

PREMIERE

NUMBER ONE IN ARCHITECTURAL LIGHTING

Despite the variation in lighting control boards, they all have one important factor in common. An operator.

For designers working in architectural environments, creating dynamic lighting solutions requires the ability to create and record lighting scenes with sophistication equal to those of an entertainment board. However, the replay of cues is not in the hands of an experienced operator. Instead, it will be the user of a building, perhaps a waiter in a restaurant, the hirer of a function suite, or the building janitor who pushes a button to recall lighting scenes.

Lighting designers often interpret the architects' concepts in the design office, probably working from plans rather than within a completed building. A control system which combines the capability for imaginative lighting with simplicity of use is called for. Premiere — a new concept in architectural lighting control — is Strand's answer.

THE DESIGNER'S VIEW

Creativity is the key to Premiere's appeal to lighting designers. Because of its versatility, the lighting designer is able to allow his creative skills free reign without many of the constraints imposed by standard preset programmable systems. Stations can be changed or new ones added at a later date, without wiring changes. Detail programming decisions can be taken in advance of installation.

Sitting down at a Personal Computer (PC) in the design office, rooms can be assigned and labelled, the channels identified, lighting intensities set, and put into presets, operating times decided and the data stored on a 3½ inch disc for transfer to the system's programme module. Of course on site, the designer may wish to make a few changes once the real circumstances are

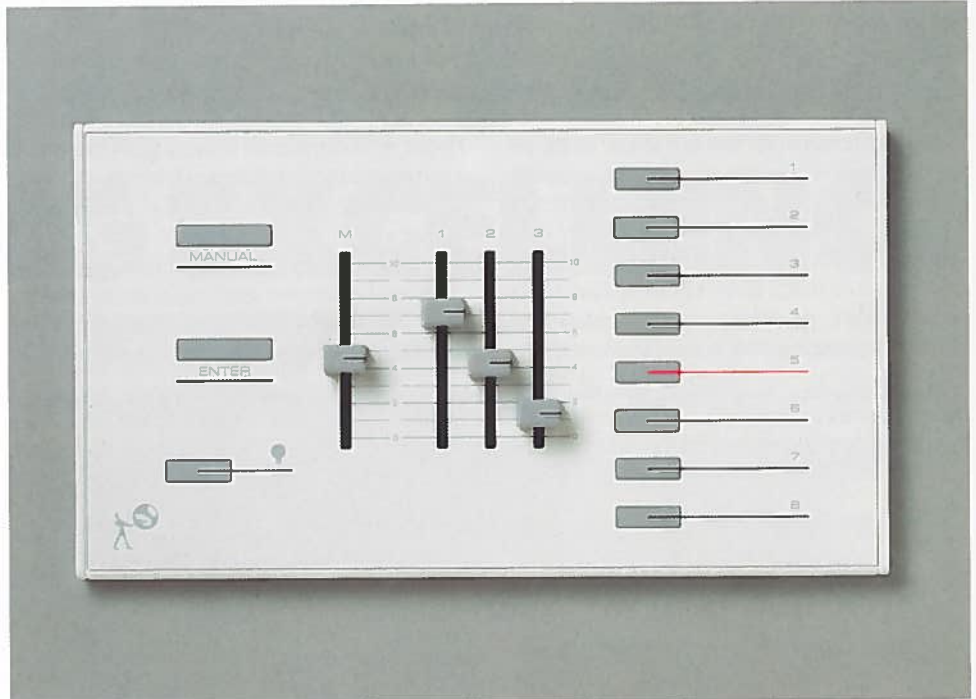
viewed. No problem for Premiere, as the program can be modified there and then, from a remote hand-held terminal within the room, by using an off-line PC, or by a command station which even prompts the user through the re-programming steps.

Premier's C-LAN (Control — Local Area Network) is a 4-wire low voltage connecting data highway, carrying digital information; either the advanced SMX protocol or DMX512, between a central systems processor, remote control stations and dimmers supplying the lighting loads or relays in a building management system.

Control stations can be wired on to the C-LAN in 'daisy-chain' or star configurations and, because it is a 4-wire link, station types can be interchanged or added for system variations or expansions during the life of the building, without the need for re-wiring.

Heart of the system

At the heart of Premiere is a central processor module containing the system configuration which co-ordinates the operation and supervision of daily operations and diagnostics. Control system functions such as presets, labels for pushbutton LCD displays and cur-



■ The easy-to-use Premiere control panel showing lighting states for a variety of rooms.

Flexibility, combined with simplicity; Premiere provides the means for designers to realise lighting effects previously too complex or expensive to achieve.

THE TECHNICAL OVERVIEW

Premiere is a series of standard components linked together by a Local Area Network (LAN) to create customised lighting control for any building application. From hotels and restaurants, churches and cathedrals, to museums, theme parks and conference centres, Premiere can be planned to meet architectural lighting control needs.

rent operational status originate from this central processor and can be additionally monitored by a remote PC or Building Management System.

The initial configuration of the system can be done in the field or on a PC running MS DOS 286 and then down loading the configuration via the optional 3½ inch floppy disk which can also be used for library storage. The user can, at any time, modify the current operation, presets and control stations on a real time basis.

The central processor possesses an astronomical time clock to execute fixed or variable event commands, which