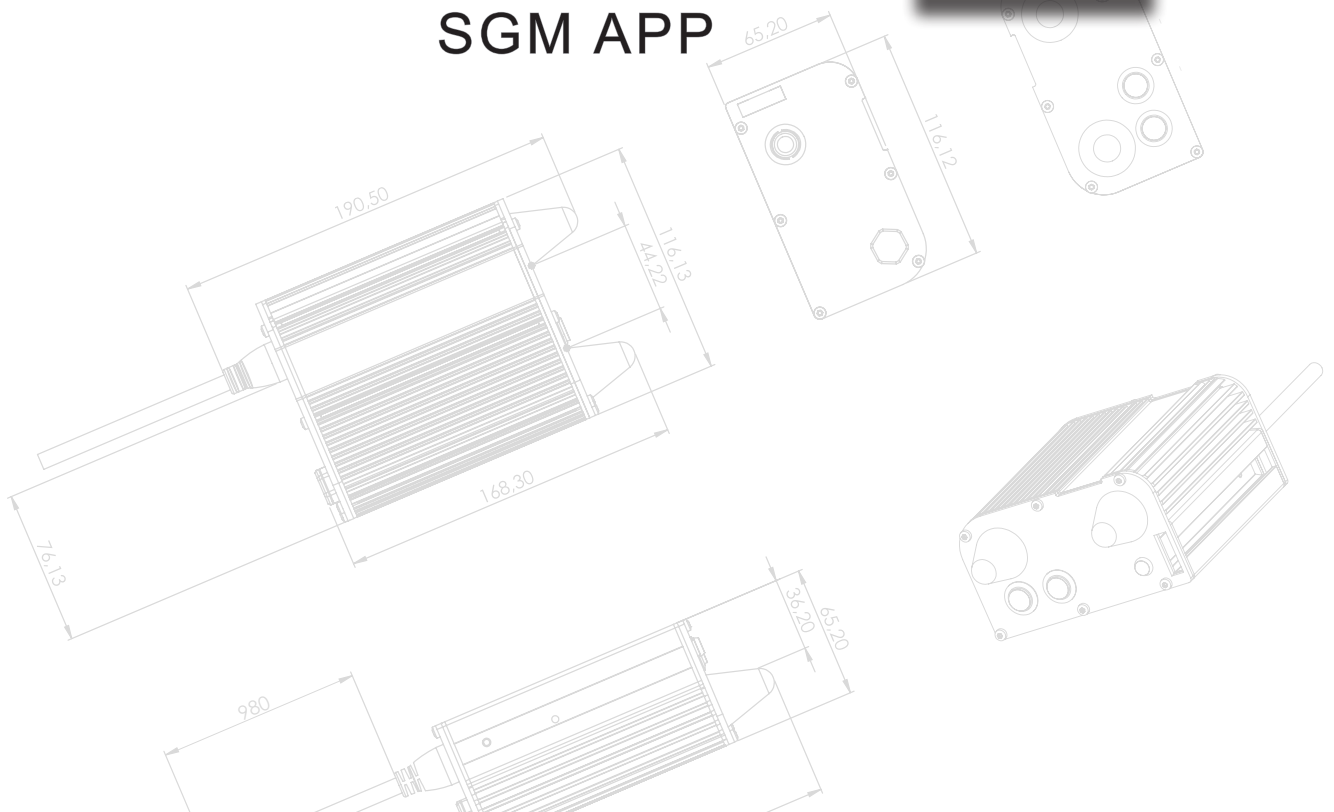
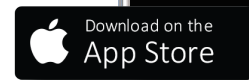


# USER MANUAL

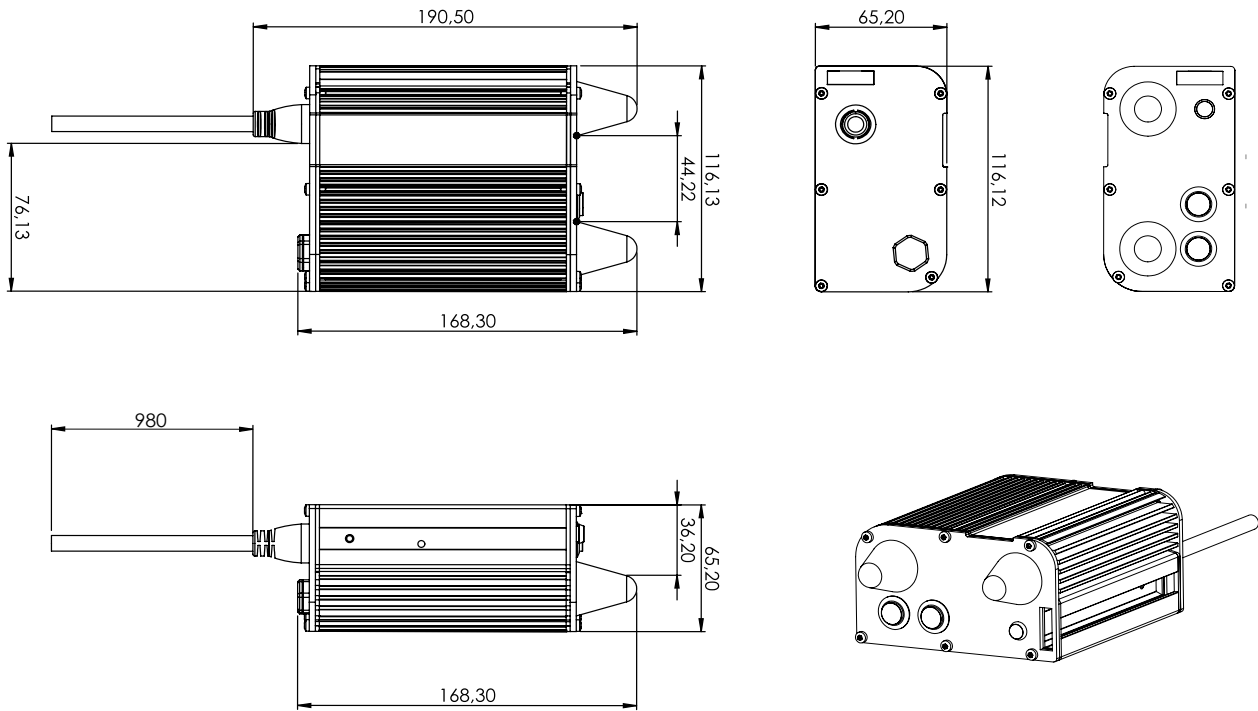


## C-1

### WIRELESS DMX CONTROLLER & SGM APP



## C-1 controller dimensions



*All dimensions in millimeters and inches. Drawing not to scale.*

**This manual covers installation, use, and maintenance of the SGM C-1.**  
**A digital version is available at [www.sgmlight.com](http://www.sgmlight.com) or upon request via [support@sgmlight.com](mailto:support@sgmlight.com).**

## C-1 CONTROLLER USER MANUAL REV. C

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This edition applies to firmware version 0.98 or later.

English edition

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## Safety information



### **WARNING!**

*Read the safety precautions in this section before installing, powering, or operating this product.*



*SGM luminaires are intended for professional use only. They are not suitable for household use.*

**Les luminaires SGM sont impropres à l'usage domestique. Uniquement à usage professionnel.**

*Review the following safety precautions carefully before installing or operating the device.*



**DANGER!** Risk of electric shock. Do not open the device.

- Do not open the device; there are no user-serviceable parts inside.
- Ensure that the power is cut off when wiring the device to the AC mains supply.
- Ensure that the device is electrically connected to earth (ground).
- Do not apply power if the device or mains cable is in any way damaged.
- Do not immerse the fixture in water or liquid.



**WARNING!** LI-ION Battery.

**Misusing the battery may cause the battery to get hot, rupture, or ignite and cause serious injury.**

**Be sure to follow the safety informations listed below:**

- Do not place the battery in fire or heat the battery.
- Do not install the battery backwards with reversed polarity.
- Do not connect the positive terminal to the negative terminal of the battery with any metal object (such as a wire).
- Do not carry or store the battery together with necklaces, hairpins or other metal objects.
- Do not pierce the battery with nails, strike the battery with a hammer, step on the battery, or otherwise subject it to strong impacts or shocks.
- Do not expose the battery to water or salt water, or allow the battery to get wet.
- Do not disassemble or modify the battery. The battery contains safety and protection devices which, if damaged, may cause the battery to generate heat, rupture, or ignite.
- Do not place the battery on or near fires, stoves, or other high-temperature locations. Do not place the battery in direct sunlight. Doing so may cause the battery to generate heat, rupture, or ignite. Using the battery in this manner may also result in a loss of performance and a shortened life expectancy.
- Do not place the battery in microwave ovens, high-pressure containers, or on induction cookware.
- Immediately discontinue use of the battery if, while using, charging, or storing, the battery emits an unusual smell, feels hot, changes color or shape, or appears abnormal in any other way.
- Only charge the battery mounted in the fixture with the built-in charger. Do not use a third party charger.
- Do not charge unattended.
- Only charge the battery if the surrounding temperature is in the range of +5 to +35°C (41° to 95°F). Charging the battery at temperatures outside of this range may cause the battery to become hot or break. Charging the battery outside of this temperature range may also harm the performance of the battery or reduce the battery's life expectancy.
- Do not replace the battery in the fixture with other types of rechargeable batteries.
- Do not replace the battery in the fixture with non-rechargeable batteries, such as dry-cell batteries etc.
- When the battery is worn out, insulate the terminals with adhesive tape or similar materials before disposal.
- Follow applicable laws and regulations for transport, shipping, and disposal of batteries. For details on recycling lithium, lithium-phosphate, and lithium-ion batteries, please contact a government recycling agency or your waste-disposal service.

**This warning applies to all SGM battery driven products due to the inside LI-ION battery.**

## Overview

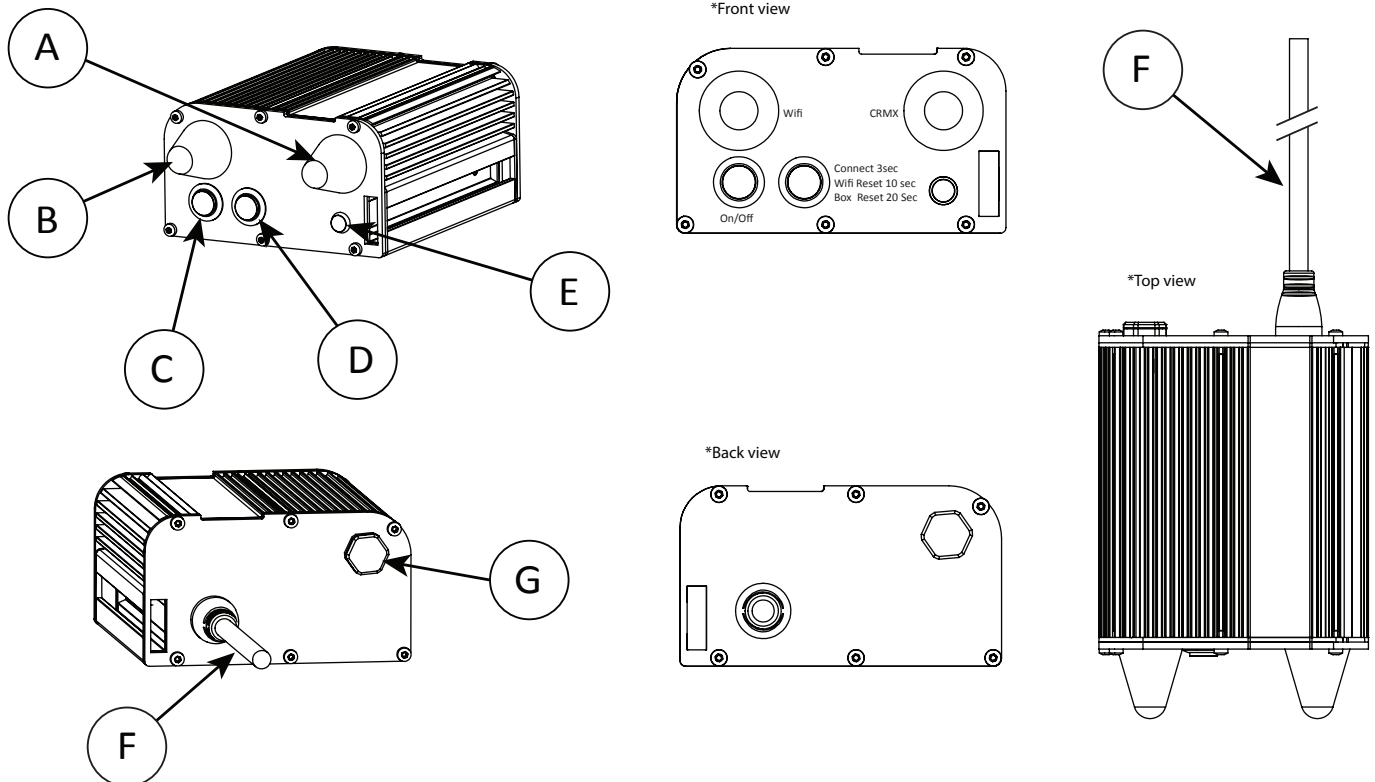
C-1 Controller is a wireless and very compact device designed to program the SGM P-1 luminaire, and can be configured and controlled through a smart-phone or a tablet application. With a single DMX universe via Wireless DMX (CRMX), the C-1 enables the user to configure and programme scenes via the SGM C-1 App.

The free SGM App offers a wireless DMX controller solution for both Android and iOS, giving the user a variety of control and programming possibilities related to the SGM P-1.

Both C-1 Controller and C-1 App are designed to complement SGM's P-1 luminaires. By using both features, the user can remotely prepare the light setting for any environment, while grouping, naming, and organizing P-1 light fixtures as preferred, and storing an unlimited amount of scenes in a simple and straightforward way.

All personalized settings are saved in the C-1 Controller to enable simultaneous control of multiple SGM P-1 devices.

## Parts identification and terminology



A: CRMX LumenRadio antenna

B: Wifi antenna

C: On/Off button

D: Function button

E: Status indicator

F: Power cable

G: Pressure valve

Figure 1: C-1 parts and terminology

## Preparing for installation

Unpack the device and inspect it to ensure that it has not been damaged during transport.

**When selecting a location for the device, ensure that:**

- It is situated away from public thoroughfares, and protected from contact with people
- It has adequate ventilation
- It is not immersed in water or exposed to high-pressure water jets

**The C-1 is IP65-rated and designed for use in both indoor and outdoor events. This means that it is protected from:**

- Smoke fluid, dust, dirt, and airborne pollution to the degree that they cannot enter the device in sufficient quantities so as to interfere with its operation
- Humidity and lower pressure jets of water from any direction

Download the SGM C-1 App from App Store or Google Play Store.

**Note: the purpose of the C-1 controller is only to be used with the SGM IP65-rated battery driven P-1 RGBW LED Wash light.**

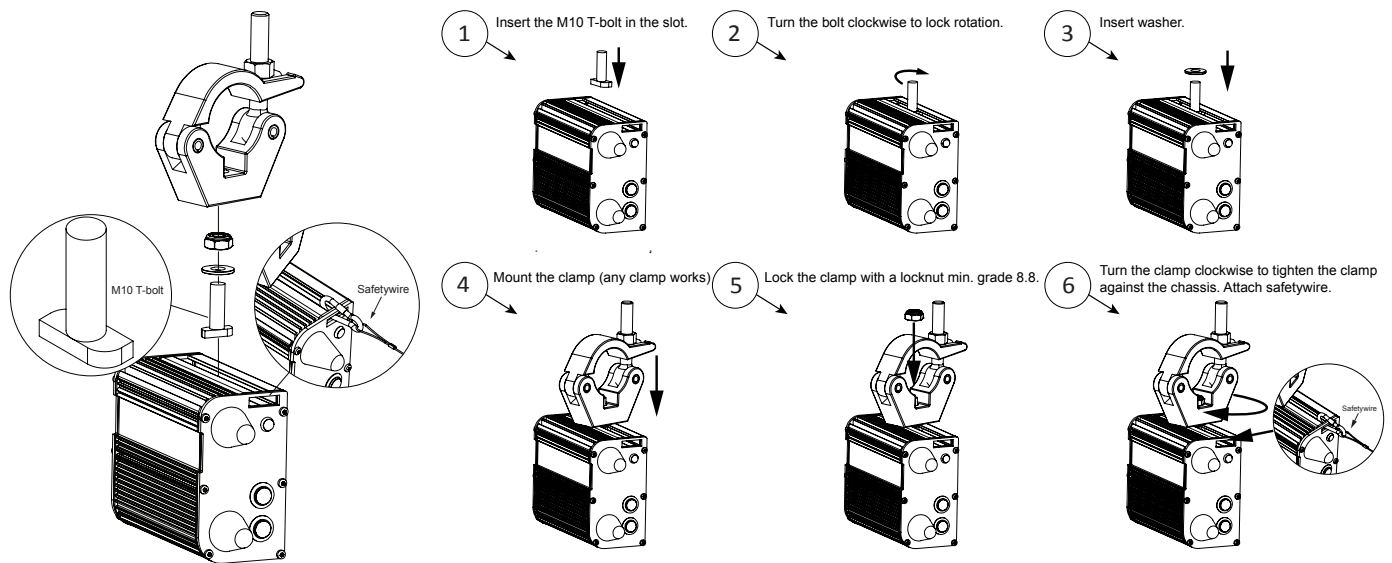
## Transportation

Always use the supplied packaging or suitable case for transportation and storage of the C-1 controller.  
Never carry the fixture by the cable.

## Installing the C-1

The C-1 may be installed in any orientation and in any environment due to the IP65-rated enclosure. The C-1 may operate resting on a surface or hanging. For elevated operation, install a clamp by installing a T-bolt and clamp of corrosion-resistant material suitable for the location.

### Installing clamp for elevated operation



Use only corrosion-resistant mechanical fasteners suitable for the location.

**Figure 2: Installing the C-1**

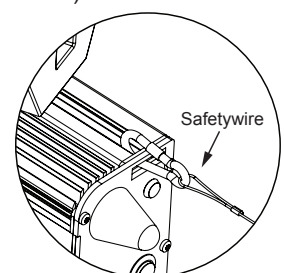


**WARNING!** Always secure an elevated C-1 with a safety cable

Fasten a safety cable between the support structure and the attachment point on the device (as shown).  
The safety cable must be able to bear at least 10 times the weight of the device (SWL) and have a minimum gauge of 2 mm.

### CAUTION!!

- Always use a safety wire.
- Min. safety wire gauge = 2 mm.
- Max. safety wire length (free fall) = 15 cm (12 in.)
- Make sure the slack of the safety wire is at a minimum.



**Figure 3: C-1 safety wire**

## Connecting AC power

The C-1 is a battery-driven product that can operate on any 100–240 V, 50/60 Hz AC mains power supply. It draws approximately 0.2A when charging.

For permanent installations, have a qualified electrician wiring the mains cable directly to a suitable branch circuit. The junction's ingress protection (IP) rating must be suitable for the location. For outdoor installations, the mains cable may be fitted with a grounded connector intended for exterior use.

The power cable color coding is the following:

- Connect the black wire to live
- Connect the white wire to neutral
- Connect the green/yellow wire to ground (earth)




Wire	Color	Symbol	Conductor
	Black	L	live
	White	N	neutral
	green/yellow	⏏ or ⏚	ground (earth)

Figure 4: Connecting AC Power

The device must be grounded/earthed and be able to be isolated from AC power when connected. The AC power supply must incorporate a fuse or circuit breaker for fault protection. For assistance with alternative configurations, contact your SGM representative.

### CAUTION!!

Do not open the fixture to replace the supplied power cable, or connect the fixture to an electrical dimmer system, as doing so may cause damage. Ensure that the mains power is off when wiring the fixture to AC mains supply.

Always power off/unplug the fixture before removing covers or dismantling the product.

### PLEASE NOTE!!

When connected to AC Power, the C-1 starts transmitting Wi-Fi and Wireless DMX (CRMX) to any previous linked products.

## Configuring the C-1

### On/Off button (A)

Push On/Off button to turn on/off the device. When turned on, the LED status will switch to orange color. Then wait 10 to 30 seconds until the C-1 configures its internal Wi-Fi connection. When ready, the LED status will change from orange to green. To power off the device make sure to press the same button longer than 3 seconds.

### Function button (B)

This button is used for the three functions below:

- **Connecting a fixture** - Press and hold the button for 3 seconds to connect unlinked fixtures to the C-1 controller. If any fixtures are paired with another transmitter, the fixtures must be unlinked first from wireless DMX. When the P-1 is connected, the device will automatically get information via RDM to set the correct address and DMX mode to be controlled via the SGM C-1 App. The C-1 will send commands until all fixtures connected are correctly addressed and have the correct mode. All available fixtures can be seen in the C-1 App (see how in "Fixture view" on page 10). Please note that when the fixture is in any other mode than DMX, it is not possible for the C-1 controller to make use of the auto addressing and mode function. When connected, the C-1 will automatically retransmit DMX address and mode to all fixtures, and collect sensor data every 90 seconds. This means that if any fixture was connected (and tampered) to a C-1 controller, it will restore the correct DMX address and mode. Please note that this will not apply to operation mode. If the mode has been changed, it has to be set again to DMX to receive CRMX.
- **Wi-Fi Reset** - Press and hold the button for 10 seconds to reset the Wi-Fi function. The status LED will blink yellow/orange during reset. This function resets the Wi-Fi password to default Wi-Fi password: **sgm12345**. This function is useful for restoring the Wi-Fi settings and clear passwords saved on mobile devices.
- **Box Reset** - Press and hold the button for 20 seconds to reset the C-1 controller. The status LED will blink red during reset. This function resets Wi-Fi and reconnects all wireless devices saved/visualised in the SGM C-1 App.

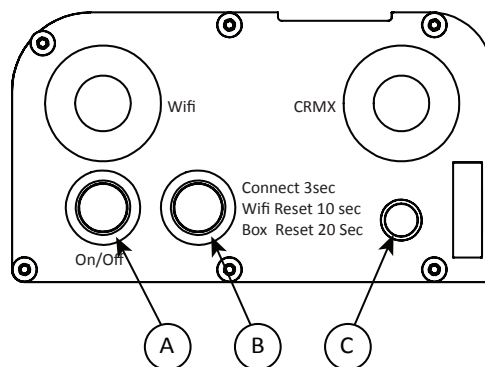


Figure 5: Configuring the device

### NOTE!!

To remove a fixture from the C-1 controller, find the fixture in the SGM C-1 App and delete it. See how in "Fixtures", on page 11.

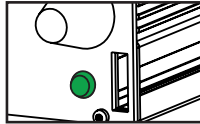
The C-1 is controlled exclusively by the SGM C-1 App. The app is free and available for download in App Store and Google Play Store.



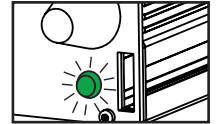
## LED Status indicator (C)

The C-1 controller has a status diode to show the current state or function.

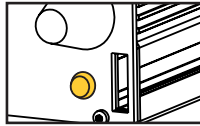
**Static green**  
Status OK and operating normally



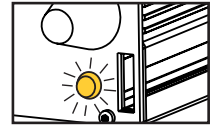
**Blinking green**  
Connecting CRMX



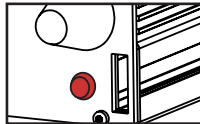
**Static yellow/orange**  
Startup, reset or low battery



**Blinking yellow/orange**  
Resetting Wi-Fi



**Static red**  
Error



**Blinking red**  
Resetting box

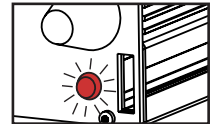


Figure 6: LED Status indicator

## Connecting the P-1 to the C-1 controller

The P-1 is controllable due to the C-1 inbuilt RDM (Remote Device Management) auto setting, which ensures the DMX address is set when connected to the C-1. The P-1 connects to the C-1 via the LumenRadio CRMX wireless receiver system. When using the C-1 wireless DMX system, ensure that the DMX chassis connectors are properly covered.

### Connecting the SGM C-1 controller

The P-1 is designed to look for wireless transmitters in “connect” state, when not already paired to one. If a P-1 has previously been connected to the C-1 controller, it will appear in the SGM C-1 App due to its unique RDM ID, which it is stored in the C-1 controller. This means that a single P-1 can be left out in one event, and put back in another without losing its DMX address and all stored scenes.

Note that any previously connected device stored in the C-1 is occupying the DMX slots. To remove the fixture(s) and release the DMX slots, please use the SGM C-1 App (see how on page 11). There is no button function to remove a stored fixture directly from the C-1 controller.

### Connecting the P-1 to the C-1 controller

- Ensure the P-1 device(s) is/are logged off any wireless transmitter and not in any manual mode.
- Push and hold the function button of the C-1 controller for 3 seconds to connect the unlinked fixtures to the C-1 controller. If any fixture is paired with another transmitter, the fixture must first be unlinked from wireless DMX.
- Confirm that the fixture is paired with the wireless transmitter, going to MENU → SETTINGS → WIRELESS DMX → STATUS (see figure 9).
- After approx. 90 seconds the fixtures should be addressed and ready for operation.

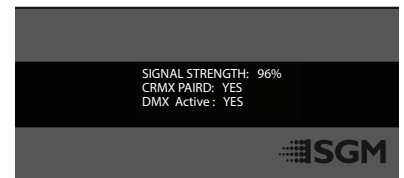


Figure 7: Wireless DMX status

### Auto addressing and mode setting

When the P-1 is connected, the device will automatically get information via RDM to set the correct address and DMX mode to be controlled via the SGM C-1 App. The C-1 Controller will send commands until all connected fixtures are addressed correctly and are in the right mode. All available fixtures can be seen in the SGM C-1 App (see on page 11).

Please note that if the fixture is in any other mode than DMX it is not possible for the C-1 controller to make use of the auto addressing and mode function.

### Disconnecting a P-1 from any wireless transmitter

To disconnect the fixture from any currently paired wireless transmitter:

- Go to MENU → SETTINGS → WIRELESS DMX → LOG OFF.

**Shortcut to unlink a P-1 from any transmitter**  
**ESC + DOWN: “Press ‘ENTER’ to unpair CRMX”**

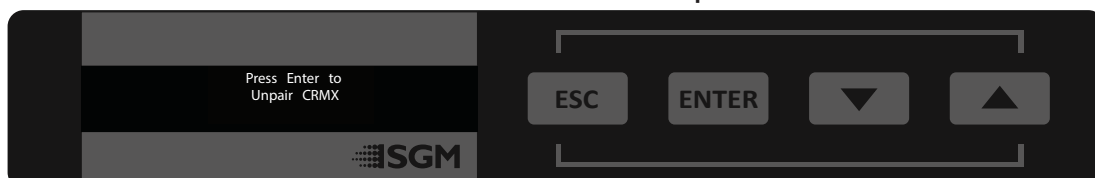


Figure 8: Disconnect the fixture from wireless transmitter



## Signal priority

The P-1 can be paired to an active C-1 Controller simultaneously as being connected to cabled DMX. The fixture will prioritize cabled DMX over wireless DMX.

The operation mode is displayed under the wireless signal strength indicator.

Please note that this will not apply to manual operation mode. To receive CRMX, the fixture has to be set to DMX mode. Any of the modes shown in the pictures on the right will override the C-1 controller.

When in doubt about the current operation mode, restore the P-1 to factory defaults settings by using the shortcut ESC+ENTER, and then confirm. By doing this the P-1 will set the correct DMX address and mode when connected to the C-1 controller.

### Please note:

**Any previous connected devices that are no longer connected are occupying a DMX slot for one fixture.**

**Any P-1 can still get the DMX address changed via the display and therefore be connected but not receiving DMX. To send and re-transmit the RDM information stored in the C-1, simply powercycle the C-1.**



Figure 9: Signal priority

## Connecting the C-1 Controller to the SGM C-1 App

The C-1 Controller generates a local Wi-Fi hotspot to be connected to the SGM C-1 App through any smart-phone or tablet.

The SGM C-1 App is a user interface and all data, settings, scenes programmed, and connected devices are stored in the C-1 controller.

When using the SGM C-1 App, the Wi-Fi range is restricted to approx. 6m. (18 ft.) in line-of-sight. The CRMX range is depending on the environment, capable of ranges up to 100m. The CRMX is wireless DMX based on the standard DMX 512-A, and is fully RDM compatible, which means that the connected P-1 fixtures can return valuable sensor data to the SGM C-1 App.

Take the following steps to connect the SGM C-1 App to the C-1 Controller:

- Search for the SGM C-1 App in the Play Store (Android) or App Store (iOS) of your smartphone or tablet and an SGM A/S App will appear.
- Download the SGM C-1 App on your smartphone or tablet. Make sure you have enough space on your device to install and run the App.
- Before opening the SGM C-1 App, go to Wi-Fi settings on your smart device.
- Disconnect your smart device from any Wi-Fi connections. For a better operation, we recommend not only to disconnect but also to forget any Wi-Fi networks. This way your device will be connected only to the C-1 controller, ensuring the control of the luminaires.
- Select the network with the name "SGM C-1". You will also see 4 numbers/letters in the name of the network. These will vary depending on the C-1 device you are using.
- Type the 8-digit password "sgm12345" to establish connection between the C-1 controller and the app (it is possible to change the default password in the app - see page 10). Now the smart device should be connected to the C-1 Controller's Wi-Fi network.
- Open the SGM C-1 App on your smart device. You will be able to see the P-1 fixture(s) connected. A picture will appear and also the names "Fixture XX" where "XX" indicates the DMX number.

The next pages will show in detail the menu and all SGM C-1 App features.

# SGM C-1 Controller App overview - I

The SGM C-1 app is a simple and easy feature to program and configure the C-1 Controller. This overview is a basic explanation of the user interface.

## Installing the SGM C-1 controller app

### Install the Application

Download the free application from App Store or Google Play Store.

The app will work on any smart-phone or tablet.

The app only works with the C-1 controller.



### Launch Screen

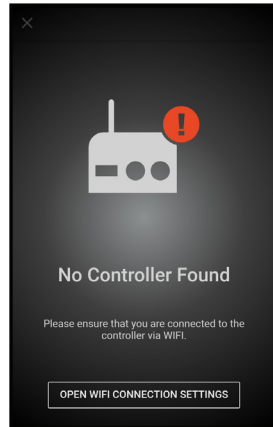
When launching the app, ensure the smart-phone or tablet is connected to the SGM C-1 Wi-Fi hotspot, and make sure to be within range of the Wi-Fi hotspot (approx. 6m).



### No Controller Found

This screen appears when the connection to the controller is lost or not available.

Ensure the smart-phone or tablet is connected to the Wi-Fi hotspot, and make sure to be within range of the Wi-Fi hotspot (approx. 6m).

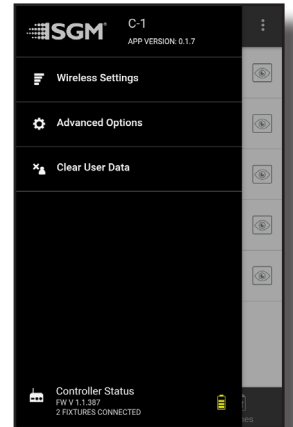


### Menu (general settings)

In the top left corner of the main view, you can access the menu for general settings of the app.

It is also possible to see how many fixtures are connected, the C-1 firmware version, and the C-1 battery indicator.

Clear user data option restores all standard scenes, groups, and boards. It also removes the data of the devices previously connected to the C-1 controller.

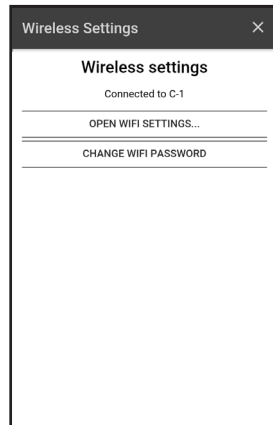


### Wireless Settings

Allows the user to change the C-1 Wi-Fi password.

The new password must be between 4 and 15 characters long, and must contain at least one number and one letter. It must not contain special characters.

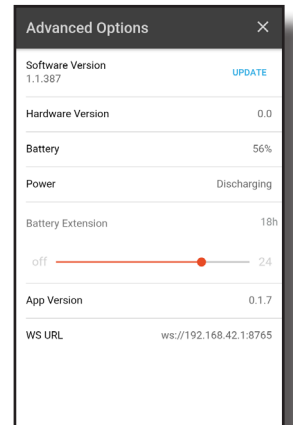
The password can be restored to default doing a Wi-Fi reset (see how on page 7). Default Wi-Fi password is **sgm12345**.



### Advanced Options

It displays the current C-1 firmware and hardware versions, the battery level (%), the type of power used for the C-1, current app version, and the Wi-Fi hotspot details.

The advanced options also includes a Battery Extension feature for P-1 luminaires connected from 0 to 24h.



**Please note: All information upon the SGM C-1 Controller App is subject to change without notice.**

## SGM C-1 Controller App overview - II

In the C-1 app it is possible to control individual fixtures and/or groups of fixtures. Groups are recommended when several units are used in an installation to have a more accurate control of the different areas.

After connecting the C-1 app and an SGM P-1 luminaire to the C-1 wireless DMX controller, an overview of the fixture(s) appear in the main app view. The app is divided in three sections listed in the bottom of the main view of the app:

- **Fixtures** - this section shows individual luminaires or groups of luminaires connected to the C-1.
- **Playback** - this section is intended as a live playback controller for the luminaires. Different scenes for different colors can be created and reproduced, and a general dimming, fading time, and color temperature control is available.
- **Scenes** - this section allows the different scenes to be added and/or edited, including color and dimming parameters.

### Fixtures

The Fixtures section shows all the fixtures connected to the C-1 Controller, they will appear in the “Fixtures” section of the app. Every fixture will appear with a picture of the P-1, a generic name (typically “Fixture XX”), and the DMX address used.

#### Fixtures Options

From the overview of the connected (and previously connected) devices it is possible to get information, such as CRMX signal strength, battery level and the RDM discover feature, shown respectively in the 3 icons at the right.

By clicking on the eye symbol you can see which real fixture is linked to the virtual fixture. The eye symbol will turn to red color when it is identifying the fixture. After some seconds you should be able to see one of the P-1s connected flashing in white and blue.

Press and slide left a fixture or group of fixtures to get the following options: Group/Ungroup, Rename, and Delete.

All settings, including connected/recognised devices, are stored within the C-1 controller, not in the app. Note that the fixture can only be deleted using the app. Any previously connected device is stored in the C-1 occupying the DMX slots.

#### Fixtures Details

To get access to the fixture details, simply click on the fixture from the main view of the app.

From here, it is possible to edit the name of the fixture, as well as see if the fixture is part of a group. Other information is displayed such as DMX Address, battery percentage, CRMX signal strength, etc.

#### Creating and managing fixtures/groups

To create a group, go to “Fixtures” section and press “Group” in the top right corner. Press the logo with the 3 vertical dots in the top right corner and three options will appear:

- **Add group**
- **Edit group**
- **Delete group**

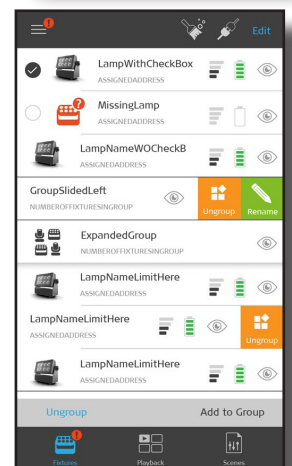
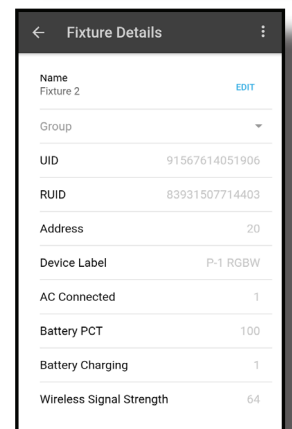
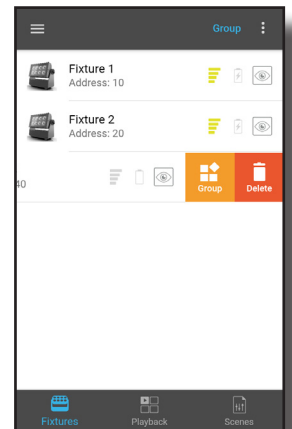
Select “Add Group” and type a name. Now your group is created.

Go to your individual virtual fixtures and enter the section “Fixture Details” as described above. Right below the fixture’s name press “Group”. A check-box list will appear with the available created groups. Select the group desired and then press “SAVE”. Now the fixture is linked to the group.

Go to “Fixtures” section again and the new group will appear containing the selected fixture. It is also possible to add or remove fixtures of the group directly from “Fixtures” section. Just click “Group” in the top right corner and you will see a check-circle to the left of each product. Select the products you want to edit and then press one of the bottom options that will appear: “Add To Group” or “Ungroup”. Then press “Done” in the top right corner to exit.

To delete or change the name of a group, simply press the three vertical dots in the top right corner and select “Delete Group” or “Edit Group”.

Any previously connected device is stored in the C-1 occupying the DMX slots. They are shown as red (as pictured on the right).



**Please note: All information upon the SGM C-1 Controller App is subject to change without notice.**

# SGM C-1 Controller App overview - III

## Playback

The Playback section is where all your scenes are set to reproduce the different colors - see on the next page how to create scenes.

It is also an overall controller for light output, fading time and color temperature control.

### Playback

Combining scenes to a launchpad with user defined board, makes it easy to change the output. Press the EDIT symbol (shown with a pencil) at the top right corner to create a new board, edit or delete existing boards.

Only one board can be active. A board can be combined with any scene stored in the scene view. To run any scene or sequence, simply press any desired board.

### Adding / Removing Scenes to Playback

To add a scene, enter in EDIT mode. All the slots for scenes will appear with a "+" symbol. Select a slot and a dialogue box will appear for adding a scene. Select the name of the chosen scene and then press ADD. Your scene is now added to the Playback.

It is possible to select only one scene per slot. However, that scene can contain different color values for each selected *luminaire*. If the scene is applied to all fixtures and not to selected fixtures, then all the fixtures in the scenes will show the same behaviour when playing back the color in the scene.

When you finish adding scenes to the available slots, press "Close" at the top right corner to exit the EDIT mode.

To remove scenes from the slots, enter the EDIT mode and press the red "X" symbol in the chosen slot. Then press "Done".

### Using the Quick Add feature

This feature allows the user to create scenes directly in the "Playback" section.

Enter in the EDIT mode, pick up one of the slots, and simply press "QUICK ADD" with no scenes selected. The "Scenes" dialogue box will appear, for creating a new scene from scratch. Once it is created, the scene will be automatically be added to the selected slot in the "Playback".

### Playing back the scenes

Once you have your scenes created, you can reproduce them by simply pressing any of the slots.

In the example on the right, we have created a "Red" and a "Green" scene. Each scene contains control information for only one P-1 unit ("1"), and they are set to Fade ("F").

When we press "Red", the P-1 will light up in red color. When we press "Green", the red LED will light up in green color with a fading in and out effect.

In the small circles above we can see that one P-1 is now in green color.

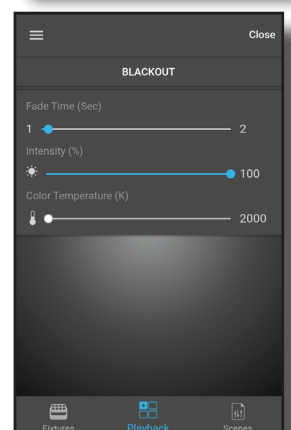
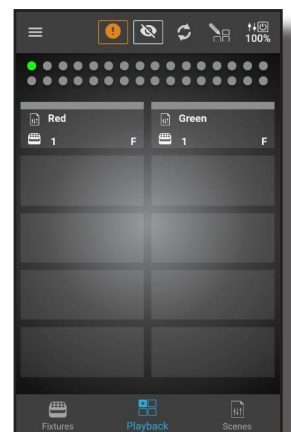
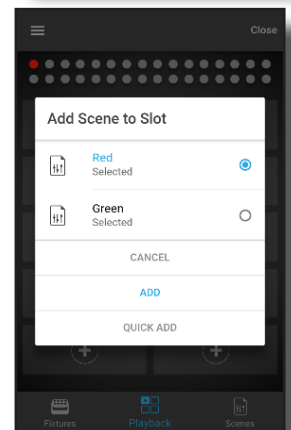
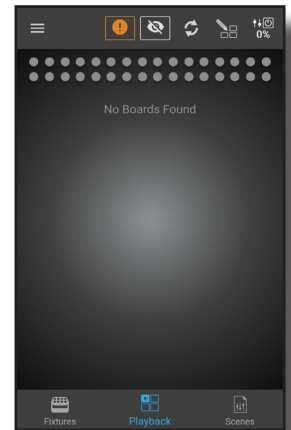
### Output Options

Within the playback screen, click on the percentage symbol at the top right corner to access the master control over all fixtures.

Fade time (Sec.) is applying fading to the scene transition.

Intensity (%) is controlling the level output of all connected fixtures. The current level is always shown in the top right corner in the "Playback" section.

Color temperatures (K) is controlling the White Color (RGB at full), from 2000K (warm) to 10000K (cold) of all fixtures. This is useful when playing back scenes based on white, making it easy to match the locations, ambient light or to set a mood lighting.



**Please note: All information upon the SGM C-1 Controller App is subject to change without notice.**

# SGM C-1 Controller App overview - IV

## Emergency and Blind Modes

By pressing the “!” button for 5 seconds, the fixtures will enter in emergency mode. In this mode, the fixtures will switch on all LEDs to their maximum output. This mode was created as a quick and easy way to override all the scenes for safety reasons.

By pressing the eye symbol, the fixtures will enter in blind mode. Both the eye symbol and the percentage in the top right corner will turn red to indicate that blind mode is active. This feature allows the user to create a quick blackout or to edit and move scenes without controlling the *luminaires*. While in the blind mode, it is still possible to see which color will appear in the fixtures after the mode has been switched off (green in the picture).

To update the Playback, simply press the refresh symbol so it matches your most recent changes.



## Scenes

To create your customized color presets, go to Scenes section in the app.

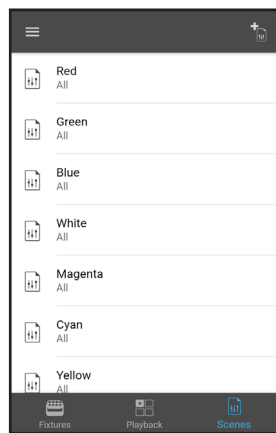
### Scenes

All scenes are stored here.

To add a new scene press the icon on the top right hand corner.

To EDIT or DELETE a scene, press and slide the scene to the left, and the options appear.

A scene can be stored to be applied to all fixtures or only to selected fixtures.



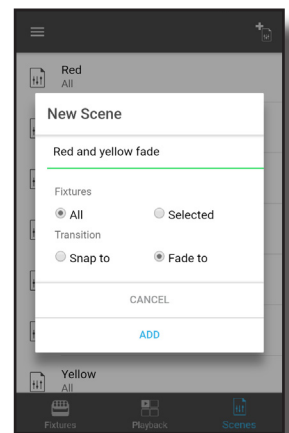
### Creating Scenes

To add a scene, press the top right icon.

Type the Scene Name as desired, and choose to which fixtures the scene should be applied.

It's also possible to choose if the scene will “Snap to” (no fading time between scenes) or “Fade to” (include a fading between scenes; fading time possible to be configured in the “Playback” section).

After pressing ADD, the scene will be available in the “Scenes” main display, and indicates if this scene will be applied to all fixtures or selected fixtures.



## Scene Editor - Color Wheel and RGB

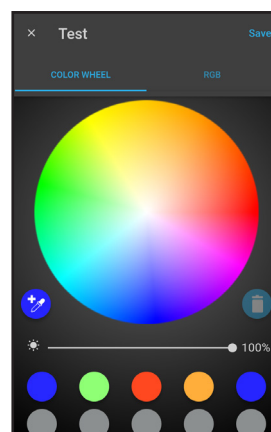
After having a scene created, you can start editing the content. To do so, simply select either the color wheel or RGB editor according to your preference. Both editors have the ability to store multiple colors in the color swatch palette at the bottom. The colors will either snap or fade depending on the setting of the scene.

If the scene is set to all fixtures, you may start editing scenes through the scene editor. If the scene is set for selected fixtures, a new dialogue box will appear with the message “Scene is empty. Start by adding a fixture or a group”. Just press the “+” symbol and select the fixtures.

Right next to the color wheel (or below the RGB editor), there is a color picker (purple and green respectively in the pictures). If you press the color picker, the chosen color will be added to the palette at the bottom. This is useful when creating other scenes, so the same color is always available. To delete a color stored in the pallet, just select the color sample and delete it using the trash bin symbol.

Both scene editors have a selectable dimming bar to save the scene with a specific light output level. Note that only one color can be selected per scene.

After editing, press “Save” in the top right corner.



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# RDM

## C-1 supported RDM functions

The C-1 features support for various RDM (Remote Device Management) functions to communicate with the SGM P-1.

RDM enables the connected P-1 fixtures to auto set correct DMX mode and the correct DMX address for each fixture. RDM is a protocol enhancement to USITT DMX512 that allows bi-directional communication between the fixtures and the controller over a standard DMX line. This protocol will allow configuration, status monitoring, and management. The C-1 controller utilizes a DMX poll every 90 seconds to ensure updated information. There are no sensor data log available. See the tables below for supported RDM sensors available in the SGM C-1 App.

## Sensors available in SGM C-1 App (view only)

RDM enables various sensor readouts for remote device monitoring. See the table below for sensors and sensor types.

**Please note:** The RDM controller communicates with the fixtures to show only the available sensors for this fixture.

Name	Sensor Type
CRMX Signal Strength	Other
Wireless Paired	Other
Device Label	Other
DMX Address	Other

Name	Sensor Type
AC Power Connected	Contacts
Battery PCT (percentage)	Other
Battery Charging	Contacts
Battery Voltage	Voltage

## Troubleshooting

Problem	Potential cause(s)	Remedies
P-1 does not respond or appears to be off.	No power to the fixture.	Confirm that the power is switched on, confirm that the cables are plugged in.
	Main fuse is blown.	Contact SGM support or certified SGM service partner.
P-1 suddenly turned off.	Battery drained for energy in either fixture or C-1 controller	Charge the fixture or C-1 controller
Fixture suddenly stopped responding.	The C-1 controller or connections, was disconnected/tampered with.	Inspect the wireless transmitter and connections. Re-connect the C-1, see "Connect a fixture." on page 7.
	Fixture was disconnected from The C-1 controller or set in any manual mode	reconnect the fixture or stop manual mode.
Fixture operates irregularly / abnormal.	DMX cable is connected to the fixture	Any wired DMX signal is prioritized above the C-1 controller. See "Signal priority" on page 9.
	Wireless DMX (CRMX) is out of reach	Move fixture closer to the C-1 controller
	Scene programmed wrong	Check current scene running. See "Boards" on page 11.
	The fixture operates an internal program.	Go to MENU → MANUAL → STOP PROGRAM
No Wifi connection available	The C-1 controller is off, or the controller is out of reach	Check the status LED on the C-1 controller or move closer to the controller.

## Service

The C-1 wireless DMX controller offers the possibility of resetting the Wi-Fi network and also the device itself. See on page 7 how to reset the Wi-Fi or the C-1 Controller.

Please note that the Wi-Fi connections around you may interfere with the C-1 in some environments. SGM recommends to disconnect and forget your smart device from any Wi-Fi networks. Doing so, your device will be connected only to the C-1 controller, ensuring the control of the *luminaires*.

We also recommend to quit the app if the connection is lost before resetting the Wi-Fi network or the C-1 Controller.

This guide has been created to offer a quick yet detailed overview of the C-1 wireless DMX controller and the C-1 App. Please contact [support@sgmlight.com](mailto:support@sgmlight.com) if you need additional information.

## Fixtures and accessories

Contact your local SGM dealer to get latest pricing and news about the fixtures and available accessories.

**Please note: the listed below are subject to change without notice.**

### **Ordering information**

C-1, Wireless DMX Controller..... P/N: 80070235

## Support hotline

SGM offers 24/7 technical support hotline.

Worldwide: +45 3840 3840

US: +1 877 225-3882

support@sgmlight.com

## Approvals and certifications

**Conforms to**  
**Conforms to**  
**Conforms to**

**2014/35/EU: Low Voltage Directive**  
**2014/30/EU: EMC Directive**  
**2011/65/EU: RoHS2 Directive**



**RoHS**

*The information in this document is subject to change without notice. For the latest information, see [www.sgmlight.com](http://www.sgmlight.com).*







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