

Lutron®/3rd-Party Integration w/MechoNet™

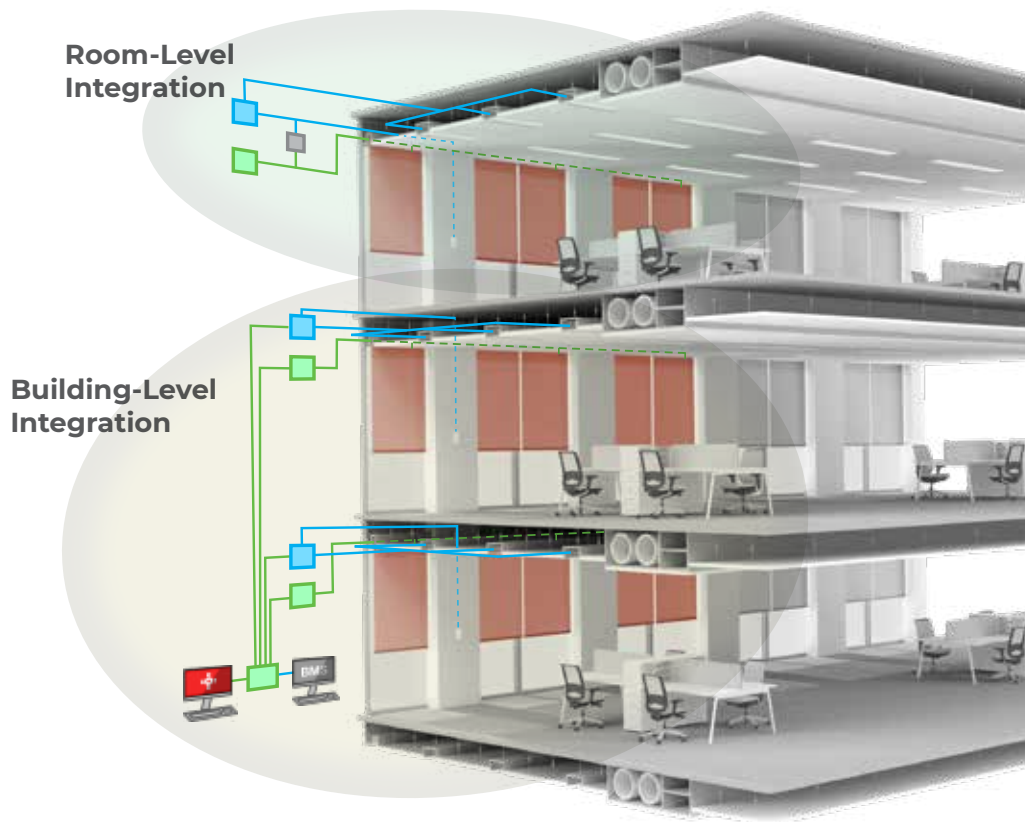
Flexible two-way communication

MechoNet's flexible, 2-way communication supports scalable solutions (from room control up to whole-building automation), and is built to unify window-covering control under one network.

MechoNet interacts with 3rd-party systems in order to:

- Unify the user's experience by supporting shade control through any company's keypad, touchscreen remote, etc.

- Facilitate scenes of coordinated settings to enhance the functionality of a space.
- Interact with 3rd-party systems to exchange sensor data and/or device status in order to enhance the control and automation of each system.
- Maximize the intelligent operation of a space or building by optimizing conditions for comfort, view, energy conservation, occupant wellness, and productivity.



Room-Level Integration

- Dry Contact: native to every MechoNet motor or motor controller.
- RS-232/RS-485: MechoSystems' MNI supports 2-way communication to any device on MechoNet.

Building-Level Integration

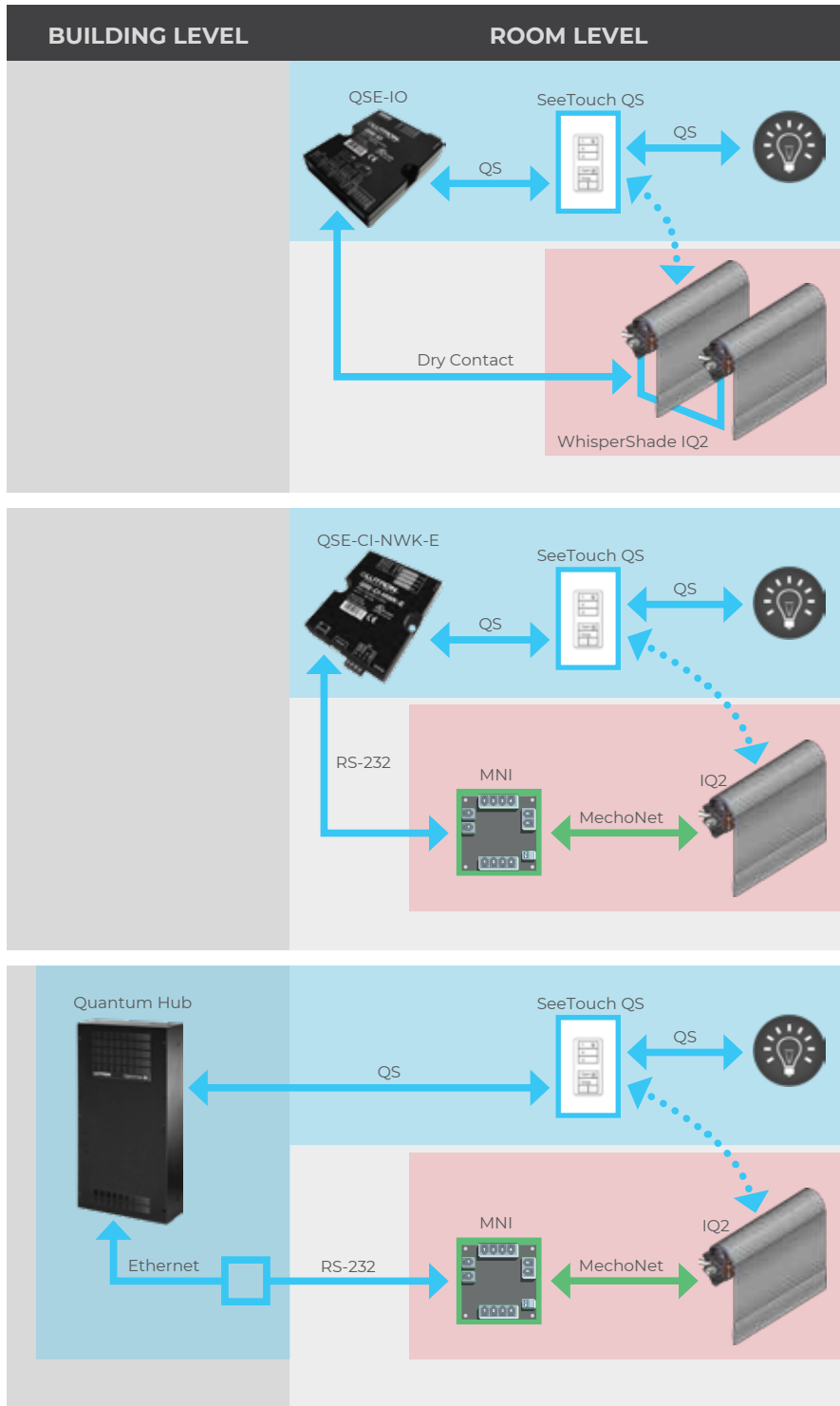
- Typically 3rd-party systems (i.e., Lutron), are integrated with BMS through BACnet.
- Mechos' BACnet interface supports 2-way integration over IP to 3rd-party systems.



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MechoNet Integration

Room-Level Solutions with Lutron's QS System Switches



Room-level control option 1

Lutron keypads control Mecho shades through Lutron's dry-contact interface (QSE-IO).

- 1-way only
- See Lutron Application Note #493
- Lutron maps keypads per room requirements
- 2 zones: 1 x up/down, 1 x 3 presets

Room-level control option 2

Mecho shades are controlled through Lutron keypads via Lutron's serial interface (QSE-CI-NWK-E) and our MechoNet Network Interface (MNI). MNI supports 2-way RS-232 communication.*

- Lutron provides table of keypad addresses per room requirements
- Mecho maps keypads and button controls to shade zones
- 200+ zones max

Room-level control option 3

Lutron keypads control Mecho shades via Lutron Quantum using Lutron's driver via its Quantum controller/hub.

- 2-way communication*
- Reference Lutron Application Note #493
- Mecho provides address table of shades
- Commissioning to be contracted with Lutron to map button controls to shade zones
- See Lutron for the number of zones

* Lutron must be consulted for support

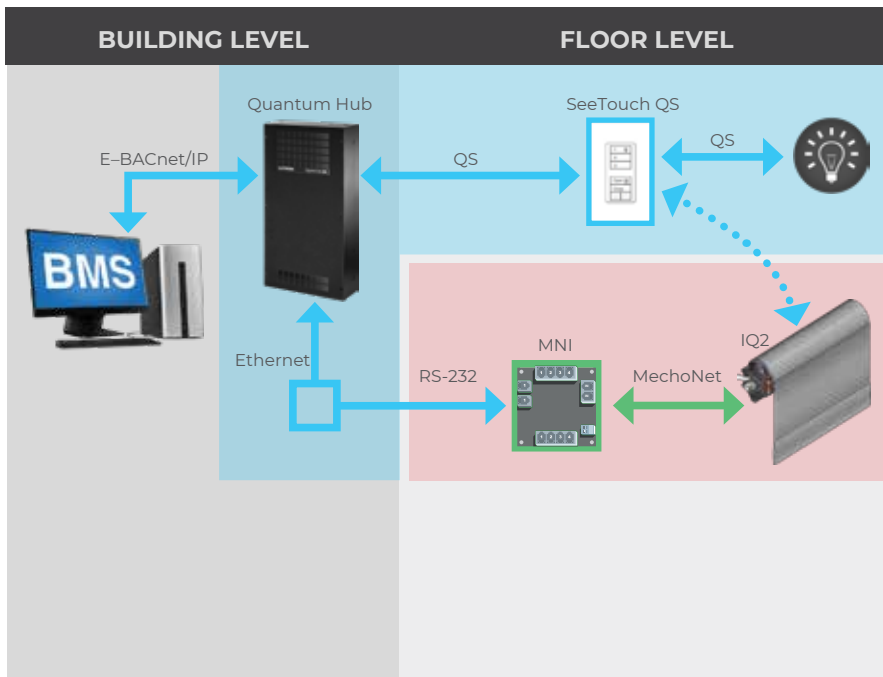
- MechoSystems products
 - Lutron products

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MechoNet Integration

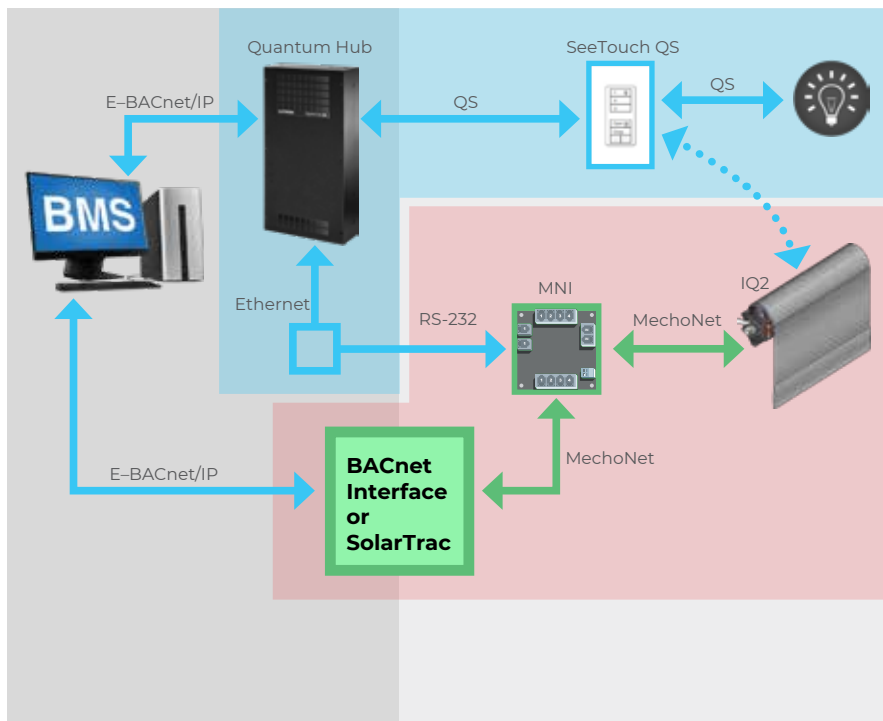
Room-Level Solutions with Lutron's QS System Switches



Building-level control option 1

Lutron keypads control MechoSystems shades at the floor level. Lutron Quantum hub controls MechoSystems shades at the building level. Feedback of shade position through Quantum requires Lutron programming.

- Reference Lutron Application Note #493
- Mecho provides address table of shades
- Commissioning to be contracted with Lutron to map button controls to shade zones



Building-level control option 2

Lutron keypads control MechoSystems shades at the floor level. Lutron Quantum or SolarTrac controls Mecho shades at the building level. Feedback of shade position to BMS occurs via BACnet through MechoSystems' BACnet Interface or SolarTrac System.

- Reference Lutron Application Note #493
- Mecho provides address table of shades
- Commissioning to be contracted with Lutron to map button controls to shade zones
- Mecho maps addressing of shades to "BUS" or building-level control requirements
- 65,000 BMS points of contact

- MechoSystems products
 - Lutron products



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MechoNet Integration

MechoNet Network Interface (MNI)

