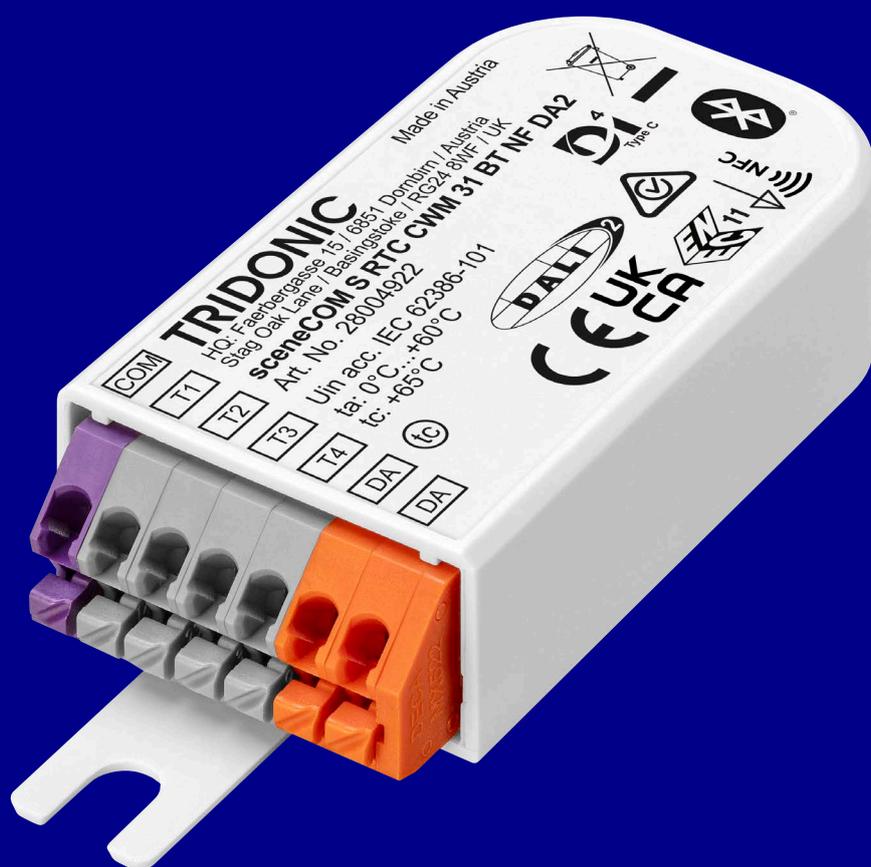


Lighting Controls

sceneCOM S remote app

Manual



TRIDONIC

Table of Content

Table of contents

1. Introduction	2
2. First Steps	3
3. Settings	14
4. Add and remove luminaires	25

Introduction

Introduction

sceneCOM S Remote APP works with different luminaire setups and functions and enables best in class visual comfort:

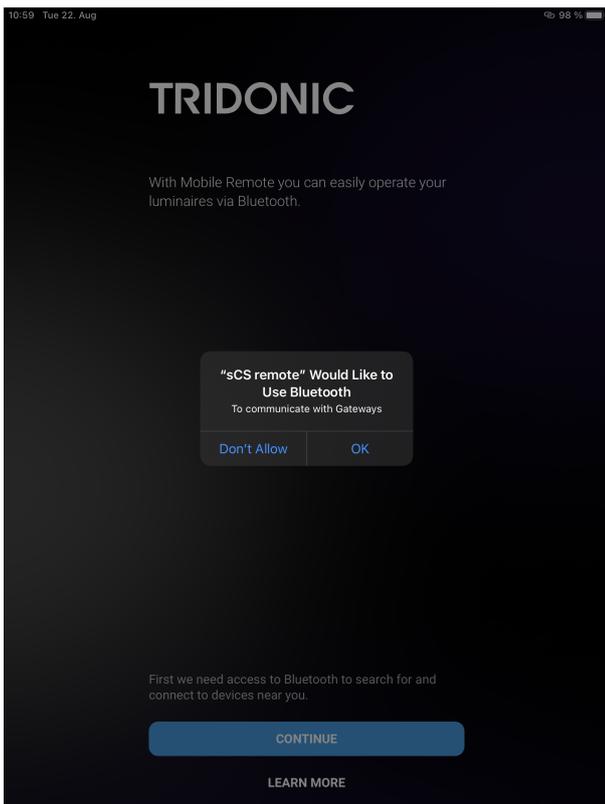
- _ Control your Free Standing Luminaire (FSL) or Room Area (RA) commissioned sceneCOM S RTC controller.
- _ Finds quickly luminaires in the area at the first start.
- _ Easy identification of the desired lighting.
- _ Connects easily and quickly to the luminaire via Bluetooth®.
- _ Individual control of direct light and indirect light.
- _ The simple combination of both directions allows a quick adjustment.
- _ Selectable heads allow individual light adjustment.
- _ The common selection allows merging the light levels.
- _ Predefined scenes allow a quick change between moods.
- _ Color settings enable optimal lighting conditions Time-based Human Centric Lighting profiles optimally adjust the light color throughout the day.
- _ PIN-protected admin area allows limiting individual settings for a harmonious overall image with multiple light sources.
- _ Restricted color settings allow you to select a static or dynamic color profile and disable color settings for others.
- _ The user can decide whether scene settings are possible or not.
- _ It is possible to block access to luminaires in public areas or when you do not want them to be used individually.
Possibility to enable/disable SWARM module.

First Steps

First Steps

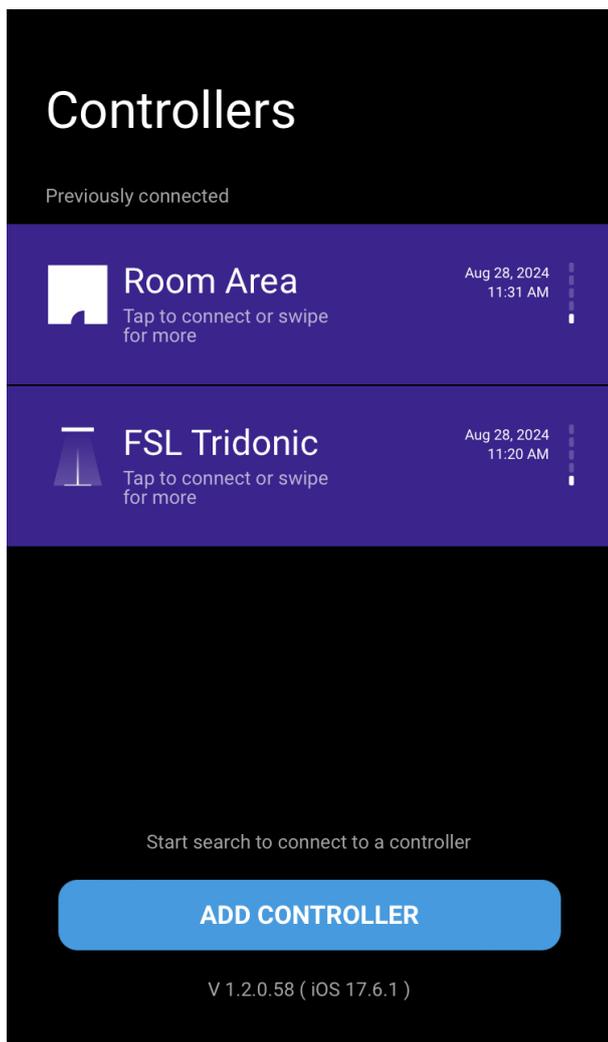
The sceneCOM S Remote App is available for iOS and Android smart devices and offers extensive user control possibilities for lighting installations and individual luminaires.

_ Download the app for iOS or Android.



_ Give the app permission to use Bluetooth® when opening the app for the first time.

First Steps



→ Nearby sceneCOM S RTC (sCS) are displayed.

_ The app finds and visualises sceneCOM S RTC (sCS) which are commissioned as free-standing luminaire (FSL) or room area (RA).

_ sCS which are commissioned as RA are visualised like a room.



_ sCS which are commissioned as FSL are visualised like a luminaire.



NOTICE

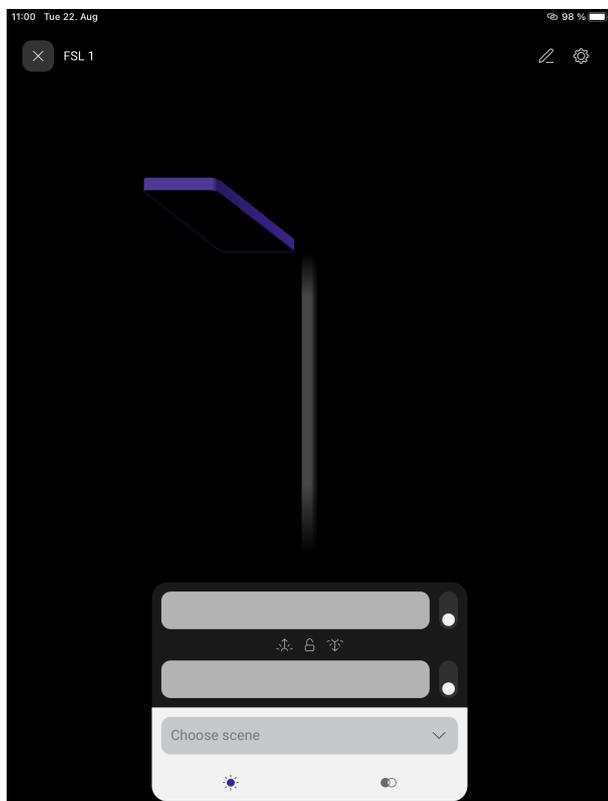
If you are out of range of the sceneCOM S RTC, the FSL will not be found.

- _ Make sure you are close to your FSL
- _ sceneCOM S with older hardware that does not provide RTC features is not supported and will also not be found and visualized

First Steps



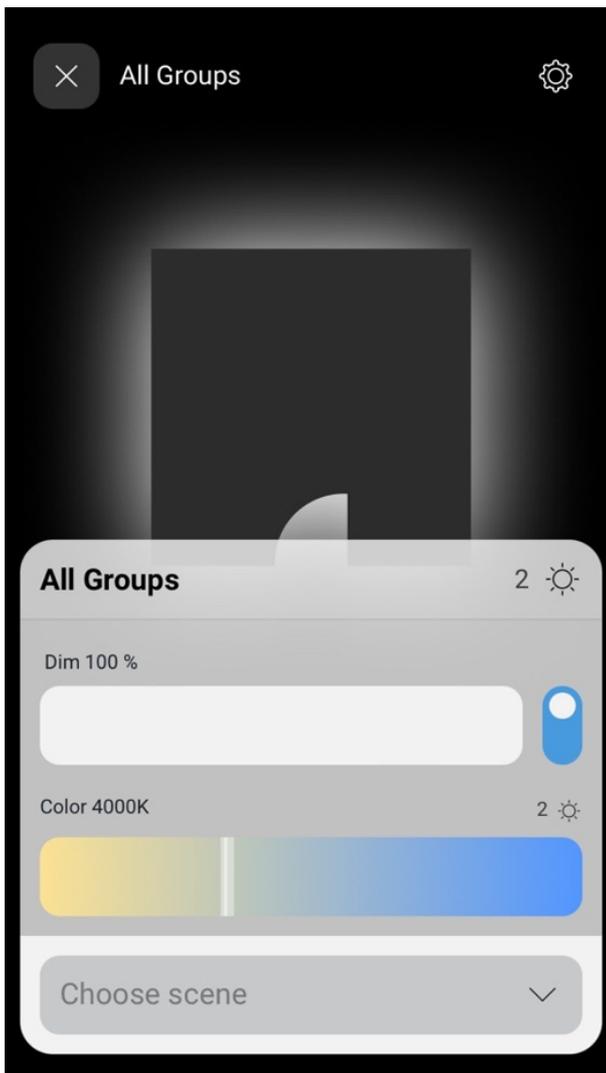
→ Once you have selected a luminaire, the app will connect to it and download the commissioning information.



→ Once the app is fully connected, you can control the luminaire.

The layout between FSL and RA is slightly different but the basic functions are identical.

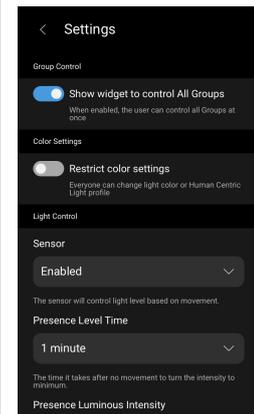
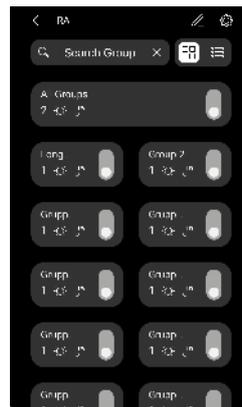
First Steps



With RA applications, you will see all groups after connecting.

If you select a group, you get access to further control options such as **scenes**, **color temperature**, **dim range**.

The **All Groups** widget can be activated or deactivated in the settings for RA applications.



With the buttons at the top right you can choose between

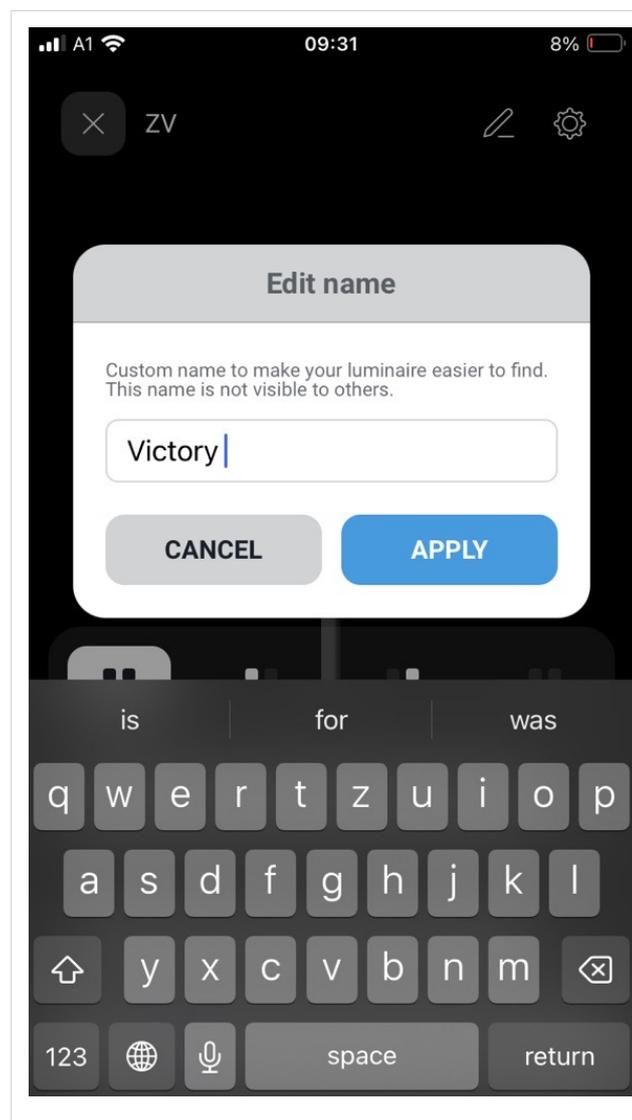


List view -and-



Grid view

First Steps



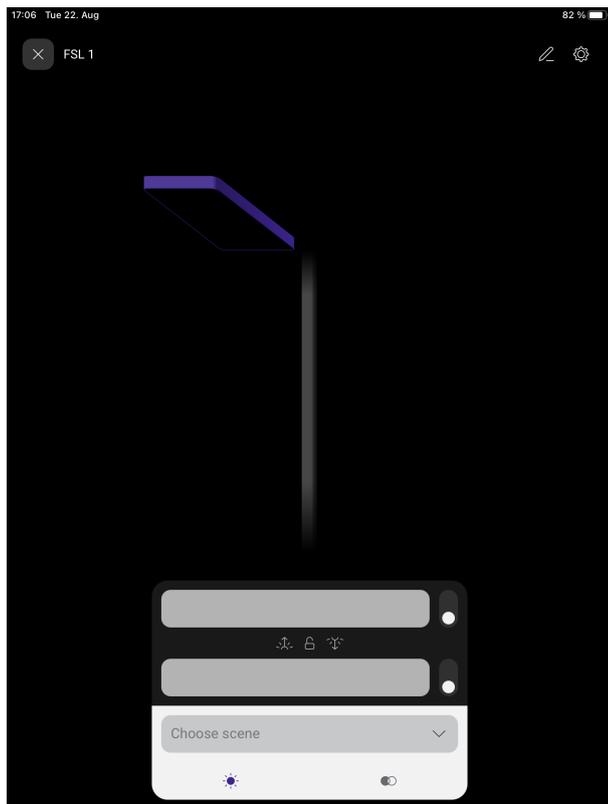
In order to give a personalised name to your FSL, select the pencil symbol.

In the new window, type in the new name and confirm by selecting **APPLY**.

The name of your FSL is changed:

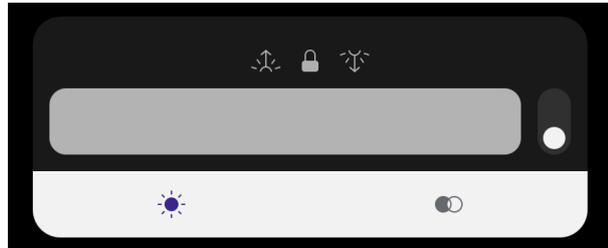


First Steps

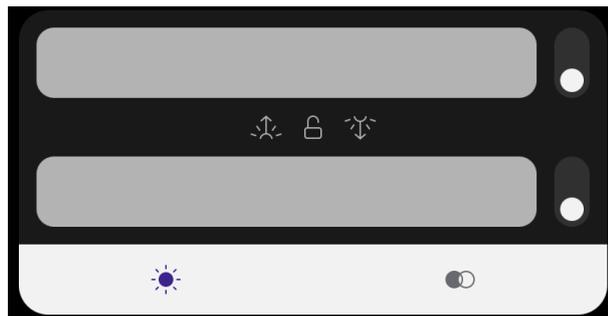


Depending on the status of the lock symbol, you can either control both groups or only the direct group:

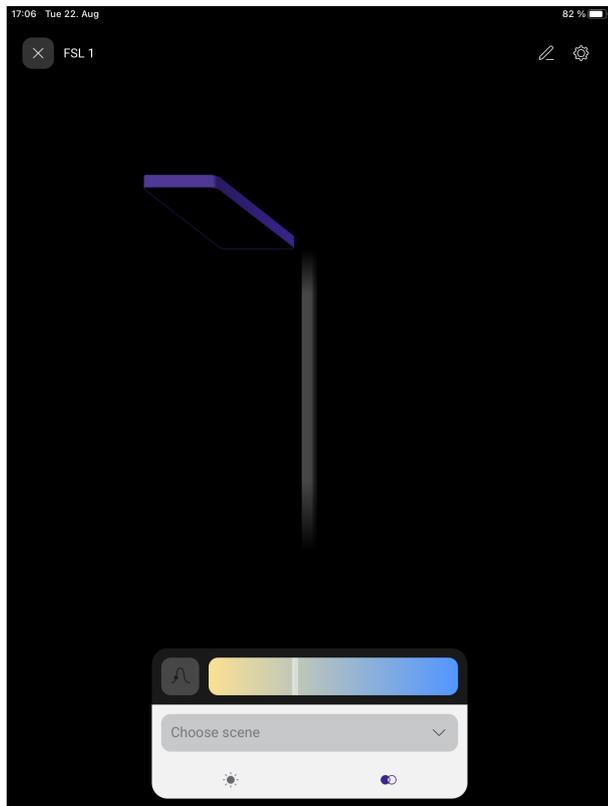
If the lock symbol is closed, both groups will be simultaneously controlled.



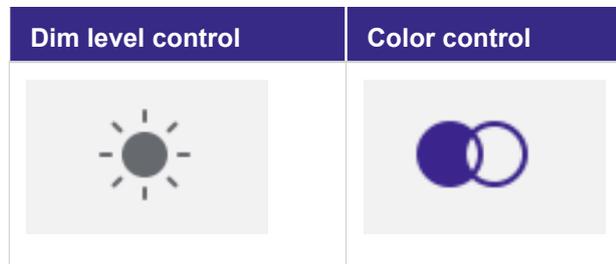
If the lock symbol is open, both groups can be separately adjusted.



First Steps



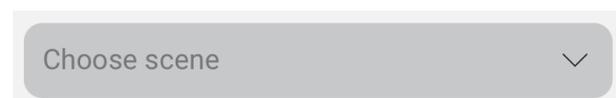
_ Switch between dim control level control and color control by selecting the respective symbols:



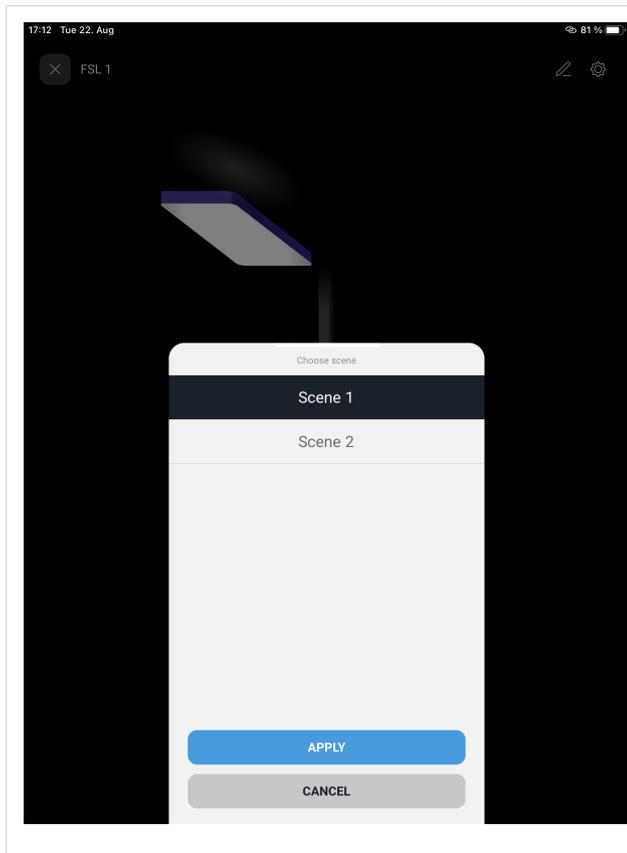
If access to scenes is not restricted, the scenes are available in both dim level control and color control view.



_ Click **Choose scene** to display available scenes.



First Steps



→ The available scenes will be displayed.

- _ Select the desired scene.
- _ Click **APPLY**.

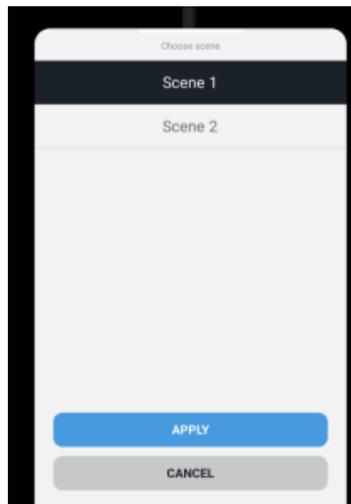
First Steps



_ To change to a different scene, select the respective scene:

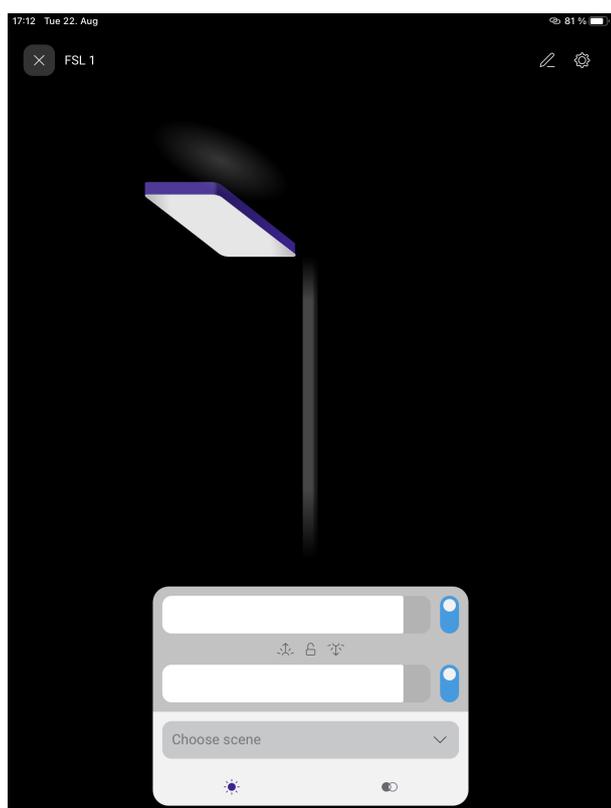


→ The scenes menu will be displayed.



_ Select the desired new scene.

First Steps



_ To exit a scene, select the x symbol:



→ The device will switch back to the default user interface.

Multi-head control

To control multi-head FSL, you can either select all heads together or specific heads individually.

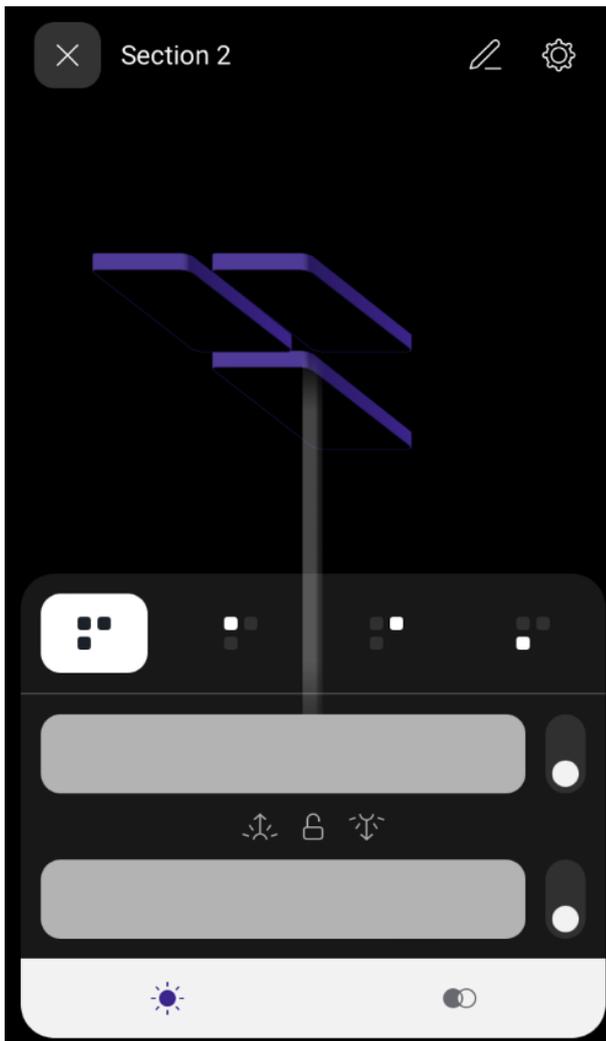
The small dots symbolize the different heads and their position:



- _ With a click on the three dots on the left, all three heads are selected at once.
- _ With a click on one of the single dots, only the corresponding head is selected. The position of the dot (left/right, top/bottom) determines which head is selected.

The illustration of the luminaire shows which heads are selected and switched on:

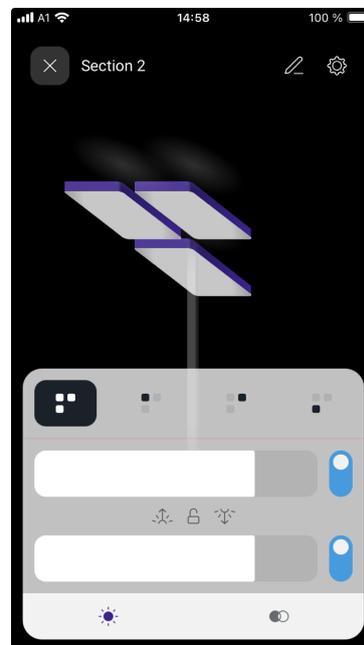
First Steps



- _ Selected heads change their color from grey to blue. Here, the bottom head is selected:

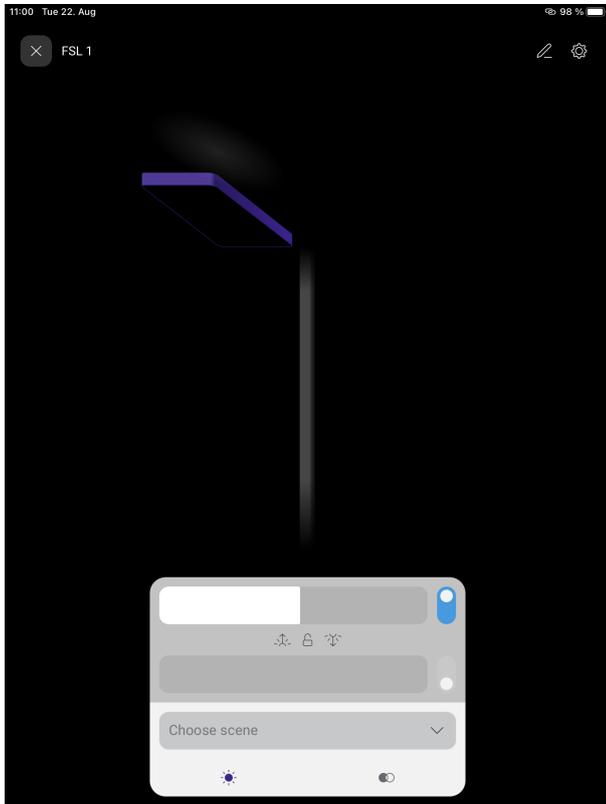


- _ Heads that are switched on change their color from dark to light. Here, all three heads have been switched on:



Settings

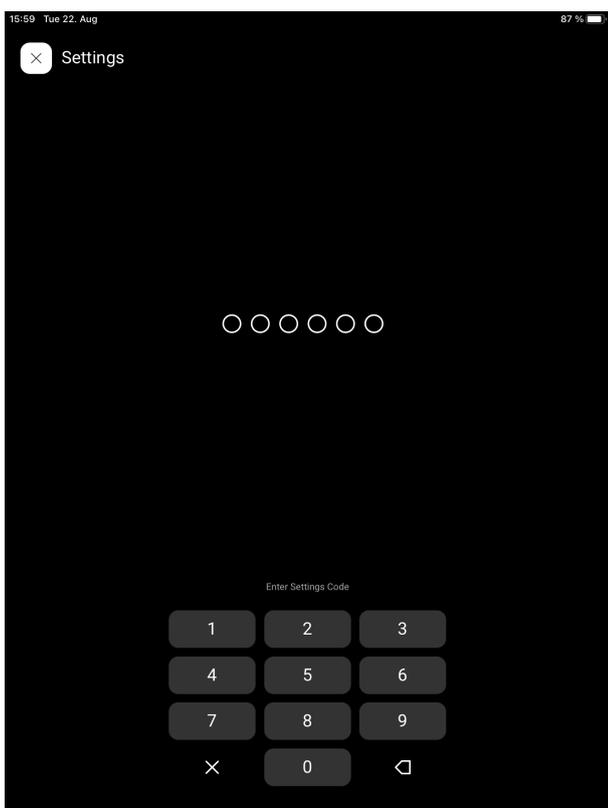
Settings



The **Settings** page can be reached by selecting the settings symbol on the top right side of the user interface:



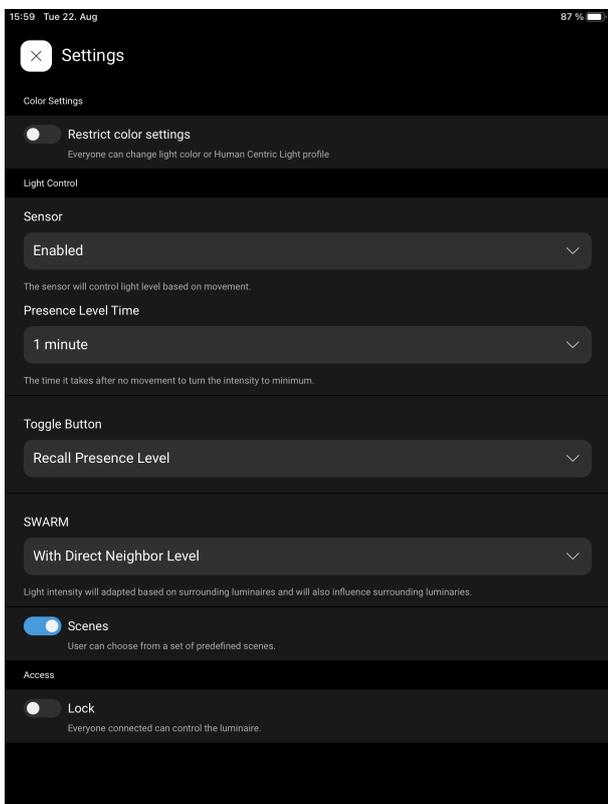
Settings



_ Enter the PIN for the sceneCOM S to enter the **Settings** page.

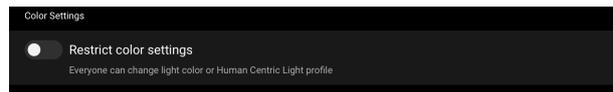
The default PIN is "123456".

The default PIN must typically be changed during first commissioning. If it was not changed, you will have to change it. If you do not get the request to change the default pin, and you do not know the PIN, please contact the maintenance manager of your luminaire.

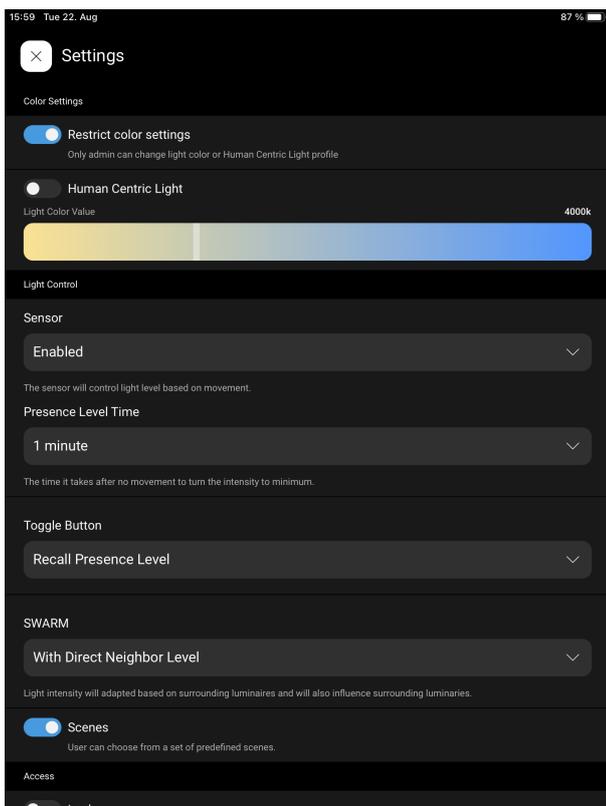


You can restrict the Tunable White color settings, if needed.

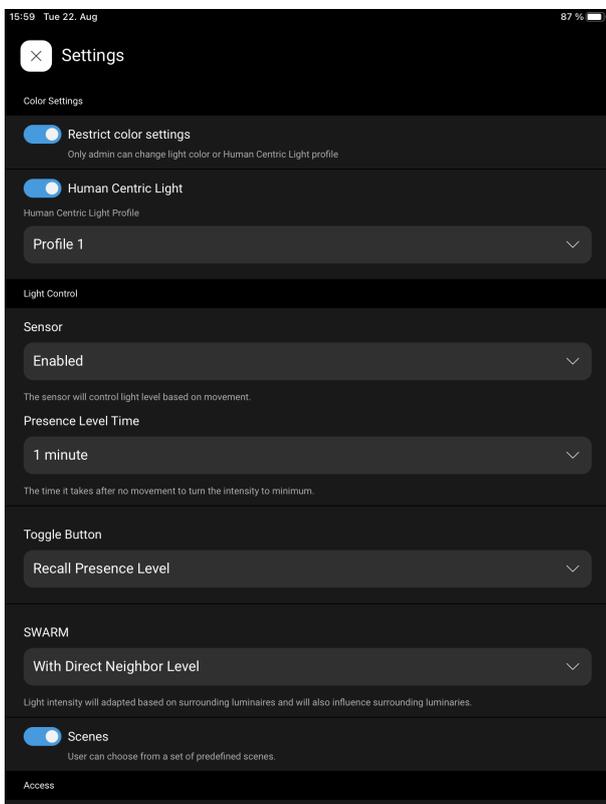
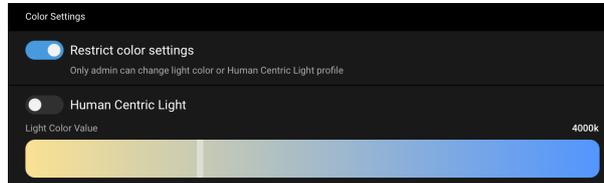
_ Activate the option **Restrict color settings** to restrict the Tunable White color settings:



Settings

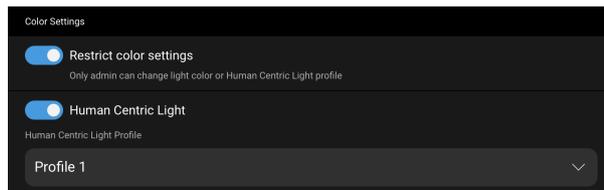


If you restrict the color settings, you need to select the color temperature value which will be used for your luminaire:

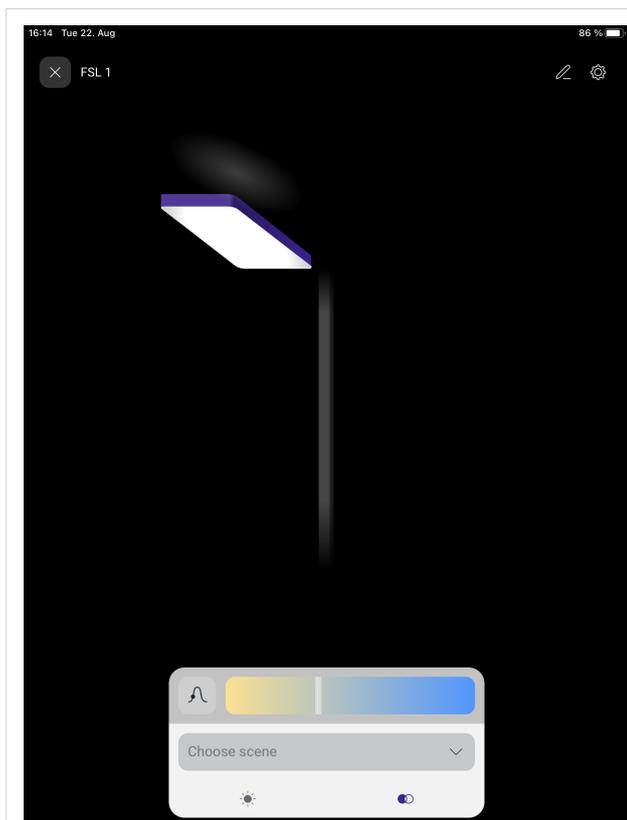


In addition, you can also restrict access to the **Human Centric Light** profiles.

This way, you can define which profile is active. Users won't be able to select a different profile then:



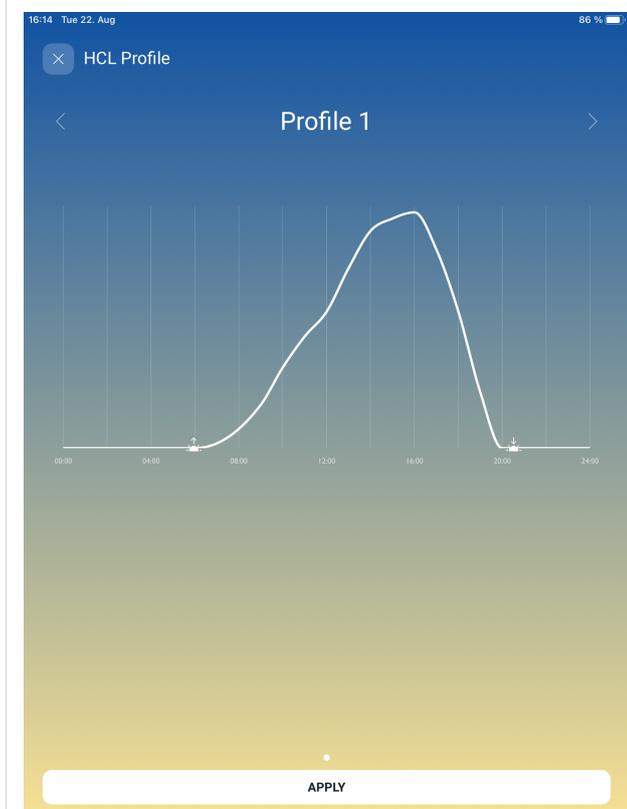
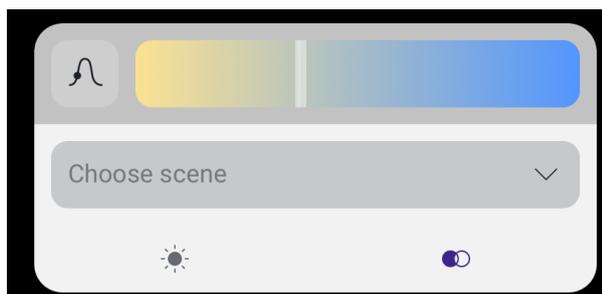
Settings



_ Select the color control symbol in the user interface to enter the color settings:

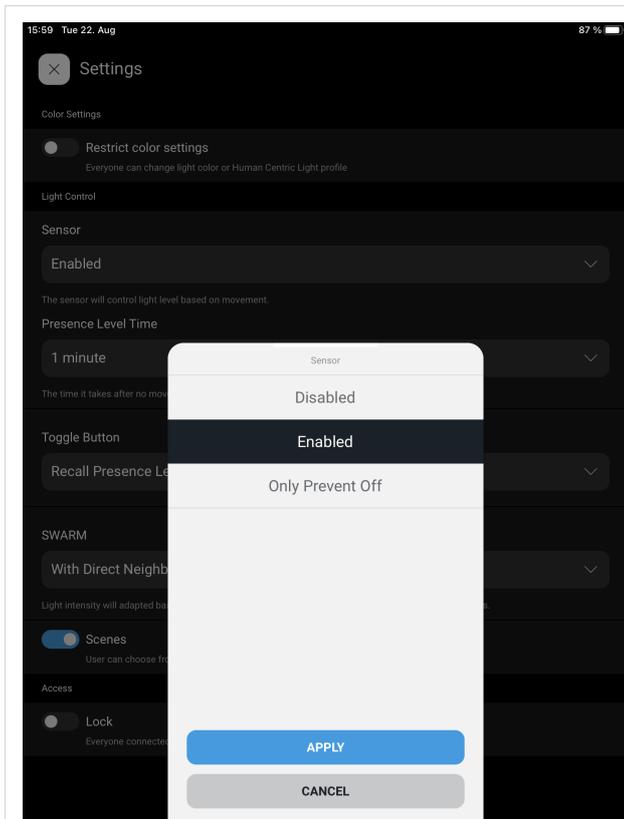


If there is no restriction for the color settings, users have the option to change the color temperature in the user interface:

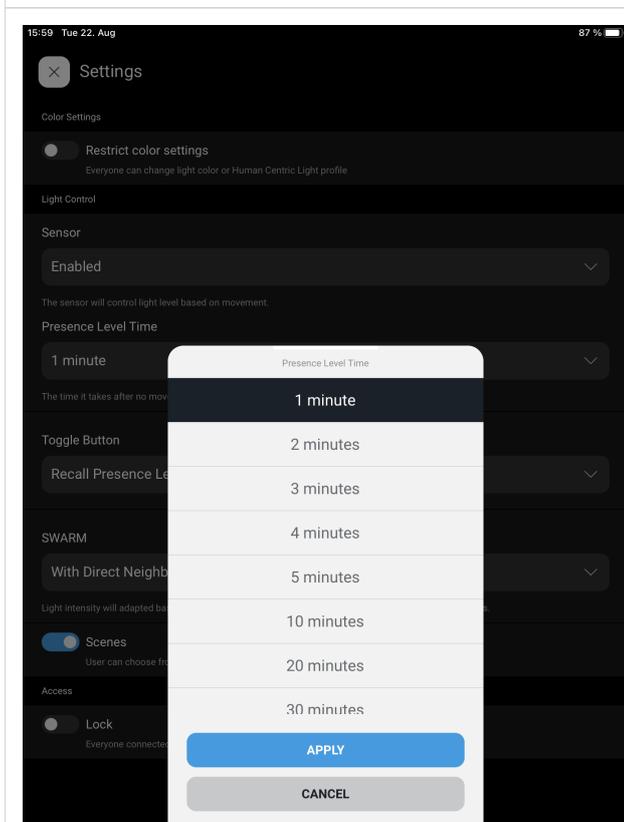
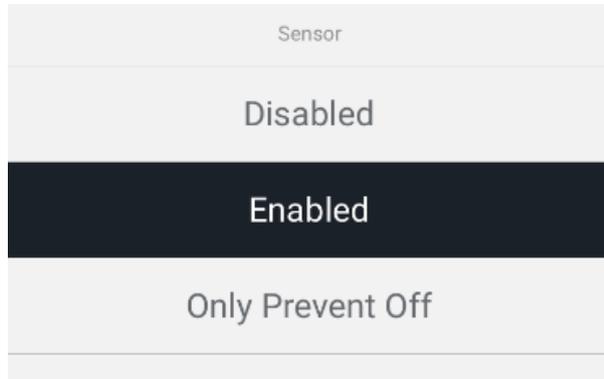


Also, the Human Centric Light profile (**HCL Profile**) can be selected.

Settings



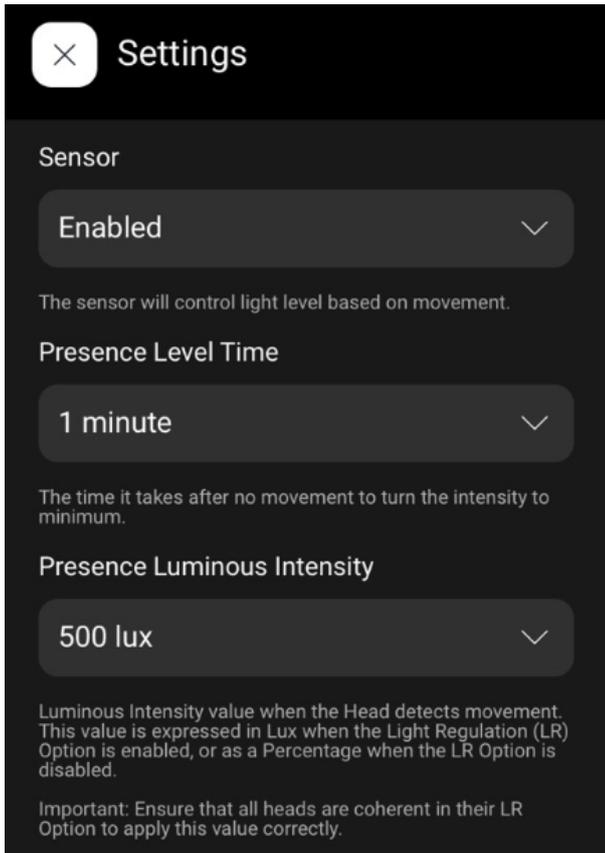
Also, the sensor settings can be modified:



Also, the presence level time can be modified.

The possible time frame is 1 minute up to infinite ("never off").

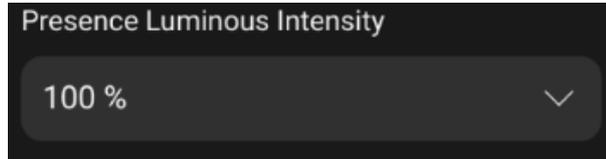
Settings



Presence Luminous Intensity

Presence Luminous Intensity defines the luminous intensity value when the head detects movement.

If no light regulation is active, the value is defined in percent:



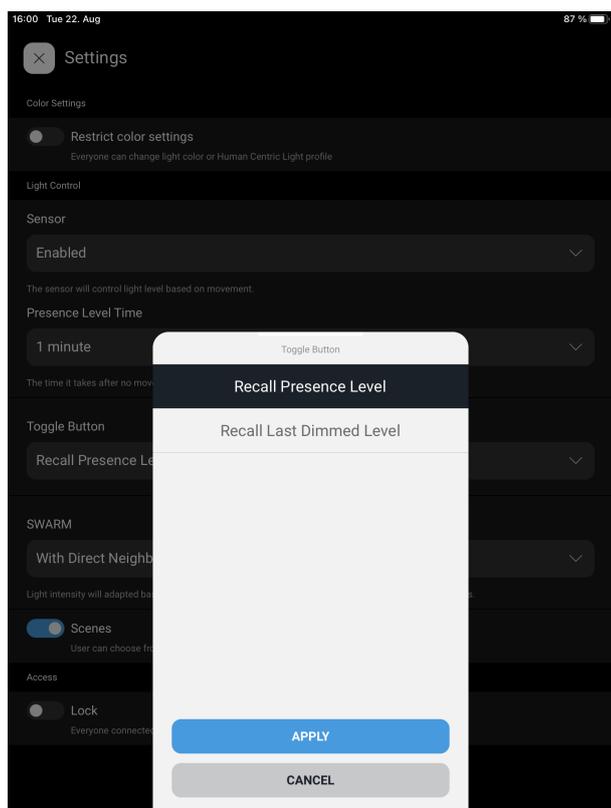
If the light regulation is active, the value is defined in lux.

The lux level you enter here is the lux level the sensor measures. Because the sensor is a look-down sensor, it measures the reflections from the surface below him. The values measured at the sensor's head are different and a multiple of the lux level of the surface below the sensor. The exact value depends on the reflections of the surface below the sensor and the distance of the sensor from the surface.

As a rule of thumb, you can use the following estimation:

- _ An entered lux level of e.g. 500 lux equals up to 2000 lux on the surface below the sensor.

Settings

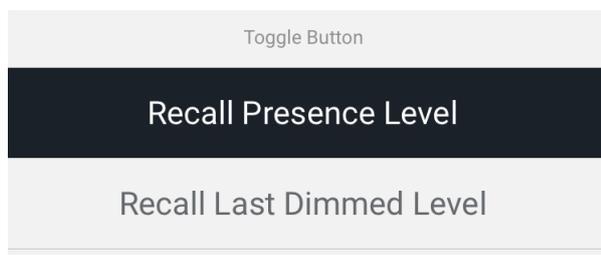


Toggle button feature

With the **Toggle Button** the luminaire can be turned on or off.

There are two options for it:

- _ **Recall Presence Level**
- _ **Recall Last Dimmed Level**

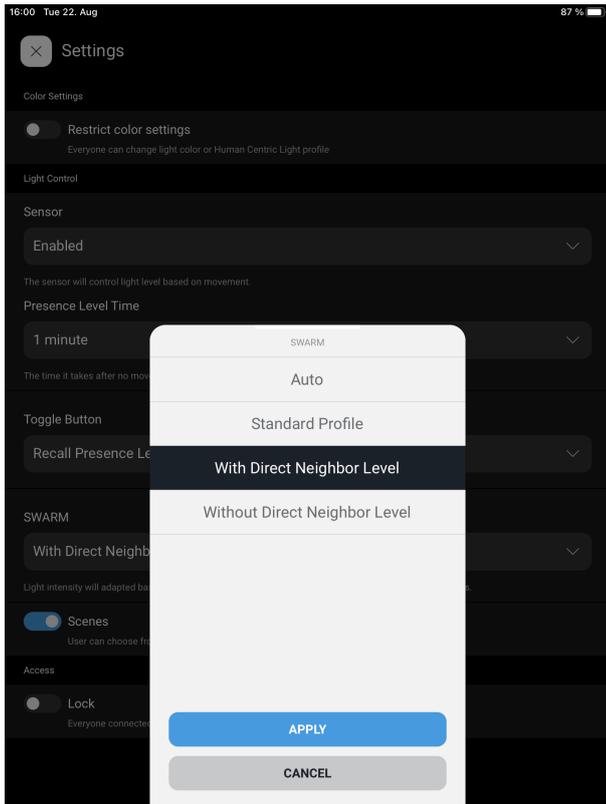


The chosen setting will be recalled when turning the luminaire on via app button.

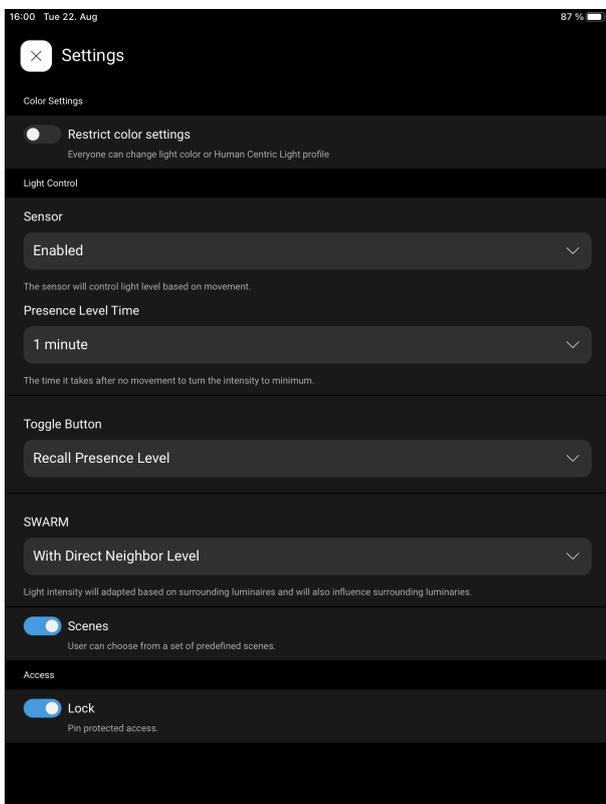
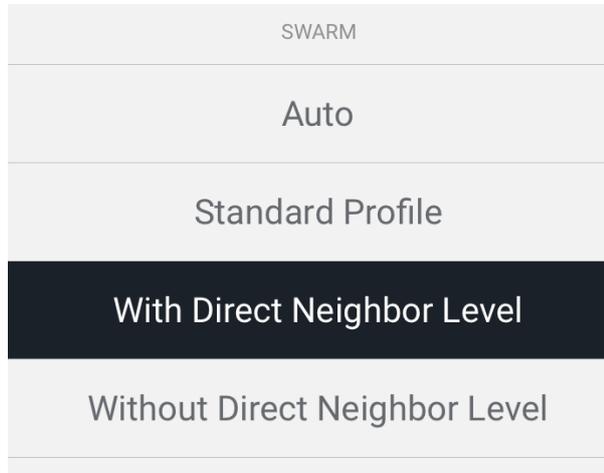


If a physical push button has been configured via the sceneCOM S Commissioning app, it will continue working as expected.

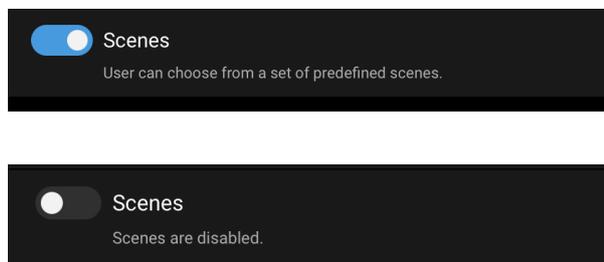
Settings



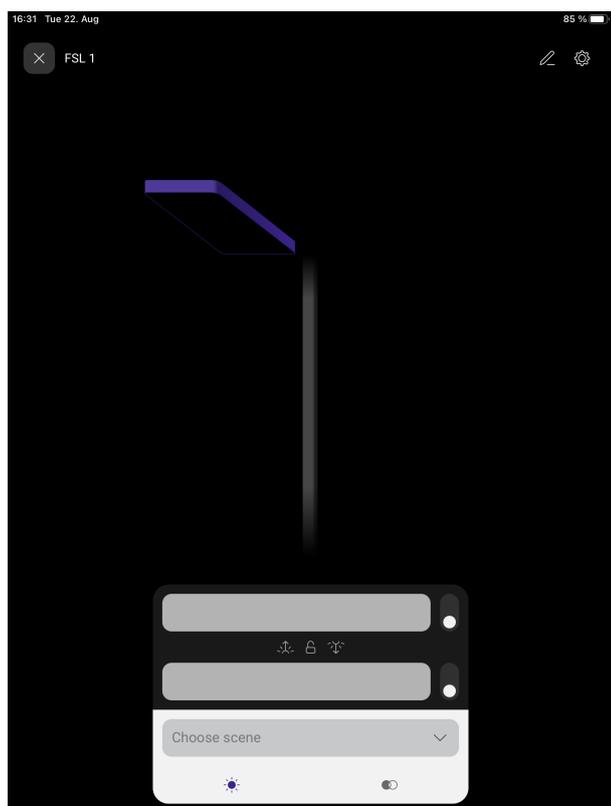
Also, the **SWARM** profile can be modified:



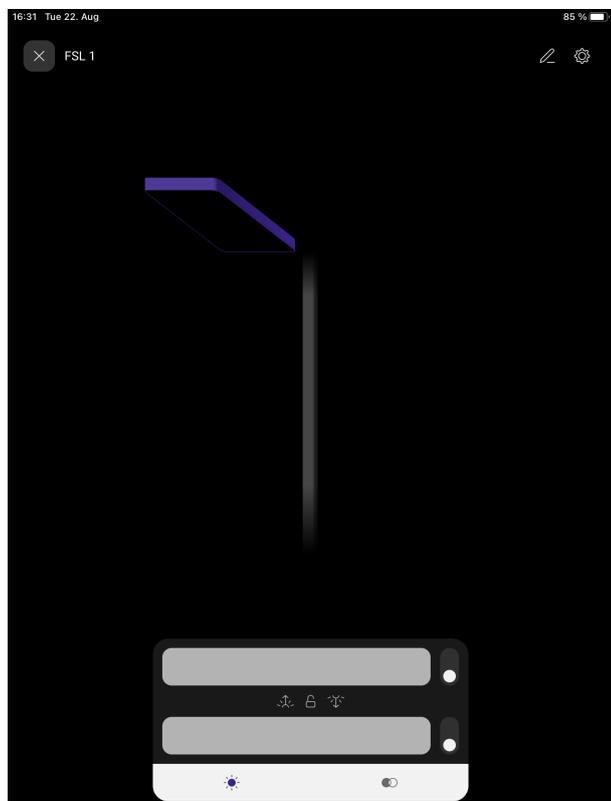
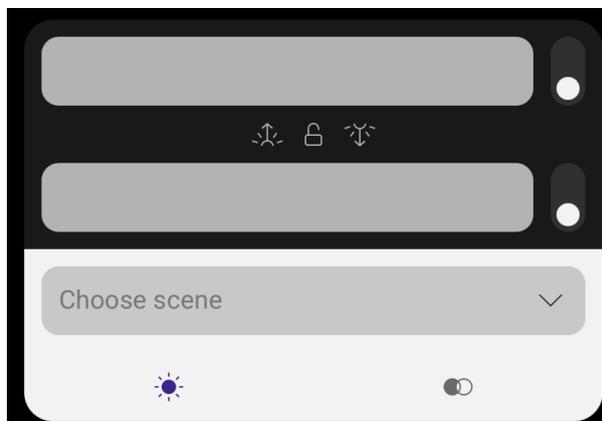
Also, access to scenes can be restricted.



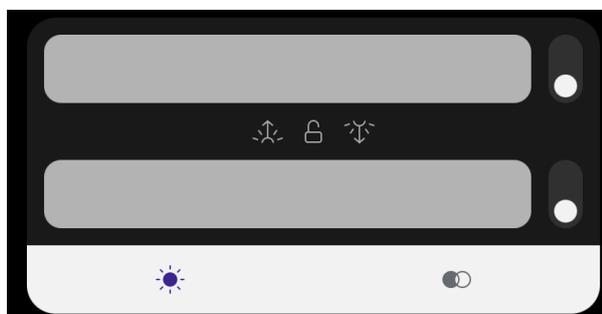
Settings



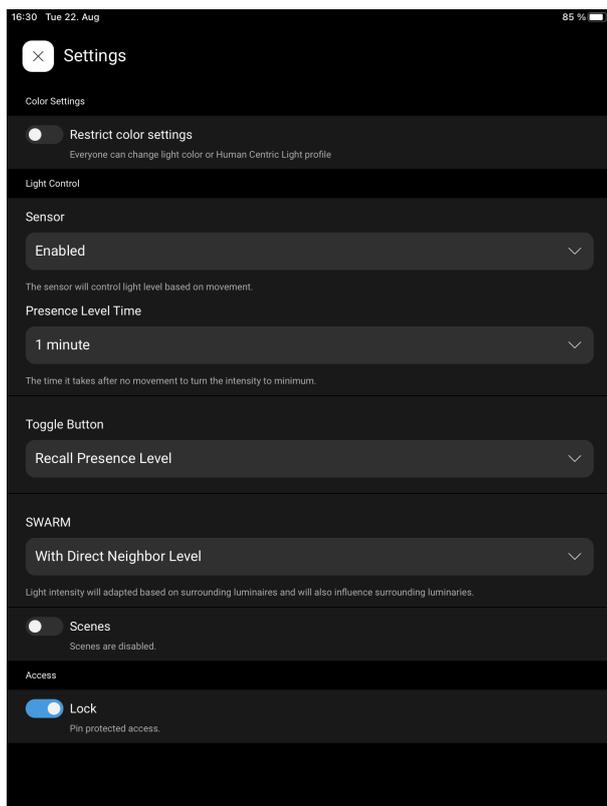
If access to scenes is not restricted, the option **Choose scene** is available in the user interface:



If access to scenes is restricted in the user interface, the scenes menu is not available:

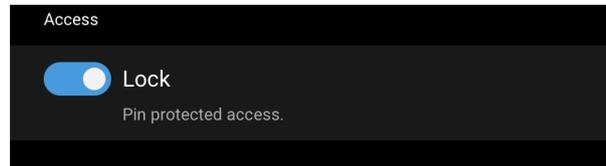


Settings

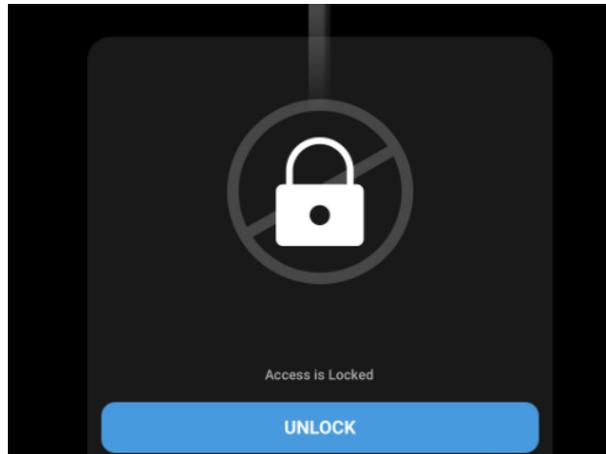


Also, access to the luminaire can be restricted.

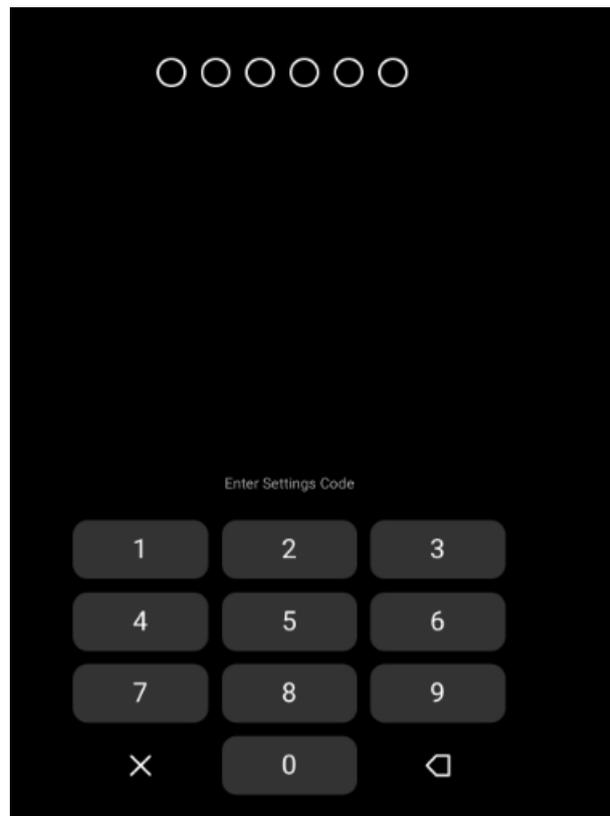
If restricted, only users who know the access PIN, can control the luminaire.



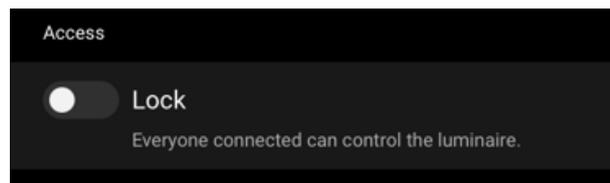
In this case, the access PIN has to entered each time the user connects with the luminaire.



Settings

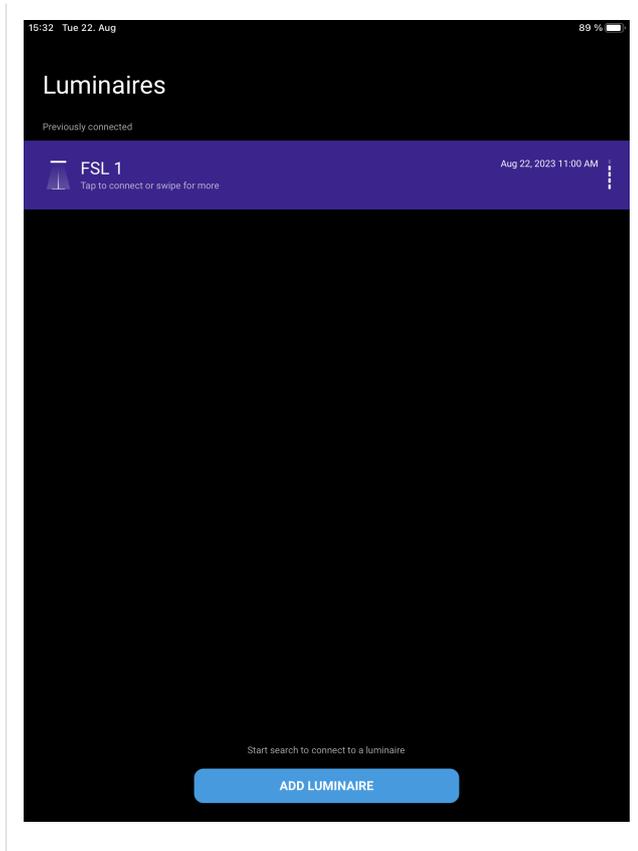


If not restricted, the luminaire can be controlled by anyone with the sceneCOM A remote app. Knowing the PIN is not necessary.



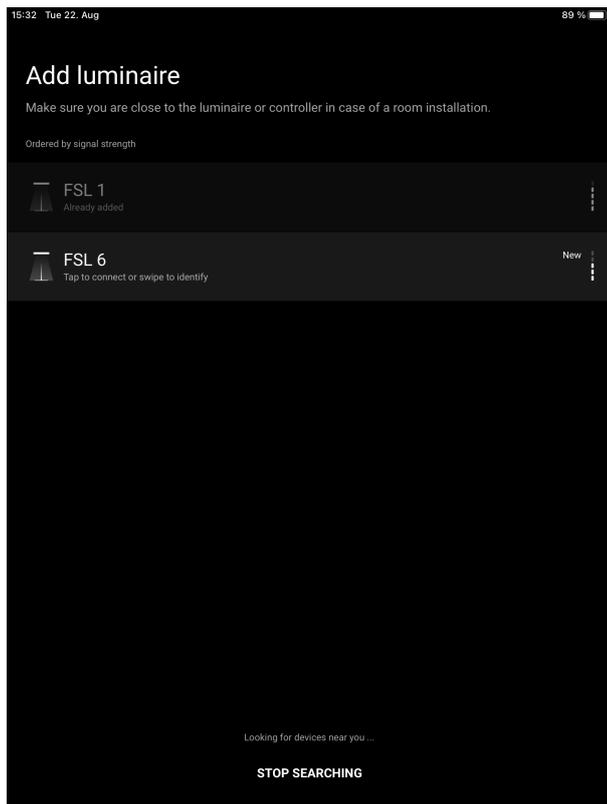
Add and remove luminaires

Add and remove luminaires



- _ Open the app.
- _ Select **ADD LUMINAIRE**.

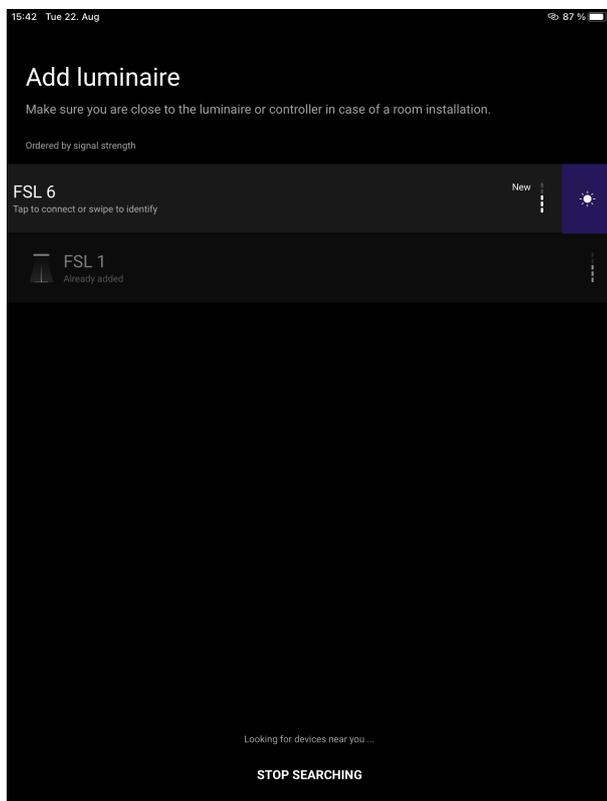
Add and remove luminaires



→ A new page opens.

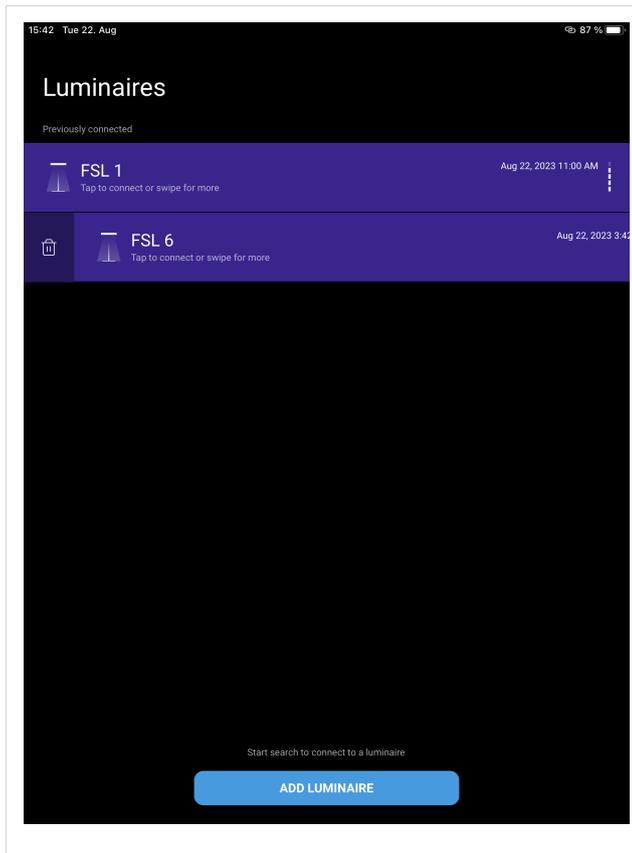
In the new page available luminaires are displayed.

_ Click on one of the luminaires to add it to the app.



By swiping the new luminaire to the left, you can identify the luminaire before you add it to your app.

Add and remove luminaires



_ Swipe to the right to remove an already added luminaire.

Afterwards, the luminaire can be deleted from the app.