



Anytronics IR Anyscene : Installation Guide

The Anytronics IR Anyscene provides 56 programmable DMX scenes of 128 channels, in a compact and user friendly form suitable for use in architectural applications. The IR Anyscene fits in a standard wall mounting UK single patress box (which can be supplied on request). Only one memory unit should be used per DMX installation.

The Anyscene is normally powered remotely from +5 Volts supplied via a Category 5 cable with RJ45 connector (as supplied) which also carries the DMX signals to and from the unit. This connection is most simply accomplished by connecting the RJ45 cable (supplied) to the memory port provided on an Anycolour DMX to DFB interface or on a suitable Anytronics Dimming Pack, or to a Power supply PCB with DMX connections that Anytronics can supply.

Installation procedure overview

1. Use supplied RJ45 cable to connect to +5 Volt supply and DMX data line.
(If being used with Anycolour DMX to DFB Interface, or Anytronics dimming pack, connect to RJ45 DMX port connector)
2. Set DMX addressing on any DMX light fittings, dimmers or other DMX equipment to appropriate address in the range 1-128.
If using a DMX to DFB interface unit, set the appropriate DMX address, and read the interface manual for the correct settings of switches 1-4.

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IR Anyscene : USER GUIDE

1.0 Overview

The Anyscene front panel has four LED indicators. A green power LED shows when the unit is powered and a yellow data LED indicates that the unit is receiving programming data from a DMX source. The blue IR LED flashes when a command from the remote control is being actioned, and the red LED lights during recording or playback of a sequence of scenes.

The rear of the panel contains an eight way DIL switch for selecting various operational features which are outlined below.

Switch	Off	On
1	Fade back from Blackout	Immediate return from Blackout
2	Memory unprotected	Memory Protected
3	Access memories 1-28	Access memories 29-56
4	Master level adjust	Scene period adjust
5	Normal speed range	Higher speed range
6	Fade Time x 1	Fade Time x 2
7	Fade Time x 1	Fade Time x 4
8	Normal operation	Clear scene memories

Note switches 6 & 7 combine to select the Fade time as follows :-

DIL Sw 7	DIL Sw 6	Fade Time (sec)
Off	Off	2.5
Off	On	5
On	Off	10
On	On	20

2.0 Operation

The Anytronics AnyScene memory records scenes consisting of DMX channels 1-128 and will recall these scenes when commanded by the remote control. The remote control has 28 buttons labelled 1-28 for saving and recalling the 28 scenes. There are also Blackout (Off), Auto, and Master level Up and Down buttons on the remote control.

2.1 Recalling Scene Memories

The IR Anyscene is controlled from an Anycolour IR remote control. This has 28 buttons labelled 1-28 for saving and recalling scenes. There are also Blackout (Off), Auto, and Master level Up and Down buttons on the remote control.

Normally when the AnyScene is powered up it will have remembered which preset scene was last selected and will output data from that stored preset scene. Alternative scene memories can be selected by depressing the appropriate button on the remote control. The blue IR LED will flash to indicate that the command has been received, and the yellow Data Led will flash to show that the stored data is being recalled from memory. The DMX output will fade to the memorised scene values at the rate selected on the DIL switches.

Normally the yellow and blue LEDs flash together on memory recall, but if the recalled memory is the same as that already in use, the yellow LED flash will be shorter.

Note that the fade period between scenes can be set to one of four values from 2.5 to 20 seconds as explained in section 1.

2.2 DMX Backup feature

If no system DMX data is detected within 2 seconds of powering up, the AnyScene will start to output DMX data from the last accessed preset scene memory as explained above in section 2.1.

If another source of DMX data is detected in the lighting system, the scene memory will instead remain dormant in standby/receive mode, and will capture the current DMX data on channels 1-128. Whilst in this mode, the yellow Data LED will remain illuminated, and the captured DMX data from channels 1-128 can be stored as scenes into the non volatile memory (see section 2.4).

If the other DMX source is then disconnected or fails, the yellow Data LED on the AnyScene will be extinguished, and after two seconds the AnyScene will start to retransmit the last received DMX data for channels 1-128, providing a DMX backup feature. Once in this transmit mode, any of the memorised scenes (or blackout) can be recalled from memory at the touch of a button.

The memory unit will forget the DMX backup data if a scene is selected from memory, if the unit is powered down, or if another DMX data source is reconnected. If another source of DMX data is subsequently detected, the AnyScene will automatically revert to standby/receive mode, and the yellow LED will light to show the presence of data.

2.3 Master Level control

At any time when the AnyScene is transmitting a DMX signal, the overall illumination level can be temporarily adjusted by using the 'Up' and 'Down' buttons on the remote to increase and decrease the setting of the Master level control (provided that DIL switch 4 is set to Off). Note that these altered settings are not saved, so that selecting a new scene from memory will download the stored data levels and will override these temporary adjustments.

2.4 Programming Scenes

The preset scenes are protected and cannot be programmed with DIL switch 2 in the On position. This switch should be set to Off before attempting to programme scenes.

As supplied, the AnyScene scene memories are cleared of data. They can be easily programmed from any source of DMX data including another Anytronics scene memory, DMX lighting desk or a computerised lighting system. The input DMX data does not have to address the full range of 128 channels stored for each scene, and any unused channels will be initialised to zero on power up.

The DMX output of the data source should be connected to the DMX data lines in the lighting system so that the preset scenes can be observed whilst setting up. When the AnyScene is powered up, if all is well, both Power and Data LEDs should be lit, the yellow Data LED indicating the presence of suitable programming DMX data.

NOTE that unless this data LED is illuminated and DIL switch 2 set to Off, no programming of the scene memories will be possible.

To program the scenes into memory, adjust the controls on the DMX data source to achieve the desired lighting effect, then press down a scene select button on the remote to save the DMX data for channels 1-128 to the required scene memory. The Data LED will flash off twice, to indicate that the scene memory has been programmed.



This process can be repeated for all of the 56 scene memories in any order (using DIL switch 3 to access upper and lower memory banks), any number of times until the installer is satisfied with all the preset scenes and their location in memory. Only the data last entered into each memory will be remembered. To check the memory contents, disconnect the programming DMX data source and recall the programmed presets one by one.

Scenes can be altered or changed at any time in this way, when connected to a suitable DMX data source. Any ordinary lighting desk with DMX output can be used as a programming tool and the scene memories are completely secure once the desk has been disconnected. To maintain the protection of the scene memory contents even when connected to a DMX data source, set memory protect DIL switch 2 to On.

2.5 Clearing all Memory contents

If required, it is possible to clear all the scene memories. This can be done by firstly unplugging the connecting RJ45 to remove both data and power. Next set DIL switch 2 Off and DIL switch 8 to On. Now reconnect the RJ45 to power up the unit with a DMX data source connected. This is most simply achieved by plugging the RJ45 cable into the Contractor memory port (or DMX to DFB Interface memory port) with a suitable DMX source already connected.

If this operation has been successful, the Data LED on the AnyScene will stay on for a few seconds during the memory clear operation and will then go off. Switch DIL switch 8 to Off to restore normal operation.

NOTE that with DIL switch 2 set to On, the scene memories are protected, so that this memory clearing operation will not work.

2.6 Programming from another Scene Memory

In section 2.4 above, another Anytronics scene memory can be used as the DMX data source so that scene memory contents can be copied from one memory unit to another. Note that only one data source should be present in the system at a time, but that several receiving units can be programmed from the same source. Connector systems to facilitate this are available from Anytronics. Each AnyScene to be programmed must have DIL switch 2 set to Off.

The source AnyScene should have DIL switch 2 set to On to protect its memory contents, and should be powered up first to make sure it is transmitting DMX data before the other units are connected via their RJ45 leads. The yellow 'data' LEDs of the memory units to be programmed should be lit to show that they are receiving valid programming data.

Although the same remote control will be used to control both programming and programmed AnyScenes, to avoid confusion the IR commands should be directed at one or the other of the AnyScenes, but not at both at the same time.

Select the scenes in turn on the source AnyScene, saving each into the receiving AnyScene memories. Note that it is possible to alter the order or numbering of scenes as required into the receiving unit. It is also possible to merge data from the selected scene memories of two or more AnyScenes (one scene at a time) into a receiving AnyScene.

2.7 Scene sequences

Eight different sequences of scenes can be programmed into the AnyScene each sequence being up to 31 scenes long in any required order. Enter the scene sequence replay mode by pressing one of the memory buttons 1-8 to select the numbered sequence before



pressing the Auto button. The red Auto LED will then be illuminated to show that the unit is in scene sequence mode, and the programmed sequence of scenes will be repeated. The fade rate between scenes can be set using DIL switches 6 and 7 as explained in section 1.

If DIL switch 4 is set to Off, the 'up' and 'down' buttons on the remote can be used to raise and lower the Master level as in normal operation, and this adjusted Master level setting will be held whilst in scene sequence mode.

With DIL switch 5 set to Off the default time spent in each scene is 5 seconds, but with it set to On the time becomes 2.5 seconds. The time spent in each scene can be extended to 1 minute from the remote by using the up and down buttons if DIL switch 4 is set to On for scene period control instead of to Off for Master level control.

The scene sequencing mode can be terminated at any time by pressing the Auto button again, or by pressing any of the remote scene buttons to recall a scene. If the unit is connected to a source of DMX data, the sequencing of scenes will also be stopped. If the memory unit was replaying one of the scene sequences when powered down, it will power up in the same sequence, starting from the first scene of the sequence.

2.7 Programming Sequences of Scenes

To programme such a sequence of scenes, first press one of the memory buttons 1-8 to select which of the eight sequences to programme. Then hold down the Auto button on the remote for a second or so until the blue LED stops flashing and the red LED starts pulsing to indicate scene sequence programme mode. [Pressing the auto button again at this stage will leave scene sequence programme mode without overwriting the existing programmed scene sequence.] Now press the memory buttons on the remote in the required order to programme the correct sequence of memorised scenes. This sequence can include any scene from 1-56 (adjusting DIL switch 3 accordingly) and immediate repeats of scenes to create longer periods in some scenes than in others.

When a sequence of scenes has been fully defined, sequence programme mode can be exited by pressing the Auto button on the remote again. The red Auto LED will be extinguished. The sequence programme mode is terminated automatically and the pulsing red LED is extinguished if the maximum of 31 scene numbers have been defined in a sequence.



3.0 Specifications

IR Anyscene

- Supply : +5 Vdc ~20mA max via Category 5 DMX cable
- In/Outputs : DMX input/output via RJ45 connector.
Data received from DMX addresses 1-128
Data output to DMX addresses 1-128
- Scenes : 56 stored scenes, each of 128 channels of DMX data
- Connecting Leads Supplied : 5m RJ45 Category 5 data and supply cable
maximum length of cable recommended : 50m
use a Cat 5 shielded cable in noisy environments
- Temperature: Recommended ambient in range 0 - 40°C
- Dimensions : 86 x 86 x 30 mm, the unit is designed to mount in a standard UK double patress box (which can be supplied on request)
recommended minimum patress internal depth : 25 mm
- Weight : Gross inc 5m cable and packaging 0.5 kg Net 0.3 kg
- Compliance : Relevant current standards under EN55103-1, EN55103 -2

IR Remote

- Supply : two AA alkaline cells (included)
- Controls : 28 scene select buttons
Blackout (Off), Auto and Master up and down buttons
- Data format : rc5 IR codes with system code 30
- Range : maximum 10-15m dependent on battery state
- Dimensions : 185 x 55 x 22 mm
- Weight : Gross including batteries and packaging 0.25 kg Net 0.13 kg

