GR 2400 Lighting Controls

Unity GX™

Customer Submission Guide

In order to facilitate the delivery of your Unity GX™ *Advanced Graphical Control* software package, please review this guide and complete the required steps.

gx™
UNITY
Graphical Interface

gx

Lighting Control & Design

Phone.(800) 345-4448 • www.lightingcontrols.com

Overview

Control Options

One of the most common uses of Unity GX *Advanced Graphical Control* software is manual real-time control of lighting from a PC or touch-screen. Control is usually geographical (by room or zone).

Here is a list of all of the control options:

View Status Only. In this mode the user can not control the area but can view the (on or off) status.

Green indicates the loads are on and red is off. Yellow indicates some loads are on and some are off. Grey indicates the system is not reporting or is off-line
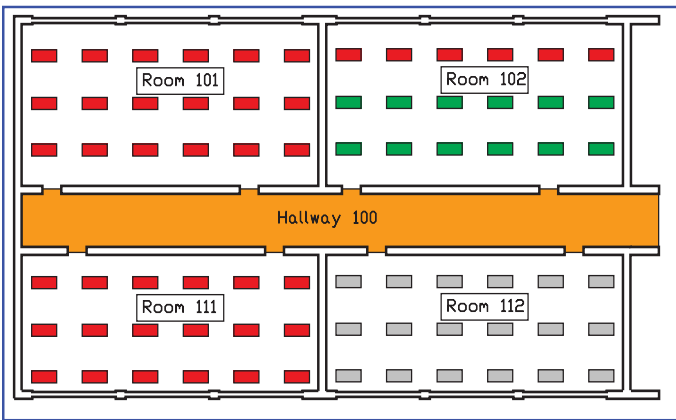
Toggle. Each click will reverse the status of the loads. If the lights were "off" they are switched "on", and if "on" will be switched "off". If the loads are not aligned – some lights are "on" and some are "off", the first click will bring up an option box to turn them on or off to align their status.

On Mode
Turns lights "on" only.

Off Mode
Turns lights "off" only.

Mixed Mode
Also called interlock. Turns some lights "on only" and some "off only".

Raise/Lower
A virtual slider-dimmer will raise and lower dimmed loads.

Scene Control
Pre-set lighting levels including "on" and "off" can be set for any group of relays, smart-breakers, or dimmers.

Zone Options

All of the above viewing or control options are available to any of the following Zone Options.

Whole Room Control. Each room can be separately controlled and monitored. Individual lights are not highlighted, just the room itself. These loads are toggled.
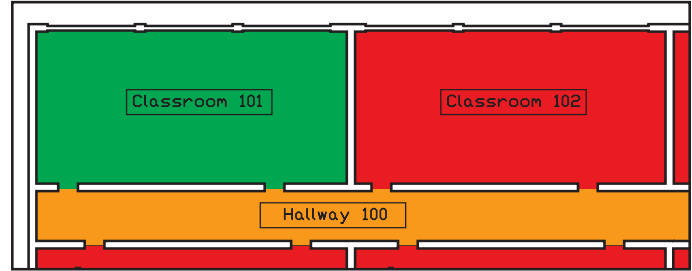
Luminaire control. Each hard-wired group of luminaires can be controlled separately. These loads are toggled. Usually the graphic exceeds the original boundary to make it more visible.
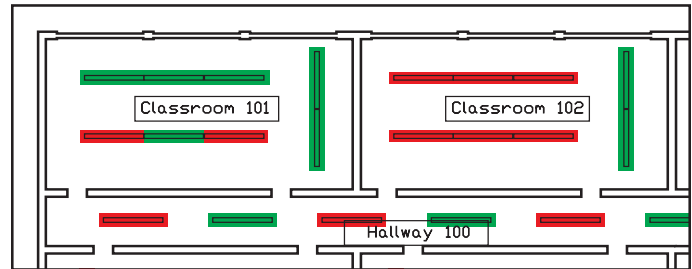
Virtual Switches. Instead of highlighting the room or the luminaires within the room, virtual switches can be included. These Switches use On Mode (for HIGH), Off Mode (for OFF), and Mixed Mode (for LOW).
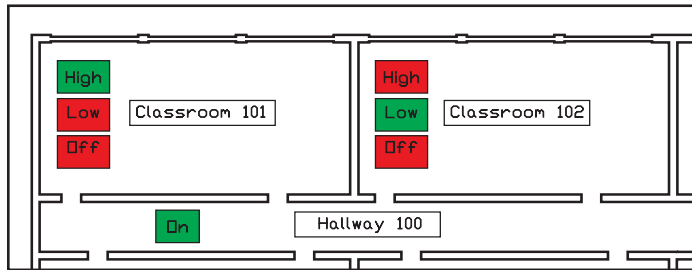
Another Virtual Switch is shown below with the Raise/Lower Control Option controlling work lights. Refer to the Unity GX Manual for more details on Raise/Lower.

Customer Submission Requirements for Unity GX

You, the customer, are responsible for supplying LC&D with the graphics you want to use in final format and with the control options you wish to use for each space.

Formatting Your Graphics

It is your responsibility to supply LC&D with the graphics package you will require us to program for you. Drawings must be in AutoCAD (.dwg or .dxf) format.

Here are some tips on how to create a successful graphics package:

1. Keep the look clean and simple. In AutoCAD, eliminate unnecessary layers, such as ceiling tiles, unneeded hatching, deltas, clouds, cabling, conduit and even lighting. The most successful graphics are usually just building envelope, walls, and room IDs.
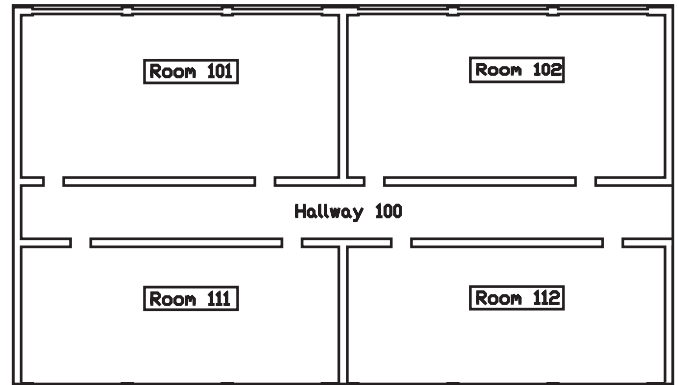
An Auto CAD graphic which is too confusing:
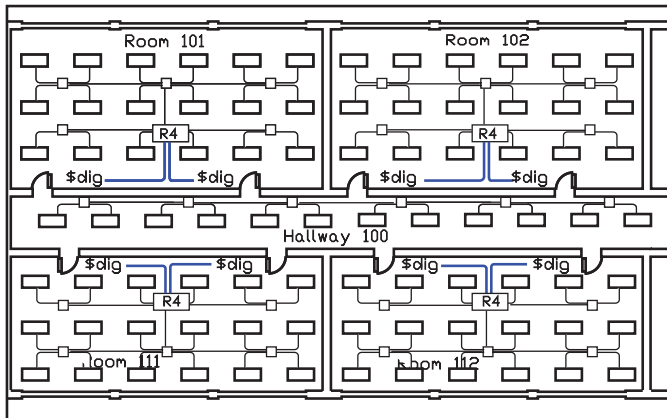
The same file after it has been cleaned up:
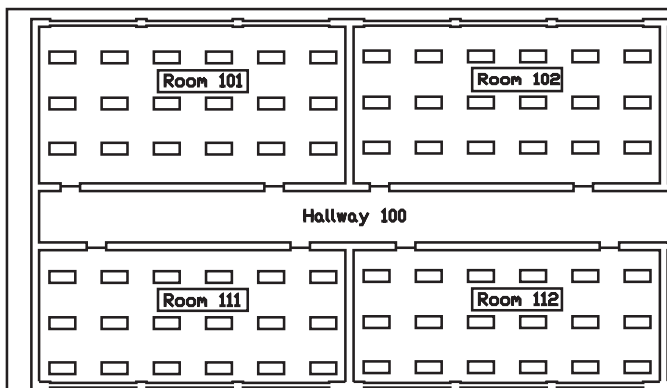
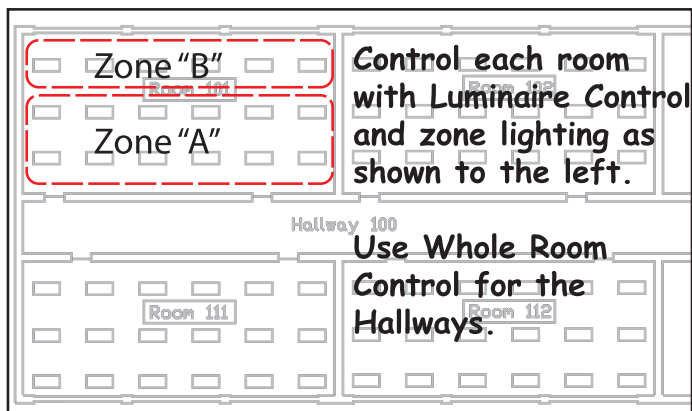Better yet, completely eliminate the luminaires altogether for a cleaner look.

2. You must bind all External Reference Files (XRefs) to the document. This will ensure that the graphics arrive at our factory the way you want them to look.

3. Use a standard font such as txt or Arial. Do not use rare or hard to find fonts. Fonts are usually copyright-protected and as such we can not install customer supplied fonts.

LC&D will insert sliders or ON/OFF switches onto your graphics so there is no need to include anything other than the basic cleaned-up graphic itself.

Specifying Your Control Options

There is no formal method of supplying us with your control requirements. Here are some ideas for you to consider.

1. Supply a copy of the final graphics with demarcations for each zone, room or group of luminaires and instructions for each. These graphics would be in addition to the final cleaned-up graphics, which would contain no comments.

Zone "B"
Room 101

Zone "A"

Control each room with Luminaire Control and zone lighting as shown to the left.

Hallway 100

Room 111   Room 112

Use Whole Room Control for the Hallways.

Or

2. Write a short spec of control requirements for rooms or zones. This is often done as a series of very brief statements:

> Rooms 101-107, 110-121 are separately Toggled as a Whole Room Control.

> Outdoor lighting zones are to be View Status Only and grouped as follows: HA 1-5; HB 1-12; HA 11,13,15,1, H2A 1-3-5-7

> Gymnasium and Theater are Luminaire Control using Sliders

> Hallways 100 and 101 to be grouped together and On Mode

> Hallways 102, 103, 104, and 106 are to be grouped together and On Mode

> Restrooms and Executive Offices are to be View Status Only for each room

Your Final Submission

Forward your Unity GX Customer submission including

*   Final Graphics
*   Control Options specification
*   Completed Customer Contact Form (below)

To:

Unity GX Submittals Group
Lighting Control & Design
9144 Deering Ave.
Chatsworth, CA 91311

Or email it to: gx.group@lightingcontrols.com

Once we receive your submission package your Project Manager will contact you with any questions and to coordinate a due date and any other installation details specific to your project.

Customer Contact Form

Who should LC&D contact with technical questions?

Name: _____

Company: _____

Phone 1: _____ Phone 2:_____

Email: _____

Who is the final approval for your Unity GX package?

Name: _____

Company: _____

Phone 1: _____ Phone 2:_____

Email: _____

How can we help? Contact us: 800-345-4448

Lighting Control & Design

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