

Instructions for SMS control of the Avalon lighting

Send commands to 0429 451 721.

1. Introduction / Background

- Permitted usage times have been configured by Council – most are 4pm to 9.15pm. Within these times, club users may text field lighting to turn on or off.
- All users must have their mobile phone number activated by Council for each site.
- If the fields are blacked-out due to ground conditions i.e. wet weather, this access will not be possible.
- Council officers may have “Supervisors” status and can override other commands.
- If your phone supports MMS (Multi-media Service) do not use this feature - Only use SMS text.
- All SMS text can be sent as upper or lower case as they are NOT case sensitive (e.g f1hi is also OK)

2. To turn lights on (Substitute F1 with C1 for netball court & C2 for basketball court)

- Each field is identified by the letter ‘F’ followed by the field number. **F1**
- The field is followed by a “dot” and then the number of hours and minutes to remain on.
- For example **F1.2.30** will activate the lights on field 1 for 2 hours and 30 minutes.
- These commands will activate from the time of sending.
- Time is sent as whole hours, or hours and minutes. For whole hours, do not include minutes. E.g., Field 1, for 3 hrs, just text **F1.3**

3. If lights do NOT turn on

- **Contact the Council After Hours Duty Officer on 1300 434 434** for assistance with turning on the lights at your sportsfield. If they can, they will turn on the lights for you – if they cannot, they will call an electrician or report back to Council the next day.
- Please do not keep sending the command - this can cause the system to reject other commands.
- Ensure you have a copy/ snip of the commands you used to try to turn on the lights.
- Any faults with lights or the commands are to be reported by 12.00pm the following day by emailing the fault and a copy/ snip of the commands used to openspacebookings@northernbeaches.nsw.gov.au

4. Sending commands in advance or to delay activation

- A command can be triggered to operate at a delayed starting time.
- Please note that these commands can only be sent **after 11.00 AM** on any day.
- To defer a command, include the “@” symbol, followed by the “24-hour clock time”:
E.g., For Field 1, 100 Lux for 2 hrs. from 7.00 pm, text: **F1Hi.2@1900**

5. Checking the status of a command

- If you wish to confirm that the floodlights have activated at a particular field, send the command “Stat.1” to the field to generate an SMS reply providing the status for all fields at that site. It will send a message back stating field off or on etc.

6. Cancel command

- ~~After sending the command F1Hi.2@1900, to cancel, text F1Hi.0~~

7. How to send multiple commands by the one user

Multiple commands can be sent to the one controller in a single SMS. Separate each command by a space E.g **F1.2 F2.3 F3.2@1930**

8. **If sharing a field with another user eg. Netball**

- Mobile numbers are grouped by club. An operating period for a command is overridden by a subsequent command from the same club.
- In the event that two or more groups are using the same field, there is a 10-minute grace period at the termination of the first hire. During this period, the lights remain on and the next user must still activate the lights via SMS. If the lights are not activated during this grace period then they will de-activate automatically and cannot be activated until they are fully cooled (20-30 minutes).
- For shared fields, one club can turn off their usage, and the lights will remain on if a second club has already turned them on for the same field and night.

De-activating lights (Substitute F1 with C1 for netball court & C2 for basketball court)

IMPORTANT: Floodlights are not designed to be turned on and off frequently.

In the event that the lights are activated but are not required, please ensure that they remain on for a **minimum of 20 minutes**. Turning them off before they are properly warmed up shortens the life of the lamps.

- If you are finishing your session at the same time as your hire finishes, then lights will de- activate automatically, unless required by another user.
- If you are finishing prior to the end of your hire period, lights can be turned off early by sending 'F' (plus the field number) followed by ".0" (*dot zero*). Example F7.0 – turns off field 7
- If another group is hiring the field after you, you should only de-activate the lights if there is at **least 20 minutes** between your group finishing, otherwise the next group will not be able to activate the lights until they are fully cooled down.