



**THE SENSORY
COMPANY**
refreshingly different

**MegaActive “Talking”
Infinity Panel
USERS MANUAL**

1-Getting started

We recommend that you read the whole manual to ensure you get the most from this unit.

The following points are important for safety as well as for the smooth installation and performance of the unit

- ✓ Unpack carefully and be sure that no damage has occurred during shipping.
- ✓ Do not connect the external power supply or unit to any dimmer pack.
- ✓ If electrical work is required for installation, qualified personnel must only do this.
- ✓ Ensure that no liquid or other objects can enter the unit.
- ✓ In the unlikely event of product malfunction, turn off the unit immediately. Never try to repair the unit yourself. Repairs carried out by non-approved personnel can lead to serious damage or malfunction and will void warranty. Please contact us for any technical assistance.
- ✓ Always remember to unplug the unit from the mains supply before any service is done.
- ✓ To prevent injury ensure the unit is securely fastened to a structurally sound surface.

2-Main features

- Voltage: **Mains Isolated Low Voltage** DC 24V
- Lamp: 24V
- Internal Electronics Fuse: T3.15A
- Intelligent Microprocessor control
- Built in microphone
- MegaSound™ Sound Response.
- Compatible with all standard 1/4" switching devices **(NOT Included)**
- 9 user selectable programmes
- Toughened Safety Glass

3-Lamp

- **DISCONNECT MAINS SUPPLY**
- Remove the unit from whatever it is mounted.
- If applicable, remove rear wooden panel
- Remove remove wooden fixing blocks that hold mirror **(See note below!)**.
- Carefully remove mirror.
- The bulbs are now accessible FROM THE BACK by carefully pulling out the wired bulb holder at the back of the coloured lens. (coloured lens stays in position)
- Bulb type: 24V.
- Replace mirror etc, and re-secure unit.
- Subjecting the unit to sudden shocks can cause premature bulb failure.
- Average bulb life 2000Hrs

**BE EXTREMELY CAREFULL NOT TO ALLOW
MIRROR/LAMP ASSEMBLY TO FALL OUT WHEN
SECURING BLOCKS ARE REMOVED**

4-Controls

Connect external user switching devices (not supplied) to the 4 standard ¼” Jack Sockets on front of unit.

The volume control on the front of the unit allows the user to set the loudness of the sound to a comfortable level.

The speed control on front of unit changes the chase speed of program 0.

The Red Program Select button, located on front of unit, allows the user to scroll through the various modes of operation.

The LED display located on the front of the unit, indicates the current program number.

5-MegaSound™

The unit is equipped with the latest in sound response technology. Programs 6 & 7 utilise these circuits.

When set to Programs 6 or 7, the unit will react to abrupt changes in volume such as speech or banging.

The advanced circuitry automatically changes the gain of the audio input, to suit the ambient noise level.

6-Modes of Operation

The unit can operate in one of nine different modes. Pressing the Red Program Select button on the front control panel scrolls through all nine programs, then returns to program 0. The green display indicates the current program.

Program 0 – Passive mode (no switching)

Default mode when the unit is first powered. The unit chases through the colours. The speed is changed using the Speed control / pressing a switch connected to the blue input..

Program 1 – “Talking” latched & timed off mode

The selected colour remains lit until another colour is selected. The name of the colour is called out from the internal speaker. If no colour is selected, the colour extinguishes after approx. 10secs.

Program 2 – Latched

The selected colour remains lit until another colour is selected.

Program 3 – Momentary

The selected colour only remains lit while the switching device (any standard switch), operating that colour is activated. The light is then extinguished.

Program 4 – Racing Game (requires 2 or more switches)

The first colour to be selected is lit. Any other colours are subsequently ‘locked out’. All switches must be inactivate for 3 seconds to restart the game (*indicated by all lamps off*).

Program 5 – Toggle

Activating a switch will cause that colour to light up. Activating the same switch again will then extinguish the colour.

Program 6 - MegaSound TM Latched (no switching)

The unit will step through the colours each time a sound is detected.

Program 7 – MegaSound TM Unlatched (no switching)

The unit will step through the colours each time a sound is detected. If no sound is detected for 2 seconds, all colours are extinguished.

Program 8 – Simon Game

A fun version of the classic game with lights and applause as a reward for selecting the correct colour sequences. Pressing the green button starts the game. The user must then watch the sequence of colours, then copy the exact sequence to gain a reward. The level of difficulty increases with each sequence guessed correctly.

7-Initialisation

When the unit is powered up, it goes through an audio initialization routine where checks the audio circuits. Popping noises may be heard as the unit checks itself. This is perfectly normal and will last approx. 2secs. The unit will then go straight to program 0.

8-Unit Cleaning

The unit should be cleaned using a **soft** damp cloth. Do not use abrasive materials. Be careful not to scratch the glass.

9-Troubleshooting

No light from unit

Check if the green program indicator on front of the unit is lit. If not, there is no power to the unit. Check mains is switched on and wiring is correct. Check external power supply is correctly plugged into the unit. Check fuse to power supply unit.

In program modes 1 to 5, & 8, external switches must be connected to at least one Red, Yellow, Green or Blue input on front of unit to activate colours.

Unit selects blue automatically when program is changed.

Place an external switch in the blue input.

Manufactured in EC

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