TC1 Timeclock(with Scene Programming)
Operating and Programming Instructions

Normal running screen

During normal operation the display on the timeclock will indicate the current time and date as shown below.

```
            iLight
        22:03 Thu 22 Nov
```

Setting the Clock and Date

From the Normal running screen press button 1 on the keypad. The display will change to show menu screen 1.

```
        Menu1 TimeClock
        Use numbers 1-3
```

Setting the time

Press button 1 on the keypad. The screen will change to show as below.

```
          Enter Time
          *H:MM:SS
```

Using the keypad enter the current time followed by **ent**. **All six digits of the time must be entered.** Only when the **ent** button is pressed does the time entered become the clock time.

Setting the Date

From the Menu1 Timeclock screen press button 2.

```
          Enter Date
          *D:MM:YY
```

Using the keypad enter the current date followed by **ent**. **All six digits of the date must be entered.** Only when the **ent** button is pressed does the date entered become the clock date.

Setting the Day of the week.

The clock does not automatically calculate the day for the date entered so it is necessary to ensure the day name for the date is correct.

From the Menu1 Timeclock screen press button 3.

```
          Enter Day
        0= Sun    6= Sat
```

Using the keypad press a number for the current day of the week.

0	Sun
1	Mon
2	Tue
3	Wed
4	Thu
5	Fri
6	Sat

Once selected the screen will change to show the selection. Press **ent** to confirm the selection and return to the Normal running screen.

At anytime whilst setting the clock pressing the **esc** button will revert the screen to either the Menu1 TimeClock screen or the normal running screen depending on what action was being performed at the time.

Using the Timeclock to select Scenes

The Timeclock can be used as a method to select scenes. This is a powerful function and should be used carefully. To use this function it is important to know the 'Area Number' for the area to be controlled.

From the normal running screen press button 2 on the keypad to display the screen shown below.

```
        Scenes
    Press number 1
```

Press button 1 to continue or esc to revert to the normal running screen.

Pressing button 1 will display the screen at which the area number of the area to be controlled should be entered.

```
      Scene Select
    Seg 00* Area 000
```

Except on very large systems the Seg (Network segment) value should be left as 000. To leave this as 000 press the **ent** button.

If, for example, it was required to send a scene selection message to Area 12 enter 12 using the keypad.

```
      Scene Select
    Seg 000 Area 012
```

Press **ent**

Now enter a Scene number and Fade time. For scene 3 with a fadetime of 2 seconds enter a 3 on the keypad followed by **ent** then a fade time value (see **Fade Time Value to Time table**) followed by **ent**,

This will display the message

```
      SCENE SELECTED
```

WARNING
NOTE: The clock will allow the selection of scenes with an Area number of 0 (Zero). This is a global message and will be sent to all areas.
Additionally, the clock will also allow the selection of Scene 0 that is the OFF scene (all channels at 0%).
The selection of Area 0 and Scene 0 will turn every channel of the lighting control system to OFF!!!!

Press **ent** to return to the Scenes screen to enable another scene message to be sent or **esc** to return to the normal running screen.

Using the Timeclock to Edit Scenes

The Timeclock can be used to edit scenes. This to is a powerful function and should be used carefully. To use this function it is important to know the 'Area Number' for the area to be controlled and the Scene number you wish to modify.

If you are uncertain of the scene number you wish to modify select the scene using the section above – Using the Timeclock to Select Scenes to ascertain the correct scene number.

From the normal running screen press button 2 on the keypad to display the screen shown below.

```
                Scenes
           Use numbers 1 or 2
```

Press button 2 to continue or esc to revert to the normal running screen. The screen will display the screen below.

```
              Edit Scene
             Press Enter
```

Press **ent** to allow entry of the Area No in which the scene to be modified resides.

```
        Area :        001
        Channel:     00001
```

Enter the Area No using the keyboard followed by **ent**. **Note that only Area numbers in the range 1 to 128 can be entered.**

Enter the channel number that you wish to initially modify. The action of entering the Channel number will take you to the next screen. It is whilst this screen is displayed that the level of the channel can be changed.

```
        Channel:       023
        Change Level: < >
```

Use the A and B scroll buttons to modify the level of the selected channel. A will raise the level by 5% and B will decrease the level by 5%.

Note that you must modify the level of a channel before being able to proceed.

To modify the level of another channel in the same Area enter the number using the keypad. Modify the level using the A and B scroll buttons.

Cooper Lighting Solutions
Usk House, Lakeside, Llantarnam Park,
Cwmbran, Torfaen, NP44 3HD, UK
t: +44 (0)1923 495495   f: +44 (0)1923 228796
e: info@cooperlighting.co.uk   www.cooperlighting.co.uk
Doc No. TC1   9850-000793-00
Page 3 of 11

Once all the level changes have been made press **ent**.

```
            Save to current
           Scene Yes=1   No=0
```

You now have the option to save changes to the last Scene selected before changes were made or to another Scene.

Selecting 1 last will save the changes to the last selected scene and display the message

```
              SCENE SAVED
```

Selecting 2 will display a screen into which can be entered another Scene number.

```
            Save to Scene
           Number          000
```

Enter a Scene number in the range 1 to 128 followed by **ent**. This will cause the confirmation screen to be displayed.

```
              SCENE SAVED
```

Press **esc** to return to the normal running screen.

Programming or Modifying Events

Up to 32 events can be programmed into the Timeclock.

Events are actions that the Timeclock is instructed to perform from data entered either through the keypad or by using a computer to programme the Timeclock.

Timeclock events generally consist of a Scene or sequence of scenes being selected at a particular time.

An event can be programmed to occur on a specific date only, daily, on selected days of the week only or after a specific date only.

Through the front panel of the Timeclock events can be disabled and enabled.

The Timeclock has 32 events and through the front panel these can be edited. Un-used events will either be set to have No Action or set as Disabled.

Editing an Event

From the Normal running screen press 3 on the keypad.

```
              Events
           Press 1 to edit
```

Press 1 to continue
Select the event to edit using the A and B scroll buttons. The A button allows counting up the events and B button allows counting down through the events.

When the event to edit is reached press **ent.**

The current time for the event will be shown on the screen.

```
        Enter Time
        14:05:00
```

If the time is correct press **ent** to continue or using the keypad enter the event time followed by **ent**. **All six digits of the time must be entered.** Press the **ent** button to move to the next screen,

```
        Enter Date
        01:01:01
```

It is only necessary to modify the default date shown above if the event is to start on a specific date in the future or occur on a specific date in the future.

If this is the case enter all six digits of the future date and press **ent** else press **ent** only to move to the next screen.

```
      Exact Date ? Y
     Press 1=YES 0=NO
```

If the event is to occur only on a specific date and time in the future select 1 for Yes or 0 for No. Press **ent** after making your selection.

If you selected the Yes option go to step 3 else go to Step 1

Step 1. The next screen asks you if the event is to occur every day.

```
      Every Day ? N
     Press 1=YES 0=NO
```

If you want the event to occur every day press 1 on the keypad for Yes and go to Step 3 otherwise select 0 and go to Step 2

Step 2, You have selected the event to occur on specific days only. The screen will show the currently selected days.

```
     SuMoTuWeThFrSa
     Y  N  Y  Y  Y  N  Y
```

The N or Y under each day indicate the days on which the event will be actioned.

Use the 1 and 0 buttons to change between Y and N. Use the scroll A and B buttons to move between days. Press **ent** when you have finished.

Step 3. Is the Event to be Enabled or Disabled? An enabled event will be actioned as programmed unless disabled. A disabled event will remain disabled until re-enabled.

Cooper Lighting Solutions
Usk House, Lakeside, Llantarnam Park,
Cwmbran, Torfaen, NP44 3HD, UK
t: +44 (0)1923 495495   f: +44 (0)1923 228796
e: info@cooperlighting.co.uk   www.cooperlighting.co.uk
Doc No. TC1   9850-000793-00
Page 5 of 11

If the event is already enabled the screen will show as below,

```
           Event Enabled
           Press 0 Disable
```

or if already disabled

```
           Event Disabled
           Press 1 Enable
```

Toggle between Enabled and Disabled by pressing 1 or 0.

Step 4. Event action selection.

```
          ACTION CHANGE? N
          Select Scene
```

The current type of action of the event is shown on the second line of the display. The options available are:

No Action
Select Scene
Set Channel to Level
Start Sequence*
Stop Sequence*
Pause Sequence*

* Control of Sequences requires specific knowledge of the sequences programmed into the Timeclock (if any).

Press button 1 on the keypad followed by **ent** to Change either the Action Type, view the parameters of the action or edit the existing action.

If the action is not to be changed then with the screen showing:

```
          ACTION CHANGE? N
          Select Scene
```

press **ent** and go to Step 6.

Step 5. You have chosen to change the Action. Depending on the Action required different parameters have to be entered.

No Action

Parameters   None

Select Scene

Parameters	Area No	Range 0 to 255
	Scene No	Range 0 to 128
	Fade Time	Range 0 to 66 mins

Set Chan Level

Parameters	Area No	Range 0 to 255
	Channel	Range 0 to 65535

Start Sequence*

Parameters	Sequence No	Range 1 to 8
	1st Action	

Pause Sequence*

Parameters	Sequence No	Range 1 to 8

Stop Sequence*

Parameters	Sequence No	Range 1 to 8

*Sequences can only be entered into the Timeclock using a computer.

Having selected to view, change action type or modify the parameters of the action the screen will show:

```
        A or B to scroll
        Select Scene
```

Note that the second line will display the current action programmed for that event.

If you wish to retain the existing action type and view or modify the parameters only press **ent**.

If you wish to change the action type use the A or B buttons on the keypad to move to the action type required. Once the action shows on the second line of the screen press **ent**.

Step 6 Modify the parameters of the action by entering the required numbers. Move between parameters using the **ent** button.

Once all the parameters have been entered the screen will display

```
        Event Saved
```

This indicates that the event has been saved to the Timeclock memory.

Press esc to return to the Normal running Screen.

Cooper Lighting Solutions
Usk House, Lakeside, Llantarnam Park,
Cwmbran, Torfaen, NP44 3HD, UK
t: +44 (0)1923 495495   f: +44 (0)1923 228796
e: info@cooperlighting.co.uk   www.cooperlighting.co.uk
Doc No. TC1   9850-000793-00

Page 7 of 11

```
iLight
22:05 Thu 22 Nov
```

Fade Time Value to Time Table

Fadetime Value	Time	Fadetime Value	Time
0	0	200	11 min
25	0.5 sec	201	12 min
50	1 sec	202	13 min
60	2 sec	203	14 min
70	3 sec	204	15 min
80	4 sec	205	16 min
90	5 sec	206	17 min
100	6 sec	207	18 min
110	7 sec	208	19 min
120	8 sec	209	20 min
130	9 sec	210	21 min
140	10 sec	215	26 min
150	20 sec	220	31 min
160	30 sec	225	36 min
170	40 sec	230	41 min
180	50 sec	235	46 min
190	1 min	240	51 min
191	2 min	245	56 min
192	3 min	250	61 min
193	4 min	255	66 min
194	5 min		
195	6 min		
196	7 min		
197	8 min		
198	9 min		
199	10 min		

Displaying Firmware Version of Timeclock

The firmware version of the Timeclock can be displayed by pressing the ∗ button on the keypad. Typically for screen will display as shown below.

```
V0305P Scene Set
Push ∗ to Reprog
```

The top line of the display shows the Firmware Version.

The bottom line of the display informs a user who is updating the flash memory of the Timeclock to press the ∗ again before proceeding.

Area No Details

Area No	Room/Zone

Area No	Scene No Details

Event Details

Event No	Action	Days	Time
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22			
23			
24			
25			
26			
27			
28			
29			
30			
31			
32			