

**18.0 LIGHTS**

**Lights:** The Lights program consists of a fourteen day rolling schedule with two Start and Stop times per circuit. The lights circuit outputs at the controller supply 24 volts to a relay to control various devices such as turning On/Off lights, gates or water features.

**Note:** There are four identical tabs to set up four independent light programs. Each can be set up using the directions below.

**Note:** The name of the controller will appear at the top of the screen along with the current time and date.

1. From the toolbar at the top of the screen select **Communications** then scroll down to **Speed Communications** and click on it (Figure 18.0.1).

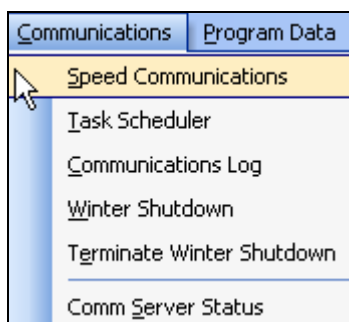


Figure 18.0.1

2. Select the Site / Controller that you want to perform the **Get Lights** on from the “**Site / Controller**” window. Make sure that it is highlighted (Figure 18.0.2).

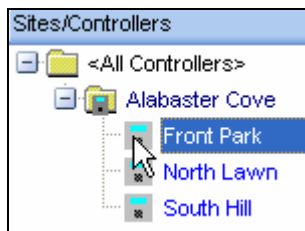


Figure 18.0.2

3. From the List of icons to the right of the “**Speed Communications**” screen select the **Get Lights** Icon (Figure 18.0.3).



Figure 18.0.3

**Note:** A communications screen will appear letting you know that you are communicating with the controller of choice (Figure 18.0.4).

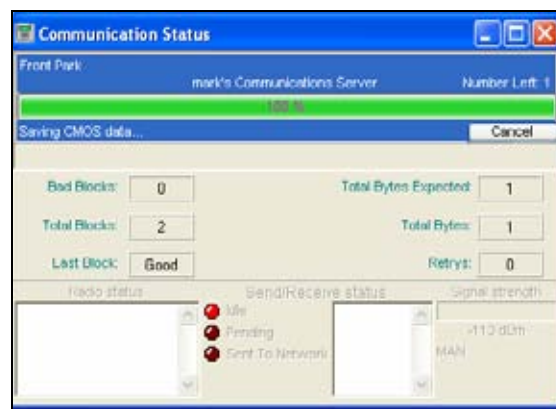


Figure 18.0.4

**Note:** After the communications task has taken place the “**Lights**” screen will appear (Figure 18.0.5).

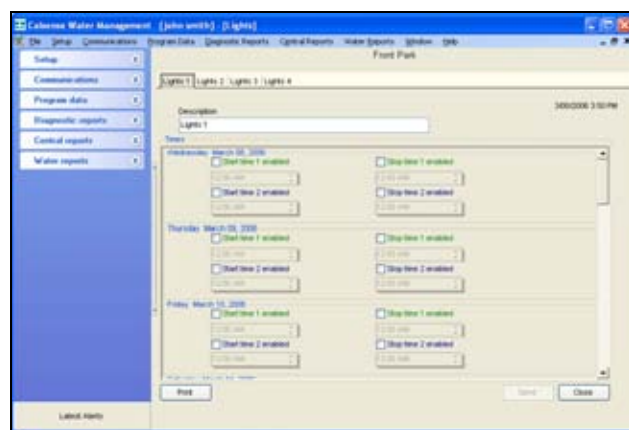


Figure 18.0.5

**Note:** When scheduling lights there must be a **START** and **STOP** time for the day selected.



**Description:** The description field is used to describe the area or circuit this particular tab is assigned to.

- Fill out the description box with a name for this particular circuit (Figure 18.0.6).

(Example: Walkway Lights)

Figure 18.0.6

**Note:** This name will appear on the tab at the top of the screen, and also at the controller when sent (Figure 18.0.7).

Figure 18.0.7

- To enable a Start Time, Check the box next to **Start Time 1 Enable**. Using the **UP** and **DOWN** arrows adjust the time that you want the program to start (Figure 18.0.8).

Figure 18.0.8

- To enable a stop time, Check the box next to **Stop Time 1 Enabled**. Using the **UP** and **DOWN** arrows adjust the time that you want the program to start (Figure 18.0.9).

Figure 18.0.9

- Use this same method for each **START** and **STOP** time desired.

**Send:** Send will send the Lights Program Schedule to the controller (Figure 18.0.10).

Figure 18.0.10

**Close:** Close will exit the Lights Program and not send any changes. Data will not be saved.

- Click on the **Close** button to close out of the Lights Program (Figure 18.0.11).

Figure 18.0.11

**Print:** Click on the **Print** button if you want to print the lights schedule (Figure 18.0.12).

Figure 18.0.12

**Note:** This will take you to the **“Lights Scheduled”** screen (Figure 18.0.13).

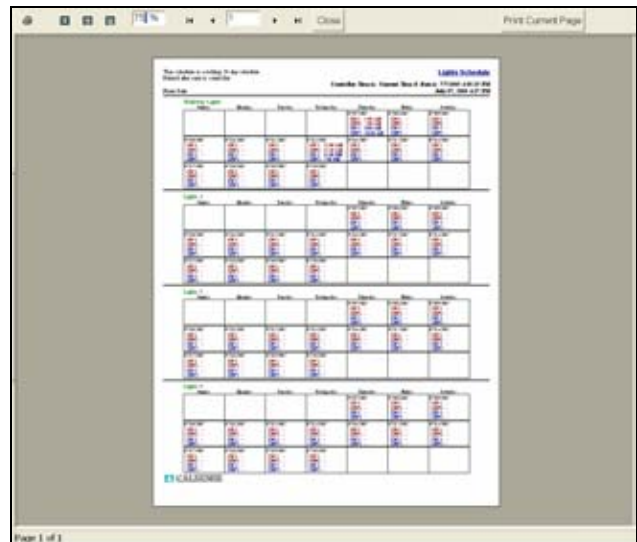
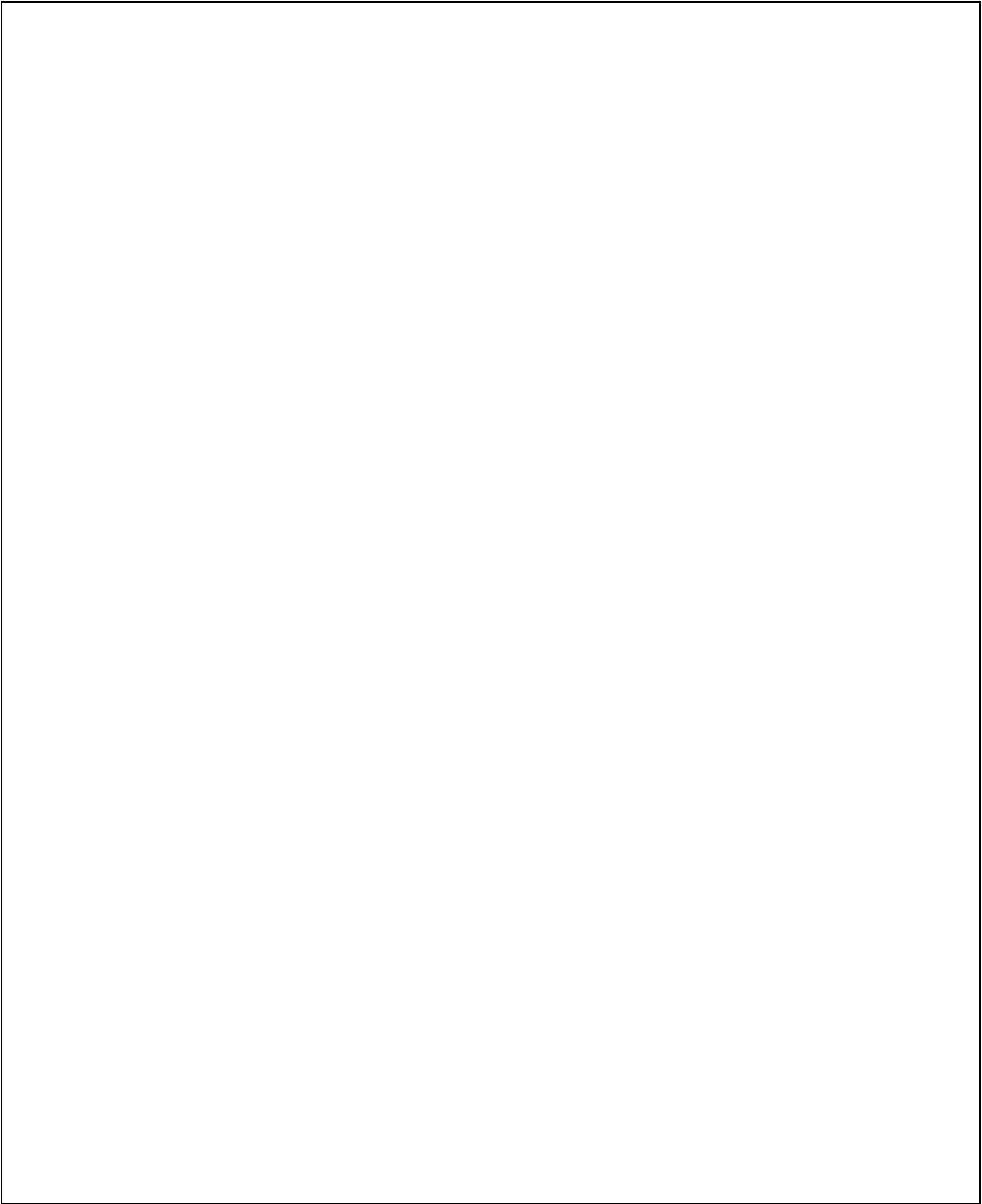


Figure 18.0.13

**SEE “HOW TO PRINT REPORTS” SECTION FOR MORE INFORMATION.**





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