

CONTROL PHILOSOPHY

PROJECT NO: 237_THE OLIVAR SUITES - MESOGGI
AREA: GUEST ROOMS_ MOCK - U P R O O M
FIRST ISSUE DATE: 06 APRIL 2020
REVISION: 1
ISSUE DATE: DECEMBER 23, 2020

- Lighting mode with scenarios running on an astronomical clock with the possibility of being very slow switching (slow fade) from one scenario to another. There is no specific 'Welcome' script in room, but depending on the time of day as the guest enters and puts the card in the slot, the corresponding script corresponding to that time of day is activated.
- The final scene (lighting scene) that someone will see upon entering the room is a combination of scenarios that run simultaneously in each bathroom (in case we have more than one in the room), the main area (living room and bed) and the outside area room.
- The scenarios we recommend with indicative opening hours are as follows:

| | | From | To | Function |
|---------|------------|----------------|----------------|---|
| Scene 1 | Bright | +30min Sunrise | 17:00 | Bright (bright) day scenario |
| Scene 2 | Ambient | 17:00 | Sunset | Afternoon quiet (ambient) scenario |
| Scene 3 | Mood | Sunset | +30min Sunrise | Evening (mood) scenario |
| Scene 4 | Night | manual | | very low level lighting from bed to WC |
| Scene 5 | Master OFF | manual | | Killer switch - which turns off all his lights room, bathrooms and outside space. |

The in-room pools are centrally controlled by the building, and will turn on Sunset until 23:30.

It should be noted that the external lighting of the courtyards of the rooms (decorative lighting and plantings) will be activated with a time condition at the moment the card is placed. More specifically, if the card is placed, if the time is between Sunset and +30min sunrise (Mood scene) then the yard lights will turn on. If the customer wishes, he can manually turn them off / on again through the switch panel placed at a focal point inside the room (near the balcony door). Also, the yard lights will be turned off by the Master OFF (Killer switch) button, the switches on either side of the beds. Please note that if the card is removed (room is not in use), then the courtyard lights will be turned off

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The following switch panels are recommended in each room:

- 1) Central panel in a prominent position of each room (4 buttons)
- 2) From a switch panel on each headboard (4 buttons/5 buttons) (Note: the button corresponding to night light scenario to be able to get a very subtle light indicator)
- 3) A switch panel at the entrance of each bathroom (4 buttons)
- 4) Double switch that turns off the outdoor garden lights in case they have been switched on automatically and someone wants darkness in the outdoor area (highlighting plantings and decorative lighting)

- Bathroom scenarios work independently of the rest of the room. Close to the entrance of each bathroom will be the switch panel of that bathroom with 4 buttons, from which the user he will be able to choose to change the current scenario in the bathroom or turn off all the lights completely. The scripts running in the rest of the room do not affect the situation chosen for the bathroom.

In case no script has been selected manually for the bath and it continues to run script with which the visitor entered, then the system continues to be in automatic mode, automatic scenario switching is allowed when the scheduled scenario switching time comes (e.g from afternoon scenario to evening).

If someone chooses to turn off all the lights in the bathroom, that state will remain that way until someone does chooses to turn them back on (selecting a brightness scenario) or until he leaves the room and re-enters. When the card is inserted again, depending on the time of arrival, the lights in the bathroom that were scheduled according to the time of day.

Note: If someone presses the master-off button on the headboard of the bed which 'kills' everything, the bathroom lights must also be turned off in case someone had left them on before.

- We believe that the user should also have local control of the external spaces so that he can turn off the lights he wants (planting highlights, decorative lights) without affecting the existing situation within the rest of the room.

Note 1: This manual switch may need to be turned ON for them to work these lights to turn on again the next day (room house-keeping task).

- The switch panels that will be used will enable the user to change the scenario with each button press. Pressing the currently 'running' script button will not deletes the current script (i.e. nothing will be done). By pressing any other button, the scripts are activated respectively