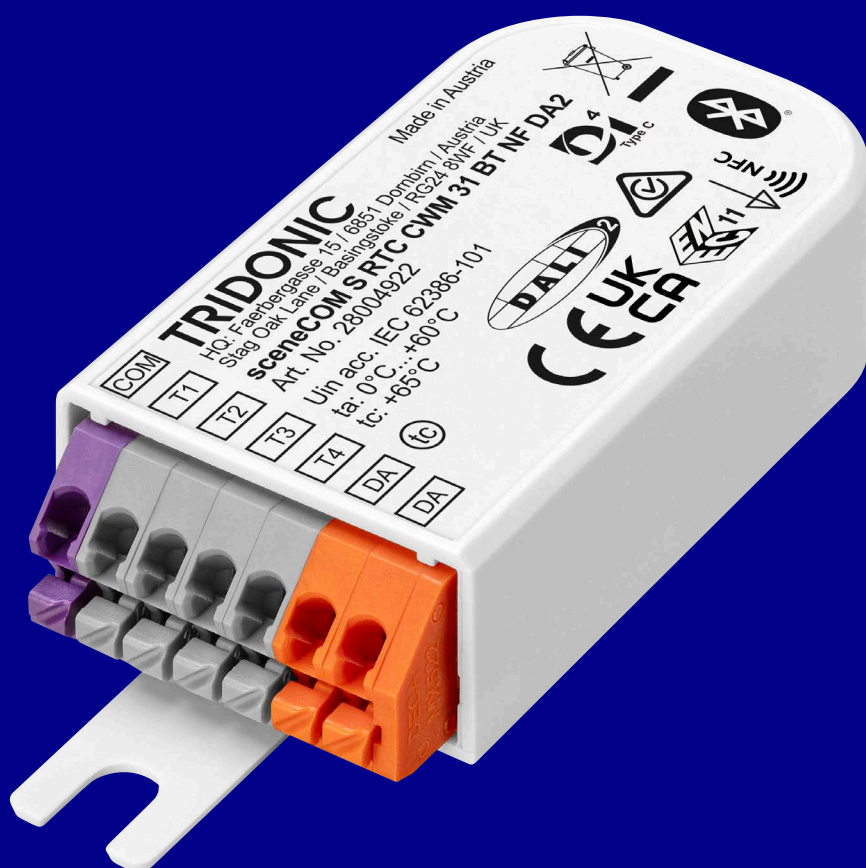


Lighting Controls

# sceneCOM S RTC

Release notes



TRIDONIC

## 1. About this document

This document shows the history of released sceneCOM S RTC CWM 31 BT NF DA2 versions.

For more details make sure to also have a look in the manuals of the apps and check also the release notes in the app stores:

– [sceneCOM S RTC commissioning app](#) and [sceneCOM S remote app](#)

## 2. Release versions

| Hardware version | nRF version | STM version | sCS commissioning App version |              | sCS Remote App version |           | Valid with release |
|------------------|-------------|-------------|-------------------------------|--------------|------------------------|-----------|--------------------|
|                  |             |             | iOS                           | Android      | iOS                    | Android   |                    |
| 1.0              | 1.1         | 2.1.1       | V 2.0.2 B204                  | V 2.0.2 B204 | 1.1.2 B23              | 1.1.2 B23 | 12.2023            |
| 1.0              | 1.1         | 2.0.2       | 2.0.1 B201                    | 2.0.1 B201   | 1.0                    | 1.0       | 11.2023            |
| 1.0              | 1.1         | 2.0.2       | 2.0.0 B185                    | 2.0.0 B184   | 1.0                    | 1.0       | 10.2023            |
| 1.0              | 1.1         | 2.0.1       | 2.0.0 B185                    | 2.0.0 B184   | 1.0                    | 1.0       | 09.2023            |

## 3. Features Release 12.2023

### 3.1. sCS Remote app

#### 3.1.1. Colour Control improved

- \_ If a user changes the colour control of one head, all heads will receive this colour temperature. This ensures that all heads of your FSL will have the same colour temperature.

#### 3.1.2. FSLs now ordered by signal strength

- \_ FSLs out of range are ordered by last seen date.
- \_ If the signal strength changes, the FSL order also changes.

#### 3.1.3. New global on/off behaviour

- \_ If you turn on or off a multi-head FSL, all heads will react simultaneously. In the past the heads were switched on/off one after the other.

#### 3.1.4. "Presence Luminous Intensity" can now be set in the "Settings" page.

- \_ If the light regulation is active, it will be expressed in lux if the light regulation is not active it will be expressed in percent.

### 3.2. sCS commissioning app

#### 3.2.1. New global group concept for FSL application

- \_ 3 new global groups are introduced, drivers are automatically added to those groups
- \_ Group 13 is introduced as a global group for Direct Drivers
- \_ Group 14 is introduced as a global group for Indirect Drivers
- \_ Group 15 is introduced as a global group

| 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    |

### 3.2.2. New light regulation algorithm for the FSL multi head application

- \_ With this update of the light regulation algorithm, the lux level of all sensors is considered and the light regulation regulates the light until all sensors have reached the set value.  
In the past the light regulation was done head depended. With this improvement the whole FSL is regulated homogeneous, which means that all heads will have the same lux level.

#### Example of a 4 Head FSL

##### 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.

##### 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.

## 4. Features Release 11.2023

- \_ General stability improvements

## 5. Features Release 10.2023

- \_ Start up algorithm improved so that an easy replacement of FSL heads is possible.

## 6. Features Release 09.2023

First release version:

- \_ RTC Real Time Clock provided
- \_ NFC ready
- \_ Revised floor plan editor for faster setup
- \_ New toolbars for faster applying of luminaires, input devices and group assignment
- \_ All new controller bar to connect and manage devices
- \_ New home for global settings, scenes and Human Centric Lighting (HCL) profiles
- \_ Free-standing luminaire (FSL) configurator to create various luminaire setups
- \_ Adaptive SWARM module and IR6+ remote support