Sleep Defeat & Signal Sense Behavior

SUMMARY:

- When SLEEP DEFEAT is UP: Signal Sense is active; the device will self-manage ON and STANDBY states.
- When SLEEP DEFEAT is DOWN: Signal Sense is disabled; ON and STANDBY state must be managed via RS-232 or IR control.

DETAILED LOGIC:

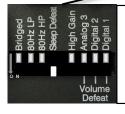
STANDBY STATE - If unit is in STANDBY mode the microprocessor will scan all three inputs for signal, as well as monitoring IR and RS-232 commands.

- If an RS-232 or IR command to turn ON is received the unit will go to ON state, starting a two-minute timer for signal sense, see below.
- If a signal is detected at any input the unit will go to ON state and select the input on which the signal was detected, see below.
- **ON STATE** If unit is in ON state the microprocessor will monitor the selected input for signal; that is, it will ignore signal on other inputs. The microprocessor will also monitor the IR and RS-232 commands.
- If the unit is in ON state and an RS-232 or IR command to turn off is received the unit will go to STANDBY state, see above.
- When no signal is present on the selected input for two minutes the unit will go to STANDBY state, see above.

SLEEP DEFEAT IS DOWN - Signal Sense is inactive. If the unit is ON it will remain ON indefinitely until an RS-232 or IR command is received to change to STANDBY state, whether or not signals are present at any input.

If the unit is in STANDBY state it will remain in STANDBY state until an RS-232 or IR command is received to change to ON state, whether or not signals are present at any input.





SLEEP DEFEAT - Prevents the Rialto 600 from automatically going into standby mode and defeats signal sensing. Obeys IR and RS232 commands and the blue LED on the front panel will remain blue constantly indicating normal operation. For optimal energy savings, this switch should be left off. With the switch up, the Rialto 600 will detect signal on any of the three inputs and turn on automatically. If no signal is present, the unit will go into standby after two minutes.

