can be programmed to occur on a specific day or date. Commands can be copied on to other days or dates, either individually or on a group basis, and time offsets to deal with changes for daylight saving (such as BST or GMT) are included.

Each processor has 128 channels available which can be divided across up to 32 independent rooms, with each room or area having up to 128 presets. The system is capable of driving up to 512 dimmers, or 96 dimmers for a smaller system.

Presets can be manually played back by pushing control station buttons, or automatically programmed using the processor events clock. Each preset can have an individual fade up or down rate. They can be linked together for 'looping' effects with programmable dwell times. These 'looping' effects can operate singly or continuously. Fade and dwell times can be programmed in one or two ranges — from 0.1 seconds to 30 minutes or 30 minutes up to 9 hours in 1 second increments.

In order to identify channel, room, individual preset or groups of presets, eight character descriptions can be assigned which appear on the set-up VDU monitor during configuration or at LCD (Liquid Crystal Display) Premiere control stations.

Premiere has programmable group functions or 'macros', each consisting of up to 50 steps. These macros are global, affecting control across the entire system, selected subordinate groups of rooms, or individual areas.

The macro functions can be initiated from control outstations, system time clock, supervisory PC or from other devices via the system RS485 Ethernet compatible input. The latter, for example, from a supervisory Building Management System (BMS) computer.

The ability to divide or combine rooms, for example in a hotel conference suite with partitions, is achieved by the systems' 'Combine' or 'Link' modes, which can be manually operated from the room partition switch panel, or by micro-switches located in partition walls.

Another useful feature is an input receptacle for a telephone modem, which can give remote or off-site access and control of the operating system.

Visible fastenings banished

Apart from the visual effect of the programs within the lit environment, control stations are usually the only visible elements of any architectural control system. For this reason, the design should be elegant and functional.
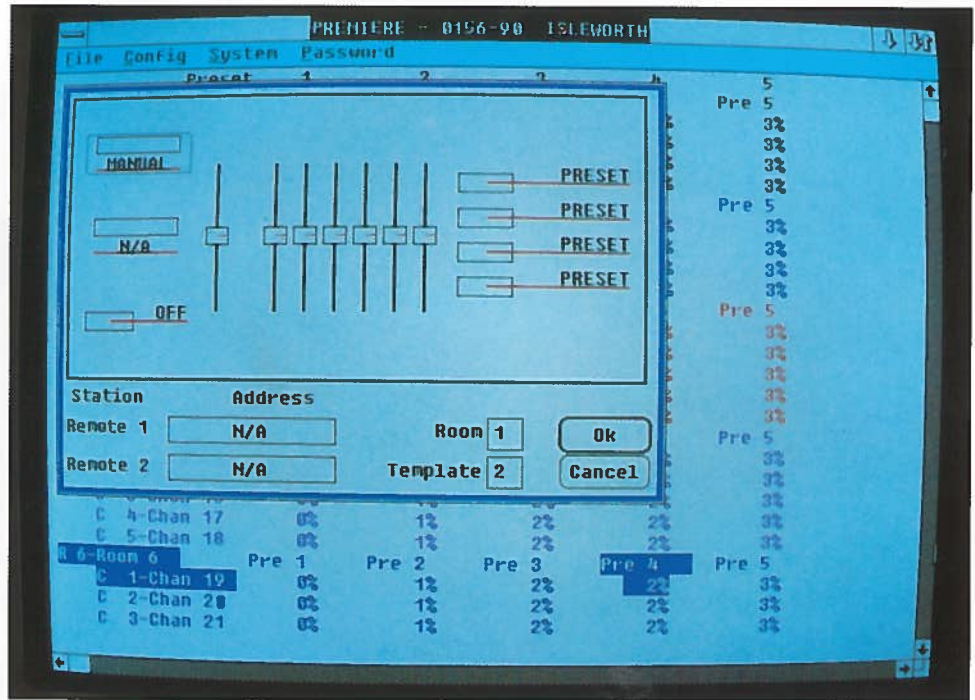
■ *Premiere configuration — screen display for station assignment.*

Premiere stations all have a clean soft white fascia, with all visible fastenings banished. They are available in various types, combining low profile push buttons and theatrical style faders. Thin red lines, which are illuminated by LEDs on selection of a function button, give 'at a glance' reference to the current lighting state or assist in locating station positions at low ambient levels or in blackout.

Each control station possesses its own independent address on the C-LAN, set by a rotary dial on the back of the station, with up to 16 stations allowable on each C-LAN. Control station operation functions are set up during the system configuration. Programmed assignments may be allocated to each station in groups or 'templates' of up to 16 functions. Again, these template groups may be manually activated at a local control station, or automatically by the system time clock.

Master stations have a 10 key numeric entry keypad to address channels, presets, rooms, channel levels and to set time clock functions. There are a further six function buttons provided to operate programming commands.

Programming actions are shown on a 16 character back-lit LCD display. Portable programming stations enable a lighting designer to set up 'looks' within the space he is lighting.

Other Premiere stations include a wide selection of familiar features — combinations of faders with preset pushbuttons, 'raise' and 'lower' and 'ON/OFF' functions, plus key switch options and special devices. A new LCD display station has eight push buttons, each of which can have a 16 character label or description assigned to it.