

How to connect the Remote preset controller wall-mounting model

CONNECTION

To connect remotes with each other

From a distance you can play back the presets recorded in the Toddler, Princess, Spring and DimBOX with the remote preset controller. Situations in which you need more than one remote:

1. You want to be able to play back the same presets from different places.
2. You want to call up more than 6 preset, so you need more than 6 buttons.

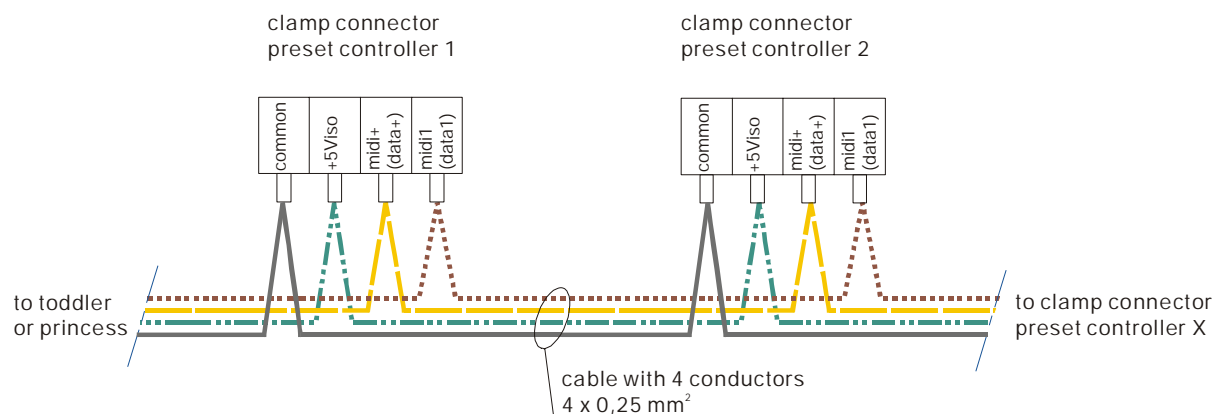
It is possible to make a combination of both situations. The Remote can be set to function as a repeater or as an extension. The Remote has an internal jumper setting, which makes it possible to make it function either one way or the other.

Which cable

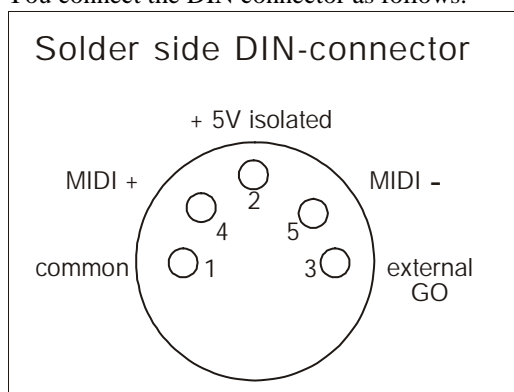
You have to connect the Remote with a 4-core signal cable to one of the mentioned control desks or the dimmer. This cable supplies the Remote with the supply voltage and takes the serial data from the Remote. The total length of the cable depends on the used cable: a cable with a conductor area of 0,25 [mm²] can be at least up till 100 meter. The connection to the control desks or dimBOX is a standard 5-pin, 180 degree, DIN style connector. The connection to the remote is a clamp terminal.

The wiring

You have to connect the same colour lead from the incoming and outgoing cable to each other; for example: you crimp them in the same bootlace ferrule. You put each bootlace ferrule in the clamp terminal as shown:



You connect the DIN connector as follows:



INTERNAL JUMPER SETTING

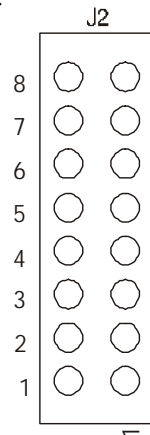
The different possibilities of the remote

The remote has 6 preset control buttons and two 'up' and 'down' scroll buttons, who function as master. In case you have connected more remotes to each other, you can change the numbers of the buttons with a multiple of 6 (up till 24)

In default setting the buttons control (the chosen) presets 1 up until 6. You can set the second remote for scene 7 up until 12, etc by changing the jumper setting.

Jumper setting

Remove the front panel from the Remote preset controller. Besides button 6 you find the jumper setting, like pictured here. The circles represent the little pins. The jumper setting at the picture is exact like the default: no connections have been made between the pins. To make a connection you put the jumper over a pair of pins



If on the remote:	Than the buttons have numbers:
No jumper is set (all open)	= 1 up until 6
5 closed	= 7 up until 12
6 closed	= 13 up until 18
5+6 closed	= 19 up until 24

Example: You want to play back 12 scenes, remotely. You want to be able to initiate scene 10 and 11 from two different locations in the room/building. In this case you need 3 Remote preset controllers. One Remote preset controller stays in the default. You have to put the jumper over the pins at row 5 on the other two Remotes.

HOW TO PROGRAM THE DESKS AND DIMMER

Toddler

There are several ways of remote control possible with the Toddler. (a.o. MIDI) That's why you first have to program to which kind of remote control the Toddler has to react.

- Select in set-up mode the Remote preset controller; choose: 'preset selector'
- Push [assign] button to assign each button to a certain preset
- For the button you can select number 1 up until 24
- For the preset you can select any recorded scene

For example: you have set; button 6 fades in preset 'A05'. When you push button 6, the fading in of preset 'A05' starts immediately. If 'A05' is a part of a sequence than this sequence will start.

Princess

The relation between the button numbers and the preset numbers has already been set. Button 1 starts preset 1, button 2 starts preset 2, etc. Of course, the presets must already be recorded.

Spring

The relation between the button numbers and the preset numbers has already been set. Button 1 starts preset 1, button 2 starts preset 2, etc. Of course, the presets must already be recorded.

DimBOX

The relation between the button numbers and the preset numbers has already been set. Button 1 starts preset 1, button 2 starts preset 2, etc. Of course, the presets must already be recorded.