

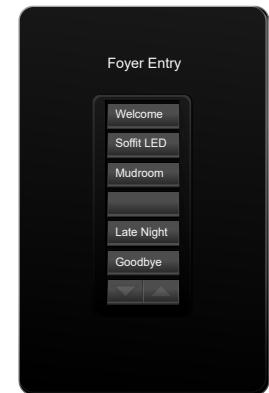
Programming Report

Area Path: Main Floor\Hallway\Front Entry\Foyer Entry

Model #:HQRD-HN6BRL-BL

Gang Position:1

Notes:



Input Number: 1 LED Logic: Scene				
Type:	Action:			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Hallway>Mudroom	75%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>North Track	75%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>South Track	75%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Pot Lights	75%	2 s	0 s
Input Number: 1 LED Logic: Scene				
Type:	Action:			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Hallway>Mudroom	30%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>North Track	Unaffected	-	-
Lighting - Zones	Main Floor>Kitchen>South Track	Unaffected	-	-
Lighting - Zones	Main Floor>Dining Room>Pot Lights	Unaffected	-	-
Lighting - Zones	Main Floor>Dining Room>Chandelier	30%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>Island	30%	2 s	0 s

Programming Report

Input Number: 2 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Outdoor>Soffit	100%	2 s	-	
Input Number: 2 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Outdoor>Soffit	0%	2 s	-	
Input Number: 3 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Hallway>Mudroom	85%	2 s	0 s	
Input Number: 3 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Hallway>Mudroom	0%	2 s	0 s	
Input Number: 5 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Hallway>Mudroom	20%	2 s	0 s	
Lighting - Zones	Second Floor>Hallway / Office>Hallway	20%	2 s	0 s	
Lighting - Zones	Second Floor>Hallway / Office>Stair Sconces	20%	2 s	0 s	
Lighting - Zones	Main Floor>Family Room>Art Wall	20%	2 s	0 s	

Programming Report

Input Number: 5	LED Logic: Room			
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Hallway>Mudroom	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Hallway	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Stair Sconces	0%	2 s	0 s
Lighting - Zones	Main Floor>Family Room>Art Wall	0%	2 s	0 s
Input Number: 6	LED Logic: Scene			
Type: Single Action	Action: Press			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Kitchen>North Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>South Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>Island	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>Appliance Garage LED	0%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Chandelier	0%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Pot Lights	0%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Accent Lighting	0%	2 s	-
Lighting - Zones	Main Floor>Family Room>Front Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Family Room>Couch Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Family Room>Art Wall	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Stair Sconces	0%	2 s	0 s
Lighting - Zones	Basement>Hallway And Stairs>Stairs	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Hallway	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Office Sconces	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Office Pendant	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Night Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Track Lights	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Door Pot Light	0%	2 s	0 s

Programming Report

Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Room Side Sconce	0%	2 s	0 s
Lighting - Zones	Second Floor>Theo's Room>Track Lights	0%	2 s	0 s
Lighting - Zones	Basement>Media Room>Track Lights	0%	2 s	0 s
Lighting - Zones	Outdoor>Sconces	Off	-	0 s
Lighting - Zones	Outdoor>Back Deck	0%	2 s	-
Lighting - Zones	Outdoor Office>Pot Lights	0%	2 s	0 s
Lighting - Zones	Main Floor>Hallway>Mudroom	0%	15 s	0 s
Lighting - Zones	Basement>Bar>Bar Pot Lights	0%	2 s	0 s
Input Number: 18				LED Logic: --
Type: Lower	Action: Master Lower			
Details				
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.				
Input Number: 19				LED Logic: --
Type: Raise	Action: Master Raise			
Details				
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.				

Programming Report

Area Path: Main Floor\Hallway\Main Floor\Stairs Up

Model #:HQRD-W6BRL-WH

Gang Position:1

Notes:



Input Number: 1 LED Logic: Room				
Type:	Action:			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Hallway / Office>Stair Sconces	85%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Hallway	85%	2 s	0 s
Input Number: 1 LED Logic: Room				
Type:	Action:			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Hallway / Office>Stair Sconces	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Hallway	0%	2 s	0 s

Programming Report

Input Number: 2					LED Logic: Room
Type: Toggle Action: Press On					
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Main Floor>Family Room>Art Wall	85%	2 s	0 s
Input Number: 2					LED Logic: Room
Type: Toggle Action: Off Level					
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Main Floor>Family Room>Art Wall	0%	2 s	0 s
Input Number: 3					LED Logic: Room
Type: Toggle Action: Press On					
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Main Floor>Family Room>Front Track	85%	2 s	0 s
Lighting - Zones		Main Floor>Family Room>Couch Track	85%	2 s	0 s
Input Number: 3					LED Logic: Room
Type: Toggle Action: Off Level					
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Main Floor>Family Room>Front Track	0%	2 s	0 s
Lighting - Zones		Main Floor>Family Room>Couch Track	0%	2 s	0 s
Input Number: 4					LED Logic: Room
Type: Toggle Action: Press On					
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Main Floor>Kitchen>Island	30%	2 s	0 s
Lighting - Zones		Main Floor>Dining Room>Chandelier	30%	2 s	0 s
Lighting - Zones		Main Floor>Dining Room>Accent Lighting	31%	2 s	-
Lighting - Zones		Main Floor>Family Room>Front Track	30%	2 s	0 s
Lighting - Zones		Main Floor>Family Room>Couch Track	30%	2 s	0 s

Programming Report

Input Number: 4	LED Logic: Room			
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Kitchen>Island	0%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Chandelier	0%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Accent Lighting	0%	2 s	-
Lighting - Zones	Main Floor>Family Room>Front Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Family Room>Couch Track	0%	2 s	0 s
Input Number: 6	LED Logic: Scene			
Type: Single Action	Action: Press			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Hallway / Office>Hallway	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Office Sconces	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Office Pendant	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Night Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Track Lights	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Door Pot Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Room Side Sconce	0%	2 s	0 s
Lighting - Zones	Second Floor>Theo's Room>Track Lights	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Stair Sconces	0%	2 s	0 s

Programming Report

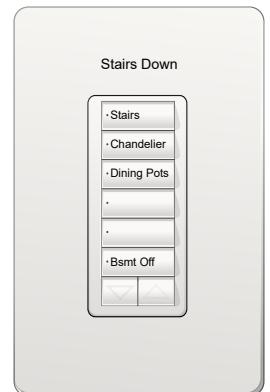
Input Number: 18	LED Logic: --
Type: Lower	Action: Master Lower
Details	
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.	
Input Number: 19	LED Logic: --
Type: Raise	Action: Master Raise
Details	
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.	

Area Path: Main Floor\Hallway>Main Floor\Stairs Down

Model #:HQRD-W6BRL-WH

Gang Position:2

Notes:



Input Number: 1	LED Logic: Room			
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Hallway And Stairs>Stairs	85%	2 s	0 s

Programming Report

Input Number: 1 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Basement>Hallway And Stairs>Stairs	0%	2 s	0 s
Input Number: 2 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Main Floor>Dining Room>Chandelier	85%	2 s	0 s
Input Number: 2 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Main Floor>Dining Room>Chandelier	0%	2 s	0 s
Input Number: 3 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Main Floor>Dining Room>Pot Lights	85%	2 s	0 s
Input Number: 3 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Main Floor>Dining Room>Pot Lights	0%	2 s	0 s
Input Number: 6 Type: Single Action Action: Press					LED Logic: Scene
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Basement>Media Room>Track Lights	0%	2 s	0 s
Lighting - Zones		Basement>Hallway And Stairs>Stairs	0%	2 s	0 s
Lighting - Zones		Basement>Bar>Bar Pot Lights	0%	2 s	0 s

Programming Report

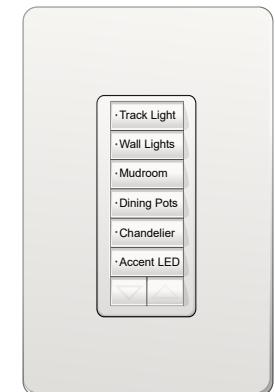
Input Number: 18	LED Logic: --
Type: Lower	Action: Master Lower
Details	
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.	
Input Number: 19	LED Logic: --
Type: Raise	Action: Master Raise
Details	
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.	

Area Path: Main Floor\Family Room\Family Room\Family Room Entry
--

Model #:HQRD-W6BRL-WH

Gang Position:1

Notes:



Input Number: 1	LED Logic: Room
Type: Toggle	Action: Press On
Assignable Item Type	
Lighting - Zones	Main Floor>Family Room>Couch Track
Lighting - Zones	Main Floor>Family Room>Front Track

Programming Report

Input Number: 1 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones	Main Floor>Family Room>Couch Track	0%	2 s	0 s	
Lighting - Zones	Main Floor>Family Room>Front Track	0%	2 s	0 s	
Input Number: 2 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones	Main Floor>Family Room>Art Wall	85%	2 s	0 s	
Input Number: 2 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones	Main Floor>Family Room>Art Wall	0%	2 s	0 s	
Input Number: 3 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones	Main Floor>Hallway>Mudroom	85%	2 s	0 s	
Input Number: 3 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones	Main Floor>Hallway>Mudroom	0%	2 s	0 s	
Input Number: 4 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones	Main Floor>Dining Room>Pot Lights	85%	2 s	0 s	

Programming Report

Input Number: 4 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Dining Room>Pot Lights	0%	2 s	0 s	
Input Number: 5 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Dining Room>Chandelier	85%	2 s	0 s	
Input Number: 5 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Dining Room>Chandelier	0%	2 s	0 s	
Input Number: 6 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Dining Room>Accent Lighting	100%	2 s	-	
Input Number: 6 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Dining Room>Accent Lighting	0%	2 s	-	
Input Number: 18 Type: Lower Action: Master Lower					LED Logic: --
Details					
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.					

Programming Report

Input Number: 19	LED Logic: --
Type: Raise	Action: Master Raise
Details	
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.	

Area Path: Main Floor\Kitchen\Under Appliance Garage\Device 1
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Model #:HQRD-PRO-WH

Gang Position:1

Notes:



Input Number: 0	LED Logic: Defined by local load
Type: Toggle	Action: Press On
Assignable Item Type	
Lighting - Zones	Main Floor>Kitchen>Appliance Garage LED
Input Number: 0	
Type: Toggle	Action: Off Level
Assignable Item Type	
Lighting - Zones	Main Floor>Kitchen>Appliance Garage LED

Programming Report

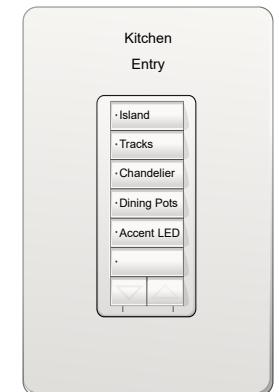
Input Number: 0	LED Logic: Defined by local load			
Type: Toggle	Action: Double Tap			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Kitchen>Appliance Garage LED	100%	0 s	0 s
Input Number: 0	LED Logic: Defined by local load			
Type: Toggle	Action: Hold			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Kitchen>Appliance Garage LED	0%	10 s	7.5 s

Area Path: Main Floor\Kitchen\Under Appliance Garage\Entry

Model #:HQRD-HN6BRL-WH

Gang Position:2

Notes:



Input Number: 1	LED Logic: Room			
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Kitchen>Island	85%	2 s	0 s

Programming Report

Input Number: 1 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones		Main Floor>Kitchen>Island	0%	2 s	0 s
Input Number: 2 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones		Main Floor>Kitchen>North Track	85%	2 s	0 s
Lighting - Zones		Main Floor>Kitchen>South Track	85%	2 s	0 s
Input Number: 2 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones		Main Floor>Kitchen>North Track	0%	2 s	0 s
Lighting - Zones		Main Floor>Kitchen>South Track	0%	2 s	0 s
Input Number: 3 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones		Main Floor>Dining Room>Chandelier	85%	2 s	0 s
Input Number: 3 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones		Main Floor>Dining Room>Chandelier	0%	2 s	0 s
Input Number: 4 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones		Main Floor>Dining Room>Pot Lights	85%	2 s	0 s

Programming Report

Input Number: 4 LED Logic: Room								
Type: Toggle	Action: Off Level							
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay				
Lighting - Zones	Main Floor>Dining Room>Pot Lights	0%	2 s	0 s				
Input Number: 5 LED Logic: Room								
Type: Toggle	Action: Press On							
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay				
Lighting - Zones	Main Floor>Dining Room>Accent Lighting	100%	2 s	-				
Input Number: 5 LED Logic: Room								
Type: Toggle	Action: Off Level							
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay				
Lighting - Zones	Main Floor>Dining Room>Accent Lighting	0%	2 s	-				
Input Number: 18 LED Logic: --								
Type: Lower	Action: Master Lower							
Details								
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.								
Input Number: 19 LED Logic: --								
Type: Raise	Action: Master Raise							
Details								
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.								

Programming Report

Area Path: Main Floor\Kitchen\Kitchen\Island

Model #:HQRD-W6BRL-BL

Gang Position:1

Notes:



Input Number: 1 LED Logic: Room				
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Kitchen>Island	85%	2 s	0 s
Input Number: 1 LED Logic: Room				
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Kitchen>Island	0%	2 s	0 s
Input Number: 2 LED Logic: Room				
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Kitchen>North Track	85%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>South Track	85%	2 s	0 s

Programming Report

Input Number: 2 LED Logic: Room				
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Kitchen>North Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>South Track	0%	2 s	0 s
Input Number: 3 LED Logic: Room				
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Kitchen>Appliance Garage LED	100%	2 s	0 s
Input Number: 3 LED Logic: Room				
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Kitchen>Appliance Garage LED	0%	2 s	0 s
Input Number: 4 LED Logic: Room				
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Outdoor>Back Deck	100%	2 s	-
Input Number: 4 LED Logic: Room				
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Outdoor>Back Deck	0%	2 s	-

Programming Report

Input Number: 5 LED Logic: Room Type: Toggle Action: Press On				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Outdoor Office>Pot Lights	Unaffected	-	-
Lighting - Zones	Outdoor>Sconces	On	-	0 s
Input Number: 5 LED Logic: Room Type: Toggle Action: Off Level				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Outdoor Office>Pot Lights	0%	2 s	0 s
Lighting - Zones	Outdoor>Sconces	Off	-	0 s
Input Number: 5 LED Logic: Room Type: Toggle Action: Double Tap				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Outdoor Office>Pot Lights	75%	2 s	0 s
Lighting - Zones	Outdoor>Sconces	Unaffected	-	-
Input Number: 18 LED Logic: -- Type: Lower Action: Master Lower				
Details	Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.			
Input Number: 19 LED Logic: -- Type: Raise Action: Master Raise				
Details	Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.			

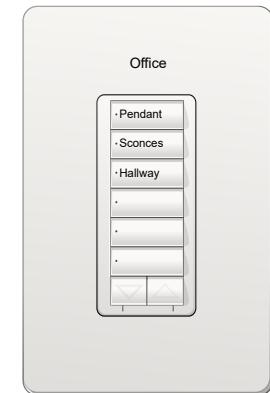
Programming Report

Area Path: Second Floor\Hallway / Office\Office Keypad\Office

Model #:HQRD-HN6BRL-WH

Gang Position:1

Notes:



Input Number: 1					LED Logic: Room
Type:	Action: Press On				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Second Floor>Hallway / Office>Office Pendant	85%	2 s	0 s	
Input Number: 1					LED Logic: Room
Type:	Action: Off Level				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Second Floor>Hallway / Office>Office Pendant	0%	2 s	0 s	
Input Number: 2					LED Logic: Room
Type:	Action: Press On				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Second Floor>Hallway / Office>Office Sconces	85%	2 s	0 s	

Programming Report

Input Number: 2 LED Logic: Room Type: Toggle Action: Off Level				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Hallway / Office>Office Sconces	0%	2 s	0 s
Input Number: 3 LED Logic: Room Type: Toggle Action: Press On				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Hallway / Office>Hallway	85%	2 s	0 s
Input Number: 3 LED Logic: Room Type: Toggle Action: Off Level				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Hallway / Office>Hallway	0%	2 s	0 s
Input Number: 4 LED Logic: Room Type: Toggle Action: Press On				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Hallway / Office>Office Sconces	40%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Hallway	40%	2 s	0 s
Input Number: 4 LED Logic: Room Type: Toggle Action: Off Level				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Hallway / Office>Office Sconces	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Hallway	0%	2 s	0 s

Programming Report

Input Number: 18	LED Logic: --
Type: Lower	Action: Master Lower
Details	
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.	
Input Number: 19	LED Logic: --
Type: Raise	Action: Master Raise
Details	
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.	

Area Path: Second Floor\Hallway / Office\Stairs\Stairs

Model #:HQRD-HN6BRL-WH

Gang Position:1

Notes:



Input Number: 1	LED Logic: Room			
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Hallway / Office>Stair Sconces	85%	2 s	0 s

Programming Report

Input Number: 1 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones		Second Floor>Hallway / Office>Stair Sconces	0%	2 s	0 s
Input Number: 2 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones		Second Floor>Hallway / Office>Hallway	85%	2 s	0 s
Input Number: 2 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones		Second Floor>Hallway / Office>Hallway	0%	2 s	0 s
Input Number: 5 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type Item Description/Area Path Command/Level Fade Delay					
Lighting - Zones		Second Floor>Hallway / Office>Hallway	0%	2 s	0 s
Lighting - Zones		Second Floor>Hallway / Office>Office Sconces	0%	2 s	0 s
Lighting - Zones		Second Floor>Hallway / Office>Office Pendant	0%	2 s	0 s
Lighting - Zones		Second Floor>Master Suites>Night Light	0%	2 s	0 s
Lighting - Zones		Second Floor>Master Suites>Track Lights	0%	2 s	0 s
Lighting - Zones		Second Floor>Master Suites>Door Pot Light	0%	2 s	0 s
Lighting - Zones		Second Floor>Master Suites>LED Accent Light	0%	2 s	0 s
Lighting - Zones		Second Floor>Master Suites>Windows Side Sconce	0%	2 s	0 s
Lighting - Zones		Second Floor>Master Suites>Room Side Sconce	0%	2 s	0 s
Lighting - Zones		Second Floor>Theo's Room>Track Lights	0%	2 s	0 s

Programming Report

Input Number: 5	LED Logic: Room			
Type: Toggle Action: Off Level				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Hallway / Office>Hallway	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Office Sconces	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Office Pendant	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Night Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Track Lights	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Door Pot Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Room Side Sconce	0%	2 s	0 s
Lighting - Zones	Second Floor>Theo's Room>Track Lights	0%	2 s	0 s
Input Number: 6	LED Logic: Room			
Type: Toggle Action: Press On				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Media Room>Track Lights	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>North Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>South Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>Island	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>Appliance Garage LED	0%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Chandelier	0%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Pot Lights	0%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Accent Lighting	0%	2 s	-
Lighting - Zones	Main Floor>Family Room>Front Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Family Room>Couch Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Family Room>Art Wall	0%	2 s	0 s

Programming Report

Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Hallway / Office>Stair Sconces	0%	2 s	0 s
Lighting - Zones	Basement>Hallway And Stairs>Stairs	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Office Sconces	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Office Pendant	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Hallway	0%	30 s	0 s
Lighting - Zones	Outdoor Office>Pot Lights	0%	2 s	0 s
Lighting - Zones	Outdoor>Sconces	Off	-	0 s
Lighting - Zones	Outdoor>Back Deck	0%	2 s	-
Input Number: 6				LED Logic: Room
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Media Room>Track Lights	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>North Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>South Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>Island	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>Appliance Garage LED	0%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Chandelier	0%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Pot Lights	0%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Accent Lighting	0%	2 s	-
Lighting - Zones	Main Floor>Family Room>Front Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Family Room>Couch Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Family Room>Art Wall	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Stair Sconces	0%	2 s	0 s
Lighting - Zones	Basement>Hallway And Stairs>Stairs	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Office Sconces	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Office Pendant	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Hallway	0%	2 s	0 s

Programming Report

Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Outdoor Office>Pot Lights	0%	2 s	0 s
Lighting - Zones	Outdoor>Sconces	Off	-	0 s
Lighting - Zones	Outdoor>Back Deck	0%	2 s	-
Input Number: 18				LED Logic: --
Type: Lower	Action: Master Lower			
Details				
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.				
Input Number: 19				LED Logic: --
Type: Raise	Action: Master Raise			
Details				
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.				

Area Path: Second Floor\Master Suites\Master Suite Entry\Entry

Model #:HQRD-HN6BRL-BL

Gang Position:1

Notes:



Programming Report

Input Number: 1 LED Logic: Room Type: Toggle Action: Press On				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Track Lights	85%	2 s	0 s
Input Number: 1 LED Logic: Room Type: Toggle Action: Off Level				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Track Lights	0%	2 s	0 s
Input Number: 2 LED Logic: Room Type: Toggle Action: Press On				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	85%	2 s	0 s
Input Number: 2 LED Logic: Room Type: Toggle Action: Off Level				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	0%	2 s	0 s
Input Number: 3 LED Logic: Room Type: Toggle Action: Press On				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Door Pot Light	50%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	50%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Room Side Sconce	50%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Night Light	30%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	50%	2 s	0 s

Programming Report

Input Number: 3	LED Logic: Room			
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Door Pot Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Room Side Sconce	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Night Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	0%	2 s	0 s
Input Number: 4	LED Logic: Room			
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	85%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Room Side Sconce	85%	2 s	0 s
Input Number: 4	LED Logic: Room			
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Room Side Sconce	0%	2 s	0 s

Programming Report

Input Number: 5					LED Logic: Scene
Type: Single Action	Action: Press				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Basement>Media Room>Track Lights	0%	2 s	0 s	
Lighting - Zones	Main Floor>Kitchen>North Track	0%	2 s	0 s	
Lighting - Zones	Main Floor>Kitchen>South Track	0%	2 s	0 s	
Lighting - Zones	Main Floor>Kitchen>Island	0%	2 s	0 s	
Lighting - Zones	Main Floor>Kitchen>Appliance Garage LED	0%	2 s	0 s	
Lighting - Zones	Main Floor>Dining Room>Chandelier	0%	2 s	0 s	
Lighting - Zones	Main Floor>Dining Room>Pot Lights	0%	2 s	0 s	
Lighting - Zones	Main Floor>Dining Room>Accent Lighting	0%	2 s	-	
Lighting - Zones	Main Floor>Family Room>Front Track	0%	2 s	0 s	
Lighting - Zones	Main Floor>Family Room>Couch Track	0%	2 s	0 s	
Lighting - Zones	Main Floor>Family Room>Art Wall	0%	2 s	0 s	
Lighting - Zones	Second Floor>Hallway / Office>Stair Sconces	0%	2 s	0 s	
Lighting - Zones	Basement>Hallway And Stairs>Stairs	0%	2 s	0 s	
Lighting - Zones	Second Floor>Hallway / Office>Office Sconces	0%	2 s	0 s	
Lighting - Zones	Second Floor>Hallway / Office>Office Pendant	0%	2 s	0 s	
Lighting - Zones	Second Floor>Hallway / Office>Hallway	0%	30 s	0 s	
Lighting - Zones	Outdoor Office>Pot Lights	0%	2 s	0 s	
Lighting - Zones	Outdoor>Sconces	Off	-	0 s	
Lighting - Zones	Outdoor>Back Deck	0%	2 s	-	
Lighting - Zones	Basement>Bar>Bar Pot Lights	0%	2 s	0 s	

Programming Report

Input Number: 6	LED Logic: Scene			
Type: Single Action	Action: Press			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Night Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Track Lights	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Door Pot Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Room Side Sconce	0%	2 s	0 s
Input Number: 18	LED Logic: --			
Type: Lower	Action: Master Lower			
Details	Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.			
Input Number: 19	LED Logic: --			
Type: Raise	Action: Master Raise			
Details	Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.			

Programming Report

Area Path: Second Floor\Master Suites\Master Suites\Bedside

Model #:HQRD-HN6BRL-WH

Gang Position:1

Notes:



Input Number: 1 LED Logic: Room				
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Room Side Sconce	85%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	Unaffected	-	-
Input Number: 1 LED Logic: Room				
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Room Side Sconce	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	0%	2 s	0 s

Programming Report

Input Number: 2 LED Logic: Room Type: Toggle Action: Press On				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Track Lights	85%	2 s	0 s
Input Number: 2 LED Logic: Room Type: Toggle Action: Off Level				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Track Lights	0%	2 s	0 s
Input Number: 3 LED Logic: Room Type: Toggle Action: Press On				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	100%	2 s	0 s
Input Number: 3 LED Logic: Room Type: Toggle Action: Off Level				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	0%	2 s	0 s
Input Number: 4 LED Logic: Room Type: Toggle Action: Press On				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Night Light	15%	2 s	0 s

Programming Report

Input Number: 4 Type: Toggle Action: Off Level				
Assignable Item Type Item Description/Area Path Command/Level Fade Delay				
Lighting - Zones	Second Floor>Master Suites>Night Light	0%	2 s	0 s
Input Number: 5 Type: Single Action Action: Press				
Assignable Item Type Item Description/Area Path Command/Level Fade Delay				
Lighting - Zones	Basement>Media Room>Track Lights	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>North Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>South Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>Island	0%	2 s	0 s
Lighting - Zones	Main Floor>Kitchen>Appliance Garage LED	0%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Chandelier	0%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Pot Lights	0%	2 s	0 s
Lighting - Zones	Main Floor>Dining Room>Accent Lighting	0%	2 s	-
Lighting - Zones	Main Floor>Family Room>Front Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Family Room>Couch Track	0%	2 s	0 s
Lighting - Zones	Main Floor>Family Room>Art Wall	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Stair Sconces	0%	2 s	0 s
Lighting - Zones	Basement>Hallway And Stairs>Stairs	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Office Sconces	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Office Pendant	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Hallway	0%	30 s	0 s
Lighting - Zones	Outdoor Office>Pot Lights	0%	2 s	0 s
Lighting - Zones	Outdoor>Sconces	Off	-	0 s
Lighting - Zones	Outdoor>Back Deck	0%	2 s	-

Programming Report

Input Number: 6				LED Logic: Scene
Type: Single Action	Action: Press			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Night Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Track Lights	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Door Pot Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	0%	2 s	0 s
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	0%	15 s	0 s
Lighting - Zones	Second Floor>Master Suites>Room Side Sconce	0%	15 s	0 s
Input Number: 18				LED Logic: --
Type: Lower	Action: Master Lower			
Details	Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.			
Input Number: 19				LED Logic: --
Type: Raise	Action: Master Raise			
Details	Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.			

Programming Report

Area Path: Second Floor\Master Suites\Master Suite\Bedside Sconce

Model #:HQRD-PRO-WH

Gang Position:1

Notes:



Input Number: 0 LED Logic: Defined by local load				
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	75%	0.75 s	0 s
Lighting - Zones	Second Floor>Master Suites>Room Side Sconce	Unaffected	-	-
Input Number: 0 LED Logic: Defined by local load				
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	0%	2.5 s	0 s
Lighting - Zones	Second Floor>Master Suites>Room Side Sconce	0%	2 s	0 s

Programming Report

Input Number: 0	LED Logic: Defined by local load			
Type: Toggle	Action: Double Tap			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	100%	0 s	0 s
Lighting - Zones	Second Floor>Master Suites>Room Side Sconce	100%	2 s	0 s
Input Number: 0	LED Logic: Defined by local load			
Type: Toggle	Action: Hold			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Master Suites>Windows Side Sconce	0%	10 s	7.5 s

Area Path: Second Floor\Master Suites\Master Suite\Entry Accent (above door)

Model #:HQRD-PRO-WH

Gang Position:2

Notes:



Programming Report

Input Number: 0 Type: Toggle Action: Press On					LED Logic: Defined by local load
Assignable Item Type					Item Description/Area Path
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	Command/Level	Fade	Delay	
Input Number: 0 Type: Toggle Action: Off Level					LED Logic: Defined by local load
Assignable Item Type					Item Description/Area Path
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	Command/Level	Fade	Delay	
Input Number: 0 Type: Toggle Action: Double Tap					LED Logic: Defined by local load
Assignable Item Type					Item Description/Area Path
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	Command/Level	Fade	Delay	
Input Number: 0 Type: Toggle Action: Hold					LED Logic: Defined by local load
Assignable Item Type					Item Description/Area Path
Lighting - Zones	Second Floor>Master Suites>LED Accent Light	Command/Level	Fade	Delay	
Area Path: Second Floor\Master Suites\Master Suite\Ensuite Nightlight					

Model #:HQRD-PRO-WH

Gang Position:3

Notes:



Programming Report

Input Number: 0 Type: Toggle Action: Press On					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Second Floor>Master Suites>Night Light	75%	0.75 s	0 s	
Input Number: 0 Type: Toggle Action: Off Level					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Second Floor>Master Suites>Night Light	0%	2.5 s	0 s	
Input Number: 0 Type: Toggle Action: Double Tap					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Second Floor>Master Suites>Night Light	100%	0 s	0 s	
Input Number: 0 Type: Toggle Action: Hold					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Second Floor>Master Suites>Night Light	0%	10 s	7.5 s	

Area Path: Second Floor\Theo's Room\Theo's Room\Theo's Keypad

Model #:HQRD-HN6BRL-WH

Gang Position:1

Notes:



Programming Report

Input Number: 1 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Second Floor>Theo's Room>Track Lights	85%	2 s	0 s
Input Number: 1 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Second Floor>Theo's Room>Track Lights	0%	2 s	0 s
Input Number: 2 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Second Floor>Hallway / Office>Hallway	85%	2 s	0 s
Input Number: 2 Type: Toggle Action: Off Level					LED Logic: Room
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Second Floor>Hallway / Office>Hallway	0%	2 s	0 s
Input Number: 5 Type: Single Action Action: Press					LED Logic: Scene
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Basement>Media Room>Track Lights	0%	2 s	0 s
Lighting - Zones		Main Floor>Kitchen>North Track	0%	2 s	0 s
Lighting - Zones		Main Floor>Kitchen>South Track	0%	2 s	0 s
Lighting - Zones		Main Floor>Kitchen>Island	0%	2 s	0 s
Lighting - Zones		Main Floor>Kitchen>Appliance Garage LED	0%	2 s	0 s
Lighting - Zones		Main Floor>Dining Room>Chandelier	0%	2 s	0 s
Lighting - Zones		Main Floor>Dining Room>Pot Lights	0%	2 s	0 s
Lighting - Zones		Main Floor>Dining Room>Accent Lighting	0%	2 s	-
Lighting - Zones		Main Floor>Family Room>Front Track	0%	2 s	0 s
Lighting - Zones		Main Floor>Family Room>Couch Track	0%	2 s	0 s
Lighting - Zones		Main Floor>Family Room>Art Wall	0%	2 s	0 s

Programming Report

Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Hallway / Office>Stair Sconces	0%	2 s	0 s
Lighting - Zones	Basement>Hallway And Stairs>Stairs	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Office Sconces	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Office Pendant	0%	2 s	0 s
Lighting - Zones	Second Floor>Hallway / Office>Hallway	0%	30 s	0 s
Lighting - Zones	Outdoor Office>Pot Lights	0%	2 s	0 s
Lighting - Zones	Outdoor>Sconces	Off	-	0 s
Lighting - Zones	Outdoor>Back Deck	0%	2 s	-
Input Number: 6				LED Logic: Scene
Type: Single Action	Action: Press			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Second Floor>Theo's Room>Track Lights	0%	2 s	0 s
Input Number: 18				LED Logic: --
Type: Lower	Action: Master Lower			
Details				
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.				
Input Number: 19				LED Logic: --
Type: Raise	Action: Master Raise			
Details				
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.				

Programming Report

Area Path: Basement\Media Room\At Bar\Track Lights

Model #:HQRD-PRO-WH

Gang Position:1

Notes:



Input Number: 0 LED Logic: Defined by local load				
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Media Room>Track Lights	75%	0.75 s	0 s
Input Number: 0 LED Logic: Defined by local load				
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Media Room>Track Lights	0%	2.5 s	0 s
Input Number: 0 LED Logic: Defined by local load				
Type: Toggle	Action: Double Tap			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Media Room>Track Lights	100%	0 s	0 s

Programming Report

Input Number: 0	LED Logic: Defined by local load			
Type: Toggle	Action: Hold			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Media Room>Track Lights	0%	10 s	7.5 s

Area Path: Basement\Bar\Bar Pot Lights\Bar Pot Lights

Model #:HQRD-PRO-WH

Gang Position:1

Notes:



Input Number: 0	LED Logic: Defined by local load			
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Bar>Bar Pot Lights	75%	0.75 s	0 s
Input Number: 0	LED Logic: Defined by local load			
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Bar>Bar Pot Lights	0%	2.5 s	0 s

Programming Report

Input Number: 0 Type: Toggle Action: Double Tap					LED Logic: Defined by local load
Assignable Item Type					Item Description/Area Path
Lighting - Zones	Basement>Bar>Bar Pot Lights	Command/Level	Fade	Delay	
Input Number: 0 Type: Toggle Action: Hold					LED Logic: Defined by local load
Assignable Item Type					Item Description/Area Path
Lighting - Zones	Basement>Bar>Bar Pot Lights	Command/Level	Fade	Delay	
Area Path: Basement\Hallway And Stairs\Basement\Stairs Down					

Model #:HQRD-HN6BRL-WH

Gang Position:1

Notes:



Input Number: 1 Type: Toggle Action: Press On					LED Logic: Room
Assignable Item Type					Item Description/Area Path
Lighting - Zones	Basement>Hallway And Stairs>Stairs	Command/Level	Fade	Delay	

Programming Report

Input Number: 1				
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Hallway And Stairs>Stairs	0%	2 s	0 s
Input Number: 2				
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Media Room>Track Lights	85%	2 s	0 s
Input Number: 2				
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Media Room>Track Lights	0%	2 s	0 s
Input Number: 3				
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Bar>Bar Pot Lights	100%	2 s	0 s
Input Number: 3				
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Bar>Bar Pot Lights	0%	2 s	0 s
Input Number: 6				
Type: Single Action	Action: Press			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Basement>Media Room>Track Lights	0%	2 s	0 s
Lighting - Zones	Basement>Bar>Bar Pot Lights	0%	2 s	0 s

Programming Report

Input Number: 18	LED Logic: --
Type: Lower	Action: Master Lower
Details	
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.	
Input Number: 19	LED Logic: --
Type: Raise	Action: Master Raise
Details	
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.	

Area Path: Basement\Mech Room\1st / Top Row\1st 1
--

Model #:HQRD-PRO-WH

Gang Position:1

Notes:



Input Number: 0	LED Logic: Defined by local load
Type: Toggle	Action: Press On
Assignable Item Type	
Lighting - Zones	Item Description/Area Path
Lighting - Zones	Second Floor>Master Suites>Door Pot Light
	Command/Level
	75%
	Fade
	0.75 s
	Delay
	0 s

Programming Report

Input Number: 0 Type: Toggle Action: Off Level					LED Logic: Defined by local load
Assignable Item Type					Item Description/Area Path
Lighting - Zones	Second Floor>Master Suites>Door Pot Light	Command/Level	Fade	Delay	
Input Number: 0 Type: Toggle Action: Double Tap					LED Logic: Defined by local load
Assignable Item Type					Item Description/Area Path
Lighting - Zones	Second Floor>Master Suites>Door Pot Light	Command/Level	Fade	Delay	
Input Number: 0 Type: Toggle Action: Hold					LED Logic: Defined by local load
Assignable Item Type					Item Description/Area Path
Lighting - Zones	Second Floor>Master Suites>Door Pot Light	Command/Level	Fade	Delay	
Area Path: Basement\Mech Room\1st / Top Row\1st 2					

Model #:HQRD-PRO-WH

Gang Position:2

Notes:



Programming Report

Input Number: 0 Type: Toggle Action: Press On					LED Logic: Defined by local load
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Second Floor>Hallway / Office>Office Pendant	75%	0.75 s	0 s
Input Number: 0 Type: Toggle Action: Off Level					LED Logic: Defined by local load
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Second Floor>Hallway / Office>Office Pendant	0%	2.5 s	0 s
Input Number: 0 Type: Toggle Action: Double Tap					LED Logic: Defined by local load
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Second Floor>Hallway / Office>Office Pendant	100%	0 s	0 s
Input Number: 0 Type: Toggle Action: Hold					LED Logic: Defined by local load
Assignable Item Type		Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones		Second Floor>Hallway / Office>Office Pendant	0%	10 s	7.5 s

Area Path: Basement\Mech Room\1st / Top Row\1st 3

Model #:HQRD-PRO-WH

Gang Position:4

Notes:



Programming Report

Input Number: 0 Type: Toggle Action: Press On					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Family Room>Front Track	75%	0.75 s	0 s	
Input Number: 0 Type: Toggle Action: Off Level					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Family Room>Front Track	0%	2.5 s	0 s	
Input Number: 0 Type: Toggle Action: Double Tap					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Family Room>Front Track	100%	0 s	0 s	
Input Number: 0 Type: Toggle Action: Hold					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Family Room>Front Track	0%	10 s	7.5 s	

Area Path: Basement\Mech Room\1st / Top Row\1st 4

Model #:HQRD-PRO-WH

Gang Position:5

Notes:



Programming Report

Input Number: 0 Type: Toggle Action: Press On					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Second Floor>Hallway / Office>Hallway	75%	0.75 s	0 s	
Input Number: 0 Type: Toggle Action: Off Level					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Second Floor>Hallway / Office>Hallway	0%	2.5 s	0 s	
Input Number: 0 Type: Toggle Action: Double Tap					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Second Floor>Hallway / Office>Hallway	100%	0 s	0 s	
Input Number: 0 Type: Toggle Action: Hold					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Second Floor>Hallway / Office>Hallway	0%	10 s	7.5 s	
Area Path: Basement\Mech Room\2nd Row\2nd 1					

Model #:HQRD-PRO-WH

Gang Position:1

Notes:



Programming Report

Input Number: 0 Type: Toggle Action: Press On					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Dining Room>Chandelier	75%	0.75 s	0 s	
Input Number: 0 Type: Toggle Action: Off Level					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Dining Room>Chandelier	0%	2.5 s	0 s	
Input Number: 0 Type: Toggle Action: Double Tap					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Dining Room>Chandelier	100%	0 s	0 s	
Input Number: 0 Type: Toggle Action: Hold					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Dining Room>Chandelier	0%	10 s	7.5 s	
Area Path: Basement\Mech Room\2nd Row\2nd 2					

Model #:HQRD-PRO-WH

Gang Position:2

Notes:



Programming Report

Input Number: 0 Type: Toggle Action: Press On					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Dining Room>Pot Lights	75%	0.75 s	0 s	
Input Number: 0 Type: Toggle Action: Off Level					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Dining Room>Pot Lights	0%	2.5 s	0 s	
Input Number: 0 Type: Toggle Action: Double Tap					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Dining Room>Pot Lights	100%	0 s	0 s	
Input Number: 0 Type: Toggle Action: Hold					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Dining Room>Pot Lights	0%	10 s	7.5 s	
Area Path: Basement\Mech Room\2nd Row\2nd 3					

Model #:HQRD-PRO-WH

Gang Position:4

Notes:



Programming Report

Input Number: 0 Type: Toggle Action: Press On					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Family Room>Art Wall	75%	0.75 s	0 s	
Input Number: 0 Type: Toggle Action: Off Level					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Family Room>Art Wall	0%	2.5 s	0 s	
Input Number: 0 Type: Toggle Action: Double Tap					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Family Room>Art Wall	100%	0 s	0 s	
Input Number: 0 Type: Toggle Action: Hold					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Family Room>Art Wall	0%	10 s	7.5 s	
Area Path: Basement\Mech Room\2nd Row\2nd 4					

Model #:HQRD-PRO-WH

Gang Position:5

Notes:



Programming Report

Input Number: 0 Type: Toggle Action: Press On					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Family Room>Couch Track	75%	0.75 s	0 s	
Input Number: 0 Type: Toggle Action: Off Level					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Family Room>Couch Track	0%	2.5 s	0 s	
Input Number: 0 Type: Toggle Action: Double Tap					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Family Room>Couch Track	100%	0 s	0 s	
Input Number: 0 Type: Toggle Action: Hold					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Family Room>Couch Track	0%	10 s	7.5 s	
Area Path: Basement\Mech Room\3rd Row\3rd 1					

Model #:HQRD-PRO-WH

Gang Position:1

Notes:



Programming Report

Input Number: 0 Type: Toggle Action: Press On					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Kitchen>North Track	75%	0.75 s	0 s	
Input Number: 0 Type: Toggle Action: Off Level					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Kitchen>North Track	0%	2.5 s	0 s	
Input Number: 0 Type: Toggle Action: Double Tap					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Kitchen>North Track	100%	0 s	0 s	
Input Number: 0 Type: Toggle Action: Hold					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Kitchen>North Track	0%	10 s	7.5 s	

Area Path: Basement\Mech Room\3rd Row\3rd 2

Model #:HQRD-PRO-WH

Gang Position:2

Notes:



Programming Report

Input Number: 0 Type: Toggle Action: Press On					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Kitchen>South Track	75%	0.75 s	0 s	
Input Number: 0 Type: Toggle Action: Off Level					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Kitchen>South Track	0%	2.5 s	0 s	
Input Number: 0 Type: Toggle Action: Double Tap					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Kitchen>South Track	100%	0 s	0 s	
Input Number: 0 Type: Toggle Action: Hold					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Main Floor>Kitchen>South Track	0%	10 s	7.5 s	

Area Path: Outdoor Office\Outdoor Office\Outdoor Office

Model #:HQRD-HN6BRL-WH

Gang Position:1

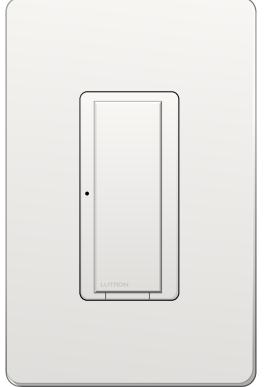
Notes:



Programming Report

Input Number: 1 LED Logic: Room				
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Outdoor Office>Pot Lights	85%	2 s	0 s
Input Number: 1 LED Logic: Room				
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Outdoor Office>Pot Lights	0%	2 s	0 s
Input Number: 2 LED Logic: Room				
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Outdoor>Sconces	On	-	0 s
Input Number: 2 LED Logic: Room				
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Outdoor>Sconces	Off	-	0 s
Input Number: 3 LED Logic: Room				
Type: Toggle	Action: Press On			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Outdoor>Back Deck	100%	2 s	-
Input Number: 3 LED Logic: Room				
Type: Toggle	Action: Off Level			
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Outdoor>Back Deck	0%	2 s	-

Programming Report

Input Number: 4 LED Logic: Room Type: Toggle Action: Press On				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Kitchen>Island	85%	2 s	0 s
Input Number: 4 LED Logic: Room Type: Toggle Action: Off Level				
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay
Lighting - Zones	Main Floor>Kitchen>Island	0%	2 s	0 s
Input Number: 18 LED Logic: -- Type: Lower Action: Master Lower				
Details				
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.				
Input Number: 19 LED Logic: -- Type: Raise Action: Master Raise				
Details				
Master Raise/Lower will raise or lower the level of the preset of the last button pressed on this device.				
Area Path: Outdoor Office\Outdoor Office\Office Sconces				
Model #: HQRD-8ANS-WH Gang Position: 2 Notes:				
				

Programming Report

Input Number: 0 Type: Toggle Action: Press On					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Outdoor>Sconces	On	-	0 s	
Input Number: 0 Type: Toggle Action: Off Level					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Outdoor>Sconces	Off	-	0 s	
Input Number: 0 Type: Toggle Action: Double Tap					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Outdoor>Sconces	On	-	0 s	
Input Number: 0 Type: Toggle Action: Hold					LED Logic: Defined by local load
Assignable Item Type	Item Description/Area Path	Command/Level	Fade	Delay	
Lighting - Zones	Outdoor>Sconces	Off	-	0 s	