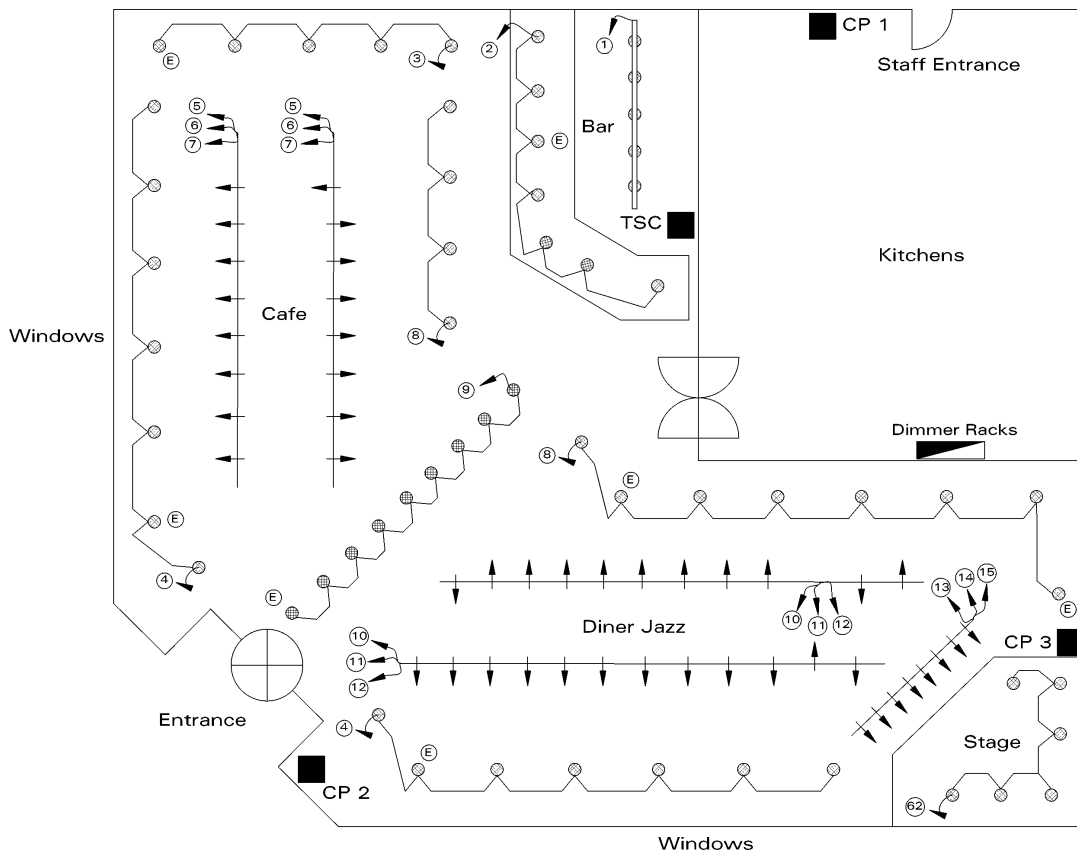


# Themed Restaurants

Figure 1: jazz themed restaurant



Themed Restaurants are highly popular at this time and iLight™ works with a number of clients to provide them with systems to suit - many varied styles from the fast food Pizza chains to the "up market" *eateries* in fashionable areas in city centres. The example detailed in this application note, is for a Jazz Themed restaurant, which in addition to themed artifacts and memorabilia, features live music on a stage in the evenings. The restaurant is to be lit on the basis of several distinct areas, to give the manager the flexibility and "feel" he wants, to optimise revenues. Operationally, the restaurant needs a means to get the lighting *on* and *off* for the staff entering and leaving the premises. This is achieved using the control panel CP1 at the staff entrance. As can be seen from the block schematic diagram

later in this note, this control panel is provided with two push buttons and a key locking switch. The key switch is to enable and disable the control panel operation thus ensuring that there is no unauthorised usage. This is particularly important as the off button is a master off control that will turn off all of the lighting within the Restaurant. The *on* button would usually select a welcome scene or a cleaner's lights scene that would enable the cleaners to have sufficient light to do their job, without wasting electricity or using up lamp life unnecessarily. The Maitre d' station would be located at the entrance door, where guests can check their reservations and then be guided to their tables. A four scene control panel (CP2) would be located at this point. This would select the following scenes:-

# Themed Restaurants



Figure 2

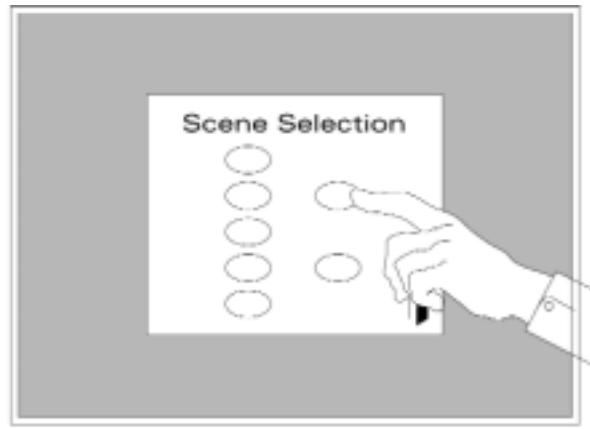


Figure 3

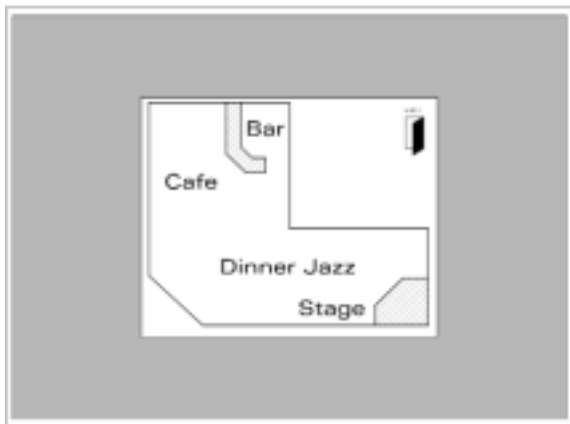


Figure 4

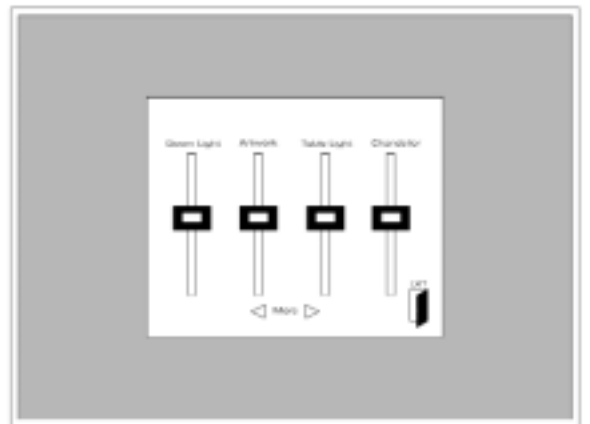


Figure 5

Scene 1: *Setup*: Used when the restaurant staff are laying up the tables, prior to opening at lunch time and for dinner. It is a practical “working” scene rather than an aesthetic scene.

Scene 2: *Lunch*: Selects a scene for the lunch period. This is a relatively bright scene to complement the natural daylight.

Scene 3: *Dinner*: Selects a scene for the dinner period. This scene would be to a lower level with the emphasis on ambience.

Scene 4: *Show*: Selects a scene to be used when there is a live show on the stage. Note that this scene would be the same as the manual button on the local control panel on the stage. In this scene the general lighting would be reduced in intensity, with circuits 4, 8, 10, 11, and 12 being dimmed to quite a low level, so that the attention would be drawn to the stage. The circuits 13 to 16 would come under manual control from the faders on control panel CP3. This would let the band or individual artist set up a manual scene for the stage area to suit the performance on stage without altering what has been preset in the dining and bar areas.

The control panel CP3 would, in addition to the four

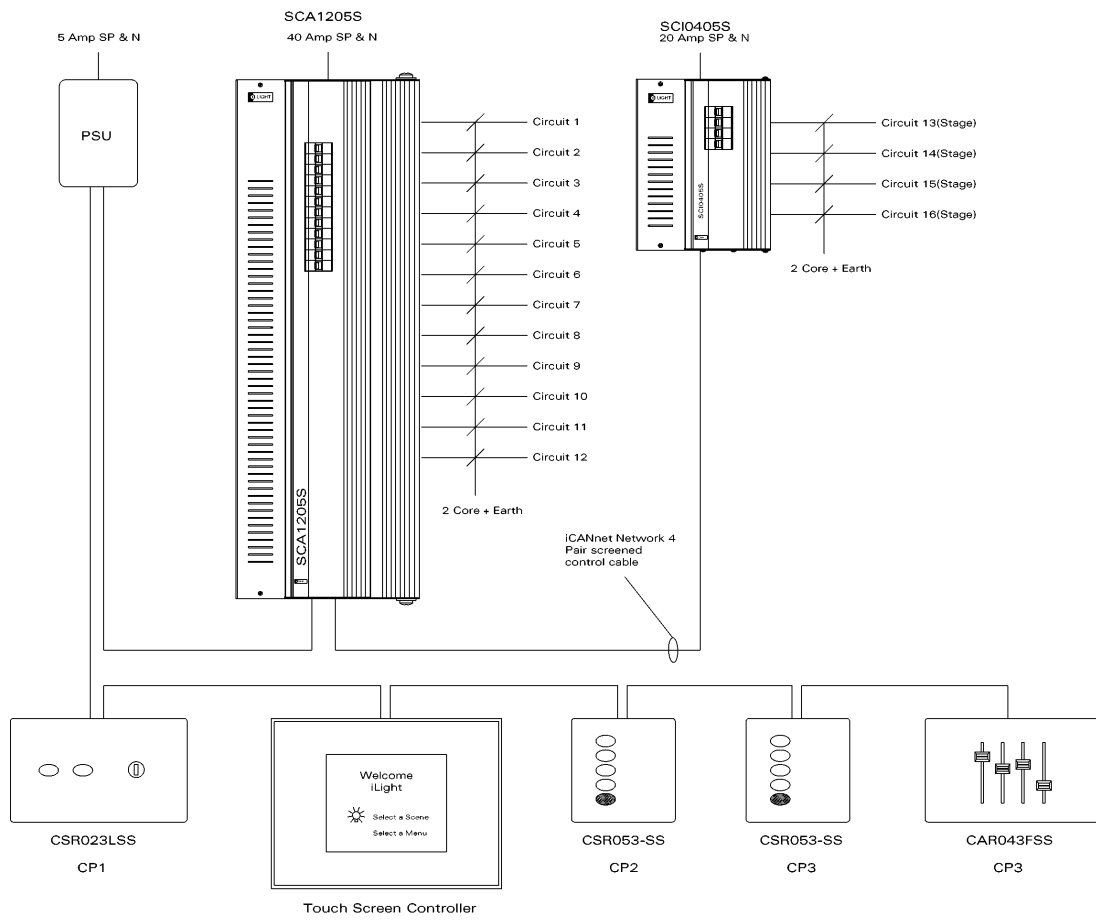
manual scenes detailed above, have four further scenes, 5 to 8. These would set the lighting on a preset basis for channels 13 to 16 only.

A touch screen controller (TSC) with a back illuminated control panel is installed in the Bar area as an overall master for the whole restaurant.

In addition to having scene selection pages, manual over-ride pages, and a time clock to automatically select such scenes as “happy hour”, a graphical drawing of the whole restaurant could be in one page. From this page it would be possible to review the current status of all of the lighting within the restaurant and temporarily modify the settings in one area, for a special event. This is ideal for a setting for, say, a “birthday cake entrance” or for corporate entertainment evenings. Simply touching one area of the drawing of the restaurant, e.g. the Cafe area, would then drill down to the screen showing that area only. It would then be possible to adjust individual circuits directly.

Some other functions available from this control position could be a waiter call button, to ring a buzzer in the kitchen to request the presence of a waiter, to take an order and a panic function to send all of the lighting to full in the event of an emergency.

# Themed Restaurants



Block schematic diagram of Themed Restaurant system described on previous page.