# ⚡LUTRON®

GRAFIK Eye® QS System
Please Read

The *GRAFIK Eye* QS System allows for control of both lights and shades or window treatments using a single control unit. Features include pushbutton scene recall, info screen that displays energy savings and status, IR receiver, astronomic timeclock, occupant sensor connection, and backlit buttons that are easy to find and operate.

Installation and Operation Guide

Contents
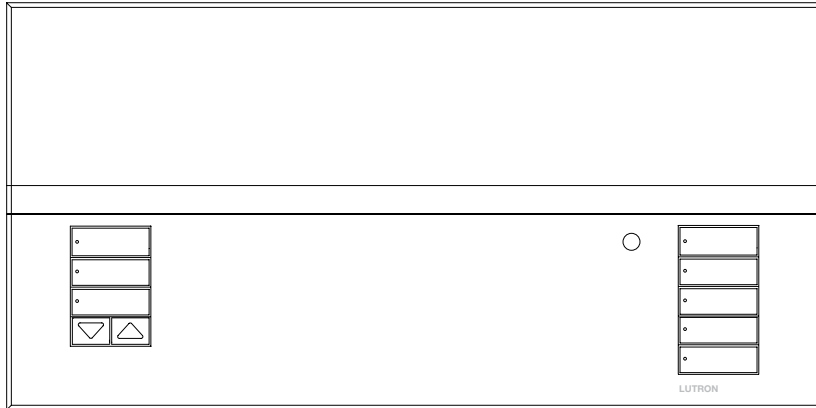
Model Number	Unit Capacity (watts)	Zone Capacity (watts)	Unit Dissipation (BTUs/hour)
QSG - 3P120	2000	800	61.5
QSG - 4P120	2000	800	61.5
QSG - 6P120	2000	800	61.5

(see page 8 for additional ratings)
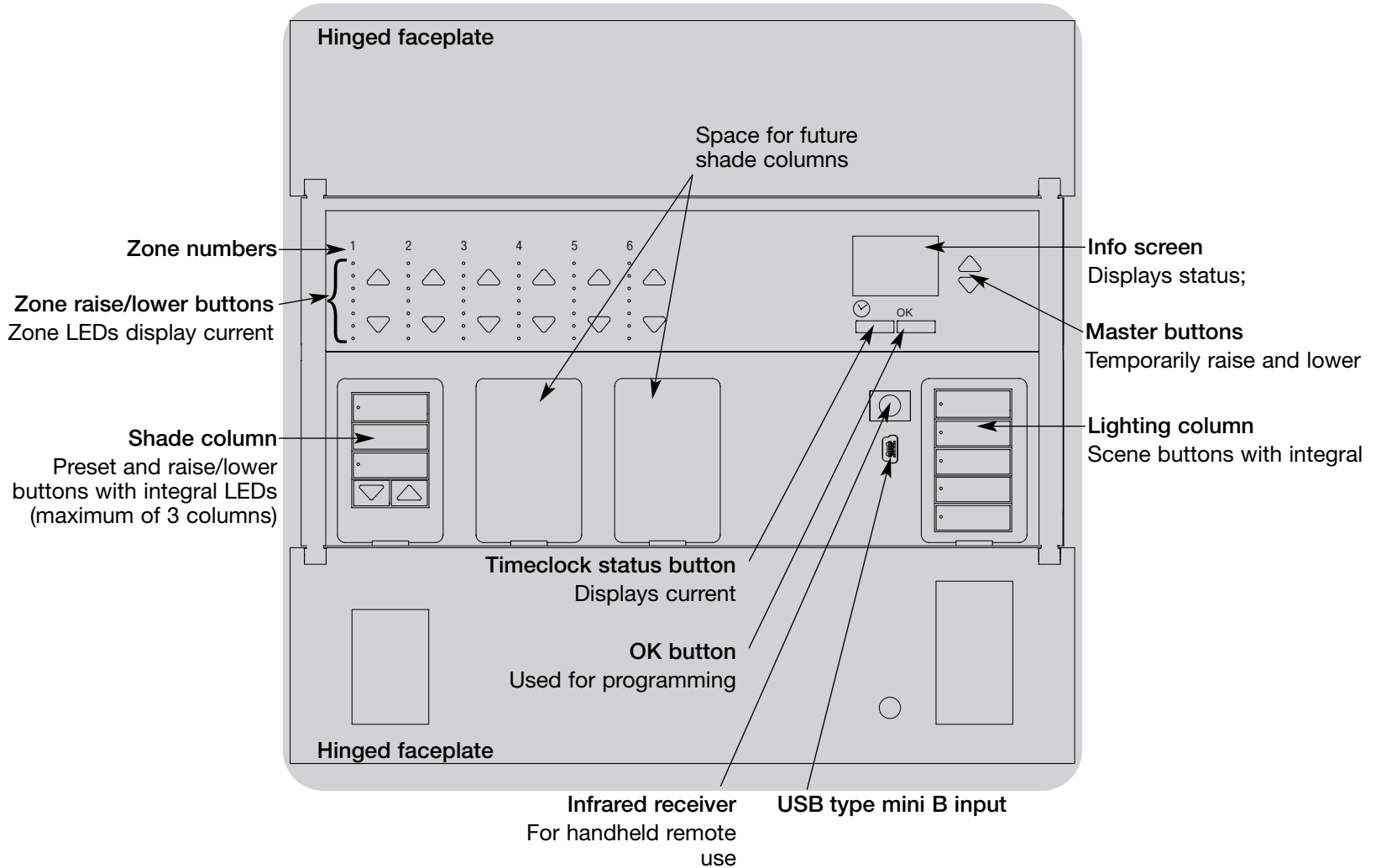
All units: 120 V~ 50/60 Hz

Features and Functions of the *GRAFIK Eye*® QS System

Hinged faceplate

Space for future shade columns

Zone numbers

1 2 3 4 5 6

Zone raise/lower buttons
Zone LEDs display current

Info screen
Displays status;

OK

Master buttons
Temporarily raise and lower

Shade column
Preset and raise/lower buttons with integral LEDs (maximum of 3 columns)

Lighting column
Scene buttons with integral

Timeclock status button
Displays current

OK button
Used for programming

Hinged faceplate

Infrared receiver
For handheld remote use

USB type mini B input

Wiring the *GRAFIK Eye*® QS System

Important Wiring Information

- Use properly certified cable for all line voltage/mains cables.
- Proper short-circuit and overload protection must be provided at the distribution panel. You can use up to a 20 A maximum circuit breaker/MCB for your installation.
- Install in accordance with all local and national electrical codes.
- PELV (Class 2: USA) terminals may be unplugged for ease of IR, occupant sensor, and control wiring.

⚡ Caution! Before connecting the loads to the control unit, test the loads for short-circuits.

1. Turn power OFF at the circuit breaker or fuse box.
2. Connect a standard light switch between the live lead and load wire to test the circuit.
3. Turn power ON and check for short or open circuits. If load does not operate, the circuit is open. If the breaker/MCB trips (fuse blows or opens), a load short may exist. Correct short or open circuits and test again.
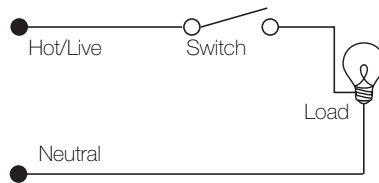
⚡ Danger! *GRAFIK Eye* QS control units must be installed by a qualified electrician in accordance with all applicable regulations and building codes. Improper wiring can result in personal injury or damage to control units or other equipment. Always turn off circuit breaker or remove main fuse from power line before doing any work. To avoid overheating and possible damage to equipment, do not install dimming devices to dim receptacles, motor-operated appliances, or fluorescent lighting not equipped with Lutron Hi-lume®, Eco-10™, or Tu-Wire® electronic dimming ballasts, or devices approved for your location. In dimmed magnetic low-voltage circuits, you can prevent transformer overheating and failure by avoiding excessively high current flow: Do not operate control units with any lamps removed or burned out; replace any burned out lamps immediately; use only transformers that incorporate thermal protection or fused primary windings. Control units are designed for residential and commercial use, for indoor use only.

⚡ Caution! Do not connect line voltage/mains cable to PELV (Class 2: USA) terminals.

- Earth/ground terminal connection must be made as shown in wiring diagrams.
- Do not mix different load types on the same zone.
- Follow all local and national electrical codes when installing PELV (Class 2: USA) wiring with line voltage/mains wiring.
- Test for short-circuits on loads before wiring QS control unit.

To connect the line voltage/mains cables to the control unit:

1. Strip 5/16 in. (8 mm) of insulation off the line voltage/mains cables in the wallbox.

5/16 in. (8 mm)
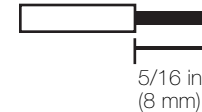
2. Connect the line voltage/mains, ground, and load wires to the appropriate terminals on the back of the control unit.

The recommended installation torque is 5.0 in.-lbs. (0.6 N•m) for line voltage/mains connections and 5.0 in.-lbs. (0.6 N•m) for the earth/ground connection.

Wiring the *GRAFIK Eye®* QS System
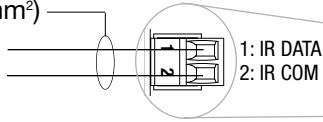# PELV (Class 2: USA) Cable

IR Wiring

#18 AWG (1.0 mm^2)
each terminal

From external
IR connection
(by others)

1: IR DATA
2: IR COM

Occupant Sensor Wiring

#18 AWG (1.0 mm^2)
each terminal

A: OCC SIG
B: 24 V $---$
C: OCC COM

Occupant
sensor
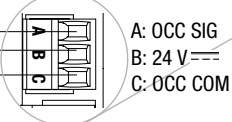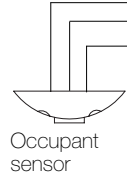
Control Wiring

Common and power (terminals 1 and 2):
Two #18 AWG (1.0 mm^2) each terminal

To control stations,
window treatments, or
other *GRAFIK Eye* QS
control units

1: COM
2: 24 V $---$
3: MUX
4: MUX
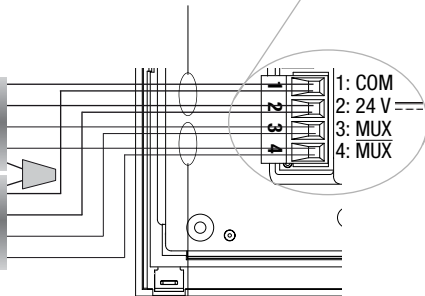
Data (terminals 3 and 4):
Twisted, shielded pair #22 AWG (1.0 mm^2)
each terminal

Note: Use appropriate wire connecting devices as
specified by local codes.
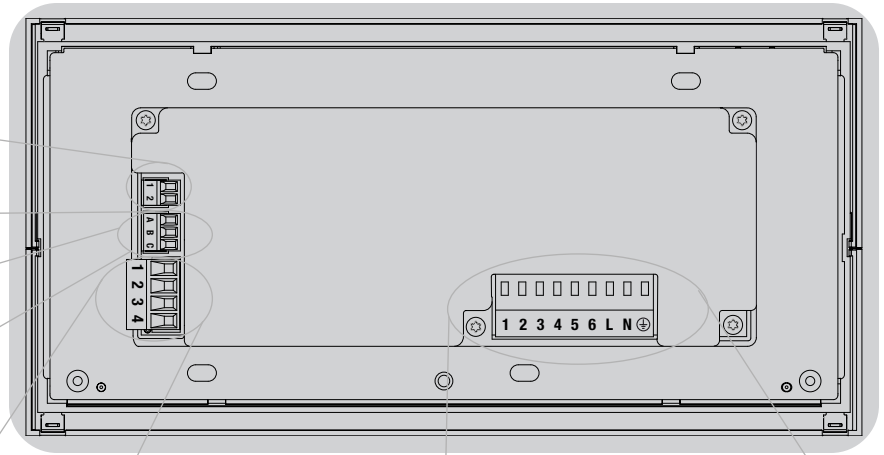
Line Voltage/Mains Cables and Load Wiring

#12 AWG (2.5 mm^2)
each terminal

1 2 3 4 5 6 L N ⏚

To Load 1
To Load 2
To Load 3
To Load 4
To Load 5
To Load 6

L N ⏚

120 V $\sim$

Distribution Panel
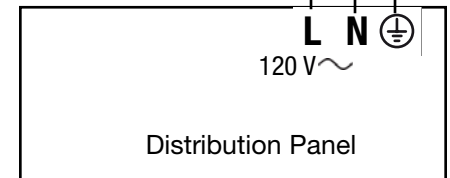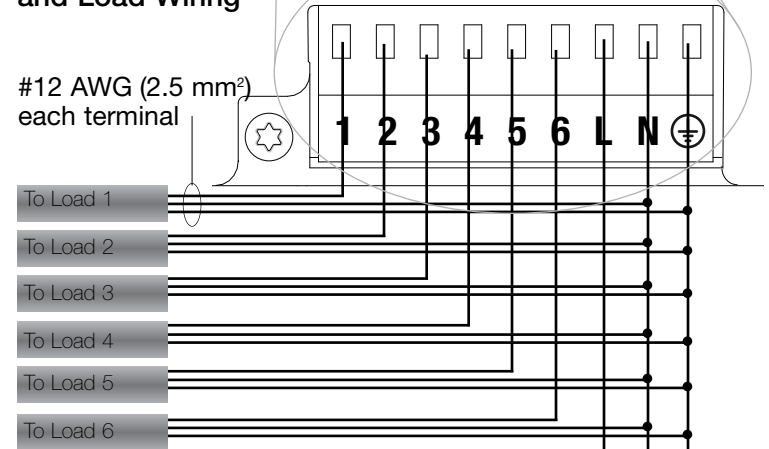
QS System Low-Voltage Control Wiring

- System communication uses PELV (Class 2: USA) low-voltage wiring.
- Follow all local and national electrical codes when installing PELV (Class 2: USA) wiring with line voltage/mains wiring.
- Each terminal accepts up to two #18 AWG (1.0 mm^2) wires.
- Total length of control link must not exceed 2,000 ft. (610 m).
- Make all connections in the control unit's wallbox.
- A QS system can have up to 100 zones and 100 devices (see table below).
- Wiring can be T-tapped or daisy-chained.
- Wire sizes:
  - Two #18 AWG (1.0 mm^2) conductors for control power.
  - One twisted, shielded pair of #22 AWG (1.0 mm^2) for data link.
  - Cable is available from Lutron: GRX-CBL-S-500 (non-plenum) GRX-CBLP-S-500 (plenum rated). Check compatibility in your area.

T-Tap Wiring Example
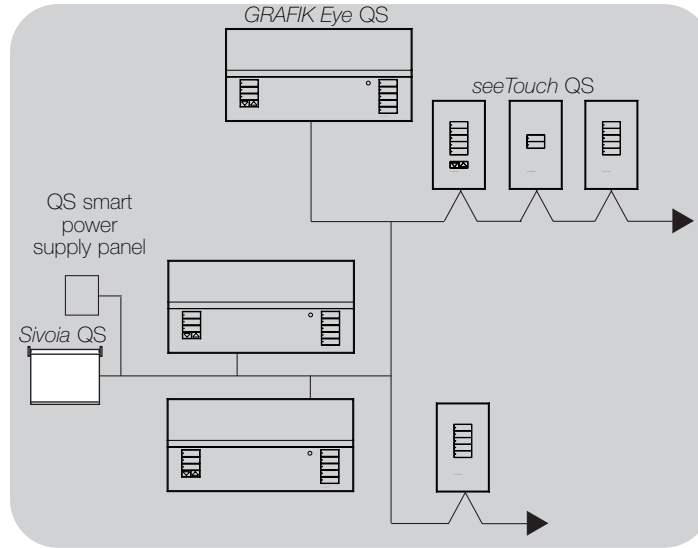
Daisy-Chain Wiring Example
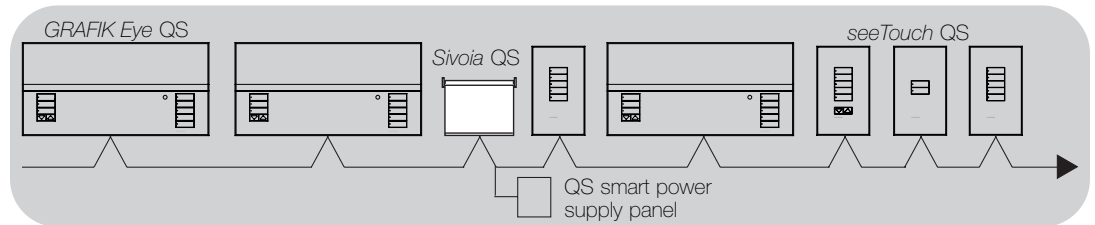
System Limits

QS Device	Zone Count	Device Count
3-zone QS	3	1
4-zone QS	4	1
6-zone QS	6	1
seeTouch QS	0	1
Sivoia QS	1	1
QS smart power supply panel	0	1

QS System Low-Voltage Terminal Connections

Control units shown in rear view
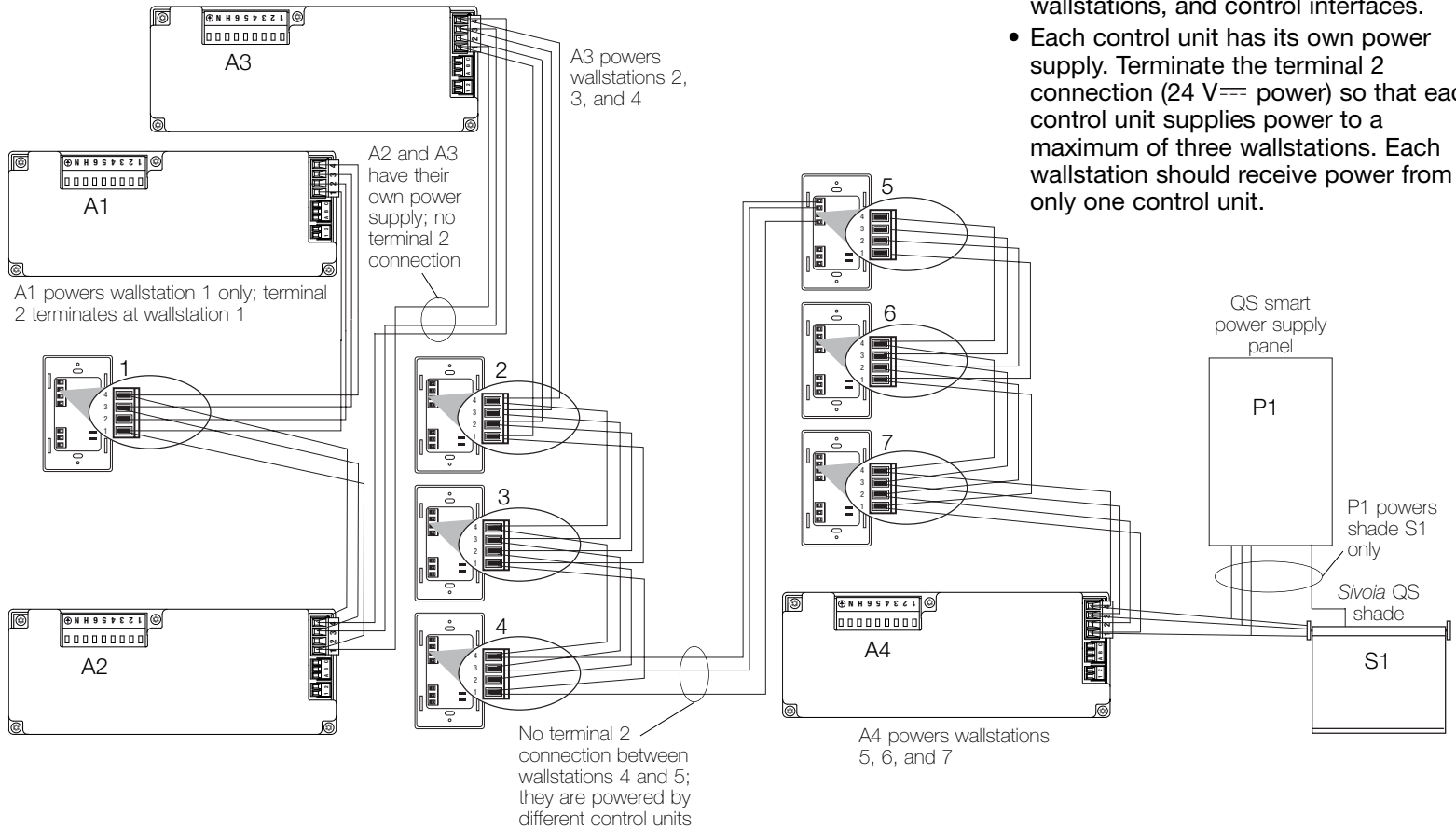
- Connect the terminal 1, 3, and 4 connections to all control units, wallstations, and control interfaces.
- Each control unit has its own power supply. Terminate the terminal 2 connection (24 V $=$ power) so that each control unit supplies power to a maximum of three wallstations. Each wallstation should receive power from only one control unit.

A3 powers wallstations 2, 3, and 4

A2 and A3 have their own power supply; no terminal 2 connection

A1 powers wallstation 1 only; terminal 2 terminates at wallstation 1

No terminal 2 connection between wallstations 4 and 5; they are powered by different control units

A4 powers wallstations 5, 6, and 7

QS smart power supply panel

P1 powers shade S1 only

Sivoia QS shade

Installing the *GRAFIK Eye*® QS System

1. Mount a 3 1/2-in. (89 mm) deep 4-gang U.S. wallbox on a dry, flat indoor surface that is accessible and allows for system programming and operation. Allow at least 4 1/2 in. (110 mm) clearance above and below the faceplate to ensure proper heat dissipation. Allow 1 in. (25 mm) for faceplate overhang on all sides.

   Note: 4-gang wallbox available from Lutron; P/N 241400.

2. Mount the control unit in the wallbox as shown using the four screws provided.

   Note: Follow all local and national electrical codes when installing PELV (Class 2: USA) wiring with line voltage/mains wiring.

3. Apply the protective overlay to the control unit. See page 14 for instructions for naming zones.

   Test the Wiring

1. Restore power.
2. Press the top button on the lighting keypad. The LED will light.
3. Press the zone raise or lower button. Make sure the control unit is dimming all connected loads.

7.9 in. (200 mm)

3.5 in. (87 mm)

3.75 in. (95 mm)

Wall

Note: When tightening mounting screws, make sure that the hinged cover and faceplate will open fully, as shown.

Faceplate overhangs wallbox on all sides; allow 1 in. (25 mm)

4.5 in. (110 mm)

Protective overlay (apply after installation)
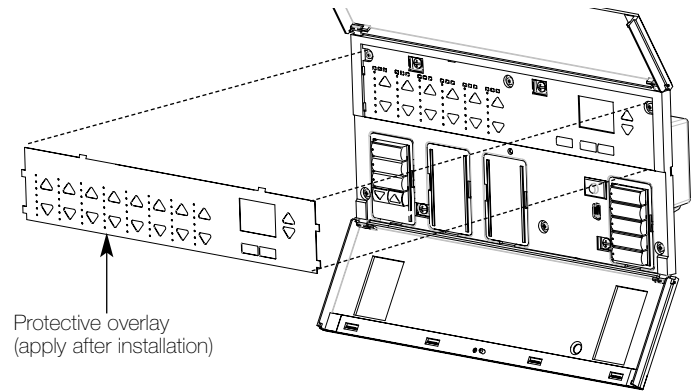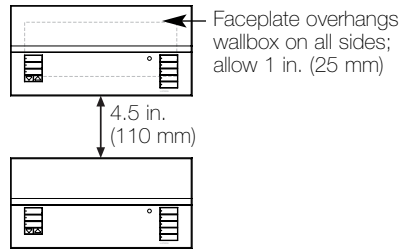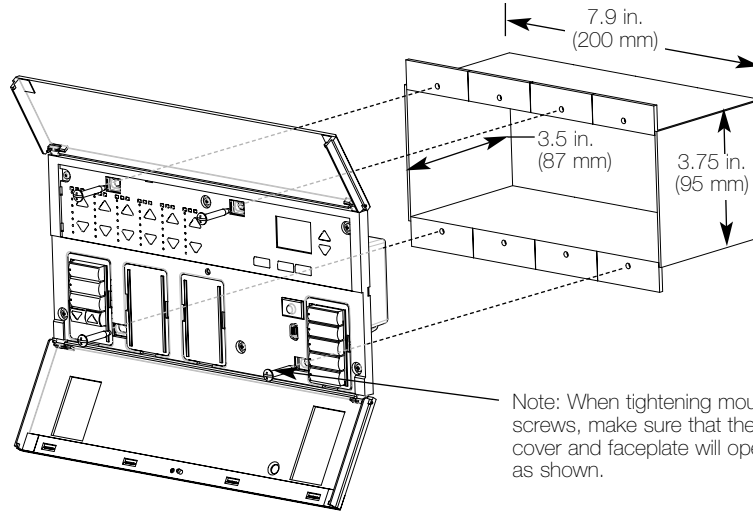
Zone Setup

Assign Load Type
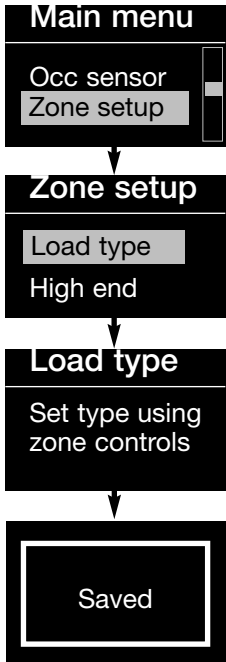
Main menu

Occ sensor
Zone setup

↓

Zone setup

Load type
High end

↓

Load type

Set type using zone controls

↓

Saved

1. Enter programming mode (see page 12).
2. Use the master buttons to highlight "Zone setup" and press the OK button to accept.
3. Use the master buttons to highlight "Load type". Press the OK button to accept.
4. Use the zone raise/lower buttons to choose the load type for that zone. See the list below for supported load types. Press the OK button to accept.
5. The info screen will display a confirmation screen that your load type has been saved.
6. Exit programming mode (see page 12).

Master buttons

OK button

Use the zone raise/lower buttons to choose the load type for that zone.
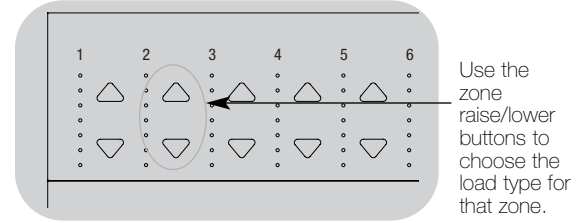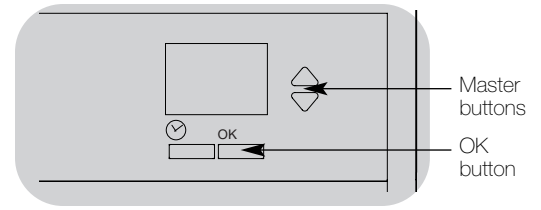
Load Type Notes

- All electronic low-voltage (ELV) lighting used with an interface must be rated for reverse phase control dimming. Before installing an ELV light source, verify with the manufacturer that their transformer can be dimmed. When dimming, an ELV interface must be used with the control unit.
- Not all zones must be connected; however, connected zones must have a minimum load of 25 W.
- No zone may be loaded with more than 800 W.
- Maximum total lighting load per unit is 16 A.
- Maximum total lighting load for a magnetic low-voltage (MLV) load is 2000 VA or 1600 watts after transformer. Maximum load per MLV zone is 800 VA or 600 watts.

Setting Load Types	Choose this load type from the menu on the *GRAFIK Eye* QS:	
Fixture load type	Direct control via *GRAFIK Eye* QS	Control via power module
Incandescent	Incandescent	Power module
MLV (magnetic low-voltage)	MLV	Power module
ELV (electronic low-voltage)	--	Power module
Hi-Lume/*Eco-10*	--	Fluorescent module
Non-dim	Non-dim LOFO or Non-dim FOFO	Non-dim LOFO or Non-dim FOFO
Neon/Cold cathode	Neon, CC	Neon, CC
Tu-Wire	*Tu-Wire*	*Tu-Wire*

Zone Setup

Set High End or Low End

Main menu

Occ sensor
Zone setup

↓

Zone setup

High end
Low end

↓

Low end

Set trim using
zone controls

↓

Zone 2

▲
10%
▼

↓

Saved

High and low end trim settings limit the maximum and minimum output of a dimming zone. Trim levels are set automatically when the load type is programmed. Change the high or low end trim for a zone only if the default setting needs to be adjusted.

1. Enter programming mode (see page 12).
2. Use the master buttons to highlight "Zone setup" and press the OK button to accept.
3. Use the master buttons to highlight "High end" or "Low end" (this example shows low end). Press the OK button to accept.
4. Use the zone raise/lower buttons to set the high end or low end trim for that zone.
   The info screen will display each zone number and percentage as you adjust it. Press the OK button to accept.
5. The info screen will display a confirmation screen that your setting has been saved.
6. Exit programming mode (see page 12).

Master buttons
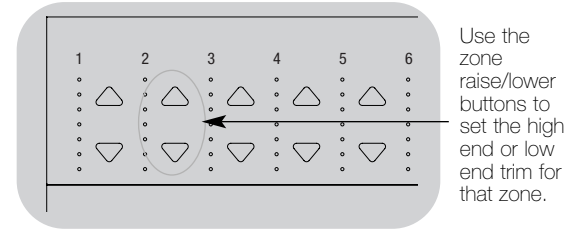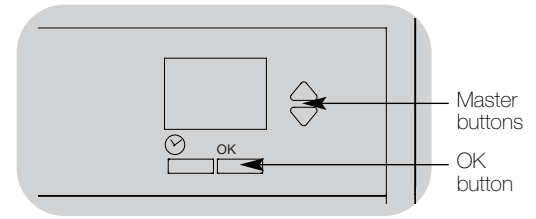
OK button

Use the zone raise/lower buttons to set the high end or low end trim for that zone.

Set Minimum Level (optional)

Zone setup

Low end
Min level

↓

Min level

▲
OFF
▼

↓

Saved
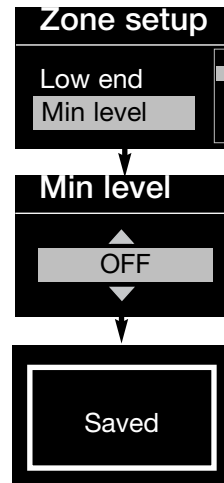
Some local regulations specify a minimum lighting level for dimming zones in occupied buildings. If this pertains to you, follow these steps to set up your minimum lighting level.

1. Enter programming mode (see page 12) and select "Zone setup," then "Min level". Press the OK button to accept.
2. Use the master buttons to highlight "OFF" if you want your lights to go all the way off at their minimum light level, or "10%" if you want that to be the minimum light level. Press the OK button to accept.
   Note: Non-dim loads **will** turn off regardless of the minimum level setting.
3. The info screen will display a confirmation screen that your minimum level has been saved.
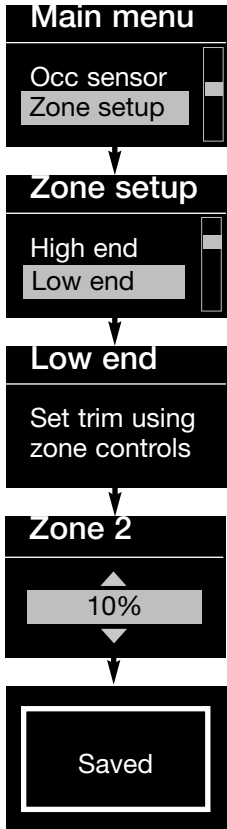4. Exit programming mode (see page 12).

Preprogrammed Button Functionality

The *GRAFIK Eye* QS System controls lights without special programming. The factory defaults for the lighting column buttons are shown below for both dimmable and non-dim zones. See pages 15 through 17 for methods for changing scene settings.
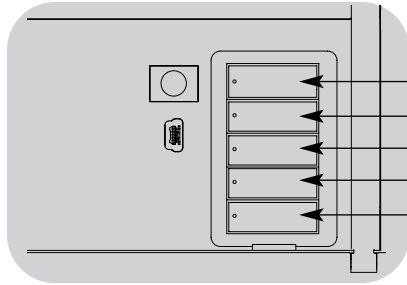
Lighting Column Button Preprogramming (Factory Default: Dimmable Loads)

Scene 1: All lights to 100%
Scene 2: All lights to 75%
Scene 3: All lights to 50%
Scene 4: All lights to 25%
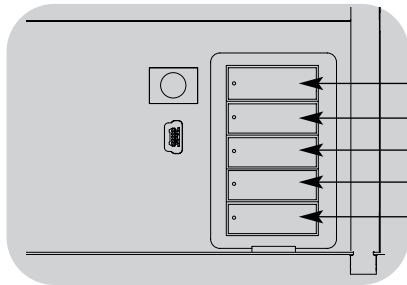
Lighting Column Button Preprogramming (Factory Default: Non-Dim Loads)

Scene 1: All lights On
Scene 2: All lights On
Scene 3: All lights On
Scene 4: All lights On
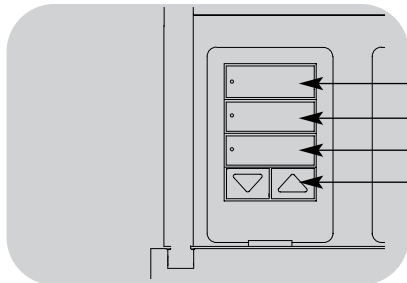
Shade Column Button Preprogramming (Factory Default: *Sivoia* QS shades)

All shades fully open
All shades to 50%
All shades fully closed
Lower/Raise all shades

General Functionality

The info screen goes blank after 20 seconds if there is no button press or fading.

The master buttons also activate the info screen. These buttons temporarily raise or lower all dimmable lights (except those programmed as unaffected in the current scene). Adjustments are temporary and do not affect scene programming.

OK

The OK button activates the info screen, which then shows the current scene and its fade time.

The timeclock button activates the info screen and displays the current time, the next event scheduled to occur, and what that next event is. Pressing a second time displays the location and the sunrise/sunset times.
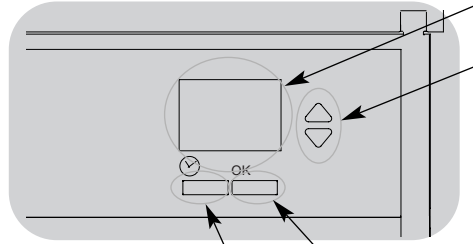
Info screen: see example screens below

Master buttons **temporarily** raise or lower all lights (except unaffected, shades, and non-dim zones) on this *GRAFIK Eye* QS unit

Scene 1

Master raise
Master lower

OK button activates the info screen, which shows the current scene's fade time. In Save Always mode, allows fade time adjustment. In Save by OK mode, pressing a second time allows zone adjustment; pressing a third time allows fade adjustment.

Scene: 1

Adjust fade
03 seconds

Timeclock button displays the current time and the next scheduled event. Pressing when in Program mode functions as a "back" button.

11:23 AM **Fri**

Next: 5:00 PM
Scene 1

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General Functionality: Programming Mode

Entering and Exiting Programming Mode

Main menu

Timeclock

Scene setup

Info screen display
when you enter
programming mode

Scene 1

Fade time
3 seconds

Info screen display
when you exit
programming mode

To enter programming mode:
Press and hold simultaneously the top and
bottom buttons on the lighting column for 3
seconds.The LEDs in the lighting buttons
will scroll from top to bottom, confirming
that you are in programming mode, and the
info screen will display the main menu.

To exit programming mode:
Press and hold simultaneously the top and
bottom buttons on the lighting column for
3 seconds. The info screen will go to
Scene 1.

Master buttons

OK button

Timeclock button

Press and hold the top and
bottom buttons for 3 seconds
to enter or exit programming
mode
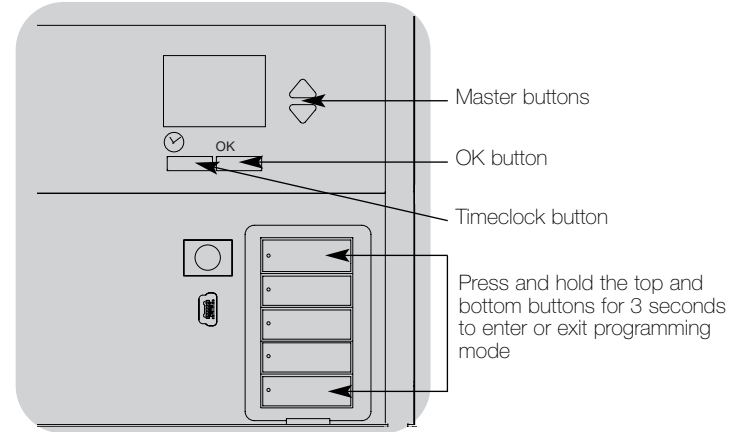
Navigating Menus in Programming Mode

Master Buttons
The master buttons allow you to move through the menu
choices. The current choice is highlighted on the info screen.

OK Button
The OK button chooses the current highlighted menu choice.
This will either take you to the next menu or accept a setting you
have selected.

Timeclock Button
The timeclock button functions as a "back" button during
programming mode. Pressing the timeclock button takes you
back one step in the current menu. Pressing it repeatedly will
eventually return you to the main menu, but will not exit
programming mode.

Zone Button Operation

Each column of buttons represents one zone of lights. Pressing any button on a column turns on the info screen and displays the zone's current light level and current energy savings.
Pressing the raise and lower buttons on a zone causes different actions depending on zone type (see below).

Dimmable zones:
- Press and hold to raise/lower all lights in a zone; release to stop
- Press raise or lower to stop a zone that is fading
- Raising lights from off to full on or lowering from full on to off takes 5 seconds
- Press raise and lower simultaneously to toggle between full on and off

Non-dim zones:
- Press raise to take light zones to full on
- Press lower to take light zones to off
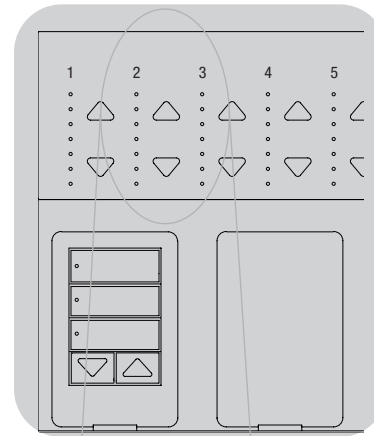
LEDs indicate light level
Note: See page 18 for an explanation of the LED display for each type of load in a zone.
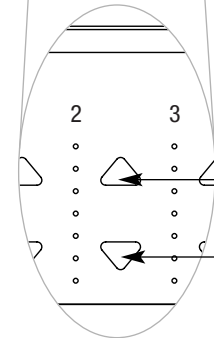
Zone Raise

Zone Lower

Zone Button Operation

Name a Zone
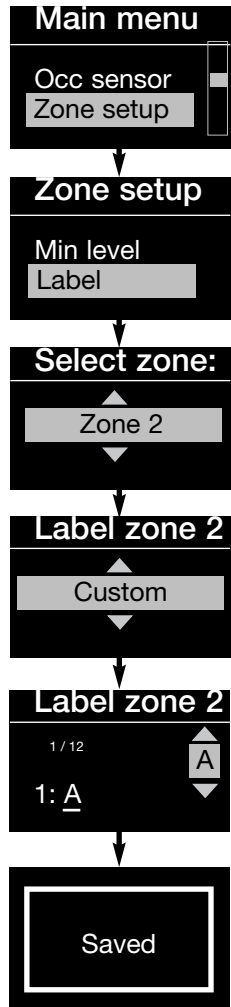
Main menu

Occ sensor
Zone setup

↓

Zone setup

Min level
Label

↓

Select zone:

▲
Zone 2
▼

↓

Label zone 2

▲
Custom
▼

↓

Label zone 2

1 / 12   ▲
                A
1: A   ▼

↓

Saved

1. Enter programming mode (see page 12).
2. Use the master buttons to highlight "Zone setup" and press the OK button to accept.
3. Use the master buttons to highlight "Label" and press the OK button to accept.
4. Use the master buttons to change the zone number to your desired zone. Custom zone labels will appear if previously set. Press the OK button to accept.
5. Use the master buttons to highlight "Custom" and press the OK button to accept. Or, highlight "Default" to return the zone label to the default (e.g., Zone 1).
6. Use the master buttons to scroll through the characters (lowercase and uppercase letters, plus numbers 0-9). The character you are currently changing will be underlined on the screen. Press OK to select the character you want, then repeat for all available characters. Choose a space (no character) and press OK for any remaining characters. Press the OK button to accept.

   Note: Custom zone labels will always begin with the zone number and a colon (e.g., 1:Uplights).
7. The info screen will display a confirmation screen that your name has been saved.
8. Exit programming mode (see page 12).

Master buttons

OK button

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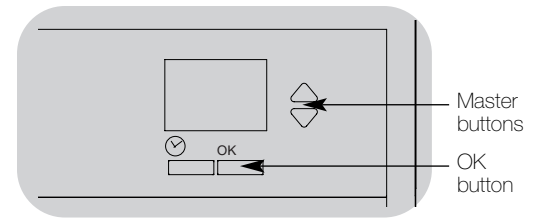
Quick Scene Programming

Save Always Mode

The default save mode (see page 28) is Save Always. This mode allows you to quickly set scenes on the lighting column without entering program mode.

1. Press the button for the scene you want to set; its LED will light and the lights will go to the current settings.
2. Use the zone raise/lower buttons to set all lights to the desired levels. Press the OK button.
3. To set the fade time for this scene, press the OK button, then use the master buttons to set the desired fade time. Press the OK button to save.

   Note: Using the master buttons to raise or lower lighting settings is still temporary in Save Always mode.

1. Press the lighting column scene button you wish to program.

2. Use the zone raise/lower buttons to set light levels.

3. Use the master buttons to set fade time.

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Scene Setup

Program a Scene
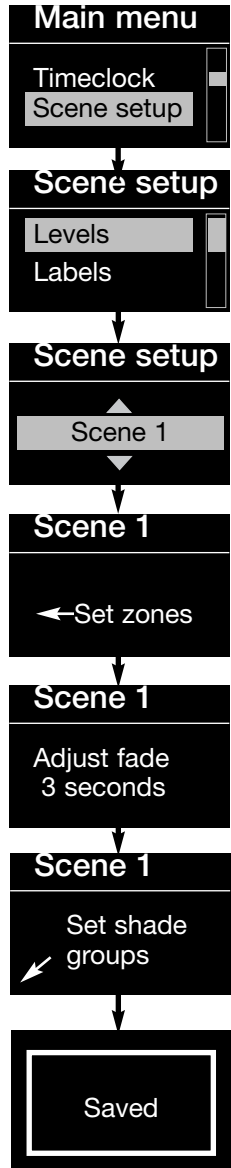
Main menu

Timeclock
Scene setup

↓

Scene setup

Levels
Labels

↓

Scene setup

▲
Scene 1
▼

↓

Scene 1

←Set zones

↓

Scene 1

Adjust fade
3 seconds

↓

Scene 1

Set shade
↙ groups

↓

Saved

1. Enter programming mode (see page 12).
2. Use the master buttons to highlight "Scene setup" and press the OK button to accept.
3. Use the master buttons to select "Levels" to adjust lighting and/or window treatment levels. Press the OK button to accept. Us the master buttons to select the scene number of your desired scene. Press the OK button to accept.
4. Set each zone to the desired light level for this scene using the zone raise/lower buttons. The info screen will display the zone and percentage as you adjust it.

    To set a zone as unaffected, lower the light levels all the way to off, then hold the zone lower button for 3 seconds.

    When all zones are at the desired level, press the OK button to accept.
5. Use the master buttons to set the fade time for this scene. Press the OK button to accept.
6. Press the button on a shade column that will take the window treatments assigned to that shade column to the level you want for this scene. Repeat for any additional shade columns. Press the OK button to accept. Or, if you do not have or do not wish to set shade groups for this scene, press OK.
7. The info screen will display a confirmation screen that your scene has been saved.
8. Exit programming mode (see page 12).
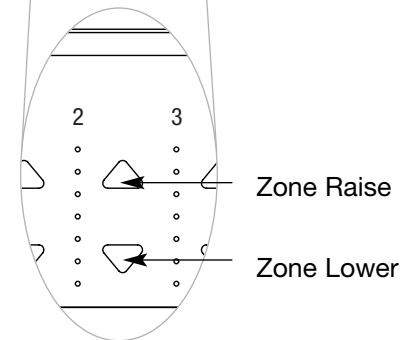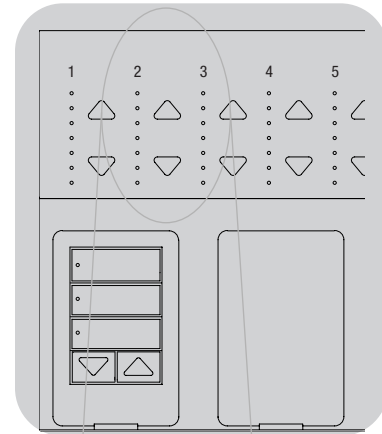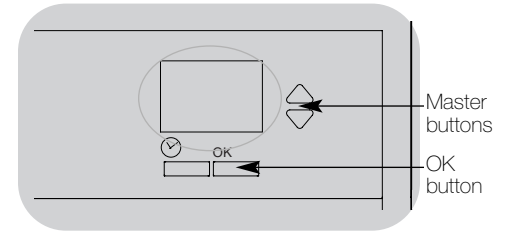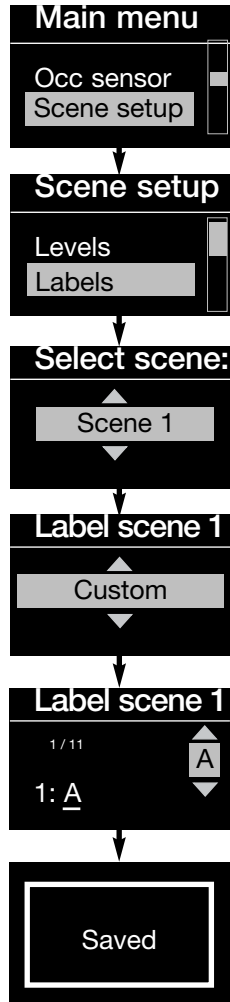
Master buttons
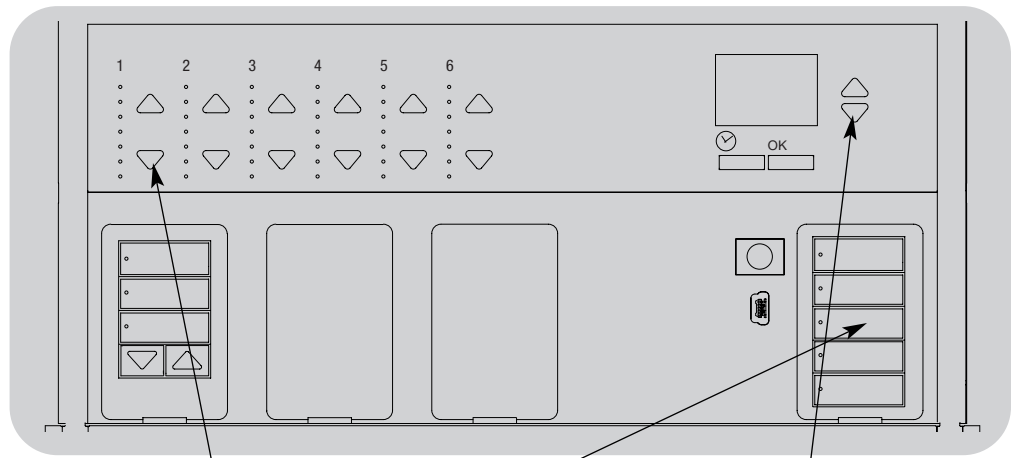
OK button

1 2 3 4 5

Zone Raise

Zone Lower

*※***LUTRON**®

Scene Setup

Name a Scene

Main menu

Occ sensor
Scene setup

↓

Scene setup

Levels
Labels

↓

Select scene:

▲
Scene 1
▼

↓

Label scene 1

▲
Custom
▼

↓

Label scene 1

1 / 11   ▲
              A
1: A   ▼

↓

Saved

1. Enter programming mode (see page 12).
2. Use the master buttons to highlight "Scene setup" and press the OK button to accept.
3. Use the master buttons to highlight "Labels" and press the OK button to accept.
4. Use the master buttons to change the scene number to your desired scene. Press the OK button to accept.
5. Use the master buttons to highlight "Custom" and press the OK button to accept.
6. Use the master buttons to scroll through the characters (lowercase and uppercase letters, plus numbers 0-9). The character you are currently changing will be underlined on the screen. Press OK to select the character you want, then repeat for all available characters. Choose a space (no character) and press OK for any remaining characters. Press the OK button to accept.
7. The info screen will display a confirmation screen that your name has been saved.
8. Exit programming mode (see page 12).

Master buttons

OK button

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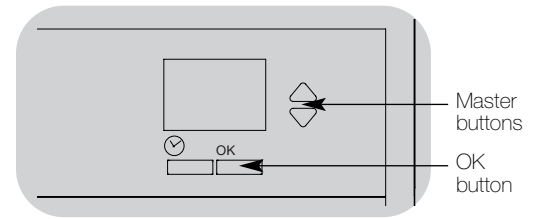
LED Displays for Lighting Levels

Dimmable Lights	Non-Dim Lights
Off	
1-17%	
18-34%	
35-51%	
52-68%	
69-85%	
86-99%	
On/100%	
Unaffected	
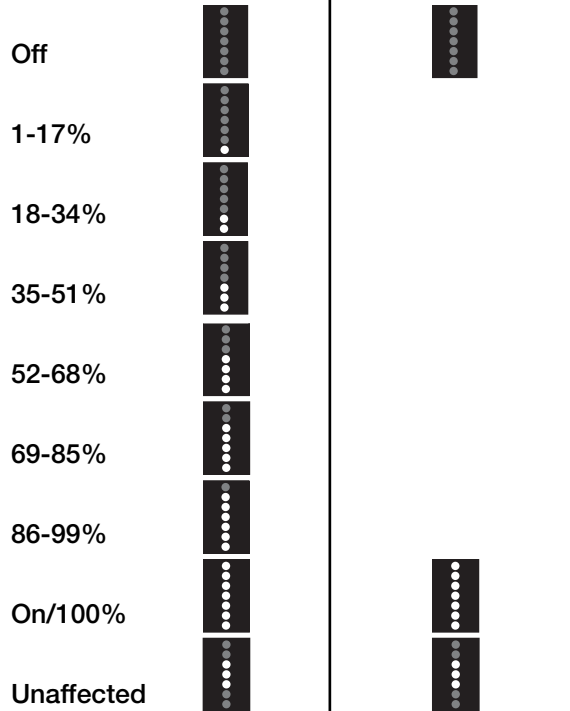
(lights are not affected
by scene button
or master raise/lower)

Legend:
LED lit
LED off

Adjusting Window Treatment Settings

Setting Limits

Note: Entering Limit Setup mode may cause window treatments to move approximately 8 inches up or down. **Be sure that each window treatment is positioned so that the fabric can safely move 8 inches up or down before entering Limit Setup mode.**
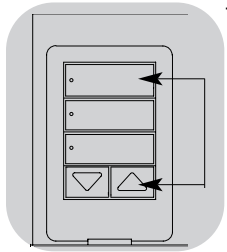
1. On any shade column, press and hold simultaneously the top and raise buttons. The LEDs next to the top and bottom buttons will cycle.

   Note: At any time while in Limit Setup mode, you can move all window treatments together to their current open limit by double-tapping the top button, or to their current close limit by double-tapping the bottom button.

Note: Once EDUs (electronic drive units of the window treatment) have been assigned to shade columns, limits can be set for an EDU only using the shade column it is assigned to, and a shade column can set limits only for those EDUs assigned to it.

2. Select the EDU you want to to adjust using the top button on the shade column. Each time you press and release the top button, a different EDU that is assigned to that shade column will open and close in an 8-inch range to indicate it is selected. Press the top button until the EDU for the window treatment you wish to adjust moves. (You can also use the bottom button, which moves through the assigned EDUs in the opposite order.)
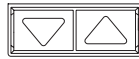
3. Adjust the currently selected EDU to the desired level for the open limit (the maximum the window treatment is allowed to open) using the raise and lower buttons.

4. Press and hold the top button on the shade column for 5 seconds to store the current position as the open limit. The LED next to the top button will flash quickly for 2 seconds.

5. Adjust the currently selected EDU to the desired level for the close limit (the maximum the window treatment is allowed to close) using the raise and lower buttons.

6. Press and hold the bottom button on the shade column for 5 seconds to store the current position as the close limit.The LED next to the bottom button will flash quickly for 2 seconds.

7. Repeat steps 2 through 6 to set the open and close limits for each window treatment assigned to the shade column.

8. Press and hold simultaneously the top and raise buttons on the shade column to exit Limit Setup mode.
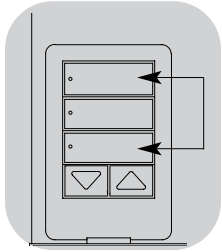
Adjusting Window Treatment Settings

Assigning EDUs to Shade Columns

Note: Entering Assignment mode will cause the window treatments to move between their open and close limits. **Be sure that the open and close limits have been set correctly.**

1. Press and hold simultaneously the top and bottom buttons on the shade column for 5 seconds to enter programming mode. The LEDs next to the buttons will flash once per second. EDUs (electronic drive units of the window treatments) assigned to that shade column will move to their close limit, and EDUs not assigned to that shade column will move to their open limit.

2. To assign an EDU to the shade column that is program mode, use one of the following methods:

- Press and release the top button on the shade column that is in program mode. Each time you press and release the top button, a different EDU that is assigned to that shade column will open and close in an 8-inch range. Press the top button until the EDU you wish to assign to the shade column moves. (You can also use the bottom button, which moves through the EDUs in the opposite order.)

- Or, press and release any button on an EDU to toggle between unassignment and assignment for that EDU's window treatment to the shade column.

Assign or unassign the currently selected EDU to the shade column using the raise and lower buttons.

Lower button (assign)   Raise button (unasssign)
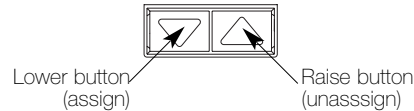
The lower button assigns the selected EDU.

The raise button unassigns the selected EDU.

3. Check window treatment assignments: EDUs for window treatments assigned to the shade column will be at their close limit, and EDUs for window treatments not assigned to the shade column will be at their open limit.

4. Press and hold simultaneously the top and bottom buttons on the shade column for 5 seconds to exit Assignment mode. The LEDs next to the buttons will stop flashing, and the EDUs assigned to the shade column will return to their levels before entering Assignment mode.

Note: Once you have assigned window treatments to a shade column, you will notice the following additional functionality:

- When some or all EDUs assigned to a shade column are moving, press and release the top, middle, or bottom button to immediately stop all assigned EDUs.

- The position that each EDU moves to when the middle button is pressed is now reprogrammable. See Preset Adjustment on page 21.

- No matter how or from where their movement is commanded, whenever all the assigned EDUs come to a stop and match their programmed positions for one of the buttons in the shade column, the LED next to that button will automatically light up.

Adjusting Window Treatment Settings

Preset Adjustment: Simple Method

1. Use the raise and lower buttons on the shade column to set all EDUs (electronic drive units of the window treatments) to the desired preset levels.
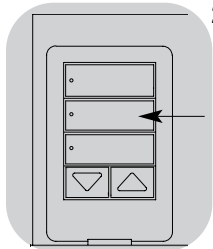
2. Press and hold the middle button on the shade column for 5 seconds to save the EDU preset positions. The LED next to the button will flash and then light continuously, indicating the preset has been stored.

Note: Once EDU presets have been assigned to buttons on a shade column, those presets are accessible for an EDU only using the shade column it is assigned to, and a shade column can access preset levels only for those EDUs assigned to it.

Preset Adjustment: Advanced Method

Note: The advanced method for adjusting presets is needed only if you wish to have the window treatments assigned to the shade column set at different positions in the preset. If, however, you wish all the window treatments in the group to be lined up with one another in the preset, you should use the Simple Method at left.

Note: Entering Assignment mode will cause the window treatments to move between their open and close limits. **Be sure that the open and close limits have been set correctly.**
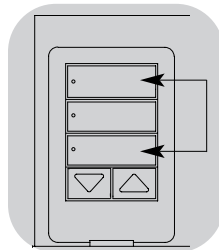

1. On the shade column whose preset you wish to adjust, press and hold simultaneously the top and bottom buttons. The LEDs next to the buttons will flash. EDUs (electronic drive units) for the assigned window treatments will move to their closed limits, and EDUs for unassigned window treatments will move to their open limits.

2. Press and release the middle button on that shade column. The adjacent LED will blink rapidly. EDUs for assigned window treatments will automatically move to their current preset settings.
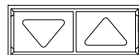
3. Use the raise and lower buttons to move all EDUs for assigned window treatments together to the desired preset setting.

4. To move an EDU individually to its desired preset setting, select the EDU using the top button on the shade column. Each time you press and release the top button, a different EDU that is assigned to that shade column will open and close in an 8-inch range. Press repeatedly until the EDU for the window treatment you wish to adjust moves. Adjust that EDU to the desired height using the raise and lower buttons. Repeat this step for all assigned EDUs.

5. Once you are satisfied that all the assigned EDUs are set to the positions you want to assign as the preset, press and hold the middle button on the shade column for 5 seconds. The preset will be saved.

6. Press and hold simultaneously the top and bottom buttons on the shade column for 5 seconds to exit to normal mode. The LEDs next to the buttons will stop flashing.

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Adjusting Window Treatment Settings
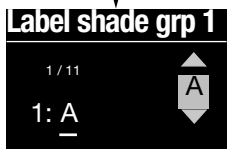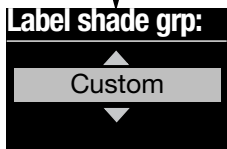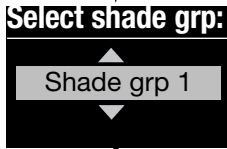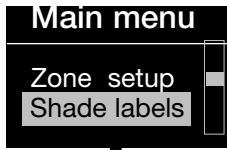
Name a Group of Window Treatments

1. Enter programming mode (see page 12).
2. Use the master buttons to highlight "Shade labels" and press the OK button to accept.
3. Use the master buttons to select your desired shade group. Press the OK button to accept.
4. Use the master buttons to highlight "Custom" and press the OK button to accept.
5. Use the master buttons to scroll through the characters (lowercase and uppercase letters, plus numbers 0-9). The character you are currently changing will be underlined on the screen. Press OK to select the character you want, then repeat for all available characters. Choose a space (no character) and press OK for any remaining characters. Press the OK button to accept.
6. The info screen will display a confirmation screen that your name has been saved.
7. Exit programming mode (see page 12).

Main menu

Zone setup
Shade labels

↓

Select shade grp:

▲
Shade grp 1
▼

↓

Label shade grp:

▲
Custom
▼

↓

Label shade grp 1

1 / 11
1: A
A

→

Saved

Master buttons

OK button
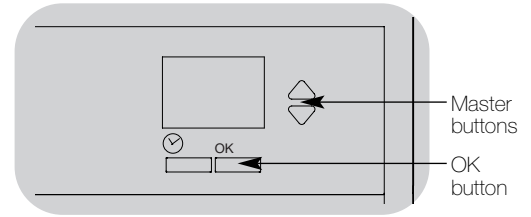
Remotely Restore EDUs to Factory Defaults

⚠ **Warning!** Restoring an EDU (electronic drive unit for a window treatment) to its factory defaults will erase any previous programming or assignments you have made for that EDU.

⚠ **Note:** Entering this mode may cause window treatments to move approximately 8 inches up or down. **Be sure that each window treatment is positioned so that the fabric can safely move 8 inches up or down before entering this mode.**

1. On any shade column, press and hold simultaneously the top and lower buttons. The LED next to the top button will flash.
2. Press and hold the top button for 5 seconds. All shade column LEDs will blink rapidly.
3. Select the EDU you want to restore to factory defaults using the top button on the shade column. Each time you press and release the top button, a different EDU in your system will open and close in an 8-inch range to indicate it is selected. Press the top button until the EDU for the window treatment you wish to restore to factory defaults moves. (You can also use the bottom button, which moves through the assigned EDUs in the opposite order.)
4. Press and hold simultaneously the raise and lower buttons for 5 seconds to restore the moving shade to factory defaults.
5. Repeat steps 3 and 4 to restore factory defaults to any other window treatments.
6. Press and hold simultaneously the top and lower buttons on the shade column to exit this mode.
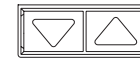
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Timeclock Operation

Set Time and Date
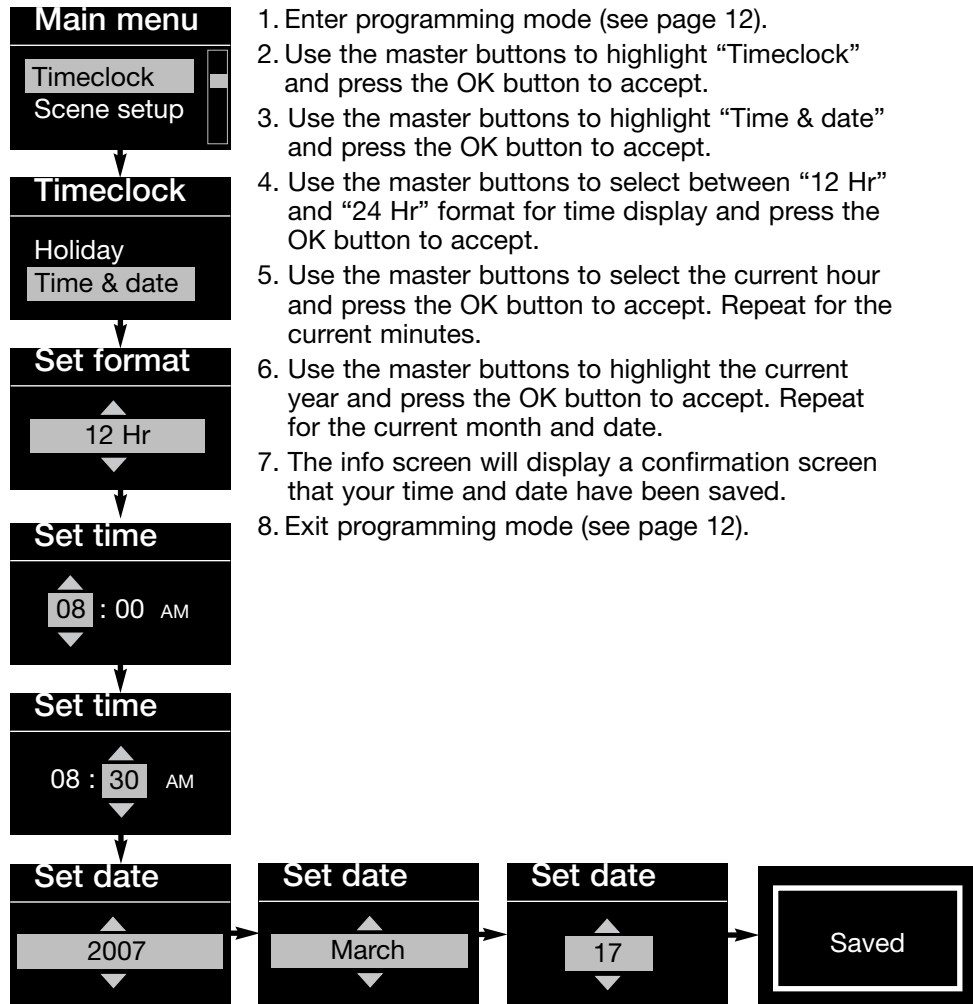
Main menu

Timeclock
Scene setup

↓

Timeclock

Holiday
Time & date

↓

Set format

▲
12 Hr
▼

↓

Set time

▲
08 : 00 AM
▼

↓

Set time

08 : ▲ 30 ▼ AM

↓

Set date

▲
2007
▼

→

Set date

▲
March
▼

→

Set date

▲
17
▼

→

Saved

1. Enter programming mode (see page 12).
2. Use the master buttons to highlight "Timeclock" and press the OK button to accept.
3. Use the master buttons to highlight "Time & date" and press the OK button to accept.
4. Use the master buttons to select between "12 Hr" and "24 Hr" format for time display and press the OK button to accept.
5. Use the master buttons to select the current hour and press the OK button to accept. Repeat for the current minutes.
6. Use the master buttons to highlight the current year and press the OK button to accept. Repeat for the current month and date.
7. The info screen will display a confirmation screen that your time and date have been saved.
8. Exit programming mode (see page 12).

Master buttons

OK button

*※*LUTRON®
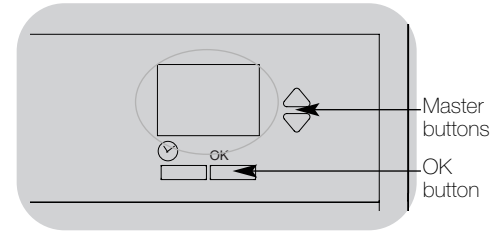
Timeclock Operation

Set Location

Main menu
Timeclock
Scene setup

↓

Timeclock
Time & date
Location

↓

Location by
Country, City
Lat/Longitude

↓

Country
▲
USA
▼

↓

State
▲
Pennsylvania
▼

↓

City
▲
Philadelphia
▼

↓

Saved

1. Enter programming mode (see page 12).
2. Use the master buttons to highlight "Timeclock" and press the OK button to accept.
3. Use the master buttons to highlight "Location" and press the OK button to accept.
4. Use the master buttons to choose to set your location by either country and city or latitude and longitude. Press the OK button to accept.
5. Use the master buttons to highlight the country and press the OK button to accept. Repeat for the state and closest city.
6. The info screen will display a confirmation screen that your time and date have been saved.
7. Exit programming mode (see page 12).

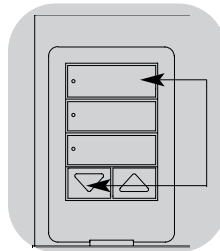Master buttons
OK button

Set Daylight Saving Time

Timeclock
Location
Set DST

↓

Use DST?
▲
YES
▼

1. Enter programming mode (see page 12) and select "Timeclock". Use the master buttons to highlight "Set DST" and press the OK button to accept.
2. Use the master buttons to highlight "YES" if your location observes daylight saving time, or "NO" if it does not. Press the OK button to accept.
3. If yes, use the master buttons to choose either "USA 2007" (the second Sunday in March to the first Sunday in November), or "Other." For "Other," follow the screens to set start and end dates and amount of time.
4. Press the OK button to accept. The info screen will display a confirmation screen that your time and date have been saved.
5. Exit programming mode (see page 12).

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Timeclock Operation

Add an Event
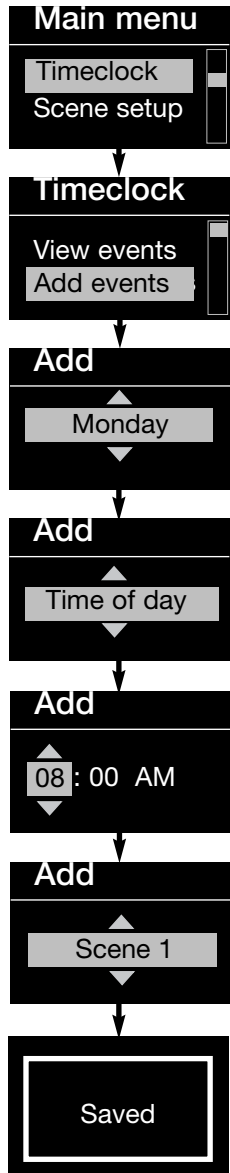
Main menu

Timeclock
Scene setup

↓

Timeclock

View events
Add events

↓

Add
▲
Monday
▼

↓

Add
▲
Time of day
▼

↓

Add
▲
08 : 00 AM
▼

↓
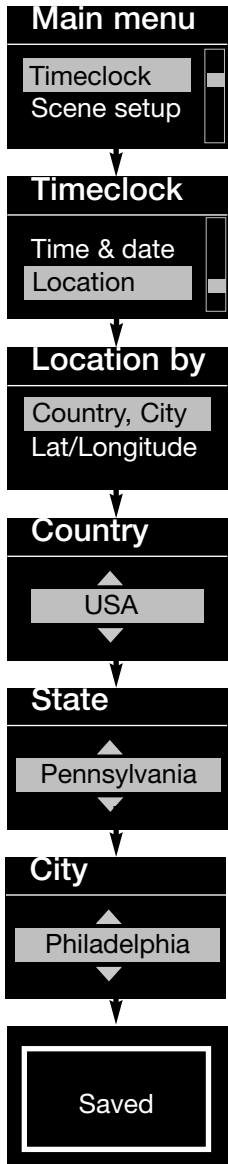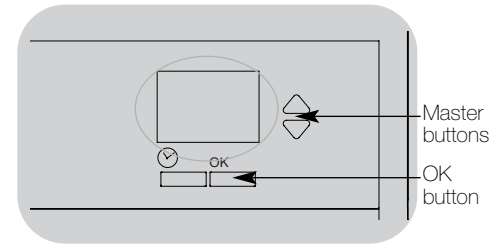
Add
▲
Scene 1
▼

↓

Saved

1. Enter programming mode (see page 12).
2. Use the master buttons to highlight "Timeclock" and press the OK button to accept.
3. Use the master buttons to highlight "Add events" and press the OK button to accept.
4. Use the master buttons to select the day of the week for this event; press the OK button to accept.
5. Use the master buttons to select the type of event (fixed time of day, or relative to sunrise or sunset); press the OK button to accept.
6. For a fixed-time event, use the master buttons to select the hour for your event to begin; press the OK button to accept. Repeat for the minutes.
   For a relative time event, use the master buttons and the OK button to set the hour, then the minutes relative to sunrise or sunset (maximum of 1 hour 59 minutes before or after sunrise or sunset).
7. Use the master buttons to select the scene you wish to activate for this event.
   For a timeclock event involving only shades, scroll through the scenes to find the group of shades and the action (1, 2, or 3; open, preset, or close) you want to add to the timeclock event.
   Or, press the button on the shade column that produces the action you want to add to this timeclock event.
   Press the OK button to accept.
8. The info screen will display a confirmation screen that your event has been saved.
9. Exit programming mode (see page 12).

Master buttons

OK button

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Timeclock Operation

Delete an Event

Main menu

Timeclock
Scene setup

↓

Timeclock

Copy schedule
Delete events

↓

Delete

▲
Monday
▼

↓

Delete

8:00 AM   01/03
Scene 5

↓

Delete?

↓

Saved
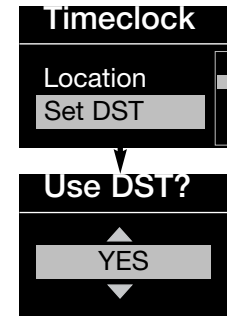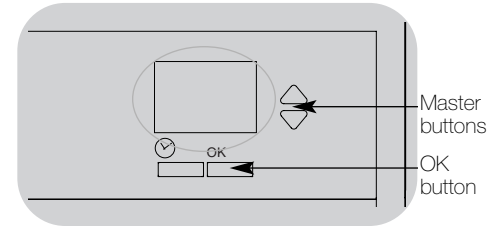
1. Enter programming mode (see page 12).
2. Use the master buttons to highlight "Timeclock" and press the OK button to accept.
3. Use the master buttons to highlight "Delete events" and press the OK button to accept.
4. Use the master buttons to select the day of the week (or holiday) when the event occurs; press the OK button to accept.
5. Use the master buttons to select the event to delete; press the OK button to accept.
6. A screen will appear, verifying you wish to delete the event. Press the OK button to accept and delete; otherwise, press the timeclock button to go back.
7. The info screen will display a confirmation screen that your event has been deleted.
8. Exit programming mode (see page 12).

Master buttons
OK button
Timeclock button

View an Event

Timeclock

View events
Add events

↓

View events

▲
Monday
▼

↓

View

8:00 AM   01/03
Scene 5

1. Enter programming mode (see page 12), select "Timeclock," and select "View events".
2. Use the master buttons to select the day of the week (or holiday) when the event occurs; press the OK button to accept.
3. Use the master buttons to select the event to view; press the OK button to accept.
4. Press the OK button to return to the Timeclock menu.
5. Exit programming mode (see page 12).

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Timeclock Operation

Set a Holiday

Timeclock

Delete schedule
Holiday

↓

Holiday

Set holiday
Delete holiday

↓

Add

▲
Feb   1
▼

↓

Add
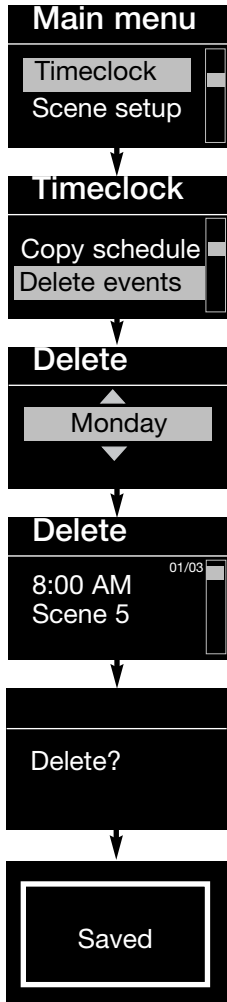
Feb   ▲
      14
      ▼

↓

Saved

1. Enter programming mode (see page 12).
2. Use the master buttons to highlight "Timeclock" and press the OK button to accept.
3. Use the master buttons to highlight "Holiday" and press the OK button to accept.
4. Use the master buttons to select "Set holiday" and press the OK button to accept.
5. Use the master buttons to set the month of the holiday and press the OK button to accept. Repeat for the date.
6. The info screen will display a confirmation screen that your holiday has been set.
7. Exit programming mode (see page 12).

Master buttons

OK button

Delete a Holiday

Holiday

Set holiday
Delete holiday

↓

Feb 14

Delete?

↓

Deleted

1. Enter programming mode (see page 12), select "Timeclock," select "Holiday," and select "Delete holiday".
2. Use the master buttons to select the holiday you wish to delete and press the OK button to accept.
3. The info screen will display a confirmation screen that your event has been deleted.
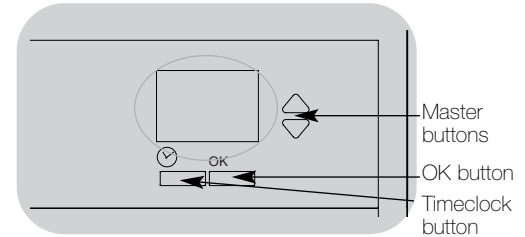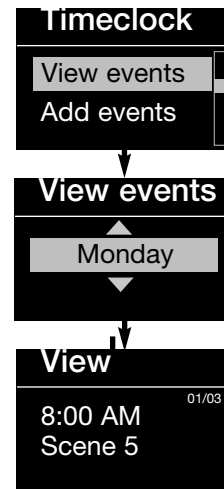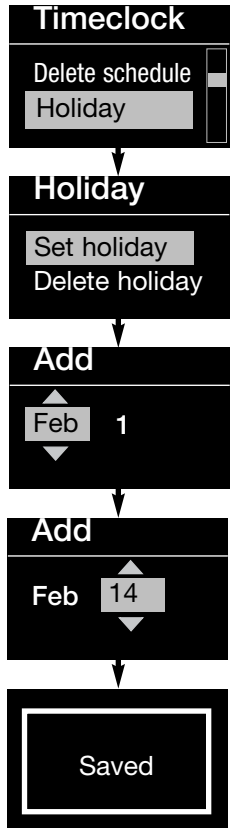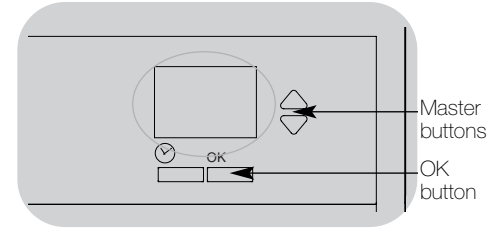4. Exit programming mode (see page 12).

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Set Save Mode

Main menu

Scene setup
Save mode

↓

Save mode

▲
Save always
▼

↓

Saved
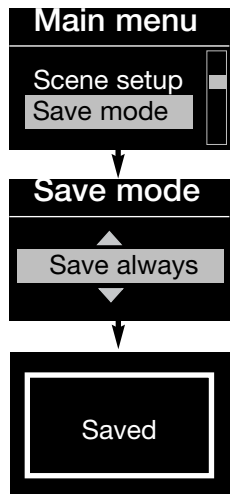
1. Enter programming mode (see page 12).
2. Use the master buttons to highlight "Save mode" and press the OK button to accept.
3. Use the master buttons to highlight the save mode you would like. The save modes are listed and explained below.
4. Press the OK button. The info screen will display a confirmation screen that your save mode has been saved.
5. Exit programming mode (see page 12).

Master buttons
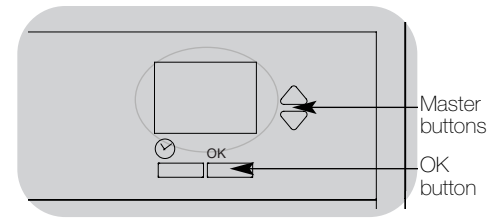
OK button

Save Modes

Save always (default mode) . . Quick scene programming mode; automatically save changes made to to lighting levels or fade time (master raise/lower changes are temporary)

Save by OK . . . . Zone adjustments are temporary unless the OK button precedes them

Save never . . . . Do not save any temporary changes to lighting levels or fade time

Four scenes . . . . Zone raise/lower buttons are disabled (typically used for rented spaces) Master raise/lower buttons, wallstations, and IR receiver are still enabled for adjustment of light level, but these changes are not saved

Button disable . . . . Only the timeclock button, IR receiver, and wallstations can be used to make temporary changes (typically used in a public space)

Note: Off scene can be changed only through scene setup in program mode. Save modes will change only the fade time in Off scene settings.

Set Up Occupant Sensor

Main menu

Save mode
Occ sensor

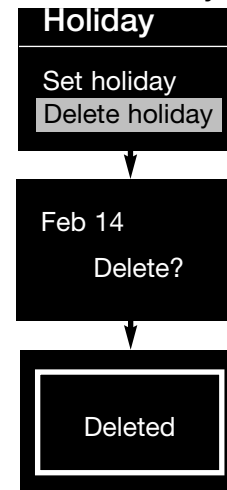↓

Occupied

▲
Scene 1
▼

↓

Unoccupied

▲
Manual off
▼

↓

Saved
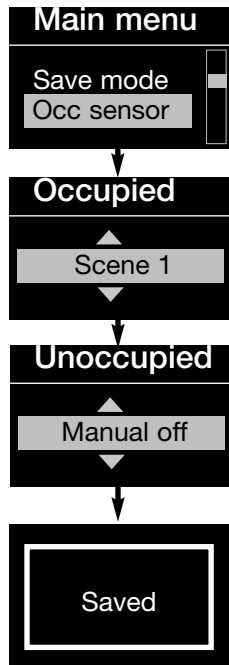
1. Enter programming mode (see page 12).
2. Use the master buttons to highlight "Occ sensor" and press the OK button to accept.
3. Use the master buttons to select the scene you wish to activate when the room is occupied.
   For an occupant sensor setting involving only shades, scroll through the scenes to find the group of shades and the action (1, 2, or 3; open, preset, or close) you want to set.
   Or, press the button on the shade column that produces the action you want to add to this timeclock event.
   If your local lighting code requires it, you may also select "Manual on," which means the occupant sensor will not automatically turn the lights on when someone enters a room. Instead, a button must be pressed manually.
4. Press OK to accept your choice.
5. Use the master buttons to select the scene you wish to activate when the room is unoccupied.
   For an occupant sensor setting involving only shades, scroll through the scenes to find the group of shades and the action (1, 2, or 3; open, preset, or close) you want to set.
   Or, press the button on the shade column that produces the action you want to add to this timeclock event.
   You may also select "Manual off," which means the occupant sensor will not trigger an action when the room is unoccupied.
6. Press OK to accept your choice. The info screen will display a confirmation screen that your occupant sensor settings have been saved.
7. Exit programming mode (see page 12).

Master buttons

OK button
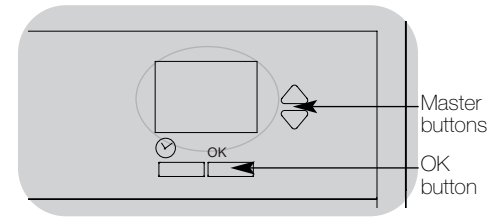
Occupied and Unoccupied Modes

Occupied, contact closing . . . . . . The occupied scene occurs when an occupant sensor or contact closure connected to the occupant sensor input closes.

Unoccupied, contact opening . . . The unoccupied scene occurs when an occupant sensor or contact closure connected to the occupant sensor input opens.

Activate System Accessories

Once your control unit is programmed, you will need to activate any accessories or interfaces that are a part of the system. Refer to the instructions that accompanied those devices to set them up for proper communication with the *GRAFIK Eye* QS control unit.

Faceplate Removal

The faceplates may need to be removed to change the color or to write in zone labels. To remove either faceplate, open it fully (flush to the wall), and pull up (for the top faceplate) or down (for the bottom faceplate) to pull the hinges out of their slots.

Replace by sliding the hinges back into their slots.

Pull up to remove top faceplate

Pull down to remove bottom faceplate
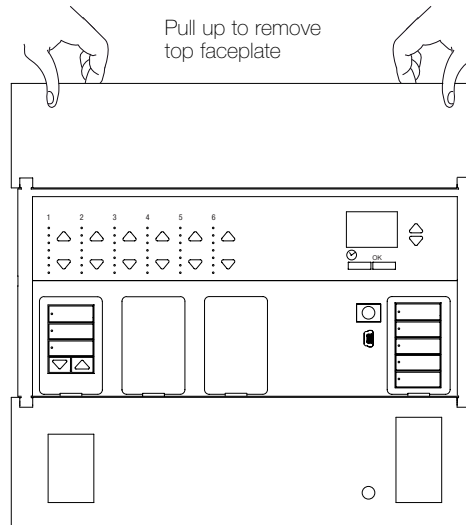
Troubleshooting

Symptom	Possible Causes	Remedy
Unit does not control loads Unit does not turn lights on LEDs on front of unit are not ON MCB/breaker is tripping	Breaker/MCB is off Long fade time Low zone settings Miswire System short circuit System overload	Switch breaker/MCB on Set fade time to 0 seconds Reprogram scenes to a higher intensity Check wiring Find and correct shorts Make sure unit is not overloaded (2000 W max)
Unit does not control load ZONE control does not work	Miswire Disconnected wire Burned-out lamps	Check wiring Connect zone wires to loads Replace bad lamps
1 or more zones are "full on" when any scene is on and zone intensity is not adjustable	Miswire Shorted triac	Make sure loads are connected to the right zones Replace control unit
A Zone control affects more than one zone	Miswire	Check for shorts between zone outputs
Keypad buttons are not working Keypad LEDs are not tracking	Miswire or loose connection on low- voltage link Wallstation programming is incorrect	Tighten loose connections at PELV terminals on all units and other devices in the system Check the keypad function and programming on the units
Faceplate is warm	Normal operation	Solid-state controls dissipate about 2% of the connected load as heat.

Troubleshooting (continued)

Symptom	Possible Causes	Remedy
Unit does not allow scene change or zone adjustments	Unit in wrong save mode Keypad in system has locked the unit	Change to correct save mode Check programming and state of keypads
Screen is off	Normal operation	Screen turns off after 20 seconds
Occupant sensor input does not work	Miswire Incorrect programming Input closure/opening is not occurring Timeout on occupant sensor is set too long	Check wiring on contact closure input Re-program the occupied and unoccupied states of the input Check that the input device is opening and closing properly Set the occupant sensor timeout to a shorter time
Timeclock events do not occur Sunrise or sunset events do not occur at the correct time	Timeclock is disabled Time is not set correctly Date is not set correctly Location is not set correctly Holiday schedule is in effect	Enable the timeclock Set the time Set the date Set the latitude and longitude correctly Remove the holiday schedule from your programming

Troubleshooting (continued) - Window Treatment Functions

Symptom	Possible Causes	Remedy
EDU (electronic drive unit of the window treatment) will not move	EDU is not powered Window treatment fabric is caught on something EDU is not assigned to a keypad	Check EDU power Check and unbind window treatment fabric Assign the EDU to a keypad
EDU (electronic drive unit of the window treatment) does not fully open or fully close	Presets have been set incorrectly Limits have been set incorrectly Window treatment fabric is caught on something	Try using raise/lower buttons on keypad Set limits correctly Check and unbind window treatment fabric
Window treatment moves in the opposite direction when raise/lower buttons are pushed	Open and close limits have been reversed	Set limits correctly
Keypad LEDs are off and keypad will not control any window treatment	No power is going to keypad	Check and wire power to keypad
Keypad LEDs are on but keypad will not control any window treatment	All presets are set to the same height Communications link is not wired to the EDU EDU has been unassigned from keypad	Try using raise/lower buttons on keypad Check and wire the EDU link Reassign the EDU to the keypad
Keypad does not operate all the window treatments it is assigned to	EDU has been unassigned from keypad All presets are set to the same height EDU is not wired correctly Keypad is not wired correctly	Reassign the EDU to the keypad Try using raise/lower buttons on keypad Check and rewire EDU Check and rewire keypad
Window treatments in a room move on their own	EDUs are assigned to a keypad in another room	Reassign the EDU to the correct keypad

Menu Options

Timeclock
View events
See page 26
Add events
Copy all timeclock events from one day to another
Copy schedule
Copy all timeclock events from one day to another
Delete events
See page 26
Delete schedule
Delete all timeclock events from a specified day
Holiday
See page 27
Time & date
See page 23
Location
See page 24
Set DST
See page 24
Enable/Disable
Enable or disable timeclock events

Scene setup
Levels
See page 16
Labels
See page 17

Save mode
See page 28

Occ sensor
See page 29

Zone setup
Load type
See page 8
High end
See page 9
Low end
See page 9
Min level
See page 9
Label
See page 14

Shade labels
See page 22

IR
Enabled
Enable control of the GRAFIK Eye *by IR (remote control palm pilot, wired IR device, etc.)*
Disabled
Disable control of the GRAFIK Eye *by IR (remote control palm pilot, wired IR device, etc.)*

Backlight
Off
Turn off the green backlights on the scene and shade buttons
On
Turn on the green backlights on the scene and shade buttons

Diagnostics
Diagnostics are for advanced use only. For help, contact Lutron Technical Support.
Device serial
Displays the serial number of the GRAFIK Eye
Link details
Displays diagnostic information for all devices wired on the link
Code rev
Displays the software versions of the different components within the GRAFIK Eye
USB status
Displays diagnostic information for the GRAFIK Eye*'s USB*
Reset USB
Resets the USB module on the GRAFIK Eye *(used if it is having trouble communicating)*

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Warranty

Lutron Electronics Co., Inc.
One Year Limited Warranty

For a period of one year from the date of purchase, and subject to the exclusions and restrictions described below, Lutron warrants each new unit to be free from manufacturing defects. Lutron will, at its option, either repair the defective unit or issue a credit equal to the purchase price of the defective unit to the Customer against the purchase price of comparable replacement part purchased from Lutron. Replacements for the unit provided by Lutron or, at its sole discretion, an approved vendor may be new, used, repaired, reconditioned, and/or made by a different manufacturer.

If the unit is commissioned by Lutron or a Lutron approved third party as part of a Lutron commissioned lighting control system, the term of this warranty will be extended, and any credits against the cost of replacement parts will be prorated, in accordance with the warranty issued with the commissioned system, except that the term of the unit's warranty term will be measured from the date of its commissioning.

EXCLUSIONS AND RESTRICTIONS

This Warranty does not cover, and Lutron and its suppliers are not responsible for:

1. Damage, malfunction or inoperability diagnosed by Lutron or a Lutron approved third party as caused by normal wear and tear, abuse, misuse, incorrect installation, neglect, accident, interference or environmental factors, such as (a) use of incorrect line voltages, fuses or circuit breakers; (b) failure to install, maintain and operate the unit pursuant to the operating instructions provided by Lutron and the applicable provisions of the National Electrical Code and of the Safety Standards of Underwriter's Laboratories; (c) use of incompatible devices or accessories; (d) improper or insufficient ventilation; (e) unauthorized repairs or adjustments; (f) vandalism; or (g) an act of God, such as fire, lightning, flooding, tornado, earthquake, hurricane or other problems beyond Lutron's control.
2. On-site labor costs to diagnose issues with, and to remove, repair, replace, adjust, reinstall and/or reprogram the unit or any of its components.
3. Equipment and parts external to the unit, including those sold or supplied by Lutron (which may be covered by a separate warranty).
4. The cost of repairing or replacing other property that is damaged when the unit does not work properly, even if the damage was caused by the unit.

EXCEPT AS EXPRESSLY PROVIDED IN THIS WARRANTY, THERE ARE NO EXPRESS OR IMPLIED WARRANTIES OF ANY TYPE, INCLUDING ANY IMPLIED WARRANTIES OF FITNESS FOR A PARTICULAR PURPOSE OR MERCHANTABILITY. LUTRON DOES NOT WARRANT THAT THE UNIT WILL OPERATE WITHOUT INTERRUPTION OR BE ERROR FREE.

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TO MAKE A WARRANTY CLAIM

To make a warranty claim, promptly notify Lutron within the warranty period described above by calling the Lutron Technical Support Center at (800) 523-9466. Lutron, in its sole discretion, will determine what action, if any, is required under this warranty. To better enable Lutron to address a warranty claim, have the unit's serial and model numbers available when making the call. If Lutron, in its sole discretion, determines that an on-site visit or other remedial action is necessary, Lutron may send a Lutron Services Co. representative or coordinate the dispatch of a representative from a Lutron approved vendor to Customer's site, and/or coordinate a warranty service call between Customer and a Lutron approved vendor.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

These products may be covered under one or more of the following U.S. patents: 4,797,599; 4,893,062; 4,924,151; 5,191,265; 5,430,356; 5,463,286; 5,949,200; 5,990,635; 6,091,205; 6,188,181; 6,380,692; and corresponding foreign patents. Other U.S. and foreign patents may be pending.

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