

## AGC TOUCH CONTROL LIGHT SWITCH with SOFT-OFF

### FEATURES:

- Touch or pushbutton control of incandescent lamps.
- Touch Sensitivity guaranteed to 600pF Touch Plate Capacitance.
- Touch Operation is independent of line plug polarity.
- See **OPERATION** description below.
- 50/60 Hz Line Frequency.
- 5V Operation ( $V_{DD} - V_{SS}$ ).
- LS7540 (DIP); LS7540-S (SOIC) - See Figure 1 -

### APPLICATIONS:

- Wall switches and adapter modules for converting small table lamps and large floor lamps to touch control.

### DESCRIPTION:

The LS7540 is a CMOS integrated circuit for controlling the brightness of incandescent lamps by touch (**Figures 5, 6, 8**) or pushbutton (**Figures 7, 9**). When the LS7540 TOUCH input is connected to a lamp body, any metallic part of the lamp becomes a touch plate. A built-in AGC circuit allows for a wide range of lamp sizes to be used, ranging from small table lamps to large floor lamps. The brightness is controlled by varying the conduction angle of a triac in series with the lamp and triggered by the TRIG/ output. Between off and maximum, there are 124 steps of brightness levels, level zero being off and level 124 being maximum. The phase reference of the TRIG/ signal with respect to the AC line is maintained through the SYNC input.

### OPERATION

The On/Off and brightness control of the lamp is described below:

- In the off-state, a single touch will turn the lamp to full-on.
- At full-on, a single touch will start a **soft-off** dim-cycle causing the brightness to diminish gradually until the lamp turns off. The **soft-off** feature provides light for the User to exit the area. The **soft-off** dim-cycle time is programmed by an external RC connected to Pin 6. With no RC connected to Pin 6, the **soft-off** dim-cycle time = 0.
- During a dim-cycle a single touch will stop the dim-cycle and lock in the brightness present at that time. Another touch will restart the dim-cycle from the present brightness causing the brightness to ramp down towards off again. The start and stop of dim-cycle can be repeated over and over again until the lamp turns off. This feature gives the User full control in setting the light intensity.

### INPUT/OUTPUT DESCRIPTION:

#### CLOCK Input (Pin 1)

An external resistor connected between this input and  $V_{DD}$ , along with an internal capacitor and oscillator stage, generates a clock which is used for all timing functions. The recommended value of this resistor for 50Hz and 60Hz operation is specified in the

#### ELECTRICAL CHARACTERISTICS.

PIN ASSIGNMENT  
TOP VIEW

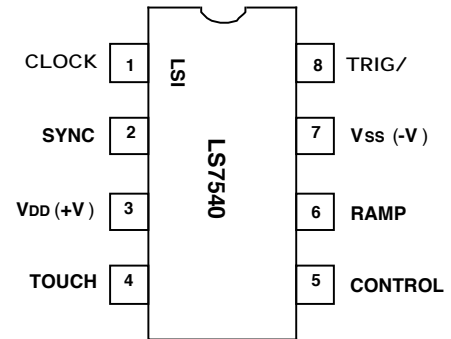


FIGURE 1

#### SYNC Input (Pin 2)

50Hz or 60Hz AC input for zero crossing detection.

#### $V_{DD}$ (Pin 3)

Supply voltage positive terminal.

#### TOUCH Input (Pin 4)

Input for sensing that a touch has been made on a lamp surface or other touch plate. This action alters the state of the TRIG/ output as described in the Touch Operation section of the General Description.

#### CONTROL I/O (Pin 5)

An external R-C network connected between this pin and  $V_{DD}$  establishes the controlling feedback for the AGC Loop.

#### RAMP Input/Output (Pin 6)

The ramp down rate of the brightness in the dimming cycle is regulated by a resistor-capacitor (RC) pair connected to the RAMP input. The ramp rate is equal to  $4T_{RC}$  per step, where  $T_{RC} = 0.48RC$ . Total ramp down time ( $T_T$ ) from maximum brightness to off is equal to  $496T_{RC}$ .

#### Example:

$$R = 200k, C = 0.22\mu F;$$

$$T_{RC} = 0.48 \times (200 \times 10^3) \times (0.22 \times 10^{-6}) = 0.02 \text{ sec.}$$

$$\text{Ramp rate} = 4 \times T_{RC} = 0.08 \text{ sec/step;}$$

$$\text{Total ramp time, } T_T = 496 \times T_{RC} = 9.92 \text{ sec.}$$

#### $V_{SS}$ (Pin 7)

Supply voltage negative terminal.

#### TRIG/ Output (Pin 8)

The TRIG/ output produces a negative pulse every half cycle of the AC line period to turn on a triac in series with the lamp or any other load device. The brightness of the lamp is regulated by regulating the conduction angle,  $\theta$  (See Fig. 2) of the TRIG/ signal. The conduction angles at maximum brightness (level 124) and minimum brightness (level 1) are  $162^\circ$  and  $50^\circ$  with  $0.91^\circ$  incremental steps.

**ABSOLUTE MAXIMUM RATINGS:**

PARAMETER	SYMBOL	VALUE	UNIT
DC supply voltage	VDD - VSS	+6	V
Any input voltage	VIN	VSS - 0.3 to VDD + 0.3	V
Operating temperature	TA	-20 to +85	°C
Storage temperature	TSTG	-65 to +150	°C

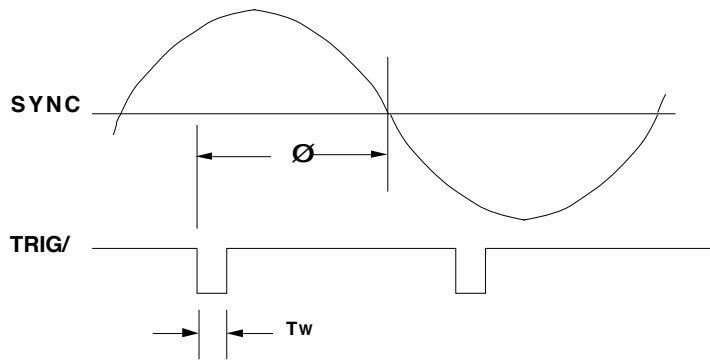
**ELECTRICAL AND TRANSIENT CHARACTERISTICS:**

( All voltages referenced to Vss. TA = +25°C unless otherwise specified.)

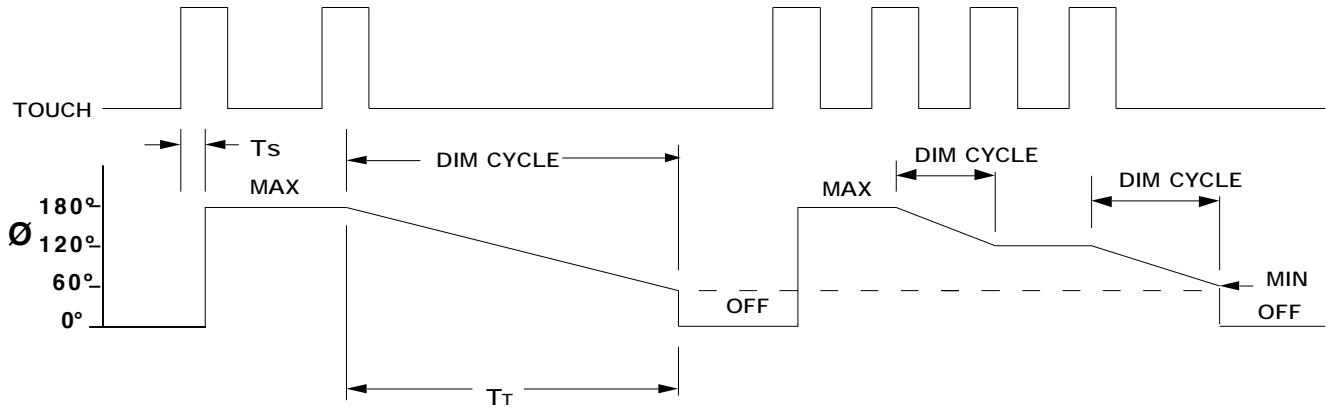
PARAMETER	SYMBOL	MIN	TYP	MAX	UNIT	CONDITIONS
Supply Voltage	VDD	+4.5	5.0	+5.5	V	-
Supply Current	IDD	-	-	500	uA	Output off, VDD = +5.0V
<b>TRIG/ Sink Current</b> Vo = VDD - 3V	Io	-50	-	-	mA	VDD = +5.0V
<b>TRIG/ Source Current</b> Vo = VDD - 0.2V	Io	+0.1	-	-	mA	VDD = +5.0V
<b>TRIG/ Pulse Width</b>	Tw	-	105	-	μsec	RC = 300k , 60Hz
	-	-	126	-	μsec	RC = 360k , 50Hz
<b>CLOCK Resistor</b>	-	-	350	-	k	60Hz
	-	-	420	-	k	50Hz
<b>CONTROL Resistor</b>	-	-	10	-	M	-
<b>CONTROL Capacitor</b>	-	-	1	-	μF	-
Touch Plate Capacitance	-	-	-	600	pF	-
Touch Duration	Ts	67	-	-	ms	60Hz
	Ts	80	-	-	ms	50Hz
<b>Conduction Angle</b>	∅	50	-	162	deg	-
<b>∅ incremental steps</b> (Note 1)	∅	-	0.91	-	deg	-
<b>RAMP Resistor</b>	R	2	-	no limit	k	-
<b>RAMP Capacitor</b>	C	200	-	no limit	pF	-
<b>RAMP RC</b>	TRC	25	-	no limit	μs	60Hz
<b>RAMP RC</b>	TRC	30	-	no limit	μs	50Hz
<b>RAMP Rate</b>	-	-	4TRC	-	sec/step	-
Max to off slew time	TT	-	496TRC	-	sec	-

**Note 1:** Total number of steps = 124.

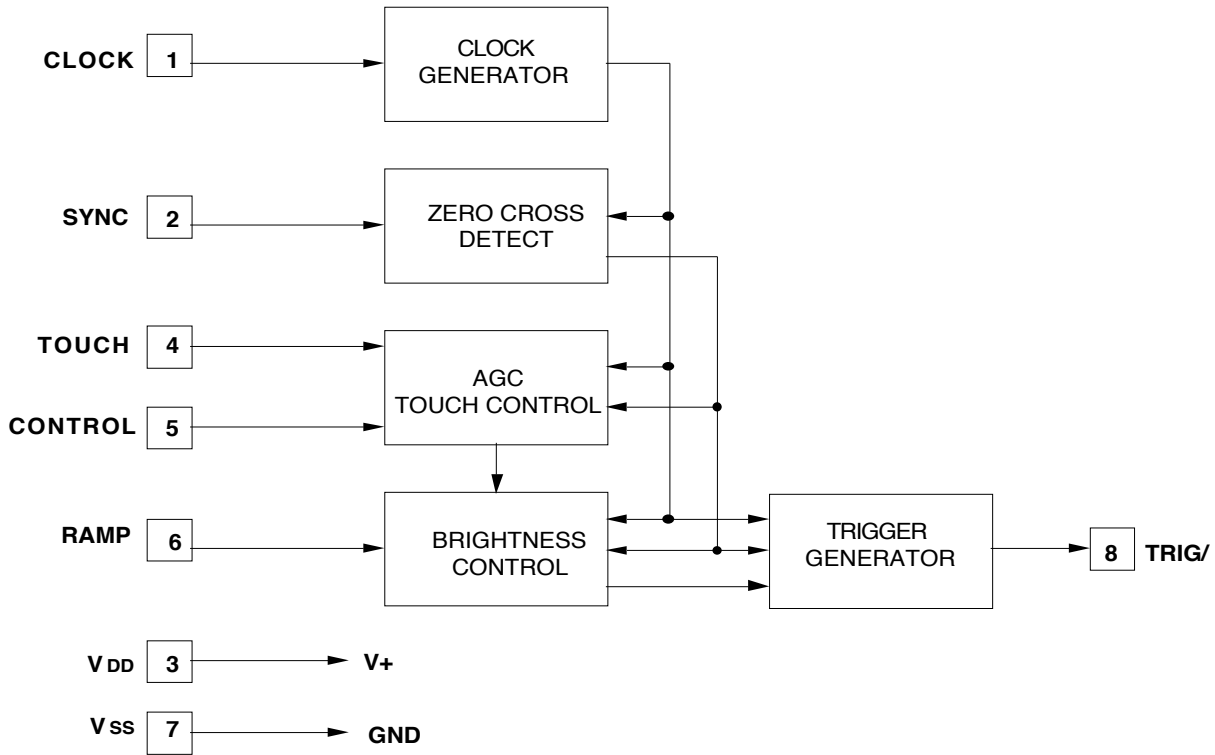
**FIGURE 2. TRIG/ OUTPUT CONDUCTION ANGLE,  $\emptyset$**



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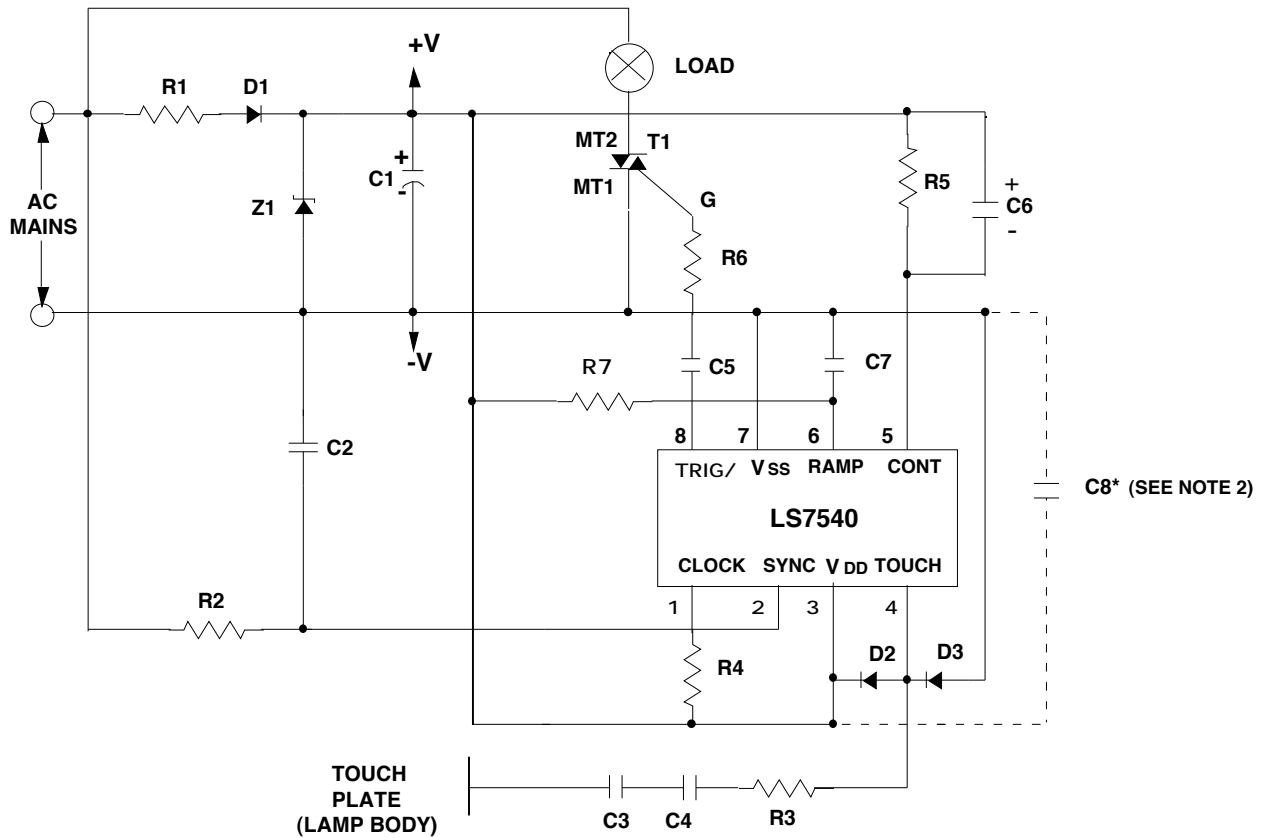


**FIGURE 3. TOUCH vs TRIG/ CONDUCTION ANGLE,  $\emptyset$**



**FIGURE 4. LS7540 BLOCK DIAGRAM**

**FIGURE 5. TOUCH LAMP APPLICATION SCHEMATIC**



**115VAC APPLICATION**

**220VAC APPLICATION**

- |                          |                                      |
|--------------------------|--------------------------------------|
| R1 = 20k , 1W            | C4 = 1000pF, 1kV                     |
| R2 = 470k , 1/4W         | C5 = 0.03μF, 16V (only for Figure 5) |
| R3 = 1k , 1/4W           | C6 = 1μF, 16V                        |
| (1) R4 = 350k , 1/4W, 1% | C7 = See Note 1                      |
| R5 = 10M , 1/4W          | Z1 = 5.1V, 1/4W Zener                |
| R6 = 100 , 1/4W          | D1 = 1N4004                          |
| R7 = See Note 1          | D2 = 1N4148                          |
| C1 = 47μF, 16V           | D3 = 1N4148                          |
| C2 = 1000pF, 16V         | T1 = Q2004L4 (Typical Triac)         |
| C3 = 1000pF, 1kV         | or Q2004F41 (Typical Triac)          |

- |                              |
|------------------------------|
| R1 = 39k , 2W                |
| R2 = 910k , 1/4W             |
| (1) R4 = 420k , 1/4W, 1%     |
| D1 = 1N4005                  |
| T1 = Q4004L4 (Typical Triac) |
| or Q4004F41 (Typical Triac)  |

All other values remain the same.

(1) Resistor should be placed adjacent to Pin 1.

**NOTE 1:** See RAMP input description for determining values for R7 and C7.

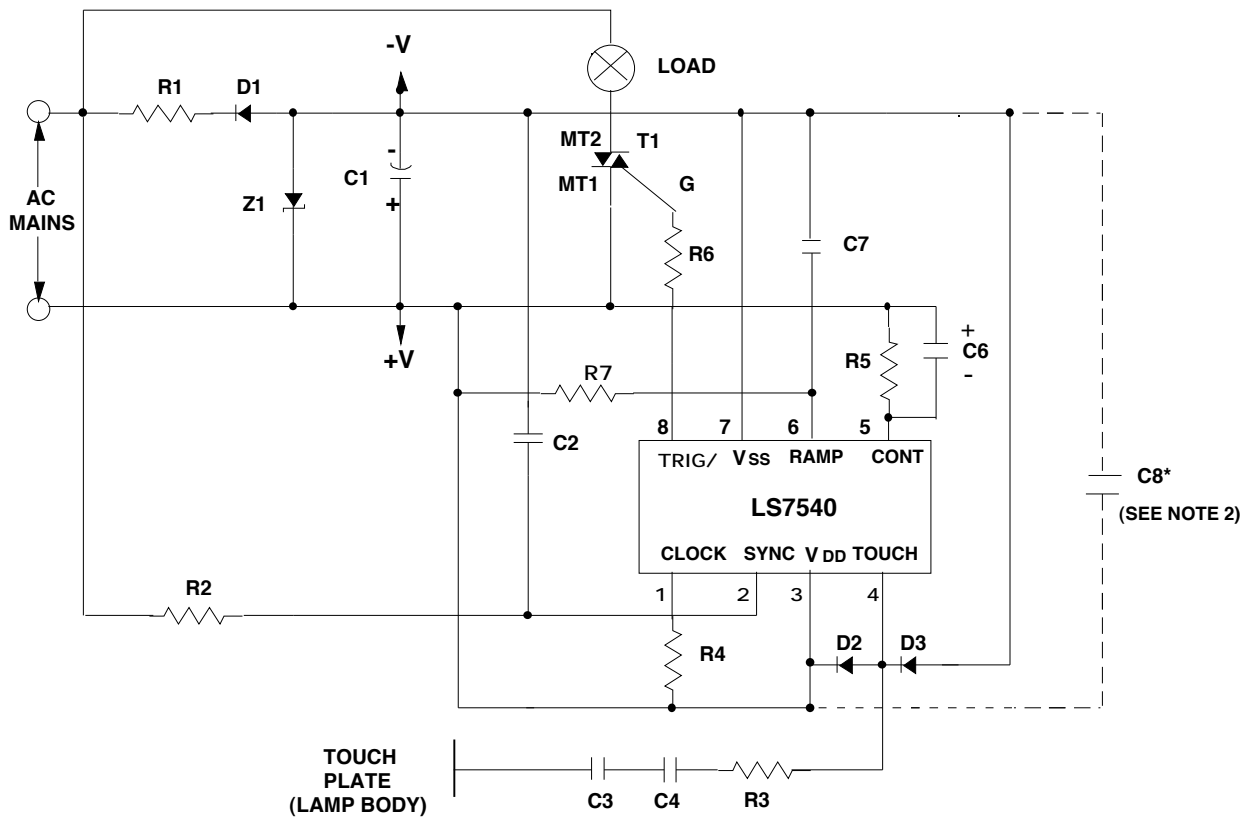
**NOTE 2:** A good PCB layout using through-hole components will provide protection for ESD introduced at the Touch Plate in the range of 25kV. Using surface mount components and/or a poor PCB layout can reduce the ESD protection. The OEM can increase the ESD protection provided by the product with any combination of the following steps:

**Step 1:** The most effective and least costly way to increase ESD protection is to create a spark gap around the Touch Plate input on the PCB. This will increase ESD protection on a good PCB layout to about 35kV. The gap should be made with a split metal ring with each side of the metal ring connected back to opposite sides of the AC line. This ensures that a path for the spark back to house ground through AC Neutral exists independent of line plug polarity. The split ring and the center conduction plate should be constructed so that the spacing between them conforms to UL requirements. The spark gap will absorb most of the ESD leaving a remnant of about 10kV for the rest of the circuit to absorb.

**Step 2:** Increase R3 from 1k to 5.1k and add C8, a 0.1μF capacitor, between VDD and VSS. (A minimal loss in touch sensitivity may be experienced.)

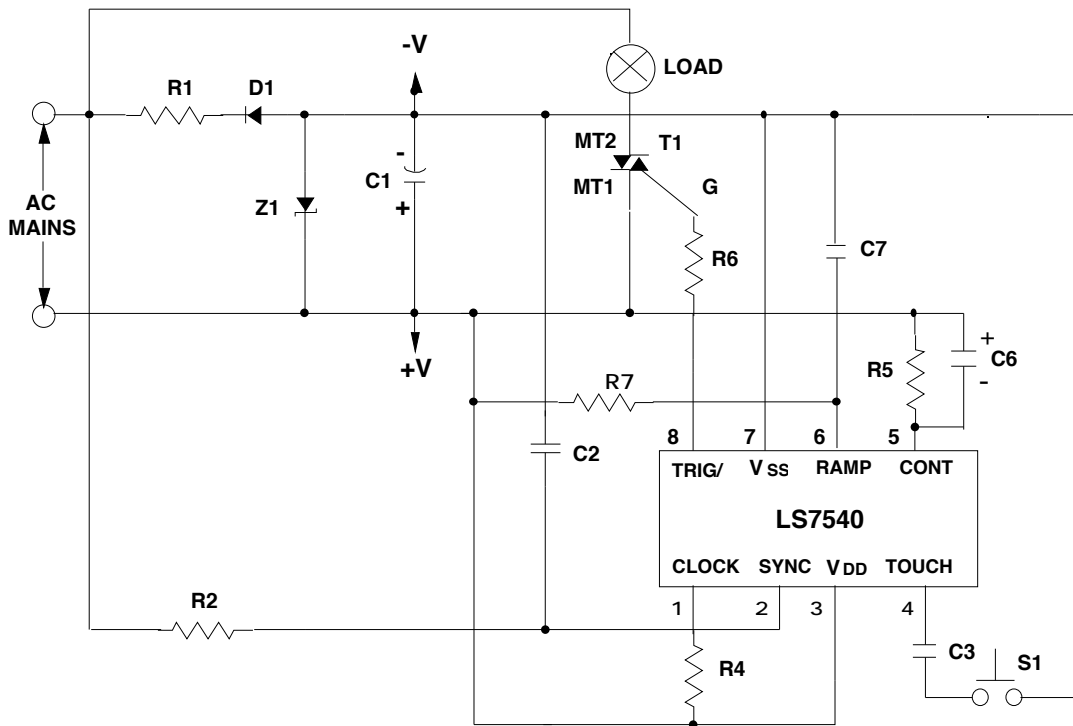
**Step 3:** Replace diodes D2 and D3 (1N4148) with Schottky diodes (1N5819 or similar)

**FIGURE 6. TOUCH LAMP APPLICATION SCHEMATIC**



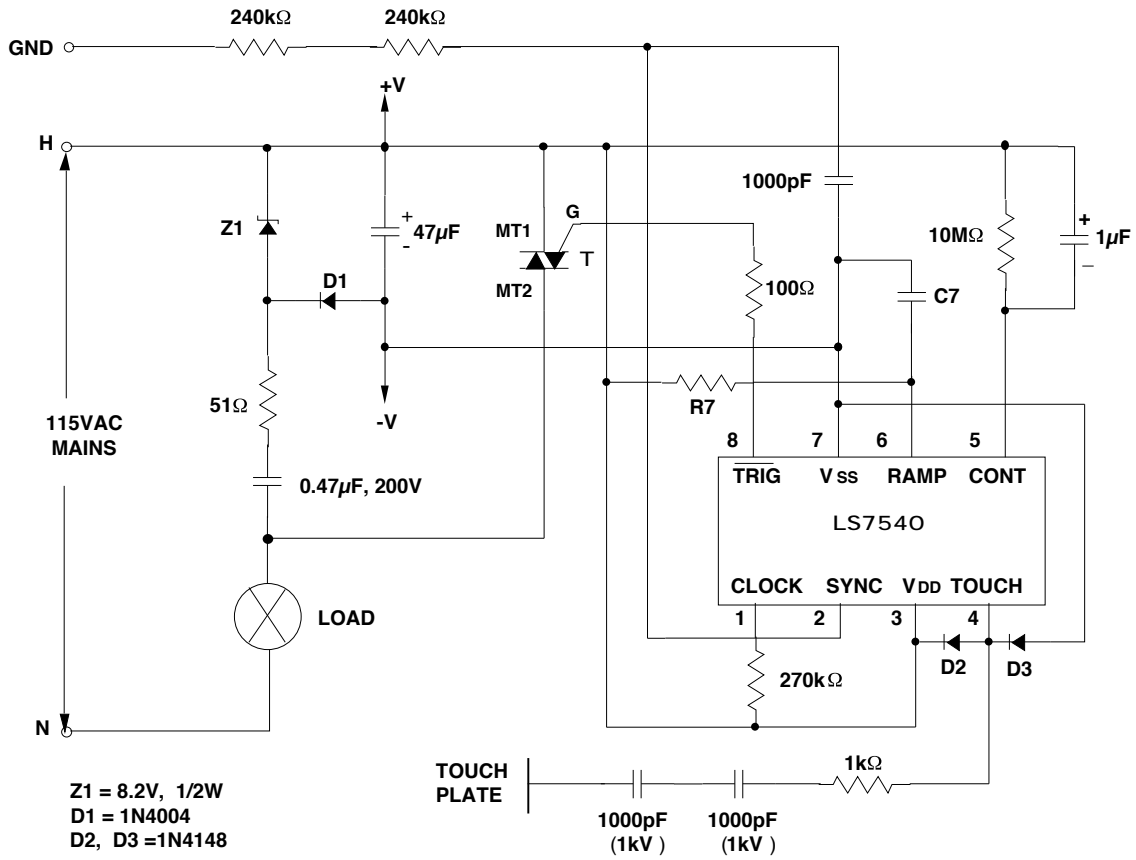
The Figure 6 Application Schematic functions identically to that shown in Figure 5 with one less component. Referencing Triac T1 to the +V power supply of the IC eliminates the need to AC couple the TRIAC/ pulse to the Triac Gate thereby eliminating component C5.

**FIGURE 7. PUSHBUTTON APPLICATION SCHEMATIC**



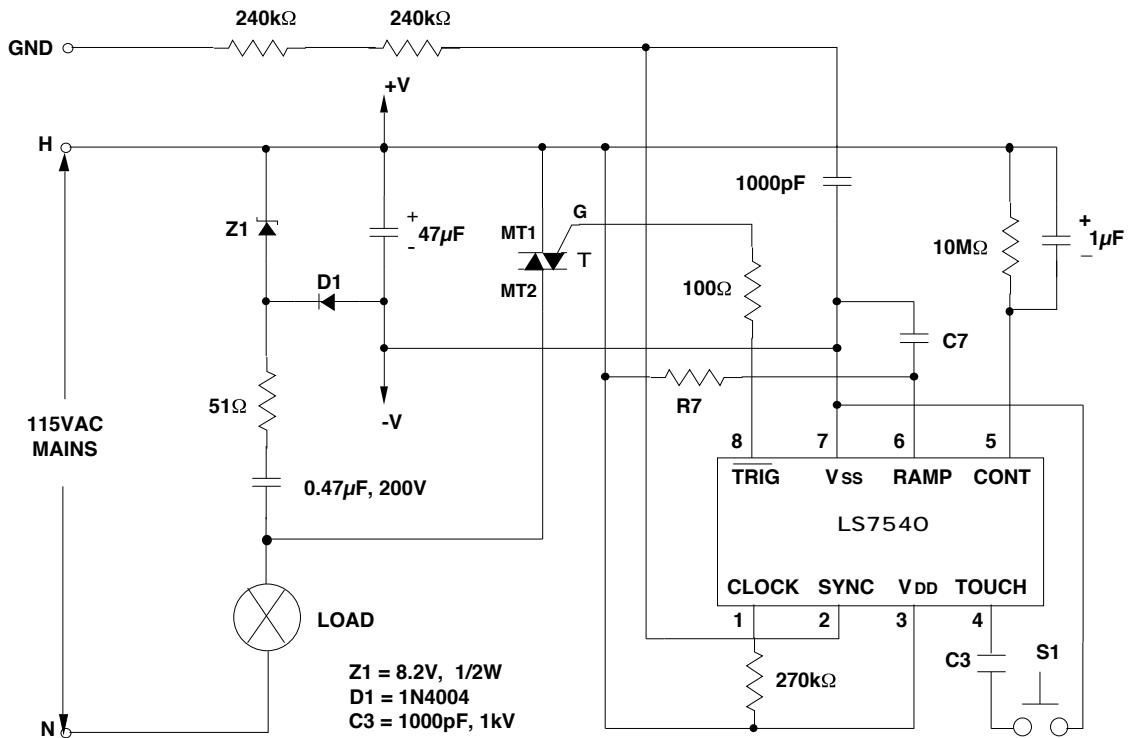
Using the Figure 6 schematic as an example, components R3, C4, C7, D1 and D2 are eliminated and Pushbutton Switch, S1, is connected from one end of C3 to Vss. Each depression of S1 causes the Brightness Level to change in the same way as a Touch does in Figure 6.

**FIGURE 8. A Touch Wall Switch Using the LS7540 IC.**



All resistors 1/4W, Capacitors 10V, unless otherwise noted.

**FIGURE 9. A Pushbutton Wall Switch Using the LS7540 IC.**



All resistors 1/4W, Capacitors 10V, unless otherwise noted.