



Picture Touch Panel

Operating Manual & Installation Guide

MODEL: LS30400WTS



Create A Scene Outdoors !

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Section 1

Installation

Installation

The Light Symphony Touch Panel is a wireless device. This means it transmits commands to the outdoor lighting using a radio-signal. No electrical connection is required except the batteries supplied.

Before installing the touch-panel, fit the batteries inside the control module as shown;



Battery
Lock



Install 2 x 'AAA'
Long-life batteries

Section 1

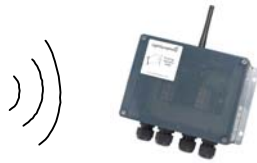
Installation

Location

Locating the touch-panel in the best position is important and the diagram below shows why. The touch-panel sends its commands using a radio signals to the outdoor lighting modules. Although the touch-panel has a maximum range of 1000 meters, this can be significantly reduced by obstacles such as brick walls (each wall approximately halves its range). For best results locate the touch-panel so it has the fewest obstacles between it and the Lighting Modules, outdoors.



1. Touch Panel



2. Lighting Module

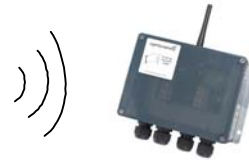
To improve the wireless range and reliability of the touch-panel a base-station or repeater can be included in the system. These devices echo the commands from the touch-screen ensuring the signal reaches all areas reliably. In this case, the touch-panel only requires to be in good range of the base-station, as shown below;



1. Touch-Panel



2. Base-Station

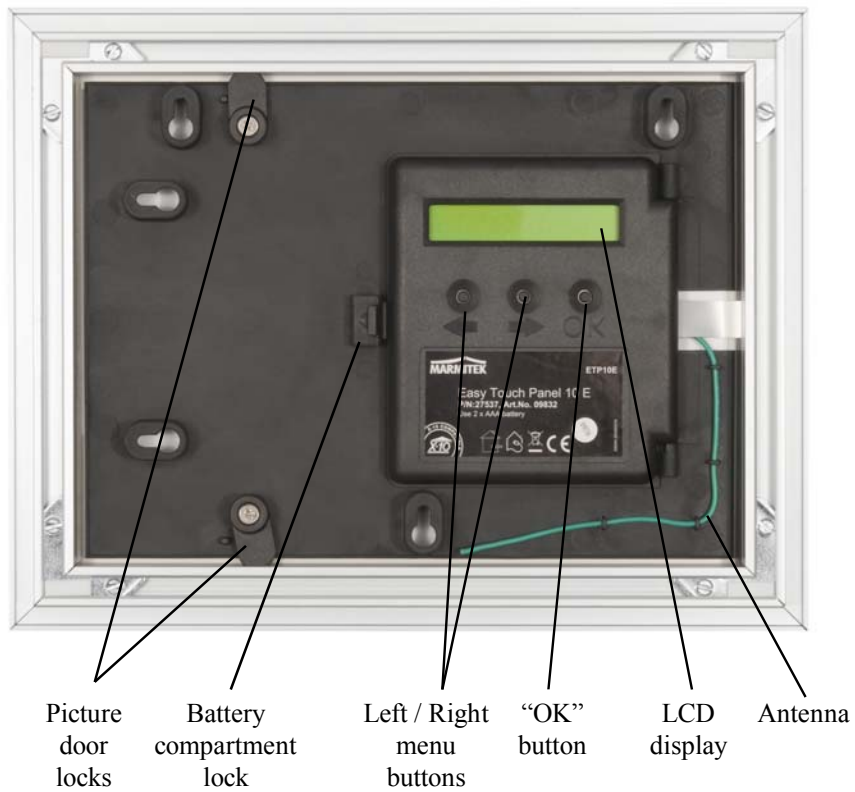


3. Lighting Module

Section 2

Initial Setup

Rear Panel



Section 2

Initial Setup

Navigating The Menu

The touch-panel is easily configured using 3 buttons on its rear. The list below shows all the options in the order in which they are displayed;

- | | |
|---|----------------------|
| 1 | Add new button |
| 2 | Remove Button |
| 3 | Remove All (buttons) |
| 4 | Factory Reset |
| 5 | Change Memory |
| 6 | Quit no changes. |

To enter the menu press the navigation button “▶” once. The display will change to show ;



SELECT USING ◀ ▶

Press the ‘▶’ button again and the display shows menu line 1 from the list above;



ADD NEW BUTTON?

Use the left & right buttons to move to other menu options and then press “OK” to make a selection. After 30 seconds of no activity the display will switch off.

Section 2

Initial Setup

Add Your Own Picture

To personalise your touch-panel first remove the supplied back-ground picture and insert your own into the frame. The background picture can be anything of your choice and below are some examples;



Buttons may be printed onto the picture and a Microsoft Word template is available from our web site to make this easier (www.LightSymphony.com).

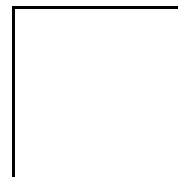
When creating your background picture ensure buttons are not positioned too closely to each other (leave at least a 5mm gap). The touch-panel provides three different button sizes, build your design around these button sizes;



15 x 15mm



25 x 15mm



25 x 25mm

Section 3

Teaching Button Positions

To Add Touch-Buttons

After inserting your own picture into the touch-panel follow this procedure to teach it your own button positions and their function.

STEP 1 – Erase the factory pre-set touch-buttons;

Press the RIGHT button “▶” to wake up the display;



SELECT USING ◀ ▶

Next press the RIGHT “▶” button 3 times to display the message “Remove All”



REMOVE ALL ?

Press the “OK” button to display “Are You Sure?”, then press RIGHT “▶” to select “YES”, then press “OK”. The display will beep and show “ALL REMOVED”



ARE YOU SURE ? - ▶



ALL REMOVED

At any time you can restore the factory default buttons using the ‘Factory Reset’ option shown on page 6

Section 3

Teaching Button Positions

To Add Touch-Buttons (continued)

STEP 2 – Teach new touch-button

Press the RIGHT button to wake up the display;

A yellow rectangular button with a black border and a drop shadow. The text inside is "SELECT USING ' > '".

Press the RIGHT button to select “Add new button” as shown below;

A yellow rectangular button with a black border and a drop shadow. The text inside is "ADD NEW BUTTON?".

Press the “OK” button and the display will prompt for a button size, press the RIGHT or LEFT buttons to select the size of button you wish to create, then press “OK”

A yellow rectangular button with a black border and a drop shadow. The text inside is "BUTTON SIZE... >".

A yellow rectangular button with a black border and a drop shadow. The text inside is "LARGE (25x25mm)".

Next the display prompts for the “System Code”. Press the RIGHT button and check the System Code is correct for your system. Note, unless the installer has changed the system code (to prevent interference with a neighbour), it will probably be the default setting of “1”. Press “OK” to continue.

A yellow rectangular button with a black border and a drop shadow. The text inside is "SYSTEM CODE... >".

A yellow rectangular button with a black border and a drop shadow. The text inside is "SYSTEM CODE: 1".

Section 3

Teaching Button Positions

To Add Touch-Buttons (continued)

Next, the display prompts for “Function”, this describes what the new button will control. The list below shows all the possible options and their affect;

1. ALL AREAS to switch the whole garden
2. AREA 1 – 20 to switch an individual area / zone or scene
3. DIM UP to adjust lighting level brighter
4. DIM DOWN to adjust lighting level dimmer
5. RUN SHOW to start the Light Show running

Use the LEFT and RIGHT buttons to select the desired function from the above list then press OK. Next the display prompts for buttons type;



BUTTON : ON

The panel allows for 3 different button types;

1. ON Creates an on-button e.g. ALL AREAS ‘ON’
2. OFF Creates an off -button e.g. ‘AREA 1 OFF’
3. TOGGLE Creates an on/off button where each touch will alternate between On & Off

Use the LEFT and RIGHT buttons to select the desired button type from the above list, then press OK. The display will prompt you to touch the glass;



TOUCH SCREEN NOW

Carefully turn the unit over and press and hold your finger where you wish to create the new touch-button. You will hear some short beeps as the position is learnt and then a long beep to confirm the new button position has been stored. If you hear fast beeping then the new button position is too close to another button - try a different position.

Section 3

Teaching Button Positions

To Add Touch-Buttons (continued)

Add up to 30 touch-buttons simply by repeating this procedure. Duplicate buttons can be created if required.

Button positions are stored permanently in memory and will not be lost when the battery is removed.

To Remove A Touch-Button

A touch-button may be removed by selecting this option from the menu;



REMOVE BUTTON ?

Press “OK” to select this option and the display will prompt “Touch button now”;



TOUCH BUTTON NOW

Touch and hold the glass where the button is that you wish to remove. A long beep indicates that no button has been found. A series of short beeps indicates that the button is about to be removed, keep touching the glass until a long beep is heard and the display shows;



BUTTON REMOVED

Section 4

Memory Selection

Button-Memory Selection

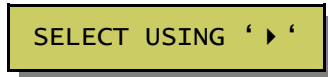
The Touch-Panel includes two separate memories for storing button positions,, which are called Memory 1 and Memory 2.

By default, Memory 1 is used and holds the factory pre-set buttons.

The two memories allow the panel to easily switch between two back-ground images each with their own touch-button configuration.

TO SELECT MEMORY 2:

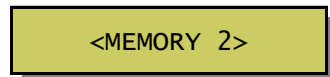
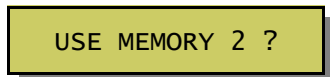
Press the RIGHT button “▶” to wake up the display;



Next press the RIGHT “▶” button 6 times to display the message “Change Memory”



Press the “OK” button to display “Use Memory 2?”, then press “OK” button to select memory 2. The display will beep and show “<MEMORY 2>”.



Use the same procedure to swap back to Memory 1.

Section 5

Macro Function

Creating Macro Buttons

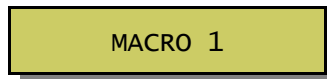
Macro simply means a collection of touch-buttons. For example it's possible to create a single touch-button that performs several functions, such as;

Macro Button 1 = Area 1 OFF,
 Area 2 OFF,
 Area 3 OFF.

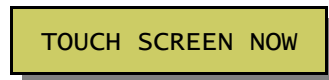
The touch-panel allows up to four Macro buttons to be created and each Macro button can store up to four functions.

To create a Macro button, first the individual buttons must be created using the method outlined in Section 3 – “Teaching Button Positions”. These are only required for teaching the Macro, afterwards they may be removed.

Next, follow the procedure to add a new button. Select the button size and press “OK”. When the display prompts for the “System Code”, press the LEFT button “<” and the display changes to show Macro 1. Press the LEFT button again to select Macros 2 – 4;



Press “OK” and the display shows “Touch Screen Now”;



Touch each touch-button in turn to add them to the Macro. After no button-presses for 5 seconds the panel will display “Macro Stored”. If required, the buttons used to create the Macro may now be removed. Repeat to create up to 4 Macro buttons.

Section 6

Specifications

All Models

Battery	2 x 'AAA' Alkaline or Lithium
Power Consumption	<10uA In standby giving several years life
Control	Up to 30 user-defined touch-buttons
Control Method	RF Low-power FM radio
Radio	434.075MHz, 25mW, Narrow Band FM
Protocol	Light Symphony
RF Range	1000Meters, line-of-site
Weight	0.8Kg
Size	268mm x 210mm x 22mm
Electrical Safety	Low-voltage, isolated device requiring no special electrical precautions or earth
EMC emission/immunity	EN 50081 - 1/ To EN 50082 – 1
Electrical safety	EN 60950 en 60065
Radio	EN 300-220
Ambient temperature	0°C to +40°C (operation)
Compliance	CE



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.