

Sensors & Controls

# sceneCOM S commissioning App Manual



TRIDONIC

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# Validity

## 1. Validity

This operating instruction is valid for the following release version of the sceneCOM S system.

Hardware version	nRF version	STM version	iOS App version	Android App version	Valid with release
4.2	0.86	1.1.5	V 1.4.4 B144	V 1.4.5 B145	05.2023

TRIDONIC GmbH & Co KG is constantly striving to develop all its products. This means that there may be changes in form, equipment and technology.

Claims cannot therefore be made on the basis of information, diagrams or descriptions in these instructions.

The latest version of these operating instructions is available on our home page.

### 1.1. Copyright

This documentation may not be changed, expanded, copied or passed to third parties without the prior written agreement of TRIDONIC GmbH & Co KG.

We are always open to comments, corrections and requests. Please send them to [info@tridonic.com](mailto:info@tridonic.com)

### 1.2. Imprint

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# Safety instructions

## 2. Safety instructions

The instructions in this section have been compiled to ensure that operators and users of the sceneCOM S system from Tridonic are able to detect potential risks in good time and take the necessary preventative measures.

The operator must ensure that all users fully understand these instructions and adhere to them. This device may only be installed and configured by suitably qualified personnel.

### 2.1. Intended use

#### 2.1.1. Proper use

DALI-2 monitoring and control solution. DALI-2 devices can be configured locally via Bluetooth® connection and app. The device may only be used for this intended purpose.

#### 2.1.2. Improper use

Outdoor use. Extensions and modifications to the product.

#### WARNING!

Improper use could result in injury, malfunction or damage to property.  
It must be ensured that the operator informs every user of existing hazards.

### 2.2. Dangers associated with the operation of the system

#### DANGER!

Danger of electrocution  
Disconnect the power to the entire lighting system before working on the lighting system!

#### CAUTION!

Risk of damage caused by condensation  
Prior to commissioning the system, wait until the control device is at room temperature and completely dry!

#### CAUTION!

Risk of damage caused by humidity  
Only use the control device in dry rooms and protect it against humidity!

## Safety instructions

### CAUTION!

Electromagnetic compatibility (EMC)

Although the Tridonic control device meets the stringent requirements of the appropriate directives and standards on electromagnetic compatibility, it could potentially interfere with other devices under certain circumstances!

## sCS commissioning app

### 3. sCS commissioning app

For commissioning and configuration the App "sCS commissioning" (sceneCOM S) is provided by Tridonic. App can be installed on iOS and Android devices. Compatible with Android 6.0 / iOS 10 or later, devices with a min. screen size of 20 cm diagonal and a min. resolution of 1024 x 768 pixels.

Android	iOS
	

## sCS commissioning app

### 3.1. First steps

The sceneCOM S commissioning app has been specially developed to help make commissioning the sceneCOM S lighting control system intuitive. The DALI-2-based, scalable lighting control system for small to medium areas of application encompasses a wide range of functions – from simple switching on and off and dimming to daylight linking – even with Tunable White lighting and individual lighting scenarios.

Each system supports up to 64 DALI version-1- or DALI-2-based LED Drivers and 16 input devices such as sensors or momentary-action push buttons / switches. A single DALI LED Driver or control device can therefore belong to several groups and thus various scenes.

The app is so intuitive to use, commissioning can be completed in just four simple steps. A particularly practical feature is Bluetooth® which enables unlimited use of the app even in offline mode.

#### **Step 1: Create**

In the first step, the new project is created. The basis for this can be either a new floor plan or a cloned layout. Luminaires are grouped and planned with corresponding light scenes.

#### **Step 2: Connect and identify**

Once the sceneCOM S commissioning app is connected to the sceneCOM S application controller, the system components (e.g. LED Drivers, sensors or push buttons / switches) in the app are automatically addressed. Easy device identification with a single touch of the device icon or a single press of the push button / switch.

#### **Step 3: Plan**

Using drag and drop, system components such as luminaires, sensors and momentary-action push buttons / switches can now be placed in the floor plan and assigned to the various groups.

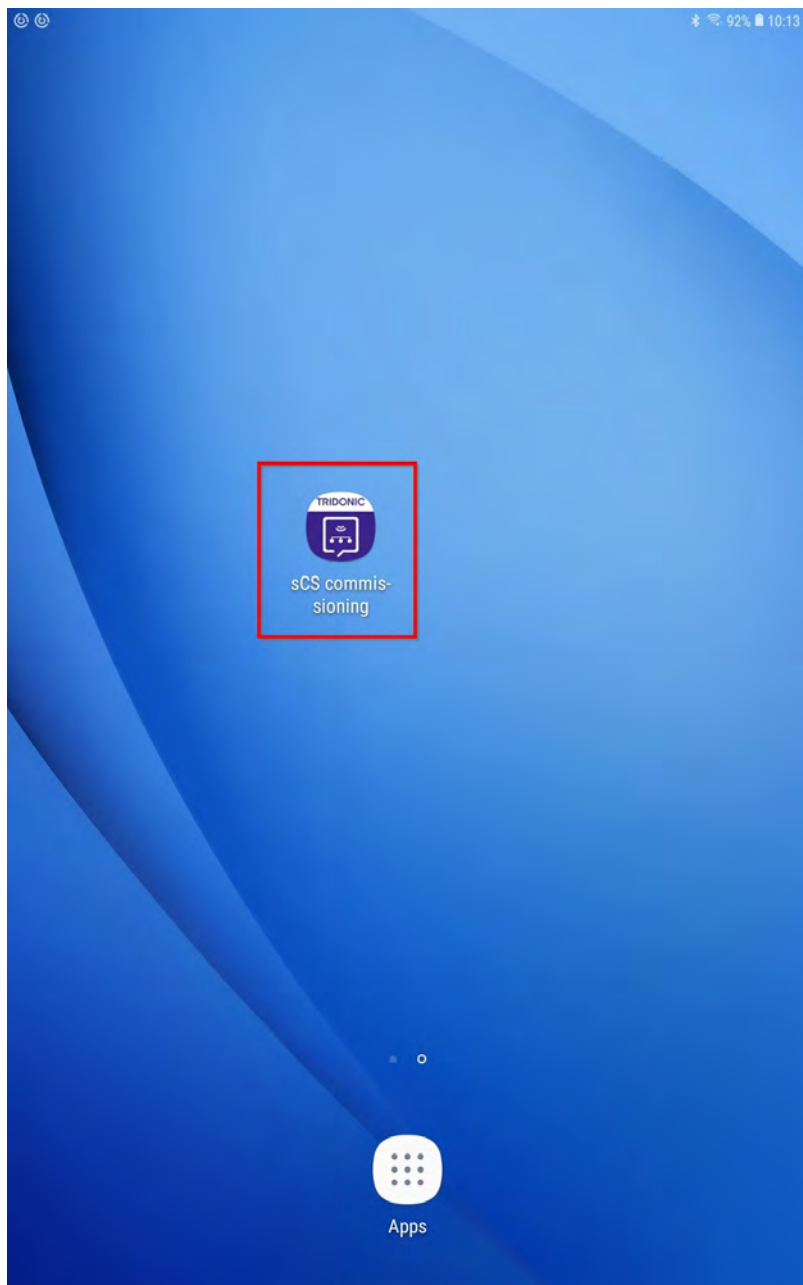
#### **Step 4: Configure**

The desired functions can then be defined and assigned. Finally, the project can be PIN-protected.

Completed projects and templates can be shared or copied and pasted to other projects. An over-the-air update ensures that the software is always up to date.

## sCS commissioning app

### 3.2. Create site



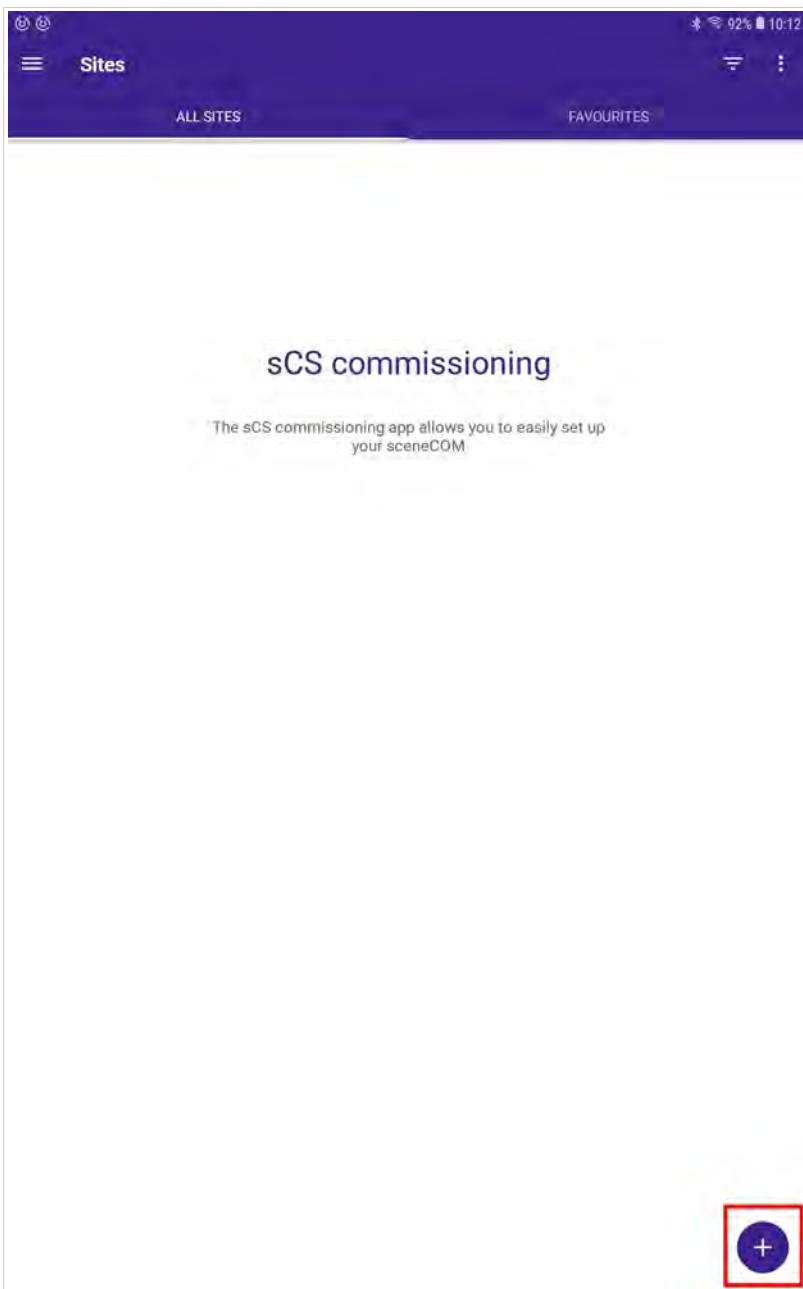
Creating a site, is the first step when working with sceneCOM S.

Proceed as follows:

- \_ Click on the app icon to open the sCS commissioning app.



## sCS commissioning app



→ The **Sites** page opens.

- \_ Click the plus symbol at the bottom right to create a site.

## sCS commissioning app



→ The configuration page for the site opens.

At the top of the page are input fields for the name of the site and the address.

Underneath there is a background image for the site.

This information can be changed:

- \_ Enter text to name the site and add address information.
- \_ Click the button at the right of the background image to change the background image.

## sCS commissioning app

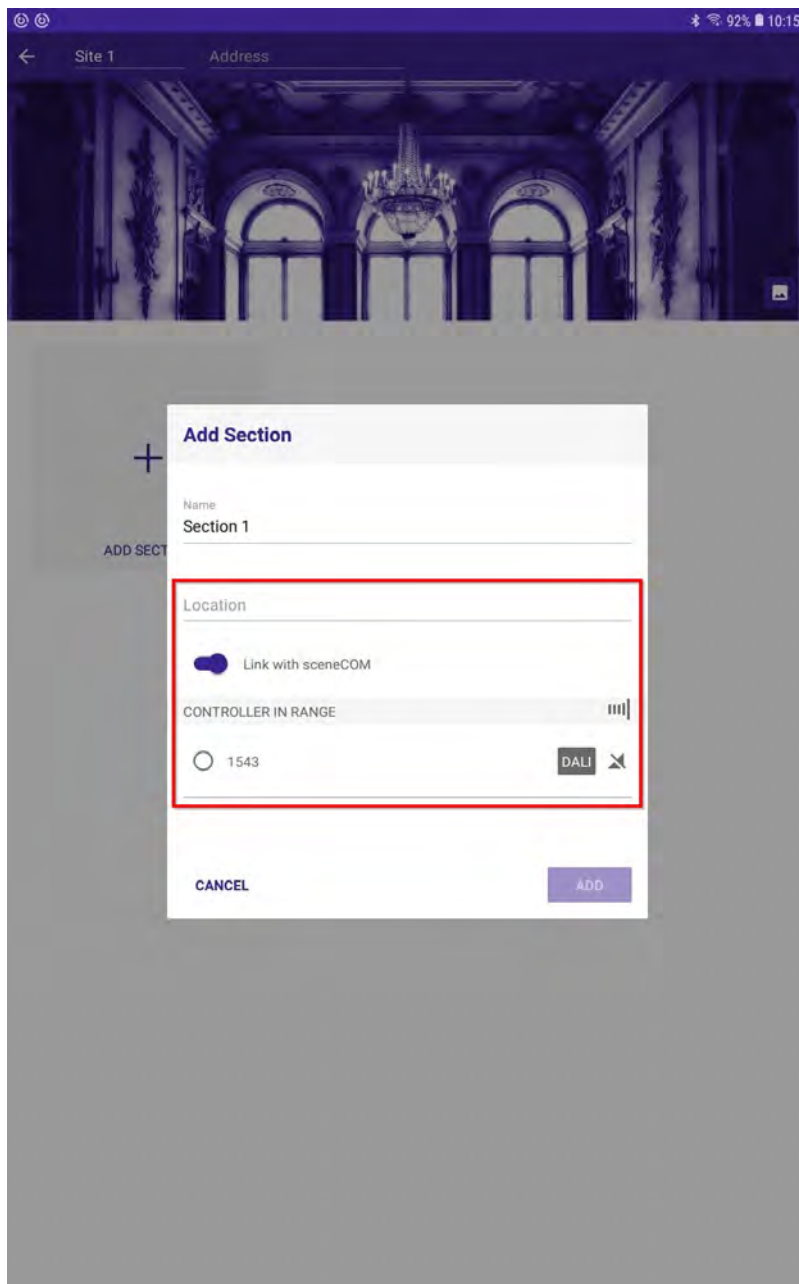
### 3.3. Create section



Once you have created a site, it is also possible to add new sections:

- \_ Click the **ADD SECTION** button.

## sCS commissioning app



→ The **Add Section** window opens.

Here, you can modify the section name, enter a name for the location and link the section with the sceneCOM S.

One of the features of the sceneCOM S system is that you can do the planning phase in your office without being directly connected to the DALI installation.

For that reason, the link to the sceneCOM S is only necessary if you are on site and are in the signal range of the sceneCOM S.

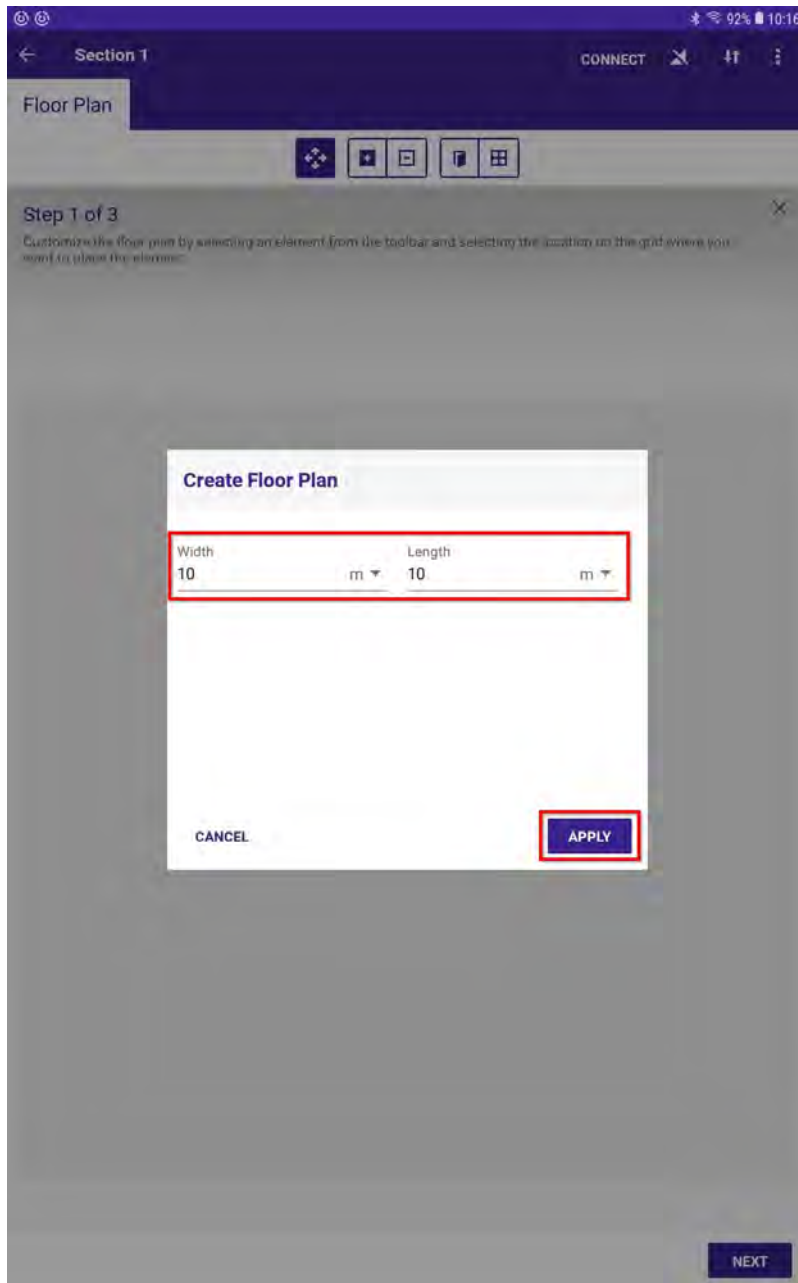
If you decide to link the sceneCOM S with your plan, you will have to enter the PIN for the sceneCOM S.

The Default PIN for the sceneCOM S is "123456".

Further information can be found at [Link sceneCOM S with section plan](#), p. 80.

## sCS commissioning app

### 3.4. Create floor plan



→ After creating a section, the **Create Floor Plan** window opens.

As a first step you can define the floor plan size:

- \_ Click on the values for **Width** and **Length**.  
→ A drop-down menu will open with values from 1 to 30.
- \_ Select a value.
- \_ Click **APPLY**.

## sCS commissioning app



→ A new page opens.

Here, the floor plan can be customized:  
In this step 1 of 3, doors, windows and additional space can be added.

- \_ Click on a symbol at the top of the page to select it.



- \_ Click on the floor plan to add the selected symbol to the floor plan.
- \_ Click **NEXT** to proceed to the next step.

The symbols have the following function:



Select to move the floor plan left/right and up/down.



Select + or - to add or remove fields from the floor plan.



Select the door or window symbol to add or remove doors or windows.

### NOTICE

Each click on the symbols for doors and windows on the floor plan will rotate them by 90 degrees.

### NOTICE

If you are connected to sceneCOM S, you will get the message "Overwrite sceneCOM settings and Overwrite local settings".

These settings are described in detail at [Link sceneCOM S with section plan](#), p. 87.

## sCS commissioning app

### NOTICE

Customized floor plans can be stored as a template for future use by clicking on the save button:



## sCS commissioning app

### 3.5. Place luminaires, push buttons / switches and sensors



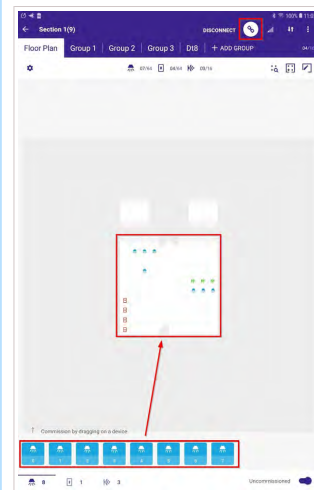
→ A new page opens.

Here, the floor plan can be further customized: In this step 2 of 3, luminaires, push buttons / switches and sensors can be added.

- \_ Drag and drop symbols from the list at the top onto the floor plan to add these elements to the floor plan.

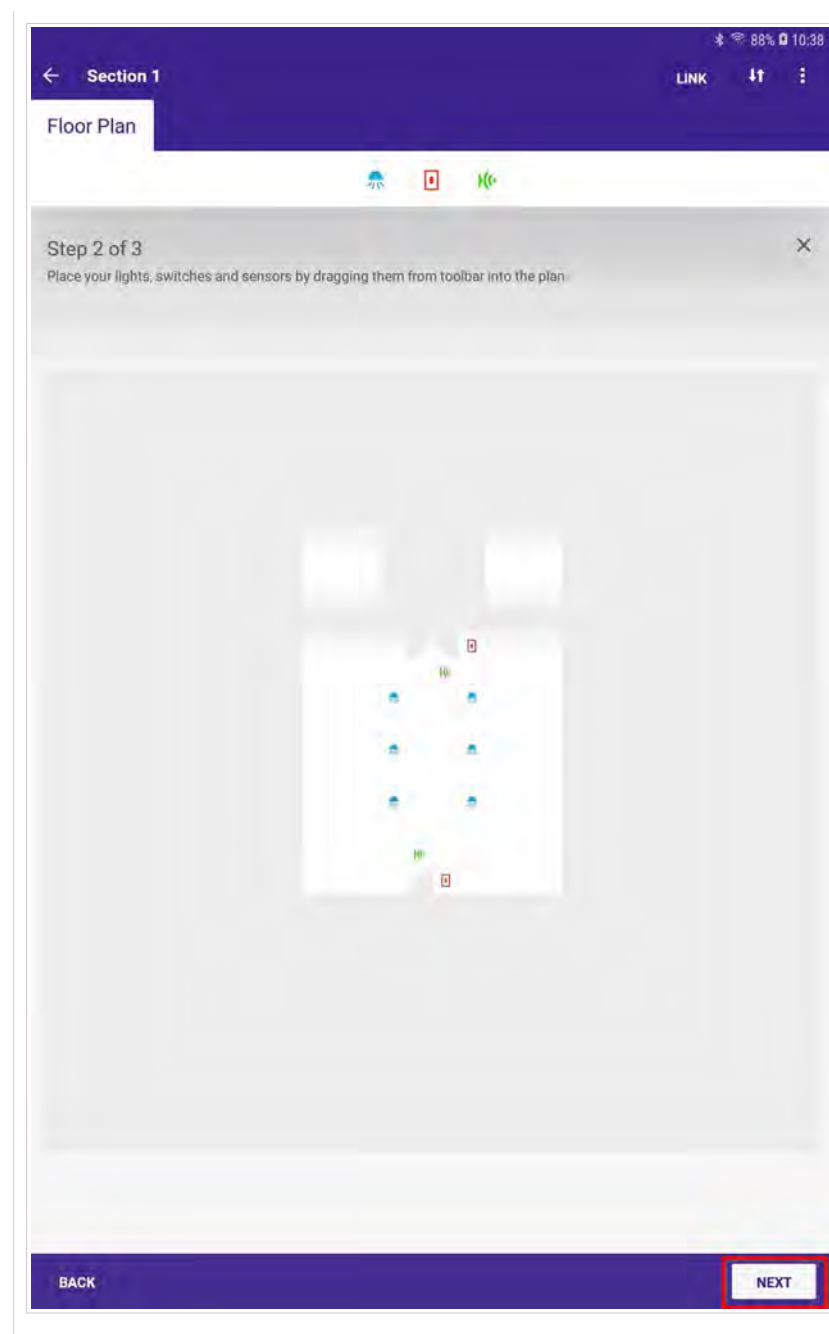
#### NOTICE

If you are directly connected to the sceneCOM S, all the devices connected to the sceneCOM S will be displayed at the bottom of the screen (see following screenshot).





## sCS commissioning app

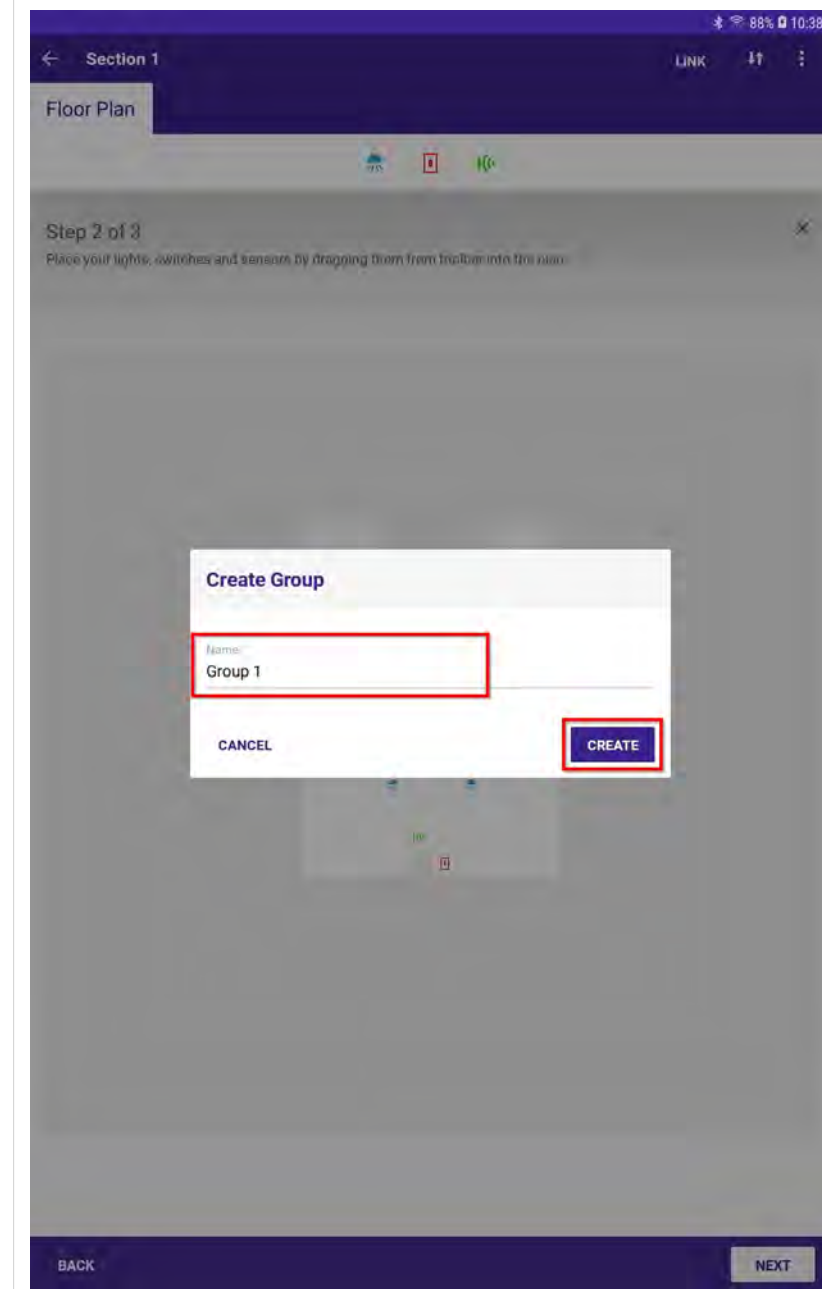


→ When devices have been placed on the floor plan, the **NEXT** button becomes active.

\_ Click **NEXT** to proceed to the next step.

## sCS commissioning app

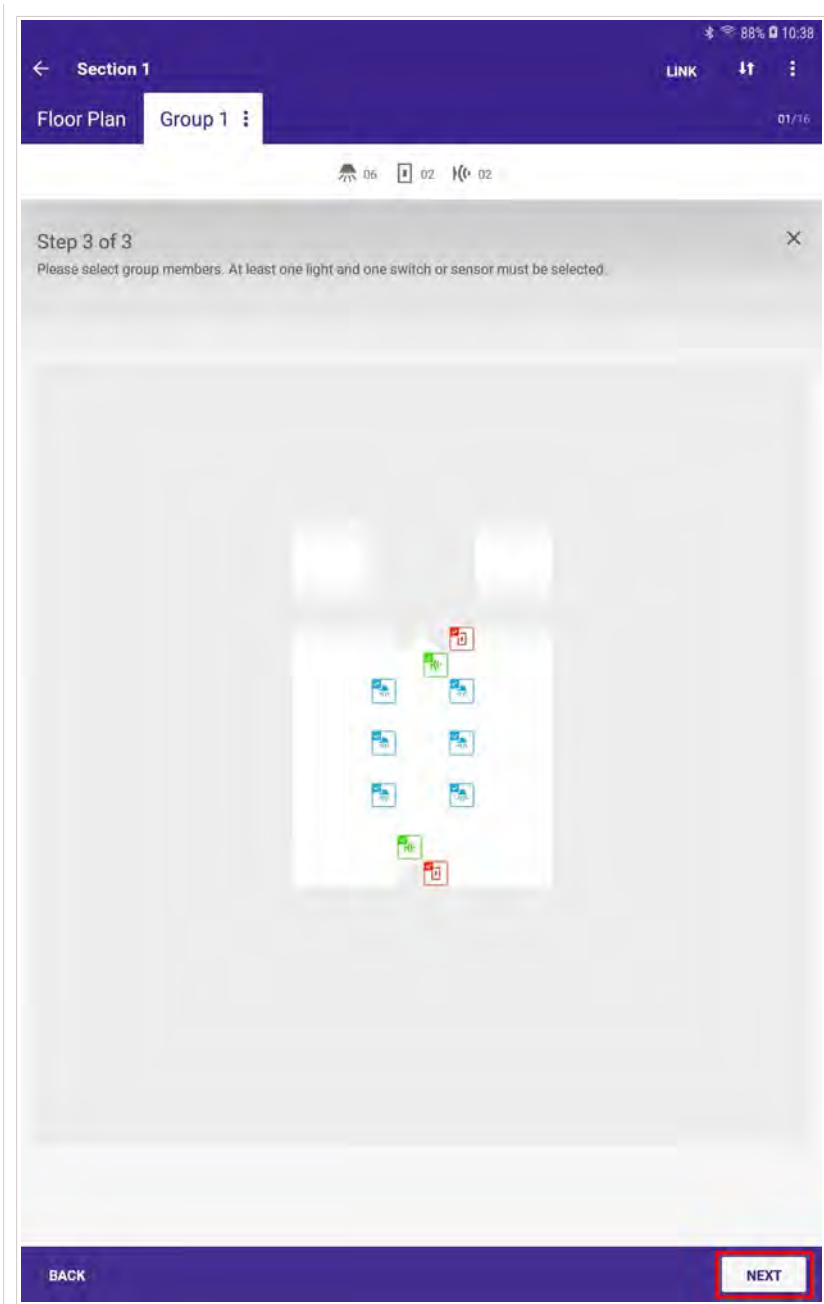
### 3.6. Create groups



→ The **Create Group** window opens.

- \_ Enter a name for the group.
- \_ Click **CREATE**.







sCS commissioning app



→ A new page opens.

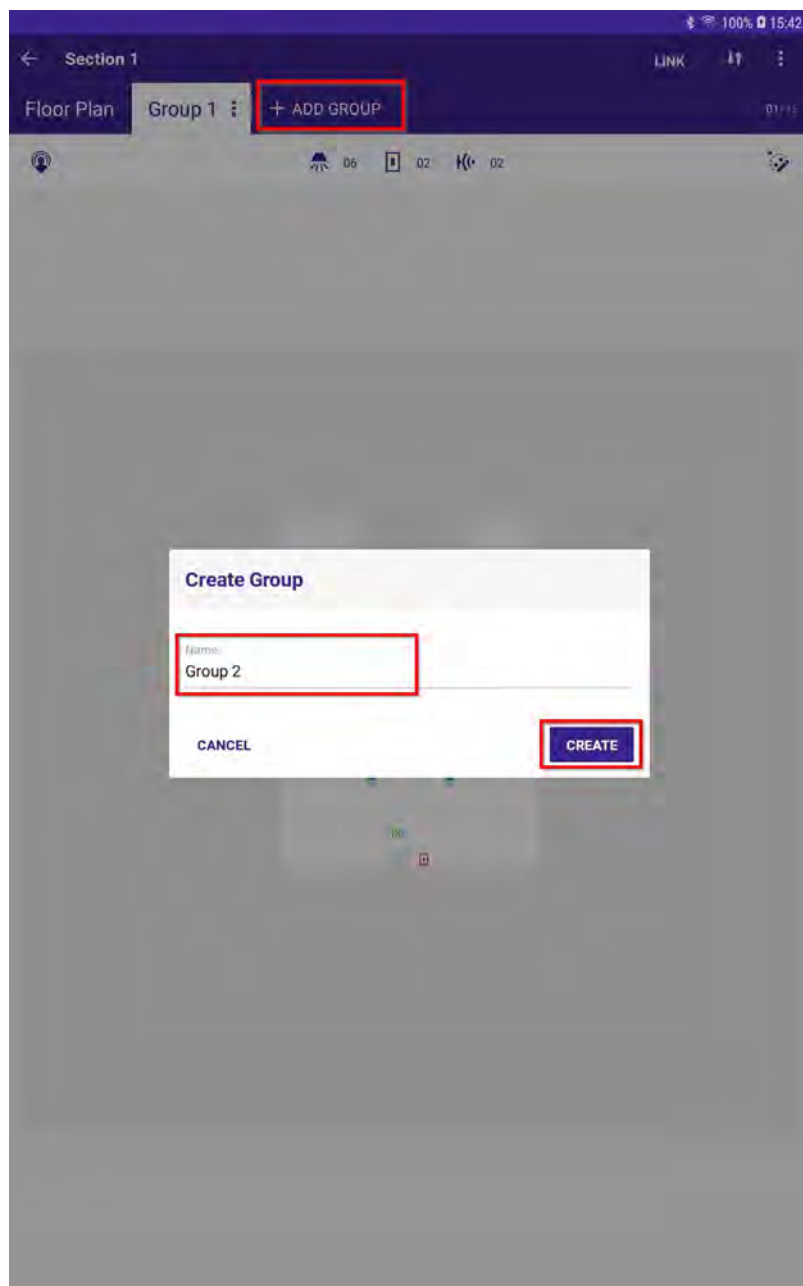
Here, devices (luminaires, switches, sensors) can be selected to become members of the group.

- \_ Select devices by clicking on them one by one.  
→ Selected devices change their appearance. They have an additional check mark symbol.

Device:	
Unselected	Selected
	
	
	

- \_ Click **NEXT** when you have finished your selection.  
→ The settings for the group will be saved.

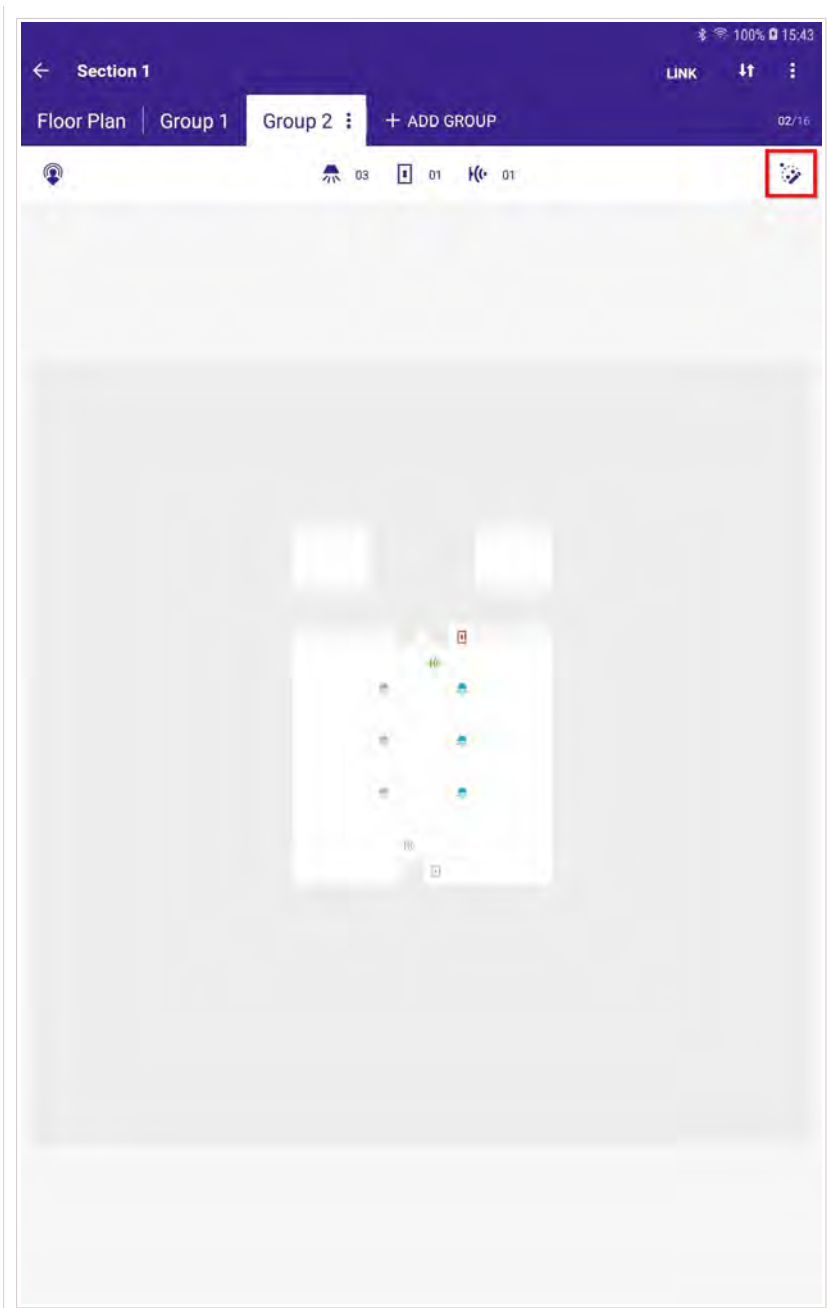
## sCS commissioning app



New groups can be created as follows:

- \_ Click **ADD GROUP** at the top.  
→ The **Create Group** window opens.
- \_ Enter a name for the group.
- \_ Click **CREATE**.

## sCS commissioning app



After the group was created, the check mark next to device will no longer be visible. Instead, non-members and members of the group are different in color:

Group:	
Non-member	Member

To modify an already created group is possible.

- \_ Click the symbol at the top right to activate the group modification page.  
→ The symbol changes its appearance.

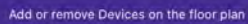
Group modification:	
Inactive	Active
Group settings cannot be changed.	Group settings can be changed, group members can be removed, additional members can be added.

- \_ Click devices on the floor plan to add or remove them from the floor plan.

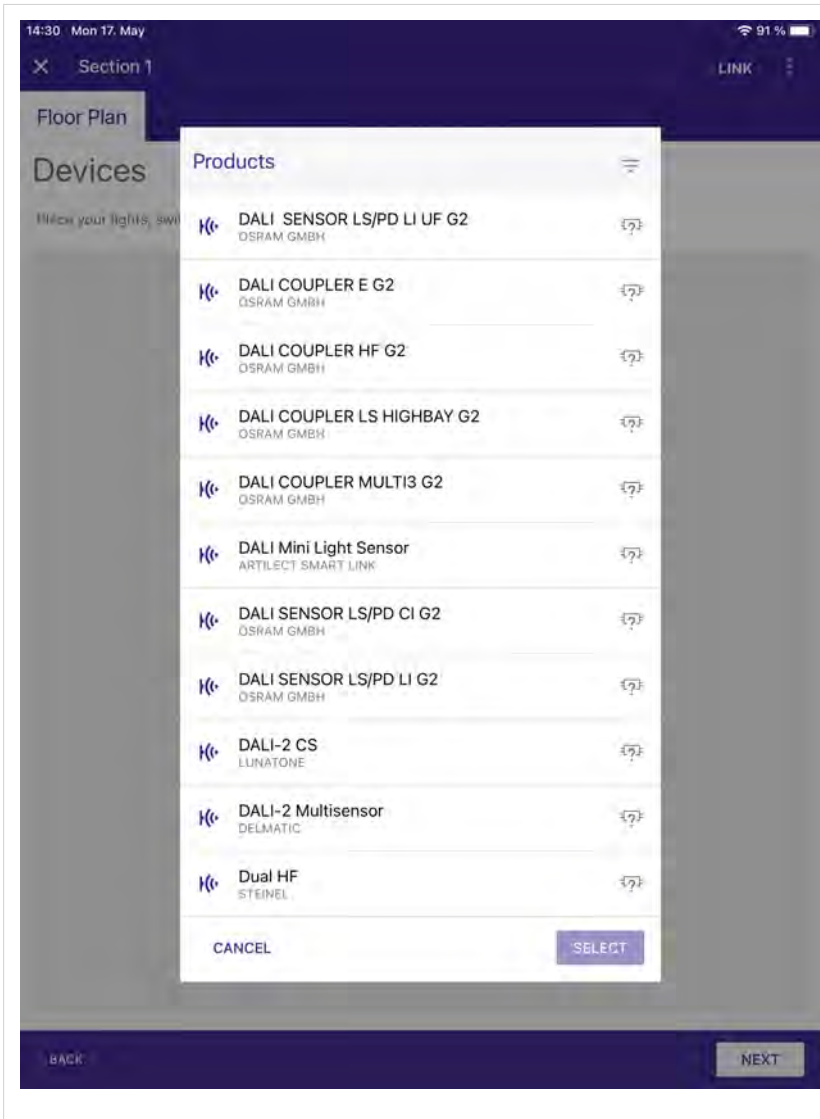
### 3.7. Sensor commissioning

In addition to the sensor recipe, sensor settings can be viewed and modified in the **Sensor** page.

During off-site commissioning sensors can be added from the top slide bar.

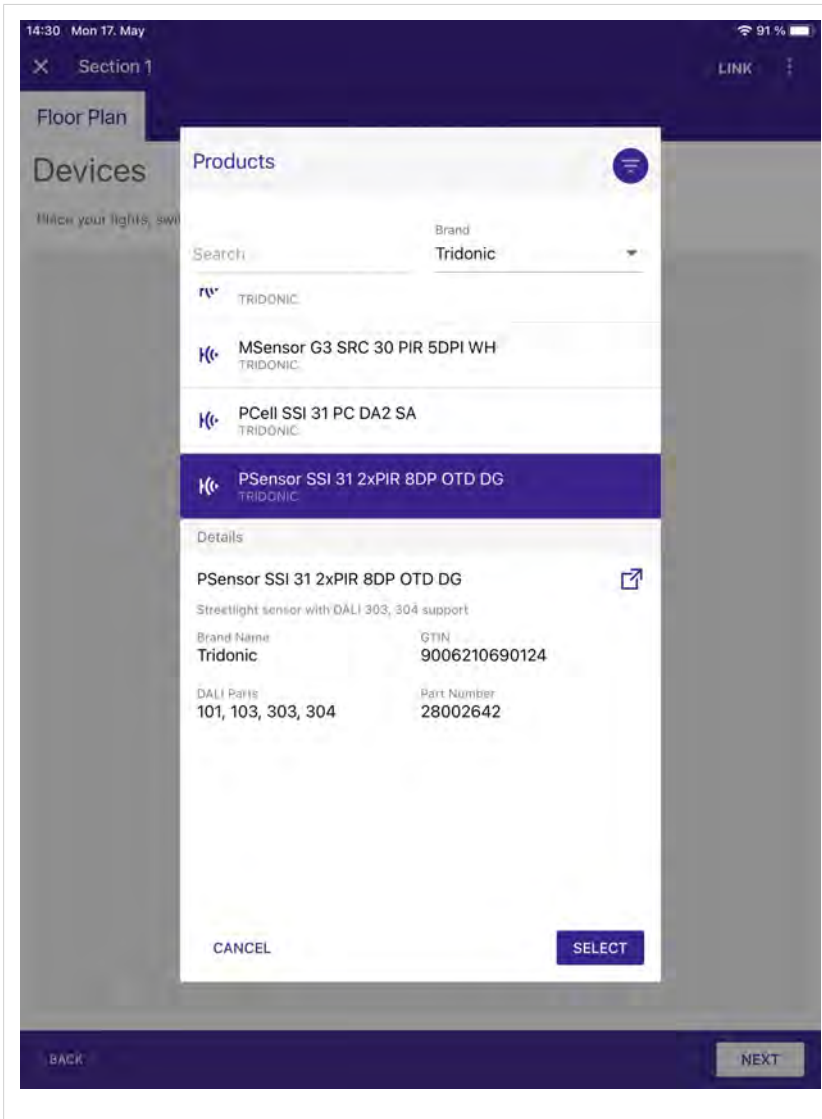


sCS commissioning app



As soon as you place a sensor on the floor plan you will be asked which sensor you will be using.

sCS commissioning app



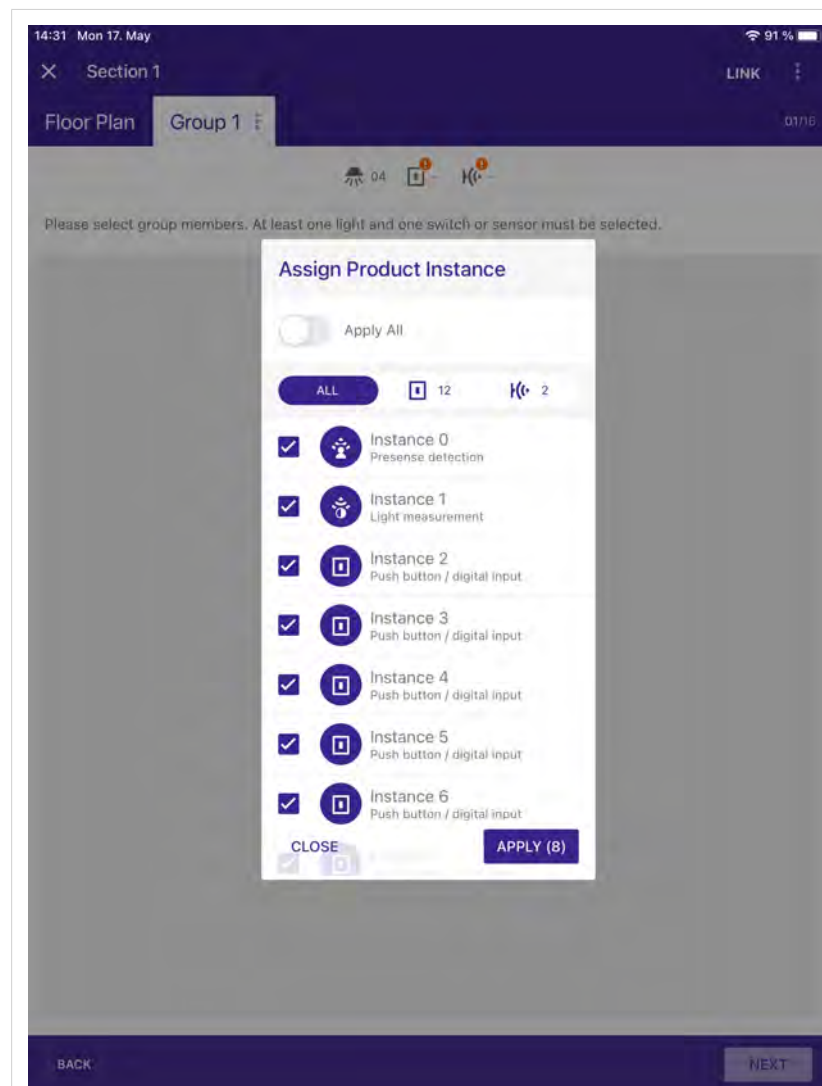
You can filter the sensors on the top e.g. by Company. If you select a sensor you will see additional information about the device displayed.

*i* NOTICE

Tridonic sensors are fully integrated in the sceneCOM S database. For other manufactures we collect and integrate data on a regular basis. If you use a sensor which is not fully integrated in our database, please contact your local Tridonic Support with the data of the sensor. Be aware that only DALI-2 approved devices which are listed on the DiiA web page are supported.



## sCS commissioning app

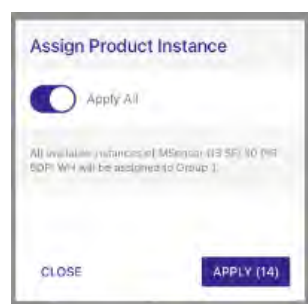


Once you have selected the correct sensor you will see all the instances provided by the sensor.

For Tridonic sensors the necessary instances are automatically selected, the MSensor G3 sensors for example provides 14 instances, but only 8 can be actively used (1x Motion , 1x Light, 6x Infrared push button / switch) at the moment. Because of that as soon as you place a G3 MSensor on the floor plan the 8 instances will be automatically selected. If you do not need the 6 infrared push button / switch input instances which can be used with the Tridonic IR 6, you can also deselect those instances and use only the motion and light instances provided by the Sensor which would lead to only 2 instances needed for your installation.

If you select "Apply All" then all instances for the sensor will be selected. In case of a Tridonic G3 MSensor this would lead to 14 instances in total which would unnecessarily increase the amount of instances used in your installation.

Once you have decided which instances you need, select APPLY.

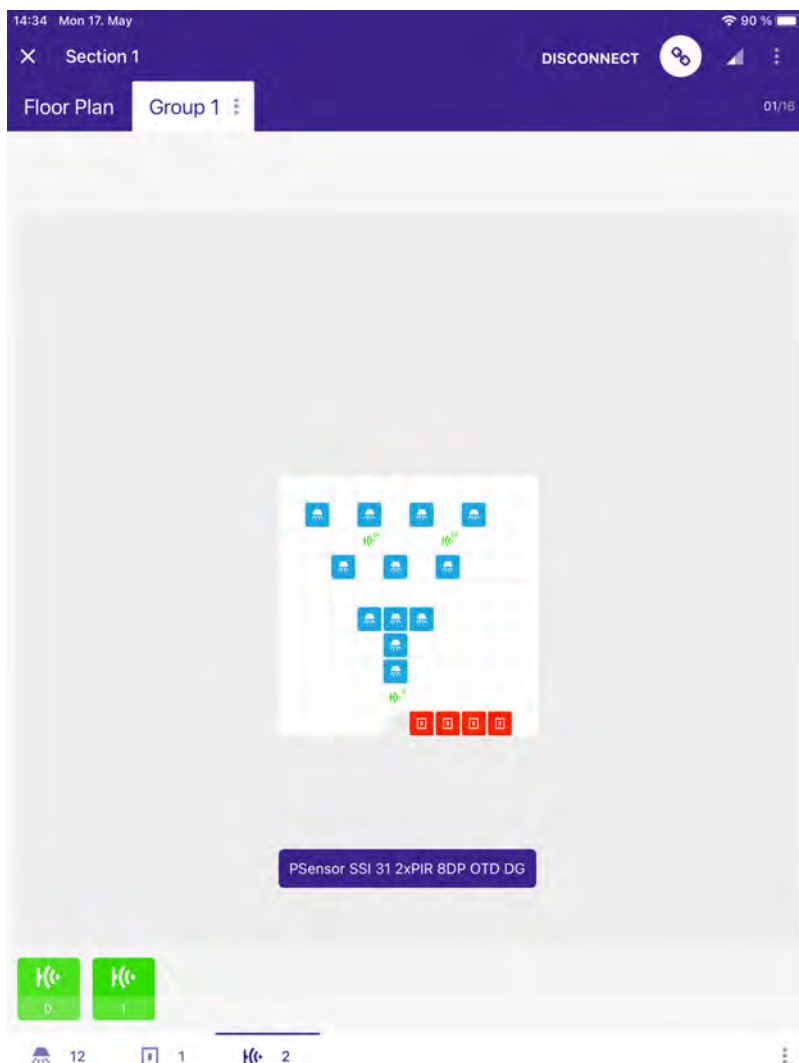


### NOTICE

Pay attention that the sceneCOM S has a limit of max. 16 sensors and a total of 224 instances and avoid unnecessary instances in your commissioning which will not be used.

## sCS commissioning app

### Placing a sensor on the floor plan on site, or commissioning a off-site planned plan while you are on site



While you are on site, you see the sensors connected to the sceneCOM S at the bottom.

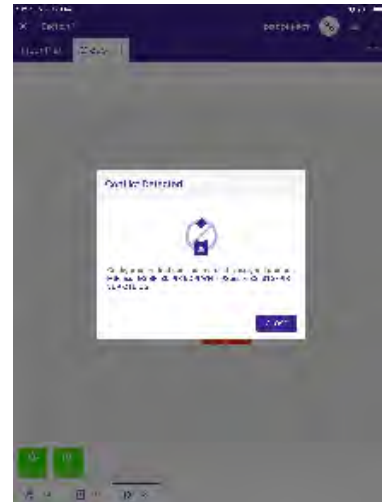
If you select a sensor, the app will display the name of the sensor.

## sCS commissioning app

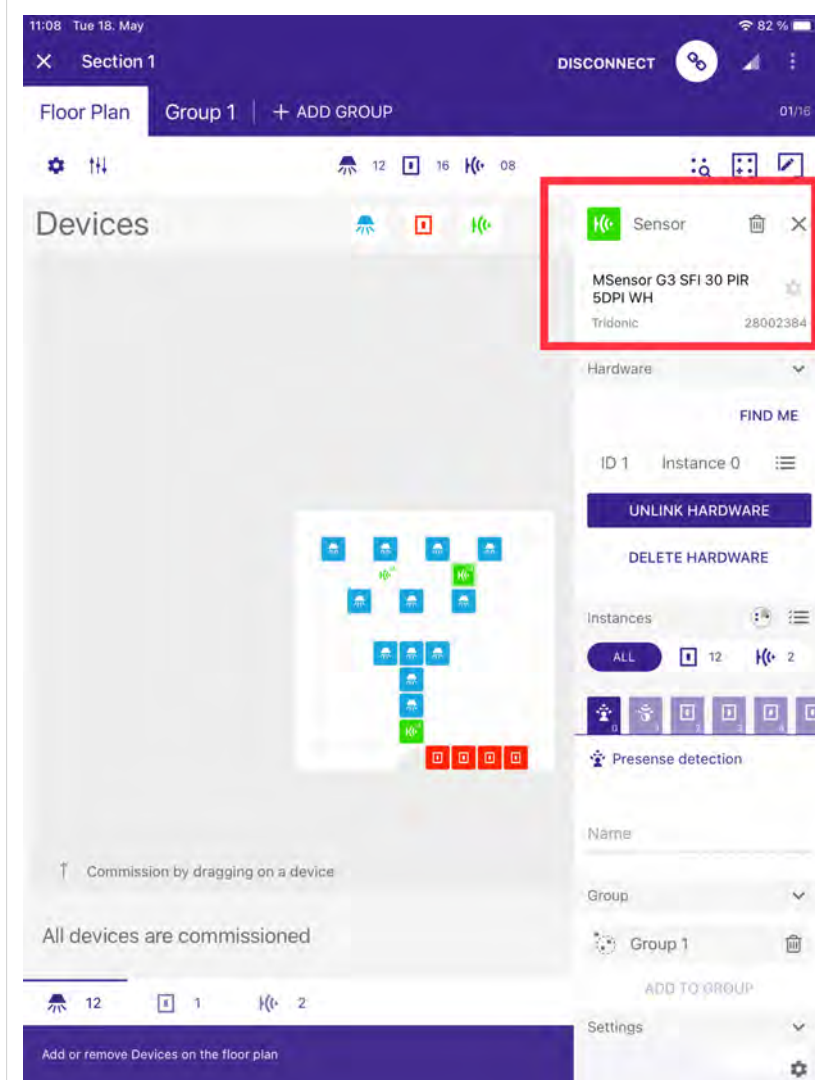


Once you have found the right sensor you can drag and drop the sensors to the correct position on the floor plan.

If you try to place a wrong sensor to a pre-commissioned position on the floor plan and the type does not match you will see a warning message.



## sCS commissioning app



Select one of the sensors on the floor plan

→ The **Sensor** window opens on the right.

On the top you see the name of sensor, brand and article number.

sCS commissioning app

Hardware Field

11:23 Tue 18. May

Section 1

DISCONNECT

80 %

Floor Plan

Group 1

+ ADD GROUP

01/16

Devices

MSensor G3 SFI 30 PIR 5DPI WH

Tridonic 28002384

Hardware

FIND ME

ID 1 Instance 0

UNLINK HARDWARE

DELETE HARDWARE

Instances

ALL 12 2

Presense detection

Name

Group

Settings

Commission by dragging on a device

All devices are commissioned

12 1 2

Add or remove Devices on the floor plan

In the Hardware Field you can use the **FIND ME** , link / unlink, delete hardware functions. The Device ID (DALI-2 short address) and the number of the currently selected instance is also visible in this field.

If **FIND ME** is selected, the sensor will show a blinking sequence of the integrated LED. The sequence will be active for 5 seconds. If the sensor could not be localized within this time, **FIND ME** can be activated again.

This allows an easy location of the sensor within the installation.

In case the sensor does not execute the blinking sequence make sure to select instance 0 when using the **FIND ME** function

NOTICE

**FIND ME and DELETE HARDWARE** are only available if a physical device is assigned to the plan. During the off-line commissioning the **FIND ME and DELETE HARDWARE** are not available.

With a click on **UNLINK HARDWARE**, the sensor will be unlinked from the plan and will be visible as not commissioned

Sensor:	
Unlinked	Linked

With a click on **DELETE HARDWARE**, the device will be reset to factory default and e.g. the DALI short address or group assignment will also be deleted.

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## sCS commissioning app

If the device is physically connected to the bus, the device will be initialized again and a DALI short address will be assigned and the device will be visible in the not commissioned view.

Instances field

12:45 Tue 18. May

Section 1

DISCONNECT

75 %

Floor Plan

Group 1

+ ADD GROUP

01/16

12 16 08

Devices

12 16 08

Commission by dragging on a device

All devices are commissioned

12 1 2

Add or remove Devices on the floor plan

Sensor

MSensor G3 SFI 30 PIR 5DPI WH

Tridonic 28002384

Hardware

Instances

ALL 12 2

Presense detection

Name

Group

Group 1

ADD TO GROUP

Settings

Power-on action

switch to presence level

Manual off time

10 minutes

Bright-out enable

off

Instances

ALL 12 2

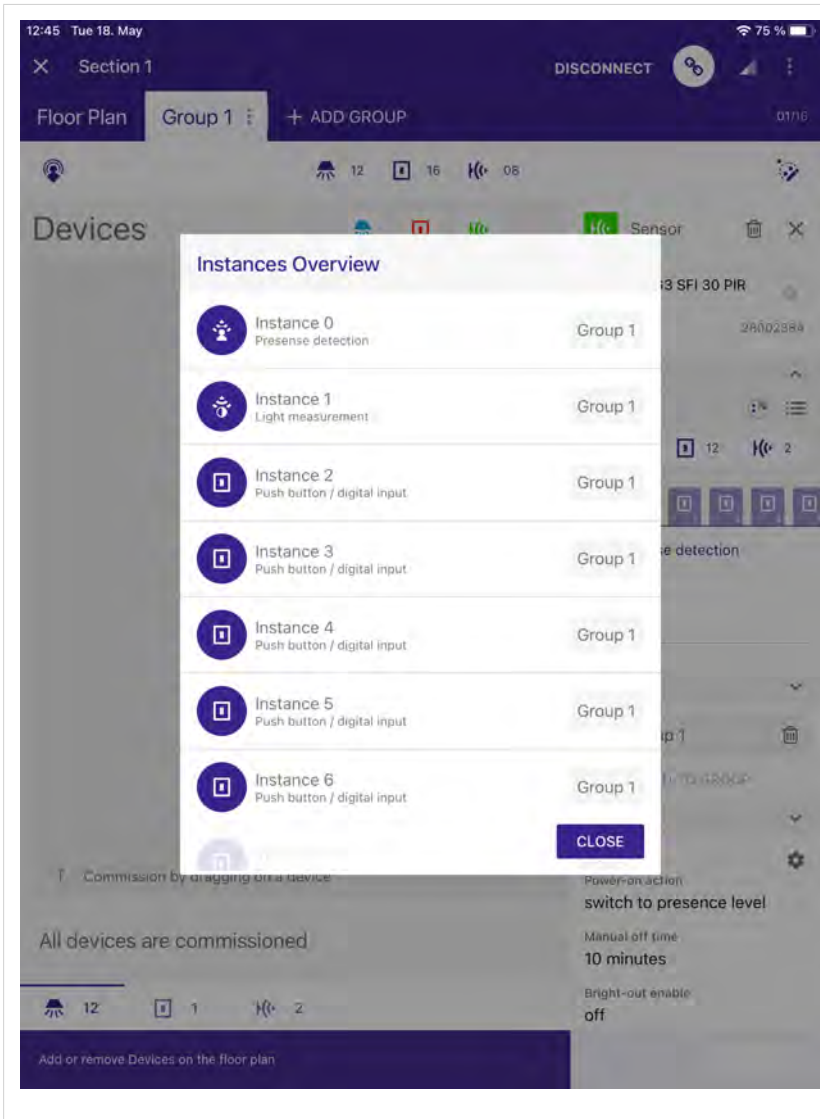
Presense detection


In the instance field you see all instances of a sensor. One sensor can have multiple instances and they can be a different type.

You can select to see all instances or only instances of one specific type. In addition, every instance type has its own graphical appearance and when selected the type is visualized below the instance.




## sCS commissioning app



If the field  is selected, all instances are displayed. Information about the instance number, type and if it is a member of a group are displayed.

Not commissioned instances are grayed out.



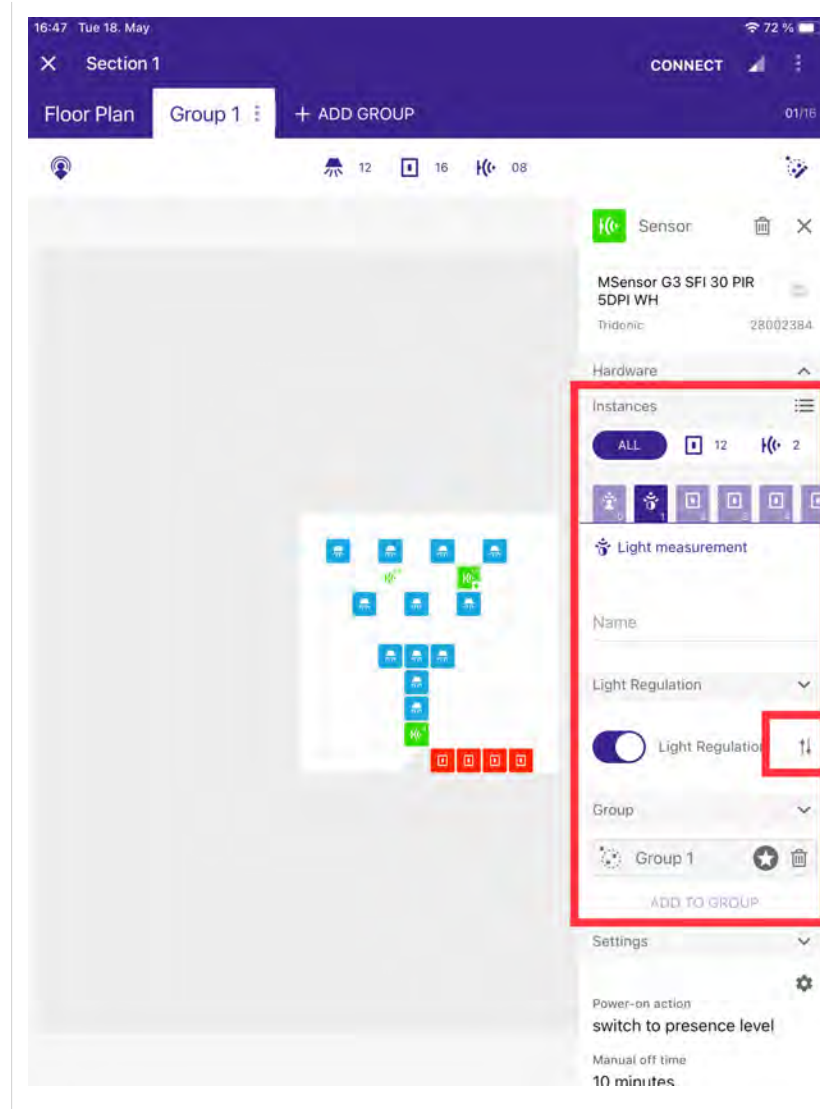
If the field  is selected, you will see which instance is used in combination with the [REMOTECONTROL IR6](#). This allows an easy identification of which button from the IR6 will control which instance. So you can commission the IR push button / switch instances in a way you prefer. Per default, the first 6 IR push button / switch instances are automatically commissioned by the sceneCOM S as described in the IR 6 data sheet.

The screenshot displays the IFTTT mobile application interface. At the top, the status bar shows the time as 12:19 on Tuesday, May 18, with a 77% battery level. The app's header includes a back arrow, the text 'Section 1', a 'CONNECT' button, and a signal strength indicator. Below the header, there are tabs for 'Floor Plan' and 'Group 1', along with an '+ ADD GROUP' button. The main area is titled 'Devices' and shows a floor plan with various device icons. A red box highlights a specific instance of a 'Light measurement' trigger. This instance is associated with 'Group 1' and has a 'Light Regulation' toggle switch. The 'Instances' section shows 12 instances, with a '2' in a blue circle indicating the current selection. The 'Settings' section is also visible at the bottom of the highlighted area.





## sCS commissioning app



### NOTICE

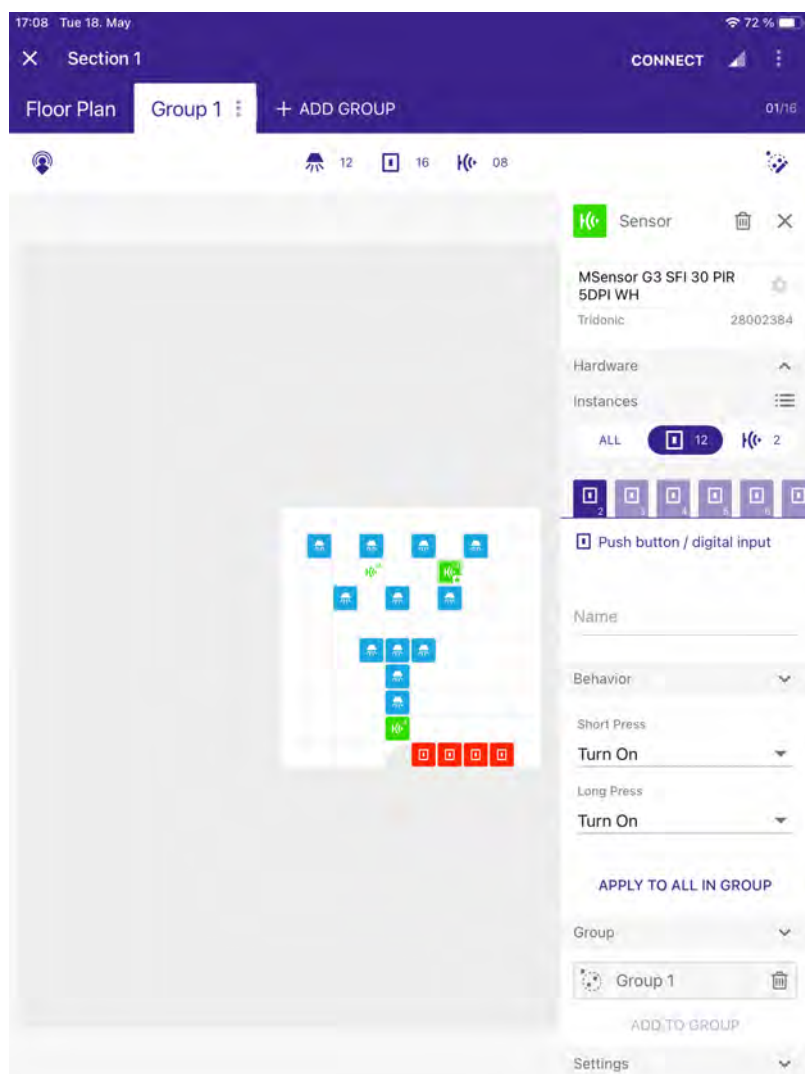
If you select the floor plan page, the light regulation option is not available. Instead, the status information is available. You need to select the Group view in order to see the light regulation option.

### NOTICE

If you select the small slider symbol at the right of **Light Regulation**, the **Light Settings** of the sensor recipe page opens.

## sCS commissioning app

### Push button / digital input / infrared push button / switch from a sensor



Push Button / digital input or infrared push button / switch inputs like provided by the Tridonic MSensor G3 can be used in combination with the Tridonic IR 6.

In order to commission a sensor push button / switch interface, you need first to select an instance of this type (push button / switch ).

Once selected, the behaviour for short and long press can be programmed. The IR6 buttons are per default pre-configured for Tridonic MSensor G3 generation.

The table below [Options für Long Press and Short Press](#), p. 35 shows which options are available for Long Press and Short Press.

If selecting Recall Presence Level, the settings programmed in the sensor recipe will be recalled.

Further information can be found at [Sensor commissioning and sensor recipe.](#), p. 39

#### NOTICE

The command sent each time by the On/Off (toggle function) depends on the lighting status and is automatically selected by the sceneCOM S.

#### NOTICE

The command Off (which includes Off or the Off of the On/Off toggle function) will trigger the [Manual off time](#), p. 54.

The commands On (which includes On or the On of the On/Off toggle function) and Recall scene will trigger the [Presence level time](#), p. 54.

The command Dim (which includes Dim Up, Down Down and the Dim Up/Down toggle function) will trigger the [Button press action](#), p. 60.

## sCS commissioning app

### 3.7.1. Options für Long Press and Short Press

Long Press	Short Press	Description
No Action	No Action	
Dim Up	n.a.	The command Dim (which includes Dim Up, Down Down and the Dim Up /Down toggle function) will trigger the <a href="#">Button press action</a> , p. 60.
Dim Down	n.a.	The command Dim (which includes Dim Up, Down Down and the Dim Up /Down toggle function) will trigger the <a href="#">Button press action</a> , p. 60.
Recall Presence Level	Recall Presence Level	If selecting Recall Presence Level, the settings programmed in the sensor recipe will be recalled. Further information can be found at <a href="#">Sensor commissioning and sensor recipe</a> , p. 39.
Recall Scene	Recall Scene	
Toggle Scene / OFF	Toggle Scene / OFF	Toggle between a selected scene and the OFF command
Toggle Active Scenes	Toggle Active Scenes	Toggle between all scenes programmed
Toggle Active Scenes / OFF	Toggle Active Scenes / OFF	Toggle between all scenes programmed and OFF
Turn On	Turn On	The commands On (which includes On or the On of the On/Off toggle function) and Recall scene will trigger the <a href="#">Presence level time</a> , p. 54.
Turn Off	Turn Off	The command Off (which includes Off or the Off of the On/Off toggle function) will trigger the <a href="#">Manual off Time</a> , p. 54.
On / Off	On / Off	The command sent each time by the On/Off (toggle function) depends on the lighting status and is automatically selected by the sceneCOM S.
Dim	n.a.	The command Dim (which includes Dim Up, Down Down and the Dim Up /Down toggle function) will trigger the <a href="#">Button press action</a> , p. 60.
Warmer	n.a.	
Cooler	n.a.	
Warmer / Cooler	n.a.	
Set Presence Level	Set Presence Level	
Presence Level / OFF	Presence Level / OFF	With this feature you can toggle between Presence Level and the OFF command.
Recall Last Dimmed Level	Recall Last Dimmed Level	Recall the last level the light had before it was switched off.

sCS commissioning app

Recall Last Dimmed Level / OFF	Recall Last Dimmed Level / OFF	Toggle between the last dimmed level and OFF
-----------------------------------	-----------------------------------	--

## sCS commissioning app

Group Field

Group



Group 1

Group 2

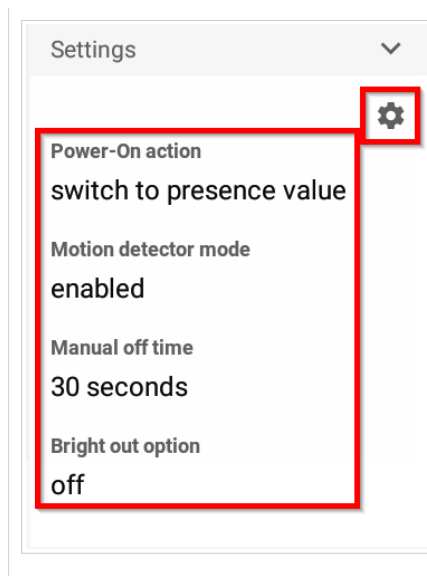
Group 3

In the **Group** field it is displayed to which groups the sensor is assigned to and if the light regulation is active in the group or not.

Light regulation in group:

Inactive	Active
	

## sCS commissioning app



In the drop down field **Settings** the following settings are displayed:

- \_ **Power-On action**
- \_ **Motion detector mode**
- \_ **Manual off time**
- \_ **Bright out option**

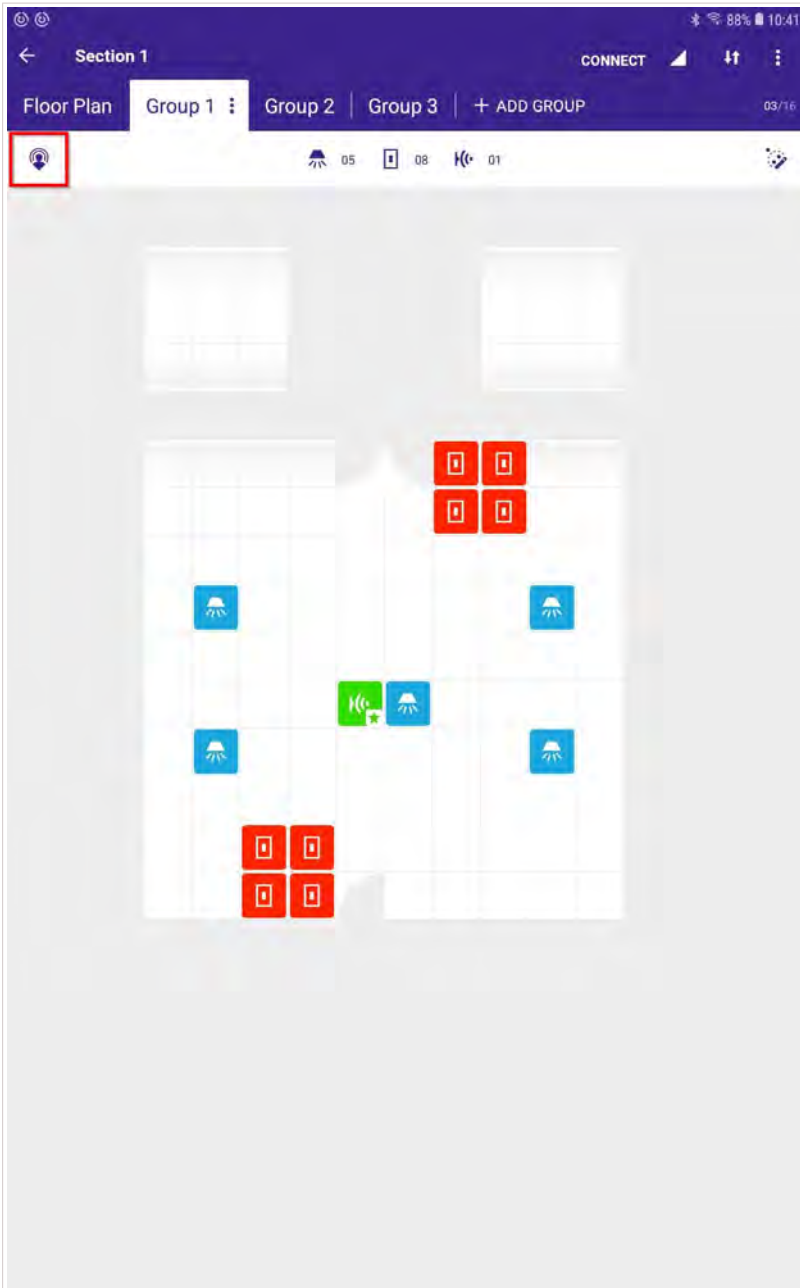
To change those values, proceed as follows:

- \_ Click on the gear wheel symbol.
  - The global settings page opens.

Further information about changing values can be found at [Global Settings](#), p. 52.

## sCS commissioning app

### 3.8. Sensor commissioning and sensor recipe

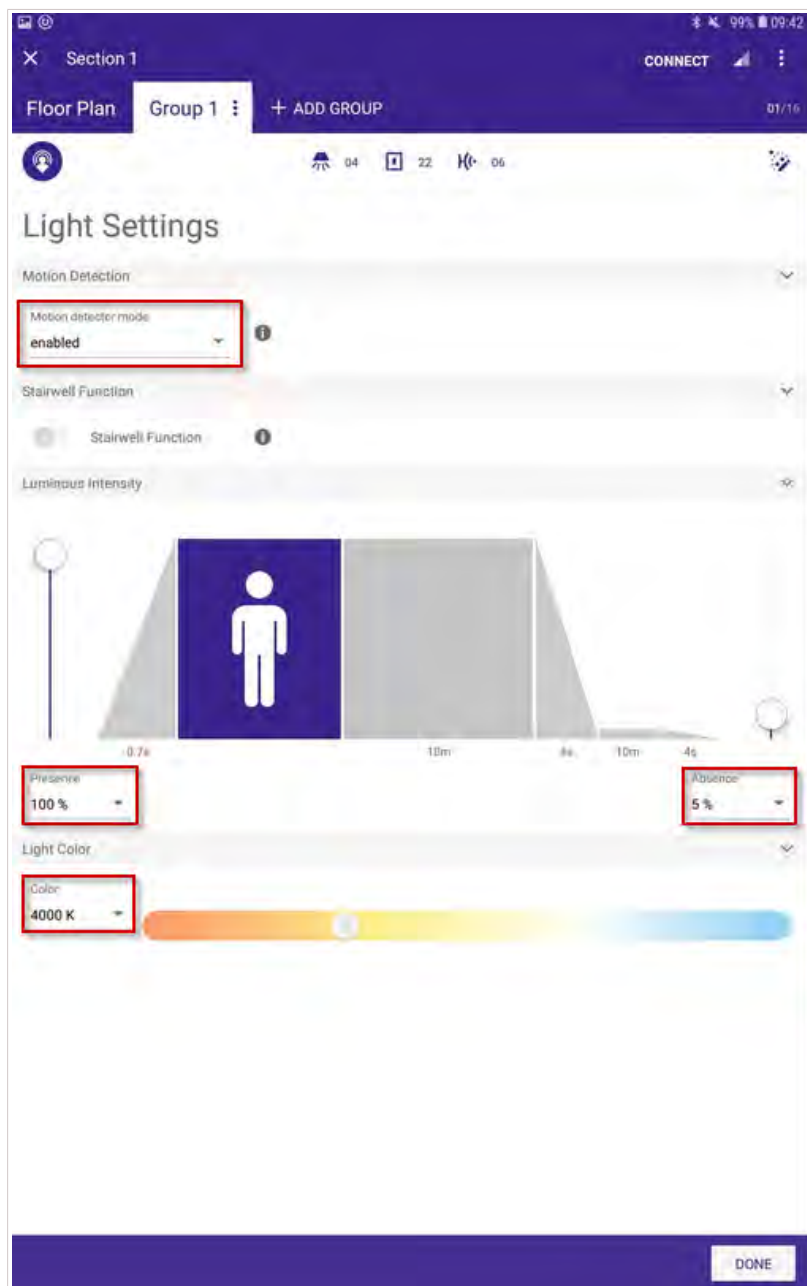


Once a sensor is assigned to a group, the sensor commissioning and recipe symbol will be visible at the top left.

- \_ Click the sensor recipe symbol at the top left to configure the sensor.

Settings programmed here page are valid for the settings in the respective group.

## sCS commissioning app



→ The **Light Settings** of the sensor recipe page opens.

The page contains different settings:

### Motion detector mode

- Click the downward arrow to set the **Motion detector mode** to **disabled** or **enabled** or **only prevent off**.

### Stairwell function

You can use the "Stairway Function" to automatically switch off the light after a certain time. If the "Stairwell Function" is active, the run-on time and the run-off time will be taken over from the global settings.

#### NOTICE

The "Stairwell Function" is only available if there is no motion instance at the group or if the presence functionality is disabled!

### Luminous Intensity

- Click the downward arrow or move the sliders to set light levels.

#### NOTICE

If the light regulation is active, the luminous intensity can be set in lux levels instead of levels in percentages. Further information about how to enable the light regulation can be found in the chapter [sensor commissioning](#), p. 21.

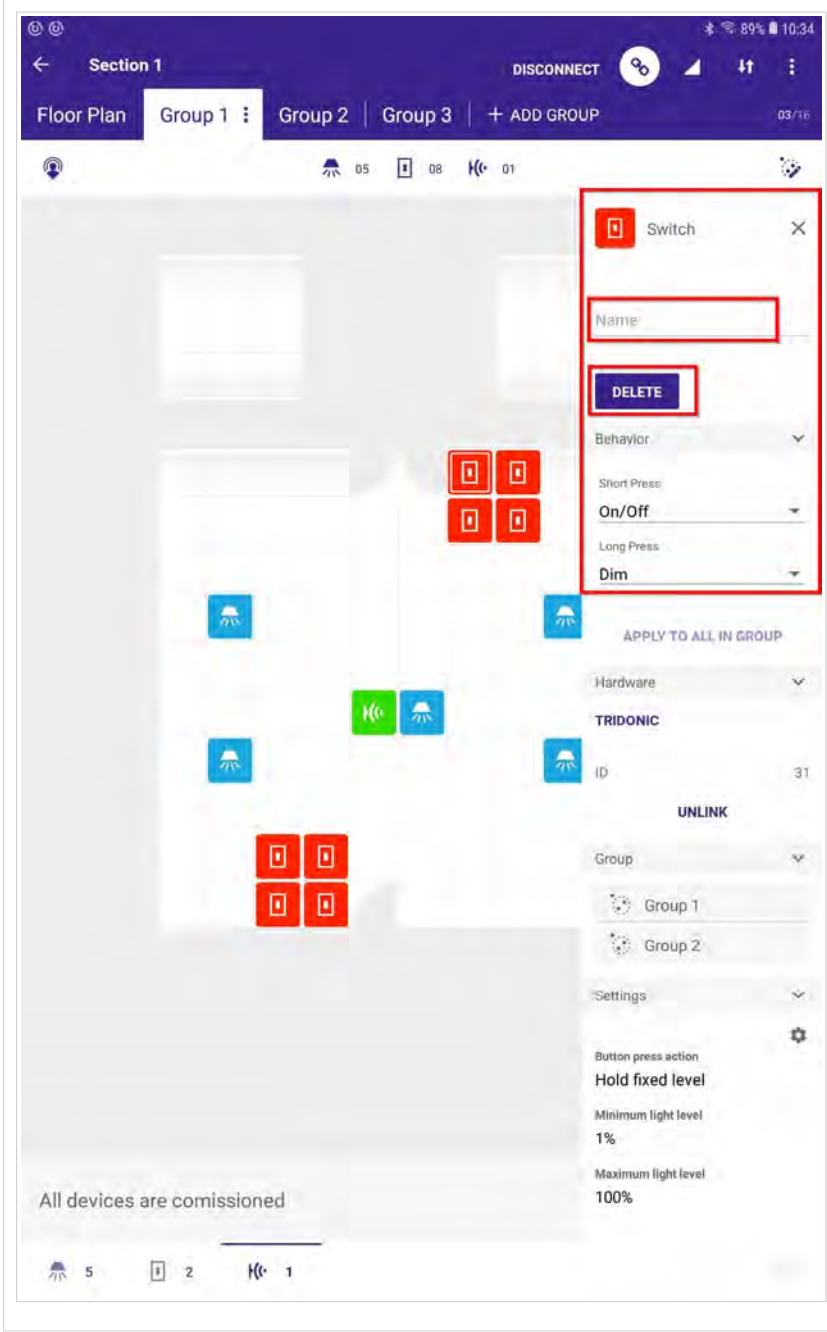
### Light Color

- Click the downward arrow at **Color** to set the light color.



sCS commissioning app

3.9. Push button / switch commissioning



If a commissioned push button / switch is selected, it can be configured in the **Switch** page which will be visible on the right.

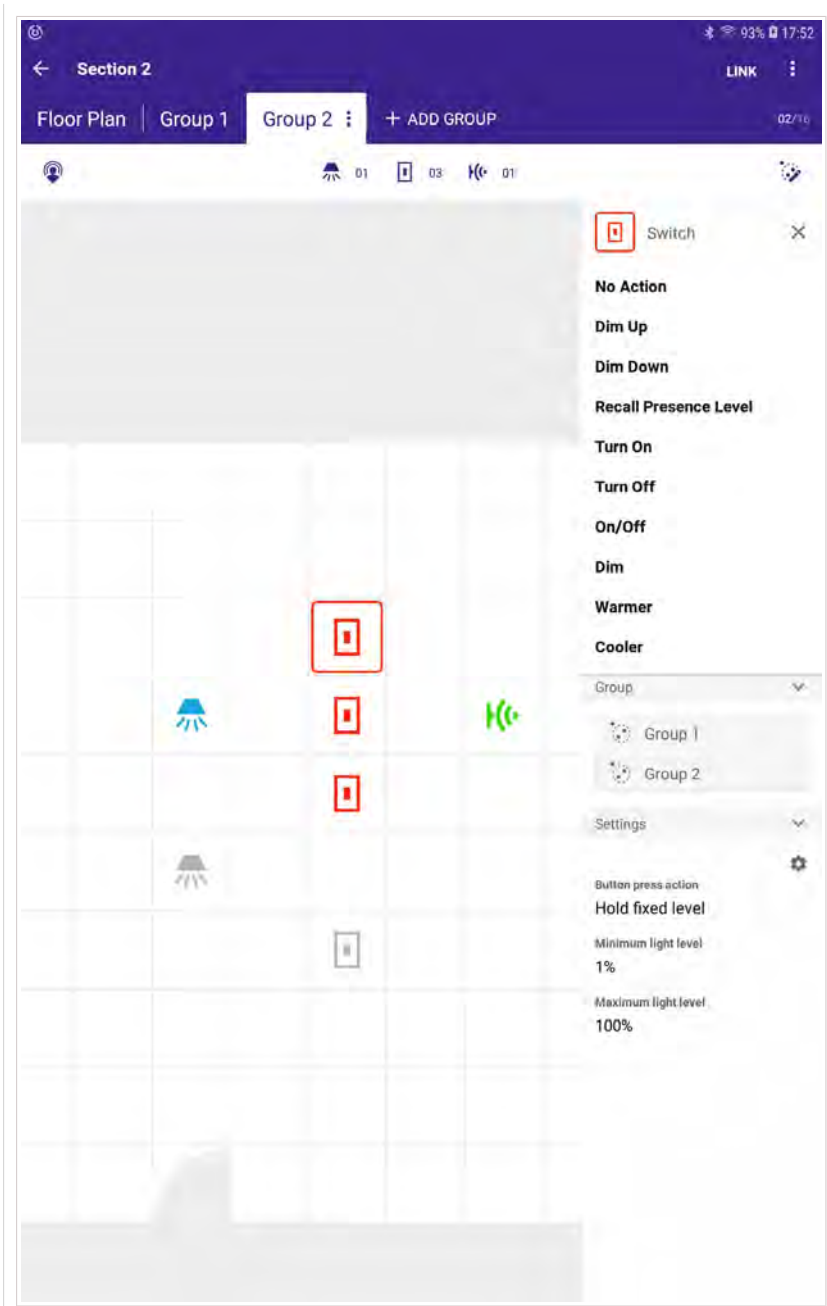
The push button / switch can be given a name.

When clicking **DELETE**, the position in the floor plan will be deleted.

In the additional drop down fields, **Behavior**, **Hardware**, **Group** and **Settings** additional configurations can be adjusted.



sCS commissioning app



In the drop down field **Behavior** the behavior for short and long press can be configured. The table below [Options für Long Press and Short Press](#), p. 35 shows which options are available for Long Press and Short Press.

If more push buttons / switches are assigned to the same group, the behavior can be programmed to all switches in the group by selecting **APPLY TO ALL IN GROUP**.

3.9.1. Options für Long Press and Short Press

Long Press	Short Press	Description
No Action	No Action	
Dim Up	n.a.	The command Dim (which includes Dim Up, Down Down and the Dim Up /Down toggle function) will trigger the <a href="#">Button press action</a> , p. 60.
Dim Down	n.a.	The command Dim (which includes Dim Up, Down Down and the Dim Up /Down toggle function) will trigger the <a href="#">Button press action</a> , p. 60.

## sCS commissioning app

Recall Presence Level	Recall Presence Level	If selecting Recall Presence Level, the settings programmed in the sensor recipe will be recalled. Further information can be found at <a href="#">Sensor commissioning and sensor recipe</a> , p. 39.
Recall Scene	Recall Scene	
Toggle Scene / OFF	Toggle Scene / OFF	Toggle between a selected scene and the OFF command
Toggle Active Scenes	Toggle Active Scenes	Toggle between all scenes programmed
Toggle Active Scenes / OFF	Toggle Active Scenes / OFF	Toggle between all scenes programmed and OFF
Turn On	Turn On	The commands On (which includes On or the On of the On/Off toggle function) and Recall scene will trigger the <a href="#">Presence level time</a> , p. 54.
Turn Off	Turn Off	The command Off (which includes Off or the Off of the On/Off toggle function) will trigger the <a href="#">Manual off Time</a> , p. 54.
On / Off	On / Off	The command sent each time by the On/Off (toggle function) depends on the lighting status and is automatically selected by the sceneCOM S.
Dim	n.a.	The command Dim (which includes Dim Up, Down Down and the Dim Up /Down toggle function) will trigger the <a href="#">Button press action</a> , p. 60.
Warmer	n.a.	
Cooler	n.a.	
Warmer / Cooler	n.a.	
Set Presence Level	Set Presence Level	
Presence Level / OFF	Presence Level / OFF	With this feature you can toggle between Presence Level and the OFF command.
Recall Last Dimmed Level	Recall Last Dimmed Level	Recall the last level the light had before it was switched off.
Recall Last Dimmed Level / OFF	Recall Last Dimmed Level / OFF	Toggle between the last dimmed level and OFF

## sCS commissioning app

Hardware

ID 2

UNLINK HARDWARE



DELETE HARDWARE

In the drop down field **Hardware** the ID is visible.

The ID represents the DALI-2 short address of the device in which the switch is build in.


When clicking **UNLINK**, the push button / switch will be unlinked from the plan and will then be visible as not commissioned,.

Linked and unlinked push buttons / switches use different symbols:

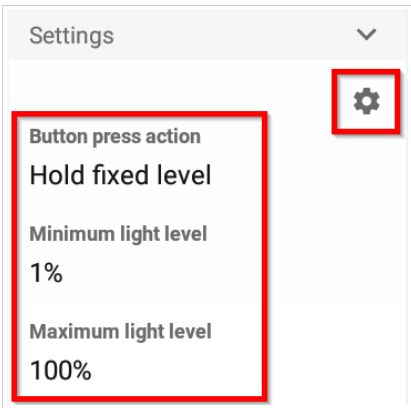
Switch:	
Unlinked	Linked
	

When clicking **DELETE**, the position in the floor plan will be deleted.

## sCS commissioning app

	<p>In the drop down field <b>Group</b> the groups are displayed to which the push button / switch is assigned.</p> <p>If the group is selected, the devices assigned to this group will be accentuated.</p>
---	---

## sCS commissioning app



In the drop down field **Settings** the following settings are displayed:

- \_ **Button press action**
- \_ **Minimum light level**
- \_ **Maximum light level**

To change those values, proceed as follows:

- \_ Click on the gear wheel symbol.  
→ The global settings page opens.

Further information about changing values can be found at [Global Settings](#), p. 52.

## sCS commissioning app

### NOTICE

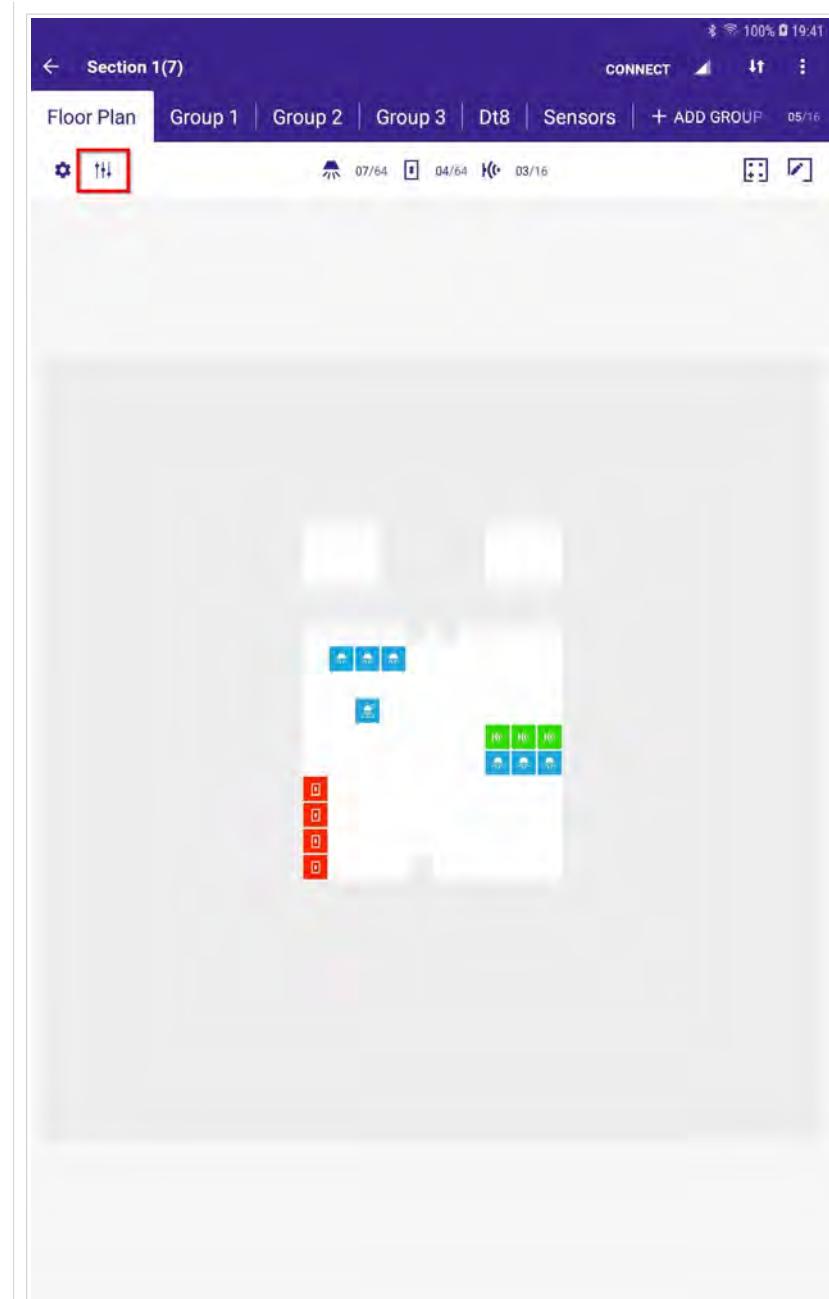
#### **How to localize switches:**

If you are on site and have linked the sceneCOM S to a section, the push buttons / switches can be localized with a press on the switch:

Once the push button / switch is pressed, it will start to "shake" in the floor plan.

## sCS commissioning app

### 3.10. Create scenes



To create scenes, proceed as follows:

- \_ Select a floor plan.
- \_ Click the scenes graphic at the top left.



## sCS commissioning app



→ The **Scenes** configuration menu opens.

Once you have entered the scenes configuration menu you can select the devices that should react to the scene and program the scene's values (e.g. dim level, color temperature).

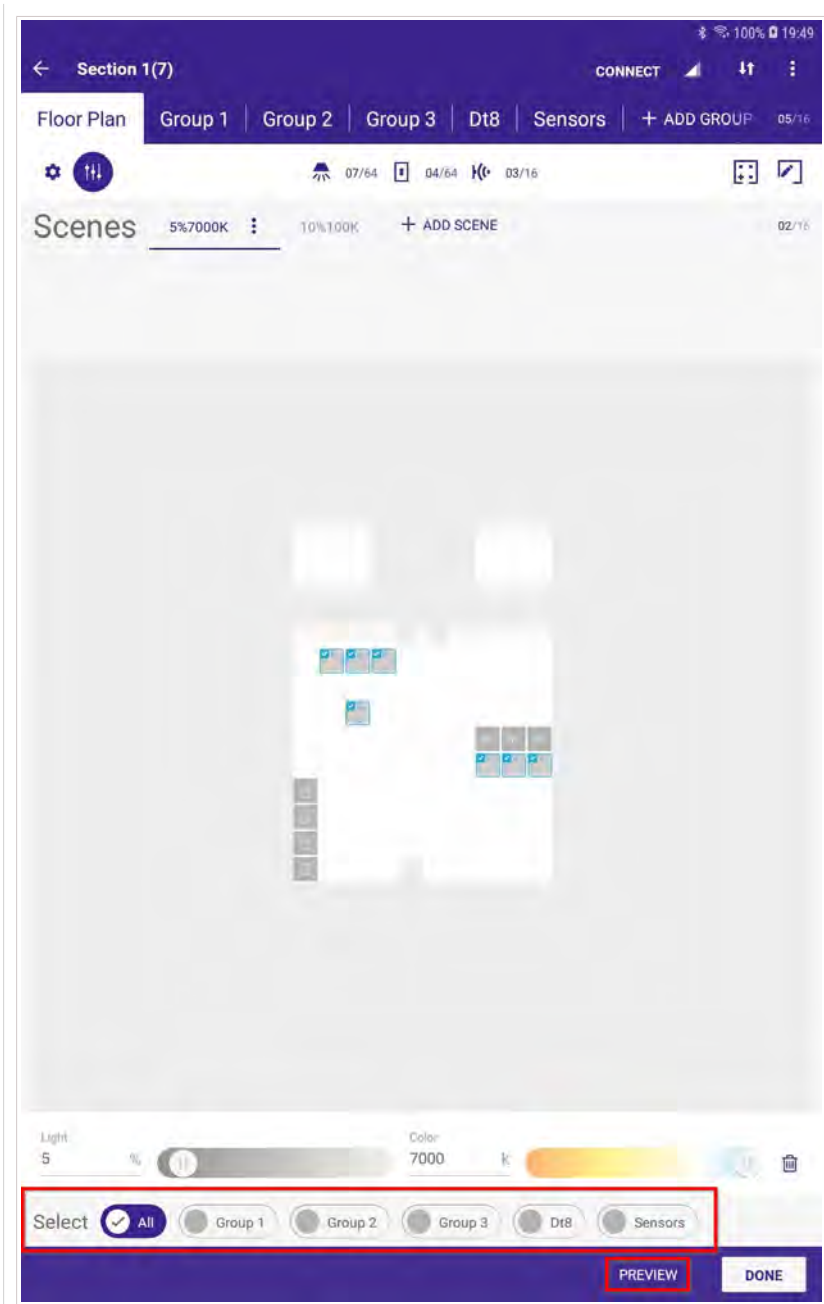
At the top left the already created scenes can be seen. Next to the created sites the field **ADD SCENE** is located.

### NOTICE

To be able to program color temperatures in off-line commissioning, you have to change the device type of the luminaire to **tunable white**.

Once the wished values for the scene are stored, the scene can be previewed with a click on **PREVIEW**.

sCS commissioning app



At the bottom you can select for which devices /groups the scene should be activated. You have the option to select **All** or single groups or specific devices.

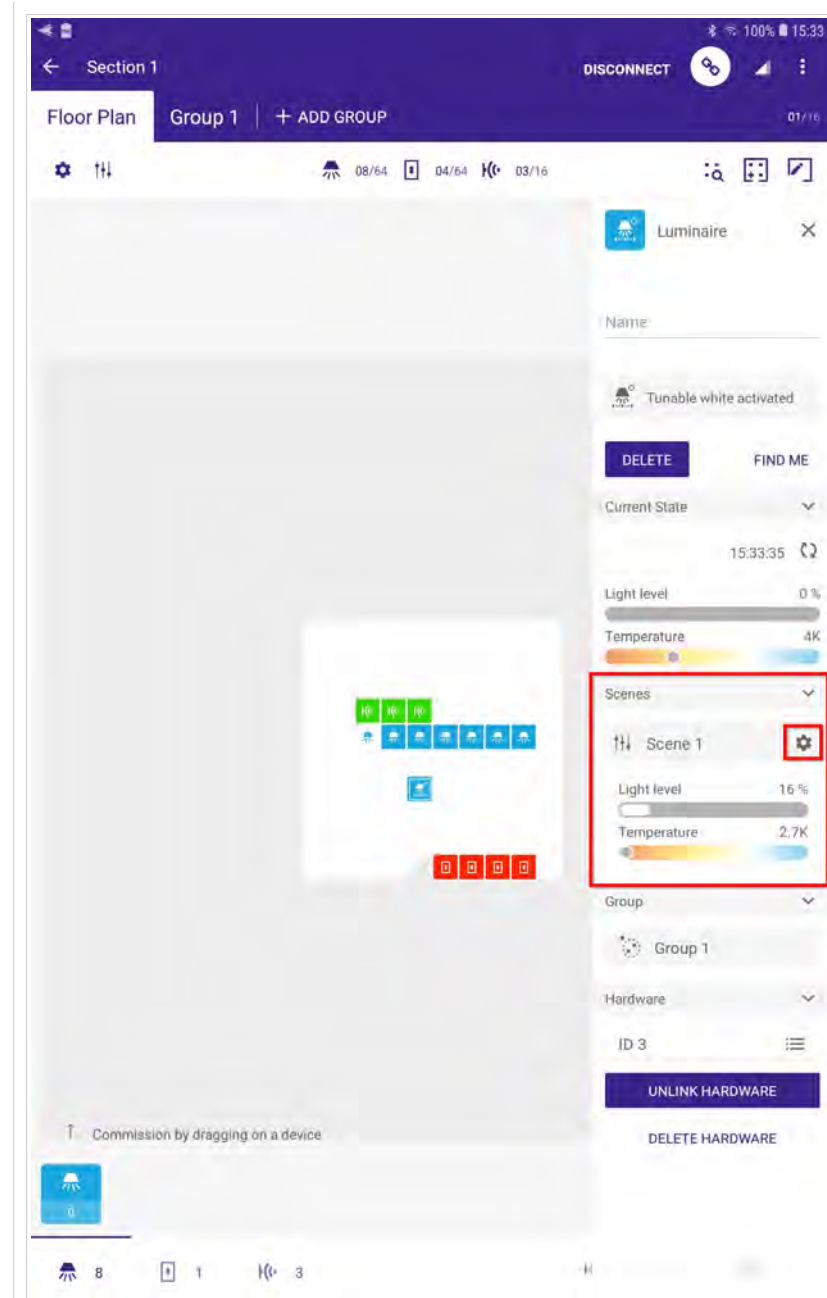
Devices that will react to this scene are marked with an check mark in the floor plan.

Device:	
Not reacting	Reacting

*i* NOTICE

Color temperatures can not be programmed in groups that don't have any tunable white luminaires assigned.

## sCS commissioning app



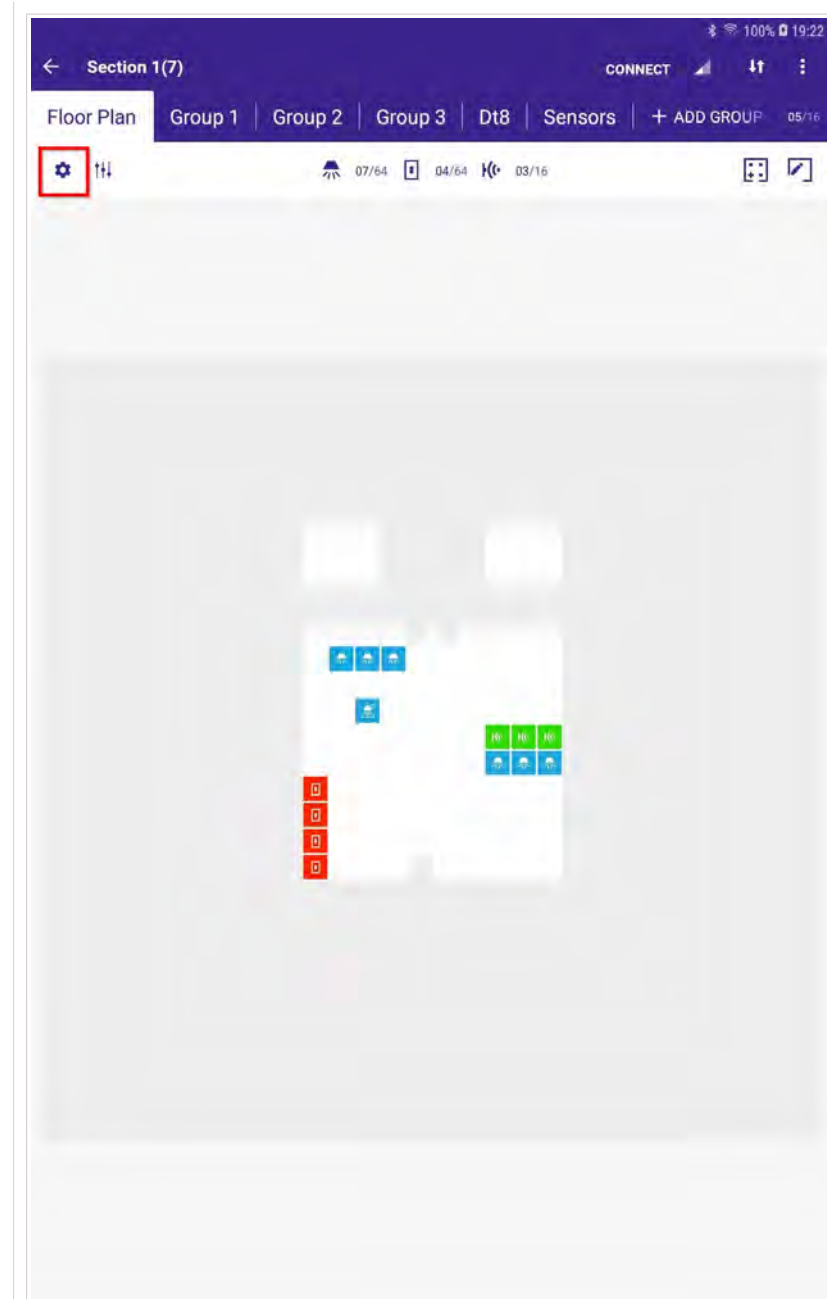
All scenes that are valid for a device are displayed in the device view.

Information like the light level and color temperature is visible.

By clicking on the gear wheel symbol the values for this scene and this specific device can be modified.

## sCS commissioning app

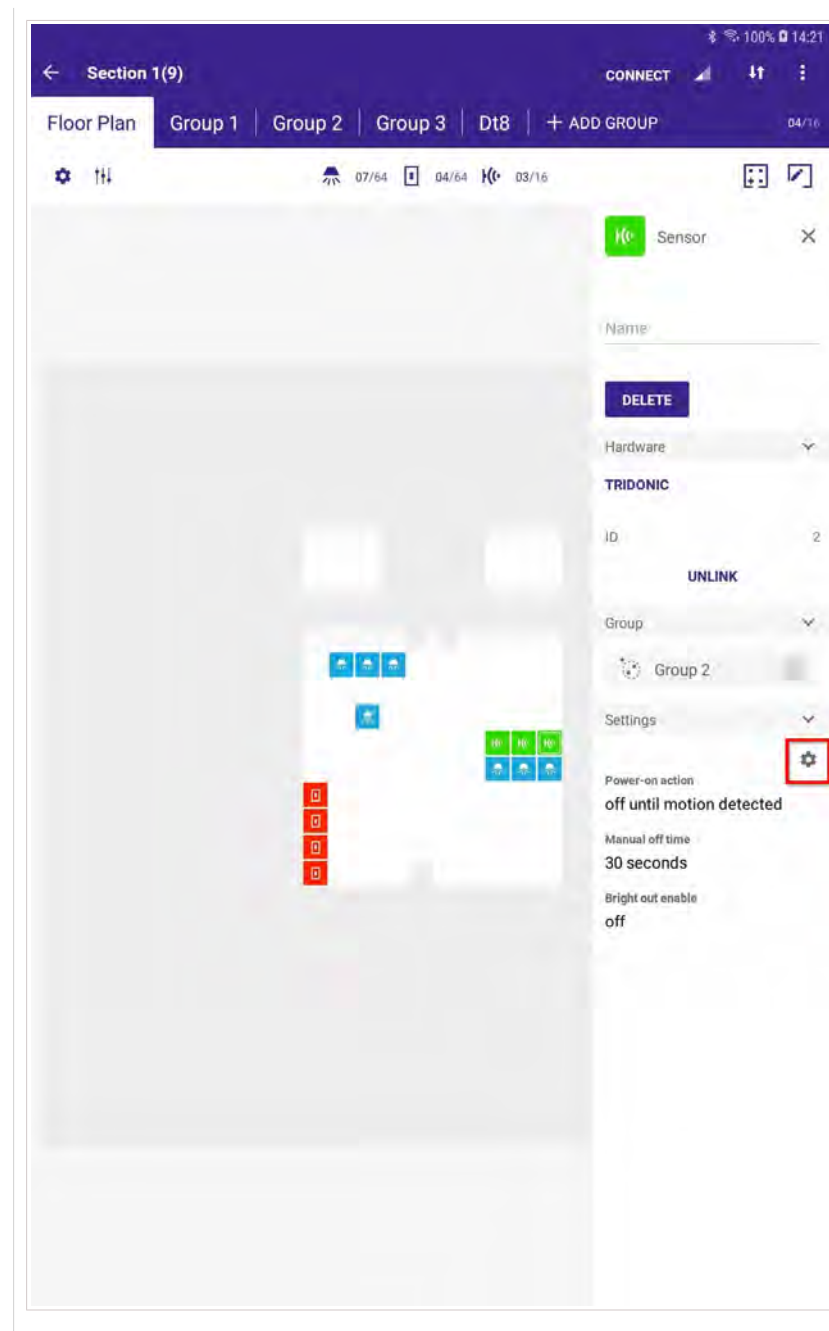
### 3.11. Global settings



To open the global settings page, proceed as follows:

- \_ Select the floor plan.
- \_ Click the gear wheel symbol at the top left.

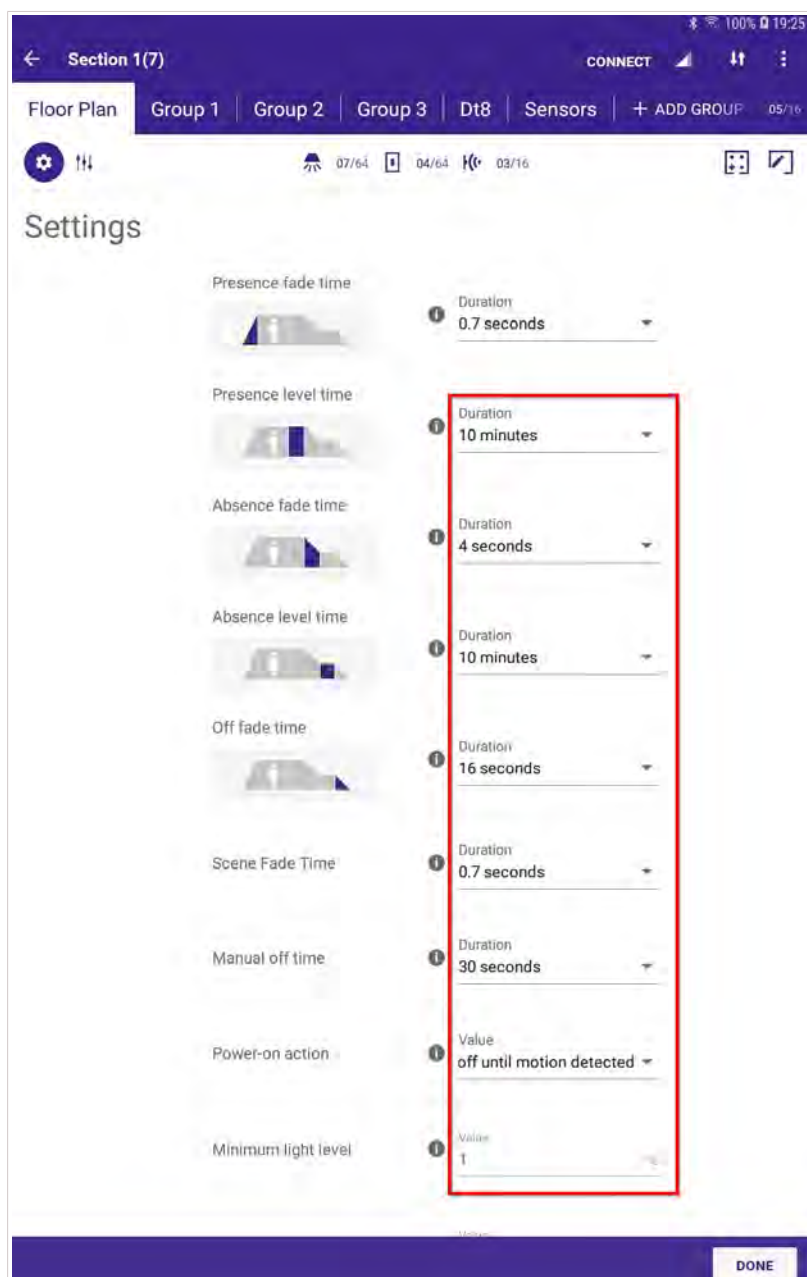
## sCS commissioning app



Alternatively, you can do the following:

- \_ Select a device (this can be a sensor, luminaire or a push button / switch).
- \_ Click the gear wheel symbol at the bottom right.

## sCS commissioning app



The global settings contain multiple settings related to the movement and light regulation of the sensors. In addition, also the scene fade time can be programmed.

Settings made in this view are valid for all sensors connected to the sceneCOM S.

### Presence level time

The commands On and Recall scene will trigger the Presence level time, also see [push button / switch commissioning](#), p. 41 for an overview of available commands.

### Scene Fade Time

The time taken for the light to change from the current level to the scene level.

### Manual off time

The command Off will trigger the Manual off time, also see [push button / switch commissioning](#), p. 41 for an overview of available commands.

### Power-on action

Action taken when the sceneCOM S is powered on. The following options can be programmed

## sCS commissioning app

- \_ off until motion detected
  - \_ If selected then the sceneCOM S sends an off command after start up if no motion is detected.
- \_ switch to presence level
  - \_ if selected then the sceneCOM S recalls the presence level programmed in the sensor recipe setting.
- \_ If "retain level" is selected:
  - \_ the controller will execute no action
  - \_ connected drivers will stay on the programmed power-on level until motion is detected

### Minimum light level

The minimum light level permitted for the system.

### Maximum light level

The maximum light level permitted for the system.

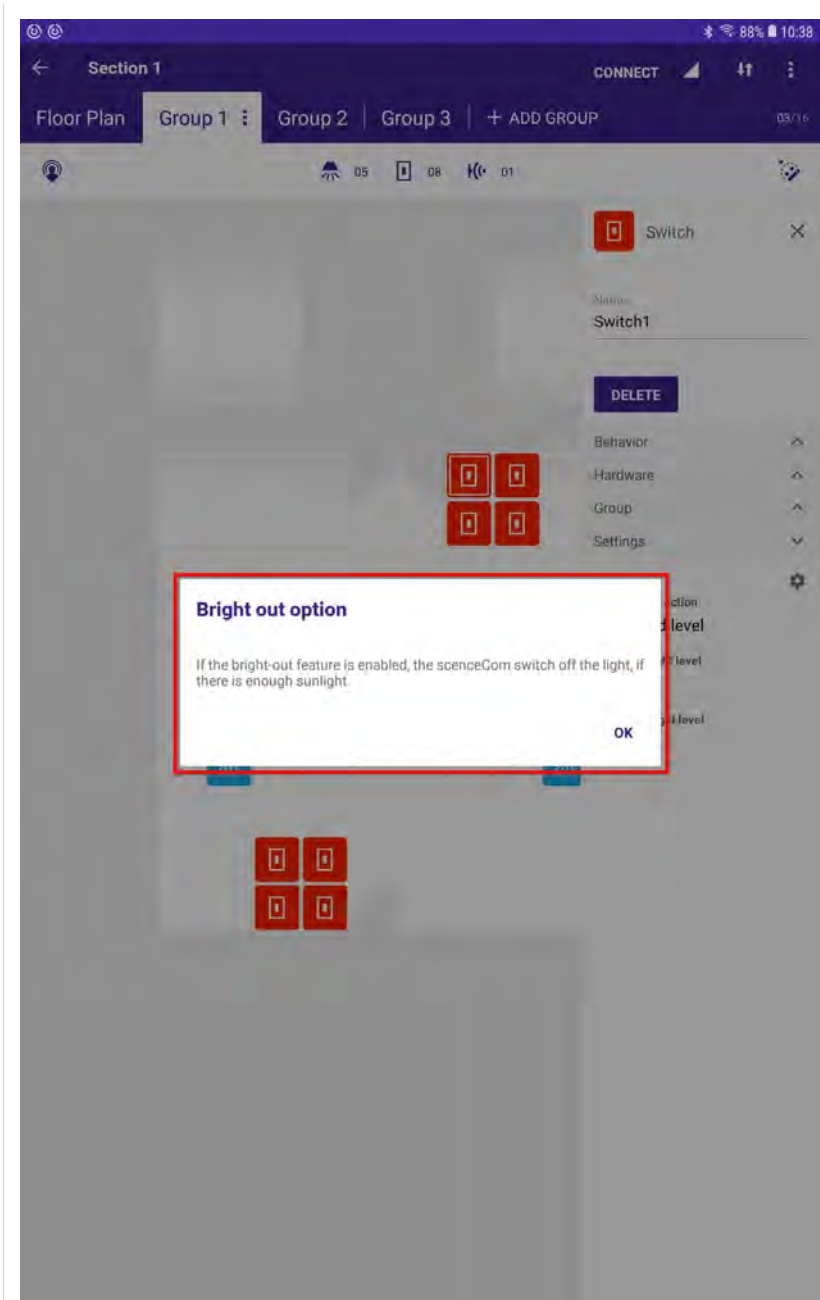
### Light regulation level

If the lux level measured by the sensor changes, the light level of the luminaire will be automatically regulated (dimmed up or down). The setting "light regulation speed" defines how fast the light level is regulated.

The following options are available: "1", "2", "3" or "auto".

- \_ "1" is the slowest regulation speed, "3" the fastest.
- \_ "auto" is the default value, with this the sceneCOM S automatically calculates the best regulation speed.

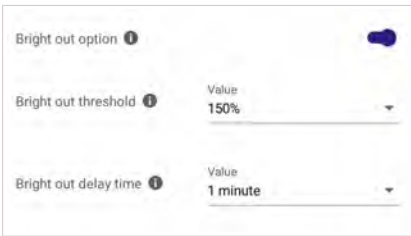
sCS commissioning app



Bright out option



## sCS commissioning app

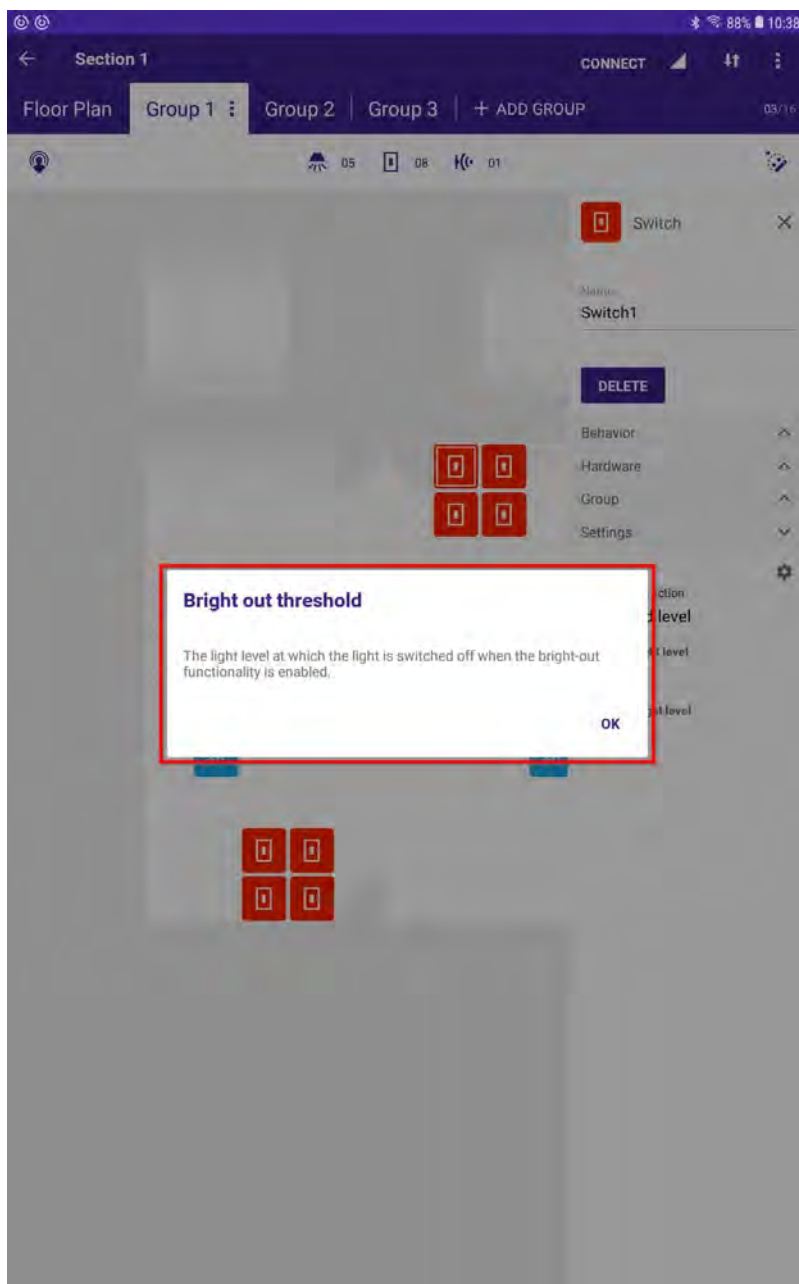


The screenshot shows a section of the app interface. At the top, there is a toggle switch labeled 'Bright out option' which is currently turned on. Below this, there are two settings: 'Bright out threshold' with a value of '150%' and 'Bright out delay time' with a value of '1 minute'. Each setting has a small information icon (i) next to its label.

If the **Bright out option** has been selected, additional fields are visible:

- \_ Bright out threshold
- \_ Bright out delay time

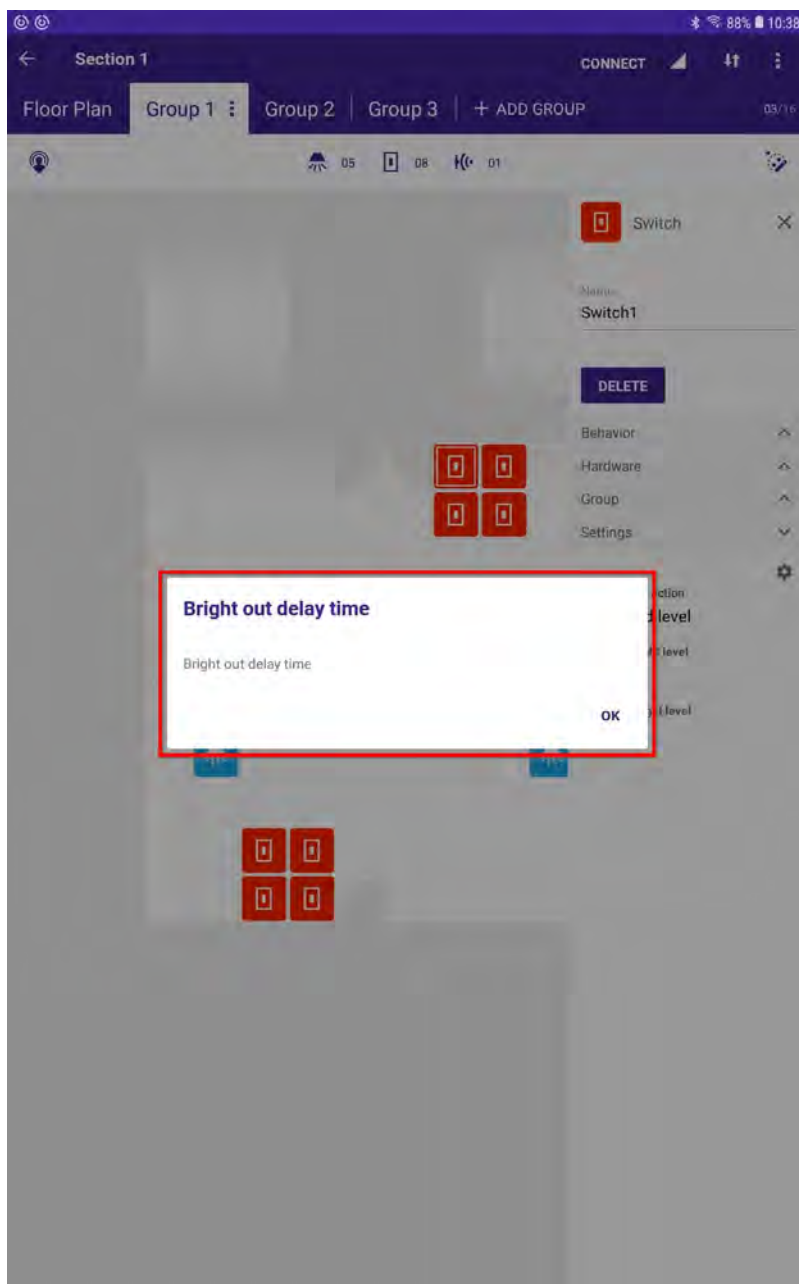
## sCS commissioning app



### Bright out threshold

Defines at which level the bright out begins, e.g. 150 % means that if your set lux level is 100 lux, the bright out delay time will start when the sensor measures 150 lux.

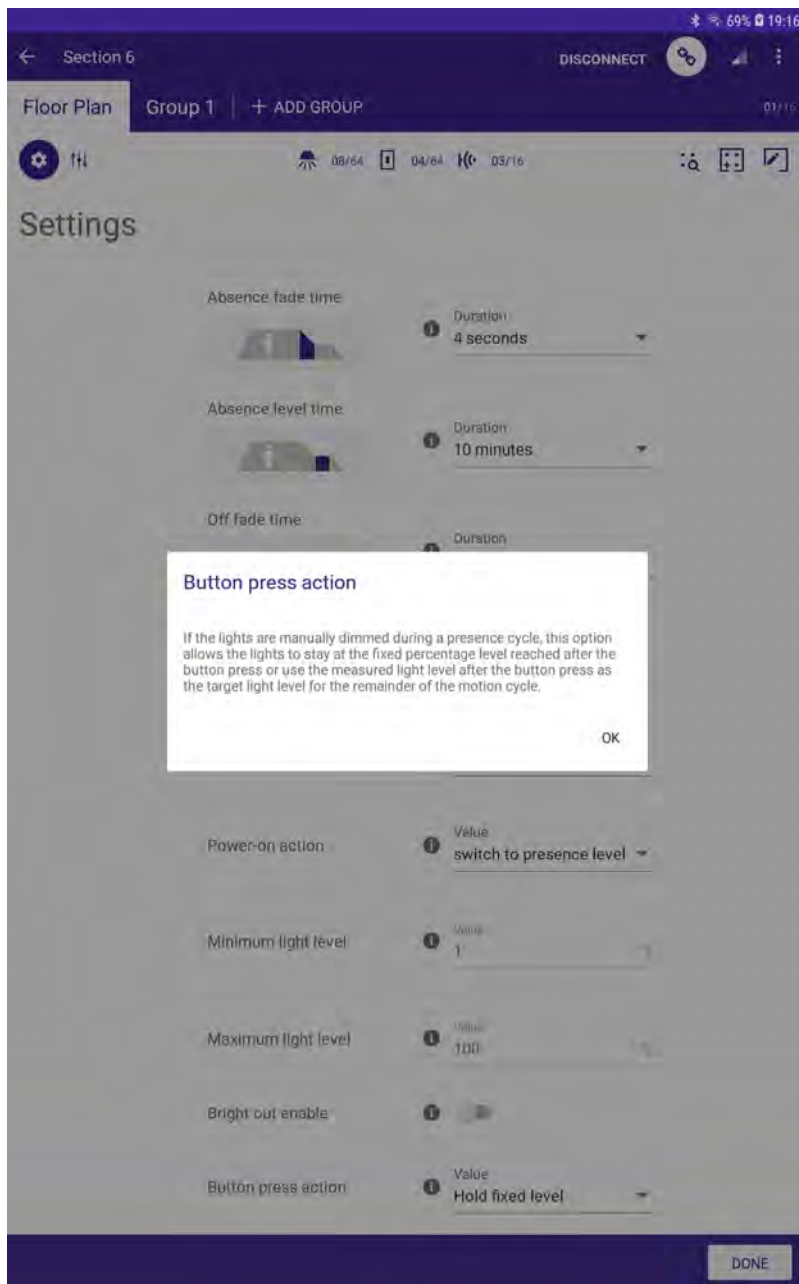
## sCS commissioning app



Bright out delay time

Time after which the light will be switched off when bright out level is reached.

## sCS commissioning app

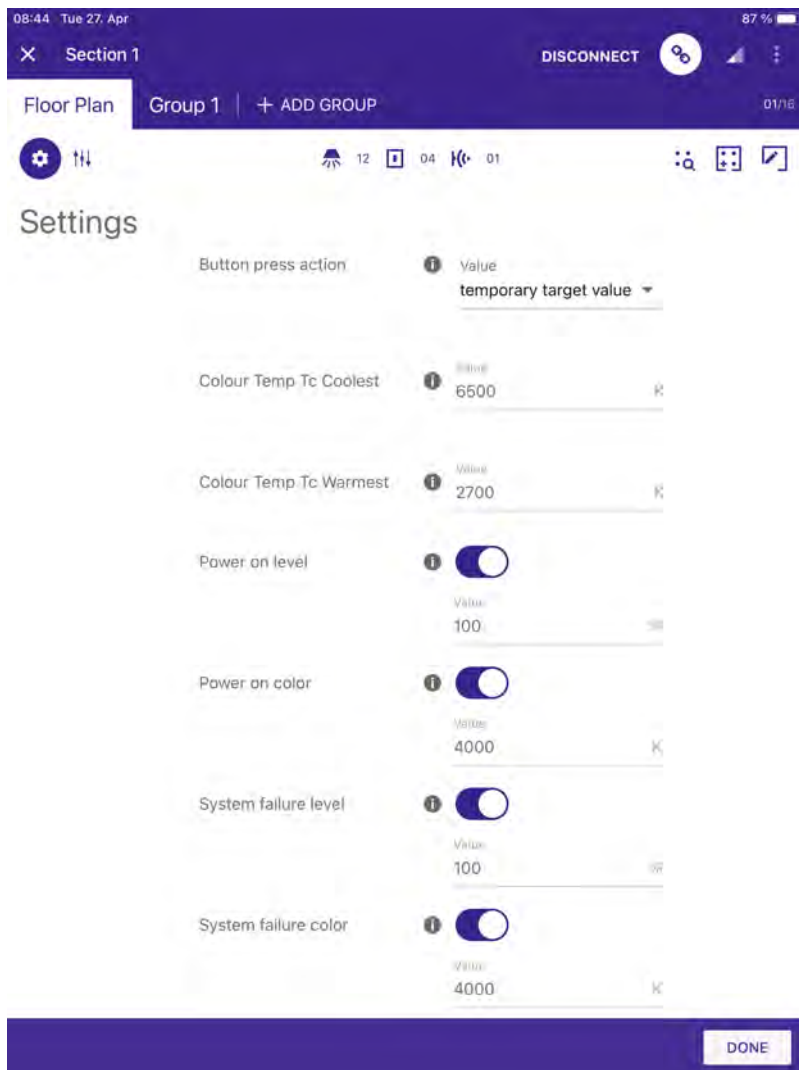


### Button press action

Wenn die Option **Temporary target value** ausgewählt ist, wird der Lichtregelwert für den Rest des Bewegungszyklus temporär geändert.

Wenn die Option **Hold fixed level** ausgewählt ist, wird die Lichtregelung temporär unterbrochen und das Licht bleibt auf dem eingestellten Dimmlevel.

## sCS commissioning app



- \_ Color Temp Tc Coolest
  - \_ All Device Type 8 (Tunable White) devices in this section will be limited to this value. If there are devices present that are physically able to provide cooler color temperatures, they will be limited to this value, if there are devices present who physically are not able to provide this value, they will not be able to reach it.
- \_ Color Temp Tc Warmest
  - \_ All Device Type 8 (Tunable White) devices in this section will be limited to this value. If there are devices present who are physically able to provide warmer color temperatures they will be limited to this value, if there are devices present who physically are not able to provide this value, they will not be able to reach it.
- \_ Power on level
  - \_ The Power on level is the dim level the driver will dim the light to after mains is connected to the driver.  
If the value is disabled, then "MASK" will be programmed and the driver will use the last dim level before the mains interruption occurred.
- \_ Power on color

## sCS commissioning app

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

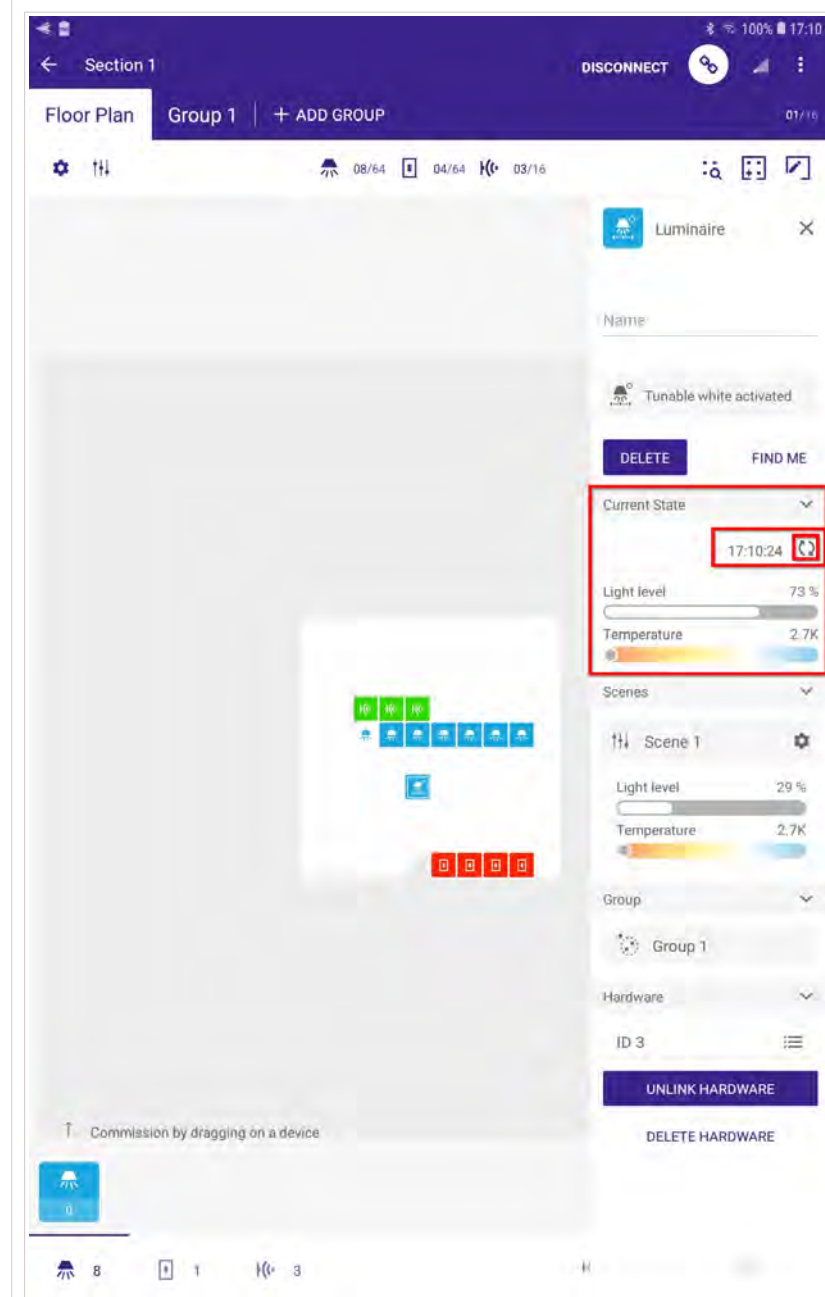
The Power on color value is the color temperature the driver will use after mains is connected to the driver. If the value is disabled, then "MASK" will be programmed and the driver will use the last color temperature before the mains interruption occurred.

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

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

## sCS commissioning app

### 3.12. Current state



If you are connected to sceneCOM S and a driver is selected., the **Current State** page for that driver will be visible on the right.

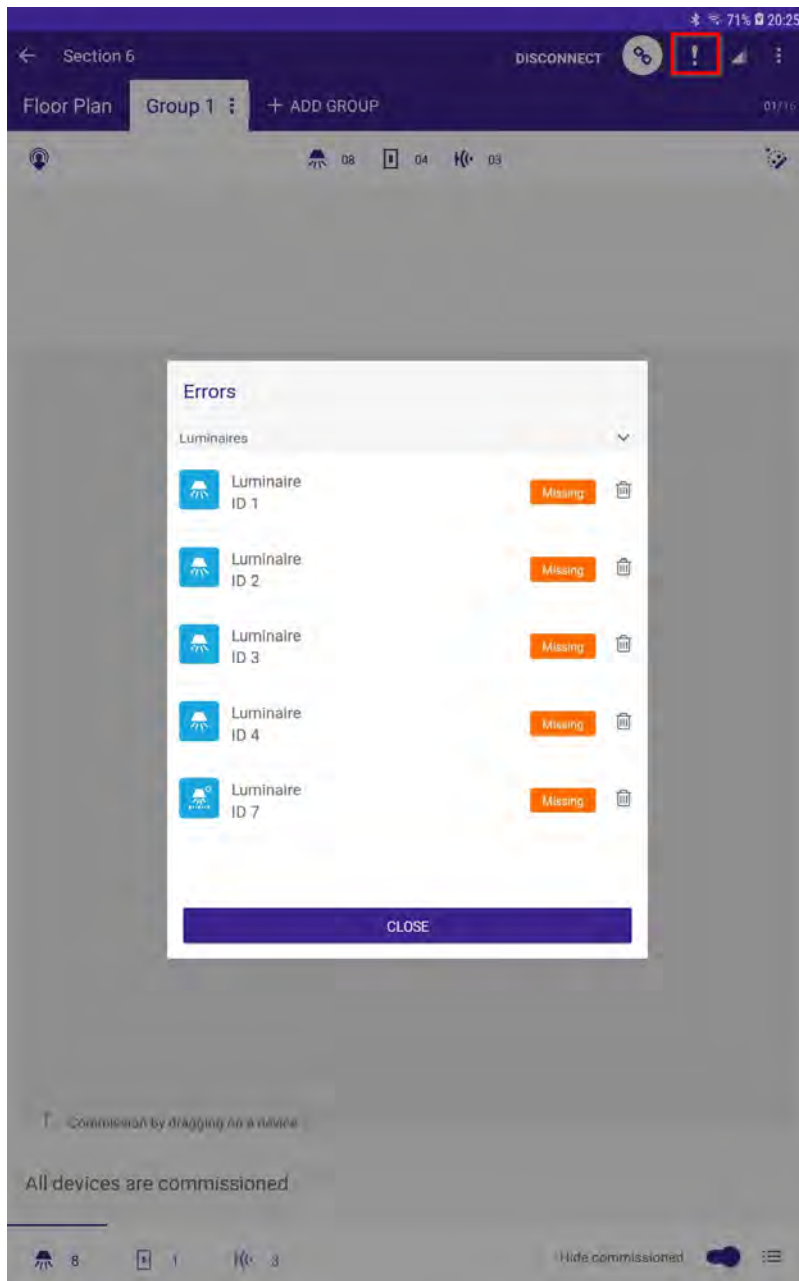
The time stamp (here: "17:10:24") indicates when the current state was last read out. With a click on the two curved arrows, the current state information can be refreshed.

#### NOTICE

The **Current State** page is exclusively available for drivers but not for push buttons / switches or sensors.

## sCS commissioning app

### 3.13. System error management



The system error management provides information about errors in the installation such as

- \_ Gear failure
- \_ Lamp failure
- \_ Missing device

#### **NOTICE**

If a device was missing and is connected back to the system it may take up to five minutes until the exclamation mark sign (the ! at the top) disappears.

If the exclamation mark sign does not disappear although no device is missing and all devices are connected correctly, try to reboot the sceneCOM S and wait for 15 minutes.



## sCS commissioning app

### 3.14. Start Up behaviour

#### 3.14.1. Description

sceneCOM S offers users an easy way to commission a DALI-2 line without the need to be a DALI, DALI-2 or lighting expert.

#### 3.14.2. Start Up algorithm

One of the features is the implemented Start Up algorithm.

As soon as the sceneCOM S is connected to the DALI-2 line, the built-in algorithm starts the DALI-2 commissioning automatically. There is no need for the user on site to trigger the commissioning manually and the user does not need to wait until the addressing process is done. This can save a lot of time compared to older systems.

#### 3.14.3. Double addresses

##### NOTICE

Starting with the 12.2021 update this functionality is no longer available. Double addresses must be resolved by the user.

Another issue of older systems are double addresses on the DALI line. Double addresses can occur when luminaries are moved from one DALI line to another during installation.

sceneCOM S supports you in this case with its algorithm. With this, devices with the same address will be automatically detected and readdressed. For the user it is not necessary to trigger any commissioning or take care about double addresses.

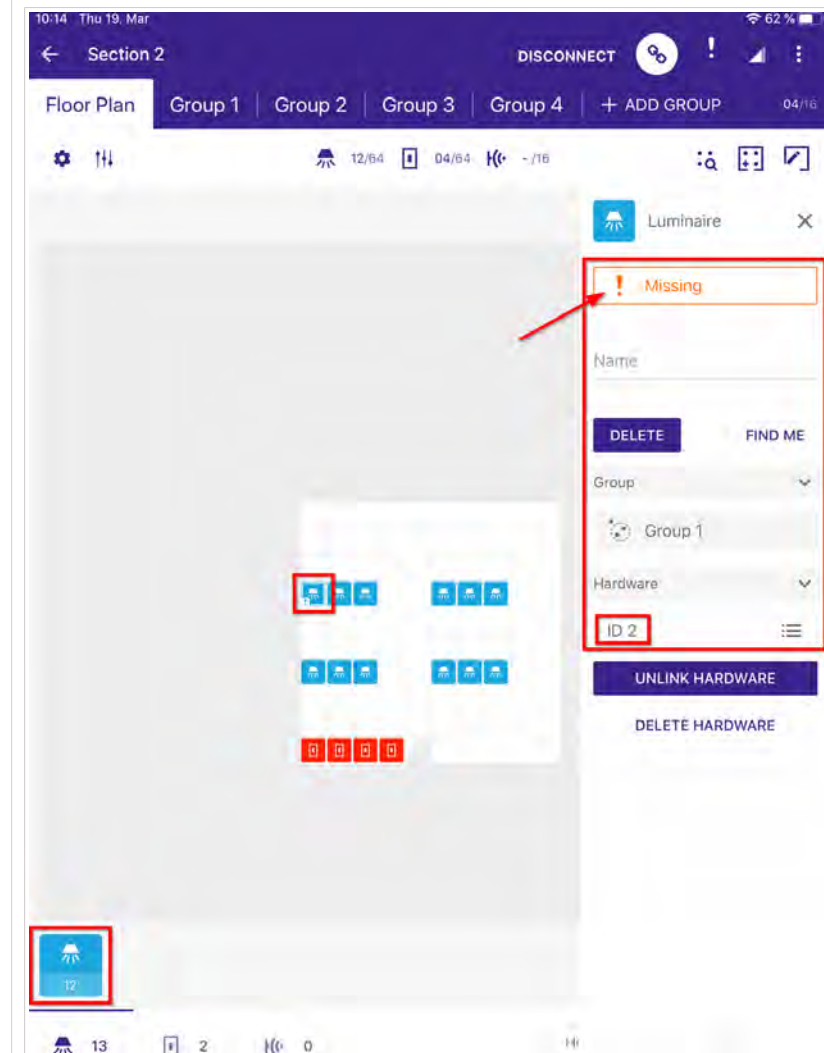
##### NOTICE

Although this feature is very useful, it can be confusing in some situations. If a new device is connected in an already commissioned installation and the sceneCOM S recognizes a double address, it may happen that the already commissioned device loses its position in the plan and needs to be reassigned again to the right position on the floor plan. For that reason, it is not recommended to start the commissioning of an unfinished installation.

- \_ To avoid unnecessary work load make sure to start the final localization and commissioning of your installation only after all the devices have been connected correctly to the DALI line.

## sCS commissioning app

### 3.14.4. Maintenance / replacement of defect drivers



The algorithm of sceneCOM S supports the user also in maintenance cases, for example if a driver or luminaire has to be replaced.

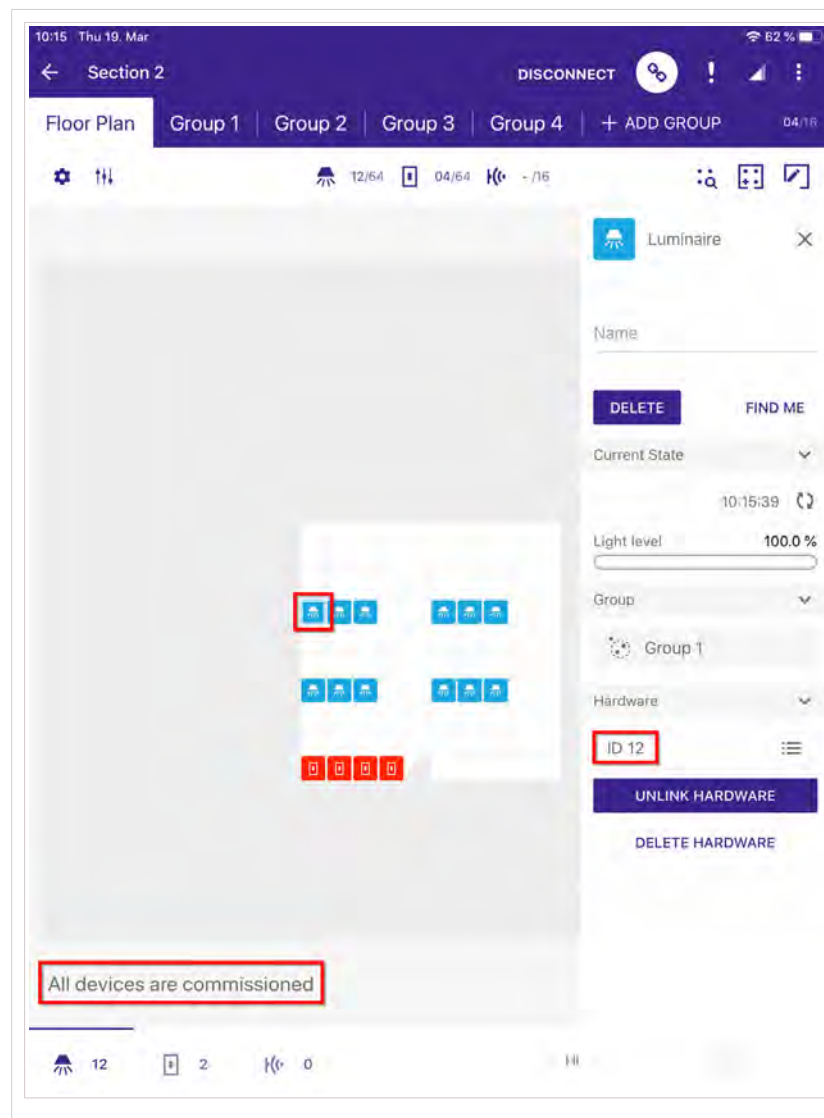
In older systems it was necessary to commission the driver again, including the Group, Scene, min/max Levels a.s.o.

With sceneCOM S, the app will visualize if one of the commissioned devices is defect and needs to be replaced. Further information can be found at [System error management](#), p. 64.

The screenshot on the left illustrates the behaviour:

- \_ The red warning message "!" Missing informs that a luminaire is missing.
- \_ The information box of that luminaire shows that the missing device has ID 2.
- \_ On the floor plan the missing device is highlighted with an exclamation mark.
- \_ Beneath the floor plan it can be seen that there is also a new device with ID 12.

## sCS commissioning app



In this case the defect device has to be replaced by the technician on site. Once the device is replaced and the new device is connected to the DALI line the device will be automatically addressed.

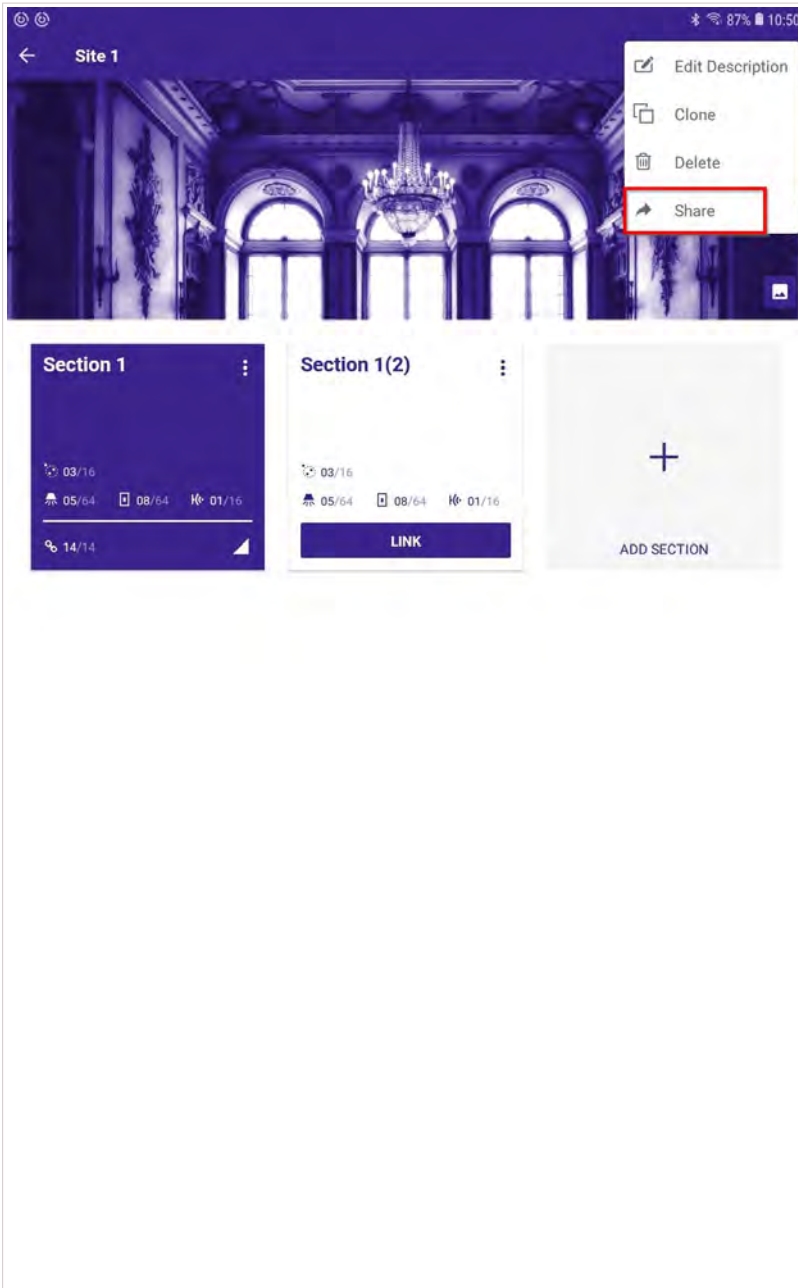
In the app, the user only has to place the new device on the right position of the floor plan. In the background all the commissioning information will be programmed to the new device by the sceneCOM S.

The screenshot on the left illustrates the behaviour:

- \_ The red warning message "I Missing" has disappeared.
- \_ On the floor plan the active device with ID 12 has replaced the missing device with ID 2 and has taken over its settings.
- \_ None of the devices is highlighted with an exclamation mark.
- \_ The information text at the bottom informs that "All devices are commissioned".

## sCS commissioning app

### 3.15. Share your site



Once you have created your Site including all the sections necessary, you can share it with your coworkers or customers without the need to be in the same place. The only connection you need is internet access.

The benefit of this feature is that the plan can be sent to multiple devices.

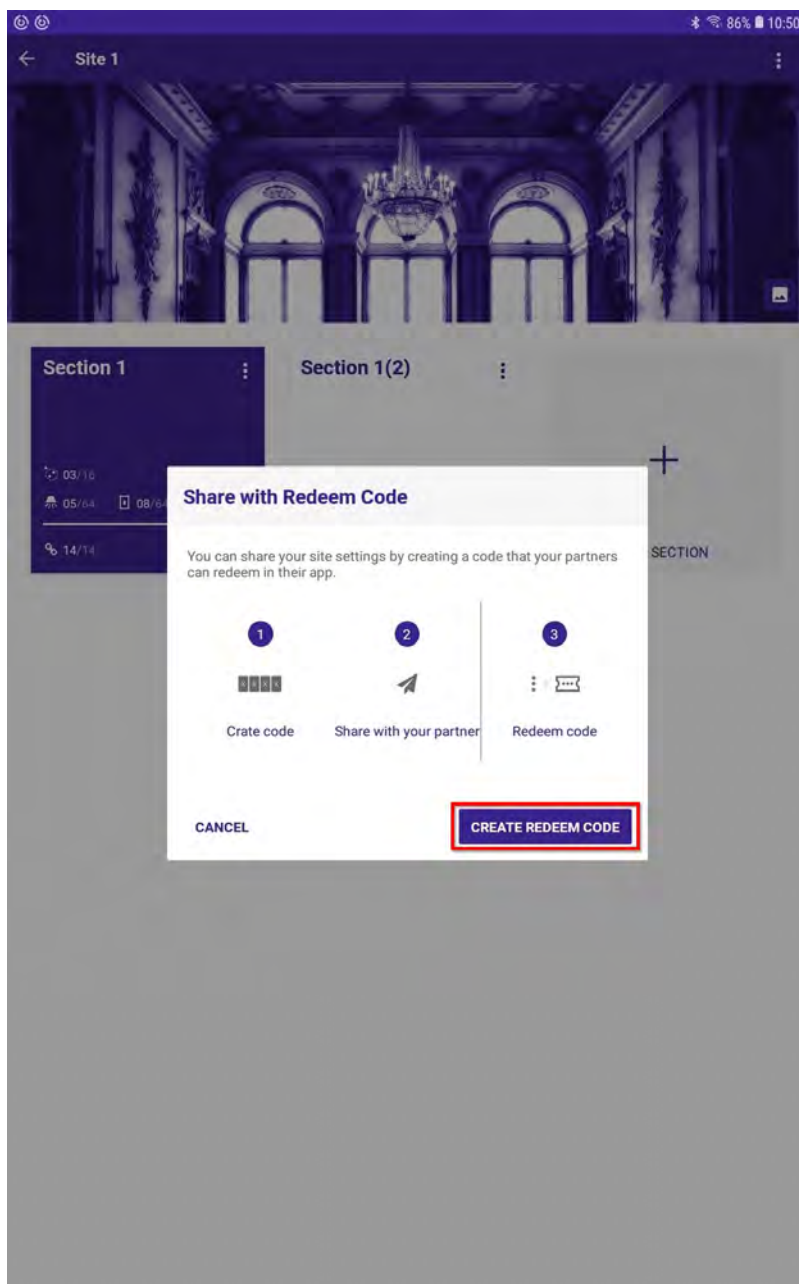
With this feature, all the information stored for the site is shared. If your Site has multiple sections they are all shared via the redeem code. It is not necessary to create one redeem code for every section.

This allows you to create the plan in one place (e.g. the office) and then share it with someone else (e.g. a technician on site) via the redeem code.

To create a redeem code, proceed as follows:

- \_ Go to **Sites**.
- \_ Click a site.
  - The selected site opens.
- \_ Click the menu at the top right (the three dots).
  - A window opens.
- \_ Click **Share**.

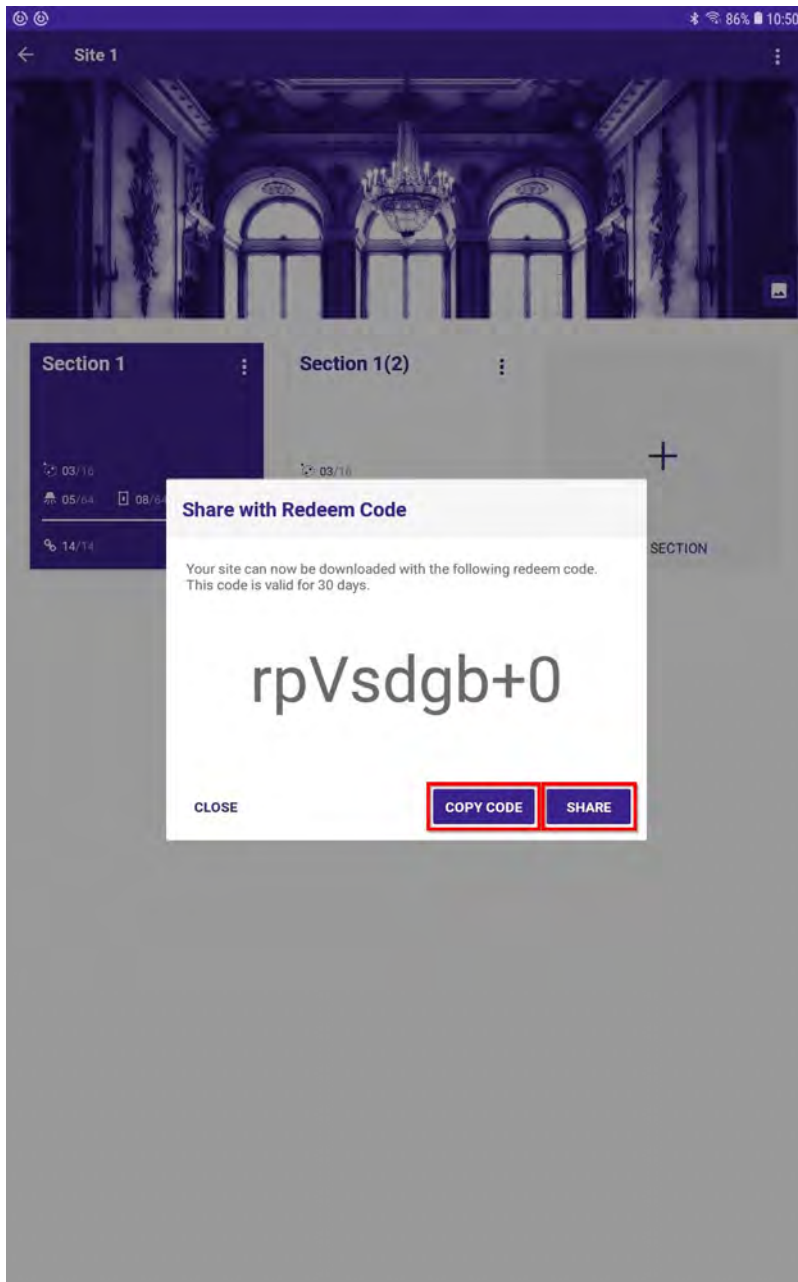
## sCS commissioning app



→ The **Share with Redeem Code** window opens.

\_ Click **CREATE REDEEM CODE**.

## sCS commissioning app



→ The redeem code will be automatically created.

\_ Click **COPY CODE** or **SHARE** to copy or to share directly from the app.

### NOTICE

The redeem code is valid for 30 days. After this time, the code becomes invalid.

The content of the site you are sharing via the redeem code is stored in Tridonic's own cloud service which allows you to send the content to anybody who has the sCS commissioning app and an internet connection.

## sCS commissioning app

### 3.16. Importing shared planes via the Redeem feature

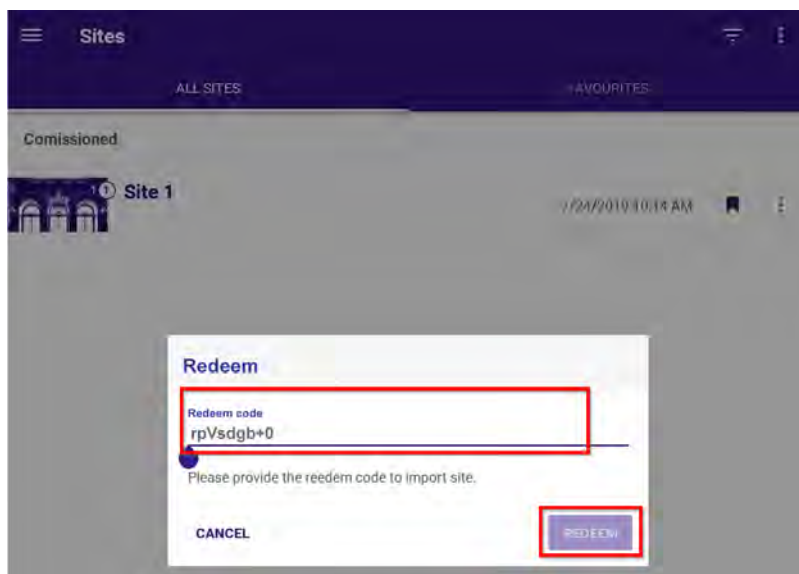


If you have received a redeem code, you can download the content.

Proceed as follows:

- \_ Go to **Sites**.
- \_ Click the menu at the top right (the three dots).
  - A window opens.
- \_ Click **Redeem**.

## sCS commissioning app

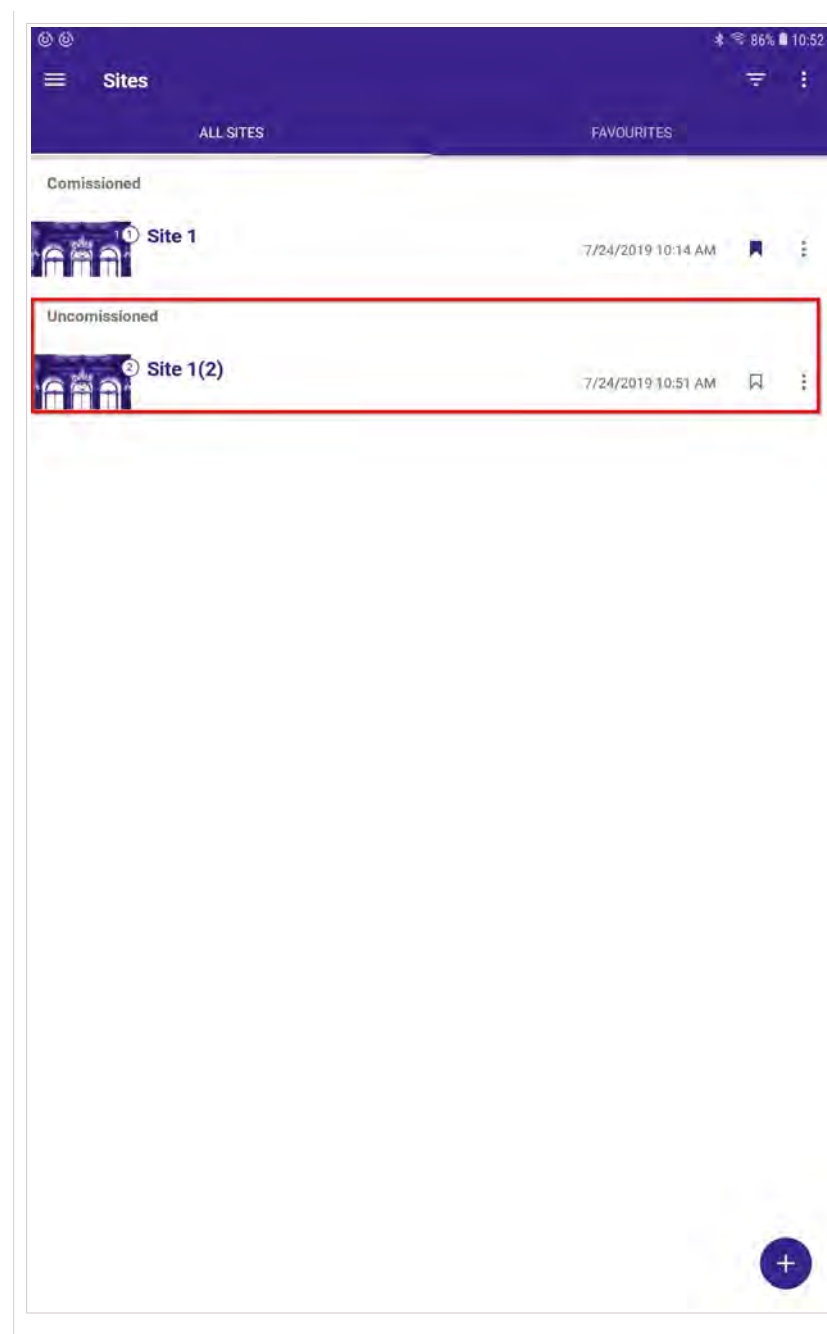


→ The **Redeem** window opens.

- \_ Enter the redeem code:  
Depending on how you received the redeem code, you can type it in or copy and paste it via clipboard.
- \_ Click **REDEEM**.



## sCS commissioning app

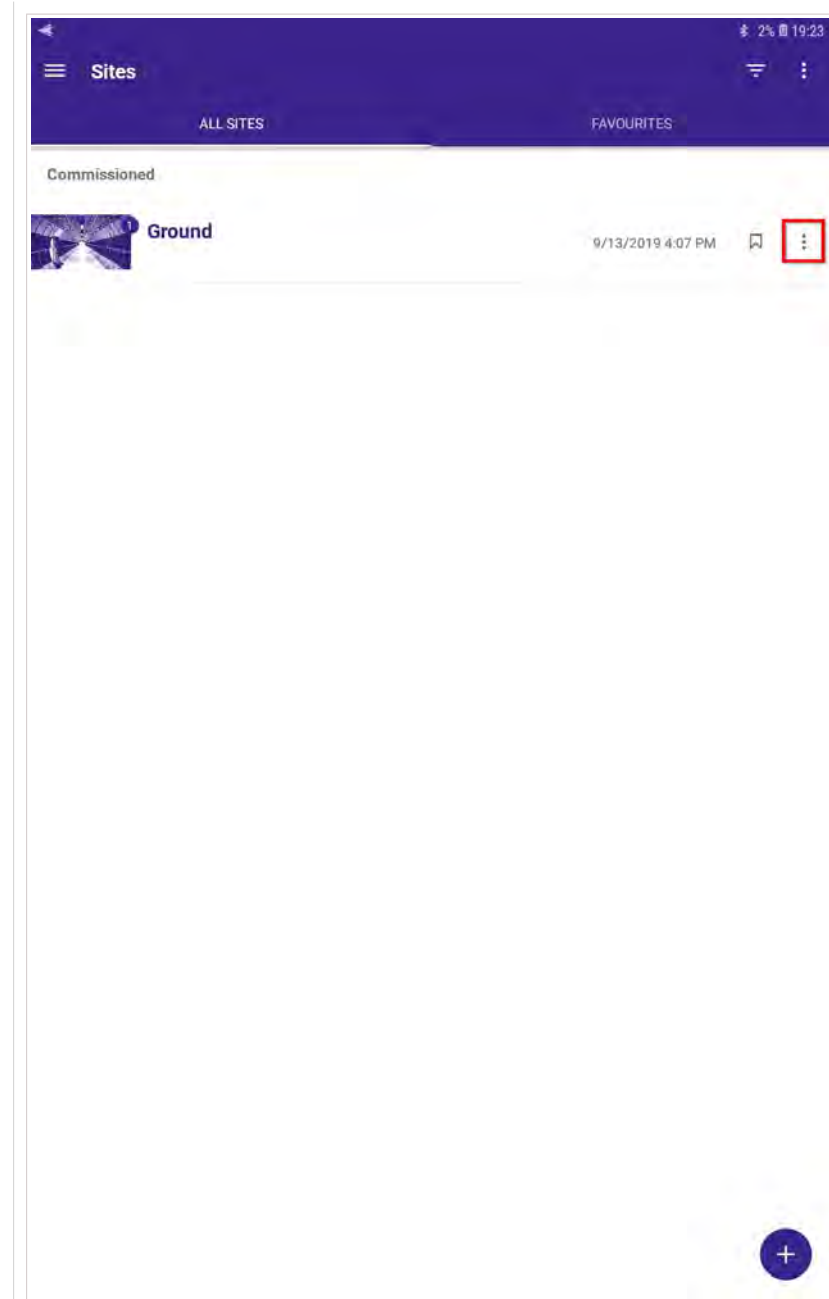


→ A new site will appear in the **Sites** overview page.

The name of the cloned section will have a number added, in this case **(2)**.

## sCS commissioning app

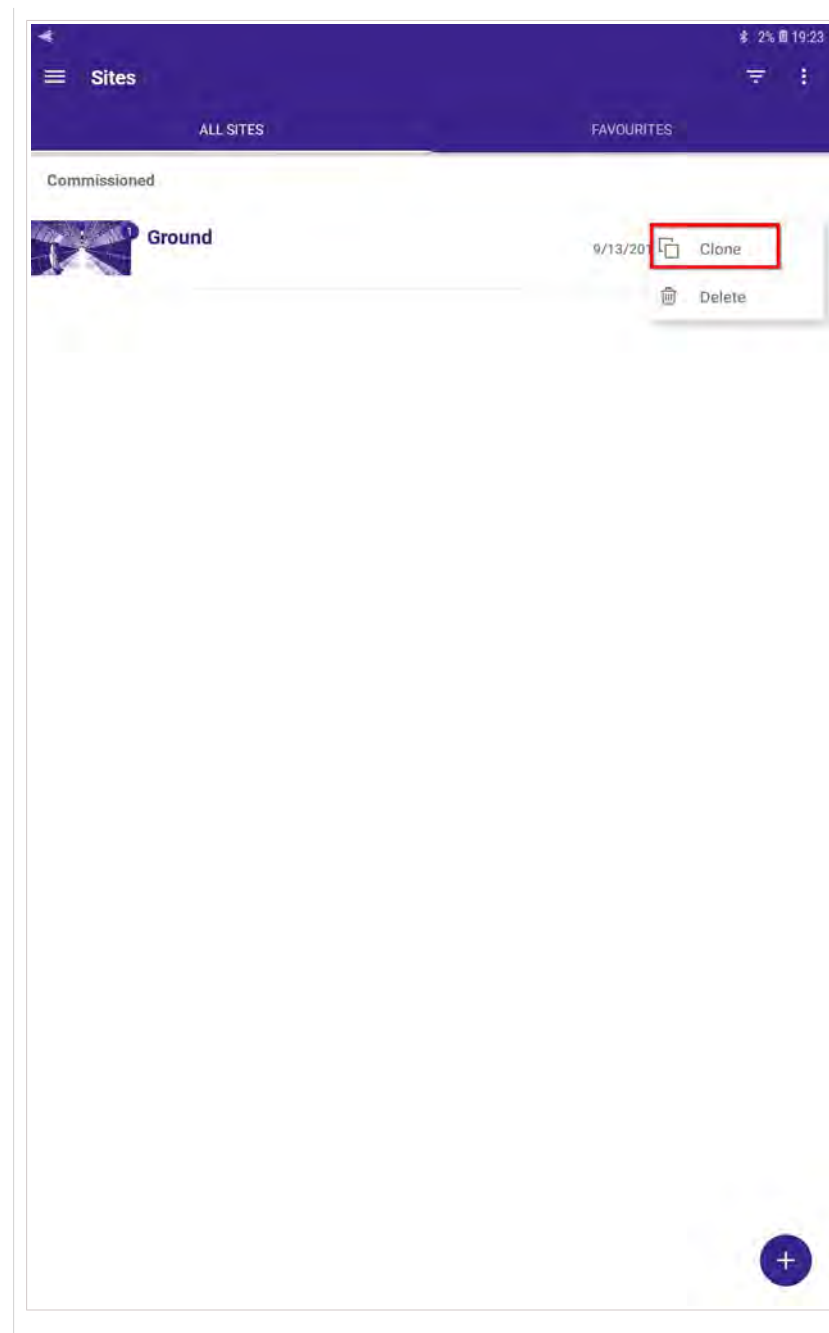
### 3.17. Clone a site



To clone a site, proceed as follows:

- \_ Go to the **Sites** page.
- \_ Click the menu at the right of the selected site (the three dots).

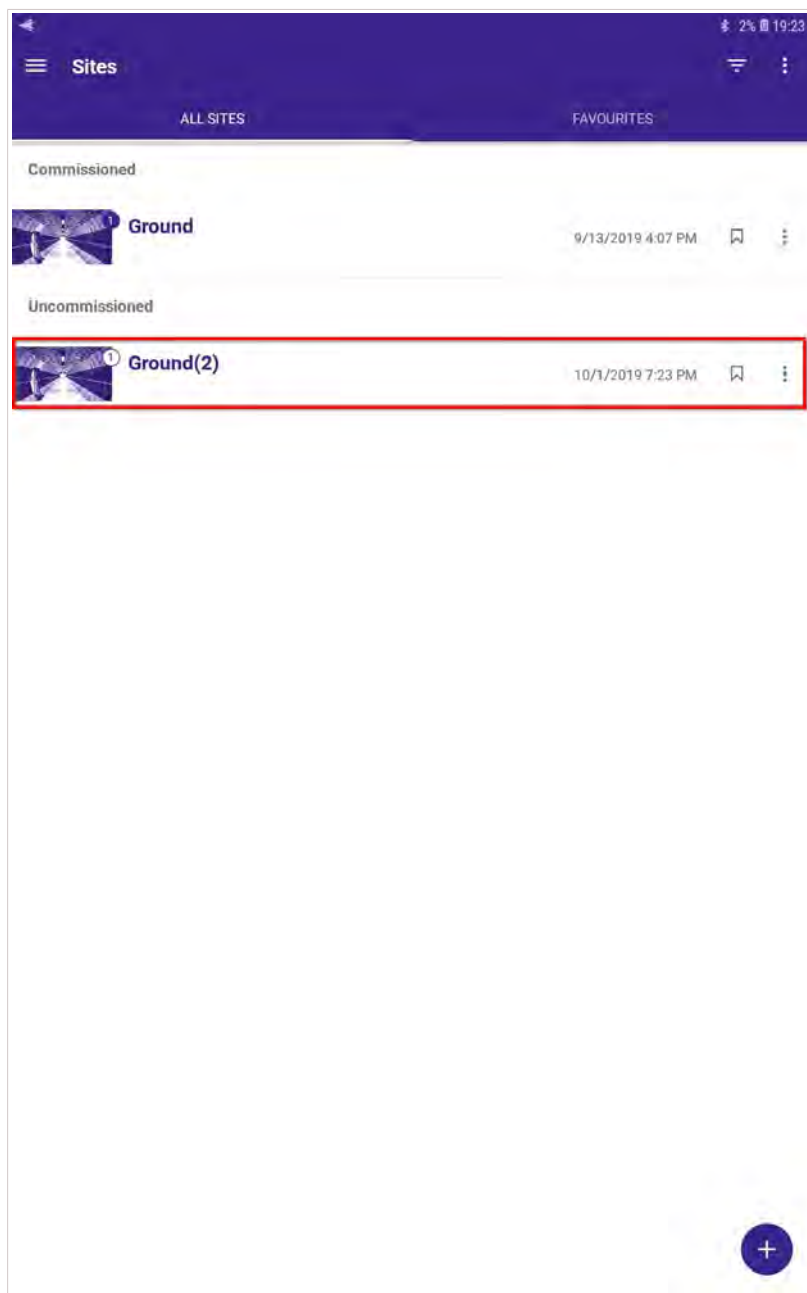
## sCS commissioning app



→ A new window opens.

\_ Select **Clone**.

## sCS commissioning app

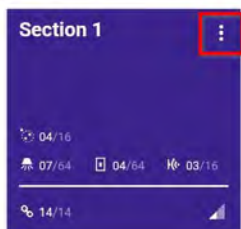


→ The selected site will be cloned.

→ The name of the cloned site will have a number added, in this case **(2)**.

## sCS commissioning app

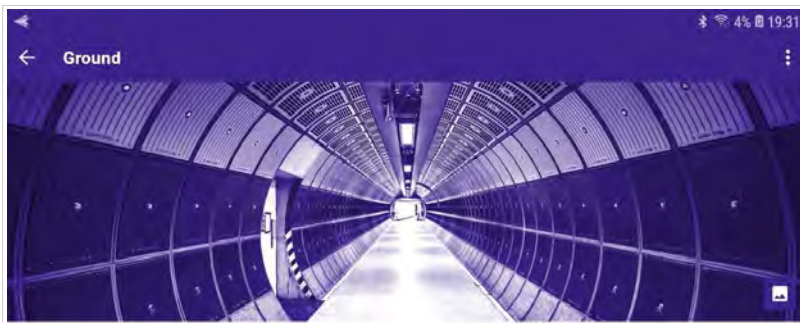
### 3.18. Clone a section



To clone a section, proceed as follows:

- \_ Go to **Sites**.
- \_ Click a site.
  - The selected site opens.
- \_ Click the menu at the top right of a section (the three dots).

## sCS commissioning app



→ A new window opens.

\_ Select **Clone**.

## sCS commissioning app



→ Your section will be cloned.

→ The name of the cloned section will have a number added, in this case **(2)**.

The cloned section can now be linked to a sceneCOM S and the connected devices can be commissioned.

Further information about the linking process can be found at [Link sceneCOM S with section plan](#), p. 80.

## sCS commissioning app

### 3.19. Link sceneCOM S with section plan



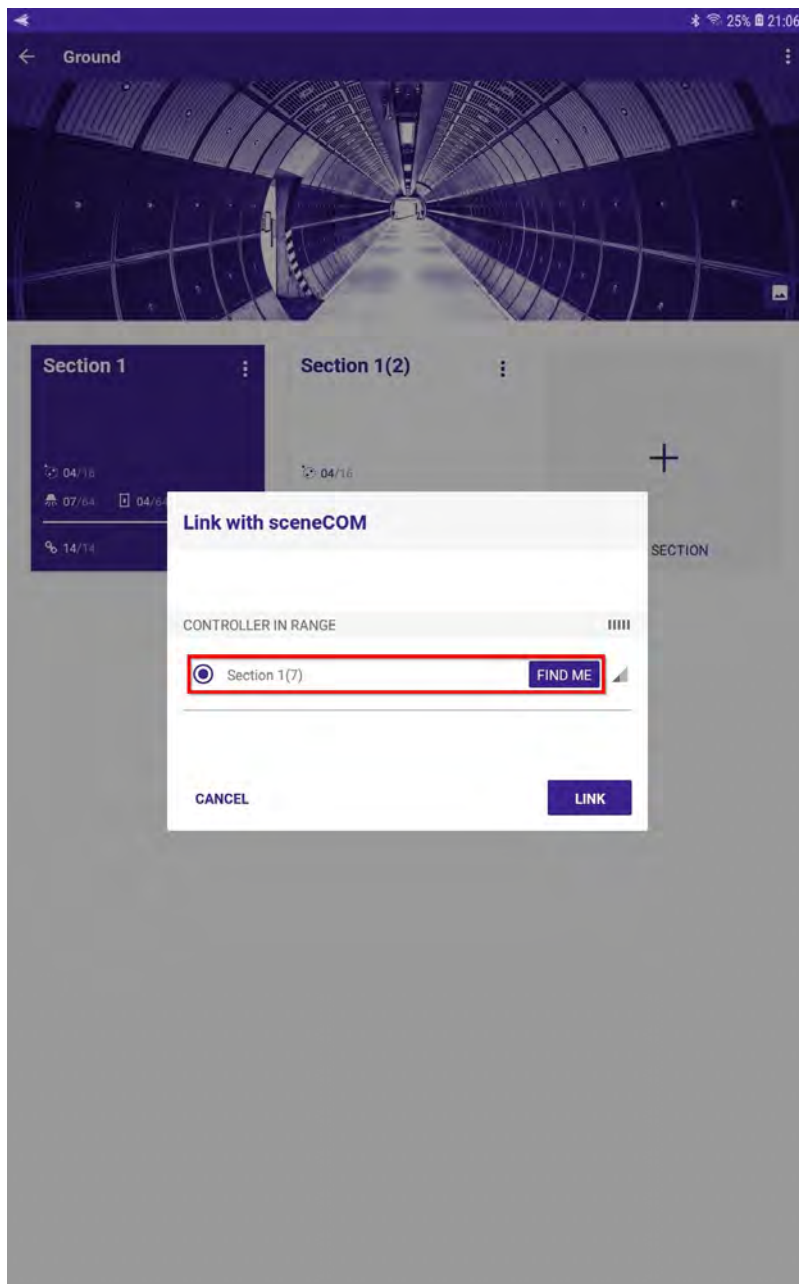
Sections that were cloned or created off-site need to be linked to the sceneCOM S in order to finalize the commissioning of the installation.

To link your plan with the sceneCOM S follow those steps:

- \_ Go to **Sites**.
- \_ Click a site.
  - The site opens.
  - The sections of the site are displayed.
- \_ Go to the uncommissioned section.
- \_ Click **LINK**.



## sCS commissioning app



→ The **Link with sceneCOM** window opens.

You can use the **FIND ME** function to localize the sceneCOM S that you want to link to your section plan.

- Select the controller in range and click **FIND ME**.

→ The **FIND ME** button will change to the **busy** symbol:



→ The luminaires connected to the sceneCOM S will blink on/off 5 times.

During the linking process you may be asked to enter the PIN for the sceneCOM S.

Further information about the PIN and how to set or reset the PIN can be found at [Reset and change PIN](#), p. 94.

### NOTICE

If the sceneCOM S is busy, e.g. while bus users are being addressed, the **busy** symbol is displayed at the top right of the app.

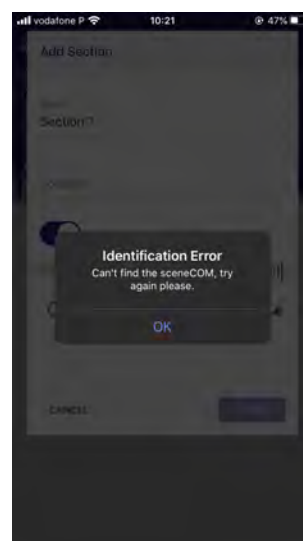


## sCS commissioning app

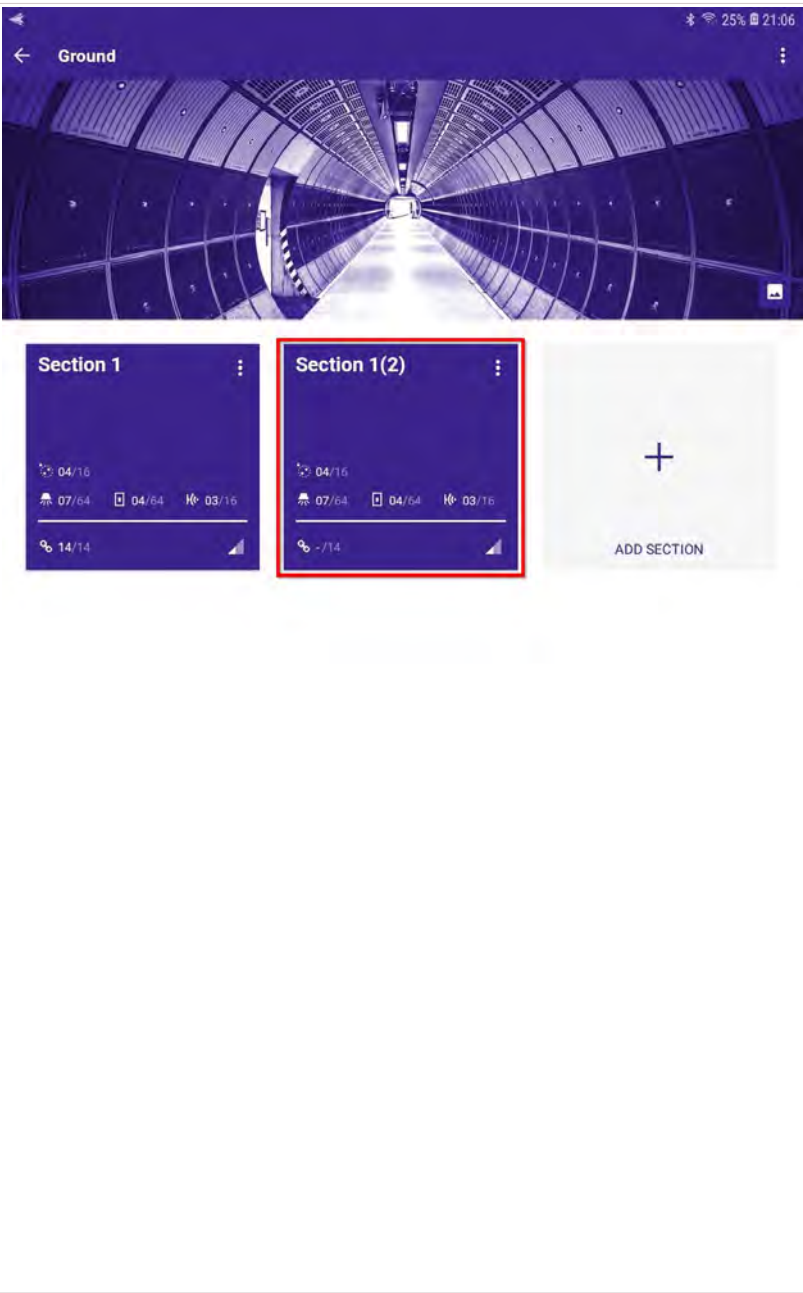
### NOTICE

If you try to connect to an already linked sceneCOM S while it is busy, the message **Identification Error** is displayed.

\_ If this message is displayed, wait a few minutes and then try to connect again.



sCS commissioning app



After linking the sceneCOM S to a section plan, the background color of the section will change:

Section:	
Unlinked	Linked

\_ After linking the sceneCOM S, click the new linked section.

## sCS commissioning app



→ The **Floor Plan** window opens.

- \_ Click **CONNECT** to connect to the linked sceneCOM S.

## sCS commissioning app

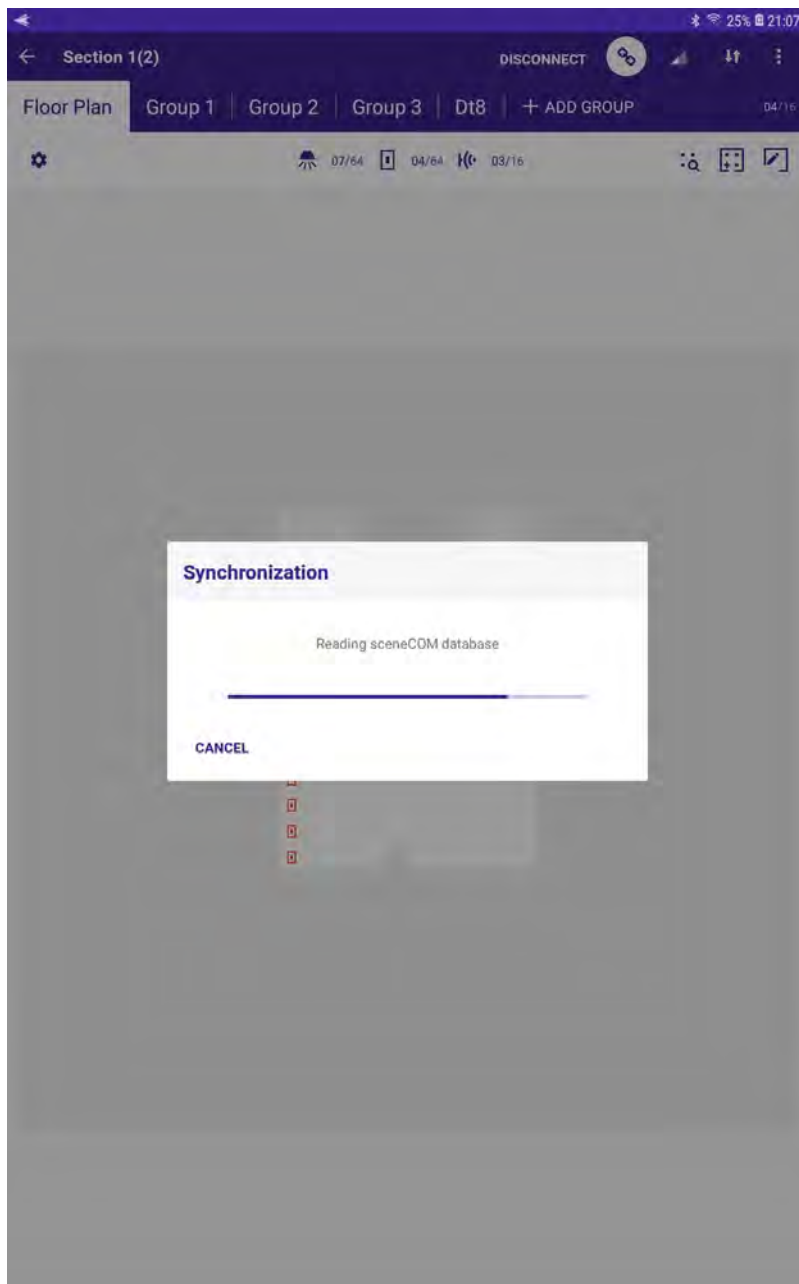


→ The sCS commissioning app will connect to the sceneCOM S.

### **i** NOTICE

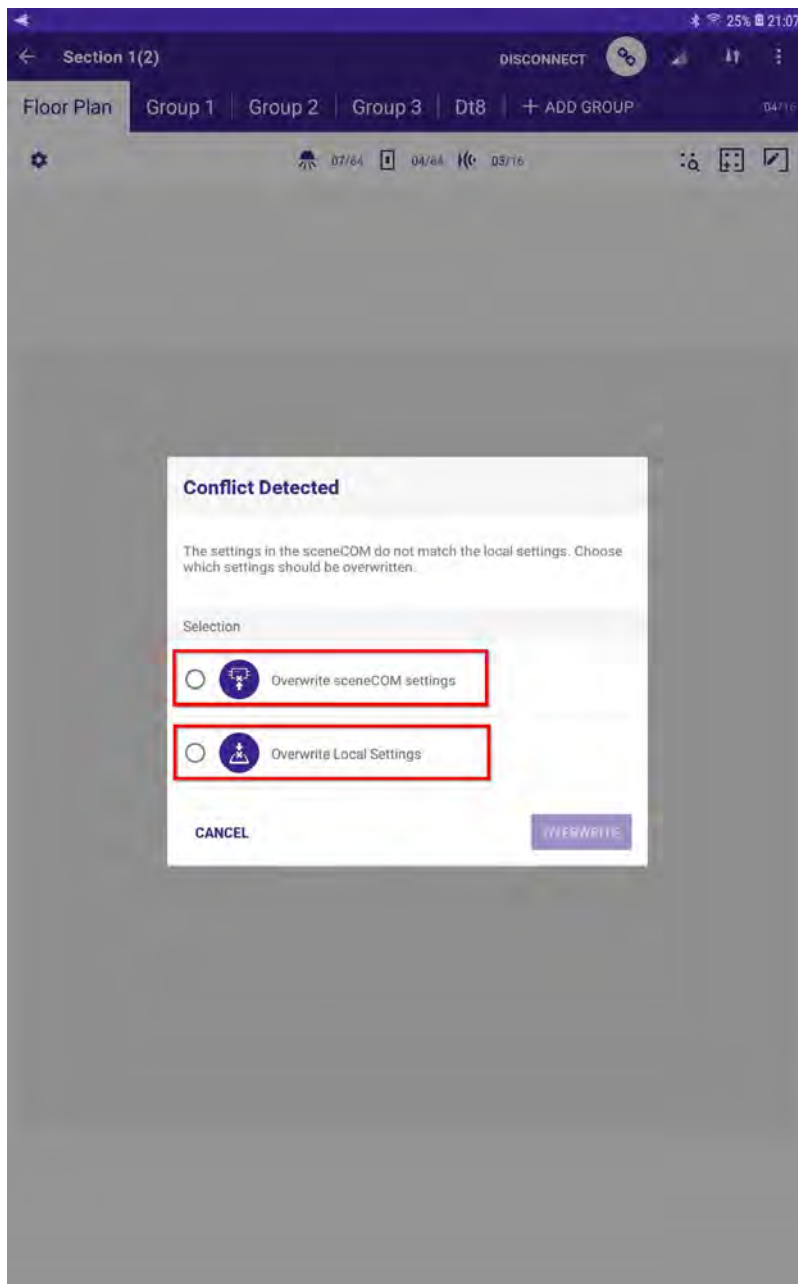
If the sceneCOM S software is not up to date anymore, the software will recognize this, update the software and notify you during the process.

## sCS commissioning app



→ The sCS commissioning app will synchronize the sceneCOM database.

## sCS commissioning app



Once the sCS commissioning app has read out the data from the sceneCOM S, the **Conflict Detected** window opens.

You have to select between two options: **Overwrite sceneCOM settings** or **Overwrite local settings**

By selecting **Overwrite sceneCOM settings** the configuration from the sCS commissioning app will be sent to the devices connected to the sceneCOM S.

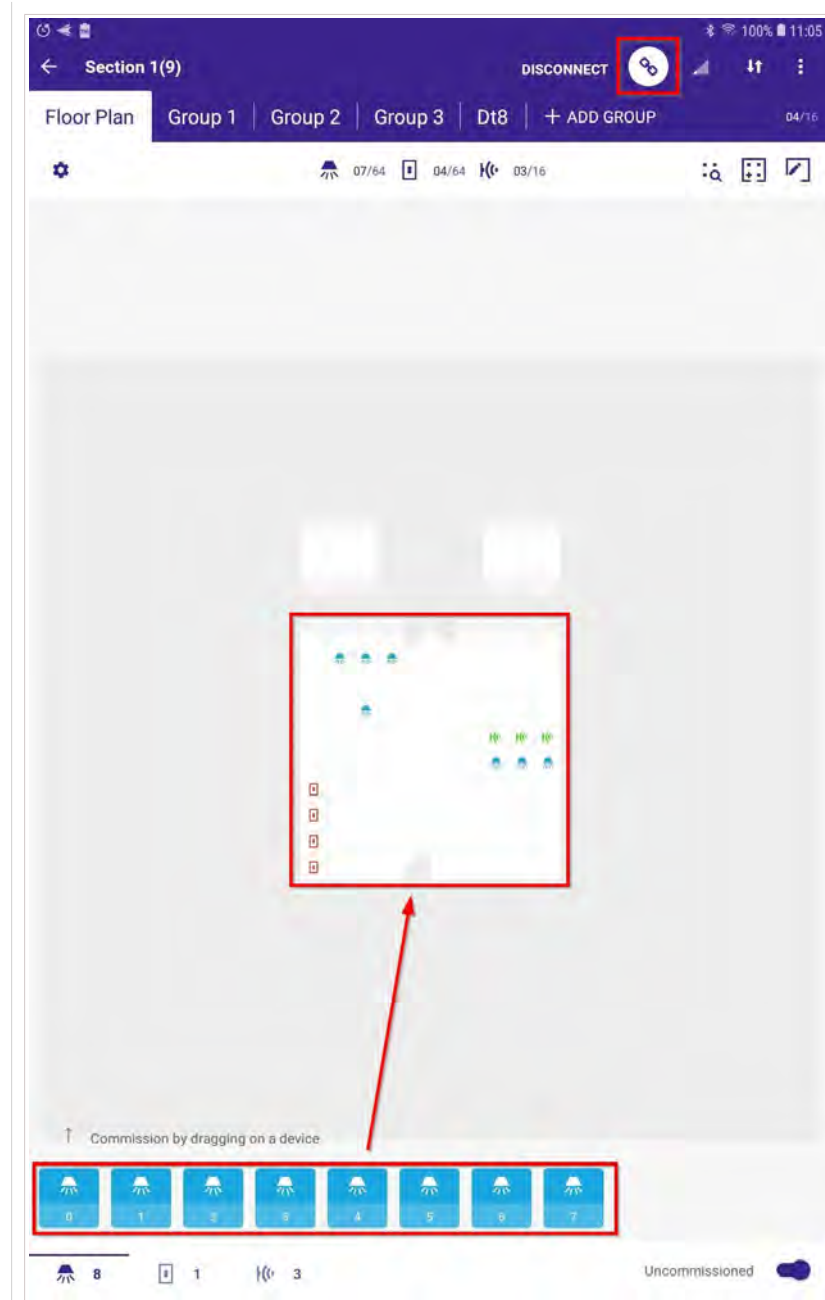
- \_ If you clone a section or connect to a new installation with an off-site created section plan, this is typically the option you will choose.

In this case the devices will be configured as you place them in the floor plan with the configuration programmed in the sCS commissioning app. So you only need to place the wished device on the right position in the floor plan and the device will then be configured according to the planing made for this section.

By selecting **Overwrite local settings** the local configuration created in the sCS commissioning app will be overwritten with the configuration stored on the devices connected to the sceneCOM S.

- \_ If you link a sceneCOM S to an empty section plan, this is typically the option you choose. The information stored on the sceneCOM S will be read out by the sCS commissioning app and displayed.

## sCS commissioning app



Once you have established the connection to the sceneCOM S and your option was **Overwrite local settings**, you will see the devices that are connected to the sceneCOM S and can place them on the floor plan that you have created off-site.

To hide the devices, select the chain symbol at the top.

### Localization of devices

To be able to place the right device on the right position in the plan it is necessary to localize the right device.

With a short press on the device located on the bottom of the floor plan you can localize the device

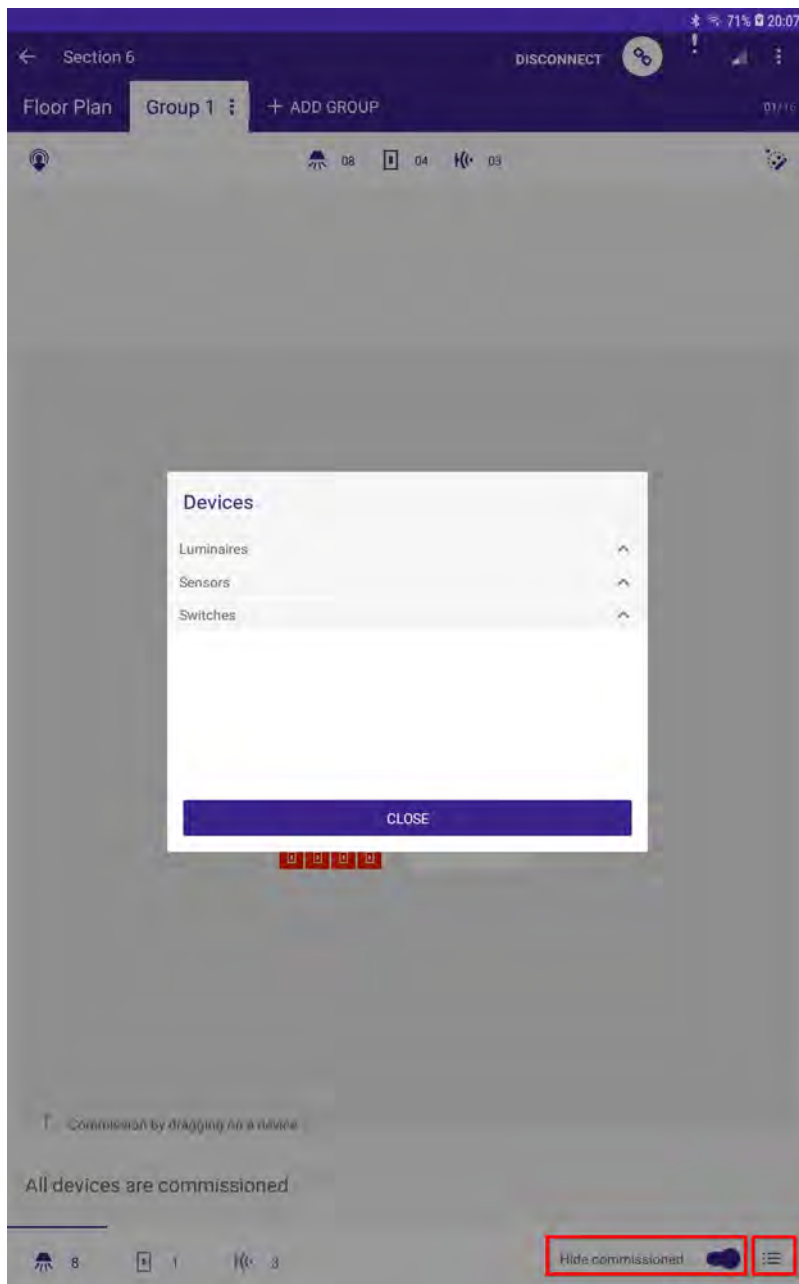
Tridonic G3 Sensors will execute a blinking sequence,

Drivers will execute an on/off sequence.

To localize a push button / switch, close the contact of the push button / switch and the push button / switch with the closed contact will start to "shake" in the floor plan.



## sCS commissioning app



If the option **Hide commissioned** at the bottom right is active, only uncommissioned devices are shown.

If the option **Hide commissioned** is not active, already commissioned devices will be displayed greyed out.

By selecting the Device view field at the bottom right (in the corner) the **Devices** windows opens.

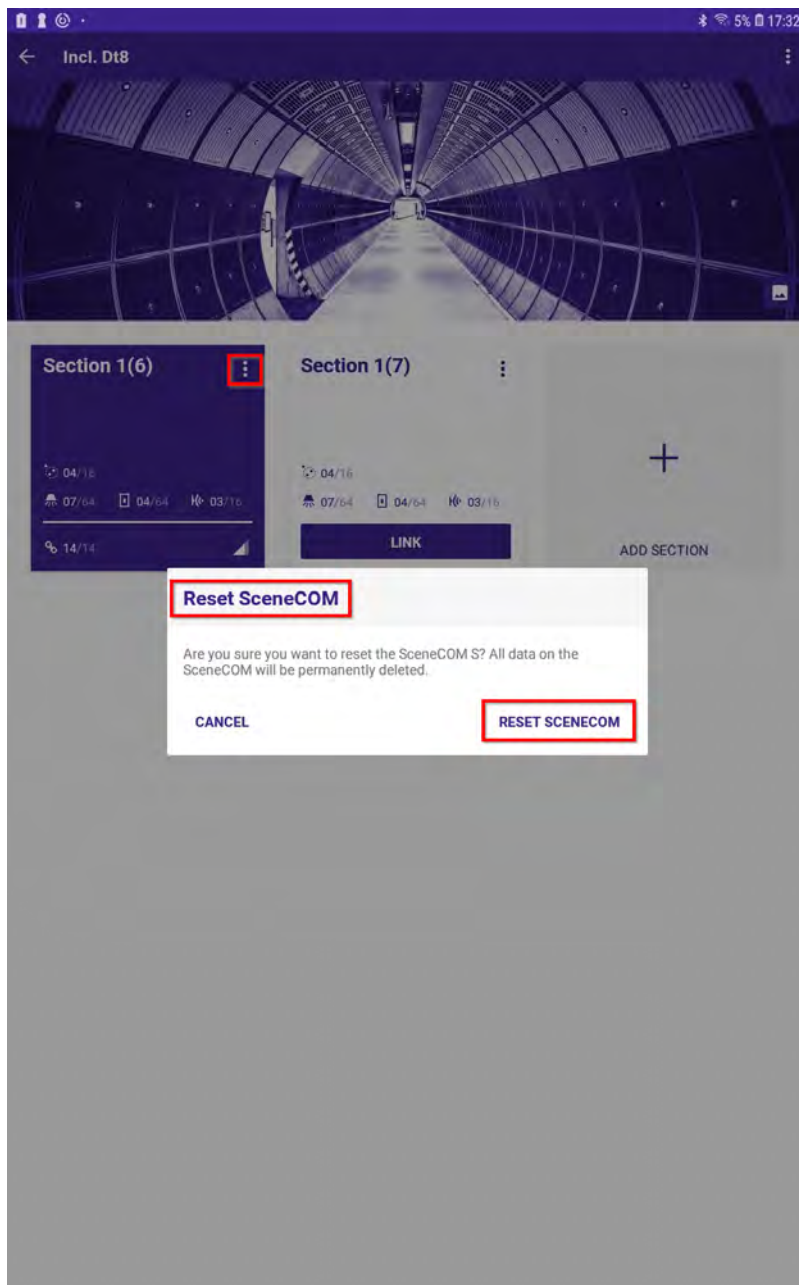
If you connect to already commissioned systems, devices with the following errors are also displayed in the device view:

- \_ Gear failure
- \_ Lamp failure
- \_ Missing device

If any devices with errors are present in the system, this will also be signaled with the error function. Weitere Informationen finden sich unter [System error management](#), p. 64.

## sCS commissioning app

### 3.20. Reset sceneCOM S



#### ⚠ CAUTION!

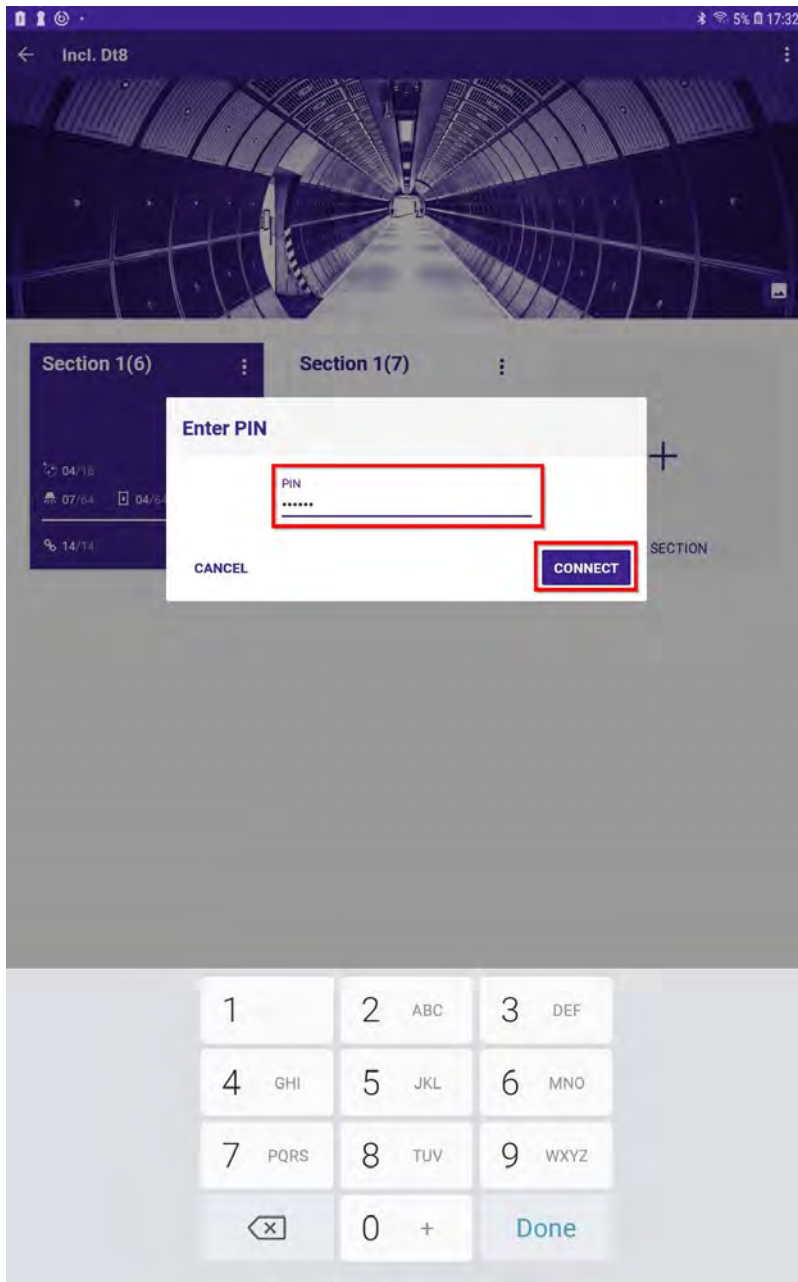
Resetting the sceneCOM S will also have effect on the connected DALI devices:

- \_ All DALI devices will lose their short addresses (set to MASK).
- \_ Except for the configuration settings (e.g. sceneCOM S name, location and password), the entire sceneCOM S database will be deleted.
- \_ sceneCOM S will perform a self-reset
- \_ Immediately after the self-reset, the complete system (e.g. connected gears and controls) will be readdressed and end point objects (physical devices) are created in database.

To reset sceneCOM S, proceed as follows:

- \_ Click the menu at the top right (the three dots).  
→ The **Reset SceneCOM** window opens.
- \_ Click **RESET SCENECOM**.

## sCS commissioning app



In the next step you need to connect to the sceneCOM S:

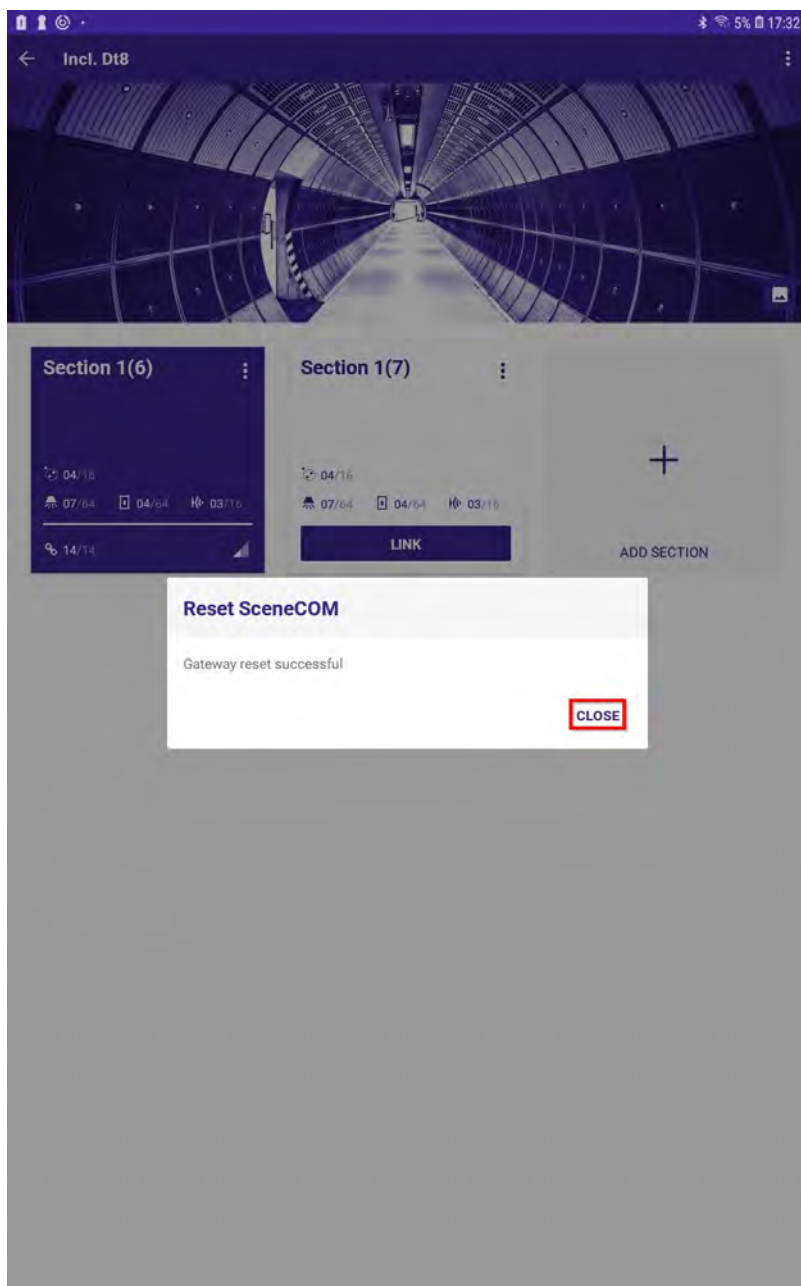
- \_ Enter the PIN.
- \_ Click **CONNECT**.

### NOTICE

If you have not changed the PIN, enter the default PIN which is "123456".  
If you have already changed the PIN, enter this new PIN.

If you have changed the PIN but have forgotten the new PIN, you can reset the PIN. Further information can be found at [Reset and change PIN](#), p. 94.

## sCS commissioning app

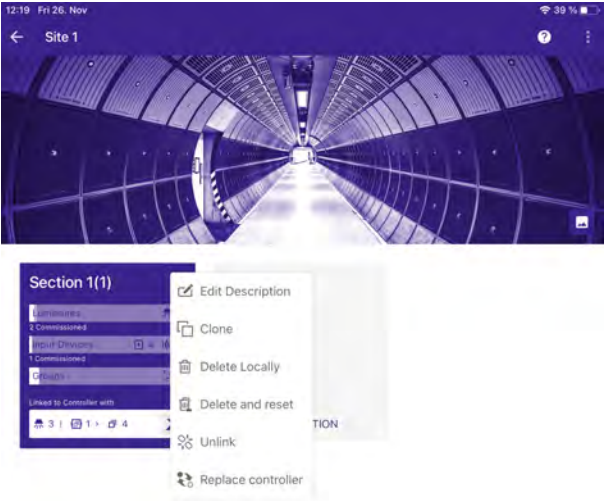


→ The **Reset SceneCOM** window opens.  
→ The sCS commissioning app will confirm that the sceneCOM S was reset.

\_ Select **CLOSE** to close this window.

sCS commissioning app

3.21. Replace sceneCOM S

User interface	Description
	<p>This function allows the user to replace a broken sceneCOM S with a new one without losing the commissioning data.</p> <p>This function is available within the "Section" options, next to the "Unlink" option.</p> <p>Before using this feature, make sure that the data in the app from which the "Replace controller" feature is executed is up to date and has the current status of the installation.</p> <div><p><b>CAUTION!</b></p><p>If the replacement sceneCOM S is running a version older than v1.1.2, it will readdress all the devices in the DALI bus after power up!</p><p>To avoid this, make sure that the new replacement sceneCOM S is running version v1.1.2 or higher:</p><ul style="list-style-type: none"><li>_ Check the STM version of the replacement sceneCOM S before you connect it to the installation.</li><li>_ If necessary, update the replacement sceneCOM S controller prior to connecting it to the installation.</li></ul></div> <p>After the "Replace controller" operation is finished, the commissioner must ensure that the installation is working as expected.</p>

## sCS commissioning app

### 3.22. Reset and change PIN

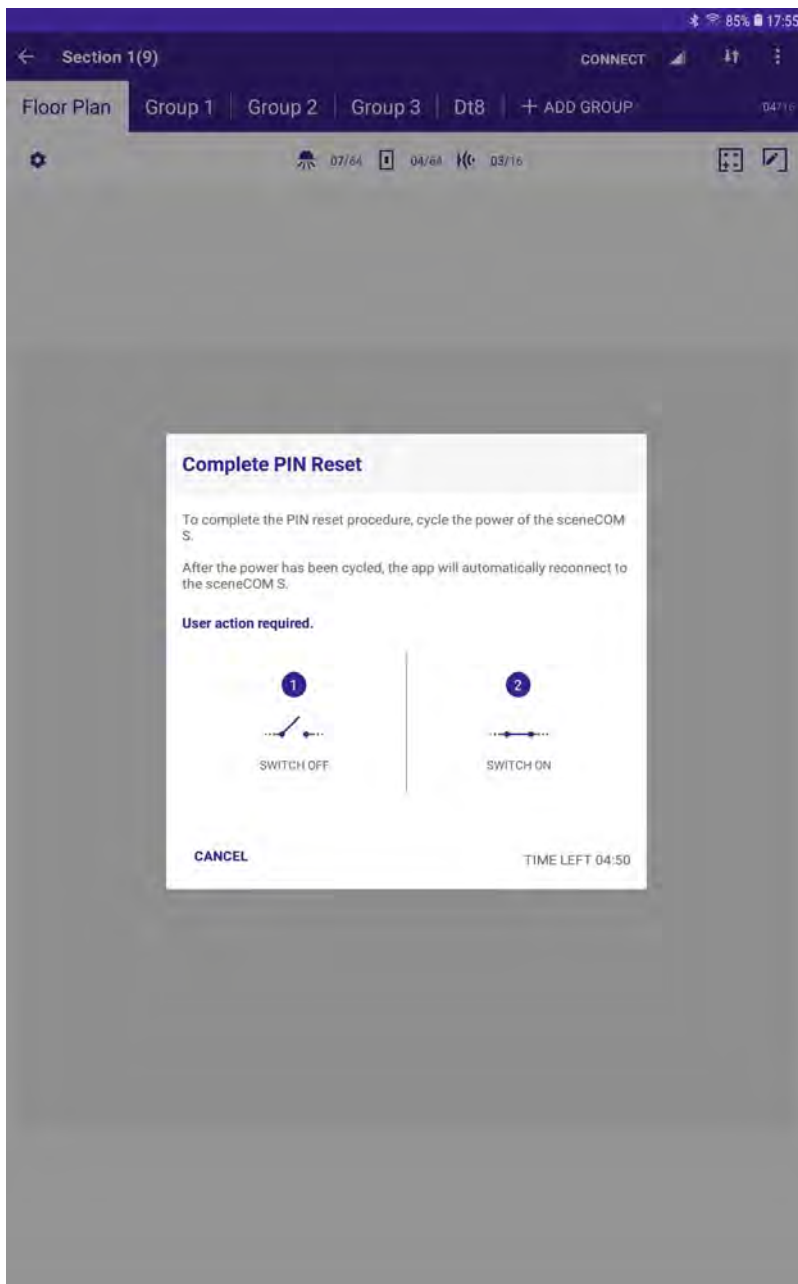


The default PIN for the sceneCOM S controller is "123456".

If needed, the PIN can be reset:

- \_ Go to section view.
- \_ Click the three dots at the top right.  
→ A new window opens.
- \_ Click **Reset PIN**.

## sCS commissioning app



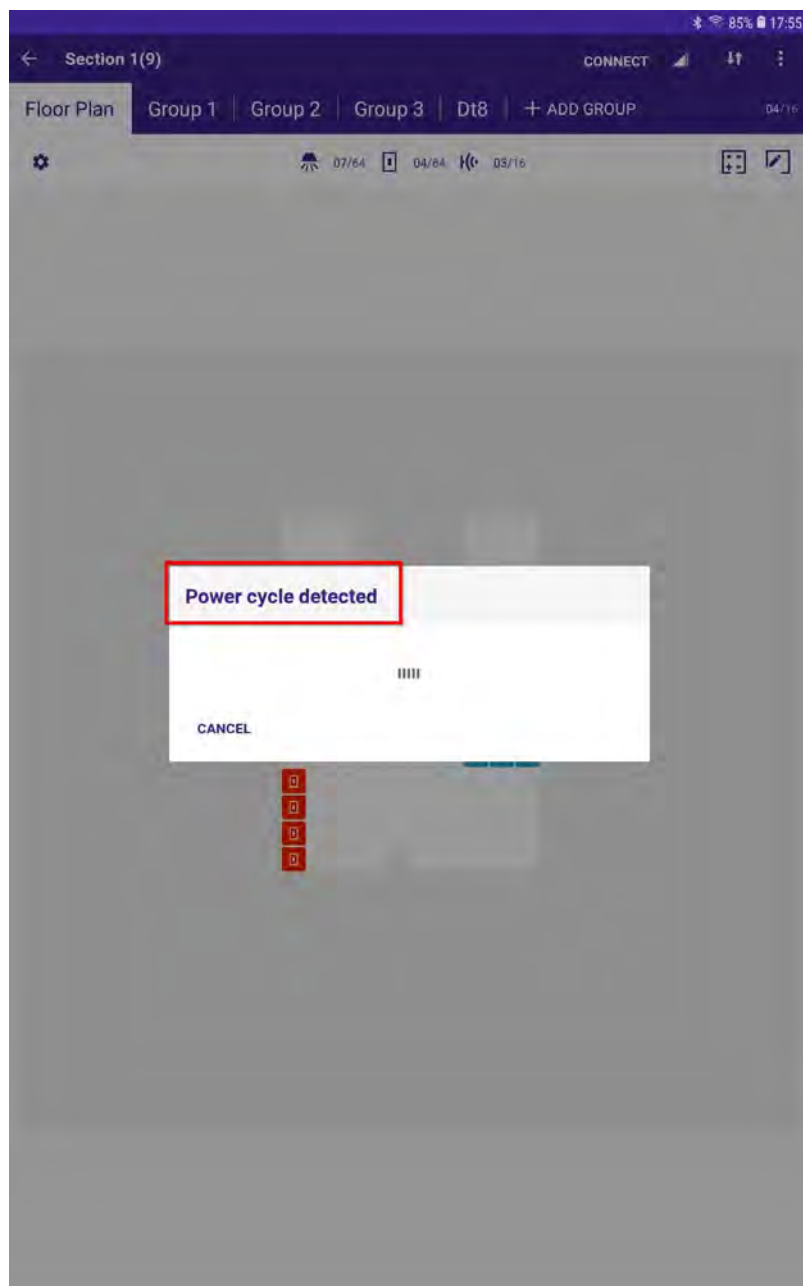
For the changes to take effect and complete the PIN reset, it is necessary to power the sceneCOM S off and on.

### NOTICE

There is a maximum time frame for the power cycle. It has to be completed within 5 minutes.

Keep in mind that the sceneCOM S is powered via DALI Power Supply. So, the power cycle has to be done either directly on the sceneCOM S or on the DALI Power Supply.

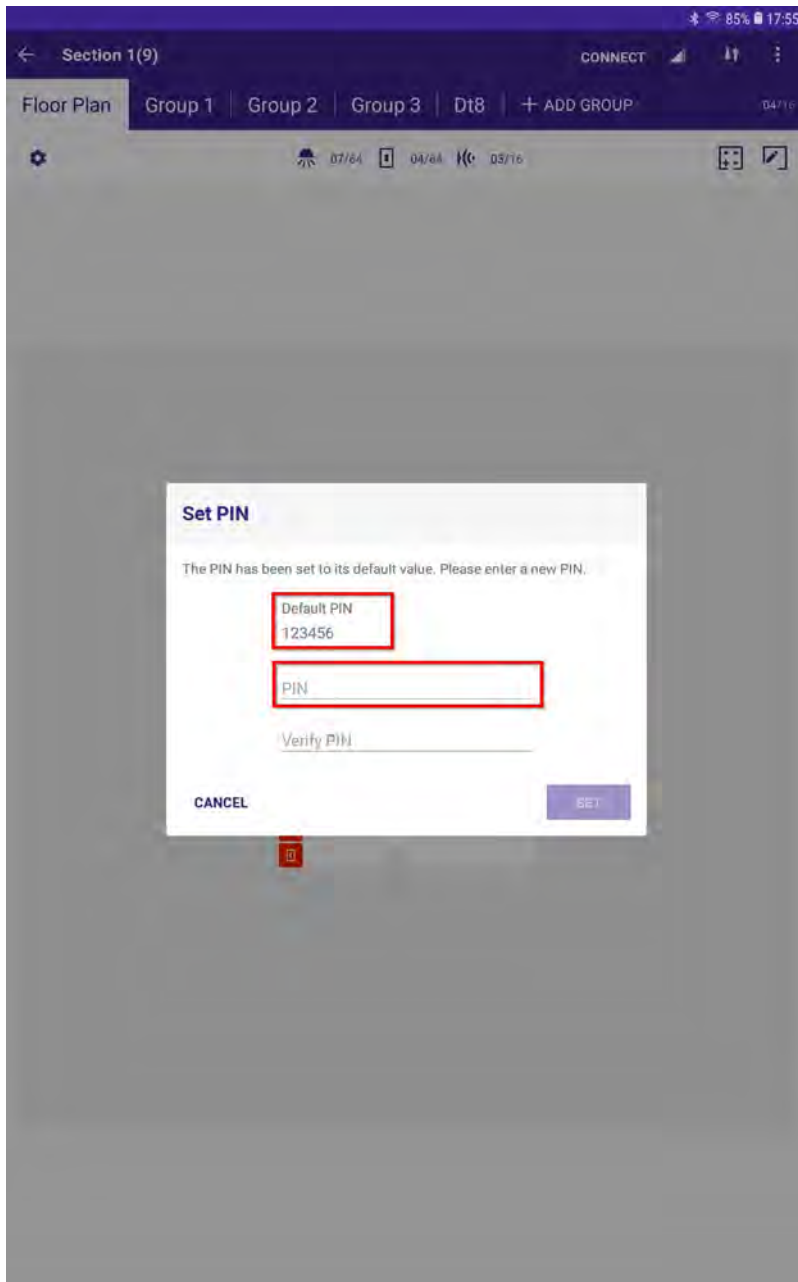
## sCS commissioning app



→ The sCS commissioning app will display a message to confirm that the power cycle was detected.



## sCS commissioning app



After completing the power cycle, the **Set PIN** window opens.

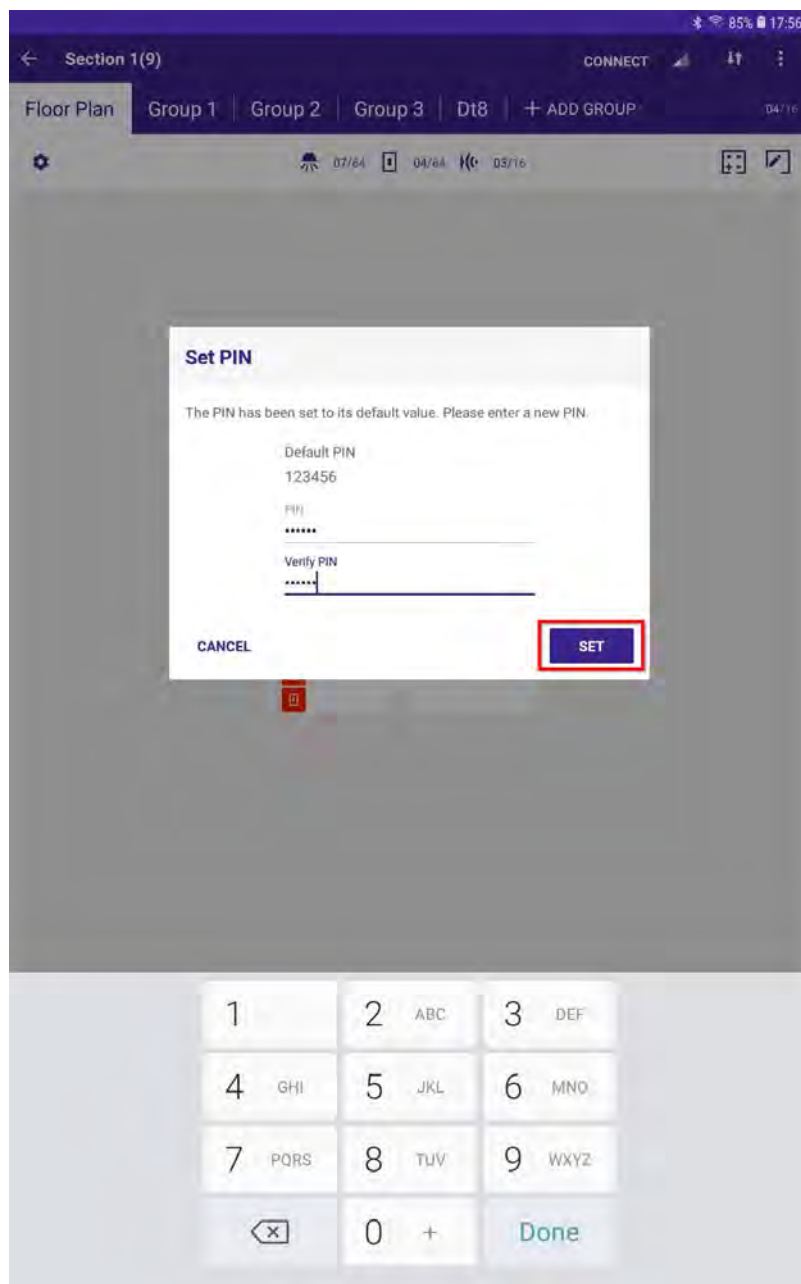
The default PIN "123456" is visible.

Below this information, you can enter a new PIN. This will overwrite the current PIN (the default one or a PIN that replaced the default one before).

### **i** NOTICE

The PIN must contain exactly 6 digits (only numbers are allowed, no alphabetic characters!).

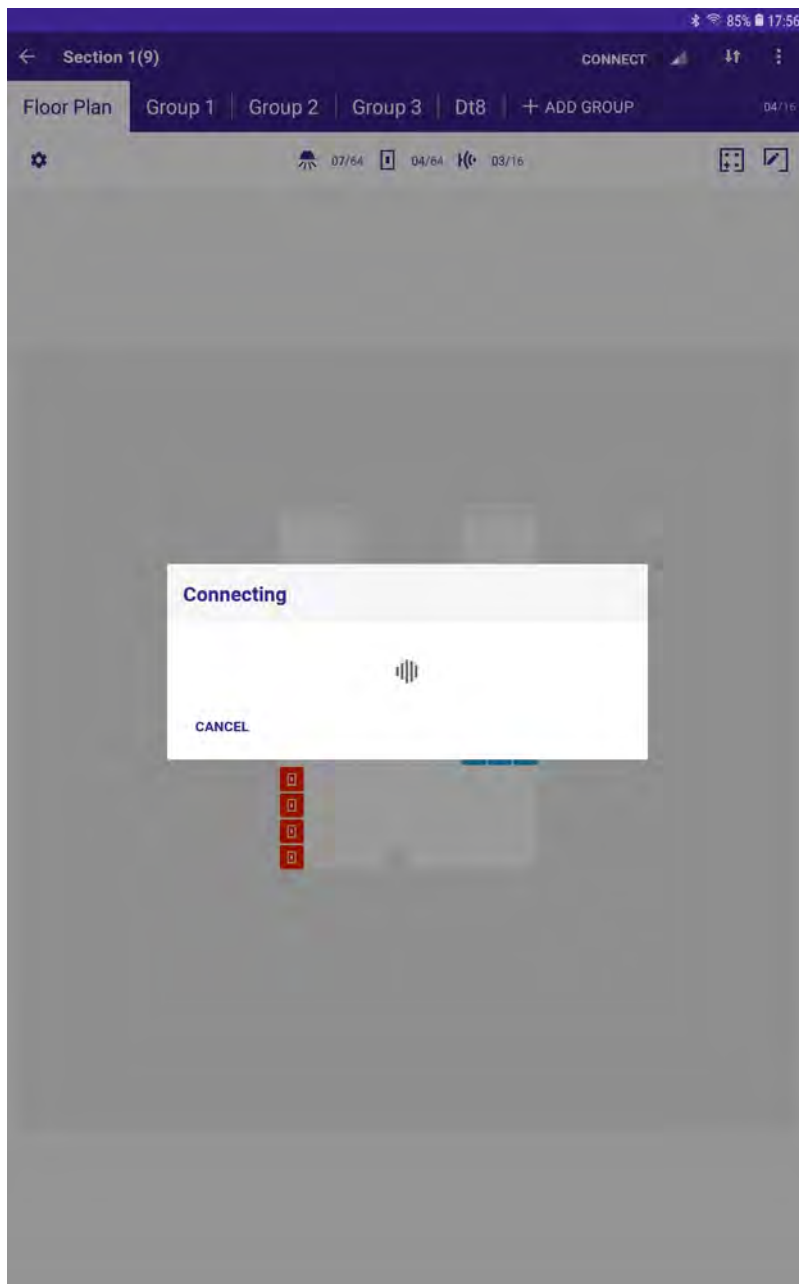
## sCS commissioning app



To change the Default PIN, proceed as follows:

- \_ Enter a PIN at **PIN** and **Verify PIN**.
- \_ Click **SET**.

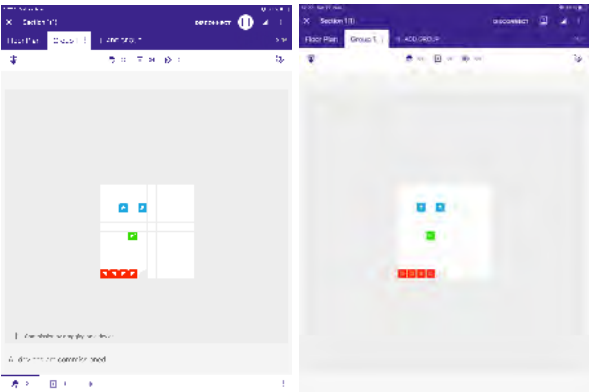






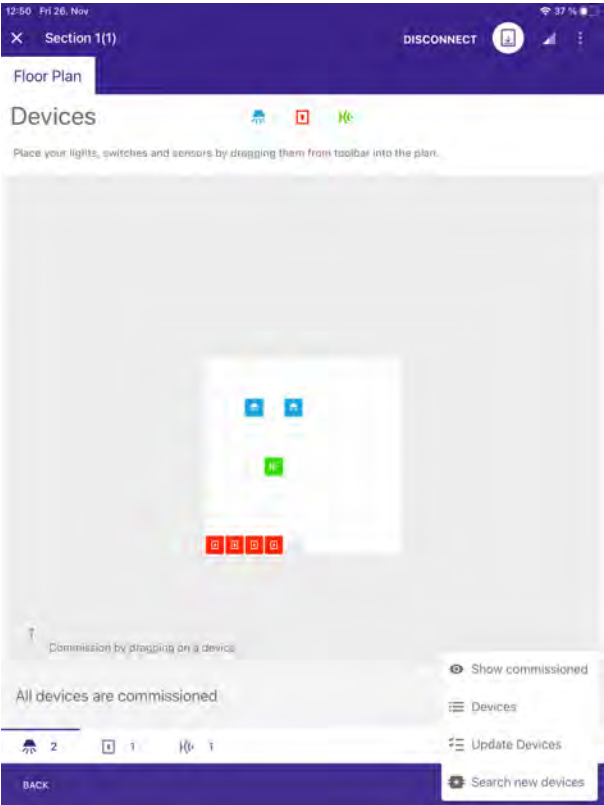
## sCS commissioning app



→ The sCS commissioning app will connect again to the sceneCOM S to activate the new PIN.

## sCS commissioning app

### 3.23. Endpoints bar

User interface	Description				
	<p>The Button that hides / shows the endpoints bar is located at the top right side.</p> <table><tr><td></td><td>Select this symbol to hide the endpoints bar.</td></tr><tr><td></td><td>Select this symbol to show the endpoints bar.</td></tr></table>		Select this symbol to hide the endpoints bar.		Select this symbol to show the endpoints bar.
	Select this symbol to hide the endpoints bar.				
	Select this symbol to show the endpoints bar.				
	<p>The Endpoint bar offers additional menus.</p> <p>If "Show commissioned" is selected, already commissioned devices will be also visible in the endpoint bar.</p> <p>"Devices" will show a list with all connected devices.</p> <p>"Update Devices" triggers a sceneCOM S mechanism that will update the status of all known devices.</p> <p>"Search new devices" triggers a sceneCOM S mechanism that will search and add all unknown devices in the DALI bus to the controller's database.</p>				

## Reference list

### 4. Reference list

\_ Data sheet sceneCOM S CWM 30 BT DA2:

[https://www.tridonic.com/com/en/download/data\\_sheets/sceneCOM\\_S\\_CWM\\_30\\_BT\\_DA2\\_en.pdf](https://www.tridonic.com/com/en/download/data_sheets/sceneCOM_S_CWM_30_BT_DA2_en.pdf)

\_ Installation instructions sceneCOM S CWM 30 BT DA2:

[https://www.tridonic.com/com/en/download/technical/Inst\\_sceneCOM\\_S\\_CWM\\_30\\_BT\\_DA2.pdf](https://www.tridonic.com/com/en/download/technical/Inst_sceneCOM_S_CWM_30_BT_DA2.pdf)

\_ Product Manual sceneCOM S CWM 30 BT DA2:

[https://www.tridonic.com/com/en/download/technical/Manual\\_sceneCOM\\_S\\_en.pdf](https://www.tridonic.com/com/en/download/technical/Manual_sceneCOM_S_en.pdf)