

## How to Replace Devices with a Grafik Eye® QS with EcoSystem®

### Overview

The “Build System” command on the *Grafik Eye QS with EcoSystem* automatically resets and addresses all *EcoSystem* devices wired to the system (up to a maximum of 64 devices). During this process, any existing *EcoSystem* programming is erased. The *Grafik Eye QS with EcoSystem* has no means to remove or replace an *EcoSystem* device after the “Build System” command is run. **However, if the system contains less than 64 addressed devices, new devices may be added using the “Address All” command without completely erasing and rebuilding the original system.**

**Note:** If the system already contains 64 *EcoSystem* devices, the only way to replace a device is through the “Build System” command. This will erase all existing *EcoSystem* device programming in the system (including zone and sensor assignments).

### To address a new *EcoSystem* device:

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

2. Use the Master buttons to highlight “EcoSystem” and press the OK button to accept.
3. Use the Master buttons to highlight “Address all” and press the OK button to accept. All *EcoSystem* devices in the system will go to full on. As each new *EcoSystem* device is addressed, the device will go to its low end. This may take several minutes. The system will then return to the main menu.

**Note:** The “Address All” command will treat replacement *EcoSystem* devices as completely new devices added to the system, increasing the total device count with every device “replaced.” To assign replacement devices, follow the instructions for “Zone Setup.”

4. Exit programming mode:  
Press and hold the top and bottom scene buttons simultaneously for 3 seconds. The info screen will go to Scene 1.

