

Sensors & Controls

sceneCOM

Manual

Commissioning and maintenance instructions



TRIDONIC

Legal information

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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 Note .
[Bold text]	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>DANGER indicates an immediate danger. This could lead to death or severe injury if not avoided.</p> <p>WARNING indicates a potentially dangerous situation. This could lead to death or severe injury if not avoided.</p> <p>CAUTION indicates a potentially dangerous situation. This could lead to minor injury or damage to property if not avoided.</p> <p>Attention 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

i	<p>Note</p> <p>This manual contains path information which can be used to access the configuration options. The path always starts from the app overview.</p> <p>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.</p>
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1 How to use these instructions

Further information

More 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

Target audience of these instructions

These instructions are intended for electricians without any special product training who would like to commission *sceneCOM* basic functions. General service functions are also described.

Software version

These instructions are based on software version *sceneCOM* 3.9.

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.
Shows	This manual is aimed at electricians without any special product training and describes how shows can be commissioned and configured.
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.
sceneCOM evo	This manual is aimed at electricians without any special <i>Tridonic</i> product training and describes how the sceneCOM evo can be commissioned.

Table 2: Other available documents – *sceneCOM*

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

<https://www.tridonic.com>

Manual	Description
Infinity mode	This manual is intended for individuals (such as electricians and facility managers) with special <i>Tridonic</i> product training and describes how Infinity mode can be enabled. This is how you get access to apps that are only available in Infinity mode and can create an Infinity system out of multiple <i>sceneCOMs</i> .

Table 3: Other available documents – *sceneCOM infinity*

3 sceneCOM lighting management system

sceneCOM is a lighting management system designed for the control of luminaires. The *sceneCOM* web application allows for the automation of up to 192 luminaires with a maximum of one *sceneCOM* controller. The *sceneCOM* web application is therefore suitable for smaller buildings or individual floors.

Self-contained emergency luminaires can be used in a *sceneCOM* system. Self-contained emergency luminaires contain all parts – such as the battery, lamp, control gear and test and monitoring equipment, if any – which are arranged inside the luminaire or in its immediate vicinity (i.e. within a cable length of 1 m).

There are different switching modes for self-contained emergency luminaires:

1. **Maintained light:** switching mode in which the emergency lighting is permanently switched on during both mains and emergency operation. The emergency luminaires cannot be dimmed/brightened. This switching mode is used, for example, for safety sign luminaires.
2. **Non-maintained light:** switching mode in which the emergency lighting is switched off during mains operation but switched on during emergency operation (in the event of a mains failure and during emergency lighting tests).
3. **Lighting management:** switching mode in which the emergency lighting can be switched on and off as well as dimmed/brightened during mains operation, but is always switched on during emergency operation.

Basic functions of the “Emergency lum. (self-cont.)” app

- Monitoring the functionality of the self-contained emergency luminaires
- Regular function tests
The *sceneCOM* system tests in cyclical intervals whether the emergency lighting function is still guaranteed. The results of the emergency lighting tests are recorded centrally in a test book. The test book can be exported.

Integrating self-contained emergency luminaires in a sceneCOM system

The following steps are required:

- Step 1: activate the **Self-contained emergency luminaires** app.
Path: App overview > **sceneCOM Store**
- Step 2: address self-contained emergency luminaires.
Path: App overview > **Addressing** > **Luminaires**
- Step 3: configure the emergency lighting functions.
Path: App overview > **Emergency lum. (self-cont.)** > **Settings** > **Emergency lighting functions**
- Step 4: check the emergency lighting functions.
Path: App overview > **Emergency lum. (self-cont.)** > **Quick menu** > **Start function test** and **Start duration test**
- Step 5: configure self-contained emergency luminaires.
Path: App overview > **System image** > **Configure**

3 sceneCOM lighting management system

Control options

The *sceneCOM* system is commissioned, configured and maintained using a web application. Various control options are available to the user.

Different functions are available depending on the display device and how the connection is established.

Display device	Connection method	Functional scope			
		Commis- sioning	Configuration	Service	Operation
Computer, laptop	Via web browser	✓	✓	✓	✓
Internet-capable mobile devices with larger screen size (e.g. tablet PCs, smart phones)	Via web browser	✓	✓	✓	✓

Table 4: Display devices and corresponding functional scope

Operating system and web browser

The following operating systems and web browsers have been tested and approved for *sceneCOM V 3.9*:

- Windows with Google Chrome (version 114.0 or higher)
- Android 14 with Google Chrome 131.0
- iOS 17.1 with Google Chrome 131.0
- iOS with Safari

i	<p>Note</p> <p>The <i>sceneCOM</i> web application has been optimised for the operating systems and web browsers specified above. Please note that there may be problems with new versions initially, but these will be corrected as quickly as possible.</p>
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Minimum web browser resolution

The minimum web browser resolution is 800 x 480 px. Please note that this information does not include the menu bar.

A correspondingly higher resolution should thus be selected for tablet PCs. Otherwise a scroll bar will be shown in the web application.

4 Your sceneCOM system

Application area

The *sceneCOM* controller is designed to control a maximum of 192 luminaires. It has three DALI-compliant outputs.

System limits – hardware

- per *sceneCOM* controller, max. 192 luminaires
- per DALI-compliant output, max. 64 DALI addresses or DALI-2 addresses and max. 64 eD addresses
- per DALI-compliant output, guaranteed supply current 200 mA for max. 100 DALI loads
- per DALI-compliant output, max. supply current 250 mA

Line length: DALI control line



Note

If the maximum line length is exceeded, the set switching modes may no longer function or it may no longer be possible to operate the system. However, the emergency lighting function is still guaranteed.

Conductor cross-section	Maximum DALI line length
2 × 0.75 mm ²	150 m
2 × 1.50 mm ²	300 m

Table 5: Maximum DALI line length

App concept

The *sceneCOM* web application is based on an app concept. The basic licence is activated as standard, which covers the following basic functions, among others:

- Commissioning the *sceneCOM* system
- Configuring devices
- Setting and recalling scenes
- Managing users
- Linking controllers
- Managing DALI data

Additional apps can be activated via the *sceneCOM Store*.
For more information see Section [Licensing](#) ^[21]

4 Your sceneCOM system

Available apps

The following table contains an overview of the apps that are available in *sceneCOM* compared to *sceneCOM infinity*.

App	sceneCOM	sceneCOM infinity
 Addressing	✓	✓
 Addressing wizard	✓	✗
BACnet  BACnet	✓	✓
 Calendar	✓	✓
 Conditional scene recall	✓	✓
 Control device linking	✓	✓
 DALI data	✓	✓
 Data backup	✓	✓
 Daylight linking	✓	✓
 Faults	✓	✓
 Installation test	✓	✓
 Log	✓	✓
 Presence linking	✓	✓
 REST API & MQTT	✓	✓
 Scenes	✓	✓
 Security settings	✓	✓
 Self-contained emergency luminaires	✓	✗
 Shows	✓	✓
 Special luminaires	✓	✓
 System image	✓	✓
 User management	✓	✓
 Zones	✓	✓

Table 6: Available apps

5 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.

6 Interface description

This section contains a description of the interface:

- [Start page](#) ¹²
- [Detail control](#) ¹⁵
- [App overview](#) ¹⁷
- [Navigation principles](#) ¹⁹

6.1 Start page

All devices in an effective range (room or zone) can be controlled from the start page.

The following contains an overview of the functions on the start page.

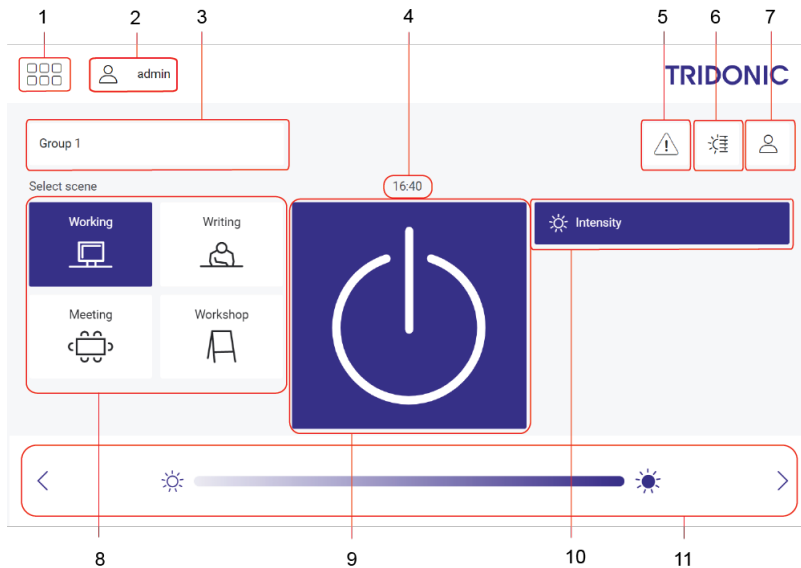


Figure 1: "Start page" view

	Function	Brief description
(1)	Open the app overview	Tap this button to access the app overview. Note For more information see Section App overview ¹²
(2)	Logged-in user	The user currently logged in is displayed.

6 Interface description

	Function	Brief description
(3)	Selecting effective range	<p>Select the area containing the devices to be controlled.</p> <p>i Note A default effective range can also be selected for the start page. This effective range can be labelled with the following icon: ✖</p> <p>For more information see Section User settings ¹¹⁴</p>
(4)	View time	<p>The current time is displayed.</p> <p>i Note Whether the time is displayed on the start page is defined separately in the user settings for each user.</p> <p>For more information see Section User settings ¹¹⁴</p>
(5)	View faults	<p>This button can be used to display the current faults in the selected effective range.</p> <p>i Note The Faults app contains an overview of all current faults in the <i>sceneCOM</i> system.</p> <p>For more information see Section Faults ¹⁴⁶</p>
(6)	Open detail control	<p>Access detail control via this button.</p> <p>i Note</p> <ul style="list-style-type: none"> For more information see Section Detail control ¹² If the button is greyed out, this function is disabled in the user settings. <p>For more information see Section User settings ¹¹⁴</p> <ul style="list-style-type: none"> The button is greyed out when a zone has been selected as the effective range.
(7)	Open the user settings	<p>This button takes you to the user settings.</p> <p>For more information see Section User settings ¹¹⁴</p>
(8)	Recall scene	<p>All scenes for the selected effective range are listed in this column. Tap a scene to recall it.</p>
(9)	Recall absence scene	<p>As soon as the on/off key is tapped, the system alternates between recalling the absence scene and recalling the Working scene. It is also possible to recall the most recently active scene or a permanently defined scene. This behaviour is defined in the Scenes app.</p> <p>A dark screen can also be displayed when the absence scene is recalled. This behaviour is defined in the User settings app.</p>

6 Interface description

	Function	Brief description
		<p>i Note For more information see Section User settings ^[114]</p>
(10)	Select a setting for a scene	<p>A scene can comprise different settings, depending on the devices installed (e.g. intensity).</p> <p>i Note Different configuration options are available. For more information see Section Configuration options ^[80]</p>
(11)	Temporarily change a setting for a scene in the entire effective range	<p>As soon as a setting is tapped (e.g. Intensity), a control element (such as a click area) appears below. This control element can be used to temporarily change the scene. This change affects the entire effective range. The changes applied remain in place until the next scene is recalled.</p>

Table 7: Functions on the start page

6 Interface description

6.2 Detail control

Detail control is a way of controlling devices either individually or in groups.

The following contains an overview of detail control.

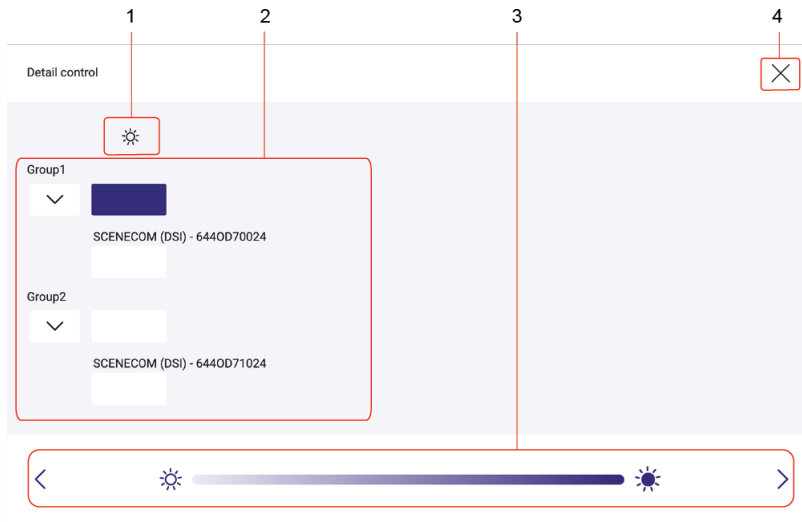
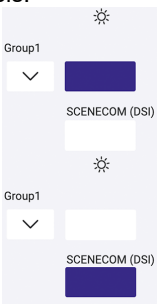


Figure 2: "Detail control" view

	Function	Brief description
(1)	Icons for setting options	<p>A scene can comprise different settings, depending on the devices installed (e.g. intensity, colour). The settings are represented with icons.</p> <p>Note For more information see Section Icons ¹⁵⁶</p>
(2)	Select level to which setting will apply (group-wide or for an individual device)	<p>The settings can be applied to various levels:</p> <ul style="list-style-type: none"> for all devices in a group, e.g. one intensity for all luminaires in a group for an individual device, e.g. a specific intensity for a specific luminaire 

6 Interface description

	Function	Brief description
(3)	Temporarily change a scene via control element	As soon as a button is tapped (e.g. intensity at device level), a control element (such as a slider) appears below. For certain devices (such as special luminaires) multiple control elements appear. These control elements can be used to temporarily change the scene. The changes applied remain in place until the next scene is recalled.
(4)	Exit detail control	Tap the cross (X symbol) to exit detail control and go to the start page. The changes applied remain in place until the next scene is recalled.

Table 8: Detail control functions

6 Interface description

6.3 App overview

The app overview contains a list of the apps that can be used to commission, configure and service your *sceneCOM* system. The app overview consists of three pages.

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

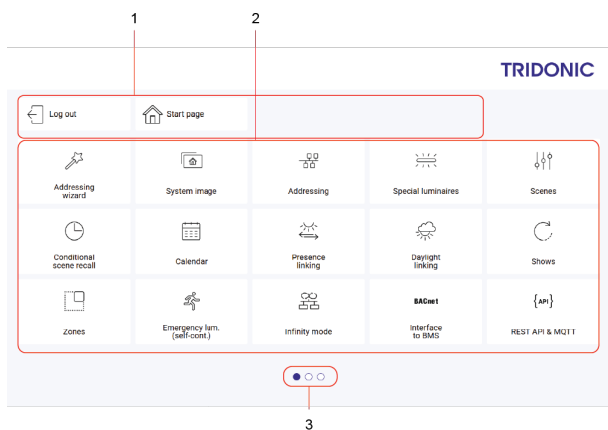


Figure 3: App overview page 1

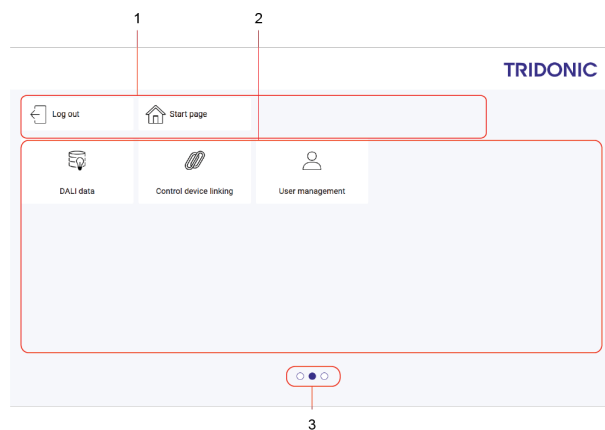


Figure 4: App overview page 2

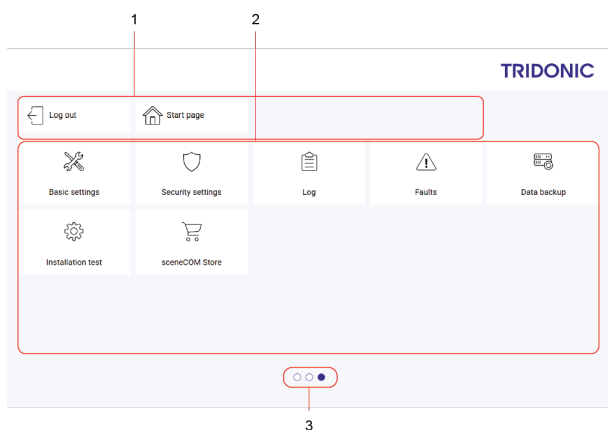


Figure 5: App overview page 3

	Function	Brief description
(1)	The following apps and functions are always included in the header of each page of the app overview:	
	Log out	Tap Log out to log the administrator/user/touch panel user out.
	Start page	Tap the Start page button to access the start page.
(2)	Commission, configure and maintain the <i>sceneCOM</i> system	<p>There are a variety of apps that can be used to commission, configure and maintain the <i>sceneCOM</i> system.</p> <div style="border: 1px solid #ccc; padding: 10px; margin-top: 10px;"> <p>i Note</p> <p>A licence must be requested and then activated via the <i>sceneCOM Store</i> for certain apps. For more information see Section Licensing (sceneCOM Store)</p> </div>

6 Interface description

	Function	Brief description
(3)	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.

Table 9: Functions in the app overview

6 Interface description

6.4 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.



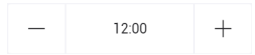







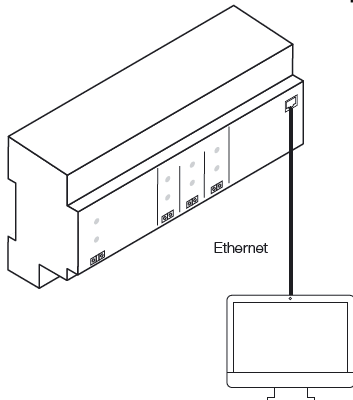
Button	Description
	<p>Set value (e.g. on the start page) You can enter a specific value in the click area so that all devices have the same control value. If, for example, different control values (80%, 60%) are set for the luminaires and you tap on 50%, all luminaires switch to the control value of 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 Set time 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 Information view. This page contains manufacturer information, the reference number and version of the web application and information on the licences used.</p>

Table 10: Navigation principles

7 Requirements

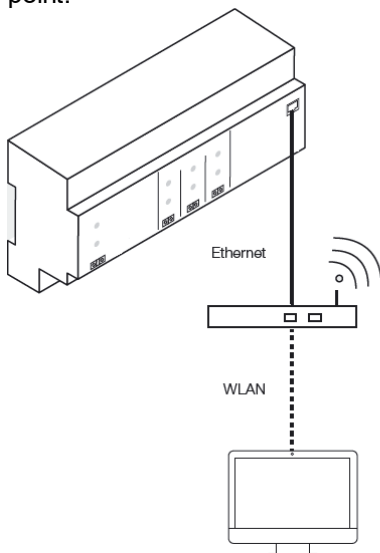
Before starting the commissioning and configuration process for your *sceneCOM* system, ensure that the following requirements have been met.

- *sceneCOM* controller and display device (computer) are connected via an Ethernet cable.



— or —

- *sceneCOM* controller and display device (tablet, computer, mobile device) are connected via a wireless access point.



- The following settings are stored for the display device and wireless access point:

- IP address 10.10.40.2 – 10.10.40.253
- Subnet mask 255.255.0.0

- The *sceneCOM* controller must have hardware batch **B3** as a minimum.

i	<p>Note</p> <p>The hardware batch can be found on the batch label of the <i>sceneCOM</i> in the second position; e.g. V2.00 B3A M17.</p>
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- The *sceneCOM* platform must be updated to version 3.0.1-B3 or higher.
Path: App overview > **Basic settings** > **Software versions** > **sceneCOM**

- The software version must be updated to version 3.9.
Path: App overview > **Basic settings** > **Software versions**




















8 Licensing (sceneCOM Store)

Certain apps may be disabled in the *sceneCOM* web application because the licences in question have not been activated. To activate an app, a licence must be requested and then activated via the *sceneCOM Store*.

If your *sceneCOM* is activated through a demo licence, all enabled functions can be used during the trial period. When the demo licence expires, the functions will be locked until a full licence is activated. The settings defined during the trial period are retained. More information on the demo licence can be found in the *sceneCOM evo* manual.

Path: App overview > **sceneCOM Store**

The basic licence is activated as standard in the *sceneCOM* web application. It contains the following apps:

 System image	 Basic settings
 Addressing	 Log
 Addressing wizard	 Presence linking
 Scenes	 Faults
 Calendar	 Data backup
 Zones	 Installation test
 User management	 sceneCOM Store
 REST API & MQTT	 DALI data
 Control device linking	 Security settings
 Conditional scene recall	

Additional apps can be activated via the *sceneCOM Store*.

 Special luminaires	 Daylight linking
 Shows	 Emergency luminaires (self-contained)
 Infinity mode	BACnet  BACnet



Note

The **Basic licence (Infinity)** is only needed if you wish to use *sceneCOM* in Infinity mode. For more information on *sceneCOM infinity* see manual **Infinity mode**

8 Licensing (sceneCOM Store)

You have to activate the licence before you can use a licensed app.

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**

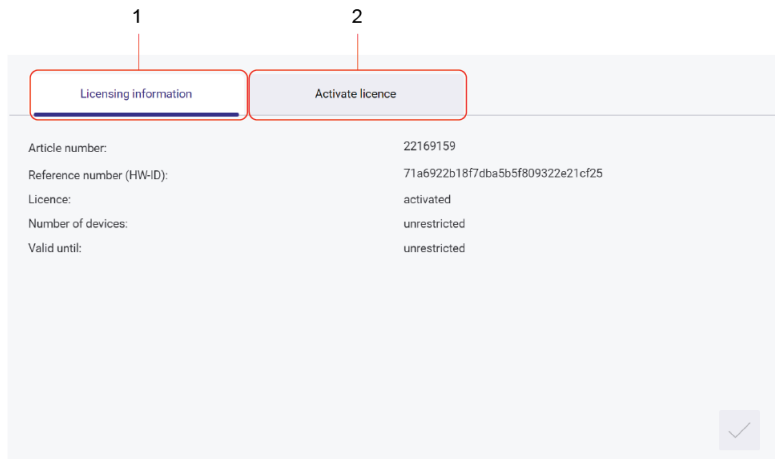


Figure 6: Licensing overview

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

Table 11: Licensing overview

9 Commissioning

Commissioning the *sceneCOM* system entails the following steps:

- Connecting to the *sceneCOM* controller for the first time and defining basic settings:
 - Configuring the administrator for the first time (language, terms and conditions, password)
 - Configuring the *sceneCOM* controller for the first time (name, network settings, date and time, geographical coordinates)
- Testing the installation
- Running the addressing wizard to create rooms and groups and address devices



Note

- The addressing wizard guides the user through the individual steps of addressing and provides related assistance.
- Alternatively, rooms and groups can be created via the **System image** app and then devices can be addressed using the **Addressing** app.
For more information see Section [System image](#)³⁹ or Section [Addressing](#)³⁵

- Backing up data

As soon as commissioning is complete the installed luminaires can be controlled.

9 Commissioning

9.1 Connecting to the sceneCOM for the first time

Step 1: configure the administrator for the first time



Note

Skip steps 1 and 2 if you are performing the initial configuration of the administrator after updating the software, resetting to factory settings or loading a data backup.

1. Open a browser.
2. In the browser, navigate to the following default IP address of the *sceneCOM*:
<http://10.10.40.254>

☞ The login screen is displayed.

3. Enter the user name **admin**.
4. The **Password** field must be kept blank.
5. Tap the **Log in** button.

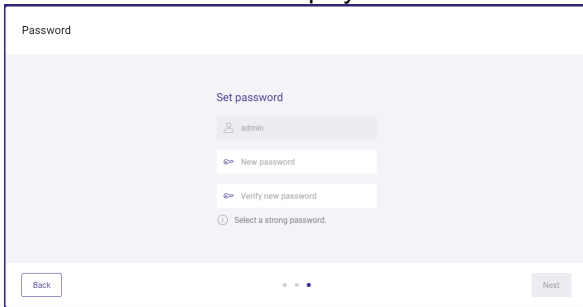
☞ The **Language** view is displayed.

6. Select the language.
7. Tap the **Next** button.

☞ The **Terms and conditions** view is displayed.

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8. Read the terms and conditions.
9. Tap the **Accept and proceed** button.
- ➡ The **Password** view is displayed.



10. Enter a new password.



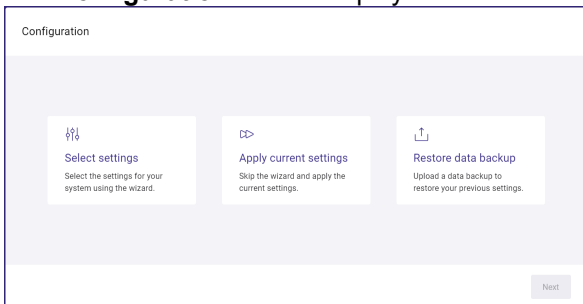
Note

The password must meet the following requirements:

- The password has at least 8 characters.
- The password contains characters from at least 3 of the following categories:
 - Uppercase letters: A–Z; Latin Alphabet
 - Lowercase letters: a–z; Latin alphabet
 - Numbers: 0–9
 - Special characters: '!"#\$%&()* ,./:;?@[^_`{|}~+<=>

11. Enter the password a second time to confirm.
12. Tap the **Next** button.

- ➡ The **Configuration** view is displayed.



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Step 2: configure the controller for the first time



Note

The following configuration options are available: **Select settings**, **Apply current settings**, **Restore data backup**.

- **Select settings**: a wizard guides you through all the configuration steps. Select this option if you are connecting to the *sceneCOM* controller for the first time or have reset to the factory settings. Proceed to [step 2a](#)²⁶.
- **Apply current settings**: a summary of the existing configuration is displayed and is applied without further editing. Select this option if you are updating from a previous version to software version 3.5.0 or higher and wish to apply the existing settings. Proceed to [step 2b](#)²⁹.
- **Restore data backup**: you can load a data backup. Select this option if you are updating from a previous version to software version 3.5.0 or higher and wish to apply the settings from a previously created data backup. Proceed to [step 2c](#)³⁰.

Step 2a: select settings

1. Tap the **Select settings** option.
 2. Tap the **Next** button.
- ➔ The **Control device** view is displayed.



Note

Information and notes on the following settings (network settings, date and time, geographical settings) can be found in the respective sections in the basic settings.

For more information see Section [Basic settings](#)⁴⁴

3. Enter a device name.
4. Enter a device designation.

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5. Tap the **Next** button.

➔ The **Network settings** view is displayed.

➔ The **Use static IP address** option is enabled by default.

➔ The IP address, subnet mask, default gateway, DNS 1 and DNS 2 are displayed and can be changed.

6. Change the values.

– or –

6. Enable the **Obtain IP address automatically (DHCP)** option.

7. Tap the **Next** button.

➔ The **Date and time** view is displayed.

8. Set the date.

9. Set the time.

10. Set the time zone.

– or –

8. Enable the **Time synchronisation** option.

9. Enter the time server.

10. Tap the **Test connection** button.

➔ Feedback is displayed about whether the connection was successful or has failed.

11. Set the time zone.

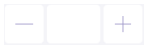
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12. Tap the **Next** button.

➔ The **Geographical coordinates** view is displayed.

13. To change the location, tap the arrow to the right of the location and then select the desired location.

– or –



13. Set the desired geographical coordinates.

14. Tap the **Next** button.

➔ The **Summary** view is displayed.

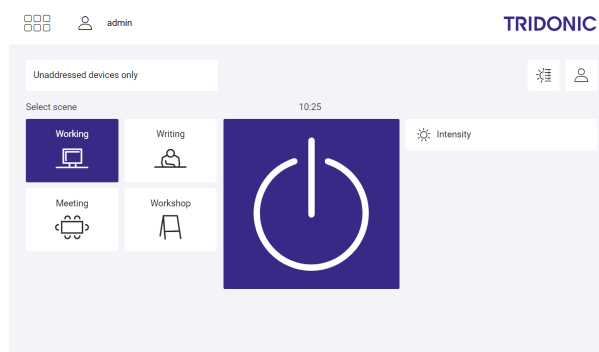
15. Check the settings.

16. Tap the **Apply** button.

➔ The settings are applied and a corresponding message appears.

17. Tap the **Open** button.

➔ The start page of the *sceneCOM* web application appears.

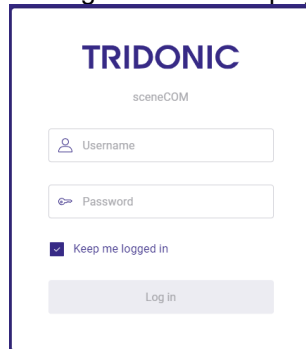


– or –

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17. Open the web application in the browser using the new IP address, if the IP address is automatically obtained (DHCP).

➔ The login screen is displayed.

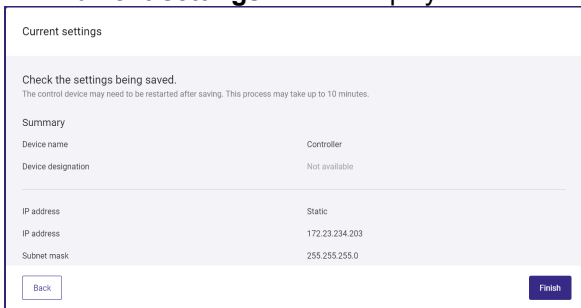


Step 2b: apply current settings

1. Tap the **Apply current settings** option.

2. Tap the **Next** button.

➔ The **Current settings** view is displayed.



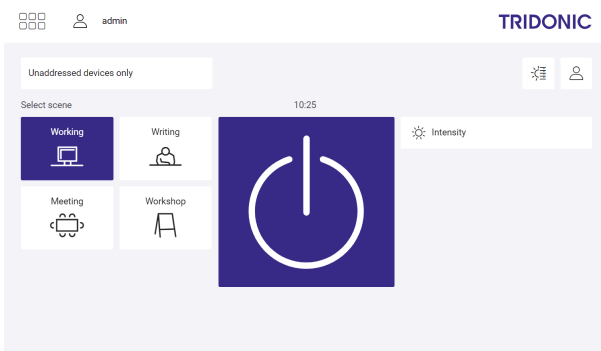
3. Check the settings.

4. Tap the **Finish** button.

➔ The settings are applied and a corresponding message appears.

5. Tap the **Open** button.

➔ The start page of the *sceneCOM* web application appears.



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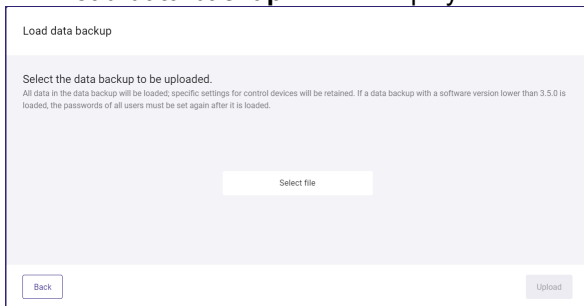
Step 2c: restore data backup



Note

When a data backup is restored, the data in the backup is loaded. The controller settings are retained.

1. Tap the **Restore data backup** option.
 2. Tap the **Next** button.
- ➔ The **Load data backup** view is displayed.



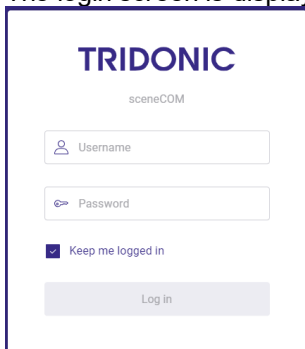
3. Tap the **Select file** button.
- ➔ The pop-up window for file selection opens.
4. Navigate to the save location of the data backup and select the file.
 5. Tap the **Upload** button.
- ➔ The settings are loaded onto the controller. The controller restarts after this.



Note

This process may take up to 10 minutes.

6. Tap the **Open** button.
- ➔ The login screen is displayed.



Note

If a data backup with a software version lower than 3.5.0 is loaded, the administrator and controller have to undergo initial configuration again. The administrator does not need to enter a password this time. When carrying out the initial configuration of the controller, select the **Apply current settings** option to apply the content of the data backup.

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Logging in

If the login screen is displayed after configuration, you must log in with your selected password.

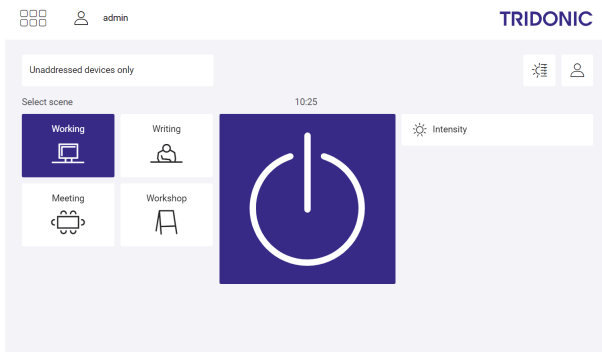
1. Enter the user name **admin**.
2. Enter the password.
3. Disable the **Stay logged in** option if desired.



Note

This option is enabled by default and the user data is saved locally on the browser. If this option is disabled, the administrator will be logged out of the *sceneCOM* web application after 15 minutes of inactivity.

4. Tap the **Log in** button.
- ➔ The start page of the *sceneCOM* web application appears.



Note

- The user is locked out for 10 minutes after 5 successive failed login attempts. The user can try logging in again after 5 minutes.
- The installation test starts automatically on the start page the first time a connection is established, if no devices have been addressed beforehand.
For more information see Section [Installation test](#) ³²

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9.2 Installation test

Test the electrical installation of the *sceneCOM* system. The installation test starts automatically on the start page the first time a connection is established, if no devices have been addressed beforehand.

i Note
 You can start an installation test manually at any time. This is recommended when devices are replaced or new devices are added, for example.
 Path: App overview > **Installation test**
 For more information see Section [Installation test](#) ¹⁴¹

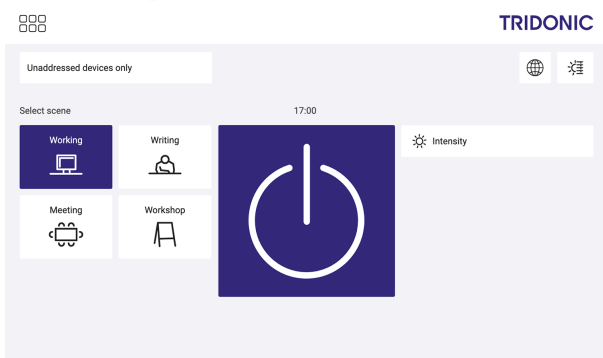
i Note
 DALI devices are no longer automatically imported as of software version 3.7.0. To use the installation test during a system extension, the addressing must first be started one time.

The installation test affects all unaddressed devices.

Testing the installation

Requirement:

— The start page appears.



1. Test the installation.

i Note

- To test whether all devices are connected, tap the on/off key. As soon as the on/off key is tapped, the system alternates between recalling the absence scene and recalling the last selected scene.
- To test whether the connected devices have been wired correctly, tap a setting. A control element (such as a slider) appears below. This control element can be used to temporarily change the setting.

2. Correct the installation faults.

3. To stop the installation test, tap the app overview button.

➡ Page 1 of the app overview appears.



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9.3 Addressing wizard

Devices can be controlled individually, by group or by room with your *sceneCOM* system.

To do this, a system image must be created and the devices must be addressed. The system image is a list-like representation of the *sceneCOM* system in the web application. It contains rooms, groups and the devices installed in the system. In addition – if available – zones and the addressed control equipment therein are also displayed.

The device is identified using its production number during addressing. The device is then assigned to a room and a group.

The addressing wizard guides the user through the individual steps of addressing and provides related assistance.

Path: App overview > **Addressing wizard**



Note

You can also use the addressing wizard for system extensions. During a system extension, devices which are new in an existing, addressed system are addressed. Addressing for previously addressed devices will remain unchanged.

Running the addressing wizard

Requirement:

— The **Addressing wizard** app is activated.

Path: App overview > **sceneCOM Store** > **Addressing wizard**

Path: App overview > **Addressing wizard**

1. Navigate to the path.
 - ➡ The addressing wizard starts.
2. Follow the addressing wizard instructions.

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The individual addressing wizard steps are briefly described in the following table. The addressing wizard provides more detailed information.

Step	Description
Add rooms	Add rooms to the system image. The What are rooms and groups? button can be used to view a short introduction to this topic.
Add groups	Create groups within the rooms. The What are rooms and groups? button can be used to view a short introduction to this topic.
Address luminaires	Address the luminaires installed in the <i>sceneCOM</i> system.
Address input devices	Address the input devices installed in the <i>sceneCOM</i> system. Input devices include control equipment (standard switch, momentary-action switch) and sensors.
Check addressing	<p>The System image view is displayed in this step. Check whether all required rooms and groups have been added and the devices have been correctly addressed. The following options are available:</p> <ul style="list-style-type: none"> • Add rooms and groups • Rename rooms, groups and devices • Delete rooms, groups and devices <div style="background-color: #f0f0f0; padding: 5px; margin: 5px 0;"> <p>i Note</p> <ul style="list-style-type: none"> • If a group is deleted all devices within this group are also deleted. • If a room is deleted all groups in this room and all devices within these groups are also deleted. </div> <ul style="list-style-type: none"> • Display RGA address • Locate devices visually • Reassign devices • Configure devices <div style="background-color: #f0f0f0; padding: 5px; margin: 5px 0;"> <p>i Note</p> <p>For more information see Section System image ³⁹</p> </div>
Next steps	The last page of the addressing wizard contains information on the next steps in the commissioning process for your <i>sceneCOM</i> system.

Table 12: Addressing wizard steps

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9.4 Addressing

Addressing is the sum of the processes needed so that each electronic network and bus subscriber is given an individual RGA address (room address/group address/own address). The combination of processes differs from device to device.

Path: App overview > **Addressing**

The following devices can be addressed in the *sceneCOM* web application:

Device	Description
<p>Luminaires</p>	<p>When luminaires are addressed the type of luminaire must also be defined. This is required in order to set up special luminaires (e.g. RGB luminaires, Balance luminaires).</p> <div style="border: 1px solid #ccc; padding: 10px; margin-top: 10px;"> <p>i Function <i>L'</i> is used to switch luminaires on/off for emergency lighting control gear using a conventional switch. Use of the <i>L'</i> function is only permitted without connection to the DALI control line. If the DALI control line is connected, a bridge must be installed between <i>L</i> and <i>L'</i>. Therefore the <i>L'</i> function must not be used in connection with <i>sceneCOM</i>.</p> </div>
<p>Input devices</p>	<p>An input device is a device that has at least one input and no more than four inputs. The following input devices can be installed in your <i>sceneCOM</i> system:</p> <ul style="list-style-type: none"> Control equipment: e.g. momentary-action switch, standard switch Sensors <div style="border: 1px solid #ccc; padding: 10px; margin-top: 10px;"> <p>i Note According to the DALI-2 standard, an input device can have up to 32 “instances” (types of input element). In each case, these instances can only include a maximum of four momentary-action switches, one presence detector and two light sensors.</p> </div>

Table 13: Addressable devices

General procedure for addressing in the sceneCOM web application

1. Select device category to be addressed (e.g. **Luminaires**).
2. The location method must also be selected for input devices: **Select actively (Physical Selection method)** or **Search via interface (locate)**.
3. Locate the device in the field.
[More information can be found here...](#) ³⁵
 Locate the device visually in the field.

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i **Note**
 Visual location: a location method in which a network or bus subscriber can be found visually using its address in the field.

Example:

- Emergency luminaire indicates its address as a binary flashing pattern using the status LED.

4. A type is assigned to the device.
 The type is automatically selected, if possible.
[More information can be found here...](#) ³⁵
5. Assign a room and a group to the device.
6. Optionally, change the device name.

i **Note**

- We recommend using the addressing wizard to address the devices.
 For more information see Section [Addressing wizard](#) ³³
- Every time there is a change on a DALI control line the affected *sceneCOM* controller must be restarted in order for the changed field to be imported correctly.

More information about location

Location is a 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.













Location type	Description
Select actively (Physical Selection method) 	Tactile location: a location method in which a network or bus subscriber is selected by physically touching it in the field (e.g. by pressing a momentary-action switch or removing and then re-inserting a lamp). This network or bus subscriber responds by sending its address to the control software or a control unit. Input devices are located in different ways: <ul style="list-style-type: none"> • Briefly press momentary-action switch/standard switch twice. • Briefly press on/off key of control unit twice.
Search via interface (locate) 	a) Visual location: a location method in which a network or bus subscriber can be found visually using its address in the field. Examples: <ul style="list-style-type: none"> ○ Luminaire adopts the maximum value. ○ Emergency luminaire indicates its address as a binary flashing pattern using the status LED. ○ Sensor flashes (e.g. red). b) Acoustic location: a location method in which a network or bus subscriber can be found audibly using its address in the field. Example: <ul style="list-style-type: none"> ○ Sensor beeps.

Table 14: Location types

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More information about the device types

The type is automatically selected, if possible. The following types are available:

Device category	Icon in system image	Device type	Use	
Luminaires		Standard	Standard luminaires	
		Red, green, blue	RGB luminaires (special luminaires)	
		Direct, indirect	Balance luminaires (special luminaires)	
		Warm-white, cool-white	TW luminaires (special luminaires)	
		Tunable White	TW luminaires (DALI device type 8)	
		Emergency luminaire	Self-contained emergency luminaires	<p>i Note Function <i>L'</i> is used to switch luminaires on/off for emergency lighting control gear using a conventional switch. Use of the <i>L'</i> function is only permitted without connection to the DALI control line. If the DALI control line is connected, a bridge must be installed between <i>L</i> and <i>L'</i>. Therefore the <i>L'</i> function must not be used in connection with <i>sceneCOM</i>.</p>
		Emergency luminaire	Self-contained emergency luminaires with switching mode Lighting management	
Input devices – control equipment		Momentary-action switch/standard switch	Momentary-action switches and standard switches	
Input devices – sensors	 	Light sensor	<p>Sensors that detect the available daylight in the room. Includes daylight sensors and ambient light sensors.</p> <ul style="list-style-type: none"> Ambient light sensors: sensors for detecting the reflected artificial light and daylight in the room. <p>i Note <i>basicDIM DGC Sensor</i>: although physically speaking the <i>basicDIM DGC Sensor</i> multi-function sensor is just one device, it must be addressed as two devices for both light detection and presence detection. As a result, the <i>basicDIM DGC Sensor</i> appears twice in the system image:</p> <ul style="list-style-type: none"> once for light detection 	

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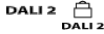

Device category	Icon in system image	Device type	Use
			<ul style="list-style-type: none"> once for presence detection
		Presence detector (generic and MSensorG3)	<p>Presence detectors that detect the presence of moving people and output a corresponding signal to the control system.</p> <p>i Note <i>basicDIM DGC Sensor</i>: although physically speaking the <i>basicDIM DGC Sensor</i> multi-function sensor is just one device, it must be addressed as two devices for both light detection and presence detection. As a result, the <i>basicDIM DGC Sensor</i> appears twice in the system image:</p> <ul style="list-style-type: none"> once for light detection once for presence detection
		Environment sensors	<p>Sensors that detect certain values in a room. The environment sensors detect:</p> <ul style="list-style-type: none"> CO2 concentration Humidity Noise Temperature Power consumption VOC concentration
DALI-2-compliant input devices		DALI-2 master (generic and MSensorG3)	The following DALI-2-compliant input devices are supported since software version 2.16.0: momentary-action switches, presence detectors and light sensors.

Table 15: Device types

i Note

In order to display the instances of a DALI-compliant input device in the system image, proceed as follows:

1. Open App overview > **System image**.
2. Tap the icon  to display the RGA address.
 - ↻ Instances are also displayed.

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9.5 System image

The system image is a list-like representation of the *sceneCOM* system in the web application. It contains rooms, groups and the devices installed in the system. In addition – if available – zones and the addressed control equipment therein are also displayed.

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

Path: App overview > **System image**

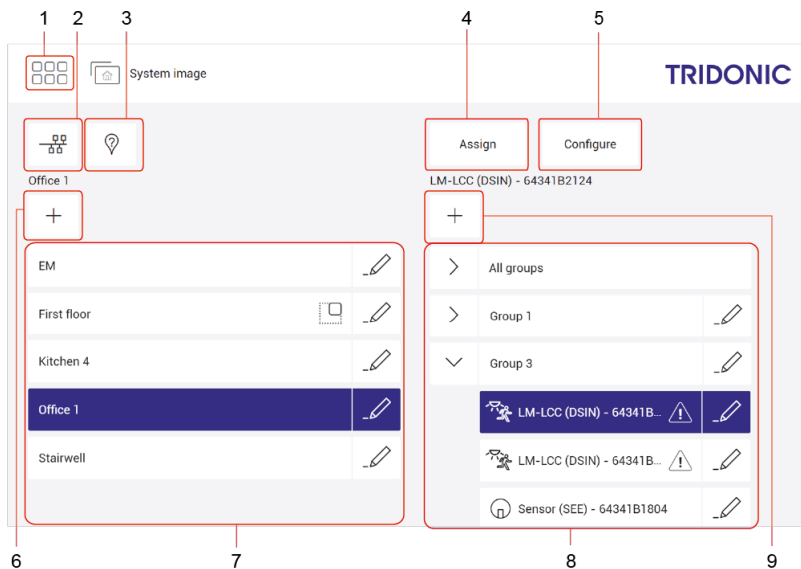



Figure 7: "System image" app view

	Function	Brief description
(1)	Return to app overview	The app overview can be accessed via this button.
(2)	Display RGA address	<p>As soon as you tap the button, the RGA address is displayed instead of the device name (e.g. 2-1-2). This is an address used in <i>sceneCOM</i> systems for communication purposes. It is based on the following address scheme: room address/group address/individual address. This function is mainly used for analysis purposes.</p> <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p>i Note</p> <p>If the device displayed is a sensor conforming to DALI-2, the RGA address is displayed on one side instead of the device name and additionally, all instances are listed below with their own RGA address.</p> </div>
(3)	Locate luminaires and sensors visually	<p>Luminaires and sensors can be located visually to determine where they are situated in the field.</p> <ul style="list-style-type: none"> • A visually located luminaire responds by switching to the maximum level. • A visually located sensor flashes (red, for example). <p>There are three levels of location:</p> <ul style="list-style-type: none"> • an individual device (luminaire or sensor) • all luminaires and sensors in a group • all luminaires and sensors in a room

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	Function	Brief description
(4)	Assign device	<p>With the button Assign you can change the device type and move a device (room and group).</p> <p>When the device is moved, the following rules apply:</p> <ul style="list-style-type: none"> • If the device is automated before being moved (e.g. daylight linking, shows), the scene settings are reset to the default values. • If a fixed control value is assigned to the device before being moved, this control value remains unchanged. • If the device is assigned to a group which is part of a show, the device adopts the settings defined for this show.
(5)	Configure device	<p>The button Configure can be used to configure addressed devices. For more information see Section Configure devices ^[65]</p>
(6)	Create new room	<p>Create a new room. Assign a meaningful name that refers to the real room (e.g. stairwell).</p>
(7)	Select room	<p>Select the room so that the groups in this room are displayed in the right-hand column.</p>
	Select zone	<p>Select the zone so that the control equipment in this zone is displayed in the right-hand column. Zones are also indicated by the following icon in the interface: </p> <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p>i Note</p> <ul style="list-style-type: none"> • Rooms and groups within the zone are not shown in the system image. The rooms and groups in a zone can only be seen in the Zones app. • You cannot create any new zones in the system image. • For more information see Section Zones ^[100] </div>
	Rename room or zone	<p>The pencil icon to the right of a room or zone can be used to rename the room/zone.</p>
	Delete room	<p>The pencil icon to the right of a room can also be used to delete the room.</p> <ul style="list-style-type: none"> • If a room is deleted all groups in this room and all devices including their DALI short addresses within these groups are also deleted. • If this room is already used as the effective range for a function (e.g. conditional scene recall), this assignment is also deleted. • If the room to be deleted is part of a zone, it is also deleted from the zone.
	Delete zone	<p>The pencil icon to the right of a zone can also be used to delete the zone.</p> <ul style="list-style-type: none"> • All control equipment that is directly assigned to a zone will also be deleted when the zone is deleted. • Rooms and groups that were part of this zone are not deleted, however. • If this zone is already used as the effective range for a function (e.g. conditional scene recall), this assignment is also deleted.
(8)	Select group	<p>Tap the arrow in front of a group to view the devices in this group.</p>
	Rename group	<p>The pencil icon to the right of a group can be used to rename the group.</p>

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	Function	Brief description
	Rename device	The pencil icon to the right of a device can be used to rename the device.
	Delete group	The pencil icon to the right of a group can also be used to delete the group. If a group is deleted all devices including their DALI short addresses within this group are also deleted.
	Delete device	<p>The pencil icon to the right of a device can also be used to delete the device including its DALI short address.</p> <div style="background-color: #f0f0f0; padding: 10px;"> <p>i Note</p> <ul style="list-style-type: none"> • If the device is linked, the Remove button is displayed instead of the Delete button. • If the linked device is deleted on the original <i>sceneCOM</i> control device, it is also deleted on the linked <i>sceneCOM</i> control device. For more information see Section Deleting or removing linked devices ^[127] </div>
	<div style="background-color: #f0f0f0; padding: 10px;"> <p>i Note</p> <ul style="list-style-type: none"> • The icon to the left of the device name indicates the device type. For more information see Section Icons ^[156] • If an exclamation mark  is displayed to the right of the device name, a fault has occurred for this device. The Faults app contains an overview of all current faults in the <i>sceneCOM</i> system. For more information see Section Faults ^[146] </div>	
(9)	Create new group	Create a new group within a selected room.

Table 16: Functions of the “System image” app

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9.6 Backing up data

sceneCOM offers different types of data backup: a complete data backup or a partial data backup.

- Complete data backup: the complete data backup is saved on the computer or on a mobile device and contains more information than a partial data backup. The complete data backup provides the advantage of being able to restore the data of the sceneCOM system in full if data loss occurs (e.g. due to a faulty sceneCOM controller).
- Partial data backup: the partial data backup is saved locally on the sceneCOM and only includes the configuration of the sceneCOM system (e.g. system image, scenes, conditional scene recall, presence linking). It is suitable for restoring a previous version of the system after a reconfiguration.

We therefore recommend storing a complete data backup on your computer once commissioning is finished.

Path: App overview > **Data backup**



Note

For more information see Section [Data backup](#) ¹⁴⁷

Backing up data (complete data backup)



Note

This function is not supported by display devices with iOS operating systems.

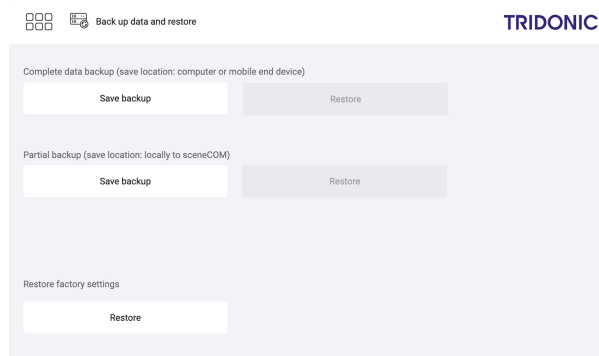
Requirement:

— sceneCOM controller and computer are connected via an Ethernet cable.

Path: App overview > **Data backup**

1. Navigate to the path.

➔ The **Back up data and restore** view is displayed.



9 Commissioning

2. In Section **Complete data backup**, tap the **Save backup** button.

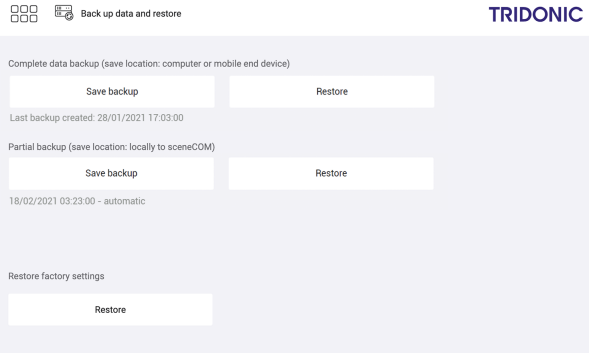
➔ The data backup is created.



Note

The save location depends on the browser settings.

➔ The date and time of the data backup are displayed.



3. Tap this button to access the app overview.

10 Configuration

After commissioning, additional settings can be defined in order to adapt the *sceneCOM* system to your on-site requirements.








Note

Certain apps may be disabled in the *sceneCOM* web application because the licences in question have not been activated. To activate an app, a licence must be requested and then activated via the *sceneCOM Store*.

10.1 Basic settings

Path: App overview > **Basic settings**

In addition to the basic settings which were defined during commissioning, the **Basic settings** app provides the following additional basic settings:

- [Date, time and time zone](#)  45
- [Geographical coordinates](#)  48
- [Network settings](#)  49
- [Naming convention for devices](#)  55
- [Settings for standard scenes](#)  56

10 Configuration

10.1.1 Date, time and time zone

The date and time are used as a basis for all time linking (e.g. conditional scene recall at a specific time) and for the time given for test book and log entries.

Path: App overview > **Basic settings** > **Date and time**



Note

The date and time are automatically changed depending on the time zone. For this reason, we recommend proceeding as follows to set the date, time and time zone:

1. Open the **Date and time** app.
2. Set the time zone.
3. Tap the **Save** button.
 - The changes are saved.
 - The *sceneCOM* controller restarts. This process may take several minutes. The start page is then displayed.
4. Open the **Date and time** app again.
5. Set the date.
6. Set the time.
7. Tap the **Save** button.
 - The changes are saved.
 - The **Basic settings** view is displayed.

10 Configuration

The following contains an overview of the functions in the **Date and time** app.

Functions when input is manual:

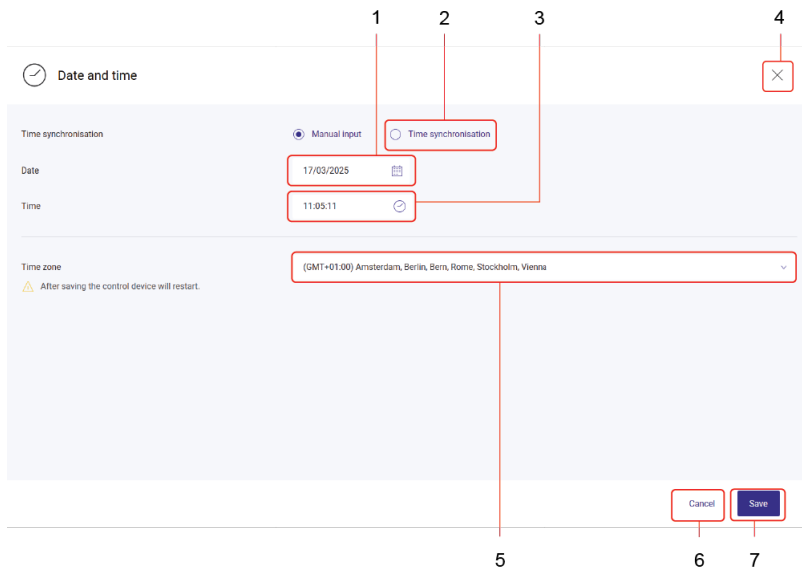


Figure 8: View of the “Date and time” app when input is manual

	Function	Brief description
(1)	Select a date from the calendar	You can use this button to select the desired date from the calendar.
(2)	Enable time synchronisation	Tapping this button enables automatic time synchronisation via the NTP server.
(3)	Set the time	You can use this button to set the desired time manually (hours, minutes, seconds).
(4)	Discard changes	As soon as you tap the cross, the changes are discarded and the Basic settings view is displayed.
(5)	Set the time zone	You can use this button to select the desired time zone.
(6)	Discard changes	Tap this button to discard the changes and display the Basic settings view.
(7)	Save changes	Tap this button to save the changes. ➤ If only the date and time have been changed, or the time synchronisation enabled, the Basic settings view appears. – or – ➤ If the date, time and time zone or the time zone alone has been changed, the <i>sceneCOM</i> controller restarts. This process may take several minutes. The start page is then displayed.

Table 17: Functions in the “Date and time” app when input is manual

i Note
 If you have not made any changes yet, the **Close** button is displayed instead of the **Cancel** and **Save** buttons.

10 Configuration

Functions when time synchronisation is enabled:

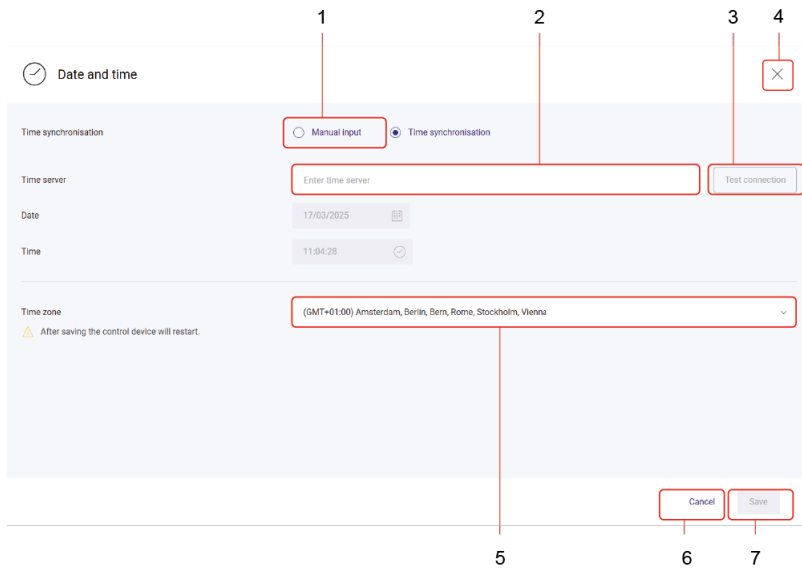


Figure 9: Functions in the “Date and time” app when time synchronisation is enabled

	Function	Brief description
(1)	Enter date and time manually	Tap this button to disable time synchronisation.
(2)	Enter time server	Enter the name of the time server used to automatically synchronise the time. <div style="border: 1px solid gray; padding: 5px;"> <p>i Note</p> <p>The DNS server, which is used to find the IP address of the time server, must additionally be configured in order for time synchronisation to be performed. Alternatively the IP address of the server can be entered directly.</p> </div>
(3)	Test connection	Tap this button to test whether the connection to the time server can be established.
(4)	Discard changes	As soon as you tap the cross, the changes are discarded and the Basic settings view is displayed.
(5)	Set the time zone	You can use this button to select the desired time zone.
(6)	Discard changes	Tap this button to discard the changes and display the Basic settings view.
(7)	Save changes	Tap this button to save the changes. ➤ If only the date and time have been changed, or the time synchronisation disabled, the Basic settings view appears. – or – ➤ If the date, time and time zone or the time zone alone has been changed, the <i>sceneCOM</i> controller restarts. This process may take several minutes. The start page is then displayed.

Table 18: Functions in the “Date and time” app when time synchronisation is enabled

10 Configuration

10.1.2 Geographical coordinates

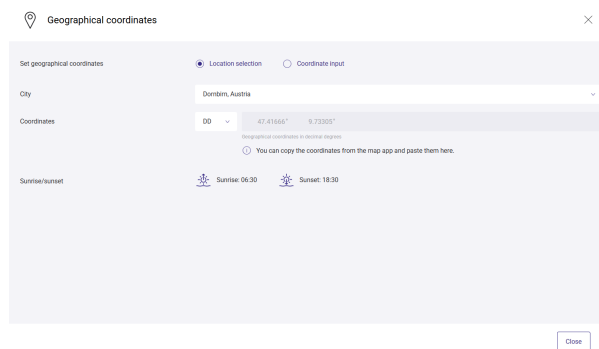
The *sceneCOM* controller uses the geographical coordinates to determine the time of the sunrise and sunset at that specific location. These times are a requirement to configure day/night shows and use the **Sunrise/sunset** condition for the conditional scene recall.

Path: App overview > **Basic settings** > **Geographical coordinates**

Changing geographical coordinates

Path: App overview > **Basic settings** > **Geographical coordinates**

1. Navigate to the path.
 - ➔ The **Geographical coordinates** view is displayed.



2. To select a previously defined location, tap the dropdown list and then select the desired location.

– or –

2. Select the **Coordinate input** option and enter the coordinates.

i Note

- Select how you want to enter the coordinates:
 - **DD**: coordinates in decimal degrees
 - **DMS**: coordinates in degrees, minutes and seconds
 - **DDM**: coordinates in degrees and decimal minutes
- You can copy the coordinates from the map app and paste them here. The format is automatically detected.

➔ The times for the sunrise and sunset are updated.

3. Tap the **Save** button.
 - ➔ The **Basic settings** view is displayed.
4. Tap this button to access the app overview.



10 Configuration

10.1.3 Network settings

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

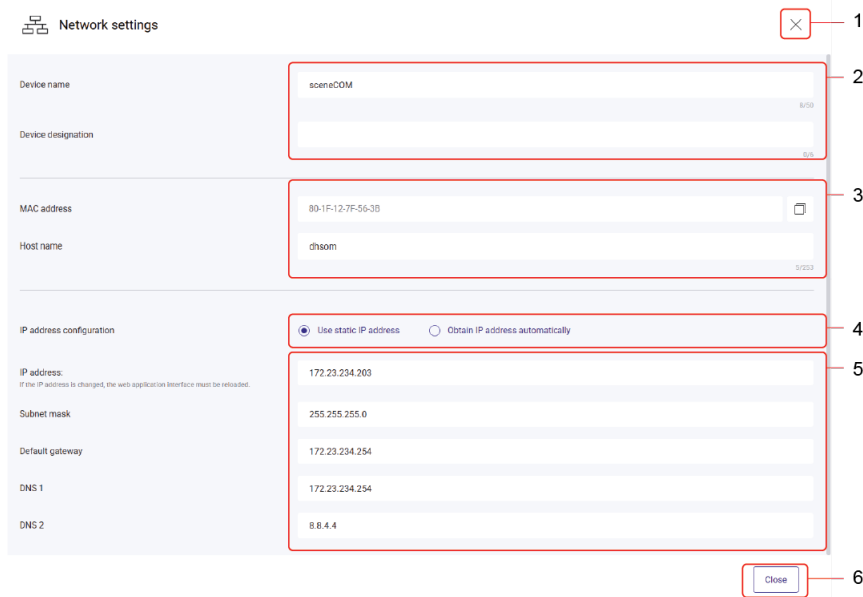


Figure 10: View of the “Network settings” app

	Function	Brief description
(1)	Discard changes	As soon as you tap the cross, the changes are discarded and the Basic settings view is displayed.
(2)	Device name	The device name is <i>sceneCOM</i> by default. You can change the device name of the <i>sceneCOM</i> . For easier assignment, we recommend giving the <i>sceneCOM</i> installed in your <i>sceneCOM</i> system a unique name (e.g. <i>sceneCOM</i> ground floor).
	Device designation	The device designation is a short form of device name that is used in an Infinity system in order to uniquely assign the RGA address of a device (e.g. luminaire) to a control device. You can change the device designation of the <i>sceneCOM</i> . <div style="background-color: #f0f0f0; padding: 10px;"> <p>i Note</p> <p>The maximum length of the device designation is six characters, such as</p> <ul style="list-style-type: none"> ○ SC01 as an abbreviation for <i>sceneCOM 01</i>. ○ GF01 as an abbreviation for the first <i>sceneCOM</i> on the ground floor. ○ 2.F01 as an abbreviation for the first <i>sceneCOM</i> on the second floor. </div>
(3)	MAC address	The MAC address is displayed and can be copied by tapping the button.
	Host name	The host name is visible in the network and can be changed as needed.

10 Configuration

	Function	Brief description
(4)	Use static IP address	<p>You can define whether the <i>sceneCOM</i> controller uses a static IP address or obtains an IP address automatically. A static IP address is assigned by default.</p> <div style="background-color: #f0f0f0; padding: 10px;"> <p>i Note</p> <p>The following default settings are stored in the <i>sceneCOM</i>:</p> <ul style="list-style-type: none"> • Default IP address of the <i>sceneCOM</i>: 10.10.40.254 • Default subnet mask: 255.255.0.0 </div>
	Obtain IP address automatically	<p>If a DHCP server is installed on your network, the <i>sceneCOM</i> controller can obtain the IP address automatically via the server. The advantages of this are that you do not have to ensure that the IP address has already been assigned in the network and any potential IP address conflicts are automatically resolved.</p>
(5)	IP address, subnet mask, default gateway, DNS 1, DNS 2	<p>You can change the IP address, subnet mask, default gateway and DNS 1 and 2 here.</p>
(6)	Discard changes	<p>Tap this button to discard the changes and display the Basic settings view.</p>
		<div style="background-color: #f0f0f0; padding: 10px;"> <p>i Note</p> <p>If you make changes, the Close button will disappear and the Cancel and Save buttons will be displayed.</p> </div>

Table 19: Functions in the “Network settings” app

10 Configuration

Using a static IP address



Note

The new IP address must be within the same IP address range for the web application to automatically be redirected to the new IP address. Example:

- Old IP address: 10.10.40.254
- New IP address: 10.10.40.201

Path: App overview > **Basic settings** > **Network settings**

1. Navigate to the path.

➔ The **Network settings** view is displayed.

Network settings

Device name	sceneCOM
Device designation	
MAC address	80:1f:12:7f:50:38
Host name	dhsom
IP address configuration	<input checked="" type="radio"/> Use static IP address <input type="radio"/> Obtain IP address automatically
IP address	172.23.234.203
Subnet mask	255.255.255.0
Default gateway	172.23.234.254
DNS 1	172.23.234.254
DNS 2	8.8.4.4

Close

➔ The **Use static IP address** option is active.

➔ The IP address, subnet mask, default gateway and DNS 1 or 2 are displayed below.

2. Change the value.

3. Note down the new IP address if it is located in a different IP address range.

4. Tap the **Save** button as soon as all the necessary data has been changed.

➔ The changes are saved.

➔ If the old and new IP address are located in the same IP address range, the web application is automatically redirected to the new IP address.

– or –

➔ If the old and new IP address are located in different IP address ranges, the web application is not automatically redirected to the new IP address. A corresponding message is displayed.



Note

▷ Open the web application in the browser using the new IP address.

10 Configuration

Obtaining an IP address automatically

If a DHCP server is installed on your network, the *sceneCOM* controller can obtain the IP address automatically via the server. The advantages of this are that you do not have to ensure that the IP address has already been assigned in the network and any potential IP address conflicts are automatically resolved.

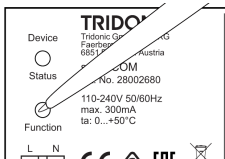
Path: App overview > **Basic settings** > **Network settings**



1. Navigate to the path.
 - ➔ The **Network settings** view is displayed.
2. Enable the **Obtain IP address automatically** option.
3. Tap the **Save** button.
 - ➔ The changes are saved.
 - ➔ The web application is not automatically redirected to the new IP address. A corresponding message is displayed.
4. Request a new IP address from your IT manager.
5. Open the web application in the browser using the new IP address.

Resetting the network settings to factory settings

The network settings can be reset at any time using the function key on the *sceneCOM* controller.



1. Press the function key.
2. Release the function key in the 3rd orange phase.
 - ➔ The network settings are reset to the factory settings.

10 Configuration

Network ports used

The corresponding network port must be opened to use the respective service:

Service	Port	Protocol	Communication	Incoming	Outgoing	Client	Server	Description
sceneCOM web application via HTTPS (secure)	443	TCP	HTTPS	x		Browser	Controller	HTTPS – sceneCOM web application
	4445	TCP	HTTPS	x				HTTPS – user management
sceneCOM service page via HTTPS (secure)	8443	TCP	HTTPS	x		Browser	Controller	HTTPS – service page
sceneCOM web application via HTTP (unsecure)	80	TCP	HTTP	x		Browser	Controller	HTTP – sceneCOM web application If portal connection via HTTP is not permitted, the web application is redirected to port 443.
	4444	TCP	HTTP	x				HTTP – user management
sceneCOM service page via HTTP (unsecure)	8080	TCP	HTTP	x		Browser	Controller	HTTP – service page If portal connection via HTTP is not permitted, the service page is redirected to port 8443.
REST API	443	TCP	HTTPS	x		REST client	Controller	HTTPS – REST In addition to external system connection, the REST API is also used in linking
MQTT	8883	TCP	MQTTS	x	x	MQTT client	Controller	MQTTS In addition to external system connection, MQTT is also used in linking
BACnet	47808	UDP	BACnet	x		BACnet client	Controller	Support for BACnet communication

10 Configuration

Service	Port	Protocol	Communication	Incoming	Outgoing	Client	Server	Description
sceneCOM infinity	45111	UDP	Multicast	x	x	Controller	Controller	OM multicast (data interface) Multicast via IPv4: 239.1.1.1 Port and IP address can be configured
	45112	UDP	Multicast	x	x			CMD multicast (command interface) Multicast via IPv4: 239.1.1.2 Port and IP address can be configured
NTP*	123	UDP	NTP		x	Controller	NTP server	Time synchronisation
emLINK v3	443	TCP	HTTPS	x		emLINK	Controller	HTTPS – web application
	8889	TCP	HTTPS	x				WSS – WebSocket Secure
Network location	5353	UDP	mDNS	x		emLINK	Controller	Automatic controller search by emLINK Multicast via IPv4: 224.0.0.251 or IPv6: ff02::fb
SSH	22	TCP	SSH	x		SSH client	Controller	Direct connection to controller; access for development
Service interface	6852/ 6853	TCP		x		Gateway client (service interface)	Controller	Direct connection to service interface via analysis tools like MMT and LMW-ADMP Only available if a connection to the service interface is permitted.

Table 20: Network ports used

* In version 3.8.0 and higher, this network port is disabled if control device linking or Infinity mode are not used.

10 Configuration

10.1.4 Naming convention for devices

Set names are suggested by default for all devices during addressing. These names are created by combining the identifier (module ID), channel identification and production number. The convention for assigning names can be customised for the different device categories. In the settings for the naming convention, you can set device names to be created from a user-defined name and a suffix (counter or production number). The naming convention is applied to suggestions for all devices being newly addressed and can be changed in the course of addressing if desired. Devices that have already been addressed retain their previously assigned names.



Note

User-defined names cannot be used to import devices already addressed.

Path: App overview > **Basic settings** > **Naming convention for devices**

1. Navigate to the path.

➔ The **Naming convention for devices** view is displayed.

Only new devices apply the new naming conventions. Devices already addressed retain their names.

Naming convention	Standard name	User-defined name
Luminaires		Luminaire
Input devices		Input Device
Signalling contacts		Relay
DALI-2 devices		DALI-2 Master
Suffix		<input checked="" type="radio"/> Counter (per group) <input type="radio"/> Production number (p. no.)

Cancel Save

2. Enable the **User-defined name** option.

3. Enter a new user-defined name next to the desired device category.

4. Select the **Counter (per group)** or **Production number** suffix.

5. Tap the **Save** button.

➔ The new naming convention is defined for the selected device category and is applied to suggestions for all devices of this category being newly addressed.

➔ The **Basic settings** view is displayed.

6. Tap this button to access the app overview.



10 Configuration

10.1.5 Settings for standard scenes

You have the option of editing or deleting the five preset standard scenes (Absence, Working, Writing, Meeting and Workshop) and defining additional standard scenes.

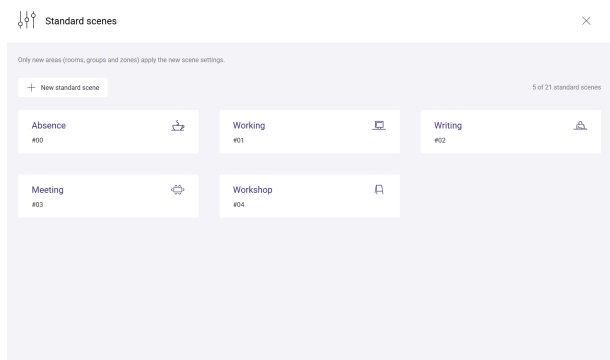
i Note
The new standard scenes are only applied to new areas (rooms, groups and zones).

Path: App overview > **Basic settings** > **Settings for standard scenes**

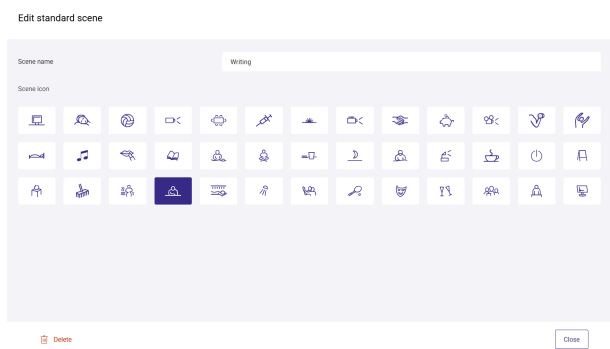
Editing standard scenes

Path: App overview > **Basic settings** > **Settings for standard scenes**

1. Navigate to the path.
 ➔ The **Standard scenes** view is displayed.



2. Tap the standard scene.
 ➔ The **Edit standard scene** view is displayed.



3. Change the scene name and scene icon.
4. Tap the **Save** button.
 ➔ The settings for the standard scene are saved.
 ➔ The **Standard scenes** view is displayed.
5. Tap the button.
 ➔ The **Basic settings** view is displayed.
6. Tap this button to access the app overview.



10 Configuration

Deleting standard scenes

Path: App overview > **Basic settings** > **Settings for standard scenes**

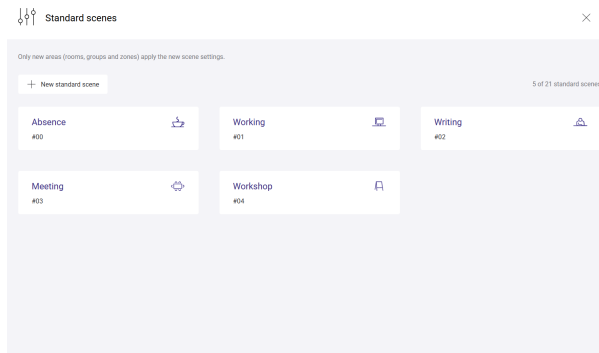
i

Note

The two **Absence** and **Working** standard scenes cannot be deleted.

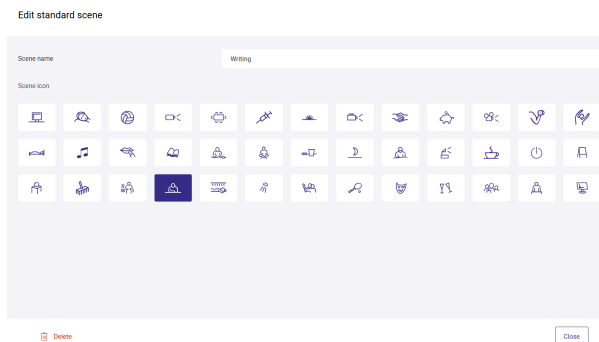
1. Navigate to the path.

➔ The **Standard scenes** view is displayed.



2. Tap the standard scene.

➔ The **Edit standard scene** view is displayed.



3. Tap the **Delete** button.

➔ The **Delete standard scene** view is displayed.

4. Tap the **Delete** button again.

➔ The **Standard scenes** view is displayed.

5. Tap the button.

➔ The **Basic settings** view is displayed.

➔ The standard scene is deleted.

6. Tap this button to access the app overview.



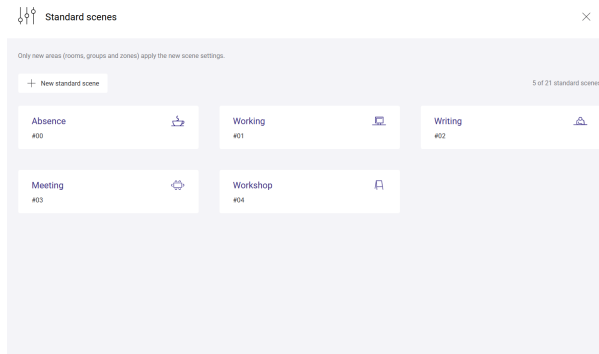
10 Configuration

Creating a new standard scene

Path: App overview > **Basic settings** > **Settings for standard scenes**

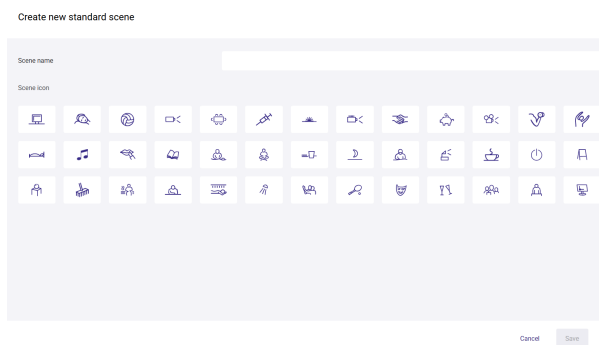
1. Navigate to the path.

➔ The **Standard scenes** view is displayed.



2. Tap the **New standard scene** button.

➔ The **Create new standard scene** view is displayed.



3. Enter a scene name.

4. Select a scene icon.

5. Tap the **Save** button.

➔ The new standard scene is created and saved.

➔ The **Standard scenes** view is displayed.

6. Tap the button.

➔ The **Basic settings** view is displayed.

7. Tap this button to access the app overview.



10 Configuration

10.2 Security settings

Security-relevant network settings and certificate settings are defined in the security settings.

- [Network](#) ⁵⁹
- [Certificates](#) ⁶¹

10.2.1 Network

Allowing portal connection via HTTP

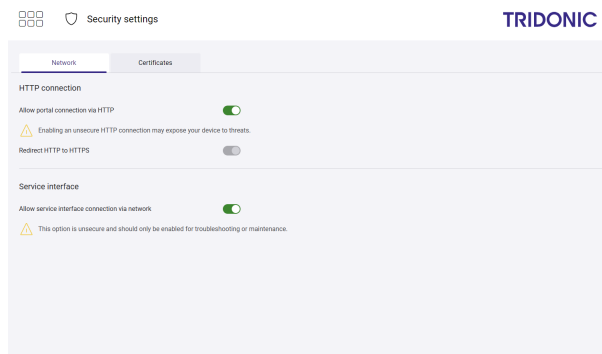
i

Note

All data, including the password, is transferred unencrypted when a connection is established via HTTP. This function should only be enabled if the network used is secure and unencrypted connections are permitted.

Path: App overview > **Security settings** > **Network**

1. Navigate to the path.
 ➔ The **Network** view is displayed.



2. Enable the **Allow portal connection via HTTP** option.
 ➔ The connection via HTTP is enabled if redirection to HTTPS occurs automatically due to the browser settings.
 ➔ A note appears stating that an unsecure connection has been enabled.



3. Tap this button to access the app overview.

10 Configuration

Allowing connection to the service interface via the network

Path: App overview > **Security settings** > **Network**



1. Navigate to the path.
 - ➔ The **Network** view is displayed.
2. Enable the **Allow service interface connection via network** option.
 - ➔ A note appears, indicating that an unsecure connection from the network to the service interface has been enabled.



Note

This option should only be enabled for troubleshooting and maintenance purposes.



3. Tap this button to access the app overview.

10 Configuration

10.2.2 Certificates

In the certificate settings, you can select between using a self-signed security certificate or an external security certificate that must be signed by a root certificate authority. The certificates are used for secure communication via HTTPS, as well as REST API and MQTT. The external security certificate must be renewed periodically.

i Note

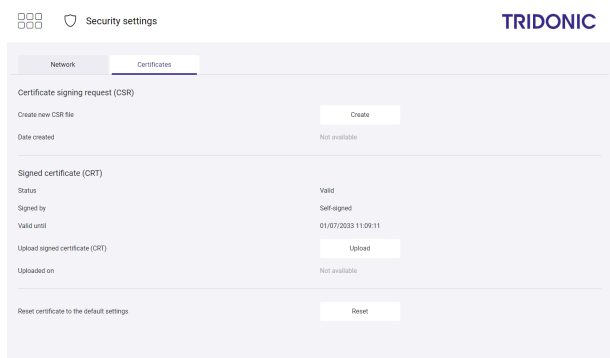
- A self-signed security certificate is stored by default.
- The self-signed security certificate stored in advance is valid for 10 years.
- The certificate is encrypted for HTTPS via a 2,048-bit key.

Creating an external security certificate

Path: App overview > **Security settings** > **Certificates**

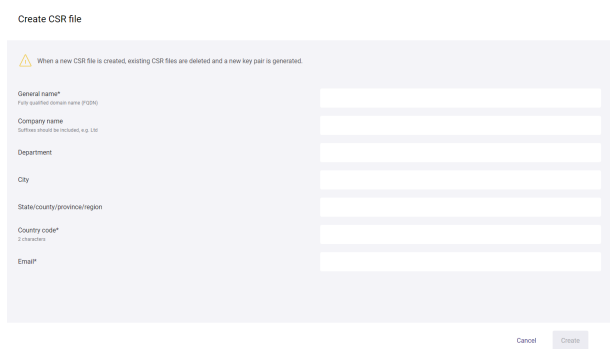
1. Navigate to the path.

➔ The **Certificates** view is displayed.



2. Tap the **Create** button.

➔ The **Create CSR file** view is displayed.



3. Enter a general name (fully qualified domain name), the country code and the email address.

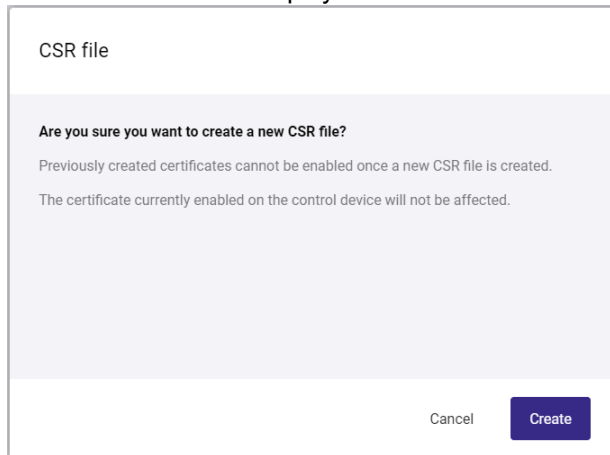
i Note

Make sure that you enter a valid domain name. The security certificate is issued to this fully qualified domain name. This domain name must be set up on the local domain name server for accessing the web application, in order to use the security certificate correctly.

10 Configuration

4. Enter the rest of the data, such as the company name, if desired.
5. Tap the **Create** button.

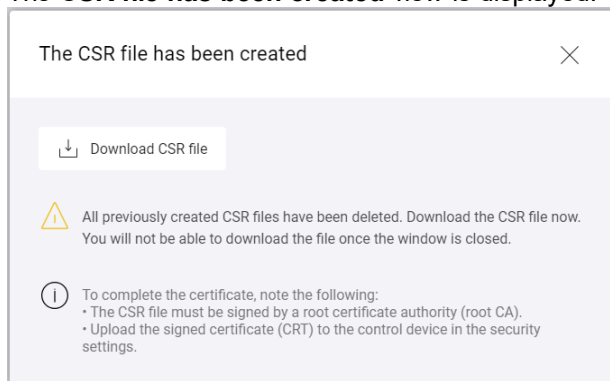
➔ The **CSR file** view is displayed.



6. Tap the **Create** button.

➔ The CSR file is created.

➔ The **CSR file has been created** view is displayed.



7. Tap the **Download CSR file** button within 5 minutes.

➔ Existing CSR files are deleted.

➔ The newly created file is downloaded.

8. Tap the icon.

➔ The **Certificates** view is displayed.



Note

The downloaded CSR file must be signed by a root certificate authority.

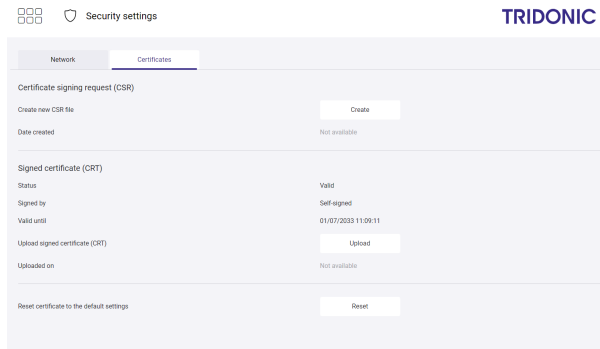
×

10 Configuration

Enabling an external security certificate

Path: App overview > **Security settings** > **Certificates**

1. Navigate to the path.
 ➔ The **Certificates** view is displayed.

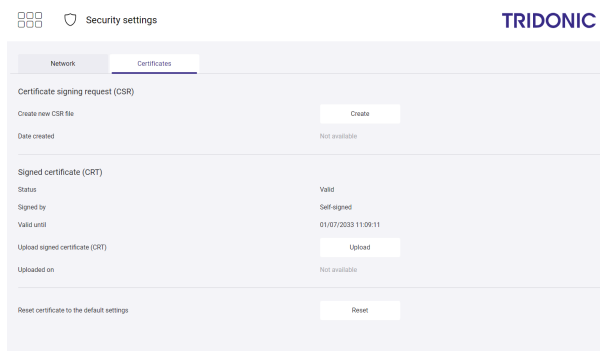


2. Tap the **Upload** button.
3. Select and upload the signed certificate.
 ➔ The **signed certificate is being uploaded...** view is displayed.
4. Tap the **Reload** button.
 ➔ The web application reloads.
 ➔ The start page appears.

Resetting to a self-signed certificate

Path: App overview > **Security settings** > **Certificates**

1. Navigate to the path.
 ➔ The **Certificates** view is displayed.



2. Tap the **Reset** button.
 ➔ The **Reset certificate settings** view is displayed.
3. Tap the **Reset** button.
 ➔ The web application reloads.
 ➔ The start page appears.

10 Configuration



Note

Tapping **Reset** deletes ongoing signing processes and replaces existing certificates with a self-signed certificate. The self-signed certificate is valid for ten years from issue.

10 Configuration

10.3 Configuring devices

The devices installed in your *sceneCOM* system can be configured via the system image.

Configuring a device

Path: App overview > **System image**

1. Navigate to the path.
 2. In the left-hand column, select the room containing the device to be configured.
 - ➔ Groups created in the room are displayed in the right-hand column.
 3. Tap the arrow to the left of the group containing the device to be configured.
 - ➔ The devices in this group are displayed.
 4. In the right-hand column, select the device to be configured.
 - ➔ The **Configure** button is enabled.
 5. Tap the **Configure** button.
 - ➔ The **Configure [xy]** view is displayed.
- | | |
|----------|---|
| i | <p>Note</p> <p>[xy] stands for a device type in each case, e.g. Configure TW luminaire.</p> |
|----------|---|
6. Configure the device.
 7. Tap the tick mark.
 - ➔ The settings are saved.
 - ➔ The **System image** view is displayed.
 8. Tap this button to access the app overview.

- | | |
|----------|--|
| i | <p>Note</p> <p>If the device being configured supports DALI-2, the respective master is displayed in the system image. To configure the individual instances (input elements), proceed as follows:</p> <ol style="list-style-type: none"> 1. Select the DALI-2 device in the respective group. 2. Tap the Configure button. <ul style="list-style-type: none"> ➔ The Configure [xy] view is displayed. ➔ The first instance of the device is displayed. 3. Change the instance name (important for presence and daylight linking). 4. Configure the instance. Depending on the type of instance, different configuration options are available. 5. Use the > and < buttons to select the next instance to be configured. <ul style="list-style-type: none"> ➔ The settings are saved. 6. Tap the tick mark once all instances have been configured. <ul style="list-style-type: none"> ➔ The settings are saved. ➔ The System image view is displayed. |
|----------|--|

10 Configuration

10.3.1 Configuration options: luminaires

Path: App overview > **System image**

The following luminaires can be configured in your *sceneCOM* system:

- Standard luminaires
- Special luminaires: RGB luminaires, Balance luminaires and TW luminaires
- Self-contained emergency luminaires

The following table provides a description of the individual configuration options:

Parameter	Description
Lower dimming limit	The dimming range is 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.
Upper dimming limit	
System Failure Level	Specifies the value the control gear adopts after a DALI bus failure. Enable System Failure Level Mask to ensure no change is made upon restoration following a DALI bus failure.
Power On Level	Specifies the value the control gear adopts after a voltage supply failure. Enable Power On Level Mask to ensure no change is made upon restoration following a voltage supply failure.
Switching mode (Only for self-contained emergency luminaires)	<p>Type of behaviour emergency luminaires can have during mains and/or emergency operation. The following switching modes are available:</p> <ul style="list-style-type: none"> • Maintained light: switching mode in which the emergency luminaire is permanently switched on during both mains and emergency operation. The emergency luminaires cannot be dimmed/brightened. This switching mode is used, for example, for safety sign luminaires. • Non-maintained light: switching mode in which the emergency luminaire is switched off during mains operation but switched on during emergency operation (in the event of a mains failure and during emergency lighting tests). • Lighting management: switching mode in which the emergency luminaire can be switched on and off as well as dimmed/brightened during mains operation, but is always switched on during emergency operation. <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p>i Note</p> <ul style="list-style-type: none"> • A switching mode is assigned to each emergency luminaire by default during addressing. The assigned switching mode depends on the type of emergency luminaire. • Not every emergency luminaire supports all switching modes; if a switching mode is not supported, it is greyed out. </div>

10 Configuration


Parameter	Description
<p>Test group (Only for self-contained emergency luminaires)</p>	<p>During a duration test, a power failure is simulated in order to test whether the emergency luminaire is functioning properly and whether the battery achieves its nominal operating duration. In order to ensure that a previous duration test has not emptied all batteries in an emergency, a duration test is not performed simultaneously for all self-contained emergency luminaires; the emergency luminaires are tested in two test groups (test group A and test group B). A test group is a group of self-contained emergency luminaires that are tested simultaneously during an automatic duration test.</p> <p>The self-contained emergency luminaires are automatically assigned to test groups A and B during addressing. The assignment takes place alternately. The assignment can be changed at any time.</p> <div style="background-color: #f0f0f0; padding: 10px; border: 1px solid #ccc;"> <p> WARNING</p> <p>If test groups are incorrectly assigned, the emergency lighting will not function.</p> <p>If too many emergency luminaires are tested simultaneously, the emergency lighting function cannot be guaranteed in an emergency.</p> <ul style="list-style-type: none"> Ensure that the emergency luminaires are distributed equally between test group A and B, e.g. 25 emergency luminaires in test group A and 25 emergency luminaires in test group B. Ensure that all emergency luminaires in the test groups are also spatially distributed. </div>
<p>Info text 1–3 (Only for self-contained emergency luminaires)</p>	<p>Information entered by the user for the self-contained emergency luminaire (e.g. lamp type, article number).</p>

Table 21: Configuration options – Luminaires

10 Configuration

10.3.2 Configuration options: input devices

Path: App overview > **System image**

The following input devices can be configured in your *sceneCOM* system:

- [Momentary-action switches/standard switches](#) ⁶⁸
- [Light sensors](#) ⁷²
- [Presence detectors](#) ⁷²
- [basicDIM DGC sensor](#) ⁷³

Momentary-action switch/standard switch

The following table provides a description of the individual configuration options:

Parameter	Description
<p>Operating mode</p>	<p>This setting determines the function of the installed momentary-action switch or standard switch.</p> <ul style="list-style-type: none"> • MAS: scene recall and dim/brighten Momentary-action switch which can be used to recall the presence and absence scenes and dim and brighten the lighting. • MAS: scene recall only Momentary-action switch which can only be used to recall the presence and absence scenes. • MAS: brighten/dim only Momentary-action switch which can only be used to dim and brighten the lighting. • MAS: brighten only Momentary-action switch which can only be used to brighten the lighting. • MAS: dim only Momentary-action switch which can only be used to dim the lighting. • MAS: presence scene only Momentary-action switch which can only be used to recall the presence scene. • MAS: absence scene only Momentary-action switch which can only be used to recall the absence scene. • MAS: absence scene and dim Momentary-action switch which can be used to recall the absence scene and dim the lighting. • MAS: presence scene and dim Momentary-action switch which can be used to recall the presence scene and dim the lighting. • MAS: absence scene and brighten Momentary-action switch which can be used to recall the absence scene and brighten the lighting. • MAS: presence scene and brighten Momentary-action switch which can be used to recall the presence scene and brighten the lighting. • Std switch Switch which can only be used to recall the presence and absence scenes.

10 Configuration

Parameter	Description
	<p>i Note</p> <p>If a conventional presence detector is connected to a standard switch input device, the Std switch operating mode must be selected. A conventional presence detector does not send any information directly to the bus; the presence information is only forwarded electrically using the contact state.</p>
Presence scene*	Scene, which the user recalls using the momentary-action switch/standard switch when entering the room.
Absence scene*	Scene, which the user recalls using the momentary-action switch/standard switch when exiting the room.
Fade time to presence scene*	Time during which the absence scene changes to a value (scene, presence value).
Fade time to absence scene*	The time it takes to change from one value (scene, presence value) to the absence scene.
Mode of operation (presence/absence scene)*	Mode of operation controlled when the presence or absence scene is recalled.
Mode of operation (dim/brighten)*	<p>Mode of operation controlled during dimming/brightening.</p> <p>i Note</p> <p>Mode of operation Tunable White is only supported by TW luminaires (<i>DALI Device Type 8</i>). The colour temperature of TW luminaires (special luminaires) cannot be changed via momentary-action switch/standard switch.</p>

Table 22: Configuration options – Momentary-action switch/standard switch



Note

Whether parameters marked with an asterisk (*) can be configured depends on the selected operating mode. The following table provides an overview of which parameters can be configured in which operating mode.

10 Configuration

Operating mode	Presence scene	Absence scene	Fade time to absence scene
MAS: scene recall and dim/brighten	✓	✓	✓
MAS: scene recall only	✓	✓	✓
MAS: brighten/dim only	✗	✗	✗
MAS: brighten only	✗	✗	✗
MAS: dim only	✗	✗	✗
MAS: presence scene only	✓	✗	✓
MAS: absence scene only	✗	✓	✓
MAS: absence scene and dim	✗	✓	✓
MAS: presence scene and dim	✓	✗	✗
MAS: absence scene and brighten	✗	✓	✓
MAS: presence scene and brighten	✓	✗	✗
Standard switch	✓	✓	✓

Table 23: Overview of configuration options for momentary-action switches/standard switches depending on operating mode (part 1)

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Operating mode	Fade time to presence scene	Mode of operation (presence/absence scene)	Mode of operation (dimming)
MAS: scene recall and dim/brighten	✓	✓	✓
MAS: scene recall only	✓	✓	✗
MAS: brighten/dim only	✗	✗	✓
MAS: brighten only	✗	✗	✓
MAS: dim only	✗	✗	✓
MAS: presence scene only	✓	✓	✗
MAS: absence scene only	✗	✓	✗
MAS: absence scene and dim	✗	✓	✓
MAS: presence scene and dim	✓	✓	✓
MAS: absence scene and brighten	✗	✓	✓
MAS: presence scene and brighten	✓	✓	✓
Standard switch	✓	✓	✗

Table 24: Overview of configuration options for momentary-action switches/standard switches depending on operating mode (part 2)

10 Configuration

Presence detector

Presence detectors are used to determine whether moving people are present. This information is required for presence linking, which is configured in the *sceneCOM*. If the *sceneCOM* controller fails, the presence detector no longer works.

The following table provides a description of the parameters displayed:

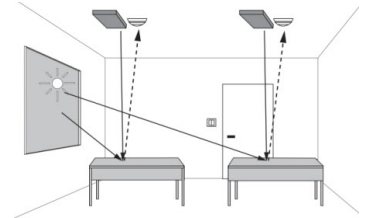
Parameter	Description
Presence status	Status which provides information about whether the presence detector is currently detecting the presence or absence of moving persons.

Table 25: Parameter – Presence detector

Light sensor

Light sensors are sensors for recording the daylight in a room.

- Ambient light sensors: Sensors that detect the reflected artificial light and daylight in the room.



Among other things, this sensor values is needed for daylight linking and the conditional scene recall with the twilight condition.

The following table provides a description of the parameters displayed:

Parameter	Description
Current sensor value	Illuminance (lx) which the light sensor is currently recording.

Table 26: Parameter – Light sensor

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basicDIM DGC Sensor

The *basicDIM DGC Sensor* is a multi-function sensor for presence and light detection.

Although the *basicDIM DGC Sensor* multi-function sensor is only one physical device, it appears twice in the system image:

- ⊙ 1 x for presence detection
- ⊗ 1 x for light detection

For this reason, both a presence detector and a light sensor must be configured in the system image.

Presence detection

The presence or absence of moving persons is determined via the presence detection. This information is required for presence linking, which is configured in the *sceneCOM* controller. If the *sceneCOM* fails, the presence detector no longer works.

The following table provides a description of the parameters displayed:

Parameter	Description
Presence status	Status which indicates whether the presence detector is currently detecting the presence or absence of moving persons.

Table 27: Parameter – presence detection

Light detection

The light detection detects the available daylight in the room. This information is needed, inter alia, for the daylight linking and for the conditional scene recall with the condition "twilight".

The following table provides a description of the parameters and functions which are displayed:

Parameter	Description
Measured illuminance	Reference value for calibrating the light sensor. Measure the reference value with a luxmeter beneath the sensor and enter this value in the field. <i>sceneCOM</i> uses this reference value for daylight linking, among other things.
Calibrate	Procedure in which the reference value is stored which is subsequently used for various functions (for daylight linking and the conditional scene recall with the twilight condition, among other things).
Current sensor value (uncalibrated)	Illuminance (lx) which the uncalibrated light sensor is currently recording.
Current sensor value (calibrated)	Illuminance (lx) which the calibrated light sensor is currently recording.
Algorithm for daylight linking	Indicates the algorithm currently used for ambient light sensors.

Table 28: Parameters and functions – light detection

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10.3.3 Configuration options: DALI-2 devices

The following table provides a description of the parameters:

Parameter	Description
Instance name	The name of the instance, entered by the user.
Effective range	<p>The effective range to which the instance has been assigned.</p> <ul style="list-style-type: none"> • Switch/remote control: if a new effective range is selected for switches or remote controls, the corresponding switch/remote control is also displayed in the new area (room, group or zone) in the system image. • Light sensor: <ul style="list-style-type: none"> ○ Shows the effective range assigned to the sensor in the Daylight linking app. ○ If the sensor is used for the conditional scene recall with the twilight condition, the effective range in which the condition is active is also displayed. • Presence detector: shows the effective range assigned to the sensor in the Presence linking app.

Table 29: Configuration options – DALI-2 devices



Note

The individual configuration options for the instances can be found in the relevant sections covering configuration options for input devices.

For more information see Section [Configuration options: input devices](#) ⁶⁸

10 Configuration

10.4 Scenes

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
	Absence
	Working
	Writing
	Meeting
	Workshop

Table 30: Standard scenes



Note

Defaults are stored for these scenes.
For more information see Section [Factory settings](#) ¹⁵⁶

10 Configuration

10.4.1 Overview of the “Scenes” app

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

Path: App overview > **Scenes**

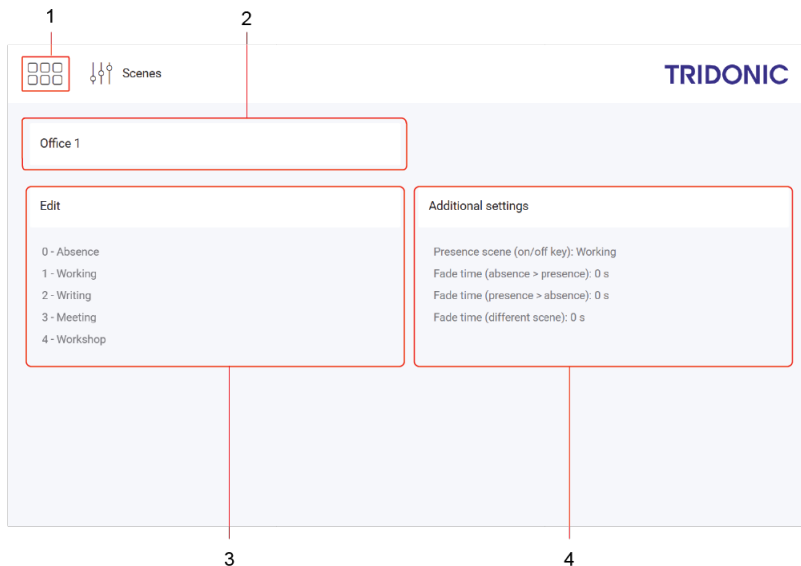


Figure 11: “Scenes” app view

	Function	Brief description
(1)	Return to app overview	The app overview can be accessed via this button.
(2)	Selecting effective range	<p>A scene is created for a specific effective range. Select the effective range (room or zone) in which you want to create or change a scene.</p> <div style="background-color: #f0f0f0; padding: 10px;"> <p>i Note</p> <ul style="list-style-type: none"> The view in the Edit scene area differs depending on whether a room or zone is selected as the effective range. If a room is selected as the effective range, you can define the scene at room, group and device level. For more information see Section Configuring scenes for rooms ⁷⁹ You can also select a group as the effective range. In this case, however, you can only define the additional settings related to this group; you cannot edit the scene because this is defined for the room. </div>

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	Function	Brief description
(3)	Edit scene	<p>A scene can comprise different settings, depending on the devices installed (e.g. intensity).</p> <div style="background-color: #f0f0f0; padding: 10px;"> <p>i Note A description of the Edit scene view can be found in the next section.</p> </div>
(4)	Define additional settings for start page	<p>For each effective range (group/room/zone), you can define the following additional settings for recalling a scene via the start page:</p> <ul style="list-style-type: none"> • Presence scene (on/off key): scene recalled using the on/off key; alternates with the absence scene. • Fade time (absence > presence): The time it takes to change from one value (scene, presence value) to the absence scene. • Fade time (presence > absence): The time it takes to change from one value (scene, presence value) to the absence scene. • Fade time (different scene): time it takes to change from one scene to another.

Table 31: Functions in the “Scenes” view

The following contains an overview of the general functions in the **Edit scene** view.

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

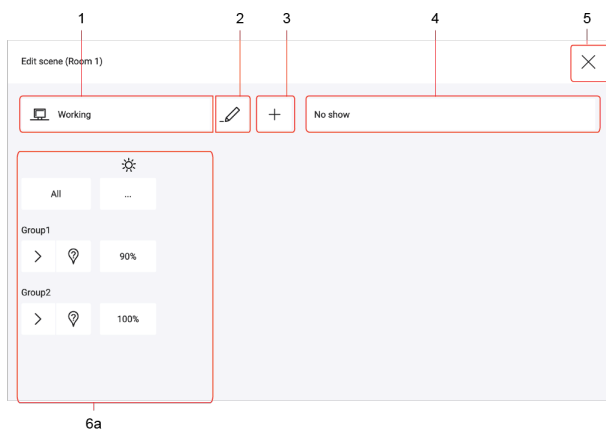


Figure 12: “Edit scene” view > effective range: room

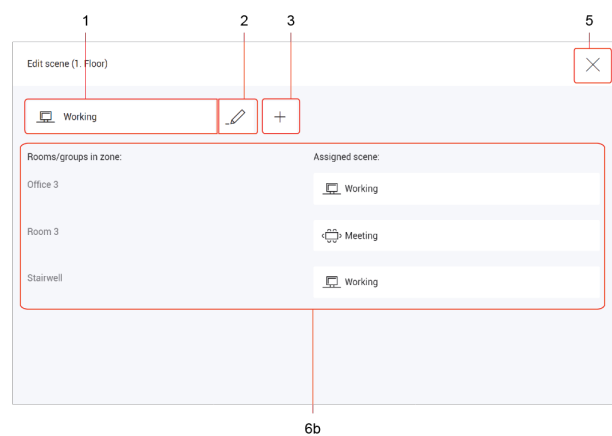


Figure 13: “Edit scene” view > effective range: zone

	Function	Brief description
(1)	Select scene	Select an existing scene to configure it. As soon as a room or zone is created in your <i>sceneCOM</i> system, five standard scenes are enabled in the room/zone.
(2)	Rename scene and change scene icon	<p>Change the name and scene icon of an existing scene.</p> <div style="background-color: #f0f0f0; padding: 10px;"> <p>i Note The scene icon is only displayed on the default start page. For more information see Section Start page ¹²</p> </div>

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	Function	Brief description
	Copy scene	To create a scene that is only slightly different from an existing scene in this room, the existing scene can be copied. All settings are applied in this case. The copied scene can then be configured.
	Delete scene	When a scene is deleted all settings for the scene are deleted. The Absence and Working scenes cannot be deleted. <div style="background-color: #f0f0f0; padding: 10px;"> <p>i Note</p> <p>Deleting a scene affects functions that use this scene in their configuration (e.g. conditional scene recall, presence linking). For this reason, check whether existing functions will be affected after a scene is deleted.</p> </div>
(3)	Create new scene	In addition to the five standard scenes, 16 extra scenes can be created. When creating a scene, select a name and a scene icon.
(4)	Select show	If you have created a show in the Shows app, you can set it here. There is no show set by default. <div style="background-color: #f0f0f0; padding: 10px;"> <p>i Note</p> <p>For more information see Shows manual</p> </div>
(5)	Save settings	As soon as you tap the cross, the changes are saved and the app overview is displayed.
(6)	Configure scene	A scene can comprise different settings, depending on the devices installed (e.g. intensity). <div style="background-color: #f0f0f0; padding: 10px;"> <p>i Note</p> <ul style="list-style-type: none"> • A description of the different icons can be found in Section Icons ^[156]. • You can configure scenes for rooms. For more information see Section Configuring scenes for rooms ^[79]. • You can configure scenes for zones. For more information see Section Configuring scenes for zones ^[83]. • You can assign daylight linking to the scene. For more information see Daylight linking manual • You can assign a show to the scene. For more information see Shows manual </div>

Table 32: Functions of the “Edit scene” view

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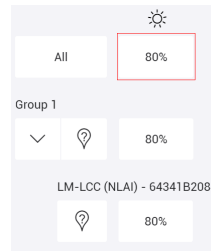
10.4.2 Configuring scenes for rooms

A scene contains defined settings for luminaires for a certain requirement within a room.

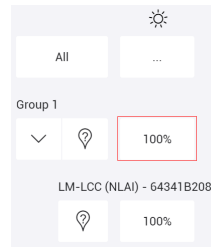
Path: App overview > **Scenes** > **Edit**

A scene can comprise different settings, depending on the devices installed (e.g. intensity, colour). If a room has been selected as the effective range, different settings can be configured in the **Edit scene** area. These settings can be applied to different levels:

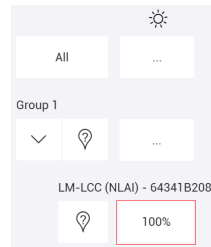
- for all devices in the room, e.g. one intensity for all luminaires in the room



- for all devices in a group, e.g. one intensity for all luminaires in a group











- for an individual device, e.g. a specific intensity for a specific luminaire



10 Configuration

Configuration options

The following tables provide a description of the individual configuration options:

-  [Intensity](#) 
-  [Colour](#) 
-  [Tunable White](#) 
-  [Light balance](#) 

Intensity

Configurable for: standard luminaires, RGB luminaires, Balance luminaires, TW luminaires

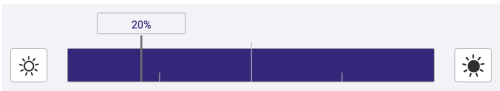
Setting	Description	Toolbar view
Fixed	<p>A fixed intensity is applied when the scene is recalled.</p>  <p>Figure 14: Configure scene – extract: fixed intensity</p>	Intensity in %, e.g. <input type="text" value="20%"/>
Daylight linking	<p>The intensity is controlled via daylight linking when the scene is recalled.</p> <div style="border: 1px solid gray; padding: 5px; margin-top: 10px;"> <p>i Note More information: Manual Daylight linking</p> </div>	<input type="button" value="DL"/>

Table 33: Configuration options – intensity

Colour

Configurable for: RGB luminaires



Setting	Description	Toolbar view
Fixed	<p>A fixed colour is applied when the scene is recalled.</p>  <p>Figure 15: Configure scene – extract: fixed colour</p>	Selected colour, e.g. 

Table 34: Configuration options – colour

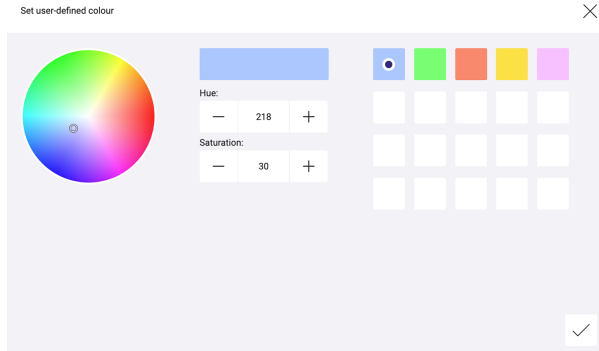
10 Configuration

Setting a user-defined colour

For RGB luminaires, either a defined colour can be selected or a custom colour can be set. These custom colours can either be selected from the colour wheel or be defined by configuring the hue and saturation.

Path: App overview > **Scenes** > **Configure scene** > **Colour** > **User-defined**

1. Navigate to the path.
 ➔ The **Set user-defined colour** view is displayed.



2. To set a new user-defined colour, tap the empty colour box.

– or –



2. To change an existing user-defined colour, select the desired colour box.



3. Select the desired colour in the colour wheel.
 ➔ The selected colour and its hue and saturation are displayed.

– or –



3. Set the desired value for hue and saturation.



4. Tap the tick mark.
 ➔ The user-defined colour is applied.
 ➔ The **Configure scene** view is displayed.

10 Configuration

Tunable White

Configurable for: TW luminaires

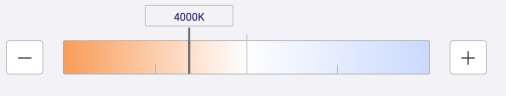
Setting	Description	Toolbar view
Fixed	<p>A fixed colour temperature is applied when the scene is recalled.</p>  <p>Figure 16: Configure scene – extract: fixed colour temperature</p>	<p>Colour temperature in kelvin, e.g. 4000K</p>

Table 35: Configuration options – Tunable White

Light balance

Configurable for: Balance luminaires


Setting	Description	Toolbar view
Fixed	<p>A fixed light balance is applied when the scene is recalled.</p>  <p>Figure 17: Configure scene – extract: fixed light balance</p> <div style="border: 1px solid #ccc; padding: 5px; margin-top: 10px;"> <p>i Note</p> <p>The left value indicates the proportion of direct lighting; the right value indicates the proportion of indirect lighting.</p> </div>	<p>Ratio Direct : Indirect; e.g. 100:0</p>

Table 36: Configuration options – light balance

10 Configuration

10.4.3 Configuring scenes for zones

Scenes are created for specific requirements within a room. A zone is a unit comprising multiple rooms and/or groups, created in order to be able to control the addressed devices it contains together.

The following steps must be completed in order to configure a zone:

- Step 1: create a zone.
Path: App overview > **Zones**
For more information see Section [Zones](#) ¹⁰⁰
- Step 2: create one or more scenes for a zone.
Path: App overview > **Scenes**

If the scene is being configured for a zone, one existing scene can be assigned for each room and each group of the zone. The left column contains all rooms and groups in the zone. In the right column, an existing scene can be assigned for each room and each group.

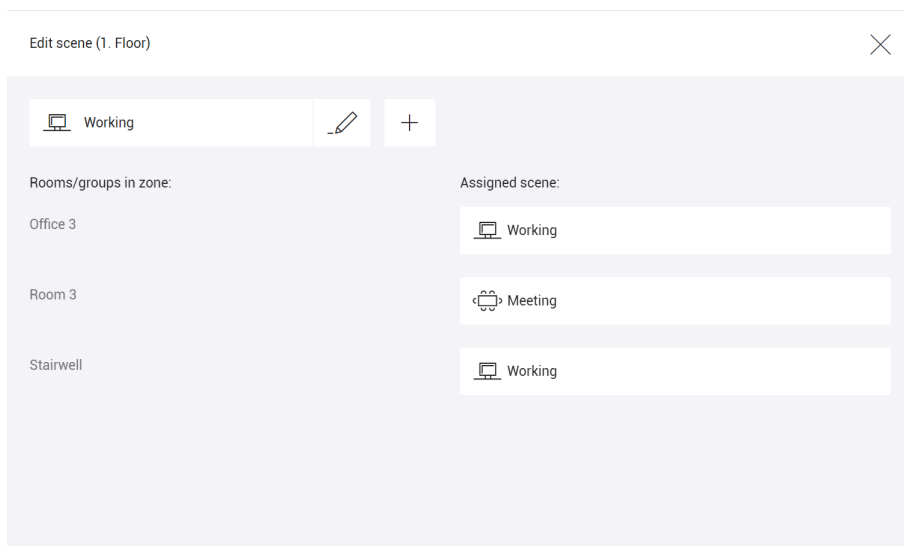


Figure 18: "Scenes" app view > effective range: zone

If no change is desired in a part of the zone (room/group) when a scene is recalled, select the **No change when scene is recalled** option.



Note

A scene must be assigned for at least one room/one group of the zone, as otherwise unexpected behaviour may result.

10 Configuration

10.5 Calendar

The **Calendar** app is used to manage all dates you wish to add as exceptions for other functions (such as conditional scene recall, presence linking).

Path: App overview > **Calendar**

Multiple date groups can be created. Each date group can contain any number of dates. There are two types of date group:

- Date group with annually recurring entries: this date group contains dates that recur annually (such as New Year's Day).
- Date group with one-off entries: this date group contains dates that only occur once or entries that occur on dates that differ from year to year.



Note

We recommend creating a separate date group for the following dates:

Dates	Type of date group
Fixed bank holidays	Date group with annually recurring entries
Moveable bank holidays	Date group with one-off entries
Company holidays	Date group with one-off entries

Table 37: Recommendation for date groups

10 Configuration

10.5.1 Overview of the “Calendar” app

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

Path: App overview > **Calendar**

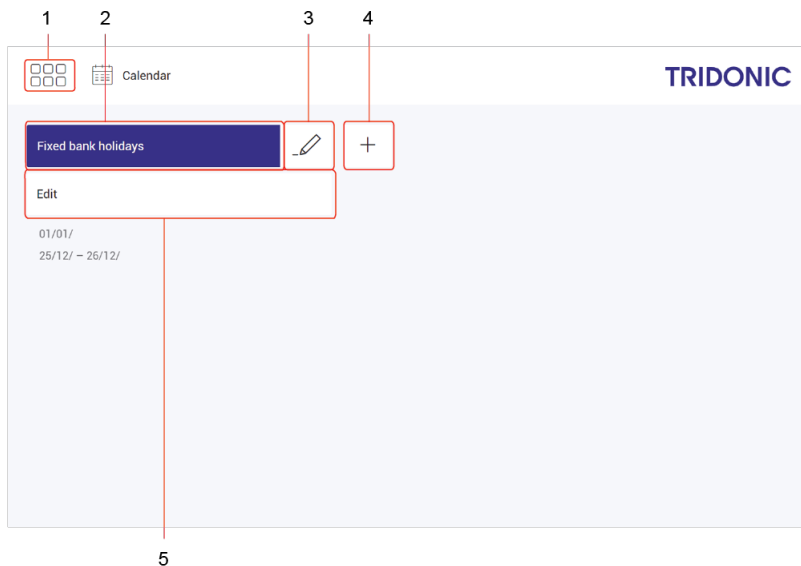


Figure 19: "Calendar" app view

	Function	Brief description
(1)	Return to app overview	The app overview can be accessed via this button.
(2)	Select date group	Select an existing date group to edit it.
(3)	Rename date group	Change the name of an existing date group.
	Copy date group	To create a date group that is only slightly different from an existing date group, the existing group can be copied. All dates are copied over in this case. The copied date group can then be edited.
	Delete date group	All dates are deleted when a date group is deleted. <div style="background-color: #f0f0f0; padding: 10px;"> <p>i Note</p> <p>If the date group is used in a function (e.g. conditional scene recall), it is also deleted there. The function (in this case conditional scene recall) continues to function but no longer has any stored exceptions.</p> </div>
(4)	Create date group	Create a new date group. Name the date group as required (e.g. fixed bank holidays).
(5)	Edit date group	Select the type of date group and then add date entries. As soon as dates are added, the dates are displayed under the Edit button: <ul style="list-style-type: none"> • In format DD/MM for annually recurring dates • In format DD/MM/YYYY for one-off dates

Table 38: Functions in the "Calendar" app

10 Configuration

10.6 Conditional scene recall

A conditional scene recall is a way of controlling luminaires, in which certain conditions must be met in order for a scene to be recalled.

Path: App overview > **Conditional scene recall**

There are different types of conditional scene recall.

Type	Description
Condition: time	<p>A scene is recalled in an effective range at a specific time. The scene can be recalled on an individual weekday or all weekdays. Date groups can also be added as exceptions. The scene recall can also be made to depend on the scene in a specific room or zone if desired.</p> <p>i Note For more information and an application example see Section Condition: time ⁸⁹</p>
Condition: scene	<p>A certain scene is recalled in an effective range, but only if a specific scene is active in a specific room or zone. The scene can be recalled on an individual weekday or all weekdays. Date groups can also be added as exceptions. You can also set a specific action timeframe in which the scene recall takes place.</p> <p>i Note For more information and an application example see Section Condition: scene ⁹¹</p>
Condition: twilight	<p>A certain scene is recalled in an effective range but only if the illuminance measured by a specific light sensor exceeds or falls below a defined threshold for a certain amount of time. The scene can be recalled on an individual weekday or all weekdays. Date groups can also be added as exceptions. You can also set a specific action timeframe in which the scene recall takes place.</p> <p>i Note For more information and an application example see Section Condition: twilight ⁹²</p>
Condition: sunrise/sunset	<p>A scene is recalled in an effective range depending on the sunrise or sunset. The scene can be recalled on an individual weekday or all weekdays. Date groups can also be added as exceptions. You can also set a specific action timeframe in which the scene recall takes place.</p> <p>i Note For more information and an application example see: Section Condition: sunrise/sunset ⁹³</p>

10 Configuration

Type	Description
Function: all off	<p>The absence scene is recalled in all rooms at a specific time. The scene can be recalled on an individual weekday or all weekdays. Date groups can also be added as exceptions.</p> <p>i Note For more information and an application example see Section Function: all off ⁹⁵</p>
Function: stairwell	<p>A person enters the stairwell and operates a momentary-action switch, recalling a presence scene and starting a run-on time. If no one presses a momentary-action switch in this stairwell again during the run-on time, the absence scene is recalled again. The scene can be recalled on an individual weekday or all weekdays. Date groups can also be added as exceptions. You can also set a specific action timeframe in which the scene recall takes place.</p> <p>i Note For more information and an application example see Section Function: stairwell ⁹⁶</p>

Table 39: Types of conditional scene recalls

10.6.1 Overview of the “Conditional scene recall” app

The following contains an overview of the functions in the **Conditional scene recall** app.

Path: App overview > **Conditional scene recall**

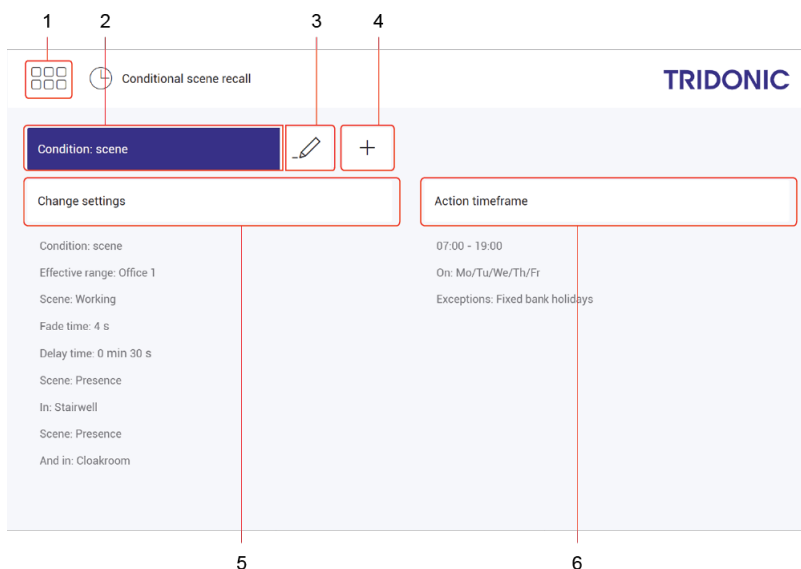


Figure 20: “Conditional scene recall” app view

	Function	Brief description
(1)	Return to app overview	Tap this button to access the app overview.
(2)	Select conditional scene recall	Select an existing conditional scene recall to change it.

10 Configuration

	Function	Brief description
(3)	Rename conditional scene recall	Change the name of an existing conditional scene recall.
	Copy conditional scene recall	To create a conditional scene recall that is only slightly different from an existing conditional scene recall in this room, the existing conditional scene recall can be copied. All settings are applied in this case. The copied conditional scene recall can then be configured.
	Delete conditional scene recall	When a conditional scene recall is deleted all settings are deleted.
(4)	Create new conditional scene recall	Create a new conditional scene recall. Name the conditional scene recall as required (e.g. start of work).
(5)	Change settings of conditional scene recall	Select the type of conditional scene recall and then configure it.
(6)	Define action timeframe	<p>The action timeframe is a time in which the function is enabled.</p> <ul style="list-style-type: none"> • Timeframe 1–3: define the action timeframe of the conditional scene recall using a maximum of three timeframes. A timeframe of 00:00–24:00 is stored as a default (conditional scene recall always enabled). This function is only available for the following types of conditional scene recall: <ul style="list-style-type: none"> ○ Condition: scene ○ Condition: twilight ○ Condition: sunrise/sunset ○ Function: stairwell • On: Weekday on which the conditional scene recall occurs. More than one weekday can be selected. • Exceptions: Date group with entries on which the conditional scene recall does not occur. More than one date group can be selected. <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p>i Note Date groups must be defined in advance in the Calendar app. For more information see Section Calendar ⁸⁴.</p> </div>

Table 40: Functions of the “Conditional scene recall” app

10 Configuration

10.6.2 Configuration options

The following sections provide a description of the individual configuration options and additional examples.

- [Condition: time](#)^[89]
- [Condition: twilight](#)^[92]
- [Function: all off](#)^[95]
- [Condition: scene](#)^[91]
- [Condition: sunrise/sunset](#)^[93]
- [Function: stairwell](#)^[96]

Condition: time

The following table provides a description of the individual configuration options:

Parameter	Description
Effective range	Effective range (group, room or zone) in which the conditional scene recall occurs.
Scene	Scene recalled by the conditional scene recall.
Fade time	The time it takes to change from the last value to the defined scene.
Time	Time at which the scene is recalled.
Only if in	Additional condition that can be added if desired by enabling the tick mark. Group, room or zone where a specific scene must be enabled in order for the conditional scene recall to occur.
Scene (Only for condition Only if in)	Scene that must be enabled in this group/room/zone.
And when in	Another additional condition that can be added if Only if in has been specified. Tap the tick mark to enable the condition. Group, room or zone where a specific scene must be enabled in order for the conditional scene recall to occur.
Scene (Only for condition And when in)	Scene that must be enabled in this group/room/zone.

Table 41: Configuration options – conditional scene recall with condition “time”

10 Configuration

Example

In room **Office 1** on Monday to Friday, except on fixed bank holidays, the **Working** scene should be recalled at 7:30 without a fade time. This scene recall should not depend on the scene in another room.



Note

Over the action timeframe, select the weekdays on which the conditional scene recall is to take place, and the exceptions when it should not take place.

Path: App overview > **Conditional scene recall** > **Action timeframe**

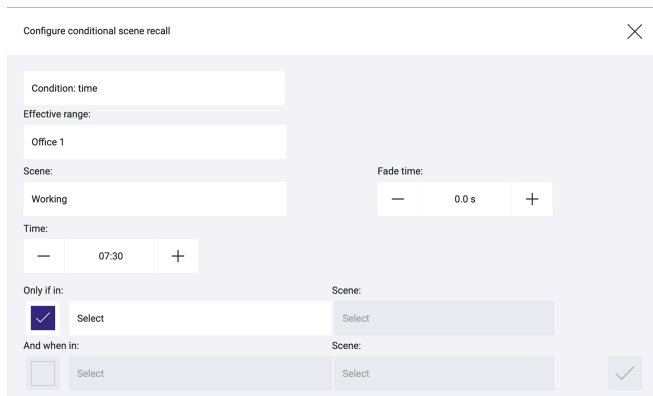


Figure 21: Configuring the conditional scene recall with condition "time"

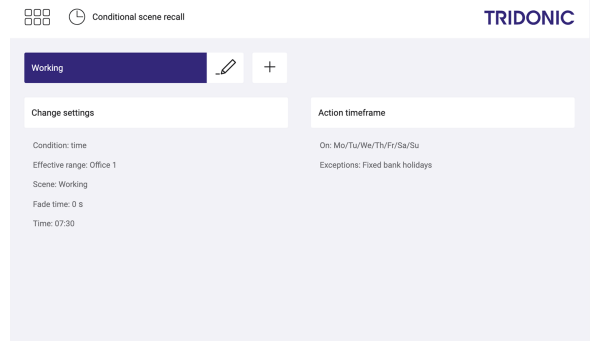


Figure 22: Summary of configuration for conditional scene recall with condition "time"

10 Configuration

Condition: scene

The following table provides a description of the individual configuration options:

Parameter	Description
Effective range	Effective range (group, room or zone) in which the conditional scene recall occurs.
Scene	Scene recalled by the conditional scene recall.
Fade time	The time it takes to change from the last value to the defined scene.
Delay time	Time in which the condition must be met (i.e. the defined scene is recalled in the defined room/zone) in order for the conditional scene recall to occur.
Only if in	Group, room or zone where a specific scene must be enabled in order for the conditional scene recall to occur.
Scene (Only for condition Only if in)	Scene that must be enabled in this group/room/zone.
And when in	Group, room or zone that can additionally be enabled in order for the conditional scene recall to occur.
Scene (Only for condition And when in)	Scene that must be enabled in this group/room/zone.

Table 42: Configuration options – conditional scene recall with condition “scene”

Example

If on weekdays Monday to Friday between 07:00 and 19:00 the **Presence** scene is recalled in the stairwell and in the cloakroom, the **Working** scene should be recalled in room **Office 1** after 30 seconds. The scene recall should take place with a fade time of 4 seconds.

i Note

Over the action timeframe, select the timeframe and the weekdays when the conditional scene recall is to take place, and the exceptions when it should not take place.
 Path: App overview > **Conditional scene recall** > **Action timeframe**

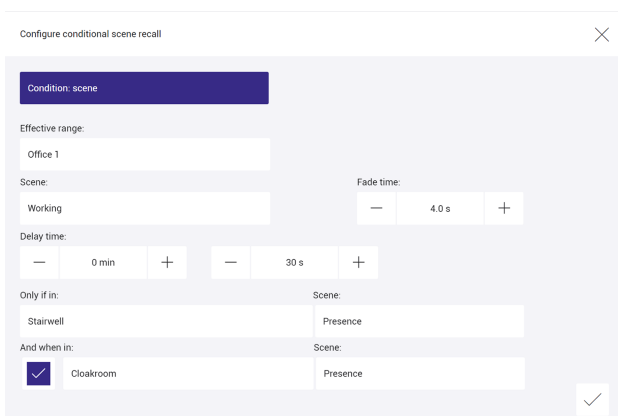


Figure 23: Configuring the conditional scene recall with condition “scene”

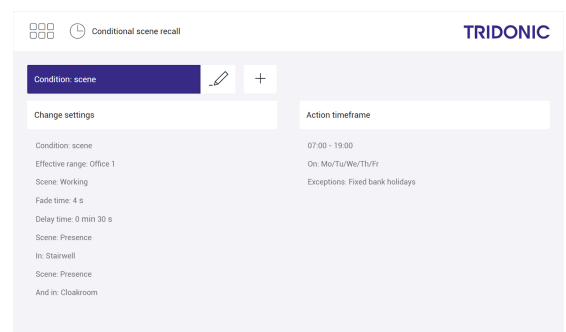


Figure 24: Summary of configuration for conditional scene recall with condition “scene”

10 Configuration

Condition: twilight

The following table provides a description of the individual configuration options:

Parameter	Description
Effective range	Effective range (group, room or zone) in which the conditional scene recall occurs.
Scene	Scene recalled by the conditional scene recall.
Fade time	The time it takes to change from the last value to the defined scene.
Delay time	Time in which the illuminance value must exceed or fall below the threshold in order for the conditional scene recall to occur.
Only with sensor	Light sensor measuring the illuminance. The sensor does not have to be located in the effective range of the conditional scene recall.
< or >	Button that defines whether the illuminance has to exceed or fall below the threshold.
- +	Illuminance threshold that must be breached.

Table 43: Configuration options – conditional scene recall with condition "twilight"

Example

If on weekdays Monday to Friday between 16:00 and 19:00 the illuminance at the sensor exceeds 200 lux, scene **Working** must be recalled in room **Office 1** after 30 seconds. The scene recall should take place with a fade time of 4 seconds.

i Note

In the action timeframe select the timeframe and the weekdays when the conditional scene recall is to take place, and the exceptions when it does not take place.
 Path: App overview > **Conditional scene recall** > **Action timeframe**

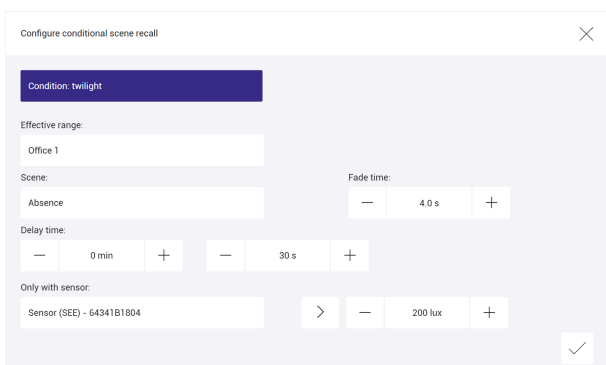


Figure 25: Configuring the conditional scene recall with condition "twilight"

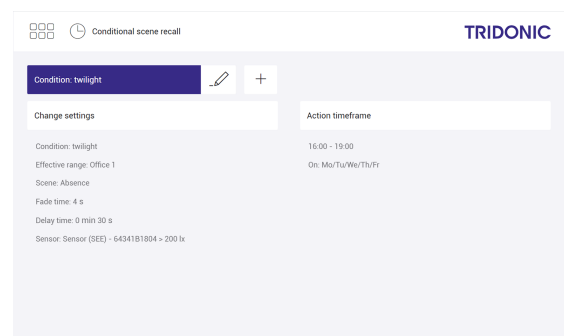


Figure 26: Summary of configuration for conditional scene recall with condition "twilight"

10 Configuration

Condition: sunrise/sunset

The following table provides a description of the individual configuration options:

Parameter	Description
Effective range	Effective range (group, room or zone) in which the conditional scene recall occurs.
Scene	Scene recalled by the conditional scene recall.
Fade time	The time it takes to change from the last value to the defined scene.
Sun position	<p>Sun position (sunrise or sunset) at which the scene is recalled. The information about sunrise and sunset is the result of the time and the geographical coordinates defined in the basic settings. For more information see Section Geographical coordinates ⁴⁸</p> <p>The sunrise/sunset time displayed is the time of the next sunrise or sunset. This sunrise or sunset may not necessarily fall on the same day. If polar day or polar night is defined, this information is displayed instead of the time. During a polar day or night, the conditional scene recall is not carried out.</p> <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p>i Note</p> <p>When the sunrise or sunset is calculated, a deviation of several minutes may occur from a latitude greater than 80° (north and south).</p> </div>
Offset	Value (in minutes) by which the conditional scene recall is corrected based on the sunrise and sunset. When the value is positive, the conditional scene recall is delayed by the selected time to occur at a time after sunrise or sunset. When the value is negative, the conditional scene recall takes place before sunrise or sunset.
Only if in	Additional condition that can be added if desired by enabling the tick mark. Group, room or zone where a specific scene must be enabled in order for the conditional scene recall to occur.
Scene (Only for condition Only if in)	Scene that must be enabled in this group/room/zone.
And when in	Another additional condition that can be added if Only if in has been specified. Tap the tick mark to enable the condition. Group, room or zone where a specific scene must be enabled in order for the conditional scene recall to occur.
Scene (Only for condition And when in)	Scene that must be enabled in this group/room/zone.

Table 44: Configuration options – Conditional scene recall with condition “Sunrise/sunset”

10 Configuration

Example

In room **Office 1** on weekdays Monday to Friday, except on fixed bank holidays, the **Working** scene should be recalled without a fade time 30 minutes before sunrise.

i

Note

Over the action timeframe, select the weekdays on which the conditional scene recall is to take place, and the exceptions when it should not take place.

Path: App overview > **Conditional scene recall** > **Action timeframe**

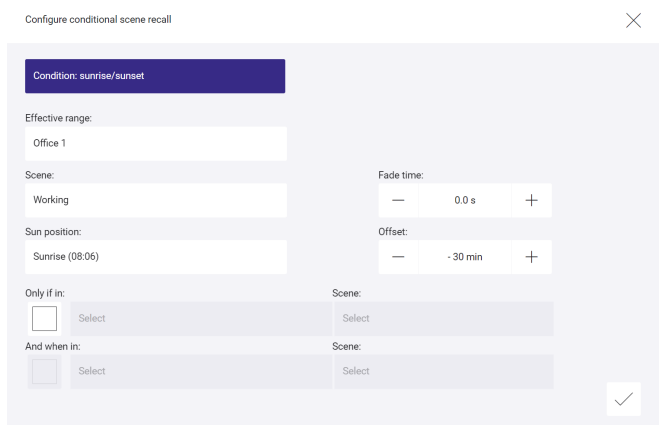


Figure 27: Configuring the conditional scene recall with condition "Sunrise/sunset"

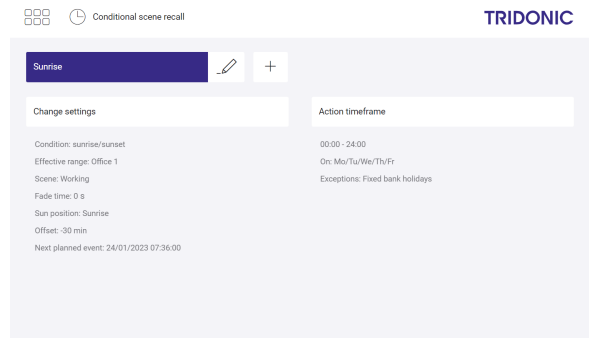


Figure 28: Summary of configuration for conditional scene recall with condition "Sunrise/sunset"

10 Configuration

Function: all off

The following table provides a description of the individual configuration options:

Parameter	Description
Fade time	The time it takes to change from the last value to the defined scene.
Time	Time at which the absence scene is recalled.

Table 45: Configuration options – conditional scene recall with function "all off"

Example

The absence scene should always be recalled at 18:00 in all rooms without a fade time.

i Note

In the action timeframe select the weekdays when the conditional scene recall is to take place, and the exceptions when it does not take place.
 Path: App overview > **Conditional scene recall** > **Action timeframe**

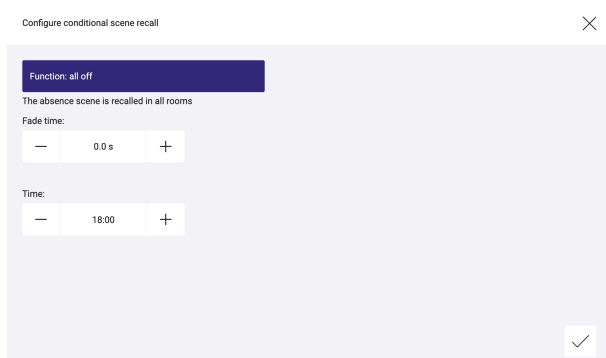


Figure 29: Configuring the conditional scene recall with function "all off"

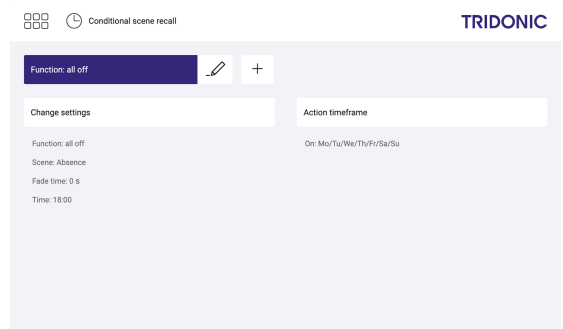


Figure 30: Summary of configuration for conditional scene recall with function "all off"

10 Configuration

Function: stairwell

The following table provides a description of the individual configuration options:

Parameter	Description
Effective range	Effective range (group, room or zone) in which the conditional scene recall occurs.
Fade time	The time it takes to change from the last value to the defined scene.
Run-on time	Time that starts as soon as a presence scene is enabled in a certain room/zone and after which the absence scene is recalled. If during the run-on time a presence scene is recalled again, the run-on time starts from the beginning again.
In	Group, room or zone in which a presence scene must be active in order for the stairwell function to be enabled.

Table 46: Configuration options – Conditional scene recall with function "stairwell"

Example

A person enters the stairwell and operates a momentary-action switch, recalling a presence scene and starting a run-on time of 10 minutes. If no one presses a momentary-action switch in this stairwell again during this time, the absence scene is recalled again. This function should always be enabled.

i Note

In the action timeframe select the timeframe and the weekdays when the conditional scene recall is to take place, and the exceptions when it does not take place.
 Path: App overview > **Conditional scene recall** > **Action timeframe**

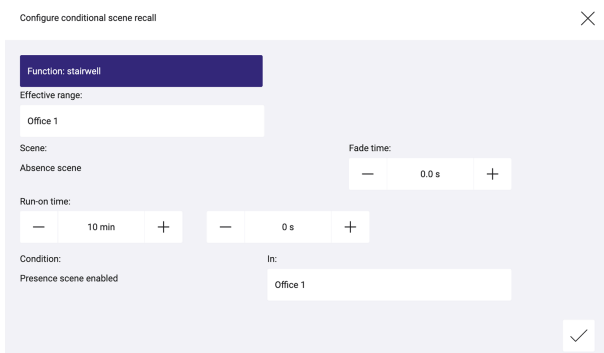


Figure 31: Configuring the conditional scene recall with function "stairwell"

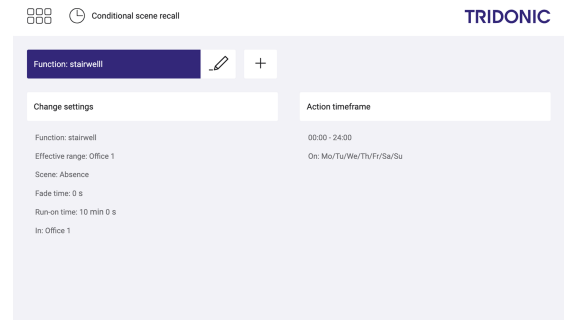


Figure 32: Summary of configuration for conditional scene recall with function "stairwell"

10 Configuration

10.7 Presence linking

Presence linking is a way of controlling luminaires whilst taking into account the presence of people. Presence is detected by presence detectors.

Path: App overview > **Presence linking**

There are three types of presence linking:

- Presence: If the presence of people is detected, a specific scene is recalled.
- Absence: If the absence of people is detected, a specific scene is recalled.
- Presence/Absence: If the presence of people is detected, a specific scene is recalled; if the absence of people is detected, another specific scene is recalled.

10.7.1 Overview of the “Presence linking” app

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

Path: App overview > **Presence linking**

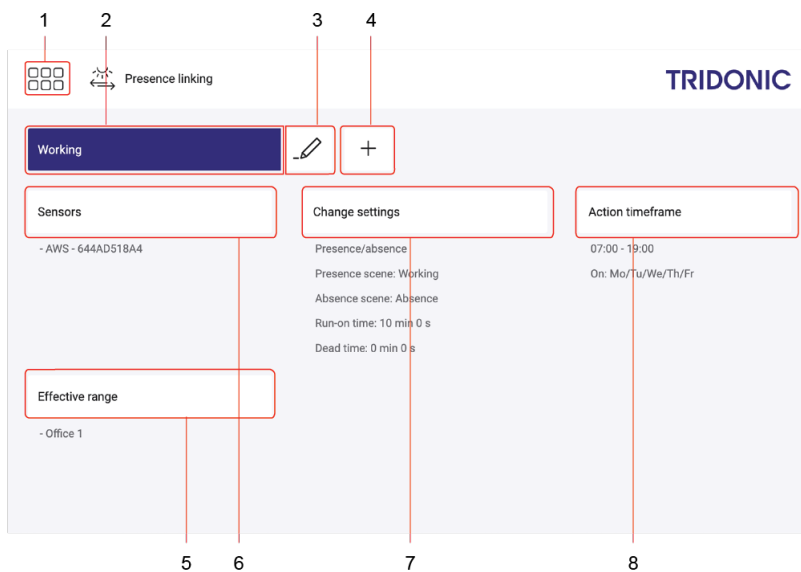


Figure 33: "Presence linking" app view

	Function	Brief description
(1)	Return to app overview	The app overview can be accessed via this button.
(2)	Select presence linking	Select an existing presence linking configuration to change it.
(3)	Rename presence linking	Change the name of an existing presence linking configuration.
	Copy presence linking	To create a presence linking configuration that is only slightly different from an existing presence linking configuration, the existing configuration can be copied. All settings are applied in this case. The copied presence linking configuration can then be changed.

10 Configuration

	Function	Brief description
	Delete presence linking	When a presence linking configuration is deleted all settings for the configuration are deleted.
(4)	Create new presence linking	Create a new presence linking configuration. Name the presence linking configuration as required (e.g. working hours).
(5)	Selecting effective range	Select an effective range (room or zone) where presence linking should be enabled.
(6)	Select sensor	Presence is detected by presence detectors. One or more sensors can be selected as required. The sensor does not have to be located in the effective range of the presence linking.
(7)	Change settings	Select the type of presence linking (presence, absence, presence/absence), as well as a run-on time and dead time. Also, define whether presence linking is always enabled or depends on a scene.
(8)	Define action timeframe	<p>The action timeframe is a time in which the function is enabled.</p> <ul style="list-style-type: none"> • Timeframe 1 – 3: Define the action timeframe of the presence linking using a maximum of three timeframes. A timeframe of 00:00–24:00 is stored as a default (presence linking always enabled). • On: Weekday when presence linking is active. More than one weekday can be selected. • Exceptions: Date group with entries on which presence linking does not occur. More than one date group can be selected. <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p>i Note Date groups must be defined in advance in the Calendar app. For more information see Section Calendar ⁸⁴</p> </div>

Table 47: Functions of the "Presence linking" app

10 Configuration

10.7.2 Configuration options

Path: App overview > **Presence linking** > **Change settings**

The following table provides a description of the individual configuration options:



Parameter	Description
Presence	Enable this tick mark so that the presence detector detects the presence of moving people.
Scene (type Presence only)	Scene recalled in the effective range for presence linking, if the presence detector determines that moving people are present. When the presence linking is created, the Working scene is automatically stored as the default scene.
Absence	Enable this tick mark so that the presence detector detects the absence of moving people.
Scene (type Absence only)	Scene recalled in the effective range for presence linking, if the presence detector determines that moving people are absent. When the presence linking is created, the Absence scene is automatically stored as the default scene.
Fade time (type Absence only)	The time it takes to change from one value (scene, presence value) to the absence scene.
Run-on time	Time that starts after a presence detector detects the absence of people and after which an action is triggered (e.g. fade time starts, absence scene is recalled). If the presence detector detects the presence of people during the run-on time, this time starts again.
Dead time	Time that starts when an absence scene is manually recalled. During this time, a presence scene cannot be recalled if a presence detector indicates that someone is present.
Always enabled	If this condition is enabled, presence linking is always enabled within the set action timeframe.
Not enabled if following scene is enabled	If this condition is enabled, presence linking is not enabled within the set action timeframe if a certain scene is enabled.
Scene (condition only Not enabled if following scene is enabled)	If this scene is enabled within the set action timeframe, presence linking is disabled.
Enabled only if following scene is enabled	If this condition is enabled, presence linking is only enabled within the set action timeframe if a certain scene is enabled.
Scene (condition Enabled only if following scene is enabled)	Only if this scene is enabled within the set action timeframe is presence linking enabled.

Table 48: Configuration options – presence linking

10 Configuration

10.8 Zones

A zone is a unit comprising multiple rooms and/or groups, created in order to be able to control the addressed devices it contains together. Zones do not depend on the features of the rooms. There are two types of zone: regular zones and control zones.

- Regular zones try to show the overall status of all assigned areas. If the correct scene is active in all assigned areas, the scene will be shown as active overall in the zone as well. As soon as another scene is recalled in an assigned area or a mode of operation is dimmed/brightened, the scene is shown as undefined in the zone. Regular zones are also indicated by the following icon in the interface: 
- Control zones can only send commands and do not show any status feedback for the assigned areas. Control zones are mainly needed when linking control devices. When a scene is recalled in a control zone, the scene is briefly shown as active to confirm the action and then shown as undefined again. The on/off key only recalls the absence scene. Control zones are also indicated by the following icon in the interface: 

Path: App overview > **Zones**

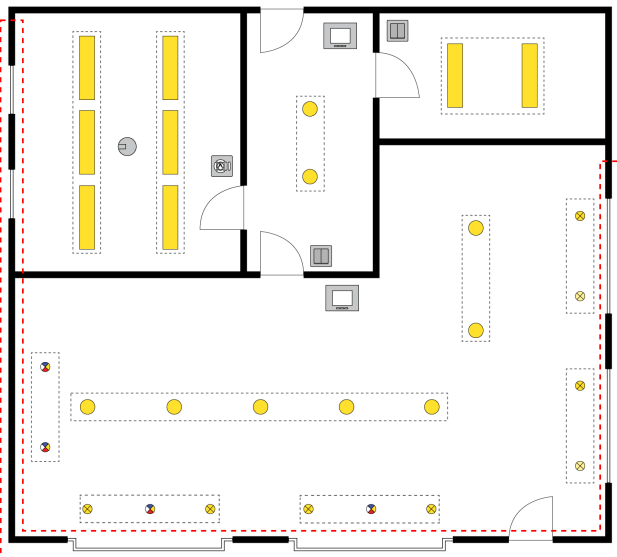


Figure 34: Example of a zone

There are different ways to control the device addressed in a zone:

Type	Description
Scene recall via the start page	<p>You can recall the scene in a zone via the start page and temporarily change the scene settings.</p> <div style="background-color: #f0f0f0; padding: 10px; margin: 10px 0;"> <p>i Note Detail control is disabled on the start page as soon as a zone is selected as the effective range.</p> </div> <p>The following steps are required:</p> <ol style="list-style-type: none"> 1. Create a zone in the Zones app. 2. Create one or more scenes for the zone in the Scenes app.
Presence linking	<p>As soon as a presence detector detects the presence or absence of a person, a certain scene is recalled in the zone.</p>

10 Configuration

Type	Description
	<p>The following steps are required:</p> <ol style="list-style-type: none"> 1. Create a zone in the Zones app. 2. Create one or more scenes for the zone in the Scenes app. 3. Create presence linking with a zone as the effective range in the Presence linking app. <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p>i Note For more information see Section Presence linking ⁹⁷</p> </div>
Conditional scene recall	<p>There are different types of conditional scene recall. Depending on the configuration the scene can also be recalled in a zone using a conditional scene recall.</p> <p>The following steps are required:</p> <ol style="list-style-type: none"> 1. Create a zone in the Zones app. 2. Create one or more scenes for the zone in the Scenes app. 3. Create a conditional scene recall with a zone as the effective range in the Conditional scene recall app. <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p>i Note For more information see Section Conditional scene recall ⁸⁶</p> </div>
Control equipment	<p>You can also control a zone using control equipment (e.g. momentary-action switch, standard switch).</p> <p>The following steps are required:</p> <ol style="list-style-type: none"> 1. Create a zone in the Zones app. 2. Address control equipment and assign it to the zone in the Addressing app. 3. Configure the control equipment in the Zones app. <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p>i Note As soon as you have created a zone in your <i>sceneCOM</i> system, five standard scenes are enabled in this zone; one standard scene is automatically stored for the control equipment.</p> </div> <ol style="list-style-type: none"> 4. Change the standard scenes or create one or more scenes for the zone in the Scenes app. 5. If you have created new scenes, store these additionally for the control equipment in the Zones app or the System image app. <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p>i Note A description of the System image app can be found in Section System image ³⁹.</p> </div>

Table 49: Control methods in zones

10 Configuration

10.8.1 Overview of the “Zones” app

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

Path: App overview > **Zones**

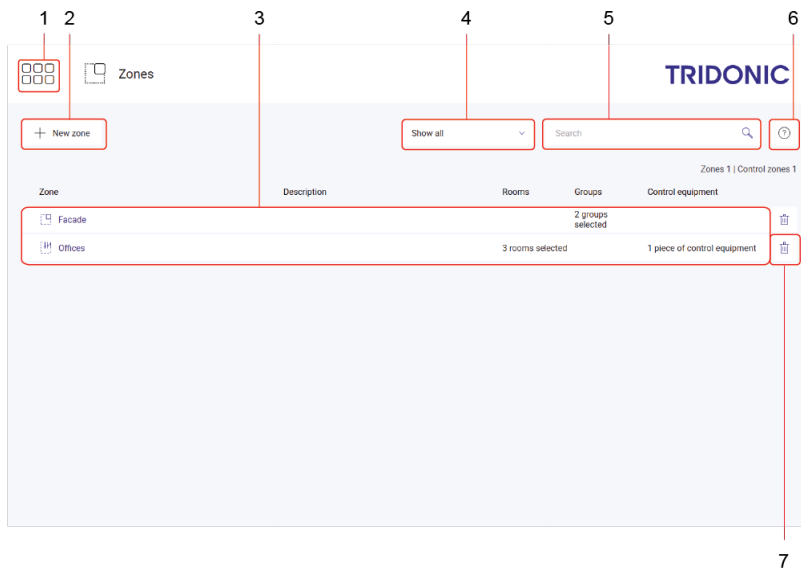


Figure 35: View of the “Zones” app

	Function	Brief description
(1)	Return to app overview	The app overview can be accessed via this button.
(2)	Create a new zone/control zone	<p>Create a new zone or control zone. Name the zone as required (e.g. Facade). As soon as a zone is created in your <i>sceneCOM</i> system, five standard scenes are enabled in the zone. You can configure the standard scene later in the Scenes app.</p> <div style="background-color: #f0f0f0; padding: 10px; border: 1px solid #ccc;"> <p>Note For more information see Section Scenes ⁷⁵</p> </div>
	Assign rooms and/or groups	Select the rooms and/or groups to be assigned to the zone. The assignment can be changed at any time. Rooms and groups can be assigned to several zones.
	Select control equipment	<p>Select the control equipment you wish to use to control the zone (e.g. momentary-action switch, standard switch). The control equipment must be addressed in the Addressing app before it can be assigned to the zone. You can configure the control equipment you wish to use to control the zone directly in the Zones app. A standard scene is automatically stored for the control equipment (e.g. the Absence scene as the absence scene for a momentary-action switch, or the Working scene as the presence scene for a momentary-action switch). You can select another scene in the Zones app. You can configure the standard scene later in the Scenes app.</p>
	Select modes of operation	You can select additional modes of operation when creating a control zone. All modes of operation that the assigned areas of the control zone have are selected by default (e.g. Tunable White for

10 Configuration

	Function	Brief description
		<p>TW luminaires). You can select additional modes of operation that are not available locally. This is necessary when these modes of operation are to be operated on linked control devices.</p> <div style="background-color: #f0f0f0; padding: 10px; border: 1px solid #ccc;"> <p>i Note</p> <p>After the control zone is created, no additional modes of operation that are not available locally can be added. If additional modes of operation need to be added, the zone must be deleted and recreated from scratch.</p> </div>
(3)	Select zone	Select an existing zone in order to change the name, assigned rooms and/or groups, and control equipment. You can also configure the control equipment.
(4)	Filter zone	Tap the arrow to view all filter options.
(5)	Search for a zone	Enter the name of a zone in the search field to search for the zone.
(6)	Information on zones	Use this button to view a window with information about the Zones app.
(7)	Delete zone	When a zone is deleted all settings for the zone are deleted. If this zone is already being used as the effective range for a function (e.g. conditional scene recall), the effective range with this function must be changed or the function deleted.

Table 50: Functions in the “Zones” app

10 Configuration

10.9 User management

The **User management** app can be used to create users, who can control the individual rooms, groups and zones without having access to the rest of the functions of the *sceneCOM* web application. Three different user types are available:

- **Administrator:** the administrator is not created and cannot be deleted. The administrator is able to create and delete other users and reset their password. They can create different profiles (comprising rooms, groups and zones) and assign them to users. The administrator is the only one who can set the **Emergency lighting** start page as the default and access the rest of the functions of the *sceneCOM* web application. There can only be one administrator.
- **User:** Users can only control areas (rooms, groups and/or zones) assigned to them. When the user logs in for the first time, they are taken through a setup process, which includes setting the language and password.
- **Touch panel user:** Touch panel users, like standard users, can only control areas (rooms, groups and/or zones) assigned to them. The administrator sets the password for the touch panel user. A setup process is not necessary.



Note

- The user name **admin** is preset as standard and cannot be changed.
- The “manager” user type is no longer available in software version 3.5.0 and higher. Existing managers are changed to users when the software is updated to version 3.5.0 and higher.
- All profiles and room/group/zone assignments are lost after updating to software version 3.5.0 or higher. The passwords of all users are lost. All users with user names that do not meet the requirements are also deleted. A message is displayed in the log.
For more information see Section [Managing users](#)^[107] or Section [Log](#)^[145]

10 Configuration

10.9.1 Overview of the “User management” app

The following contains an overview of the general functions in the **User management** app.

i Note
Only the administrator can access the **User management** app.

Path: App overview > **User management**

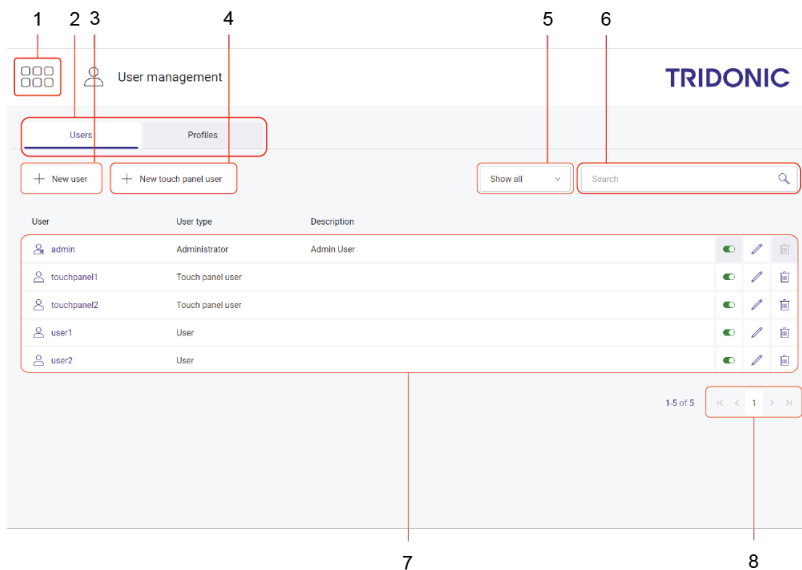


Figure 36: View of the “User management” app

	Function	Brief description
(1)	Return to app overview	The app overview can be accessed via this button.
(2)	Select the Users/Profiles view	Use the tabs to switch between the Users and Profiles views. Create and edit users/touch panel users in the Users view. Create and edit profiles in the Profiles view.
(3)	Create user	Tap this button to create a new user.
(4)	Create touch panel user	Tap this button to create a new touch panel user.
(5)	Filter users	Tap the arrow to view the filter options.
(6)	Search for a user	Enter the user name in the search field to search for the user.
(7)	Enable user	Tap the button to enable or disable the user.
	Edit user	Tap the pencil icon to access the Edit user view. You can edit the selected user/touch panel user here. You can change the name or description of the user/touch panel user, reset the password or change the assignment of rooms/groups/zones, or change profiles. <div style="border: 1px solid #ccc; padding: 5px; background-color: #f9f9f9; margin-top: 10px;"> <p>i Note</p> <ul style="list-style-type: none"> With touch panel users, the password is changed in the Edit user view and not reset. </div>

10 Configuration






	Function	Brief description
		<ul style="list-style-type: none"> If the user is logged in, they need to log out and then log in again to see the changes.
	Delete user	Tap the  icon to delete the user.
(8)	Entries	Tap the arrows   to view the previous and next entries. Tap the arrows   to view the first and last entries.

Table 51: Functions in the “User management” app

10 Configuration

10.9.2 Configuration options

The following sections contain an overview of the configuration options in the **User management** app.

- [Managing users](#) ¹⁰⁷
- [User settings](#) ¹¹⁴
- [Managing profiles](#) ¹¹⁶
- [Managing the password](#) ¹¹⁷

Managing users

The administrator creates new users and touch panel users. Special requirements apply when selecting the user name and password.



Note

The user name must meet the following requirements:

- The user name has at least 1 and no more than 100 characters.
- The user name only contains the following characters:
 - Lowercase letters: a–z; Latin alphabet
 - Numbers: 0–9
 - Special characters: - _ ! # + @



Note

The password must meet the following requirements:

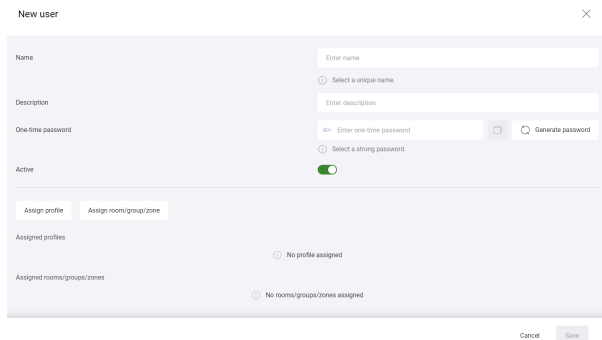
- The password has at least 8 characters.
- The password contains characters from at least 3 of the following categories:
 - Uppercase letters: A–Z; Latin Alphabet
 - Lowercase letters: a–z; Latin alphabet
 - Numbers: 0–9
 - Special characters: '-!#\$%&()* ,./:;?@[^_`{|}~+<=>

10 Configuration

Creating a new user

Path: App overview > **User management**

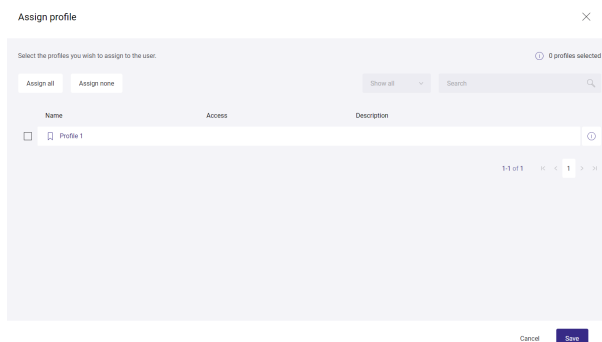
1. Navigate to the path.
 - ➔ The **User management** view is displayed.
2. Tap the **New user** button.
 - ➔ The **New user** view is displayed.



3. Enter the user name.
4. Add a description if necessary.
5. Enter a one-time password.

– or –

5. Tap the **Generate password** button to generate a one-time password automatically.
6. Disable the user if necessary.
7. Tap the **Assign profile** button.
 - ➔ The **Assign profile** view is displayed.



8. Select the profiles you wish to assign to the user.



i Note

- Tap the **Assign all** button to select all available profiles.
- To remove all previously assigned profiles, tap the **Assign none** button.

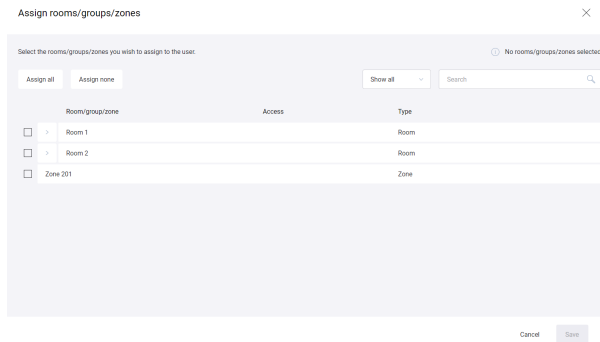
10 Configuration

9. Tap the **Save** button.

- ➔ The profile is assigned.
- ➔ The **New user** view is displayed.

10. Tap the **Assign room/group/zone** button.

- ➔ The **Assign rooms/groups/zones** view is displayed.



11. Select the desired rooms/groups/zones you wish to assign to the user.



Note

- You can filter the rooms, groups and zones by tapping **Show all** or **Show assigned only** in the dropdown menu. You can also search for rooms, groups and zones in the search field.
- When a room is assigned to a user, the user will also have access to any groups created in this room in future.

12. Tap the **Save** button.

- ➔ The room/group/zone is assigned.
- ➔ The **New user** view is displayed.

13. Tap the **Save** button.

- ➔ The user is created.
- ➔ The **User has been created** view is displayed.

14. Tap the **Copy and close** button to save the one-time password to the clipboard and close the view.

– or –

14. Tap the **Close** button.

- ➔ The **User management** view is displayed.

15. Tap this button to access the app overview.



Note

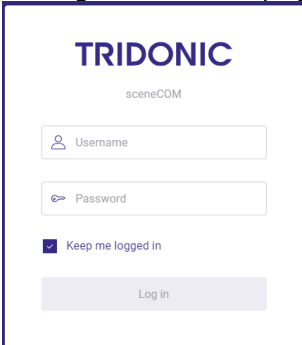
The user needs a user name and one-time password in order to log in for the first time.



10 Configuration

Logging in as a user for the first time

1. Open the *sceneCOM* web application.
 ↻ The login screen is displayed.

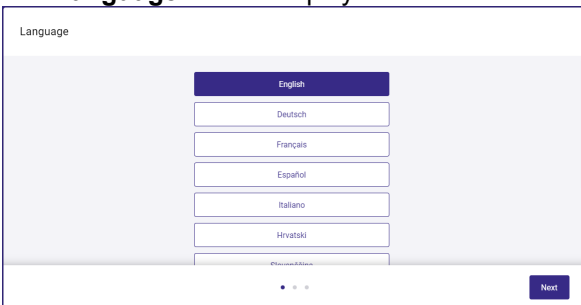


2. Enter the user name.
3. Enter a one-time password.
4. Disable the **Stay logged in** option if desired.

Note

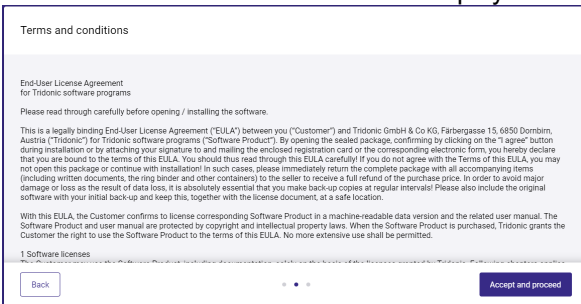
This option is enabled by default and the user data is saved locally on the browser. If this option is disabled, the user will be logged out of the *sceneCOM* web application after 15 minutes of inactivity.

5. Tap the **Log in** button.
 ↻ The **Language** view is displayed.



6. Select the language.
7. Tap the **Next** button.

- ↻ The **Terms and conditions** view is displayed.

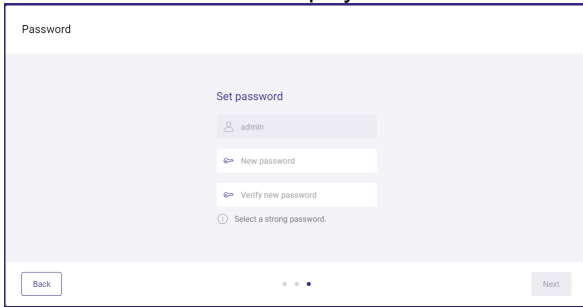


8. Read the terms and conditions.

10 Configuration

9. Tap the **Accept and proceed** button.

➔ The **Password** view is displayed.



10. Enter a new password.

11. Enter the password a second time to confirm.

12. Tap the **Next** button.

➔ The start page appears.

Creating a new touch panel user

Unlike with the user, the administrator sets the password for the touch panel user. This is not a one-time password; instead the touch panel user is assigned a regular password.

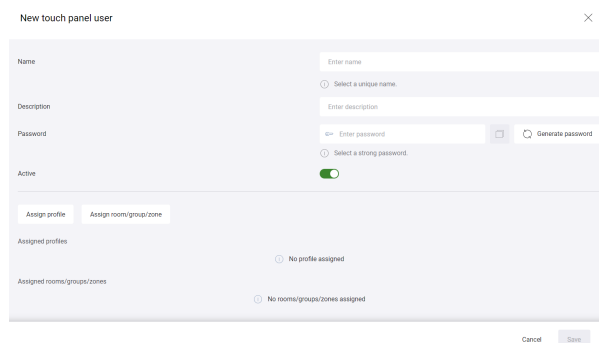
Path: App overview > **User management**

1. Navigate to the path.

➔ The **User management** view is displayed.

2. Tap the **New touch panel user** button.

➔ The **New touch panel user** view is displayed.



3. Enter the user name.

4. Add a description if necessary.

5. Enter the password.

– or –



5. Tap the **Generate password** button to generate a password automatically.

10 Configuration



6. Disable the user if necessary.
7. Tap the **Assign profile** button.
 - The **Assign profile** view is displayed.
8. Select the profiles you wish to assign to the touch panel user.



Note

- Tap the **Assign all** button to select all available profiles.
- To remove all previously assigned profiles, tap the **Assign none** button.

9. Tap the **Save** button.
 - The profile is assigned.
 - The **New touch panel user** view is displayed.
10. Tap the **Assign room/group/zone** button.
 - The **Assign rooms/groups/zones** view is displayed.
11. Select the desired rooms/groups/zones you wish to assign to the touch panel user.



Note

- You can filter the rooms, groups and zones by tapping **Show all** or **Show assigned only** in the dropdown menu. You can also search for rooms, groups and zones in the search field.
- When a room is assigned to a user, the user will also have access to any groups created in this room in future.

12. Tap the **Save** button.
 - The room/group/zone is assigned.
 - The **New touch panel user** view is displayed.
13. Tap the **Save** button.
 - The touch panel user is created.
 - The **User has been created** view is displayed.
14. Tap the **Copy and close** button to save the password to the clipboard and then close the view.

– or –

14. Tap the **Close** button.
 - The **User management** view is displayed.

10 Configuration



15. Tap this button to access the app overview.




Note

The selected password can be used to log in directly. A first-time login process, where the language is selected and the password is set, is not necessary.

10 Configuration



User settings

Tap the  icon on the start page to open the user settings.

i

Note

The touch panel user can only open this view after entering the password.

Each user can individually configure the user settings. The individual options are enabled  or disabled . The settings must be selected separately for each display device. The following functions are available for this purpose:

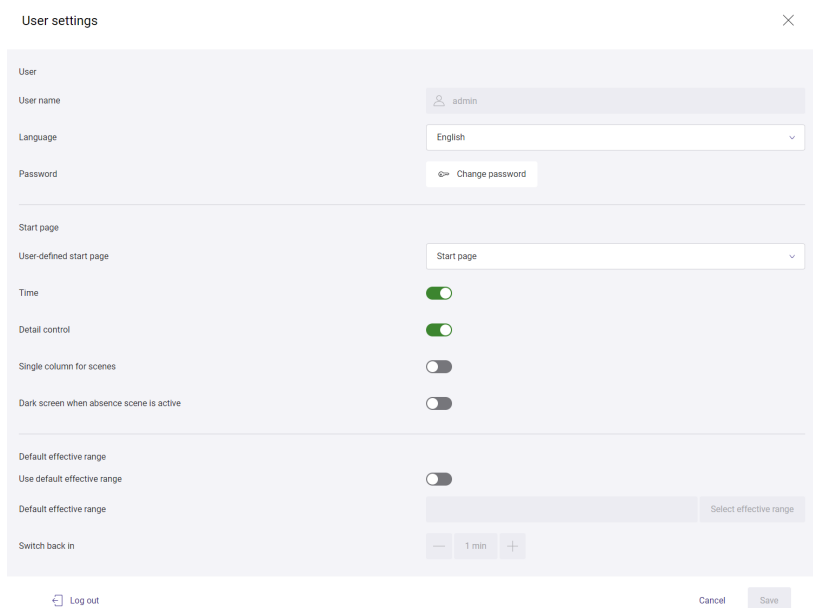



Figure 37: "User settings" view

Function	Brief description
User name	The user name is displayed.
Language	Select the desired language to be displayed in <i>sceneCOM</i> .
Password	Tap this button to set a new password.
User-defined start page	Determine which start page (default start page or emergency lighting) is displayed as standard. <div style="border: 1px solid #ccc; padding: 10px; margin-top: 10px; background-color: #f9f9f9;"> <p>i Note</p> <p>The administrator is the only one who can select the "Emergency lighting" view as the default start page. For more information see Self-contained emergency luminaires manual</p> </div>
Time	The time is also displayed on the start page.
Detail control	The following button is enabled on the start page, which can be used to access detail control: 

10 Configuration

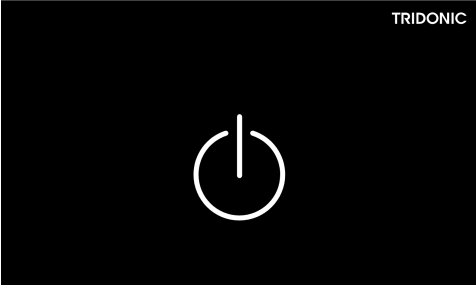

Function	Brief description
	<p>i Note</p> <ul style="list-style-type: none"> • The button is greyed out when a zone has been selected as the effective range. • If this function is not enabled, the start page can only be used to recall scenes and control building services room/zone-wide.
Single column for scenes	Enable this option to display long scene names on the default start page in their entirety.
Dark screen when absence scene is active	<p>As soon as the absence scene is recalled a dark screen is displayed.</p> 
Use default effective range	<p>A default effective range can be selected for the start page. The default effective range is the area which contains devices that should be controlled via the start page as standard. Another effective range can be selected manually on the start page at any time, e.g. to temporarily control the luminaires of another room. After a defined time, the default effective range is automatically applied again.</p> <p>This function is used mainly for touch panels permanently installed in a room.</p> <p>Enable the option to use a default effective range. The selected group/room/zone is then marked with the following icon on the start page:</p> 
Default effective range	Select the default effective range (group/room/zone) containing the devices you wish to control via the start page.
Switch back in	Define the time after which the default effective range is automatically recalled. The time starts again after each manual operation on the start page (e.g. after a scene is recalled, after the effective range is changed).
Log out	Tap this button to log out of the web application. It will then only be possible to log into the web application by entering the user name and password.

Table 52: Functions in the “User settings” view

10 Configuration

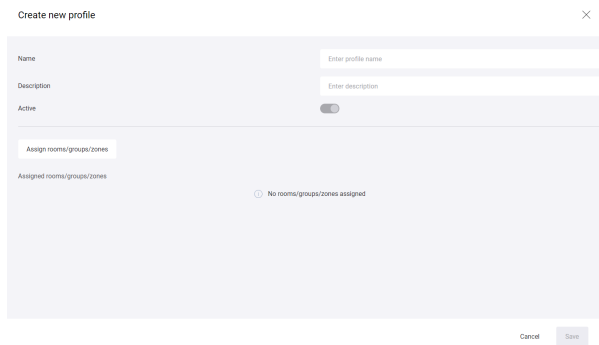
Managing profiles

Profiles make it easier to assign lots of different areas, which can be controlled by different users. The created profiles comprise rooms, groups and zones and can be assigned to any number of users.

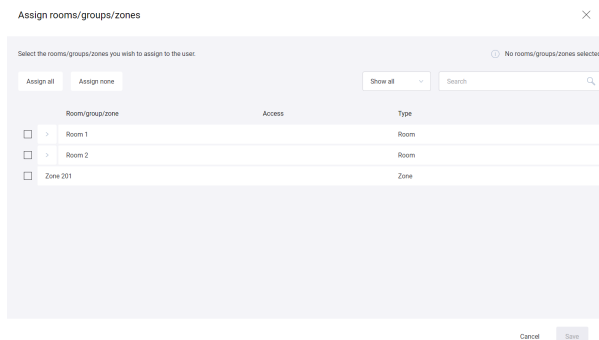
Creating a profile

Path: App overview > **User management** > **Profiles**

1. Navigate to the path.
 2. Tap the **New profile** button.
- ➔ The **Create new profile** view is displayed.



3. Enter a profile name.
 4. Add a description if necessary.
 5. Tap the **Assign rooms/groups/zones** button.
- ➔ The **Assign rooms/groups/zones** view is displayed.



6. Select the desired rooms, groups and zones to be assigned to the profile.



Note

- Tap the **Assign all** button to select all available rooms, groups and zones.
- To remove all previously assigned rooms, groups and zones, tap the **Assign none** button.
- You can filter the rooms, groups and zones by tapping **Show all** or **Show assigned only** in the dropdown menu. You can also search for rooms, groups and zones in the search field.


10 Configuration

7. Tap the **Save** button.
 - ➔ The **Create new profile** view is displayed.
8. Tap the **Save** button.
 - ➔ The profile is created.
 - ➔ The **User management** view is displayed.
9. Tap this button to access the app overview.



Note


The profile can be edited in the **User management** view:

- Use the pencil icon to the right of the profile to go to the **Edit profile** view.
- Use the  icon to the right of the profile to delete the profile.

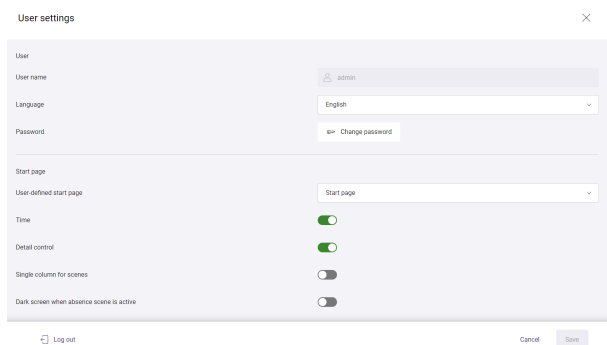
Managing the password

Changing the password

The administrator/user/touch panel user can change the password for their own user.

Path: App overview > **Start page** > 

1. Navigate to the path.
 - ➔ The **User settings** view is displayed.



2. Tap the **Change password** button.
 - ➔ The **Change password** view is displayed.
3. Enter the old password.
4. Enter a new password.
5. Enter the password a second time to confirm.
6. Tap the **Save** button.
 - ➔ The password is changed.
 - ➔ The login screen is displayed.

10 Configuration

Resetting a password

If a user/touch panel user has forgotten their password, the administrator can reset it.

Path: App overview > **User management**



1. Navigate to the path.
 - ➔ The **User management** view is displayed.
2. Tap the pencil icon next to the user for whom the password is to be reset.
 - ➔ The **Edit user** view is displayed.
3. Tap the **Reset password** button.
 - ➔ The **Reset password** view is displayed.
4. Enter a new one-time password.

– or –



4. Tap the button to automatically generate a one-time password.
5. Tap the **Reset password** button.
6. Tap the **Copy and close** button to save the one-time password to the clipboard and close the view.

– or –

6. Tap the **Cancel** button.
 - ➔ The password is reset.
 - ➔ The **Edit user** view is displayed.



7. Tap the icon.
 - ➔ The **User management** view is displayed.



8. Tap this button to access the app overview.



Note

After the password has been reset, the user/touch panel user has to go through the first-time login process again.

For more information see Section [Managing users](#) ¹⁰⁷

10 Configuration

Requesting an unlock code

If the administrator forgets the password, it can be reset using an unlock code. The unlock code can be requested from your sales partner. The reference number is required for this. The unlock code can only be used one time.

1. Open the *sceneCOM* web application.
 - ➔ The login screen is displayed.
2. Enter the user **admin**.

i

Note

Do not enter a password.

3. Tap the **Log in** button.
 - ➔ The **Reset password** button is displayed.
4. Tap the **Reset password** button.
 - ➔ The **Reset password** view is displayed.
5. Tap the **Reset the administrator password** button.
 - ➔ The **Request an unlock code for the administrator password** view is displayed.




6. Copy the reference number and give this to your sales partner.
 - ➔ The unlock code is sent.
7. Enter the unlock code.
8. Enter a new password.
9. Enter the password a second time to confirm.
10. Tap the **Unlock** button.
 - ➔ The password is changed.
11. Tap the **Open login screen** button.
 - ➔ You can now log in with your new password.

10 Configuration


10.10 Control device linking

Linking *sceneCOM* controllers allows you to link devices and areas of another *sceneCOM* (producer) to the local *sceneCOM* (consumer) and use them for automation, for example. Individual devices or an entire area are linked as needed. Linked *sceneCOMs*, devices and areas can be removed from the link again at any time.

Linking a device

- Application area: e.g. using sensor values on multiple *sceneCOMs* for automation.
- The following device categories can be linked: sensors (light sensors, presence detectors).
- The room and group are assigned to the device in the system image during linking.
- After assignment the device is displayed in the system image and can be used for further configuration/automation.
- Linked devices are marked with a linking icon (e.g. .

Linking an area

- Application area: e.g. forwarding dimming and switching commands from control equipment to multiple *sceneCOMs* (consumers) via a control zone.
- The following areas can be linked: zones (regular zones and control zones), rooms, groups. Linking control zones allows you to operate areas existing on other *sceneCOMs*.
For more information see Section [Zones](#) ¹⁰⁰
- The area is linked to a local area (room/group/zone) of the consumer during linking. Linking is indicated in the system image by the  icon. The number of linked areas is shown next to the icon. You can see which area is linked in the **Control device linking** app.
- During linking the modes of operation controlled for the area are selected (e.g. intensity for luminaires). Only selected modes of operation affect the local area. If the **Colour** mode of operation is not selected, for example, commands for changing the colour of RGB luminaires are not executed locally.



Note

Linking a *sceneCOM* that is part of an Infinity system gives you access to all linked devices and areas in this Infinity system. Only one *sceneCOM* can be linked per Infinity system.

10 Configuration

Linking limitations

- Event rate: The event rate is used to capture the load on the *sceneCOM* (consumer) caused by linking. It indicates the average number of events per second over the last 5 minutes. An event is any data exchange between controllers, such as a scene change, dimming command or sensor value change. The event rate must not exceed 30 events per second. You can view the event rate in the **Control device linking** app.
- No more than 30 devices and/or areas are permitted to be linked to one controller (consumer).
- One controller (producer) can have a link with maximum 30 controllers (consumers).

10 Configuration

10.10.1 Overview of the “Control device linking” app

The following contains an overview of the functions in the **Control device linking** app.

Path: App overview > **Control device linking**

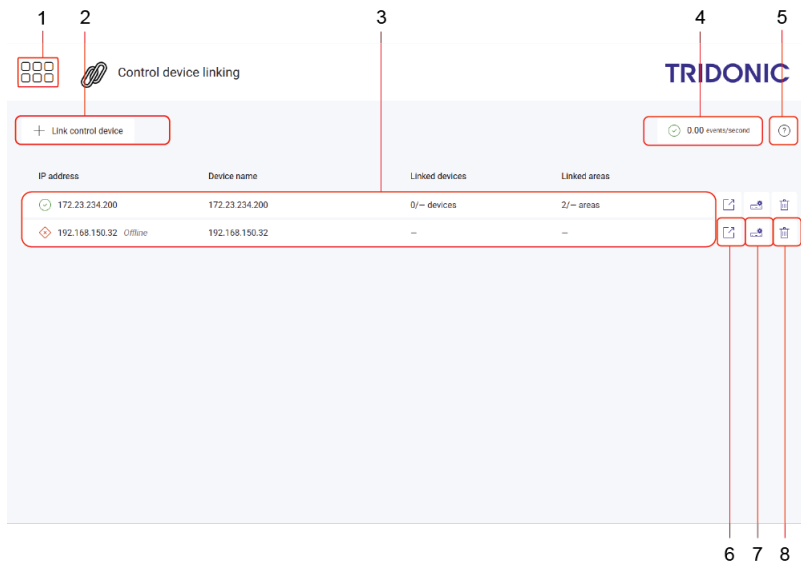


Figure 38: View of the “Control device linking” app

	Function	Brief description
(1)	Return to app overview	The app overview can be accessed via this button.
(2)	Link <i>sceneCOM</i> controller	Tap this button to link a new <i>sceneCOM</i> controller.
(3)	Linked <i>sceneCOMs</i>	<i>sceneCOMs</i> already linked are displayed with the number of linked devices and/or areas. Tap a <i>sceneCOM</i> to link devices or areas. <div style="border: 1px solid #ccc; padding: 5px;"> <p>Note</p> <p>The corresponding icon is displayed depending on the connection status and validity of the connection data:</p> <ul style="list-style-type: none"> Online and connected Online but connection data is invalid Offline </div>
(4)	Event rate	The rate displayed is the average number of events per second over the last 5 minutes. The rate must not exceed 30 events per second. Use this button to view the event rate for each linked <i>sceneCOM</i> .
(5)	Information on linking controllers	Use this button to view a window with information about the Control device linking app.
(6)	Open linked <i>sceneCOM</i>	Tapping the button opens the start page of the linked <i>sceneCOM</i> (producer) in a new tab.
(7)	Change connection data	Change the API consumer for a <i>sceneCOM</i> already linked.

10 Configuration

	Function	Brief description
		<p>i Note</p> <p>If a control device already linked (producer) can no longer be reached, the IP address may need to be changed. Create a data backup of the local control device (consumer) before changing the IP address.</p>
(8)	Remove <i>sceneCOM</i>	Remove a <i>sceneCOM</i> from the link.

Table 53: Functions in the “Control device linking” app

10.10.2 Configuration options

The following sections contain an overview of the configuration options in the **Control device linking** app.

- [Linking a control device](#) ¹²⁴
- [Managing linked devices](#) ¹²⁵
- [Examples](#) ¹²⁸

10 Configuration

Linking a sceneCOM

To use devices or areas on another *sceneCOM*, the *sceneCOM* controller must first be linked.



Note

- Only link *sceneCOMs* with the same software version (producer and consumer).
- The device name of the *sceneCOM* is not updated for the consumer if it is changed for the producer.

Requirements:

- An API consumer has been created on the *sceneCOM* to be linked (producer).
For more information see manual **REST API & MQTT**
- The device designation has been saved on the *sceneCOM* to be linked (producer).
For more information see [Network settings](#) ⁴⁹

Path: App overview > **Control device linking**

1. Navigate to the path.
2. Tap the **Link control device** button.
 - ➔ The **Link control device** view is displayed.

Link control device

Control devices in the same Infinity system cannot be linked.

IP address

Consumer name

API token

Cancel Save

3. Enter the IP address of the *sceneCOM* to be linked.



Note

You can copy the URL from the address line of the browser and paste it in directly. The URL is automatically shortened to the IP address.

4. Enter the consumer name.
5. Enter the API token.
6. Tap the **Save** button.
 - ➔ The **Control device linking** view is displayed.
 - ➔ The linked *sceneCOM* controller is shown in the list.

10 Configuration

Managing linked devices

Once a *sceneCOM* has been added to the link, devices and areas can be linked.

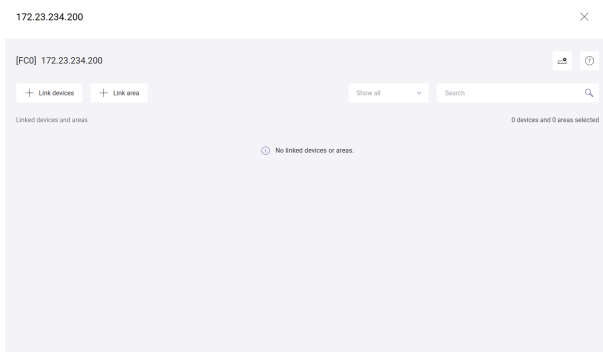
Path: App overview > **Control device linking**

Linking a device

1. Navigate to the path.

2. controller.

➡ The **[xy]** view is displayed.

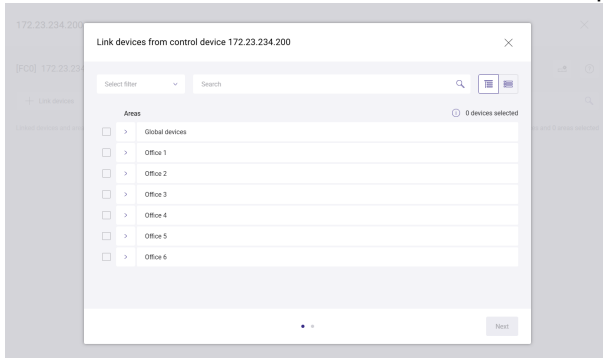


Note

[xy] stands for the IP address of the *sceneCOM*.

3. Tap the **Link devices** button.

➡ The **Link devices from control device** view is displayed.



4. Select the device to be linked.

5. Tap the **Next** button.

➡ The **Assign to local area on control device** view is displayed.

6. Select the local area (room/group) to which the device will be assigned.

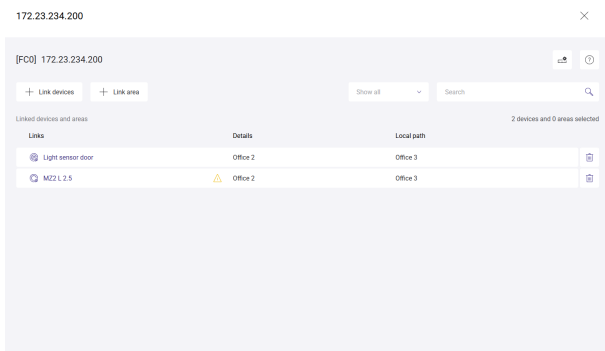
7. Tap the **Finish** button.

➡ The device is linked.

8. Tap the **Close** button.

10 Configuration

➔ The [xy] view is displayed.

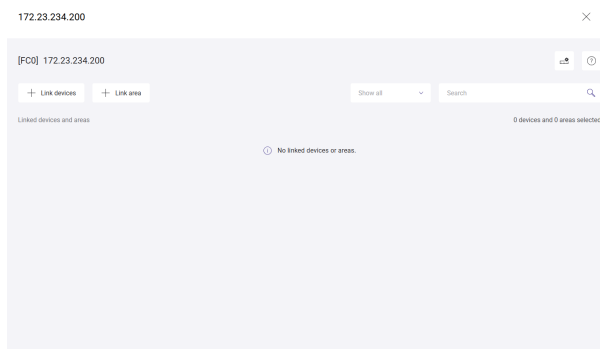


Note

- The local path on the device indicates the area (room/group) assigned to the device.
- The assignment and the device name can be changed via the system image. We recommend changing the name of the device as needed on the linked sceneCOM (producer) so that the device has the same name on both sceneCOMs (producer and consumer).

Linking an area

1. Navigate to the path.
2. controller.
 - ➔ The [xy] view is displayed.



Note

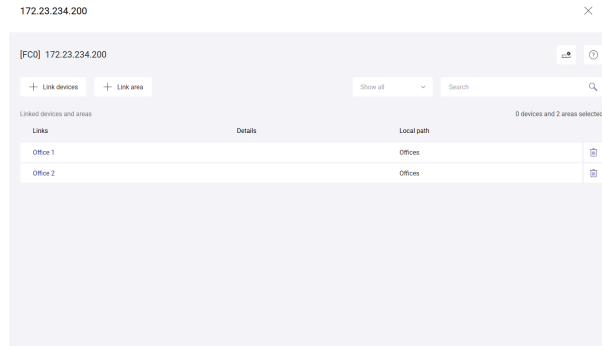
[xy] stands for the IP address of the sceneCOM.

3. Tap the **Link area** button.
 - ➔ The **Link area from control device** view is displayed.
4. Select the area to be linked.
5. Select the modes of operation to be subscribed.
6. Tap the **Next** button.
 - ➔ The **Assign to local area on control device** view is displayed.
7. Select the local area (room/group/zone) to which the previously selected area will be linked.



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8. Tap the **Save** button.
 - ➔ The area is linked.
 - ➔ The **[xy]** view is displayed.



Deleting or removing linked devices

Devices physically connected to a *sceneCOM* can only be deleted there. If linked devices are deleted on the original *sceneCOM*, they are also deleted on the linked *sceneCOM*.

Linked devices can be removed on the linked *sceneCOM*. When a device is removed, the device is only removed from the link and remains on the original *sceneCOM*. If an entire *sceneCOM* controller is removed from the link, all linked devices for this *sceneCOM* controller are automatically removed from the system image.

For more information see Section [System image](#) ³⁹



Note

In an Infinity system, linked devices can only be removed on the *sceneCOM* on which the link was created.

10 Configuration

Examples

Example 1

In a building with 5 *sceneCOMs*, all luminaires are to be switched on/off centrally via a momentary-action switch. The luminaires are addressed on *sceneCOMs* 2–5.

Step 1: **Zones** app:

1. Create a control zone on *sceneCOM* 1 (producer).
2. Assign the necessary local areas when creating the control zone.
3. Select **Scenes** as the mode of operation when creating the control zone.
4. Create a zone on all other *sceneCOMs* (consumers) and assign all necessary areas.

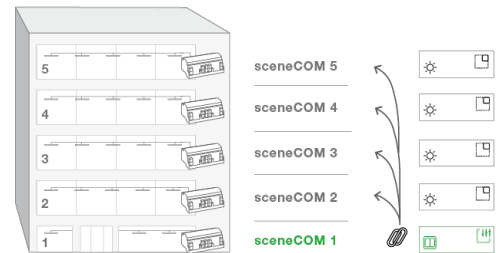


Figure 39: Link configuration with a control zone

Step 2: **Addressing** app:

1. Address a momentary-action switch for the control zone on *sceneCOM* 1.

Step 3: **Zones** or **System image** app:

1. Configure the momentary-action switch: select the appropriate operating mode for the momentary-action switch so that it does not dim/brighten the lighting.

Step 4: **REST API & MQTT** app:

1. Create an API consumer on *sceneCOM* 1.

Step 5: **Control device linking** app:

1. On *sceneCOMs* 2–5, create a link to *sceneCOM* 1.
2. On *sceneCOMs* 2–5, link the control zone from *sceneCOM* 1 as an area with the created zone.
 - ➔ All luminaires in the zones can be controlled via the momentary-action switch.

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Example 2

A building with 3 *sceneCOMs* has a stairwell with presence detectors and luminaires. One presence detector is addressed on one *sceneCOM* per floor. The presence detectors are to switch the entire stairwell on/off.

Requirement:

— The presence detectors are each addressed to one *sceneCOM* in the **Stairwell** room.

Step 1: **REST API & MQTT** app:

1. Create API consumers on all *sceneCOMs*.
All *sceneCOMs* are both producers and consumers at the same time.

Step 2: **Control device linking** app:

1. Link all *sceneCOMs* to each other.
sceneCOM 1 to *sceneCOMs* 2 and 3, *sceneCOM* 2 to *sceneCOMs* 1 and 3, *sceneCOM* 3 to *sceneCOMs* 1 and 2.
2. Link all presence detectors as devices.
Presence detector for *sceneCOM* 1 to *sceneCOMs* 2 and 3, for *sceneCOM* 2 to *sceneCOMs* 1 and 3, for *sceneCOM* 3 to *sceneCOMs* 1 and 2.

Step 3: **Presence linking** app:

1. Create presence linking on all *sceneCOMs* for the **Stairwell** room.
2. Select the local and two linked presence detectors as sensors.
3. Select the respective stairwell as the effective range.

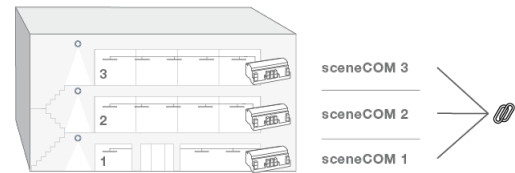


Figure 40: Link configuration in a stairwell



Note

The presence linking configuration must be exactly the same on all 3 *sceneCOMs* for the function to work the same everywhere.

10 Configuration

10.11 DALI data

The *sceneCOM* system allows you to poll DALI data on devices. You can use the DALI data profile to define the properties that are polled. There are static and dynamic properties.

- Static properties are automatically polled during addressing and when a device is being replaced. Static property polling cannot be disabled in the DALI data profile.
- Dynamic properties change over the course of time and are periodically polled. Dynamic property polling can be enabled or disabled for each property in the DALI data profile. The frequency of polling (low, medium, high) can also be defined. If energy data polling is enabled in the settings, **Energy** is displayed under “Frequency”. A property is polled at a defined interval depending on the set frequency.

Frequency	Interval	Limit
Low	12 h	No limit
Medium	4 h	Max. 100 properties
High	15 min	Max. 10 properties
Energy	15 min	-



Note

After the function is enabled, the DALI data can be accessed via the REST API & MQTT.
For more information see **REST API & MQTT** manual

10 Configuration

10.11.1 Overview of the “DALI data” app

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

Path: App overview > **DALI data**

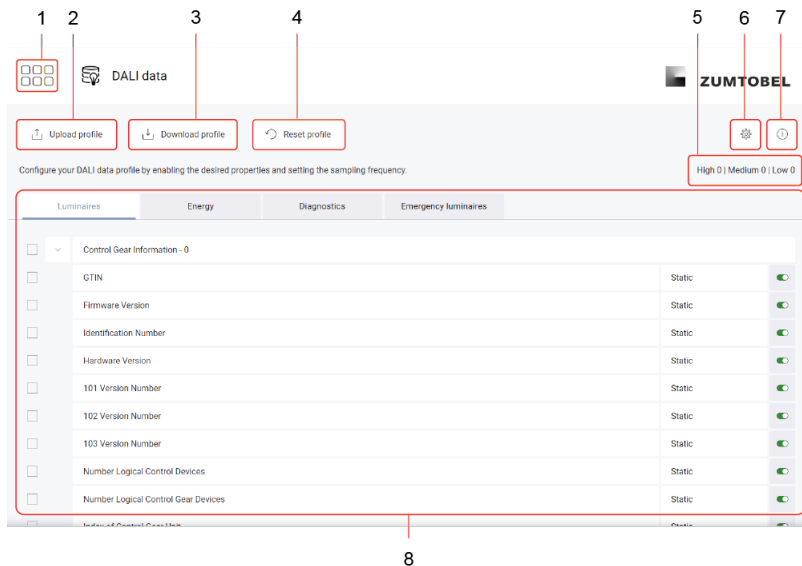


Figure 41: View of the “DALI data” app

	Function	Brief description
(1)	Return to app overview	The app overview can be accessed via this button.
(2)	Upload profile	Tap this button to upload a saved DALI data profile.
(3)	Download profile	Tap this button to download the DALI data profile.
(4)	Reset profile	Tap this button to reset the DALI data profile to the default settings. <div style="border: 1px solid gray; padding: 5px; margin-top: 10px;"> <p>i Note When the profile is reset, energy data polling and accumulation are disabled in the settings.</p> </div>
(5)	Number of enabled properties	The number of enabled properties is displayed here with the respective frequency.
(6)	DALI data settings	This button takes you to the settings. You can poll the DALI data functionality of the connected luminaires, enable or disable general DALI data polling, and enable or disable energy data polling and accumulation.
	Select devices	Access device selection via the settings. You can define which devices are polled for DALI data here. You can also manually start DALI data polling for individual devices. <div style="border: 1px solid gray; padding: 5px; margin-top: 10px;"> <p>i Note DALI data polling is enabled by default for all devices for which DALI data functionality has been polled.</p> </div>

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	Function	Brief description
(7)	DALI data information	Use this button to view a window with information about the DALI data app.
(8)	Edit profile	<p>You can adapt the DALI data profile to your needs here. Tap the respective tab to view and edit the properties for Luminaires, Energy, Diagnostics or Emergency luminaires. The properties are divided by memory bank for the respective DALI part.</p> <p>Luminaires: memory banks 0 and 1 in DALI Part 102 or extension of memory bank 1 in DALI Part 251 Energy: memory banks 202, 203, 204 in DALI Part 252 Diagnostics: memory banks 205, 206, 207 in DALI Part 253; in version 3.8.0 and higher, memory bank 4 is also supported in the <i>Tridonic</i>-specific "Lifetime Indicator" extension Emergency luminaires: memory bank 208 in DALI Part 202 ED2 or memory bank 66 in the <i>Tridonic</i>-specific extension of DALI standard 102 ED2</p>

Table 54: Functions of the "DALI data" app

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10.11.2 Configuration options

The following sections contain an overview of the configuration options in the **DALI data** app.

- [Polling DALI data](#) ¹³³
- [Managing your DALI data profile](#) ¹³⁵
- [Selecting devices](#) ¹³⁷

Polling DALI data

DALI data polling must be enabled for DALI data to be retrieved via the REST API & MQTT.

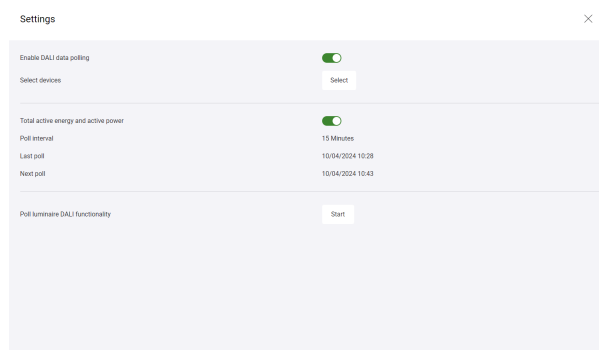
Enabling DALI data polling

Requirement:

—Devices support the transfer of DALI data. The corresponding DALI part (251–254) must be supported depending on which data is being polled according to the DALI data profile.

Path: App overview > **DALI data** > 

1. Navigate to the path.
 - ➔ The **Settings** view is displayed.



2. Enable the **Enable DALI data polling** option.
 - ➔ DALI data is polled.



Note

The properties polled and the frequency of polling are defined in the DALI data profile.

For more information see Section [Managing the DALI data profile](#) ¹³⁵



3. Enable the **Total active energy and active power** option if necessary.
 - ➔ The energy data is polled and accumulated every 15 minutes.
 - ➔ The timestamps of the last and the next poll are displayed.

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Note

- This option must be enabled for the accumulated energy data to be polled via the REST API & MQTT.
- If the **Total active energy and active power** option is enabled, the interval cannot be changed. If this option is disabled, no accumulation takes place, so the interval can be set in the DALI data profile.



4. Tap the button.
➔ The **DALI data** view is displayed.



Note

The DALI data functionality of the luminaires is polled during addressing and when updating the software. If values are missing during polling, however, you can tap the **Start** button to poll the DALI functionality of the luminaires. During this poll, all DALI control lines are locked and the system cannot be operated.

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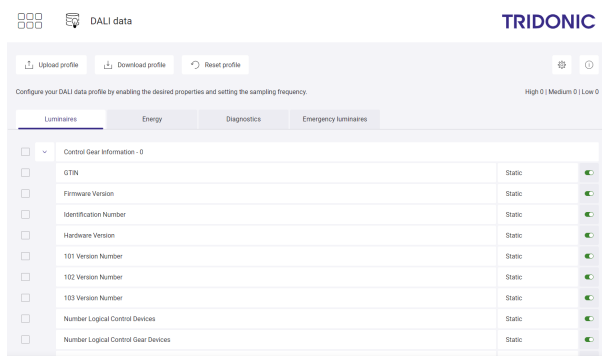
Managing the DALI data profile

In the DALI data profile you can define the properties that are polled and made available via the REST API & MQTT, as well as the frequency at which polling takes place. The frequency indicates the time between the end of the last poll and the start of the next.

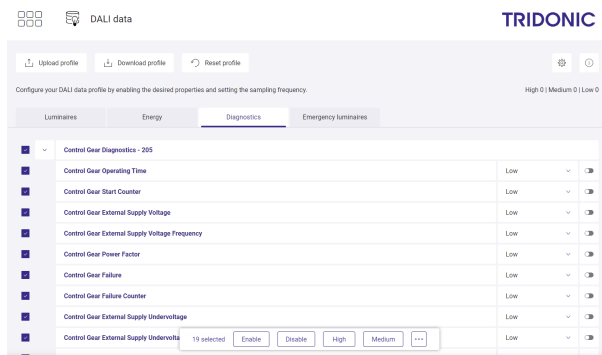
Enabling polling of properties

Path: App overview > **DALI data**

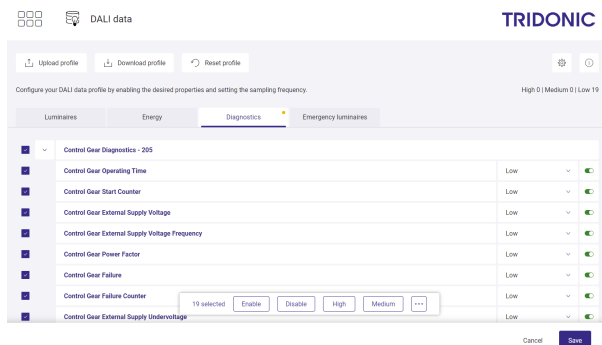
1. Navigate to the path.
 ➔ The **DALI data** view is displayed.



2. Tap the tab (**Luminaires, Energy, Diagnostics, Emergency luminaires**) to view the desired properties.
3. Enable the tick mark next to one or more properties.
 ➔ The menu bar is displayed.



4. Tap the **Enable** button.
 ➔ Polling of properties is enabled.



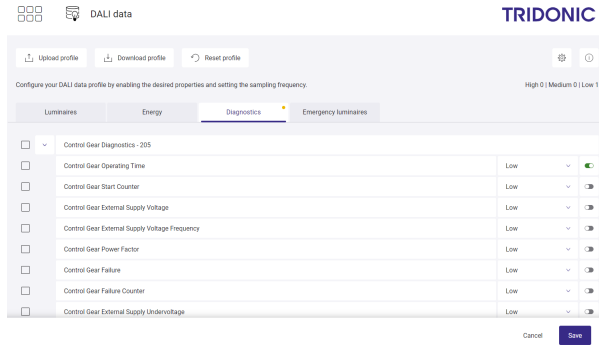
10 Configuration

5. Tap the relevant button (**High, Medium, Low**) to select the frequency of polling.

– or –

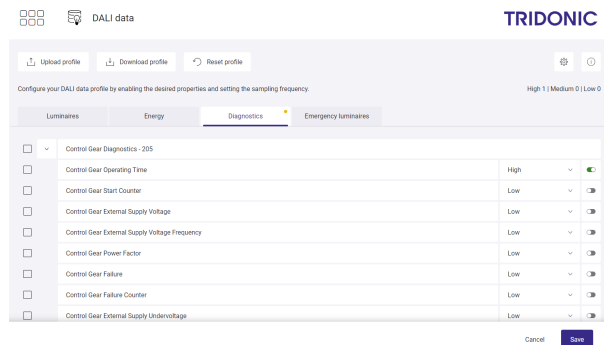
3. Enable polling of one property.

➔ Polling of the property is enabled.



4. Tap the arrow next to the frequency to view the frequency options.

5. Select the frequency of polling (**High, Medium, Low**).



6. Tap the **Save** button.

➔ Changes to the profile are saved.

i Note

We recommend downloading the DALI data profile after configuration is complete.



7. Tap this button to access the app overview.

10 Configuration

Device selection

The following contains an overview of the general functions in the **Select devices to be polled** view.

Path: App overview > **DALI data** > ⚙️ > **Select**

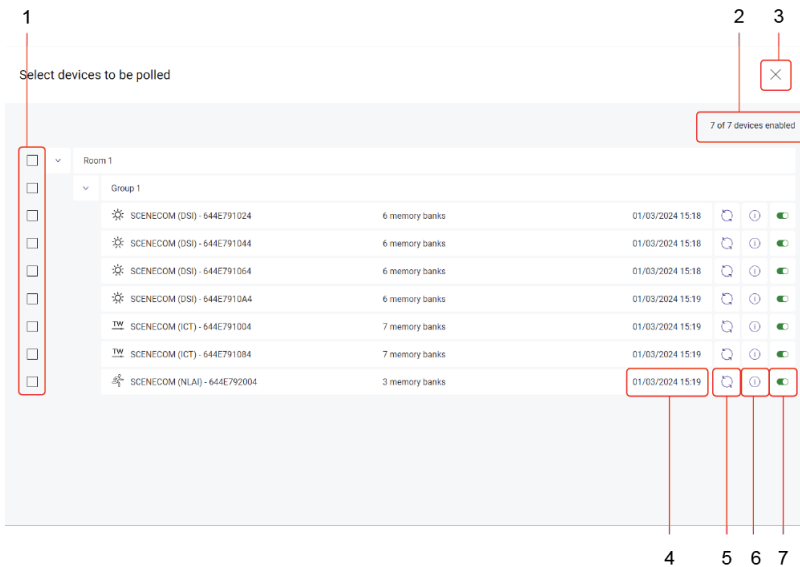


Figure 42: “Select devices to be polled” view

	Function	Brief description
(1)	Select multiple devices	Enabling the tick mark next to a room, group or device allows you to select multiple devices at once and enable or disable DALI data polling for the selected devices.
(2)	Number of enabled devices	The number of enabled devices is displayed here.
(3)	Save settings	Tap this button to save the settings and return to the Settings view.
(4)	Last poll	The timestamp of the last poll is displayed here.
(5)	Poll device	Use this button to manually start DALI data polling for the device.
(6)	View device information	Use this button to view the following device information: <ul style="list-style-type: none"> • Assigned to (room/group): path • Date of detection: time at which the device is first detected as a device that delivers DALI data. • Last poll: time of last poll • Memory banks: DALI standard memory banks
(7)	Enable or disable polling for the device	Use this button to enable or disable DALI data polling for individual devices. <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;"> <p>i Note DALI data polling is enabled by default for all devices that can deliver DALI data.</p> </div>

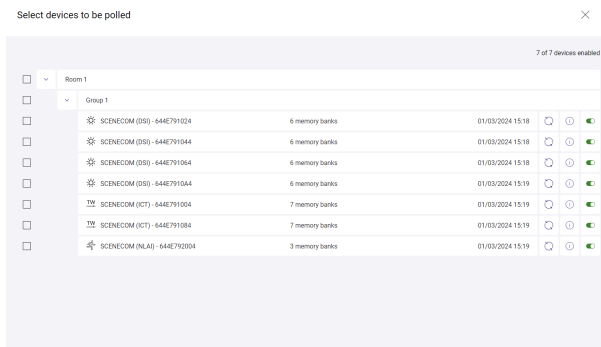
Table 55: Functions in the “Select devices to be polled” view

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Disabling polling for individual devices

Path: App overview > **DALI data** >  > **Select**

1. Navigate to the path.
 - ➔ The **Select devices to be polled** view is displayed.



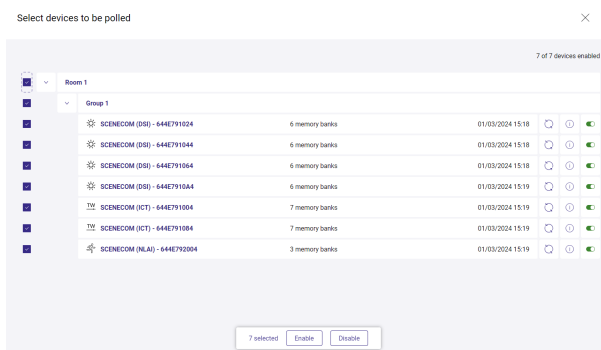
2. Disable polling for an individual device.
 - ➔ Polling is disabled for this device.

i Note
Skip step 3.

– or –



2. Enable the tick mark next to one or more rooms, groups or devices.
 - ➔ The menu bar is displayed.



3. Tap the **Disable** button.
 - ➔ Polling is disabled for these devices.
4. Tap the button.
 - ➔ The **Settings** view is displayed.



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This section contains the following information:

- [Device replacement](#) ¹³⁹
- [Installation test](#) ¹⁴¹
- [Software update](#) ¹⁴²
- [Log](#) ¹⁴⁵
- [Faults](#) ¹⁴⁶
- [Data backup](#) ¹⁴⁷



Note

The lock function is no longer available as of software version 3.7.0.

11.1 Device replacement

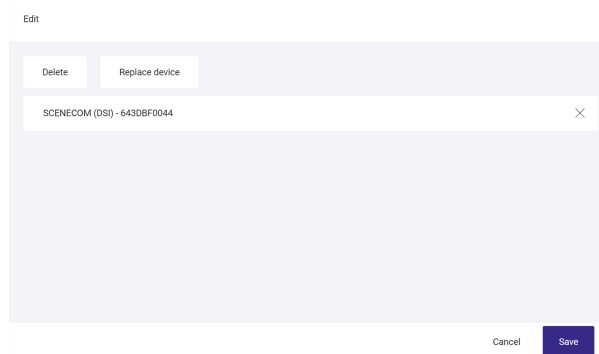
Faulty devices can be replaced with new devices directly via the **System image** app.

Requirements:

- The device to be replaced and the new device are the same type.
- Both devices are connected to the same control device.
- The new device has not been addressed yet.

Path: App overview > **System image**

1. Navigate to the path.
 - ➔ The **System image** view is displayed.
2. Tap pencil button.
 - ➔ The **Edit** view is displayed.



3. Tap the **Replace device** button.
 - ➔ A search for unaddressed luminaires is performed.
 - ➔ The **Locate luminaires** view is displayed.
4. Select the new device using visual location.
 - ➔ The **System image** view is displayed.
 - ➔ The device has been successfully replaced.

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- The new device adopts the configurations (e.g. name, RGA address, scenes) of the old device.



Note

Only luminaires can be replaced using the **Replace device** function.

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11.2 Installation test

You can start an installation test manually at any time. This is recommended when new devices have been added, for example.

Path: App overview > **Installation test**

The scope of the installation test depends on the application:

- To test whether newly added devices have already been addressed, select the **All devices** button.
- After initial commissioning or during a system extension, select the **Unaddressed devices only** button.



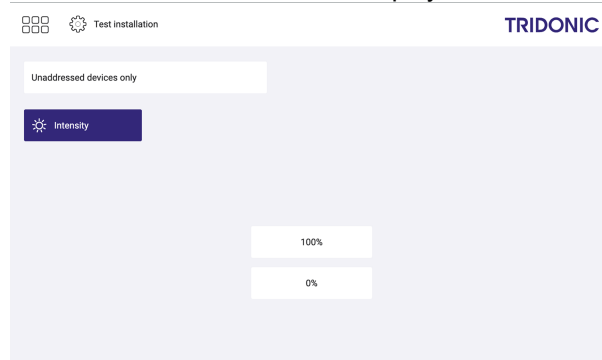
Note

DALI devices are no longer automatically imported as of software version 3.7.0. To use the installation test during a system extension, the addressing must first be started one time.

Testing the installation

Path: App overview > **Installation test**

1. Navigate to the correct page as indicated in the path.
➔ The **Test installation** view is displayed.



2. Select the scope of the installation test (**All devices** or **Unaddressed devices only** button).
3. Test the installation.



Note

The following options are available:

- Intensity: **100%**, **0%**



4. Tap this button to access the app overview.
➔ The devices switch back to the value they were at before the installation test.

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11.3 Software versions

The *sceneCOM* controller has the following software version:

- Software version of the *sceneCOM* controller:

A *BFF* file can be used to update the software version of the *sceneCOM* controller. After updating the software, the `<%PRODUCT(-ANLAGE - USER3)%>` system will be restarted.

Path: App overview > **Basic settings** > **Software versions** > **sceneCOM**

For more information see Section [sceneCOM software update](#)^[142]



Note

- These functions are not supported by display devices with *iOS* operating systems.
- Downgrading to an older software version is not permitted during a software update.

11.3.1 sceneCOM software update



Note

We recommend creating a complete data backup before any software update. In the event of the loss of any data, this can be used to restore your `<%PRODUCT(-ANLAGE - USER3)%>` system data.

For more information see Section [Data backup](#)^[147]

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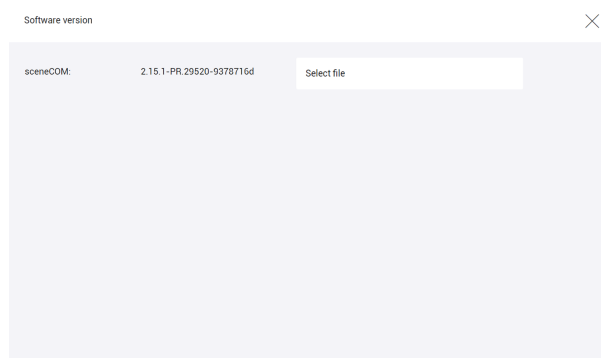
Updating the sceneCOM controller software

Requirements:

- *sceneCOM* controller and computer are connected via an Ethernet cable.
- A new *BFF* file has been saved on this computer.
- A complete data backup has been created.
 Path: App overview > **Data backup** > **Complete data backup** > **Save backup**
 For more information see Section [Data backup](#)¹⁴⁷⁾

Path: App overview > **Basic settings** > **Software versions**

1. Navigate to the page indicated in the path.
 ➔ The **Software update** view is displayed.



2. Tap the **Select file** button.
3. Select and open the *BFF* file.
 - ➔ A pop-up window with a progress bar appears.
 - ➔ The files for the software update are uploaded.
 - ➔ The software is updated.
 - ➔ The *sceneCOM* controller restarts.

i **Note**
 This process may take several minutes.

- ➔ As soon as the software is updated, a corresponding message appears.
4. Tap the **Reload** button.
 - ➔ The start page appears.

i **Note**
 Once the software has been successfully updated and you have connected to the web application with another display device, a message appears, indicating that the web application interface must be reloaded due to a software update.

▷ Confirm the message.

- ➔ The web application interface is reloaded.
- ➔ The start page appears.

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i

Note

- After updating from software version 3.3.x to version 3.5.0 or higher, the administrator and controller have to undergo initial configuration again.
For more information see Section [Connecting to the sceneCOM for the first time](#)^[24]
- All profiles and room/group/zone assignments are lost in the user management after updating to software version 3.5.0 or higher. The passwords of all users are lost. All users with user names that do not meet the requirements are also deleted. A message is displayed in the log.
For more information see Section [Managing users](#)^[107] or Section [Log](#)^[145]

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11.4 Log

General events as well as faults and warnings are logged in the **Log** app.

Path: App overview > **Log**

The following information is displayed for each event:

- **Date and time:** information about when the event occurred.
- **Path:** information about where the event occurred. If the event can be uniquely assigned to a device, the path consists of the **room\group\device name**, e.g. **Room 1\Group 1\LIGHTS - 6400000100**. All other events are marked with **application**.
- **Event:** information on the type of event (**Information, Error, Warning**).
- **Message:** detailed information about the event

You can save the log as a CSV file. The save location depends on the browser settings.



Note

This function is not supported by display devices with iOS operating systems.

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11.5 Faults

The **Faults** app provides information on which field device faults are currently unresolved in your *sceneCOM* system at any given time.

Path: App overview > **Faults**

The following information is displayed for each fault:

- **Date and time:** information on when the fault occurred.
- **Path:** information on where the fault occurred. The path consists of the **room\group\device name**, e.g. **Room 1\Group 1\LIGHTS - 6400000100**
- **Type:** Type of device assigned during addressing, e.g. **Standard, Direct, Warm-white**. This information is required above all for special luminaires, in order to determine the light source of the special luminaire for which the fault has occurred. The individual light sources for a special luminaire are summarised when special luminaires are created. As soon as the special luminaire has been created, only the special luminaire is displayed in the system image; the light sources no longer appear individually.
- **Message:** information about the fault

As soon as a fault has been corrected the corresponding entry disappears from the list.



Note

Messages about the occurrence and correction of faults can still be seen in the log. For more information see Section [Log](#)^[145]

You can also save a list of the current faults as a CSV file. The save location depends on the browser settings.



Note

This function is not supported by display devices with iOS operating systems.

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11.6 Data backup

It is possible to back up your <%PRODUCT(-ANLAGE - USER3)%> system data. In the event of the loss of any data, this can be used to restore your <%PRODUCT(-ANLAGE - USER3)%> system data.



Note

This function is not supported by display devices with iOS operating systems.

Path: App overview > **Data backup**

There are two ways to back up your <%PRODUCT(-ANLAGE - USER3)%> system data: by creating a complete data backup or partial data backup.

	Complete data backup	Partial data backup
Save location	On the computer; save location depends on the browser settings	Locally on the <i>sceneCOM</i> control device controller.
Requirement	The <i>sceneCOM</i> and computer must be connected via an Ethernet cable or wireless access point.	–
File type	SCP file	–
Method of data backup	Manual	<ul style="list-style-type: none"> Manual: three manual data backups can be saved. As soon as the fourth data backup is created, the oldest manual data backup is overwritten. Automatic: the data is automatically backed up every night. Three automatic data backups can be saved. As soon as the fourth data backup is created, the oldest automatic data backup is overwritten.
Scope of data backup	<ul style="list-style-type: none"> Configuration of the <%PRODUCT(-ANLAGE - USER3)%> system (e.g. system image) Device-specific settings for the DALI field devices, which are connected directly to the <i>sceneCOM</i> and can be configured via <i>sceneCOM</i> DALI database for the <i>sceneCOM</i> controller Partial data backups (if any) Log Password for locking against inadvertent or unauthorised configuration User-defined colours All available images on the controls Time zone Network settings Activated licences Active API consumers 	<ul style="list-style-type: none"> Configuration of the <%PRODUCT(-ANLAGE - USER3)%> system (e.g. system image) Device-specific settings for the DALI field devices, which are connected directly to the <i>sceneCOM</i> and can be configured via <i>sceneCOM</i> DALI database for the <i>sceneCOM</i> controller Time zone
Area of application	After successful commissioning; if the <i>sceneCOM</i> controller has to be replaced so that the configuration can be restored.	Before a major reconfiguration; a previous version of the configuration can be restored if necessary.

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Table 56: Differences between data backups

i	<p>Note</p> <p>The following settings are not saved:</p> <ul style="list-style-type: none">• Browser-specific settings, e.g. language, password to protect against inadvertent or unauthorised operation, user settings• Controller-specific settings• Date and time
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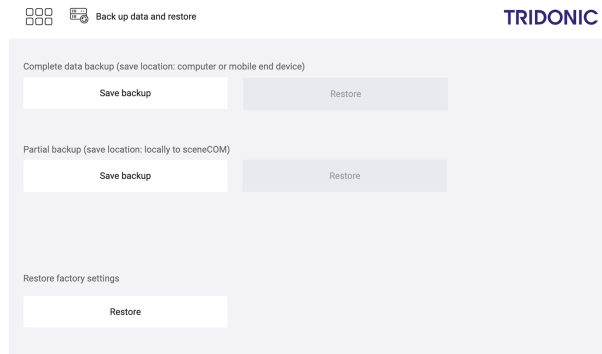
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Backing up data

Path: App overview > **Data backup**

1. Navigate to the path.

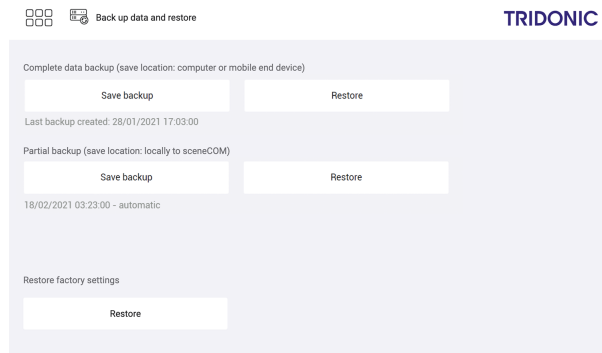
➔ The **Back up data and restore** view is displayed.



2. Go to Section **Complete data backup** or **Partial data backup** and tap the **Save backup** button.

➔ The data backup is created.

➔ The date and time of the data backup are displayed.



Note

- The scope and save location of the data backup depend on the type of data backup.
- The date and time of the data backup are displayed. For partial data backups, **manual** or **automatic** is also added to indicate how the partial data backup was created.



3. Tap this button to access the app overview.

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Restoring data

When data is restored, the RGA address, scene settings and device-specific settings are applied to the field devices.



Note

When restoring data, you are not allowed to restore a data backup for a system with a newer software version on a system with an older software version.

Path: App overview > **Data backup**

There are two ways to restore the data of your <%PRODUCT(-ANLAGE - USER3)%> system: restore data from a complete data backup or from a partial data backup.

Restoring data from a complete data backup

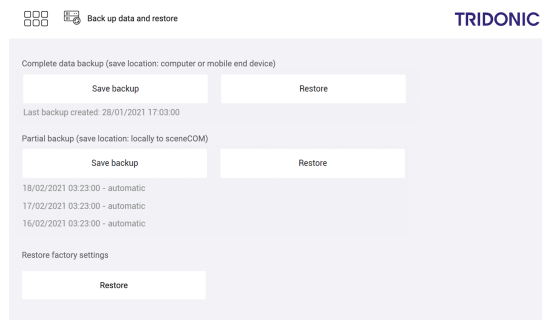
Requirement:

— The *sceneCOM* controller and computer or mobile device containing the desired data backup are connected via an Ethernet cable or wireless access point.

Path: App overview > **Data backup**

1. Navigate to the path.

➔ The **Back up data and restore** view is displayed.



2. In Section **Complete data backup**, tap the **Restore** button.

➔ The pop-up window for file selection opens.

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3. Navigate to the save location of the data backup and select the file.
 - ➔ A compatibility check is performed.
 - ➔ If the data backup is compatible with the current software version, the data from the data backup is written to the <%PRODUCT(-ANLAGE - USER3)%> system. This procedure may take several minutes.



Note

If the data backup is not compatible with the current software version, a corresponding message appears.

- ➔ Update software version.
- ➔ Restore data again.

- ➔ The login screen is displayed.

4. Enter the user name **admin**.



Note

- If a data backup with a software version lower than 3.5.0 is restored, the administrator and controller have to undergo initial configuration again. The password field must be kept blank in this case. For more information see Section [Connecting to the sceneCOM for the first time](#) ^[24]
- All user management profiles and room/group/zone assignments are also lost. The passwords of all users are lost. All users with user names that do not meet the requirements are also deleted. A message is displayed in the log. For more information see Section [Managing users](#) ^[107] or Section [Log](#) ^[145]

5. Enter the password.
6. Disable the **Stay logged in** option if desired.
7. Tap the **Log in** button.
 - ➔ A message appears, indicating that the data has been restored.
8. Tap the icon.
 - ➔ The start page appears.



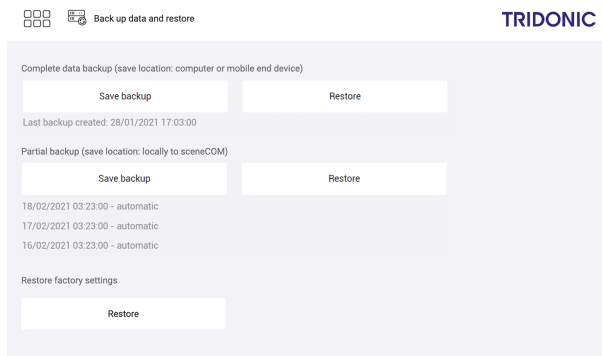
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Restoring data from a partial data backup

Path: App overview > **Data backup**

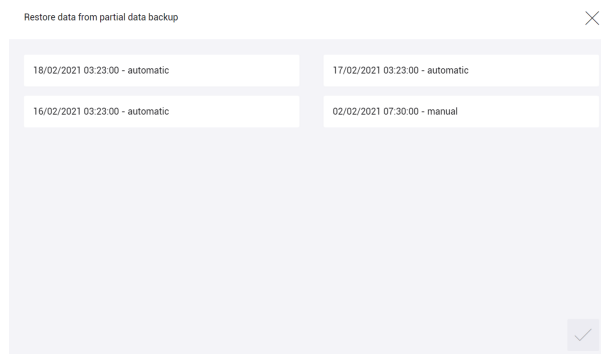
1. Navigate to the path.

➔ The **Back up data and restore** view is displayed.



2. In Section **Partial data backup**, tap the **Restore** button.

➔ The **Restore data from partial data backup** view is displayed.



3. Select the desired data backup.

4. Tap the tick mark.

➔ A compatibility check is performed.

➔ If the data backup is compatible with the current software version, the data from the data backup is written to the `<%PRODUCT(-ANLAGE - USER3)%>` system. This procedure may take several minutes.



Note

If the data backup is not compatible with the current software version, a corresponding message appears.

➔ Update software version.

➔ Restore data again.

➔ The login screen is displayed.

5. Enter the user name **admin**.



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Note

- If a data backup with a software version lower than 3.5.0 is restored, the administrator and controller have to undergo initial configuration again. The password field must be kept blank in this case. For more information see Section [Connecting to the sceneCOM for the first time](#)^[24]
- All user management profiles and room/group/zone assignments are also lost. The passwords of all users are lost. All users with user names that do not meet the requirements are also deleted. A message is displayed in the log. For more information see Section [Managing users](#)^[107] or Section [Log](#)^[145]

5. Enter the password.
6. Disable the **Stay logged in** option if desired.
7. Tap the **Log in** button.
 - ➔ A message appears, indicating that the date has been restored.
9. Tap the icon.
 - ➔ The start page appears.



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Restoring the factory settings

Certain settings are retained when the factory settings are restored, while all other system data is deleted.

The following settings are retained:

- Network settings for the controller (e.g. the IP address used for access from a browser)
- Date and time settings
- DALI short addresses for the connected devices (luminaires, momentary-action switches, sensors, etc.)
- Licensing information
- Test book and logs

The following are deleted:

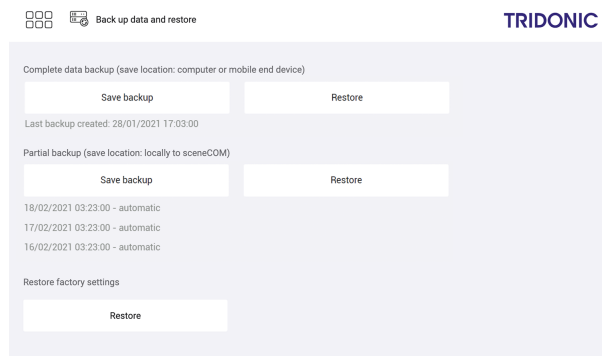
- All other controller data, such as passwords, language selection, geographical coordinates, zones, rooms, groups and addressed devices (note: the DALI short addresses themselves are retained; only their assignment in the controller is deleted)
- Settings for the assigned control devices and other user-specific settings

After being reset, the controller is in a defined basic state with the original factory settings, while network and licence-related information is retained.

Path: App overview > **Data backup**

1. Navigate to the path.

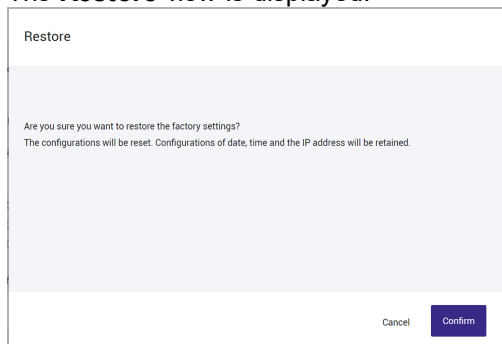
➔ The **Back up data and restore** view is displayed.



2. In Section **Restoring the factory settings**, tap the **Restore** button.

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➡ The **Restore** view is displayed.



3. Tap the **Confirm** button.

➡ This procedure may take several minutes.






Note

Once the factory settings have been restored, the administrator and controller have to undergo initial configuration again.

For more information see Section [Connecting to the sceneCOM for the first time](#) ²⁴

12 Appendix

This section contains the following information:

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

12.1 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 57: Standard scenes and their defaults

12.2 Icons





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

i

Note

Linked devices are marked with a linking icon, e.g. 

“Scenes” app

Icon	Description
	Intensity
	Colour
TW	Tunable White
	Light balance
	Different settings are stored for this setting at room, group and device level
DL	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 Shows app
	Configuration unknown
	Locate device
	Zone

Table 58: 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 59: Icons in the "System image" app

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12.3 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.
Fade time	The time it takes to change from one value (scene, presence value) to another. 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

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Term	Explanation
	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).
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.
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.

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Term	Explanation
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	<p>Limited time period between two or more events which already have set times.</p> <p>Example: two timeframes are defined for presence linking (07:00–12:00 and 14:00–18:00). Presence linking is enabled during these timeframes.</p>
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	<p>Luminaire that supports Tunable White pursuant to IEC 62386-209. There are two types of TW luminaire:</p> <ul style="list-style-type: none"> • Luminaires that consist of at least two individual lamps, one for warm-white and one for cool-white. • Luminaires that have one individual lamp that supports Tunable White.
Visual location	<p>Type of location in which the address of a network or bus subscriber is used to visually locate this subscriber in the field.</p> <ul style="list-style-type: none"> • A visually located luminaire, for example, responds by switching to the maximum level.