

## System Overview Cheat Sheet

This cheat sheet provides a simple overview of how the various XPoint Wireless components typically work together as part of a networked system. To learn more about each individual system component, visit: www.acuitybrands.com/products/controls/xpoint-wireless



## **Required Components**

**1. XPoint<sup>™</sup> Wireless Enabled Luminaires** ship with factory installed XPoint Wireless dimming controllers or sensors, and can be grouped with other luminaires, sensors, and wall controls (via Wireless Sensor Interface).

**Wireless Mesh Network** technology allows networked devices to route and repeat messages through a neighbor. Unlike WiFi, devices do not need to be in range of an access point – each device must simply be in range of another device.

2. XPoint Wireless Bridge (XPA BRG) provides a connection between the wireless lighting zones, SensorView software and nLight ECLYPSE. Each Wireless Bridge can accommodate up to 250 wireless devices before additional Bridges are required.

## **Optional Components**

- XPoint Wireless Sensors (XPA SBOR) and Sensor Interfaces (XPA SIAC2) can be added and installed where needed to detect motion, daylight, or interface with wall controls & contact inputs.
- **4. nLight ECLYPSE™ (nECY)** is the primary system controller and is used when time clock control and/or a full building solution is needed. This device coordinates data between wired zones, wireless zones, and building management systems.
- Ethernet Switch or a facility LAN connection is required to connect XPoint Wireless Bridges, nLight ECLYPSE, and PC
- nLight<sup>®</sup> Preset Scene Wallstations, such as an nPODM 4S (pictured), can be used to control XPoint Wireless zones.
- 7. nLight Bridge (nBRG) connects nLight lighting zones and devices to the nLight ECLYPSE.
- **8. SensorView** software, installed on a PC or server, is used to configure and monitor the wired and wireless lighting control zones. Optional capabilities: graphical floorplan (nFloorplan) and historical database (GreenScreen).

