

Light Controller

Animated Lighting, Inc.

LC-16

This 3rd generation light controller handles dimming, ramping, fading, patterns and other lighting effects. It also memorizes scenes and groups as well as store sequences for stand-alone operation.



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The LC-16 is the latest generation of our original microprocessor controlled light controller that is now part of Animated Lighting's extensive line of smart animation controllers. All of these controllers are far superior to standard DMX "dimmer" packs and are capable of creating spectacular lighting effects on their own.

Each LC-16 light controller has embedded intelligence that controls dimming, ramping, fading, patterns, and a number of other light effects. These are all handled locally relieving the controlling processor of handling tedious details. One command can instruct the controller to perform complex lighting effects.

The LC-16 also has the ability to memorize scenes and groups allowing multiple lights to be controlled by a single command. This allows complex effects to be predefined across multiple controllers and triggered simultaneously, eliminating delay between controllers. These scenes will be remembered even after power has been removed from the unit.

Animated Lighting's LC series is meant to be part of an intelligent, distributed network of animation controllers. Other controllers on this network can include digital, servo, DMX and sound controllers.

The entire network is controlled by Animated Lighting's Monster Brain animation processor. The physical network consists of the industry standard RS485 signaling protocol over standard cabling. The total network length can be up to 4000 feet and can be extended using repeaters. Wireless connectivity options are also available.

Up to 256 controllers can be connected to a single network with each controller having its own address that is switch selectable. Each LC has a local test switch, LEDs that show if a channel is on, and status LEDs to show the controller is working and when it's receiving data.

- **Channels:** 16
- **Channel Capacity:** 10 amps per channel
- **Board Capacity:** 15 amps total per board
- **Protection:** Fused for 15 amperes. Transient protected with Metal Oxide Varistors (MOVs)
- **Isolation:** Low voltage section is optically isolated from the outputs
- **Control Input:** RS485 via RJ45 Jacks (Serial and TTL optional)
- **Addressing:** Up to 256 possible
- **Supply Voltage:** 120/240VAC, 50/60Hz
- **Connections:** Terminal Strips, 14AWG or #6 spade lugs max
- **Dimming:** 256 levels
- **Effect Timing:** 0 – 25.5 seconds
- **Effects:** Ramp, Fade, Pop, Sparkle, Blink, Flicker, Shimmer, Reverse-Pop
- **Sequences:** Can be stored on-board in non-volatile memory for standalone operation
- **Scenes:** Multiple scenes can be defined for fast scene changes
- **Groups:** Up to 120 groups can be defined and stored in non-volatile memory
- **Presets:** Internal settings for high-burn and low-burn adjustments