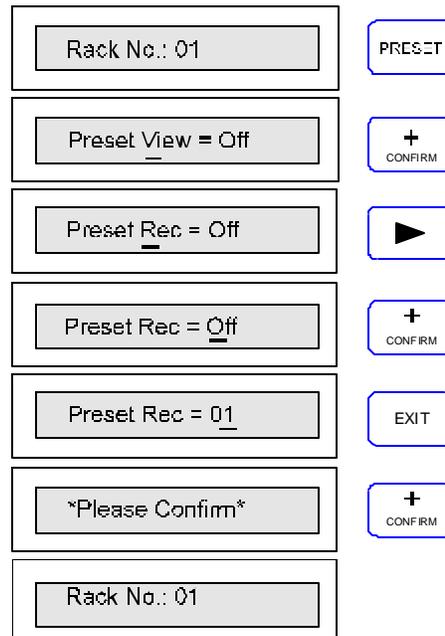


*Since PRESET VIEW operates on a Highest Takes Precedence (HTP) basis with other control inputs (e.g. the multiplexed signal from a lighting desk), if a preset has been left 'on view' it will not be possible to subsequently fade down the dimmers from the lighting desk. To avoid problems, always turn off the preset after use.*

### Basic Operation

Example: Record dimmer output into preset 1

1. Set up the desired lighting state first using any control means.
2. Follow the procedure as shown.
3. Repeat for any other Presets that are required.



## Advanced Operation

NoMux=0 is the default setting, causing a fade to blackout when the Mux signal from the control desk ceases. Setting NoMux to any of the Presets 1-99 causes the selected preset to be faded up instead.

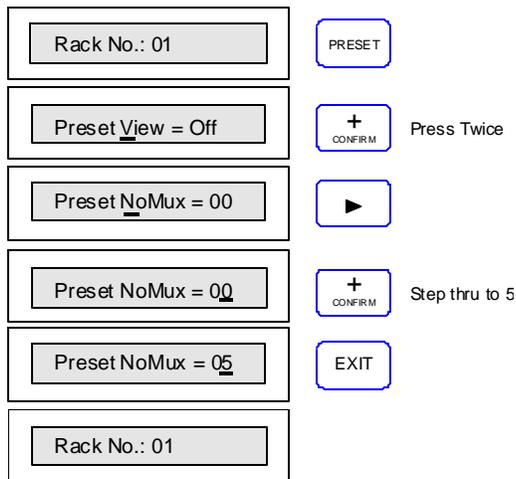
Setting NoMux to HOLD (HLD) will allow the current lighting state to remain in the event of a Mux failure. This is useful as a safety feature in live performance situations.



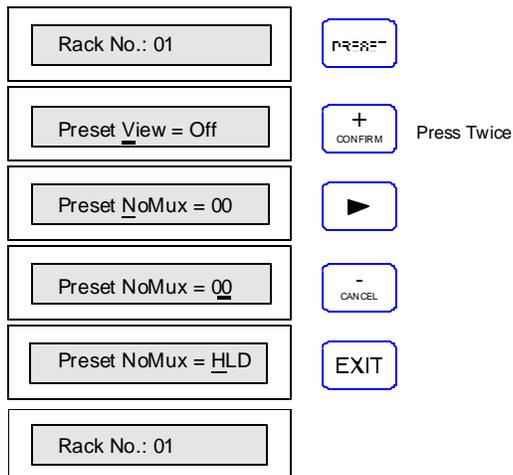
### Caution

**Setting NoMux to HOLD may cause problems if the dimmers are left on after the control desk is turned off. Many desks produce unwanted signals as the power fails, and once the desk is turned off, the dimmers are susceptible to noise pickup on the Mux Input. This can leave the dimmers unexpectedly ON. If you set NoMux to HOLD, make sure unattended dimmers are turned off.**

Example:- Assign preset 5 as the 'backup' state



Example: Set NoMux to HOLD



**The Level Key** This function allows dimmers and loads to be tested directly from the keypad, regardless of the signals, Mux or otherwise that are being received from inputs. Either ALL or individual dimmers may be set to any % level.



*Note: Since this control overrides the control inputs, including the Presets, it is possible to completely disable any or all of the dimmers. This is not a safety switch off mechanism however. It is easy to forget to set the dimmers back to INPUT, giving rise to unexpected lack of control.*

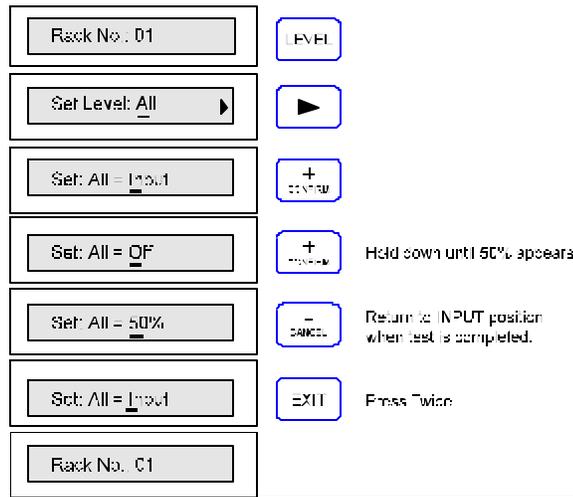
Normally this control is set to ALL=INPUT whereby all dimmers will be controlled by the Mux generated by a lighting console, analogue inputs and Presets.

This control may also be used to set up states for recording into Presets in architectural situations where there is no conventional lighting desk available.

The lighting console is overridden by this key but the MINIMUM DIMMER LEVEL and MAXIMUM VOLTAGE set in the RACK SETUP procedure still take overall precedence. This should be borne in mind when using the facility.

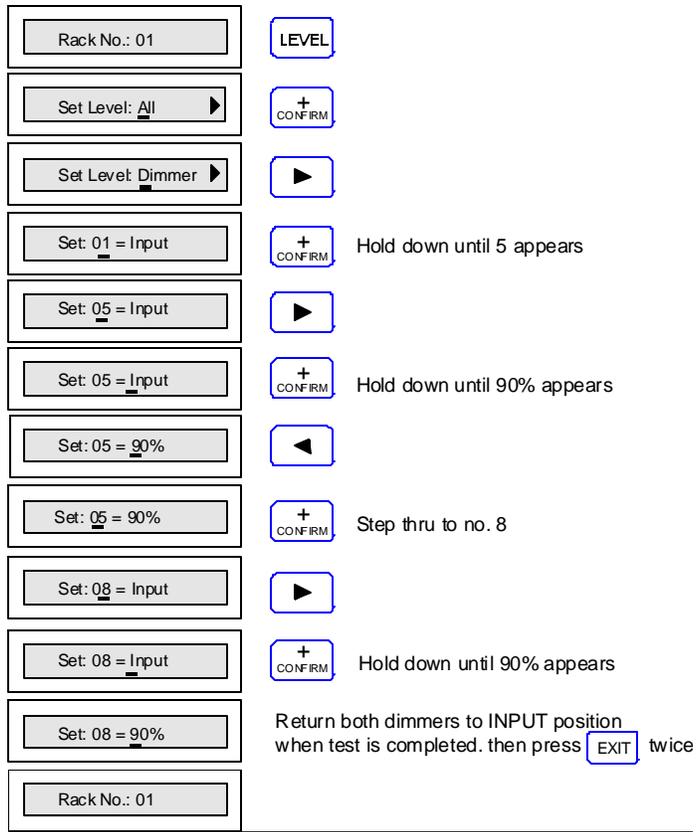
### Basic Operation

Example: Set all dimmers to 50%



## Advanced Operation

Example: Dimmer numbers 5 and 8 are to set to 90%



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## User Messages

Sometimes, the software may produce an unexpected message, due to external or internal reasons. Each "Error" has a unique number and is logged internally in non-volatile memory. If a message should appear, then its number should be written down and referred to your Strand Lighting service agent or dealer. The message can be cleared by pressing EXIT.





