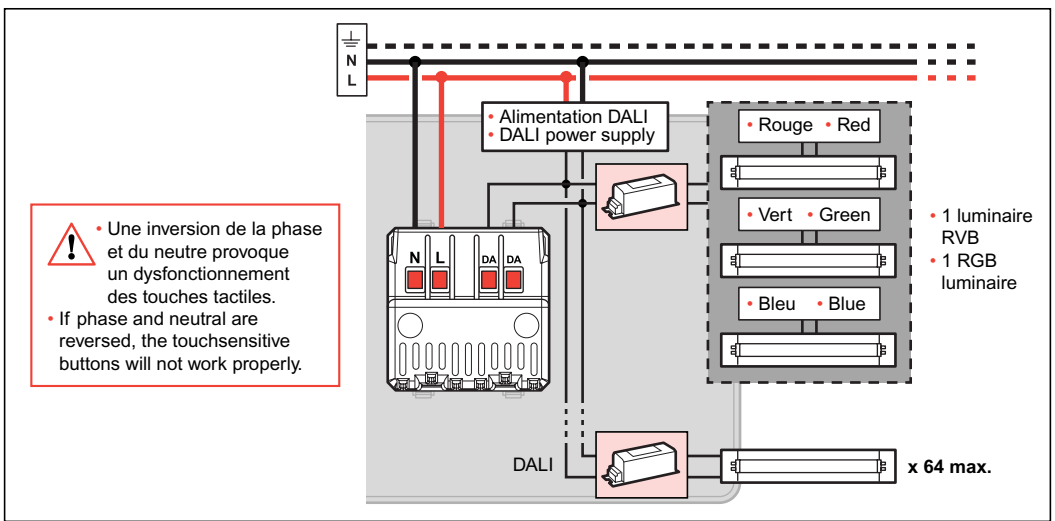
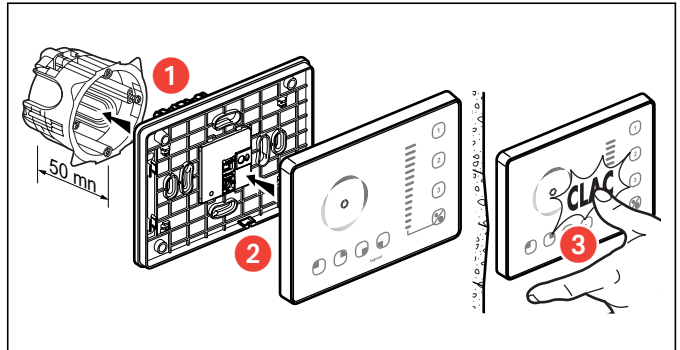


		100-240 V~
	DALI	16V= (22V= max.)
		50 / 60 Hz
		2 x 2,5 mm ²
		-5°C / +45°C
IEC 62386-102		





- Flash
- Flash



- Clignotant rapide
- Flashing quickly



- Clignotant lent
- Flashing slowly



- Allumé continu
- On continuously



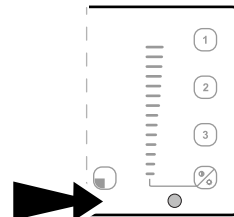
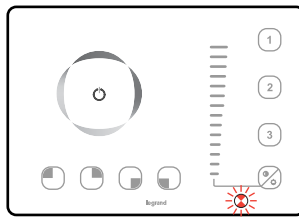
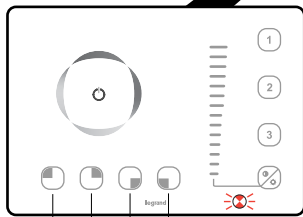
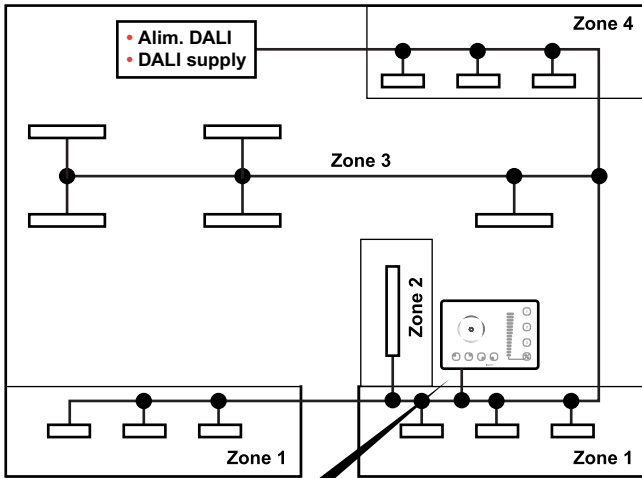
- Éteint
- Off

① • **Distribution des adresses DALI (adresses distribuées de manière aléatoire)**

Cas d'application dans une boutique avec 4 zones

• **Distribution of DALI addresses (addresses distributed randomly)**

Example of a shop with 4 zones

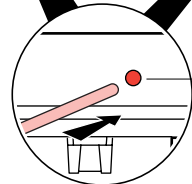


Zone 1
Zone 2
Zone 3
Zone 4

1
< 1 s

2
< 1 s

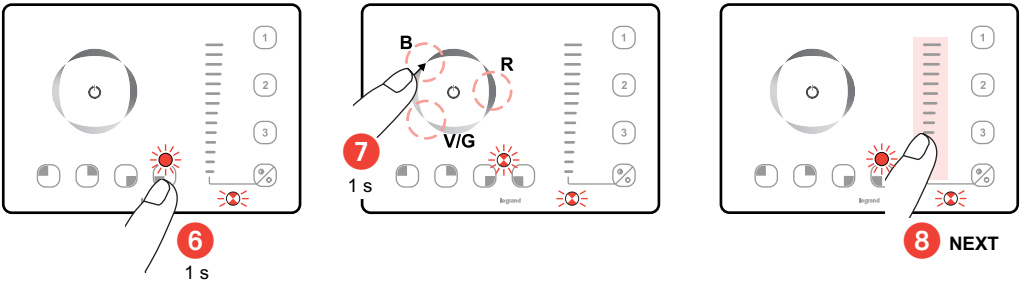
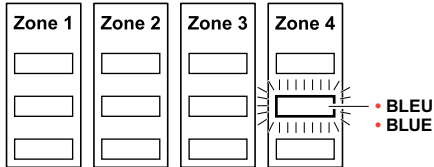
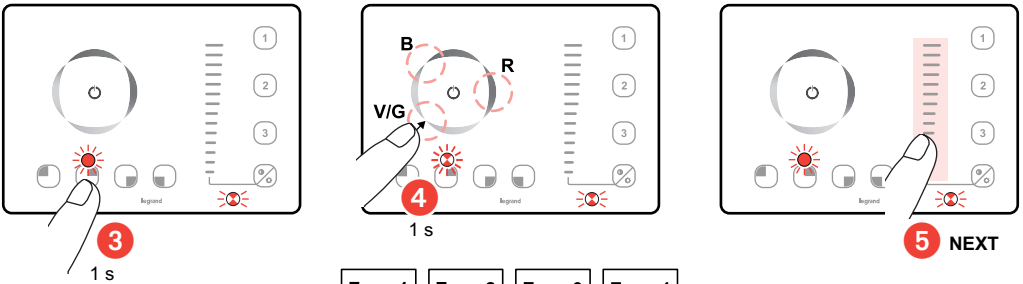
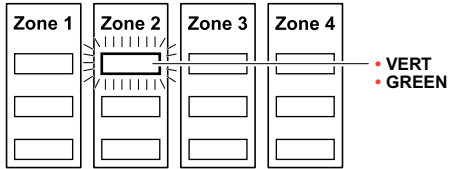
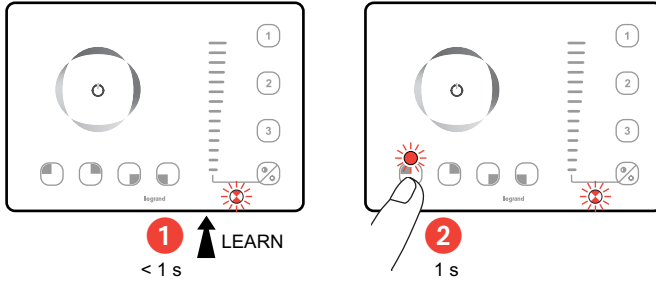
1-4 min



LEARN

- 2 appuis courts < 1 s
- 2 short presses < 1 s

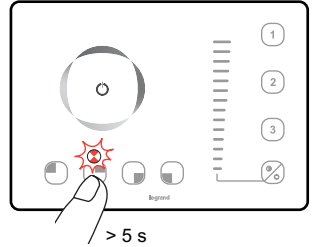
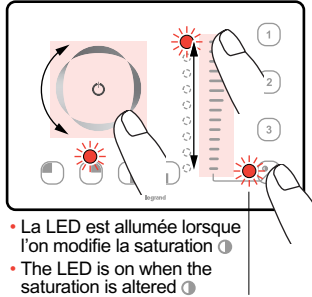
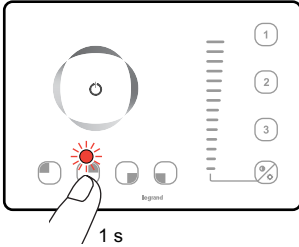
- ② • Ex : création du lien entre adresses/couleurs de zones pour chaque couleur dans chaque zone (allumage aléatoire des couleurs)
- Eg: Creating the link between zone addresses/colours for each colour in each zone (colours light up in random order)



- Répéter les étapes de 3 à 5 jusqu'à l'extinction de toutes les LEDs
- Repeat steps 3 to 5 until all the LEDs go out

Exemple de mémorisation d'une zone • **Example of how to store a zone**

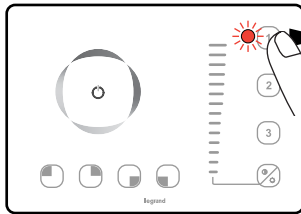
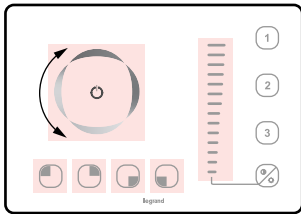
- 1** • Allumer la zone
• Switch on the zone
- 2** • Régler la couleur* et le niveau souhaité
• Adjust the desired colour* and level
- 3** • Mémoriser les paramètres de la zone
• Store the zone settings



* Si la saturation est au maximum (le luminaire est allumé en blanc) on ne peut pas changer de couleurs
If saturation is on maximum (the luminaire is on and white in colour) the colour cannot be changed

Exemple de mémorisation d'une scène • **Example of how to store a scene**

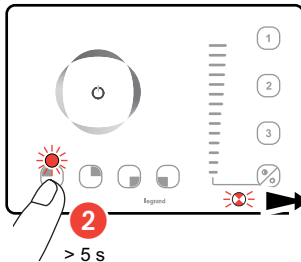
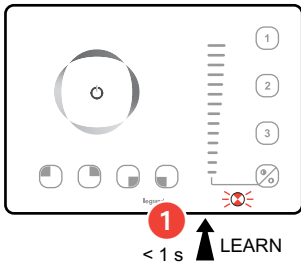
- 1** • Régler couleur et niveaux souhaités dans chaque zone
Il n'est pas nécessaire de mémoriser les zones de chaque scène
- Adjust the desired colour and levels in each zone
It is not necessary to store the zones in each scene



• La scène est mémorisée
• The scene is stored

Effacement d'une zone

Deleting a zone



• Après effacement d'une zone, refaire l'étape ② p.3
• After deleting a zone, repeat step ② p.3

• La zone est effacée
• The zone is deleted

RESET

