

Sensors and Controls

sceneCOM S

Release notes



TRIDONIC

Release versions

Release notes sceneCOM S system

This document contains the history of officially released sceneCOM S versions. It gives a short overview of new features and improvements.

Release versions

Hardware version	nRF version	STM version	iOS App version	Android App version	Valid with release
4.2	0.86	1.1.6	2.0.3 B231	2.0.3 B231	04.2024
4.2	0.86	1.1.6	V 2.0.2 B204	V 2.0.2 B204	12.2023
4.2	0.86	1.1.5	V 1.4.4 B144	V 1.4.5 B145	05.2023
4.2	0.86	1.1.5	V 1.4.4 B144	V 1.4.4 B144	04.2023
4.2	0.86	1.1.3	V 1.4.2 B123	V 1.4.2 B123	06.2022
4.2	0.86	1.1.2	V 1.4.2 B123	V 1.4.2 B123	12.2021
4.2	0.82	1.1.0	V 1.4.1 B103	V 1.4.1 B103	06.2021
4.2	0.82	1.0.16	V 1.3.1 B75	V 1.3.1 B75	09.2020
4.2	0.82	1.0.16	V 1.2.0 B69	V 1.2.0 B69	06.2020
4.2	0.80.0.29.0	1.0.10	V 1.1.0 B57	V 1.1.0 B57	12.2019

Features release 04.2024

Features release 04.2024

- _ Updated user authentication workflow when connecting to the sceneCOM S for the first time. User must change the default PIN.
 - _ With this update the product achieves the PSTI security requirements for the UK.
- _ Scenes can now also be programmed as OFF.
 - _ With this update users can program scenes with members who will be tuned off at scene recall.
- _ MSensors can now be replaced with different MSensor types without the need of full recommissioning.
 - _ If in the past users tried to replace an already commissioned/planned e.g. a 5DPI sensor with a WDA sensor, they had to recommission the WDA sensor including all instances. With this update, users can replace an already planned 5DPI sensor with a WDA sensor without the need of recommissioning the instances. This is valid for the first 8 Instances. If you have commissioned more instances, you will still have to recommission the additional instances.
 - _ The same also applies for the replacement of commissioned/planned sensors with 14 instances with a sensor with 20 instances or a planned white version which on site appears to be a black version.

Features release 12.2023

Features release 12.2023

- _ General stability improvements

Features release 05.2023

Features release 05.2023

- _ Bug fix: App does no longer crash if OTA update is executed from Android 13.

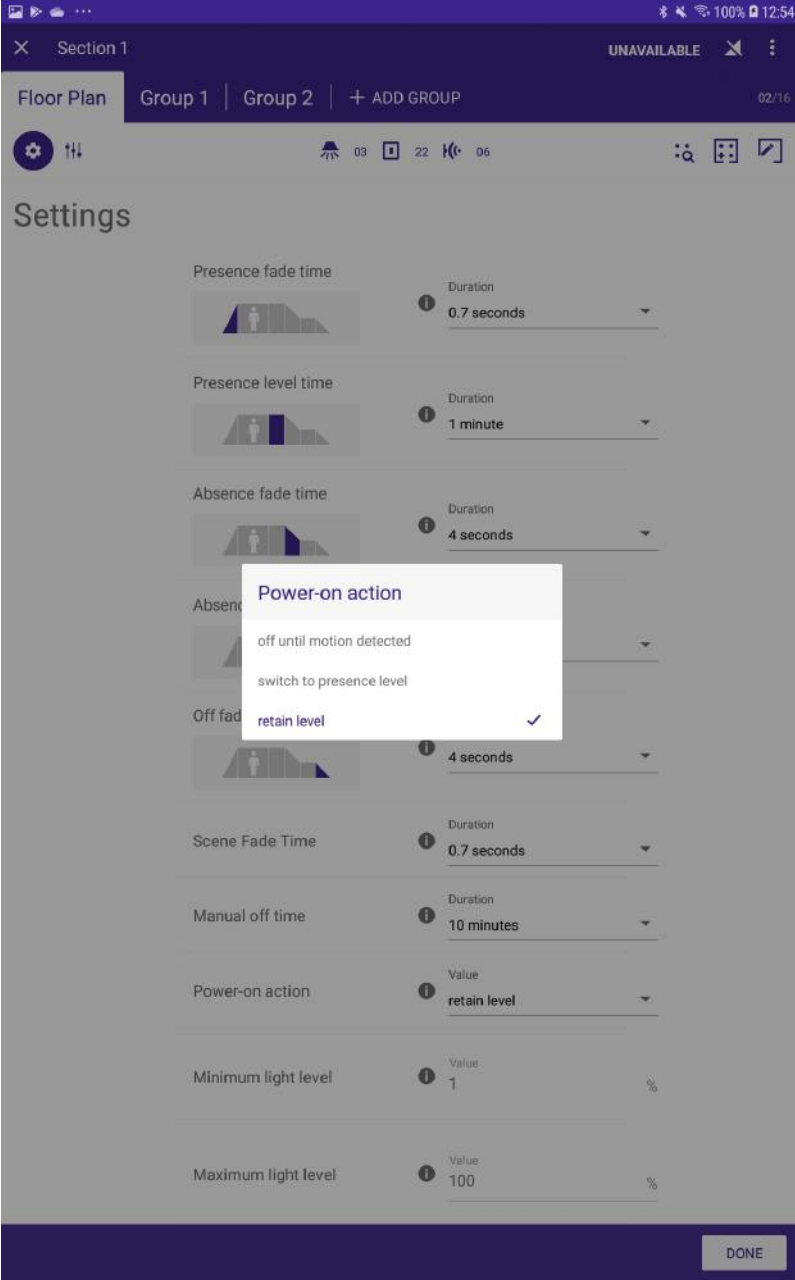
Features release 04.2023

Features release 04.2023

- _ New global setting "retain level"
- _ New global setting "light regulation speed"
- _ New sensor recipe "Stairwell Function"
- _ New push button features
 - _ "Presence Level / OFF"
 - _ Toggle scenes
 - _ "Toggle Scene / OFF"
 - _ "Toggle Active Scenes"
 - _ "Toggle Active Scenes / OFF"
 - _ "Recall Last Dimmed Level"
 - _ "Recall Last Dimmed level / OFF"
- _ More actions available for long press
- _ If "only prevent off" is programmed for the motion sensor, motion is now also detected in absence state
- _ Overall stability improved

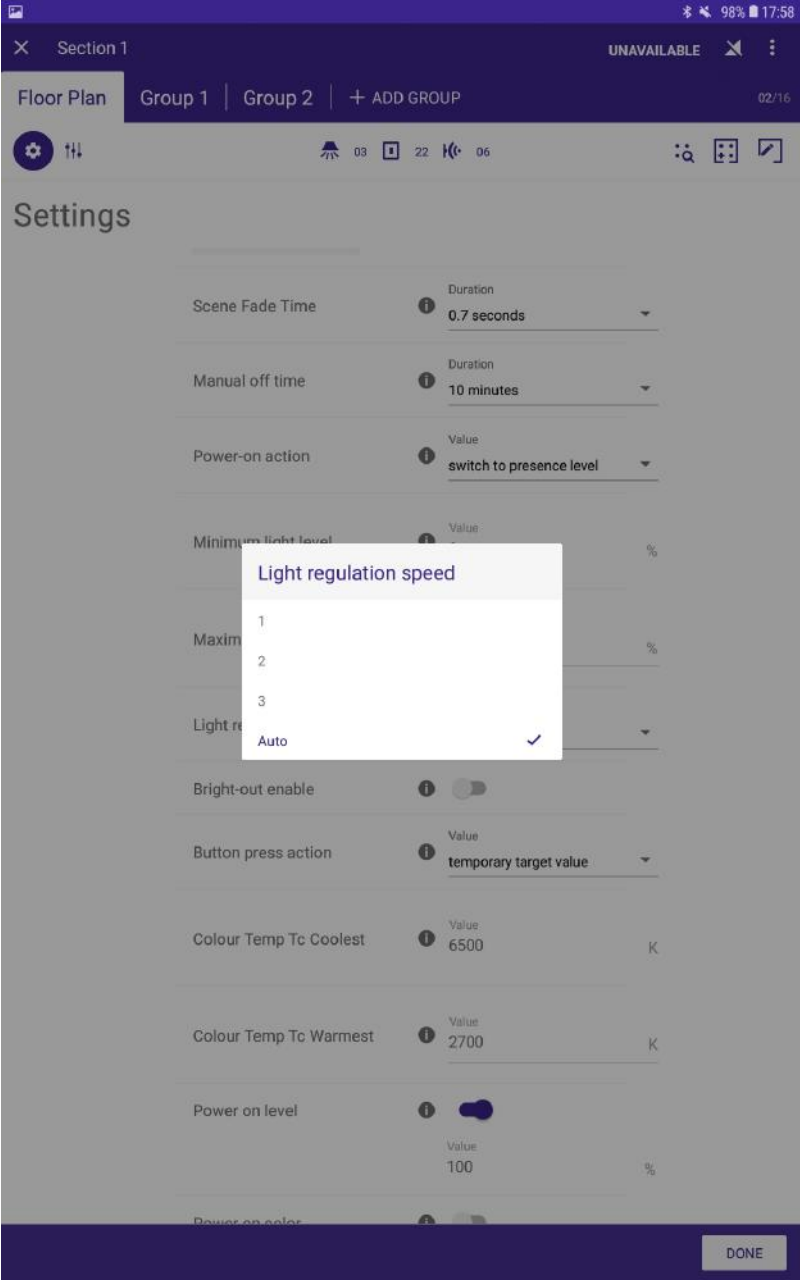
Features release 04.2023

New global setting "retain level"

User Interface	Description
	<p>New setting "retain level" was added at global settings > power-on action (in addition to the existing settings, "off until motion detected" and "switch to presence level").</p> <ul style="list-style-type: none">_ If "retain level" is selected:<ul style="list-style-type: none">_ the controller will execute no action_ connected drivers will stay on the programmed power-on level until motion is detected

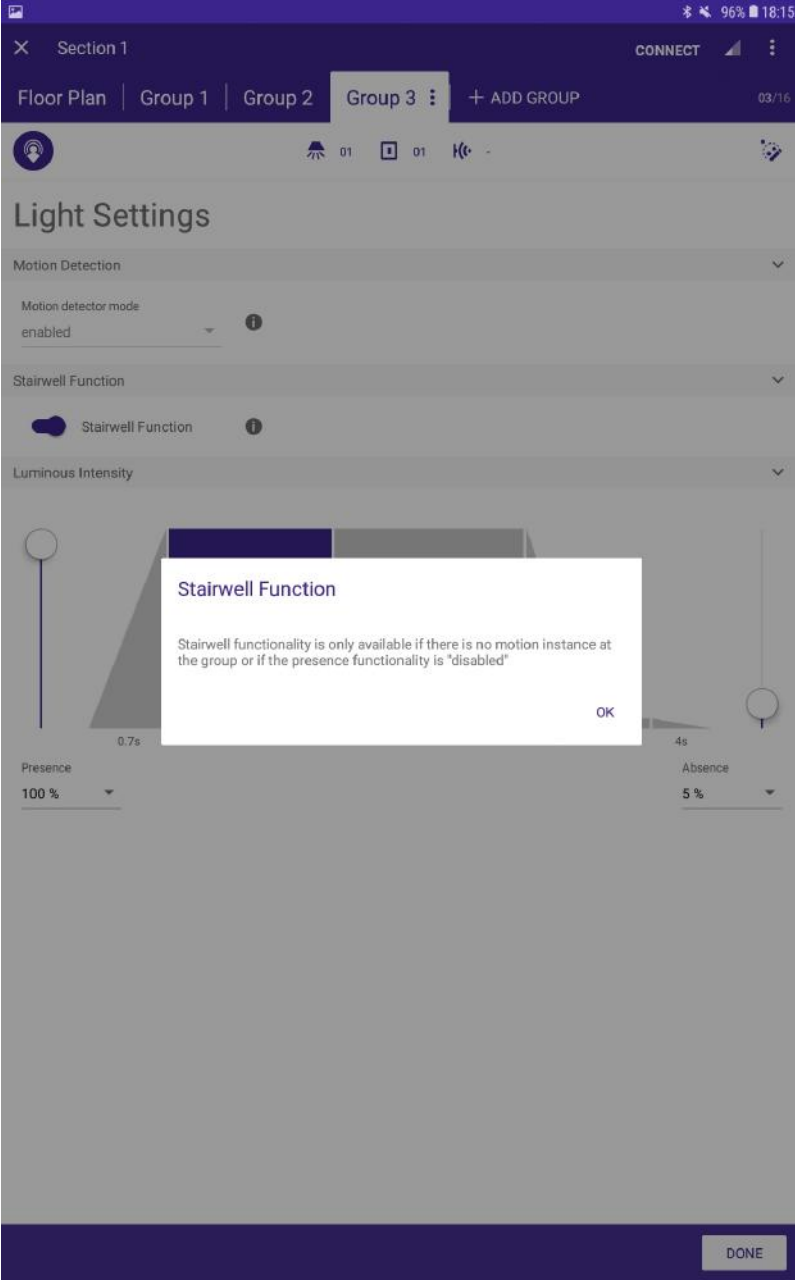
Features release 04.2023

New global setting "light regulation speed"

User Interface	Description
 <p>The screenshot shows the 'Settings' screen in the sceneCOM S application. A dropdown menu for 'Light regulation speed' is open, displaying options: '1', '2', '3', and 'Auto'. The 'Auto' option is selected and marked with a checkmark. The background settings list includes: Scene Fade Time (0.7 seconds), Manual off time (10 minutes), Power-on action (switch to presence level), Minimum light level, Maximum light level, Bright-out enable (toggle), Button press action (temporary target value), Colour Temp Tc Coolest (6500 K), Colour Temp Tc Warmest (2700 K), Power on level (100%), and Power on color.</p>	<p>If the lux level measured by the sensor changes, the light level of the luminaire will be automatically regulated (dimmed up or down). The setting "light regulation speed" defines how fast the light level is regulated.</p> <p>The following options are available: "1", "2", "3" or "auto".</p> <ul style="list-style-type: none">– "1" is the slowest regulation speed, "3" the fastest.– "auto" is the default value, with this the sceneCOM S automatically calculated the best regulation speed.

Features release 04.2023

New sensor recipe "Stairwell Function"

User Interface	Description
	<p>You can use the "Stairway Function" to automatically switch off the light after a certain time.</p> <p>To program the "Stairwell Function", proceed as follows:</p> <ul style="list-style-type: none"> _ Select the group where no motion sensor is installed. _ Select the sensor recipe for this group. _ Activate the "Stairwell Function". <p>If the "Stairwell Function" is active, the run-on time and the run-off time will be taken over from the global settings.</p> <div style="border: 1px solid #0070C0; border-radius: 10px; padding: 10px; margin-top: 10px;"> <p>NOTICE</p> <p>"Stairwell Function" is only available if there is no motion instance at the group or if the presence functionality is disabled!</p> </div>

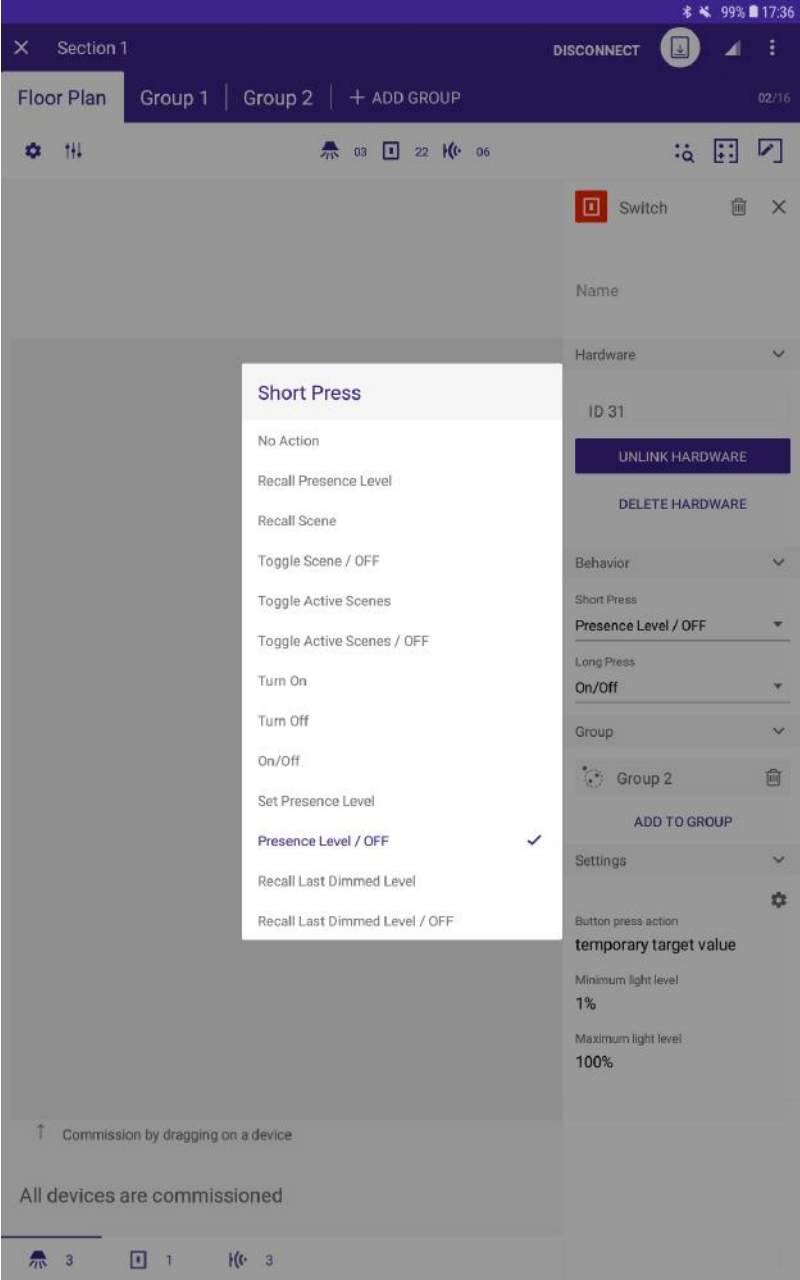
Features release 04.2023

Overview of all long and short press actions

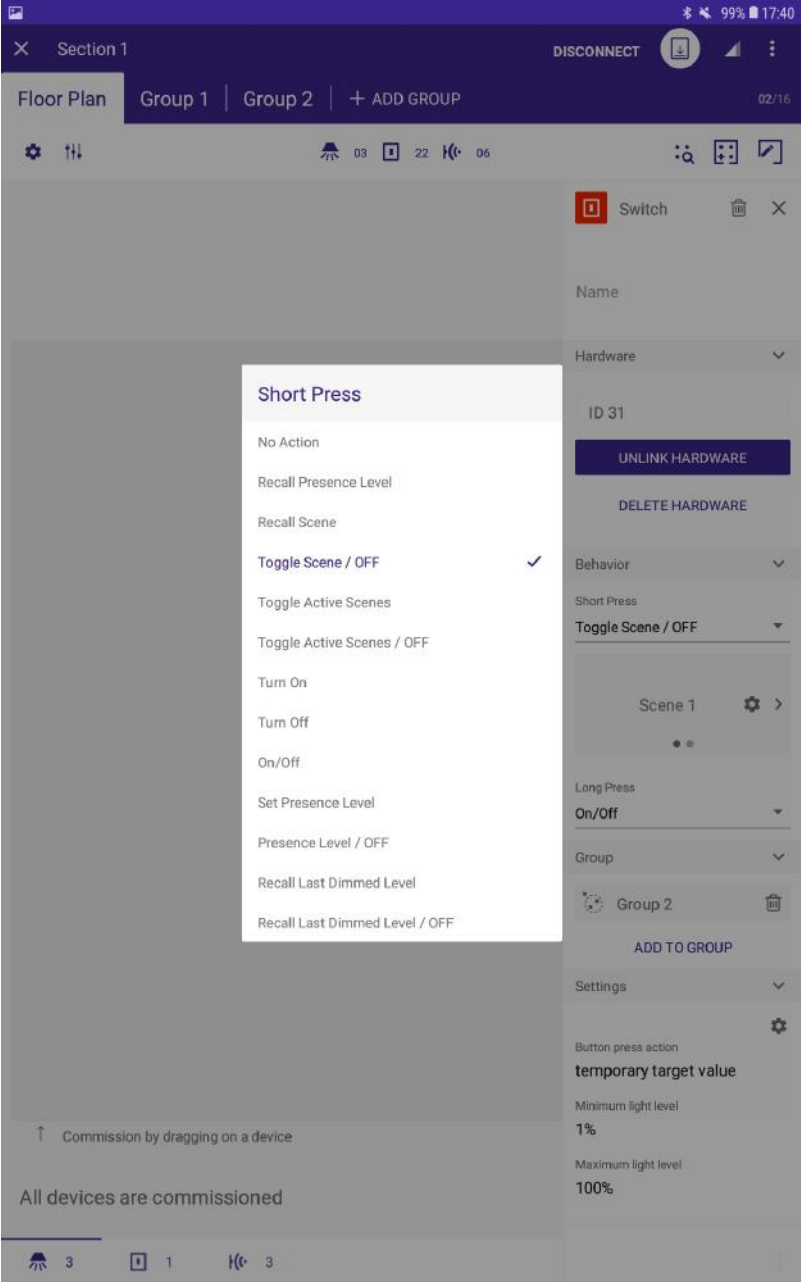
User Interface	Description																																																												
<div style="border: 1px solid black; padding: 5px;"> <p>Long Press</p> <ul style="list-style-type: none"> No Action Dim Up Dim Down Recall Presence Level Recall Scene Toggle Scene / OFF Toggle Active Scenes Toggle Active Scenes / OFF Turn On Turn Off On/Off ✓ Dim Warmer Cooler Warmer/Cooler Set Presence Level Presence Level / OFF Recall Last Dimmed Level Recall Last Dimmed Level / OFF </div>	<p>Overview of all long and short press actions selectable for push buttons:</p> <table border="1"> <thead> <tr> <th>Long press</th> <th>Short press</th> <th>New</th> </tr> </thead> <tbody> <tr> <td>No Action</td> <td>No Action</td> <td></td> </tr> <tr> <td>Dim Up</td> <td>n.a.</td> <td></td> </tr> <tr> <td>Dim Down</td> <td>n.a.</td> <td></td> </tr> <tr> <td>Recall Presence Level</td> <td>Recall Presence Level</td> <td></td> </tr> <tr> <td>Recall Scene</td> <td>Recall Scene</td> <td></td> </tr> <tr> <td>Toggle Scene / OFF</td> <td>Toggle Scene / OFF</td> <td>✓</td> </tr> <tr> <td>Toggle Active Scenes</td> <td>Toggle Active Scenes</td> <td>✓</td> </tr> <tr> <td>Toggle Active Scenes / OFF</td> <td>Toggle Active Scenes / OFF</td> <td>✓</td> </tr> <tr> <td>Turn On</td> <td>Turn On</td> <td></td> </tr> <tr> <td>Turn Off</td> <td>Turn Off</td> <td></td> </tr> <tr> <td>On / Off</td> <td>On / Off</td> <td></td> </tr> <tr> <td>Dim</td> <td>n.a.</td> <td></td> </tr> <tr> <td>Warmer</td> <td>n.a.</td> <td></td> </tr> <tr> <td>Cooler</td> <td>n.a.</td> <td></td> </tr> <tr> <td>Warmer / Cooler</td> <td>n.a.</td> <td></td> </tr> <tr> <td>Set Presence Level</td> <td>Set Presence Level</td> <td></td> </tr> <tr> <td>Presence Level / OFF</td> <td>Presence Level / OFF</td> <td>✓</td> </tr> <tr> <td>Recall Last Dimmed Level</td> <td>Recall Last Dimmed Level</td> <td>✓</td> </tr> <tr> <td>Recall Last Dimmed Level / OFF</td> <td>Recall Last Dimmed Level / OFF</td> <td>✓</td> </tr> </tbody> </table>	Long press	Short press	New	No Action	No Action		Dim Up	n.a.		Dim Down	n.a.		Recall Presence Level	Recall Presence Level		Recall Scene	Recall Scene		Toggle Scene / OFF	Toggle Scene / OFF	✓	Toggle Active Scenes	Toggle Active Scenes	✓	Toggle Active Scenes / OFF	Toggle Active Scenes / OFF	✓	Turn On	Turn On		Turn Off	Turn Off		On / Off	On / Off		Dim	n.a.		Warmer	n.a.		Cooler	n.a.		Warmer / Cooler	n.a.		Set Presence Level	Set Presence Level		Presence Level / OFF	Presence Level / OFF	✓	Recall Last Dimmed Level	Recall Last Dimmed Level	✓	Recall Last Dimmed Level / OFF	Recall Last Dimmed Level / OFF	✓
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Features release 04.2023

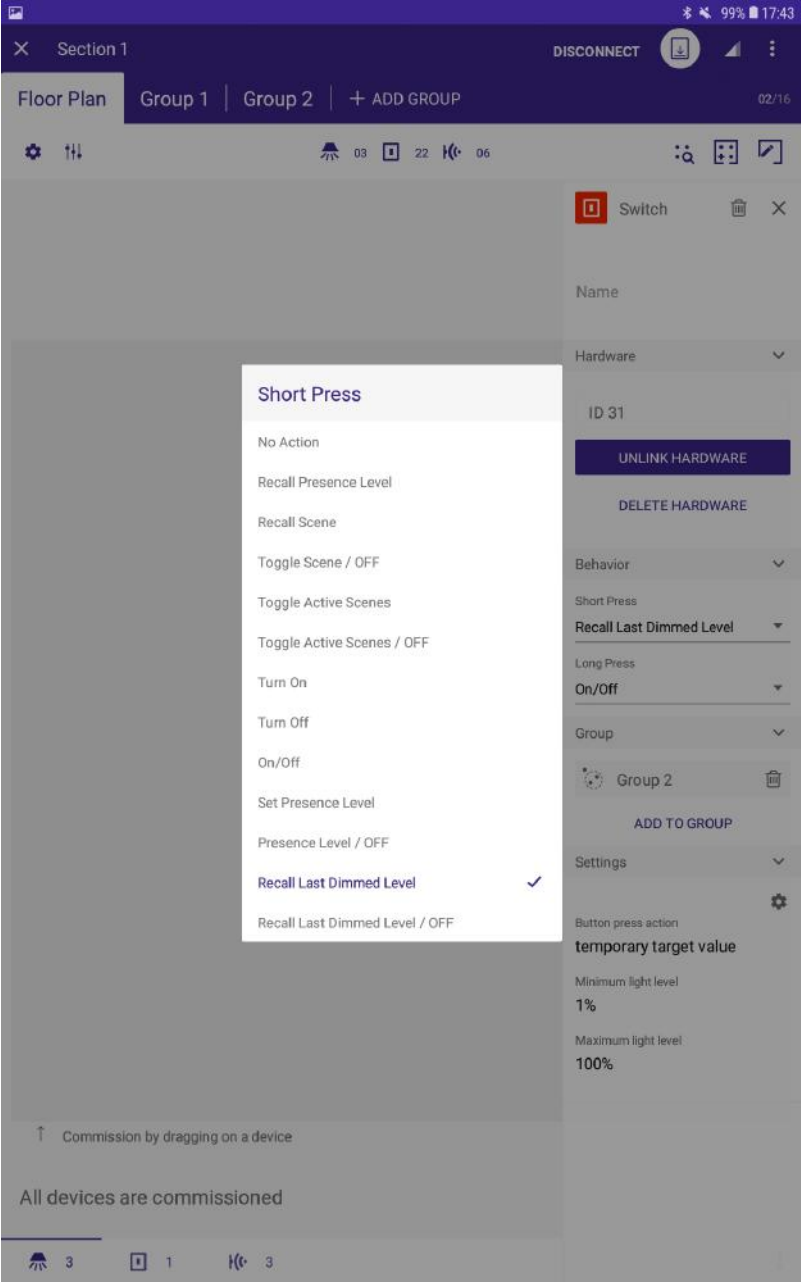
New push button features

User Interface	Description
	<p>"Presence Level / OFF":</p> <p>With this feature you can toggle between Presence Level and the OFF command.</p>

Features release 04.2023

User Interface	Description
	<p>New toggle scenes:</p> <ul style="list-style-type: none"> _ "Toggle Scene / OFF" <ul style="list-style-type: none"> _ Toggle between a selected scene and the OFF command _ "Toggle Active Scenes" <ul style="list-style-type: none"> _ Toggle between all scenes programmed _ "Toggle Active Scenes / OFF" <ul style="list-style-type: none"> _ Toggle between all scenes programmed and OFF

Features release 04.2023

User Interface	Description
	<ul style="list-style-type: none"> _ "Recall Last Dimmed Level" <ul style="list-style-type: none"> _ Recall the last level the light had before it was switched off. _ "Recall Last Dimmed level / OFF" <ul style="list-style-type: none"> _ Toggle between the last dimmed level and OFF

Features release 06.2022

Features release 06.2022

- _ Tridonic bDW devices: Evolution v36.0 are now supported (Drivers only (DT6 and DT8) no Pushbutton and Sensor Support.
- _ Overall Stability improved

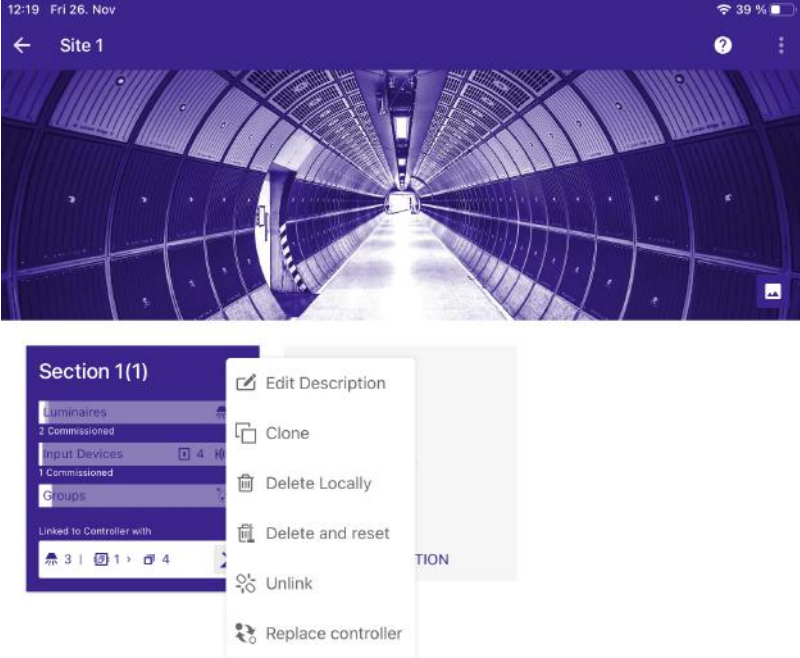
Features release 12.2021

Features release 12.2021

- _ sceneCOM S no longer resolves short address conflicts automatically
- _ sceneCOM S no longer readdresses previously addressed devices
 - _ DALI short address is not removed, all other commissioning information is still removed.
- _ New function "Replace sceneCOM S" within the section options
- _ New functions "Update Devices" and "Search new devices"
- _ Quality of push button identification improved
- _ Handle mandatory and non mandatory OTA updates
 - _ Users with App v1.4.2 are able to commission a sCS running version v1.1.0 without having to do an update (non-mandatory update)
 - _ If a sCS is running a version lower than v1.1.0, the user is required to update to v1.1.2 to commission the sCS (mandatory update)
- _ App button that hides / shows the endpoints bar redesigned
- _ Various improvements in error messaging
- _ Overall Bluetooth stability improved

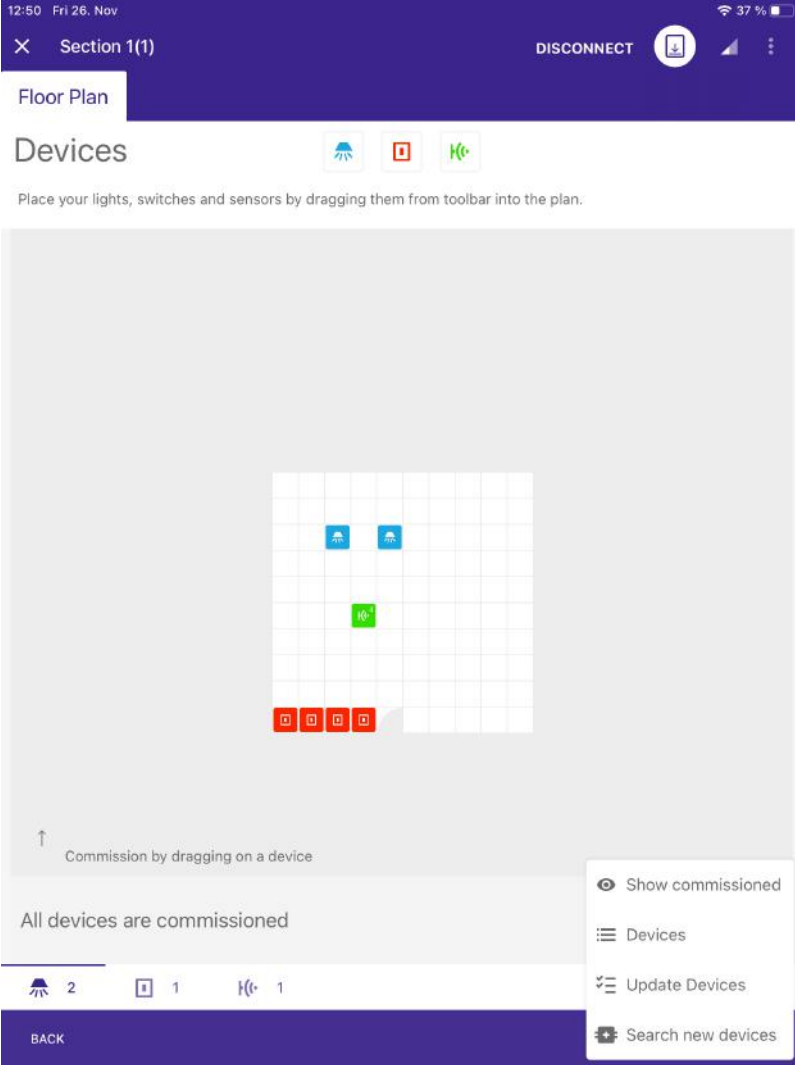
Features release 12.2021

New function "Replace sceneCOM S" within the section options

User interface	Description
 <p>The screenshot shows the mobile application interface. At the top, it displays the time '12:19', date 'Fri 26. Nov', and battery level '39%'. Below this is a header 'Site 1' with a back arrow and a help icon. The main area shows a perspective view of a tunnel with rows of equipment on both sides. In the foreground, a context menu is open over a section labeled 'Section 1(1)'. The menu items are: 'Edit Description', 'Clone', 'Delete Locally', 'Delete and reset', 'Unlink', and 'Replace controller'. The 'Replace controller' option is highlighted with a white background.</p>	<p>This function allows the user to replace a broken sceneCOM S with a new one without losing the commissioning data.</p> <p>Before using this feature make sure that data in the App from which the "Replace controller" feature is executed is up to date and has the current status of the installation.</p> <p>This functionality is available within the Section options, next to the "Unlink" option.</p> <p>Important considerations:</p> <div data-bbox="959 887 1473 936" style="background-color: #fff9c4; border: 1px solid #ccc; padding: 5px;"> <p>⚠ CAUTION!</p> <p>The new replacement sceneCOM S must be running version v1.1.2 or higher.</p> </div> <p>Check the STM version from the spare sceneCOM S before you connect the spare sceneCOM S to your installation and if necessary update the sceneCOM S controller prior to connecting it to the installation.</p> <div data-bbox="959 1317 1473 1503" style="background-color: #fff9c4; border: 1px solid #ccc; padding: 5px;"> <p>⚠ WARNING!</p> <p>If the spare sceneCOM S is running a version older than v1.1.2, it will readdress all the devices in the DALI bus after power up!</p> </div> <p>After the "Replace controller" operation is finished, the commissioner must ensure that the installation is working as expected.</p>

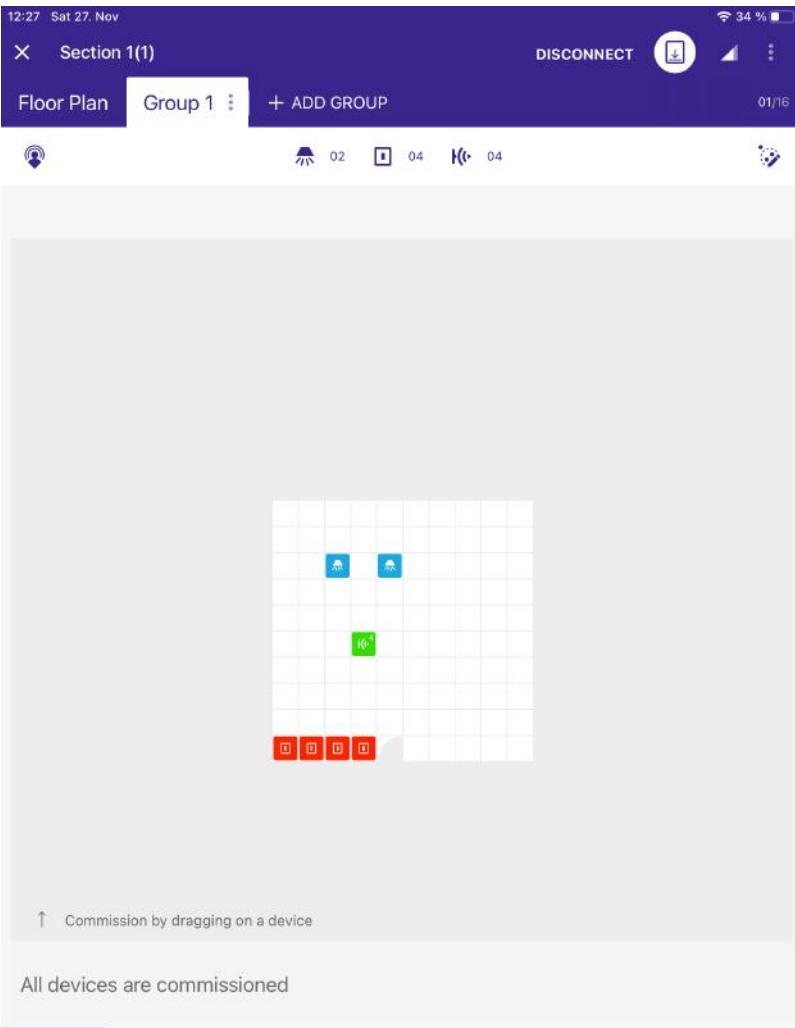












Features release 12.2021

New functions "Update Devices" and "Search new devices"

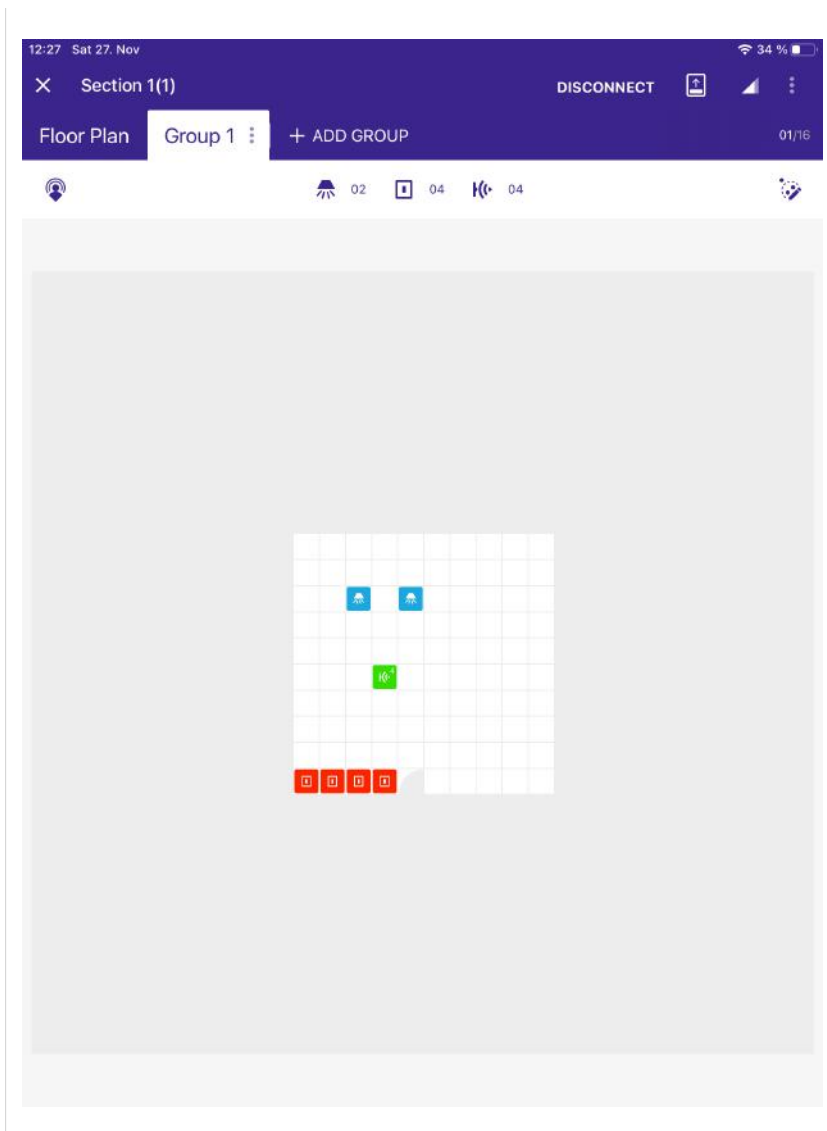
User interface	Description
 <p>The screenshot displays the sceneCOM S user interface. At the top, the status bar shows the time (12:50), date (Fri 26. Nov), and battery level (37%). Below this, the navigation bar includes 'Section 1(1)', a 'DISCONNECT' button, and a three-dot menu. The main content area is titled 'Devices' and contains a toolbar with icons for lights, switches, and sensors. A central grid area shows a floor plan with several device icons (blue and green) placed on it. At the bottom, there's a status bar with 'All devices are commissioned' and a 'BACK' button. A context menu is open over the floor plan, listing options: 'Show commissioned', 'Devices', 'Update Devices', and 'Search new devices'.</p>	<p>Functions "Update Devices" and "Search new devices" are available via the 3 dots in the endpoints bar on the right bottom side.</p> <p>Executing the function "Update Devices" triggers a sceneCOM S mechanism that will update the status of all known devices.</p> <p>Executing the function "Search new devices" triggers a sceneCOM S mechanism that will search and add all unknown devices in the DALI bus to the controller's database.</p>

Features release 12.2021

App button that hides / shows the endpoints bar redesigned

User interface	Description						
 <p>The screenshot shows the app's user interface. At the top, there is a status bar with the time '12:27', date 'Sat 27. Nov', and battery level '34%'. Below this is a navigation bar with 'Section 1(1)', a 'DISCONNECT' button, and a mobile phone icon. The main area displays a floor plan with several device icons (blue, green, and red) on a grid. At the bottom, there is a status bar with icons for signal strength, Wi-Fi, and battery, and the text 'All devices are commissioned'.</p>	<p>The button that hides / shows the endpoints bar is located on the top right side and has now a new design.</p> <table border="1"><thead><tr><th data-bbox="963 510 1289 560">old design</th><th data-bbox="1299 510 1481 560">new design</th></tr></thead><tbody><tr><td data-bbox="970 577 1177 788"></td><td data-bbox="1311 577 1487 788"></td></tr><tr><td data-bbox="970 810 1177 1021"></td><td data-bbox="1311 810 1487 1021"></td></tr></tbody></table>	old design	new design				
old design	new design						
							
							

Features release 12.2021



Features release 06.2021

Features release 06.2021

- _ Third party sensors and push-button are now supported
 - _ All devices supporting DALI parts 301, 303 and 304 registered under the DiiA web page are now implemented in the internal data base and are automatically recognized by the sceneCOM S.

- _ New additional values are available under global settings
 - _ Allowing more commissioning options

- _ Various improvement of the user interface
 - _ e.g. new section overview, allowing to see the whole system in one single graphic.

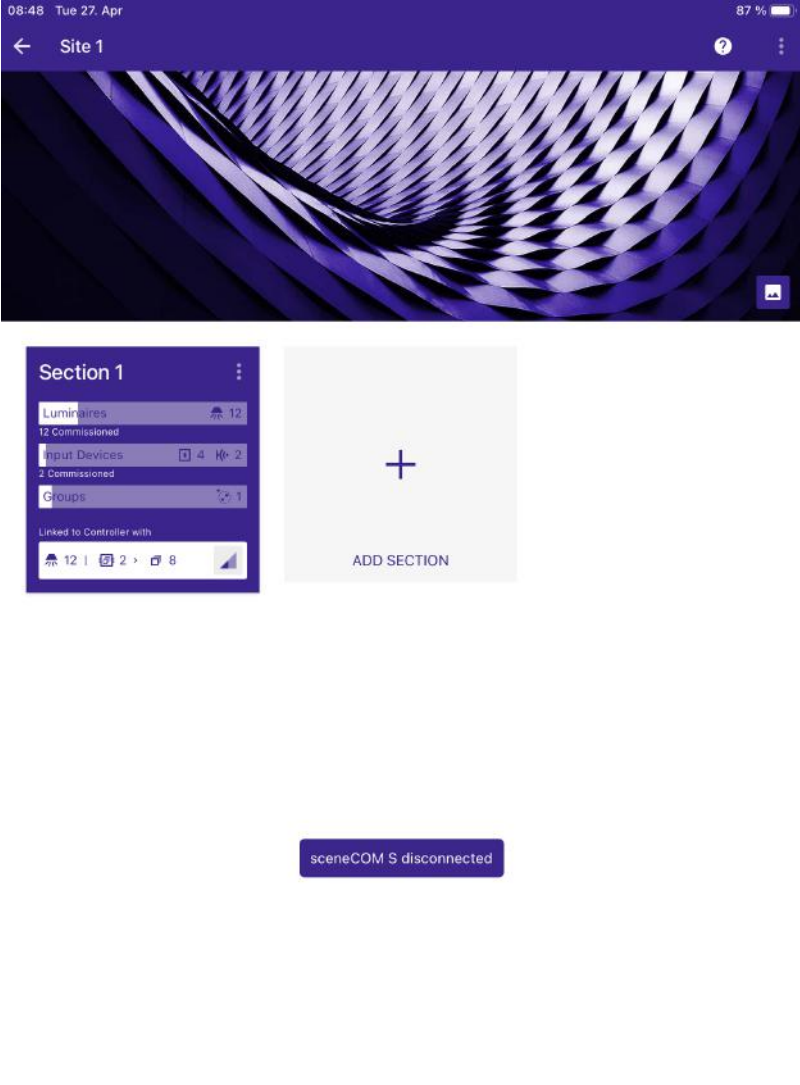
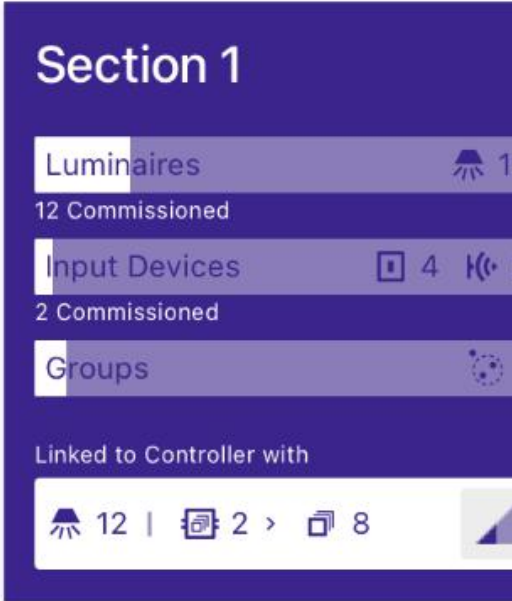
- _ German added as interface language
 - _ If you smart device has German programmed as system language the app will be visualized in German

- _ Overall Bluetooth stability improved

- _ System limits improved

Features release 06.2021

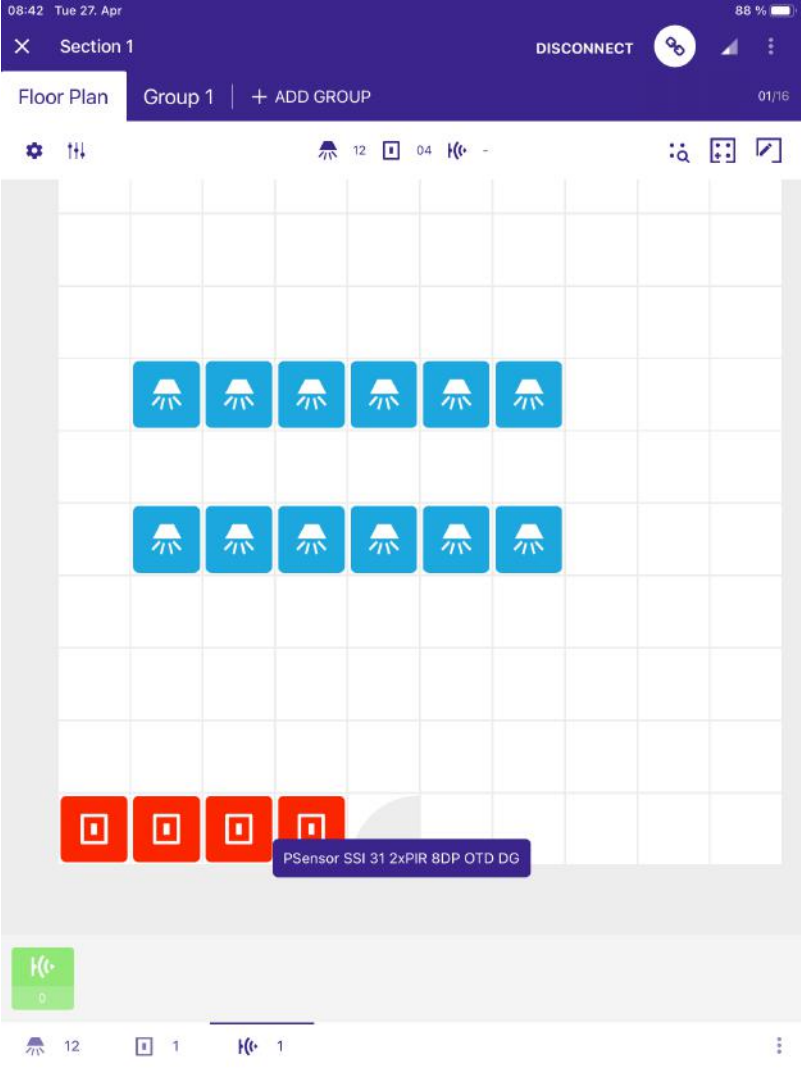
New section overview as graphical interface

User interface	Description
 <p>The screenshot shows the 'Site 1' interface with a large decorative image at the top. Below it, a 'Section 1' overview card is visible. The card lists 'Luminaires' (12 Commissioned), 'Input Devices' (4 / 2 Commissioned), and 'Groups' (1). A status bar at the bottom of the card shows '12 2 > 8'. A large '+ ADD SECTION' button is positioned to the right of the card. At the bottom of the screen, a red notification bar states 'sceneCOM S disconnected'.</p>	<p>The section overview displays how many devices connected to the section. The highlighted area (with a blue background) shows how many devices already are commissioned. The grayed out area shows how many devices can be added in addition.</p>  <p>The close-up shows the 'Section 1' header. Below it, three rows are visible: 'Luminaires' with a blue bar and '12 Commissioned' text; 'Input Devices' with a blue bar, '4' in a square, and '2 Commissioned' text; and 'Groups' with a blue bar and a group icon. The status bar at the bottom shows '12 2 > 8' with corresponding icons.</p> <p>With the new version up to 16 input devices / section / push buttons with a total of up to 224 instances can be commissioned within one sceneCOM section.</p>

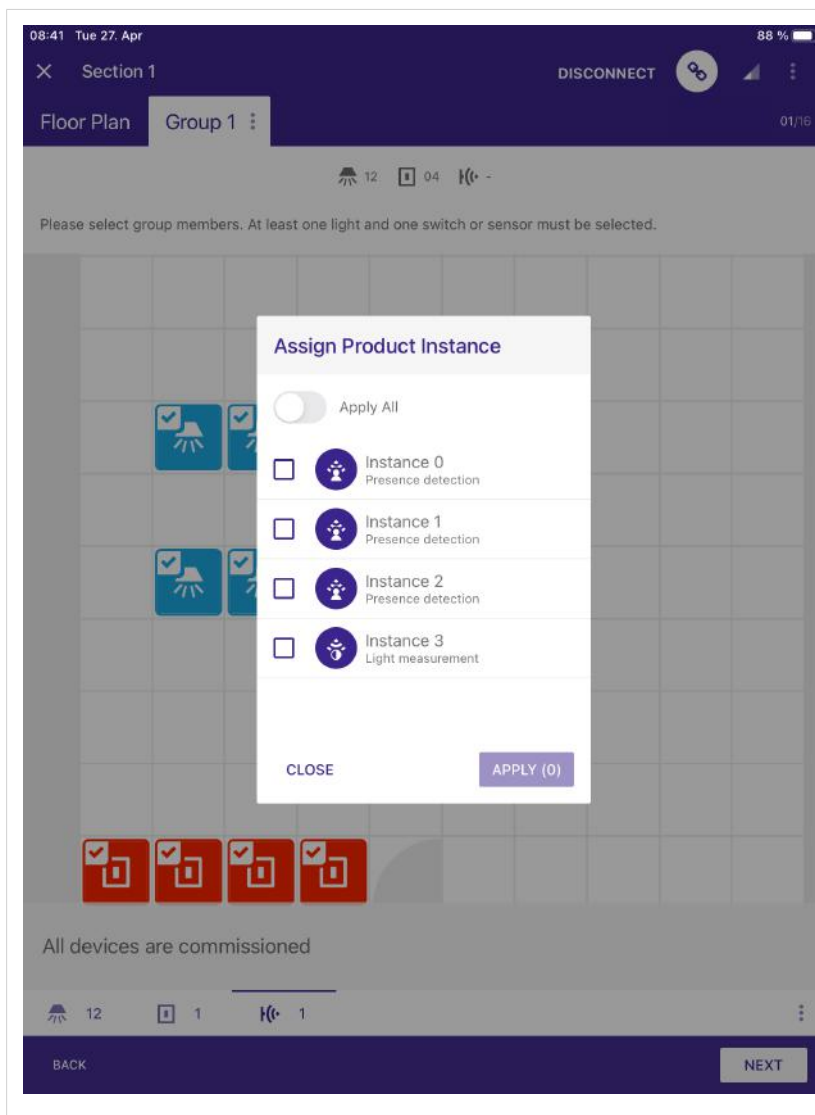
Features release 06.2021

Additional sensor support

All instances of a sensor are now visible and can be commissioned separately. All sensors registered by the DiiA are stored in an internal data base and are visualized with the correct name.

User interface	Description
 <p>The screenshot shows a mobile application interface for a lighting control system. At the top, there's a status bar with the time '08:42 Tue 27. Apr' and battery level '88%'. Below that, a navigation bar includes 'Section 1', a 'DISCONNECT' button, and a signal strength indicator. The main area is titled 'Floor Plan' and 'Group 1', with an '+ ADD GROUP' button. The floor plan itself is a grid with several blue icons representing lights and four red icons representing sensors. A tooltip for one of the sensors reads 'PSensor SSI 31 2xPIR 8DP OTD DG'. At the bottom, there are icons for light, sensor, and audio, with counts '12', '1', and '1' respectively.</p>	<p>In the graphic you see that a PSensor is connected to the sceneCOM S.</p> <p>If you select the sensor, you will see the name of the sensor in the user interface.</p>

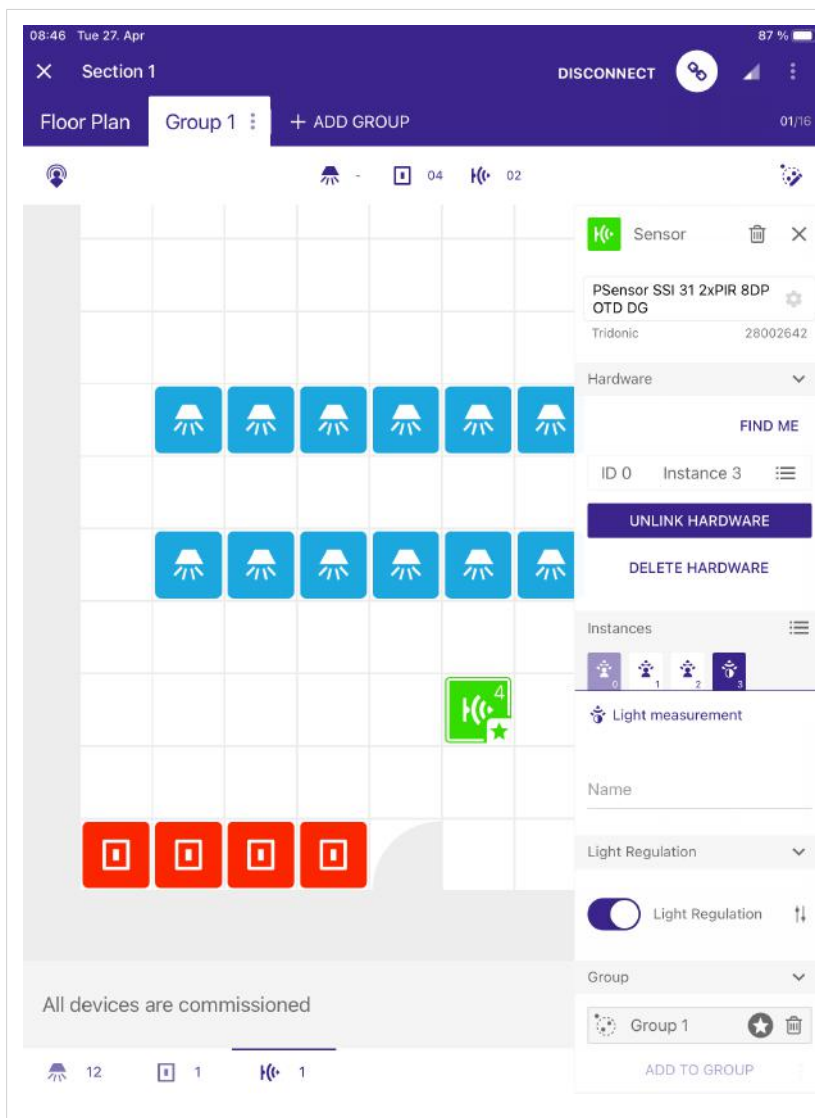
Features release 06.2021



If you place the sensor on the right position in the floor plan, you can select if you would like to assign all instances or only some.

The recommended option is to use "Apply All"

Features release 06.2021

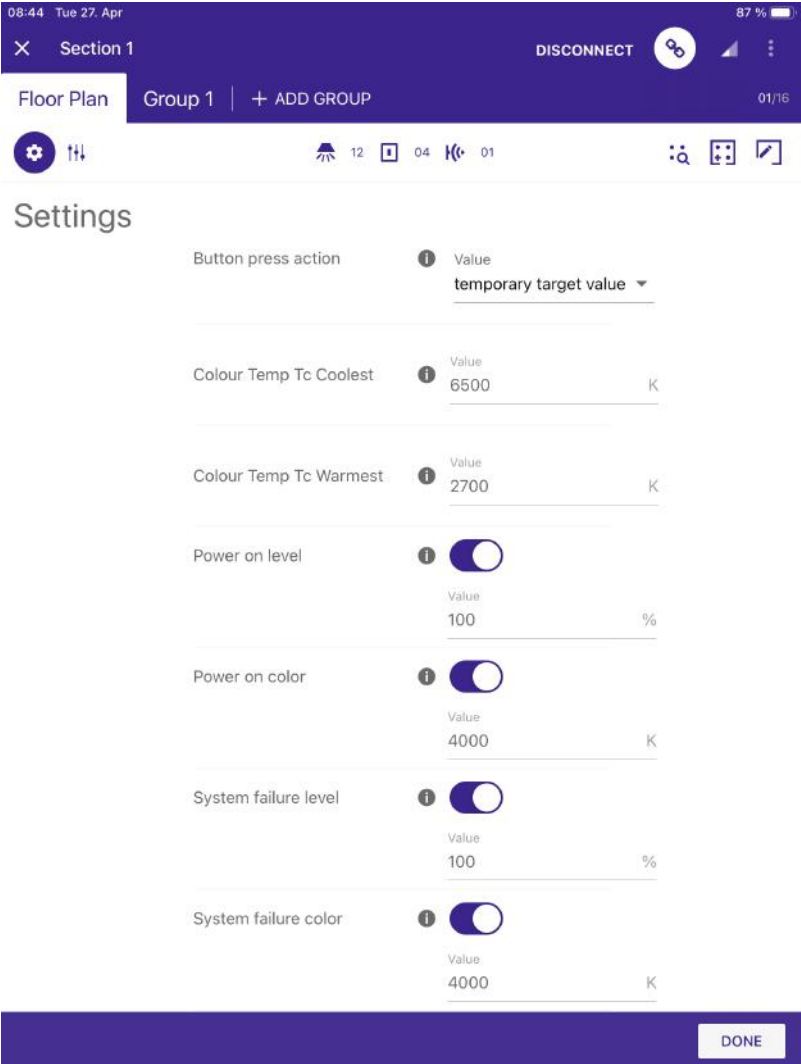


If you select an already commissioned sensor, you can now see all instances and the type of instance and configure them separately.

Features release 06.2021

Additional global settings

Allowing more commissioning options which results in better customization of the user needs.

User interface	Description
 <p>The screenshot shows a mobile application interface for lighting control. At the top, there's a status bar with the time '08:44', date 'Tue 27. Apr', and battery level '87%'. Below that, a navigation bar shows 'Section 1' and a 'DISCONNECT' button. The main content area is titled 'Settings' and contains several configuration items, each with an information icon, a label, a value, and a unit:</p> <ul style="list-style-type: none"> Button press action: Value temporary target value Colour Temp Tc Coolest: Value 6500 K Colour Temp Tc Warmest: Value 2700 K Power on level: Value 100 % Power on color: Value 4000 K System failure level: Value 100 % System failure color: Value 4000 K <p>A 'DONE' button is located at the bottom right of the settings panel.</p>	<p>In the global settings additional settings can be commissioned:</p> <ul style="list-style-type: none"> _ Color Temp Tc Coolest <ul style="list-style-type: none"> _ All Device Type 8 (Tunable White) devices in this section will be limited to this value. If there are devices present that are physically able to provide cooler color temperatures, they will be limited to his value, if there are devices present who physically are not able to provide this value, they will not be able to reach it. _ Color Temp Tc Warmest <ul style="list-style-type: none"> _ All Device Type 8 (Tunable White) devices in this section will be limited to this value. If there are devices present who are physically able to provide warmer color temperatures they will be limited to this value, if there are devices present who physically are not able to provide this value, they will not be able to reach it. _ Power on level <ul style="list-style-type: none"> _ The Power on level is the dim level the driver will dim the light to after mains is connected to the driver. If "MASK" is selected, the driver will use the last dim level before the mains interruption happened. _ Power on color

Features release 06.2021

- _ The Power on color value is used in addition to the Power on level value and is valid for Tunable White drivers.

The Power on color value is the color temperature the driver will use after mains is connected to the driver. If "MASK" is selected, the driver will use the last color temperature before the mains interruption happend.

- _ System failure level

- _ If the DALI power supply is removed for more than 500 ms, the driver will dim the light to the programmed value. If "MASK" is programmed, the driver will stay at the current dim level.

- _ System failure color

- _ This value is used in addition to the System failure level and is valid for Tunable White drivers. If the driver enters the System failure level with this value, you can decide if the colour temperature should also be changed. If "MASK" is selected, the driver will not change the color temperature if a System failure is detected.

Features release 09.2020

Features release 09.2020

- _ Back (arrow) Icon is replaced with a cross and shows a toast message that the connection is closed.
- _ Floor-Plan Window Icon changed
- _ If the sceneCOM is busy during addressing, it does not react on the FIND ME button. Therefore now a message is displayed that the controller is busy when the user presses the FIND ME button.

Features release 06.2020

Features release 06.2020

- _ DALI-2 certified and product is now listed on the DiiA product data base.
- _ Improved addressing algorithm

Features release 12.2019

Features release 12.2019

System Error Management

System is now monitored by the sceneCOM S and anomalies are reported in the app:

- _ Device failures
- _ Lamp failures
- _ Missing devices

Current state

Feature exclusively for drivers that visualize the actual status of the device providing information about the dim level and color temperature for tunable white devices.

Scenes in device view

All scenes assigned to a device are now visible directly in the device view and the values for the device can be changed easily.

Scenes preview

During the programming of a scene, it is now possible to preview the scene while connected to the installation.

Delete hardware

This feature deletes the device from the plan and if the device is physically connected to the system it will be initialized again.

New device initialization algorithm

sceneCOM S does now a sequential search for new connected devices. New devices will be automatically initialized.

Toggle function

Toggle function for push buttons in combination with tunable white applications: Warmer/cooler.