

Sensors & Controls

# sceneCOM

Manual

Shows



# TRIDONIC

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# 1 How to use these instructions

We are pleased that you have chosen this *Tridonic GmbH & Co KG* product. So that you can get the most from these instructions, this section provides the following information:

- Signs and icons in these instructions
- Further information
- Target audience of these instructions
- Software version

## Signs and icons in these instructions

The following signs and icons are used in these instructions:


Sign/icon	Explanation
1.	Individual steps in the instructions are numbered.
▷	Single-step instructions are indicated by the ▷ icon at the beginning of the line.
↻	After a step has been described, a description of the expected results will follow. These results are indicated by the ↻ icon at the beginning of the line.
—	Requirements which need to be checked before carrying out a step are indicated by —.
i	Notes can be recognised by the i icon. In addition, notes are identified by the word <b>Note</b> .
[ <b>Bold text</b> ]	Bold text indicates words that are shown on a device display or software user interface.
	<p>Danger and safety instructions are indicated by this icon. Safety and warning information is labelled and classified using the following words:</p> <p><b>DANGER</b> indicates an immediate danger. This could lead to death or severe injury if not avoided.</p> <p><b>WARNING</b> indicates a potentially dangerous situation. This could lead to death or severe injury if not avoided.</p> <p><b>CAUTION</b> indicates a potentially dangerous situation. This could lead to minor injury or damage to property if not avoided.</p> <p><b>Attention</b> indicates a situation involving potential damage. If it is not avoided, the product or something in the vicinity may be damaged.</p>

Table 1: Signs and icons in these instructions

# 1 How to use these instructions

## Further information

Further information on the setup and function of your *sceneCOM* system can be found in our product and system documentation.

If you should have any further questions, please contact your sales partner.

General information on our products can be found on our website:

[www.tridonic.com](http://www.tridonic.com)

## Target audience of these instructions

These instructions are aimed at electricians without any special *Tridonic* product training. They describe how to commission and configure a show.

## Software version

These instructions are based on software version *sceneCOM* 3.6.



### Note

This manual contains path information which can be used to access the configuration options. The path always starts from the app overview.

Example: "Path: app overview > **Basic settings** > **Date and time**" means that you should go to the app overview, tap on **Basic settings** and then tap the **Date and time** button.

## 2 Other available documents

All *sceneCOM* manuals can be downloaded from the website:

<https://www.tridonic.com>

Manual	Description
Commissioning and maintenance	This manual is aimed at electricians without any special product training and describes how the basic functions can be commissioned. It also describes general maintenance functions.
Special luminaires	This manual is aimed at electricians without any special product training and describes how special luminaires (e.g. RGB luminaires, TW luminaires) can be commissioned and configured.
Daylight linking	This manual is aimed at electricians without any special product training and describes how daylight linking with light sensor can be commissioned and configured.
Self-contained emergency luminaires	This manual is aimed at electricians without specific product training and describes how emergency lighting functions for self-contained emergency luminaires can be commissioned, configured and monitored in a <i>sceneCOM</i> system that itself has already been commissioned.
BACnet	This manual is aimed at electricians and system integrators without any special product training and describes how BACnet can be commissioned and configured.
REST API & MQTT	This manual is aimed at system integrators without any special <i>Tridonic</i> product training and describes how REST API and MQTT can be commissioned and configured.

Table 2: Other available documents – *sceneCOM*

## 3 Safety instructions



### Attention

- The *sceneCOM* system may only be used for the application area specified.
- Relevant health and safety regulations must be observed.
- Assembly, installation and commissioning may only be carried out by qualified personnel.
- The *sceneCOM* system and connected devices can only be operated when in complete working order.
- The manufacturer is neither liable nor does it accept any guarantee for consequential damage that may occur if these instructions are not followed.

## 4 Navigation principles

There are different buttons in the web application for commissioning, configuring and operating the system. If a button is tapped, its colour changes briefly.



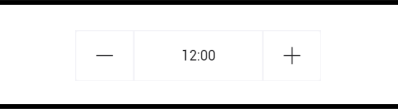
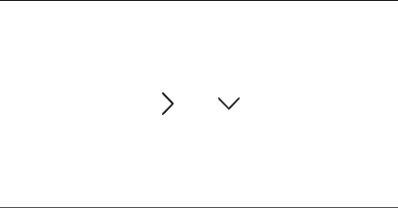

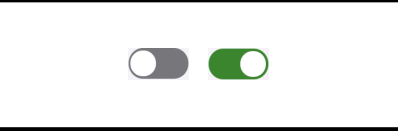


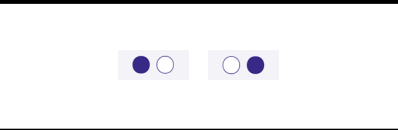

Button	Description
	<p>Set value (e.g. on the start page)                      You can enter a specific value in the click area so that all devices have the same control value.                      If, for example, different control values (80%, 60%) are set for the luminaires and you tap on 50%, all luminaires switch to the control value of 50%.</p> <p>If you tap on the left or right click area, the value you are setting decreases or increases respectively in the entire effective range by one unit. If different control values are saved for the luminaires (80%, 60%, 20%) and you tap on the ☀️ button, these control values are increased by one unit (81%, 61%, 21%). This function is not available for all setting options.</p>
	<p>Set value (e.g. fade time)                      Tap these buttons to increase or decrease the value being set. Tap the button to change the value by one unit. Tap and hold the button to change the value, and release when the desired value has been reached. The longer the button is held, the faster the value is changed.</p>
	<p>Special feature: set the time                      If the time is tapped, the <b>Set time</b> view appears. The hours and minutes can be set separately here.</p>
	<p>Expand – collapse                      The arrow indicates that additional information or selection options can be displayed (e.g. devices in a group).                      Tap the arrow pointing right to expand the information or selection options. The arrow changes so that it is pointing down.                      Tap the arrow pointing down to collapse the information or selection options. The arrow changes so that it is pointing right again.</p>
	<p>Save or confirm                      Tap this button to save the settings or confirm a message.</p>
	<p>Option not selected – option selected (single choice)                      This button marks multiple options that are available (e.g. different types of date groups), from which only one can be selected. As soon as an option for a switch is selected, all other switches change to the other option accordingly.</p>
	<p>Option not selected – option selected (multiple choice)                      This button marks multiple options that are available, from which multiple options can be selected. As soon as an option is selected, it is highlighted.</p>
	<p>Setting not selected – setting selected                      If an empty button is tapped, the button is marked with a purple background. One or more control elements (such as sliders) appear below.</p>
	<p>Switch between individual pages of the app overview                      The number of points corresponds to the number of the pages in the app overview. The point filled in with colour indicates the page currently being displayed. Tap an empty point to go to the corresponding page.</p>
	<p>Tap the logo to access the <b>Information</b> view. This page contains manufacturer information, the reference number and version of the web application and information on the licences used.</p>

Table 3: Navigation principles

## 5 sceneCOM and shows

A show allows the continual change of luminaire control values over a specific time. One or more curves are created for each show (e.g. curve for standard luminaires, curve for TW luminaires). When a show has been created and configured, it is assigned to a scene. As soon as this scene is recalled, the corresponding show is enabled and the control values are changed according to the previously configured curves.

There are different types of shows.

Type	Description	Reaction when scene is recalled
<b>24-hour show</b>	Show defined over a time period of 24 hours (00:00 – 24:00).	The show starts at the corresponding time.
<b>Show at recall</b>	Show defined over a time period of 24 hours (00:00 – 24:00). The show can be configured for a maximum of 24 hours. How often the show is repeated can also be defined. It is also possible to repeat the show an infinite amount of times.	The show starts at the beginning (00:00) regardless of the current time.
<b>Day/night show</b>	Show defined over a time period of 24 hours for which only two segments can be defined: one from sunrise to sunset and one from sunset to sunrise. The information about sunrise and sunset is the result of the time and the geographical coordinates defined in the basic settings. If the sunrise and sunset times change, the curve is automatically extended or tapered off gradually. In regions where the sun does not set, the curve from sunrise to sunset is extended to 24 hours.	The show starts at the corresponding time.

Table 4: Types of shows



### Note

In order to be able to use luminaires in a show, they must be directly connected to a DALI control line on the *sceneCOM*.

### Integrating a show in a sceneCOM system

The following steps are required:

- Step 1: activate the **Shows** app.  
Path: App overview > **sceneCOM Store**  
For more information see Section [Licensing](#) <sup>9</sup>
- Step 2: create and configure a show.  
Path: App overview > **Shows**  
For more information see Section [Overview of the “Shows” app](#) <sup>10</sup>
- Step 3: define additional settings.  
Path: App overview > **Shows** > **Additional settings**  
For more information see Section [Additional settings](#) <sup>16</sup>
- Step 4: store the show with a scene.  
Path: App overview > **Scenes**  
For more information see Section [Scenes and shows](#) <sup>19</sup>

## 6 Licensing

A show can only be configured if a licence has been activated.

The licence must first be activated before you can use the **Shows** app.

Path: App overview > **sceneCOM Store** > **Shows**

The following steps are required:

- Step 1: request licence.  
Path: App overview > **sceneCOM Store** > **Licensing information**
- Step 2: activate licence.  
Path: App overview > **sceneCOM Store** > **Activate licence**

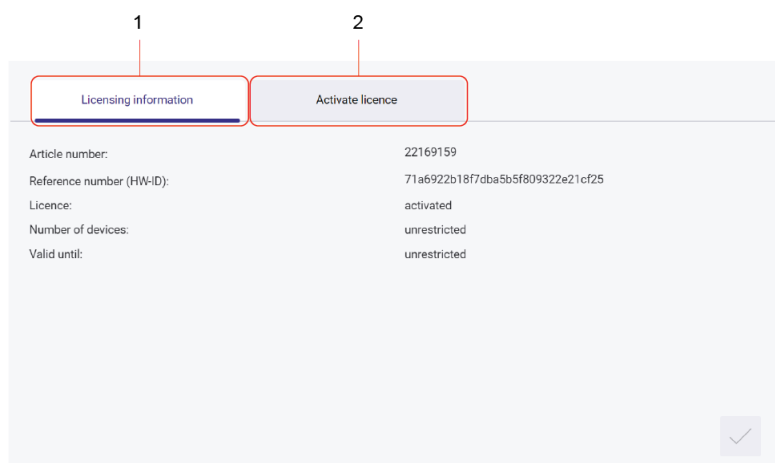


Figure 1: Licensing overview

	Function	Brief description
(1)	<b>Licensing information</b>	<p>This page provides information about your licence (article number of the app and reference number). You will need this information to request a licence from your sales partner. You can also see whether the licence has been activated or not.</p> <p><b>i Note</b> If several licences have been activated, the number of enabled devices will be added together.</p>
(2)	<b>Activate licence</b>	<p>You can activate the licence with a licence number here.</p> <p><b>i Note</b></p> <ul style="list-style-type: none"> <li>• To recall the ordered licence numbers, go to the <a href="https://scenecom.tridonic.com">scenecom.tridonic.com</a> website and enter the reference number (HW-ID) of the <i>sceneCOM</i>.</li> <li>• Multiple licences can be activated.</li> <li>• The licence number, number of activated devices and the validity period are shown for each activated licence.</li> </ul>

Table 5: Licensing overview

## 7 Configuration

This section explains how to configure shows.

### 7.1 Overview of the “Shows” app

The following contains an overview of the functions in the **Shows** app.

Path: App overview > **Shows**

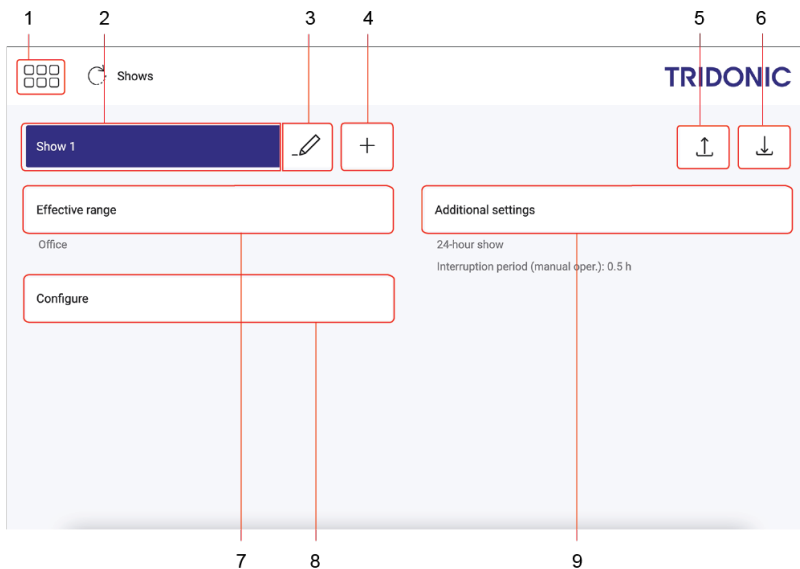


Figure 2: “Shows” app view

	Function	Brief description
(1)	Return to app overview	The app overview can be accessed via this button.
(2)	Select show	Select an existing show to configure it.
(3)	Rename show	Change the name of an existing show.
	Copy show	To create a show that is only slightly different from an existing show, the existing show can be copied. All settings are applied in this case. The copied show can then be configured.
	Delete show	When a show is deleted all settings for the show are deleted.
(4)	Create new show	Create a new show. Name the show as required (e.g. <b>Show 1</b> ). Select the type of show as well ( <b>24-hour show, show at recall, day/night show</b> ).
(5)	Upload show	You can upload a show that has previously been created and configured.
		<div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 10px;"> <p><b>i Note</b></p> <p>This function is not supported by display devices with <i>iOS</i> operating systems.</p> </div> <p>A compatibility check is performed during the upload.</p> <ul style="list-style-type: none"> <li>If the <i>LSC</i> file is compatible with the software version, the file is uploaded. Only the new effective range still needs to be selected.</li> </ul>

## 7 Configuration

	Function	Brief description
		<ul style="list-style-type: none"> <li>If the <i>LSC</i> file is incompatible with the software version, the software version must first be updated. Then the <i>LSC</i> file can be uploaded again.</li> </ul>
(6)	Download show	<p>You can download a show that has previously been created and configured in order to reuse it in another <i>sceneCOM</i> system.</p> <div style="background-color: #f0f0f0; padding: 5px;"> <p><b>i</b> <b>Note</b> This function is not supported by display devices with <i>iOS</i> operating systems.</p> </div> <p>The save location of the file depends on the browser settings. An <i>LSC</i> file containing the following information is downloaded:</p> <ul style="list-style-type: none"> <li>Show configuration (except effective range)</li> <li>Software version</li> </ul>
(7)	Selecting effective range	Select a room in which the show is to be enabled. It is not possible to select a zone as the effective range.
(8)	Configure show	<p>Create different curves for the show and edit the individual segments of the curves.</p> <div style="background-color: #f0f0f0; padding: 5px;"> <p><b>i</b> <b>Note</b> For more information see Section <a href="#">Configuring a show</a> <sup>12</sup></p> </div>
(9)	Additional settings	<p>What additional settings are available depends on the type of show.</p> <div style="background-color: #f0f0f0; padding: 5px;"> <p><b>i</b> <b>Note</b> For more information see Section <a href="#">Additional settings</a> <sup>18</sup></p> </div>

Table 6: Functions in the “Shows” app

## 7 Configuration






### 7.1.1 Configuring a show

The following contains an overview of the functions in the **Configure show** view.


Path: App overview > **Shows**



Figure 3: "Configure show" view for a 24-hour show

	Function	Brief description
(1)	Create new curve	Create a new curve. Name the curve as required (e.g. <b>RGB</b> ). Select the type of building service to be added to this curve (e.g. <b>Standard luminaires</b> , <b>RGB luminaires</b> , <b>TW luminaires</b> ).
(2)	Test show	<p>You can play back the show in real time to test the configuration. The individual curves run in parallel. During this time no configuration is possible.</p> <p>Meaning of the buttons:</p> <p>  Stop   Play/pause   Fast forward; each time this button is tapped the show speed increases (2x, 4x, 8x, 16x)                 </p> <p>The current playback time of the show is displayed in the centre of the status bar. The vertical line below indicates the position at which the show is currently running.</p>
(3)	Change resolution of graphic view	<p>You can zoom in or zoom out in the graphic view.</p> <p>Meaning of the buttons:</p> <p>  Zoom in: each time this button is tapped, the graphic view zooms in (resolution is doubled each time) until only 10 seconds of show time are displayed.   Zoom out: each time this button is tapped, the graphic view zooms out (resolution is halved each time) until the entire show is displayed.                 </p>
(4)	Rename curve	Use the pencil icon to the right of a curve to rename the curve.
	Copy curve	To create a new curve that is only slightly different from an existing curve in this show, the curve can be copied using the pencil icon to the

## 7 Configuration

	Function	Brief description
		right of the curve. All settings (except the effective range) are copied. You can then select a new effective range and configure the copied curve.
	Delete curve	The pencil icon to the right of a curve can also be used to delete the curve.
	Select effective range for the curve	Only one type of device can be added to a curve (e.g. only standard luminaires, only RGB luminaires). The type of curve has already been defined when the curve was created. To select the effective range for the curve, tap the name of the curve. Then all available devices will be displayed. You can select individual devices, all devices in a group or all devices in a room.
(5)	Graphic view of segments	This area contains a graphic view of the segments. Each curve can consist of one or more segments, in which fixed values are defined as points for specific times. Between these fixed points, the values of the lighting continually adjust in increments as they approach the value set for the next point, reaching this value when this point is reached. The time display differs depending on the type of show created. <ul style="list-style-type: none"> <li>• <b>24-hour show:</b> the time from 00:00 to 24:00 is displayed.</li> <li>• <b>Show at recall:</b> the duration of the show is displayed in HH:MM:SS.</li> <li>• <b>Day/night show:</b> sunrise and sunset are displayed. A maximum of two segments can be created: one from sunrise to sunset and one from sunset to sunrise.</li> </ul>
(6)	Create new segment	Create a new segment in a curve. To create a new segment, place the cursor at the position in the curve where you wish to create a new segment and tap the plus button on the outer right-hand side. You can then define the <b>start time</b> and <b>duration</b> of the segment. With RGB luminaires you also have the option of using templates. <ul style="list-style-type: none"> <li>• <b>Apply user-defined settings:</b> if this option is selected, the segment can be freely defined.</li> <li>• <b>Use “Rainbow” template:</b> the colours in the colour wheel change automatically. The <b>initial colour</b> and the <b>direction</b> in which the colour wheel should turn (<b>clockwise</b> or <b>anti-clockwise</b>) can be defined.</li> <li>• <b>Use “Ping-Pong” template:</b> the colours automatically switch between two colours. The <b>hold time per colour</b> and the <b>fade time</b> can be defined.</li> </ul> <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p><b>i Note</b> As soon as the segment has been created, a graphic view automatically opens where the segment can be edited. For more information see Section <a href="#">Segment editor</a> <sup>15</sup></p> </div>
	Edit segment	Once a segment is created you can edit it in a graphic view called the segment editor. To switch to this view, select the segment and tap the pencil icon on the outer right-hand side. <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p><b>i Note</b> For more information see Section <a href="#">Segment editor</a> <sup>15</sup></p> </div>
	Copy segment	To create a segment that is only slightly different from an existing segment, the existing segment can be copied. To copy a segment, select the segment and then tap the copy button  on the outer right-hand side. You can then insert the copied segment in a curve.

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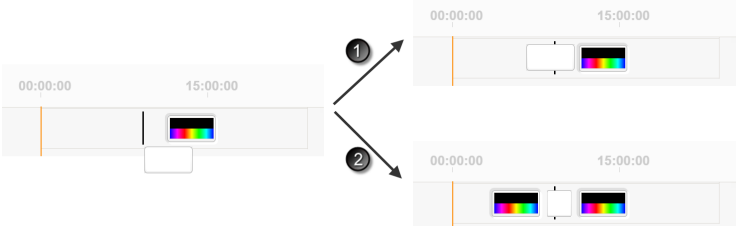

	Function	Brief description
	Paste segment	<p>To paste a copied segment in a curve, place the cursor at the position where you wish to paste the segment and then tap the paste button  on the outer right-hand side. The curve type must match.</p> <p>There may not be enough space at the cursor position for the segment you wish to insert.</p> <ol style="list-style-type: none"> <li>1) In this case, <i>sceneCOM</i> first attempts to position the segment earlier in the curve.</li> <li>2) If this is also not possible (e.g. because there is already a segment in this range), the segment is tapered off gradually so that it will fit into the available space.</li> </ol> 
	Delete segment	To delete a segment, select the segment and then tap the delete button  on the outer right-hand side.
(7)	Save changes	If you tap the tick mark, the changes are saved and the <b>Shows</b> view opens.

Table 7: Functions in the “Configure show” view

## 7 Configuration

### 7.1.2 Segment editor

The following contains an overview of the functions in the **Edit segment** view. It shows a graphic view of a segment. The segment editor differs depending on the type of segment being edited.

Path: App overview > **Shows** > **Configure** > 

- Segment from a curve for standard luminaires

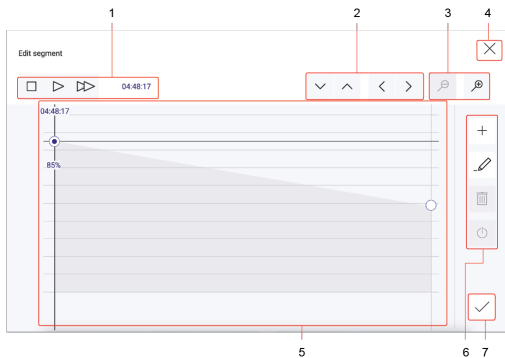


Figure 4: "Edit segment" view > segment from a curve for standard luminaires

- Segment from a curve for RGB luminaires

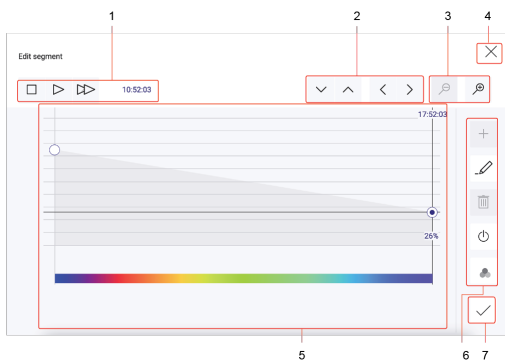


Figure 5: "Edit segment" view > segment from a curve for RGB luminaires > intensity can be edited

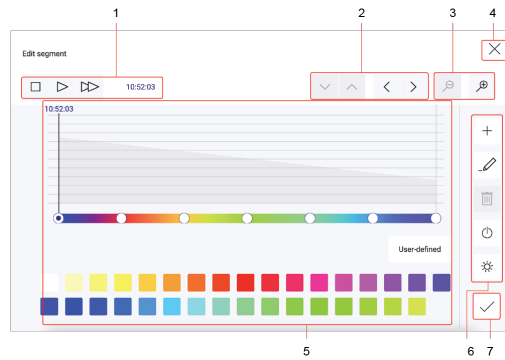


Figure 6: "Edit segment" view > segment from a curve for RGB luminaires > colour can be edited

- Segment from a curve for TW luminaires



Figure 7: "Edit segment" view > segment from a curve for TW luminaires > intensity can be edited

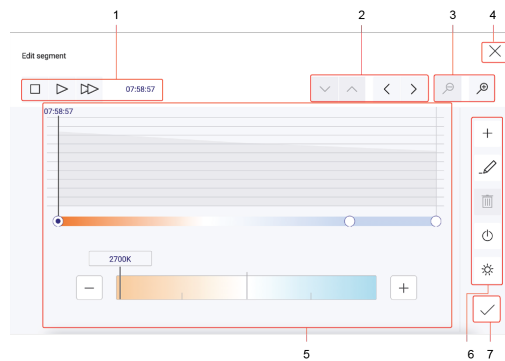









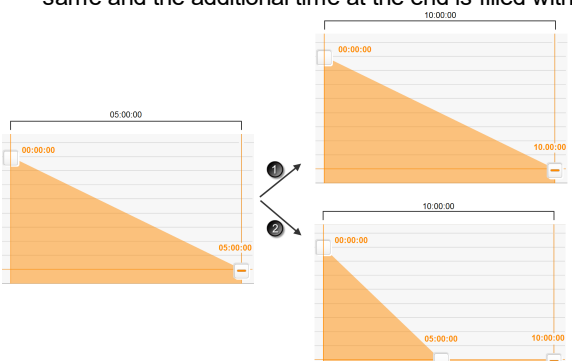
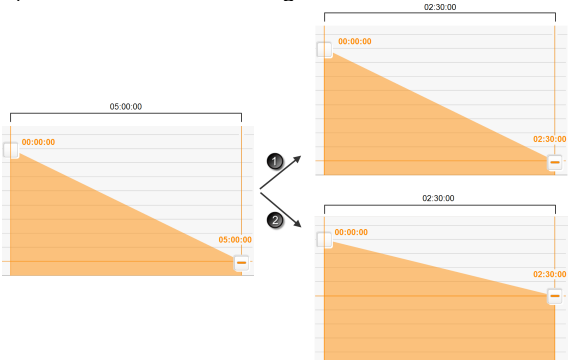


Figure 8: "Edit segment" view > segment from a curve for TW luminaires > colour temperature can be edited

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	Function	Brief description
(1)	Test segment	<p>You can play back the segment in real time to test the configuration. During this time no configuration is possible.</p> <p>Meaning of the buttons:</p> <p> Stop</p> <p> Play/pause</p> <p> Fast forward; each time this button is tapped the show speed increases (2x, 4x, 8x, 16x)</p> <p>The current playback time of the segment is displayed to the right of the buttons. The line below indicates the position at which the segment is currently running.</p>
(2)	Position points in increments using buttons	<p>Once you have roughly positioned a point, you can then position it more precisely using different buttons. Select the point and tap the corresponding button.</p> <p>Meaning of the buttons:</p> <p> Move down/up in increments</p> <p> Move left/right in increments</p>
(3)	Change resolution of graphic view	<p>You can zoom in or zoom out in the graphic view.</p> <p>Meaning of the buttons:</p> <p> Zoom in: each time this button is tapped, the graphic view zooms in (resolution is doubled each time) until only 10 seconds of show time are displayed.</p> <p> Zoom out: each time this button is tapped, the graphic view zooms out (resolution is halved each time) until the entire show is displayed.</p>
(4)	Cancel	As soon as you tap the cross, the segment editor closes without saving the changes.
(5)	Graphic view	<p>The graphic view differs depending on the type of segment being edited.</p> <ul style="list-style-type: none"> <li>• Segment from a curve for standard luminaires: intensity only</li> <li>• Segment from a curve for RGB luminaires: intensity and colour</li> <li>• Segment from a curve for TW luminaires: intensity and colour temperature</li> </ul>
	Position points using drag and drop	If you select a point, you can then roughly position it using drag and drop. To position the point more precisely, use the corresponding buttons (2).
(6)	Fixed values (e.g. intensity, colour or colour temperature) are defined as points at specific times in a segment. Between these fixed points, the values of the lighting continually adjust in increments as they approach the value set for the next point, reaching this value when this point is reached.	

# 7 Configuration

Function	Brief description
<p><b>i</b> <b>Note</b></p> <p>If the lighting jumps directly from one fixed value to the next during a show (e.g. red – green – blue) instead of gradually adjusting as the next point approaches, two points must be moved over one another.</p>  <p>A start and end point appear as standard for each segment. These two points are taken from the segment settings (<b>start time, duration</b>).</p>	
<p>Insert new point</p>	<p>Insert new points to store multiple fixed values in a segment. To insert a new point, select the point (□) in front of the position where the new point is to be inserted and tap the plus button on the outer right-hand side.</p>
<p>Edit segment settings</p>	<p>To edit the segment settings, tap the pencil icon on the outer right-hand side.</p> <p>If the segment duration has been extended, <i>sceneCOM</i> provides the following options:</p> <ol style="list-style-type: none"> <li>1) Continue gradually: the configuration remains the same but is distributed over a longer duration.</li> <li>2) Level out and continue: the previous configuration remains the same and the additional time at the end is filled with a straight line.</li> </ol>  <p>If the segment duration has been shortened, <i>sceneCOM</i> provides the following options:</p> <ol style="list-style-type: none"> <li>1) Taper off gradually: the configuration is drawn in so that it fits into the shorter segment duration.</li> <li>2) Cut off at end: the configuration is cut off at the end.</li> </ol> 

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	Function	Brief description						
	Delete point	To delete a point, select the point and then tap the delete button  on the outer right-hand side. The start and end points cannot be deleted.						
	Disable intensity	In curves for RGB and TW luminaires, the intensity for the entire show can be disabled. In the <b>Scenes</b> app, then, either a fixed value can be stored or the intensity can then be controlled via daylight linking. <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p><b>i Note</b></p> <ul style="list-style-type: none"> <li>• A detailed description of the <b>Scenes</b> app can be found in Section <a href="#">Scenes and Shows</a> <sup>[19]</sup> and the <b>Commissioning and maintenance</b> manual.</li> <li>• A detailed description of daylight linking can be found in Section <b>Daylight linking</b>.</li> </ul> </div>						
	RGB and TW luminaires only: switch between the setting options	With RGB and TW luminaires you can switch between two setting options: <ul style="list-style-type: none"> <li>• RGB luminaires: intensity ⇔ colour</li> <li>• TW luminaires: intensity ⇔ colour temperature</li> </ul> Depending on the type of curve, the following buttons are available: <table style="margin-top: 10px;"> <tr> <td></td> <td>Intensity can be configured</td> </tr> <tr> <td></td> <td>Colour temperature can be configured</td> </tr> <tr> <td></td> <td>Colour can be configured</td> </tr> </table>		Intensity can be configured		Colour temperature can be configured		Colour can be configured
	Intensity can be configured							
	Colour temperature can be configured							
	Colour can be configured							
(7)	Save changes	If you tap the tick mark, the changes are saved and the <b>Configure show</b> view opens.						

Table 8: Functions in the segment editor

### 7.2 Additional settings

Certain additional settings can be applied to the show. What additional settings are available depends on the type of show.

Path: App overview > **Shows** > **Additional settings**

The following table provides a description of the additional settings:

Parameter	Description
<b>Interruption period after manual operation</b>	Time during which the show can be disabled temporarily by manual operation (e.g. pressing a key). The show is automatically enabled again after this time has expired.
<b>Number of repetitions</b> (for <b>show at recall</b> only)	Number of times the show is repeated.
<b>Unlimited number of repetitions</b> (for <b>show at recall</b> only)	Enable the tick mark to repeat the show an infinite amount of times.
<b>Total duration of show</b> (for <b>show at recall</b> only)	Value automatically calculated which specifies the entire duration of the show.

Table 9: Additional settings

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### 7.3 Scenes and shows

A scene contains defined settings for luminaires for a certain requirement within a room. These settings can be dynamically adapted to each other and include different types of control (such as daylight linking). A scene can be recalled manually (e.g. by pressing a key) or automatically (e.g. via time linking or presence linking).

Path: App overview > **Scenes**

Detail control can be used to change a recalled scene temporarily.

As soon as you create a room in your *sceneCOM* system, five standard scenes are enabled in the room:






Icon	Scene
	<b>Absence</b>
	<b>Working</b>
	<b>Writing</b>
	<b>Meeting</b>
	<b>Workshop</b>

Table 10: Standard scenes



#### Note

Defaults are stored for these scenes.  
For more information see Section [Factory settings](#) <sup>21</sup>

#### 7.3.1 Storing a show for a scene



#### Note

Do not set a fade time for a scene if a show is stored for the scene. Any fade time configured will be ignored.

#### Requirement:

— A show has been created for the desired effective range.

Path: App overview > **Shows**

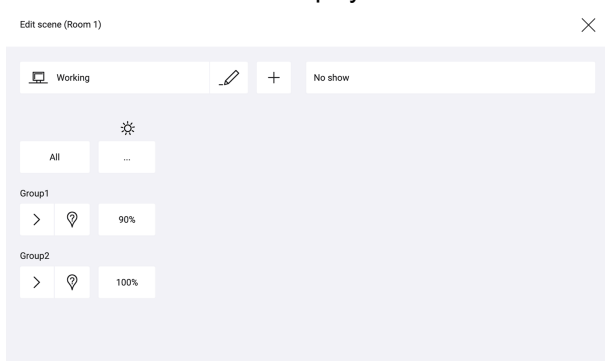
Path: App overview > **Scenes**

1. Navigate to the path.
  - ➔ The **Scenes** view is displayed.
2. Tap the button for selecting the effective range.
  - ➔ The **Select effective range** view is displayed.
3. Select a room.
  - ➔ The **Scenes** view is displayed.

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4. Tap the **Edit** button.

➡ The **Edit scene** view is displayed.



5. Tap the button for scene selection (top left).

➡ The **Select scene** view is displayed.

6. Select a scene.

➡ The **Edit scene** view is displayed.

7. Tap the button for show selection (top right).

➡ The **Select show** view is displayed.

8. Select a show.

➡ The **Edit scene** view is displayed.

### Special feature: fixed control values for the intensity of RGB or TW luminaires in a show

The following steps are required to control the intensity of RGB or TW luminaires in a show using fixed control values:

- Step 1: in the **Shows** app, disable the intensity for the entire show for the relevant curve using the following button:



Path: App overview > **Shows** > **Configure** >  > 

- Step 2: configure the intensity in the **Scenes** app.

Path: App overview > **Scenes** > **Edit** **Special feature: controlling the intensity of RGB or TW luminaires in a show via daylight linking**

The following steps are required to control the intensity of RGB or TW luminaires in a show via daylight linking:

- Step 1: in the **Shows** app, disable the intensity for the entire show for the relevant curve using the following button:






Path: App overview > Shows > Configure >  > 

- Step 2: configure the intensity with daylight linking in the **Scenes** app.

Path: App overview > **Scenes** > **Edit**

## 8 Appendix

This section contains the following information:

- [Factory settings](#) 
- [Icons](#) 
- [Glossary](#) 

### 8.1 Factory settings

#### Standard scenes

As soon as you create a room in your *sceneCOM* system, five standard scenes are enabled in the room. The following table contains the defaults for these scenes.







Scene	Absence	Working	Writing	Meeting	Workshop
Icon					
Intensity	0%	100%	40%	16%	7%
Tunable White	3000 K	3000 K	3000 K	3000 K	3000 K
Colour	White	White	White	White	White
Light balance (direct/indirect)	50:50	50:50	50:50	50:50	50:50







Table 11: Standard scenes and their defaults

### 8.2 Icons

This section contains an overview of all icons shown on the web application.

<b>i</b>	<p><b>Note</b></p> <p>Linked devices are marked with a linking icon, e.g. </p>
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#### “Scenes” app

Icon	Description
	Intensity
	Colour
	Tunable White
	Light balance
	Different settings are stored for this setting at room, group and device level
	Setting is controlled via daylight linking

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Icon	Description
	A show is stored for this setting; the settings can only be changed in the <b>Shows</b> app
	Configuration unknown
	Locate device
	Zone

Table 12: Icons in the "Scenes" app

### "System image" app


















Icon	Description
	Luminaire
	RGB luminaire
	TW luminaire
	Balance luminaire
	Free-standing luminaire
	Momentary-action switch/standard switch
	Presence detector (generic and <i>MSensorG3</i> )
	Light sensor
	CO2 sensor
	Humidity sensor
	Noise sensor (average, maximum and minimum)
	Temperature sensor
	Detection of power consumption
	VOC sensor
	Emergency luminaire/safety sign luminaire
	Emergency luminaire/safety sign luminaire (lighting management)
	DALI-2 master (generic and <i>MSensorG3</i> )

Table 13: Icons in the "System image" app

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### 8.3 Glossary

Term	Explanation
Absence scene	Scene in an area where absence is detected. Any scene can be defined as an absence scene.
Action timeframe	Time during which a function is enabled (e.g. presence linking). The action timeframe can be defined using timeframes and a dead time.
Balance luminaire	Luminaire consisting of at least two lamps, one for direct lighting and one for indirect lighting. For Balance luminaires, the light balance can be changed in addition to the intensity.
Contrast sensor	Sensor that presents the environment as a contrast image
DALI load	Typical power consumption of a subscriber on the DALI control line.
DALI-2	Expansion of the existing interface log for digital communication between control gears for the lighting system – DALI ( <i>Digital Addressing Lighting Interface</i> ). Expansion for control devices as per <i>IEC 62386</i> and addition of new commands and functions. More detailed information can be found on the website of the <i>Digital Illumination Interface Alliance (DiiA)</i> .
Delay time	Time during which a specific threshold must be breached in order to trigger a response. The response or the event that follows is only permitted after this time has expired.
Detail control	A way of controlling devices either individually or in groups
Dimming range	A range in which the intensity of the luminaires can be smoothly adjusted. It is restricted to the physical upper and lower limits. Setting a lower and upper dimming limit can limit the dimming range further.
eD device	Sensors, control points, input devices and control units that are used in DALI systems. Each of these devices has its own address (0 to 63) which can be used to operate it individually.
ExD	Self-contained emergency luminaire with a nominal duration of x hours (e.g. <i>E1D</i> = nominal duration of 1 hour), individual monitoring via DALI, central test and adjustable intensity in emergency operation.

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Term	Explanation
Fade time	<p>The time it takes to change from one value (scene, presence value) to another.</p> <p>Example with a scene as a value: If the fade time is, for example, 0 seconds, the change from one scene to the next is immediate. If the fade time is 20 seconds, the outputs will smoothly adjust to gradually switch to the control values for the next scene within those 20 seconds. All outputs reach the desired value simultaneously (once the fade time has expired).</p>
Instance	Sub-category of an input device. Each input device can have up to 32 instance types (e.g. light sensor, presence detector, remote control, momentary-action switch, and many more).
Light balance	Ratio of direct to indirect lighting
Light source	System for generating light in a luminaire (e.g. lamp, LED module)
Location	Process for determining where a network or bus subscriber is located or what its address is. How subscribers are located differs from device to device. There are three methods of locating devices: visual, acoustic and tactile.
Momentary-action switch (MAS)	Control point that upon being operated either closes and/or opens a circuit, depending on its wiring, but without “clicking” into place like a standard switch, i.e. once it is released the affected circuit returns to its original state.
Presence linking	A way of controlling luminaires whilst taking into account the presence of people. Presence is usually detected by presence detectors.
Presence scene	Scene in an area where the presence of at least one person is detected. Any scene can be defined as a presence scene.
Required illuminance	Illuminance required at minimum at a specific location (e.g. workspace) so that a person can complete visual tasks effectively and accurately.
RGA address	Address used in <i>sceneCOM</i> systems for communication purposes. The RGA address is based on the following address scheme: room address/group address/individual address.
RGB luminaire	Luminaire consisting of three individual lamps (red, green, blue). Coloured light is generated through additive colour mixing.
Run-on time	Time that starts after a certain event (e.g. the last person leaves the room) and after which an action is triggered (e.g. fade time starts, absence scene is recalled). If an event occurs during the run-on time (e.g. someone re-enters the room), the run-on time starts again. A typical application for run-on time is the stairwell function.

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Term	Explanation
Special luminaire	Luminaire with multiple light sources (such as lamps, LED modules). The <i>sceneCOM</i> web application can be used to combine the light sources into one luminaire so that they can be controlled together.
Standard switch	Control point that upon being operated either closes or opens a circuit and “clicks” into place as it does so (as opposed to a momentary-action switch).
System extension	Process during which new network or bus subscribers are addressed, which are used in an existing and addressed system. Addressing for previously addressed network or bus subscribers will remain unchanged.
Timeframe	Limited time period between two or more events which already have set times.  Example: two timeframes are defined for presence linking (07:00–12:00 and 14:00–18:00). Presence linking is enabled during these timeframes.
Tunable White	Option of dynamically changing the light of the LED in the white light range. Colour temperatures from 2700 K to 6500 K, for example, can be variably set using a control. The LED luminaires achieve high colour rendering of at least Ra 80 to Ra 90.
TW luminaire	Luminaire that supports Tunable White pursuant to IEC 62386-209. There are two types of TW luminaire: <ul style="list-style-type: none"> <li>• Luminaires that consist of at least two individual lamps, one for warm-white and one for cool-white.</li> <li>• Luminaires that have one individual lamp that supports Tunable White.</li> </ul>
Visual location	Type of location in which the address of a network or bus subscriber is used to visually locate this subscriber in the field. <ul style="list-style-type: none"> <li>• A visually located luminaire, for example, responds by switching to the maximum level.</li> </ul>