

Product Data Sheet

OLED Module



Introduction

The OLED 4 Scene Recaller is the first of a new generation of Control Plates that utilises the latest Organic LED Display technology, designed to fit into a single gang back box. The display has far superior contrast ratio and viewing angle than the traditional LCD modules currently used in small displays. This results in a display screen that is crystal clear and can be read from virtually any angle, at a distance of a few metres in any ambient lighting conditions.

Each of the four buttons has an associated icon (or optionally user text) which can be chosen from a selection of over 40 custom pre-defined icons which describe the particular lighting 'mood' which is required. When a scene recall button is pressed, the selected icon is displayed at twice its normal size for confirmation of scene selection.

Engraving of decorative control plates can now be consigned to the past.

Operation

The OLED 4 Scene Recaller has four buttons (Button1... Button4). The operation of these buttons is exactly the same as for a normal 4 Button Scene Recaller (HY4C).

Pressing one of these buttons will recall a scene (usually Scene1... Scene4) which corresponds to the Icon displayed adjacent to that button. The OLED display will confirm the scene selection by briefly showing an enlarged version of the icon and after a few seconds will revert back to showing four icons. One of these icons will now have a vertical bar indicating the currently selected scene.

Pressing a button for which the Scene is currently selected will cause that scene to be turned OFF. The OLED display will briefly show a light bulb with a cross through it signifying 'Blackout'.

Operation with Infrared Handset (HY-REM)

The OLED 4 Scene Recaller has an integrated infrared receiver which behaves in exactly the same way as the IR receiver in an eight button 4-Scene 4-Level control plate (HY44-IR).

Pressing buttons SC1..SC4 on the handset will select Scenes 1..4 and the confirmation will be displayed as if one of the OLED buttons had been pressed. The scene can be turned OFF by pressing the same SC1..4 button a second time or alternatively, by pressing the red OFF button on the handset.

The buttons labelled 1..8 on the handset can be used to manually raise/lower the light levels on the corresponding circuit/load 1..8.

To set up a particular scene or mood, adjust the light levels using buttons 1..8 for each circuit. The scene can now be stored into the system by 'pressing and holding' one of the SC1..4 scene buttons for 5 seconds (this is exactly equivalent to storing a scene on an eight button control plate e.g. HY44-IR).

OLED Setup Menu

The OLED 4 Scene Recaller has a built in setup menu for the display for modifying features such as brightness and icon assignment.

To enter MENU mode, press and hold down buttons 2 & 4 at the same time for five seconds. The OLED display will then show the top level menu items as follows:-

Main Menu

Orientation
Zone
Brightness
Backlight
IR Enable
Lock Plate
First Press
Button 1
Button 2
Button 3
Button 4
...

To navigate the menu, each button has the following function:-

Button1	BACK	Back up one level of the menu
Button2	SCROLL UP	Move highlight UP
Button3	SCROLL DOWN	Move highlight DOWN
Button4	ENTER	Enter into the highlighted item

Pressing Button1 sequentially will always exit the current MENU and return the module to normal operational mode.

Orientation: Right, Left, Under

This option provides for having the switches either vertically on the Right or Left, or horizontally Under the display. Press Save to store the option.

Zone: 1 .. 250

The default zone for the OLED plate can be set between Zone1 and Zone250 by using the scroll up and scroll down. Button1 will set a multiplier of x10 to speed up access to higher zone numbers. Press Save to store the option.

Brightness: 2 .. 10

The brightness of the display can be set between 2 an 10 by using the scroll up and scroll down. Press Save to store the option.

Backlight: 0, 1 .. 10

The backlight level of the buttons can be set to 0 (for OFF), or 1 .. 10 by using the scroll up and scroll down. Press Save to store the option.

IR Enable Enabled, Disabled

The OLED plate can be set to respond to infrared handset commands (Enabled), or to ignore the handset (Disabled). Press Save to store the option.

Lock Plate 0, 1 .. 20

The OLED plate can be set to 'lock its configuration after 1 .. 20 button presses (ie scene selects). If set to 0, then the plate will never lock its configuration. Press Save to store the option.

First Press Display On, Action

The response to the first button press can be set to just turn the Display On (as is common with mobile handsets). The next button press will select the appropriate scene. If Action is saved, then the first button press will select appropriate scene. Press Save to store the option.

The remaining menu items i.e. Button1 thru Button8 form a two level menu function. The behaviour is identical for all buttons. Although there are only four buttons on the device, it is possible to select up to 8 scenes using the infrared handset, so buttons 5-8 are provided as a means of configuring the additional scenes.

These menu items can be used to either select a different Icon or Text Label for a particular button, to enable eScene (energy saving scene) for a particular button, or enable a particular button to operate 'outside of the default zone' (as selected above).

Button 1: Zone, Scene, Icon, Text, eScene, Select, Level, Store

Selecting one of the buttons will present a sub-menu (*shown in italics*) of the above items.

Zone: 1 .. 250

The zone number for the current button (pressed) can be set between 1 and 250. Again a multiplier of x10 is available. Press Save to store the option.

Scene: 1 .. 8

The scene number for the current button can be set between 1 and 8. Press Save to store the option.

Icon: No Icon, Icon1 .. Icon43

The icon that appears adjacent to the current button can be selected from a library of icons stored within the OLED plate (see Table of Icons). Press Save to store the option.

Text Labels

The **Text** menu item lets you create '**text labels**' that either appear **in place of** the normal icon (when 'No Icon' is selected in the Icon Menu), or **below the enlarged 'selected scene'** icon that appears momentarily to confirm a new scene selection (when an icon has been selected in the Icon Menu).

The Font Size that is used is determined automatically, and will be the largest size that will fit the display area.

This menu is slightly more complicated, as it has a additional 'text mode' menu to be used in conjunction with the 'individual character' menu. At any time whilst creating the 'text label', you can return to the 'text mode' menu by pressing 'Back'.

Text: ***Abc, ABC, abc, 123***

Any one of these text modes can be selected. Press Edit to select individual characters. Navigate around the characters by using Scroll Up and Scroll Down. Press Use to add the character to your label (displayed at the bottom of the screen).

To save the newly created label, press Back to return to the 'text mode' menu, then press Save (button1).

Note: It is possible to create a 'new line' (i.e. split the text across two or more lines), by inserting two consecutive spaces.

eScene

The OLED plate has the capability of setting each one of its Scenes to an energy saving mode called eScene. When selected (scene button pressed, on OLED plate or any other plate in the same zone, or via infrared handset), an eScene will illuminate all circuits at the pre-programmed lighting levels. However, over the next 15 minutes, these levels will gradually decrease at an imperceptible rate to 90%, 80%, 70%, 60% of the original levels. The human eye adjusts to lower light intensities by enlarging the pupil, and provided the fade rate of the lamps is slower than this adjustment, the lower light level will not be noticed. Clearly for some tasks such as 'reading' or 'cooking', this feature would be turned OFF.

eScene: ***Disabled, 90%, 80%, 70%, 60%***

The percentage level of lighting that is achieved after the 15 minute fade can be set to 90%, 80%, 70%, or 60% of the original levels. If the eScene is not appropriate for the task lighting (ie reading, cooking etc), then select Disabled.

Sel Scene:

This simply selects the scene associated with the button being edited. This is useful if you want to change the lamp levels within that scene. Note that there is no special screen associated with this menu entry. Just press Enter to select the scene.









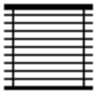























Levels: 0 .. 100%

This allows you to change the lamp levels within the zone associated with the current button. Press Enter to see the level of the lamp at address 1. Use the up and down arrows to adjust the level, then press Next to go on to the next address within the zone, or Back to return to the button menu.

Save Scene:

If you make changes to the lamp levels and you want to update the stored scene, simply select this menu entry and press the Enter button.

Table of Icons

ICON	DESCRIPTION	ICON	DESCRIPTION	ICON	DESCRIPTION
	1 - No icon		15 - GAMES 1		29 - PATIO
	2 - ALL OFF		16 - DRIVEWAY		30 - PICTURE
	3 - ALL ON		17 - GOODBYE		31 - PRESENT
	4 - BLINDS		18 - HELLO		32 - READING 2
	5 - BREAKFAST		19 - SCENE 1		33 - READING 1
	6 - PENDANT		20 - SCENE 2		34 - SHAVING
	7 - GAMES 2		21 - SCENE 3		35 - TABLE LAMP
	8 - CINEMA		22 - SCENE 4		36 - TELEVISION
	9 - CLEANING		23 - MIRROR		37 - THEATRE
	10 - COOKING		24 - MUSIC		38 - VOLUME 1
	11 - CURTAINS		25 - NIGHT MODE		39 - VOLUME 2



12 -
DOWNLIGHT



26 - OBJECT



40 - VOLUME 3



13 - DINING



27 - PANIC



41 - VOLUME 4



14 - DISPLAY



28 - PATH



42 - WALL
LIGHT



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