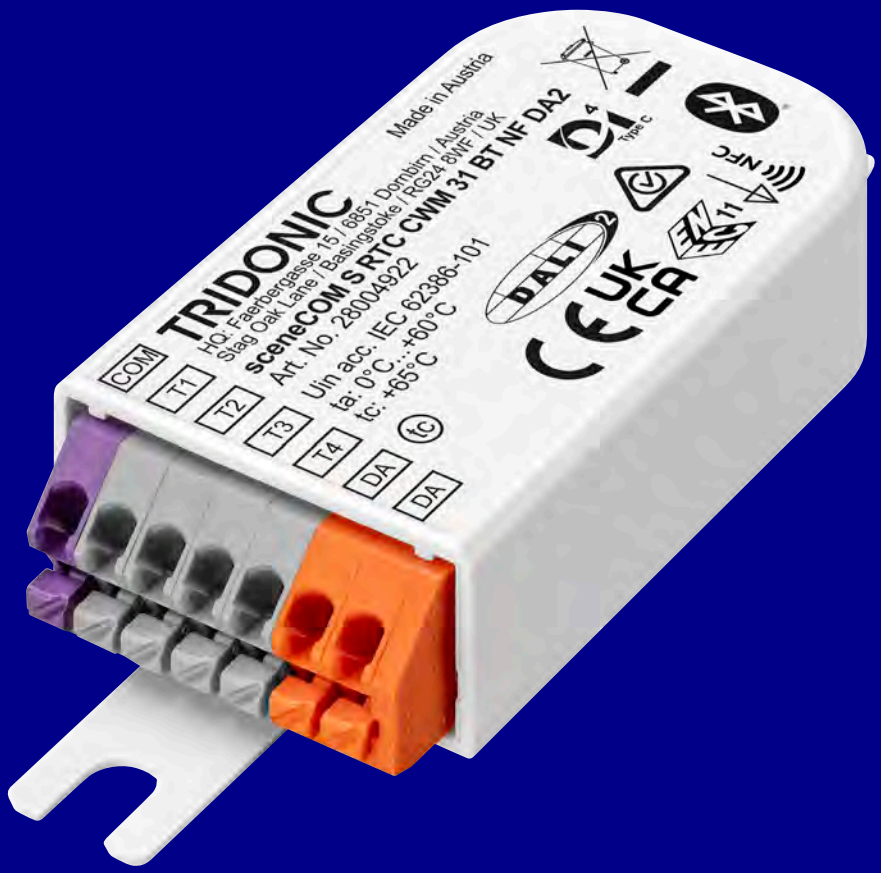
Lighting Controls

sceneCOM S RTC commissioning app

Manual



TRIDONIC

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sCS commissioning app

1. sCS commissioning app

For commissioning and configuration the sCS commissioning app is provided by Tridonic. The app can be installed on iOS and Android devices and is compatible with Android 11/ iOS 13 or later and devices with a min. screen size of 20 cm diagonal.

Android	iOS

First steps

2. First steps

The sCS 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 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 switches) in the app are automatically addressed. Easy device identification with a single touch of the device icon or a single press of the switch push button.

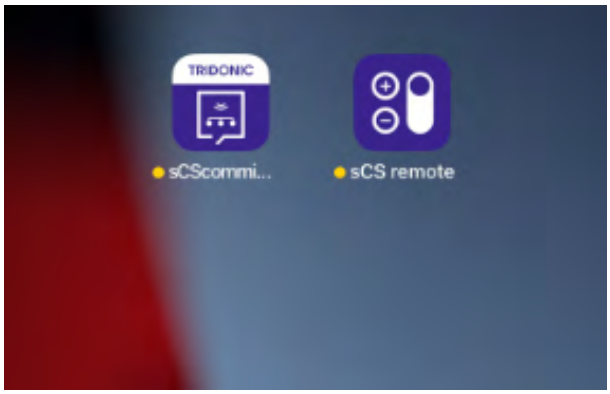
Step 3: Plan
Using drag and drop, system components such as luminaires, sensors and momentary-action switches can now be placed in the floor plan and assigned to the various groups.

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.

Create site

3. Create site

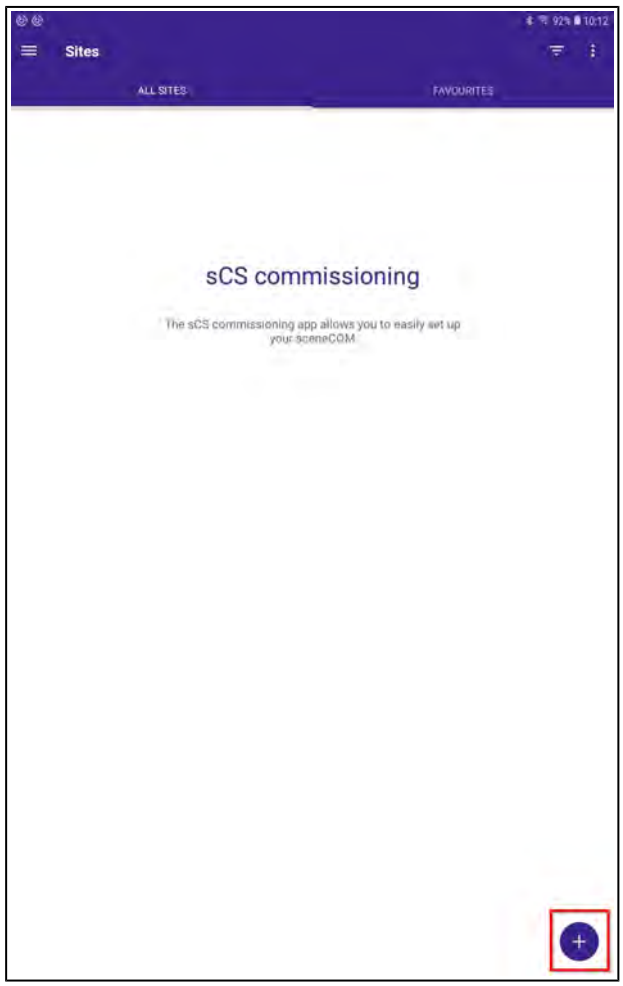


Creating a site, is the first step when working with sceneCOM S.

Proceed as follows:

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

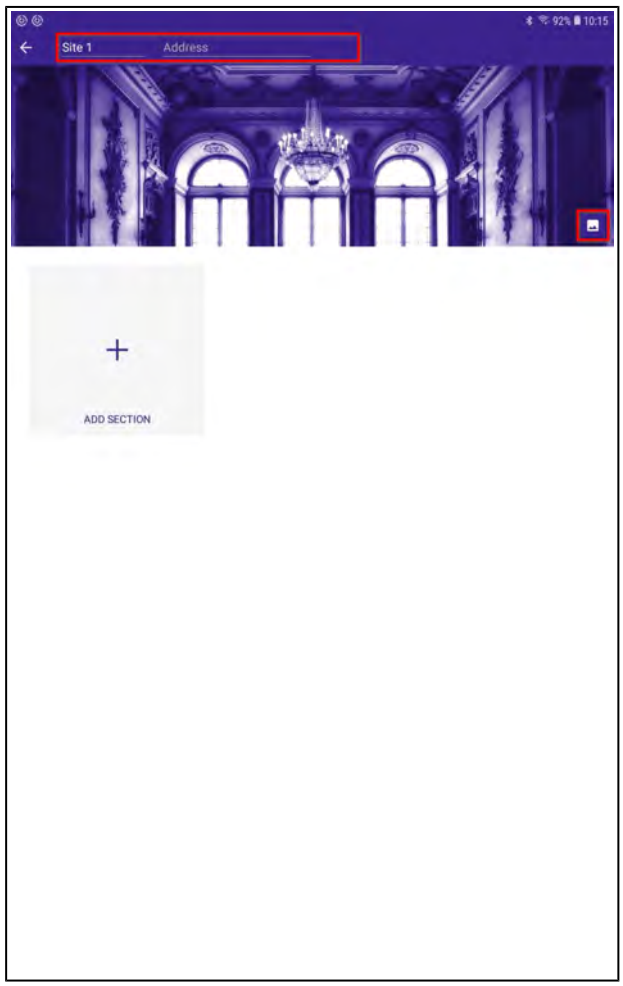
Create site



→ The **Sites** page opens.

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

Create site



→ 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.

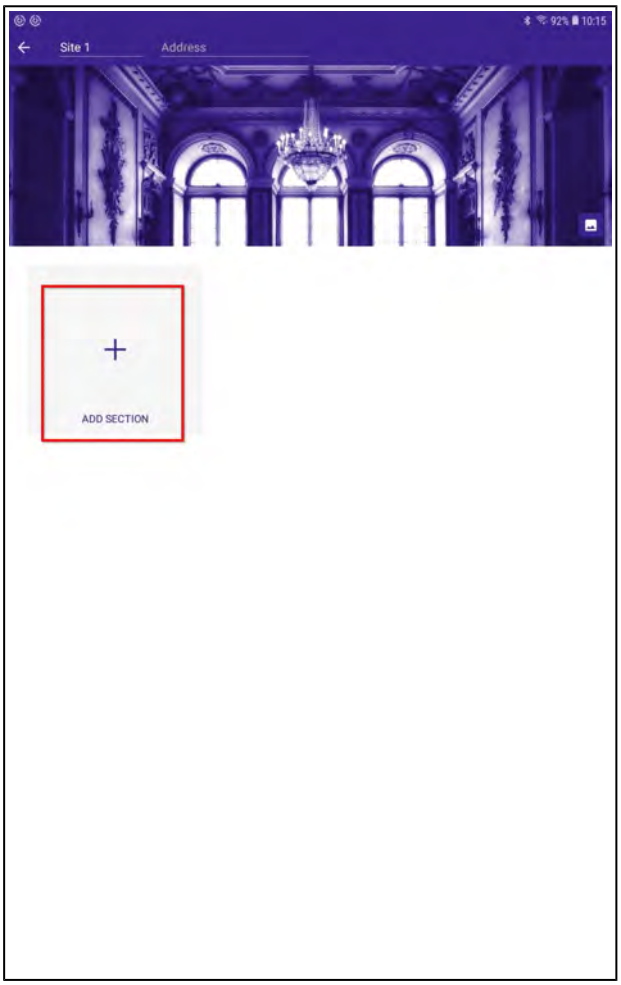
This information can be changed:

_ 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.

Create section

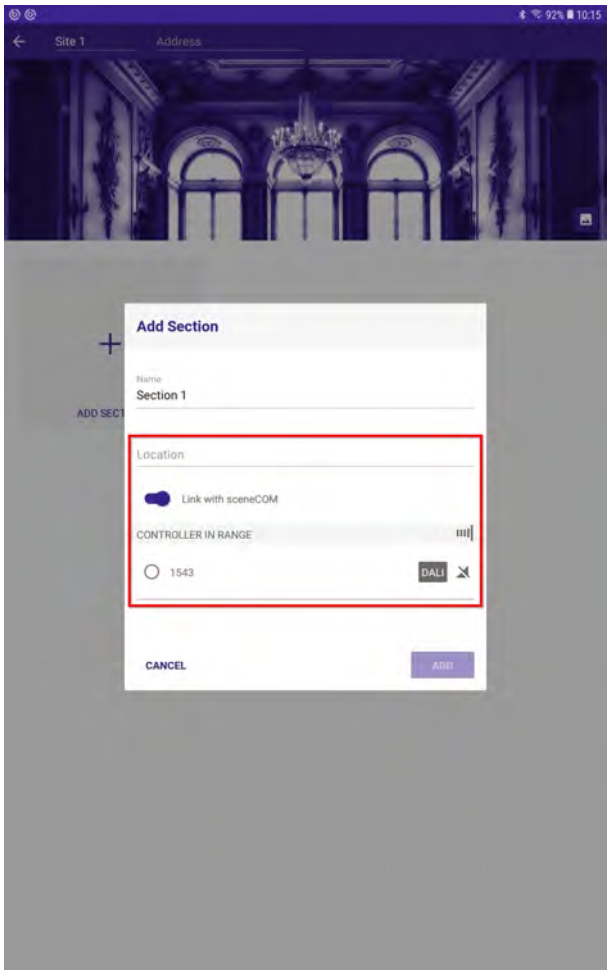
4. Create section



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

_ Click the **ADD SECTION** button.

Create section



→ 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.

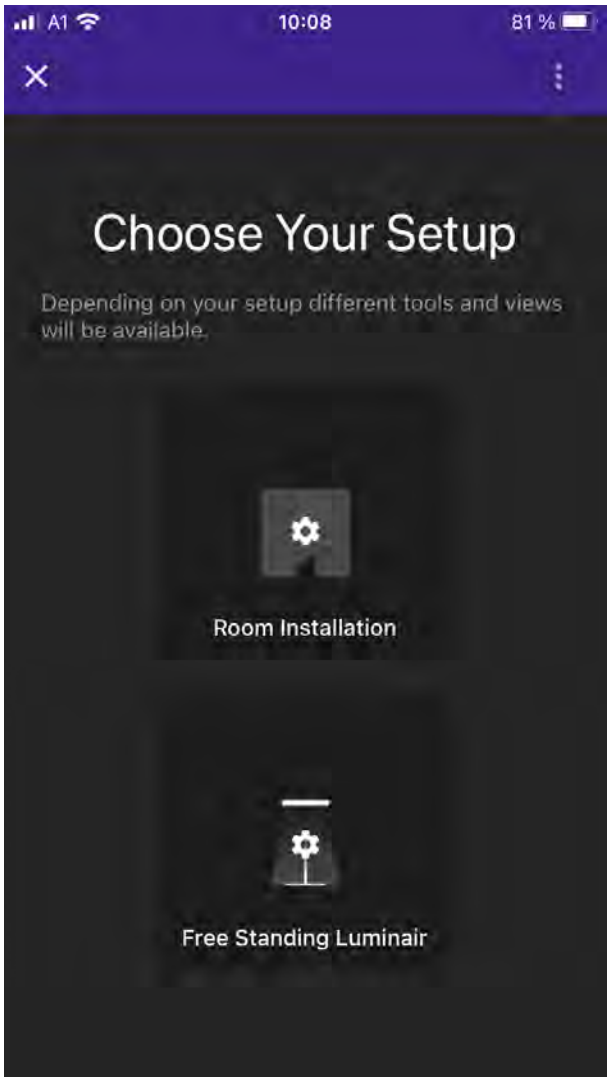
One of the features of the sceneCOM S system is that you can do the planning phase in your office without being directly connected to the DALI installation.
For that reason, the link to the sceneCOM S is only necessary if you are on site and are in the signal range of the sceneCOM S.

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. 152.

Choose setup

5. Choose setup



Two options are available:

_ **Room Installation** for a standard DALI installation -or-

_ **Free Standing Luminaire**

NOTICE

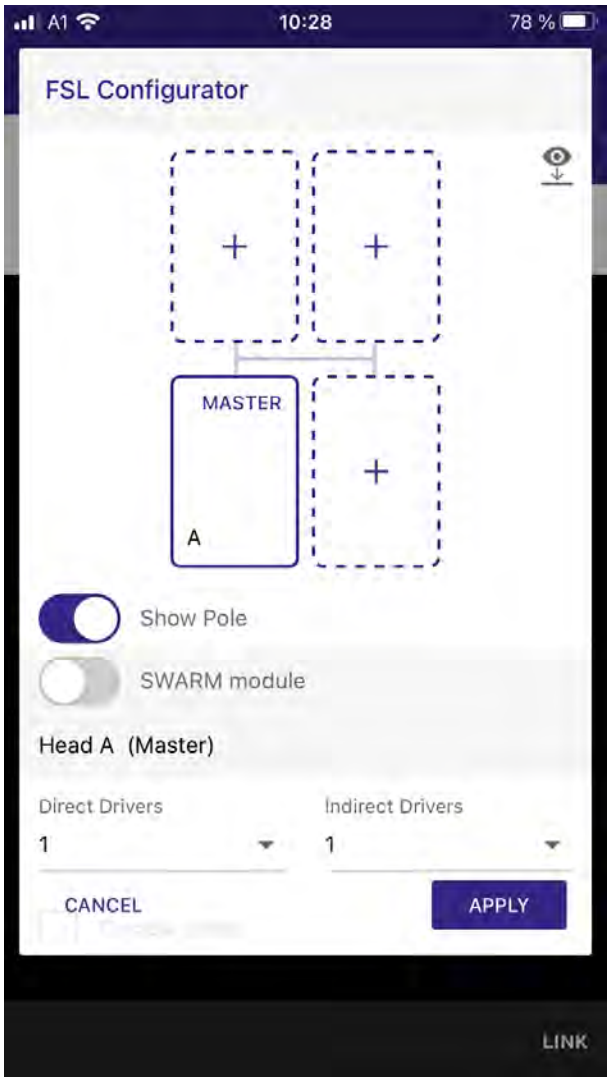
If you are using the adaptive swarm sensor for the **SWARM** feature, then you need to select the **Free Standing Luminaire** option.

The **SWARM** feature is not supported for the **Room Installation**.

Free standing luminaire

6. Free standing luminaire

This chapter explains the user interface if you are using the free standing luminaire setup.



In the **FSL Configurator** you can configure your free standing luminaire (FSL).

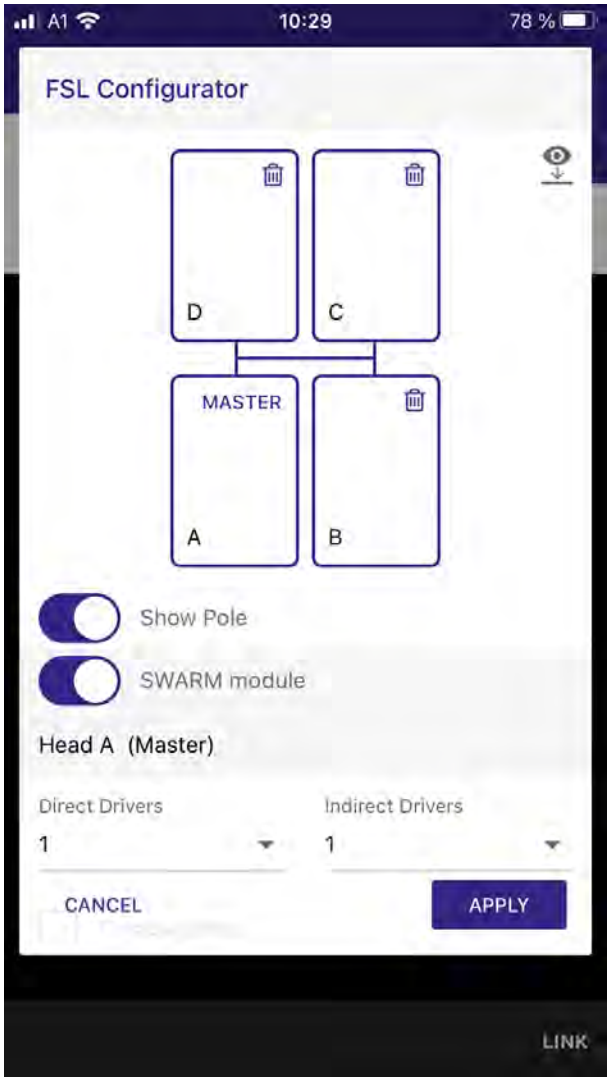

this symbol indicates the view from the top

Configuration and limits of FSL heads:

Number of FSL heads

- Min: 1
- Max: 4
- In the plan they are marked with A, B, C and D
- Head A is always the master, and you should install the sceneCOM S in this head.

Free standing luminaire



Number of light sections / groups per FSL head:

_ Min: 1 (direct or indirect)

_ Max: 2 (direct and indirect)

_ For every head two groups are reserved.
One group is meant for the drivers powering the direct light LED sources that illuminate the area below the head and provide light to e.g. the desk. The other group is meant for drivers powering the light sources that illuminate the ceiling area and provide indirect light.

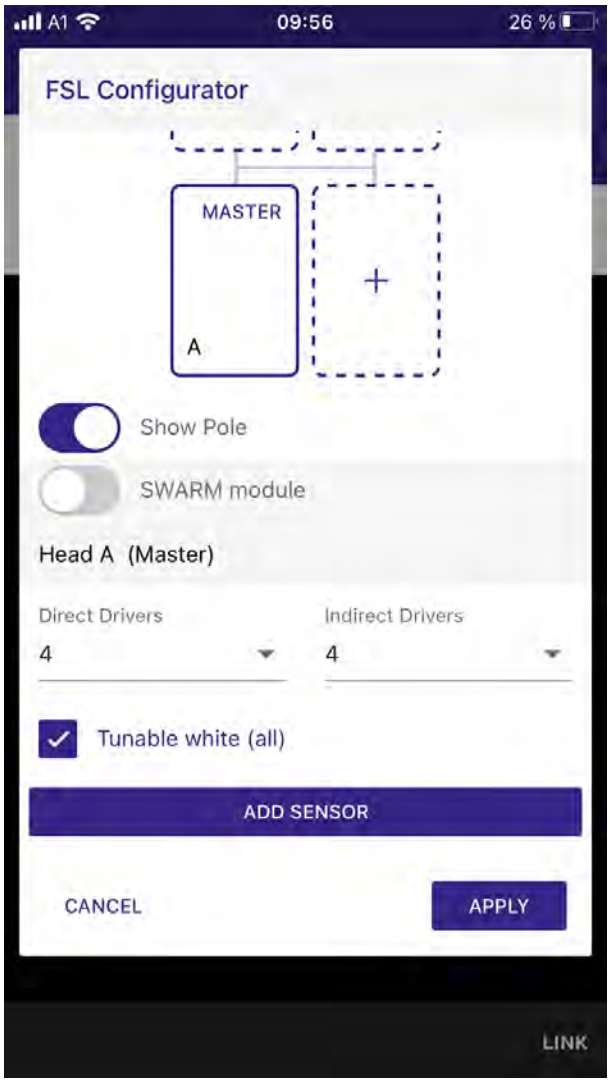
_ This table shows in which groups your drivers will be automatically grouped:

Head	Direct driver´s group		Indirect driver´s group	
	App group	DALI group	App group	DALI group
1 A (Master)	A DL	0,13,15	A IL	1,14,15
2 B	B DL	2,13,15	B IL	3,14,15
3 C	C DL	4,13,15	C IL	5,14,15
4 D	D DL	6,13,15	D IL	7,14,15

NOTICE

It is possible to pre-configure the drivers already with the correct DALI group, but it is not mandatory.

Free standing luminaire



Number of drivers per light section

_ Min: 1

_ Max: 4

_ For each light section / group, you can add between 1 and 4 drivers.

_ During the offline configuration you can also select whether or not the drivers will be Tunable White.

Driver short address distribution

_ In FSL operation mode, the application expects special addressing of the drivers. This is needed to enable plug and play operation out of the box. If you install drivers to your FSL head, you need to take care to install drivers to the correct head and that the drivers power the correct light section (direct / indirect).

_ This table shows the required addressing:

Head	Address	
	Direct driver's	Indirect driver´s
1 A (Master)	0-3	4-7
2 B	8-11	12-15
3 C	16-19	20-23
4 D	24-27	28-31

Free standing luminaire

Example of required addressing and grouping:

- Goal: One head FSL, two drivers for direct light one driver for indirect light.
- You need to pre-address you drivers with companionSUITE. You also need to install the drivers correctly.
- If you use two drivers for direct light and one driver for indirect light, you must address the driver for direct light with a DALI short address between 0 and 3. It is recommended to start with the lowest number which is, in this case, 0. This means you need to address your two drivers with the DALI short addresses 0 and 1.
- The driver for indirect light must have a DALI short address between 4 and 7. Again, it is recommended to start with the lowest number, which is, in this case 4. This means you need to address the driver with the DALI short address 4.
- In addition to the addressing, you can group your drivers to the correct groups. Driver 0 and 1 must be a member of group 0, the driver with the address 4 must be a member of group 1. Grouping can be done but is not mandatory.
- In the next step you need to wire the drivers correctly inside the luminary: The driver with address 0 and 1 and group 0 for the direct light and the driver with address 4 and group 1 for the indirect light.

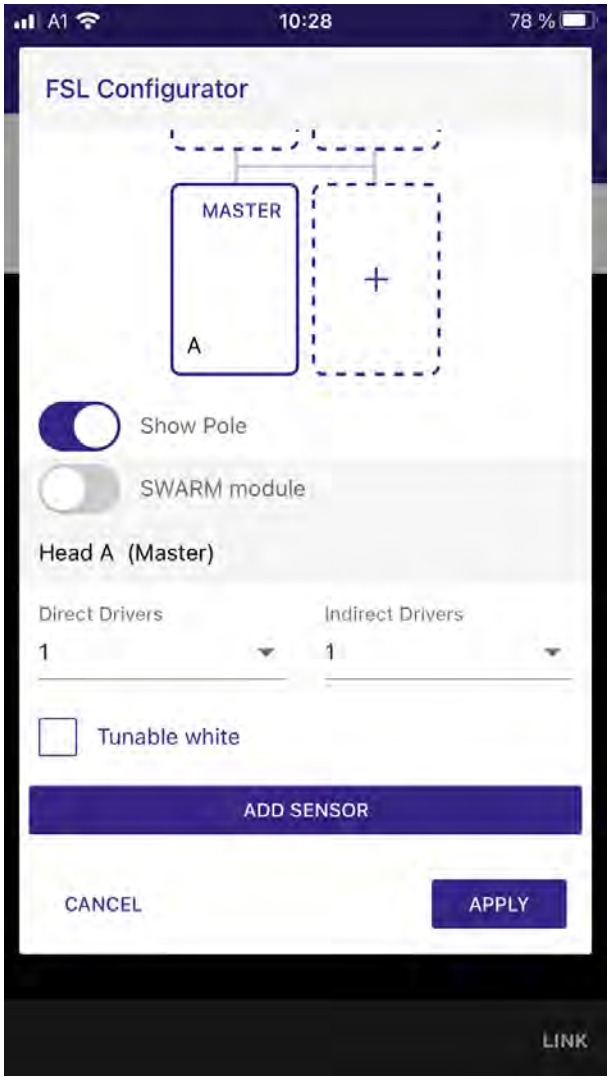
Free standing luminaire

Example of wrong addressing:

_ If you program your FSL to be a single head FSL and you install drivers with addresses e.g. 7, 9 and 20 inside this head, your application will not work out of the box! The driver with the address 7 will be recognized as the indirect driver for the master FSL head (A), but the other drivers will be displayed in the plan as uncommissioned!

Free standing luminaire

6.1. FSL sensor configuration and limits



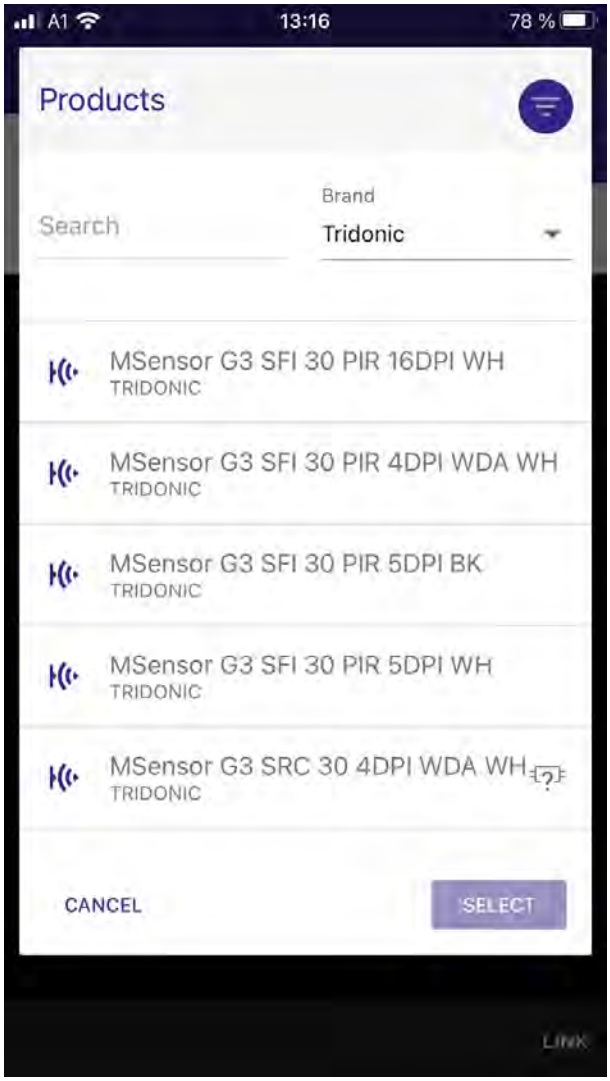
FSL Sensor configuration and limits

_ Number of input devices (sensors) per FSL head:
  _ Min: 0
  _ Max: 4
  _ For every head of your FSL you can add up to 4 sensors.
  _ At least one sensor is needed in order to detect motion and for the light regulation.

_ Number of adaptiveSWARM devices per FSL installation:
  _ Min: 0
  _ Max: 1
  _ In order to use the swarm features at one swarm module must be installed in the FSL.
  _ It is not recommended to use more than one adaptiveSWARM device.
  _ The adaptiveSWARM device must not be assigned to an FSL head.
  _ How to use the **SWARM module** feature is described at SWARM Profile, p. 35.

_ To add a sensors, select **ADD SENSOR** in the **FSL Configurator** view.
→ A new page opens.

Free standing luminaire

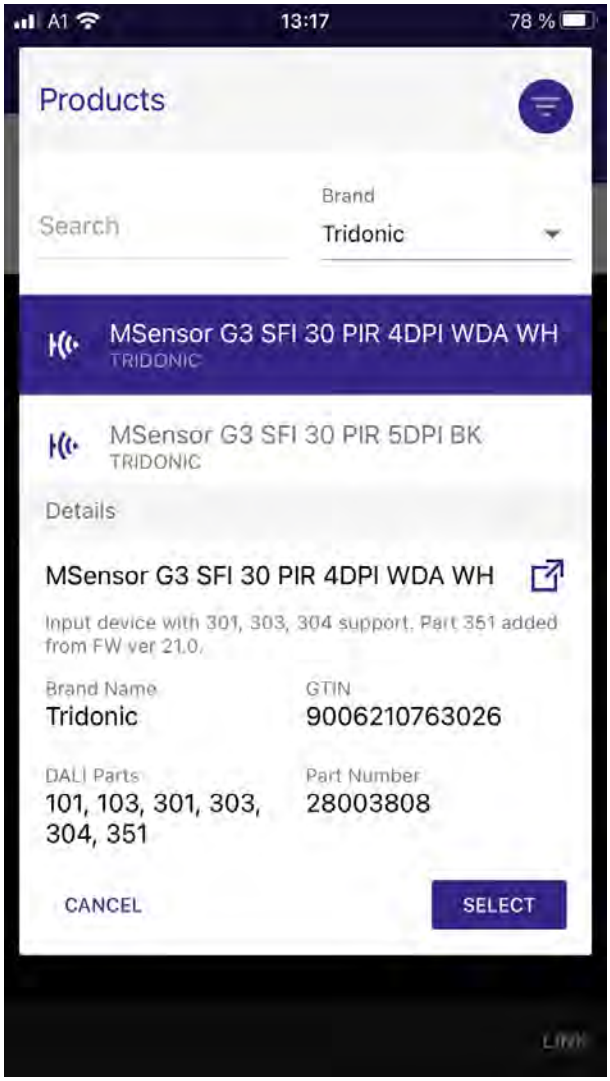


Select the sensor you will be using from the internal database. With every update, the database is updated with the latest entries provided by the DiiA.

_ Enter a search term at **Search** -or-

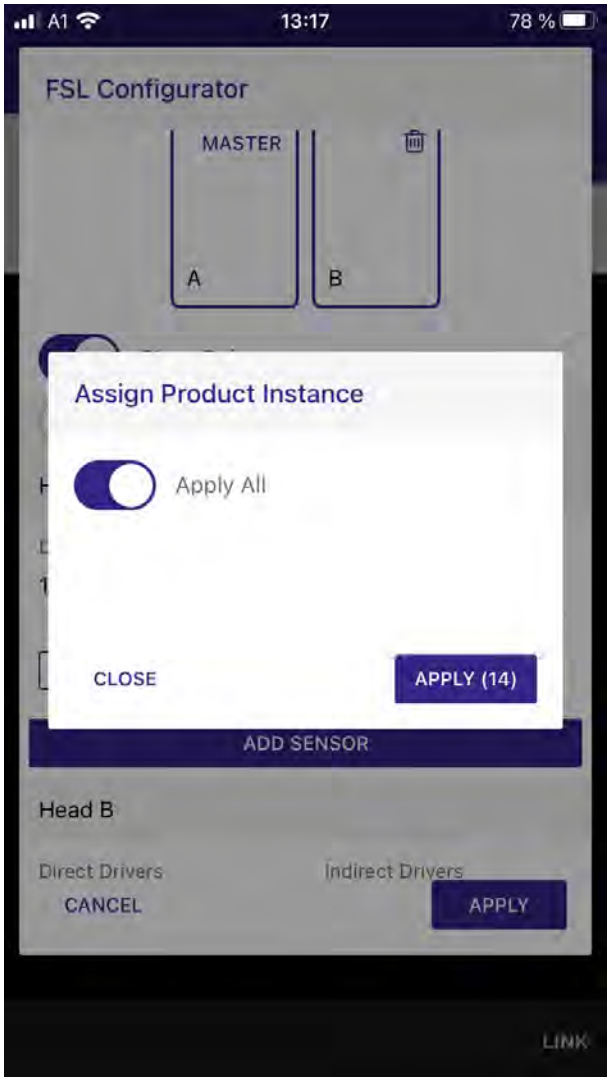
_ Search via the drop down menu **Brand**.

Free standing luminaire



_ Confirm your selection with a click on **SELECT**.

Free standing luminaire



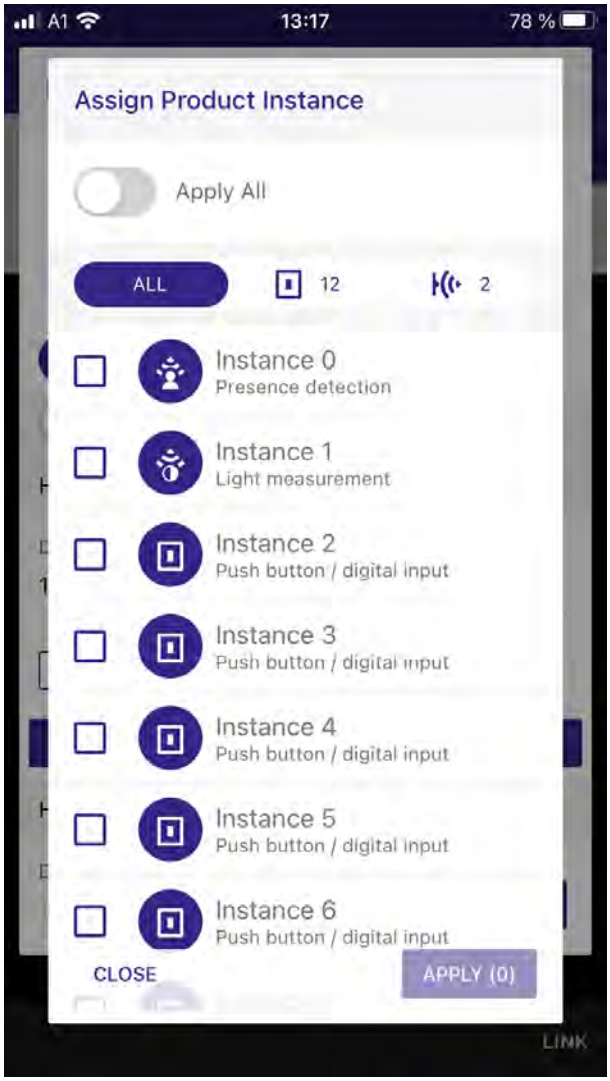
→ A new page **Assign Product Instance** opens.
You can determine if all the instances should be assigned to the head or not.

If you want all the instances to be assigned to the head, proceed as follows:

_ Activate **Apply All**.

_ Click **APPLY**.

Free standing luminaire

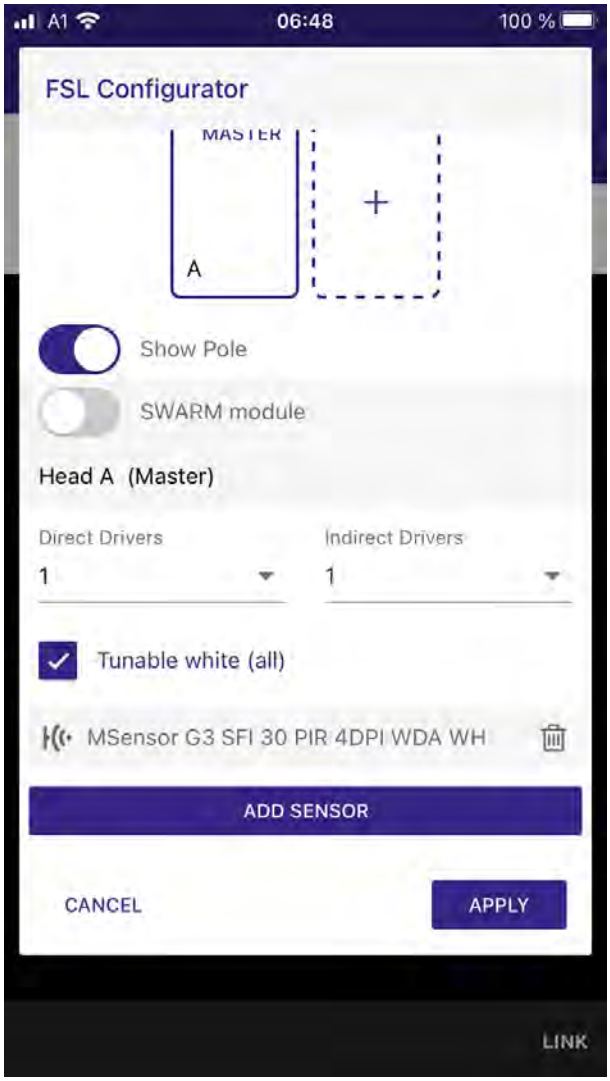


If you only want some of the instances to be assigned to the head, proceed as follows:

_ Deactivate **Apply All**.
→ A new page **Assign Product Instance** opens.

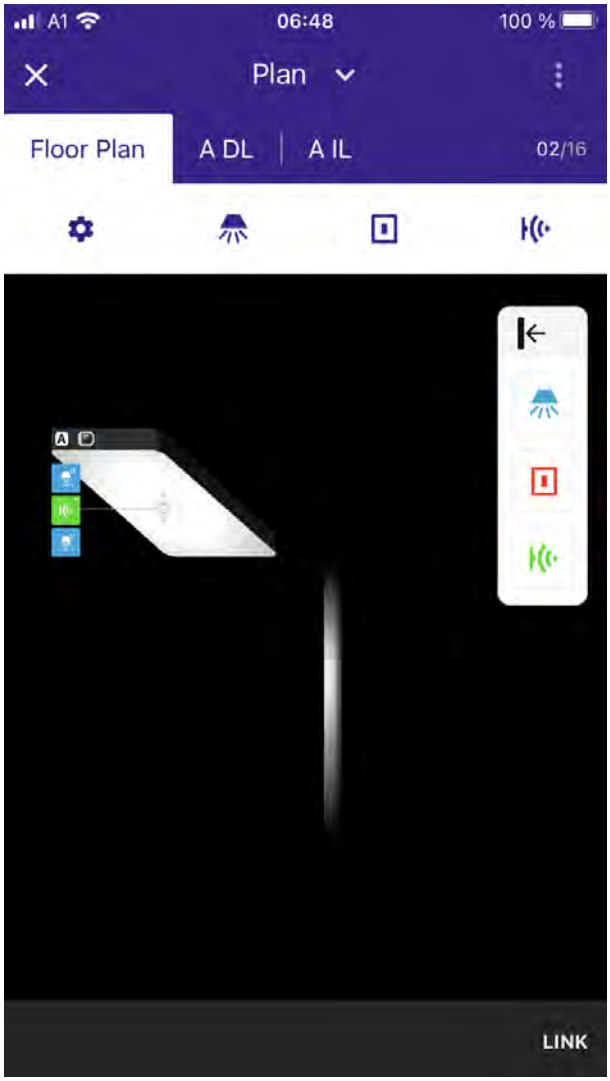
_ Individually select the instances you want to assign to the head.

Free standing luminaire



_ Click **APPLY** to confirm your selection.

Free standing luminaire

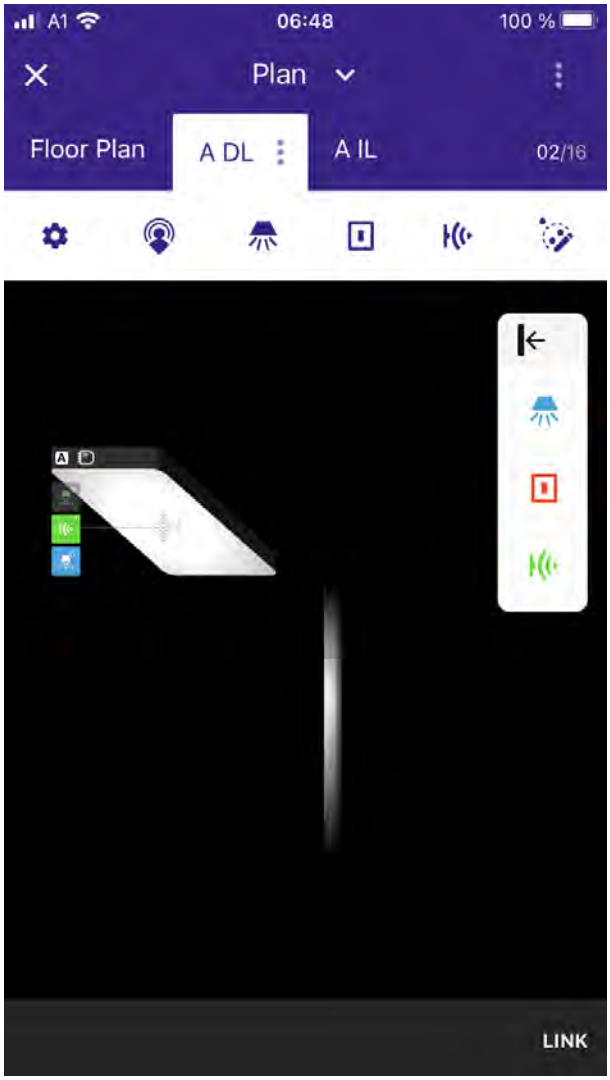


→ A new page **Plan** opens.
It displays the FSL head and the assigned sensors and drivers.

In the example on the left, one FSL head was configured with one MSensor, one direct driver and one indirect driver.

Free standing luminaire

6.2. FSL sensor light regulation configuration



Once you have assigned a sensor to your FSL head, the sensor is automatically assigned to both groups of you FSL head. In this case, the sensor is member of group **A DL** and **A IL**.
A = Luminaire head A

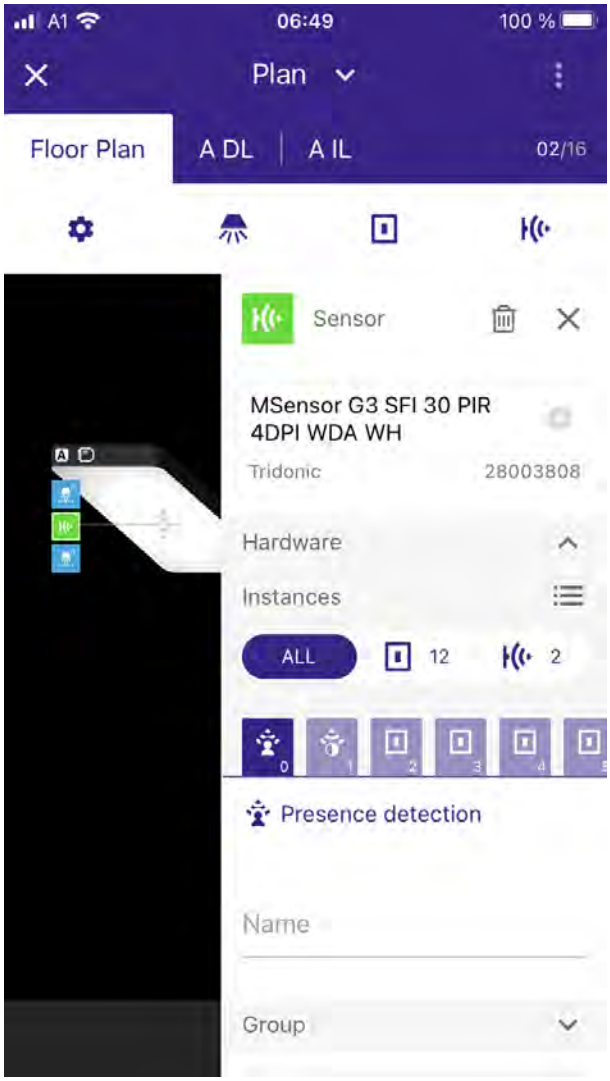
DL = down light

_ drivers and light sources of this group illuminate the area below (towards the floor / desk) the FSL.

IL = indirect light

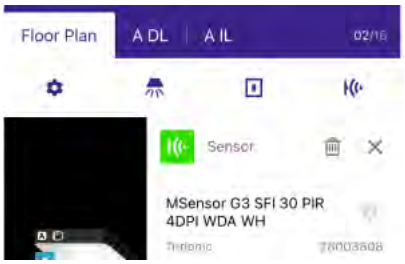
_ drivers and light sources of this group illuminate the area above (towards the ceiling) the FSL.

Free standing luminaire

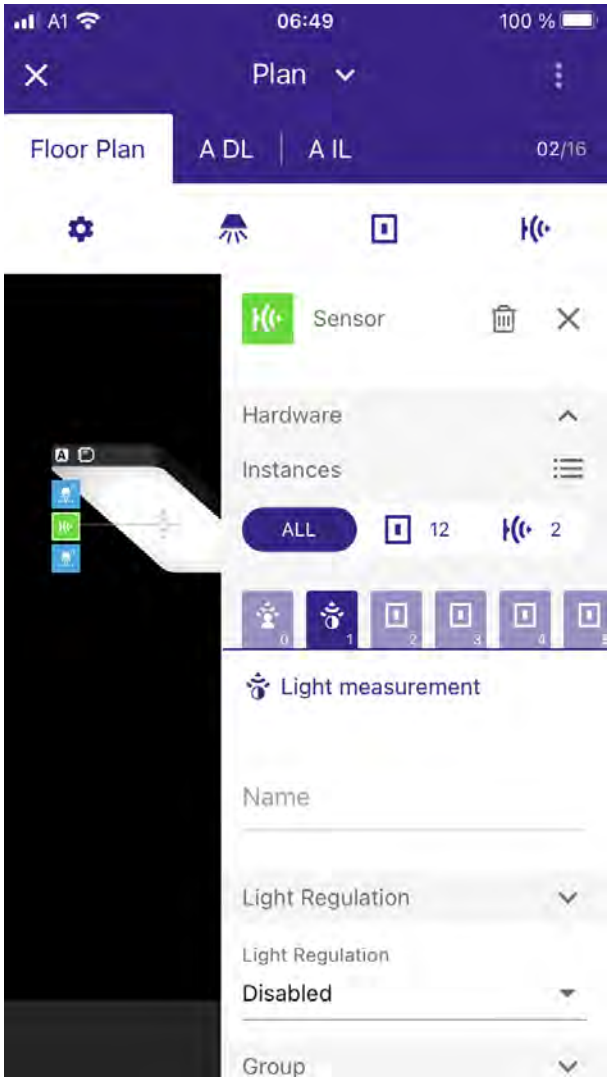


In order to program the light regulation, you need to select the sensor first.

You can do this in the **Floor Plan** view or in the **Group** view.

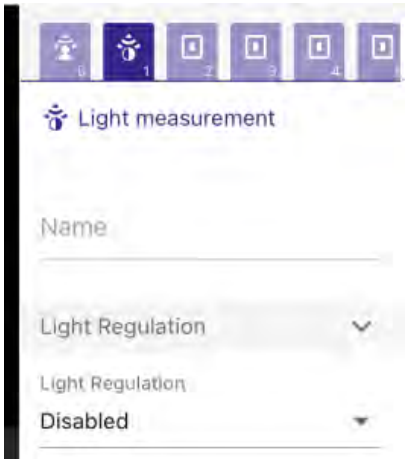


Free standing luminaire

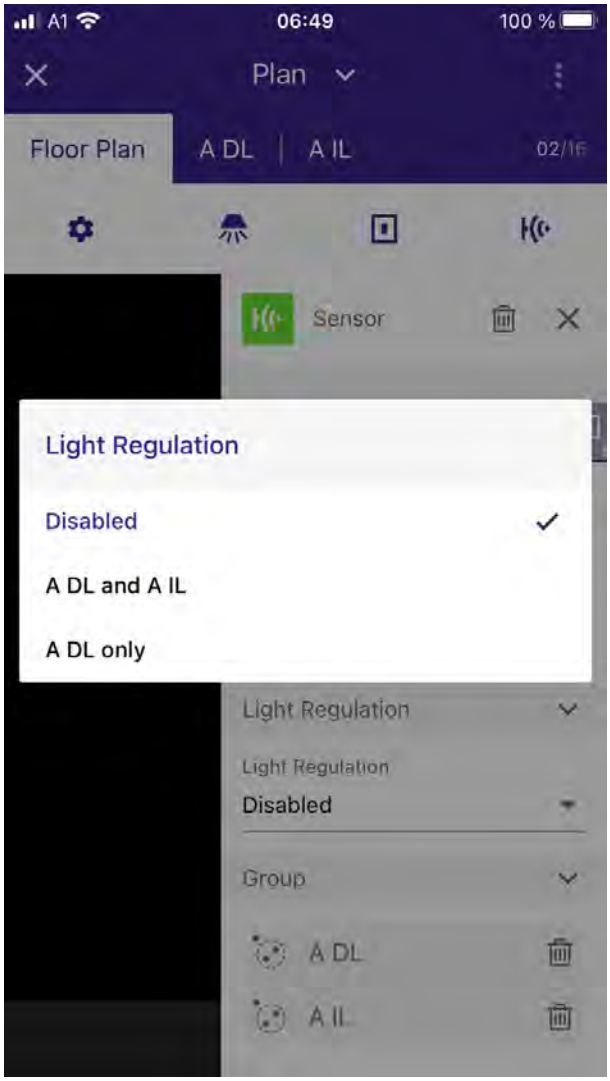


In the **Instances** view, you need to select the light instance.

Then you need to select the **Light Regulation** field.

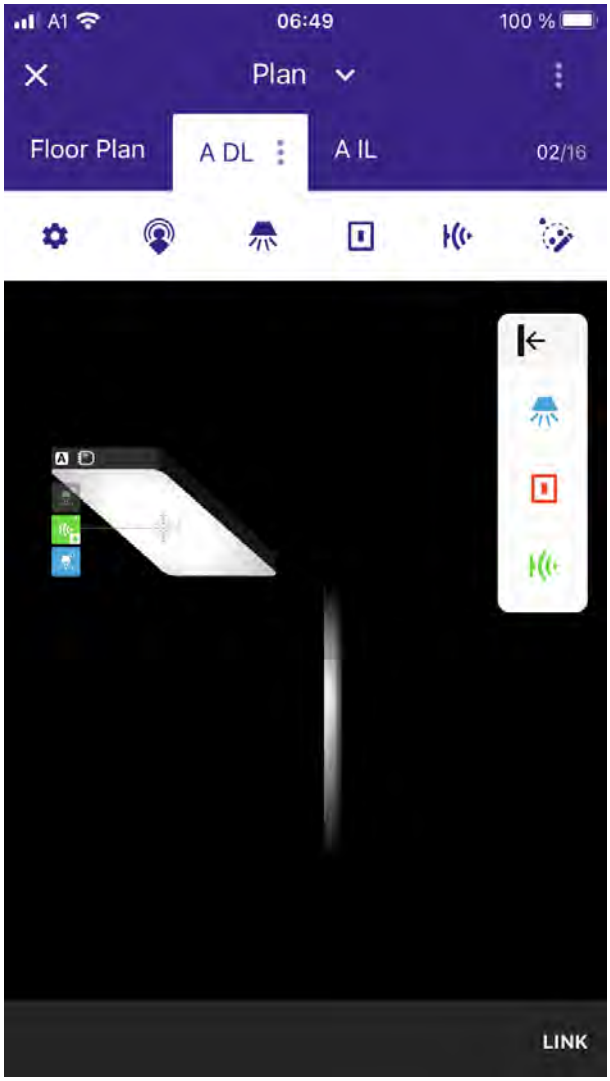


Free standing luminaire



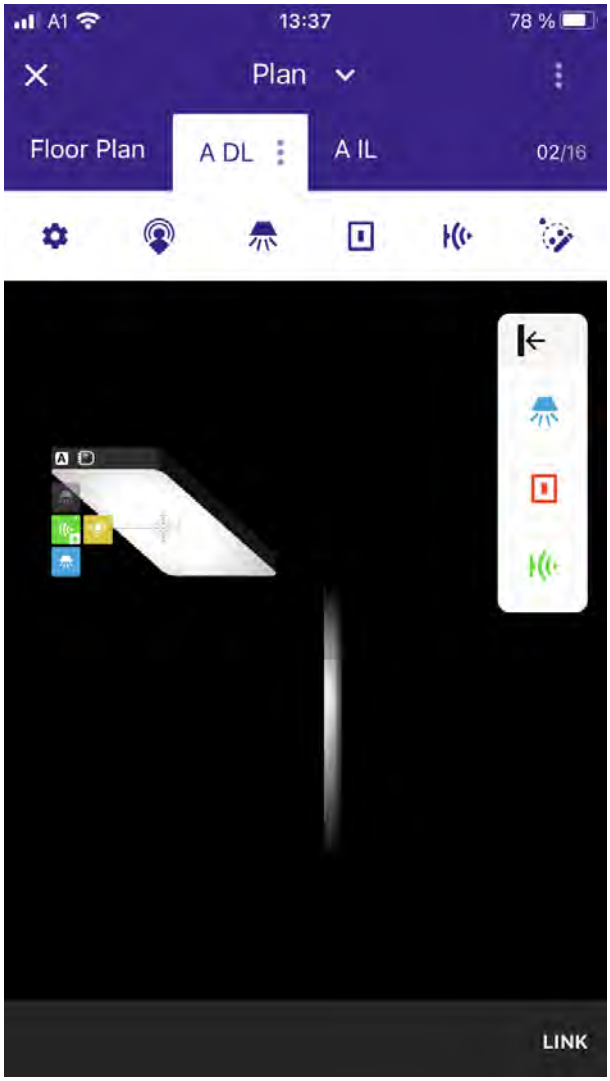
In the light regulation field, you can select if the light regulation should be activated for the head, in this case **A DL and A IL** or the **A DL only**.

Free standing luminaire



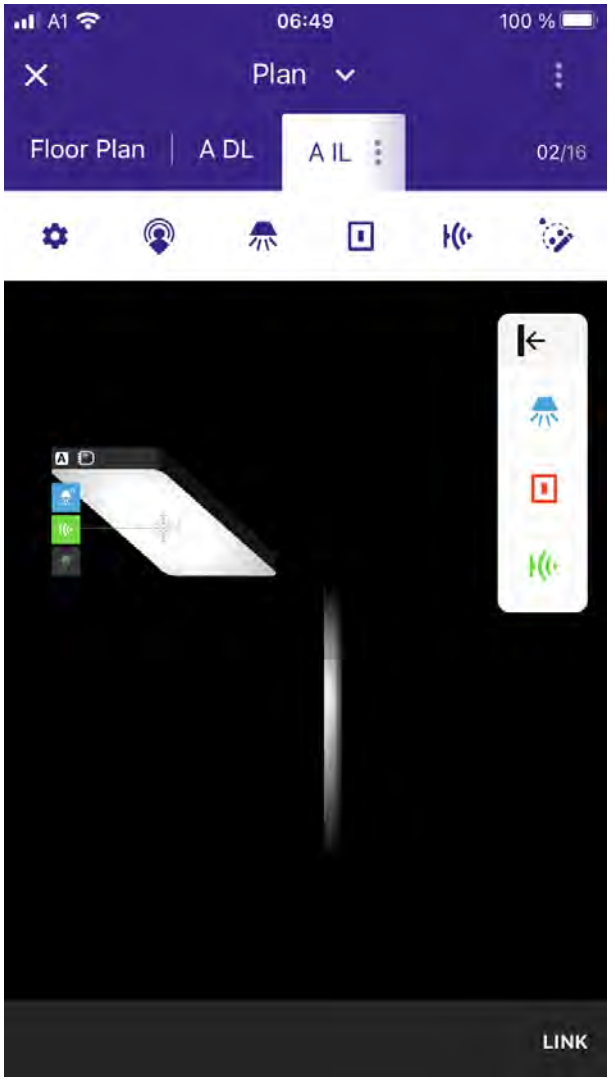
Once you have activated the **Light Regulation** you can close the sensor menu.

Free standing luminaire

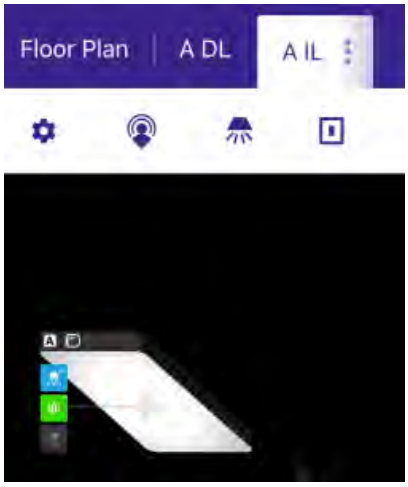


→ In the group menu, a "star" symbol is displayed next to the sensor for the group where the **Light Regulation** is active now, in this case for group **A DL**.

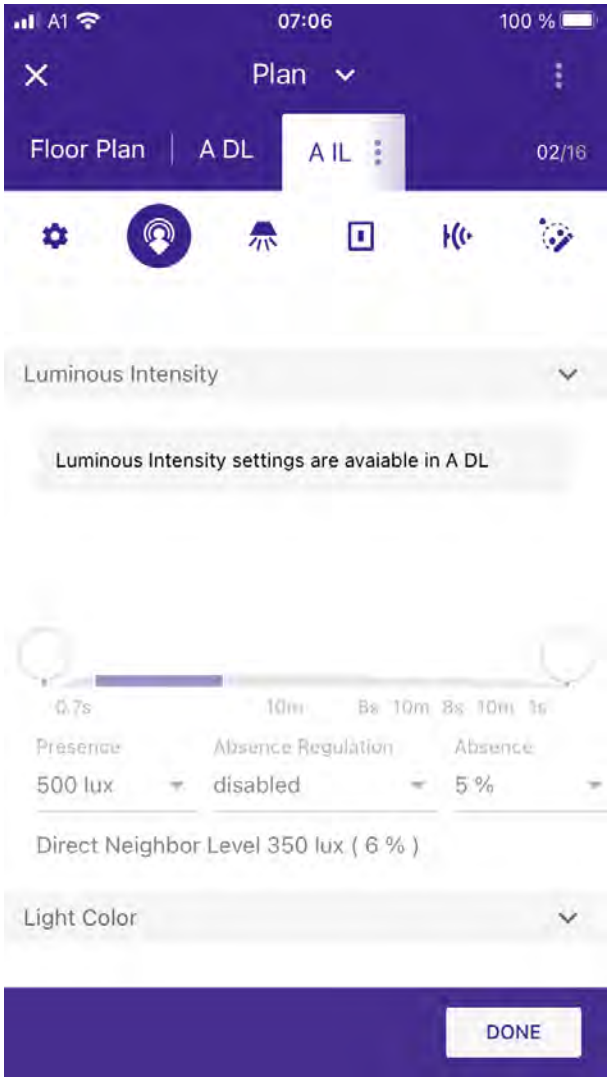
Free standing luminaire



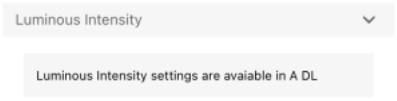
In our case we have activated the **Light Regulation** for **A DL** and **A IL.** Still, the "star" symbol is not visible for the group.



Free standing luminaire

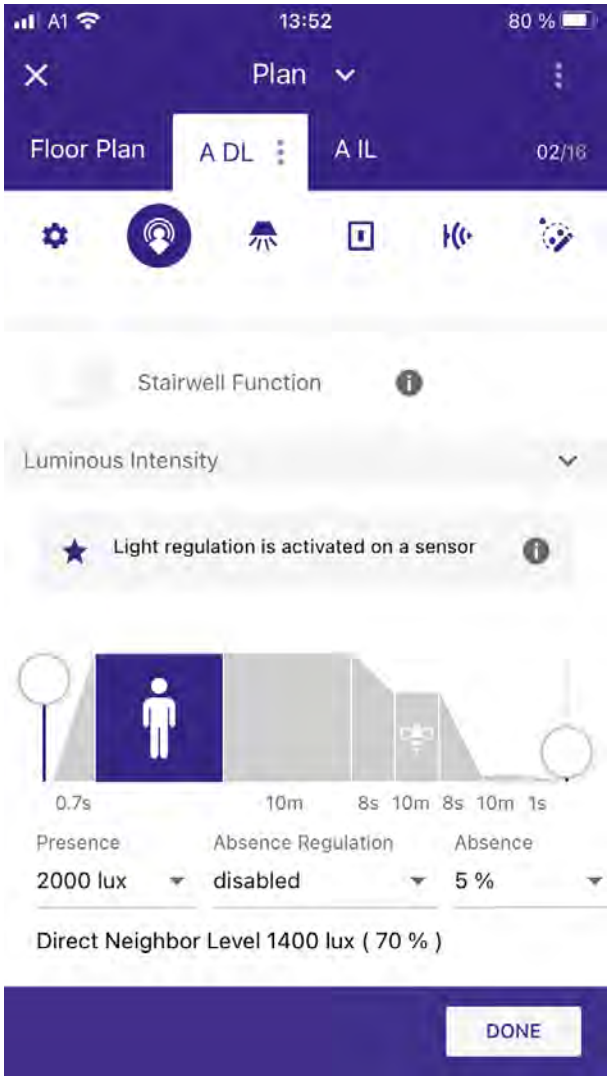


But if you enter the sensor recipe, you will see that it is linked to group **A DL.**



Free standing luminaire

6.3. Programming the lux level for the light regulation



Once you have assigned a light sensor instance to a group and activated the light regulation, you need to enter the sensor recipe for this group in order to program the lux levels for the **Light Regulation**.

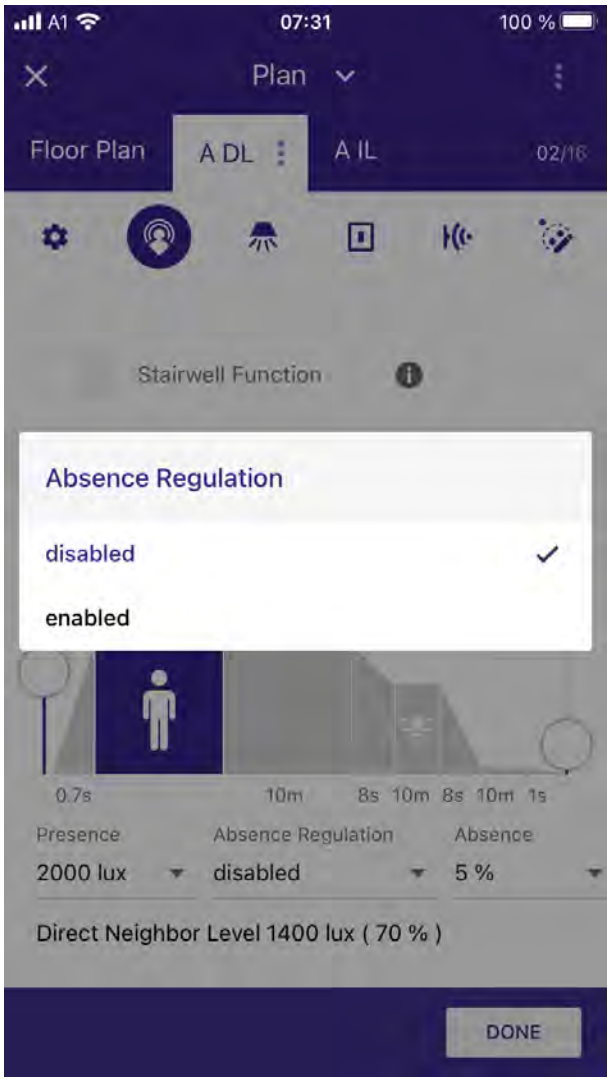
Enter the sensor recipe by selecting the sensor recipe symbol.

NOTICE

The programmed lux level is the lux level the sensor measures. Because the sensor is a look down sensor, it measures the reflections from the surface below him.
The values measured at the sensor's head are different and a multiple of the lux level of the surface below the sensor. In detail, they depend on the reflectance of the surface below the sensor and the distance of the sensor to the surface.
As a rule of thumb, you can use the following calculation:

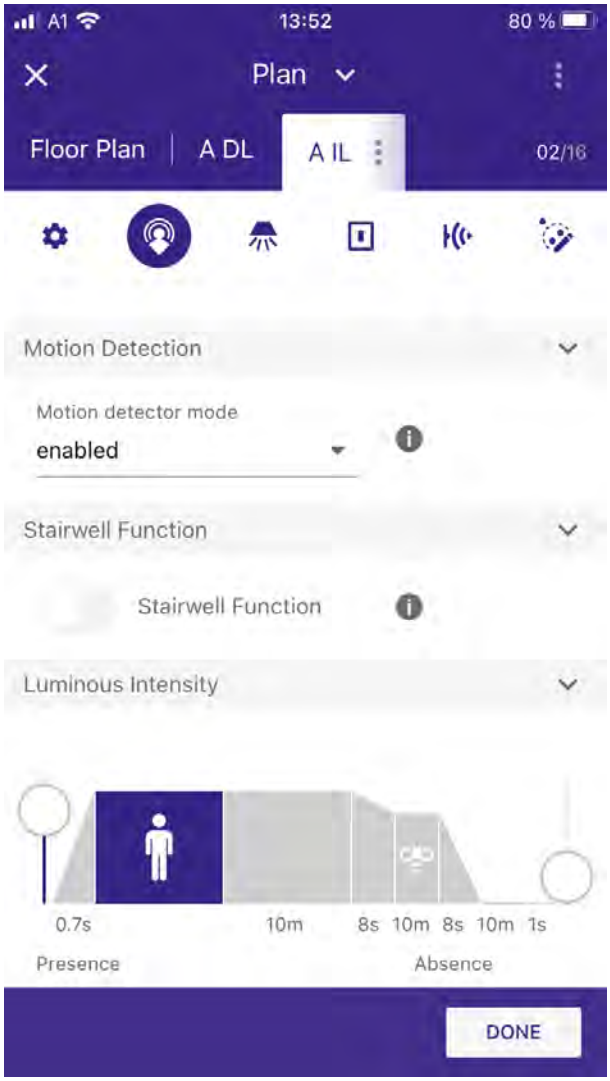
_ A lux level programmed for the light regulation of e.g. 500 lux equals up to 2000 lux on the surface below the sensor.

Free standing luminaire



Light regulation can be activated for the presence level only or also for the absence level.

Free standing luminaire



Example group without light regulation:

If you do not have light regulation active in you group, then you can select the presence and absence level in percent.
In this case, light regulation is not active and the light will go to the programmed fixed output values if presence or absence state is reached.

ab hier neu

6.4. Light regulation algorithm for the FSL multi-head application

For multi-head FSLs, the lux level of all sensors is considered and the light regulation regulates the light until all sensors have reached the set value. This allows it that the whole FSL is regulated homogeneous, which means that all heads will have the same lux level. The following examples illustrate two different scenarios with a 4-head FSL.

6.4.1. Scenario A:

Head A in presence -> Sensor of Head A will be used as reference, because there is just one Head in presence state.

- **If swarm feature is not enabled**
  - Head B, C and D will stay off

- **If swarm feature is enabled**
  - Head B, C and D will go to "swarm direct neighbour level", the heads will regulate to e.g. 50% of the programmed target value (if the direct neighbour level is programmed to 50%) but as the reference sensor the sensor who measures the lowest lux level of the three heads will be considered.

6.4.2. Scenario B:

Head A and B in presence → Sensor that measures the lower lux level will be used as reference sensor.

- **If swarm feature is not enabled**
  - Head C and D will stay off.

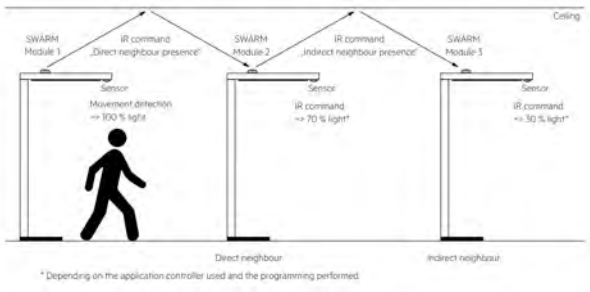
- **If swarm feature is enabled**
  - Head C and D will go to "swarm direct neighbour level", the heads will regulate to e.g. 50% of the programmed target value (if the direct neighbour level is programmed to 50%) but as the reference sensor the sensor who measures the lowest lux level of the two heads will be considered.

SWARM Profile

7. SWARM Profile

7.1. Introduction SWARM Profile

SWARM control enables the FSL (free-standing luminaire) to communicate with each other wirelessly via infrared (IR). For this functionality the adaptiveSWARM Sensor is required. If a luminaire detects presence, it assumes the role of a detecting FSL in the SWARM system and sends IR commands to the surrounding neighbor luminaires. Depending on the distance from the detecting FSL, the neighbor luminaires can assume two distinct roles: Direct or indirect neighbors and the luminaires switch on with a reduced light level according to their role.



The adaptiveSWARM sensor provides:

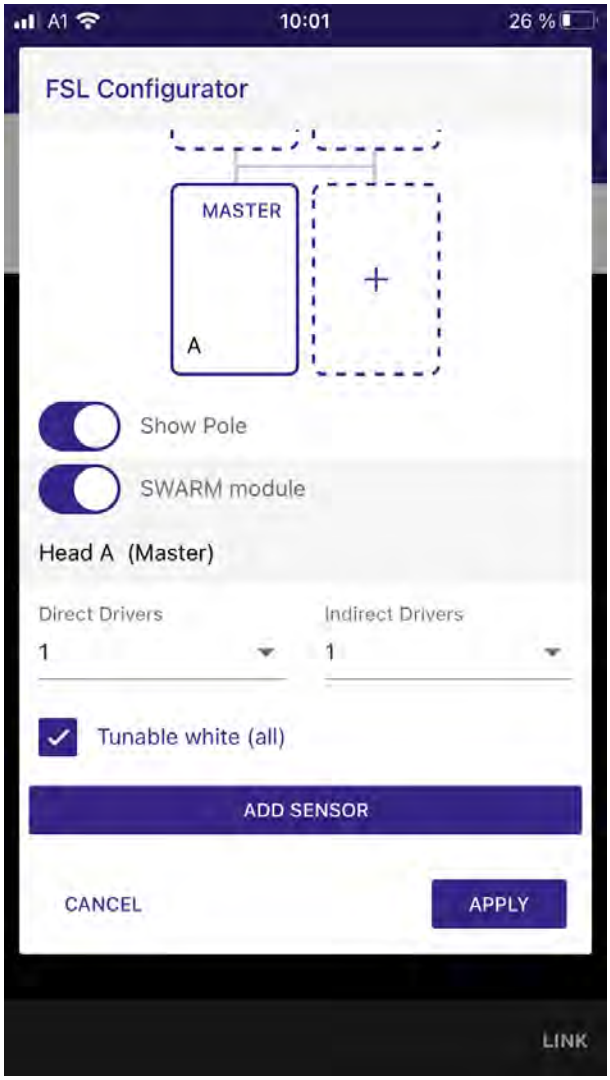
- Instant increase of comfort in the office
- IR communication – no mesh network needed to establish SWARM communication between neighbor luminaires
- Flexible and adaptive lighting fixture positioning
- Easy snap in installation, supporting Zhaga Book 20
- Easy possibility for upgrade and refurbishment in the field

The adaptiveSWARM is mounted on the top of an FSL. It sends out IR signals that are reflected from the ceiling and received by the neighboring luminaire. The neighboring luminaires also need an adaptiveSWARM for this feature to work.

Additional information about the adaptiveSWARM can be found in the data sheet.

SWARM Profile

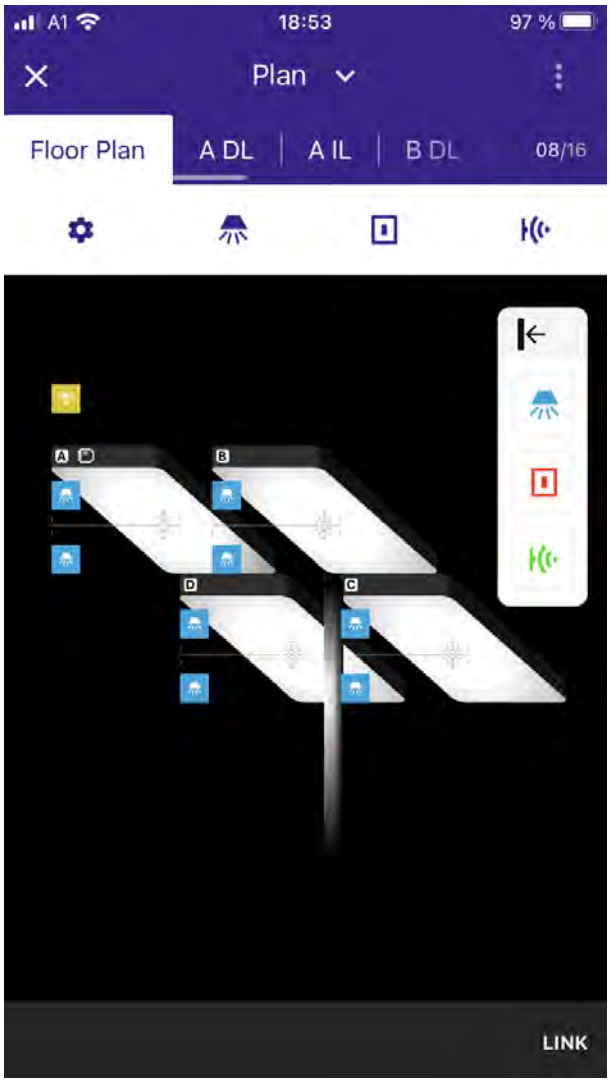
7.2. How to SWARM Profile



_ To activate the SWARM Profile, select the field **SWARM module** in the **FSL Configurator** view.
→ Your adaptiveSWARM will automatically be added to every group of your FSL.

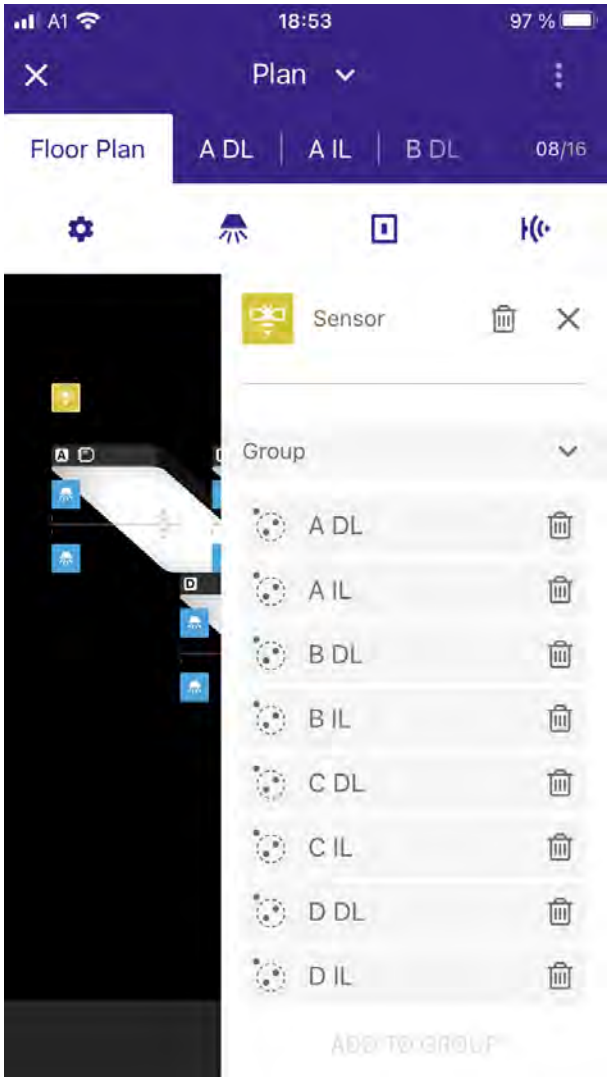
By doing this, you do not need to add the adaptiveSWARM sensor additionally to one of your FSL heads via the **ADD SENSOR** feature.

SWARM Profile

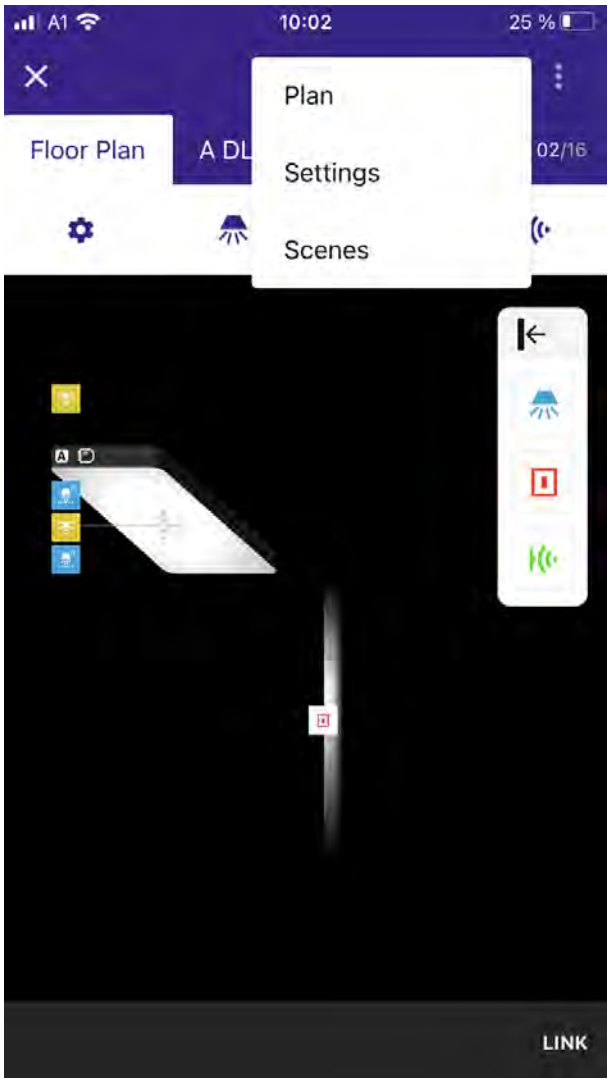


If the SWARM module is activated in the **FSL Configurator** view, the adaptiveSWARM automatically appears on the top left side in the view and is automatically added to all groups of the FSL.

SWARM Profile

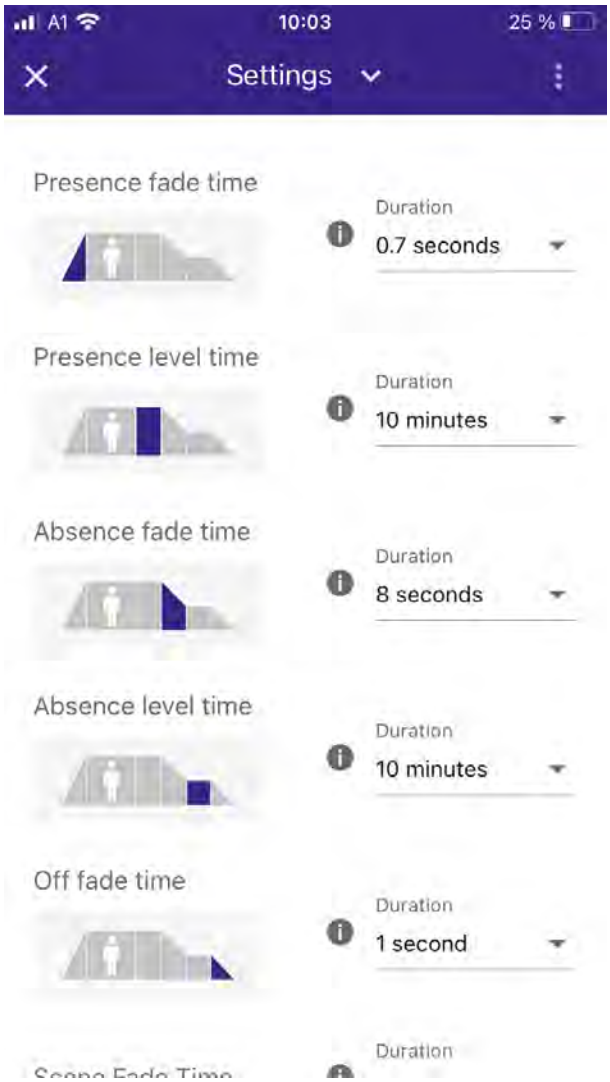


SWARM Profile



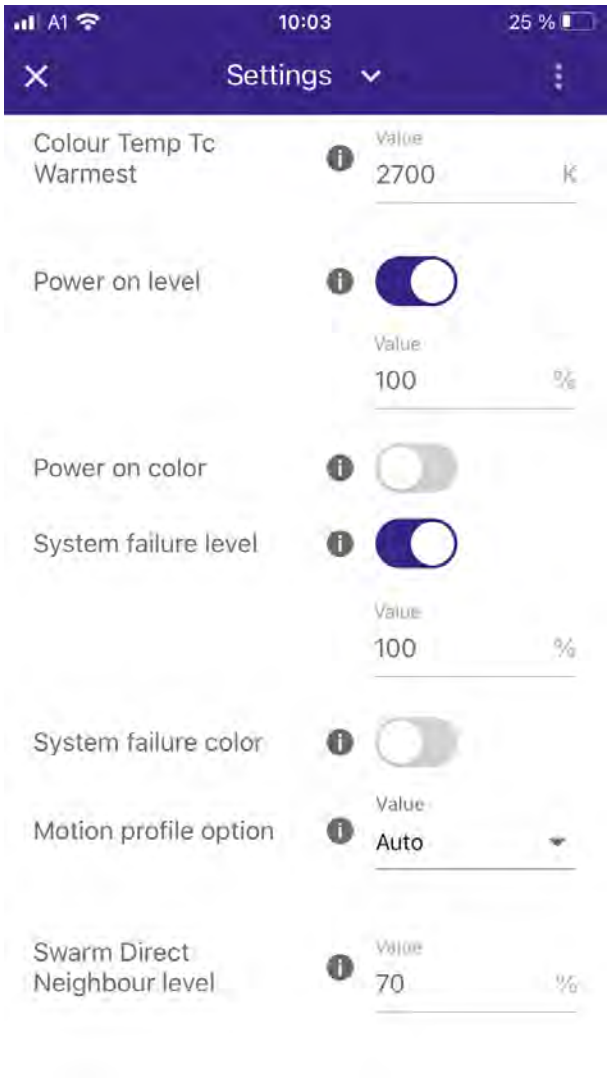
_ In order to program the behaviour of the SWARM module, go to **Settings**.

SWARM Profile



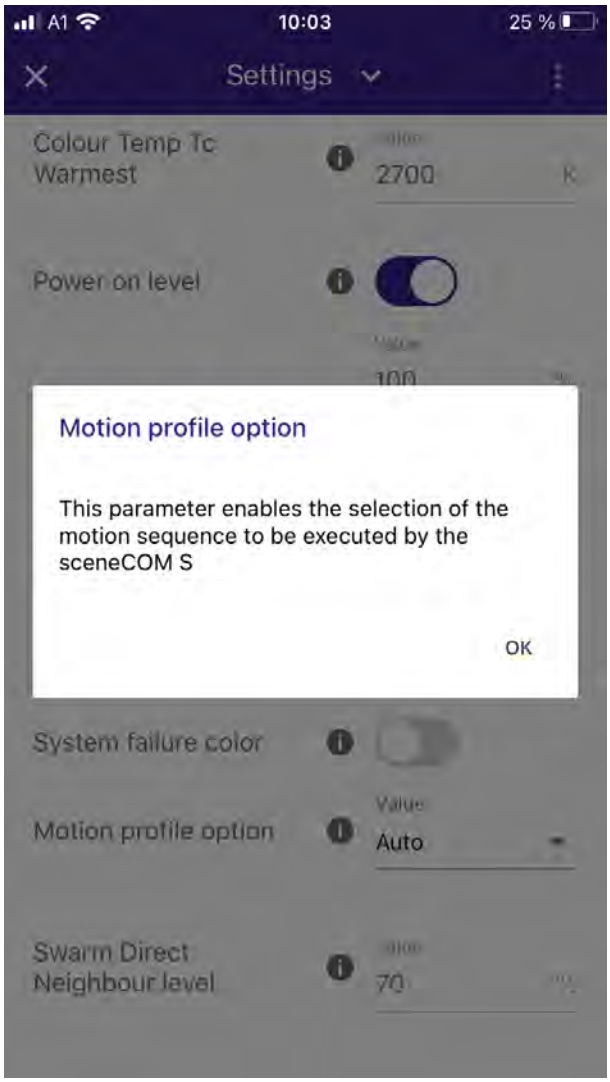
In the **Settings** view, you can define the presence and absence levels for the whole FSL.
More information about the **Settings** page can be found at Global settings, p. 120.

SWARM Profile



If you scroll down, the **Swarm** features can be found.

SWARM Profile



Different motion profile options are available for the SWARM module.

Auto mode

_ The **Auto** mode can be selected if the FSL leaves the factory without an adaptiveSWARM but may be updated with it in the future.

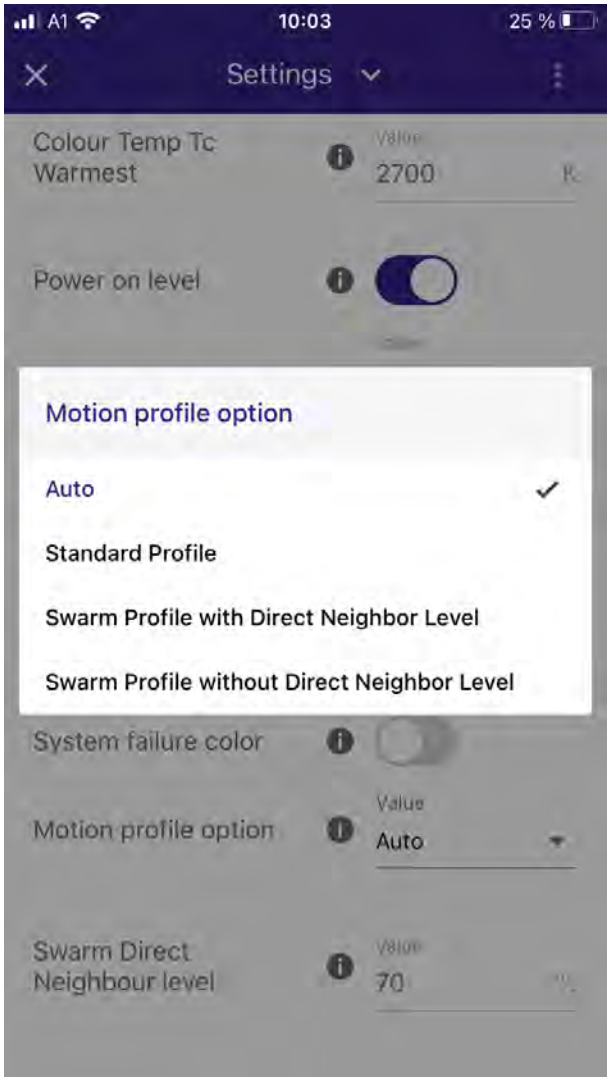
_ If in the future, the FSL gets updated with an adaptiveSWARM, no additional commissioning is necessary, the sceneCOM S will recognize the adaptiveSWARM and automatically select the motion profile **Swarm with direct Neighbor level**.

Standard Profile

_ The Standard Profile should be used if the FSL leaves the factory without an adaptiveSWARM and it is also not planed to update it with an adaptiveSWARM in the future.

_ If in this case, the FSL still gets updated in the future with an adaptiveSMART, the profile needs to be changed to the desired one in the **FSL Configurator** view.

SWARM Profile



SWARM Profile

7.3. Swarm Profile with Direct Neighbor level

Times and dim levels if motion profile with direct neighbor level is programmed

Detecting FSL:
The detecting FSL is the free-standing luminaire that detects presence, goes to presence light level and sends a presence event to the surrounding luminaires (direct neighbor FSL).
If presence is no longer detected, the luminaire will dim to the direct neighbor level and then to the absence level before it turns off.

Direct Neighbor FSL:
The direct neighbor free standing luminaires are the luminaires that get an IR signal directly from the detecting FSL. The luminaire will go to the direct neighbor level and send a presence event to surrounding luminaires.
If a luminaire already received a presence event from the detecting FSL, the event will be ignored.
If presence is no longer detected the luminaire will dim to the absence level before it turns off.

Indirect Neighbor FSL:
The indirect neighbor free standing luminaires are the luminaires that only get an IR signal from the direct neighbor luminaire and haven‘t received a signal before. These luminaires will go to the absence level.
If presence is no longer detected the luminaire will dim to off.

SWARM Profile

7.4. Swarm Profile without direct Neighbor level

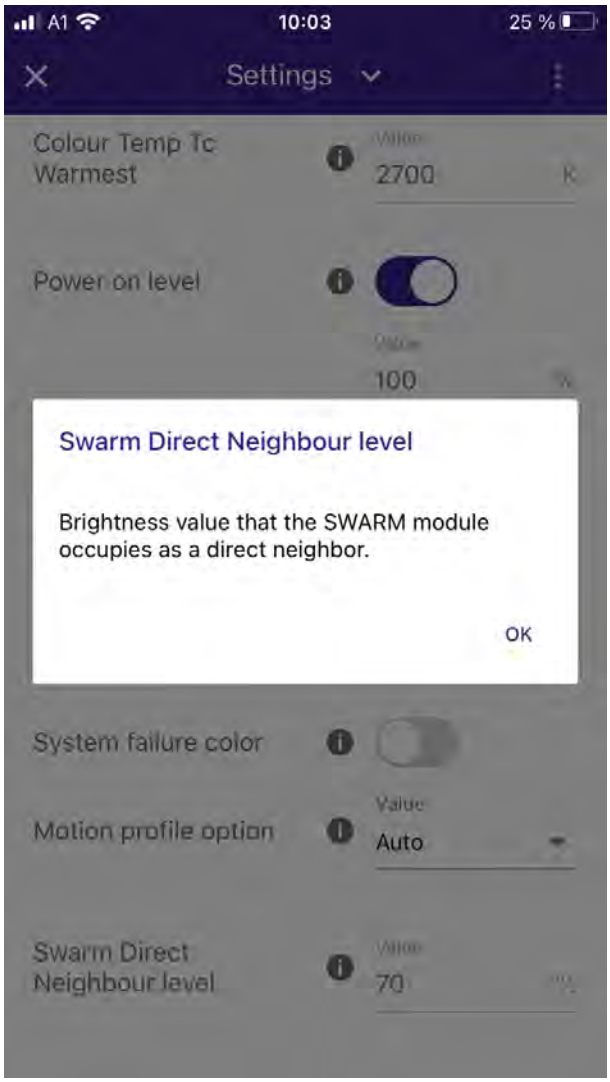
Time and dim levels if motion profile without direct neighbor level is programmed

Detecting FSL:
The detecting FSL is the free-standing luminaire that detects presence, goes to presence light level and sends a presence event to the surrounding luminaires (direct neighbor FSL).
If presence is no longer detected the luminaire will dim to the absence level and will trigger the absence level time 2 times.

Direct neighbor FSL:
The direct neighbor free standing luminaires are the luminaires that get a IR signal directly from the detecting FSL. The luminaire will go to the direct neighbor level and send a presence event to surrounding luminaires.
If a luminaire already received a presence event from the detecting FSL the event will be ignored.
If presence is no longer detected the luminaire will dim to the absence level before it turns off.

Indirect neighbor FSL:
The indirect neighbor free standing luminaires are the luminaires that only get an IR signal from the direct neighbor luminaire and haven‘t received a signal before. These luminaires will go to the absence level.
If presence is no longer detected the luminaire will dim to off.

SWARM Profile



The **Swarm Direct Neighbor level** can be modified.

The default value is 70 % light output. Any value between 0 and 100 % can be entered.

If the default value of 70 % is used, this means that the light from the FSL that is in the **Direct Neighbor level** will go to 70 % of the dim value programmed in the corresponding Sensor recipe.
Example: Your FSL sensor recipe has motion active, no light regulation and the presence value for this FSL is programmed to be 100 %. If this FSL is in the direct neighbor range, it will be illuminated with 70 % dim level.

If your FSL has light regulation active, then the light of the FSL will be regulated to 70 % of the programmed lux level.
Example: Lux level for presence is programmed to 1000 lux. If your FSL is in the **Direct Neighbor level** range, the light will turn on and the light will be regulated to a light level off 70 % of the programmed presence level, in this case to 700 lux.

SWARM Profile

7.5. FAQ "SWARM module"

Can I just install the adaptiveSWARM to my luminaire and get the benefits of the SWARM functionality? Or is an additional Sensor for motion necessary?	It is always mandatory to have at least one motion sensor installed in the FSL. Without a motion sensor the adaptiveSWARM does not know if there is presence or not and it will not forward any event to the neighbor FSL.
Is it necessary to add one adaptiveSWARM in any group of my FSL? Or will it be automatically configured to all groups?	In order to have the SWARM module working out of the box, it is enough to activate the SWARM module in the **FSL Configurator** view. By doing this the adaptiveSWARM will be automatically added to all groups of your FSL.
I have selected the "SWARM module" in the FSL Configurator view. Now I would like to remove the adaptiveSWARM sensor from one of my groups, for example the indirect group. What will happen in this case? Will this group no longer react to the SWARM events send by nearby FSL?	Yes, once you have activated the SWARM module in the **FSL Configurator** view the adaptiveSWARM sensor will be added to all of you FSL groups. If you like that some groups for example the DL Group do not react to Swarm events send by nearby FSLs you can remove the adaptiveSWARM sensor from the corresponding group.
I do have the SWARM module active and the **Direct Neighbor Level** is programmed to 70 % (default). But I also have light regulation active! Will the **Direct Neighbor Level** also be recalled if the lux levels are higher than the one programmed for the light regulation?	If you have light regulation active for you FSL and the lux regulation level is e.g. 100 lux, this means if your FSL is in the Direct Neighbor range that the light will be regulated to 70 % in this case 70 lux. If the illumination level is higher then the luminaire will dim down, if it is lower it will dim up to reach the 70 lux.
I don't see the option to program the **Indirect Neighbor Level**. How can I program the "Indirect Neighbor Level"?	The **Indirect Neighbor Level** cannot be programmed specially for the SWARM module. If you use the SWARM module, the luminaires that are in the **Indirect Neighbor** range will recall the **Absence Level time and level** programmed in the **Settings** and in the corresponding Sensor Recipe. Also, the **Absence fade time** will be taken instead of the **Off fade time**.

SWARM Profile

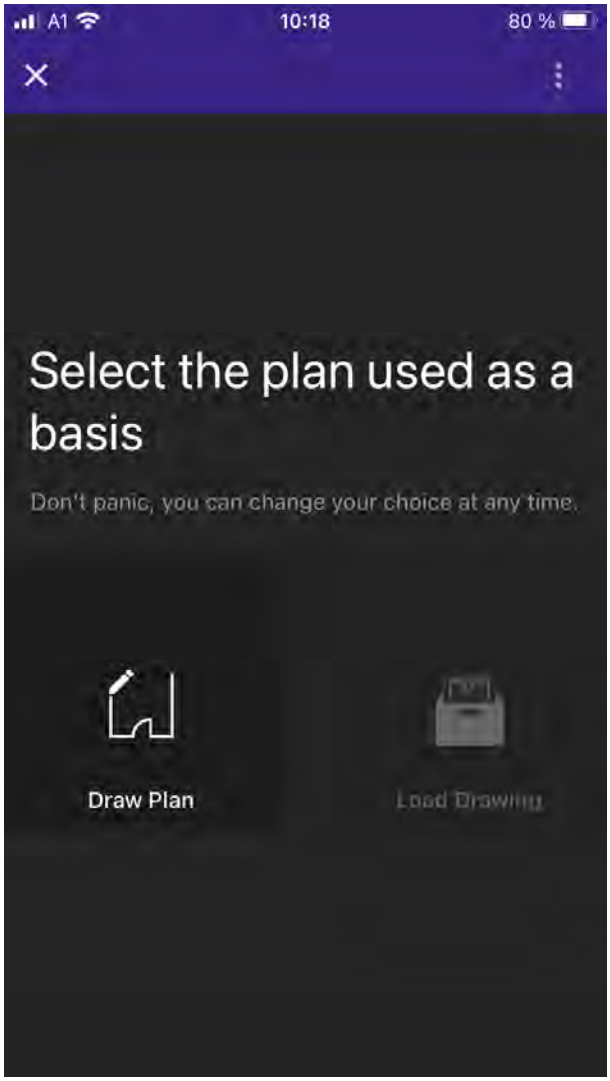
What happens if I assign an adaptiveSWARM to my FSL Head via the **ADD SENSOR** feature and not via the SWARM module in the **FSL Configurator** view? What happens if I select only one instance from the manually added adaptiveSWARM?	THIS IS NOT RECOMMENDED, if you do so you are doing it at your own responsibility! Typically, you do not need to add the adaptiveSWARM to one of you FSL heads. In order to use the SWARM features you only need to activate the SWARM module in the **FSL Configurator** view. However, if you still add one adaptiveSWARM to a head by selecting "ADD SENSOR" then you need to know that this SWARM module will be recognized as a pure input device and not as a SWARM module. That means you will not have the benefits of the SWARM Profiles (direct / indirect neighbor) But still the instances will forward motion events received from other adaptiveSWARM devices to the DALI line. The instances of the adaptiveSWARM sensors are arranged as following. _ Instance 0 is used for the Direct motion send and receive. _ Instance 1 is used for the Indirect motion send and receive. If you do e.g., deactivate Instance 0 then no direct motion events will be sent or received. That means if your FSL is in direct range of another FSL with SWARM, it will not react to the received direct neighbor events, but the indirect events will still be received. The received indirect events will not trigger the SWARM feature, but they will trigger (if you have grouped the instances) the Sensor Recipe of the group in which they are a member of.
What happens if I assign more than one adaptiveSWARM to my FSL? I do have e. g. 4 heads and assign one adaptiveSWARM to every head?	THIS IS NOT RECOMMENDED, if you do so then you are doing it at your own responsibility! This use case is not recommended and also does not really make sense because for one FSL even with multiple heads one adaptiveSWARM is enough. Also, only one adaptiveSWARM is used for the SWARM feature. Still, you could do this, the sceneCOM S FSL will allow this. The adaptiveSWARM added to the FSL heads will be automatically added in the groups DL and IL of the head to which you assigned it as a sensor. However this does not give you any benefits because the "SWARM" motion profile and direct neighbor level are programmed in the Settings section and are valid for all heads of your FSL. And the extra added adaptiveSWARM will only be recognized as an additional input device.

Room Area Installation process

8. Room Area Installation process

In this Chapter the User Interface for the Room Area (RA) installation is explained.

If you do the installation for the Free Standing Luminaire (FSL) check chapter Free standing luminaire, p. 11.



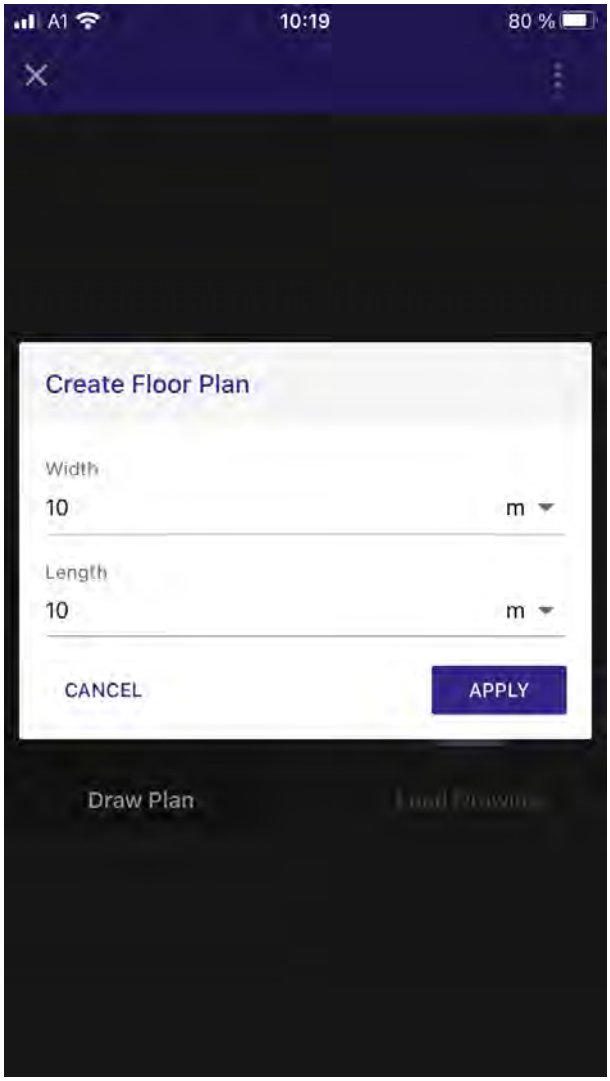
→ After creating a section, the **Create Floor Plan** window opens. As a first step you can define the floor plan size:

_ 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**.

Room Area Installation process



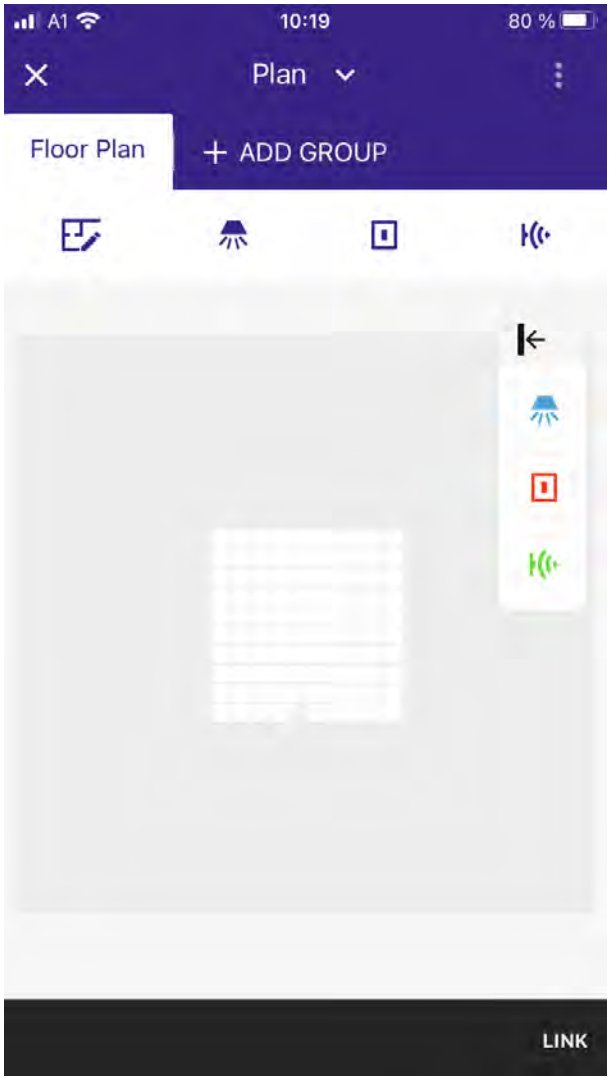
Room Area Installation process

→ A new page opens.

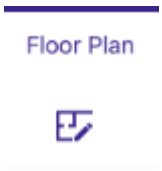
In this view you can add luminaries, switches and sensors to your floor plan, create groups, scenes and change settings.

Room Area Installation process

8.1. Create Floor plan template drawing



To create a floor plan template drawing, select the **Floor Plan** symbol below **Floor Plan** on the top left side after you have drawn your floor plan.



At this stage, doors, windows and additional space can be added.

_ Click on a symbol to select it.

_ Click on the floor plan to add the selected symbol to the floor plan via drag and drop.

_ 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.

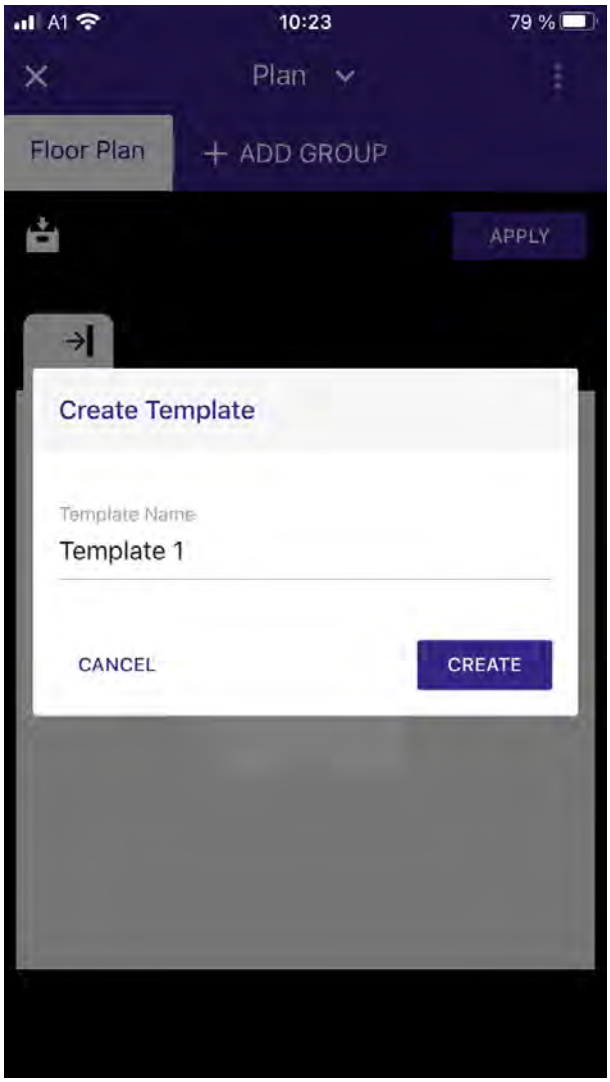
Select the door or window symbol to add or remove doors or windows.

By selecting the arrow on the top, symbols can be moved to the right or left side of the screen.

Room Area Installation process

Room Area Installation process

Room Area Installation process



In order to store your edited floor plan, select the symbol for saving the template.

→ A new window will pop up and you can enter the template name, and then select **CREATE**.

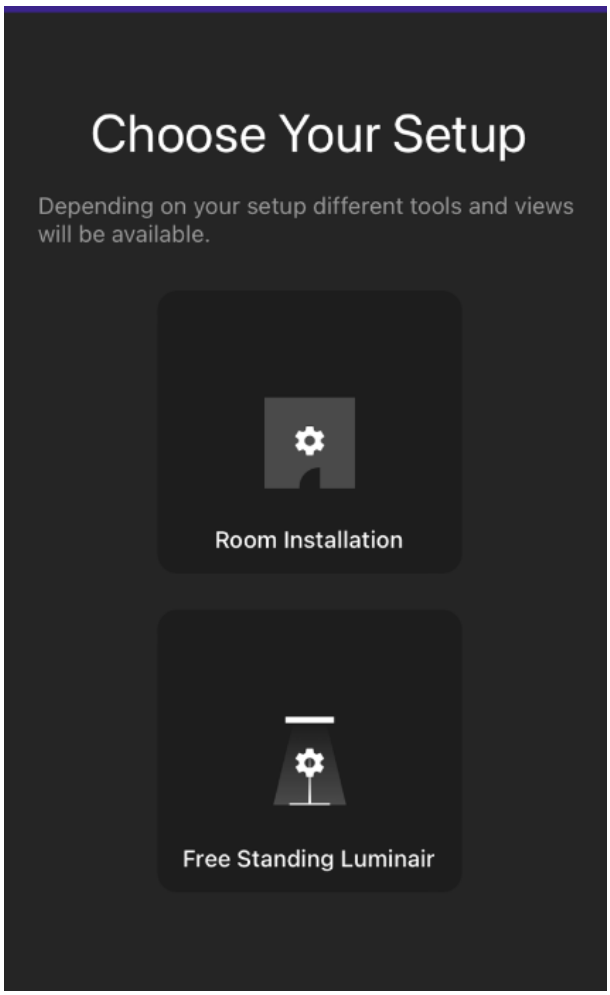
After you have created your template, you can recall it via the template field.

Room Area Installation process

Room Area Installation process

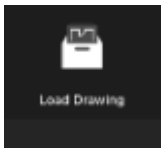
Room Area Installation process

8.2. Load and edit a floor plan template

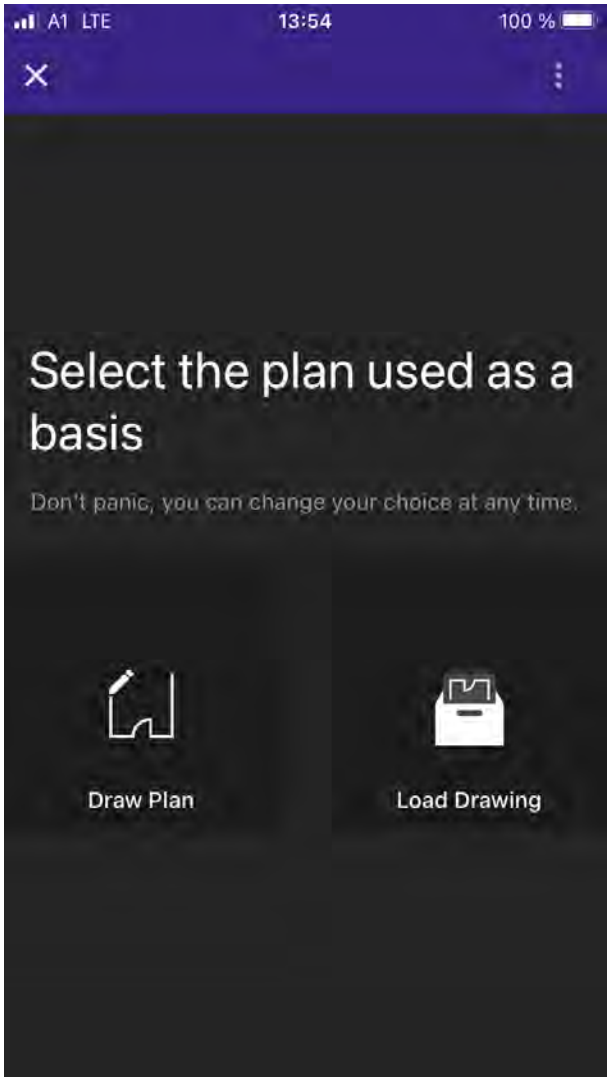


_ Select **Room Installation.**

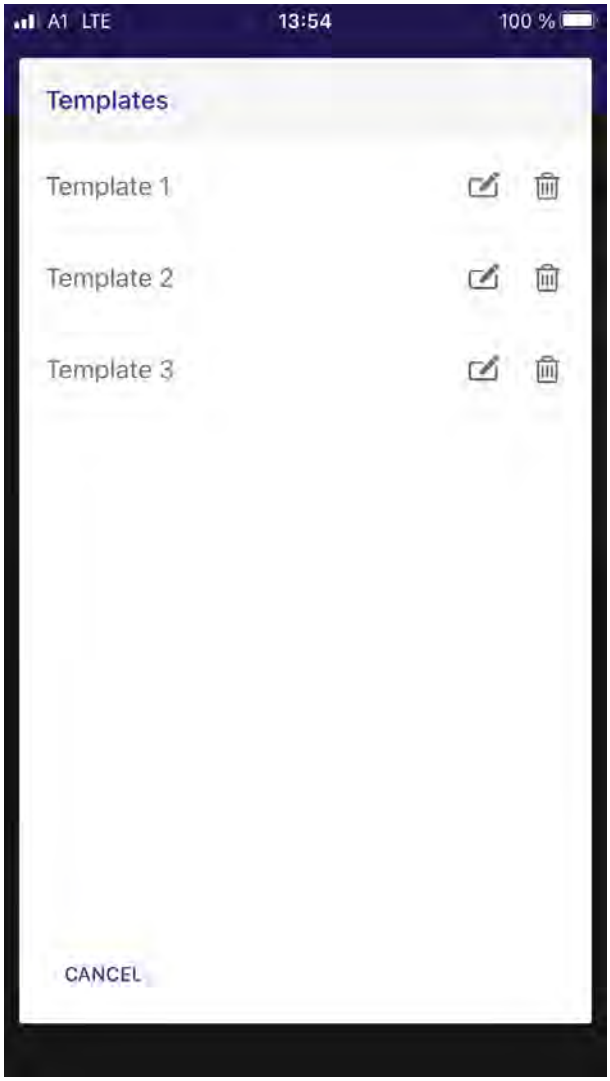
_ Select **Load Drawing.**



Room Area Installation process



Room Area Installation process



→ A new window opens where you can select which template to use.

Room Area Installation process

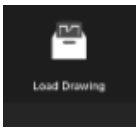
→ The selected template is loaded.

Room Area Installation process

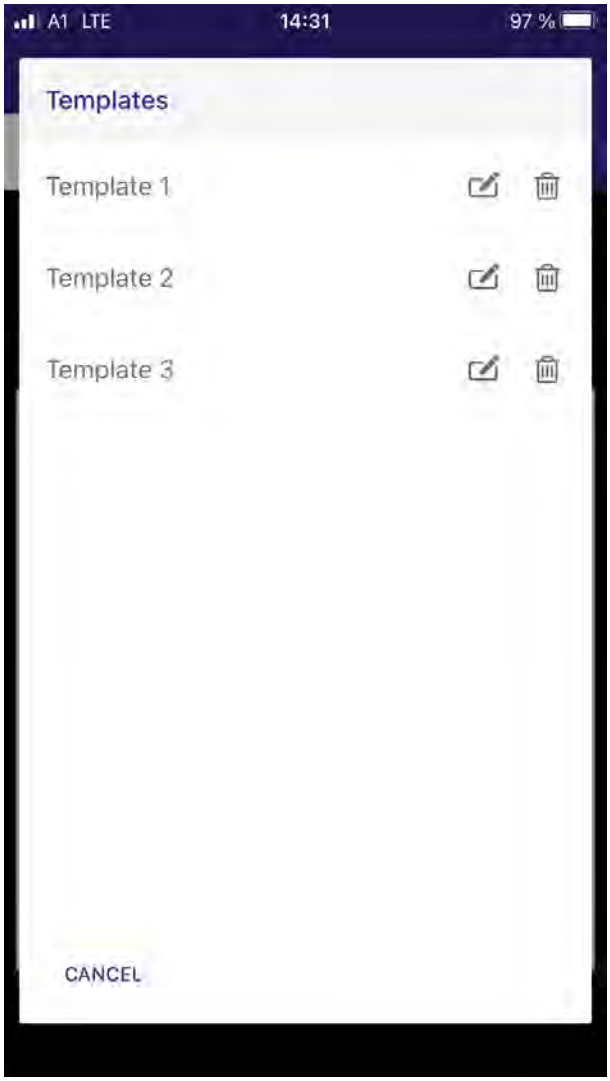
If you want to change the template to another, already created one, select the floor plan symbol.

Room Area Installation process

_ Select load drawing.



Room Area Installation process



→ A new window opens where you can select the template you want to use.

Room Area Installation process

→ The new template will be loaded.

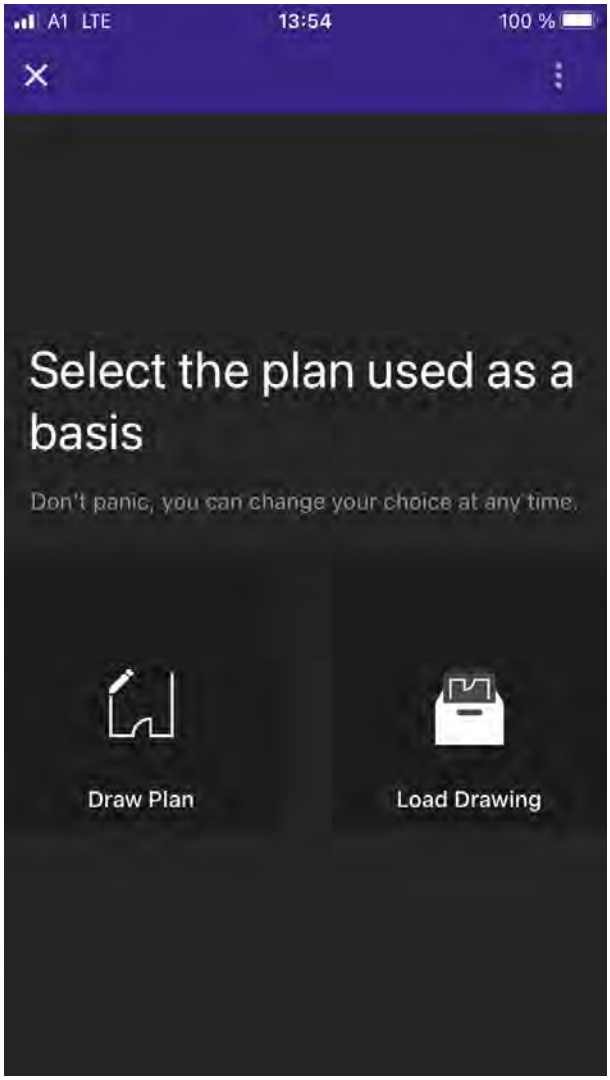
_ If you want to keep the template, select apply.

Room Area Installation process

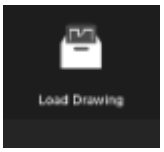
→ Now you have changed the template.

Room Area Installation process

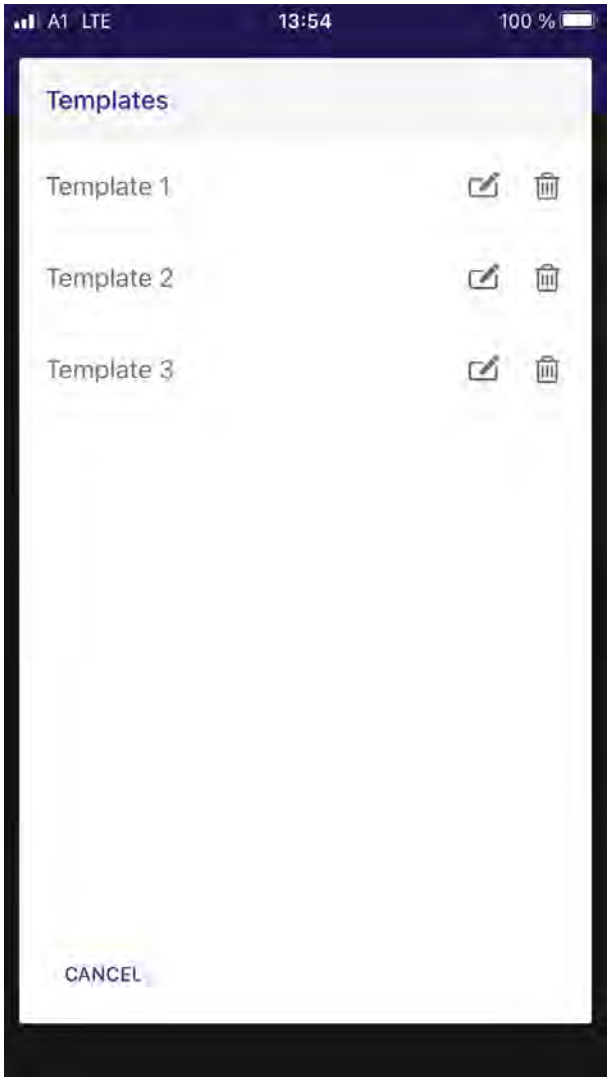
8.3. Edit an existing template



_ Select **Load Drawing**.



Room Area Installation process



→ A new window opens where you can select which template to use.

Room Area Installation process

_ After the template you want to edit is loaded, select the floor plan symbol.

Room Area Installation process

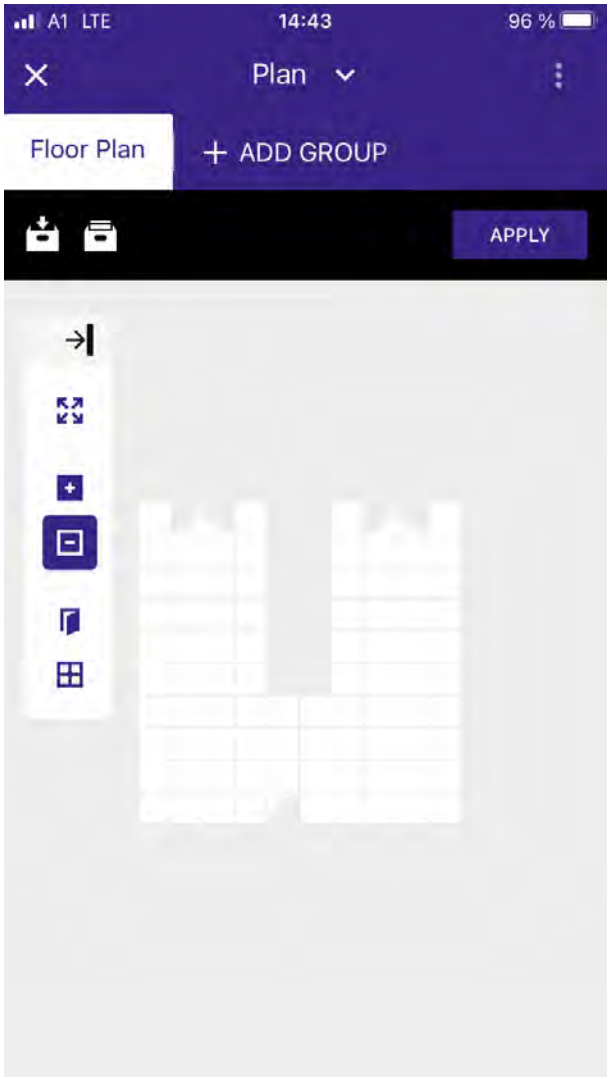
→ A new window opens where you can edit the template.

_ If you do not like to save the changes as a new template, select **APPLY.**
→ You will switch back to the floor plan view.

Room Area Installation process

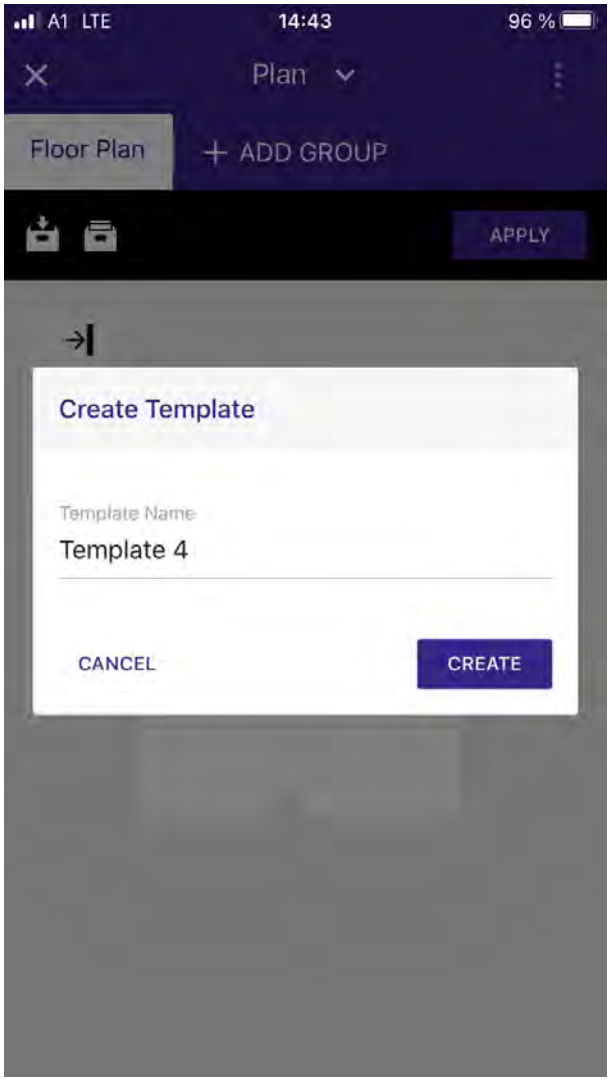
Room Area Installation process

Room Area Installation process



_ If you like to change the changes as a new template, select the symbol for saving the template.

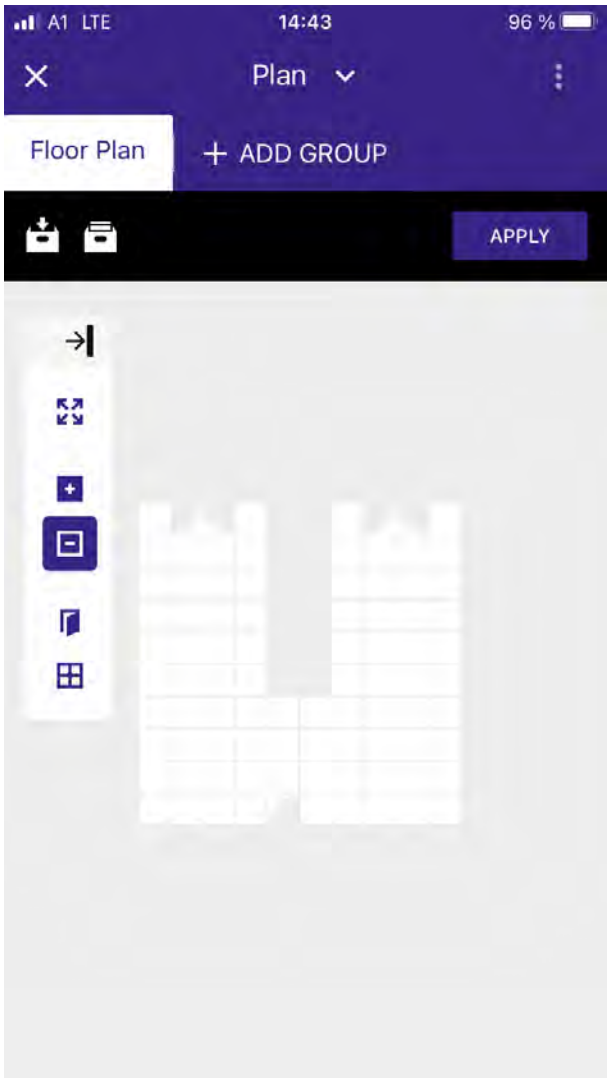
Room Area Installation process



→ A new window opens where you can type in the name for you template.

_ Select **CREATE**.

Room Area Installation process



_ After your template has been created, you can go back to the floor plan view by selecting **APPLY**.

Room Area Installation process

Room Area Installation process

NOTICE

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

NOTICE

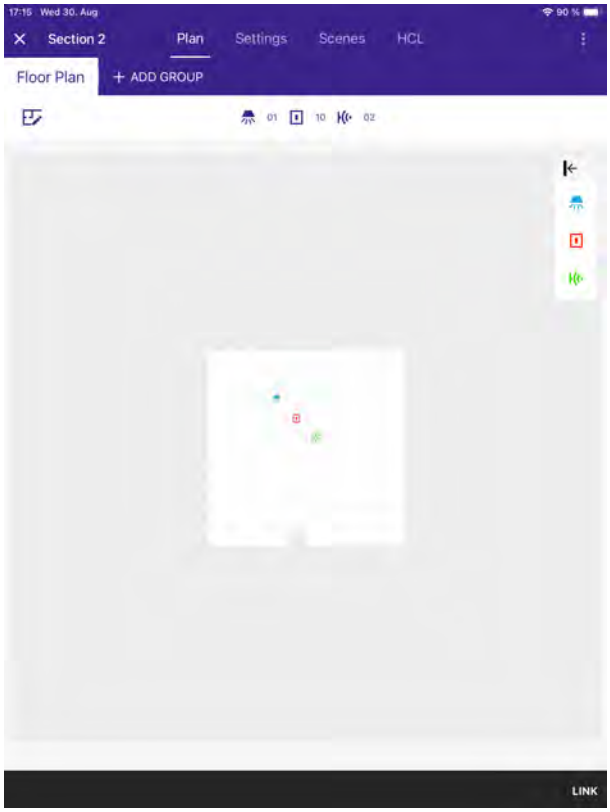
If you are connected to sceneCOM S, you will get the message "Overwrite sceneCOM settings and Overwrite local settings". These settings are described in detail at Link sceneCOM S with section plan, p. 152.

NOTICE

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

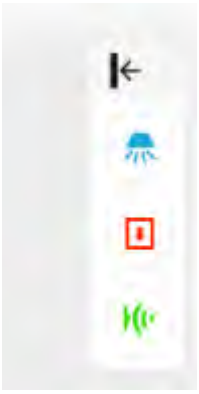
Room Area Installation process

8.4. Place luminaries, push buttons / switches and sensors



→ A new page opens.

Here, the floor plan can be further customized:
In this step luminaries, push buttons / switches and sensors can be added via drag and drop from the **Device** window.

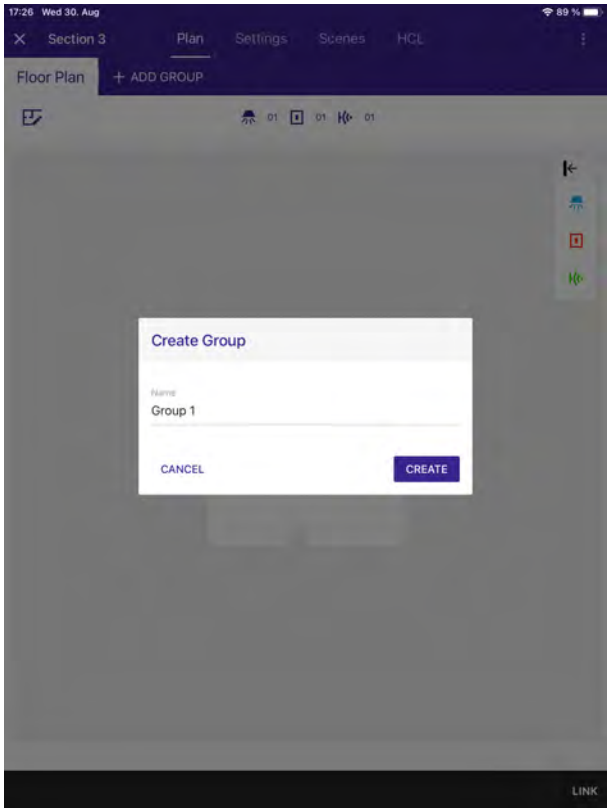


NOTICE

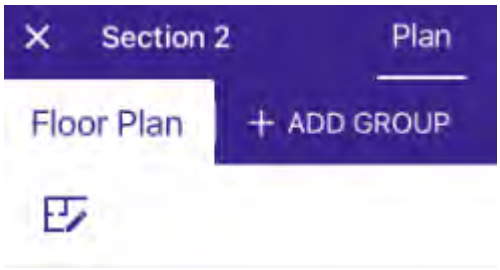
If you are directly connected to the sceneCOM S, all the devices connected to the sceneCOM S will be displayed at the bottom of the screen.

Room Area Installation process

8.5. Create groups



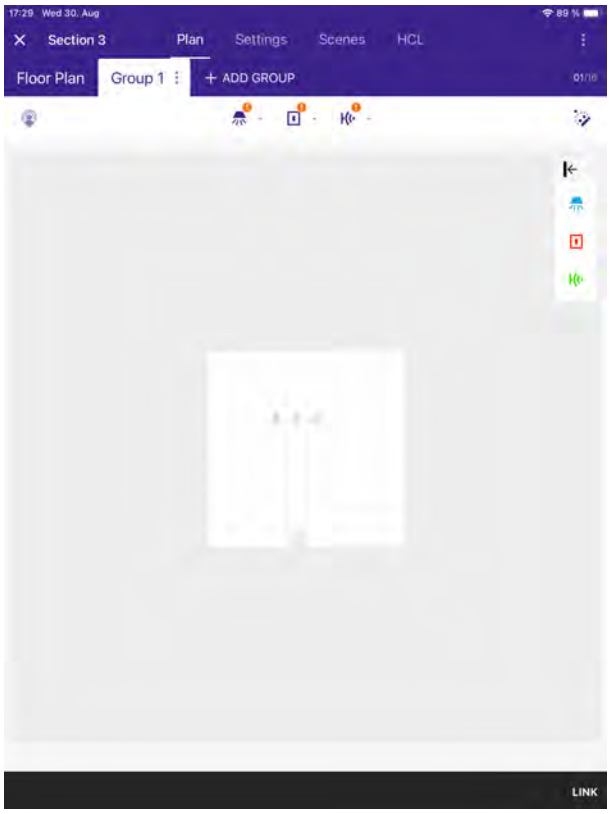
_ To create a group select **ADD GROUP**



_ Enter a name for the group.

_ Click **CREATE**.

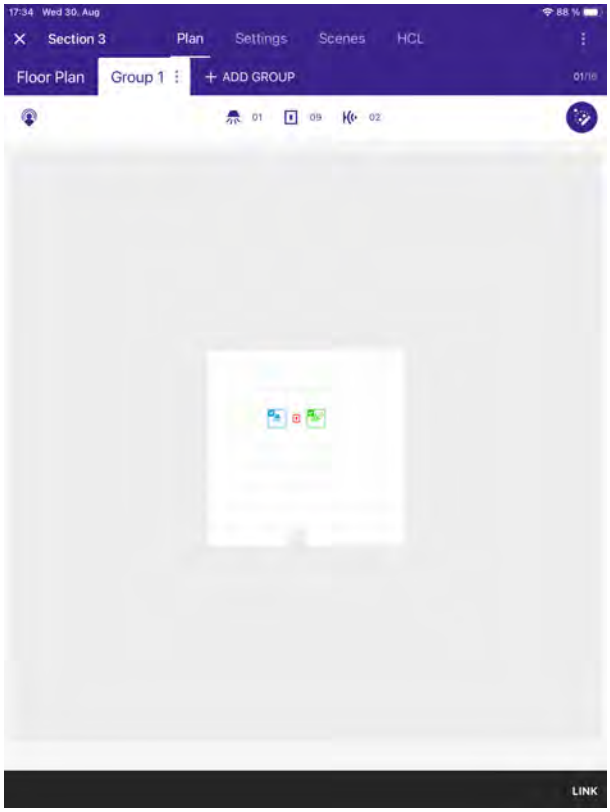
Room Area Installation process



In the next step you need to add devices to your group.

_ To add devices to your group, select the group modification symbol located on the top right side.
→ 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.

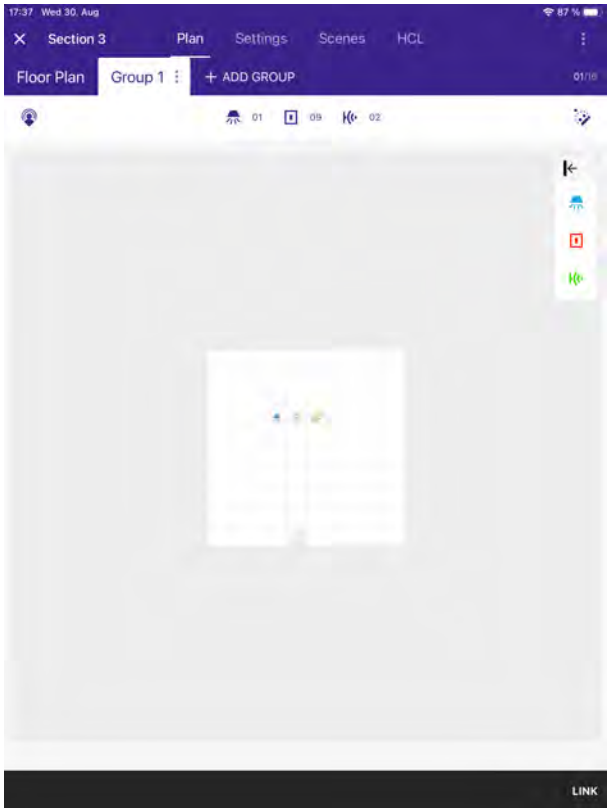


_ Select devices on the floor plan to add or remove them from the floor plan.
Luminaires, switches, sensors can be selected to become members of the group.

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

Device:	
Unselected	Selected
	
	
	

Room Area Installation process



Once you have selected all members of your group, select again the group modification symbol.

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

Group:	
Non-member	Member
	

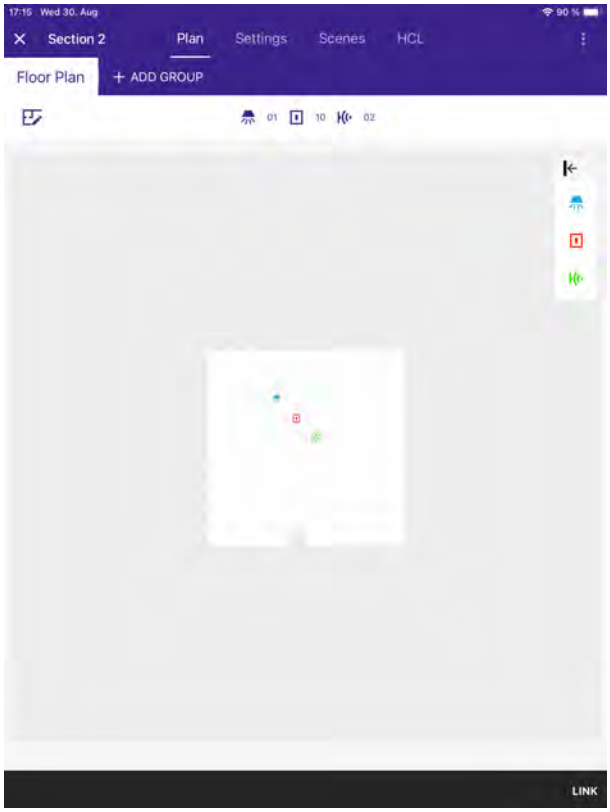
_ To create an additional group, repeat the process starting with **+ADD GROUP**.

Room Area Installation process

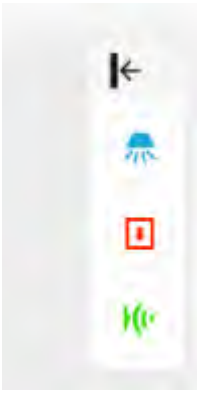
8.6. Sensor commissioning

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

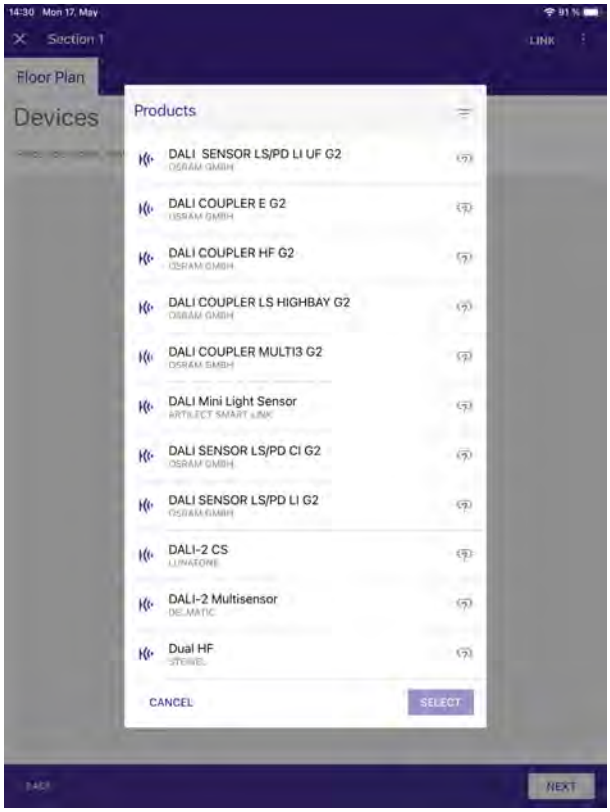
Placing a sensor on the floor plan while off-site commissioning



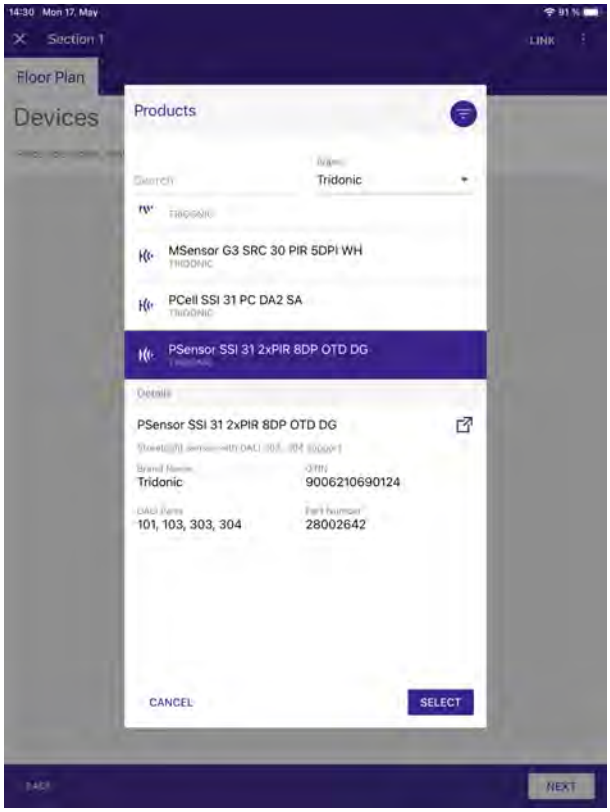
During off-site commissioning, sensors can be added from the **Device** window.



Room Area Installation process



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

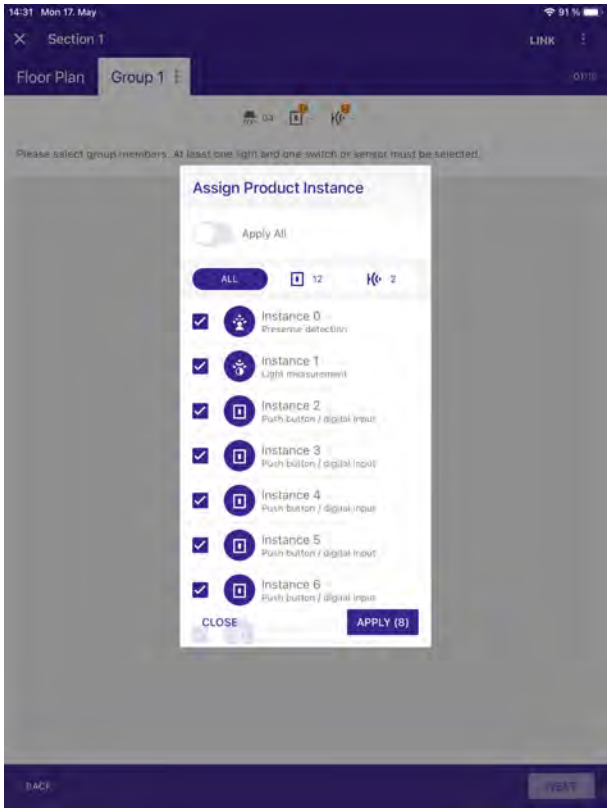


You can filter the sensors on the top e.g. by Brand. If you select a sensor you will see additional information about the device displayed.

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 that are listed on the DiiA web page are supported.

Room Area Installation process

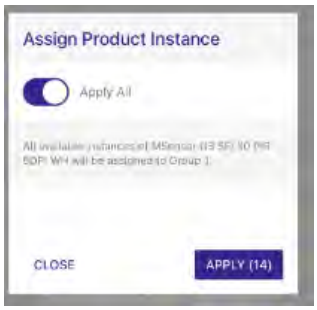


Once you have selected the correct sensor, you will see all the instances provided by the sensor.

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**, 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**.

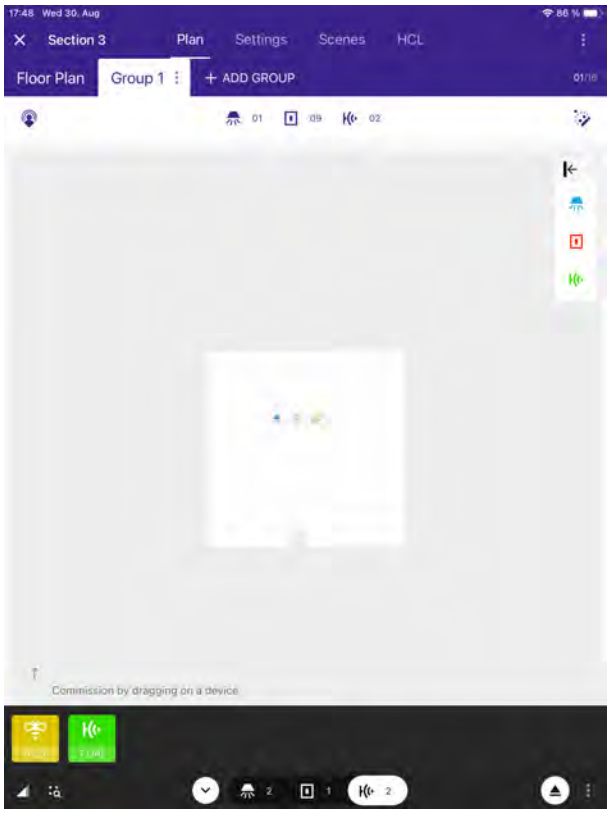


NOTICE

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.

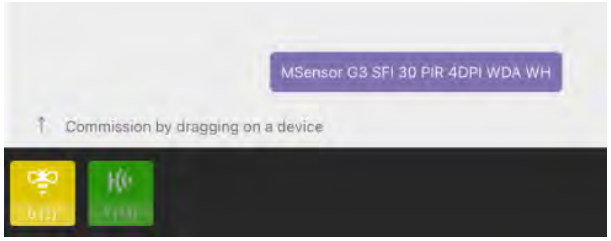
Room Area Installation process

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

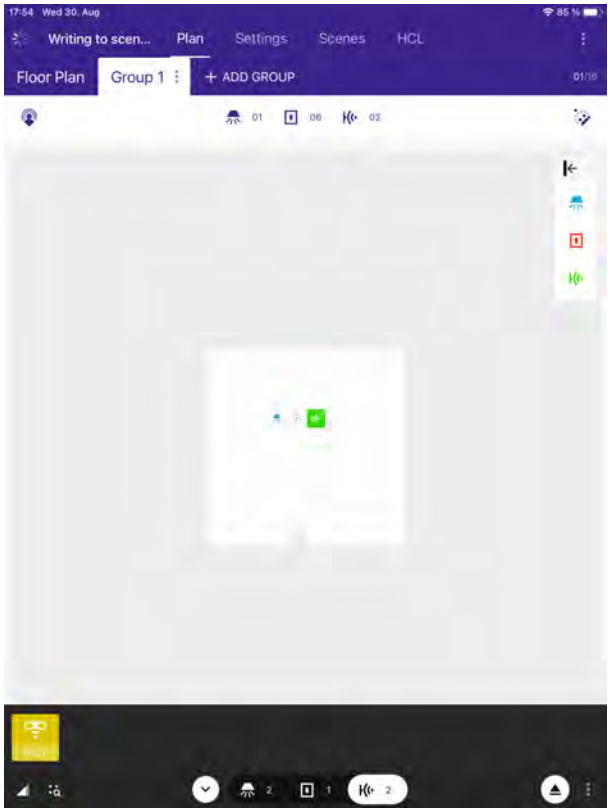


While you are on site, you see the sensors connected to the sceneCOM S at the bottom.

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

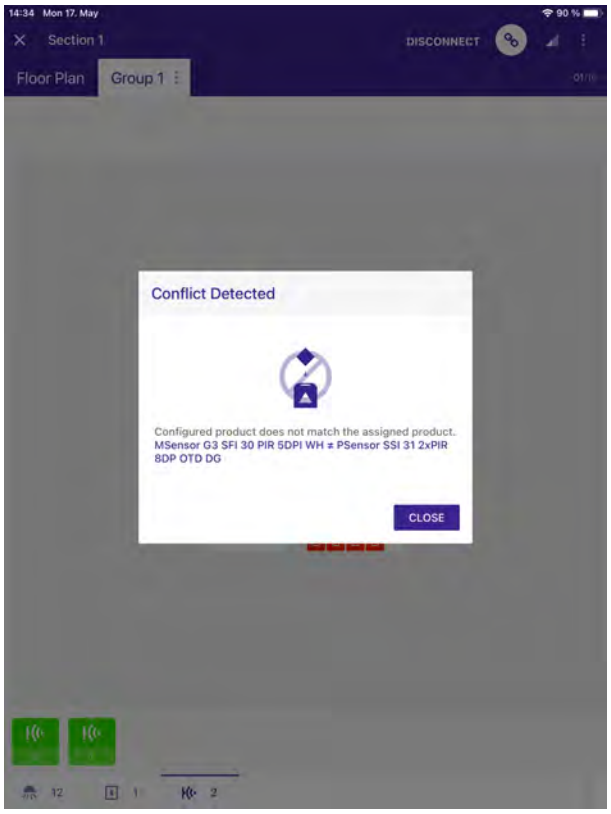


Room Area Installation process

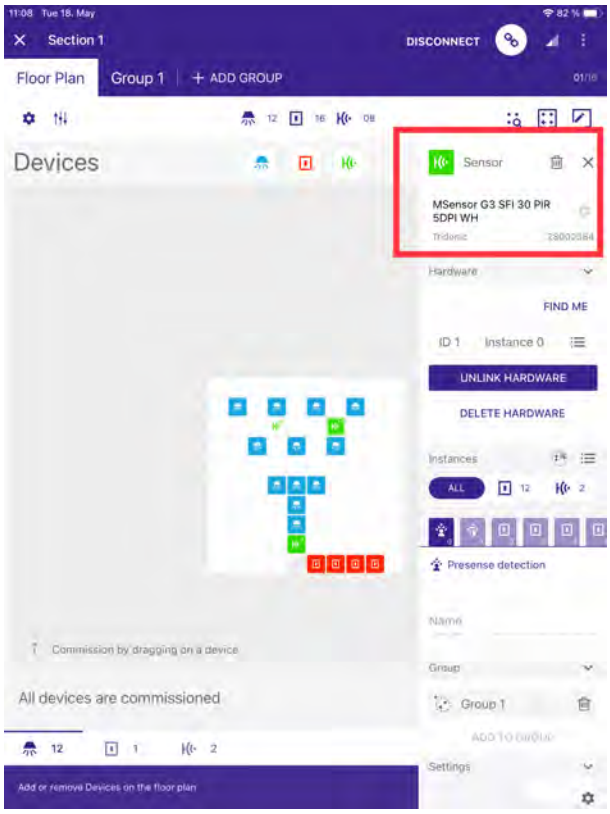


Once you have found the right sensor, you can drag and drop the sensors to the correct position on the floor plan.

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



Room Area Installation process

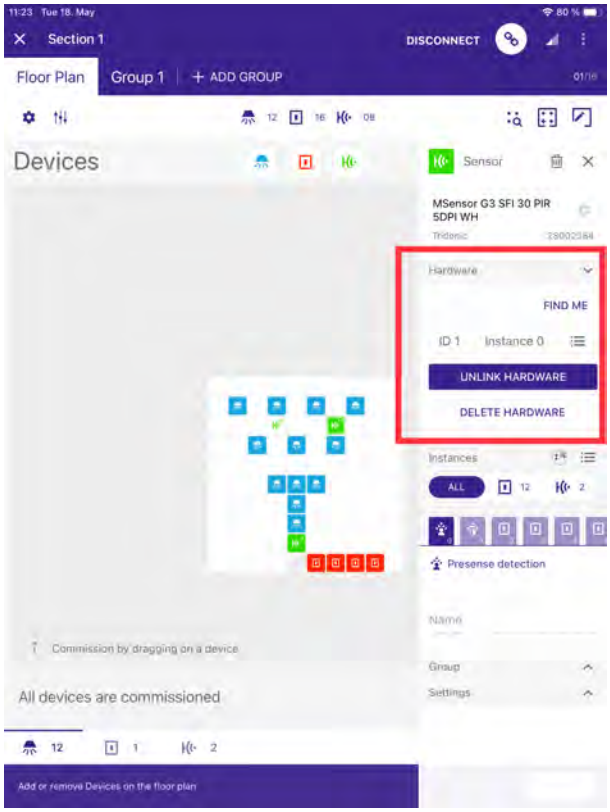


_ Select one of the sensors on the floor plan.
→ The **Sensor** window opens on the right.

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

Room Area Installation process

Hardware Field



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

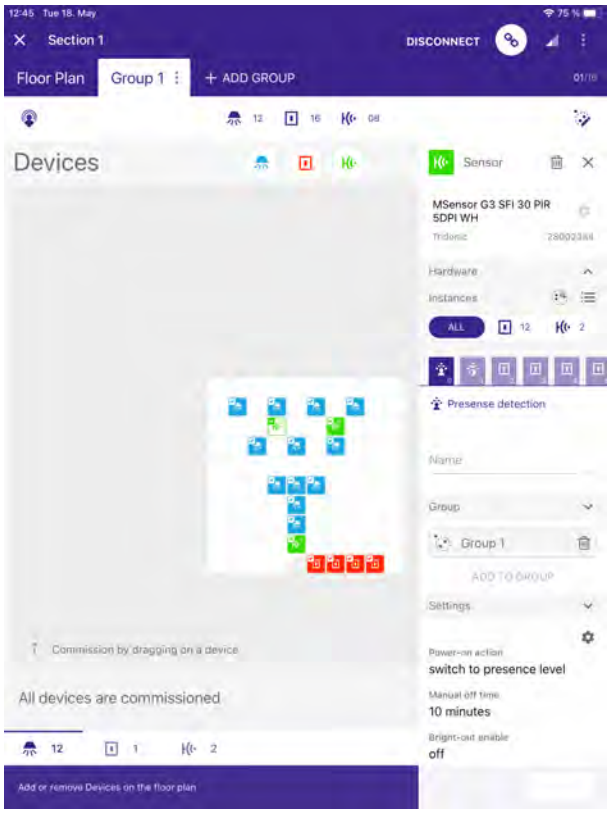
Sensor:	
Unlinked	Linked
	

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.

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.

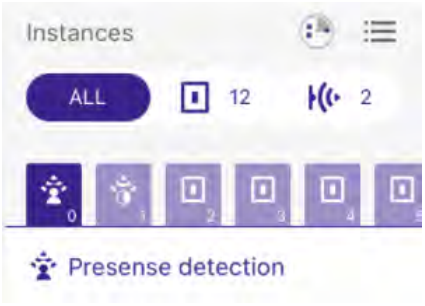
Room Area Installation process

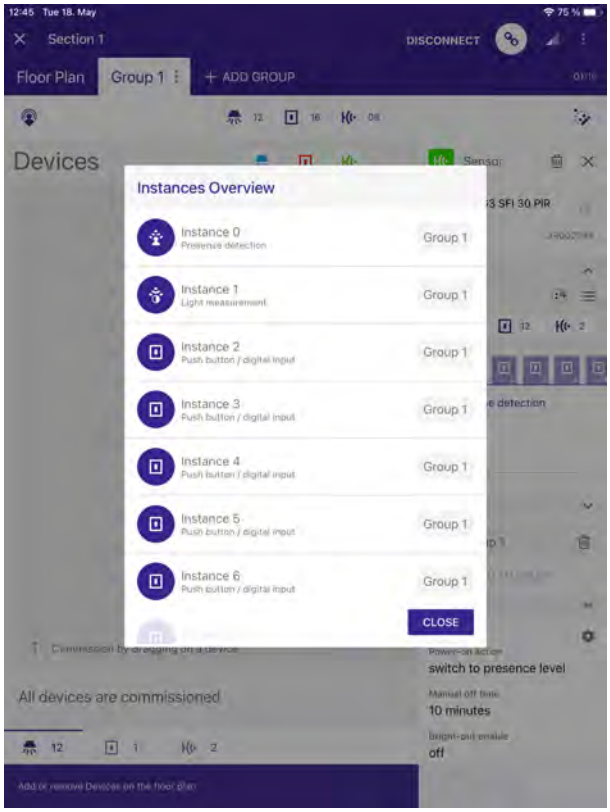
Instances field



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

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





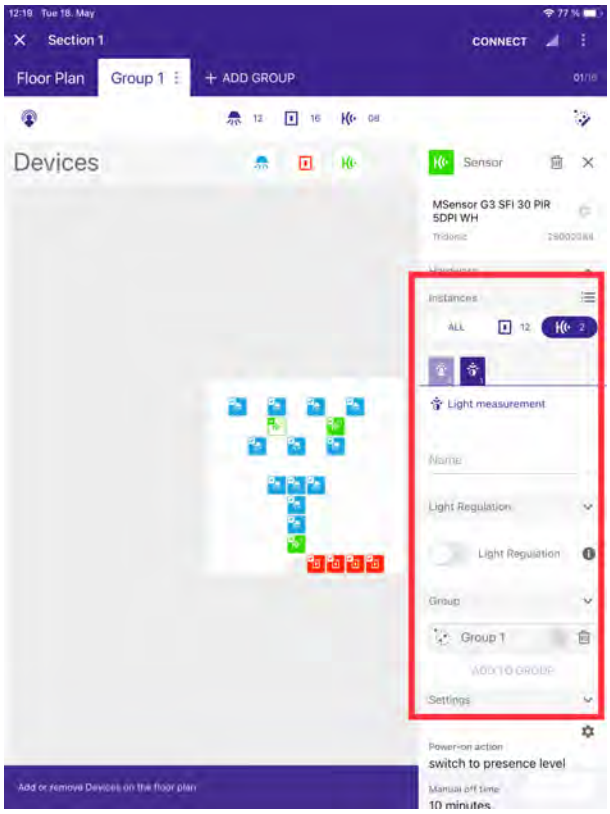
If the field  is selected, all instances are displayed. Information about the instance number, type and if it is a member of a group are displayed. Not commissioned instances are grayed out.

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.

Room Area Installation process

Room Area Installation process

Light regulation



In order to activate or deactivate the Light regulation, you need first to select a instance of an sensor which is capable to measure light (DALI Part 304).

In the drop down field **Light Regulation** it is visible if the sensor has light regulation activated or not, and if yes, for which group the light regulation is activated.

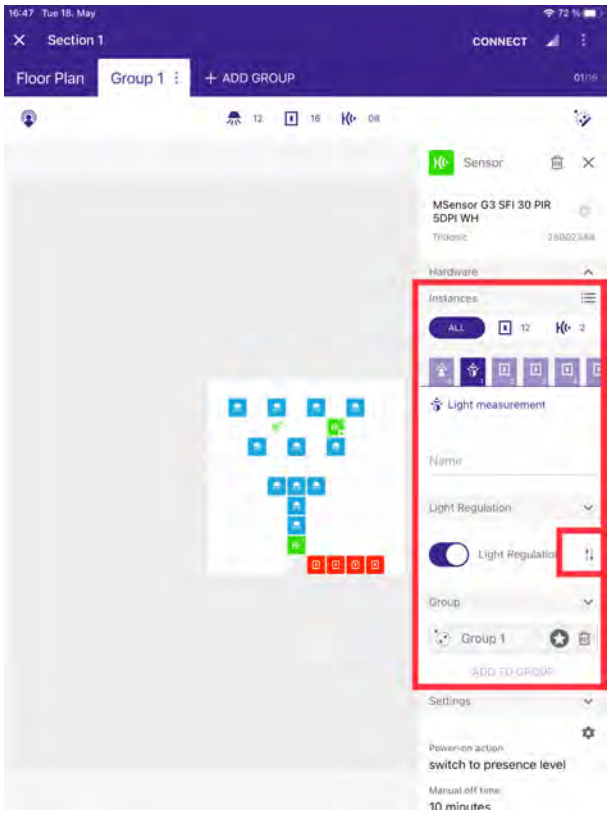
An active light regulation is allowed for one sensor of the group. It is not allowed to have more than one sensor in the same group with light regulation active.

Light regulation in group:	
Inactive	Active
	

In the floor plan active light regulation is indicated by star symbol in the right bottom corner.

Light regulation:	
Inactive	Active
	

Room Area Installation process



NOTICE

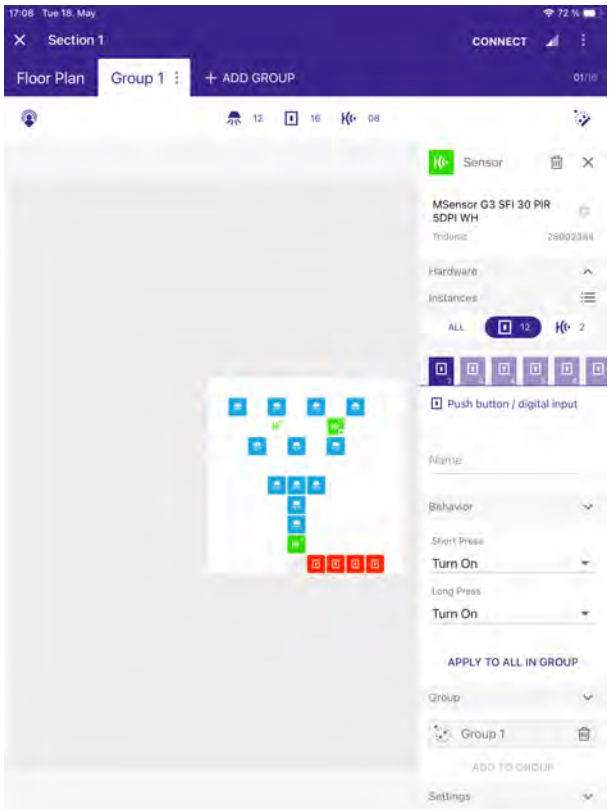
If you select the floor plan page, the light regulation option is not available.
Instead, the status information is available. You need to select the Group view in order to see the light regulation option.

NOTICE

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

Room Area Installation process

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. 93 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. 98

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. 122.
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. 122.
The command **Dim** (which includes Dim Up, Down Down and the Dim Up/Down toggle function) will trigger the Button press action, p. 128.

Room Area Installation process

8.6.1. 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 Button press action, p. 128.
Dim Down	n.a.	The command **Dim** (which includes Dim Up, Down Down and the Dim Up /Down toggle function) will trigger the Button press action, p. 128.
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 Sensor commissioning and sensor recipe, p. 98.
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 Presence level time, p. 122.
Turn Off	Turn Off	The command Off (which includes Off or the Off of the On/Off toggle function) will trigger the Manual off Time, p. 122.
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 Button press action, p. 128.
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.

Room Area Installation process

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

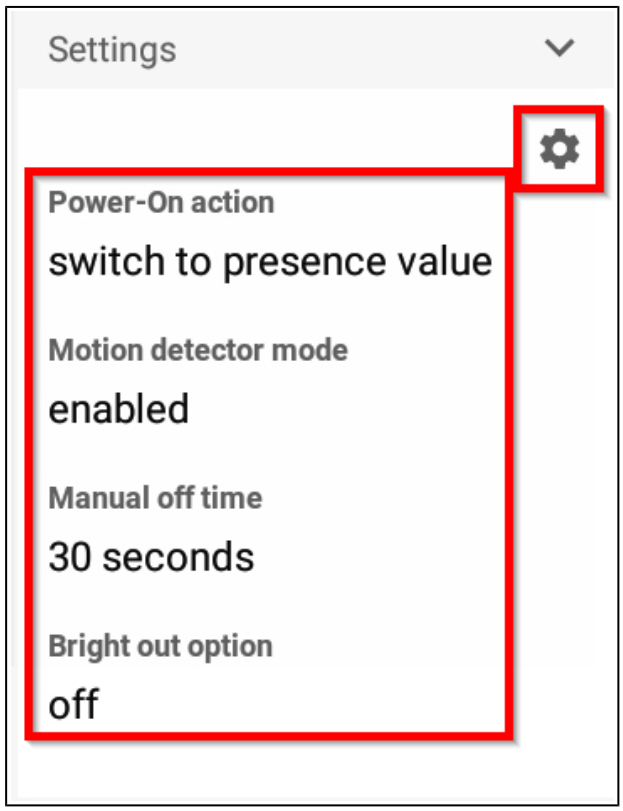
Room Area Installation process

Group Field

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
	

Room Area Installation process



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

_ **Power-On action**

_ **Motion detector mode**

_ **Manual off time**

_ **Bright out option**

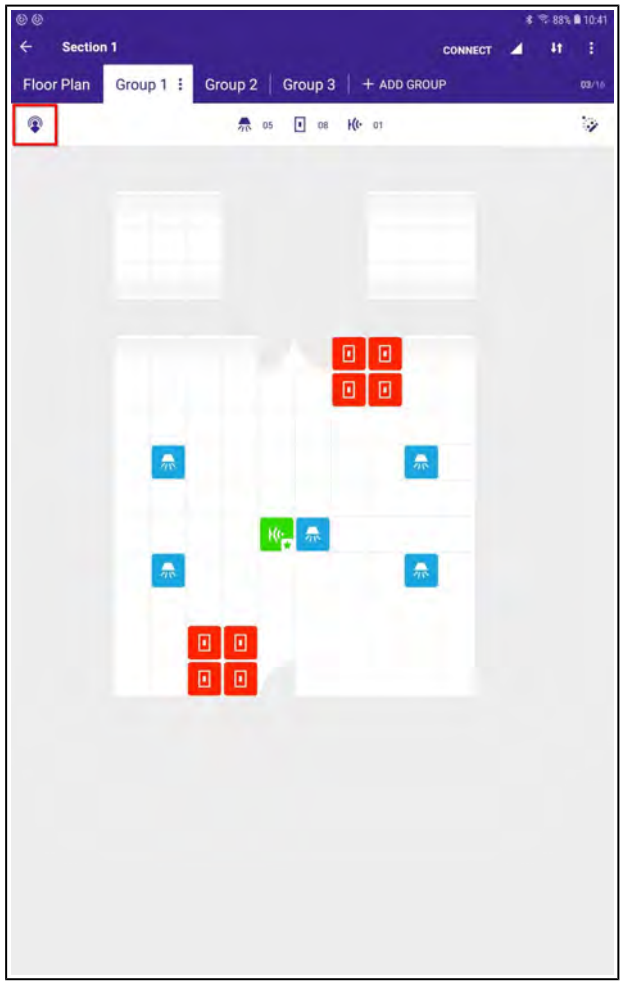
To change those values, proceed as follows:

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

Further information about changing values can be found at Global Settings, p. 120.

Room Area Installation process

8.7. Sensor commissioning and sensor recipe

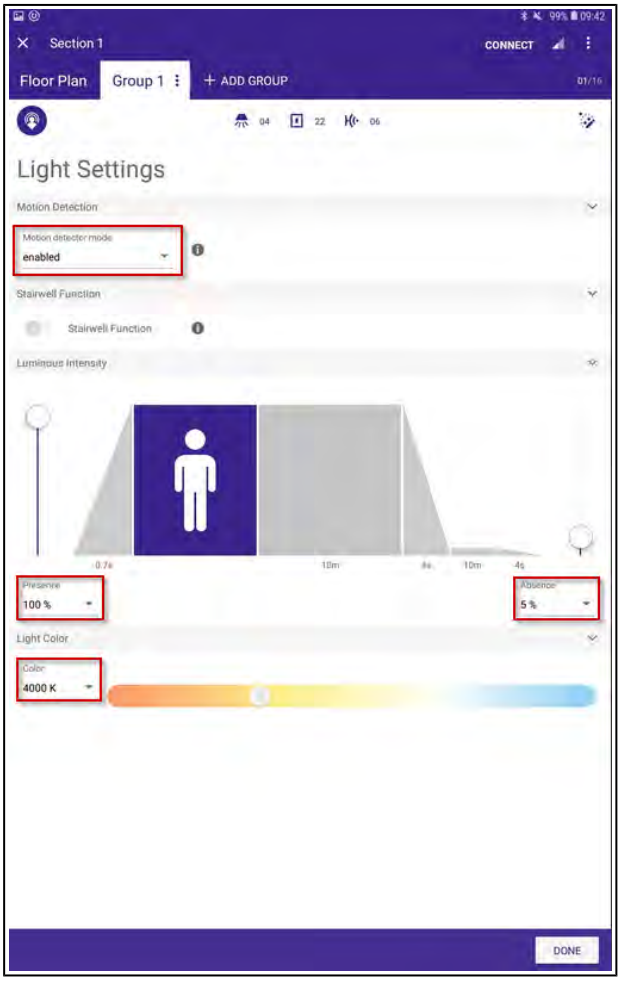


Once a sensor is assigned to a group, the sensor commissioning and recipe symbol will be visible at the top left.

_ 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.

Room Area Installation process



→ 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**.
  _ If only prevent off is used the user must turn on the light e.g. via a push button or remote control.
  _ If the user exits the room the light will be turned off automatically after presence and absence level time has expired.

Stairwell function

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

> NOTICE
>
> The **Stairway 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. 82.

Light Color

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

Room Area Installation process

8.7.1. Light regulation

Light regulation is a task that can be planed off-site, but for an ideal user-experience it is necessary to do fine-tuning on-site while being connected to the sceneCOM S. This chapter describes best-practice ways for how to fine-tune the light regulation with the sceneCOM S.
Before you start, read the document Commissioning light regulation At a glance and the respective data sheet and manual of the sensor you are using.

Defining a regulation point in the room

It is important to know that the programmed lux level in the sensor recipe is different from the lux level below the sensor. For Tridonic indoor sensors a rule of thumb is that the measured lux level at the sensor head is one forth of the lux level below the sensor.
Still, this does not mean that the light regulation is programmed for a point below the sensor. Instead, what you have to do is to define a so-called regulation point which is a point in the room that is appropriate for measuring the lux level (see Commissioning light regulation At a glance).

Proceed as follows:

_ Define a regulation point in the room

_ Place an additional lux meter there

_ Dim up and down until the desired lux level at the regulation point is reached

Room Area Installation process

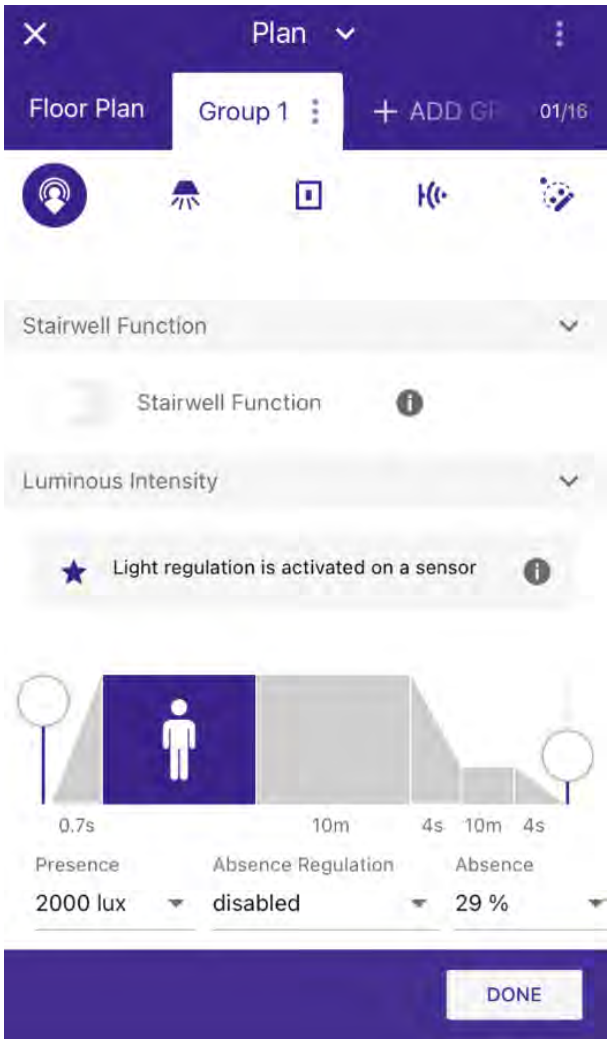
Programming the light regulation

There are three different ways of programming the light regulation.

Programming with the sensor recipe user interface

NOTICE

Using the sensor recipe user interface is the easiest and most user-friendly way of programming the light regulation.

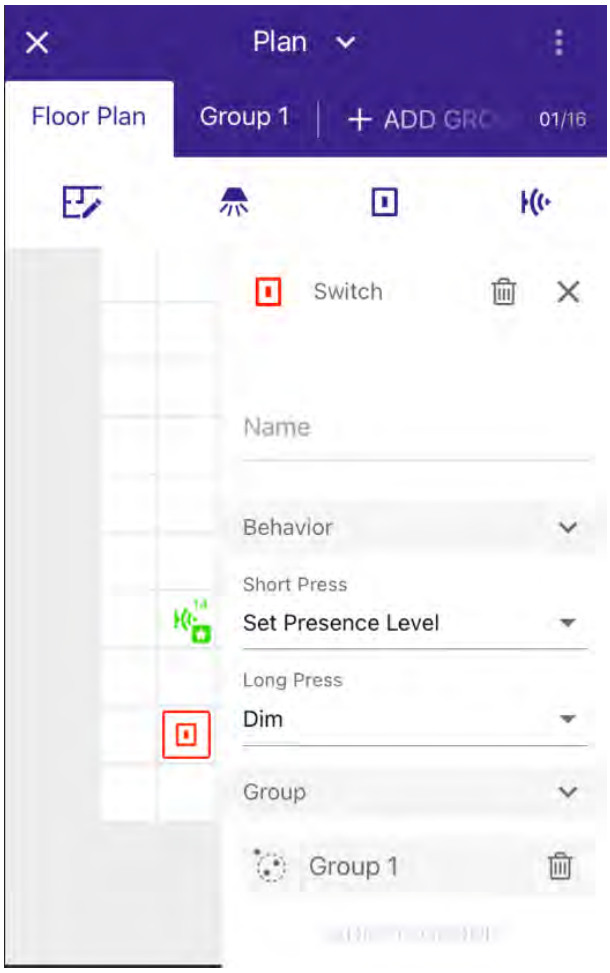
Image	Description
	Proceed as follows: _ Set the desired lux level by moving the lux slider up or down or by entering the value in the **Presence** field. → The sceneCOM S will react with some delay and dim the light-points of the regulated group up or down accordingly. _ Make sure that the light is in a stable state for some time. _ Measure the desired lux levels at the regulation point, with the additional lux meter. _ Click **DONE**.

Room Area Installation process

Programming by using and programming push buttons

NOTICE

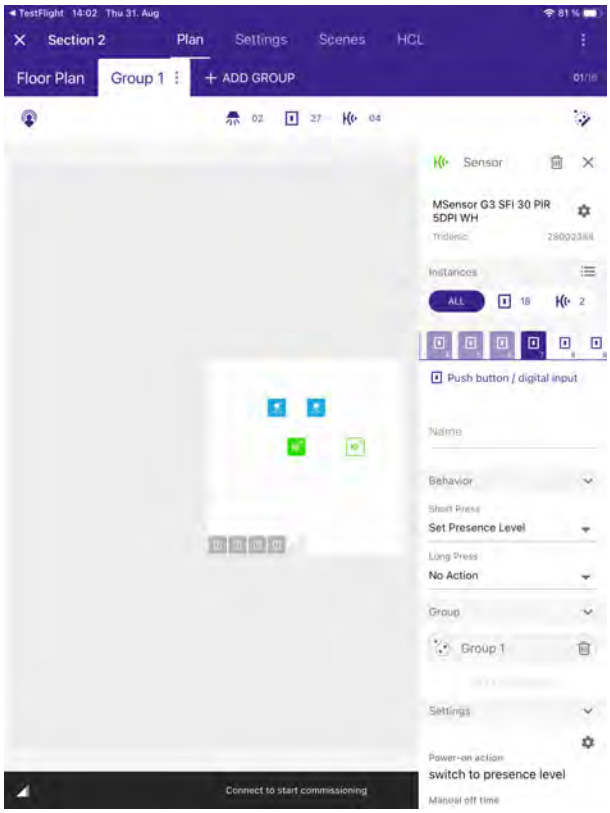
Using and programming push buttons is an alternate way that can be used if e.g. the sensor recipe menu is not accessible because the sceneCOM S is outside the range of a Bluetooth® connection.

Image	Description
	Proceed as follows: _ Use the drop-down menus and set **Short Press** to **Set Presence Leve**" and **Long Press** to **Dim**. → The sceneCOM S will dim up or down with a long press and set the currently measured lux value with a short press. → If a new lux level is set, the sceneCOM S will give optical feedback, the group in question will be dimmed to max/min levels for two times. CAUTION! When using this option, make sure to change the behavior for **Short press** as soon you have finished the fine tuning. Otherwise, the light regulation settings could be changed by accident.

Room Area Installation process

Programming by using a TRIDONIC remote control

NOTICE

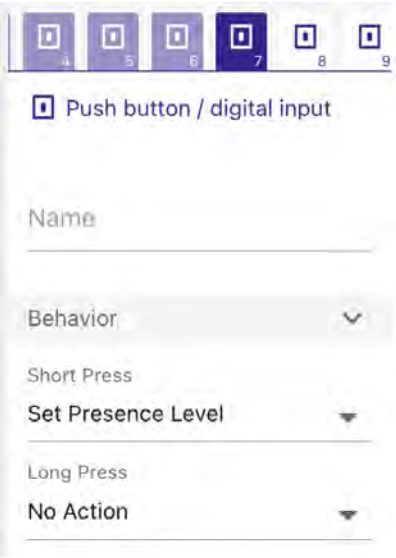


Programming the light regulation with a Tridonic remote control only works if the following two conditions are met:

_ The Tridonic remote control must contain a SET button. The Remote control IR6 would be a possible example for this.

_ The used sensor must be Tridonic sensors that support Tridonic remote controls.

In case, you are still not able to store the lux level with the IR6, make sure that instance 7 (**Push button / digital input**) is set to **Set Presence Level** for **Short Press**.

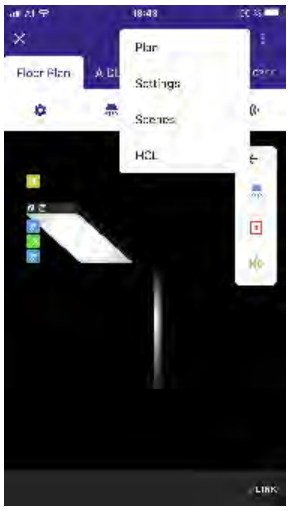


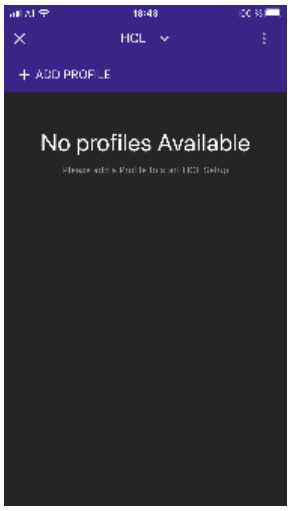
Room Area Installation process

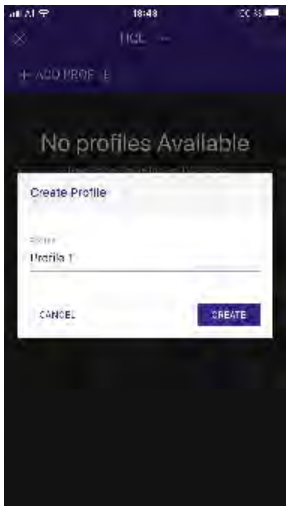
Image	Description
	Proceed as follows: _ Dim the light up or down with the corresponding buttons of the used Tridonic remote control. In the case of the Remote control IR6 it would be these buttons:  _ Click the SET button to store the currently measured lux level to the sensor recipe:  → If a new lux level is set, the sceneCOM S will give optical feedback, the group in question will be dimmed to max/min levels for two times.

Human Centric Lighting

9. Human Centric Lighting







To select and create HCL profiles, proceed as follows:

_ Go to **Floor Plan**.
→ A new window opens.

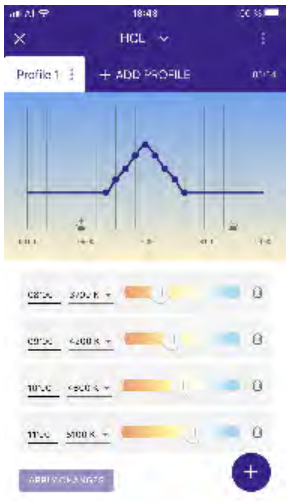
_ Click **HCL**.
→ A new window opens.

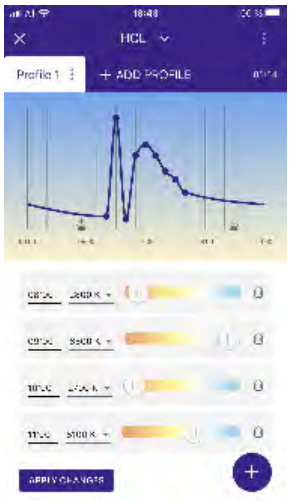
_ Click **ADD PROFILE**.
→ A new window opens.

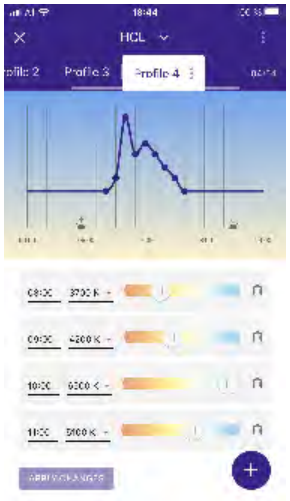
_ Enter a name for the new profile.

_ Click **CREATE**.

Human Centric Lighting







In the HCL-Profile view, you can modify up to 24 points:

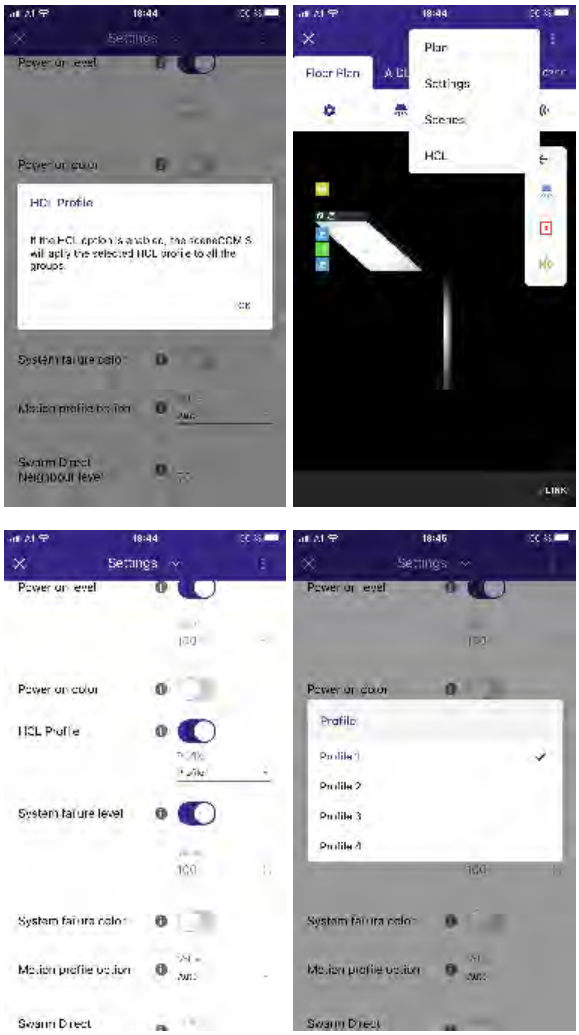
_ Delete existing points with the garbage can symbol -or-

_ Add additional points with the plus symbol.

For each point you can select at which time which color temperature should be recalled.
Up to 4 HCL profiles can be stored on a single sceneCOM S.

_ Once you have modified your HCL profile to your needs, store it by selecting **APPLY CHANGES**.

Human Centric Lighting



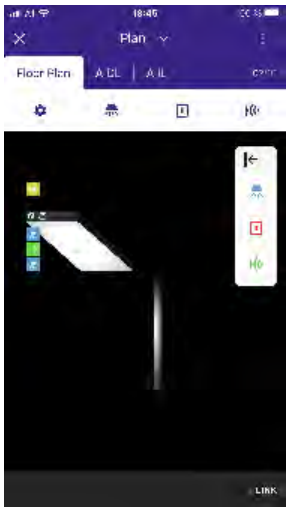
To enable an HCL profile, proceed as follows:

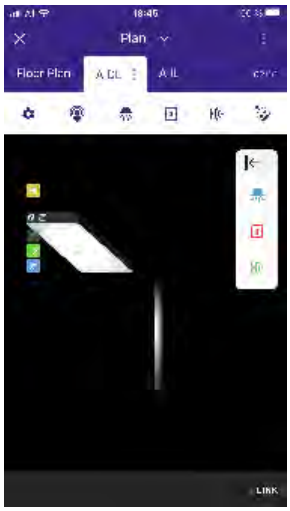
_ Select **Settings** in the Floor Plan view.
→ A new window opens.

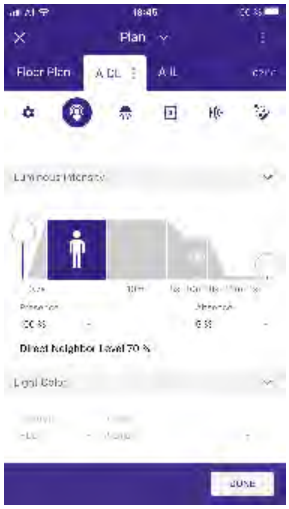
_ Click **HCL**.
→ A new window opens.

_ Select which profile you want to enable.
→ The now enabled profile will be applied by the sceneCOM S to all groups of your installation.

Human Centric Lighting





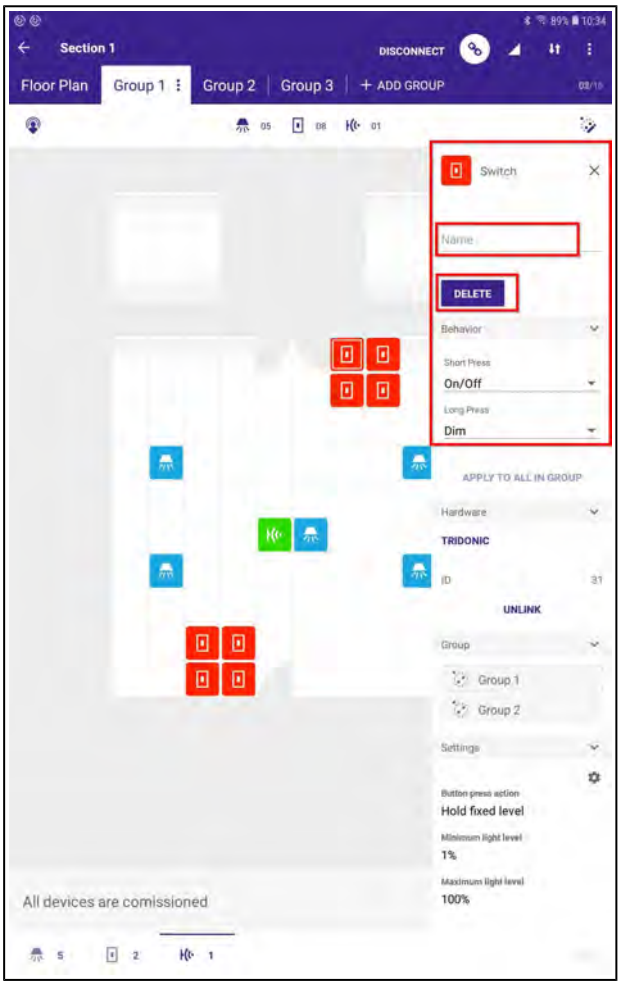


You can see which HCL profile is enabled in the sensor recipe of the groups.

_ To view the sensor recipe, go back to **Plan** view and select a group.

Push button / switch commissioning

10. Push button / switch commissioning



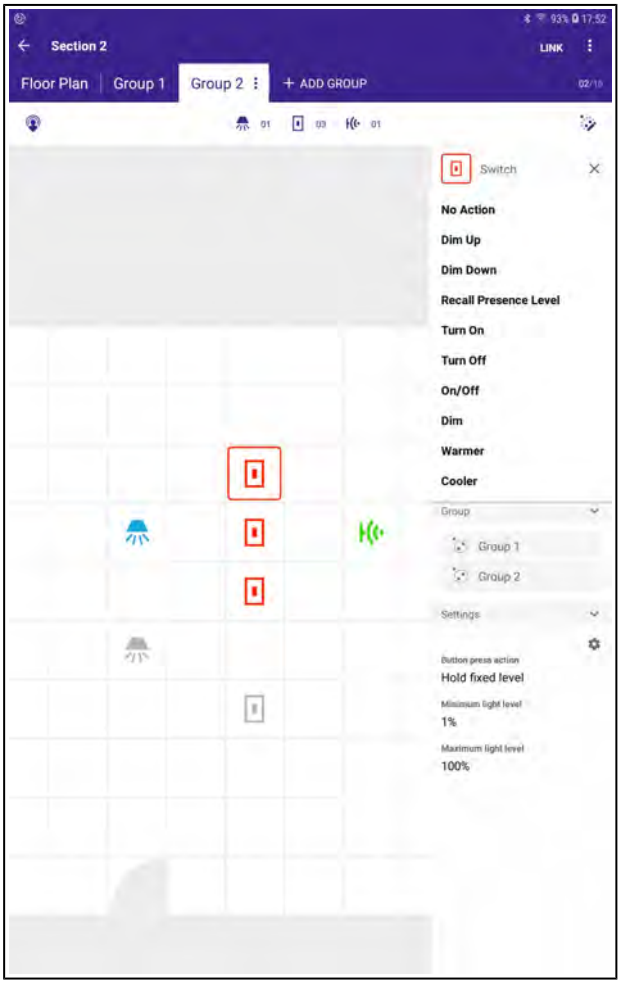
If a commissioned push button / switch is selected, it can be configured in the **Switch** page which will be visible on the right.

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.

Push button / switch commissioning



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. 93 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**.

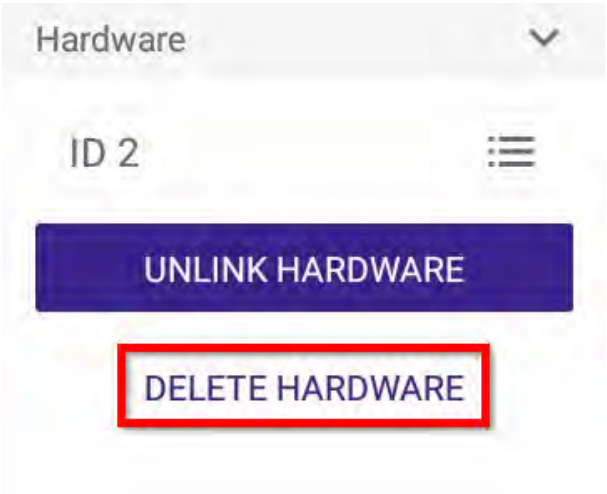
Push button / switch commissioning

10.1. 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 Button press action, p. 128.
Dim Down	n.a.	The command Dim (which includes Dim Up, Down Down and the Dim Up /Down toggle function) will trigger the Button press action, p. 128.
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 Sensor commissioning and sensor recipe, p. 98.
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 Presence level time, p. 122.
Turn Off	Turn Off	The command Off (which includes Off or the Off of the On/Off toggle function) will trigger the Manual off Time, p. 122.
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 Button press action, p. 128.
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.

Push button / switch commissioning

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



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.

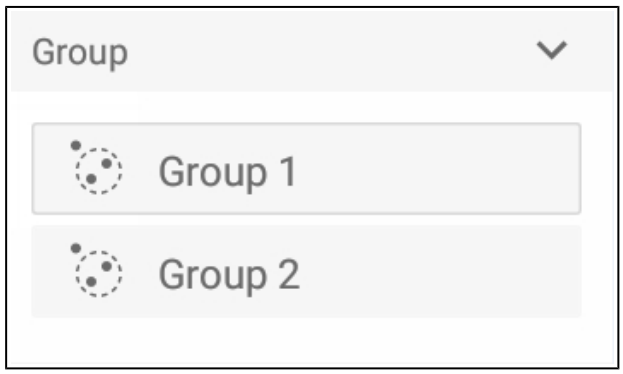
When clicking **UNLINK**, the push button / switch will be unlinked from the plan and will then be visible as not commissioned,.

Linked and unlinked push buttons / switches use different symbols:

Switch:	
Unlinked	Linked
	

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

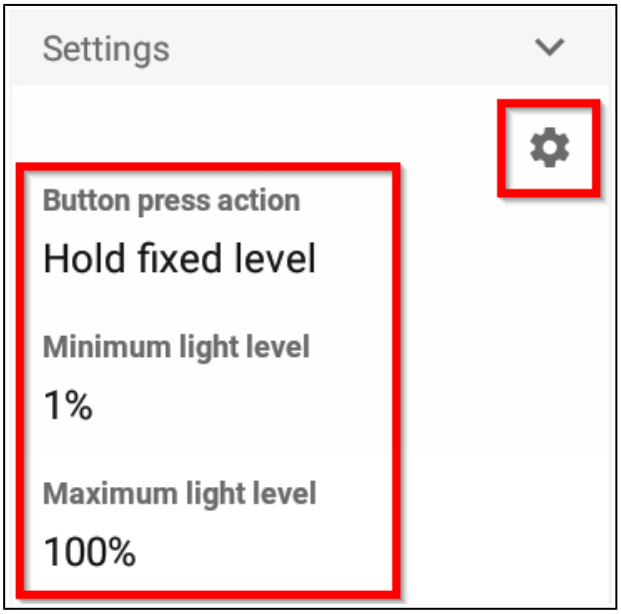
Push button / switch commissioning



In the drop down field **Group** the groups are displayed to which the push button / switch is assigned.

If the group is selected, the devices assigned to this group will be accentuated.

Push button / switch commissioning



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. 120.

Push button / switch commissioning

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.

Create scenes

11. Create scenes

To create scenes, proceed as follows:

_ Select a floor plan.

_ Select **Scenes.**

Create scenes

→ 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 and you can exit the **Scenes** configuration menu.

To reprogram a scene just go back to the **Scenes** configuration menu and change the values as wished.

Create scenes

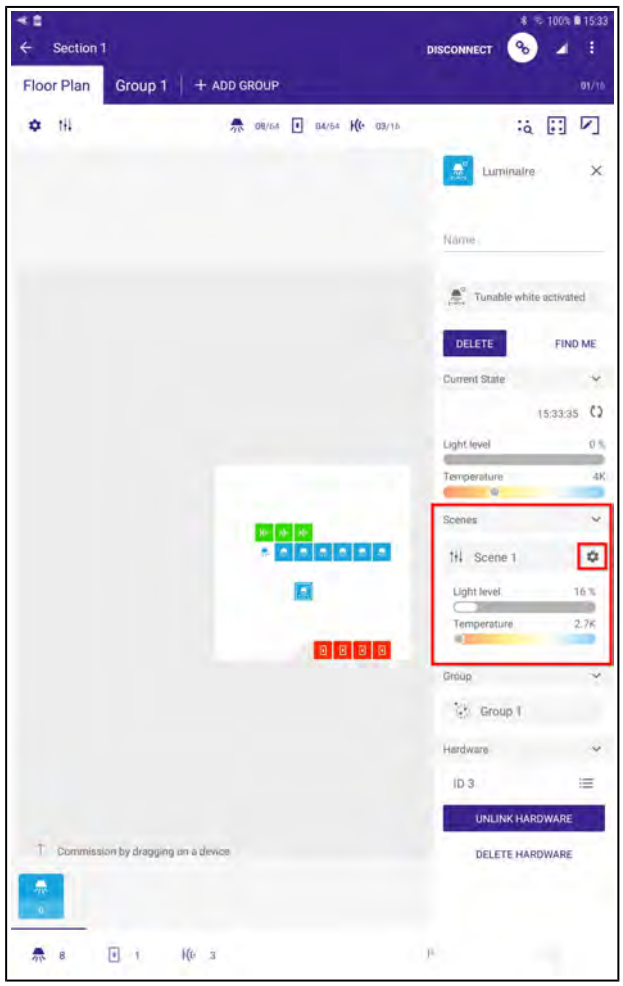
At the bottom you can select for which devices/groups the scene should be activated.
You have the option to select **All** or single groups or specific devices.

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

Device:	
Not reacting	Reacting
	

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

Create scenes



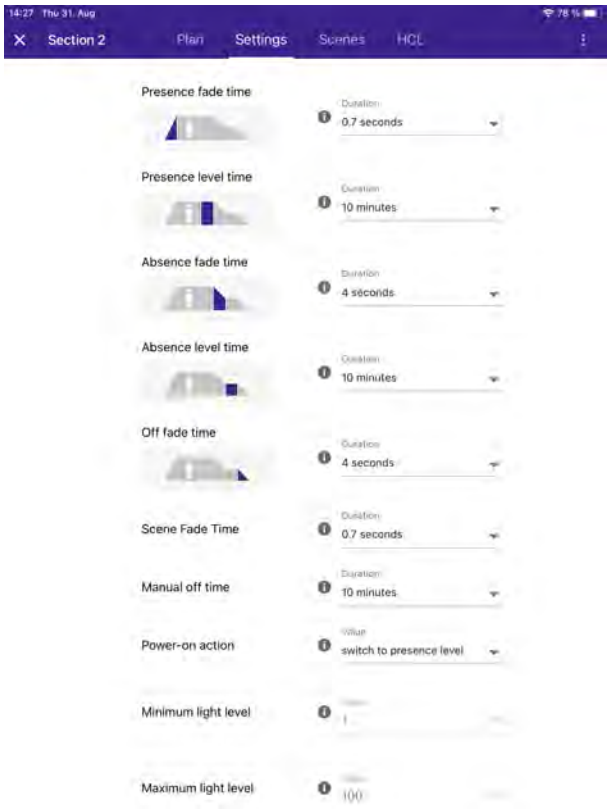
All scenes that are valid for a device are displayed in the device view.

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.

Global settings

12. Global settings

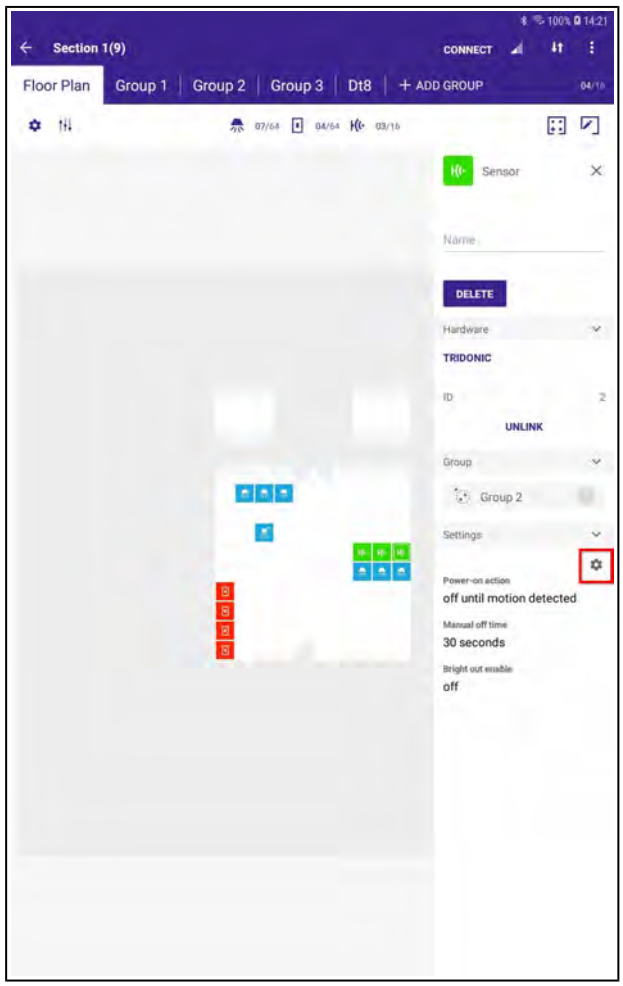


To open the global settings page, proceed as follows:

_ Select the floor plan.

_ Select **Settings** on top.

Global settings

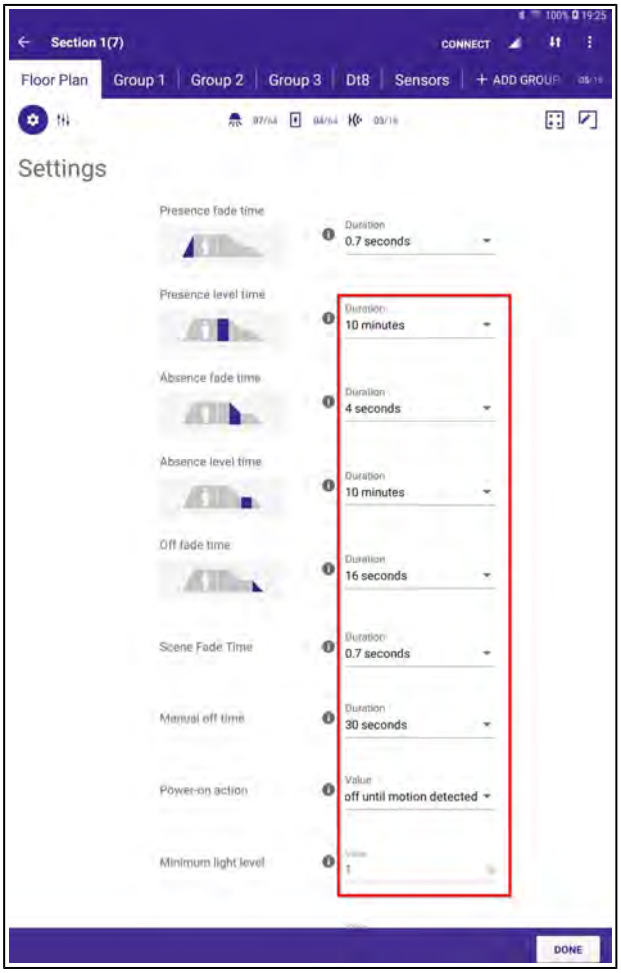


Alternatively, you can do the following:

_ Select a device (this can be a sensor, luminaire or a push button).

_ Click the gear wheel symbol located under the **Settings** field at the bottom right.

Global settings



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. 109 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. 109 for an overview of available commands.

Power-on action

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

- **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.

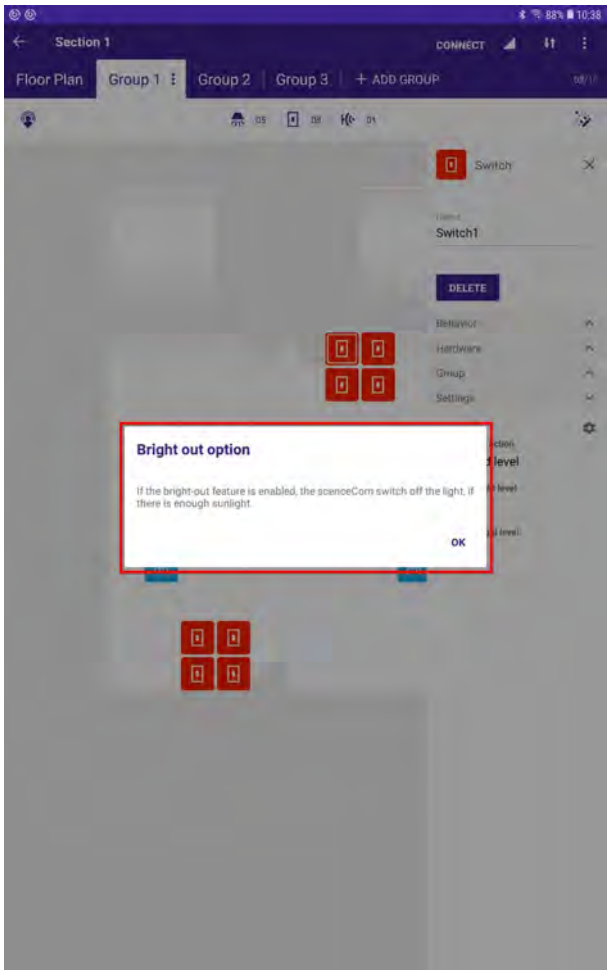
Maximum light level

The maximum light level permitted for the system.

Global settings

	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.

Global settings



Bright out option

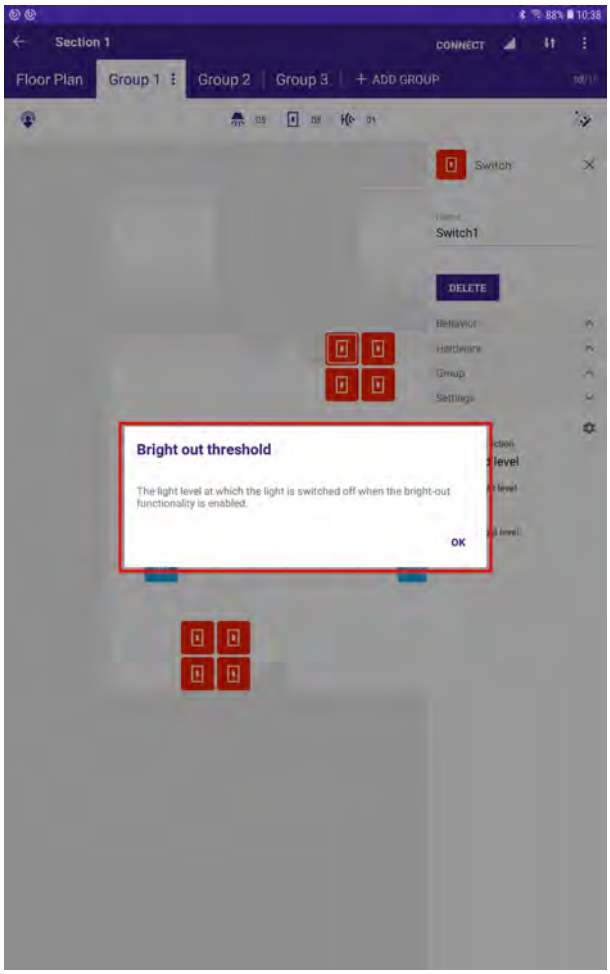
Global settings

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

_ Bright out threshold

_ Bright out delay time

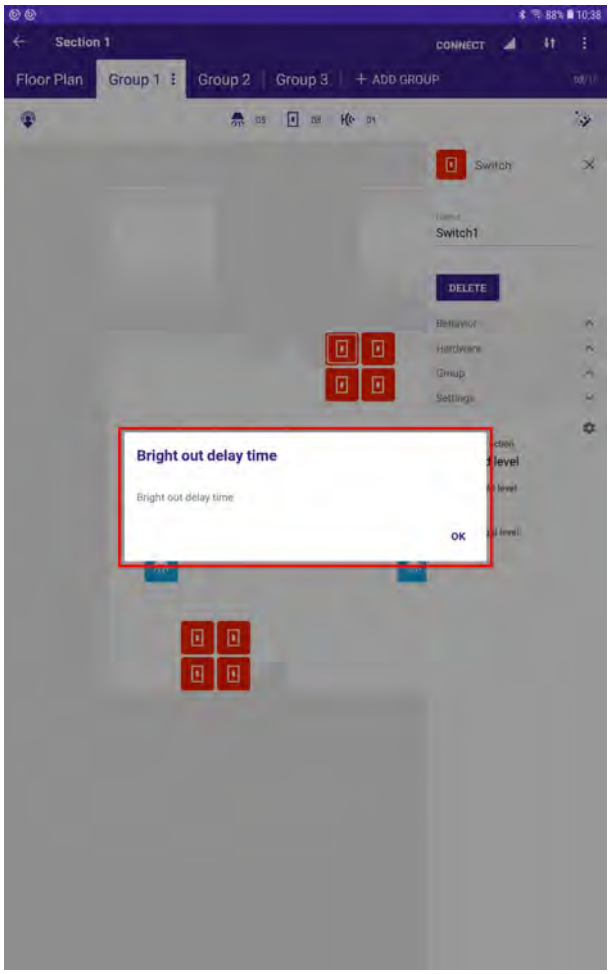
Global settings



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.

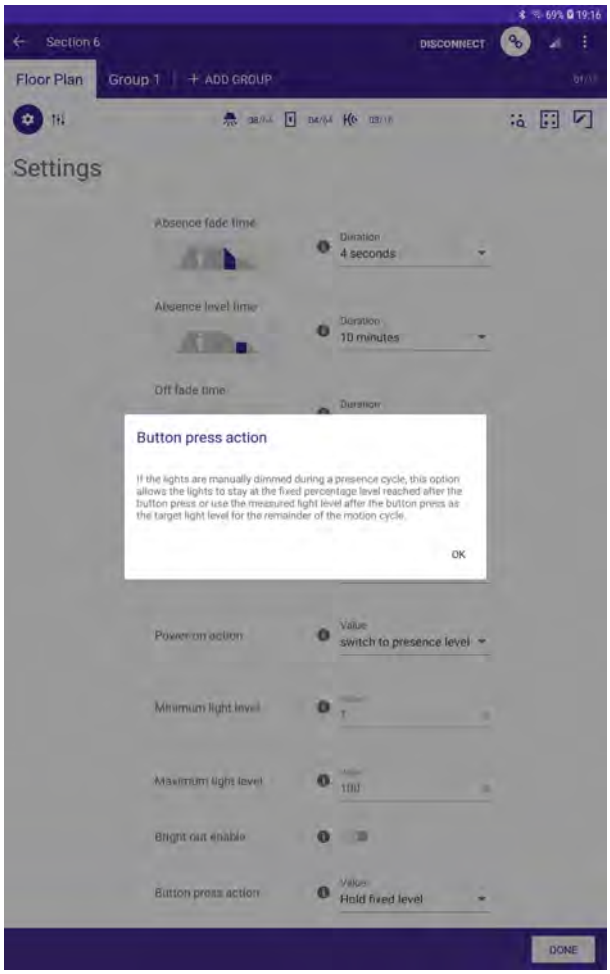
Global settings



Bright out delay time

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

Global settings

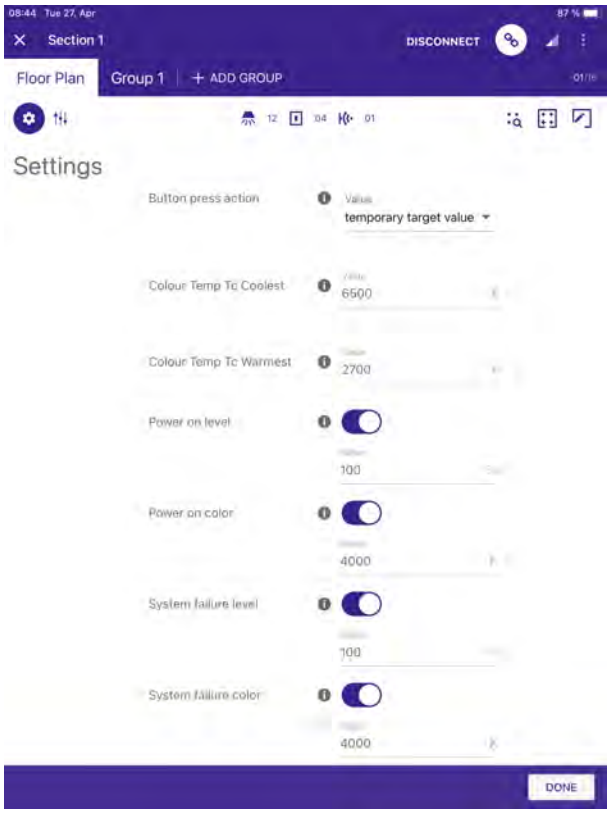


Button press action

If the option **temporary target value** is selected, the light regulation target value will be temporarily changed.

If the option **hold fixed level** is selected, the light regulation will be stopped and the light will stay at the given dim Level for the rest of the motion cycle.

Global settings



_ **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 his value, if there are devices present who physically are not able to provide this value, they will not be able to reach it.

_ **Color Temp Tc Warmest**

  _ 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**

  _ 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.

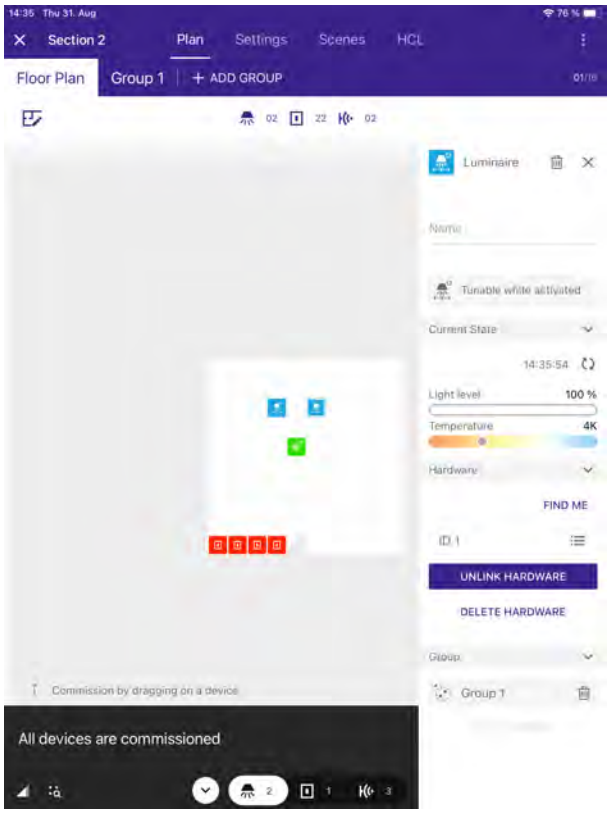
_ **System failure color**

Global settings

	_ 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.

Current state

13. 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.

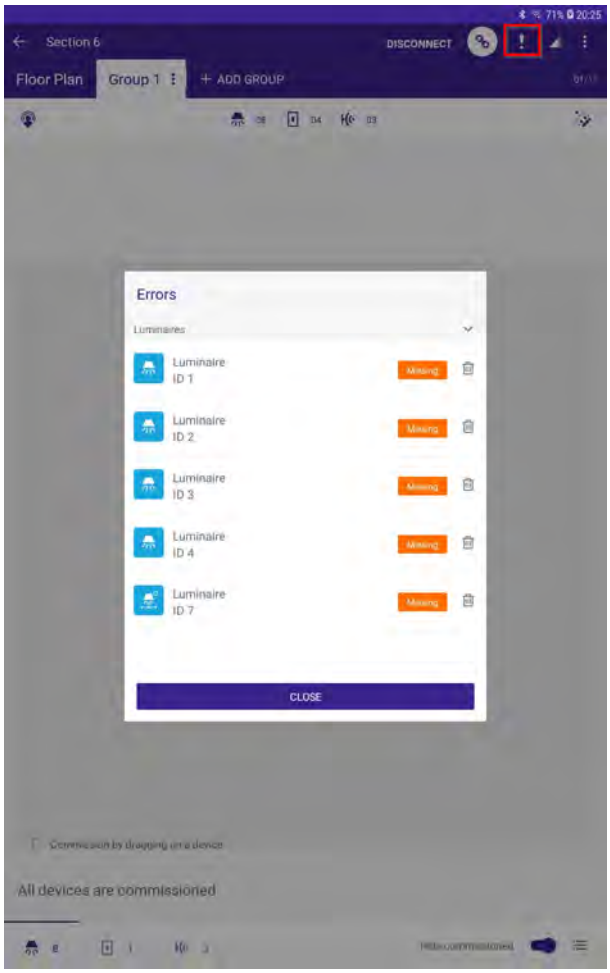
The time stamp indicates when the current state was last read out. With a click on the two curved arrows, the current state information can be refreshed.

NOTICE

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

System error management

14. 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.

Start Up behaviour

15. Start Up behaviour

15.1. 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.

15.2. 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.

15.3. 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.

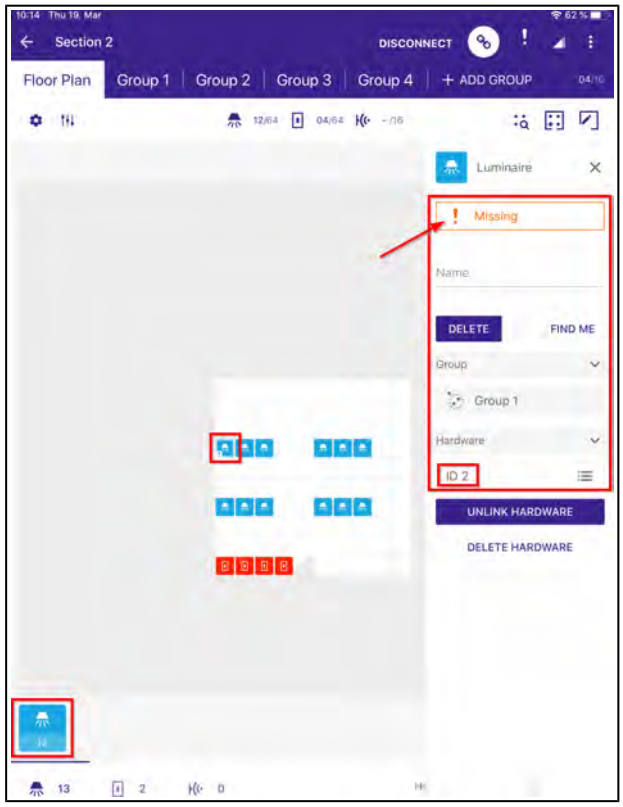
NOTICE

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.

Start Up behaviour

15.4. 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.

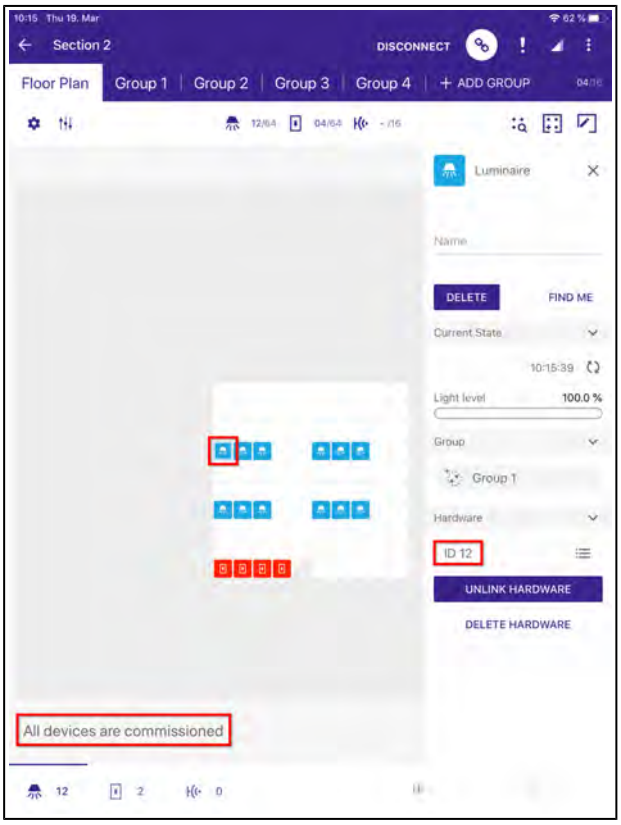
In older systems it was necessary to commission the driver again, including the Group, Scene, min/max Levels a.s.o.

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. 132.

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.

Start Up behaviour



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.

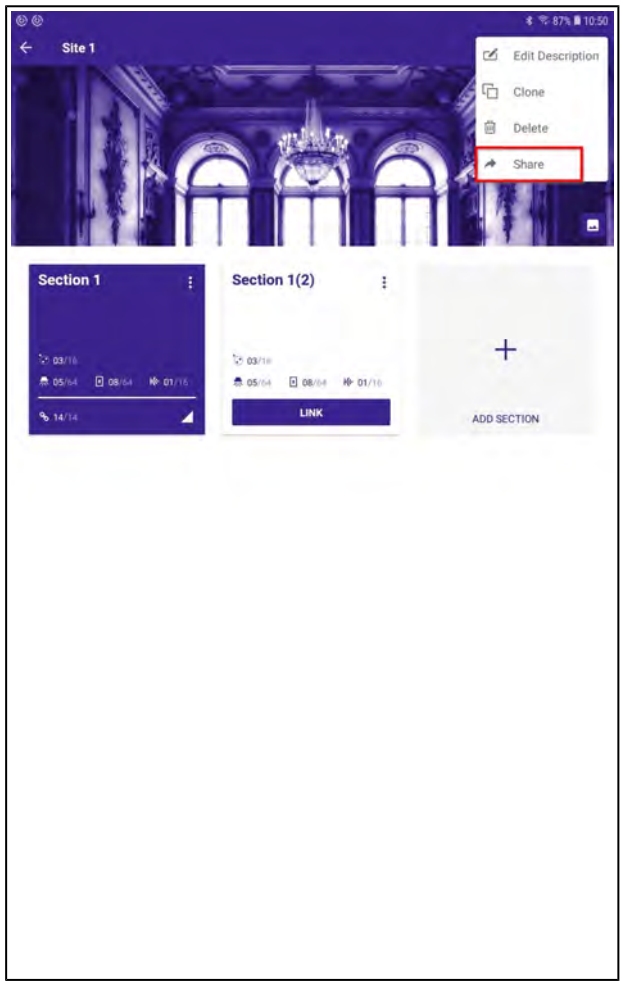
In the app, the user only has to place the new device on the right position of the floor plan. In the background all the commissioning information will be programmed to the new device by the sceneCOM S.

The screenshot on the left illustrates the behaviour:

- The red warning message "! 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".

Share your site with Redeem

16. Share your site with Redeem



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:

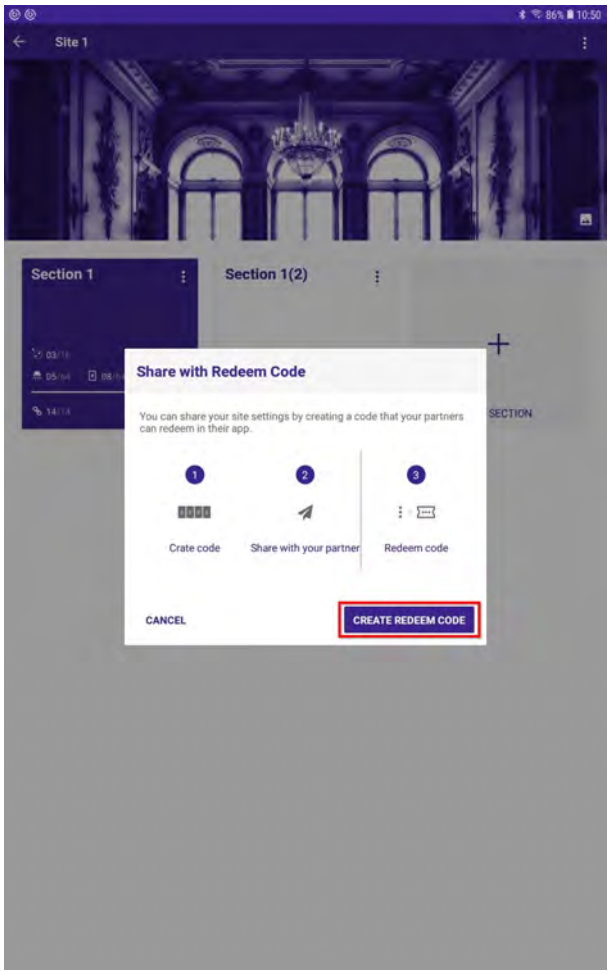
_ Go to **Sites**.

_ Click a site.
→ The selected site opens.

_ Click the menu at the top right (the three dots).
→ A window opens.

_ Click **Share**.

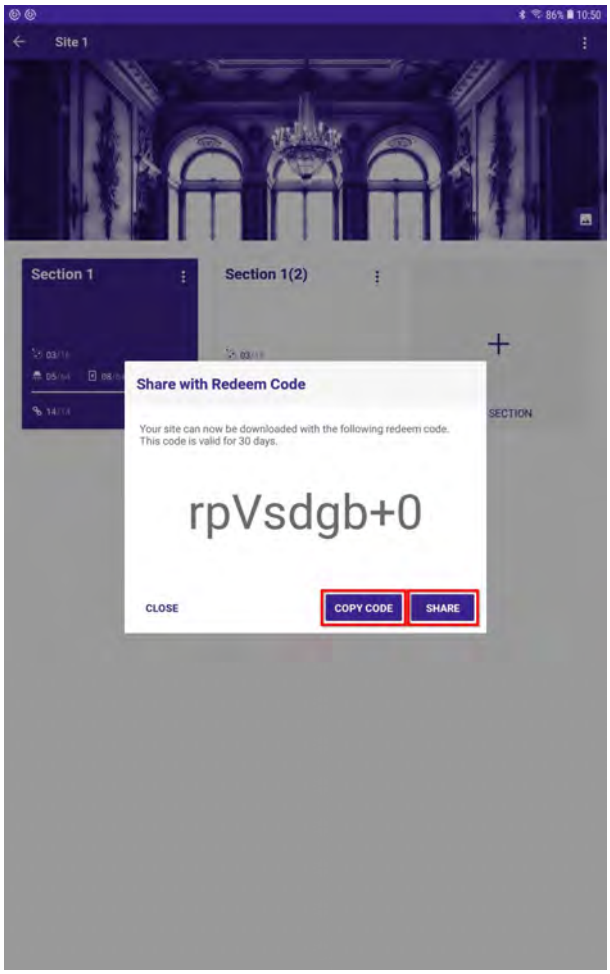
Share your site with Redeem



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

_ Click **CREATE REDEEM CODE**.

Share your site with Redeem



→ The redeem code will be automatically created.

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

NOTICE

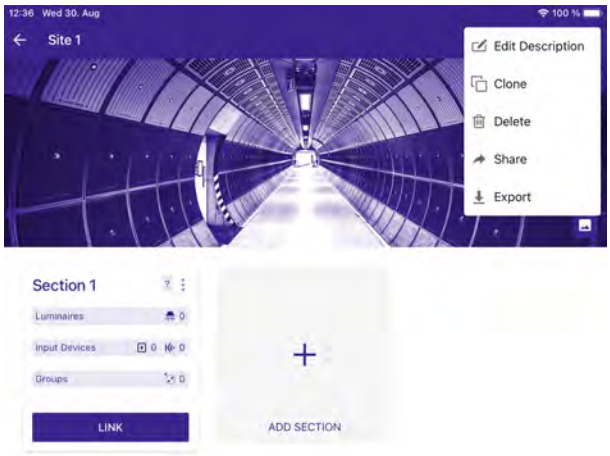
The redeem code is valid for 30 days. After this time, the code becomes invalid.

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.

Export site

17. Export site

In addition to the **Redeem** feature where your site is shared via the Tridonic cloud, you can also use the **Export** feature. The **Export** feature allows you to download the Site information to your smart device and the file can be stored in e.g. your company cloud storage and archived there.



Once you have created a site that includes all the necessary sections, you can share the plan with your staff or clients without having to be in the same place. All you need is an internet connection.

The advantage of this feature is that the plan can be sent to multiple devices and can even be stored in your own cloud storage, so you can archive your plans device independent.

With this feature, all information stored for the site is shared. If your site contains multiple sections, they will all be stored in the zip file.

Proceed as follows to create your site for export:

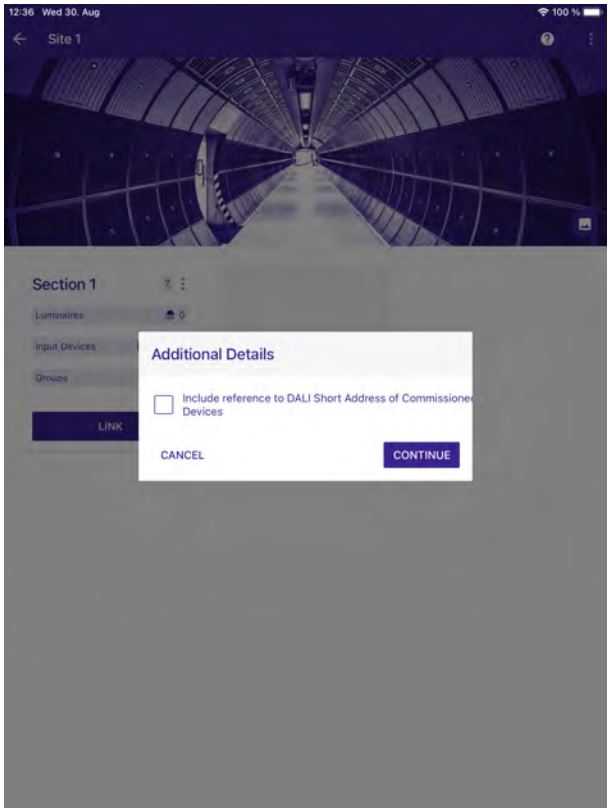
_ Go to Sites.

_ Click on a site.
→ The selected site opens.

_ Click on the menu at the top right (the three dots).
→ A window opens.

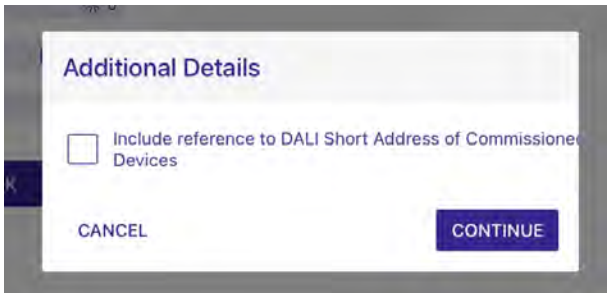
_ Click on **Export**.

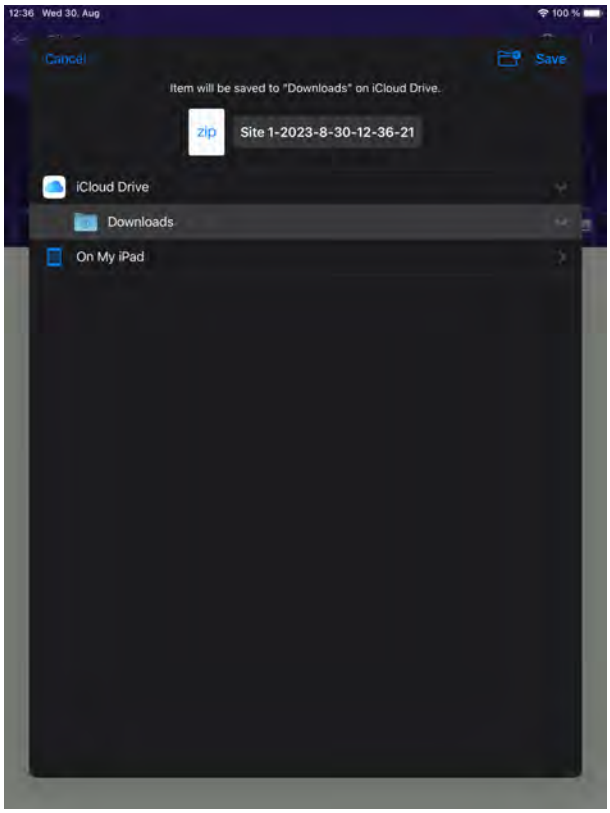
Export site



→ In the newly opened window you can select if the DALI short address of the devices should also be included or not.

If you select the thick box, the addresses will be exported. If not, the addresses will not be exported.





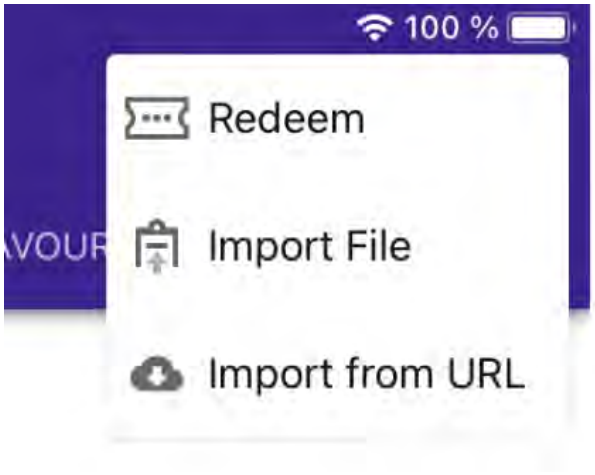
→ In the next window you can change the name of the .zip file and select the storage location.

You can then forward the saved .zip file via a public link (e.g. your cloud storage) or as a .zip file via e.g. email.

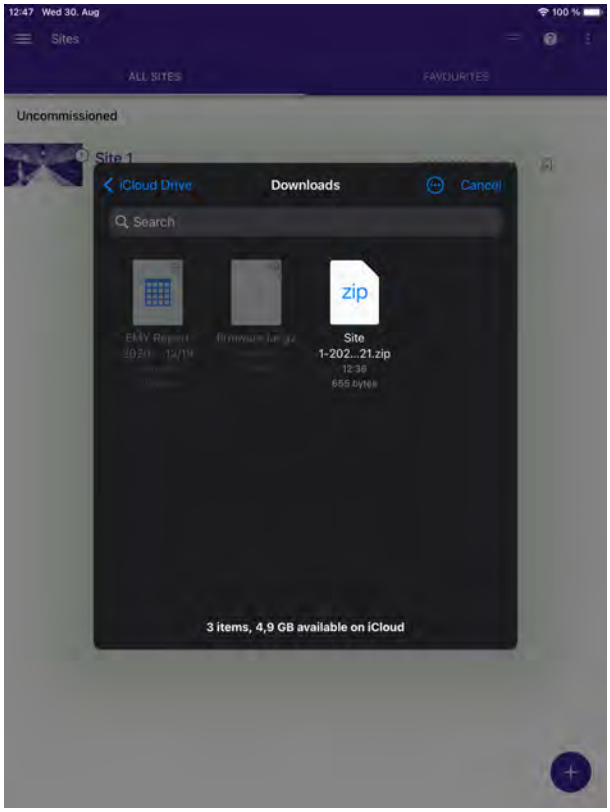
Export site

17.1. Import an exported Site

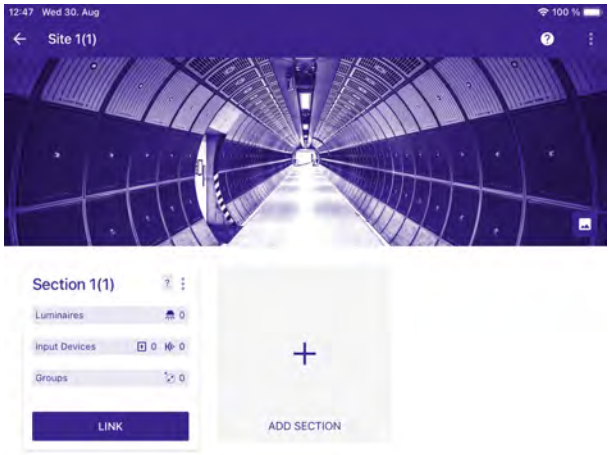
_ In the **Sites** view, select the 3 dots on the top right side and then select **Import File.**



Export site



_ Go to the folder where you stored the backup and select it.

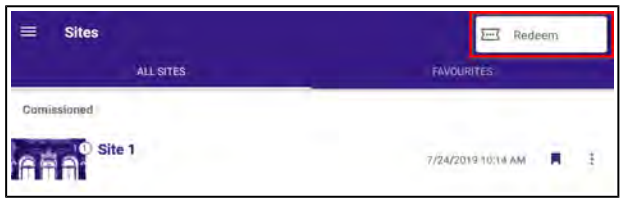


→ The new imported site will open in the user interface.

Export site

Importing shared planes via the Redeem feature

18. Importing shared planes via the Redeem feature



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

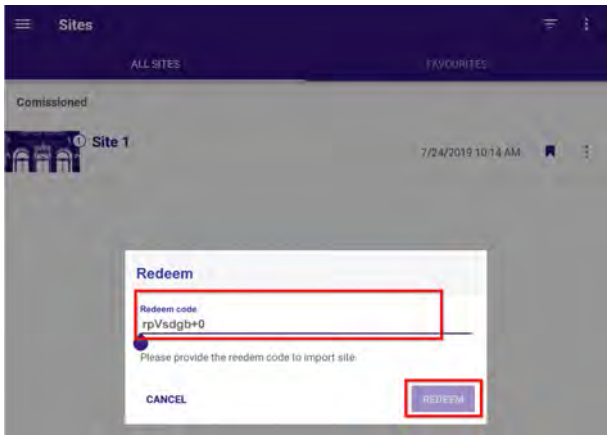
Proceed as follows:

_ Go to **Sites**.

_ Click the menu at the top right (the three dots).
→ A window opens.

_ Click **Redeem**.

Importing shared planes via the Redeem feature



→ 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**.

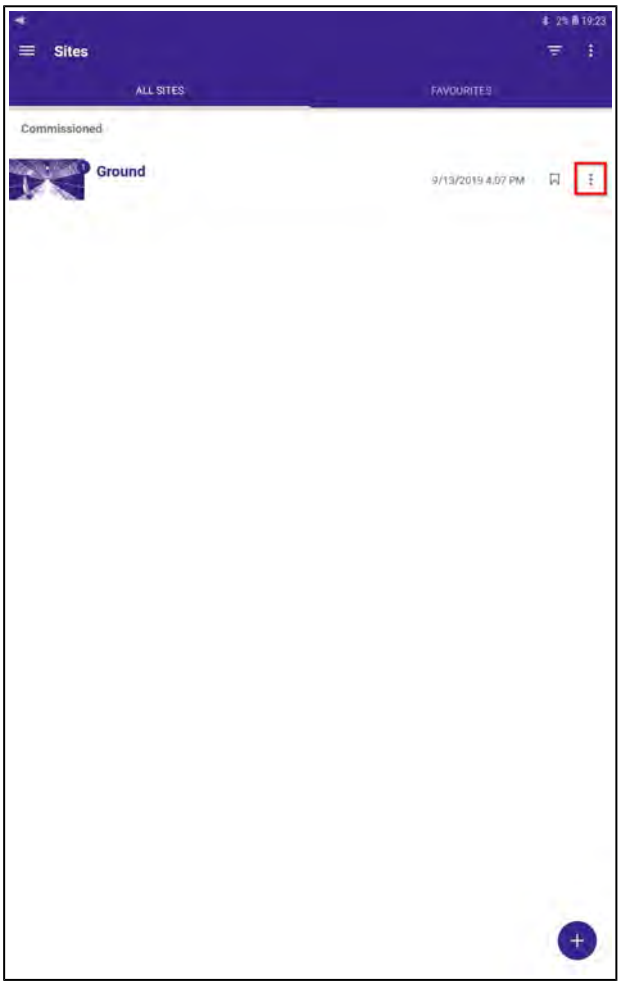
Importing shared planes via the Redeem feature

→ 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)**.

Clone a site

19. Clone a site



To clone a site, proceed as follows:

_ Go to the **Sites** page.

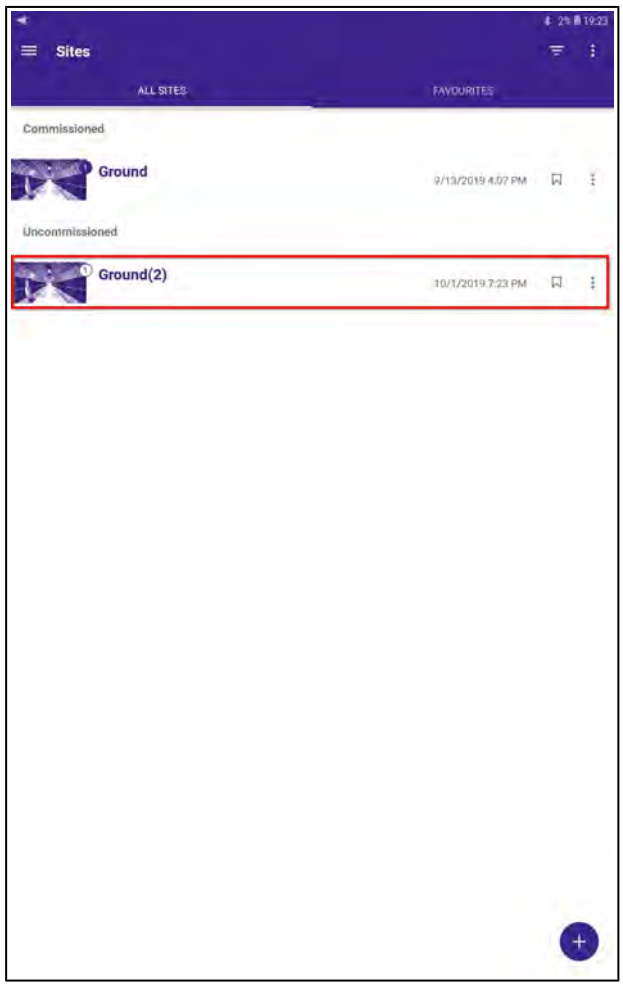
_ Click the menu at the right of the selected site (the three dots).

Clone a site

→ A new window opens.

_ Select **Clone**.

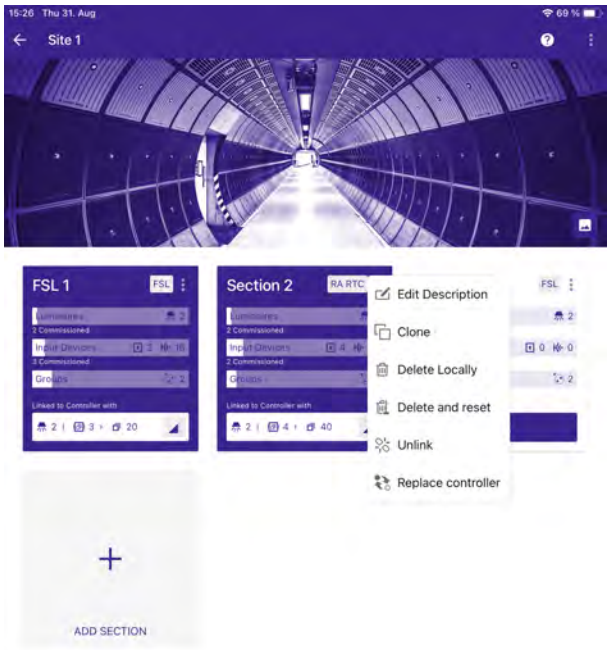
Clone a site



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

Clone a section

20. Clone a section



To clone a section, proceed as follows:

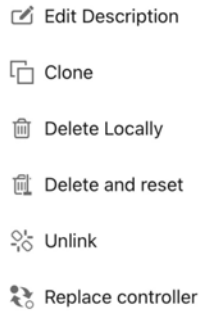
_ Go to **Sites**.

_ Click a site.
→ The selected site opens.

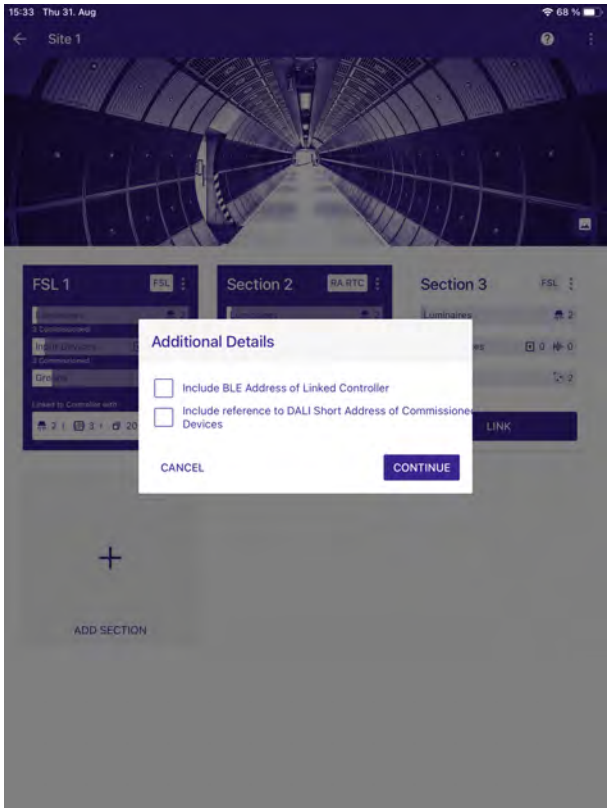
_ Click the menu at the top right of a section (the three dots).

_ → A new window opens.

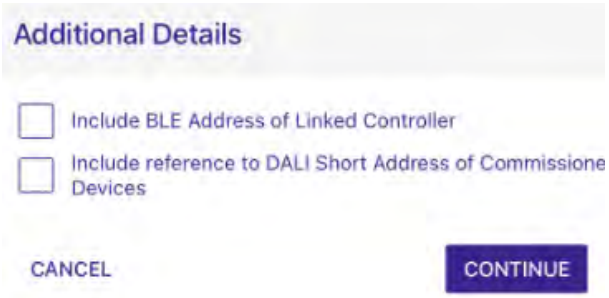
_ Select **Clone**.



Clone a section



→ Before your section will be cloned, you will be asked if the BLE Address of the linked controller and the DALI short addresses of the commissioned devices should be included in the clone.



_ Click **CONTINUE** to finish the process.

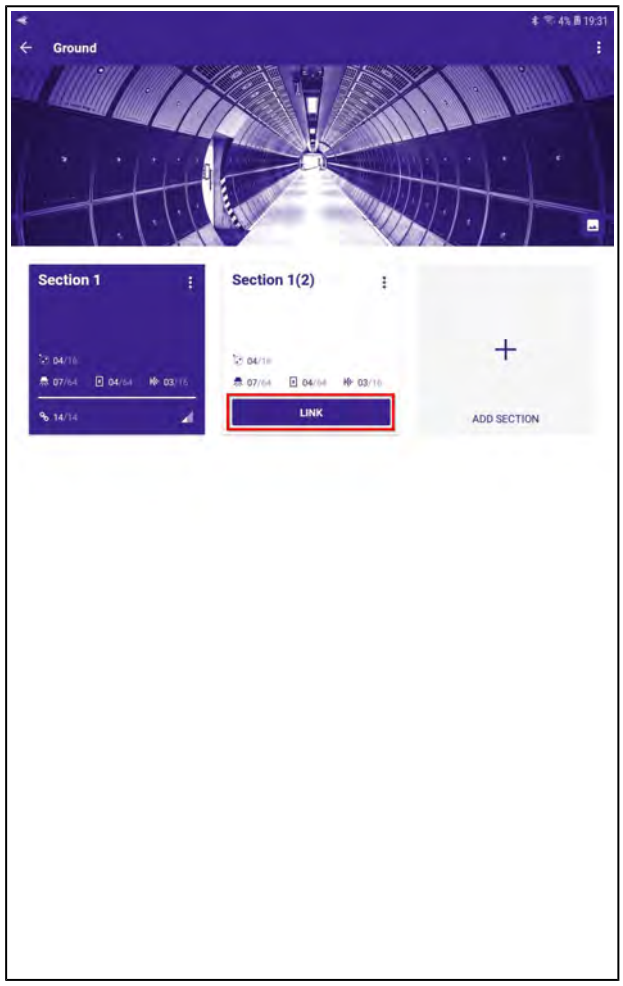
→ The name of the cloned section will have a number added in brackets **(x)**.

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. 152.

Link sceneCOM S with section plan

21. 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:

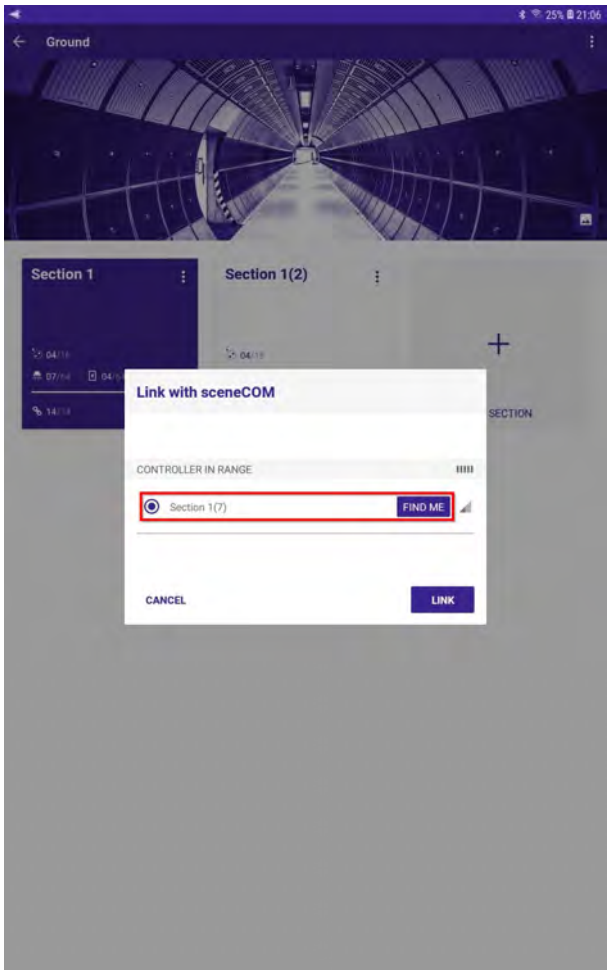
_ Go to **Sites**.

_ Click a site.
→ The site opens.
→ The sections of the site are displayed.

_ Go to the uncommissioned section.

_ Click **LINK**.

Link sceneCOM S with section plan



→ 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**.

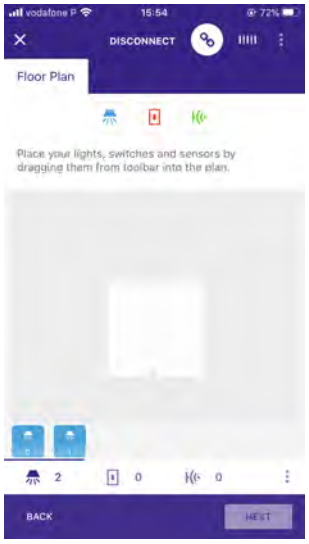
→ The **FIND ME** button will change to the **busy** symbol:

→ 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. 162.

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.

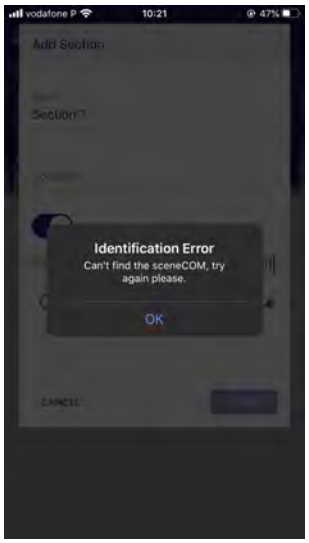


Link sceneCOM S with section plan

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.



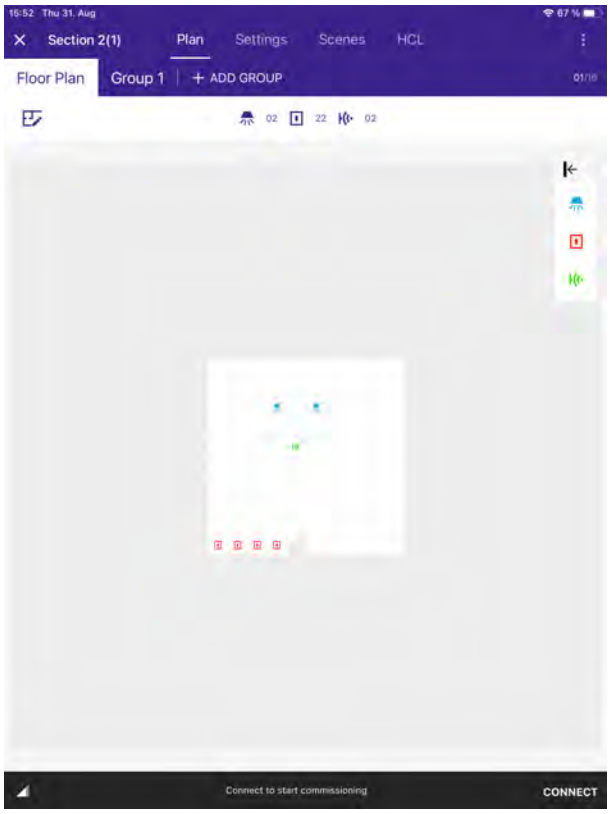
Link sceneCOM S with section plan

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.

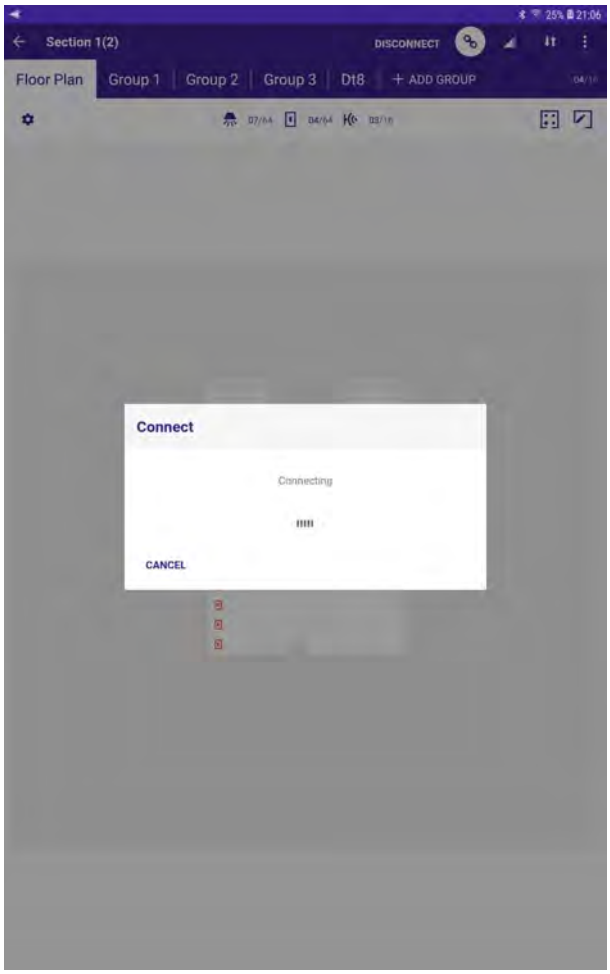
Link sceneCOM S with section plan



→ The **Floor Plan** window opens.

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

Link sceneCOM S with section plan



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

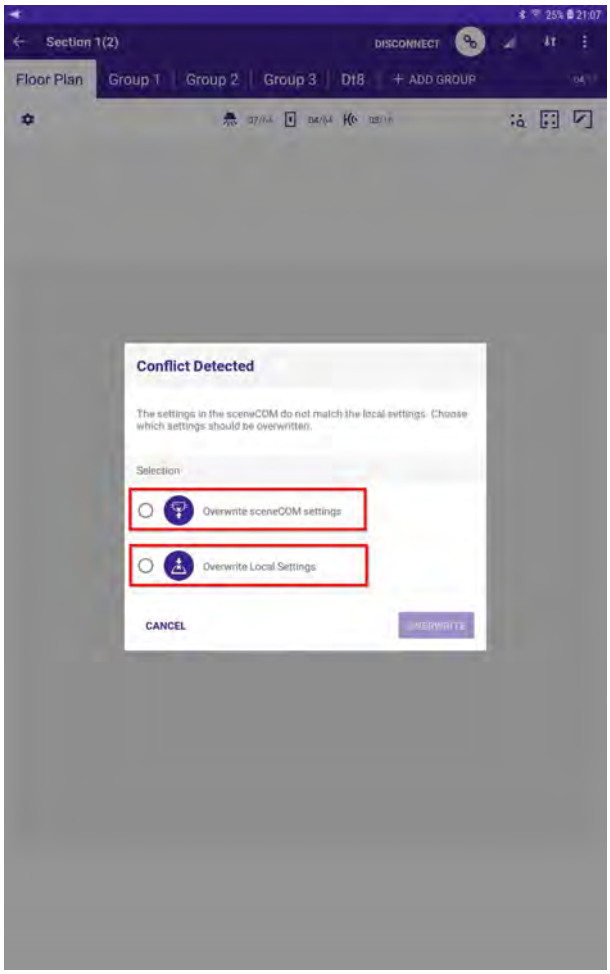
NOTICE

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.

Link sceneCOM S with section plan

→ The sCS commissioning app will synchronize the sceneCOM database.

Link sceneCOM S with section plan



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**

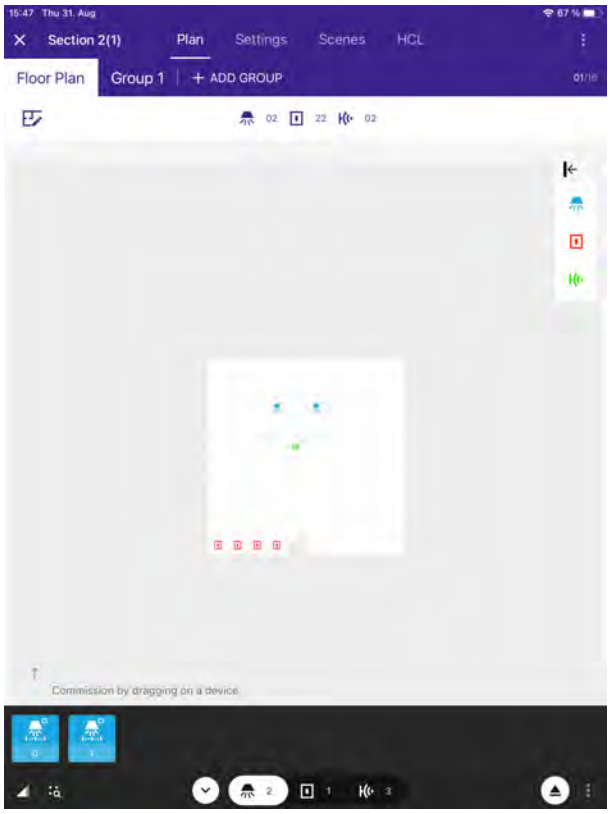
By selecting **Overwrite sceneCOM settings** the configuration from the sCS commissioning app will be sent to the devices connected to the sceneCOM S.

_ 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.

Link sceneCOM S with section plan



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.

Localisation of devices

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

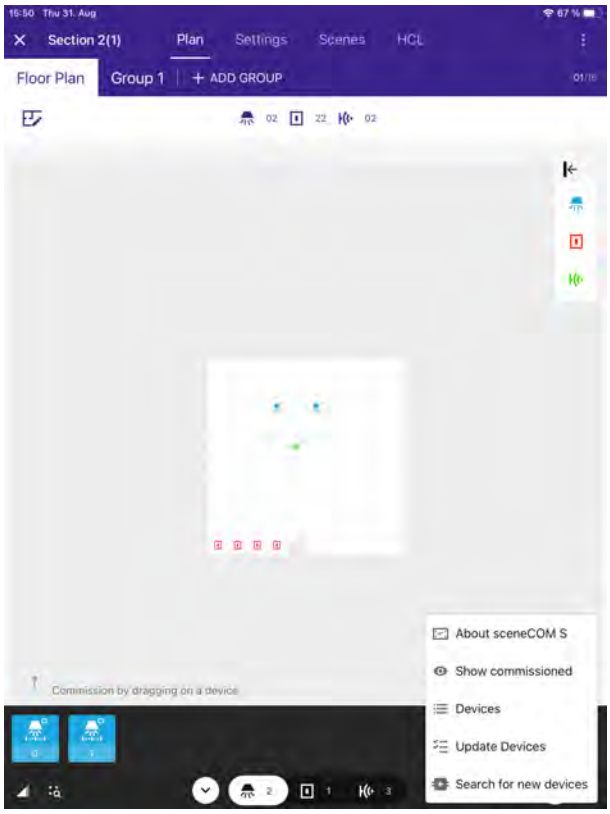
With a short press on the device located on the bottom of the floor plan you can localise the device

Tridonic G3 Sensors will execute a blinking sequence,

Drivers will execute an on/off sequence.

To localise 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.

Link sceneCOM S with section plan



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 signalised with the error function. further information are available in chapter System error management, p. 132.

Reset and change PIN

22. Reset and change PIN

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

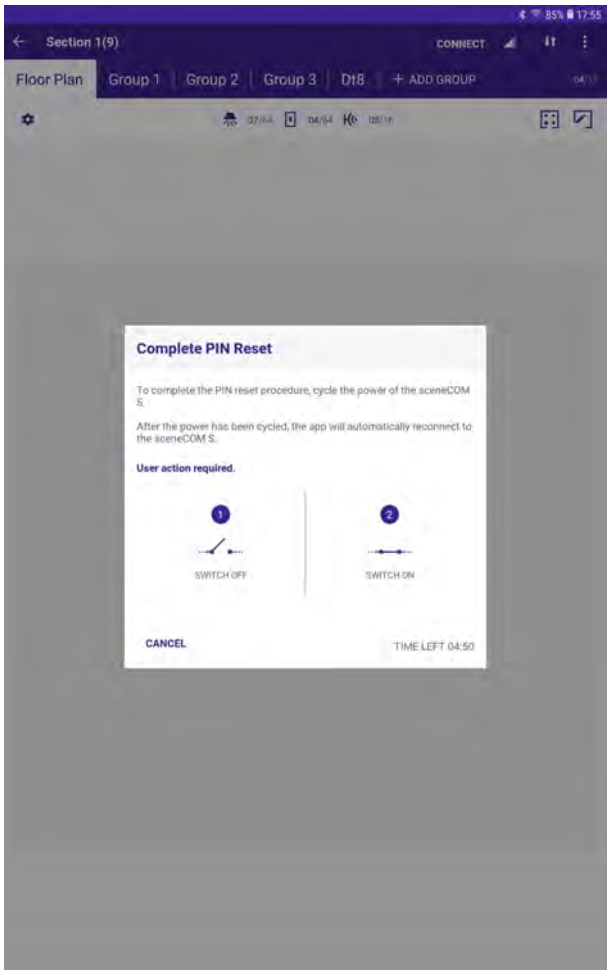
If needed, the PIN can be reset:

_ Go to section view.

_ Click the three dots at the top right.
→ A new window opens.

_ Click **Reset PIN**.

Reset and change PIN



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

NOTICE

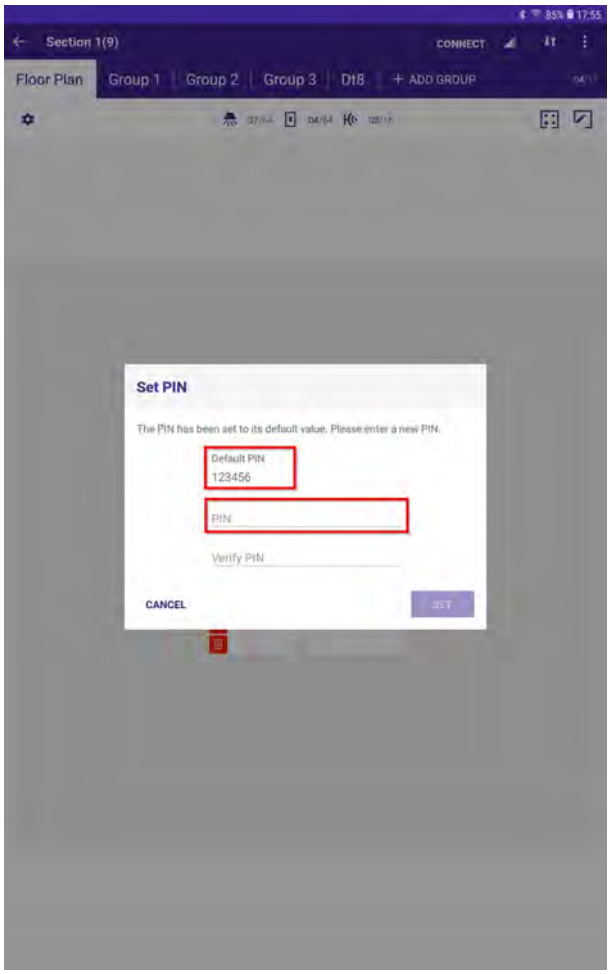
There is a maximum time frame for the power cycle. It has to be completed within 5 minutes.

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.

Reset and change PIN

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

Reset and change PIN



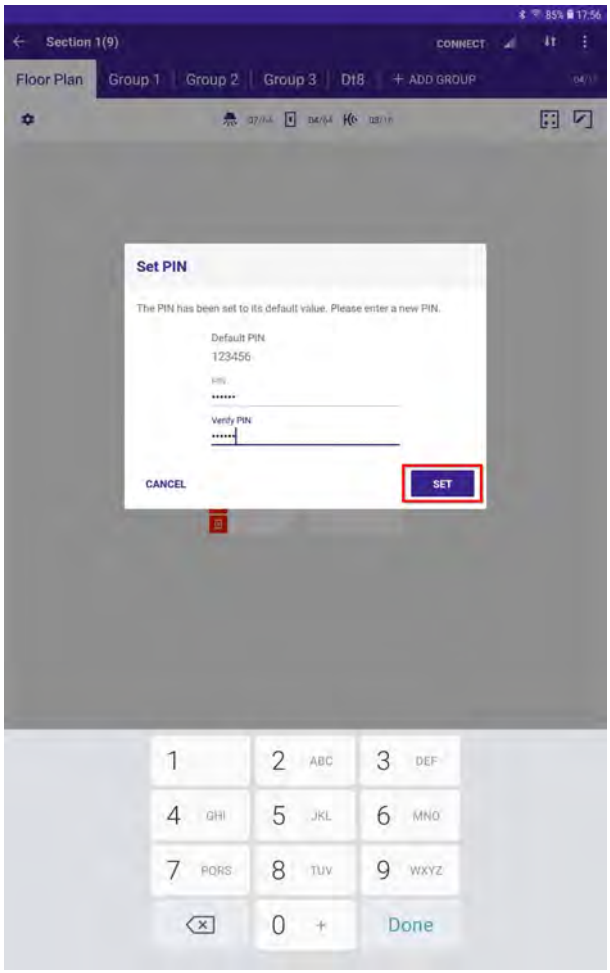
After completing the power cycle, the **Set PIN** window opens.

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).

NOTICE

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

Reset and change PIN

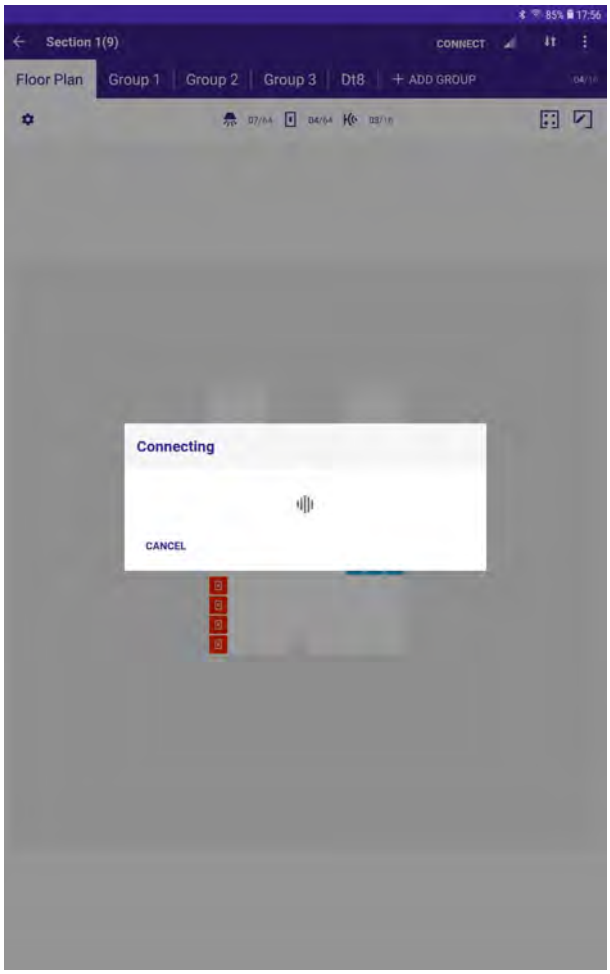


To change the Default PIN, proceed as follows:

_ Enter a PIN at **PIN** and **Verify PIN**.

_ Click **SET**.

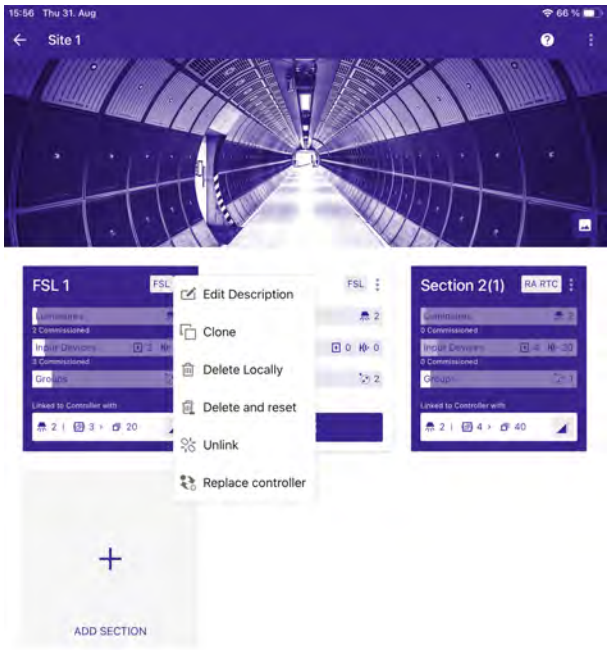
Reset and change PIN



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

Reset sceneCOM S

23. 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

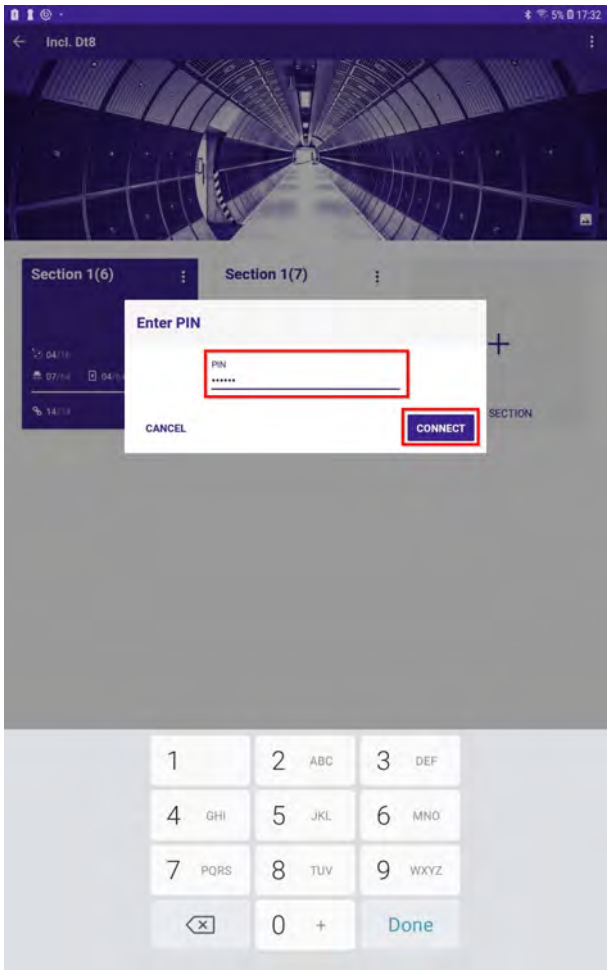
_ Immediately after the self-reset, the complete system (e.g. connected gears and controls) will be readdressed and end point objects (physical devices) are created in database.

To reset sceneCOM S, proceed as follows:

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

_ Click **Delete and reset**.

Reset sceneCOM S



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

_ Enter the PIN.

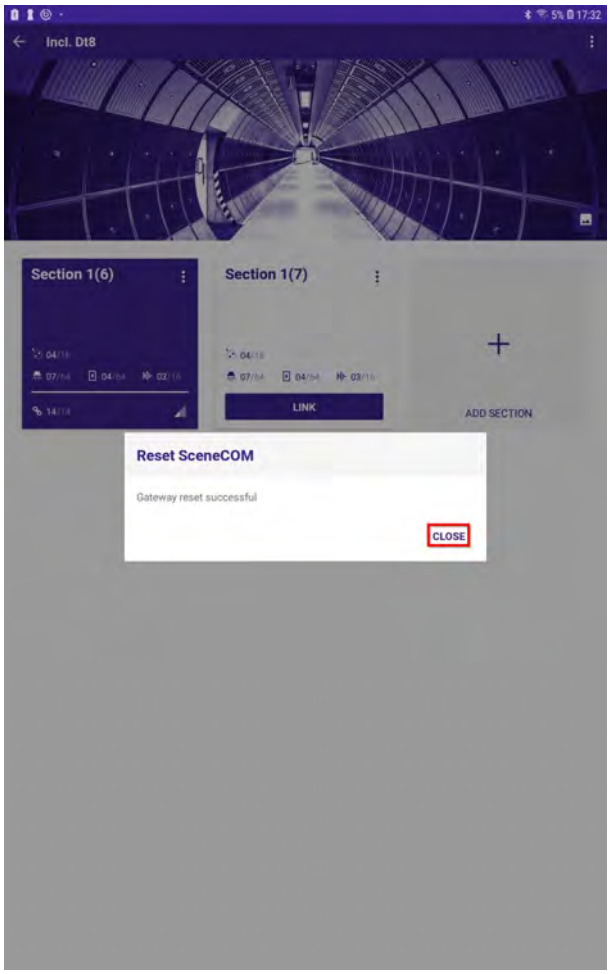
_ Click **CONNECT**.

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. 162.

Reset sceneCOM S

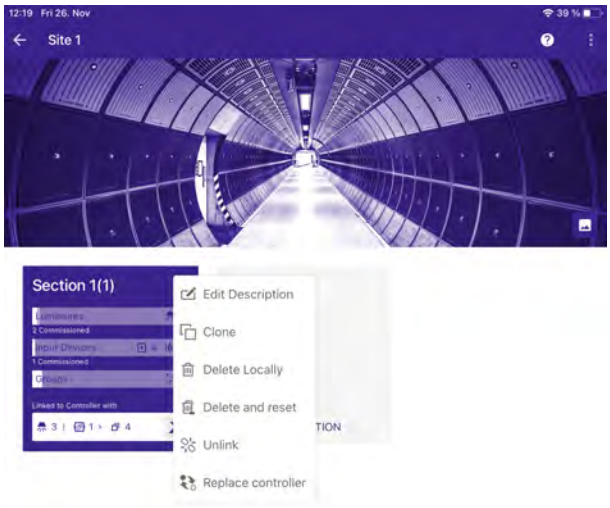


→ The **Reset SceneCOM** window opens.
→ The sCS commissioning app will confirm that the sceneCOM S was reset.

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

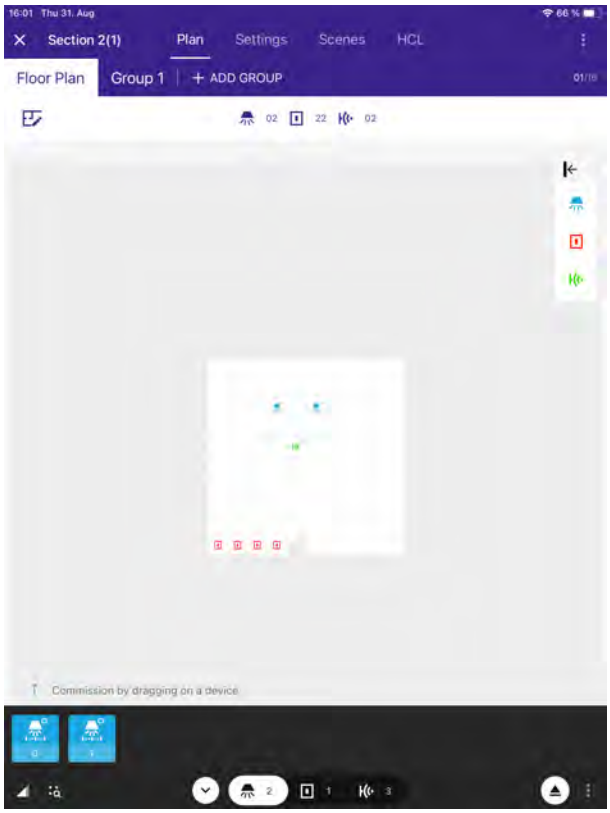
Replace sceneCOM S

24. Replace sceneCOM S

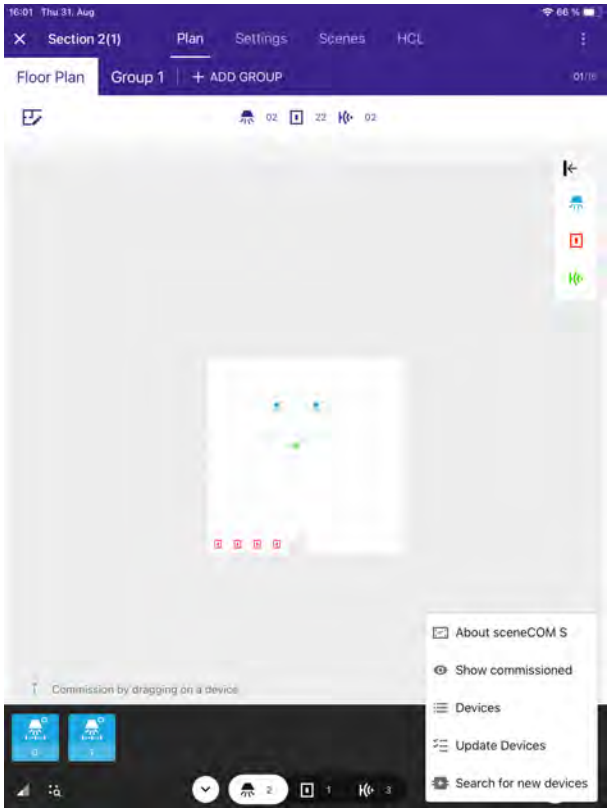
User interface	Description
	This function allows the user to replace a broken sceneCOM S with a new one without losing the commissioning data. This function is available within the Section options, next to the **Unlink** option. Before using this feature, make sure that the data in the app from which the **Replace controller** feature is executed is up to date and has the current status of the installation. ⚠ CAUTION! 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! To avoid this, make sure that the new replacement sceneCOM S is running version v1.1.2 or higher: _ Check the STM version of the replacement sceneCOM S before you connect it to the installation. _ If necessary, update the replacement sceneCOM S controller prior to connecting it to the installation. After the **Replace controller** operation is finished, the commissioner must ensure that the installation is working as expected.

Endpoints bar

25. Endpoints bar

User interface	Description
	If you are connected to the sceneCOM S, the endpoints bar is visible.   Select this symbol to show / hide the connected devices.

Endpoints bar



If you select the 3 dots next to the disconnect symbol on the right side an additional window pops up with following options.

_ **About sceneCOM S** displays the hardware version, nRF version and STM version of the sCS.

_ **Show commissioned**, already commissioned devices will be also visible in the endpoint bar.

_ **Devices** displays a list with all connected devices.

_ **Update Devices** triggers a sceneCOM S mechanism that will update the status of all known devices.

_ **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.