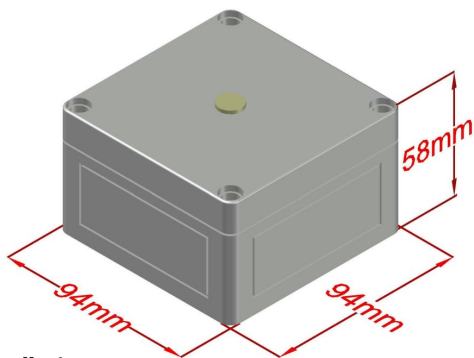


# PHOTOCELL



The ALC15 is a surface mounted photocell with manually adjustable limits that will turn artificial lighting on when the ambient light falls below a pre-set level. The artificial lighting will then be turned off either when the ambient light exceeds the pre-set level (auto off) or after a pre-set time delay (timed off). An integral 2 minute time delay prevents nuisance switching caused by, for example, car headlights or dark clouds.

The unit has a highly accurate adjustable photocell; a selectable time delay; adjustable switching differential and is mounted in a vandal resistant IP66 enclosure.



## Installation

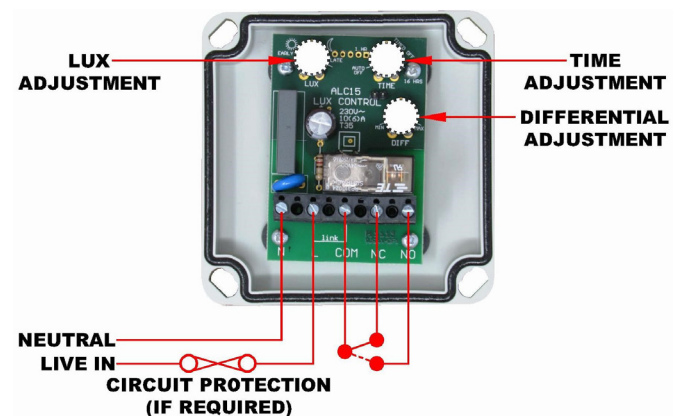
1. Ensure the load is connected and in working order.
2. Isolate the mains supply to the circuit at the main consumer unit.
3. Connect the controller via the terminal block. Live supply to the L terminal, Neutral to the N terminal.
4. For direct switching applications link L to COM and take the output from the NO terminal.
5. Set the TIME thumbwheel to AUTO OFF by turning fully anticlockwise
6. Set the LUX thumbwheel to LATE by turning fully clockwise.
7. Set the DIFF (differential) thumbwheel half way.
8. Power the unit up.
9. The lights will not come on until the ambient light level is very low.
10. Adjust the LUX level and differential.
11. Finally set the TIME thumbwheel to AUTO OFF or the desired time setting

Supply voltage	220-240V AC 50 HZ
Time out Period	Adjustable 1 hour to 16 hrs or Auto off
Light Level	Adjustment 10 LUX to 1000 Lux Approx
Terminal Capacity	2.5 mm <sup>2</sup>
IP Rating	IP54
Material Type	Polystyrene Class 2
Temperature	-10°C to 35°C

**Part Number:**  
**DLLX-ALC15**



- 10 Amp incandescent lighting
- 6 Amp fluorescent lighting
- 3 Amp compact fluorescent lighting
- 3 Amp low energy lighting
- 3 Amp low voltage lighting (switch primary of transformer)



**IMPORTANT:** Information contained in this datasheet is subject to change at any time without notice. Installation guides are available - call us on 020 087 8084.