

## Heating and Cooling Control via BacStat Operation

Your new BacStat Controller is a multifunction controller with a digital display. The following is a brief explanation of each button's function and the display.

Unoccupied Mode --

-- Occupied Mode

-- LED Display

Setpoint Decrease --

-- Setpoint Increase



### LED Display

- The current room temperature is displayed in the house in °C.
- The room setpoint is displayed below the house in °C.
- With a person icon displayed the Systems are operating to achieve day setpoint. (Occupied)
- With no person icon displayed the Systems are operating to maintain night setpoints (Unoccupied).

### Setpoint Increase Button – Only adjustable when Person icon visible

When this button is pressed, the setpoint value is increased by 0.5°C increments (Between 21.0° and 23.0°C). Repeatedly press the button till desired temperature setpoint achieved. There is no setpoint adjustability in the Gyms.

### Setpoint Decrease Button – Only adjustable when Person icon visible

When this button is pressed, the setpoint value is decreased by 0.5°C increments (Between 21.0° and 23.0°C). Repeatedly press the button till desired temperature setpoint achieved. There is no setpoint adjustability in the Gyms.

### Occupied Mode Button

Occupied mode will occur automatically based on the weekly schedule for the respective Area. In the Gymnasiums the Occupied Mode Button will enable a 2 hour override to operate the respective Gymnasium systems. During a Scheduled Theatre Performance all of the air is diverted to the Stage, House and Control Room. If the Occupied Mode Button is pressed in the Theatre Woodshop, Dance Studio, Band Studio, Choir Studio, or Drama Black-Box, then 25% of normal occupancy air will be diverted to the respective space. If the CO2 levels in the respective space increase then the amount of air will increase to maintain CO2 levels below 1100 ppm.

### Unoccupied Mode

Unoccupied mode will occur automatically based on the weekly schedule of the respective space.