



The Light-O-Rama InputPup

The Light-O-Rama InputPup is used to provide 8 trigger inputs. The device is used to connect input devices such as switches to the Light-O-Rama (LOR) network. The input from such switches can be used to control the interactive section of a LOR show.

To use the trigger inputs provided via the InputPup the user must have the LOR Software Suite installed with the Advance license level. The Advance license level is required for interactive shows.

Configuration (set Unit ID)

The InputPup is supplied with its Unit ID set to 10. The user may need to change the UnitID to another value. The Unit ID is changed using the LOR Hardware Utility program. To change the Unit ID, connect the InputPup to a PC using a LOR USB adapter. The InputPup will need to be provided power (see the section on Power Connection). Using the LOR Hardware Utility program, set the *Old Unit ID* to 10 (default Unit ID), the *New Unit ID* to the value you want and then click the *Change Unit ID* button.

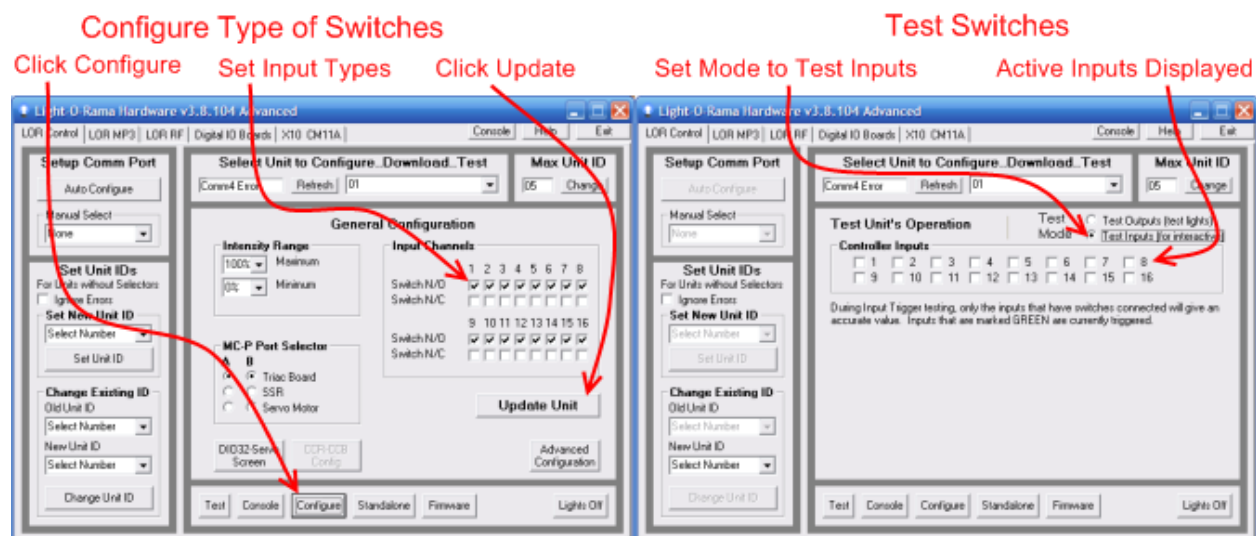
Configuration (set Switch Types)

By default the InputPup expects switches to be Normally Open (NO). Many push button switches are NO switches. A NO switch is one that closes a circuit when it is activated and therefore is normally has an open circuit (thus normally open). There are other switches that are normally closed. Often motion detectors have normally closed circuits.

By default the ServoPup is configured for use with NO switches. Each input connection can be individually configured for use with NO or NC switches. The LOR Hardware Utility program is used to configure the switch types. First click the *Refresh* button to locate devices, select the InputPup then click the *Configure* to display the configuration screen.

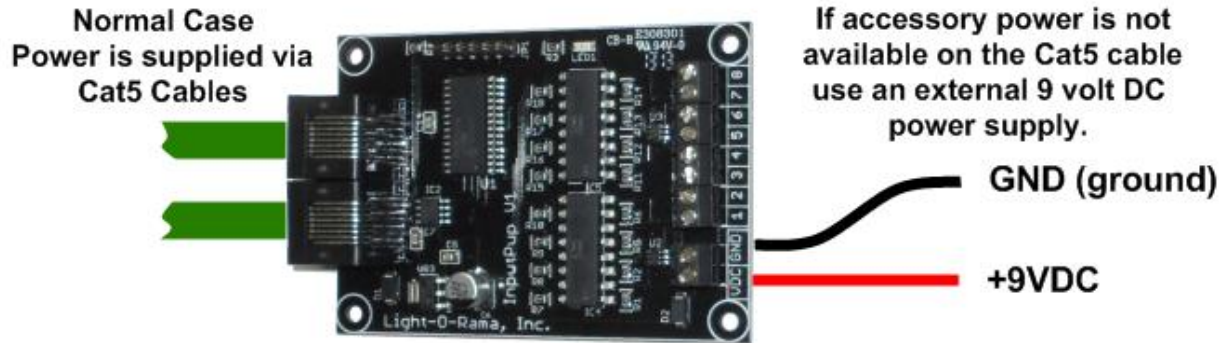
Testing

In the LOR Hardware Utility, perform a Refresh, select the InputPup and set Test Mode to Test Inputs. Now when you press/activate inputs that are connected to the InputPup the channel will light up green to indicate that the input trigger is active.



Power Connection

The InputPup can be powered via accessory power on the Cat5 connection or +9vdc connected to the terminal block. If powered by accessory power on the Cat5 cable accessory power must be supplied via a Light-O-Rama controller that provides accessory power or a Light-O-Rama USB adapter that provides accessory power (USB485B, USB485ISO).



Switch Connections

Switches are connected between the GND (ground) terminal and one of the 8 input terminals marked 1 thru 8.

