

AbstractAVR

Ledion LUC08 controller

Specification

Power supply 12V DC

Output DMX512, 64 channels (Red, Green, Blue, White for 8 zones, repeated from 33-64)

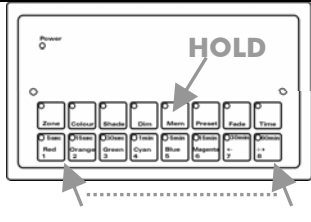
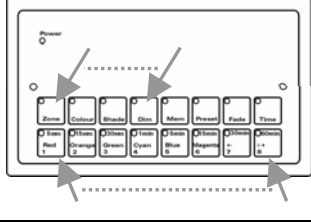
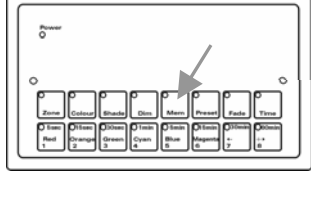
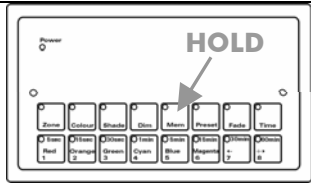
RJ11 connector wiring:

Pin 1 - Ground

Pin 2 - DMX+

Pin 3 - DMX-

Pin 4 - 12V

<p>Saving a memory</p> <p>Hold down Mem until the button flashes. Then press the 1-8 button where you want to store the memory. Unprogrammed presets will flash.</p>	
<p>Set up the first step</p> <p>Use the Zone, Colour, Shade and Dim buttons to set up the output colours for the first step.</p>	
<p>Store the step</p> <p>Press the Mem button to store the first step. The "2" button will flash to show that you are now on the 2nd step.</p>	
<p>Continue to store up to 8 steps. To end the memory before the 8th step, hold down the Mem button.</p>	

Reset to factory default

Press Mem, then hold down the Time button for 20 seconds. All panel lights will flash and the controller will reset all presets and memories to factory default.

Introduction

The Ledion LUC08 controller is designed to control the AVR Ledion colour changing DMX lighting system.

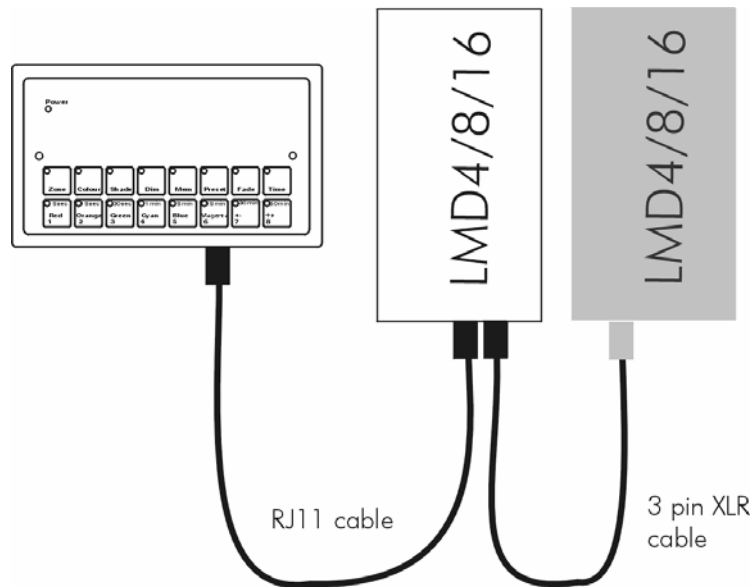
It allows control and programming of on/off, dimming, and colour of up to 8 separate zones of Ledion fixtures.

A selection of colours and patterns are provided as pre-programs, or you may replace the pre-programs with your own settings.

Installation of the controller

The controller is used with one or more Ledion LMD04, LMD08 or LMD16 LED drivers. It can also be used with LUD48 drivers when the controller is powered by a separate mains supply.

The controller is connected to the LED driver using a 4 way RJ-11 (phone handset) type cable. If more than one LED driver is being used, the others are daisy-chained from the first using 3 pin XLR cables, or RJ45 cables if LUD48 drivers are used.



When used with LMD04, LMD08 or LMD16 drivers the LUC08 controller is powered by the driver.

Memories

Memories are sequences of colours which you can save. Each zone can be saved with its own colour for each step of the sequence. Each sequence may have up to 8 steps. If the controller is turned off with a memory selected, the controller will remember it and will turn it on again next time it powers up.

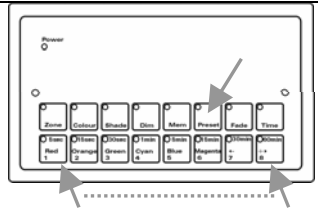
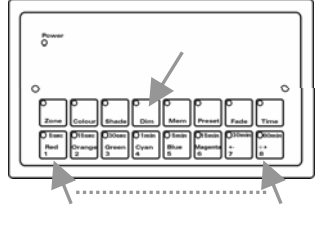
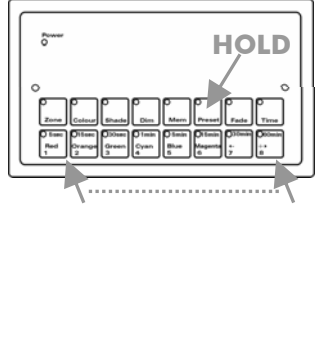
<p>Playing a memory Press Memory then press one of the 1-8 buttons to turn on the memory you want to use. The button will flash.</p>	
<p>Dimming a memory Press Dim, then 7 (dimmer) or 8 (brighter) to temporarily change the brightness of a memory. Or press 1-6 to select a fixed brightness level from Off (1) to Full On (6)</p>	
<p>Setting the step time Press Time, then press 1-8 to select the step time 5sec – 60min as marked on the buttons. The time setting is remembered for each Memory.</p>	
<p>Setting crossfade Press Fade, then press 1-8 to select the fade between steps. 1 is snap (no fade), 8 is max fade. The fade setting is remembered for each Memory.</p>	

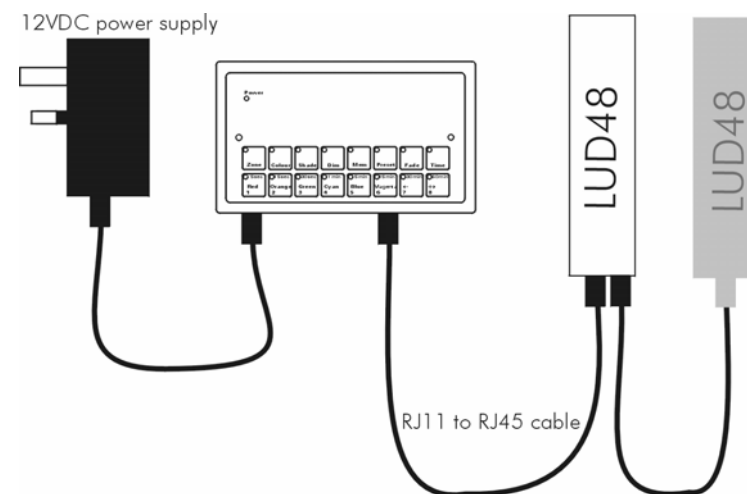
Saving a memory

Presets

Presets are static colours which you can save. Each zone can be saved with its own colour.

If the controller is turned off with a preset selected, the controller will remember it and will turn it on again next time it powers up.

<p>Displaying a preset Press Preset then press one of the 1-8 buttons to turn on the preset you want to use.</p>	
<p>Dimming a preset Press Dim, then 7 (dimmer) or 8 (brighter) to temporarily change the brightness of a preset. Or press 1-6 to select a fixed brightness level from Off (1) to Full On (6)</p>	
<p>Saving a preset Set up the colours you wish to save on each zone using the Zone, Colour, Dim and Shade buttons. Hold down Preset until the button flashes. Then press the 1-8 button where you want to store the preset. Unprogrammed presets will flash.</p>	



When used with LUD48 drivers, a separate DC power supply must be connected to the LUC08 controller, and an RJ-11 to RJ-45 cable used to link the controller to the driver.

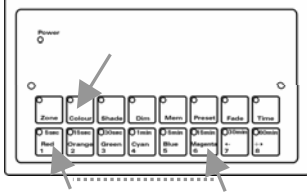
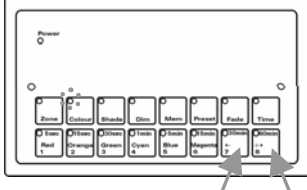
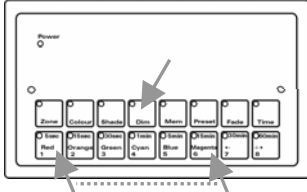
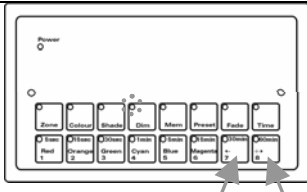
The dip switches or DMX addresses on the drivers must be set to configure the control zones. If using an LUD48 then OUTP must be set to 4 and CHAN must be set to RGB.

Put all dip switches in the off (upwards) position, then switch on (downwards) the switches listed below.

Zone	Dip switches – all off except	LUD48 address
1	1	1
2	1,3	5
3	1,4	9
4	1,3,4	13
5	1,5	17
6	1,3,5	21
7	1,4,5	25
8	1,3,4,5	29

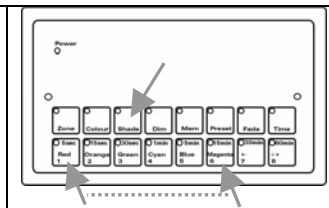
Setting manual colours

You may set each of the 8 zones to show a different colour, or set all of them the same.

<p>Setting a colour Press Colour then one of the 1-6 buttons. The colours are marked on the buttons.</p>	
<p>Fine tuning a colour In colour mode use the + and – controls (buttons 7 and 8) to fine tune the colour.</p>	
<p>Dimming Press Dim then 1-6 to set a dimmer level. 1 is OFF, 6 is on FULL.</p>	
<p>Fine tuning the dimmer In Dim mode use the + and – controls (buttons 7 and 8) to fine tune the dimmer level.</p>	

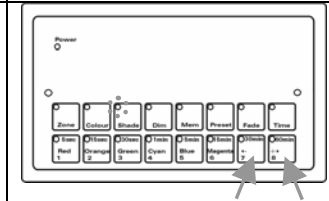
Set pastel shaded colours

Press Shade then 1-6 to set a pastel colour. 1 is fully saturated colour (no pastel). 2 is slightly pastel, 3 more pastel up to 6 which is White.



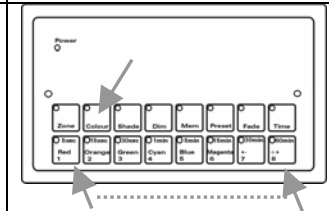
Fine tuning the pastel shading

In Shade mode use the + and – controls (buttons 7 and 8) to fine tune the amount of pastel shading.



Controlling zones independently

Press Zone then press the 1-8 buttons so that the zones you want to change are lit. Then use the colour/dim/shade buttons to set the output for those zones.



Manual colours are not remembered when the controller is powered off. If you wish to save the selected colour, store it as a preset.