

PRODIGY Series

INTELLIGENT LIGHTING CONTROL

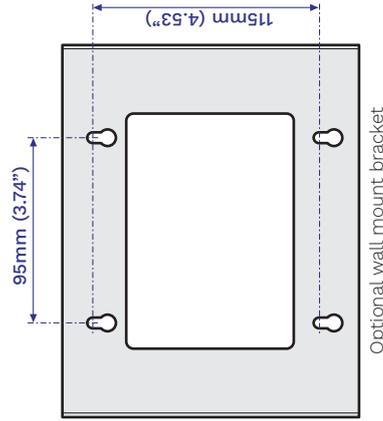
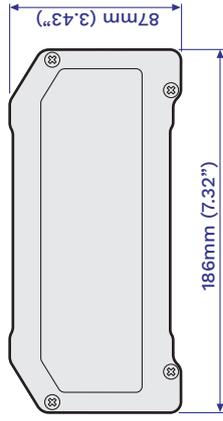
Quick start



- Operation temp 0°C to 40°C
32°F to 104°F
- Storage temp -20°C to 70°C
-4°F to 158°F

- Input voltage 48VDC (via PoE or PoE+)
- Power 5W max (Main unit only)
- Ingress Protection IP20 (dry indoor only)

Dimensions



Optional wall mount bracket



Weight: 2 kg (4.4 lbs)

Shown with optional wall mount bracket fitted

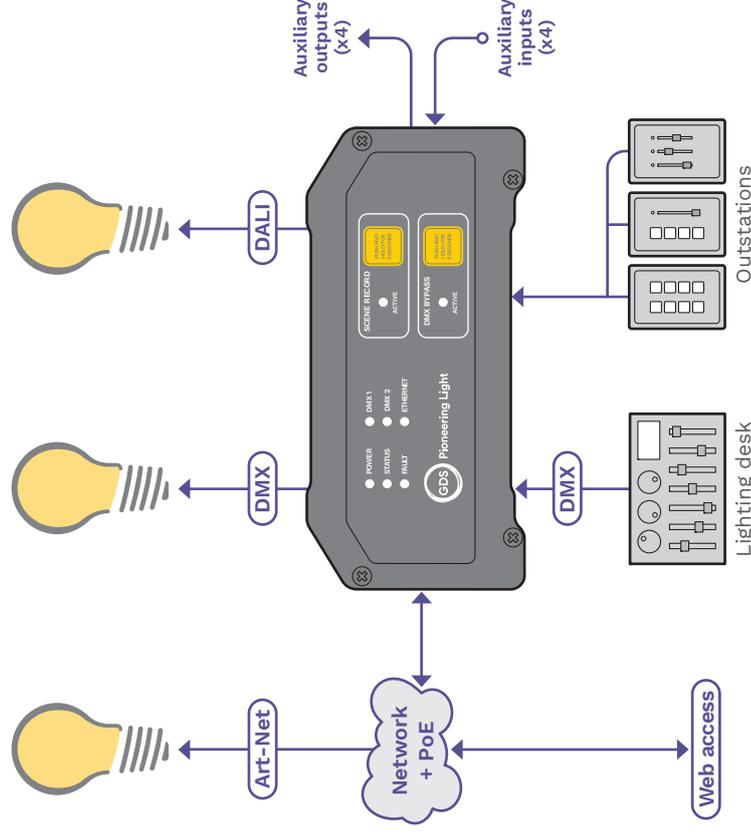
Prodigy app coming soon

Download on the App Store



Global Design Solutions Ltd
United Kingdom
+44 (0)117 325 0063
sales@gds.uk.com
www.gds.uk.com

Global Design Solutions Korea
Republic of Korea
+82 (0)31 8066 7442
sales@gds-korea.com
www.gds-korea.com



Linking Prodigy with your world

Prodigy can accept control inputs from multiple wall-mounted outstation panels; up to four auxiliary sensor switches and also a DMX input from a lighting desk.

Overall system management is administered via the built in web server; allowing management from any authorised device with a web browser.

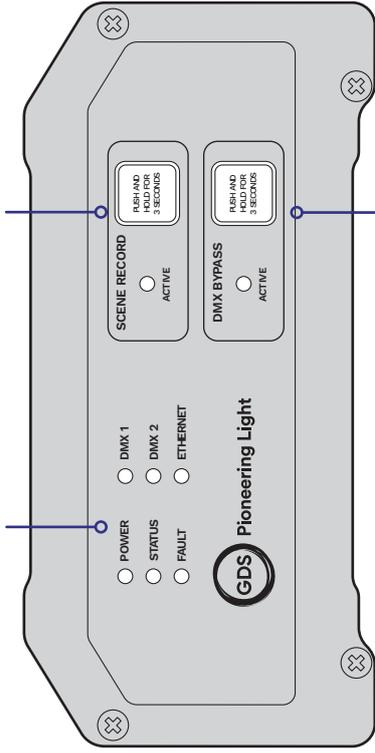
Working in coordinated response to the inputs; Prodigy provides several output formats to link with varying also time-scheduled events. Prodigy provides several output formats to link with varying third party control systems: DMX can be delivered directly as a single (or dual) universe, or across multiple universes via ArtNet (through the Ethernet port); the architectural standard DALI is also fully supported. Four open-collector auxiliary outputs allow switched responses to be sent to external systems, such as HVAC, fire alarms, etc.

Panel layouts

FRONT

Status indicators

Six indicators provide status feedback for quick troubleshooting.



Scene record

Captures the current overall lighting state so that it can be used to form future scenes.

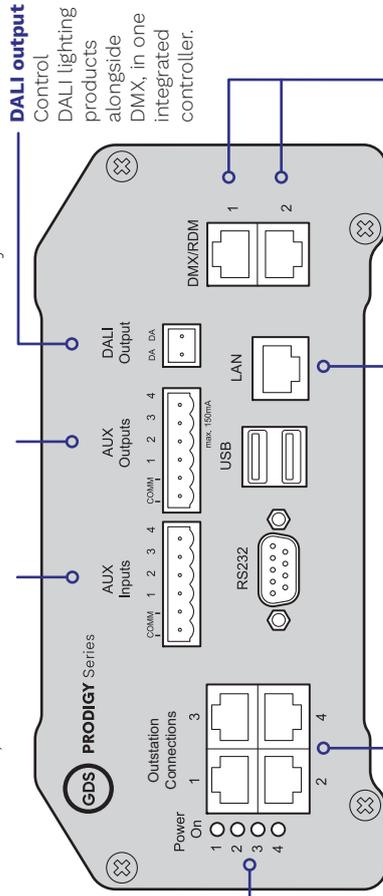
DMX bypass

When an external DMX input is present, activating this button links that input directly to the DMX output port, thus bypassing the Prodigy unit. DMX is also passed from port 1 through to port 2 should Prodigy lose power.

REAR

Auxiliary inputs

Four 'dry contact' ports that can be linked to sensors, such as PIR detectors.



Auxiliary outputs

Four 'open collector' ports that allow connection to external systems.

DALI output
Control DALI lighting products alongside DMX, in one integrated controller.

Port indicators

These illuminate to show power is present on the associated outstation port.

Outstation ports

Provide power and data links to multiple control outstations, which can be daisy-chained.

Ethernet port

Requires power in via PoE/PoE+ and provides network access plus Art-Net output.

DMX ports

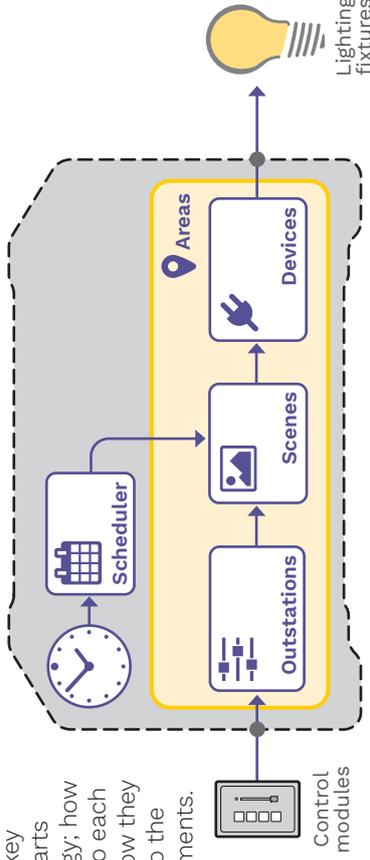
Input (port 1) and output (port 2). Port 1 can also be set as an output if required.

Getting started with Prodigy

This section provides a brief outline of the steps required to initially configure Prodigy.

Functional blocks

The diagram shows the various key functional parts within Prodigy; how they relate to each other and how they also relate to the external elements.



1 On the rear panel of the Prodigy unit:

- Connect a PoE network switch (or PoE injector) to the **LAN port**,
- Connect one or more lighting drivers to **DMX port 2** (these are your *Devices*),
- Connect one or more control outstations to the **Outstation Connections ports**.

2 Download the **Prodigy Client application** from the GDS website and link it on a computer linked to the Prodigy unit. This will locate and link you to Prodigy.

3 The Prodigy Welcome page should be displayed. Click the **Start** button to begin your configuration process. Through a short series of pages, you will be prompted to:

- Create an account,
- Choose between using a network time server or Prodigy's internal clock,
- Search for your connected devices that support the RDM standard,
- Search for your connected control outstations,
- Sign in using your account details.

Once signed in you will be presented with the **Dashboard** page which provides a summary of the key elements within your installation.

4 If one or more of your devices do not support RDM then they will not have been discovered during the search. If so, click the **No Devices Found** entry (or click **Devices** on the toolbar and then choose the **+** button) to manually define a virtual device.

5 Click the **No Scenes Found** entry (or click **Scenes** on the toolbar and then choose the **+** button). Enter a name for your scene and click the **Create Scene** button. Choose the new scene entry from the list.

6 Click the **DMX Port 2** entry. Then highlight the required DMX channels and use the Channel Fader to set the required intensity levels. Click the **Save Changes** button.

7 Click **Outstations** on the toolbar and then choose the outstation to which you'd like to add your scene. In the **Controls** sub-section, click the required outstation button or fader and apply your scene to it. Click the **Save Changes** button.

Your first scene should be ready to go. Use the button/fader on the chosen outstation to see your scene being played out.