
Radio Frequency Control For GRAFIK Eye® and GRAFIK Integrale™ Lighting Control Systems

Setup Guide For RF Control

**A Comprehensive Step-by-Step Guide for Programming
and Operating RF Controls for GRAFIK Eye® and
GRAFIK Integrale™ Lighting Control Systems.**

Note: Please leave this manual with homeowner.

LUTRON®

Notes on this Manual

GRAFIK Eye[®] 3000 and 4000 series and GRAFIK Integrale[™] Control Units will be referred to as GRAFIK[™] Control Units in this manual.

Important Installation Notes

1. Install in accordance with all national and local electrical codes.
2. Do not paint the Controls.
3. Operate in ambient temperatures between 0°C (32°F) and 40°C (104°F).
4. Do not mount outside. Unit must not get wet.
5. Use only the AC adapter provided by Lutron with your Controls. Using an AC adapter not rated at the following specifications could damage the control and possibly overheat the AC adapter.
 - Input: AC 220-240V 50/60Hz.
 - Output: AC 9V 300mA (min) Class 2
6. The range and performance of this RF 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

Consumer Information



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

Warnings

- The GRAFIK Eye[®] and GRAFIK Integrale[™] control unit's (light dimmer's) primary means of control are manual. The remote control, from RF Master Control Keypads is for convenience only, in both residential and commercial applications.
- The device is not intended for ensuring access to emergency services or to facilitate the use of equipment by users with a disability. It is not serving human life inherent systems.
- This RF 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 RF system when **not visible** from a Master Control or local control location 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 RF system.

Important Application Notes

1. It is recommended that only one GRAFIK Control Unit be wired to each GRAFIK Interface. Multiple GRAFIK Control Units may be wired (linked) to the same GRAFIK Interface, however, all GRAFIK Control Units on that link will respond in unison to the commands from the GRAFIK Interface. ALL GRAFIK Control Units wired to the same Interface will carry out ALL commands from the GRAFIK Interface (i.e. go to GRAFIK Control Unit Scene 3, turn OFF, etc...). Interface commands cannot be sent to one individual GRAFIK Control Unit on a link of multiple GRAFIK Control Units.
 - This application may be desired if multiple GRAFIK Control Units are in the same room and it is intended that the same scene be selected on each GRAFIK Control Unit simultaneously.
 - Lutron does **not** recommend using one GRAFIK Interface to linked GRAFIK Control Units located in more than one room.
2. Scene 1 on a GRAFIK Control Unit is the default scene for ALL ON, SECURITY, and FLASH MODES. It is recommended Scene 1 on GRAFIK Control Units be set to full intensity with a fade time of zero seconds.
3. A GRAFIK Control Unit scene may be added to any Master Control button which has been previously programmed without altering that button's existing programming.

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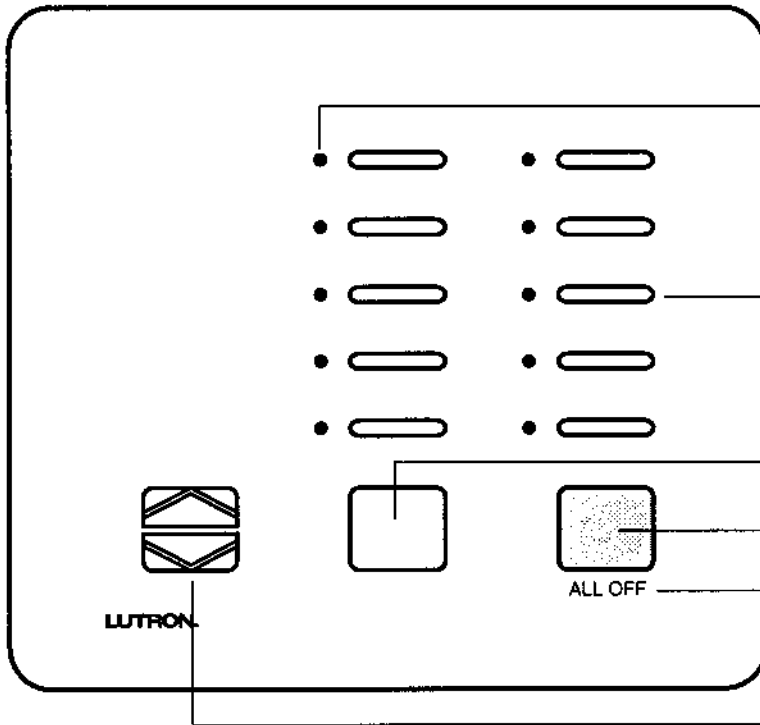
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Product Overview

Master Control

Front View



LEDs: Glow when GRAFIK Control Units assigned to the button are ON. Glow softly as night light when lights are OFF.

Buttons: Turn GRAFIK Control Units ON/OFF to preset levels.

All On: Turns all GRAFIK Control Units ON to Scene 1.

All Off: Turns all GRAFIK Control Units OFF.

Labels: Pre-printed and blank labels provided.

Raise/Lower: Brightens and dims all lights associated with ROOM or SCENE buttons.

Function

Allows master control of up to 32 GRAFIK interfaces:

- turn a light or group of lights ON to preset levels
- monitor the status of a light or group of lights
- turn all lights ON to Scene 1
- turn all lights OFF
- Raise and Lower

Note: For Cordless Master Control

1. Press any button to activate the unit.
2. LEDs will travel up and down during activation cycle.
3. Unit will show status of ROOMS and SCENES.
4. Select desired ROOM or SCENE setting.
5. Unit will go to "sleep" after approximately 15 seconds of inactivity. LEDs will be OFF until reactivated.

Power

Master Control

Plugs in using provided AC adapter.

Input: 220-240VAC, 50/60Hz

Output: AC 9V 300mA (min) Class 2, PELV

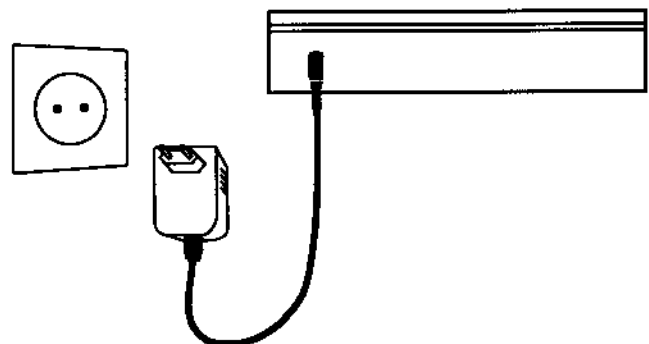
Use only the AC adapter provided by Lutron.

Cordless Master Control

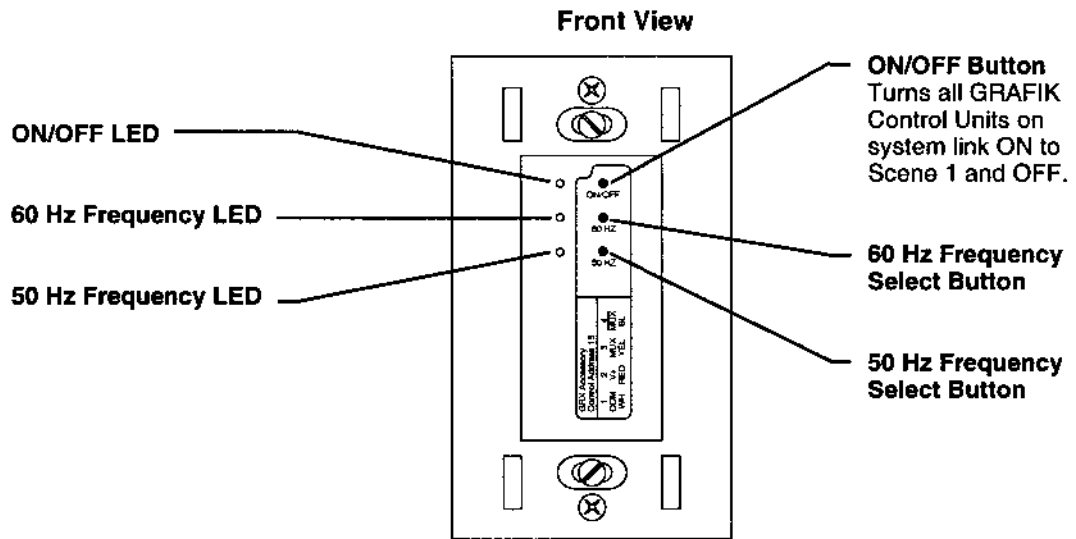
Uses 2 x 1.5V AAA batteries

Maximum of 14 Master Controls per system.

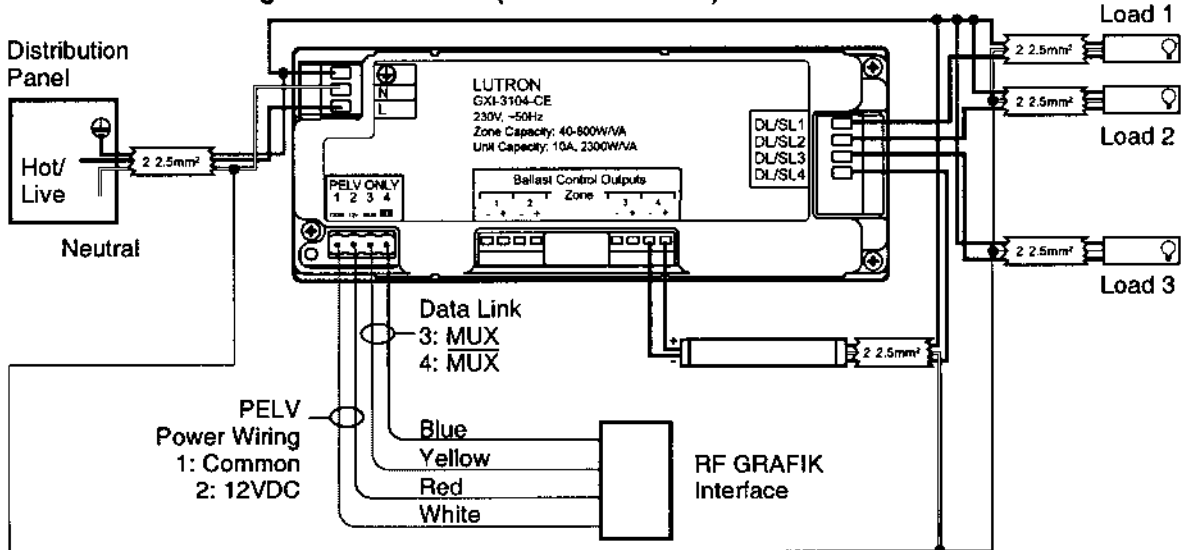
Master Control Units must be located within 10 metres of a Repeater.



GRAFIK Interface



Rear View of GRAFIK Integrale Control Unit (GXI-3104 shown)



Function

Allows control of GRAFIK Eye/ GRAFIK Integrale Preset Dimming Controls from any Master Control button.

- Select one of 16 GRAFIK preset lighting scenes or OFF.
- Each GRAFIK link requires one dedicated RF GRAFIK Interface.
- Up to eight linked GRAFIK Controls Units will always respond simultaneously to any Master Control command (i.e. turn ON to the same scene or OFF).
- Raise and Lower GRAFIK Control Units.

GRAFIK Eye Addressing

An RF GRAFIK Interface will always occupy address 15 on a GRAFIK Eye link. This cannot be changed. NOTE: Interface counts as an Accessory Control in a GRAFIK Eye/Grafik Integrale system.

Power

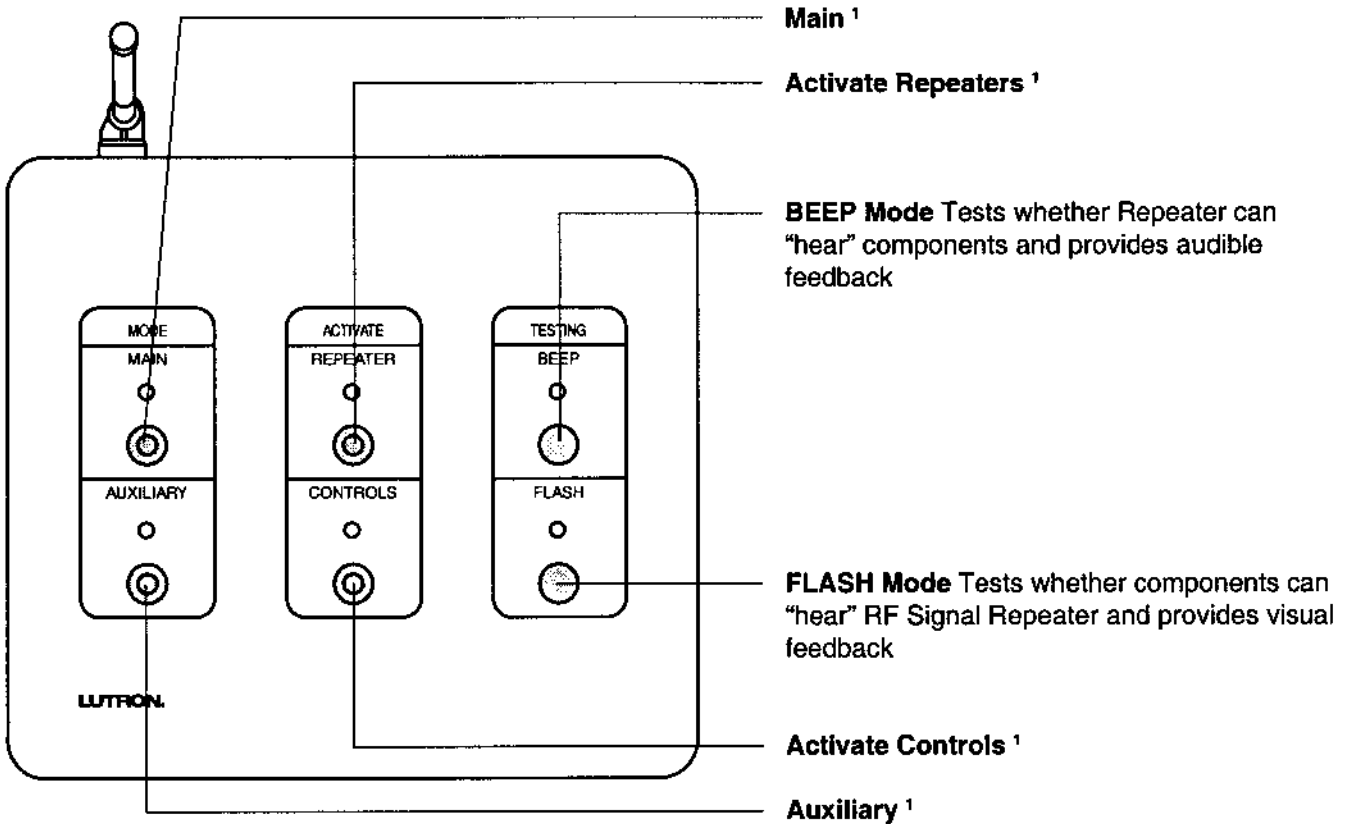
Input: Class 2, PELV 12VDC (3100/3500 Series and Integrale), 24V Full Wave (4100/4500 Series) or 24 VAC.

Maximum of 32 Interfaces per system. GRAFIK Interfaces must be located within 10 metres of a repeater.

Product Overview

Repeater

Front View



¹ Used to activate and program the system.

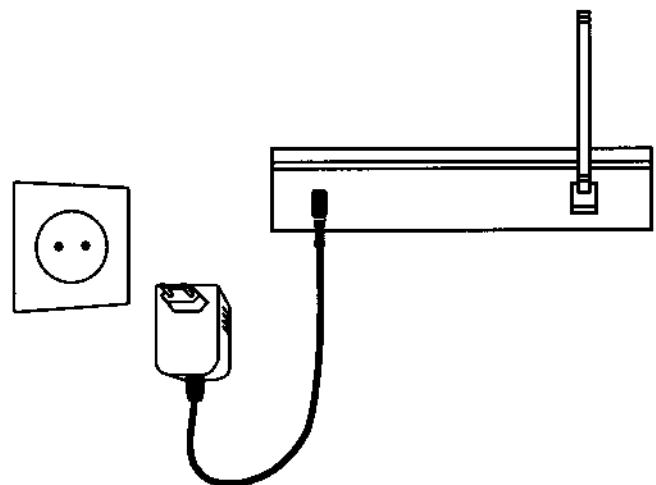
Function

- Allows for system set up and diagnostics.
- Provides additional path for Radio Frequency (RF) signals sent between Master Controls and Interfaces.
- Ensures that a neighboring system will not cause interference.
- Allows controls to be added in the future.
- Each Repeater covers approximately 320 square metres (3400 square feet) of living space.

Power

Plugs in using provided AC adapter.
Input: 220-240VAC, 50/60Hz
Output: AC 9V 300mA (min) Class 2
Use only the AC adapter provided by Lutron.

Maximum of 4 Repeaters per system (minimum of 1).
Repeaters must be located within 20 metres of each other.

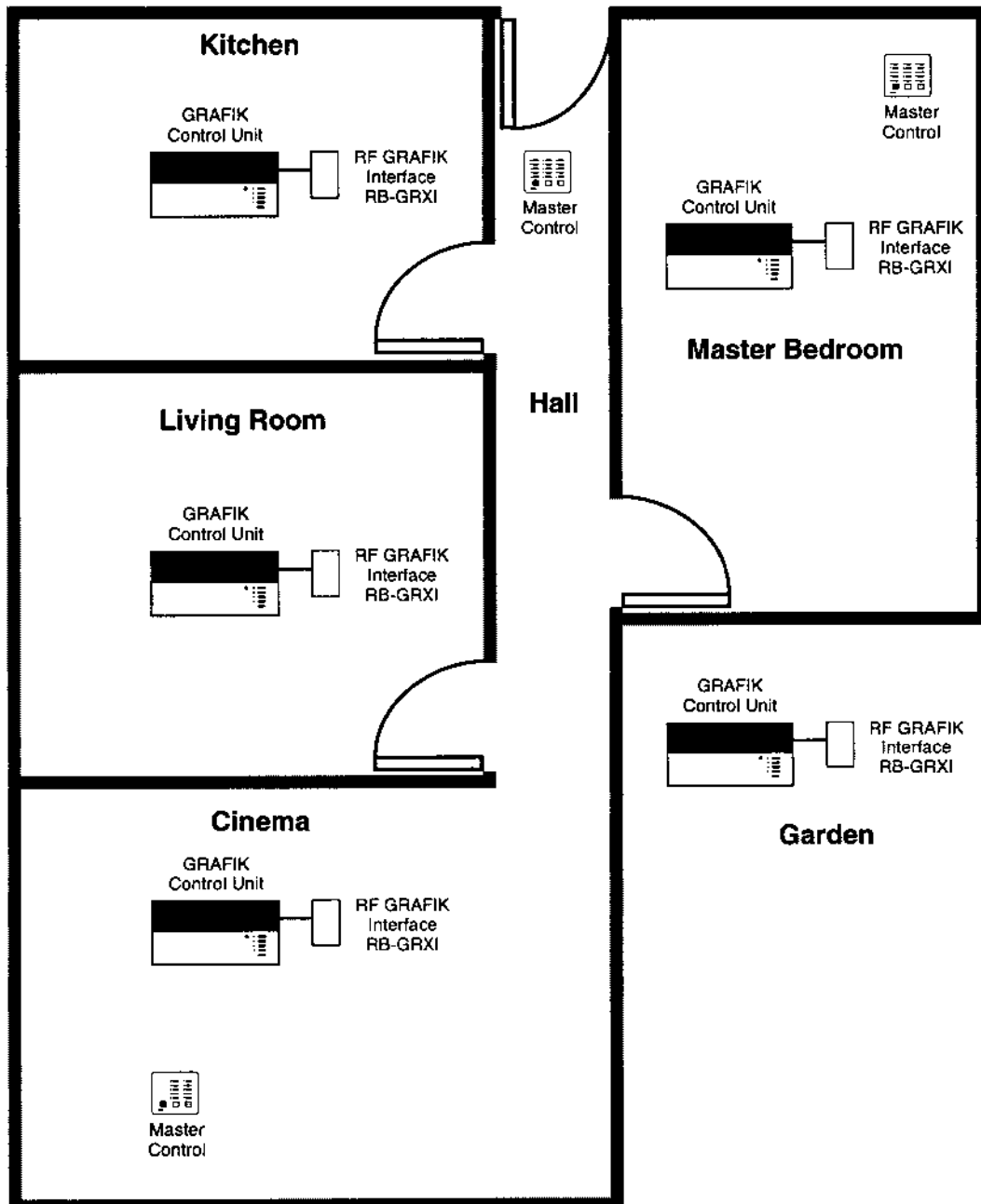


Application Examples

Whole Home Scenes

Whole Home Scenes can be created by using Master Controls. The Master Control displays which units are ON or OFF, providing system status and convenience of control from anywhere in the home. This example provides a start to any residential lighting control design.

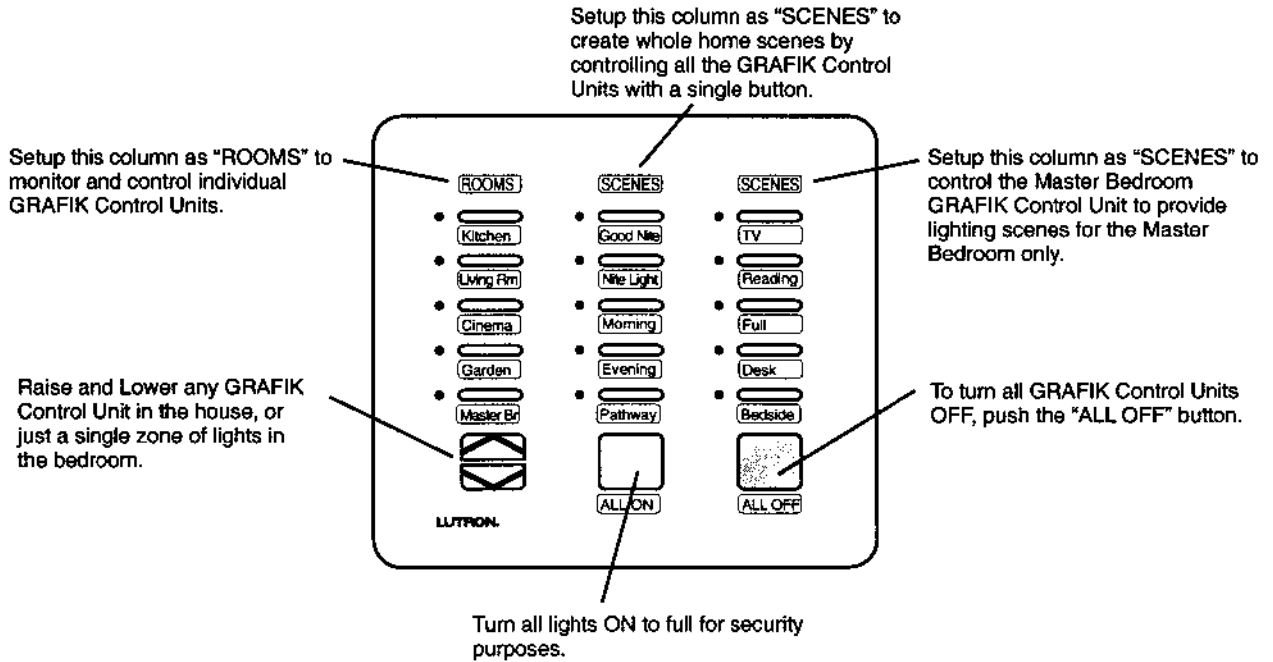
The master bedroom and hall use a Master Control (RBMC-5T, 10T, 15T) with supplied AC adapter that constantly displays system status. The master bedroom's Master Control is placed on the bedside table. The other Master Control is wall mounted in the hallway next to the kitchen as a central control station for the lighting.



Application Examples Continued

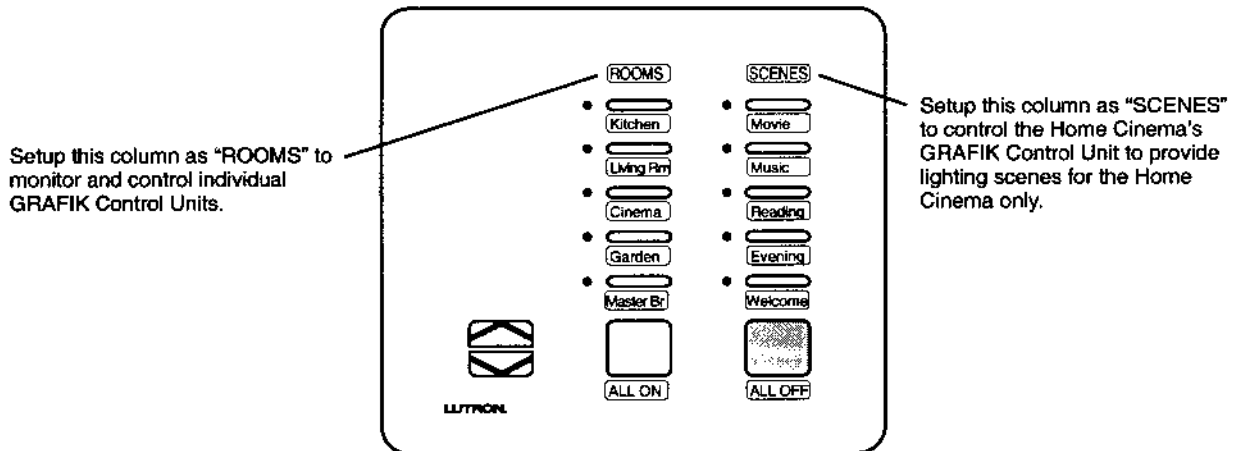
Master Bedroom and Hall's Master Controls:

The Master Control is programmed to provide individual control and status of GRAFIK Control Units in the ROOMS column, whole home scenes in the SCENES column and lighting scenes for the room the Master Control is in the right SCENES column.



Cinema's Master Control:

This Master Control is programmed to provide individual control and status of GRAFIK Control Units in the ROOMS column and whole home and lighting scenes for the room the master control is in, in the SCENES column.



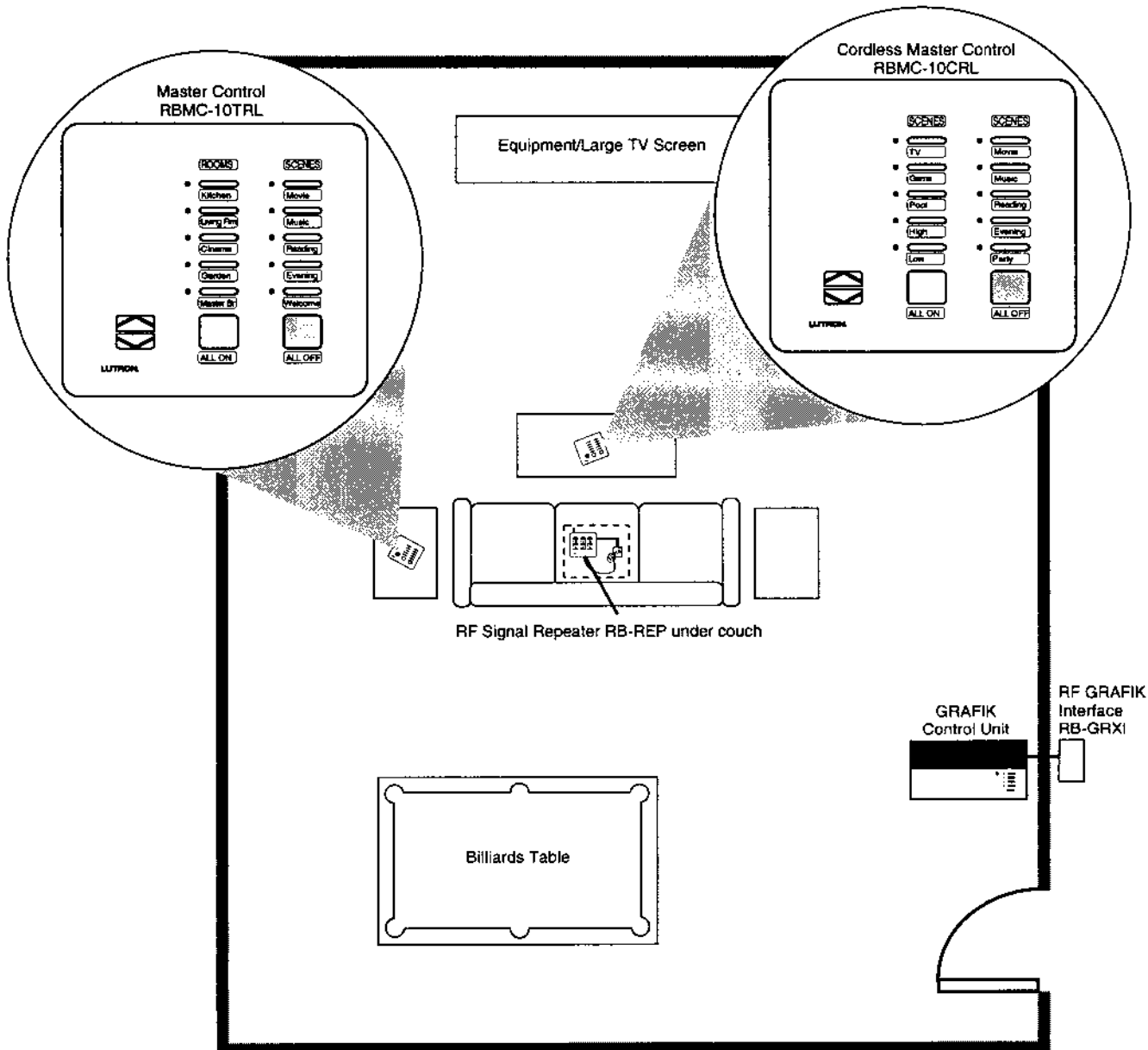
Product Overview

Application Examples Continued

Home Cinema

For the Home Cinema, place a Cordless Master Control (RBMC-10CRL) on the coffee table for convenience. Place a Master Control (RBMC-5T, 10T, 15T) with supplied AC adapter on an end table. Program SCENES for Cinema activities. Program ROOMS to monitor GRAFIK control units elsewhere in the home.

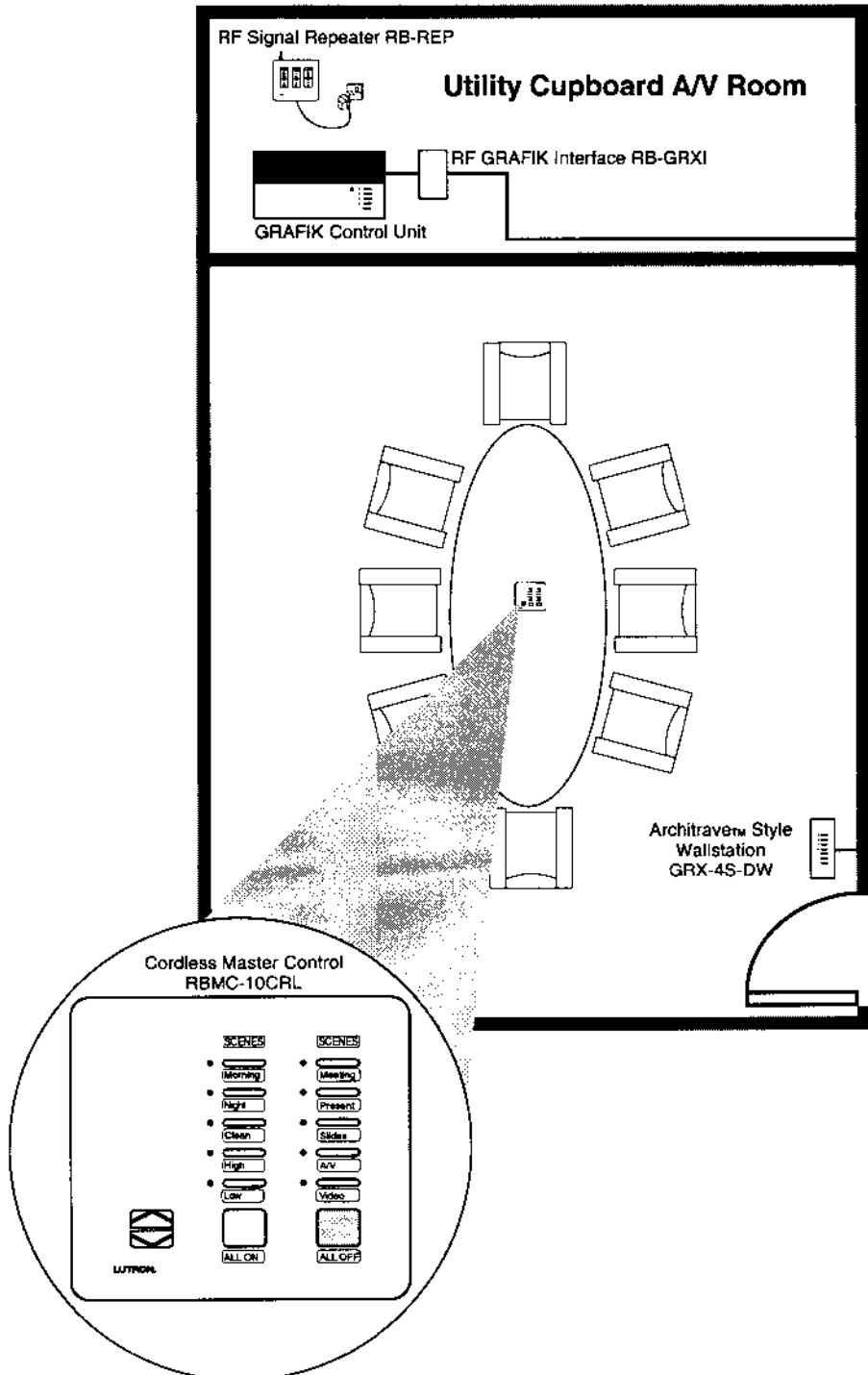
Note: The cordless Master Control goes to sleep after approximately 15 seconds of inactivity to conserve battery power; therefore, in monitoring applications the AC adapter versions are better solutions.



Application Examples Continued

Conference Room

Place a Cordless Master Control (RBMC-10CRL) on the conference table. Program SCENES for conference room activities.

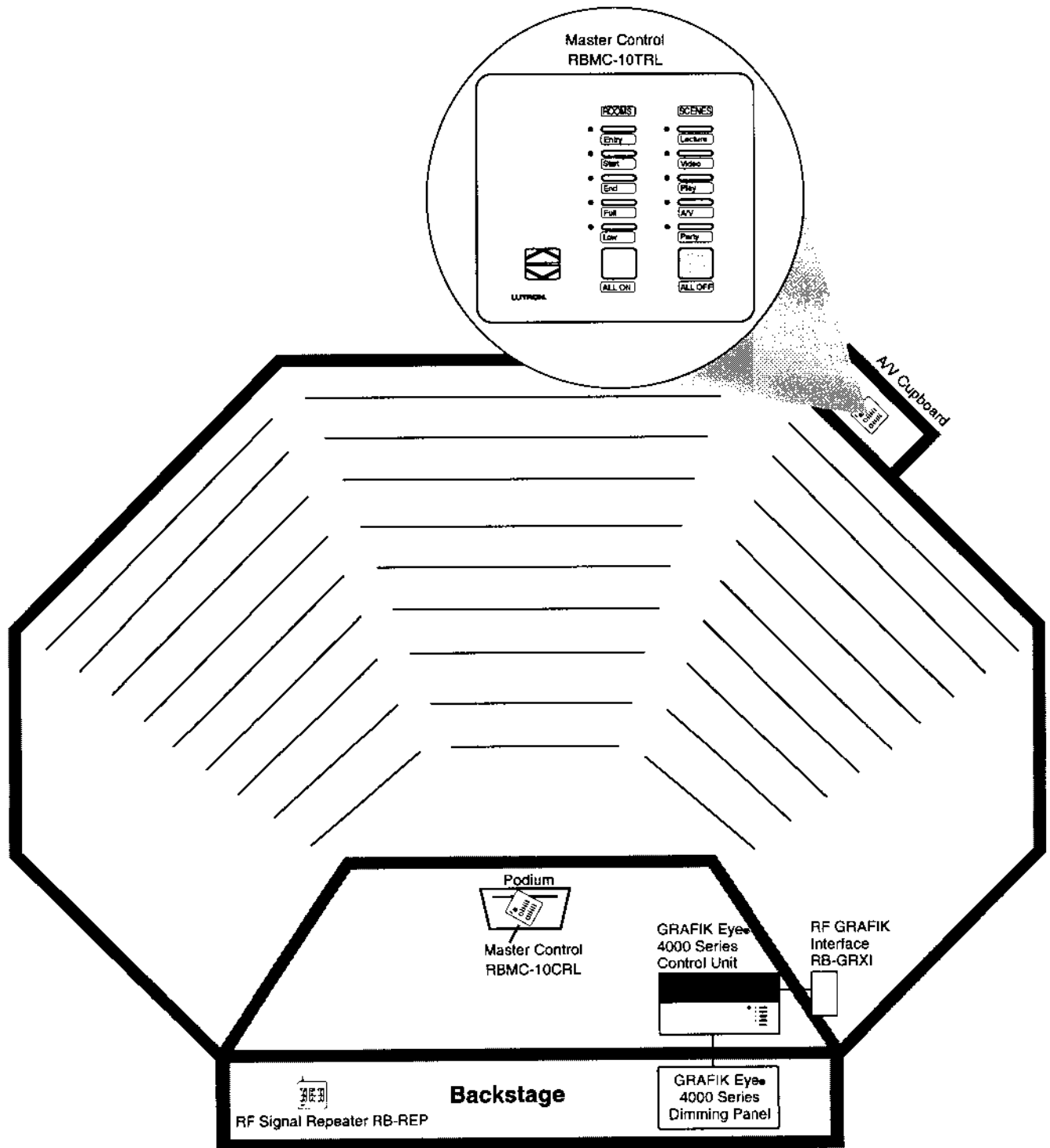


Product Overview

Application Examples Continued

Lecture Hall

Place a Cordless Master Control (RBMC-10CRL) on the podium. Place a Master Control in the A/V cupboard or equipment room. Program SCENES for all hall activities.



Activating Your System

Activating/Adding Repeaters



Repeaters must be in their permanent location and all controls must be operating in order to be activated.

Important Notes:

1. If your system has only one Repeater, it must be assigned as a Main Repeater.
2. If your system has more than one Repeater, only **one** can be assigned as a Main Repeater.
3. If an LED turns orange while activating your system, a system error occurred, consult the Troubleshooting Guide.

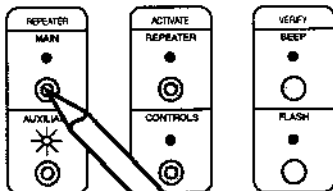
Read each Step completely before starting.

Step 1 Assign a Main Repeater

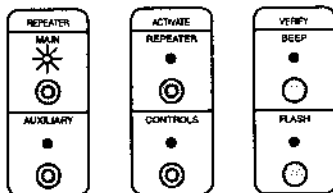
Any Repeater in the system can be the Main Repeater.

Note: The green AUXILIARY LED will initially be ON on all Repeaters.

Press and hold the MAIN button until the green MAIN LED turns ON (approximately 3 seconds).

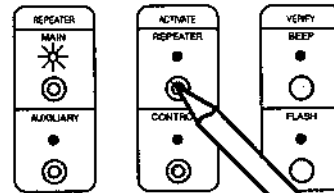


Green MAIN LED is ON.

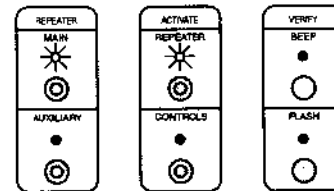


Step 2 Activate the Main Repeater

Press and hold the ACTIVATE REPEATER button until the green ACTIVATE REPEATER LED begins to flash (approximately 3 seconds).



Green ACTIVATE REPEATER LED will stay ON when the Repeater has been activated.



If the ACTIVATE REPEATER LED turns orange, consult the Troubleshooting Guide, Section I or II.

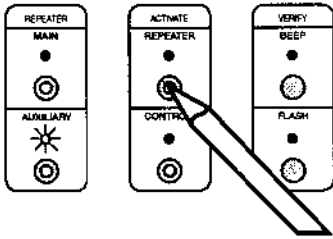
- If you have only one Repeater proceed to Step 4.

Activating Your System

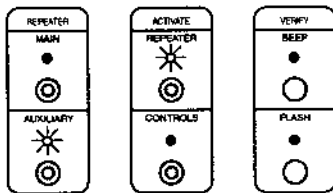
Step 3 Activate each Auxiliary Repeater

Note: All remaining Repeaters must be Auxiliary Repeaters (up to 3).

Press and hold the ACTIVATE REPEATER button until the green ACTIVATE REPEATER LED begins to flash (approximately 3 seconds).



Green ACTIVATE REPEATER LED will stay ON when Repeater has been activated.

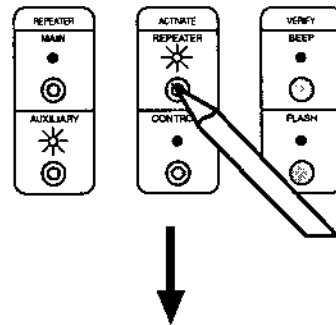


? If the ACTIVATE REPEATER LED turns orange, consult the Troubleshooting Guide, Section I, II or III.

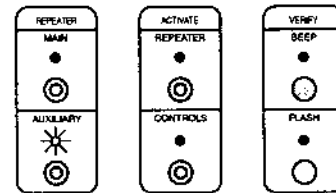
- Repeat Step 3 to activate any remaining Auxiliary Repeaters.
- Proceed to Step 4 when all Repeaters have been activated.

Step 4 Complete Repeater activation

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



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



- Repeater activation is now complete.
- Proceed to Activating/Adding a GRAFIK Control Unit and Master Controls on page 14.

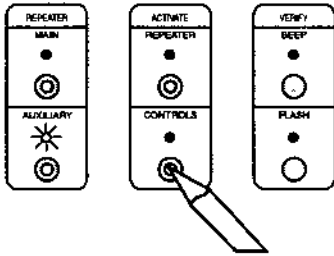
Activating Your System

Activating/Adding a GRAFIK Control Unit and Master Controls

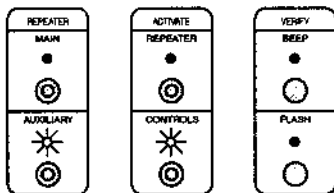
! GRAFIK Interfaces must be wired to GRAFIK Control Units in order to be activated. GRAFIK Control Units and Master Controls may be activated in any order.

Step 1 Begin Control activation

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



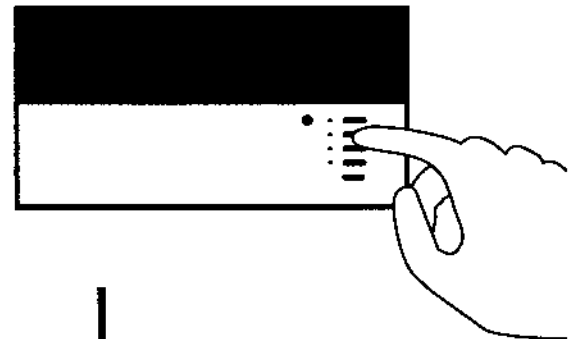
The green ACTIVATE CONTROLS LED on **ALL** Repeaters will turn ON.



? If the Activate Controls LED fails to turn ON, consult the Troubleshooting Guide, Section I.

Step 2 Activate a GRAFIK Control Unit

Go to the GRAFIK Control Unit. Change the scene by pressing any of the preset buttons on the GRAFIK Control Unit.



The lights that the unit controls will cycle between Scene 1 and OFF a few times when it has been activated. (May be difficult to observe if Scene 1 has a long fade time or low light levels are set.)



? If a GRAFIK Control Unit fails to respond as described above, consult the Troubleshooting Guide, Section II.

- Repeat Step 2 to activate any remaining GRAFIK Control Units.

! Activate one GRAFIK Control Unit at a time. Wait for the GRAFIK Control Unit to flash its light(s) before activating any remaining GRAFIK Control Units.

- Proceed to Step 3 when all GRAFIK Control Units have been activated.

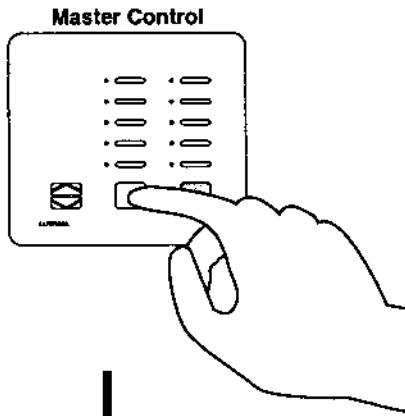
Activating Your System

Step 3 Activate a Master Control

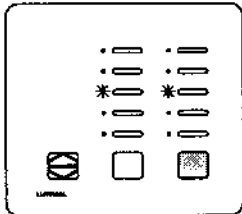
Go to any Master Control.

Press any button.

- All LEDs will flutter, then
- Top and bottom row will flash alternately



Middle row of LEDs will turn ON when Master Control has been activated.



If a Master Control fails to respond as described above, consult the Troubleshooting Guide, Section VI or VII.

- Repeat Step 3 to activate any remaining Master Controls.

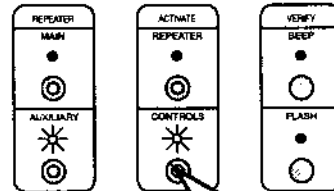


Activate one Master Control at a time. Wait for the middle row of LEDs to turn ON before activating any remaining Master Controls.

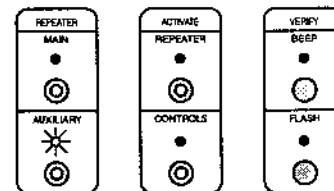
- Proceed to Step 4 when all Master Controls have been activated.

Step 4 Complete Control activation

Press and hold the ACTIVATE CONTROLS button on **any** Repeater until the green 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.



Assigning a Column of Buttons as ROOMS or SCENES



Each column of buttons on a Master Control can be programmed to be either ROOM or SCENE buttons.

What is a ROOM button?

ROOM buttons can be used to turn a GRAFIK Control Unit or a group of GRAFIK Control Units ON or OFF. Pressing a ROOM button once will turn ON all GRAFIK Control Units assigned to that button to their pre-selected scene. Pressing the same ROOM button again will turn OFF all GRAFIK Control Units assigned to that button. A ROOM LED will be ON if any GRAFIK Control Unit assigned to that button is ON, regardless of its scene.

What is a SCENE button?

SCENE buttons can be used to direct any combination of GRAFIK Control Units to a pre-selected scene or OFF. Pressing a SCENE button once will turn ON any GRAFIK Control Units programmed to turn ON, and turn OFF any GRAFIK Control Units programmed to turn OFF. Pressing the same SCENE button again will turn OFF all GRAFIK Control Units assigned to that button. A SCENE LED on a Master Control will be ON if, and only if, that SCENE button was pressed on that Master Control. An example of a SCENE application could be a button called "BEDTIME", which when pressed all interior GRAFIK Control Units would turn OFF and selected outside GRAFIK Control Unit circuits would turn ON.



All button columns are factory set as ROOM buttons.

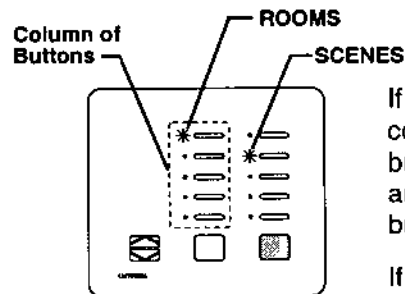
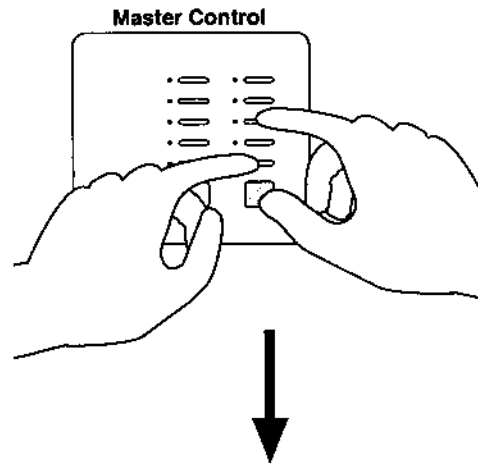


Changing a column assignment from ROOM to SCENE (or vice versa) will delete all previous programming in that column of buttons.

Step 1 Begin ROOM/SCENE assignment

Simultaneously press and hold the 3rd, 5th, and ALL OFF buttons in the right most column until an LED in each column of the Master Control which you are programming begins to flash (approximately 3 seconds).

Note: On a 5 button Raise/Lower Wall Master, press and hold the 3rd, 5th, and Lower buttons.

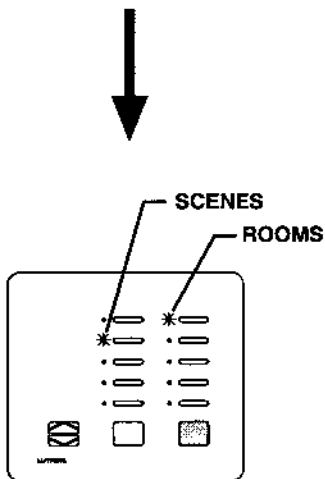
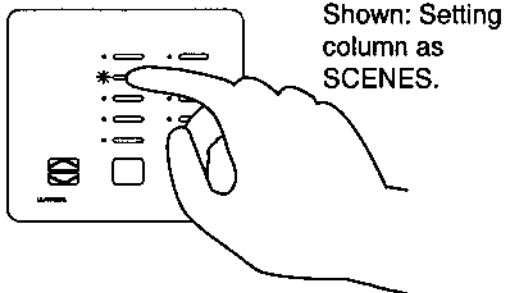


If the first LED in a column is flashing, the buttons in that column are set as ROOM buttons.

If the second LED in a column is flashing, the buttons in that column are set as SCENE buttons.

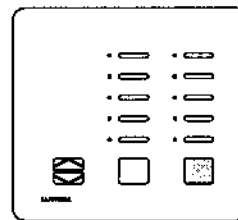
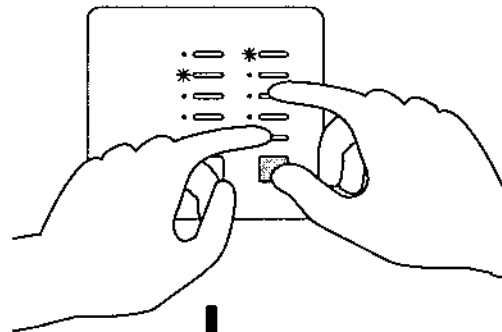
Step 2 Changing ROOM/SCENE assignments

Press the 1st button in a column to make that column a ROOM column, or press the 2nd button to make it a SCENE column.



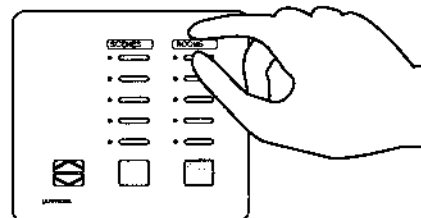
Step 3 Complete ROOM/SCENE assignment

Simultaneously press and hold the 3rd, 5th, and ALL OFF buttons in the right most column until the LEDs stop flashing (approximately 3 seconds).



Step 4 Label columns

Apply the supplied SCENES or ROOMS labels to the space provided over each button column.



- Proceed to Assigning a GRAFIK Control Unit to ROOM Buttons on page 18.

ROOM Button Programming

Assigning a GRAFIK Control Unit to ROOM Buttons

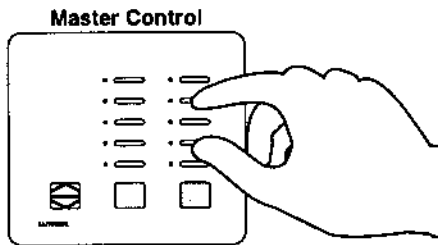
All buttons are factory set as ROOM Buttons.

What is a ROOM button?

ROOM buttons can be used to turn a light or a group of lights ON or OFF. Pressing a ROOM button once will turn ON all GRAFIK Control Units assigned to that button to their pre-selected GRAFIK Control Unit scene. Pressing the same ROOM button again will turn OFF all GRAFIK Control Units assigned to that button. A ROOM LED will be ON if any GRAFIK Control Unit assigned to that button is ON, regardless of its light level.

Step 1 Begin assigning GRAFIK Control Units to ROOM buttons

Simultaneously press and hold the 2nd and 4th buttons in the right most column until the upper right LED begins to flash (approximately 3 seconds).



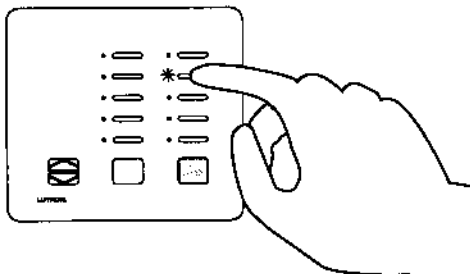
Upper right LED flashes.



All GRAFIK Control Units will turn OFF.

Step 2 Select a ROOM button

Press and release the ROOM button that you want to program. Its LED will begin to flash.

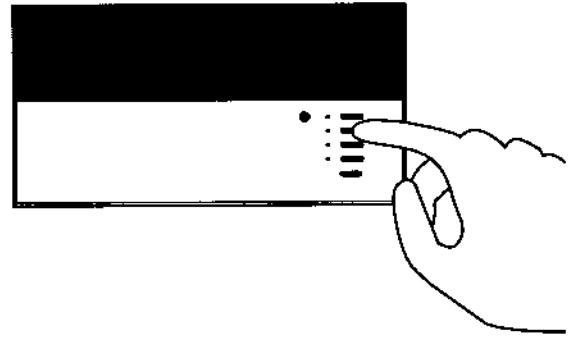


Step 3 Assign a GRAFIK Control Unit to button

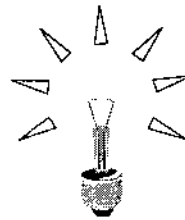
Notes:

- Multiple GRAFIK Control Units can be assigned to a single ROOM button.
- Controls can only be assigned to a Master Control button while its LED is flashing.

Assign a GRAFIK Control Unit to the Master Control ROOM button by turning the GRAFIK Eye Control Unit ON to any scene.



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



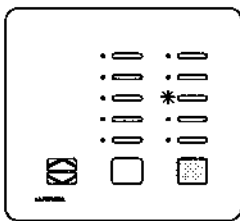
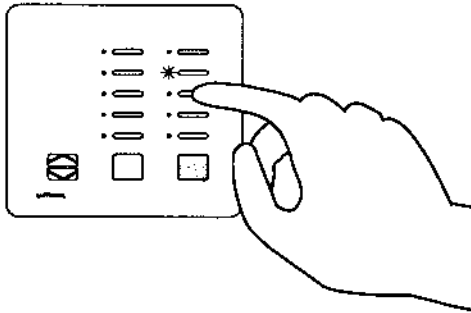
If you assign the wrong GRAFIK Control Unit to a Master Control button, turn the GRAFIK Control Unit OFF to unassign it.



ROOM Button Programming

Step 4 Select next ROOM button

To assign a GRAFIK Control Unit to another Master Control ROOM button, press and release that button. Its LED will begin to flash.

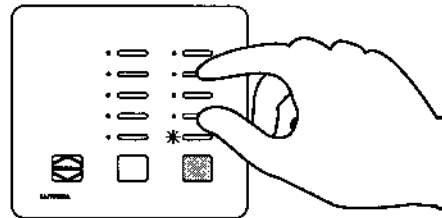


Turn ON the GRAFIK Control Units that are to be assigned to the selected ROOM button.

- Repeat Step 4 for all ROOM buttons to have a GRAFIK Control Unit assigned to them.

Step 5 Complete assigning GRAFIK Control Units

Simultaneously press and hold the 2nd and 4th buttons in the right most column until all LEDs begin to flutter (approximately 3 seconds).



- Repeat Steps 1 through 5 to assign GRAFIK Control Units to ROOM buttons on any additional Master Controls.
- Proceed to Setting GRAFIK Scene Selection for ROOM Buttons on page 20.

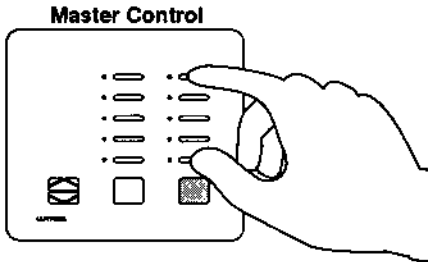
ROOM Button Programming

Setting GRAFIK Scene Selection (Scenes 1 through 4) for ROOM Buttons

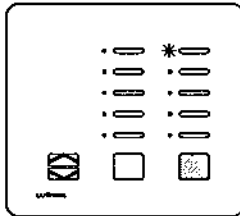
Note: Programming the light levels of GRAFIK Control Unit scenes should be done prior to this step and in accordance with the GRAFIK Installer's Guide.

Step 1 Begin scene selection

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).

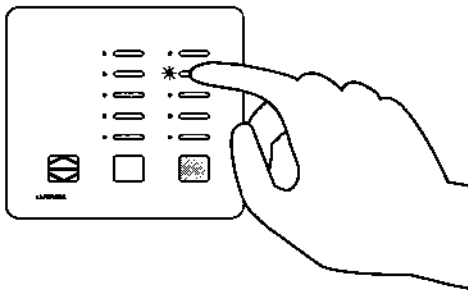


Upper right LED blinks.



Step 2 Select a ROOM button

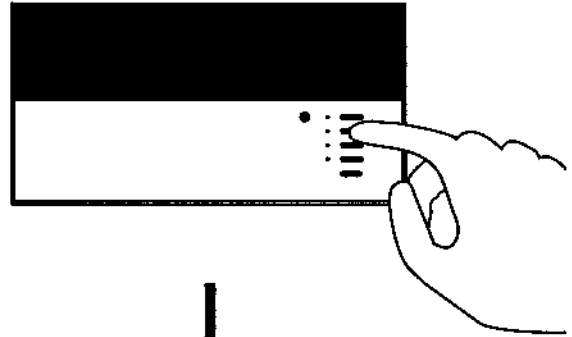
Press and release the ROOM button that you want to program. Its LED will begin to blink.



GRAFIK Control Units that have been assigned to that button will turn ON to Scene 1.

Step 3 Select a scene

At the GRAFIK Control Unit, select one of the pre-programmed Scenes (1 through 4) by turning that scene ON.



The GRAFIK Control Unit will turn ON to the scene selected in this step when the ROOM button is pushed. The last scene selected on the GRAFIK Control Unit will be the scene programmed to the ROOM button.

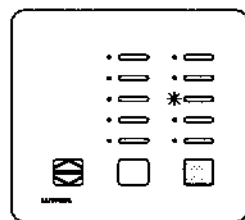
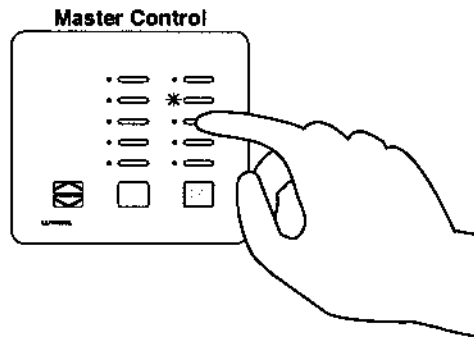
- Repeat Step 3 for each GRAFIK Control Unit assigned to the ROOM button.

Note: If the GRAFIK Control Unit has been assigned an address (A1-A8), pre-programmed Scenes 5 through 16 may be selected by putting the GRAFIK Control Unit into setup mode and recalling the desired scene. Refer to Setting GRAFIK Scene Selection (Scenes 5 through 16) for ROOM Buttons on page 22.

ROOM Button Programming

Step 4 Select the next ROOM button

To select another Master Control ROOM button, press and release that button. Its LED will begin to blink.

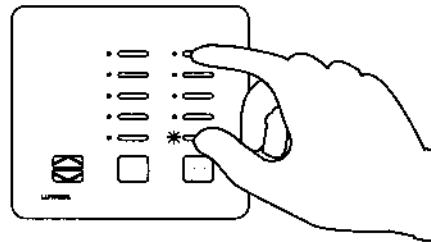


Select another pre-programmed scene on any GRAFIK Control Unit assigned to that ROOM button.

- Repeat Step 4 until scenes have been selected for all ROOM buttons which have a GRAFIK Control Unit assigned.

Step 5 Complete Scene Selection

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 5 to set GRAFIK Control Unit scenes on any remaining Master Controls with ROOM buttons.

Congratulations. Your GRAFIK Control Unit is now programmed to work with your RF Control. Relax and enjoy your system.

ROOM Button Programming

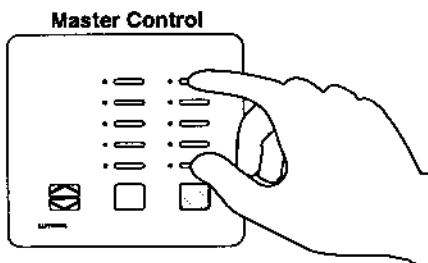
Setting GRAFIK Scene Selection (Scenes 5 through 16) for ROOM Buttons

Note: Programming the light levels of GRAFIK Control Unit scenes should be done prior to this step and in accordance with the GRAFIK Installer's Guide.

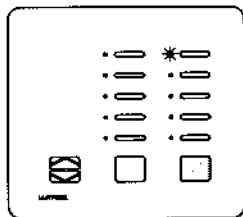
⚠ GRAFIK Control Units must be addressed A1-A8 in order to program Scenes 5 through 16.

Step 1 Begin scene selection

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).

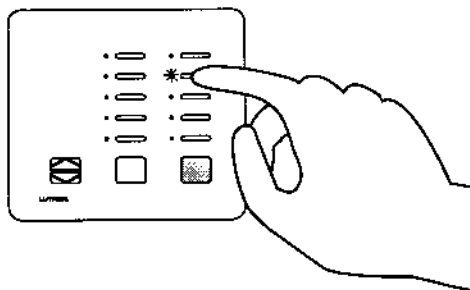


Upper right LED blinks.



Step 2 Select a ROOM button

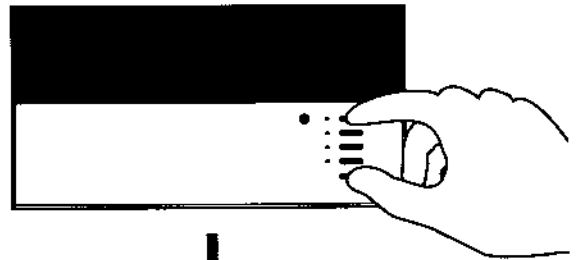
Press and release the ROOM button that you want to program. Its LED will begin to blink.



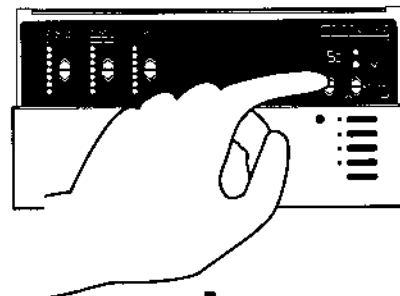
GRAFIK Control Units that have been assigned to that button will turn ON to Scene 1.

Step 3 Select a scene

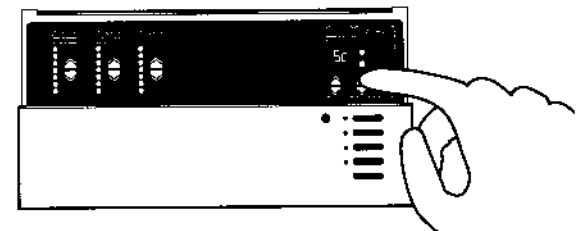
At the GRAFIK Control Unit, enter setup mode by simultaneously pressing the top and bottom buttons for approximately 3 seconds until the LEDs begin to chase downward.



Press the FADE UP button twice. The display should alternately flash 5c and 1.



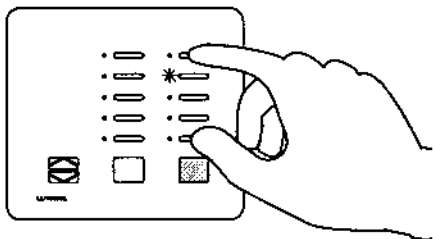
Press the MASTER UP until 5c and the desired scene number flash alternately in the display (i.e. 5c and 5 for Scene 5).



The last scene selected on the GRAFIK Control Unit will be the scene programmed to the ROOM button.

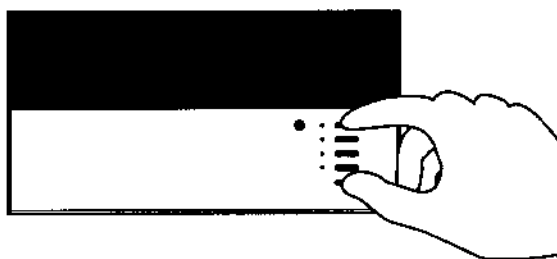
Step 4 Complete Scene Selection

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



Step 5 Exit GRAFIK Control Unit setup mode

Simultaneously press and hold the 1st and 5th buttons for approximately 3 seconds until the LEDs stop chasing.



SCENE Button Programming

Assigning a GRAFIK Control Unit to SCENE Buttons

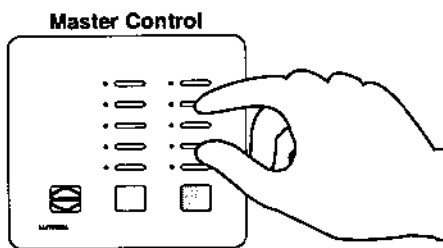
Refer to page 16 for steps to assign a column of buttons as SCENE buttons.

What is a SCENE button?

SCENE buttons can be used to direct any combination of GRAFIK Control Units to a pre-selected state or light level. Pressing a SCENE button once will turn ON any GRAFIK Control Unit assigned to turn ON, and turn OFF any GRAFIK Control Unit assigned to turn OFF. Pressing the same SCENE button again will turn OFF all GRAFIK Control Units assigned to that button. A SCENE LED on a Master Control will be ON if, and only if, that SCENE button was pressed on that Master Control.

Step 1 Begin assigning GRAFIK Control Units to SCENE buttons

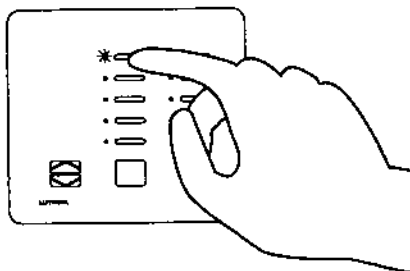
Simultaneously press the 2nd and 4th buttons in the right most column until the upper right LED begins to flash (approximately 3 seconds).



Upper right LED flashes.

Step 2 Select a SCENE button

Press and release the SCENE button that you want to program. Its LED will begin to flash.



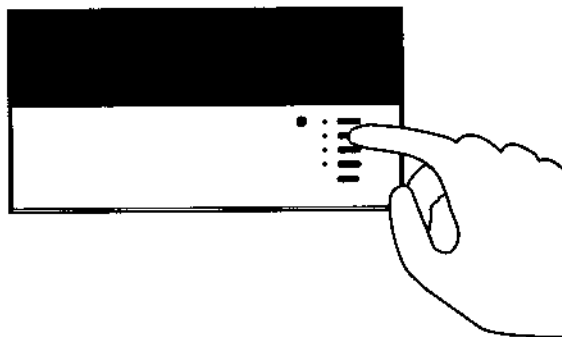
Step 3 Assign a GRAFIK Control Unit to button

Note: Multiple GRAFIK Control Units can be assigned to a single SCENE button.

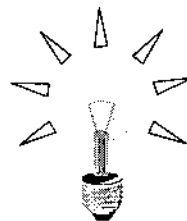
Assign a GRAFIK Control Unit to the Master Control SCENE button by turning the GRAFIK Control Unit ON to any scene.



Be sure to assign all GRAFIK Control Units that are next to turn OFF, when activating this SCENE button.



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



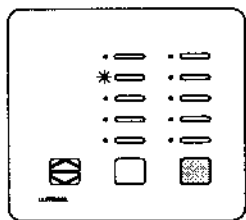
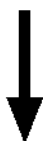
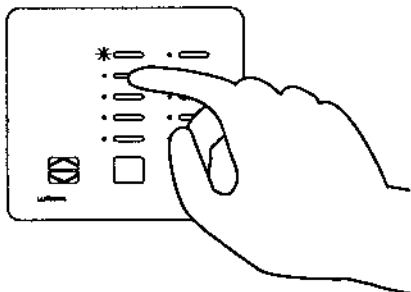
If you assign the wrong GRAFIK Control Unit to a Master Control button, turn the GRAFIK Control Unit OFF to unassign it.



SCENE Button Programming

Step 4 Select next SCENE button

To assign a GRAFIK Control Unit to another Master Control SCENE button, press and release that button. Its LED will begin to flash.

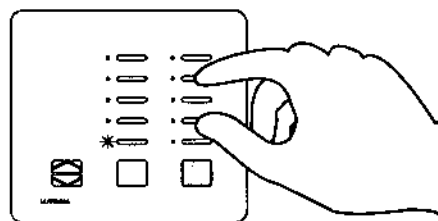


Turn ON the GRAFIK Control Units that are to be assigned to the selected SCENE button.

- Repeat Step 4 for all SCENE buttons to have GRAFIK Control Units assigned to them.

Step 5 Complete assigning GRAFIK Control Units

Simultaneously press and hold the 2nd and 4th buttons in the right most column until all LEDs begin to flutter (approximately 3 seconds).



- Repeat Steps 1 through 5 to assign GRAFIK Control Units to SCENE buttons on any additional Master Controls.
- Proceed to Setting GRAFIK Scene Selection (Scenes 1 through 4) for SCENE Buttons on page 26.

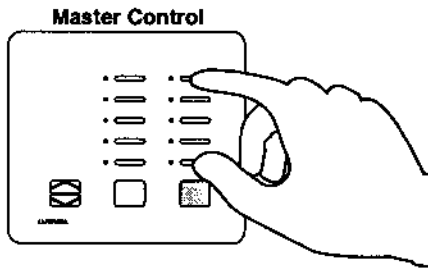
SCENE Button Programming

Setting GRAFIK Scene Selection (Scenes 1 through 4) for SCENE Buttons

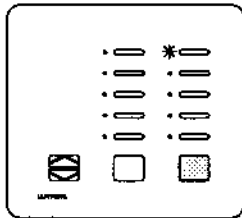
Note: Programming the light levels of GRAFIK Control Unit scenes should be done prior to this step and in accordance with the GRAFIK Installer's Guide.

Step 1 Begin GRAFIK scene selection

Simultaneously press the 1st and 5th buttons in the right most column until the upper right LED begins to blink (approximately 3 seconds).

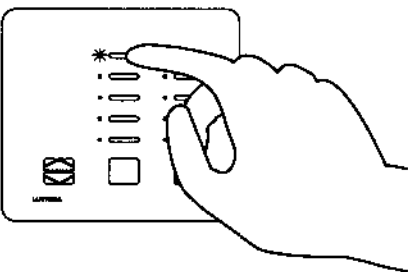


Upper right LED blinks.



Step 2 Select a SCENE button

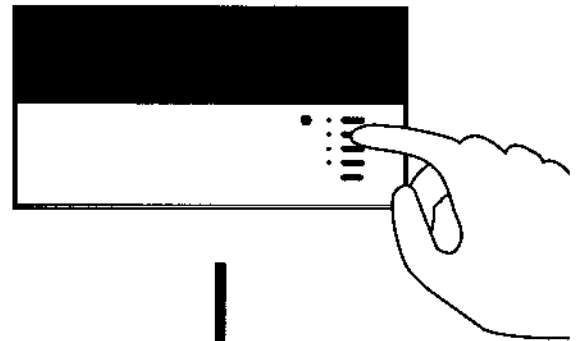
Press and release the SCENE button that you want to program. Its LED will begin to blink.



GRAFIK Control Units that have been assigned to that button will turn ON to Scene 1.

Step 3 Select a scene

At the GRAFIK Control Unit, select one of the pre-programmed Scenes (1 through 4) by turning that scene ON or select OFF if this GRAFIK Control Unit is to be turned OFF when the Master Control SCENE button is pressed.



The GRAFIK Control Unit will turn ON or OFF to the scene selected in this step when the SCENE button is pushed. The last scene selected on the GRAFIK Control Unit will be the scene programmed to the SCENE button.

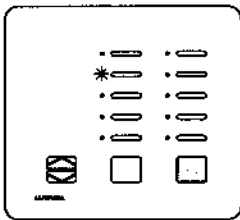
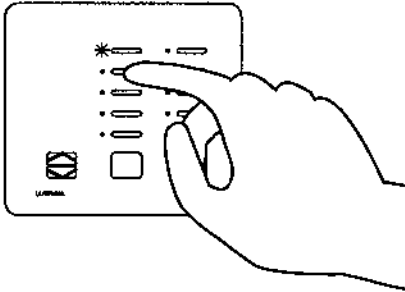
- Repeat Step 3 for each GRAFIK Control Unit assigned to the SCENE button.

Note: If the GRAFIK Control Unit has been assigned an address (A1-A8), pre-programmed Scenes 5 through 16 may be selected by putting the GRAFIK Control Unit into setup mode and recalling the desired scene. Refer to Setting GRAFIK Scene Selection (Scenes 5 through 16) for SCENE Buttons on page 28.

SCENE Button Programming

Step 4 Select next SCENE button

To select a GRAFIK scene for another Master Control SCENE button, press and release that button. Its LED will begin to blink.

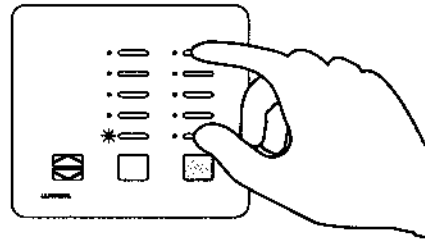


Select another pre-programmed scene on the GRAFIK Control Unit to be turned ON by pressing that Master Control SCENE button, *or* turn OFF the GRAFIK Control Units to be turned OFF by pressing that Master Control SCENE button.

- Repeat Step 4 until GRAFIK scenes have been selected for all SCENE buttons which have a GRAFIK Control Unit assigned.

Step 5 Complete GRAFIK scene selection

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



- Repeat Steps 1 through 5 to select GRAFIK scenes on any remaining Master Controls with SCENE buttons.

SCENE Button Programming

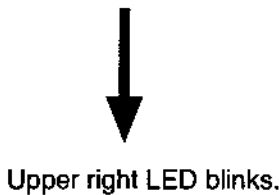
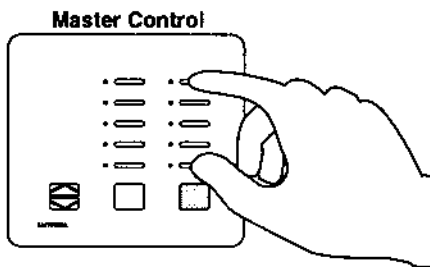
Setting GRAFIK Scene Selection (Scenes 5 through 16) for SCENE Buttons

Note: Programming the light levels of GRAFIK Control Unit scenes should be done prior to this step and in accordance with the GRAFIK Installer's Guide.

 GRAFIK Control Units must be addressed A1-A8 in order to program Scenes 5 through 16.

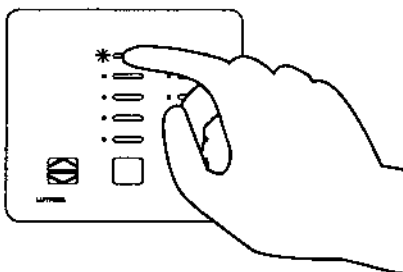
Step 1 Begin scene selection

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).



Step 2 Select a SCENE button

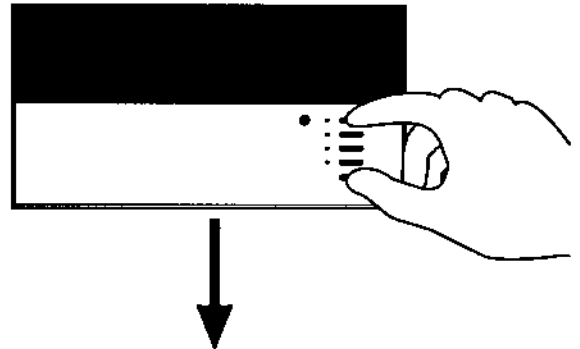
Press and release the SCENE button that you want to program. Its LED will begin to blink.



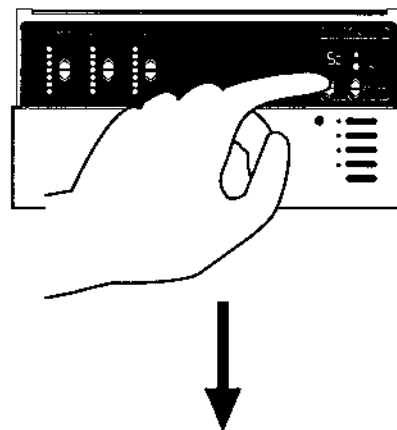
GRAFIK Control Units that have been assigned to that button will turn ON to Scene 1.

Step 3 Select a scene

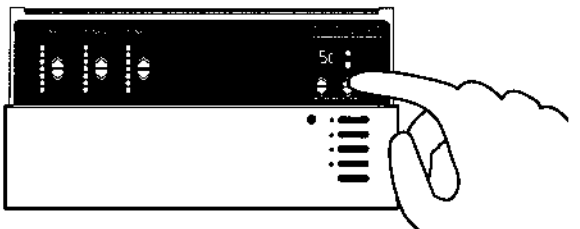
At the GRAFIK Control Unit, enter setup mode by simultaneously pressing the top and bottom buttons for approximately 3 seconds until the LEDs begin to chase downward.



Press the FADE UP button twice. The display should alternately flash Sc and 1.



Press the MASTER UP button until Sc and the desired scene number flash alternately in the display (i.e. Sc and 5 for Scene 5).

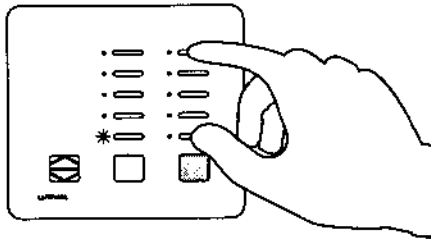


The last scene selected on the GRAFIK Control Unit will be the scene programmed to the ROOM button.

SCENE Button Programming

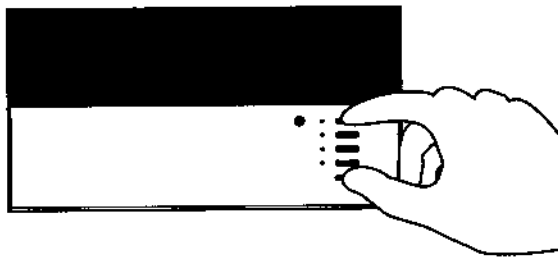
Step 4 Complete Scene Selection

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



Step 5 Exit GRAFIK Control Unit setup mode

Simultaneously press and hold the 1st and 5th buttons for approximately 3 seconds until the LEDs stop chasing.




Congratulations. Your GRAFIK Control Unit is now programmed to work with your RF Control. Relax and enjoy your system.

Advanced Programming

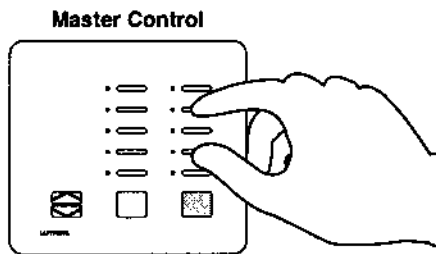
Programming the ALL ON Button

The ALL ON button on a Master Control will, by default, turn ON all GRAFIK Control Units to Scene 1 when pressed. The ALL ON button can be programmed to turn ON selected GRAFIK Control Units to full intensity (to Scene 1).

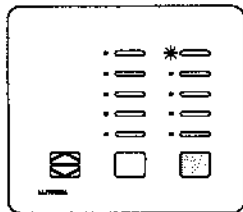
 These programming steps only apply to Master Controls equipped with an ALL ON button.

Step 1 Begin the ALL ON button programming

On the Master Control you want to program, simultaneously press and hold the 2nd and 4th buttons in the right most column until the upper right LED begins to flash (approximately 3 seconds).

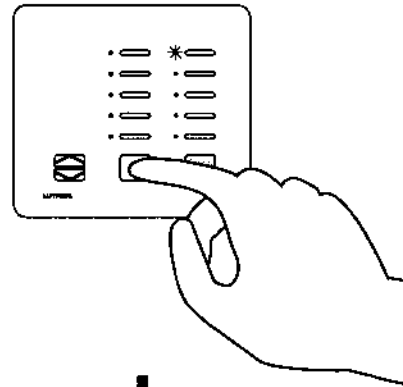


Upper right LED flashes.

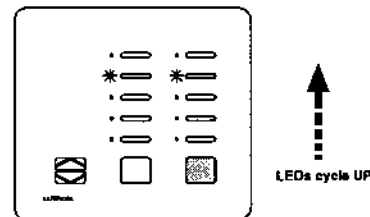


Step 2 Press the ALL ON button

Press the ALL ON button on the Master Control you are programming.



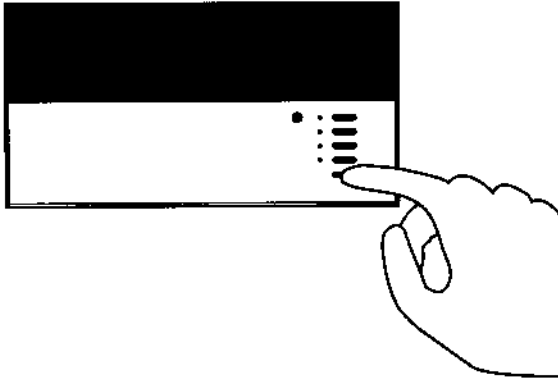
The LEDs in all columns will simultaneously cycle from bottom to top.



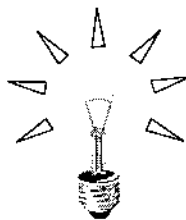
 All GRAFIK Control Units will turn ON.

Step 3 Remove GRAFIK Control Unit from the ALL ON button

Turn OFF the GRAFIK Control Unit(s) that you want removed from the ALL ON button programming.

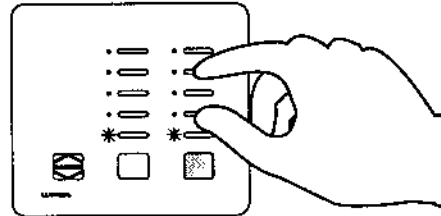


If you remove the wrong GRAFIK Control Unit from the ALL ON button, turn the GRAFIK Control Unit ON to reassign it.



Step 4 Complete the ALL ON button programming

Simultaneously press and hold the 2nd and 4th buttons in the right most column until all LEDs begin to flutter (approximately 3 seconds).




- Repeat Steps 1 through 4 to re-program the ALL ON button on any additional Master Controls.

Advanced Programming

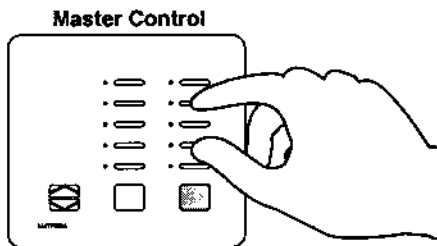
Programming the ALL OFF Button

The ALL OFF button on a Master Control will, by default, turn OFF all GRAFIK Control Units when pressed. The ALL OFF button can be programmed to turn selected GRAFIK Control Units OFF.

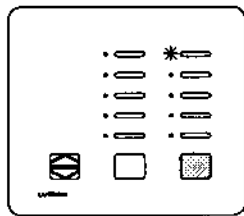
 These programming steps only apply to Master Controls equipped with an ALL OFF button.

Step 1 Begin the ALL OFF button programming

On the Master Control you want to program, simultaneously press and hold the 2nd and 4th buttons in the right most column until the upper right LED begins to flash (approximately 3 seconds).

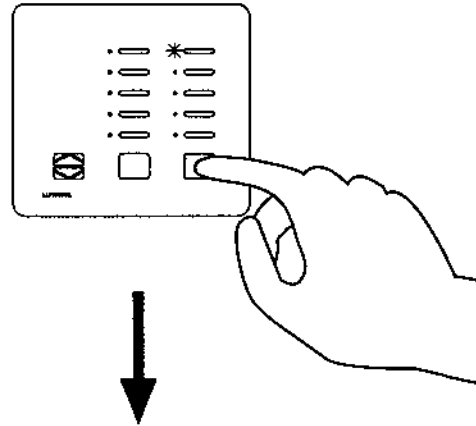


Upper right LED flashes.

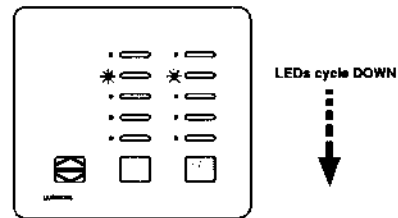



Step 2 Press the ALL OFF button

Press the ALL OFF button on the Master Control you are programming.



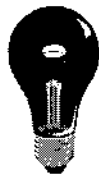
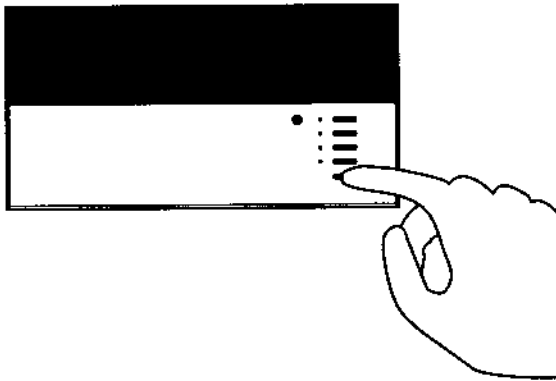
The LEDs in all columns will simultaneously cycle from top to bottom.



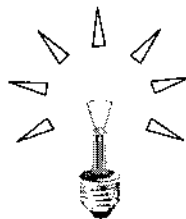
 All GRAFIK Control Units will turn ON.

Step 3 Remove a GRAFIK Control Unit from the ALL OFF button

Turn OFF the GRAFIK Control Unit(s) that you want removed from the ALL OFF button.

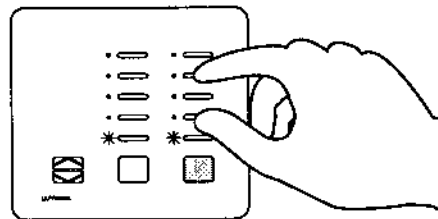


If you remove the wrong GRAFIK Control Unit from the ALL OFF button, turn the GRAFIK Control Unit ON to reassign it.



Step 4 Complete the ALL OFF button programming

Simultaneously press and hold the 2nd and 4th buttons in the right most column until all the LEDs begin to flutter (approximately 3 seconds).



- Repeat Steps 1 through 4 to re-program the ALL OFF button on any additional Master Controls.

Advanced Programming

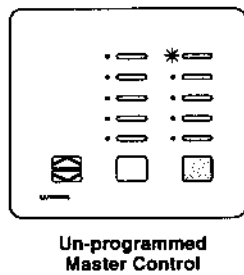
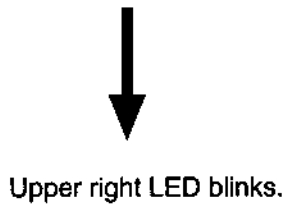
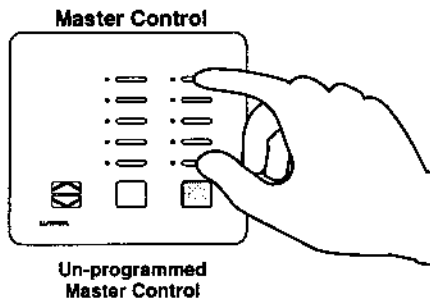
Copying Button Programming

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

 The programming from a ROOM button cannot be copied to a SCENE button, or vice versa.

Step 1 Begin Copying Button Programming

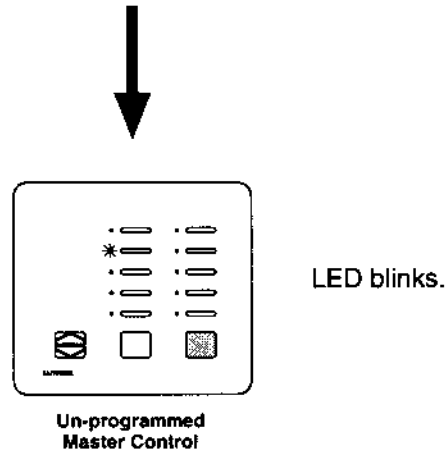
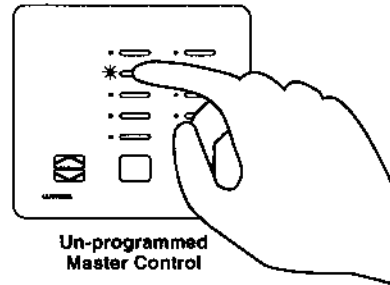
On the Master Control you want to program, simultaneously press and hold the 1st and 5th buttons in the right most column until the upper right LED begins to blink (approximately 3 seconds).



Note: LEDs on all other Master Controls will flash.

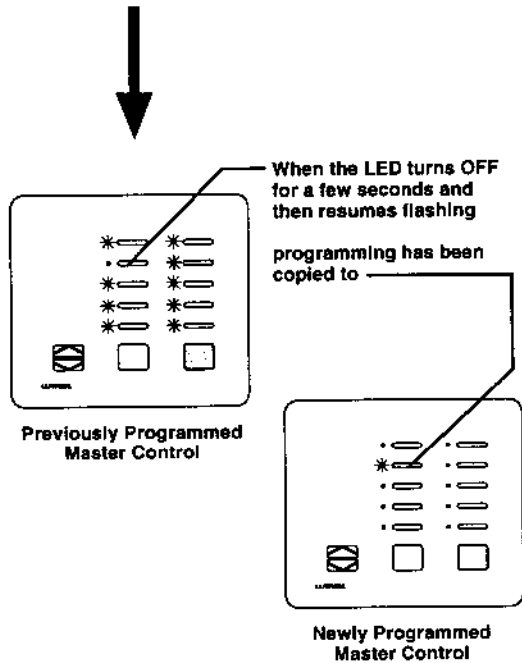
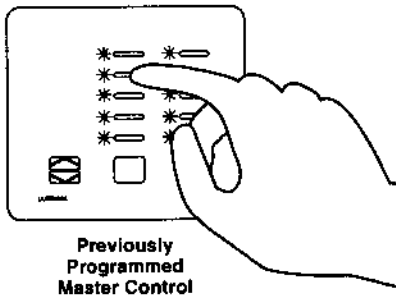
Step 2 Select the button you want to program

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



Step 3 Select the button you want to copy

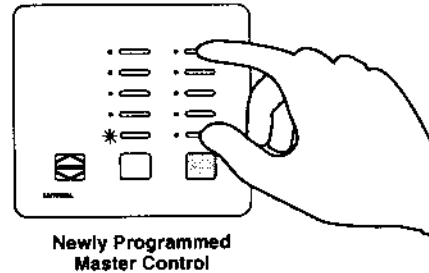
On a previously programmed Master Control, press the programmed button that you want to copy until its LED turns OFF (approximately 3 seconds).



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

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 button programming on any remaining unprogrammed Master Controls.

Advanced Programming

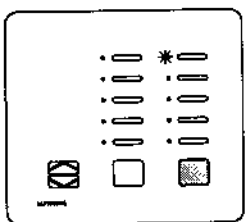
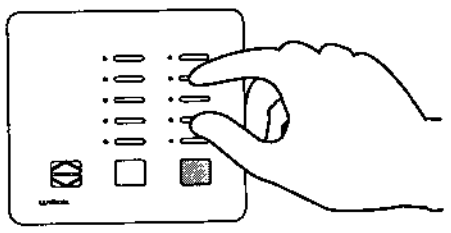
Erasing Button Programming

Erasing Button Programming will remove all GRAFIK Control Units assigned to a Master Control button and erase that button's programming.

Section 3 - Advanced Features

Step 1 Begin Erasing Button Programming

Simultaneously press the 2nd and 4th buttons in the right most column until the upper right LED begins to flash (approximately 3 seconds).

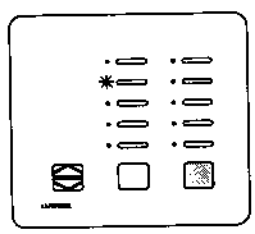
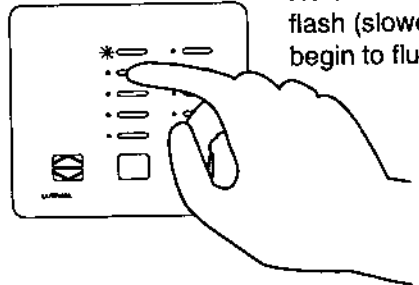


Upper right LED flashes.

Step 2 Select button to erase

Press and hold the button you wish to erase until its LED begins to flutter (approximately 3 seconds).

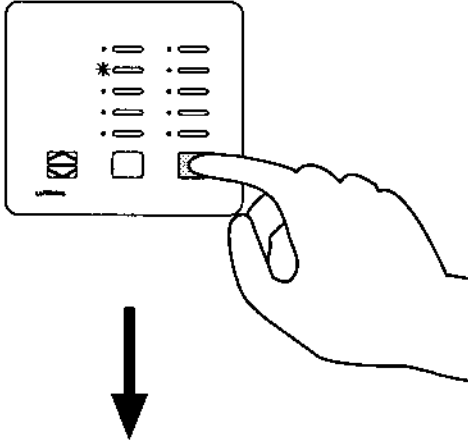
Note: The LED will first flash (slower) and then begin to flutter (faster).



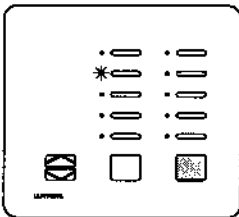
LED will flutter for only 3 seconds.

Step 3 Erase button

While the LED is fluttering, press the ALL OFF button.



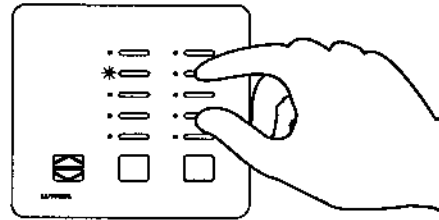
The LED will stop fluttering and begin to flash. GRAFIK Control Units will turn OFF, and programming is now erased from that Master Control button.



- Repeat Steps 2 and 3 for all Master Control buttons with programming that you want to erase.

Step 4 Complete Erasing Button Programming

Simultaneously press the 2nd and 4th buttons in the right most column until all LEDs begin to flutter (approximately 3 seconds).



Troubleshooting Guide

Proper operation of the Radio Frequency 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 Radio Frequency Control 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 0800 282 107 (U.K.)**.

	Symptom	Possible Cause	Remedy	Page
I	ACTIVATE REPEATER LED on MAIN or AUXILIARY Repeater turns orange when attempting to go into ACTIVATE REPEATER mode.	Your system has encountered a neighboring system within RF communication range also in ACTIVATE REPEATER mode.	Discontinue programming of your RF system until programming of the neighboring system is complete.	12
II	ACTIVATE REPEATER LED on a Repeater begins flashing orange.	The Repeater has been installed within RF communication range of a neighboring system, and has been assigned an identical house code.	If Repeater is a Main, cycle Repeater power and try again. If Repeater is an Auxiliary, return all System components to Default Factory Settings, then restart the system Activation Procedure.	12 44 12
III	ACTIVATE REPEATER LED on an AUXILIARY Repeater begins alternately flashing green and orange.	The AUXILIARY Repeater is out of RF communication range of the MAIN Repeater.	Move the AUXILIARY Repeater to a new location in closer physical proximity to the MAIN Repeater.	
		The MAIN Repeater is not in ACTIVATE REPEATER mode.	Place MAIN Repeater in ACTIVATE REPEATER mode	12
IV	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 RF system until activation of the neighboring system is complete.	14
V	After activating a GRAFIK Control Unit, the control changes state, but does not flash the light(s) it controls.	The control is out of RF communication range of nearest system Repeater.	Move a system Repeater closer to the control in question, or you may have to add another Repeater.	
		System is not in ACTIVATE CONTROLS mode.	Place system in ACTIVATE CONTROLS mode.	14
VI	After activating a Master Control, the Master Control LEDs flutter for approximately 5 seconds then go out.	Master is out of RF communication range of nearest system Repeater.	Move a system Repeater closer to the Master Control 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.	14
VII	A Master Control appears not to be working at all.	No power available to unit.	Ensure that the plug on the rear of the unit is inserted fully and that the unit is plugged into a live wall receptacle. Check that the receptacle is not controlled by a switch. Check that breaker is on and not tripped.	
		Faulty power supply.	Swap power supplies with another Master Control or Repeater and check unit for power.	

Troubleshooting Guide

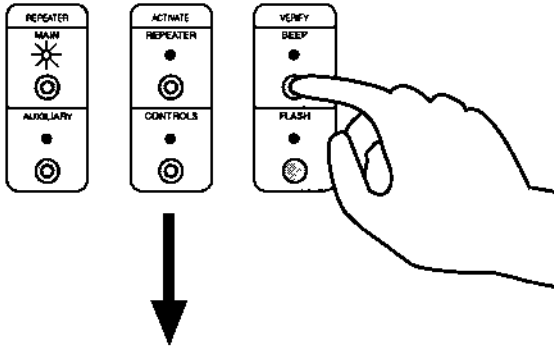
	Symptom	Possible Cause	Remedy	Page
VIII	A GRAFIK Control Unit appears not to be working at all.	No power available to unit.	Check that breaker is on and not tripped.	
		Unit has been wired incorrectly.	Refer to wiring instructions supplied with unit.	
IX	A GRAFIK Control Unit performs normally when operated manually, but fails to respond to Master Control button pushes.	The GRAFIK Control Unit may be out of RF communication range of the nearest Repeater.	Verify that the GRAFIK Control Unit is in range of a Repeater by placing the system in BEEP mode.	40
		The GRAFIK Control Unit or Master Control has been incorrectly activated.	Verify that each control has been activated correctly by placing the system into FLASH mode.	41
		Master Control was not programmed properly.	Reprogram Master Control.	16
		The Master Control may be out of RF communication range of the nearest Repeater.	Verify whether the Master Control is in range of a Repeater by placing the system in BEEP mode.	41
		A noise source (such as a motor or computer) is interfering with the RF communications.	Move the noise source away from the affected control (or vice versa if the control is a Master Control). If it is not possible to move the noise source, move a Repeater closer to the affected control.	
		Poor power line frequency regulation (GRAFIK Interface).	Use a 24VAC transformer to power the GRAFIK Interface instead of the GRAFIK Control Unit.	
X	GRAFIK Control Units do not respond, or respond intermittently, to various Master Control button pushes and no LEDs are lit on the nearest Repeater.	No power available to Repeater.	Ensure that plug on the rear of the unit is inserted fully and that the unit is plugged into a live wall receptacle.	
		Repeater has faulty power supply.	Swap power supplies with another Repeater or Master Control and check unit for power. <i>If the repeater still appears to be inoperable after verifying that it has power, or all LEDs on the Repeater remain unlit after verifying it has power, please call the Lutron Technical Support Center at 0800 282 107 (U.K.).</i>	

BEEP Mode

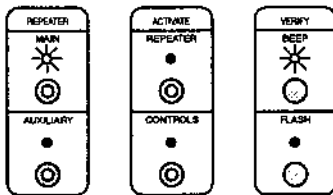
BEEP Mode is used to verify that a Repeater can 'hear' a particular Control.

Step 1 Enter BEEP Mode

Press and hold the BEEP button on the Repeater you are checking until the green BEEP LED turns ON (approximately 3 seconds).

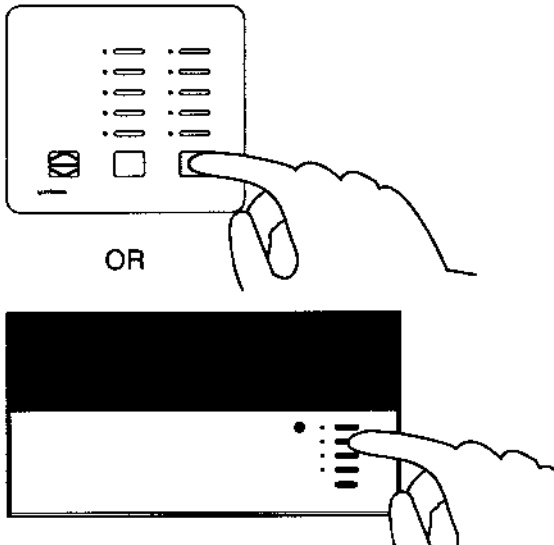


Green BEEP LED on that Repeater only will be ON.



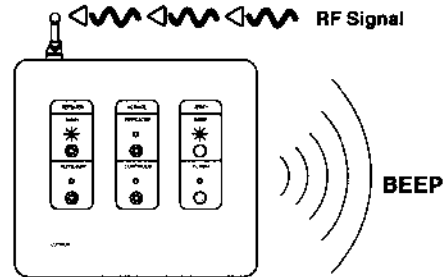
Step 2 Check a Control

Turn GRAFIK Control Unit ON or OFF, press the ALL ON or ALL OFF button on a Master Control.



Step 3 Repeater response

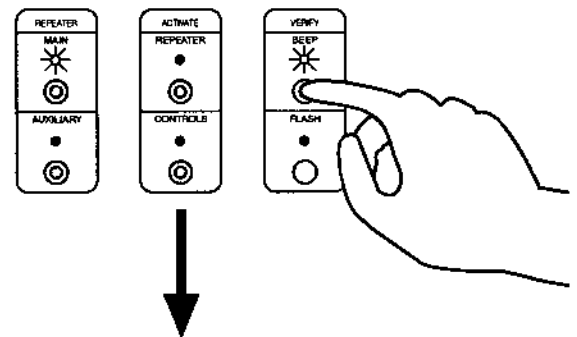
If the Repeater can 'hear' the control, it will produce multiple audible beeps immediately after the button is pressed.



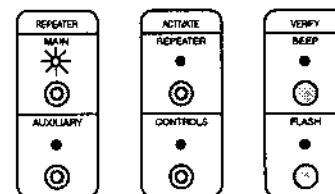
! If the Repeater does not beep, GRAFIK Control Unit or Master Control is out of RF communication range of the Repeater. The Repeater must be moved closer to the control, or another Repeater must be added to the system.

Step 4 Exit BEEP Mode

Press and hold the BEEP button on the Repeater you are checking until the green BEEP LED turns OFF (approximately 3 seconds).



Green BEEP LED on that Repeater will go OFF. MAIN or AUXILIARY LED will stay ON.

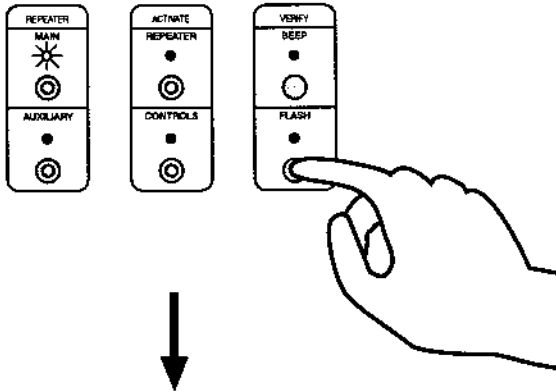


FLASH Mode

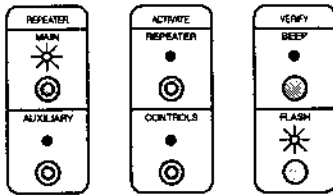
FLASH Mode is used to verify that a Control has been activated correctly.

Step 1 Enter FLASH Mode

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

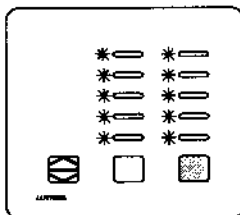


Green FLASH LED on all Repeaters will turn ON.

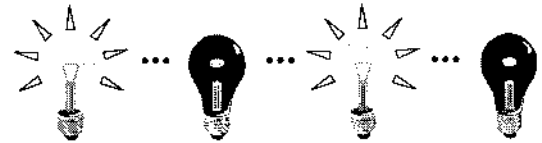


Step 2 Check all Controls

Master Controls, if activated, will flash all their LEDs. Make note of any Master Controls which are not activated.

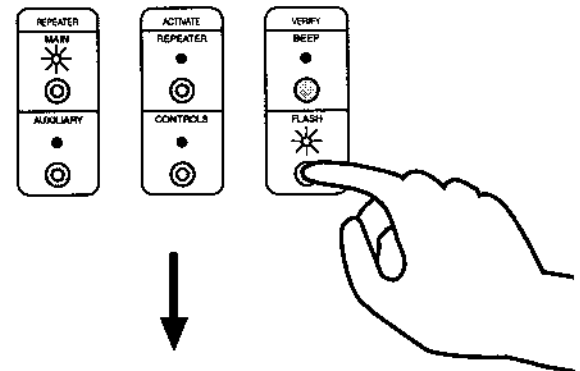


GRAFIK Control Units, if activated, will flash the light(s) they control. Make note of any GRAFIK Control Units that are not activated.

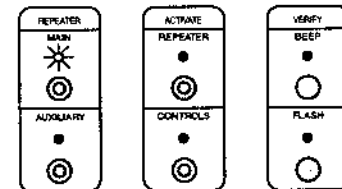


Step 3 Exit FLASH Mode

After checking all Controls, press and hold the FLASH button on any Repeater until the green FLASH LED turns OFF (approximately 3 seconds).



Green FLASH LED on all Repeaters will turn OFF.



If any control has not been activated, see Adding Controls on page 14.

Returning Components to Default Factory Settings

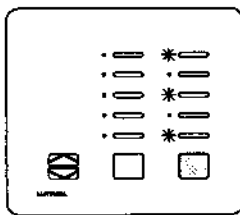
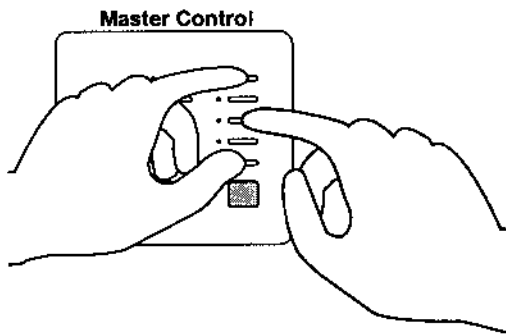
Master Controls

⚠ Returning a Master Control 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 0800 282 107 (U.K.).*

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 it's LED turns OFF (approximately 3 seconds).

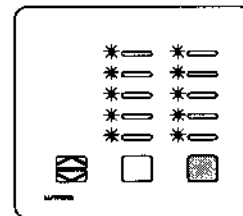
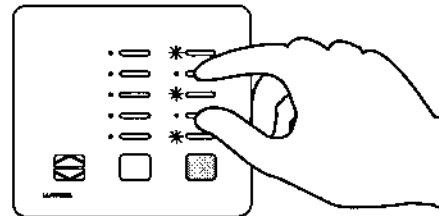
Press and hold the 1st, 3rd and 5th buttons in the right most column until the corresponding LEDs begin to flash (approximately 3 seconds).



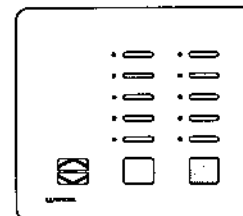
LEDs will flash for only 3 seconds.

Step 2 Complete returning to Default Factory Settings

While the 1st, 3rd, and 5th LED are flashing, press and hold the 2nd and 4th buttons in the right most column until all the LEDs flash.



All LEDs will turn OFF, indicating that the Master Control has been returned to Default Factory Settings.



Returning Components to Default Factory Settings

GRAFIK Interface



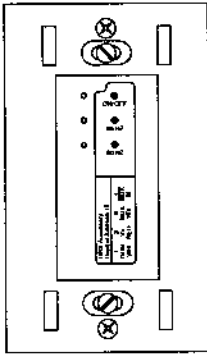
Returning a GRAFIK Interface to Default Factory Settings will permanently delete all current programming information. **Do not do this unless you are sure that it is necessary.** For more information call the **Lutron Technical Support Center at 0800 282 107 (U.K.).**

Step 1 Remove faceplate



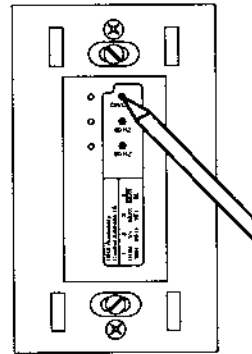
Ensure that the **ACTIVATE REPEATER LED** or **ACTIVATE CONTROLS LED** on any Repeater is **NOT ON** before proceeding. If either LED is ON, press the corresponding button until its LED turns OFF (approximately 3 seconds).

Remove the faceplate from the GRAFIK Interface.



Step 2 Return to Default Factory Settings

Press and hold the **ON/OFF** button until the orange LED begins to blink (approximately 5 seconds).



The GRAFIK Control Unit that was controlled by this GRAFIK Interface will turn ON and OFF a few times indicating that the interface has been returned to Default Factory Settings. Reattach the faceplate.

Returning Components to Default Factory Settings

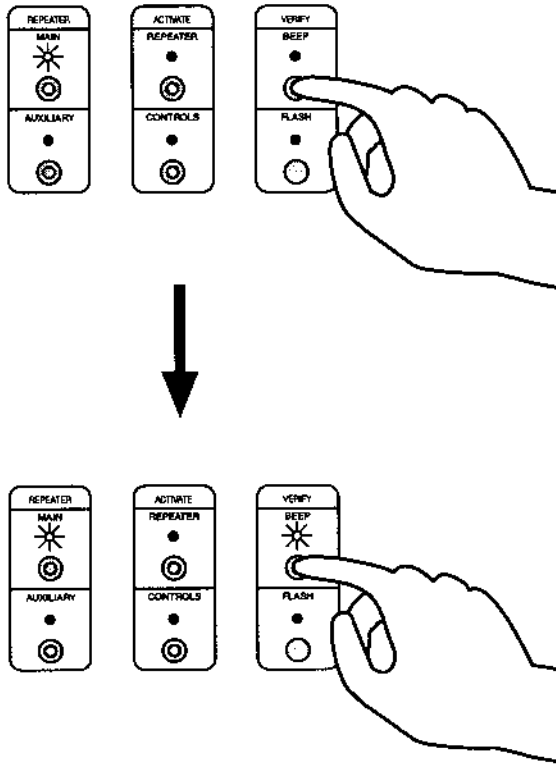
Repeaters

⚠ Returning a Repeater to Default Factory Settings will permanently delete all current programming information. **Do not do this unless you are sure that it is necessary.** Return all other devices in your system to Default Factory Settings before returning your Main Repeater to Default Factory Settings. For more information call the *Lutron Technical Support Center* at 0800 282 107 (U.K.).

Step 1 Begin returning to Default Factory Settings

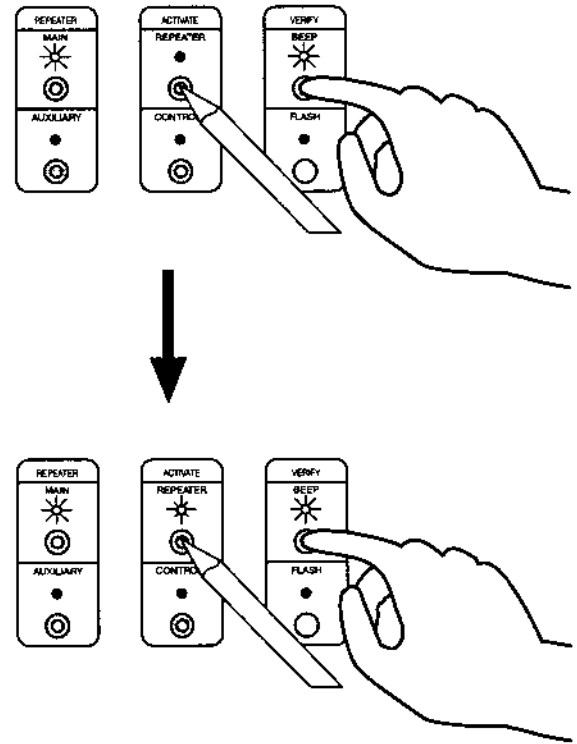
⚠ Ensure that the ACTIVATE REPEATER LED or ACTIVATE CONTROLS LED on any Repeater is **NOT ON** before proceeding. If either LED is ON, press the corresponding button until it's LED turns OFF (approximately 3 seconds).

Press and **hold** (do not release) the BEEP button. The green BEEP LED will turn ON after approximately 3 seconds.

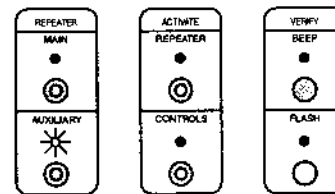


Step 2 Complete returning to Default Factory Settings

While holding the BEEP button, press and hold the ACTIVATE REPEATER button until the ACTIVATE REPEATER LED flashes alternately green and orange.



Release both buttons. All LEDs will flash once and only the AUXILIARY LED will stay ON, indicating that the Repeater has been returned to Default Factory Settings.

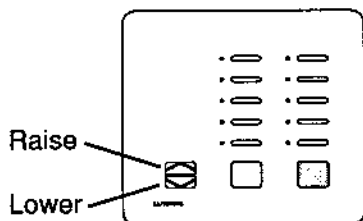


Using Master Controls with Raise/Lower

On Master Controls equipped with Raise/Lower buttons, you can remotely adjust the light levels of all the GRAFIK Control Units assigned to a particular Master Control button.

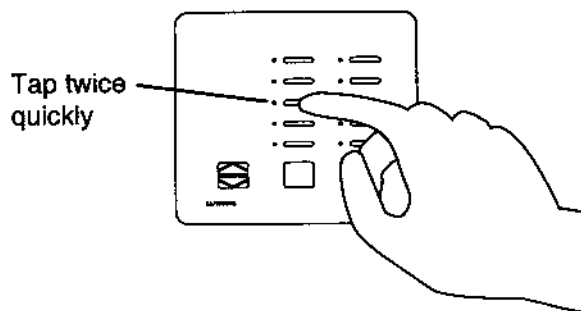
How Raise/Lower works

The Raise/Lower buttons affect a specific Master Control button. By default the upper right-hand button on the Master Control. As an example, if the GRAFIK Control Unit in the Kitchen were assigned to the upper right-hand button on the Master Control, pressing the Raise button would increase the light levels of the Kitchen's GRAFIK Control Unit.



How to change which GRAFIK Control Units you raise or lower

You can easily change which Master Control button is affected by the Raise/Lower button, quickly tap twice the Master Control button that you want to be affected by the Raise/Lower buttons. That Master Control button's LED will blink for about 2 seconds to indicate that the Raise/Lower buttons are now affecting that Master Control button.



How LED status is affected

If you Raise a GRAFIK Control Unit that is initially OFF, the GRAFIK Control Unit will turn ON and increase its zone intensities to the desired levels. Three seconds after the Raise button is released, the GRAFIK Control Unit's status will be broadcast to the entire system. Any Master Control ROOM LEDs, which have that GRAFIK Control Unit assigned to them, will turn ON since that GRAFIK Control Unit is now ON. Any Master Control SCENE LEDs, which have that GRAFIK Control Unit assigned to them, will turn OFF since the lights are no longer at their presets for that SCENE.

System Functionality

GRAFIK Control Units which have OFF as their preset level for a particular SCENE will not be affected by Raise/Lower commands when the Raise/Lower buttons are affecting that SCENE.

Notes

Limited Warranty

Lutron EA Ltd. ("Lutron EA") warrants each unit to be free from defects in material and workmanship and to perform under normal use and service. To the extent permitted by law, Lutron EA and Lutron Electronics Co. Inc. ("Lutron") make no warranties or representations as to the units except as set forth herein. This warranty shall run for a period of one year from the date of purchase and Lutron's obligations under this warranty are limited to remedying any defect, replacing any defective part or replacement (at Lutron EA's sole option) and shall be effective only if the defective unit is shipped to Lutron EA postage prepaid within 12 months after purchase of the unit. Repair or replacement of the unit does not affect the expiry date of the warranty. This warranty does not cover damage or deficiencies due to abuse, misuse, inadequate wiring or insulation or use or installation other than in accordance with instructions accompanying the unit.

To the extent permitted by law, neither Lutron EA nor Lutron shall be liable for any other loss or damage including consequential or special loss or damages, loss of profits, loss of income, or loss of contracts arising out of or relating to the supply of the unit or the use of the unit and the purchaser assumes and will hold harmless Lutron EA and Lutron in respect of all such loss or damage. Nothing in this warranty shall have the effect of limiting or excluding Lutron EA's or Lutron's liability for fraud or for death or personal injury resulting from its own negligence, or any other liability, if and to the extent that the same may not be limited or excluded as a matter of law.

This warranty does not affect the statutory rights of consumer purchasers of this product.

Although every attempt is made to ensure that catalogue information is accurate and up-to-date, please check with Lutron EA before specifying or purchasing this equipment to confirm availability, exact specifications, and suitability for your application.

This product may be covered under one or more of the following U.S. patents: 4,835,343; 5,736,965; 5,838,226; 5,848,054; 5,905,442; 5,982,103; DES 389,461; DES 389,805; DES 395,037; DES 404,013; DES 428,855; DES 436,579; France designs 000208 and 451398 a 451425; Germany designs M 96 07 838.3 and 4 00 00 148.9; and United Kingdom designs 2058358; 2063408; 2063409; 2063410; 2089350; 2089351; and 2089352. Lutron and GRAFIK Eye are registered trademarks and GRAFIK Integrale and GRAFIK are trademarks of Lutron Electronics Co., Inc.

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Technical Assistance

If you have questions concerning the installation or operation of this product, call **Lutron's European Headquarters**. Please provide exact model number when calling.

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