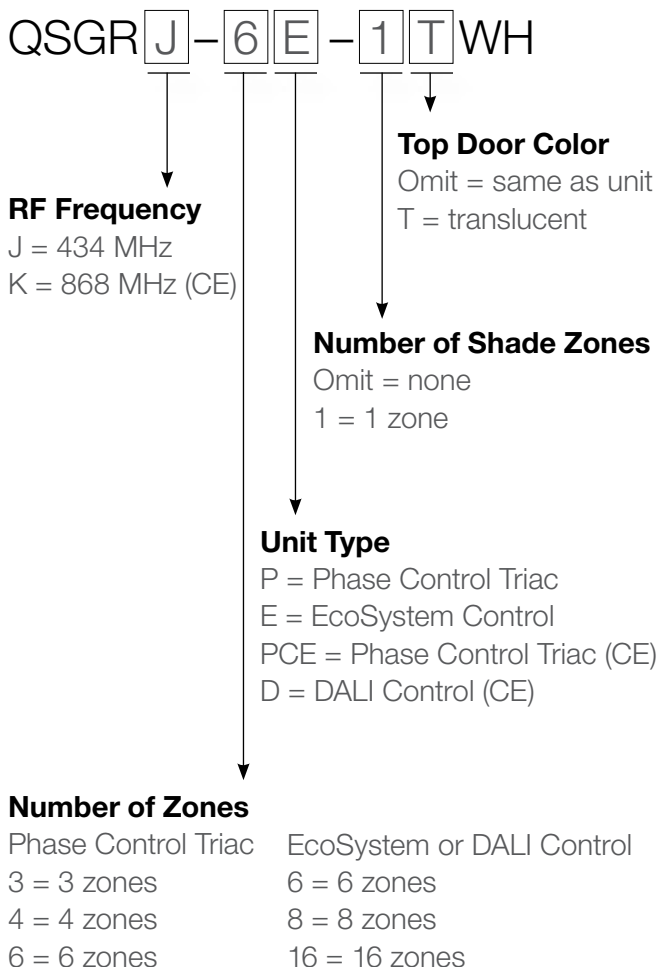


Build a GRAFIK Eye® QS Model Number

Build a **STANDARD**

GRAFIK Eye QS model number (RF only)



Build a **NON-STANDARD**

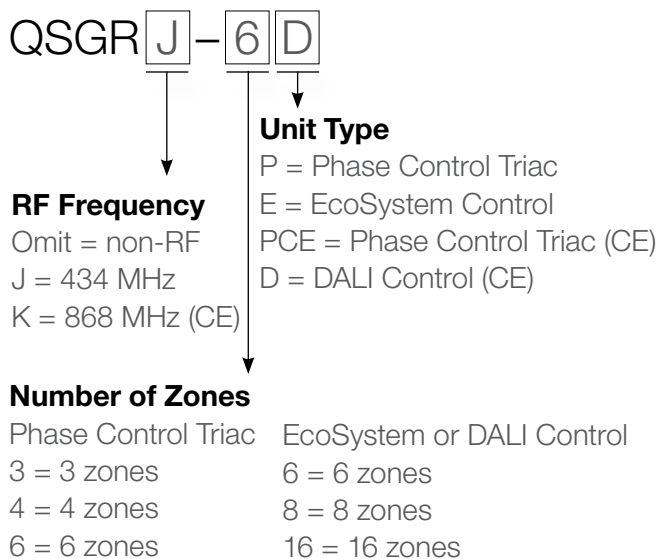
GRAFIK Eye QS model number (RF or non-RF)

Rules

For any non-standard units, you must order

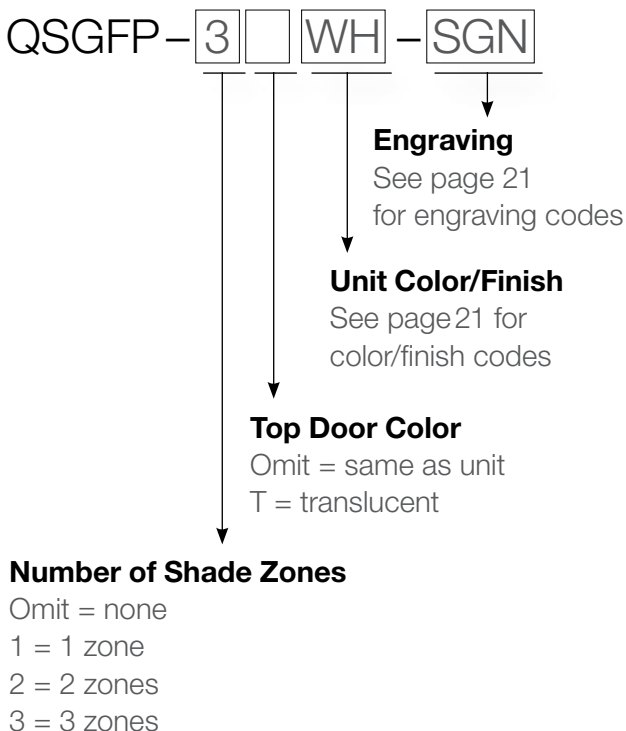
BOTH a base unit and a faceplate kit.

Base unit

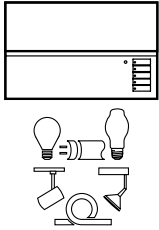
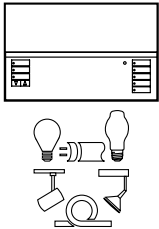
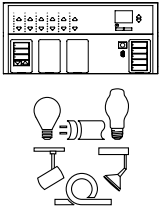
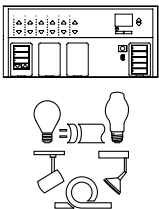


Faceplate kit

(includes coordinating stripe and buttons)



GRAFIK Eye® QS (Phase Control)

Standard Phase Control Units, 800 W/Channel, 2000 W Total, 120-127 V, 220-240 V, 434 MHz		
	QSGRJ-3P-WH	Control unit, 3 lighting zones, matte white, 0 shade zones
	QSGRJ-3P-TWH	Control unit, 3 lighting zones, matte white, translucent top, 0 shade zones
	QSGRJ-4P-WH	Control unit, 4 lighting zones, matte white, 0 shade zones
	QSGRJ-4P-TWH	Control unit, 4 lighting zones, matte white, translucent top, 0 shade zones
	QSGRJ-6P-WH	Control unit, 6 lighting zones, matte white, 0 shade zones
	QSGRJ-6P-TWH	Control unit, 6 lighting zones, matte white, translucent top, 0 shade zones
	QSGRJ-3P-1WH	Control unit, 3 light zones, matte white, 1 shade zone
	QSGRJ-3P-1TWH	Control unit, 3 light zones, matte white, translucent top, 1 shade zone
	QSGRJ-4P-1WH	Control unit, 4 light zones, matte white, 1 shade zone
	QSGRJ-4P-1TWH	Control unit, 4 light zones, matte white, translucent top, 1 shade zone
	QSGRJ-6P-1WH	Control unit, 6 light zones, matte white, 1 shade zone
	QSGRJ-6P-1TWH	Control unit, 6 light zones, matte white, translucent top, 1 shade zone
Base Phase Control Unit, 800 W/Channel, 2000 W Total, 120-127 V, 220-240 V, 434 MHz Faceplate Sold Separately		
	QSGRJ-3P	Base control unit, 3 lighting zones
	QSGRJ-4P	Base control unit, 4 lighting zones
	QSGRJ-6P	Base control unit, 6 lighting zones
Base Phase Control Unit, 800 W/Channel, 2000 W Total, 120-127 V, 220-240 V, non-RF Faceplate Sold Separately		
	QSGR-3P	Base control unit, 3 lighting zones, non-RF
	QSGR-4P	Base control unit, 4 lighting zones, non-RF
	QSGR-6P	Base control unit, 6 lighting zones, non-RF