

BACnet® Software License for Quantum®



Description

This license for BACnet software enables a third-party building management system to control, monitor, and manage lights and shades in the Quantum® system. This license can also be used to share information between the Quantum® system and other control systems such as area occupancy, power usage, lighting state, etc. This license must be activated by a Lutron Field Service Engineer. One license is required for each processor. BACnet IP is embedded in the Quantum® processors. There are two types of BACnet devices in a Quantum® system: Subsystem Devices and Area Devices. The Subsystem Devices are Main BACnet Devices; typically one main device per floor of the building. The Area Devices are Virtual BACnet Devices of the Subsystem Device. Each area in the system will be represented by one Virtual BACnet Device. It is possible to have multiple Subsystem Devices in a project.

Visit <http://www.lutron.com/Products/WholeBuildingSystems/Quantum/Pages/Overview.aspx> for BACnet Protocol Implementation Conformance Statements (PICS) for the Main Subsystem Devices and the Virtual Area Devices. These documents detail all BACnet objects available in each version of the Quantum® software.

Requirements

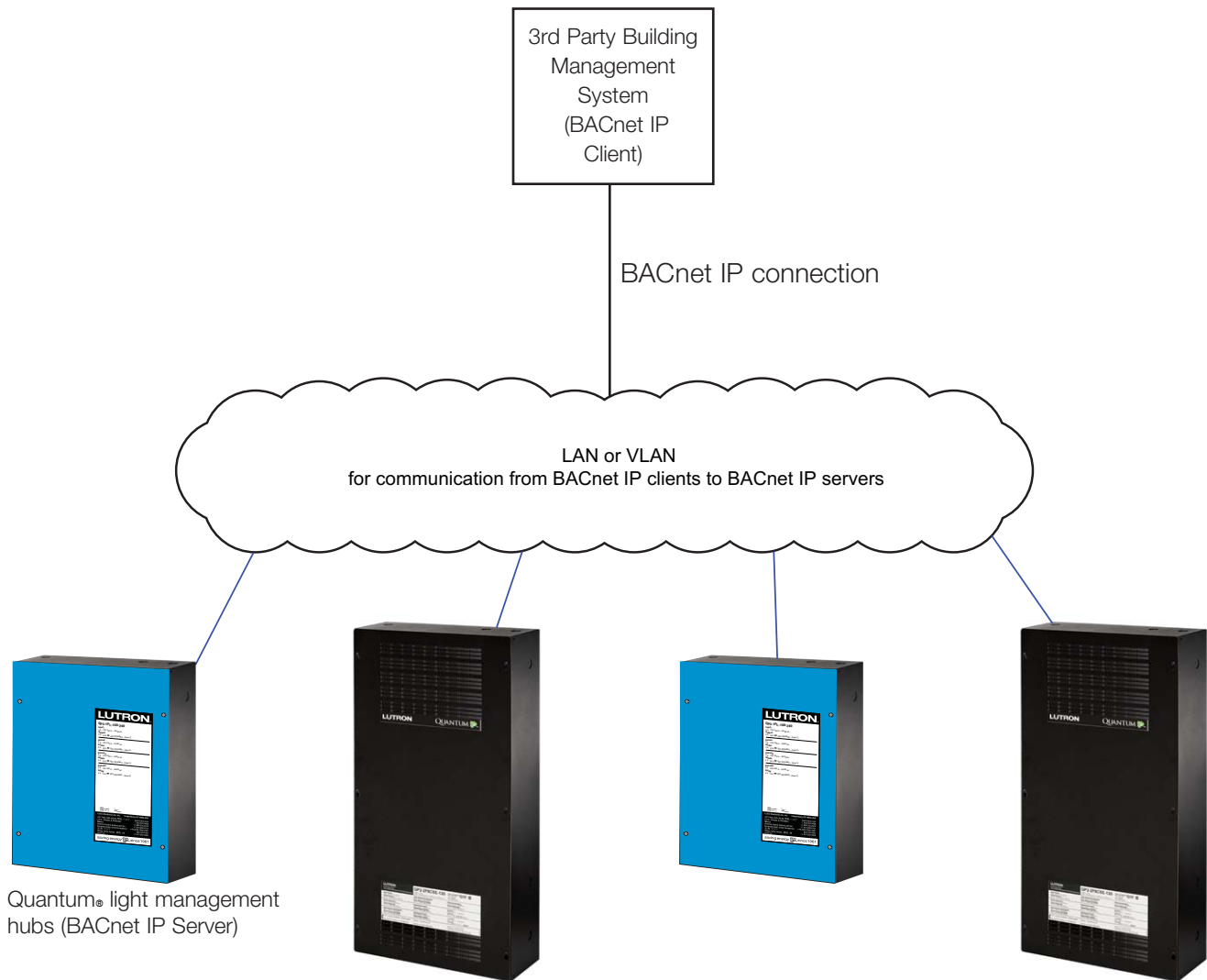
- Quantum® light management system

Licenses Required

- Model number: QSW-BAC-PP-A
 - One BACnet software license required for each Quantum® processor in the system.
- Optional Model number: QSW-L-PP-A
 - One Q-Admin™ lighting license required for each Quantum® processor in the system if the system is controlling lighting.
- Optional Model number: QSW-S-PP-A
 - One Q-Admin™ window treatment license required for each Quantum® processor in the system if the system is controlling window treatments.
- Optional Model number: QSW-RPT-PP-A
 - One Q-Reporting™ license required for each Quantum® processor in the system if power data via BACnet is required.

Job Name:	Model Numbers:
Job Number:	

System Network Diagram



Job Name:	Model Numbers:
Job Number:	