

AutoCoop™ LayLight™

Automatic Coop Light



Caution: This light is designed to be used inside a coop (or shed or other structure) and not outside where it will be exposed to the elements, such as rain and snow. The LayLight will handle chicken dust just fine, but it is not designed to get wet.

Mounting Instructions

1. Determine the location of the light and controller.
2. The front lens of the LED light pops out and you'll see three mounting holes. Use the included mounting screws to secure the light. Do not screw in too tightly or the light casing may crack. Snap the lens back in place.
3. Use the other four screws to mount the controller in a convenient location. Mount it close enough to the light so the light cord will reach it.
4. Plug the light cord into the "Power Out" plug on the controller (see picture).
5. Plug the barrel connector side of power supply into the "Power In" plug on the controller.
6. Plug the other end of the power supply into a power outlet.



Plug in the power supply here

Plug in the LED light here

Programming

Hens will naturally decrease their egg production as daylight decreases in the Fall. A hen requires approximately 12-16 hours of light per day to keep good egg production. Based on your location and the time of year, set your controller to add enough light so the total per day will be in this range. For example, if it gets light at about 7am and gets dark at around 5pm, that's 10 hours of light. So, for good egg production, you'll need to set your controller to add light. You can set the light to come on in the morning or evening, or split the difference and have the light come on both morning and evening. That's up to you.

To set the controller, follow the steps below.

1. To unlock the screen, press the C/R button four times. After 30 seconds of inactivity, the screen will automatically lock. A small lock symbol will appear in the lower left of the screen when it's locked.
2. Set the day and time
 - Day: While pressing the clock button (the circle with the small clock hands inside), press the D+ button. You'll see the day of the week on the screen toggle from day to day.
 - Time: While pressing the clock button, press the H+ (hour) button until you get to the correct hour. Continue to press the clock button and press the M+ (Minute) button until you get to the correct minute.

3. Set the time the power will come on (this will turn on the light)
 - Press the Program button ("P" inside a circle). You'll see a small 1 appear near the left side of the display and "on" shown just below that. Then press the H+ and M+ to the hour and minute you desire. Press the Clock button to exit the programming mode.
4. Set the time the power will go off (this will turn off the light)
 - Press the Program button ("P" inside a circle). This goes to the "on" setting. Press the Program button again to get to the "off" setting. You'll still see a small 1 appear near the left side of the display and now it will show "off" just below that. Then press the H+ and M+ to the hour and minute you desire. Press the Clock button to exit the programming mode.
5. The controller has the capability of turning on and off the light multiple times each day. If you would like to use more than one program, when you have finished setting the "Off" time for program 1, hit the program button again and it will go to program 2 and so forth. Repeat the steps to set the "On" and "Off" times.
6. When you are finished programming the times, ensure the programmer mode is set to AUTO. Adjust this by pressing the "Manual" button. This will toggle between "On", "Auto" and "Off". When in "On" mode, the light will be on. In "Off" mode, the light will be off. In "Auto" mode, the light will turn on and off based on the program settings.
7. As the daylight length changes throughout the year, you can easily adjust the "On" and "Off" times, as needed.

Note: *If you would like to turn on the light manually, first be sure the screen is unlocked by pressing the C/R button four times. Then push the "Manual" button to toggle the mode to "ON".*