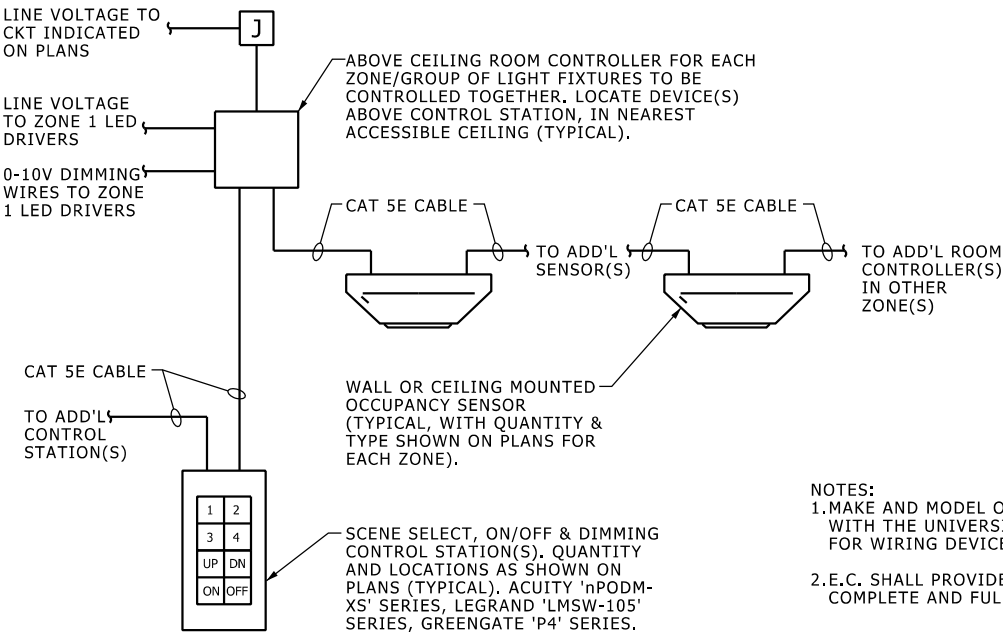




SCENE & ZONE SCHEDULE			
	ZONE 1	ZONE 2	ZONE 3
SCENE 1	100%	100%	100%
SCENE 2	100%	0%	0%
SCENE 3	50%	50%	50%
SCENE 4	0%	0%	25%
ON	100%	100%	100%
OFF	0%	0%	0%

ENGINEER OF RECORD SHALL CUSTOMIZE THIS SCENE TABLE PER INDIVIDUAL PROJECT REQUIREMENTS.

IT IS ANTICIPATED THAT THIS DETAIL WILL HAVE LIMITED USE. ENGINEER OF RECORD SHALL GET CONFIRMATION FROM AEC PRIOR TO USING THIS SYSTEM IN ANY SPACE.

- NOTES:
- 1.MAKE AND MODEL OF ALL LIGHTING CONTROL DEVICES SHALL BE COMPLIANT WITH THE UNIVERSITY OF MICHIGAN MASTER SPECIFICATION SECTION 262726 FOR WIRING DEVICES.
 - 2.E.C. SHALL PROVIDE ALL WIRING AND CAT 5E CABLING REQUIRED FOR A COMPLETE AND FULLY FUNCTIONAL LIGHTING SYSTEM.

MULTIPLE PRESET SCENE LOW VOLTAGE LIGHTING CONTROL DIAGRAM

NO SCALE

26272607.dgn

SEQUENCE OF OPERATION FOR CONTROLLED SCENES:

THE SYSTEM MANUFACTURER SHALL WORK WITH THE OWNER'S REPRESENTATIVE TO DIM EACH ZONE AND PROGRAM EACH SCENE AS PART OF THE COMMISSIONING PROCESS.

FIXTURES WITH AN 'NL/EM' OR 'NL' DESIGNATION SHALL NOT BE CONTROLLED. THEY SHALL BURN FULL OUTPUT 24 HOURS PER DAY, 7 DAYS PER WEEK.

UPON DETECTION OF OCCUPANCY, NO CONTROLLED LIGHTING SHALL COME ON. THE SYSTEM SHALL WAIT FOR A MANUAL INPUT AT THE CONTROL STATION.

THE SELECTION OF A PARTICULAR SCENE BUTTON SHALL ADJUST THE LIGHTING IN THE CONTROLLED AREA(S) FOR THAT SCENE TO THE PRE-PROGRAMMED LEVEL(S). THE SELECTION OF THE "ON" BUTTON SHALL DEFAULT TO SCENE 1.

ONCE A SCENE IS SELECTED, PRESSING A DIMMING BUTTON SHALL RAISE/LOWER THE LIGHTING FOR THE ENTIRE SCENE. INDIVIDUAL ZONES SHALL NOT BE INDEPENDANTLY CONTROLLED AFTER THE INITIAL PROGRAMMING OF THE SCENES.

UPON SYSTEM TIMEOUT OR PUSHING OF THE "OFF" BUTTON, THE SYSTEM SHALL REVERT TO THE ORIGINALLY PROGRAMMED LEVELS FOR ALL SCENES.

UPON LOSS OF POWER TO THE CONTROLLED AREA, EMERGENCY LIGHT FIXTURES SHALL ILLUMINATE TO THEIR FULL SPECIFIED EMERGENCY OUTPUT.

ALL CONTROLLED LIGHTING SHALL TURN OFF AFTER THE DURATION OF TIME NOTED IN UNIVERSITY OF MICHIGAN MASTER SPECIFICATION SECTION 262726, PART 3.