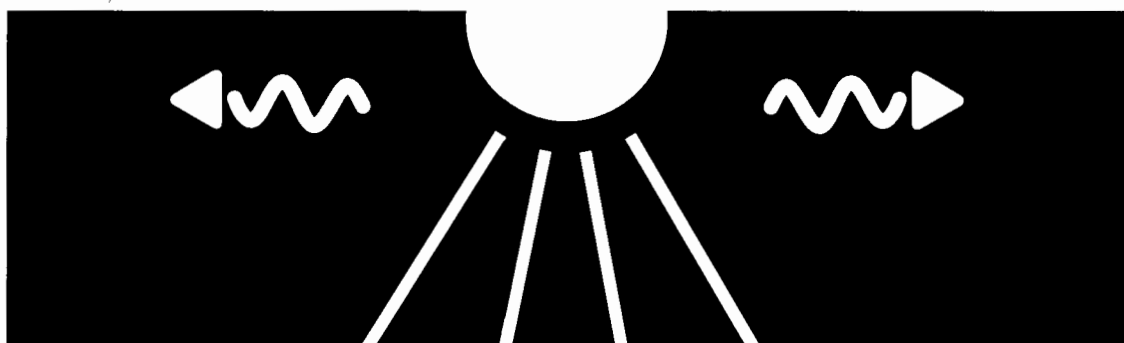


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# RadioRA®



Wireless Home Lighting Control

## **RA-IR, RB-IR**

### **Setup and Installation Guide Addendum For RadioRA® Infrared Interface**

A Comprehensive Step-by-Step Guide for Programming  
and Operating the Lutron RadioRA® Infrared Interface

**Note:** Please leave this manual with homeowner.

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**English**

P/N 044-004

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## ***Notes on this Manual***

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This manual is an addendum to the original RadioRA® Setup Guide. The procedures to setup a RadioRA® Infrared Interface (IR Interface) are contained in this manual. For more information on programming the remainder of your RadioRA® System, or for advanced features, refer to the original RadioRA® Setup Guide (P/N 044-001).

## ***Consumer Information***

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This symbol is intended to alert the user to the presence of important installation and operating instructions.

### ***Danger***

This RadioRA® system must not be used to control equipment, other than lighting, which is not visible from every master or local control location. It also must not be used to control equipment which could create hazardous situations such as entrapment if operated accidentally. Examples of equipment which must not be controlled by this RadioRA® system include (but are not limited to) motorized gates, garage doors, industrial doors, and microwave ovens, heating pads, etc. It is the installer's responsibility to ensure that the equipment, other than lighting, being controlled is visible from every master or local control location and that only suitable equipment is connected to this RadioRA® system.

### ***FCC Information***

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**Caution:** Changes or modifications not expressly approved by Lutron Electronics Co. could void the user's authority to operate this equipment.

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## ***Important Application Notes***

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1. The IR Interface is a type of Master Control. The RadioRA® System can have a maximum of 12 Master Controls. Therefore, for every 1 Master Control NOT used, 1 IR Interface may be used in its place.
2. The IR Interface is a SCENE only device. For a description of a SCENE, see the RadioRA® Setup Guide, page 1-7.
3. ALL ON is scene 16 and ALL OFF is scene 17.

## ***Important Installation Notes***

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1. Install in accordance with all national and local electrical codes.
2. Do not paint the IR Interface.
3. Operate in ambient temperatures between 0°C (32°F) and 40°C (104°F).
4. Use only the AC adapter provided by Lutron with your IR Interface unit. Using an AC adapter not rated at the following specifications could damage the control and possibly overheat the AC adapter.
  - Input: AC 120V 60Hz
  - Output: AC 9V/500mA Class 2
5. The range and performance of the RadioRA® System is highly dependent on a variety of complex factors such as:
  - Distance between system components
  - Geometry of the home
  - Construction of walls separating system components
  - Electrical equipment located near system components

# Installing an IR Interface

## Installation

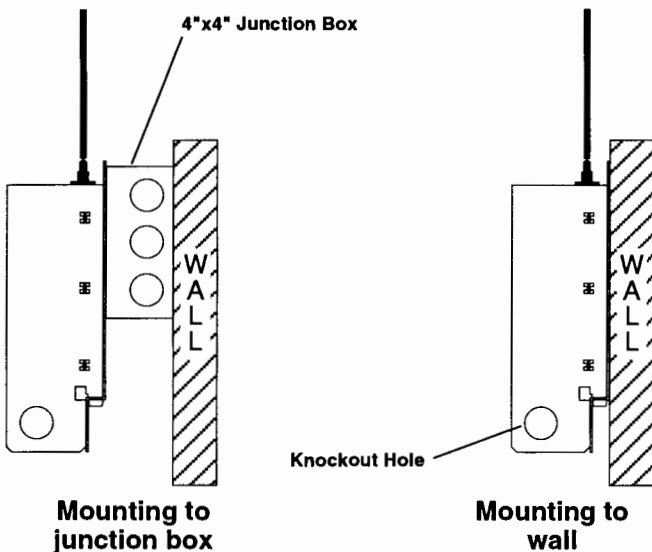
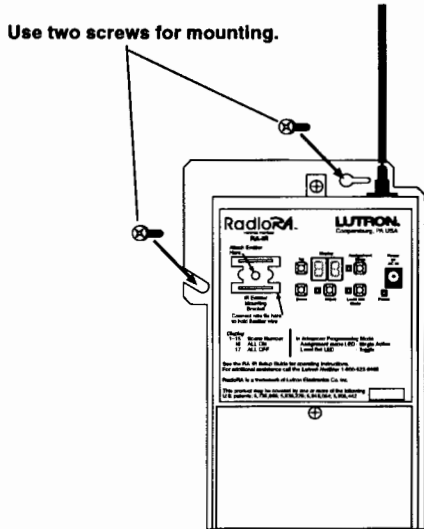
Read all instructions completely before installation.

### Step 1 Find a suitable location for the IR Interface

Place the IR Interface in a convenient and accessible location. **Note:** IR Interface must be located within 30 feet of a Repeater.

### Step 2 Mount the IR Interface

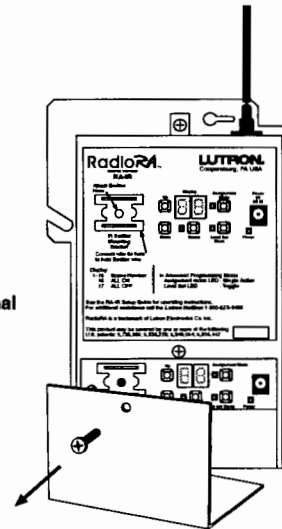
Using two screws, mount the IR Interface to a 4"x4" junction box or directly to a wall (screws and wall anchors provided).



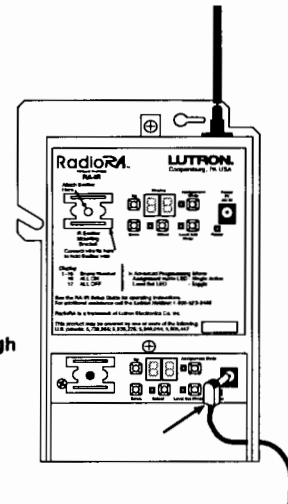
### Step 3 Attach the power supply

Remove terminal cover. Attach the power supply cord to the IR Interface (jack located in the bottom right corner). Power supply cord must enter unit through a knockout hole located on either side of the unit. Place the provided grommet in the knockout hole before wiring.

Remove terminal cover.



Plug feed power supply cord through knockout hole.



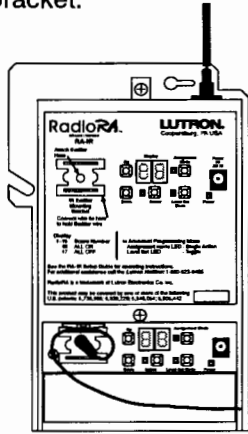
#### DANGER -

- Do not connect line voltage power to the IR Interface.
- Connecting line voltage power or improper wiring can result in personal injury or damage to the control or to other equipment.

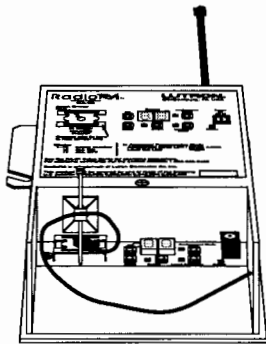
# Installing an IR Interface

## Step 4 Mount the IR Emitter (if used)

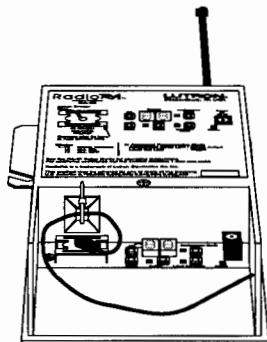
If using an IR Emitter, peel off the backing and attach it over the hole on the IR Emitter mounting bracket.



Secure the IR Emitter cord to the anchor using the cable tie.



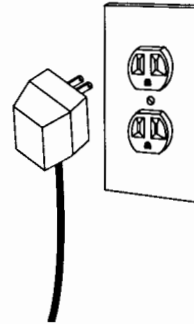
Feed cable tie through anchor as shown.



Secure IR Emitter cord to anchor with supplied cable tie.

## Step 5 Plug in the power supply

Plug the power supply into a 120VAC, 60Hz wall receptacle.



# Installing an IR Interface

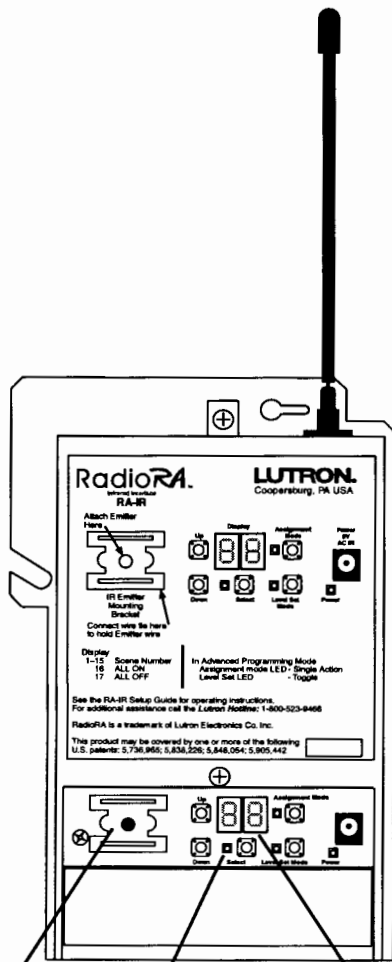
## Operation

### Operating an IR Interface



**NOTE:** IR Interface will not operate until it has been programmed.

- After 10 minutes with no button presses, the display will turn OFF. To restore the display, press and release any button on the IR Interface or IR transmitter.
- Restore the IR Interface before starting any programming steps in this guide.



IR Receiver

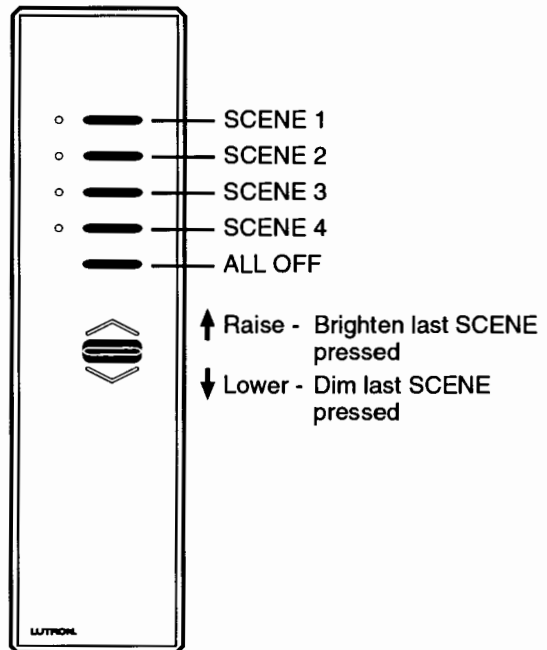
LED glows when displayed SCENE is ON

Display shows last IR button press

### Operating an Infrared Hand-held Remote Control

The GRX-IT Infrared Hand-held Remote Control provides four lighting scenes, ALL OFF, and remote dimming from the palm of your hand. The Infrared Hand-held Remote Control transmits signals (up to 50 feet) to the IR Interface or IR repeating equipment (if used). The Infrared Hand-held Remote Control is compatible with other learnable remote controls.

To use, point the Infrared Hand-held Remote Control at the IR Interface or IR repeating equipment, then use the SCENE or Raise/Lower buttons as shown below.



- Raise/Lower functionality described above requires an IR Interface that Lutron shipped after August 1, 2001.
- Only SCENES 1 through 15 of the IR Interface can be Raised/Lowered.

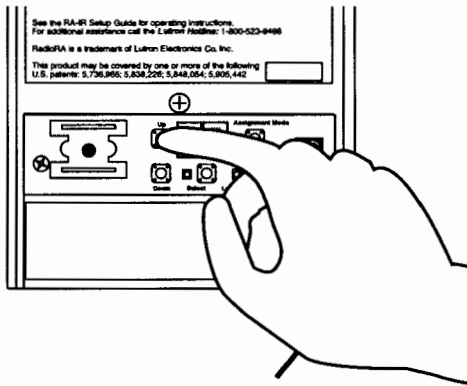
# Installing an IR Interface

## Toggle a SCENE ON or OFF without an IR remote control

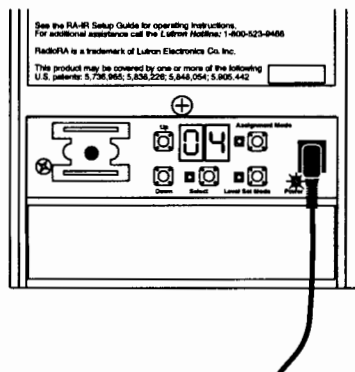
This will Toggle a SCENE ON or OFF regardless of type (Single Action or Toggle).

### Step 1 Select a SCENE to toggle ON or OFF

Press and hold the Up or Down button to select the SCENE you want to Toggle ON or OFF.

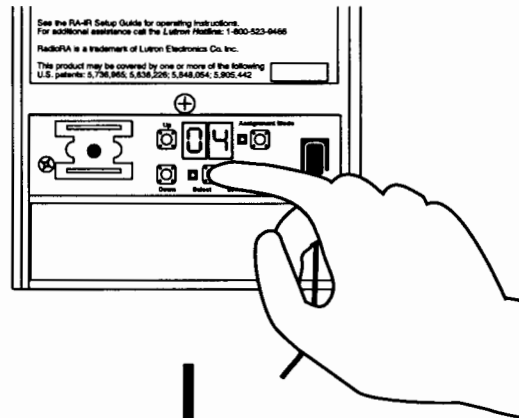


Selected SCENE will be on the display.



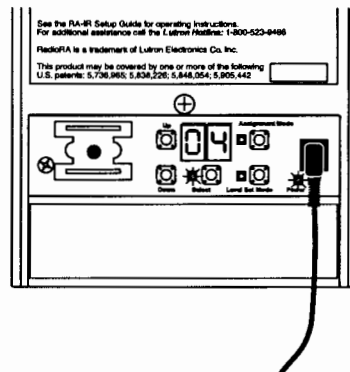
### Step 2 Toggle SCENE

Press and release the Select button.



The Select LED will flutter.

**Note:** If no Dimmers, Switches, or GRAFIK Eye® Control Units are assigned to the selected SCENE, the Select LED *will not* flutter.



Displayed SCENE is ON when the Select LED is ON.

- **ALL ON (scene 16)** will only turn ON Dimmers, Switches, and GRAFIK Eye® Control Units with each button press.
- **ALL OFF (scene 17)** will only turn OFF Dimmers, Switches, and GRAFIK Eye® Control Units with each button press.

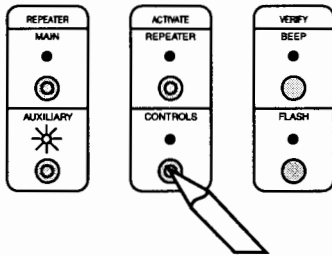
# Adding an IR Interface

## Activating an IR Interface

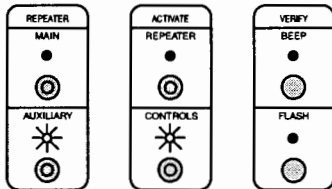
The IR Interface is a type of Master Control. The RadioRA® System can have a maximum of 12 Master Controls. Therefore, for every 1 Master Control NOT used, 1 IR Interface may be used in its place.

### Step 1 Begin IR Interface activation

Press and hold the ACTIVATE CONTROLS button on *any* Repeater until the green ACTIVATE CONTROLS LED turns ON (approximately 3 seconds).



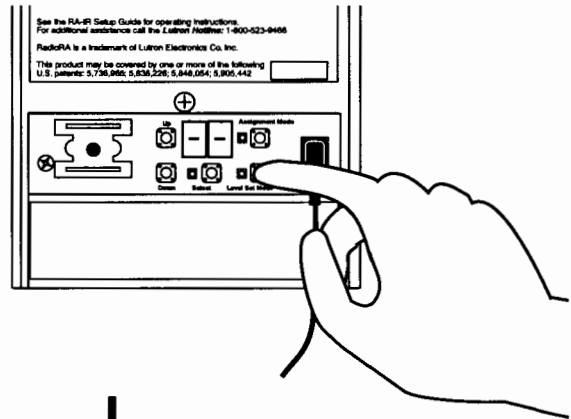
The green ACTIVATE CONTROLS LED on **ALL** Repeaters will turn ON.




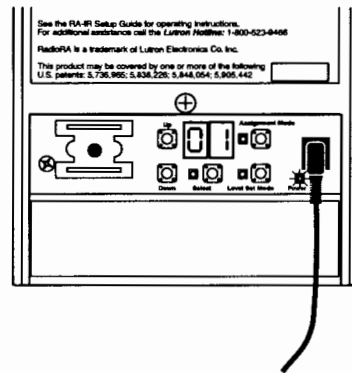
### Step 2 Activate IR Interface

Press any button.

- All LEDs will flutter, then
- Top and bottom row of the display will flash alternately.



- Display will flash  when the IR Interface has been activated.



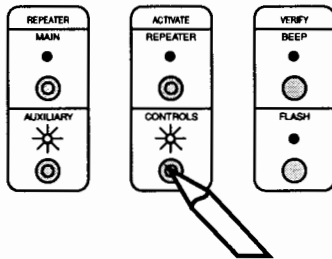
*If an IR Interface fails to respond as described above, consult the Troubleshooting Section on page 26.*



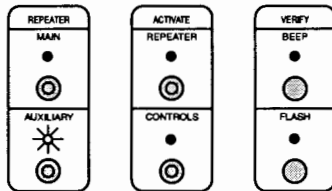
# Adding a IR Interface

## Step 3 Complete IR Interface activation

Press and hold the ACTIVATE CONTROLS button on any Repeater until the green ACTIVATE CONTROLS LED turns OFF (approximately 3 seconds).



The green ACTIVATE CONTROLS LED on **ALL** Repeaters will turn OFF. The MAIN or AUXILIARY LED will remain on.

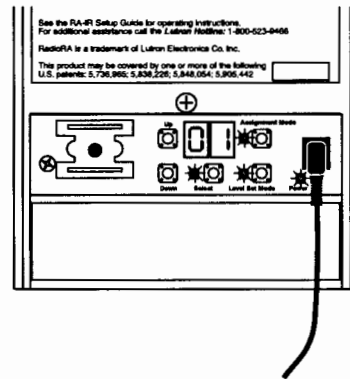


- The IR Interface is now activated.



If you want to Verify that your IR Interface has been activated, enter Flash Mode on any Repeater (see RadioRA® Setup Guide's Troubleshooting Section).

The IR Interface's Display and LEDs will begin to flash.



Exit Flash Mode on the Repeater.

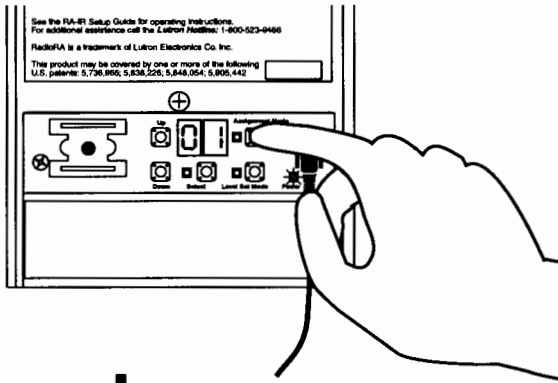
- Proceed to Assigning Dimmers, Switches or GRAFIK Eye® Control Units to SCENES on page 10.

# Adding an IR Interface

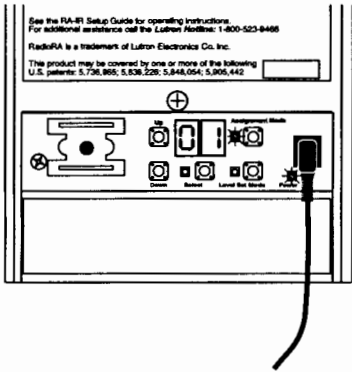
## Assigning Dimmers, Switches or GRAFIK Eye® Control Units to SCENE Buttons

### Step 1 Begin assigning Dimmers, Switches or GRAFIK Eye® Control Units to SCENES

Press and hold the Assign button until the Assign LED turns on and the display begins to flash (approximately 3 seconds).

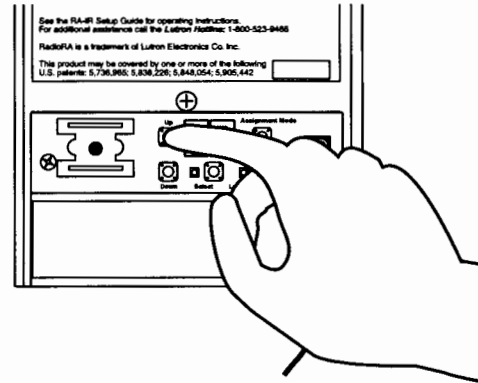


Assign LED turns on and the display flashes.

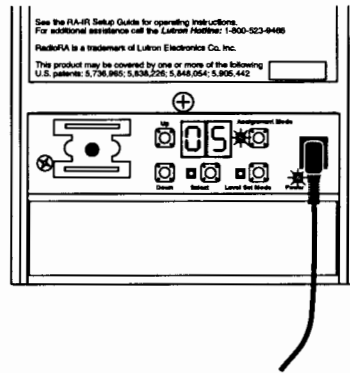


### Step 2 Select a SCENE to program

Press and hold the Up or Down button to select the SCENE you want to program.



Selected SCENE will be flashing on the display.



By default, all Dimmers, Switches, or GRAFIK Eye® Control Units are assigned to the ALL ON (scene 16) and ALL OFF (scene 17) scenes. Turn the Dimmers, Switches, or GRAFIK Eye® Control Units OFF to unassign them while programming the ALL ON or ALL OFF scenes.

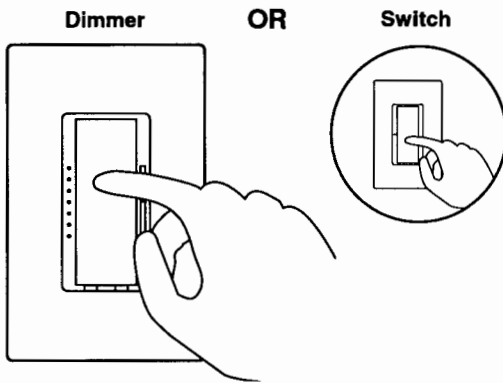
# Adding an IR Interface

## Step 3 Assign Dimmers, Switches or GRAFIK Eye® Control Units to SCENES

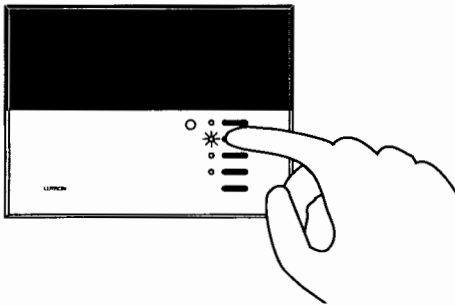


In this Step you must not only assign light controls which you want to turn ON when the SCENE is selected, you must also assign light controls which you want to turn OFF when the SCENE is selected.

Assign a Dimmer or Switch to the selected SCENE by turning the Dimmer or Switch ON.



Assign a GRAFIK Eye® Control Unit to the selected SCENE by changing the Scene of the GRAFIK Eye® Control Unit.



**Note:** GRAFIK Eye® Control Units will automatically turn ON to Scene 1 once assigned.

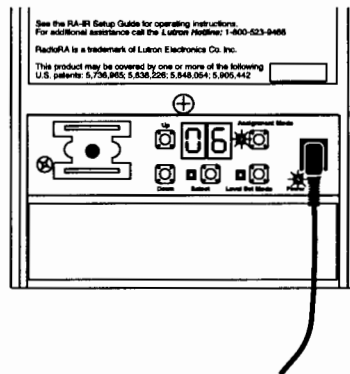
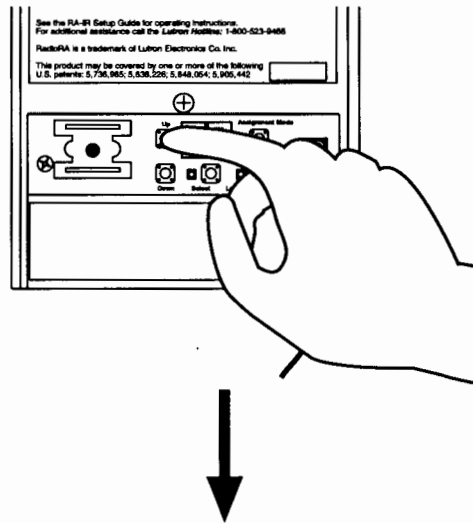


If you assign the wrong Dimmer, Switch or GRAFIK Eye® Control Unit to a SCENE, turn the Dimmer, Switch or GRAFIK Eye® Control Unit OFF to unassign it.



## Step 4 Select next SCENE to program

To assign Dimmers, Switches or GRAFIK Eye® Control Units to another SCENE, press and hold the Up or Down button to select the next SCENE you want to program.



Perform Step 3 for this newly-selected SCENE.

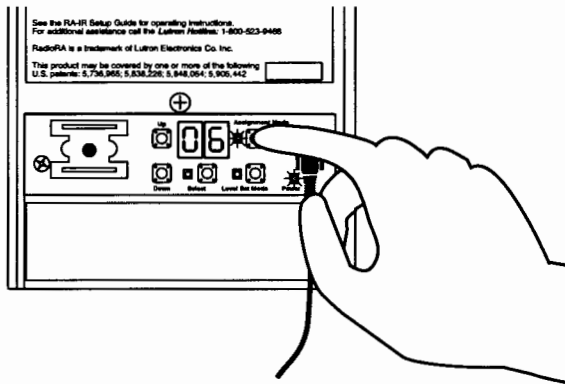
- Proceed to Step 5 when all SCENES on the IR Interface have been programmed.

- Continued on next page.

# Adding an IR Interface

## Step 5 Complete assigning Dimmers, Switches or GRAFIK Eye® Control Units to SCENES

Press and hold the Assign button until all the LEDs begin to flutter (approximately 3 seconds).



Display will be ON and the Assign LED will be OFF.

- Proceed to Setting Light Levels/GRAFIK Eye® Scene Selection on page 13.

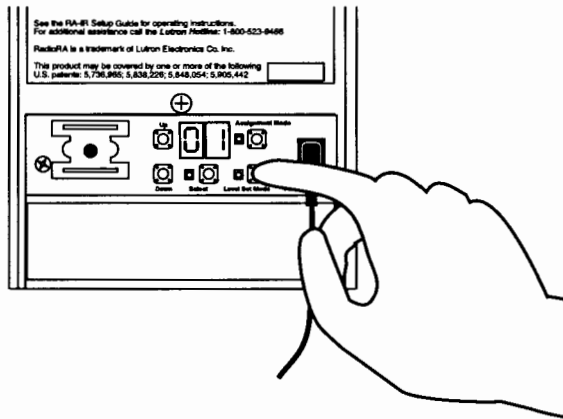
# Adding an IR Interface

## Setting Light Levels/GRAFIK Eye® Scene Selection for SCENES

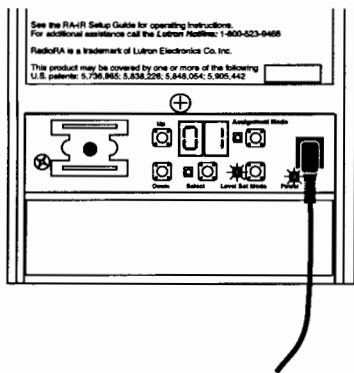
**Note:** Dimmers can be set to variable light levels or turned OFF. Switches can be turned ON or OFF. GRAFIK Eye® Control Units can be set to any scene or turned OFF.

### Step 1 Begin setting light levels/ GRAFIK Eye® Scene Selection

Press and hold the Level Set button until the Level Set LED turns ON and the display begins to flash (approximately 3 seconds).



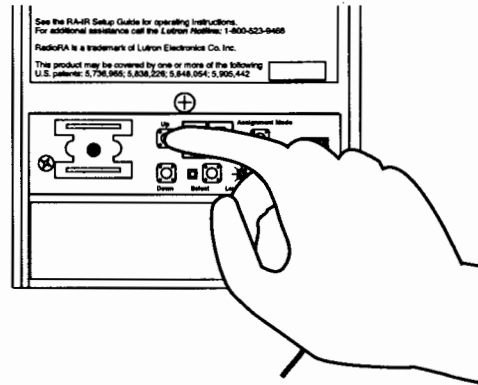
↓  
Level Set LED turns ON and the display flashes.



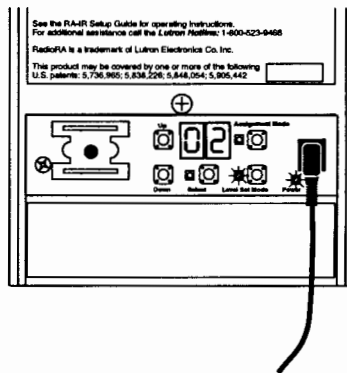
All devices assigned to that SCENE will turn ON to: Dimmers 50% light level, Switches ON, and GRAFIK Eye® Control Units to scene 1. All devices not assigned to that SCENE will turn OFF.

### Step 2 Select SCENE to program

Press and hold the Up or Down button to select the SCENE you want to program.



↓  
Selected SCENE will be flashing on the display.



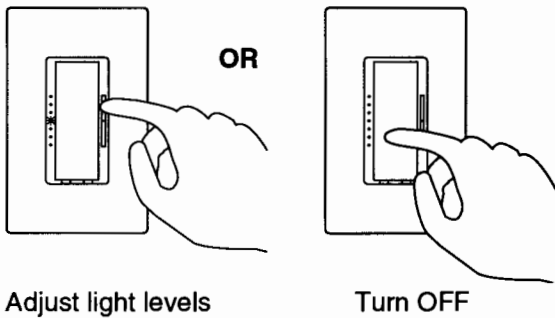
The ALL ON (scene 16) and ALL OFF (scene 17) scenes cannot be accessed in this mode.

• Continued on next page.

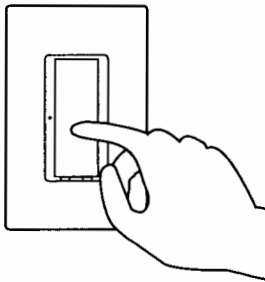
# Adding an IR Interface

## Step 3 Set light levels/select GRAFIK Eye® Scenes

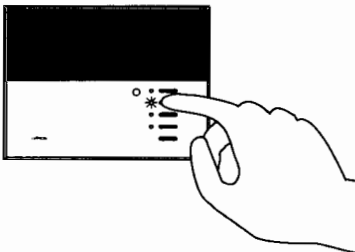
Go to any **assigned** Dimmer (which will be ON at 50%). Adjust this Dimmer's programmed light level for the selected SCENE using the dimming rocker, **or** turn the Dimmer OFF if it is to be turned OFF when this SCENE is selected.



Go to any **assigned** Switch (which will be ON). Turn the Switch OFF if it is to be turned OFF when this SCENE is selected.

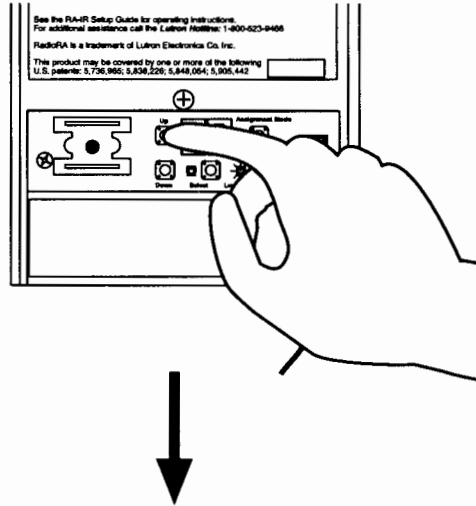


Go to any **assigned** GRAFIK Eye® Control Unit (which will be ON at Scene 1). Select from pre-programmed Scenes (1 through 4) by turning that Scene ON **or** select OFF if it is to be turned OFF when this SCENE is selected.

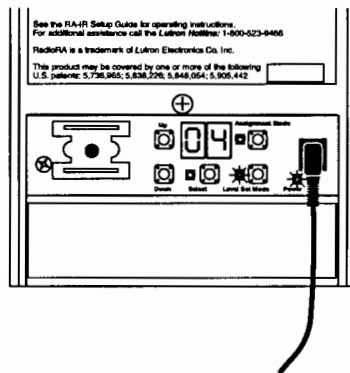


## Step 4 Select next SCENE to program

To set the light levels for another SCENE, press and hold the Up or Down button to select the SCENE you want to program.



Level Set LED will be ON. Current SCENE will be flashing on the display.



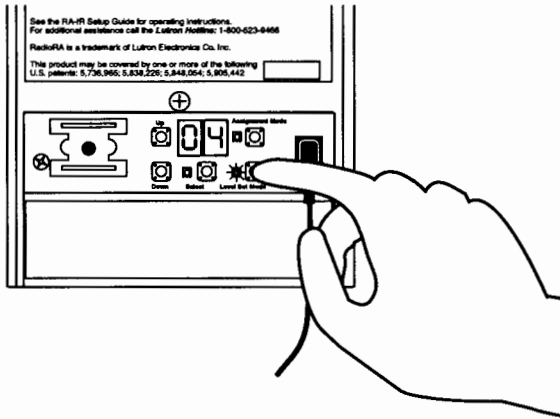
Perform Step 3 for this newly-selected SCENE.

- Proceed to Step 5 when all SCENES on the IR Interface have been programmed.

# Adding an IR Interface

## Step 5 Complete setting light levels/ GRAFIK Eye® Scene Selection

Press and hold the Level Set button until all the LEDs begin to flutter (approximately 3 seconds).



Level Set LED turns OFF and the display stops flashing.



If at any point in this procedure you are unsure which Dimmers, Switches or GRAFIK Eye® Control Units are assigned to an IR Interface SCENE:

- Press and hold the Select button (approximately 3 seconds).
- The Level Set LED will begin to flash and all Dimmers, Switches, and GRAFIK Eye® Control Units assigned to that IR Interface SCENE will turn ON to full intensity.  
**Note:** Dimmer, Switch or GRAFIK Eye® Control Unit assignments cannot be changed at this time. See page 10 to change control assignment.
- Press the Select button again to continue setting light levels. The Level Set LED will stop flashing.

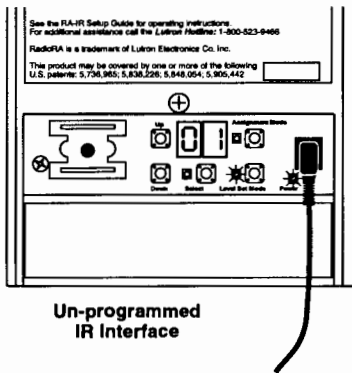
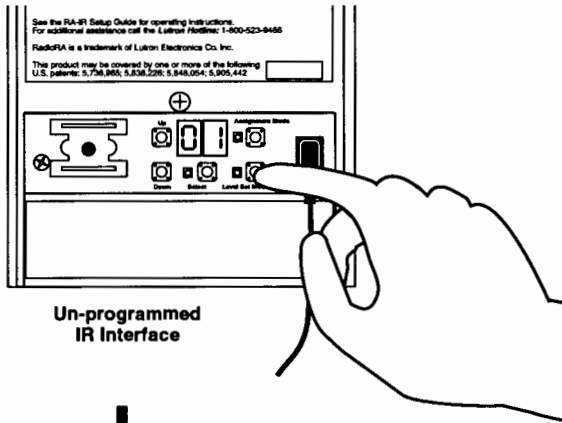
# Advanced Programming

## Copying SCENE Button Programming from a Master Control or an IR Interface to an IR Interface

If you have more than one IR Interface or Master Control in your system, you can copy the SCENE button programming from a previously programmed IR Interface or Master Control SCENE to an un-programmed IR Interface SCENE button so that both SCENE buttons function identically.

### Step 1 Begin Copying SCENE Button Programming

On the IR Interface you want to program, press and hold the Level Set button until the Level Set LED turns ON and the display begins to flash (approximately 3 seconds).

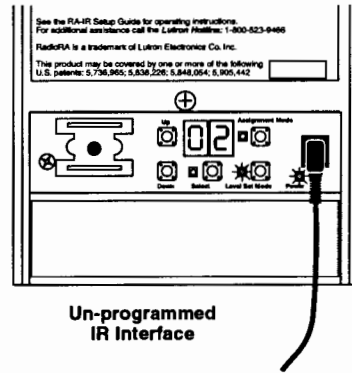
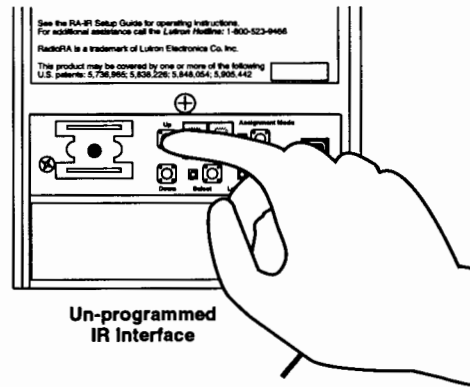


Level Set LED turns ON and the display flashes.

**Note:** LEDs on all other Master Controls and IR Interfaces will flash.

### Step 2 Select the SCENE you want to program

Press and hold the Up or Down button to select the SCENE you want to program.



SCENE to be programmed flashes on display and Level Set LED is ON.

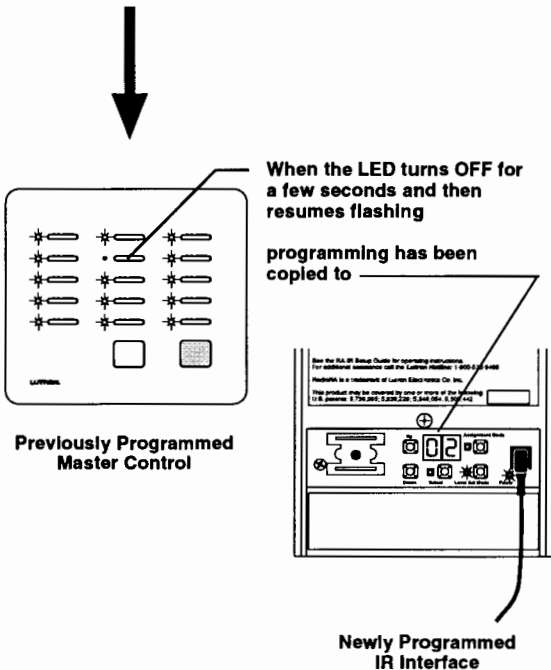
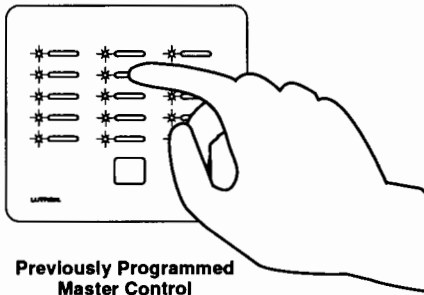


The programming from a Master Control ROOM button cannot be copied to an IR Interface SCENE, or vice versa.



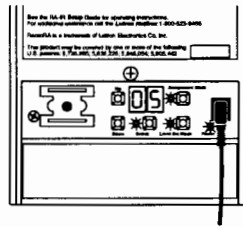
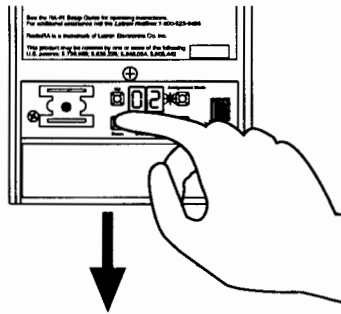
## Step 3 Select the SCENE button you want to copy from a Master Control

On a previously programmed Master Control, press the programmed button that you want to copy until its LED turns OFF (approximately 3 seconds).

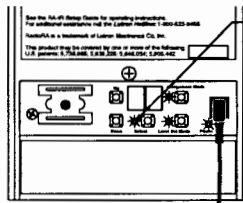


## OR Select the SCENE you want to copy from an IR Interface

On a previously programmed IR Interface, press and hold the Up or Down button to select the SCENE you want to program.

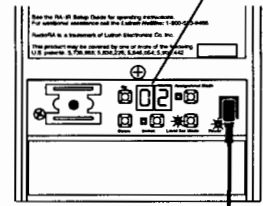


Press and hold the Select button until the display turns OFF (approximately 3 seconds).



When the display turns OFF for a few seconds and then resumes flashing programming has been copied to

Previously Programmed IR Interface

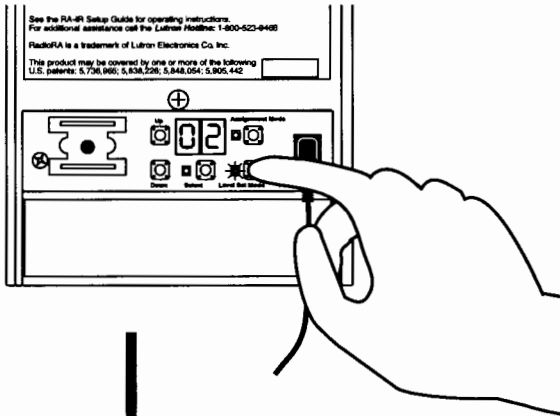


Newly Programmed IR Interface

- Repeat Steps 2 and 3 for all IR Interface SCENES for which you want to copy programming.
- Continued on next page.

## Step 4 Complete Copy Button Programming

Press and hold the Level Set button until all LEDs flutter (approximately 3 seconds).



Level Set LED turns OFF and the display stops flashing.

- Repeat Steps 1 through 4 to copy SCENE button programming on any remaining unprogrammed IR Interfaces.

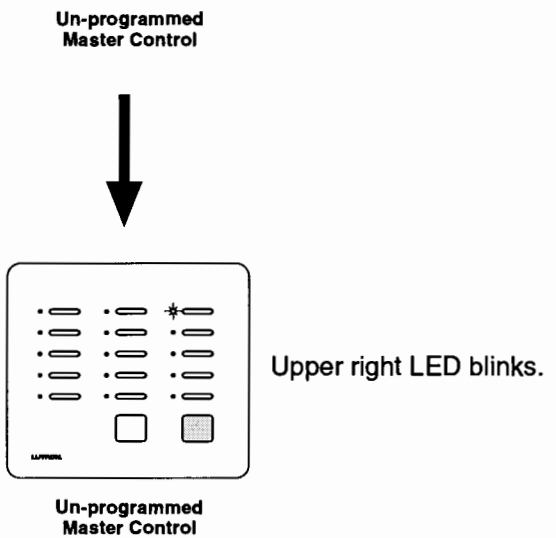
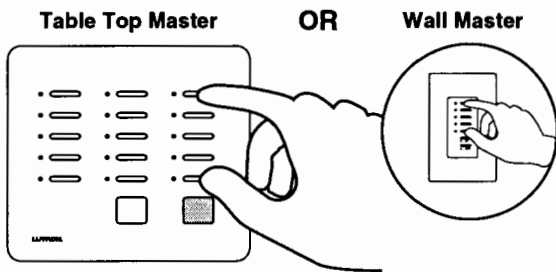
# Advanced Programming

## Copying SCENE Button Programming from an IR Interface to a Master Control

If you have a Master Control in your system, you can copy the SCENE button programming from a previously programmed IR Interface SCENE to an un-programmed Master Control SCENE button so that both SCENE buttons function identically.

### Step 1 Begin Copying SCENE Button Programming

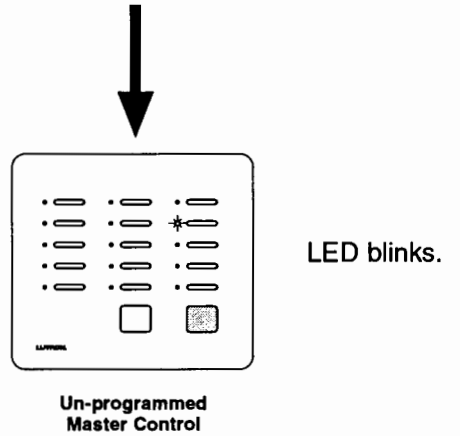
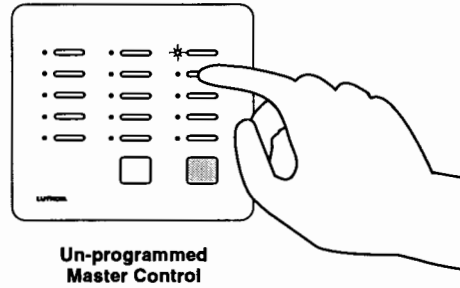
On the Master Control you want to program, simultaneously press and hold the 1st and 5th buttons in the right most column until the upper right LED begins to blink (approximately 3 seconds).




**Note:** LEDs on all other Master Controls and IR Interfaces will flash.

### Step 2 Select the button you want to program

Press and release the button you want to program. Its LED will begin to blink.

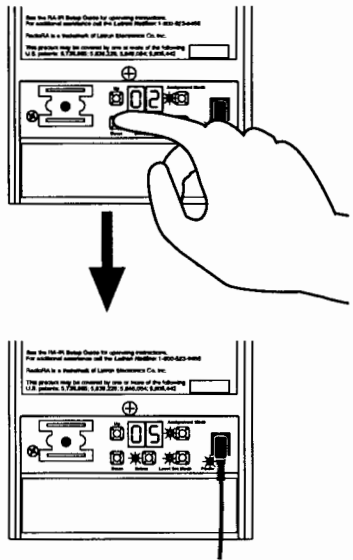


 The programming from an IR Interface SCENE button cannot be copied to a ROOM button on a Master Control, or vice versa.

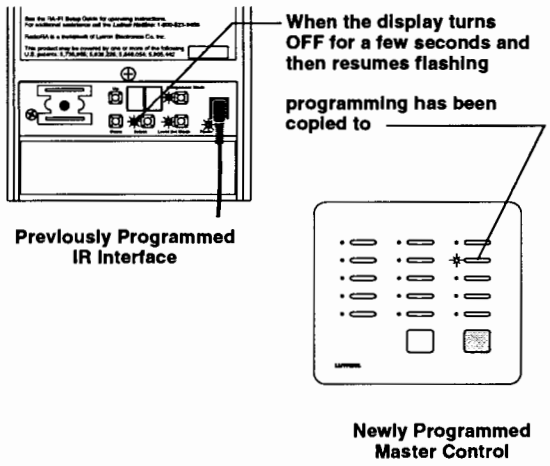
• Continued on next page.

## Step 3 Select the SCENE you want to copy from the IR Interface

On a previously programmed IR Interface, press and hold the Up or Down button until the scene you want to copy is on the display.



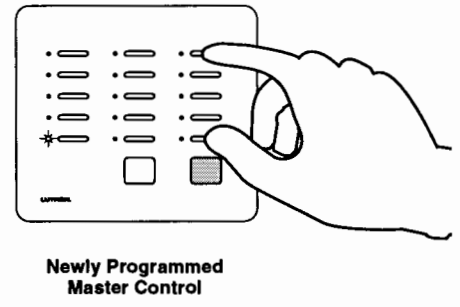
Press and hold the Select button until the display turns OFF (approximately 3 seconds).



- Repeat Steps 2 and 3 for all Master Control SCENE buttons for which you want to copy programming.

## Step 4 Complete Copy Button Programming

Simultaneously press and hold the 1st and 5th buttons in the right most column until all LEDs begin to flutter (approximately 3 seconds).

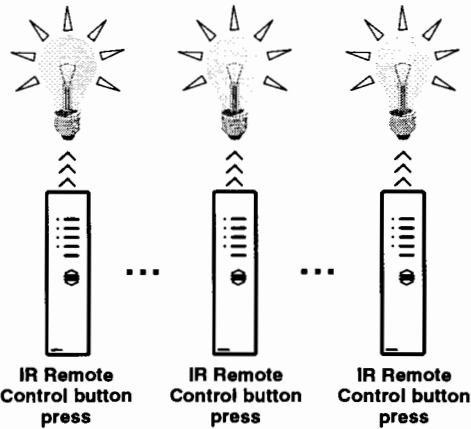


- Repeat Steps 1 through 4 to copy SCENE button programming on any remaining unprogrammed Master Controls.

## Setting IR Interface SCENE Types

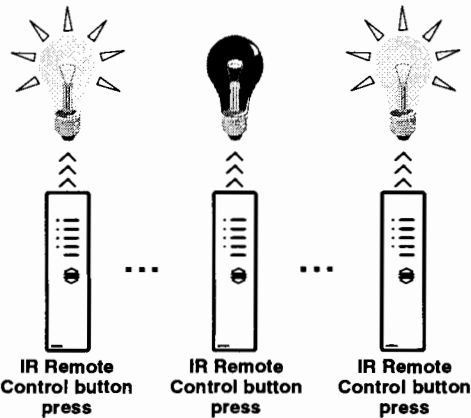
With a press of a button on an IR remote control, a SCENE can always be turned ON (Single Action) or a SCENE can alternately be turned ON or OFF with each successive button press (Toggle).

### Single Action example



A Single Action IR remote control button press will turn a SCENE ON with each button press.

### Toggle example

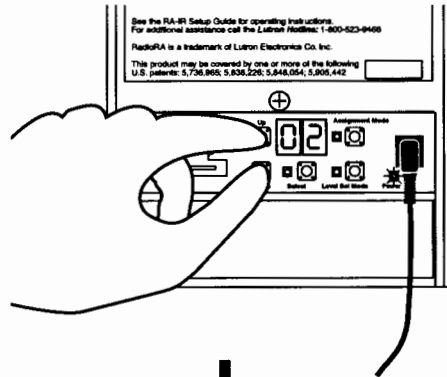


A Toggle IR remote control button press will turn a SCENE ON and then turn the SCENE OFF with the next IR remote control button press.

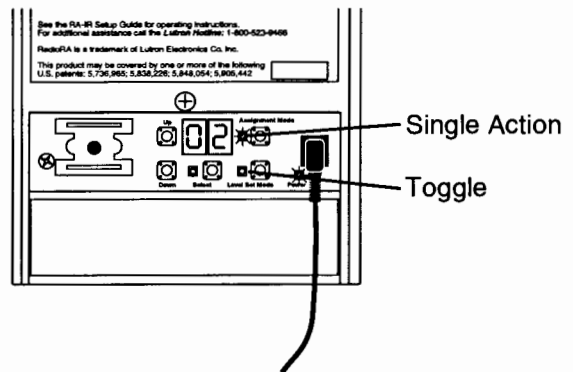
**Note:** By default, all SCENES are Single Action. ALL ON (scene 16) and ALL OFF (scene 17) cannot be accessed in this mode, they are always Single Action.

## Step 1 Begin setting IR Interface SCENE Types

Simultaneously press and hold the Up and Down buttons until the Select LED turns ON and the display shows P 1 (approximately 3 seconds).



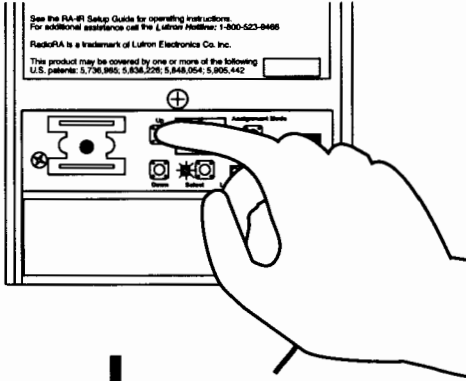
After 3 seconds P 1 will go away and the display will begin flashing the SCENE currently being programmed. Assignment or Level Set LED will turn ON indicating current SCENE is Single Action or Toggle, respectively.



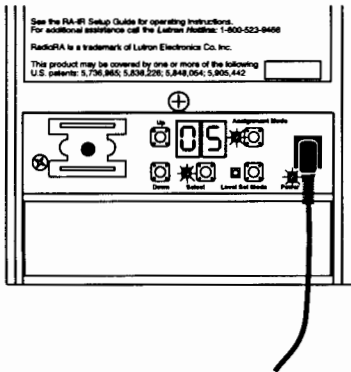
• Continued on next page.

## Step 2 Select a SCENE to program

Press and hold the Up or Down button to select the SCENE you want to program.

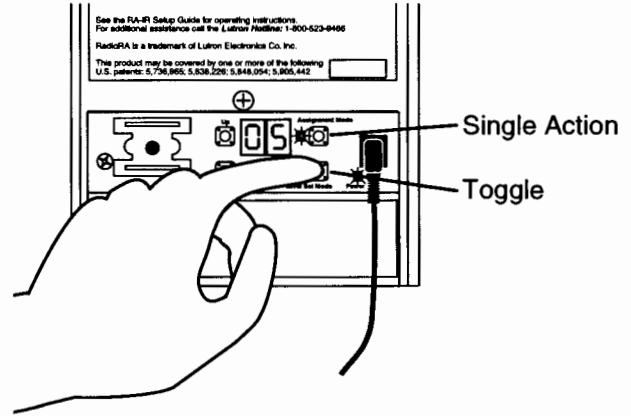


Selected SCENE will be flashing on the display.

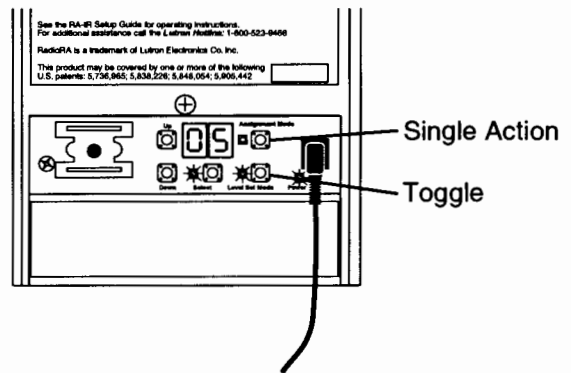


## Step 3 Set IR Interface SCENE Type

To set an IR Interface SCENE Type, press the Assignment button for Single Action, or the Level Set button for Toggle.

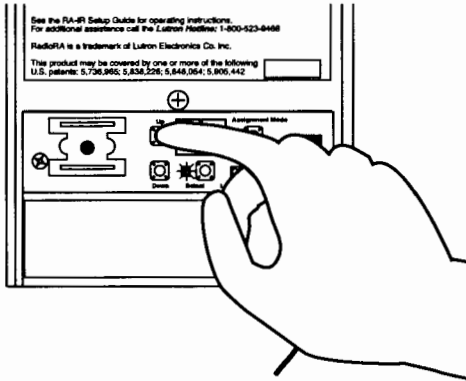


Selected IR Interface SCENE Type will have its LED ON.

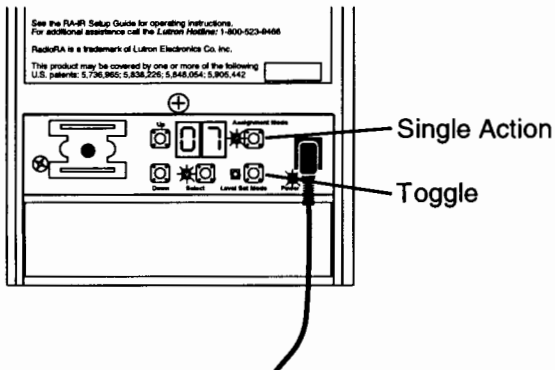


## Step 4 Select next IR SCENE to program

To set another IR SCENE type, press and hold the Up or Down buttons to select the SCENE you want to program.



Selected SCENE will be flashing on the display.

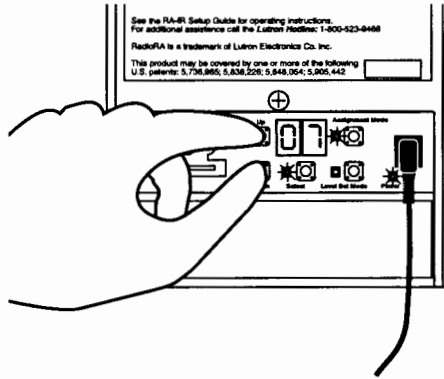


Perform Step 3 for this newly-selected SCENE.

- Proceed to Step 5 when all SCENE types on the IR Interface have been selected.

## Step 5 Complete setting IR SCENE Types

Simultaneously press and hold the Up and Down buttons until all the LEDs begin to flutter (approximately 3 seconds).



Display stops flashing and the Select LED turns OFF.

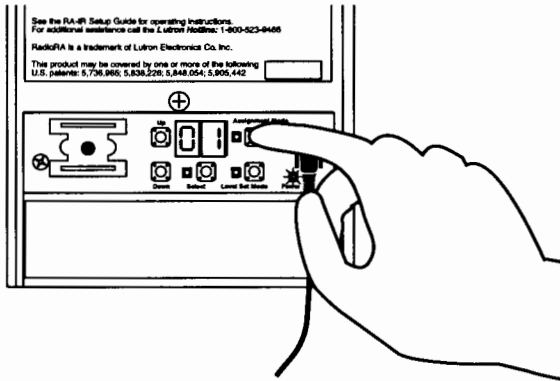
# Advanced Programming

## Erasing SCENE Programming

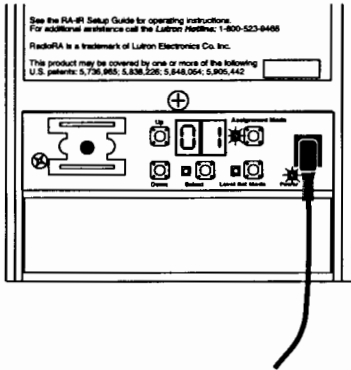
Erasing SCENE Programming will remove all Dimming or Switching Controls assigned to an IR Interface SCENE.

### Step 1 Begin Erasing SCENE Programming

Press and hold the Assign button until the Assign LED turns on and the display begins to flash (approximately 3 seconds).

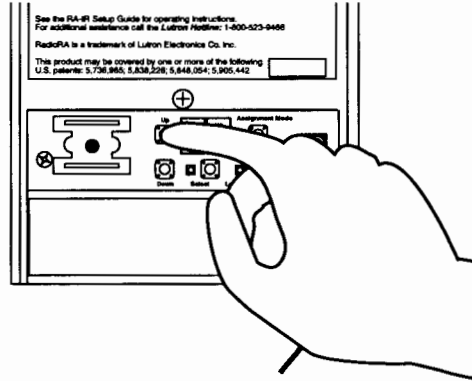


Assign LED turns on and the display flashes.

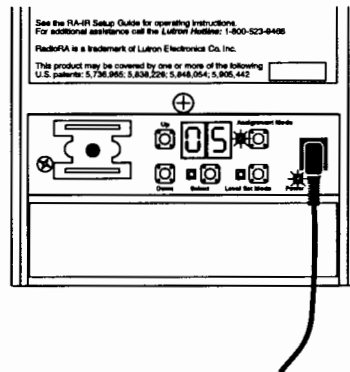


### Step 2 Select a SCENE to Erase

Press and hold the up or down button to select the SCENE you want to erase.



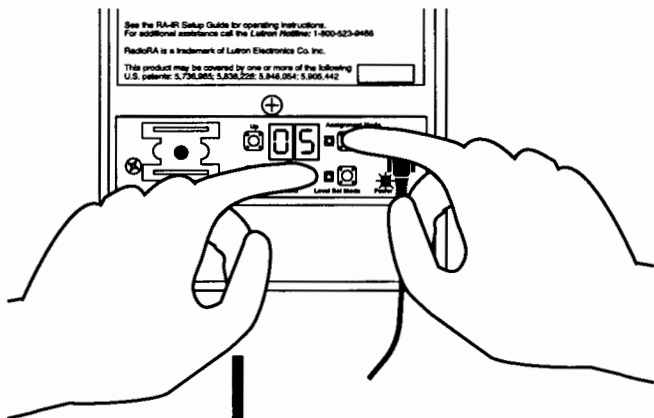
Selected scene will be flashing on the display.



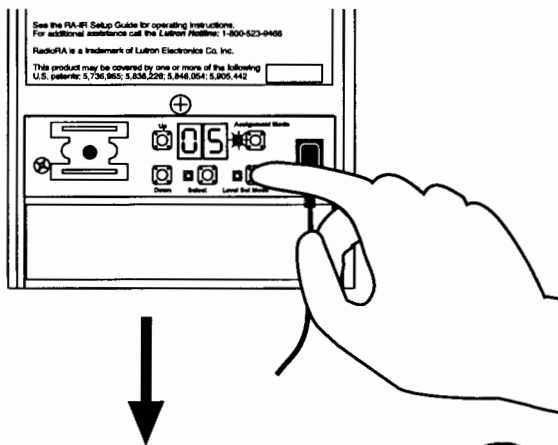


## Step 3 Erase SCENE

Simultaneously press and hold the Select and Assign buttons until the Assign LED begins to flutter and the display stops flashing (approximately 3 seconds).



While the Assign LED is fluttering, press the Level Set button. **Note:** The Assign LED will only flutter for 3 seconds.



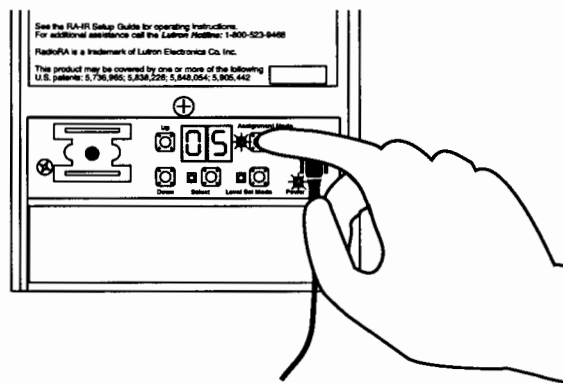
The Assign LED will stop fluttering and will turn ON. The display will begin to flash. All Dimmers and/or Switches will turn OFF. Programming is now erased from that IR Interface SCENE.



- Repeat Steps 2 and 3 for all IR Interface SCENES with programming that you want to erase.

## Step 4 Complete Erasing SCENE Programming

Press and hold the Assign button until the display stops flashing and the Assign LED turns OFF (approximately 3 seconds).



Display will be ON and the Assign LED will be OFF.

# Troubleshooting Guide


Proper operation of the RadioRA® Wireless Central Home Lighting Control System is based upon a complex series of radio frequency (RF) communications between system components. As such, it is highly dependent upon proper system installation and programming of controls.

If you experience difficulties programming or operating your RadioRA® system, please refer to this guide. Many symptoms of common system activation or programming errors are contained in this Troubleshooting Guide. If you are having a problem with your system not described here, or if you have any questions, call the **Lutron Technical Support Center** at 1-800-523-9466.


	Symptom	Possible Cause	Remedy
I	ACTIVATE CONTROLS LED on MAIN or AUXILIARY Repeater turns ON and then back OFF when attempting to go into ACTIVATE CONTROLS mode.	Your system has encountered a neighboring system within RF communication range also in ACTIVATE CONTROLS mode.	Discontinue activating your RadioRA® system until activation of the neighboring system is complete.
II	After activating an IR Interface, the IR Interface LEDs flutter for approximately 5 seconds then go out, and "--" is still on the display.	IR Interface is out of RF communication range of nearest system Repeater.	Move a system Repeater closer to the IR Interface in question, or vice versa, or you may have to add another Repeater.
		System not in ACTIVATE CONTROLS mode.	Place system in ACTIVATE CONTROLS mode.
III	The IR Interface appears to not be working at all and the Power LED is OFF.	No power available to the IR Interface.	Check that breaker is on and not tripped.
		Faulty power supply.	Verify that the plug in power supply is working.
IV	The IR Interface appears to not be working at all and the Power LED is ON.	The IR Interface was not programmed properly.	Reprogram the IR Interface.
		The IR Interface may be out of RF communication range of the nearest Repeater.	Verify whether the IR Interface is in range of a Repeater by placing the system in BEEP mode.
		IR Interface is in powersave mode.	Press and release any button on the IR Interface.
V	IR remote is not working.	Batteries weak or dead.	Replace batteries in remote with new ones.
		Batteries not installed correctly.	Verify that the batteries are installed correctly.

# Returning to Default Factory Settings

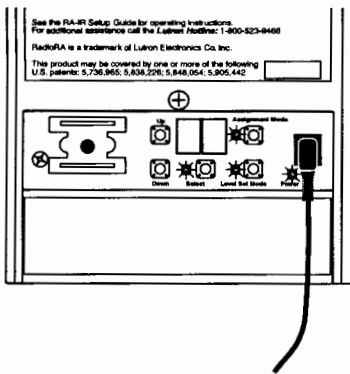
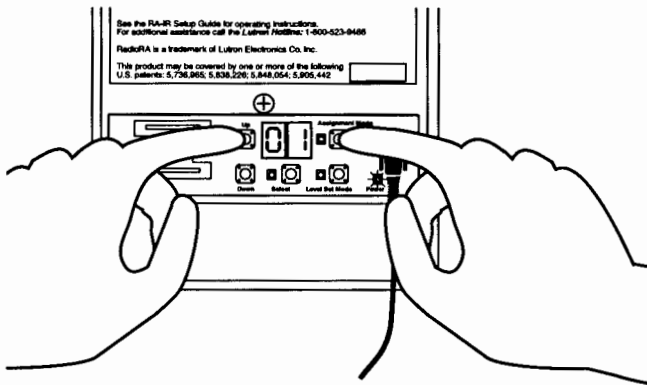
## IR Interface

 Returning an IR Interface to Default Factory Settings will permanently delete all current programming information. **Do not do this unless you are sure that it is necessary.** For more information call the **Lutron Technical Support Center at 1-800-523-9466.**

### Step 1 Begin returning to Default Factory Settings

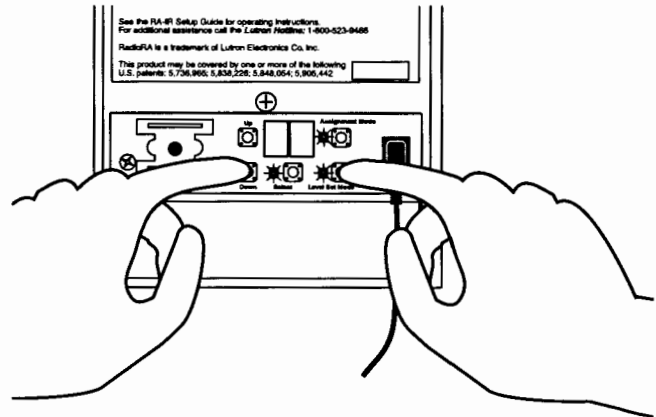
 Ensure that the **ACTIVATE REPEATER LED** or **ACTIVATE CONTROLS LED** on any Repeater is **NOT ON** before proceeding. If either LED is **ON**, press the corresponding button until its LED turns **OFF** (approximately 3 seconds).

Press and hold the **Up** and **Assign** buttons until the display turns **OFF** and the LEDs begin to flutter (approximately 3 seconds).

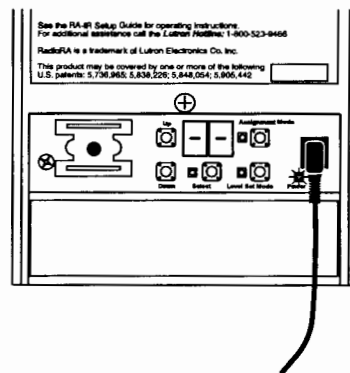


### Step 2 Complete returning to Default Factory Settings

While the LEDs are fluttering, press and hold the **Down** and **Level Set** buttons until the IR Interface resets ("**--**" will be on the display).



All LEDs (except the Power LED) will turn **OFF** and the display will show "**--**" indicating that the IR Interface has been returned to Default Factory Settings.



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## Limited Warranty

Lutron will, at its option, repair or replace any unit that is defective in materials or manufacture within one year after purchase. For warranty service, return unit to place of purchase or mail to Lutron Electronics Co., Inc. at 7200 Suter Rd., Coopersburg, PA 18036-1299, postage pre-paid.

**THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES, AND THE IMPLIED WARRANTY OF MERCHANTABILITY IS LIMITED TO ONE YEAR FROM PURCHASE. THIS WARRANTY DOES NOT COVER THE COST OF INSTALLATION, REMOVAL OR REINSTALLATION, OR DAMAGE RESULTING FROM MISUSE, ABUSE, OR DAMAGE FROM IMPROPER WIRING OR INSTALLATION. THIS WARRANTY DOES NOT COVER INCIDENTAL OR CONSEQUENTIAL DAMAGES. LUTRON'S LIABILITY ON ANY CLAIM FOR DAMAGES ARISING OUT OF OR IN CONNECTION WITH THE MANUFACTURE, SALE, INSTALLATION, DELIVERY, OR USE OF THE UNIT SHALL NEVER EXCEED THE PURCHASE PRICE OF THE UNIT.**

This warranty gives you specific legal rights, and you may have other rights which vary from state to state. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty may last, so the above limitations may not apply to you.

This product may be covered under one or more of the following U.S. patents: 4,835,343; 4,954,768; 5,248,919; 5,399,940; 5,637,930; 5,736,965; 5,798,581; 5,838,226; 5,848,054; 5,905,442; 5,982,103; DES 353,798; DES 378,814; DES 389,461; DES 389,805; DES 395,037; DES 404,013; DES 422,969; DES 428,855; DES 436,579; DES 439,220 and corresponding foreign patents. U.S. and foreign patents pending. Lutron, RadioRA, and GRAFIK Eye are registered trademarks, and FASS is a trademark of Lutron Electronics Co., Inc.

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## Technical Assistance

If you have questions concerning the installation or operation of this product, call the **Lutron Technical Support Center**. Please provide exact model number when calling.

(800) 523-9466 (U.S.A., Canada, and the Caribbean)

Other countries call (610) 282-3800

Fax (610) 282-3090

Visit our web site at [www.lutron.com](http://www.lutron.com)

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