Use of User Interface Module (UIM) Used in Conjunction with
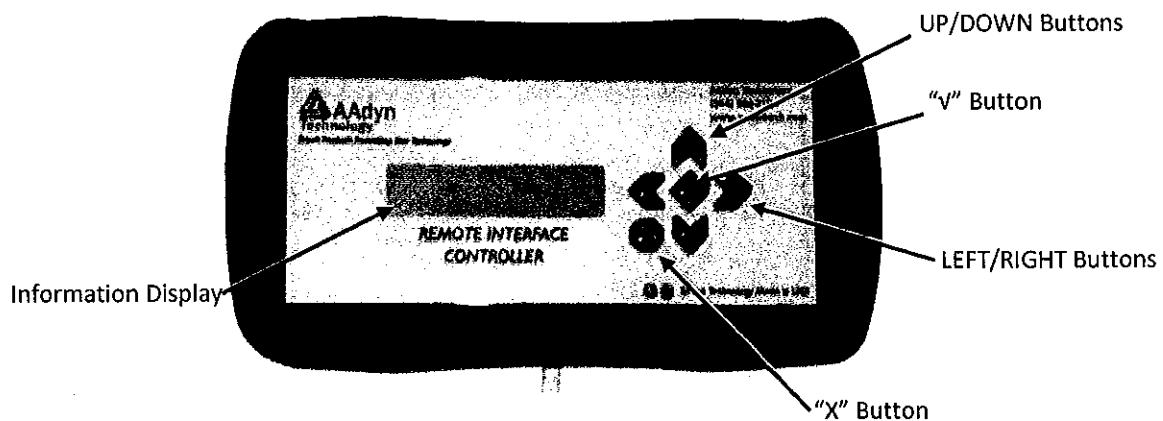
ECO PUNCH PLUS AND ECO TUNGSTEN Lights

(Software Version 1.0.2)

UP/DOWN Buttons

"v" Button

LEFT/RIGHT Buttons

Information Display

"X" Button

Introduction

IMPORTANT: Read Entire UIM Instructions Prior to Operating Light

The following document details the settings and operation of the User Interface Module (UIM) in conjunction with either the AAdyn ECO Punch Plus or ECO Tungsten lights. Please read this information carefully and follow all instructions to insure safe operation and expected performance of the lights.

AAdyn Technology has developed LED lights that are changing industry standards. The UIM is an interface module that allows the user to remotely access programmable and adjustable features/ functionalities and operational states stored within the electronics of the ECO Punch Plus and ECO Tungsten lights. User instructions for the UIM on the LED lights developed by AAdyn Technology are enclosed along with detailed information on the use of all parameters of the software. Please read this information carefully and follow all instructions to insure safe operations and expected performance of the lights.

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Quick Start Instructions for AAdyn Lights

Remove the Aadyn light from its protective shipping packaging and place it in a safe and secure location for setup or use.

> Prior to proceeding further, make sure that light is resting on a stable surface or is properly attached to a mounting location using the supplied yoke and yoke pin

> Make note of the location of the inputs and outputs along with the light controls found on the light's rear bulkhead.
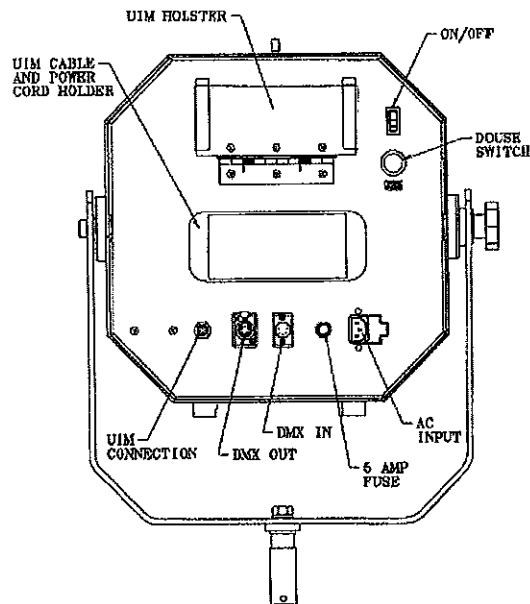
The AC power cable for the ECO Punch Plus and ECO Tungsten lights will be found coiled around the cable cord holder located on the back bulkhead of the light housing as shown above.

- Uncoil the black AC power cord from the holder and plug the female end into the AC Input receptacle on the lower right portion of the housing.

- Insure that the yellow UIM cable is connected to the UIM connector located on the bottom left portion of the rear bulkhead

> ⚠ **Warning!** Lights operate on grounded 110Vac, 50/60Hz or 240Vac, 50/60Hz AC Input. AC Supply Source must be sized properly and have approved protection circuitry for safe operation. Take care to observe all proper precautions when connecting power.

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> ⚠ **Warning!** Lights are intended for indoor operation and use only.

- Plug the male end of the AC power cord into an appropriate AC power source.

- Turn on light by pressing the green power switch located in the upper right hand portion of the rear bulkhead, as shown above.

  - Upon power up, the light will turn on immediately to its full brightness unless a specific "Power On" Setting has been previously programmed into the light. This "Power On" Setting will be covered later in these instructions.

  - The UIM is located in the UIM Holster on the center top portion of the rear bulkhead. If desired, it can be easily removed by tilting the top of the Holster away from the light and lifting the UIM from the Holster. Once free, the associated UIM cable can be uncoiled from its holder. The full length of the UIM cable is 12 feet.

  - The display on the UIM will display the following Splash Screen message upon power up.

  - Using the Left/Right Arrow button, a desired brightness level can be selected. Other functions are also available and can be viewed using the UIM by pressing the Up/Down arrow to the desired menu function as detailed below in section 1.0, then pressing the **(√)** once a function has been selected. All of these functions are covered later in these instructions.

  - The **(X)** button on the UIM is a non-latching douse switch which, when pressed, will momentarily extinguish the light. Releasing the switch will allow the light to return to operation at its previous setting.

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Functional Requirements

The Following sections provide all the functional details for the AAdyn User Interface Module (UIM)

1.0 UIM Functions

- The UIM will display a menu of parameters as listed below by scrolling up or down :
  - BRIGHTNESS ADJ (Adjustment)
  - FADE ADJ (Adjustment)
  - EFFECT SELECT
  - EFFECT FREQUENCY
  - RECALL SETTING
  - SAVE CUSTOM
  - POWER ON SETTING
  - RECALIBRATION PT (Point)
  - SOFTWARE VERSION
  - DMX BASE ADDRESS
  - LIGHT CONTROL
- Under each parameter, the UIM will display settings pertaining to the parameter for the user to select. The settings will be:

1.1 DMX BASE ADDRESS

- This parameter shall be meaningful only if the next parameter is set to "DMX".
- The address of the Aadyn lights can be set to any number between (001) and (500). Assigning unique numbers to multiple lights will allow each of the lights to be controlled (via DMX) independently of any other light. Assigning the same number to multiple lights will result in all of the lights with the same address operating in unison.

> **Please Note:** Although there are up to (500) unique addresses possible for assignment under DMX control, the maximum number of lights that can be connected together via the DMX In and Out connectors on the back of the Aadyn lights is **(32).**

1.2 LIGHT CONTROL

- Control of the Aadyn light can be performed from either the UIM or via DMX control. Default as shipped from the factory is UIM. In order to determine which source to select press the Left/Right arrows until the desired method of control (UIM or DMX) is shown. Pressing the "√" button will save this setting in the Aadyn light.

> **Please Note:** When DMX Control is selected, complete control of all Aadyn light features and functions is accomplished through DMX rather than the UIM. In order to return control from DMX to the UIM, see note above for setting light control. For DMX control parameters, see section 3.0 below.

1.3 BRIGHTNESS ADJ: This setting allows for adjustment of the brightness of the light to be varied from a setting of completely off to a setting for full brightness.

- The values for this parameter vary from 0% to 100% and can be increased or decreased by one pressing the left or right buttons or by holding down the left or right buttons, fast scrolled by five.
- Please note that each setting value represents a brightness level where 0% is completely off and 100% is the maximum brightness of the light.

1.4 FADE ADJ: This setting controls how fast changes in the brightness level are responded to by the light. The associated screen is shown below:

- Values from 0% to 100% that can be increased or decreased by one by pressing the left or right buttons or a fast scroll by five by holding down the left or right buttons.
- For example, a FADE ADJ value of 0% represents the fastest response to brightness level changes and a value of 100% represents the slowest response to brightness level changes.

1.5 EFFECT SELECT: This setting controls the selection of special effects stored within the Aadyn light. Among these effects are Strobe and various Lightning settings. The possible settings are listed below and are described in more detail further in the document.

- The software presents the user with thirteen individual choices for the EFFECT SELECT parameter. These choices are accessed by pressing the left or right arrows. Please note that continuing to press either the left or right arrow repeatedly, it is possible to loop through the entire list of EFFECT SELECT parameters again.
  - NONE (OFF) – Turns off any current effect
  - STROBE

  - LIGHTNING1 SGL,

  - LIGHTNING1 RPT,

  - LIGHTNING2 SGL,
  - LIGHTNING2 RPT,
  - LIGHTNING3 SGL,
  - LIGHTNING3 RPT,
  - LIGHTNING4 SGL,
  - LIGHTNING4 RPT,
  - LIGHTNING5 SGL,
  - LIGHTNING5 RPT,
  - LIGHTNING CYCL
  - The choice shall change by one each time a right or left arrow button is pressed.

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- STROBE will make the LEDs emit pulses of light at a user designated frequency and brightness. The brightness of the STROBE can be adjusted using the BRIGHTNESS ADJUST as described earlier in this document. The frequency of the STROBE can be adjusted by changing the value on the EFFECT FREQUENCY screen. The values on this screen range from 0% to 100%.The pulse of the strobe can be increased by adjusting the value of the Effect Frequency to a lower value (toward 0%) or slowed down by selecting a higher value (toward 100%).
- LIGHTNINGn SGL (where **n** is 1 to 5 as shown above) makes the LEDs emit pulses of varied length and brightness based on internal parameters to simulate 5 unique and different lightning pulse patterns. SGL indicates that this sequence shall be shown only once each time the ($\sqrt{}$) button is pressed. The brightness and length components of lightning can be adjusted using the BRIGHTNESS ADJ and EFFECT FREQUENCY as described in this document.
- LIGHTNINGn RPT (where **n** is 1 to 5 as shown above) operates in the same manner as LIGHTNINGn SGL, except that the Lightning scenario selected will continue to repeat itself with a 2 second pause between cycles. To exit this function, once activated, it is necessary to select another lightning setting or to select "NONE". As described above, the brightness and length components of lightning can be adjusted using the BRIGHTNESS ADJ and EFFECT FREQUENCY.
- LIGHTNING CYCLE is a means of displaying all five unique lightning patterns in a sequential manner with a 2 second pause between each one. Once activated, it will continue to scroll through patterns 1 through 5 and repeat until halted as described in the previous paragraph.

1.6 EFFECT FREQUENCY
- The power on default of the EFFECT FREQUENCY parameter shall be 75%. This is a mid-range value that works well with the effects stored on the Aadyn lights. This setting is used primarily to adjust the timing of the STROBE and LIGHNING effects. This value can be changed by the user to any setting from (0%) to (100%) and the resultant change to the effect is as described above.

1.7 SAVE CUSTOM
- The UIM shows twelve (12) custom user choices which can be saved individually in the Aadyn lights. These custom settings can be specific brightness levels of the light or they can be particular effect settings for STROBE or LIGHTNING.
- In order to set a CUSTOM SETTING, the user first adjusts the light to the particular operation desired. Then, using the UP/DOWN buttons on the UIM, the information display is scrolled to the SAVE CUSTOM screen as shown.

- Using the Left/Right arrows, the user can select the particular CUSTOM setting they wish to save. Once this is selected the CUSTOM setting can be saved by pressing the "√" button. Once pressed, the following screen will be displayed.

- Please note that all settings are saved in the Aadyn lights and are not dependent of the UIM being attached for operation.

1.8 RECALL SETTING
- The UIM can be used to recall any Custom setting saved in the Aadyn lights by the particular number (1 through 12) that was previously stored by the user. Additionally, there are three (3) PRESETS that can also be quickly recalled as well.
  - PRESET 1: 100% of Full Brightness
  - PRESET 2: 45% of Full Brightness
  - PRESET 3: 25% of Full Brightness

1.9 POWER ON SETTING
- By default, each Aadyn light goes to 100% full brightness when the power switch is turned on. If there is some other brightness level or effect that the user wishes the light to power on with, this setting allows for making this change.
- In the POWER ON screen, the settings can be selected from any of the PRESETS or CUSTOM settings described above. The settings can also be set to power on with the LAST USED settings. This setting stores all of the parameters as currently set on the Aadyn light into the light's memory for recall when the light is turned on again.

1.10 RECALIBRATION PT
- The programming in the Aadyn lights monitors the usage of the lights and the LEDs taking into account operating temperatures, light levels, type of effect selected and duration to create an indication of when the light should be recalibrated. This is done to insure the best and highest level of performance along with maintaining consistency of the light output over the life of the light. This display on the UIM gives the user an indication of the operating time remaining until recalibration is recommended.

1.11 SOFTWARE VERSION
- The version of software installed in the Aadyn lights is displayed on the UIM for user reference. The nomenclature used is "Major Version. Minor Version. Build", for example Version 1.0.2

2.0 Douse Switch
- The UIM has a momentary, non-latching douse switch shown as ("**X**"), which immediately extinguishes the light and will remain extinguished until the douse switch has been released.
- There is also a red switch located on the upper right hand corner of the back of the Aadyn light, below the On/Off switch. This douse switch responds in the same manner as the douse switch on the UIM.

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3.0 DMX Controller Interface

- The Aadyn light software accepts input from the DMX512 controller that transmit user requested values for BRIGHTNESS, FADE, EFFECT, EFFECT FREQUENCY and EFFECT ACTIVATION.
- The DMX output to the light is mapped as follows: Channels 1, 3, 4, 5 and 6 are used to control the functions of the Aadyn lights.

Control		Value	Function
Channel 1	Brightness	000 to 255	Allows user to determine the light value. (000) is off and (255) is full bright
Channel 2	Not Currently Used		
Channel 3	Fade	000 to 255	Allows user to vary the response time to changes in brightness (000) quickest. (255) slowest
Channel 4	Effect Select	000 to 255	Allows user to select the effect according to the following values 0- No effect selected 1-40 Lightning 1 selected 41-80 Lightning 2 selected 81-120 Lightning 3 selected 121-160 Lightning 4 selected 161-200 Lightning 5 selected 201-255 Strobe selected
Channel 5	Effect Frequency	000 to 255	Allows user to determine the length of the pulse of the effect selected. The lower the value the faster the pulse of the effect
Channel 6	Effect Activation	000 to 255	Allows the activation of the selected effect according to the following values. 0- Effect deactivated 1-255 Effect activated

General Information

> **Please Note:** The UIM is an interface that allows the user to control the functions of the Aadyn lights. All actual software control and settings are maintained within the Aadyn light itself. Changes and control of these settings are managed either through the UIM or through a DMX interface.

- When changing values within a particular screen on the UIM, the rate of change in the scrolling values will increase the longer the button is held down. This is for convenience to the user and to facilitate quicker large changes.

- If the UIM is removed after startup, the software within the Aadyn light will maintain the current settings. If the UIM is reattached later, the splash screen (Aadyn Technology) will be displayed. When the user presses an arrow button, it will return to the menu screen. .