

## DesignIT™ Software

A software license for *DesignIT* software enables a user to create a database that is used to define, modify, control, and update a Lutron centralized lighting control system (CLCS). It is run on an *eLumen Manager* (Lutron-supplied PC or server).

### License Purchase Options

- Bundled with *SecureIT* and *ConfigureIT* when purchased with a Lutron *eLumen Manager* (PC or server)
- Bundled with *GRAFIK 5000* or *6000* system packages
- Separately for customer-supplied *eLumen Manager* (contact Lutron for compatibility requirements)

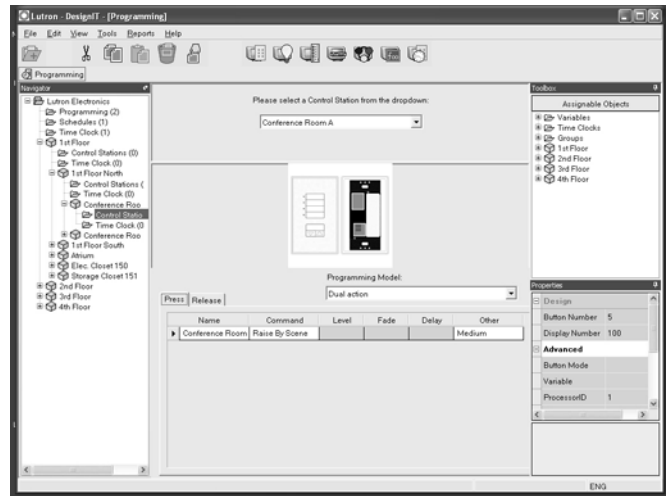
### Available Companion Software

The *eLumen Suite* provides all of the components below. Each one relates to the customer’s centralized lighting control system database (CLCS database). For detailed information on any component, refer to its specific Specification Submittal, as well as the *eLumen Manager* Specification Submittal.

- ***DesignIT***: Creates the database that defines, modifies, and updates a Lutron CLCS
- ***SecureIT***: Allows a system administrator to create usernames and passwords to limit access to the CLCS database (as created in *DesignIT*)
- ***ControlIT***: Provides real-time operation of the CLCS database (as created in *DesignIT*)
- ***PictureIT***: Provides a visual graphic that allows control of preselected CLCS database items (as created in *DesignIT*)
- ***ScheduleIT***: Allows the user to temporarily adjust the scheduling of existing timeclock events within the CLCS
- ***ConfigureIT***: Allows the user to make temporary or permanent scene changes, in real time, to the CLCS database (as created in *DesignIT*)

### Required Hardware

- Lutron *eLumen Manager* (PC or server; see *eLumen Manager* Specification Submittal)
- Customer-supplied *eLumen Manager* (contact Lutron for compatibility requirements)
- Lutron *GRAFIK 5000/6000/7000* processor(s)



### Software Features and Capabilities

- Define the spaces that will be included in the centralized lighting control system (CLCS); modify and expand/update the database to reflect CLCS changes
- Specify, define, and/or name areas, zones, and switch legs within the CLCS
- Create scenes, schedules, and sequences
- Define controllable objects (control stations, timeclocks, occupant sensors, daylight sensors)
- Assign switch legs to zones
- Program auto sequences: sequence can run for a specified number of times or until it is cancelled by the user

Job Name:	Model Numbers:
Job Number:	

**Software Features and Capabilities (continued)**

- Program control station devices:
  - Button-by-button, to control any hardware in the system (control a space, zone, timeclock, group, or auto sequence); note that dual action programming of a button cannot activate auto sequences or conditional logic events
  - LED logic, to define when an LED lights/blinks: can indicate a scene, room status (given a collection of non-Lighting Zone Controller zones, only one zone needs to be on to illuminate the LED), last scene chosen, pathway (given a collection of non-Lighting Zone Controller zones, all zones must be on to illuminate the LED), and inverse of these
  - Conditional logic: allows nested or sequential IF-THEN-ELSE commands up to 32 levels, allows wallstation and control inputs to execute customized programming scripts, affects any of the spaces or zones on the processor to which the control input device or wallstation is wired, allows auto sequence programming
- Add panels to spaces and/or create partitionable spaces (using the integrated partitionable space wizard); allows scene chaining and conditionals
- Create time-clock schedules for single or periodic events, set blink-warn sequence to flash lighting zones prior to turning lights off based on timeclock or occupant sensor signals, set up daylight saving time, and set project location (for astronomic events) and time zone
- Create groups containing one or more controllable objects, in any combination (controllable objects may be included in more than one group)
- Create modes that can be applied to any group in the system; modes contain preset values (unaffected, user-controlled, locally controlled, automatically controlled) for every controllable object
- Create scenes
- Compile the project and check for warnings or errors
- Connect via Local Area Network (LAN) to a project residing on an *eLumen* Manager for remote use

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