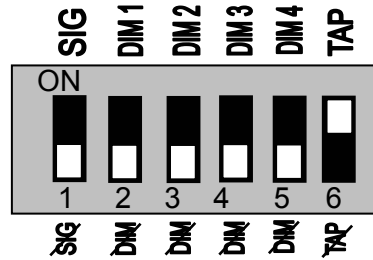


### CONFIGURATION SWITCHES



**SW1 SIGNAL STRENGTH INDICATOR**  
Causes the power LED to blink when a remote control key is pressed to indicate signal-strength. A slow blink shows a weak signal, a fast blink or no flashing indicates a strong signal.

(SW1 can be used to keep the power LED off when in standby)

### SW2 -5 DIMMING

Enables dimming and soft on/off for outputs 1 to 4 respectively. When dimming is OFF, outputs are compatible with non-dimmable lighting types. Only enable dimming if the lighting/pump is dimmable (by leading edge).

### SW6 TAP ENABLE

The 'double-tap' sensor used for lid-on programming can be disabled by turning SW4 off. The factory setting is ON.

### MAINTENANCE

To prevent premature failure of the unit please take note of the following recommendations;

1. Never leave a module outdoors unless the lid is properly secured and the rubber gasket installed.
2. Ensure the 6 lid-screws are properly tightened after installation.
3. A smear of (Silicon) grease around the rubber gasket will protect it and help guarantee a long reliable life. Use **ONLY** silicon grease!
4. Before fitting or replacing a lamp, **ISOLATE THE POWER (POWER MUST BE SWITCHED OFF AT THE SUPPLY – DO NOT USE THE REMOTE CONTROL)**.

### 4-CHANNEL DIMMING

If the load on ALL 4 outputs is limited to 500Watts then full, user-dimming can be enabled for outputs 3 & 4. To enable 4-channel dimming press and hold memory-button #4 for 5 seconds while switching on the supply. To cancel this mode, press and hold memory-button #3 for 5 seconds while switching on the supply.

**Environmental Information for Customers in the European Union**  
European Directive 2002/96/EC requires that the equipment bearing this symbol on the product and/or its packaging must not be disposed of with unsorted municipal waste. The symbol indicates that this product should be disposed of separately from regular household waste streams. It is your responsibility to dispose of this and other electric and electronic equipment via designated collection facilities appointed by the government or local authorities. Correct disposal and recycling will help prevent potential negative consequences to the environment and human health. For more detailed information about the disposal of your old equipment, please contact your local authorities, waste disposal service, or the shop where you purchased the product.

NOTE;

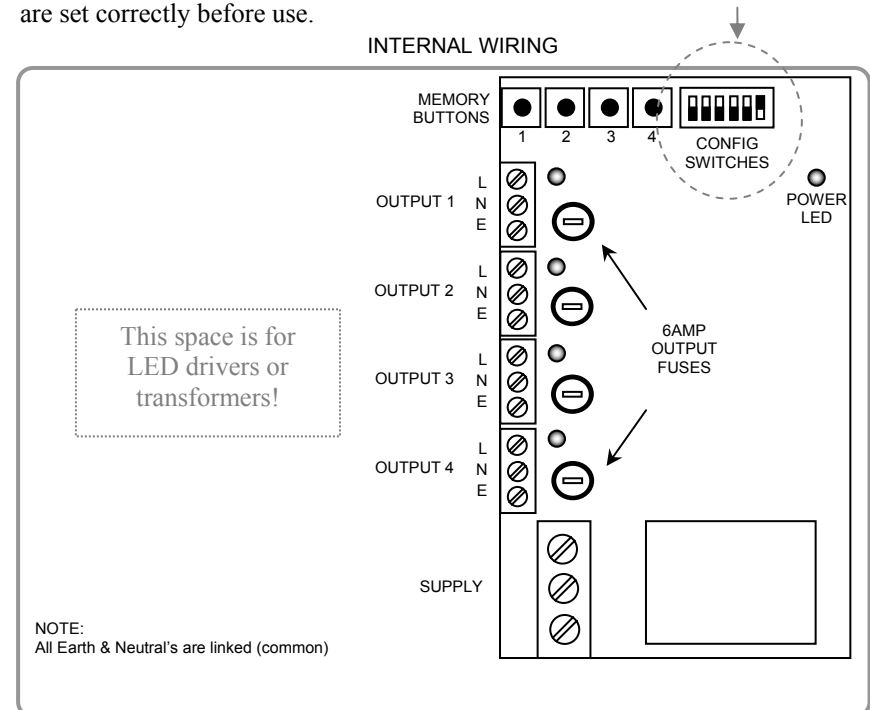
Rights reserved to change the specification of this product without prior notice.

### SPECIFICATIONS

Voltage	220-240V AC / 50Hz
Output Rating	1000W each channel
Minimum non-Inductive Load	0W (nil)
Minimum Inductive Load	10W each channel
Dimmer Type	Leading Edge
Protection	4 x 6Amp fuses
Weather Resistance	IP66
Physical	292 x 210 x 100mm / 0.8Kg
Ambient Temp.	-10°C to +40°C

### INTRODUCTION

The 'Lighting Control Module' is for switching and/or dimming four separate lighting or pump circuits. It may be used with all lighting types including mains-halogen, magnetic low-voltage transformers, most electronic transformers, (compact) Fluorescent, Metal-Halide, Sodium and LEDs. Outputs 1 & 2 can be used for switching or dimming and are suitable for all load types. Outputs 3 & 4 are not user-dimmable but include a soft on/off option when used with dimmable lighting. The unit is designed for outdoor installation but take note of the safety instructions. Ensure the config switches are set correctly before use.



## ELECTRICAL INSTALLATION

The unit must be installed by a qualified electrician working to national Electrical Regulations.

**Ensure all cables enter the enclosure from below or have a ‘drip-loop’.**

**NOTE 1:** The Earth screw in the unit bonds all the metal parts to ground including the Steel Wire Armouring (via the metal chassis).

**NOTE 2:** NOT suitable for dimming very small transformers (less than 10W). If the lamp flickers, the transformer is too small or not compatible, Switch off immediately to prevent damage.

## AREA (ZONE) MEMORY

Light Symphony allows 1-29 lighting ‘Areas’ (zones) to be created. Lighting outputs can be included any number of ‘Areas’. See example below;

### **EXAMPLE**

AREA #	OUTPUT 1 e.g. driveway	OUTPUT 2 e.g. gate lights	OUTPUT 3 e.g. front garden	OUTPUT 4 e.g. fountain
ALL	✓	✓	✓	✓
1	✓			
2		✓		
3			✓	
4				✓
5	✓	✓	✓	
6-29	...	...	...	...

In this example, Area #1 controls just the drive-way lighting (Output 1) but Area #5 has also been used to control the driveway, gate lights and front garden as a group, which could then be triggered by a timer or PIR etc.

## PROGRAMMING & SET-UP

1. Set CONFIG switches 2-5 to enable dimming and soft on/off, as required.  
To avoid damage, do not attempt to dim non-dimmable lighting or pump types.
2. The power LED will light when the supply is on (unless config sw-1 is on)
3. To test the unit is working, press “Garden On/Off” on the remote control. All 4 outputs will switch On/Off.
4. To program an Area (zone);
  - a) Use the 4 memory-buttons to switch on the output(s) required.  
After pressing any memory-button, the memory is ‘open’ for 15 seconds (the power LED blinks to show the memory is open).
  - b) Press an Area button (1-29) on the remote control to store the current setting in that memory. It will beep and store any outputs which were ON in to that Area (zone).

To close the memory without making any changes, press “Garden Off” on the remote control or wait 15 seconds. Outputs can be *removed* from a memory by ensuring they’re OFF when storing an Area.

## LID-ON PROGRAMMING

It is also possible to program Areas with the lid on; Double-tapping the lid switches ON Output-1 and opens the memory. Pressing any Area key on the remote control will store this setting. Each double-tap will cycle through a short sequence; output 1, then output 2, output 3, output 4, all outputs ON and all outputs OFF. For more complex combinations it is necessary to program with the lid off.

NOTE: The double-tap programming feature is automatically disabled after the power has been on for 2 hours. To re-enable it, cycle the power off and back on.

## INSTRUCTIONS FOR USE

This unit will respond to commands received from the Light Symphony remote control. Initially, all outputs will respond to “Garden On/Off” only. Outputs can also be controlled using any number of Areas (zone) memories, as shown opposite.

The dim up/down keys on the remote control will effect the last group of lights switched on. i.e. After switching Area 1 ON, the DIM button will control Area 1 and after switching on all garden lights, the dim button will control the whole garden.

## WELCOME HOME & SAVE POWER

Using dimmable lighting, an impressive welcoming & power saving feature is possible by setting the driveway lighting at a lower ambient level, (e.g. 25%) and using a driveway sensor to trigger the lighting to 100% when someone arrives. The 25% lighting can be switched on manually or by a base-station’s dusk/dawn timer.

The affect is created by setting the drive-way ‘Area’ at a low level when configuring the lighting controller. For example;

1. Double-tap the lighting controller’s lid to switch on Output 1 (the drive-way)
2. Press DIM-DOWN on the remote control to set the desired low lighting level.
3. Press an ‘Area’ button on the remote to store e.g. Area e.g. “5”.  
(Area ‘5’ now switches the drive-way lights on/off at the dimmed level)
4. Lastly, teach the PIR or driveway sensor to trigger Area 5.

If the lights are off, the trigger will switch them on. If the lights are already on and at a low level, then the trigger ramps them to full brightness. The remote control may be used to over-ride the sensor at any time.

## FOUNTAIN / PUMP CONTROL

It may be desirable to exclude pumps from the global ‘Garden On/Off’ buttons on the remote, so they keep running when the lighting is switched off. Any output(s) can be ‘removed’ from the main “GARDEN ON/OFF” area by double-tapping until the desired output(s) is off then pressing the Dim Up & Down keys together to store and close the memory (a beep will be heard). The pump circuit must then be programmed into its own ‘Area’ and will ignore global ‘Garden On/Off’ commands.

## ERASE MEMORY

To erase all memory press and hold memory-button #1 for 10 seconds. To erase individual Areas only, see section 5 of Area (Zone) set-up on the opposite page.