



Anytronic DMX AnyScene Memory : Installation Guide

The Anytronic DMX AnyScene memory provides seven programmable DMX scenes of 36 channels in a compact and user friendly form suitable for use in architectural applications. The AnyScene memory fits in a standard wall mounting UK double 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 Contractor Dimming Pack, or to a Power supply PCB with DMX connections that Anytronic can supply.

The AnyScene can also be supplied in a mains powered version.

Installation procedure overview (remote power connection)

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 Contractor dimming pack connect to memory port)
2. Set DMX addressing on any DMX light fittings, dimmers or other DMX equipment to appropriate address in the range 1-36.
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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Anycolour Memory Unit : USER GUIDE

1.0 Front Panel Overview

The front panel has ten button switches and ten LED indicators. Switches labelled 1-7 have their own blue mimic LEDs and are used for storing and recalling the contents of the seven programmable memories. Switch 0 is the blackout select switch which has its own red flashing mimic LED. The last two up and down buttons form a Master slider control, allowing control of the overall lighting level. The green power LED shows when the unit is powered up, and the yellow data LED indicates that the unit is receiving suitable programming data from a DMX source.

2.0 Guide to Operation

The Anytronics AnyScene memory provides control of DMX channels 1-36.

2.1 Recalling Scene Memories

Normally when the AnyScene is powered up it will have remembered which preset scene was last selected and will output data for that stored preset scene. Alternative scene memories can be selected by depressing the appropriate button. The AnyScene outputs will fade to the newly selected preset DMX values and the corresponding mimic LED will be lit to indicate which preset is active.

[If the scene number selected is 0 (ie 'blackout'), its red mimic LED will flash.]

2.2 DMX Backup feature

With the power applied, the memory unit will power up and, if no system DMX data is detected within 2 seconds, it will start to output the 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 1-36. Whilst in this mode, the yellow Data LED will remain illuminated, and the captured DMX data from channels 1-36 can be stored as preset '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. After two seconds the AnyScene will start to retransmit the last received DMX data for channels 1-36, providing a DMX backup feature. [None of the mimic LEDs will be illuminated in this mode as the output data corresponds to the last data received rather than to the contents of any of the scene memories.] Once in this transmit mode, one of seven stored preset scenes (or blackout) can be recalled from memory at the touch of a button.

The memory unit will forget the backup data if a scene is selected from memory, 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.



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 Master 'Up' and 'Down' buttons (on the right of the panel) to increase and decrease the setting of the Master level control. Note that these altered settings are not saved, so that selecting a new scene from memory will download the stored data levels overriding these temporary adjustments.

2.4 Programming Scenes

The preset scenes are protected and cannot be programmed with the AnyScene internal jumper in the CD02 position. The following section assumes that the jumper is set in the CD01 position to allow reprogramming of the 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 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. 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 unless the internal jumper is in position CD01, no programming of the preset scenes 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 AnyScene to save the DMX data for channels 1-36 to the required scene memory. The Data LED will flash twice, and will then stay off until the button is released (to indicate that the scene memory has been programmed).

This process can be repeated for all of the seven scene memories (1-7) in any order, any number of times until the installer is satisfied with all these preset scenes and their location on the panel. 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 protect the scene memory contents when connected to a DMX data source, set the internal jumper to position CD02.

2.5 Clearing all Memory contents

If required, it is possible to clear all the scene memories. This can be done by powering up the unit whilst holding down both the 'up' and 'down' Master level buttons 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 another DMX source already connected.

If this operation has been successful, the Data LED on the AnyScene will flash every 2 seconds until the switches are released.



NOTE that with the internal jumper in position CD02, the scene memories are protected, so that this memory clearing operation will not work.

2.6 Programming from another Scene Memory

In the 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 its internal jumper in position CD01.

Copying data from one memory unit to another is most simply done by plugging the source scene memory unit into the ColourDesk port of a powered Ancolour DMX to DFB interface, or into the power supply PCB to make sure that it is powered up first and acts as the data source. The memory unit to be programmed should then be plugged into the Memory port of the interface (or into another RJ45 port on the power supply PCB) using the RJ45 cable supplied. Its yellow 'data' LED should be lit to show that it is receiving valid programming data.

Select the seven scenes in turn on the source AnyScene, saving each into the receiving AnyScene memories. Note that in most applications, the AnyScene memory contents will probably be copied straight across to the same scene number in the receiving unit, but 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 the seven scenes of a further AnyScene.

2.7 Fade Rate Selection

The fade period from one scene to another can be set to two values, either 5 seconds or 10 seconds. The jumper on the rear of the memory unit PCB labelled 'cycle' sets this fade period. In 'preset' the fade lasts 5 Seconds, in 'auto' the fade lasts 10 seconds.

2.8 'Cycle' Mode

Enter the 'cycle' mode by depressing both Master 'Up' and 'Down' buttons for approximately two seconds. On entering this mode the yellow Data LED will be illuminated until these buttons are released and the AnyScene will start to cycle round the scene memories in ascending sequence, spending one complete fade time in each scene, and one fade period fading between scenes.

The 'up' and 'down' Master level buttons can be used to raise and lower the illumination level as in normal operation, but any such adjustment will be held whilst in 'cycle' mode, overriding the actual levels stored in the scene memories.

If the scene memory is powered down whilst in 'preset cycle' mode, when powered up it will recommence the preset cycle, always starting from the scene memory in which it originally started scene cycling. Note that on powering up however, the Master level control will have been reset to full.



Pressing any of the scene select buttons will terminate this preset cycle mode, and the AnyScene will fade to the selected scene. This scene selection also overrides any previous adjustment to the overall lighting level made with the 'up' and 'down' buttons, resetting the Master level control to full.

If the unit is connected to a source of DMX data, whilst in 'preset cycle' mode, the preset cycle will also be stopped.

3.0 Specification

Supply : +5 Vdc via Category 5 DMX cable from Memory Port of a Contractor, DMX to DFB interface unit or supply PCB

In/Outputs : DMX input/output via RJ45 connector.
Data received from DMX addresses 1-36
Data output to DMX addresses 1-36

Controls : 7 scene select buttons + 'blackout' button
Master level up/down switches

Scenes : 7 stored scenes, each of 36 channels of DMX data
1 'blackout' scene with all outputs zero

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 : 148 x 86 x 15 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
Mains supply version requires an internal depth of ?????

Weight : Gross inc cable and packaging 0.75 kg Net 0.14 kg
Mains version Gross 1kg Net 0.25 kg

Compliance : Relevant current standards under EN55103-1, EN55103 -2
for mains powered version also EN60065/EN60950

