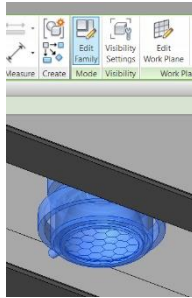


Changing the photometric web file (ies) on each LED Head

1.0 The fixture has nested families. Below is the order in which the families are nested to the parent family:

- 1.1 **Lighting-Ceiling/Pendant/Recessed-Betacalco-Rail_Lite_II.rfa** - *parent family*
- 1.2 **RLII-Head-Assembly.rfa** – *Gimbal rotation family-nested in the parent family*
- 1.3 **RLII-Head-Rotation.rfa** – *LED Head family - nested in the Head Assembly family; contains the customizable photometric web file (ies)*

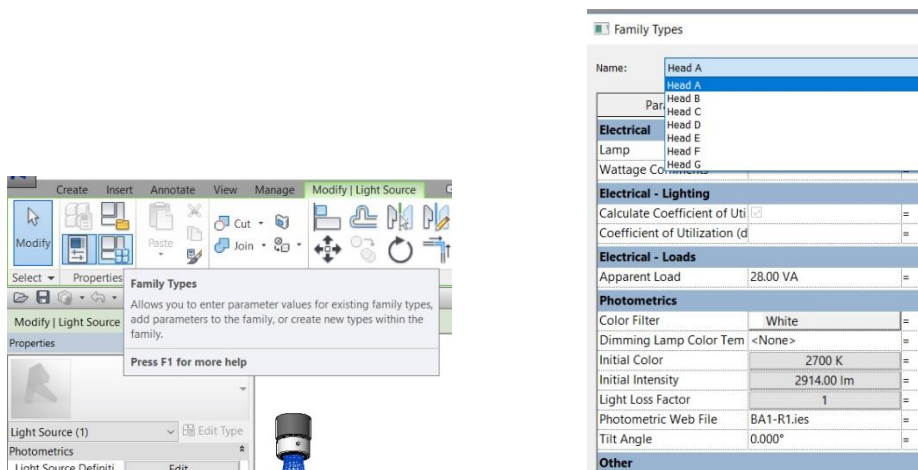
2.0 To change the ies files, open the parent family. Select an LED Head and click Edit Family.



3.0 The **RLII-Head-Assembly.rfa** family appears. Select the LED Head in the drawing area and click **Edit Family**.

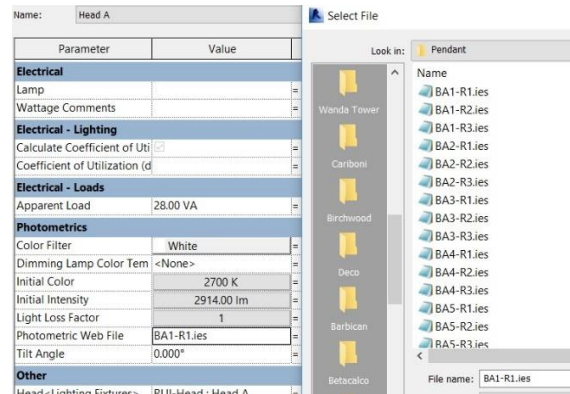
4.0 The **RLII-Head-Rotation.rfa** family appears.

5.0 Select the **Family Types** button. The **Family Types** Menu appears.

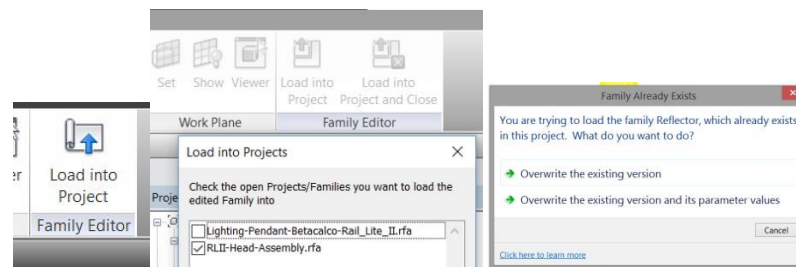


6.0 There are several types in the reflector family - Head A-G (7 Heads). Select the type you want to update from the Name drop down menu.

7.0 Under group parameter Photometrics, click in value column beside the Photometric Web File parameter. The Select File Menu appears. Locate the desired ies file, select it, and click Open. Click OK. Update the Initial Color as well as the Initial Intensity values. Repeat the process until you have updated all the desired LED Heads.



8.0 Save and Load the **RLII-Head-Rotation.rfa** family into the **RLII-Head-Assembly.rfa** family by clicking the Load into Project tool. Check the box beside the Angling.rfa and click OK. Select "Overwrite the existing version and its parameter values".



9.0 Load the **RLII-Head-Assembly.rfa** family into the parent family (**Lighting-Ceiling/Pendant/Recessed -Betacalco-Rail_Lite.rfa**) by clicking the Load into Project tool. Check the box beside the **Lighting- Ceiling/Pendant/Recessed -Betacalco-Rail_Lite.rfa** and click OK. Select "Overwrite the existing version and its parameter values".



10.0 Add a new Family Type to fixture and save the parent family.

11.0 Load the parent family in the project file (.rvt).