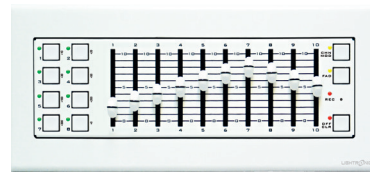


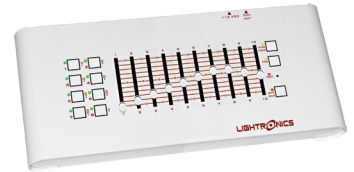
Unity Architectural Control

- Independent control of 512 DMX channels
- Store and recall 18 scenes
- Available in Wall Mount or Desk Top
- 10 faders for scenes or DMX channel control
- User Defined Fade Times 0-55 seconds
- Programmable fixed DMX output value

SC810 Architectural Controller



Wallmount



Desktop

The SC810 is a compact and simple to use DMX controller and scene playback device, capable of local, independent control of up to 512 channels of DMX and 18 user defined, recordable scenes. This device can connect to a DMX chain with another controller and can snapshot up to 18 scenes to be recalled at the push of a button or slide of a slider. Available in either a wall mount or desktop version, the SC810 is the perfect solution for any installation requiring seamless architectural and preset control of DMX512 lighting systems, controlling LED lighting for corporate events or as a backup to larger lighting consoles.

SPECIFICATIONS

Control Protocol:	DMX512	Scene Recall Method:	10 fader controlled
DMX Control Channels:	512		8 push button
Record:	Set on unit	Record Method:	From local setting or DMX Snapshot
Lockout:	Local when alternate DMX source is present	Fade:	0 - 55 second user defined per scene
Memory:	Non Volatile with minimum 10 year data retention	Power Supply:	12V DC @ 1 Amp via wall adapter
Data Connection:	Female, 5 pin XLR (desktop) Keyed 4 pin terminal (wall)	Dimensions Wallmount:	9.125"W x 4"H x 2.5"D
Total Recordable Scenes:	18 user defined	Desktop:	12.125"W x 5"D x 2"H
Record Scenes:	Manual local faders or DMX Snapshot	Weight Wallmount:	0.9 Pounds
		Desktop:	2.95 Pounds

Architect & Engineer's Specifications

Wallmount: The controller shall be wall mountable in a standard 5 gang back box. Chassis and mounting points of the controller shall be constructed of steel, finished in powder coat. A plastic composite cover plate shall be provided with the controller to mask all mounting screws and the back box. All connections to power and DMX signal shall utilize a removable, keyed, low voltage, screw terminal connector. Dimensions: 9.125"W x 4"H x 2.5"D Weight: 0.9 Lbs.

Desktop:

The controller shall be a standalone device suitable for desk top operation. The chassis shall be constructed of steel, finished with powder coat. The controller shall utilize one, 5 pin, female, XLR connector for the purpose of receiving and transmitting the DMX protocol. Power connection shall be made using a 2.1 mm, low voltage, barrel power connector.

Dimensions: 12.125"W x 5"D x 2"H, Weight: 2.95 Lbs.

GENERAL:

The controller shall be capable of discrete, control of 512 DMX channels utilizing the DMX512 protocol. The processor shall both receive and transmit DMX512. The controller shall automatically sense DMX signals on the same control circuit and lock out local operation. Lighted indicators shall display current active modes during operation. Controller shall be capable of snapshotting DMX inputs, to user defined scene locations. Scene playback shall consist of both push button and fader playback. Scenes shall playback in pile on, highest level takes precedence style. Scene playbacks shall be capable of being set to fade times of up to and no less than 55 seconds with a minimum of no greater than .5 seconds. The device shall allow users to set dmx output values to channels that cannot be modified during normal operation.

Controller shall have non-volatile, internal, flash memory. Memory shall be sufficient such that 18 scenes containing level data on 512 channels of DMX can be saved for no less than 10 years without data loss or corruption. The control device shall be self-contained, no additional DMX512 transmitting device, programming device, or processor shall be required for operation or programming. The unit shall be powered by 12-16 volts DC. A power supply shall be provided that will operate between 110-240V AC. Power supply included shall output 12 volts at no less than 1 amp.

To view and/or download the Owner's Manual click here: www.lightronics.com/manuals/sc810m.pdf