fresco™

Fresco™ ADR through BACnet

Summary

Networked Fresco Touchscreen Controllers can use an nLight Eclypse (nECY) ADR BACnet mapping to trigger ADR events to all outputs controlled by Fresco. This document aims to document how this ADR support can be programmed.

Instructions

1. Setup the nECY to communicate with the ADR server as normal. Once the nECY's ADR profile has been setup, it automatically creates a BACnet mapping which Fresco will use to trigger its ADR.
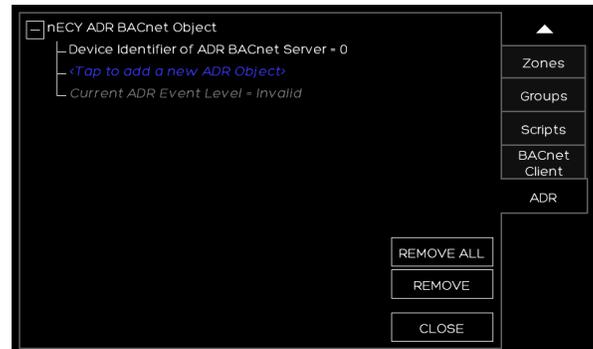
Figure 01

2. Setup the Fresco to be on the same subnet as the nECY or if BACnet port forwarding or BBMD is used, set that up accordingly. The goal of this instruction is to have the Fresco and the nECY communicating over BACnet.

Figure 02

3. On the Fresco Touchscreen go to **Menu** -> **Setup** -> go to the next page of tabs -> Select the **ADR** tab (Figure 01).

4. Press on the **Device Identifier of ADR BACnet Server** node, and enter the BACnet Device ID of the nECY (Figure 02).

Figure 03

   a. If the Fresco is able to find the nECY on the network the Device Identifier node will be shown in white (Figure 03).

   b. If it is not found on the network, the node will be red (Figure 04).
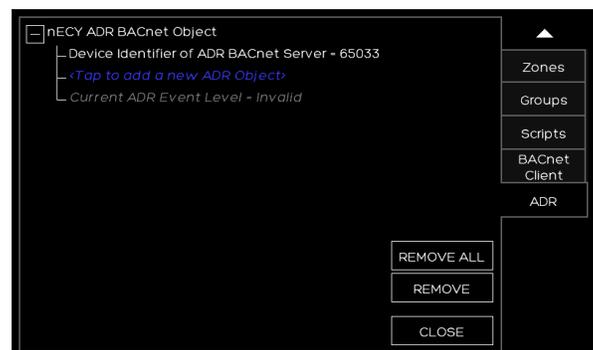
Figure 04
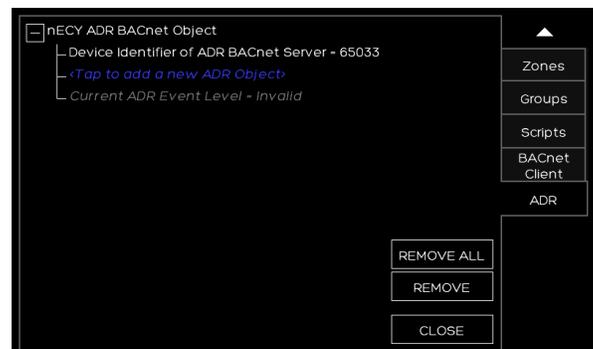
Figure 05

5. To start adding outputs to be controlled by ADR events, tap on the **<Tap to add a new ADR Object>** node (Figure 5).

Figure 06

6. Choose the Control Type (Figure 6) and further define that type on the selection screen that follows (Figure 7).
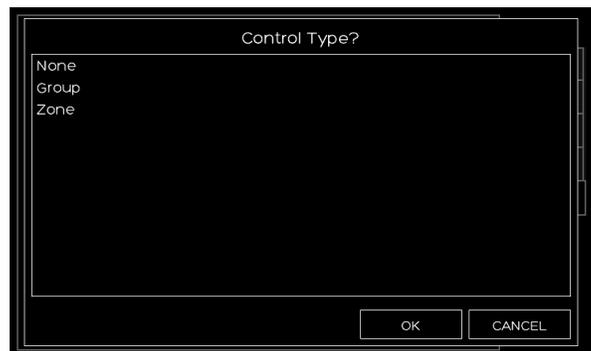
Figure 07

7. Repeat this process to select all the zones and groups to be controlled by ADR events (Figure 8).
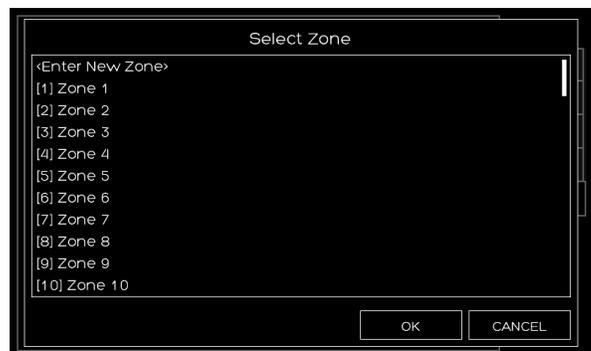
Figure 08
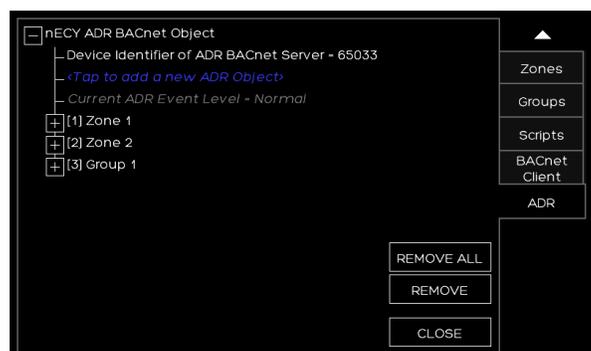
8. To set the specific levels for each controlled object to go to during an ADR event, expand the corresponding object node. Tap on each event's node to select the appropriate level (Figure 9).

   a. Each object can be programmed to have its own event levels.

Figure 09

Additional Information

- When an ADR event occurs, the controlled object will be trimmed to the levels programmed in the previous section. This means that the max value the object can be set to will be lowered. For example, if a zone is at 20% and an ADR event occurs which has a programmed level of 50%, this zone will be unaffected. However, if the zone was at 80%, when the event occurs, the zone will go to 50%.

- Once an ADR event ends, the zones will return to their programmed levels.

- The UI will show a notification during ADR events on the main scenes page.

Figure 10