

# DIGILINX™ Application Note

## Installing the Lutron® Graphik Eye Driver

### Equipment Required

Make sure the following equipment is on hand before you begin the installation process:

- *ControlinX* CL100
- GRX-RS232 bidirectional RS232 controller

### Step 1: Configure the GRX-RS232 Controller

1. Set DIP Switch 6: RAW FEEDBACK to OFF.
2. Set DIP Switch 7: SCENE STATUS to ON.

### Step 2: Copy driver files

Copy the supplied driver file *LutronGraphikEye.lua* to the drivers directory (Dealer Setup v1.70 or later is required). Set the file structure as follows:

c:\Program Files\DigiLinX Dealer Setup\Drivers\LutronGraphikEye.lua

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**NOTE:** If the Drivers directory does not exist, then you will need to create it.

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### Step 3: Configure *ControlinX*

To configure *ControlinX*, you must edit the settings on the IR/RS232 Settings tab for the *ControlinX*. To do this, complete the following steps:

1. Open *DigiLinX* Dealer Setup.
2. Add a *ControlinX* and specify that Generic lighting is the driver.
3. Click on the *ControlinX* you want to configure in the project.
4. Click on the IR/RS232 Settings tab.
5. For the driver file, select *LutronGraphikEye.lua* as the driver from the dropdown list as shown in Figure 1.

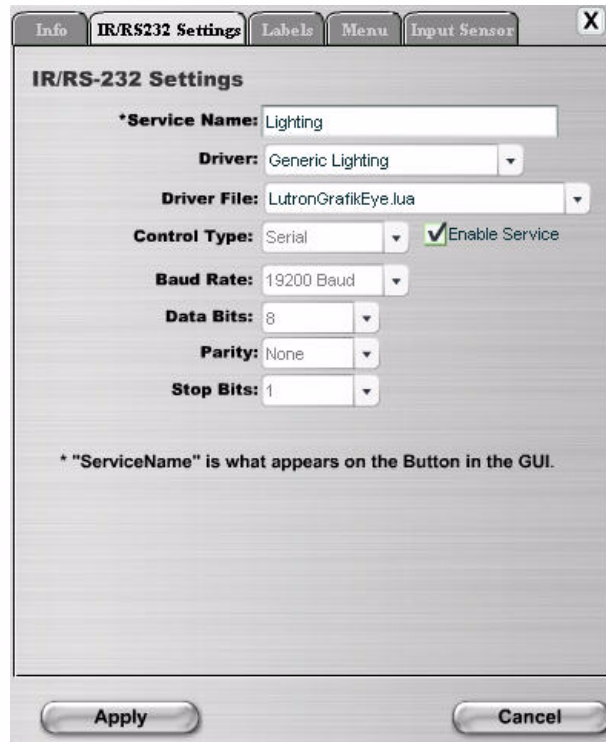


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#### Products Included:

*DigiLinX*

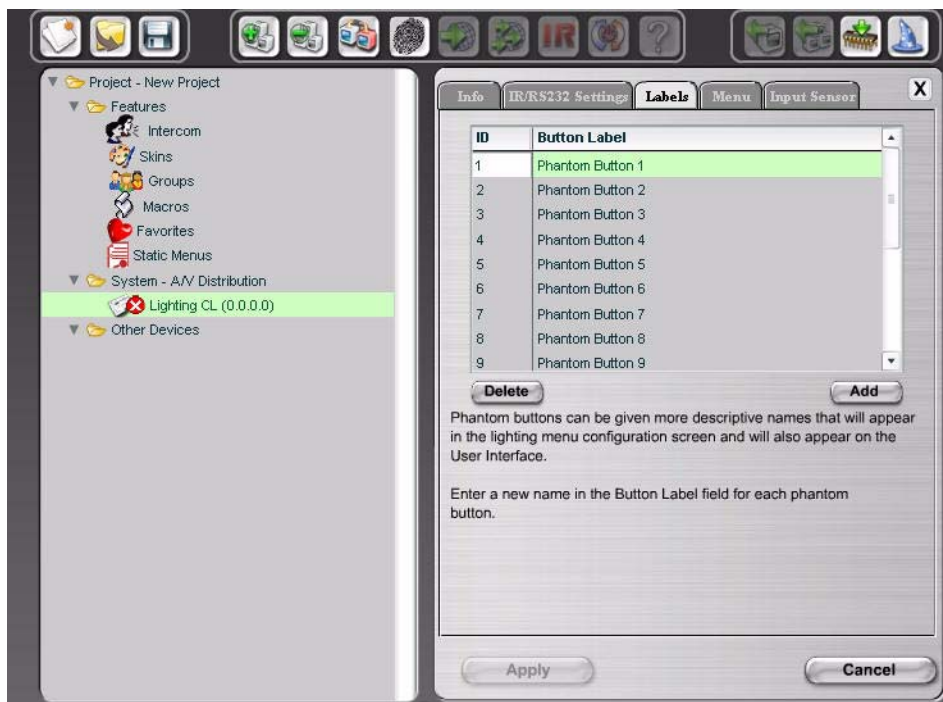
*ControlinX*™



**Figure 1** IR/RS232 Settings screen with LutronGraphikEye.lua selected.

## Step 4: Create Labels for the Keypads

Click the **Labels** tab to define keypads for controlling the lights. The following screen appears as shown in Figure 2.



**Figure 2** Labels tab

Each keypad has an address. Multiple keypads can be defined as required.

The keypad address and button number must be entered in the ID field separated by a comma as follows:

[mm.aa],1

where:

mm is the two-digit driver mode as follows:

- 01 Scene Selection
- 02 Zone Circuit Raise
- 03 Zone Circuit Lower

aa is the two-digit address as follows:

- 01.08 Graphikeye control unit address

1 is the button number

For example,

[01.01],3 GrafikEye control unit A1, Scene selection, select scene 3

[02.03],4 GrafikEye control unit A3, Zone circuit raise, raise circuit 4

Each defined keypad provides a predefined set of functions according to the operational mode, but the label can be anything the dealer wishes. See Tables 1 and 2.

Table 1. Scene Selection Mode

Phantom Button	Function
1	Scene 1
2	Scene 2
3	Scene 3
4r	Scene 4
..	..
13	Scene 13
14	Off
	Raise all circuits on the addressed GraphikEye control unit.
	Lower all circuits on the addressed Graphikeye control unit.
	Scene 1/Off Toggle

Table 2. Zone Circuit Mode

Phantom Button	Function
1	Circuit 1
2	Circuit 2
3	Circuit 3
4r	Circuit 4
5	Circuit 5
6	Circuit 6

## Step 5: Build Menus That Appear on *TouchLinX*

The Menu tab (see Figure 3) lets you build the menus that appear on the *TouchLinX* when a room is selected. Note that this may include buttons from more than one Phantom keypad if desired.

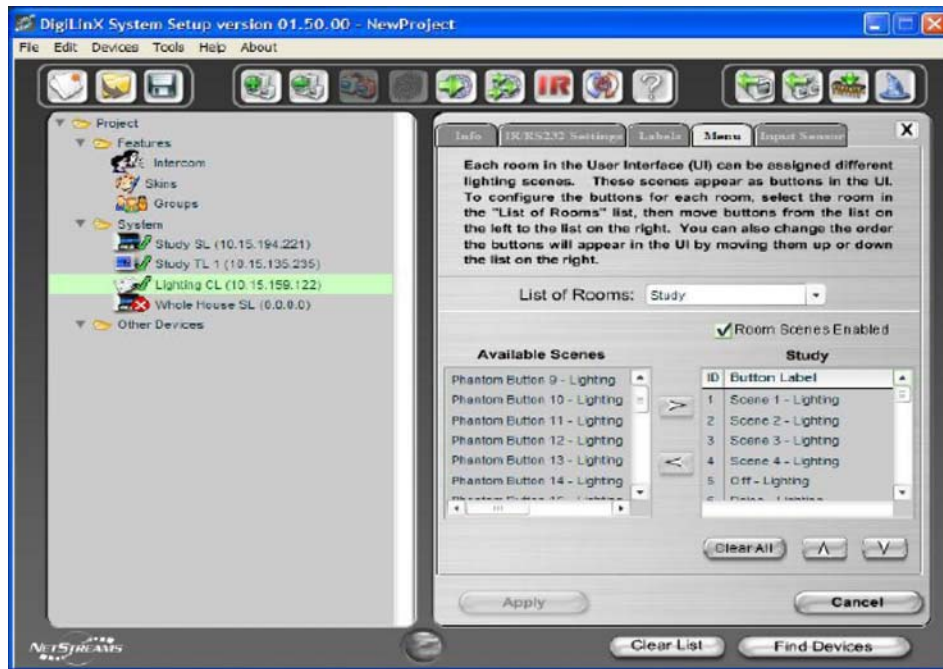
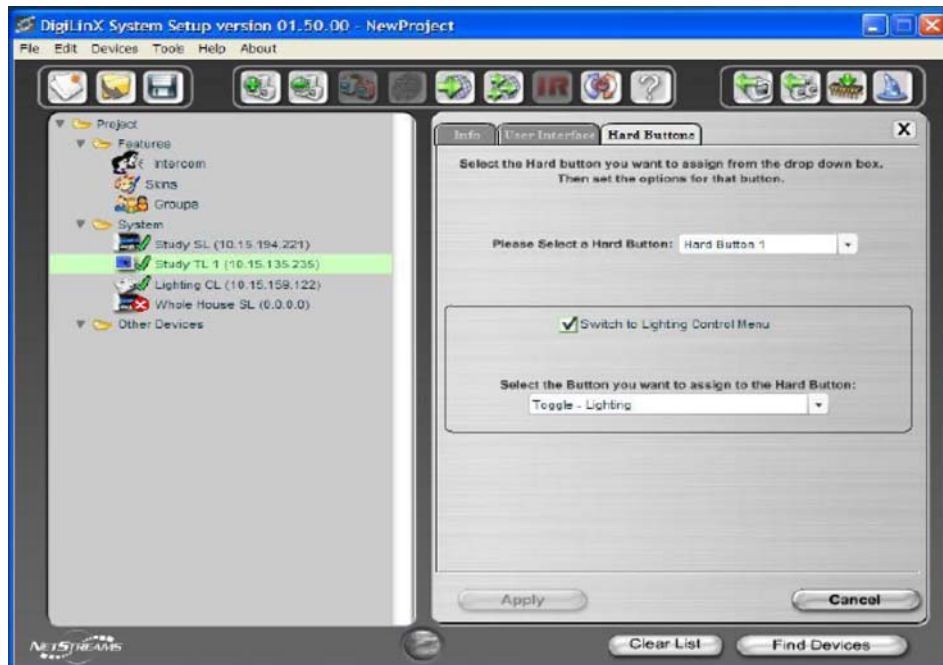


Figure 3 Menu Tab

## Step 6: Assign Lighting Function to *TouchLinX* Hard Buttons

If desired, the top hard button on the *TouchLinX* can be assigned to a lighting function. To do this, the driver supports a special function key that acts as a toggle between Scene 1 and Off for a keypad -- this can be assigned to the hard button or alternatively, to any other lighting key. Select the *TouchLinX* in the project and select the Hard Buttons tab as shown in Figure 4.



**Figure 4** Hard Buttons tab

## Step 7: Apply Changes to the Project

Apply changes to the project, and then send the configuration to the system. This uploads the driver file and configuration settings.

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**NOTE:** This driver is not supported by *NetStreams*. This driver is supported by Invision. For support on the Lutron Graphik Eye driver, go to <http://www.invisionuk.com/>.

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