

## Shades Third-Party Integration Service

Lighting control systems are often integrated with shading systems to provide a consistent aesthetic of lighting/shade keypads and allow for advanced features such as shared lighting and shading scenes, and a single timeclock interface. Integrating the lighting control system with a third-party (non-Lutron) shading system requires additional planning and coordination (in addition to the integration components). This Lutron service is for a single control interface and ensures that the shade dealer understands the scope, effort, and capabilities prior to and throughout the integration process. The scope of this work ends at the Lutron control interface and does not provide connections or control logic for the third-party shades. Control issues beyond what is provided by the Lutron control interface are the responsibility of the shade dealer and are not included in any Lutron warranty.

### Service Provided

- Lutron will support an integration consultation meeting setup by the shade dealer which includes the electrical contractor, and general contractor to confirm scope, effort, and capabilities prior to installation and setup. This meeting may happen remotely or while Lutron is on-site for other services.
- Programming the Lutron lighting control system keypad scenes and timeclock events as defined in the submittal documents.
- System testing to validate that the Lutron control interface is being triggered by the Lutron control system (contact closure engagement via I/O interface or serial strings via NWK interface). If the shades are not installed during lighting control commissioning, Lutron will program the system per the submittal documents. If changes are needed once installed, then additional services could be required at an additional cost.
- Coordination with the shade dealer during installation and setup to provide integration information as defined by the scope below.

### Scope and Functionality Expectations

Unlike a native integration solution, the flexibility in how the shades operate is fully dependent on the number of control interfaces on the project. Often projects provide enough interfaces to allow for open, close, and one additional shade position. Ensure that sufficient interfaces and associated third-party integration services are included in the project bill of materials. A description of capabilities provided per interface device type are shown here:

- **QSE-IO interface:** Lutron will allow for integration with three shade positions per I/O. If a single interface is provided per shade group, Lutron will provide open, close, and stop functionality.
- **QSE-CI-NWK-E interface:** For Lutron Athena and Quantum integration, **the third-party shade system can monitor the integration protocol.** The Lutron interface will send serial commands via Telnet or RS232. Lutron will provide the serial numbers/integration IDs and typical commands for up to ten (10) integration points (each keypad and each area controlled by timeclock) per interface. Lutron cannot send custom third-party defined strings to the third-party shade system. The Lutron interface cannot monitor the status of the third-party shades to update keypad LEDs. The strings provided by Lutron are outlined in the Lutron Integration Protocol Guide (P/N: 040249) on [www.lutron.com](http://www.lutron.com)

### Additional Integration Limitations

This service is to coordinate the integration of a non-native shading solution to Lutron lighting controls. There are limitations with this type of integration. These include:

- If the shading system needs to be connected to non-Lutron systems (such as HVAC or other) via BACnet or API, this would need to be done directly to the third-party shades and not through the Lutron lighting control system.
- Lutron does not provide solar adaptive control for third-party shading systems.
- The Athena touchscreen cannot be used to control third-party shading systems.

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<b>Job Name:</b>  <b>Job Number:</b>	<b>Model Numbers:</b>
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