

### Features

#### QSE-IO

- Integrates a *GRAFIK Eye QS* lighting control system with equipment that has contact-closure I/O, including:
  - Motion and occupant sensors.
  - Timeclocks and push buttons.
  - Motorized projection screens, skylights, window shades, and movable walls.
  - AV equipment.
  - Security systems.
- May be programmed to control or be controlled by any combination of *GRAFIK Eye QS* control units, or control any combination of Sivoia® QS shades on the link.

#### Inputs/Outputs:

- Provides five inputs and five outputs.
- Provides both normally open (NO) and normally closed (NC) contacts.
- Using the inputs, contact closures in other equipment can operate control units to:
  - Select scenes.
  - Adjust scenes to reflect status of movable walls.
  - Toggle any combination of zones in the system between Off and a configurable preset value.
  - Turn lights on or off based on room occupancy.
  - Perform special functions such as sequencing, panic, control lockout, or timeclock disable.
- Using the outputs, scene changes in control units can:
  - Trigger outputs to control other equipment.
  - Provide status feedback to other equipment.
- Using the inputs, contact closures in other equipment can operate *Sivoia QS* shades to:
  - Open or close.
  - Raise, lower, or stop.
  - Select one of three adjustable presets.
- Using the outputs, key presses on QS shade keypads or *GRAFIK Eye QS* shade column buttons can:
  - Trigger outputs to other motorized shade equipment.

#### Seven Types of Configuration:

1. **Scene Selection Control:** Provides for remote control of *GRAFIK Eye QS* control units. Can be used to select any group of four scenes and send the system to the Off scene.  
**Maintain Outputs:** Allows the selection of up to 5 contact closures to other manufacturers' A/V equipment.  
**Momentary Outputs:** Allows the selection of other manufacturers' equipment, such as projection screens, requiring momentary output closures.
2. **Zone Toggle Control:** Provides for independent toggling of up to 5 *GRAFIK Eye QS* zones or groups of zones between Off and an adjustable preset value. Zone toggle with raise/lower provides up to 3 zone toggles, in addition to raise/lower control of the last zone(s) toggled.

#### 3. Special Function Control

**Sequencing:** Cycles the preset light levels from scene 5 through 16 and back to scene 5, looping indefinitely and using the programmed fade times for each scene.

**Zone Lockout:** Prevents modifications to set light levels on the *GRAFIK Eye QS* control unit. Only temporary changes can be made.

**Scene Lockout:** Prevents changing of the selected scene or preset levels on all *GRAFIK Eye QS* control unit(s) and wallstations.

**Panic Mode:** Activates scene 16 on assigned *GRAFIK Eye QS* control unit(s) and places them in Scene Lockout. Toggle of this closure will return controls to their status before Panic was activated.

**Timeclock Disable:** Causes assigned *GRAFIK Eye QS* control units to disable their internal timeclocks.

4. **Partition Control:** Allows independent (partition closed) or parallel (partition open) operation of multiple *GRAFIK Eye QS* control units.

#### 5. Occupant Sensor Control

**Occupant Sensor Scene 1/Off:** Maintained contact so occupant sensor can turn ON assigned *GRAFIK Eye QS* control unit(s) while still allowing scene changes once room is entered.

**Occupant Sensor Off Only:** "Manual on, auto off." Occupant must turn lights on manually, while still allowing energy-saving benefits of automatic off.

#### 6. QS Shade Control

**Shade Input:** Provides for remote control of *GRAFIK Eye QS* shades.

**Shade Preset:** Allows opening and closing of shades, as well as three programmable preset positions. Option also exists to allow shades to stop if moving when contact closure is triggered.

**Shade Raise/Lower/Stop:** Allows opening and closing of shades, as well as raise, lower, and stop functions.

7. **Shade Output:** Allows control of one or two groups of AC motorized shades or projection screens through contact closure outputs, triggered by button presses on a *GRAFIK Eye QS* keypad or a *GRAFIK Eye QS* shade column.  
Group 1 allows open/stop/close control.  
Group 2 allows open/close control.

#### System Maximums

- QSE-IO counts as 2 zones toward system maximum of 100 zones per link
- QSE-IO counts as 1 device toward system maximum of 100 devices per link
- QSE-IO counts as 2 devices toward maximum of 3 powered by a *GRAFIK Eye QS* control unit.
- 2000 ft (610 m) maximum wiring length.

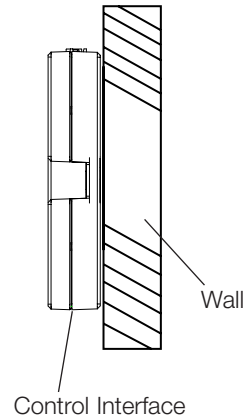
## Mounting

Choose a mounting method below. Mount the control interface in an accessible location.

- A. **Wall Mounting.** Mount the control interface directly on a wall, as shown in the Mounting Diagram, using screws (not included). When mounting, provide sufficient space for connecting cables.
- B. **Rack Mounting.** Place the unit in the LUT-19AV-1U AV rack using the screws provided with the unit. The LUT-19AV-1U will hold up to four units.
- C. **Conduit Mounting.** If conduit is desired for wiring, the LUT-5x10-ENC can be used to mount one unit.

**Note:** Contact closure output relays click audibly when switching. Mount where this will not cause inconvenience.

## Mounting Diagrams

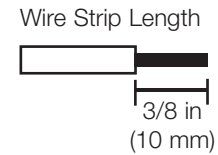
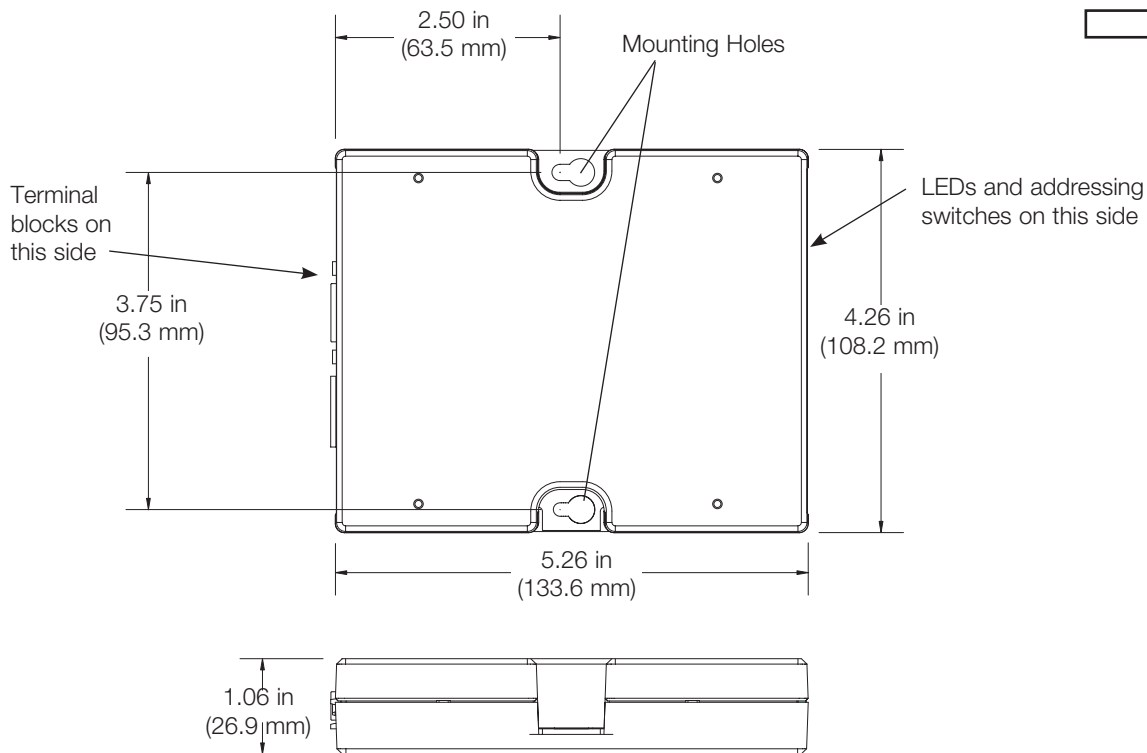


LUT-19AV-1U



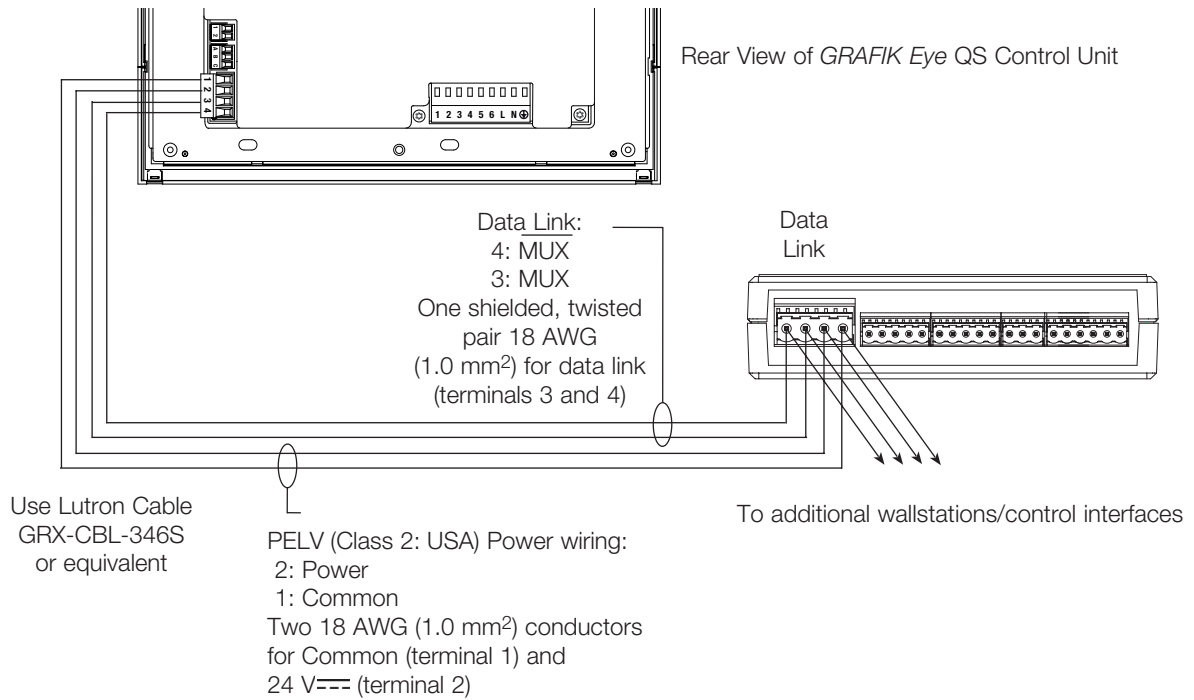
LUT-5x10-ENC

## Dimensions

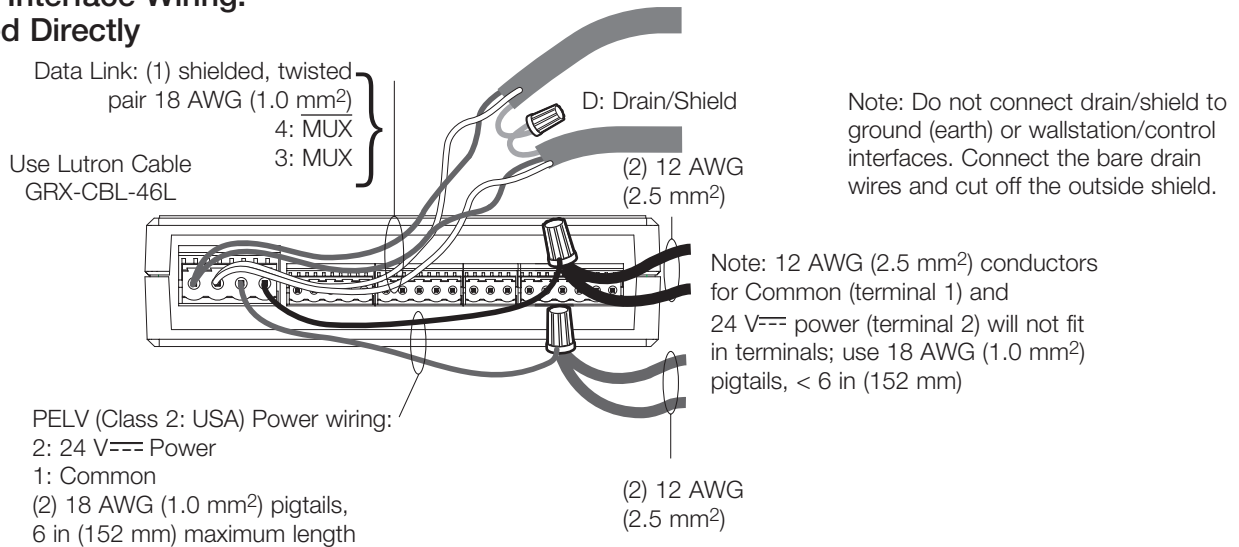


## Low-Voltage PELV (Class 2: USA) Wiring Methods (choose one)

### Control Interface Wiring: Powered by GRAFIK Eye® QS Control Unit



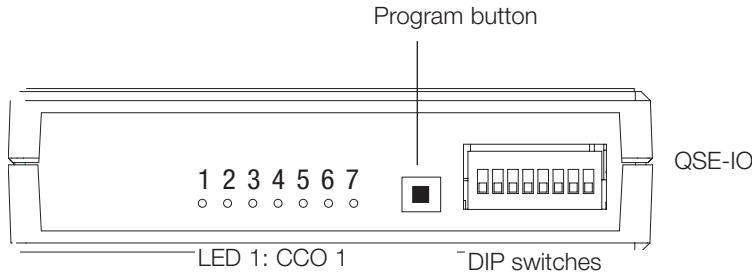
### Control Interface Wiring: Powered Directly



#### Wiring Notes

- Strip 3/8 in (10 mm) of insulation from wires. Each Data Link terminal will accept up to two 18 AWG (1.0 mm<sup>2</sup>) wires.
- Connect wiring as shown in the Wiring Diagrams. The Status LED blinks once per second when properly connected.

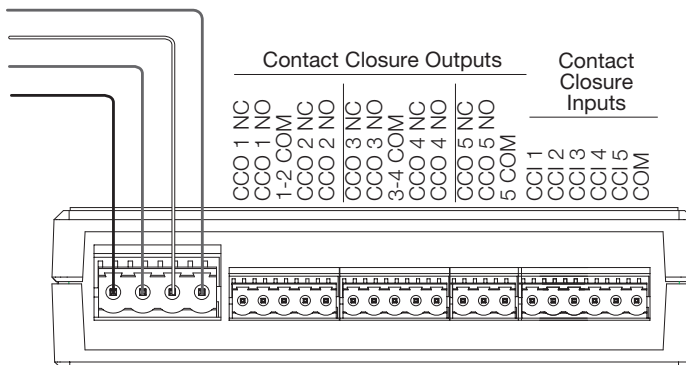
# Low-Voltage PELV (Class 2: USA) Wiring



- LED 1: CCO 1
- LED 2: CCO 2
- LED 3: CCO 3
- LED 4: CCO 4
- LED 5: CCO 5
- LED 6: Unused
- LED 7: Status

Notes: CCO LED is ON when CCO NO (normally open contact) is closed.  
 Status LED blinks once per second during normal operation

- Data Link (to control units, processors, and wallstations)
- 4: MUX
- 3: MUX
- 2: 24 V<sub>DC</sub>
- 1: Common



CCO and CCI connectors hold one 28 - 16 AWG (0.08 - 1.5 mm<sup>2</sup>) wire

NC = Normally closed  
 NO = Normally open

## Contact Closure Ratings

### Five Input Terminals

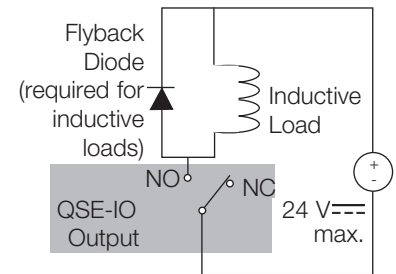
- Accept maintained inputs and momentary inputs with 40 msec minimum pulse times.
- Off-state leakage current must be less than 100  $\mu$ A.
- Open circuit voltage: 24 V<sub>DC</sub> maximum.
- Inputs must be dry contact closure, solid state, open collector, or active-low (NPN)/active high (PNP) output.
  - Open collector NPN or active-low on-state voltage must be less than 2 V<sub>DC</sub> and sink 3.0 mA.
  - Open collector PNP or active-high on-state voltage must be greater than 12 V<sub>DC</sub> and source 3.0 mA.
- Lutron recommends a maximum of 3 occupant sensors wired in parallel per input.

### Five Output Terminals

- Provide selectable maintained or momentary (250 msec) outputs.
- The QSE-IO is not rated to control unclamped, inductive loads. Inductive loads include, but are not limited to, relays, solenoids, and motors. To control these types of equipment, a flyback diode must be used (DC voltages only). See diagram.
- Output relays are non-latching (if relays are closed and power is lost, relays will open).

## Output Ratings

Supply Voltage	Resistive Load
0 - 24 V <sub>DC</sub>	1.0 A
0 - 24 V <sub>AC</sub>	0.5 A



## QSE-IO Operating Modes and DIP Switch Settings

- For scene selection and special function modes, one GRAFIK Eye® QS control unit or a group of control units may be assigned to be operated by the QSE-IO.
- With partitioning, zone toggle, and occupant sensor modes, a different GRAFIK Eye QS control unit or group of control units may be assigned for each I/O closure.

Configuration	Dip Switch 4 5 6 7 8	Contact Closures Invoke:							Inputs	Outputs
		Input 1	Input 2	Input 3	Input 4	Input 5				
Scene selection		Scene 1	Scene 2	Scene 3	Scene 4	Scene off				
		Scene 5	Scene 6	Scene 7	Scene 8	Scene off	Maintained	Maintained		
		Scene 9	Scene 10	Scene 11	Scene 12	Scene off	or momentary			
		Scene 13	Scene 14	Scene 15	Scene 16	Scene off				
		Scene 1	Scene 2	Scene 3	Scene 4	Scene off	Maintained	Momentary		
		Scene 5	Scene 6	Scene 7	Scene 8	Scene off	or momentary			
Special (maintained)		Sequence 5-16	Zone lockout	Scene lockout	Panic mode	Timeclock en/disable	Maintained only			
Special (momentary)		Sequence 5-16	Zone lockout	Scene lockout	Panic mode	Timeclock en/disable	Momentary only	Maintained		
Shade input preset ('stop if moving')		Shade Open	Shade Preset 1 <sup>1</sup>	Shade Preset 2 <sup>1</sup>	Shade Preset 3 <sup>1</sup>	Shade Close	Maintained or momentary	Maintained		
Shade input preset (no 'stop if moving')										
Shade input raise, lower, stop		Shade Open	Shade Raise	Shade Lower	Shade Stop	Shade Close	Maintained	Maintained		
Shade output		Open 1	Stop 1	Close 1	Open 2	Close 2	Maintained or momentary	Maintained (grouped 1-3; 4-5)		
Partitioning (momentary)		Wall 1	Wall 2	Wall 3	Wall 4	Wall 5	Momentary only	Maintained		
Partitioning (maintained)		Wall 1	Wall 2	Wall 3	Wall 4	Wall 5	Maintained only	Maintained		
Occupant sensor (automatic on and off)		Closure causes scene 1 Open causes scene off						Maintained only	Maintained	
Occupant sensor (manual on, automatic off)		Closure causes nothing Open causes scene off						Maintained only	Maintained	
Zone Toggle (maintained)		Toggle 1 <sup>2</sup>	Toggle 2 <sup>2</sup>	Toggle 3 <sup>2</sup>	Toggle 4 <sup>2</sup>	Toggle 5 <sup>2</sup>	Maintained			
Zone Toggle (momentary)		Toggle 1 <sup>2</sup>	Toggle 2 <sup>2</sup>	Toggle 3 <sup>2</sup>	Toggle 4 <sup>2</sup>	Toggle 5 <sup>2</sup>	Momentary			
Zone Toggle with Raise/Lower (maintained)		Toggle 1 <sup>2</sup>	Toggle 2 <sup>2</sup>	Toggle 3 <sup>2</sup>	Raise <sup>2</sup>	Lower <sup>3</sup>	Maintained	Maintained		
Zone Toggle with Raise/Lower (momentary)		Toggle 1 <sup>2</sup>	Toggle 2 <sup>2</sup>	Toggle 3 <sup>2</sup>	Raise <sup>2</sup>	Lower <sup>3</sup>	Momentary			

Note: "Stop if moving" means that if the shades are moving and the input closes, the shades will stop moving.

<sup>1</sup> 75%, 50%, and 25% by default; however, presets are adjustable. See "Preset Adjust Mode."

<sup>2</sup> Toggles user-assigned GRAFIK Eye QS zone(s) between Off and a preset value programmed by the user.

<sup>3</sup> Raise and Lower commands affect the last GRAFIK Eye zone(s) that were toggled by the QSE-IO.

Switch up (On)

Switch down (Off)

## Programming Instructions

QSE-IO control interfaces act according to the device(s) they are programmed to (GRAFIK Eye® QS, seeTouch® QS, or QS shade). The mode defines which device may be programmed to a QSE-IO:

Mode	GRAFIK Eye® QS	seeTouch® QS	QS Shade
Scene selection	X		
Zone toggle	X		
Special function	X		
Partition control	X		
Occupant sensor	X		
QS shade input			X
CCO shade output control AC shades	X	X	

The program button on the front of the QSE-IO is used to enter Program Mode. See instructions below for programming each mode.

### Scene Selection:

1. Press and hold the program button for 3 seconds to enter programming mode. The 5 output LEDs will cycle.
2. To assign a *GRAFIK Eye* QS control unit to the QSE-IO, press and hold the scene 1 button on the *GRAFIK Eye* QS for 3 seconds. Repeat to assign additional *GRAFIK Eye* QS control units.
3. Press and hold the program button for 3 seconds to exit programming mode.

### Zone Toggle:

1. Press and hold the program button for 3 seconds to enter programming mode. LED 1 will blink.
2. Zone Toggle input 1 will be selected. To advance through the inputs, tap the program button. To go to the previous input, double-tap the program button.
3. On the *GRAFIK Eye* QS control unit, use the raise and lower buttons for the zone you want to assign to the selected input on the QSE-IO, and set the desired level. Then, press and release the raise and lower buttons together to assign that zone to the selected input on the QSE-IO. Repeat this step for any other zones that you wish to be toggled by the selected input (on the same or any other *GRAFIK Eye* QS control units in the system). To unassign zones, press and release the raise and lower buttons together.
4. Repeat steps 2 and 3 for each zone toggle input on the QSE-IO.
5. Press and hold the program button for 3 seconds to exit programming mode.

### Special Function:

1. Press and hold the program button for 3 seconds to enter programming mode. The 5 output LEDs will cycle.
2. To assign a *GRAFIK Eye* QS control unit to the QSE-IO, press and hold the scene 1 button on the *GRAFIK Eye* QS for 3 seconds. Repeat to assign additional *GRAFIK Eye* QS control units.
3. Press and hold the program button for 3 seconds to exit programming mode.

### Partition Control:

1. Press and hold the program button for 3 seconds to enter programming mode. LED 1 will blink.
2. Wall 1 will be selected. To advance through the assigned walls, tap the program button. To go to the previous wall, double-tap the program button.
3. When the desired wall is selected, to assign the *GRAFIK Eye* QS to that wall, press and hold the scene 1 button on the *GRAFIK Eye* QS for 3 seconds. Repeat to assign additional *GRAFIK Eye* QS control units to that wall; all control units assigned to that wall will work together when that wall is open.
4. Press and hold the program button for 3 seconds to exit programming mode.

### Occupant Sensor Control:

Note: If multiple occupant sensors are programmed to control the same space, the first occupant sensor triggered will turn the lights on, and all occupant sensors must register no occupancy for the lights to turn off.

1. Press and hold the program button for 3 seconds to enter programming mode. LED 1 will blink.
2. Input 1 (occupant sensor 1) will be selected. To advance through the assigned occupant sensors, tap the program button. To go to the previous occupant sensor, double-tap the program button.
3. When the desired occupant sensor is selected, to assign the *GRAFIK Eye* QS to that occupant sensor, press and hold the scene 1 button on the *GRAFIK Eye* QS for 3 seconds. Repeat to assign additional *GRAFIK Eye* QS control units to that occupant sensor; all control units that will work together when that occupant sensor is activated must be assigned to that occupant sensor.
4. Press and hold the program button for 3 seconds to exit programming mode.

### QS Shade Input:

1. Press and hold the program button for 3 seconds to enter programming mode. LEDs 1 and 5 will blink. Make sure DIP switch 1 is down (Off).
2. Shades that are currently assigned to the QSE-IO will move to their close limit, and shades that are not assigned to the shade column will move to their open limit.
3. To select a shade, tap the program button. The selected shade will wiggle up and down. To advance through all shades, tap the program button. To go to the previous shade, double-tap the program button.
4. When the desired shade is selected, press and hold the program button for 2 seconds to assign it (if unassigned) or unassign it (if assigned) to the QSE-IO. The 5 LEDs will blink for 3 seconds to indicate success once you release the button.
5. When all shades you wish to be assigned are at their close limit, and all shades you wish to be unassigned are at their open limit, press and hold the program button for 10 seconds to exit programming mode.

### AC Shade Output:

1. Press and hold the open and close buttons on a QS shade keypad or on a shade column of a GRAFIK Eye® QS control unit for 3 seconds to enter programming mode. The LEDs on the QSE-IO will turn off.
2. On the QSE-IO you wish to obey commands from that shade keypad, tap the program button on the QSE-IO once to assign shade Group 1 (LEDs 1-3 will blink), or twice to assign shade Group 2 (LEDs 4-5 will blink).
3. To unassign shade Group 1, tap the program button once when LEDs 1-3 are blinking; the LEDs will stop blinking. To unassign shade Group 2, double-tap the program button once when LEDs 4-5 are blinking; the LEDs will stop blinking.
4. Press and hold the open and close buttons on the shade keypad for 3 seconds to exit programming mode.

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## Preset Adjust Mode

(Applies to 'Shade Input Preset' operating mode only.)

Three presets are available on QS shades. Shade default presets are:

Preset 1: all assigned shades 75% open

Preset 2: all assigned shades 50% open

Preset 3: all assigned shades 25% open

To adjust these presets, follow these steps:

1. Press and hold the program button on the QSE-IO for 3 seconds to enter programming mode. LEDs 1 and 5 will blink. Make sure DIP switch 1 is up (On) and DIP switches 2 and 3 are down (Off).
2. Preset 1 will be selected. To advance through the presets, tap the program button. To go to the previous preset, double-tap the program button. LED 2, 3, or 4 will light to indicate which preset is selected (1, 2, or 3).
3. When the desired preset is selected, press and hold the program button for 2 seconds. All assigned QS shades will go to their assigned value for the selected preset.
4. To select the shade you want to change, tap the program button to advance through the assigned shades. The selected shade will wiggle up and down.
5. When the desired shade is wiggling, set DIP switch 2 up (On). The shade will stop wiggling.
6. To move the selected QS shade to the desired position for this preset, either set DIP switch 3 up (On) and use the program button to raise the QS shade, or set DIP switch 3 down (Off) to and use the program button to lower the QS shade.

7. To move to another shade, set DIP switch 2 down (Off). Repeat steps 4 through 6 until all shades are set as desired for this preset.
8. With DIP switch 2 down (Off), press and hold the program button on the QSE-IO for 3 seconds to save this preset. Return to step 2 to adjust additional presets.
9. Press and hold the program button for 10 seconds to exit programming mode.

**Note:** At any point while DIP switch 2 is down (Off), press and hold the program button for 10 seconds to exit program mode without saving any presets.

### Preset Adjust Mode DIP Switch Settings Summary

Position	DIP Switch Number		
	1	2	3
Up	Preset adjust mode	Individual shade is selected for adjusting preset	Press program button to raise shade (DIP switches 1 and 2 must be up)
Down	Shade assign mode	Select shade to adjust when in preset adjust mode	Press program button to lower shade (DIP switches 1 and 2 must be up)

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## Special Configuration Functionality

**Sequence 5-16:** Causes assigned control units to continuously cycle through scenes 5-16 using the programmed fade times for each scene.

**Zone Lockout:** Causes assigned control units to not update their currently active scene when individual zone raise/lower buttons are pressed, no matter what save mode is selected.

**Scene Lockout:** Disables all buttons on assigned control units.

**Panic Mode:** Causes all assigned control units to go to Scene 16, and disables buttons, wallstations, and IR control.

**Timeclock Disable:** Disables the timeclock on all assigned control units.

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#### 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.

NO LUTRON AGENT, EMPLOYEE OR REPRESENTATIVE HAS ANY AUTHORITY TO BIND LUTRON TO ANY AFFIRMATION, REPRESENTATION OR WARRANTY CONCERNING THE UNIT. UNLESS AN AFFIRMATION, REPRESENTATION OR WARRANTY MADE BY AN AGENT, EMPLOYEE OR REPRESENTATIVE IS SPECIFICALLY INCLUDED HEREIN, OR IN STANDARD PRINTED MATERIALS PROVIDED BY LUTRON, IT DOES NOT FORM A PART OF THE BASIS OF ANY BARGAIN BETWEEN LUTRON AND CUSTOMER AND WILL NOT IN ANY WAY BE ENFORCEABLE BY CUSTOMER.

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NOTWITHSTANDING ANY DAMAGES THAT CUSTOMER MIGHT INCUR FOR ANY REASON WHATSOEVER (INCLUDING, WITHOUT LIMITATION, ALL DIRECT DAMAGES AND ALL DAMAGES LISTED ABOVE), THE ENTIRE LIABILITY OF LUTRON AND OF ALL OTHER PARTIES UNDER THIS WARRANTY ON ANY CLAIM FOR DAMAGES ARISING OUT OF OR IN CONNECTION WITH THE MANUFACTURE, SALE, INSTALLATION, DELIVERY, USE, REPAIR, OR REPLACEMENT OF THE UNIT, OR ANY AGREEMENT INCORPORATING THIS WARRANTY, AND CUSTOMER'S SOLE REMEDY FOR THE FOREGOING, WILL BE LIMITED TO THE AMOUNT PAID TO LUTRON BY CUSTOMER FOR THE UNIT. THE FOREGOING LIMITATIONS, EXCLUSIONS AND DISCLAIMERS WILL APPLY TO THE MAXIMUM EXTENT ALLOWED BY APPLICABLE LAW, EVEN IF ANY REMEDY FAILS ITS ESSENTIAL PURPOSE.

##### 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.

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