



# SR616D

## DESKTOP DMX REMOTE STATION

### OWNER'S MANUAL



VERSION .1

8/24/2017

**TABLE OF CONTENTS**

<b>DESCRIPTION</b>	<b>3</b>
<b>POWER REQUIREMENTS</b>	<b>3</b>
<b>INSTALLATION</b>	<b>3</b>
CONNECTIONS	3
POWER CONNECTIONS	3
DMX CONNECTIONS	3
REMOTES CONNECTIONS	3
PUSHBUTTON SMART REMOTES CONNECTIONS	4
SIMPLE SWITCH REMOTE STATIONS	4
<b>SR616D CONFIGURATION SETUP</b>	<b>4</b>
RECORD BUTTON	5
ACCESSING AND SETTING FUNCTIONS	5
SETTING FADE TIMES	5
SIMPLE REMOTE SWITCH BEHAVIOR	5
SETTING SIMPLE SWITCH INPUT OPTIONS	5
SETTING SYSTEM CONFIGURATION OPTIONS 1	6
SETTING SYSTEM CONFIGURATION OPTIONS 2	6
CONTROLLING EXCLUSIVE SCENE ACTIVATION	6
SETTING SCENES TO BE PART OF A MUTUALLY EXCLUSIVE GROUP	6
FACTORY RESET	7
TO PERFORM A FACTORY RESET	7
<b>OPERATION</b>	<b>7</b>
DMX LIGHT	7
SCENE BANKS	7
TO RECORD A SCENE	7
SCENE ACTIVATION	7
TO ACTIVATE A SCENE	7
THE OFF BUTTON	8
<b>MAINTENANCE AND REPAIR</b>	<b>8</b>
TROUBLESHOOTING	8
OWNER MAINTENANCE	8
CLEANING	8
REPAIR	8
OPERATING AND MAINTENANCE ASSISTANCE	8
<b>SR616D PROGRAMMING DIAGRAM</b>	<b>9</b>
<b>WARRANTY</b>	<b>10</b>

## DESCRIPTION

The SR616D provides simplified remote control for DMX512 lighting systems. The unit can store up to 16 complete lighting scenes and activate them with the push of a button. Scenes are organized in two banks of eight scenes each. Scenes in the SR616D can operate in either an "exclusive" mode (one scene active at a time) or in a "pile-on" mode which enables multiple scenes to be added together.

The unit can operate with other types of Lightronics smart remotes and simple remote switches for control at multiple locations. These remotes are wall mount units and connect to the SR616D via low voltage wiring and can turn SR616D scenes on and off.

This unit can also be used for lighting system operation without the use of a trained operator at the main lighting console. The SR616D retains stored scenes when powered off. It can be used continuously without a control console. The console is needed only to create and record scenes.

## POWER REQUIREMENTS

The SR616D is powered from an external low voltage power supply which provides +12 Volts DC at 800 mA. A UL Listed power supply is provided.

## INSTALLATION

The SR616D is portable and is intended to be used on a desktop or other suitable horizontal surface. A 120 Volt AC power outlet is needed for the power supply.

## CONNECTIONS TURN OFF ALL CONSOLES, DIMMER PACKS, AND POWER SOURCES BEFORE MAKING EXTERNAL CONNECTIONS TO THE SR616D

The SR616D is provided with connectors on the rear edge of the unit for connection to a DMX console, dimmer units, remote stations, and power. Tables and diagrams for connections are included in this manual.

## POWER CONNECTION

The external power connector on the rear of the unit is a 2.1mm plug. The center pin is the positive (+) side of the connector.

## DMX CONNECTIONS

A five pin MALE XLR connector is used to connect a DMX lighting console (needed to create scenes). A five pin FEMALE XLR connector is used to connect to a DMX dimmer or chain of dimmers. DMX signals should be carried by a twisted pair, shielded, low capacitance (25pF/ft or less) cable. DMX signal identification is shown in the table below. It applies to both the MALE and FEMALE connectors. Pin numbers are visible on the connector.

Connector Pin #	Signal Name
1	DMX Common
2	DMX DATA -
3	DMX DATA +
4	Not Used
5	Not Used

## WALL REMOTES CONNECTIONS

The SR616D can operate with two types of remote wall stations. The first type is Lightronics pushbutton smart remote stations. These remotes include the Lightronics AC1109, the AC2116 and the AI1001 IR remote. The other type is simple momentary switch closures. Both remote types connect to the SR616D via a 9 pin (DB9) connector on the rear edge of the unit. The DB9 connector pin assignments are shown in the table below. Pin numbers are visible on the connector face.

Connector Pin #	Signal Name
1	Simple Switch Common
2	Simple Switch 1
3	Simple Switch 2
4	Simple Switch 3
5	Simple Switch Common
6	Smart Remote Common
7	Smart Remote DATA -
8	Smart Remote DATA +
9	Smart Remote Voltage +

**CONNECTIONS AT REMOTE UNITS**

Refer to the wall remote owner's manual for specific wiring instructions for connections at the remote.

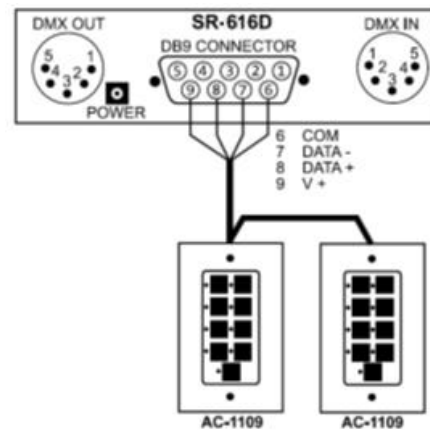
**PUSHBUTTON SMART REMOTES CONNECTIONS**

Communication with these stations is over a 4 wire daisy chain bus which consists of a dual twisted pair data cable(s). One pair carries the data (Smart Remote DATA - and Smart Remote DATA +). The other pair

supplies power to the stations (Smart Remote Common and Smart Remote Voltage +). Multiple pushbutton smart remotes of mixed type can be connected on this bus.

An example using two Lightronics AC1109 smart remote wall stations is shown below.

**SMART REMOTE CONNECTIONS**



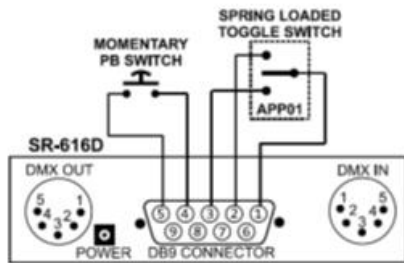
**SIMPLE SWITCH REMOTE STATIONS**

The first five pins of the SR616D DB9 connector are used to connect simple switch remote signals. They are COM, SWITCH 1, SWITCH 2, SWITCH 3, COM. The two COM terminals are connected to each other internally.

The following diagram shows an example using two switch remotes. Several other user designed schemes could be used to wire these remotes. The example uses a Lightronics APP01 switch station and a typical momentary pushbutton switch. If a SR616's simple switch functions are set to factory default operation then the switches will operate as follows for the connection example shown above.

1. Scene #1 will be turned ON when the toggle switch is pushed up.
2. Scene #1 will be turned OFF when the toggle switch is pushed down.
3. Scene #2 will be turned ON or OFF each time the momentary pushbutton switch is pushed.

**SIMPLE REMOTE CONNECTIONS**



**SR616D CONFIGURATION SETUP**

The behavior of the SR616 is controlled by a set of function codes and their associated values. A full list of these codes and a brief description is shown below. Specific instructions for each function are provided in this manual.

11 Bank 1 Scene 1 Fade Time
12 Bank 1 Scene 2 Fade Time
13 Bank 1 Scene 3 Fade Time
14 Bank 1 Scene 4 Fade Time
15 Bank 1 Scene 5 Fade Time
16 Bank 1 Scene 6 Fade Time
17 Bank 1 Scene 7 Fade Time
18 Bank 1 Scene 8 Fade Time
21 Bank 2 Scene 1 Fade Time
22 Bank 2 Scene 2 Fade Time
23 Bank 2 Scene 3 Fade Time
24 Bank 2 Scene 4 Fade Time
25 Bank 2 Scene 5 Fade Time
26 Bank 2 Scene 6 Fade Time
27 Bank 2 Scene 7 Fade Time
28 Bank 2 Scene 8 Fade Time

31 Blackout (OFF) Fade Time
32 ALL Scenes and Blackout Fade Time
33 Simple Switch Input #1 Options
34 Simple Switch Input #2 Options
35 Simple Switch Input #3 Options
36 Not Used
37 System Configuration Options 1
38 System Configuration Options 2
41 Mutually Exclusive group 1 scene selection
42 Mutually Exclusive group 2 scene selection
43 Mutually Exclusive group 3 scene selection
44 Mutually Exclusive group 4 scene selection

A diagram at the back of this manual gives a quick guide to programming the unit.

**RECORD BUTTON**

This is a very small recessed pushbutton in a small hole in the faceplate. It is just below the RECORD LED (labeled REC). You will need a small rod (such as a ball point pen) to push it.

**ACCESSING AND SETTING FUNCTIONS**

1. Hold down REC for more than 2 seconds. The REC light will begin blinking.
2. Push RECALL. The RECALL and REC lights will blink alternately.
3. Enter a 2 digit function code using the scene buttons (1 - 8). The scene lights will flash a repeating pattern of the code entered. The unit will return to its normal operating mode after about 60 seconds if no code is entered.

4. Push RECALL. The RECALL and REC lights will be ON. The scene lights (in some cases including the OFF(0) and BANK(9) lights) will show the current function setting or value.

Your action now depends on which function was entered. Refer to the instructions for that function.

You can enter new values and push REC to save them or push RECALL to exit without changing the values.

### SETTING FADE TIMES

(Function Codes 11 - 32)

The fade time is the minutes or seconds to move between scenes or for scenes to go ON or OFF. The fade time for each scene can be individually set. The allowable range is from 0 seconds to 99 minutes. Fade time is entered as 4 digits and can be either minutes or seconds.

Numbers entered from 0000 - 0099 will be recorded as seconds.

Numbers 0100 and larger will be recorded as even minutes and the last two digits will not be used. In other words seconds will be ignored. After accessing a function (11 - 32) as described in ACCESSING AND SETTING FUNCTIONS:

1. The scene lights + OFF(0) and BANK(9) lights will be flashing a repeating pattern of the current fade time setting.
2. Use the scene buttons to enter a new fade time (4 digits). Use OFF for 0 and BANK for 9 if needed.

3. Push REC to save the new function setting. Function Code 32 is a master fade time function which will set ALL fade times to the value entered. You can use this for a base setting for fade times and then set individual scenes to other times as needed.

### SIMPLE REMOTE SWITCH BEHAVIOR

The SR616D is very versatile in how it can respond to the simple remote switch inputs. Each switch input can be set to operate according its own settings. Most settings pertain to momentary switch closures.

The MAINTAIN setting allows the use of a regular ON/OFF switch. When used this way, the applicable scene(s) will be ON while the switch is closed and OFF when the switch is open. Other scenes can still be activated and the OFF button will turn off the MAINTAIN scene OFF.

### SETTING SIMPLE SWITCH INPUT OPTIONS

(Function Codes 33 - 35)

After accessing a function (33 - 35) as described in ACCESSING AND SETTING FUNCTIONS:

1. The scene lights including OFF(0) and BANK(9) will flash a repeating pattern of the current setting.
2. Use the scene buttons to enter a value (4 digits). Use OFF for 0 and BANK A/B for 9 if needed.
3. Push REC to save the new function value.

The function values and description are as follows:

#### SCENE ON/OFF CONTROL

- 0101 - 0116 Turn ON Scene (1-16)
- 0201 - 0216 Turn OFF Scene (1-16)
- 0301 - 0316 Toggle ON/OFF Scene (1-16)
- 0401 - 0416 MAINTAIN Scene (1-16)

#### OTHER SCENE CONTROLS

- 0001 Ignore this switch input
- 0002 Blackout - turn off all scenes
- 0003 Recall last scene(s)

### SETTING SYSTEM CONFIGURATION OPTIONS 1

(Function Code 37)

The system configuration options are specific behaviors which can be turned ON or OFF. After accessing function code (37) as described in ACCESSING AND SETTING FUNCTIONS:

1. The scene lights (1 - 8) will show which options are on. An ON light means the option is active.
2. Use the scene buttons to toggle the associated option ON and OFF.
3. Push REC to save the new function setting.

The configuration options are as follows:

**SCENE 1 SCENE RECORD LOCKOUT**  
Disables scene recording. Applies to ALL scenes.

**SCENE 2 DISABLE BANK BUTTON**  
Disables the Bank button. All scene are still available from smart remotes if they are set to use them.

**SCENE 3 SMART REMOTE LOCKOUT VIA DMX**

Disables the Smart Remotes if a DMX input from a console is present.

**SCENE 4 LOCAL BUTTON LOCKOUT VIA DMX**

Disables the SR616D scene buttons if a DMX input from a console is present.

**SCENE 5 SIMPLE REMOTE LOCKOUT VIA DMX**

Disables the simple remote switches if a DMX input from a console is present.

**SCENE 6 TURN ON LAST SCENE AT POWERUP**

If a scene was active when the SR616D was powered off then it will turn on that scene when power is restored.

**SCENE 7 EXCLUSIVE GROUP TOGGLE DISABLE**

Disables the ability to turn off all the scenes in an exclusive group. It forces the last live scene in the group to stay on unless you push OFF.

**SCENE 8 DISABLE FADE INDICATION**  
Prevents the scene lights from blinking during scene fade time.

### SETTING SYSTEM CONFIGURATION OPTIONS 2

(Function Code 38)

These options are not used during normal operation and should always be **OFF**. They are controlled like SYSTEM CONFIGURATION OPTIONS 1.

## CONTROLLING EXCLUSIVE SCENE ACTIVATION

During normal operation multiple scenes can be active at the same time. Channel intensities for multiple scenes will combine in a "greatest of" manner. You can cause a scene or multiple scenes to operate in an exclusive manner by making them part of a mutually exclusive group. There are four groups which can be set. If scenes are part of a group then only one scene in the group can be active at any given time. Other scenes (not part of that group) can be on at the same time as scenes in a group. Unless you are going to set one or two simple groups of non-overlapping scenes you may want to experiment with the settings to get different effects.

## SETTING SCENES TO BE PART OF A MUTUALLY EXCLUSIVE GROUP

(Function Codes 41 - 44)

After accessing a function (41 - 44) as described in ACCESSING AND SETTING FUNCTIONS:

1. The scene lights will show which scenes are part of the group. Use the BANK A/B button as needed to check both banks.
2. Use the scene buttons to toggle scenes on/off for the group.
3. Push REC to save the new group set.

## OPERATION

The SR616D turns on automatically when power is applied from the external power supply. There is no ON/OFF switch or button. When an SR616D is not powered, a DMX signal from a

control console (if connected) is directly routed to the dimmers via the DMX OUT connector. In other words the console will be directly connected to the dimmers.

## DMX INDICATOR LIGHT

This indicator conveys the following information about the DMX input and DMX output signals.

Off	DMX is not being transmitted to dimmers (no scenes are active.)
Blinking	DMX is not being received. DMX is being transmitted (one or more scenes active.)
On	DMX is being received. DMX is being transmitted to dimmers.

## SCENE BANKS

The SR616D can store 16 operator created scenes and activate them with the push of a button. Scenes are organized in two banks (A and B). A bank switch button and indicator are provided for switching between banks. Bank "B" is active when the BANK A/B light is on.

## TO RECORD A SCENE

A DMX console or controller must be connected and used to create the scene to be stored in the SR - 616D. Check that Scene Record Lockout is OFF.

1. Create a scene using the control console faders to set dimmer channels to the desired levels.
2. Select the bank where you want to store the scene.



3. Hold down REC on the SR 616D until its LED and the scene lights begin to flash (about 2 sec.).

4. Push the button for the scene you want recorded. The REC and scene lights will go OFF which shows that recording was completed.

5. The REC and scene lights will stop flashing after about 20 seconds if you do not select a scene.

6. Repeat steps 1 through 4 to record other scenes.

### SCENE ACTIVATION

Playback of scenes stored in the SR616D will occur regardless of control console operation or status. This means that scenes activated from the unit will add to or "pile on" to the channel data from a DMX console.

### TO ACTIVATE A SCENE

1. Set the SR - 616D to the desired scene bank.

2. Push the button associated with the desired scene.

The scene will fade in according to the fade time function settings. The scene light will blink until the scene reaches its full level. It will then be ON. The blink action can be disabled by a configuration option. The scene activation buttons are toggles. To turn off an active scene – push its associated button. Scene activation can be either "exclusive" (only one scene may be active at a time) or "pile on" (multiple scenes on at the same time) depending

on setup function selections. During "pile on" operation - multiple active scenes will combine in a "greatest of" fashion with respect to channel intensity.

### THE OFF BUTTON

The OFF button blacks out or turns off all active scenes. Its indicator is on when active.

### RECALL LAST SCENE

The RECALL button can be used to reactivate the scene or scenes which were on prior to an OFF condition. The RECALL indicator will light when a recall is in effect. It will not step back through a series of previous scenes.

## MAINTENANCE AND REPAIR TROUBLESHOOTING

1. A valid DMX console signal must be present to record a scene.
2. If a scene does not activate correctly – it may have been overwritten without your knowledge.
3. If you cannot record scenes – check that the record lockout option is not on.
4. Check that the DMX cables and/or remote wiring are not defective. A  
**MOST COMMON PROBLEM SOURCE.**
5. Make sure that the dimmer addresses are set to the desired channels.
6. Check that the console softpatch (if applicable) is set correctly.

## OWNER MAINTENANCE/CLEANING

The best way to prolong the life of your SR616D is to keep it dry, cool, and clean.

### **COMPLETELY DISCONNECT THE UNIT BEFORE CLEANING AND MAKE SURE IT IS COMPLETELY DRY BEFORE RECONNECTING**

The unit exterior may be cleaned using a soft cloth dampened with a mild detergent/water mixture or a mild spray-on type cleaner. **DO NOT SPRAY ANY LIQUID** directly on the unit. **DO NOT IMMERSE** the unit in any liquid or allow liquid to get into the controls. **DO NOT USE** any solvent based or abrasive cleaners on the unit.

## REPAIRS

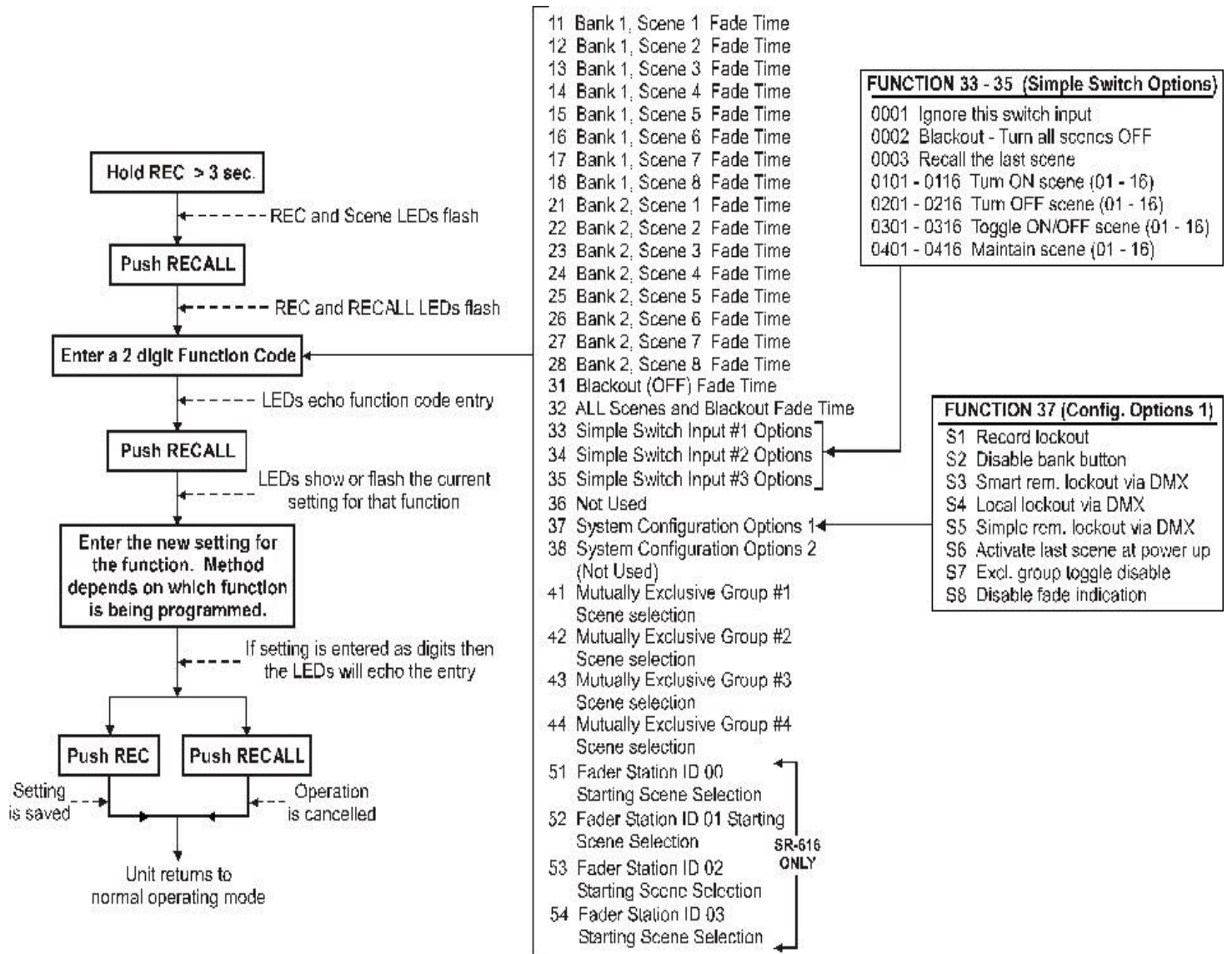
There are no user serviceable parts in the unit. Service by other than Lightronics authorized agents will void your warranty.

## OPERATING AND MAINTENANCE ASSISTANCE

Dealer and Lightronics factory personnel can help you with operation or maintenance problems. Please read the applicable parts of this manual before calling for assistance.

If service is required - contact the dealer from whom you purchased the unit or contact Lightronics, Service Dept., 509 Central Dr, Virginia Beach, VA 23454  
TEL: (757) 486-3588.

SR616D PROGRAMMING DIAGRAM





# WARRANTY

All Lightronics products are warranted for a period of TWO/FIVE YEARS from the date of purchase against defects in materials and workmanship.

This warranty is subject to the following restrictions and conditions:

- A) If service is required, you may be asked to provide proof of purchase from an authorized Lightronics dealer.
- B) The FIVE YEAR WARRANTY is only valid if the warranty card is returned to Lightronics accompanied with a copy of the original receipt of purchase within 30 DAYS of the purchase date, if not then the TWO YEAR WARRANTY applies. Warranty is valid only for the original purchaser of the unit.
- C) This warranty does not apply to damage resulting from abuse, misuse, accidents, shipping, and repairs or modifications by anyone other than an authorized Lightronics service representative.
- D) This warranty is void if the serial number is removed, altered or defaced.
- E) This warranty does not cover loss or damage, direct or indirect arising from the use or inability to use this product.
- F) Lightronics reserves the right to make any changes, modifications, or updates as deemed appropriate by Lightronics to products returned for service. Such changes may be made without prior notification to the user and without incurring any responsibility or liability for modifications or changes to equipment previously supplied. Lightronics is not responsible for supplying new equipment in accordance with any earlier specifications.
- G) This warranty is the only warranty either expressed, implied, or statutory, upon which the equipment is purchased. No representatives, dealers or any of their agents are authorized to make any warranties, guarantees, or representations other than expressly stated herein.
- H) This warranty does not cover the cost of shipping products to or from Lightronics for service.
- I) Lightronics Inc. reserves the right to make changes as deemed necessary to this warranty without prior notification.