

i-light touch



Operating manual

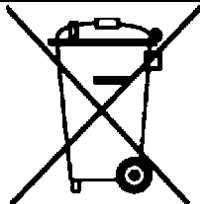
Translation of the original



27133 - A

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Electronic appliances should not be disposed off in household waste. They should be disposed off correctly in compliance with Directive 2002/96/EC of the European Parliament and the Council dated the 27th of January 2003 governing waste electrical and electronic equipment (WEEE).

Please dispose off these devices at the public collection site intended for this purpose at the end of their service life.

1 Introduction

The i-light touch is an independent RGB light control unit that combines a standalone DMX controller and a user interface in a single unit. Designed to allow end-users to setup custom light scenes and colour-changing effects directly on the device, i-light touch is easy to use and require no software to setup light scenes. By outputting directly DMX512 protocol, i-light touch can control LED fixtures through a single RJ-45 connection for power and data.

1.1 Safety instructions



Please read this instruction manual carefully for your own safety and that of the product prior to commencing with adjustment and installation!

- Unpack the i-light touch and ensure that it has not been damaged during transportation prior to using it
- The exposed PCB should only be handled with gloves
- The maximum ambient temperature for the i-light touch is 40°C
- The protection class of the i-light touch is IP20
- Cease using the i-light touch immediately should serious operating problems arise
- The control unit should be fitted carefully
- Only spare parts that are identical to the original device should be used in all cases

Caution :

- Keep the outer casing clean with a soft cloth
- Audio-visual devices such as televisions or radios can cause malfunctions in relation to the i-light touch. Do not use devices of this nature in the immediate vicinity of the i-light touch.
- The i-light touch is not designed for service or maintenance. Do not attempt to repair the device without the assistance of a trained specialist. Please contact your retailer should your i-light touch require maintenance.



Warning! Mortal danger!

The connection work must be carried out by a qualified installation electrician from a specialised company in the electrical engineering branch approved by the local energy provider. For example, refer to DIN VDE 0100-100/2002-08.

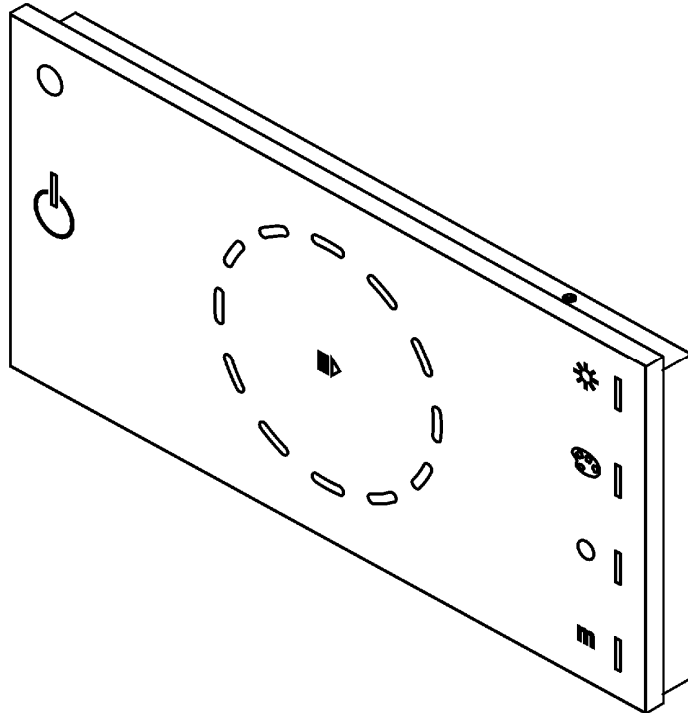
Warning! There is a mortal danger caused by electric shock if the installation is carried out improperly!

Key features

- Standalone DMX controller and user interface
- 512 channels DMX output (RGB)
- 4 mode keys to select intensity, colour, white and memory mode.
- On/off key and a play/pause key
- 4 user-defined memory slots
- 5 status LED's
- Touch wheel with 12 RGB LED's
- Built-in IR receiver for remote control
- Glass finish
- Colour change of up to 12 RGB fixtures / light-points with spread effect

2 Included in the Package

- **i-light touch** black
- operating manual
- microfiber cloth
- hex socket screw key



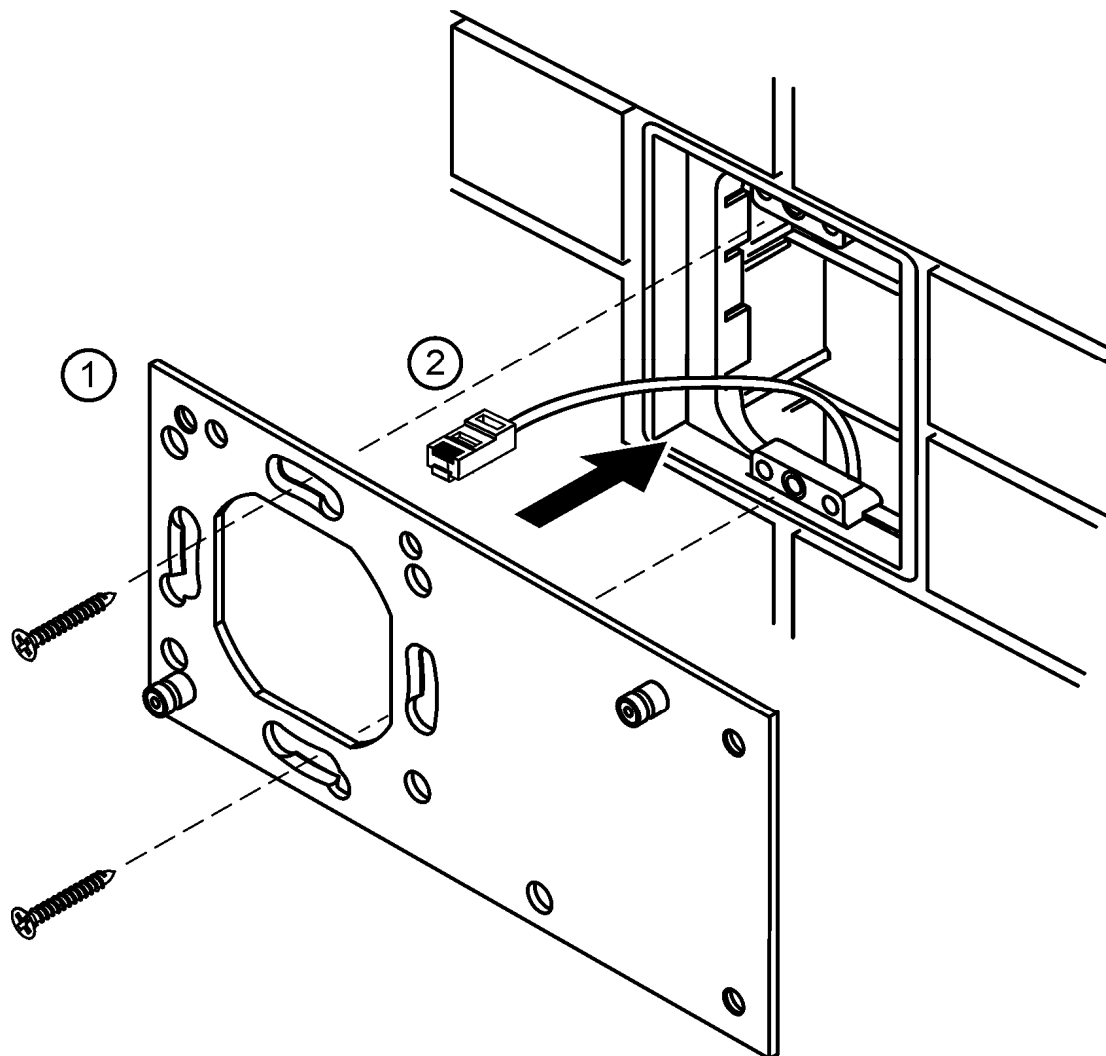
3 Hardware Installation

3.1 Mounting

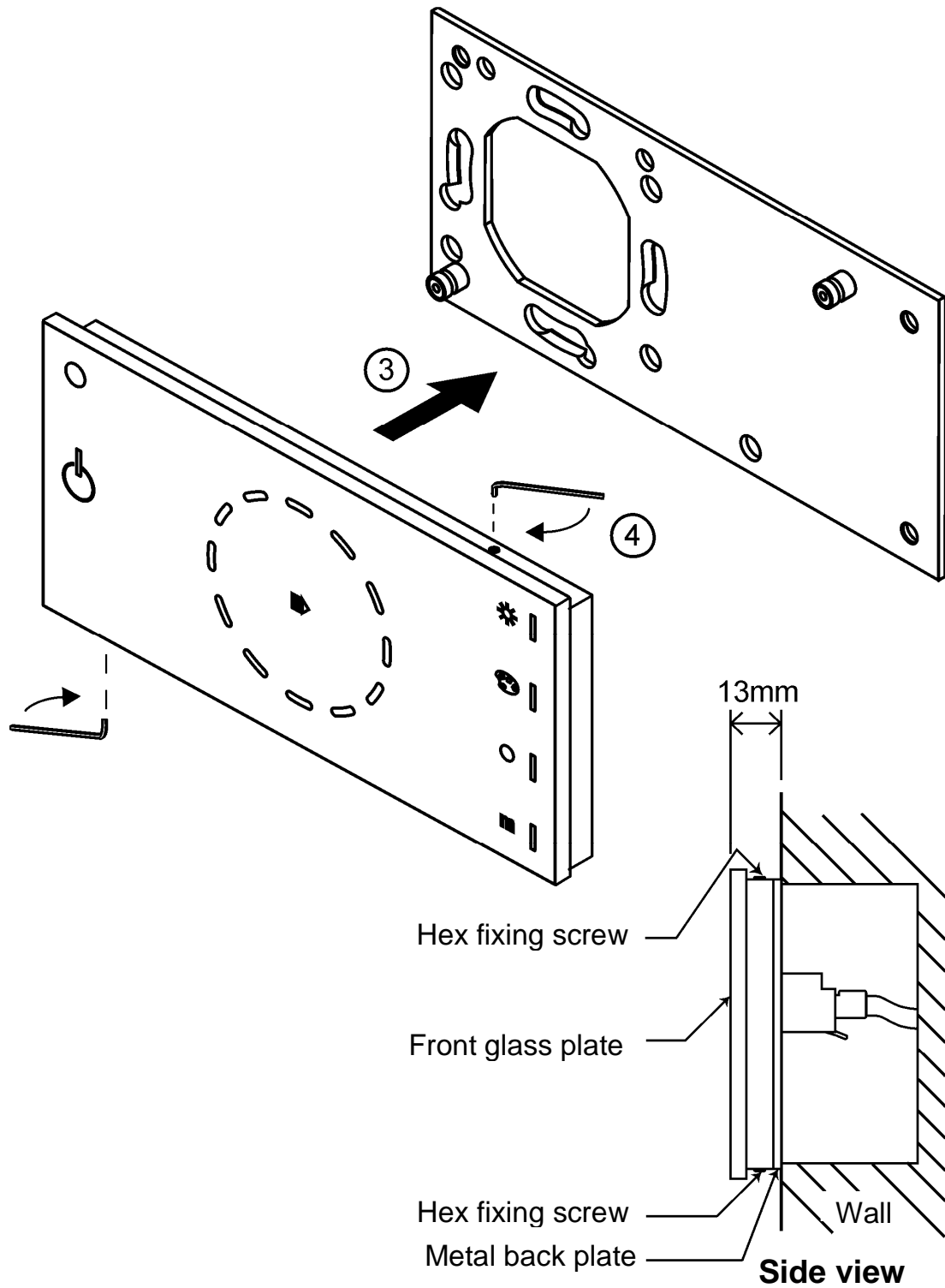
The i-light touch is designed for in-wall mounting.

Mounting the i-light touch:

1. Mount the back plate
2. Connect the cable



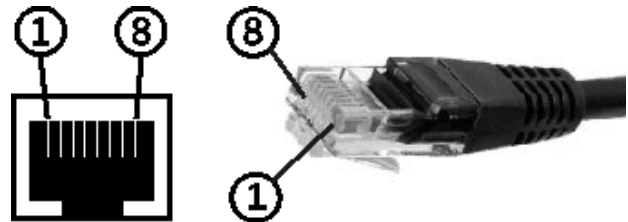
3. Place i-light touch on the back plate
4. Tighten hex screws



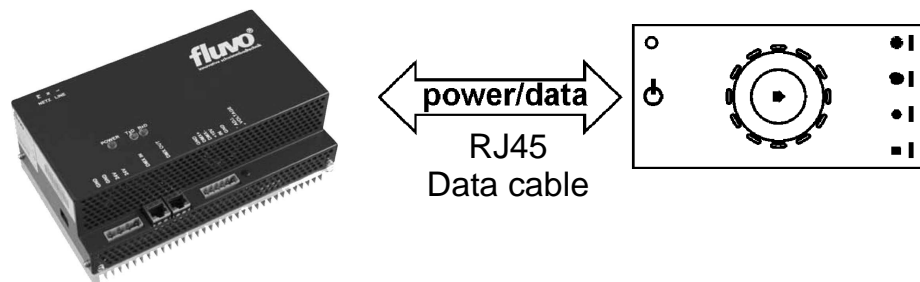
3.2 Power and Data

The i-light touch has a single RJ-45 connector for power input and data output.

Pin No.	Signal
1	DMX -
2	DMX +
3	GND
4	nc
5	VCC in: 24V DC
6	GND
7	nc
8	nc

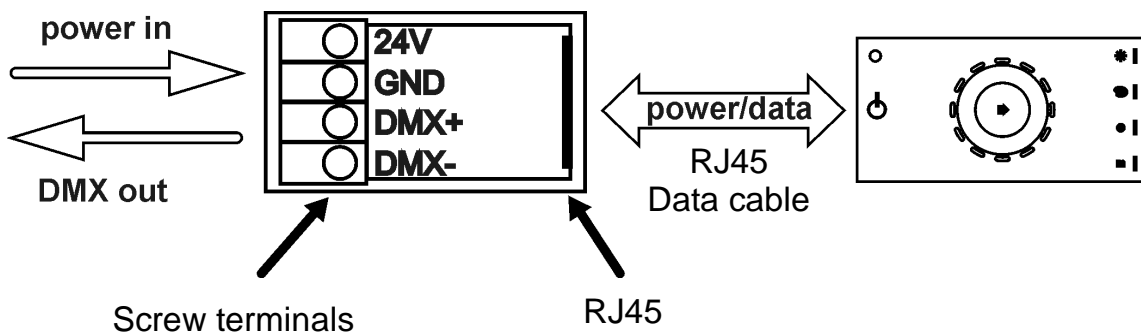


Plug&Play with the RGB control unit Luchs NT



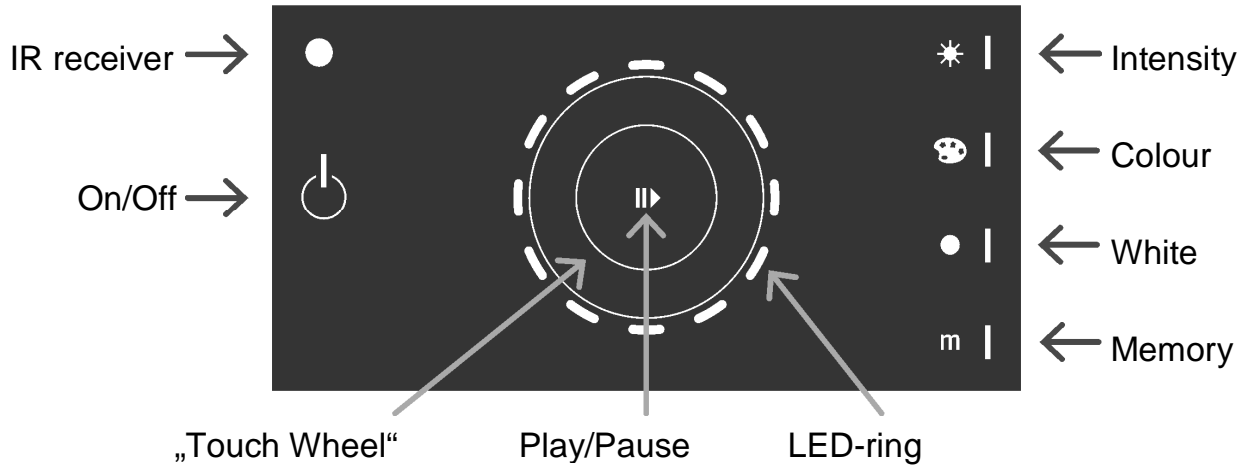
Connect the i-light touch with the RGB control unit Luchs NT using a standard **RJ45** data cable and the **RJ45** ports on both devices.

On request an **RJ45** connector adapter with screw terminals for easy connecting of an external power and data supply is available.

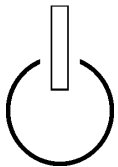


4 Using the i-light touch

4.1 Overview

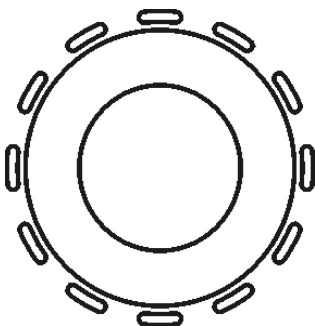


4.2 Using i-light touch controls



On/Off

The on/off key turns the unit on or off. Fixtures will fade out when the device is turned off. When the device is turned on, it will start in the last used mode.



Touch Wheel

The touch wheel is backlit with 12 RGB LED's and it is used to select and adjust intensity, colours, white colour temperature, speed, spread and memory function.

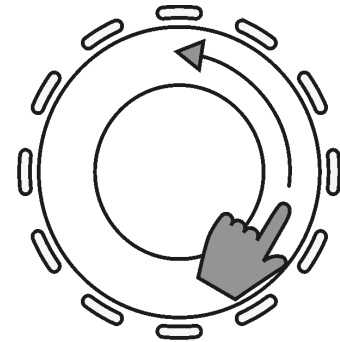
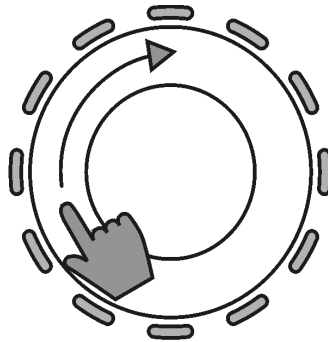


Intensity Mode

Touching the intensity key activates intensity mode.



For a quick change of the intensity simply touch the wheel at the desired intensity displayed on the LED ring.

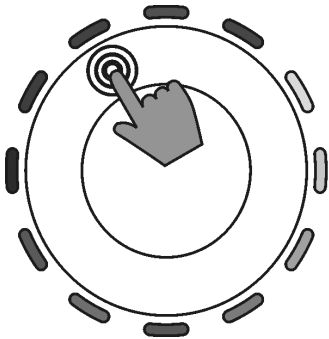


For fine adjustment, scroll the wheel clockwise to increase the intensity, or counter-clockwise to decrease the intensity.

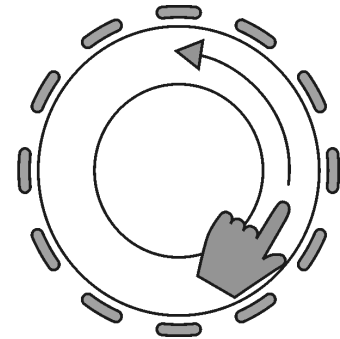
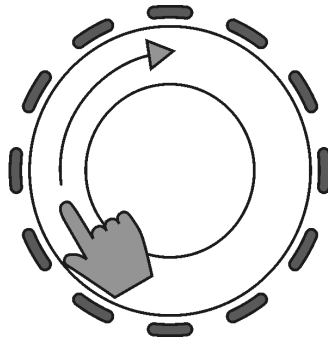


Colour Mode

Touching the colour key activates colour mode.



For a quick change of the colour simply touch the wheel at the desired colour displayed on the LED ring.

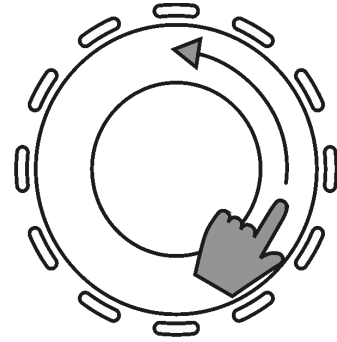
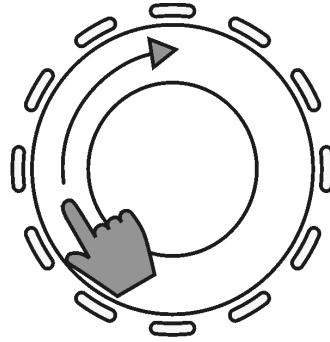
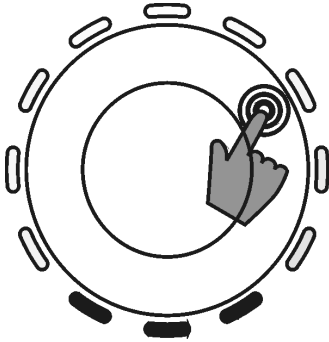


For fine adjustment, scroll the touch wheel slowly clockwise or counter-clockwise to adjust the colour.



White Mode

Touching the white key activates white mode.



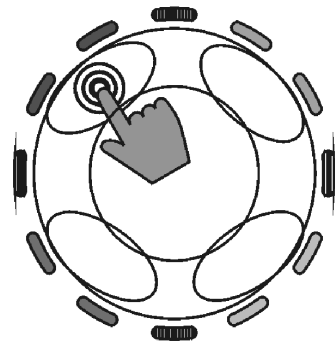
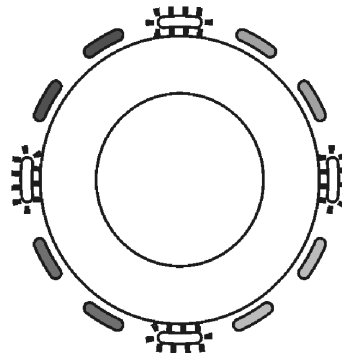
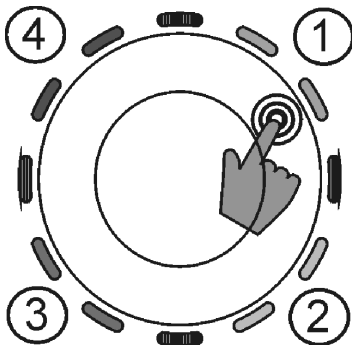
For a quick change of the intensity simply touch the wheel at the desired colour temperature displayed on the LED ring.

For fine adjustment, scroll the wheel clockwise for a colder white, and counter-clockwise for a warmer white.



Memory Mode

Touching the memory key activates memory mode.



Selecting saved colours

Four saved colours are displayed on four separate areas of the LED ring. Touch the wheel next to two colour LED's to select the displayed colour.

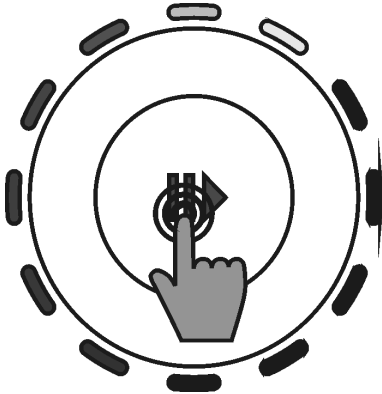
Saving colours with the memory function

After selecting a colour in any other mode, touch and hold memory key for more than 3 seconds. The LED ring will blink to signal that you can now save the current colour in one memory slot. Touch the wheel at one of the memory slots, displayed by the LED ring (see the encircled areas above).



Replay Mode

Touching the play/pause key starts or stops the replay mode. In replay mode, user-defined colours change gracefully from one colour to the next using a configured spread. See Configuring the Spread for details.



The rotating LED ring symbolises the configured speed. Scroll the wheel clockwise to increase and counter-clockwise to decrease the speed.

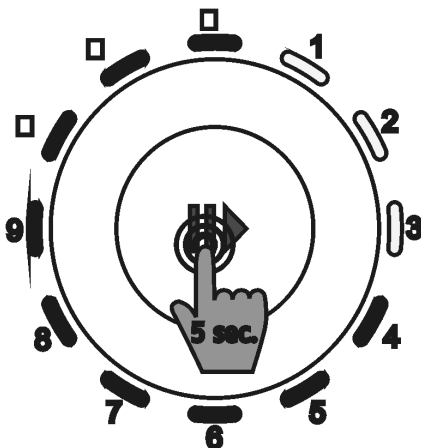


If you choose four colours for the user memories that are close to each other on the colour circle (e.g. orange, red, blue, green) the sequence looks much more in harmony as the path from one colour to another does not need to go through the whole colour circle.

Configuring the Spread

The spread function allows the user to apply a colour change effect spread over up to 12 RGB fixtures (i.e. light-points) at a time. If the spread is set to one, then colours will fade from one colour to another. It will go through all the saved in memory colours, one by one.

If the spread is set to greater than one, then fading between colours is distributed over the number of chosen fixtures. As a result, all fixtures will have different colours equal to the number of chosen fixtures.



e.g. three fixtures activated

Press and hold the play/pause key for 5 seconds to configure the spread. The LED-Ring shows the number of defined RGB-fixtures that are used to calculate the spread. Minimum number of fixtures is 1 (all RGB fixtures show the same colour), maximum is 12 (colour spread will be repeated after 13th fixture).

Touch the wheel at the desired number of fixtures. When finished, wait a few seconds and the unit will go back to replay mode.

4.3 Cleaning mode

Touch and hold the on/off key for 5 seconds until the on/off LED is blinking, to activate the cleaning mode.

In cleaning mode, touching the keys or the wheel will be ignored. This option is useful to clean the device without affecting the controls. When finished, wait a few seconds and the unit will automatically go back to the last used mode.

4.4 Reset

Touch and hold the memory key for more than 10 seconds until you hear a beep to reset the device to its default values. This includes memory colour, speed, intensity and the spreading.

4.5 Idle / Stand by

If the keys or wheel are not touched for a few seconds, the unit will go into idle mode, which means that the LED ring and the LED's will be dimmed.

If the keys or wheel are not touched for one minute, then the unit will go into standby mode, which means that the LED ring on the device will be turned off.

4.6 Remote Control

All previously described features are also accessible via remote control, except “configuration of spread”, “cleaning mode” and “reset”.

The unit’s on/off LED will blink when it is receiving IR-remote control signals.

In addition to the four user-defined colours, you can recall four fixed colours (red, green, blue, white) via the buttons “5” to “8” on the remote control.

Store:

Press and hold the “e” button for one second, then press the desired number (“1” to “4”) on the remote control to store the adjusted colour.



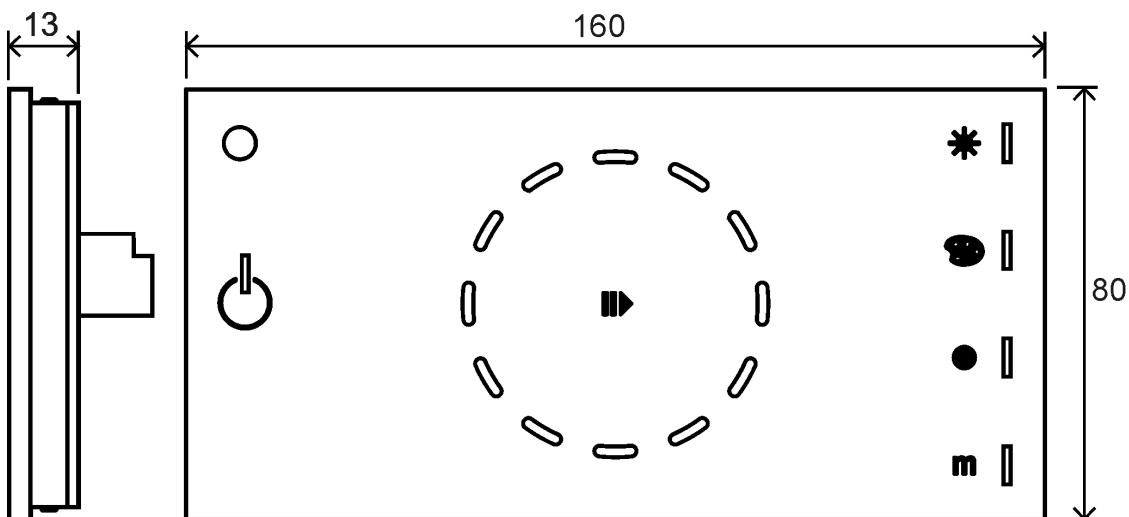
5 Technical Data

5.1 Technical specifications

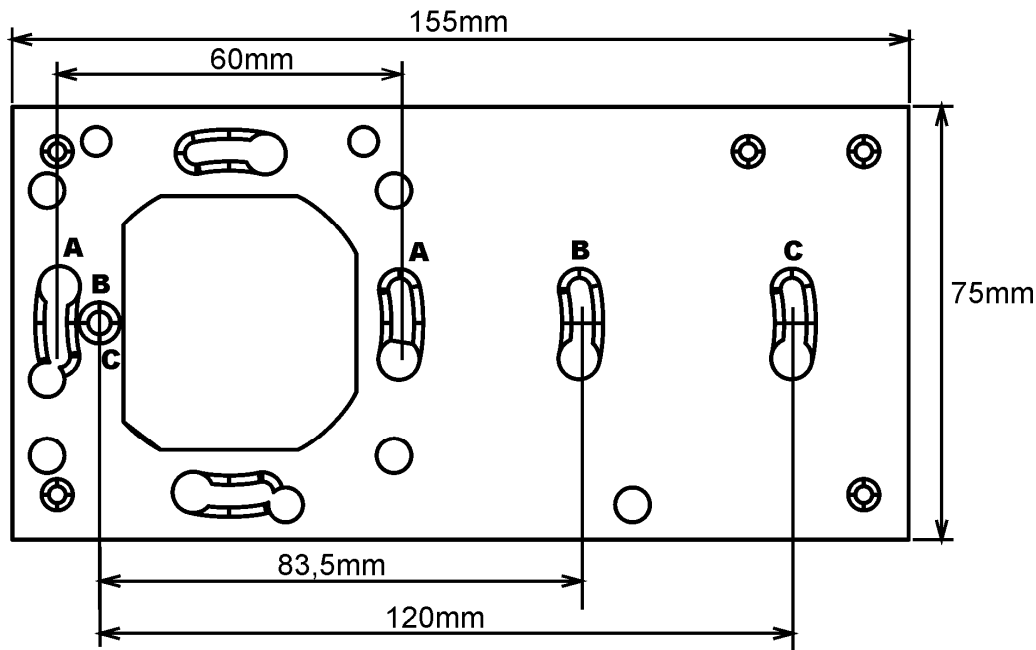
Product	
i-light touch black	
Technical Data	
Dimensions mm (WxHxD)	160 x 80 x 11 mm
Weight kg	0,3 kg
Power	24V DC, 100mA (RJ-45)
Operating temperature °C	0°...40°C
Operating / storage hum	0-80%, not condensing
Protection class	IP20
Housing	Glass (surface), aluminium (housing)
Mounting	In wall mounting
Certifications	CE
User interface	Capacitive touch sensor
DMX Output	RJ-45
Input (FB)	IR (RC5)

5.2 Dimensions

All dimensions in mm



Mounting Plate



6 Warning Notices



The electronic components are very sensitive to electrostatic discharge (ESD). Hold the PCB only by its edges and be careful not to touch the components. Please do all preparation work on a static-free surface.

It is recommended to wear an antistatic wrist strap.



Any usage other than described in this manual is not permitted, can damage the device and lead to associated risks such as short circuit, fire or electric shock. If not otherwise noted, no part of the product may be modified or rebuilt.

Only qualified personnel in accordance with VDE 0100 may perform activities such as transport, installation, commissioning and maintenance.

Qualified personnel are persons who are familiar with the transport, assembly, installation, commissioning and operation of the product and have the appropriate qualifications.

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