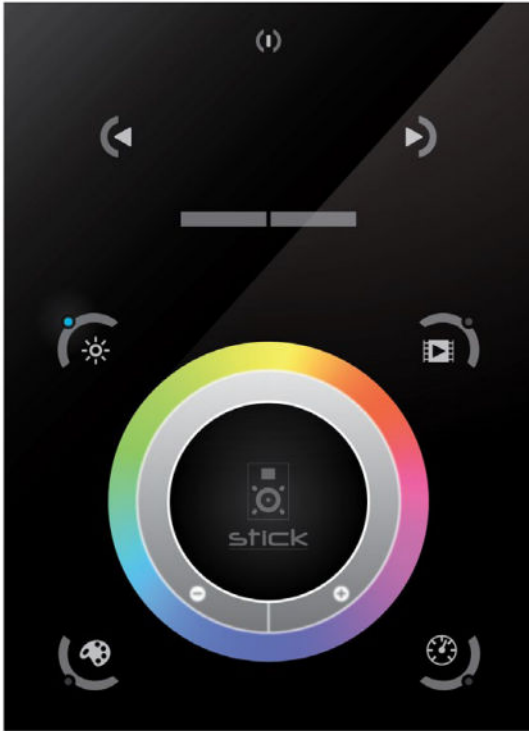


ST

Sunlite Touch Sensitive Intelligent Control Keypad



Overview

The feature rich lighting controller has been designed to provide a control solution for the most demanding of projects, whilst maintaining an easy to use panel of touch sensitive buttons. The controller integrates a graphical color screen allowing scene photos to be displayed. Easily view the selected zone, scene name and design without the need to navigate through complex menus. Change the speed, color and dimmer using the circular palette.

The lighting levels, color and effects can be programmed from a PC, Mac, Android, iPad or iPhone using the included software.

Key Features

- Sleek glass design which sits 11mm from the wall
- Graphical color display to show selected environment
- Color/dimmer/speed palette
- Color temperature mixing
- Touch sensitive buttons. No mechanical parts
- Touch sensitive wheel allows for accurate color selection
- Multi-zone microSD memory
- Multi-room control with 500 scenes, 10 zones
- 1024 DMX channels. Control 340 RGB fixtures
- USB & Ethernet connectivity for programming and control
- RS232, Dry Contact Ports and an Infra Red input port
- Clock and calendar with Sunrise/Sunset triggering
- Network communication. Control lighting remotely
- Catalog of designs including black and white glass
- OEM customization of the color palette and logo
- Windows/Mac software to set dynamic colors/effects
- iPhone/iPad/Android remote and programming apps

Technical Data

Input Power	5-15v DC
Output Protocol	DMX512 (x2)
Programmability	PC, Mac, Tablet, Smartphone
Available Colors	Black / White
Connections	USB Type-C, Ethernet, RS232, Clock, 8 relay
Memory	microSD (32Gb Max)
TCP Connections	5
Temperature	-10 °C to 45 °C
Battery	LIR2032
Mounting	Single or double gang wall socket
Dimensions	146x106x11mm
Weight	247g
Standards	EC, EMC, ROHS, ETL

EASY INSTALLATION

1. Mount an electrical box inside the wall

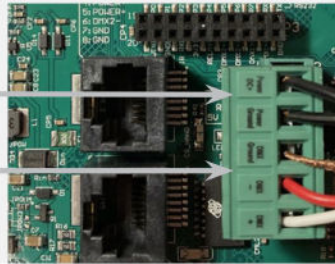
The controller can be installed in any standard electrical backbox. If you use a double size box, you can insert the power supply inside. Note: We recommend against installing against a metal wall or surface as this can cause issues with the touch buttons.



2. Connect the wires

POWER: Connect a 5V to 15V DC ACDC supply. Be sure to not invert the + and the ground.

DMX: Connect the DMX cable to the lighting receivers (Leds, Dimmers, Fixtures..) (for XLR: 1=ground 2=dmx- 3=dmx+)



3. Mount the interface on the wall

First, mount the back-plate of the interface to the wall with 2 or more screws.

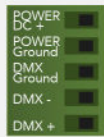
Secondly, connect the connectors :

- DMX and power (green connector block or RJ45)
- Ethernet cable (shown with yellow cable)

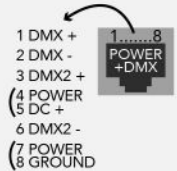
The front panel is mounted by pressing it against the back plate and then sliding down. Note: power should not be turned on until the controller is securely in place.



POWER+DMX WITH THE CONNECTOR BLOCK



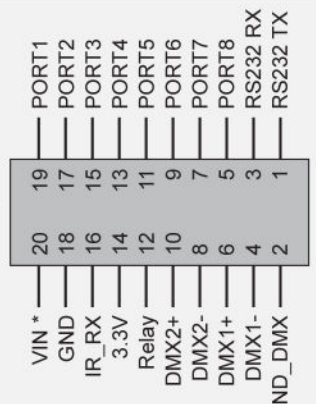
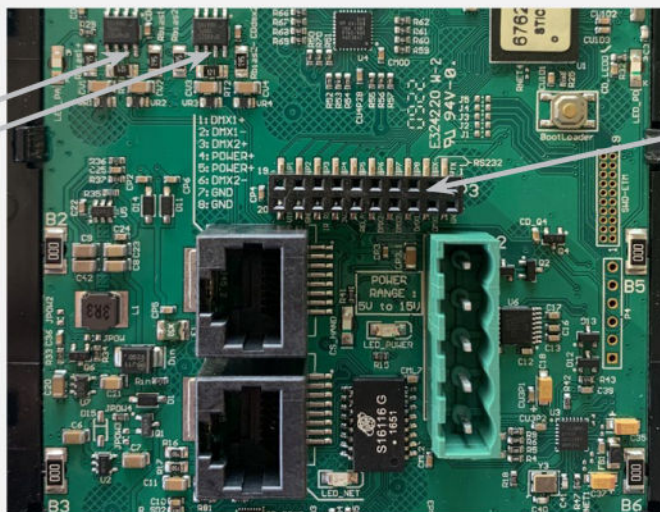
POWER+DMX WITH THE RJ45 CABLE



****CHECK PIN CONFIGURATIONS. APPLYING POWER TO THE DMX INPUT WILL DAMAGE THE CONTROLLER****
****MAKE SURE THE CONTROLLER IS MOUNTED WITHOUT TOO MUCH FORCE BEHIND AS THIS CAN PUSH APART THE GLASS****

2x10 pins EXTENSION socket

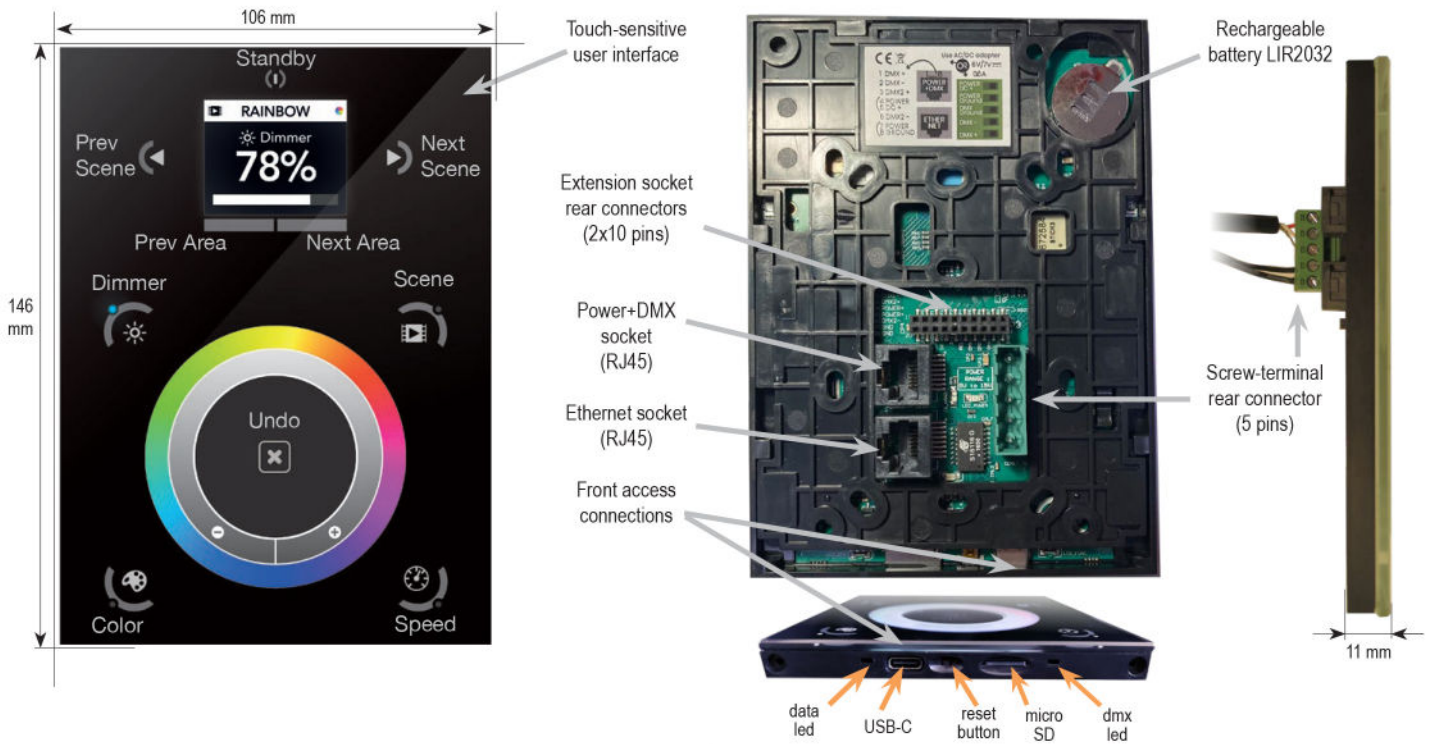
DMX CHIP replacement
 DMX universe #1
 DMX universe #2
 Ref:
 SP485ECN-L



Compatible header connectors:
 WURTH ELEKTRONIK ref: 61301021121
 MOLEX ref: 10-89-7202
 TE Connectivity ref: 1-87227-0
 FCI ref: 77313-101-20LF
 HARWIN ref: M20-9981046
 SAMTEC ref: TSW-110-xx-T-D
 FARNELL ref: 1841232
 RS ref: 763-6754 673-7534 251-8165
 Mouser ref: 538-10-89-7202
 DIGIKEY ref: WM26820-ND

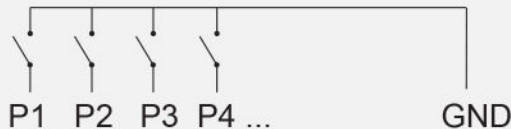
* VIN pin 20 is not protected and should not be used

Connections & Triggering



Dry Contact Port Triggering

It is possible to start scenes using the input ports (contact closure) included on the 2x10pin Extension Socket. To activate a port, a brief contact of at least 1/25 second must be established between the ports (1...8) and the ground (GND). Note: 1. A scene must be assigned to a port in the software, 2. The scene will not be switched off when the switch is released.



RS232 Triggering

Make a cable using the 3 pins : TX, RX and G (GND)

Set the RS232 parameters to : 9600bds 8 bits, no Parity, 2 Stop bits
Messages should be hexadecimal not decimal (ie. 1 = 01, 255 = ff etc.)

- To play a scene, send 4 bytes : **1 x y 255**
- To stop a scene, send 4 bytes : **2 x y 255**
- To pause a scene, send 4 bytes : **3 x y 255**
- To release a pause, send 4 bytes : **4 x y 255**
- To reset a scene, send 4 bytes : **5 x y 255**

When (y)=0, (x) can be set between 0 and 255

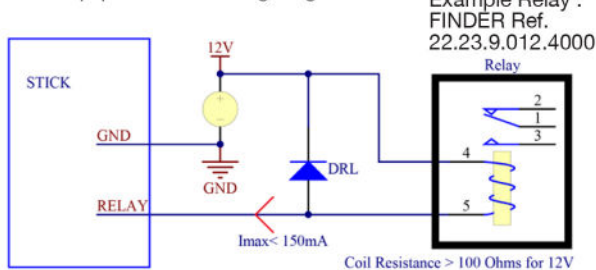
-to stop scene 145, send the command: 2 145 0 255

When (y)=1, (x) can be set between 0 and 243 to trigger scenes 256-499

-to play scene 300, send the command: 1 44 1 255

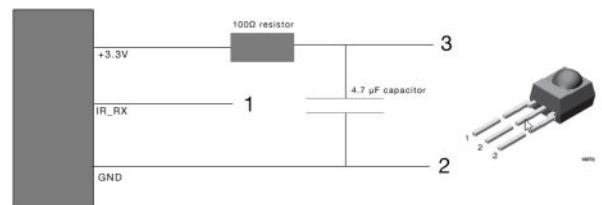
BLACKOUT Relay (energy saving)

A relay can be connected between the RELAY and GND sockets of the 20 pin extension socket. This is an open drain output that allows current to flow only when the controller is on. It can be used to turn off other equipment such as lighting drivers.



Infra Red

The controller works with the official IR remote control, however there is no receiver. A 36khz infra red receiver can be connected, such as the TSOP34836 by Vishay Semiconductors. Farnell ref: 4913127. This can be attached to the 20 pin connector. It is a good idea to add a resistor and capacitor to surpress power supply disturbance.



Network Control

The controller can be connected to a local network, allowing it to be controlled from a smartphone or tablet over WiFi.

- Connect the controller to a router or switch with an RJ45 cable
- The controller is set by default to get an IP address from the router via DHCP. If the network is not working with DHCP, a manual IP address and subnet mask can be set using Hardware Manager > Ethernet screen. Uncheck DHCP & enter IP settings
- If the network has a firewall enabled, allow ports 2430 and 2431

TCP Triggering

The controller can be connected to an existing automation system over a network and triggered via UDP packets on 2430. Note that it is also possible to use TCP packets on port 2431 but *Security for Cloud Access* must be disabled.

Refer to the STICK3 remote protocol document for more information available in the Downloads section of our website.