

**Overview**

GRAFIK Eye Control Units located in different areas of a partitionable space can be controlled as one when the partitions are open through the use of a GRX-AV (GRAFIK Eye Contact Closure Interface). When the partitions are closed, the Control Units will act independently. When the partitions are opened, the GRX-AV will automatically link the Control Units on either side of the partition to be controlled together. Control Units scene select in parallel, i.e. a scene select on one Control Unit will cause the same scene to be selected on the other Control Unit(s).

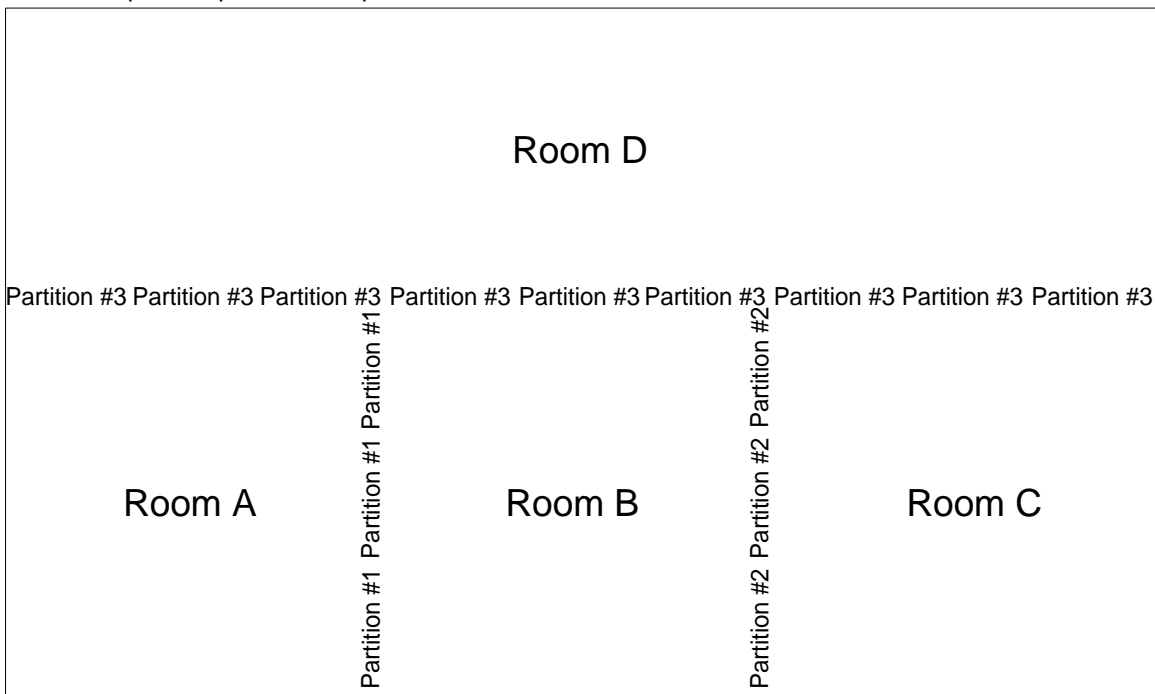
**Programming**

1. Address Control Units (A1- A8) - refer to GRAFIK Eye Installer's Guide
2. Press and hold Programming button on GRX-AV for 3-5 seconds until the first Output LED begins to flash.
3. Hold Scene 1 button on the GRAFIK Eye Control Unit(s) to be added to Input 1 until the LED's begin to blink.
4. Pres Button 2 on GRX-AV. Second Output LED will flash.
5. Repeat steps 3 and 4 for remaining Inputs.
6. When complete, press Programming button on the GRX-AV until the LED stops blinking.

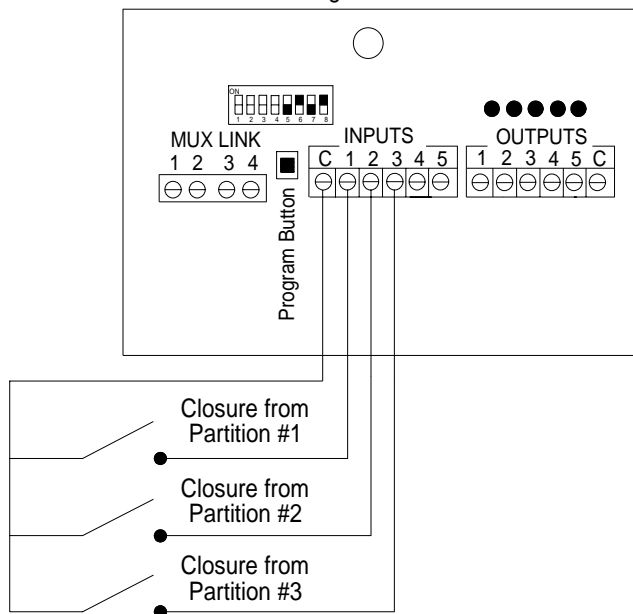
If NTGRX-4S or NTGRX-2B-SL Accessory Controls are used, they should be programmed only to communicate with the GRAFIK Eye Control Unit in that room.

**Example**

Below is an example of a partitioned space:



GRX-AV  
Partition Using Maintained Closures



All partition closures must be a dry contact. Closures should be normally open; i.e. when a partition is open, the closure should be made.

Program GRAFIK Eye Control Unit(s) in Rooms A and B to Input 1.

Program GRAFIK Eye Control Unit(s) in Rooms B and C to Input 2.

Program **ALL** GRAFIK Eye Control Units to Input 3.

When the partition between Rooms A and B is removed (Closure 1 made), Control Units in Rooms A and B will scene select in parallel.

When the partition between Rooms B and C is removed (Closure 2 made), Control Units in Rooms B and C will scene select in parallel.

When the partitions between Rooms A, B, and C are removed (Closures 1 and 2 made), Control Units in Rooms A, B, and C will scene select in parallel.

When the partitions between all rooms are removed (Closures 1, 2, and 3 made), all Control Units will scene select in parallel.

## Additional Information

### World Headquarters

Lutron Electronics Co., Inc.  
7200 Suter Road  
Coopersburg, PA 18036-1299 U.S.A.  
**TOLL FREE:** (800) 523-9466 (U.S.A., Canada, and the Caribbean)  
Tel: (610) 282-3800; International 1610 282-3800  
Fax: (610) 282-3090; International 1610 282-3090

### European Headquarters

Lutron EA LTD  
Lutron House  
6 Sovereign Close  
Wapping  
London, E1 9HW England  
**FREEPHONE:** 0800 282107 (U.K.)  
Tel: (0171) 702-0657; International 44-171-702-0657  
Fax: (0171) 480-6899; International 44-171-480-6899

### Hong Kong Office

Tel: 2593-1119; International 852-2593-1119  
Fax: 2593-1197; International 852-2593-1197

### Singapore Office

Tel: 487-2820; International 65-487-2820  
Fax: 487-2825; International 65-487-2825

### Japan Office

Lutron Asuka Corporation K.K.  
Kowa Shibakoen Bldg. 2nd Floor  
1-1-11 Shibakoen  
Minato-ku, Tokyo 105-0011, Japan  
**TOLL FREE:** (0120) 083417 (Japan)  
Tel: International 81 3 5405 7333  
Fax: International 81 3 5405 7496

### Worldwide Technical and Sales Assistance

If you need technical assistance, call the toll-free **Lutron Technical Assistance Hotline**. Please provide exact model number when calling.  
(800) 523-9466 (U.S.A., Canada and the Caribbean)  
Other countries call:  
Tel: (610) 282-3800; International: 1 610 282-3800  
Fax: (610) 282-3090; International: 1 610 282-1243  
Our address on the Web is [www.lutron.com](http://www.lutron.com)

Lutron and GRAFIK Eye are registered trademarks of Lutron Electronics Co., Inc.

# LUTRON®

APPLICATION NOTE A19

8/98