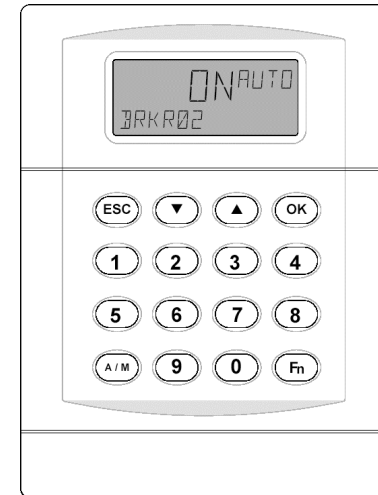


A Series® Lighting Control Panelboards

*A Series® Lighting Controller
Handheld Programmer
Catalog No. ASRGLCHPK*



GE Consumer & Industrial

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Set Password. This function sets the password for the current user.

Reset MSP430. This function resets the back plane of the controller. Note that this item should only be used for instant remapping of the breaker or for diagnostic purposes.

Reconfig Net. This function reconfigures the controller’s address using DNA. This is done when the controller is first connected to the network; since it is a subnet device, it inherits the address of the master above. For example, if the master address is 100 and the address of the subnet is 1, Reconfig Net sets the address to 101.

Reset Device. This function performs a hardware reset of the controller.

Save Flash. This function saves the changes made to flash memory so they can be reloaded if the battery goes dead or to return to the previous version.

Load Flash. This function loads the database with the last version saved to flash memory. It overwrites the current contents of the database and performs a hardware reset.

Event Menu

These menu items are used to acknowledge alarms, view battery status, view or reset the CE Log, and set up the CE Log. The CE log captures the events listed in Table 1.

Event	Display
Alarm	ALARM
Alarm Acknowledged	ALARM ACK
Dead Battery	DEAD BATT
Dead Battery Restored	DEAD BATT RESTORED
Command Failure	CMD FAIL
Command Fail Restored	CMD FAIL RESTORED
Status ON	STATUS ON
Status OFF	STATUS OFF
Under Voltage	UNDER VOLT
Under Voltage Restored	UNDER VOLT RESTORED
Reset	DEV RESET
Time / Date change	TIME CHG
DB Load	DB LOAD
DB Save	DB SAVE
DB Clear	DB CLEAR
Lnk Online	DEV ONLINE
Lnk Offline	DEV OFFLINE
Breaker Trip	BREAKER TRIP
Breaker Trip Restored	BREAKER TRIP RESTORED
No events occurred	NONE

Table 1. Events captured in the CE Log.

Lighting Group

These menu items are used to view or edit Zn 1–16 groups and to turn them on or off manually.

Outputs. This function links breakers and/or lighting groups to the group output. It also assigns a specific switch input (analog or digital) to each breaker or group.

Schedule. This function turns the group on and off according to a set schedule.

Astro. This function links Astro time to turn the group on and off.

Photocell. This function turns the group on and off with analog or digital inputs.

Override. This function overrides the group from off to on for a set time.

Groups. This function turns the group on or off when all nested groups turn on or off, following OR logic.

Dimming Menu

These menu items are used to view and/or edit the dimming modules that can be optionally attached to the product (Linknet devices 6 and 7) to control the lighting ballast. The input to these modules is a photocell (AI) and the output is the analog output (AV).

Dim Mod 600 Submenu. These functions adjust each control loop for dimming module 1 with Linknet device 6. There are eight control loops on a board and each consists of the following functions:

- Ltg Lvl (input) – the input from the photocell
- Ltg SP – the set light level

- Ltg OP
- Ltg PB (controller PB) – the proportional gain of the feedback loop
- Ltg RR (controller rest rate) – the integral gain of the feedback loop and the

Dim Mod 700 Submenu. These functions are the same as Dim Mod 600 but for Linknet device 7.

Burn Hours Menu

This function is used to view and/or reset the breaker burn/run hours for an individual breaker.

Breaker Override Menu

This function views the Override BV for each breaker. Override is used to turn an individual breaker on for a set time and then shut it off. It is used for integration but not by default.

Configuration Menu

These menu items are used to configure the lighting controller and system.

Set Time. This function sets the time and date of the controller.

Device Information. This function provides information about the device, such as the device name, model number, firmware version build, and software version.

Device Menu. This function sets up the location and daylight savings time.

Application

This is the quick start guide for the Handheld Programmer (cat. no. ASRGLCHPK) for the A Series® Lighting Controller.

Menu Structure

The Handheld Programmer has two modes of operation, depending on the permission level of the user. Figure 1 shows the sequence of menus for display-only mode and Figure 2 shows the sequence for full-editing mode. The default password in display-only mode is 1234 and in full-editing mode is 4129.

Menu Descriptions

Following are brief descriptions of the menu items and the functions they provide.

Schedules

This function views or edits Zn 1–16 schedules and turns them on or off manually. Up to eight turn on/off times can be scheduled per day for each day of the week and two calendar references.

Calendar

This function views or edits the Calendar reference, which is used to select days of the year. Calendar is referenced in the schedule object and when the controller date matches the calendar date, the schedule follows the calendar on and off times.

I/O Menu

These menu items view and/or edit the inputs and outputs.

Odd Breakers. The odd breakers are those numbered 1, 3, 5, ..., 65. These functions provide the following:

- Commissioning
- Manually turning on or off
- Linking override inputs
- Assigning override times
- Enabling event logging for breaker on, breaker off, tripped breaker, and command failure
- Direct/reverse feedback setting
- Enabling flick warning
- Setting the time of flick warning
- Determining the status of the odd breakers

Even Breakers. The even breakers are those numbered 2, 4, ..., 66. These functions provide the same operations as those of Odd Breakers.

Lighting Switches. This function is used to manually turn the switches on or off and to commission them.

Analog Input. This function finds the value/status of the three analog inputs on the controller and to commission them.

Breaker Test. This function tests the breakers for a set time.

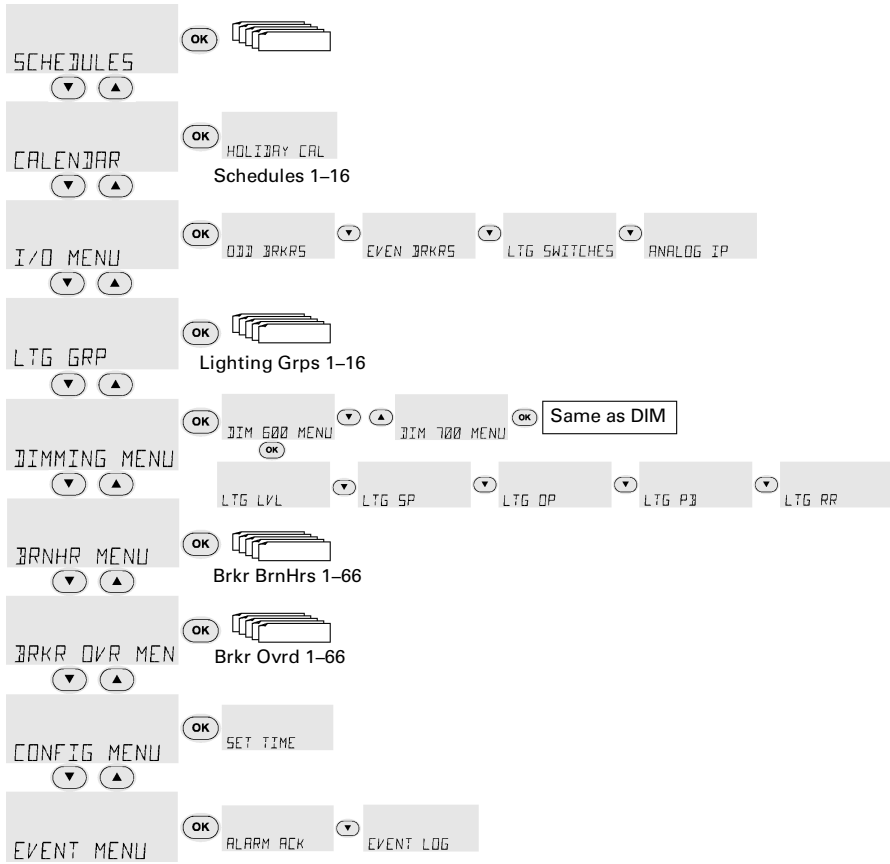


Figure 1. Menu structure of lighting controller, display-only mode.

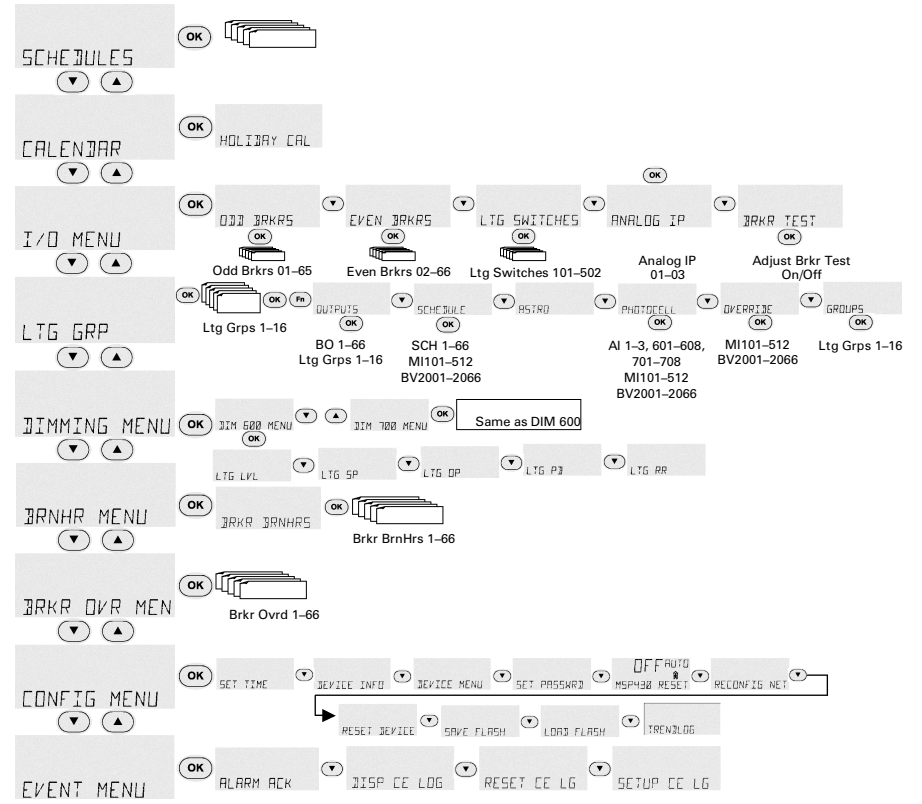


Figure 2. Menu structure of lighting controller, editor mode.