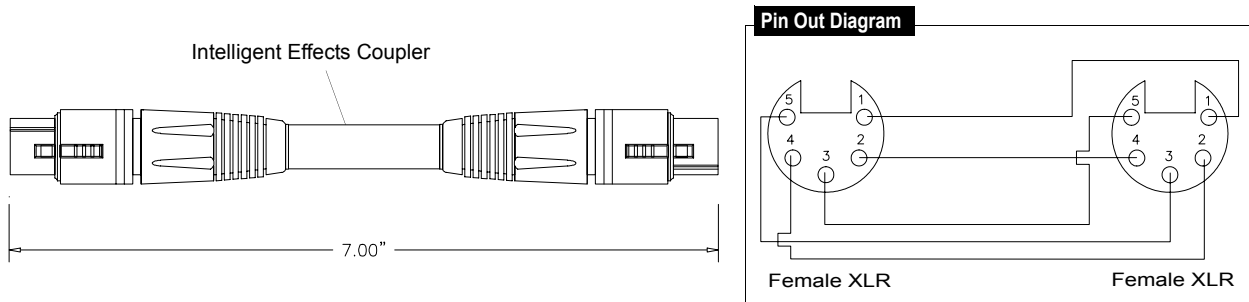# LIGHT PACK INTELLIGENT EFFECTS NETWORK

This document explains how to set up and use the **Light Pack Intelligent Effects Network** and what components are needed to connect multiple Light Pack Dimming Modules to the network.

Light Pack Intelligent Effects Coupler

The Light Pack Intelligent Effects Coupler (Strand Lighting Catalog #71347) makes it possible for a single Light Pack IGBT Dimming Module to drive/control up to 64 additional Light Pack modules. The Light Pack Intelligent Effects Coupler is a cross-over cable that takes the Intelligent Effects Signal from the first Light Pack module and outputs the signal to the other Light Pack modules on the network.
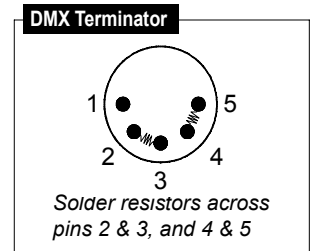

Termination Connector

A XLR termination connector is required at the first and last Light Pack module to prevent signal reflections. Signal reflections may cancel out the signal at certain line lengths, resulting in errors. To construct your own connector, you will need the following components:

- 5-pin, male XLR connector.
- Two 1/4W 5% 120 ohm resistors.

<u>NOTE</u>: A male termination connector (Strand Lighting Catalog #71346) is available as an accessory from Strand Lighting. Contact your Authorized Strand Lighting Dealer or Strand Lighting Customer Service at 1-800-733-0564 for more details.
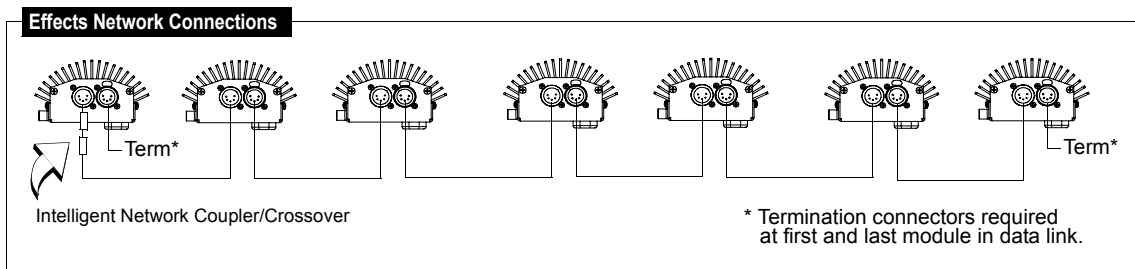

Intelligent Effects Network Set Up

Effects can be synchronized across a network of Light Pack modules to create chase, runway and wave sequences. For this purpose, eight unique phase shifts are output from the first module in the data link, transmitting on DMX512 addresses 002-008. To utilize this feature, an Intelligent Effects Network Coupler is required at the first module in the link.

To create effects using the Intelligent Effects Network, do the following:

Step 1. Using data cables, connect Light Pack modules as shown below. At first module data input, install the Intelligent Effects Network Coupler. At first and last module, install termination connector.

Step 2. The first Light Pack module's address (slot) will automatically be considered as 001. Set subsequent module addresses to any number between 002 and 008. These can be in numerical order or out of sequence. The address setting will determine the delay and execution order of the effect at that particular module. Refer to the **Light Pack Installation and Operations Guide** that came with your Light Pack Dimming Module for instructions on setting the address.

Effects Network Addressing

Intelligent Effects Network - Up to 64 Light Pack Modules

Example Address Settings								
	001	002	003	004	005	006	007	008 ...
	001	008	002	007	003	006	004	005 ...
	001	003	005	007	002	004	006	008 ...

To the next multiple of eight units

Step 3. At first module, using rotary dials, set to desired effect (7XX).When set to 7XX, the rotary DIP switch settings can be used to create simple effects without DMX512 control. Refer to the **Light Pack Installation and Operations Guide** that came with your Light Pack Dimming Module for instructions on setting effects. Effect parameters can be set as follows:

Dial Settings	Effect	Description
70X - where X is ramp time	Bounce Up	Ramp up, instant off (100% intensity)
71X - where X is ramp time	Bounce Down	Instant on, ramp down (100% intensity)
72X - where X is ramp time	Saw Tooth	Ramps up, ramps down
73X - where X is toggle time	Bump	50% on/off toggle
74X - where X is time off	Blink On	12% on, 88% off
75X - where X is time on	Blink Off	12% off, 88% on
76X - where X is speed	Strobe	Variable speed strobe
77X - where X is lamp intensity	Flame Flicker	Random flicker and intensity
78X - where X is rate	Bell Curve	Ramps up, holds, ramps down
79X	*For future use*	N/A

Step 4. Apply power. Effect will execute across network.

Step 5. Adjust address settings to vary effect execution as required.