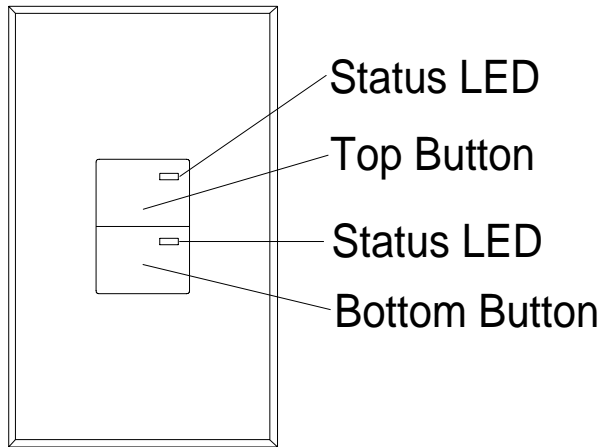


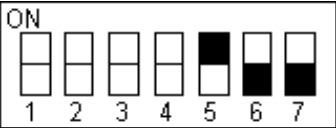



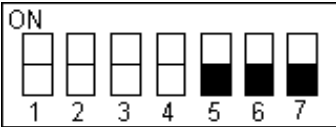
Description

The NTGRX-2B-SL Two Button Control has eight functions. The function is determined by the DIP Switch settings on the back of the control. The benefit of using this control is that it can be field configured. Therefore, its function can be changed over and over again to adapt to changing needs, simply by resetting the DIP Switches.



Functions

DIP SWITCHES	FUNCTION	APPLICATIONS	
		RESIDENTIAL	COMMERCIAL INDUSTRIAL
<p>ON 1 2 3 4 5 6 7</p>	<p>Single Scene Activator (Scene 1 and OFF) - The top button selects Scene 1 on the assigned GRAFIK Eye Control Unit(s). The bottom button turns the GRAFIK Eye Control Unit(s) OFF.</p>	Entrance Control	
<p>ON 1 2 3 4 5 6 7</p>	<p>Two Scene Selector (Scenes 9 and 10) - The top button selects Scene 9 on the assigned GRAFIK Eye Control Unit(s). The bottom button selects Scene 10.</p>	Extra Scenes or Nightlite.	Extra Scenes or Raise and Lower a Screen.
<p>ON 1 2 3 4 5 6 7</p>	<p>Two Scene Selector (Scenes 13 and 14) - The top button selects Scene 13 on the assigned GRAFIK Eye Control Unit(s). The bottom button selects Scene 14.</p>		

DIP SWITCHES	FUNCTION	APPLICATIONS	
		RESIDENTIAL	COMMERCIAL INDUSTRIAL
 <p>ON 1 2 3 4 5 6 7</p>	<p>Panic Control - The top button selects Scene 16 on the assigned GRAFIK Eye Control Unit(s) and enables Scene lockout (The current state of the Control Unit(s) cannot be changed). The bottom button selects the scene prior to activating the Panic Mode and disables Scene Lockout.</p>	Panic Station by bed at night.	Scene Lockout Mode for manager's office to eliminate access by others.
 <p>ON 1 2 3 4 5 6 7</p>	<p>Fine Tuning Control - The top button temporarily raises the intensity of selected lighting zones. The bottom button temporarily lowers the intensity of the preselected lighting zones.</p>	Reading light over recliner or bed.	Adjusting lighting for a speaker at a podium .
 <p>ON 1 2 3 4 5 6 7</p>	<p>Partition Status Control - The top button causes the assigned GRAFIK Eye Control Units to operate in the Partition-Opened Mode (all assigned Control Units acts as one). The bottom button causes the assigned GRAFIK Eye Control Units to operate in Partition-Closed Mode (all assigned GRAFIK Eye Control Units act independently).</p>	Not typically used.	Hotels and Conference Centers
 <p>ON 1 2 3 4 5 6 7</p>	<p>Zone Lockout - the top button prevents alterations of preset scenes on the GRAFIK Eye Control Unit(s). While this is activated, only temporary changes to the zones can be made. The bottom button disables Zone Lockout.</p>	Avoid visitors/children from making permanent changes while homeowner is not present.	Restaurant or Office to allow only owner/manager to make permanent changes.
 <p>ON 1 2 3 4 5 6 7</p>	<p>Sequencing (Scenes 5-16) - The top button cycles from Scene 5 through Scene 16 and back to Scene 5 again, looping indefinitely using programmed fade times for each scene on the assigned GRAFIK Eye Control Unit(s). The bottom button selects the scene prior to activating Sequencing.</p>	Highlight artwork during a party.	Storefront display window.

Further Applications

● **Two Scene Activators:**

Both Two Scene Activator functions can be used to turn a particular zone on and off without affecting the other scenes. This could be used for a lighting zone or a zone set-up for use with another piece of equipment.

For a lighting zone, this could be used in a hallway in order to be able to turn the lights on and off without affecting the scenes of the main room. An example of integrating another manufacturer's piece of equipment with a GRAFIK Eye system is controlling a projection screen with the GRAFIK Eye Control Unit. Here, the NTGRX-2B-SL could be used to lower and raise the screen without affecting the other scenes. This could be helpful in situations where a screen is needed for multiple scene settings, such as watching a movie or taking notes on a movie or from an overhead projector.

To integrate a screen, contact closures need to be provided for use with a GRX-AV Interface. For installation of the GRX-AV and interfacing another manufacturer's equipment to it, refer to the Installation and Operating Instructions for the GRX-AV Interface Control. In order to set-up the NTGRX-2B-SL to accommodate this function, refer to "Setting Up GRAFIK Eye Control Units" in the GRAFIK Eye Installer's Guide.

- You will need to set up the zone you want to turn on and off as a Non-Dim zone.
- Then, in the scenes you will be turning on and off (either 9 and 10 or 13 and 14), this zone needs to be programmed to be ON in one scene and OFF in the other.
- The other zones will need to be set-up as Unaffected for the scenes you will be using (either 9 and 10 or 13 and 14).

● **Panic Control:**

For many applications, programming Scene 16 to have all zones at full light output is desired for the Panic Mode. It is also possible to have the Panic Mode simply enable Scene Lockout without changing the current scene. Scene Lockout is useful in applications, such as public spaces, where it is desired to prevent people from tampering with the controls or accidentally leaning against a control and changing the scenes. In order to do this, it is necessary to program Scene 16 with all zones Unaffected. This can be done by following "Setting Up GRAFIK Eye Control Units" in the GRAFIK Eye Installer's Guide for programming Unaffected Zones.

● **Sequencing:**

If it is not desired to sequence through 12 different scenes, program the unused scenes to have a zero fade time. For example, to create a four scene Sequence the scenes can be programmed in the following manner:

Scene Numbers	Scene Intensities	Fade Times
5	Scene A	Fade Time of Scene A
6	Scene A	Fade Time = 0
7	Scene A	Fade Time = 0
8	Scene B	Fade Time of Scene B
9	Scene B	Fade Time = 0
10	Scene B	Fade Time = 0
11	Scene C	Fade Time of Scene C
12	Scene C	Fade Time = 0
13	Scene C	Fade Time = 0
14	Scene D	Fade Time of Scene D
15	Scene D	Fade Time = 0
16	Scene D	Fade Time = 0

Another option is to program the scenes in the following configuration (this sequence will require 1 second to run through the last 8 scenes, and then will loop back to Scene 5 and continue through the sequence):

Scene Numbers	Scene Intensities	Fade Times
5	Scene A	Fade Time of Scene A
6	Scene B	Fade Time of Scene B
7	Scene C	Fade Time of Scene C
8	Scene D	Fade Time of Scene D
9	Scene D	Fade Time = 0
10	Scene D	Fade Time = 0
11	Scene D	Fade Time = 0
12	Scene D	Fade Time = 0
13	Scene D	Fade Time = 0
14	Scene D	Fade Time = 0
15	Scene D	Fade Time = 0
16	Scene D	Fade Time = 0

NOTE: For all Functions, the NTGRX-2B-SL needs to be set-up to “Talk” to the desired GRAFIK Eye Control Unit(s). To do this, please refer to “Setting Up System Communications” in the GRAFIK Eye Installer’s Guide.

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