Sensors & Controls

sceneCOM

Manual

Commissioning and maintenance instructions

TRIDONIC

Legal information

Manufacturer

Tridonic GmbH & Co KG
Färbergasse 15
6851 Dornbirn AUSTRIA

Tel. +43 5572 395-0
Fax +43 5572 20176
www.tridonic.com

Document number

sceneCOM, Commissioning and maintenance instructions
8.0 | 02.2023 | en

Table of contents

Table of contents

1 How to use these instructions

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

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

Signs and icons in these instructions

The following signs and icons are used in these instructions:

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

Table 1: Signs and icons in these instructions

Note

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

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

1 How to use these instructions

Further information

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

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

General information on our products can be found on our website:
www.tridonic.com

Target audience of these instructions

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

Software version

These instructions are based on software version *sceneCOM 3.2.0.*

2 Other available documents

All *sceneCOM* manuals can be downloaded from the website:
https://www.tridonic.com

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

Table 2: Other available documents – *sceneCOM*

All *sceneCOM infinity* manuals can be downloaded from the website:
https://www.tridonic.com

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

Table 3: Other available documents – *sceneCOM infinity*

3 sceneCOM lighting management system

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

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

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

1. Maintained light: switching mode in which the emergency lighting is permanently switched on during both mains and emergency operation. The emergency luminaires cannot be dimmed/brightened. This switching mode is used, for example, for safety sign luminaires.

2. Non-maintained light: switching mode in which the emergency lighting is switched off during mains operation but switched on during emergency operation (in the event of a mains failure and during emergency lighting tests).

3. Lighting management: switching mode in which the emergency lighting can be switched on and off as well as dimmed/brightened during mains operation, but is always switched on during emergency operation.

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

- Monitoring the functionality of the self-contained emergency luminaires

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

3 sceneCOM lighting management system

Integrating self-contained emergency luminaires in a sceneCOM system

The following steps are required:

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

Control options

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

3 sceneCOM lighting management system

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

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

Table 4: Display devices and corresponding functional scope

Operating system and web browser

The following operating systems and web browsers have been tested and approved for *sceneCOM V 3.2.0*:

- Windows with Google Chrome (version 31 or higher)
- Android 5.0.2 with Google Chrome 46.0
- Android 6.0.1 with Google Chrome 49.0
- iOS 8.1 with Google Chrome 33.0
- iOS 9.2.1 with Google Chrome 49.0
- iOS with Safari

Note

The *sceneCOM* web application has been optimised for the operating systems and web browsers specified above. Please note that there may be problems with new versions initially, but these will be corrected as quickly as possible.

Minimum web browser resolution

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

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

4 Your sceneCOM system

Application area

The *sceneCOM* controller is designed to control max. 192 luminaires. There are three DALI-compliant outputs.**System limits – hardware**

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

Line length: DALI control line

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

Conductor cross-section	Maximum DALI line length
2 × 0.75 mm²	150 m
2 × 1.50 mm²	300 m

Table 5: Maximum DALI line length

4 Your sceneCOM system

App concept

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

- Commissioning the *sceneCOM* system
- Configuring devices
- Setting and recalling scenes

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


Addressing wizard


Special luminaires


Conditional scene recall


Shows


Infinity mode


Presence linking


Daylight linking


Emergency lum. (self-cont.)

BACnet **BACnet**

Note
Certain apps may already be activated upon delivery.

4 Your sceneCOM system

Available apps

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

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

Table 6: Available apps

5 Safety instructions

Attention

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

6 Interface description

This section contains a description of the interface:

6.1 Start page

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

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

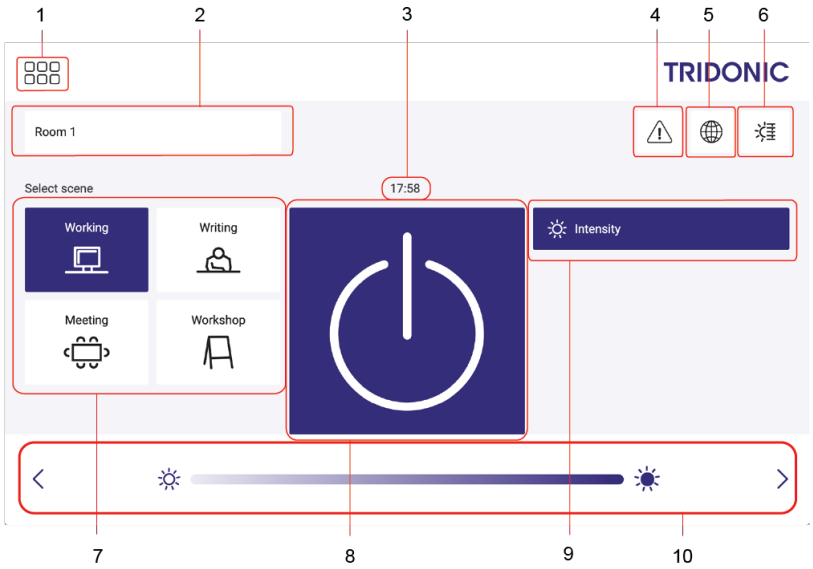


Figure 1: “Start page” view

	Function	Brief description
(1)	Open app overview	Tap this button to access the app overview. **Note** • For more information see Section App overview 14 • The app overview may be password-protected. For more information see Section Password protection 48

6 Interface description

	Function	Brief description
(2)	Selecting effective range	Select the area containing the devices to be controlled. **Note** A default effective range can also be selected for the start page. This effective range can be labelled with the following icon: ✳ For more information see Section Start page settings 52
(3)	View time	The current time is displayed. **Note** Whether the time is displayed on the start page is defined in the start page settings for each display device. For more information see Section Start page settings 52
(4)	View faults	This button can be used to display the current faults in the selected effective range. **Note** The **Faults** app contains an overview of all current faults in the *sceneCOM* system. For more information see Section Faults 122
(5)	Change the language	This button can be used to change the language displayed in the web application. **Note** Whether the language can be changed on the start page is defined in the start page settings for each display device. For more information see Section Start page settings 52
(6)	Open detail control	Access detail control via this button. **Note** • For more information see Section Detail control 14 • If the button is greyed out, this function is disabled in the start page settings. For more information see Section Start page settings 52 • The button is greyed out when a zone has been selected as the effective range.
(7)	Recall a scene	All scenes for the selected effective range are listed in this column. As soon as a scene is tapped, it is recalled.

6 Interface description

	Function	Brief description
(8)	Recall absence scene	As soon as the on/off key is tapped, the system alternates between recalling the **absence scene** and recalling the scene **Working**. It is also possible to call the most recently active scene or a permanently defined scene. This behaviour is defined in the **Scenes** app. A dark screen can also be displayed when the absence scene is recalled. This behaviour is defined in the **Start page settings** app. **Note** For more information see Section Start page settings 52
(9)	Select a setting for a scene	A scene can comprise different settings, depending on the devices installed (e.g. intensity). **Note** Different configuration options are available. For more information see Section Configuration options 78
(10)	Temporarily change a setting for a scene in the entire effective range	As soon as a setting is tapped (e.g. **Intensity**), a control element (such as a click area) appears below. This control element can be used to temporarily change the scene. This change affects the entire effective range. The changes applied remain in place until the next scene is recalled.

Table 7: Functions on the start page

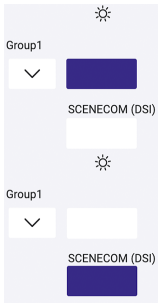
6 Interface description

6.2 Detail control

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

The following contains an overview of detail control.

Figure 2: “Detail control” view

	Function	Brief description
(1)	Icons for setting options	A scene can comprise different settings, depending on the devices installed (e.g. intensity, colour). The settings are represented with icons. **Note** For more information see Section Icons 131
(2)	Select level to which setting will apply (group-wide or for an individual device)	The settings can be applied to various levels: • for all devices in a group, e.g. one intensity for all luminaires in a group • for an individual device, e.g. a specific intensity for a specific luminaire 

6 Interface description

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

Table 8: Detail control functions

6 Interface description

6.3 App overview

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

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

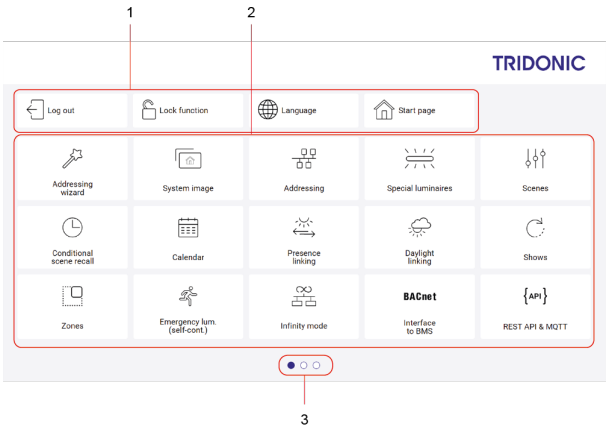


Figure 3: App overview page 1

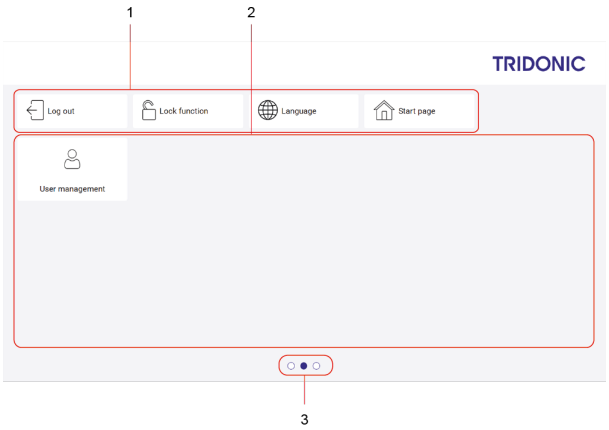


Figure 4: App overview page 2

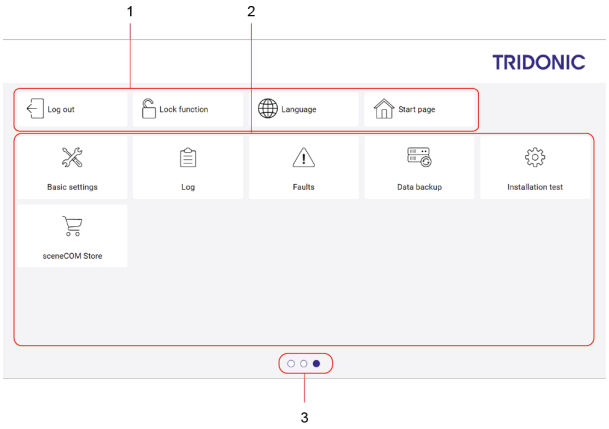


Figure 5: App overview page 3

	Function	Brief description
(1)	The following apps and functions are always included in the header of each page of the app overview:	
	Log out	Tap **Log out** to access the start page. **Note** If a password is saved, password protection is enabled. Use this function when you finish commissioning or configuring the *sceneCOM* system. For more information see Section Password protection 48

6 Interface description

	Function	Brief description
	Lock function	The *sceneCOM* system can be locked against inadvertent or unauthorised operation by enabling the lock function. The lock function must be set up separately for each display device. **Note** For more information see Section Lock function 116
	Language	Select the language displayed in the web application. The language must be selected separately for each display device.
	Start page	Tap the **Start page** button to access the start page. **Note** Password protection is not enabled. Use this function to switch to the start page to test functions when commissioning, configuring or servicing the *sceneCOM* system.
(2)	Commission, configure and maintain the *sceneCOM* system	There are a variety of apps that can be used to commission, configure and maintain the *sceneCOM* system. **Note** A licence must be requested and then activated via the *sceneCOM Store* for certain apps. For more information see Section Licensing (sceneCOM Store) 23
(3)	Switch between individual pages of the app overview	The number of points corresponds to the number of the pages in the app overview. The point filled in with colour indicates the page currently being displayed. Tap an empty point to go to the corresponding page.

Table 9: Functions in the app overview

6 Interface description

6.4 Navigation principles

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

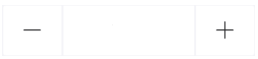
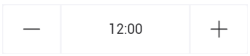
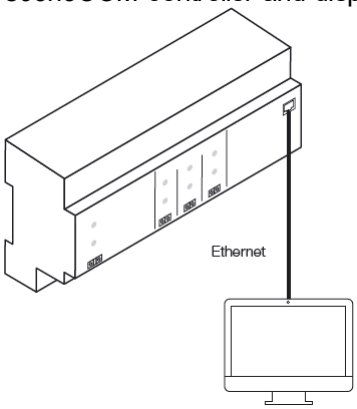
Button	Description
	Set value (e.g. on the start page) You can enter a specific value in the click area so that all devices have the same control value. If, for example, different control values (80%, 60%) are set for the luminaires and you tap on 50%, all luminaires switch to the control value of 50%.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

Table 10: Navigation principles

7 Requirements

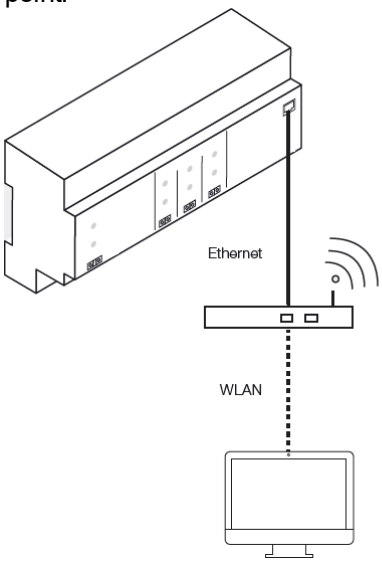
Before starting the commissioning and configuration process for your *sceneCOM* system, ensure that the following requirements have been met.

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



– or –

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



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

- IP address . . . . . .10.10.40.2 – 10.10.40.253
- Subnet mask 255.255.0.0

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

Note

The hardware batch can be found on the batch label of the *sceneCOM* in the second position; e.g. V2.00 **B3**A M17.

— The *sceneCOM* platform must be updated to version 3.0.1-B3 or higher.
Path: App overview > **Basic settings** > **Software versions** > **sceneCOM**

— The software version must be updated to version 3.2.0.
Path: App overview > **Basic settings** > **Software versions**

8 Licensing (sceneCOM Store)

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

Path: App overview > **sceneCOM Store**

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

- **System image**
- **Addressing**
- **Scenes**
- **Calendar**
- **Zones**
- **User management**
- **REST API & MQTT**
- **Basic settings**
- **Logging**
- **Faults**
- **Data backup**
- **Installation test**
- **sceneCOM Store**

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

- **Addressing wizard**
- **Special luminaires**
- **Conditional scene recall**
- **Shows**
- **Infinity mode**
- **Presence linking**
- **Daylight linking**
- **Emergency lum. (self-cont.)**
- **BACnet**

Note
Certain apps may already be activated upon delivery.

Note
You only need the **Basic licence (Infinity)** if you want to use *sceneCOM* in Infinity mode.
For more information on *sceneCOM infinity* see **Infinity mode** manual

8 Licensing (sceneCOM Store)

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

The following steps are required:

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

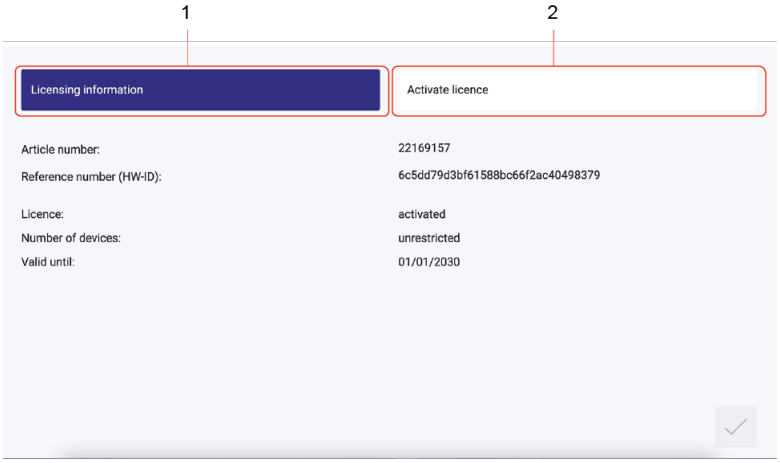


Figure 6: Licensing overview

	Function	Brief description
(1)	**Licensing information**	This page provides information about your licence (article number of the app and reference number). You will need this information to request a licence from your sales partner. You can also see whether the licence has been activated or not. **Note** If several licences have been activated, the number of enabled devices will be added together.
(2)	**Activate licence**	You can activate the licence with a licence number here. **Note** • To recall the ordered licence numbers, go to the scenecom.tridonic.com website and enter the reference number (HW-ID) of the *sceneCOM*. • Multiple licences can be activated. • The licence number, number of activated devices and the validity period are shown for each activated licence.

Table 11: Licensing overview

9 Commissioning

sceneCOM system commissioning comprises the following parts:

- Connecting to the *sceneCOM* controller for the first time
- Testing the installation
- Testing the network settings
- Setting the date, time and time zone
- Running the addressing wizard to create rooms and groups and address devices

Note

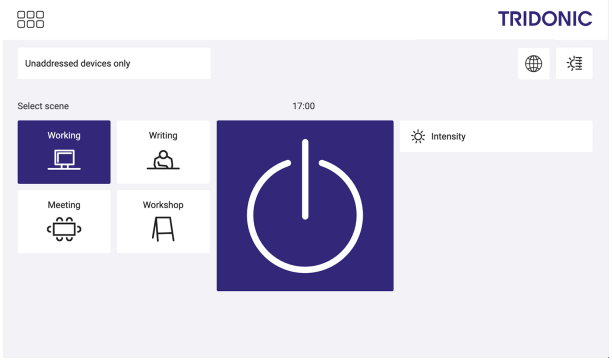
- The addressing wizard guides the user through the individual steps of addressing and provides related assistance.
- Alternatively, rooms and groups can be created via the **System image** app and then devices can be addressed using the **Addressing** app.
  For more information see Section System image 43 or Addressing 38

- Backing up data

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

9.1 Connecting to the sceneCOM for the first time

1. Open a browser.
2. In the browser, navigate to the following default IP address of the *sceneCOM*:
   http://10.10.40.254
   ➲The start page of the *sceneCOM* web application appears.



Note

- The web application starts in English the first time a connection is established. The language must be selected separately for each display device. You can change the language in which the web application is displayed using the following button:
- The installation test starts automatically on the start page the first time a connection is established, if no devices have been addressed beforehand.
  For more information see Section Installation test 26

9 Commissioning

9.2 Installation test

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

Note

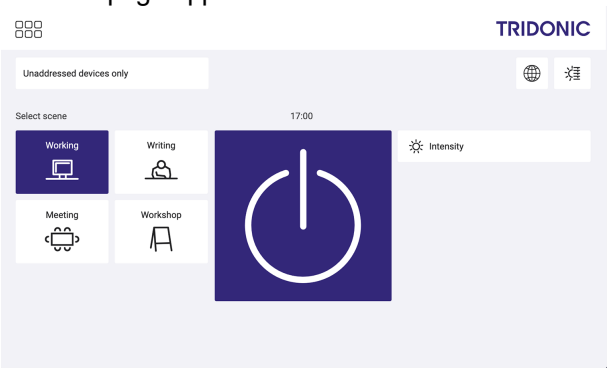
You can start an installation test manually at any time. This is recommended when devices are replaced or new devices are added, for example.
Path: App overview > **Installation test**
For more information see Section Installation test 118

The installation test affects all unaddressed devices.

Testing the installation

Requirement:

— The start page appears.



1. Test the installation.

Note

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

2. Correct the installation faults.
3. To stop the installation test, tap the app overview button.
   ➲Page 1 of the app overview appears.

9 Commissioning

9.3 Network settings

You can define whether the sceneCOM controller uses a static IP address or automatically obtains the IP address. A static IP address is assigned by default.

Note

The following default settings are stored in the *sceneCOM*:

- Default IP address of the *sceneCOM*: 10.10.40.254
- Default subnet mask: 255.255.0.0

Changing the device name and device designation

You can change the device name of the *sceneCOM*. The device name is *sceneCOM* by default. For easier assignment, we recommend giving the *sceneCOM* installed in your *sceneCOM* system a unique name (e.g. *sceneCOM* ground floor). You can also change the device designation of the *sceneCOM*. The device designation is an abbreviation of the device name used in an Infinity system to uniquely assign the RGA address of a device (e.g. luminaire) to a control device.

Note

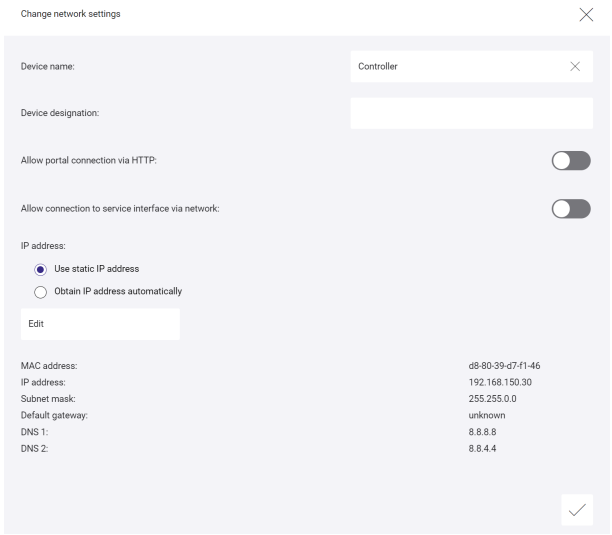
The maximum length of the device designation is four characters, such as

- **SC01** as an abbreviation for *sceneCOM 01*.
- **0001** as an abbreviation for the first *sceneCOM* in general.
- **GF01** as an abbreviation for the first *sceneCOM* on the ground floor.

Allowing portal connection via HTTP

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

1. Navigate to the path.
   ➲ The **Change network settings** view is displayed.



9 Commissioning

2. Enable the **Allow portal connection via HTTP** option.
   ➲A note appears stating that an unsecure connection has been enabled.
3. Tap the tick mark.
   ➲The settings are saved.
   ➲The start page appears.

Allowing connection to the service interface via the network

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

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

> **Note**
> This option should only be enabled for troubleshooting purposes.

3. Tap the tick mark.
   ➲The settings are saved.
   ➲The start page appears.

9 Commissioning

Using a static IP address

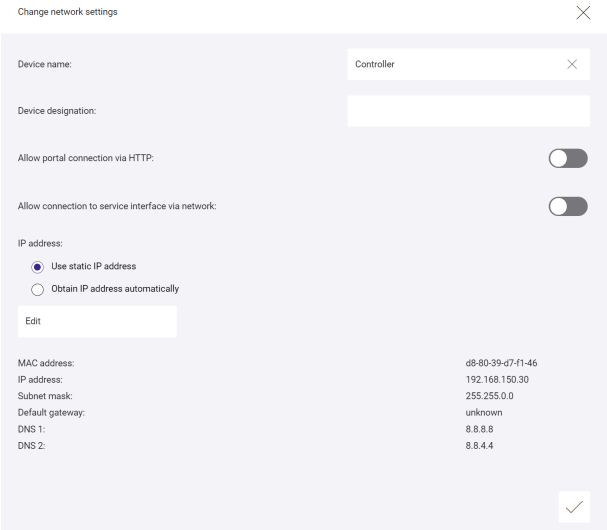
Note

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

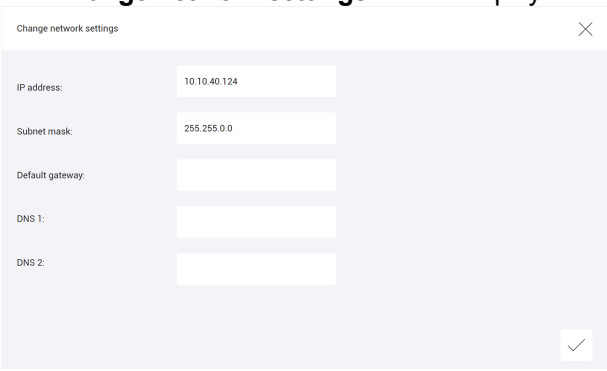
- Old IP address: 10.10.40.254
- New IP address: 10.10.40.201

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

1. Navigate to the path.
   ➲The **Change network settings** view is displayed.



   ➲The **Use static IP address** option is active.
   ➲The MAC address, IP address and subnet mask are displayed at the bottom.
2. Tap the **Edit** button.
   ➲The **Change network settings** view is displayed.



3. Select the corresponding button to change a value.
4. Change the value.
5. Note down the new IP address if it is located in a different IP address range.

9 Commissioning

✓ 6. Tap the tick mark.
➲ The **Change network settings** view is displayed.

✓ 7. Tap the tick mark as soon as all the necessary data has been changed.
➲ The changes are saved.
➲ If the old and new IP address are located in the same IP address range, the web application is automatically redirected to the new IP address.

– or –

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

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

Obtaining an IP address automatically

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

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

1. Navigate to the path.
➲ The **Change network settings** view is displayed.

◉ 2. Enable the **Obtain IP address automatically** option.
➲ The MAC address is displayed at the bottom.

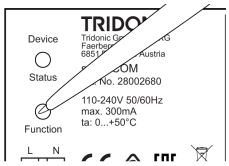
✓ 3. Tap the tick mark.
➲ The changes are saved.
➲ The web application is not automatically redirected to the new IP address. A corresponding message is displayed.

4. Request a new IP address from your IT manager.

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

Resetting the network settings to factory settings

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



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

9 Commissioning

Network ports used

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

Service	Port	Protocol	Comm. service	Incoming	Outgoing	Client	Server	Description
sceneCOM web application via HTTPS (secure)	443	TCP	HTTPS	x		Browser	Controller	HTTPS – *sceneCOM* web application
	8889	TCP	HTTPS	x				WSS – WebSocket Secure
	4445	TCP	HTTPS	x				HTTPS – user management
sceneCOM service page via HTTPS (secure)	8443	TCP	HTTPS	x		Browser	Controller	HTTPS – service page
sceneCOM web application via HTTP (unsecure)	80	TCP	HTTP	x		Browser	Controller	HTTP – *sceneCOM* web application If portal connection via HTTP is not permitted, web application is redirected to port 443.
	8887	TCP	HTTP	x				WS – WebSocket
	4444	TCP	HTTP	x				HTTP – user management
sceneCOM service page via HTTP (unsecure)	8080	TCP	HTTP	x		Browser	Controller	HTTP – service page If portal connection via HTTP is not permitted, service page is redirected to port 8443.
REST API	443	TCP	HTTPS	x		REST client	Controller	HTTPS – REST
MQTT	8883	TCP	MQTTS	x	x	MQTT client	Controller	MQTTS
BACnet	47808	UDP	BACnet	x		BACnet client	Controller	Support for BACnet communication
sceneCOM infinity	45111	UDP	Multi-cast	x	x	Controller	Controller	OM multicast (data interface) Multicast via IPv4: 239.1.1.1 Port and IP address can be configured
	45112	UDP	Multi-cast	x	x			CMD multicast (command interface) Multicast via IPv4: 239.1.1.2 Port and IP address can be configured
	2222	TCP	HTTP	x	x			User management Infinity system
	4444	TCP	HTTP	x	x			User management Infinity system
NTP	123	UDP	NTP		x	Controller	NTP server	Time synchronisation

9 Commissioning

Service	Port	Protocol	Comm. service	Incoming	Outgoing	Client	Server	Description
emLINK v3	443	TCP	HTTPS	x		*emLINK*	Controller	HTTPS – web application
	8889	TCP	HTTPS	x				WSS – WebSocket Secure
	4445	TCP	HTTPS	x				HTTPS – user management
Network location	5353	UDP	mDNS	x		*emLINK*	Controller	Automatic controller search by *emLINK* Multicast via IPv4: 224.0.0.251 or IPv6: ff02::fb
SSH	22	TCP	SSH	x		SSH client	Controller	Direct connection to controller; access for development
Service interface	6852/ 6853	TCP		x		Gateway client (service interface)	Controller	Direct connection to service interface via analysis tools like *MMT* and *LMW-ADMP* Only available if a connection to the service interface is permitted.

Table 12: Network ports used

9 Commissioning

9.4 Date, time and time zone

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

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

Note

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

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

9 Commissioning

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

Functions when time synchronisation is disabled:

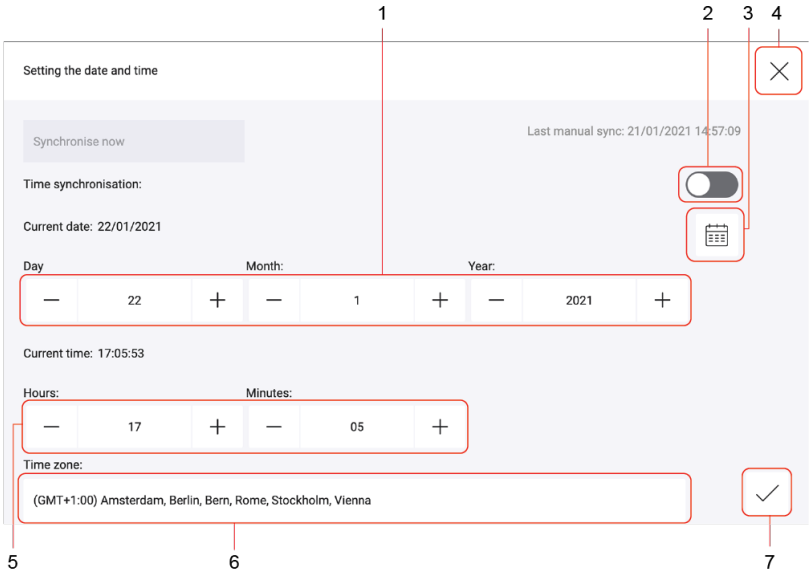


Figure 7: View of the “Date and time” app when time synchronisation is disabled

	Function	Brief description
(1)	Set the date	The plus and minus buttons can be used to set the desired date (day, month, year).
(2)	Enable time synchronisation	Enabling this button switches on automatic time synchronisation via the NTP server.
(3)	Select a date from the calendar	The **Select date** view can be accessed via this button. You can select the desired date from the calendar here.
(4)	Discard changes	As soon as you tap the cross, the changes are rejected and the **Basic settings** view is displayed.
(5)	Set the time	The plus and minus buttons can be used to manually set the desired time (hours, minutes).
(6)	Set the time zone	The **Select time zone** view can be accessed via this button. You can select the desired time zone from the list here.
(7)	Save changes	Tap the tick mark to save the changes. ➲ If only the date and time have been changed, or the time synchronisation enabled, the **Basic settings** view appears. *– or –* ➲ If the date, time and time zone, or the time zone alone has been changed, the *sceneCOM* controller is restarted. This process may take several minutes. The start page is then displayed.

Table 13: Functions in the “Date and time” app when time synchronisation is disabled

9 Commissioning

Functions when time synchronisation is enabled:

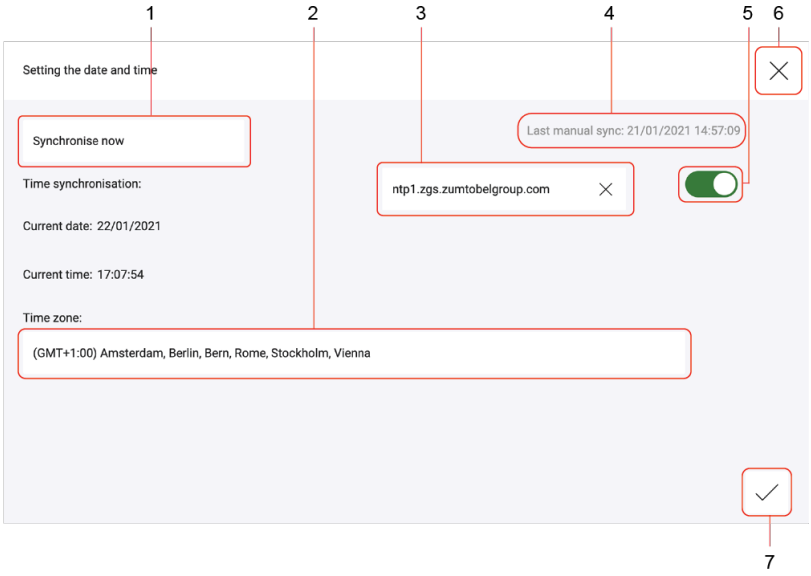


Figure 8: Functions in the “Date and time” app when time synchronisation is enabled

	Function	Brief description
(1)	Synchronise time manually via NTP	Tap this button to synchronise the time manually via the NTP server.
(2)	Set the time zone	The **Select time zone** view can be accessed via this button. You can select the desired time zone from the list here.
(3)	NTP server	Name of the NTP server used to automatically synchronise the time. **Note** The name of the NTP server is specified as standard: the server *ntp1.zgs.zumtobelgroup.com* is always preset, but this can be changed. The DNS server, which is used to find the IP address of the NTP server, must additionally be configured in order for time synchronisation to be performed. Alternatively the IP address of the server can be entered directly.
(4)	Status display for manual time synchronisation	Status of the last manual time synchronisation performed. The statuses are: • **n.a.**: this status is displayed when no manual time synchronisation has been performed yet. • Date and time **[DD/MM/YYYY, hh:mm]**: indicates when the last manual time synchronisation was performed without errors. • **Error**: displayed when manual time synchronisation could not be performed.
(5)	Disable time synchronisation	Tap this button to switch off time synchronisation again.
(6)	Discard changes	As soon as you tap the cross, the changes are rejected and the **Basic settings** view is displayed.

9 Commissioning

	Function	Brief description
(7)	Save changes	Tap the tick mark to save the changes. ➲ If only the date and time have been changed, or the time synchronisation disabled, the **Basic settings** view appears. *– or –* ➲ If the date, time and time zone, or the time zone alone has been changed, the *sceneCOM* controller is restarted. This process may take several minutes. The start page is then displayed.

Table 14: Functions in the “Date and time” app when time synchronisation is enabled

9.5 Addressing wizard

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

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

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

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

Path: App overview > **Addressing wizard**

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

Running the addressing wizard

Requirement:

— The **Addressing wizard** app is activated.
Path: App overview > **sceneCOM Store** > **Addressing wizard**

Path: App overview > **Addressing wizard**

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

9 Commissioning

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

Step	Description
Add rooms	Add rooms to the system image. The **What are rooms and groups?** button can be used to view a short introduction to this topic.
Add groups	Create groups within the rooms. The **What are rooms and groups?** button can be used to view a short introduction to this topic.
Address luminaires	Address the luminaires installed in the *sceneCOM* system.
Address input devices	Address the input devices installed in the *sceneCOM* system. Input devices include control equipment (standard switch, momentary-action switch) and sensors.
Check addressing	The **System image** view is displayed in this step. Check whether all required rooms and groups have been added and the devices have been correctly addressed. The following options are available: • Add rooms and groups • Rename rooms, groups and devices • Delete rooms, groups and devices **Note** • If a group is deleted all devices within this group are also deleted. • If a room is deleted all groups in this room and all devices within these groups are also deleted. • Display RGA address • Locate devices visually • Reassign devices • Configure devices **Note** For more information see Section System image 43
Next steps	The last page of the addressing wizard contains information on the next steps in the commissioning process for your *sceneCOM* system.

Table 15: Addressing wizard steps

9 Commissioning

9.6 Addressing

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

Path: App overview > **Addressing**

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

Device	Description
Luminaires	When luminaires are addressed the type of luminaire must also be defined. This is required in order to set up special luminaires (e.g. RGB luminaires, Balance luminaires). Function *L'* is used to switch luminaires on/off for emergency lighting control gear using a conventional switch. Use of the *L'* function is only permitted without connection to the DALI control line. If the DALI control line is connected, a bridge must be installed between *L* and *L'*. Therefore the *L'* function must not be used in connection with *sceneCOM*.
Input devices	An input device is a device that has at least one input and no more than four inputs. The following input devices can be installed in your *sceneCOM* system: • Control equipment: e.g. momentary-action switch, standard switch • Sensors **Note** According to the DALI-2 standard, an input device can have up to 32 “instances” (types of input element). In each case, these instances can only include a maximum of four momentary-action switches, one presence detector and two light sensors.

Table 16: Addressable devices

9 Commissioning

General procedure for addressing in the sceneCOM web application

1. Select device category to be addressed (e.g. **luminaires**).
2. The location method must also be selected for input devices: **Select actively (Physical Selection method)** or **Search via interface (locate)**.
3. Locate the device in the field.
   More information can be found here... 38
   Locate the device visually in the field.

> **Note**
> Visual location: a location method in which a network or bus subscriber can be found visually using its address in the field.
>
> Example:
>
> - Emergency luminaire indicates its address as a binary flashing pattern using the status LED.

4. A type is assigned to the device.
   The type is automatically selected, if possible.
   More information can be found here... 38
5. Assign a room and a group to the device.
6. Optionally, change the device name.

> **Note**
> - We recommend using the addressing wizard to address the devices.
>   For more information see Section Addressing wizard 36
> - Every time there is a change on a DALI control line the affected *sceneCOM* controller must be restarted in order for the changed field to be imported correctly.

9 Commissioning

More information about location

Location is a process for determining where a network or bus subscriber is located or what its address is. How subscribers are located differs from device to device.

Location type	Description
Select actively (Physical Selection method) 	Tactile location: a location method in which a network or bus subscriber is selected by physically touching it in the field (e.g. by pressing a momentary-action switch or removing and then re-inserting a lamp). This network or bus subscriber responds by sending its address to the control software or a control unit. Input devices are located in different ways: • Briefly press momentary-action switch/standard switch twice. • Briefly press on/off key of control unit twice.
Search via interface (locate)	a) Visual location: a location method in which a network or bus subscriber can be found visually using its address in the field. Examples: ○ Luminaire adopts the maximum value. ○ Emergency luminaire indicates its address as a binary flashing pattern using the status LED. ○ Sensor flashes (e.g. red). b) Acoustic location: a location method in which a network or bus subscriber can be found audibly using its address in the field. Example: ○ Sensor beeps.

Table 17: Location types

9 Commissioning

More information about the device types

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

Device category	Icon in system image	Device type	Use
Luminaires		**Standard**	Standard luminaires
		**Red**, **green**, **blue**	RGB luminaires (special luminaires)
		**Direct**, **indirect**	Balance luminaires (special luminaires)
		**Warm-white**, **cool-white**	TW luminaires (special luminaires)
		**Tunable White**	TW luminaires (DALI device type 8)
		**Emergency luminaire**	Self-contained emergency luminaires **Note** Function *L'* is used to switch luminaires on/off for emergency lighting control gear using a conventional switch. Use of the *L'* function is only permitted without connection to the DALI control line. If the DALI control line is connected, a bridge must be installed between *L* and *L'*. Therefore the *L'* function must not be used in connection with *sceneCOM*.
		**Emergency luminaire**	Self-contained emergency luminaires with switching mode **Lighting management**
		**Free-standing luminaire**	Free-standing luminaires
Input devices – control equipment		**Momentary-action switch/standard switch**	Momentary-action switches and standard switches
Input devices – sensors		**Light sensor**	Sensors that detect the available daylight in the room. Includes daylight sensors and ambient light sensors. • Ambient light sensors: sensors for detecting the reflected artificial light and daylight in the room. **Note** *basicDIM DGC Sensor*: although physically speaking the *basicDIM DGC Sensor* multi-function sensor is just one device, it must be addressed as two devices for both light detection and presence detection. As a result, the *basicDIM DGC Sensor* appears twice in the system image: • once for light detection • once for presence detection

9 Commissioning

Device category	Icon in system image	Device type	Use
		**Presence detector (generic and MSensorG3)**	Presence detectors that detect the presence of moving people and output a corresponding signal to the control system. **Note** *basicDIM DGC Sensor*: although physically speaking the *basicDIM DGC Sensor* multi-function sensor is just one device, it must be addressed as two devices for both light detection and presence detection. As a result, the *basicDIM DGC Sensor* appears twice in the system image: • once for light detection • once for presence detection
		**Environment sensors**	Sensors that detect certain values in a room. The environment sensors detect: • CO2 concentration • Humidity • Noise • Temperature • Power consumption • VOC concentration
DALI-2-compliant input devices		**DALI-2 master (generic and MSensorG3)**	The following DALI-2-compliant input devices are supported since software version 2.16.0: momentary-action switches, presence detectors and light sensors.

Table 18: Device types

Note

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

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

9 Commissioning

9.7 System image

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

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

Path: App overview > **System image**

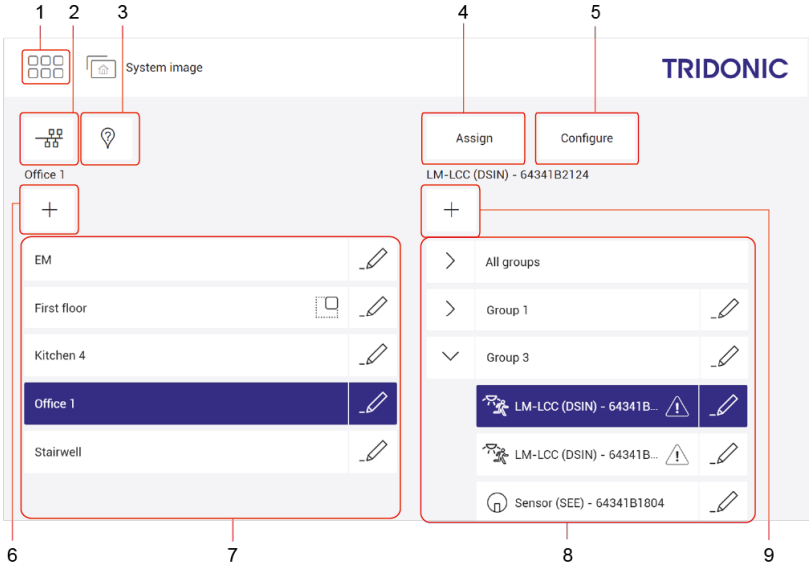


Figure 9: “System image” app view

	Function	Brief description
(1)	Return to app overview	The app overview can be accessed via this button.
(2)	Display RGA address	As soon as you tap the button, the RGA address is displayed instead of the device name (e.g. **2-1-2**). This is an address used in *sceneCOM* systems for communication purposes. It is based on the following address scheme: room address/group address/individual address. This function is mainly used for analysis purposes. **Note** If the device displayed is a sensor conforming to DALI-2, the RGA address is displayed on one side instead of the device name and additionally, all instances are listed below with their own RGA address.
(3)	Locate luminaires and sensors visually	Luminaires and sensors can be located visually to determine where they are situated in the field. • A visually located luminaire responds by switching to the maximum level. • A visually located sensor flashes (red, for example). There are three levels of location: • an individual device (luminaire or sensor) • all luminaires and sensors in a group • all luminaires and sensors in a room

9 Commissioning

	Function	Brief description
(4)	Assign device	With the button **Assign** you can change the device type and move a device (room and group). When the device is moved, the following rules apply: • If the device is automated before being moved (e.g. daylight linking, shows), the scene settings are reset to the default values. • If a fixed control value is assigned to the device before being moved, this control value remains unchanged. • If the device is assigned to a group which is part of a show, the device adopts the settings defined for this show.
(5)	Configure device	The button **Configure** can be used to configure addressed devices. For more information see Section Configure devices 63
(6)	Create new room	Create a new room. Assign a meaningful name that refers to the real room (e.g. **stairwell**).
(7)	Select room	Select the room so that the groups in this room are displayed in the right-hand column.
	Select zone	Select the zone so that the control equipment in this zone is displayed in the right-hand column. Zones are also indicated by the following icon in the interface:  **Note** • Rooms and groups within the zone are not shown in the system image. The rooms and groups in a zone can only be seen in the **Zones** app. • You cannot create any new zones in the system image. • For more information see Section Zones 98
	Rename room or zone	The pencil icon to the right of a room or zone can be used to rename the room/zone.
	Delete room	The pencil icon to the right of a room can also be used to delete the room. • If a room is deleted all groups in this room and all devices including their DALI short addresses within these groups are also deleted. • If this room is already used as the effective range for a function (e.g. conditional scene recall), this assignment is also deleted. • If the room to be deleted is part of a zone, it is also deleted from the zone.
	Delete zone	The pencil icon to the right of a zone can also be used to delete the zone. • All control equipment that is directly assigned to a zone will also be deleted when the zone is deleted. • Rooms and groups that were part of this zone are not deleted, however. • If this zone is already used as the effective range for a function (e.g. conditional scene recall), this assignment is also deleted.
(8)	Select group	Tap the arrow in front of a group to view the devices in this group.
	Rename group	The pencil icon to the right of a group can be used to rename the group.
	Rename device	The pencil icon to the right of a device can be used to rename the device.

9 Commissioning

	Function	Brief description
	Delete group	The pencil icon to the right of a group can also be used to delete the group. If a group is deleted all devices including their DALI short addresses within this group are also deleted.
	Delete device	The pencil icon to the right of a device can also be used to delete the device including its DALI short address.
	Note • The icon to the left of the device name indicates the device type. For more information see Section Icons 131 • If an exclamation mark ⚠ is displayed to the right of the device name, a fault has occurred for this device. The **Faults** app contains an overview of all current faults in the *sceneCOM* system. For more information see Section Faults 122	
(9)	Create new group	Create a new group within a selected room.

Table 19: Functions of the “System image“ app

9 Commissioning

9.8 Backing up data

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

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

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

Path: App overview > **Data backup**

Note
For more information see Section Data backup 123

Backing up data (complete data backup)

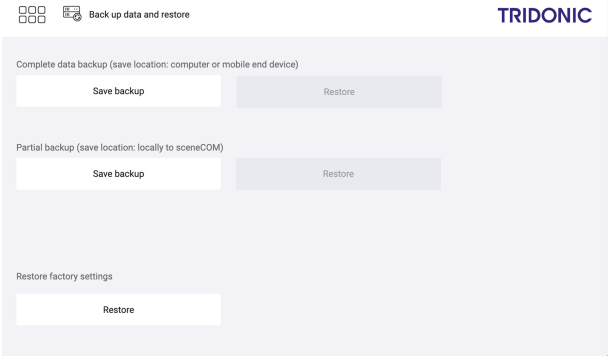
Note
This function is not supported by display devices with iOS operating systems.

Requirement:

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

Path: App overview > **Data backup**

1. Navigate to the path.
   ➲ The **Back up data and restore** view is displayed.

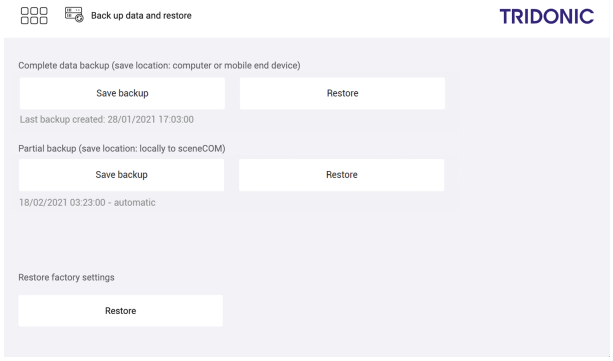


9 Commissioning

2. In Section **Complete data backup**, tap the **Save backup** button.
   ➲The data backup is created.

> **Note**
> The save location depends on the browser settings.

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



3. Tap this button to access the app overview.

10 Configuration

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

Note

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

10.1 Basic settings

Path: App overview > **Basic settings**

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

10.1.1 Password protection

The *sceneCOM* system can be locked against inadvertent or unauthorised configuration by enabling password protection.

Path: App overview > **Basic settings** > **Password protection**

Note

To lock the *sceneCOM* system against inadvertent or unauthorised operation, use the lock function. For more information see Section Lock function 116

Password protection is disabled by default (i.e. no password is set). As soon as a password is set, password protection is enabled and the app overview can only be accessed once the password has been entered.

10 Configuration

Changing the password

Path: App overview > **Basic settings** > **Password protection**

1. Navigate to the path.
   ➲The **Change password** view is displayed.

2. Enter the old password.

> **Note**
> Password protection is disabled by default (i.e. no password is set). Leave the **Old password** field blank if this is the first time a password is being set.

3. Enter a new password.
4. Enter the password a second time as confirmation.
5. Tap the tick mark.
   ➲A message is displayed confirming that the password has been applied.
6. Tap the icon to close the message.
   ➲The **Basic settings** view is displayed.
7. Tap this button to access the app overview.
8. To enable password protection, tap the **Log out** button.
   ➲The start page appears.
   ➲The app overview is password-protected.

10 Configuration

Requesting an unlock code

If you have forgotten the password, it can be deleted using an unlock code. As soon as the password is deleted the app overview can be accessed again without entering a password.

The unlock code can be requested from your sales partner. The reference number is required for this. The unlock code can only be used once.

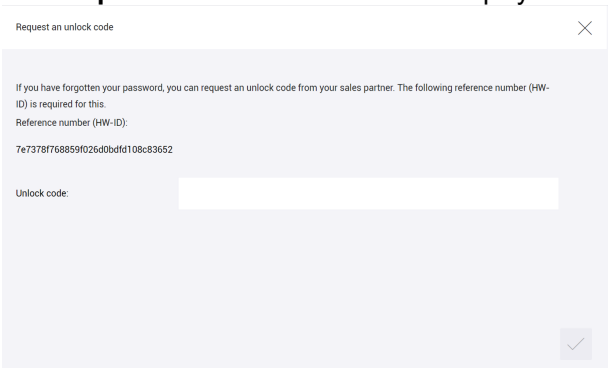
Requirements:

— The start page is displayed.

— Password protection is enabled.

Path: App overview > **Forgot password?**

1. Navigate to the path.
   ➲ The **Request an unlock code** view is displayed.



2. Note down the reference number and give this to your sales partner.
3. The unlock code is sent.
4. Enter the unlock code.
5. ✓ Tap the tick mark.
   ➲ The password is deleted and a corresponding message appears.
6. ✓ Tap the tick mark.
   ➲ Page 1 of the app overview appears.
   ➲ The app overview is no longer password-protected and can be accessed directly via the button for the app overview.

10 Configuration

10.1.2 Geographical coordinates

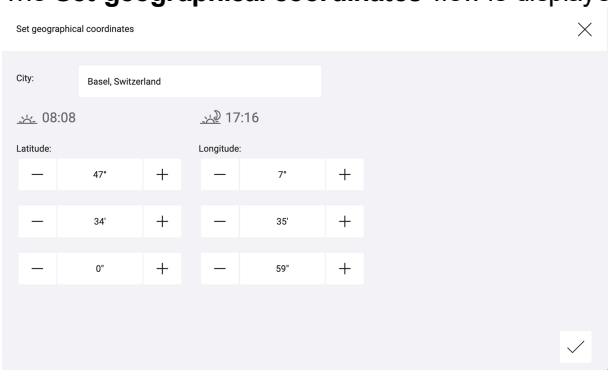
The *sceneCOM* controller uses geographical coordinates to determine the time of the sunrise and sunset at that specific location. These times are a requirement to configure day/night shows and use the **Sunrise/sunset** condition for the conditional scene recall.

Path: App overview > **Basic settings** > **Geo. coordinates**

Changing geographical coordinates

Path: App overview > **Basic settings** > **Geo. coordinates**

1. Navigate to the path.
   ➲ The **Set geographical coordinates** view is displayed.



2. To select a previously defined location, tap the button in the header and then select the desired location.

– or –

2. Set the desired value.
   ➲ The times for the sunrise and sunset are updated.

Note

- Icon for sunrise: 
- Icon for sunset: 

3. Tap the tick mark.
   ➲ The **Basic settings** view is displayed.

4. Tap this button to access the app overview.

10 Configuration

10.1.3 Start page settings

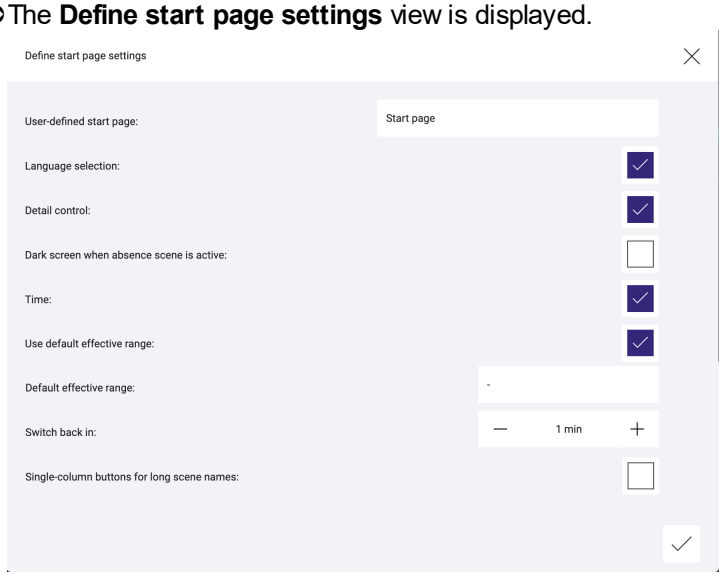
The *sceneCOM* system is operated via the start page. Certain functions can be added to the start page. The settings must be selected separately for each display device.

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

Defining the start page settings

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

1. Navigate to the path.
   ➲The **Define start page settings** view is displayed.



2. To add a function, enable the tick mark.

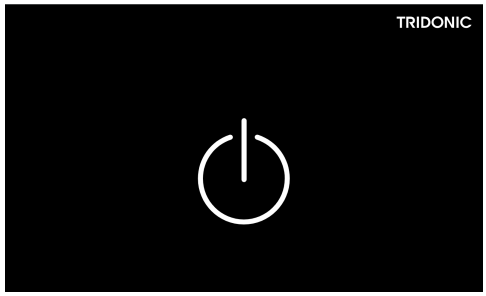
– or –

2. To remove a function, disable the tick mark.

The following functions can be added:

Function	Description
Language selection	The following button is also displayed on the start page, which can be used to change the language: **Note** If this function is not enabled, the language can only be changed in the **Language** app. Access to the app overview may be password-protected, however.
Detail control	The following button is enabled on the start page, which can be used to access detail control: 

10 Configuration

Function	Description
	Note • However, the button is greyed out when a zone has been selected as the effective range. • If this function is not enabled, the start page can only be used to recall scenes and control building services room/zone-wide.
Dark screen when absence scene is active	As soon as the absence scene is recalled a dark screen is displayed.  Figure 10: Dark screen when absence scene is active
Time	The time is added to the start page.
Use default effective range	A default effective range can be selected for the start page. The default effective range is the area which contains devices that should be controlled via the start page as standard. Another effective range can be selected manually on the start page at any time, e.g. to temporarily control the luminaires of another room. After a defined time, the default effective range is automatically applied again. This function is used mainly for touch panels permanently installed in a room. Enable the tick mark to use a default effective range. The selected group/room/zone is then marked with the following icon on the start page:
Default effective range	Select the default effective range (group/room/zone) containing the devices you wish to control via the start page.
Switch back in	Define the time after which the standard effective range is automatically recalled. The time starts again after each manual operation on the start page (e.g. after a scene is recalled, after the effective range is changed).

3. Tap the tick mark at the bottom right.
   ➲Start page settings are saved.
   ➲The **Basic settings** view is displayed.
4. Tap this button to access the app overview.

10 Configuration

10.1.4 DALI data

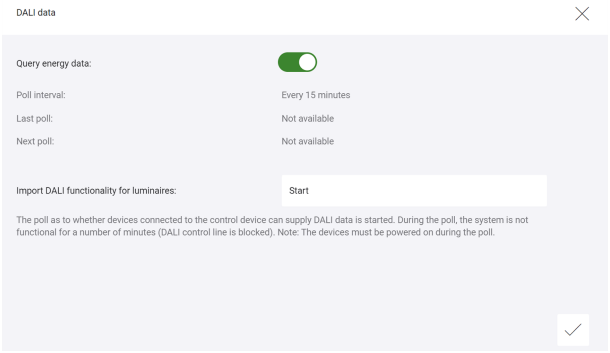
The *sceneCOM* system allows you to poll DALI data for energy monitoring. This function is available in version 3.0.0 or higher.

Note

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

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

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



2. Enable the **Query energy data** option.
3. Tap the **Start** button.

Note

- If luminaires with DALI data were addressed before updating to version 3.0.0, the **Start** button must first be tapped after updating in order to import the DALI functionality of the luminaires.
- During this import, all DALI control lines are locked and the system cannot be operated.

4. Tap the tick mark.
   ➲The energy data is polled every 15 minutes.
   ➲The timestamps of the last and the next poll are displayed.
5. Tap this button to access the app overview.

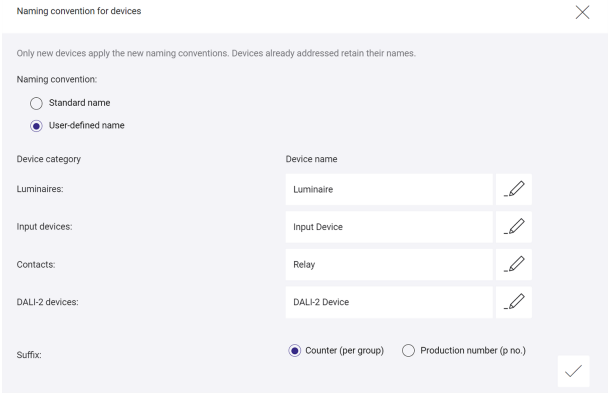
10 Configuration

10.1.5 Naming convention for devices

Set names are suggested by default for all devices during addressing. These names are created by combining the identifier (module ID), channel identification and production number. The convention for assigning names can be customised for the different device categories in version 3.0.0 or higher. In the settings for the naming convention, you can now set device names to be created from a user-defined name and a suffix (counter or production number). The naming convention is applied to suggestions for all devices being newly addressed and can be changed in the course of addressing if desired. Devices that have already been addressed retain their previously assigned names.

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

1. Navigate to the path.
   ➲The **Naming convention for devices** view is displayed.



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

3. Tap the pencil icon next to the device category for which you wish to define a user-defined name.
   ➲The **Edit the user-defined name for [xy]** view is displayed.

> **Note**
> **[xy]** stands for a device category, e.g. **luminaires or contacts**.

4. Enter a new user-defined name.
5. Tap the **Submit** button.
   ➲The **Naming convention for devices** view is displayed.
6. Select the **Counter (per group)** or **Production number** suffix.

7. Tap the tick mark.
   ➲The new naming convention is defined for the selected device category and is applied to suggestions for all devices of this category being newly addressed.
   ➲The **Basic settings** view is displayed.

8. Tap this button to access the app overview.

10 Configuration

10.1.6 Settings for standard scenes

In version 3.0.0 or higher, you have the option of editing or deleting the five preset standard scenes (Absence, Working, Writing, Meeting and Workshop) and defining additional standard scenes.

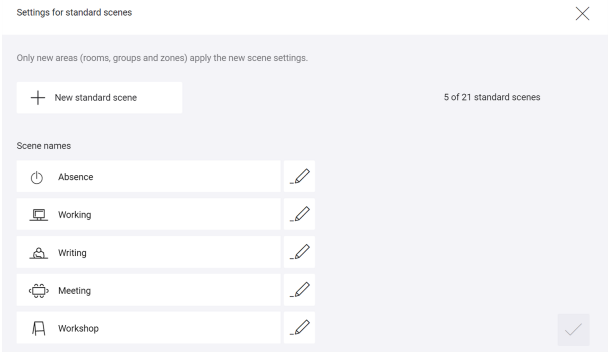
> **Note**
> The new standard scenes are only applied to new areas (rooms, groups and zones).

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

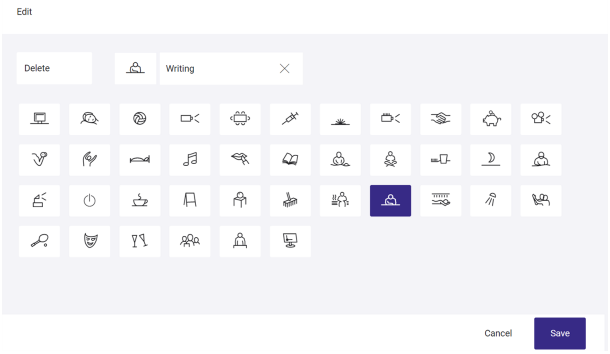
Editing standard scenes

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

1. Navigate to the path.
   ➲The **Settings for standard scenes** view is displayed.



2. Tap the button.
   ➲The **Edit** view is displayed.



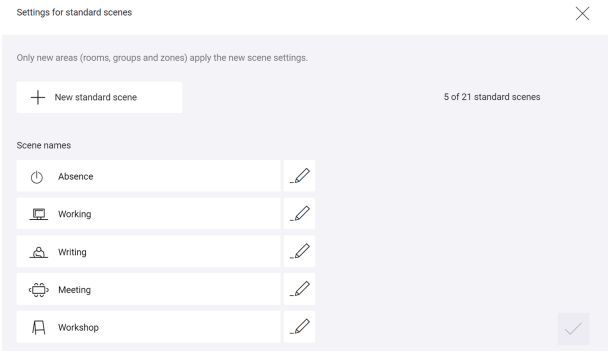
3. Change the scene name, scene icon and scene image.
4. Tap the **Save** button.
   ➲The **Settings for standard scenes** view is displayed.
5. Tap the tick mark.
   ➲The **Basic settings** view is displayed.
   ➲The settings for the standard scene are saved.
6. Tap this button to access the app overview.

10 Configuration

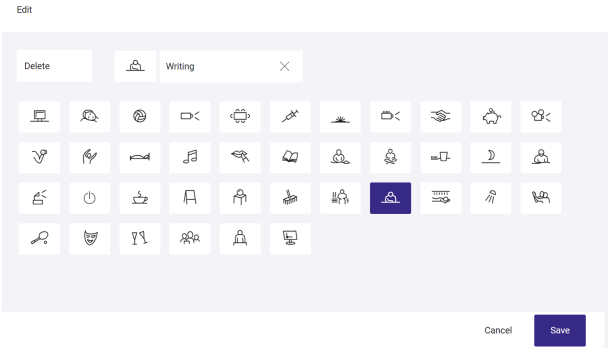
Deleting standard scenes

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

1. Navigate to the path.
   ➲The **Settings for standard scenes** view is displayed.



2. Tap the button.
   ➲The **Edit** view is displayed.



3. Tap the **Delete** button.
   ➲The **Delete scene** view is displayed.
4. Tap the **Delete** button again.
   ➲The **Settings for standard scenes** view is displayed.

> **Note**
> The **Absence** and **Working** scenes cannot be deleted.

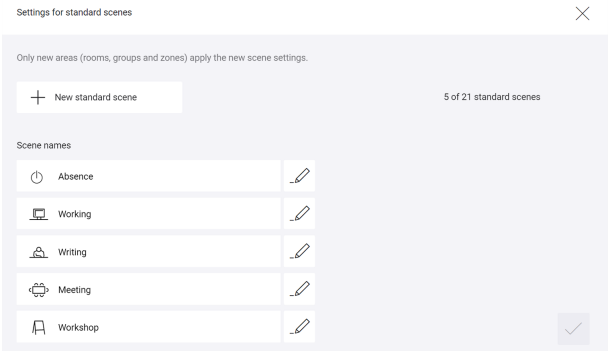
5. Tap the tick mark.
   ➲The **Basic settings** view is displayed.
   ➲The standard scene is deleted.
6. Tap this button to access the app overview.

10 Configuration

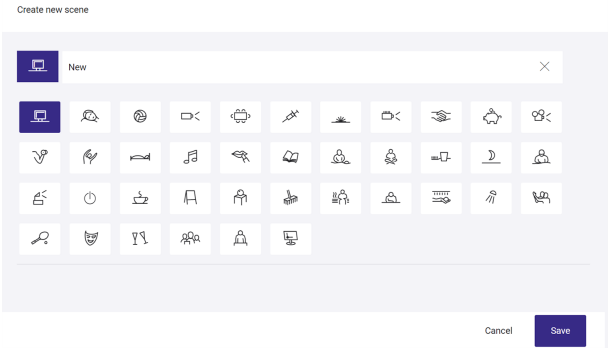
Creating a new standard scene

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

1. Navigate to the path.
   ➲The **Settings for standard scenes** view is displayed.



2. Tap the **New standard scene** button.
   ➲The **Create new scene** view is displayed.



3. Enter the scene name and select the scene icon and scene image.
4. Tap the **Save** button.
   ➲The **Settings for standard scenes** view is displayed.

✓

5. Tap the tick mark.
   ➲The **Basic settings** view is displayed.
   ➲The new standard scene is created and saved.

6. Tap this button to access the app overview.

10 Configuration

10.1.7 Security settings

In the security settings in version 3.0.0 or higher, you can select between using a self-signed security certificate or an external security certificate that must be signed by a root certificate authority. The certificates are used for secure communication via HTTPS, as well as REST API and MQTT. The external security certificate must be renewed periodically.

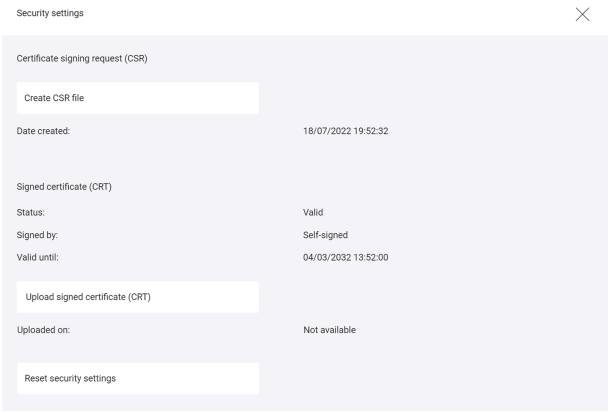
Note

- A self-signed security certificate is stored by default.
- The self-signed security certificate stored in advance is valid for 10 years.

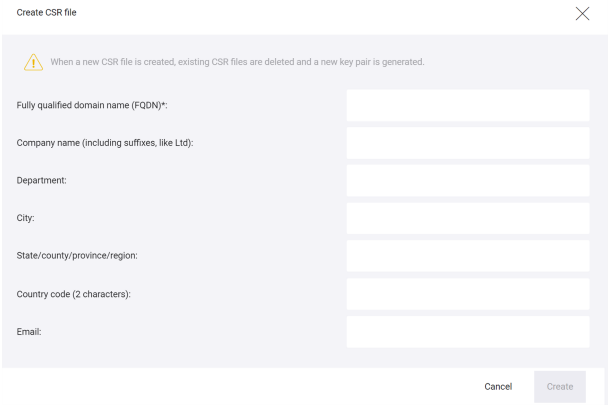
Creating an external security certificate

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

1. Navigate to the path.
   ➲ The **Security settings** view is displayed.



2. Tap the **Create CSR file** button.
   ➲ The **Create CSR file** view is displayed.

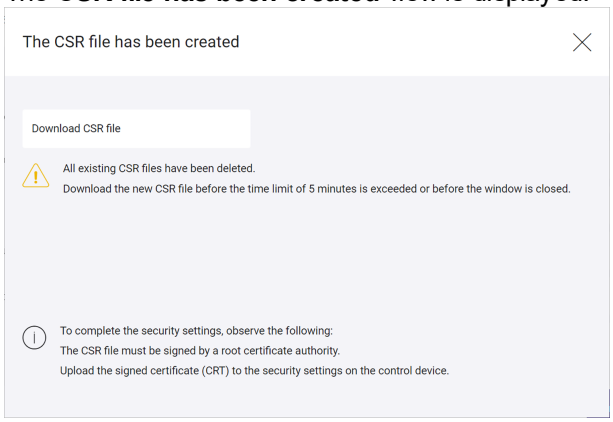


10 Configuration

3. Enter a fully qualified domain name.

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

4. Enter the rest of the data, such as the company name, if necessary.
5. Tap the **Create** button.
   ➲The **CSR file has been created** view is displayed.



6. Tap the **Download CSR file** button within 5 minutes.
   ➲Existing CSR files are deleted.
   ➲The newly created file is downloaded.
7. Tap the icon.
   ➲The **Security settings** view is displayed.

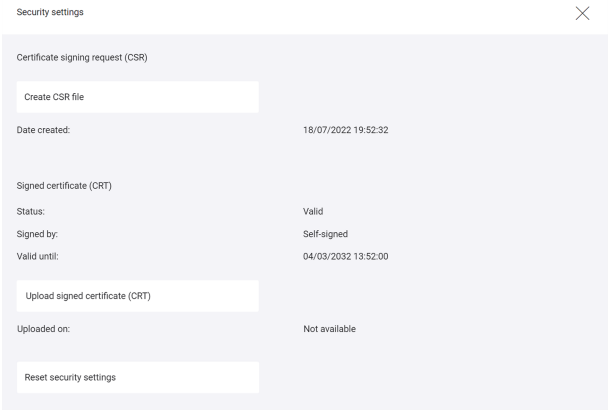
> **Note**
> The downloaded CSR file must be signed by a root certificate authority.

10 Configuration

Enabling an external security certificate

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

1. Navigate to the path.
   ➲The **Security settings** view is displayed.

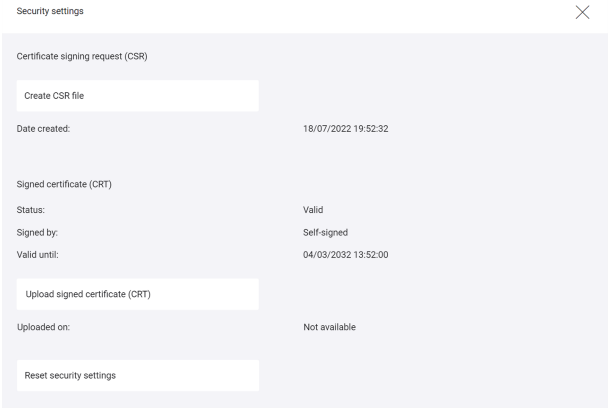


2. Tap the **Upload signed certificate (CRT)** button.
3. Select and upload the signed certificate.
   ➲**The signed certificate is being uploaded...** view is displayed.
4. Tap the **Reload** button.
   ➲The web application reloads.
   ➲The start page appears.

Resetting to a self-signed certificate

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

1. Navigate to the path.
   ➲The **Security settings** view is displayed.



2. Tap the **Reset security settings** button.
   ➲The **Reset security settings** view is displayed.

10 Configuration

3. Tap the **Reset** button.
   ➲ The web application reloads.
   ➲ The start page appears.

> **Note**
> Tapping **Reset** deletes ongoing signing processes and replaces existing certificates with a self-signed certificate.

10 Configuration

10.2 Configuring devices

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

Configuring a device

Path: App overview > **System image**

1. Navigate to the path.
2. In the left-hand column, select the room containing the device to be configured.
   ➲Groups created in the room are displayed in the right-hand column.
3. Tap the arrow to the left of the group containing the device to be configured.
   ➲The devices in this group are displayed.
4. In the right-hand column, select the device to be configured.
   ➲The **Configure** button is enabled.
5. Tap the **Configure** button.
   ➲The **Configure [xy]** view is displayed.

> **Note**
> **[xy]** stands for a device type in each case, e.g. **Configure TW luminaire**.

6. Configure the device.
7. Tap the tick mark.
   ➲The settings are saved.
   ➲The **System image** view is displayed.
8. Tap this button to access the app overview.

> **Note**
> If the device being configured supports DALI-2, the respective master is displayed in the system image. To configure the individual instances (input elements), proceed as follows:
>
> 1. Select the DALI-2 device in the respective group.
> 2. Tap the **Configure** button.
>   ➲The **Configure [xy]** view is displayed.
>   ➲The first instance of the device is displayed.
> 3. Change the instance name (important for presence and daylight linking).
> 4. Configure the instance. Depending on the type of instance, different configuration options are available.
> 5. Use the > and < buttons to select the next instance to be configured.
>   ➲The settings are saved.
> 6. Tap the tick mark once all instances have been configured.
>   ➲The settings are saved.
>   ➲The **System image** view is displayed.

10 Configuration

10.2.1 Configuration options: luminaires

Path: App overview > **System image**

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

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

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

Parameter	Description
Lower dimming limit	The dimming range is a range in which the intensity of the luminaires can be smoothly adjusted. It is restricted to the physical upper and lower limits. Setting a lower and upper dimming limit can limit the dimming range further.
Upper dimming limit	
System Failure Level	Specifies the value the control gear adopts after a DALI bus failure. Enable **System Failure Level Mask** to ensure no change is made upon restoration following a DALI bus failure.
Power On Level	Specifies the value the control gear adopts after a voltage supply failure. Enable **Power On Level Mask** to ensure no change is made upon restoration following a voltage supply failure.
Switching mode (Only for self-contained emergency luminaires)	Type of behaviour emergency luminaires can have during mains and/or emergency operation. The following switching modes are available: • **Maintained light**: switching mode in which the emergency luminaire is permanently switched on during both mains and emergency operation. The emergency luminaires cannot be dimmed/brightened. This switching mode is used, for example, for safety sign luminaires. • **Non-maintained light**: switching mode in which the emergency luminaire is switched off during mains operation but switched on during emergency operation (in the event of a mains failure and during emergency lighting tests). • **Lighting management**: switching mode in which the emergency luminaire can be switched on and off as well as dimmed/brightened during mains operation, but is always switched on during emergency operation. **Note** • A switching mode is assigned to each emergency luminaire by default during addressing. The assigned switching mode depends on the type of emergency luminaire. • Not every emergency luminaire supports all switching modes; if a switching mode is not supported, it is greyed out.

10 Configuration

Parameter	Description
Test group (Only for self-contained emergency luminaires)	During a duration test, a power failure is simulated in order to test whether the emergency luminaire is functioning properly and whether the battery achieves its nominal operating duration. In order to ensure that a previous duration test has not emptied all batteries in an emergency, a duration test is not performed simultaneously for all self-contained emergency luminaires; the emergency luminaires are tested in two test groups (test group A and test group B). A test group is a group of self-contained emergency luminaires that are tested simultaneously during an automatic duration test. The self-contained emergency luminaires are automatically assigned to test groups A and B during addressing. The assignment takes place alternately. The assignment can be changed at any time. **WARNING** If test groups are incorrectly assigned, the emergency lighting will not function. If too many emergency luminaires are tested simultaneously, the emergency lighting function cannot be guaranteed in an emergency. • Ensure that the emergency luminaires are distributed equally between test group A and B, e.g. 25 emergency luminaires in test group A and 25 emergency luminaires in test group B. • Ensure that all emergency luminaires in the test groups are also spatially distributed.
Info text 1–3 (Only for self-contained emergency luminaires)	Information entered by the user for the self-contained emergency luminaire (e.g. lamp type, article number).

Table 20: Configuration options – Luminaires

10 Configuration

10.2.2 Configuration options: input devices

Path: App overview > **System image**

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

- Momentary-action switches/standard switches 66
- Presence detectors 70
- Light sensors 70
- basicDIM DGC sensor 71

Momentary-action switches/standard switches

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

Parameter	Description
Operating mode	This setting determines the function of the installed momentary-action switch or standard switch. • **MAS: scene recall and dim/brighten** Momentary-action switch which can be used to recall the presence and absence scenes and dim and brighten the lighting. • **MAS: scene recall only** Momentary-action switch which can only be used to recall the presence and absence scenes. • **MAS: brighten/dim only** Momentary-action switch which can only be used to dim and brighten the lighting. • **MAS: brighten only** Momentary-action switch which can only be used to brighten the lighting. • **MAS: dim only** Momentary-action switch which can only be used to dim the lighting. • **MAS: presence scene only** Momentary-action switch which can only be used to recall the presence scene. • **MAS: absence scene only** Momentary-action switch which can only be used to recall the absence scene. • **MAS: absence scene and dim** Momentary-action switch which can be used to recall the absence scene and dim the lighting. • **MAS: presence scene and dim** Momentary-action switch which can be used to recall the presence scene and dim the lighting. • **MAS: absence scene and brighten** • Momentary-action switch which can be used to recall the absence scene and brighten the lighting. • **MAS: presence scene and brighten** • Momentary-action switch which can be used to recall the presence scene and brighten the lighting. • **Std switch** Switch which can only be used to recall the presence and absence scenes.

10 Configuration

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

Table 21: Configuration options – Momentary-action switch/standard switch

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

10 Configuration

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

Table 22: Overview of configuration options for momentary-action switches/standard switches depending on operating mode (part 1)

10 Configuration

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

Table 23: Overview of configuration options for momentary-action switches/standard switches depending on operating mode (part 2)

10 Configuration

Presence detector

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

The following table provides a description of the parameters displayed:

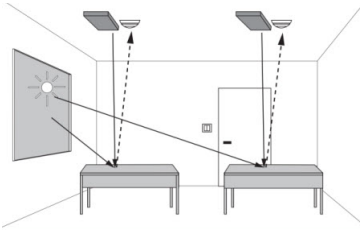
Parameter	Description
Presence status	Status which provides information about whether the presence detector is currently detecting the presence or absence of moving persons.

Table 24: Parameter – Presence detector

Light sensor

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

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



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

The following table provides a description of the parameters displayed:

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

Table 25: Parameter – Light sensor

10 Configuration

basicDIM DGC Sensor

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

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

◎ 1 x for presence detection

⊛ 1 x for light detection

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

Presence detection

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

The following table provides a description of the parameters displayed:

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

Table 26: Parameter – presence detection

Light detection

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

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

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

Table 27: Parameters and functions – light detection

10 Configuration

10.2.3 Configuration options: DALI-2 devices

The following table provides a description of the parameters:

Parameter	Description
Instance name	The name of the instance, entered by the user.

Effective range	The effective range to which the instance has been assigned.
	• Switch/remote control: if a new effective range is selected for switches or remote controls, the corresponding switch/remote control is also displayed in the new area (room, group or zone) in the system image.
	• Light sensor:
	  ○ Shows the effective range assigned to the sensor in the **Daylight linking** app.
	  ○ If the sensor is used for the conditional scene recall with the twilight condition, the effective range in which the condition is active is also displayed.
	• Presence detector: shows the effective range assigned to the sensor in the **Presence linking** app.

Table 28: Configuration options – DALI-2 devices

Note

The individual configuration options for the instances can be found in the relevant sections covering configuration options for input devices.
For more information see Section Configuration options: input devices 66

10 Configuration

10.3 Scenes

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

Path: App overview > **Scenes**

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

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

Icon	Scene
	Absence
	Working
	Writing
	Meeting
	Workshop

Table 29: Standard scenes

Note
Defaults are stored for these scenes.
For more information see Section Factory settings 130

10 Configuration

10.3.1 Overview of the “Scenes” app

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

Path: App overview > **Scenes**

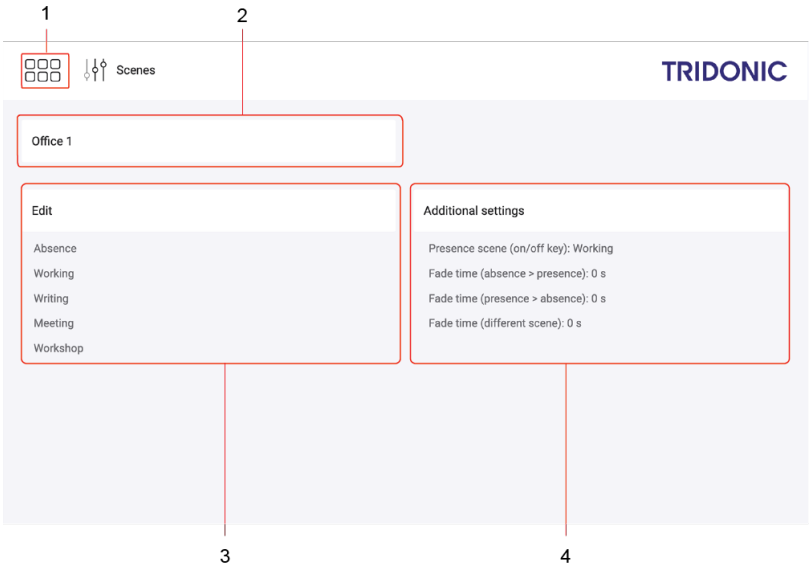


Figure 11: “Scenes” app view

	Function	Brief description
(1)	Return to app overview	The app overview can be accessed via this button.
(2)	Selecting effective range	A scene is created for a specific effective range. Select the effective range (room or zone) in which you want to create or change a scene. **Note** • The view in the **Edit scene** area differs depending on whether a room or zone is selected as the effective range. • If a room is selected as the effective range, you can define the scene at room, group and device level. For more information see Section Configuring scenes for rooms 77 • You can also select a group as the effective range. In this case, however, you can only define the additional settings related to this group; you cannot edit the scene because this is defined for the room.
(3)	Edit scene	A scene can comprise different settings, depending on the devices installed (e.g. intensity). **Note** A description of the **Edit scene** view can be found in the next section.

10 Configuration

	Function	Brief description
(4)	Define additional settings for start page	For each effective range (group/room/zone), you can define the following additional settings for recalling a scene via the start page: • **Presence scene (on/off key)**: scene recalled using the on/off key; alternates with the absence scene. • **Fade time (absence > presence)**: The time it takes to change from one value (scene, presence value) to the absence scene. • **Fade time (presence > absence)**: The time it takes to change from one value (scene, presence value) to the absence scene. • **Fade time (different scene)**: time it takes to change from one scene to another.

Table 30: Functions in the “Scenes” view

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

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

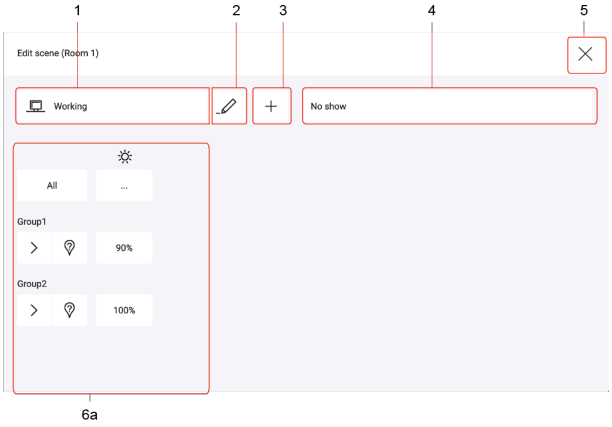


Figure 12: “Edit scene” view > effective range: room

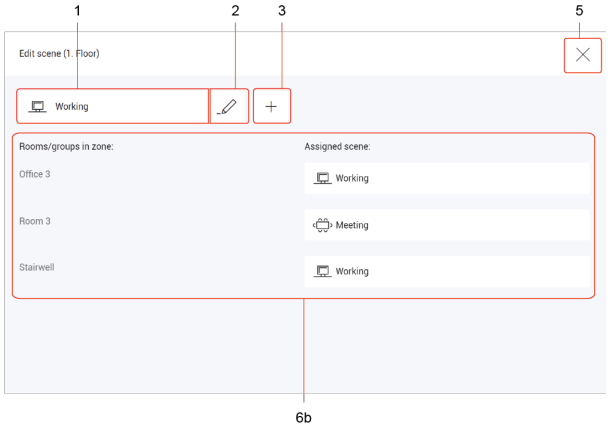


Figure 13: “Edit scene” view > effective range: zone

	Function	Brief description
(1)	Select scene	Select an existing scene to configure it. As soon as a room or zone is created in your *sceneCOM* system, five standard scenes are enabled in the room/zone.
(2)	Rename scene and change scene icon	Change the name and scene icon of an existing scene. **Note** The scene icon is only displayed on the default start page. For more information see Section Start page 14
	Copy scene	To create a scene that is only slightly different from an existing scene in this room, the existing scene can be copied. All settings are applied in this case. The copied scene can then be configured.
	Delete scene	When a scene is deleted all settings for the scene are deleted. The **Absence** and **Working** scenes cannot be deleted.

10 Configuration

	Function	Brief description
		Note Deleting a scene affects functions that use this scene in their configuration (e.g. conditional scene recall, presence linking). For this reason, check whether existing functions will be affected after a scene is deleted.
(3)	Create new scene	In addition to the five standard scenes, 16 extra scenes can be created. When creating a scene, select a name and a scene icon.
(4)	Select show	If you have created a show in the **Shows** app, you can set it here. There is no show set by default. **Note** For more information see **Shows** manual
(5)	Save settings	As soon as you tap the cross, the changes are saved and the app overview is displayed.
(6)	Configure scene	A scene can comprise different settings, depending on the devices installed (e.g. intensity). **Note** • A description of the different icons can be found in Section Icons 131. • You can configure scenes for rooms. For more information see Section Configuring scenes for rooms 77 • You can configure scenes for zones. For more information see Section Configuring scenes for zones 81 • You can assign daylight linking to the scene. For more information see **Daylight linking** manual • You can assign a show to the scene. For more information see **Shows** manual

Table 31: Functions of the “Edit scene” view

10 Configuration

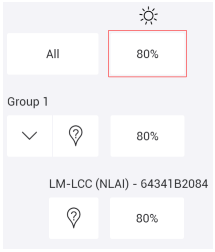
10.3.2 Configuring scenes for rooms

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

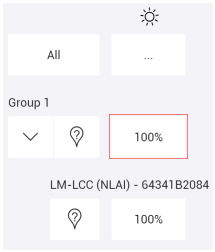
Path: App overview > **Scenes** > **Edit**

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

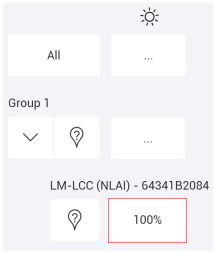
- for all devices in the room, e.g. one intensity for all luminaires in the room



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



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



10 Configuration

Configuration options

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

Intensity

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

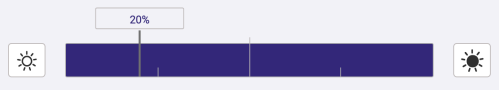
Setting	Description	Toolbar view
Fixed	A fixed intensity is applied when the scene is recalled.  Figure 14: Configure scene – extract: fixed intensity	Intensity in %, e.g. 20%
Daylight linking	The intensity is controlled via daylight linking when the scene is recalled. **Note** More information: Manual **Daylight linking**	DL

Table 32: Configuration options – intensity

Colour

Configurable for: RGB luminaires

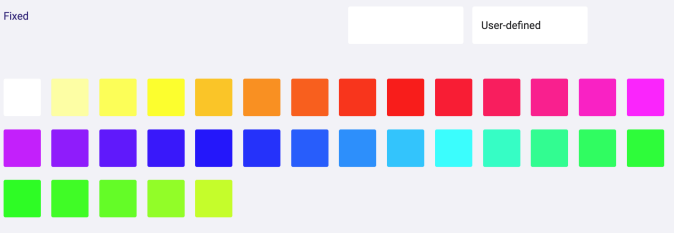
Setting	Description	Toolbar view
Fixed	A fixed colour is applied when the scene is recalled.  Figure 15: Configure scene – extract: fixed colour	Selected colour, e.g.

Table 33: Configuration options – colour

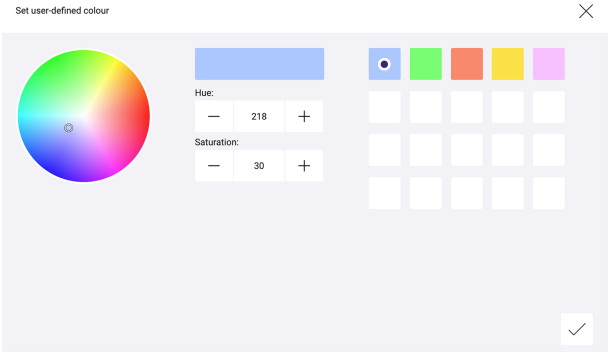
10 Configuration

Setting a user-defined colour

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

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

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



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

– or –

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

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

– or –

3. Set the desired value for hue and saturation.

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

10 Configuration

Tunable White

Configurable for: TW luminaires

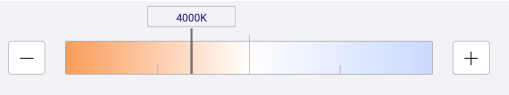
Setting	Description	Toolbar view
Fixed	A fixed colour temperature is applied when the scene is recalled.  Figure 16: Configure scene – extract: fixed colour temperature	Colour temperature in kelvin, e.g. 4000K

Table 34: Configuration options – Tunable White

Light balance

Configurable for: Balance luminaires

Setting	Description	Toolbar view
Fixed	A fixed light balance is applied when the scene is recalled.  Figure 17: Configure scene – extract: fixed light balance **Note** The left value indicates the proportion of direct lighting; the right value indicates the proportion of indirect lighting.	Ratio Direct : Indirect; e.g. 100:0

Table 35: Configuration options – light balance

10 Configuration

10.3.3 Configuring scenes for zones

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

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

- Step 1: create a zone.
  Path: App overview > **Zones**
  For more information see Section Zones 98

- Step 2: create one or more scenes for a zone.
  Path: App overview > **Scenes**

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

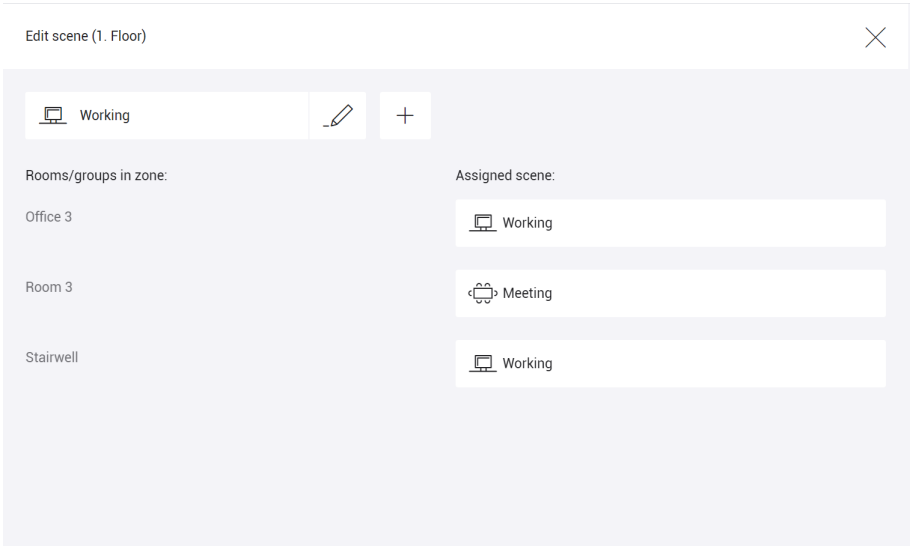


Figure 18: "Scenes" app view > effective range: zone

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

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

10 Configuration

10.4 Calendar

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

Path: App overview > **Calendar**

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

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

Note

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

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

Table 36: Recommendation for date groups

10 Configuration

10.4.1 Overview of the “Calendar” app

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

Path: App overview > **Calendar**

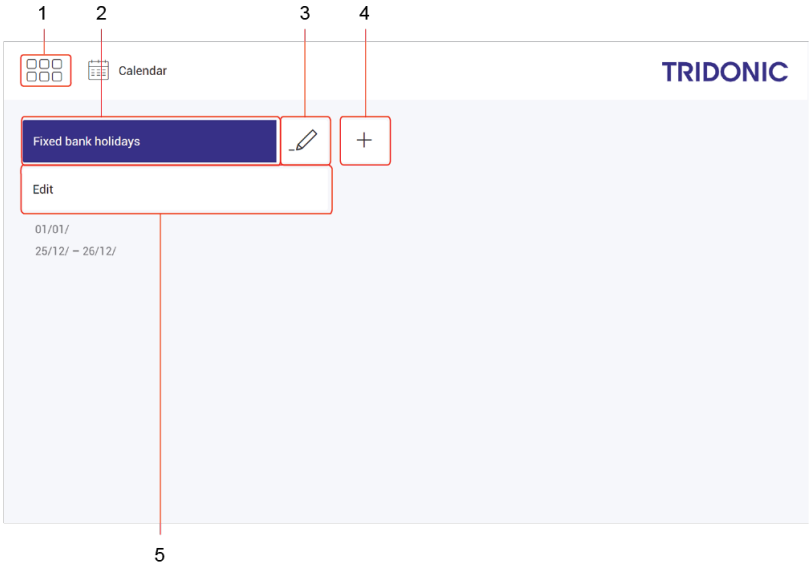


Figure 19: "Calendar" app view

	Function	Brief description
(1)	Return to app overview	The app overview can be accessed via this button.
(2)	Select date group	Select an existing date group to edit it.
(3)	Rename date group	Change the name of an existing date group.
	Copy date group	To create a date group that is only slightly different from an existing date group, the existing group can be copied. All dates are copied over in this case. The copied date group can then be edited.
	Delete date group	All dates are deleted when a date group is deleted. **Note** If the date group is used in a function (e.g. conditional scene recall), it is also deleted there. The function (in this case conditional scene recall) continues to function but no longer has any stored exceptions.
(4)	Create date group	Create a new date group. Name the date group as required (e.g. fixed bank holidays).
(5)	Edit date group	Select the type of date group and then add date entries. As soon as dates are added, the dates are displayed under the **Edit** button: • In format DD/MM for annually recurring dates • In format DD/MM/YYYY for one-off dates

Table 37: Functions in the "Calendar" app

10 Configuration

10.5 Conditional scene recall

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

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

There are different types of conditional scene recall.

Type	Description
Condition: time	A scene is recalled in an effective range at a specific time. The scene can be recalled on an individual weekday or all weekdays. Date groups can also be added as exceptions. The scene recall can also be made to depend on the scene in a specific room or zone if desired. **Note** For more information and an application example see Section Condition: time 87
Condition: scene	A certain scene is recalled in an effective range, but only if a specific scene is active in a specific room or zone. The scene can be recalled on an individual weekday or all weekdays. Date groups can also be added as exceptions. You can also set a specific action timeframe in which the scene recall takes place. **Note** For more information and an application example see Section Condition: scene 89
Condition: twilight	A certain scene is recalled in an effective range but only if the illuminance measured by a specific light sensor exceeds or falls below a defined threshold for a certain amount of time. The scene can be recalled on an individual weekday or all weekdays. Date groups can also be added as exceptions. You can also set a specific action timeframe in which the scene recall takes place. **Note** For more information and an application example see Section Condition: twilight 90
Condition: sunrise/sunset	A scene is recalled in an effective range depending on the sunrise or sunset. The scene can be recalled on an individual weekday or all weekdays. Date groups can also be added as exceptions.You can also set a specific action timeframe in which the scene recall takes place. **Note** For more information and an application example see: Section Condition: sunrise/sunset 91
Function: all off	The absence scene is recalled in all rooms at a specific time. The scene can be recalled on an individual weekday or all weekdays. Date groups can also be added as exceptions. **Note** For more information and an application example see Section Function: all off 93

10 Configuration

Type	Description
Function: stairwell	A person enters the stairwell and operates a momentary-action switch, recalling a presence scene and starting a run-on time. If no one presses a momentary-action switch in this stairwell again during the run-on time, the absence scene is recalled again. The scene can be recalled on an individual weekday or all weekdays. Date groups can also be added as exceptions. You can also set a specific action timeframe in which the scene recall takes place. **Note** For more information and an application example see Section Function: stairwell 94

Table 38: Types of conditional scene recalls

10.5.1 Overview of the “Conditional scene recall” app

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

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

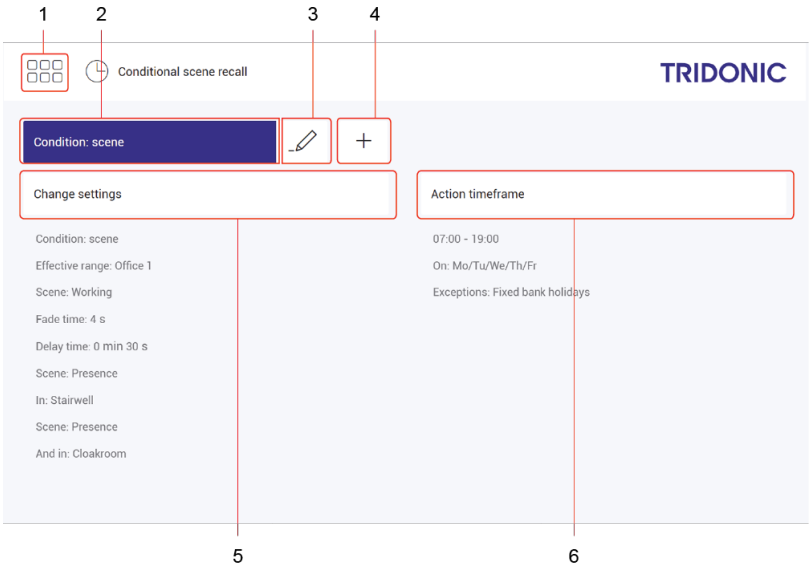


Figure 20: “Conditional scene recall” app view

	Function	Brief description
(1)	Return to app overview	Tap this button to access the app overview.
(2)	Select conditional scene recall	Select an existing conditional scene recall to change it.
(3)	Rename conditional scene recall	Change the name of an existing conditional scene recall.
	Copy conditional scene recall	To create a conditional scene recall that is only slightly different from an existing conditional scene recall in this room, the existing conditional scene recall can be copied. All settings are applied in this case. The copied conditional scene recall can then be configured.
	Delete conditional scene recall	When a conditional scene recall is deleted all settings are deleted.
(4)	Create new conditional scene recall	Create a new conditional scene recall. Name the conditional scene recall as required (e.g. start of work).

10 Configuration

	Function	Brief description
(5)	Change settings of conditional scene recall	Select the type of conditional scene recall and then configure it.
(6)	Define action timeframe	The action timeframe is a time in which the function is enabled. • **Timeframe 1–3**: define the action timeframe of the conditional scene recall using a maximum of three timeframes. A timeframe of 00:00–24:00 is stored as a default (conditional scene recall always enabled). This function is only available for the following types of conditional scene recall: ○ **Condition: scene** ○ **Condition: twilight** ○ **Condition: sunrise/sunset** ○ **Function: stairwell** • **On**: Weekday on which the conditional scene recall occurs. More than one weekday can be selected. • **Exceptions**: Date group with entries on which the conditional scene recall does not occur. More than one date group can be selected. **Note** Date groups must be defined in advance in the **Calendar** app. For more information see Section Calendar 82.

Table 39: Functions of the “Conditional scene recall” app

10 Configuration

10.5.2 Configuration options

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

Condition: time

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

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

Table 40: Configuration options – conditional scene recall with condition “time”

10 Configuration

Example

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

Note

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

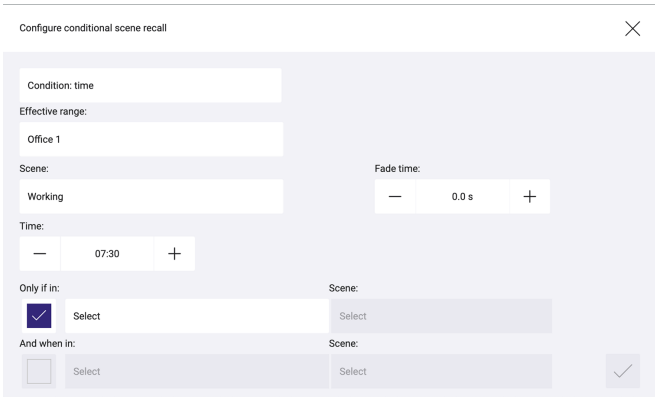


Figure 21: Configuring the conditional scene recall with condition “time”

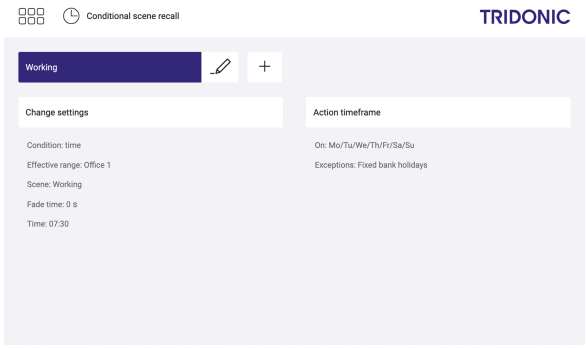


Figure 22: Summary of configuration for conditional scene recall with condition “time”

10 Configuration

Condition: scene

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

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

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

Example

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

Note

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

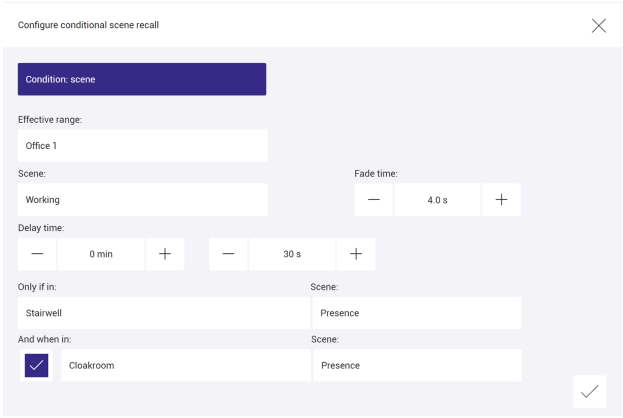


Figure 23: Configuring the conditional scene recall with condition “scene”

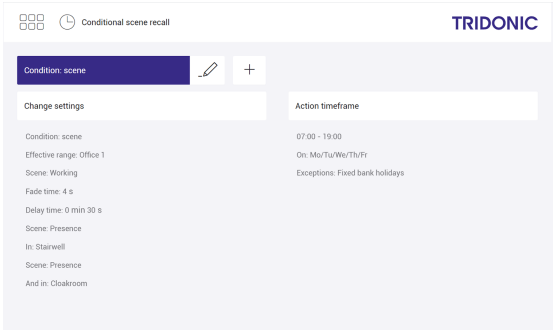


Figure 24: Summary of configuration for conditional scene recall with condition “scene”

10 Configuration

Condition: twilight

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

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

Table 42: Configuration options – conditional scene recall with condition "twilight"

Example

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

Note

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

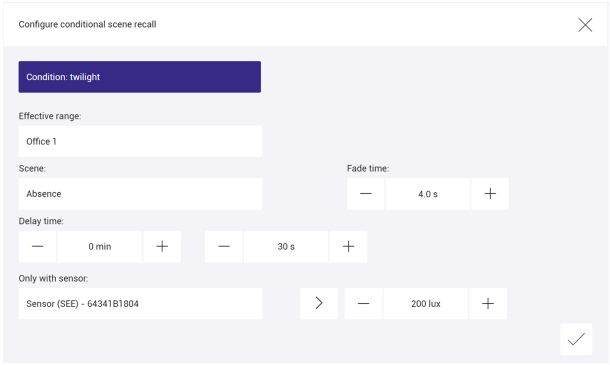


Figure 25: Configuring the conditional scene recall with condition "twilight"

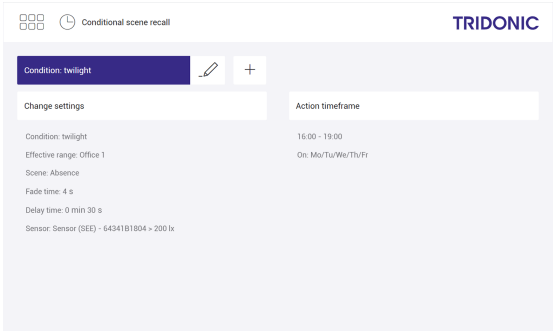


Figure 26: Summary of configuration for conditional scene recall with condition "twilight"

10 Configuration

Condition: sunrise/sunset

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

Parameter	Description
Effective range	Effective range (group, room or zone) in which the conditional scene recall occurs.
Scene	Scene recalled by the conditional scene recall.
Fade time	The time it takes to change from the last value to the defined scene.
Sun position	Sun position (sunrise or sunset) at which the scene is recalled. The information about sunrise and sunset is the result of the time and the geographical coordinates defined in the basic settings. For more information see Section Geographical coordinates 51 The sunrise/sunset time displayed is the time of the next sunrise or sunset. This sunrise or sunset may not necessarily fall on the same day. If polar day or polar night is defined, this information is displayed instead of the time. During a polar day or night, the conditional scene recall is not carried out. **Note** When the sunrise or sunset is calculated, a deviation of several minutes may occur from a latitude greater than 80° (north and south).
Offset	Value (in minutes) by which the conditional scene recall is corrected based on the sunrise and sunset. When the value is positive, the conditional scene recall is delayed by the selected time to occur at a time after sunrise or sunset. When the value is negative, the conditional scene recall takes place before sunrise or sunset.
Only if in	Additional condition that can be added if desired by enabling the tick mark. Group, room or zone where a specific scene must be enabled in order for the conditional scene recall to occur.
Scene (Only for condition **Only if in**)	Scene that must be enabled in this group/room/zone.
And when in	Another additional condition that can be added if **Only if in** has been specified. Tap the tick mark to enable the condition. Group, room or zone where a specific scene must be enabled in order for the conditional scene recall to occur.
Scene (Only for condition **And when in**)	Scene that must be enabled in this group/room/zone.

Table 43:Configuration options – Conditional scene recall with condition “Sunrise/sunset”

10 Configuration

Example

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

Note

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

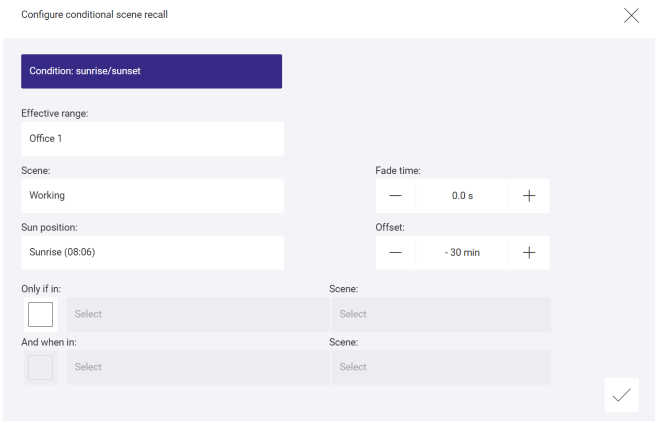


Figure 27: Configuring the conditional scene recall with condition “Sunrise/sunset”

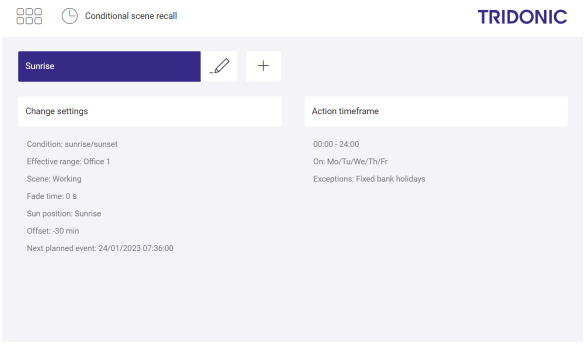


Figure 28: Summary of configuration for conditional scene recall with condition “Sunrise/sunset”

10 Configuration

Function: all off

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

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

Table 44: Configuration options – conditional scene recall with function "all off"

Example

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

Note

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

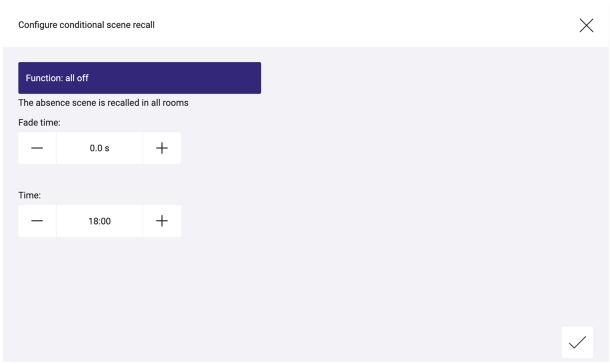


Figure 29: Configuring the conditional scene recall with function "all off"

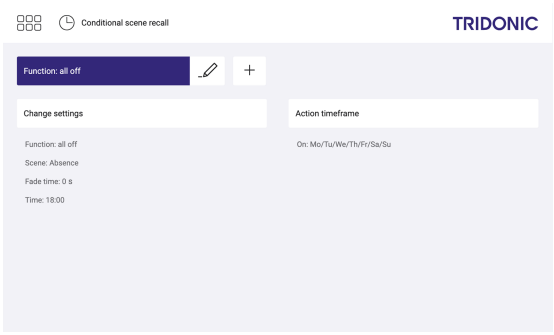


Figure 30: Summary of configuration for conditional scene recall with function "all off"

10 Configuration

Function: stairwell

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

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

Table 45: Configuration options – Conditional scene recall with function "stairwell"

Example

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

Note

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

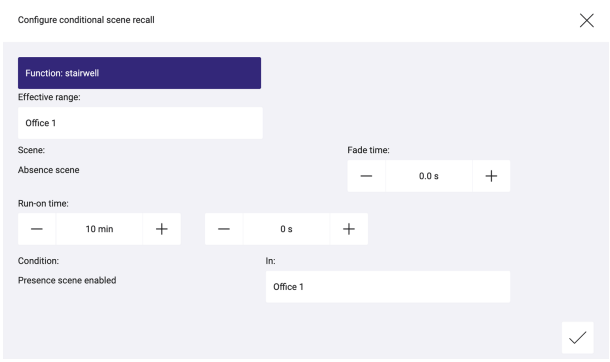


Figure 31: Configuring the conditional scene recall with function "stairwell"

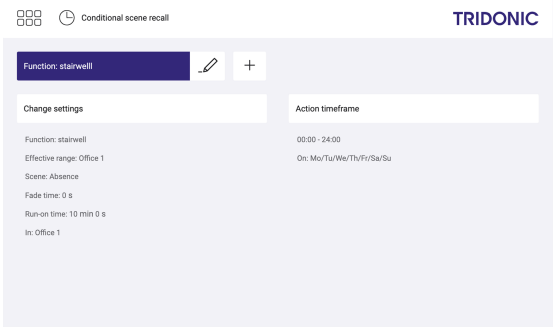


Figure 32: Summary of configuration for conditional scene recall with function "stairwell"

10 Configuration

10.6 Presence linking

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

Path: App overview > **Presence linking**

There are three types of presence linking:

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

10.6.1 Overview of the “Presence linking” app

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

Path: App overview > **Presence linking**

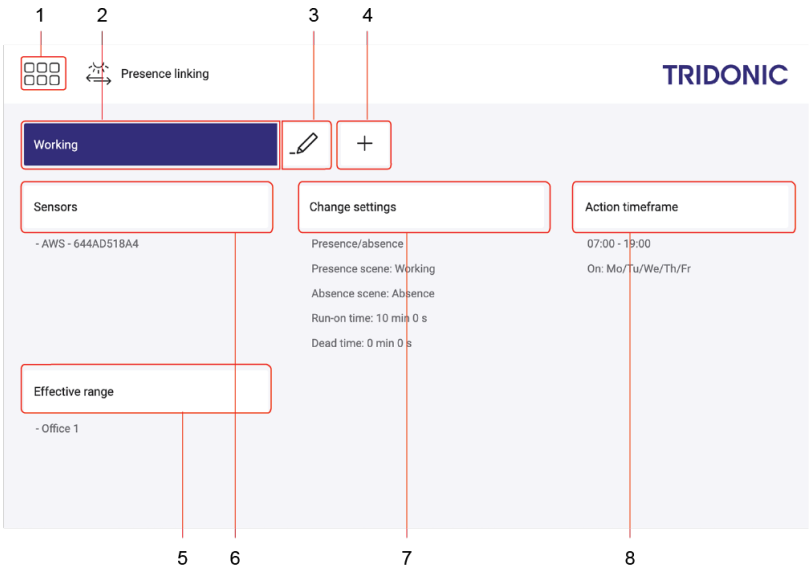


Figure 33: "Presence linking" app view

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

10 Configuration

	Function	Brief description
(4)	Create new presence linking	Create a new presence linking configuration. Name the presence linking configuration as required (e.g. working hours).
(5)	Selecting effective range	Select an effective range (room or zone) where presence linking should be enabled.
(6)	Select sensor	Presence is detected by presence detectors. One or more sensors can be selected as required. The sensor does not have to be located in the effective range of the presence linking.
(7)	Change settings	Select the type of presence linking (presence, absence, presence/absence), as well as a run-on time and dead time. Also, define whether presence linking is always enabled or depends on a scene.
(8)	Define action timeframe	The action timeframe is a time in which the function is enabled. • **Timeframe 1 – 3**: Define the action timeframe of the presence linking using a maximum of three timeframes. A timeframe of 00:00–24:00 is stored as a default (presence linking always enabled). • **On**: Weekday when presence linking is active. More than one weekday can be selected. • **Exceptions**: Date group with entries on which presence linking does not occur. More than one date group can be selected. **Note** Date groups must be defined in advance in the **Calendar** app. For more information see Section Calendar 82

Table 46: Functions of the "Presence linking" app

10 Configuration

10.6.2 Configuration options

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

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

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

Table 47: Configuration options – presence linking

10 Configuration

10.7 Zones

A zone is a unit comprising multiple rooms and/or groups, created in order to be able to control the addressed devices it contains together. Zones do not depend on the features of the rooms. Zones are also indicated by the following icon in the interface:

Path: App overview > **Zones**

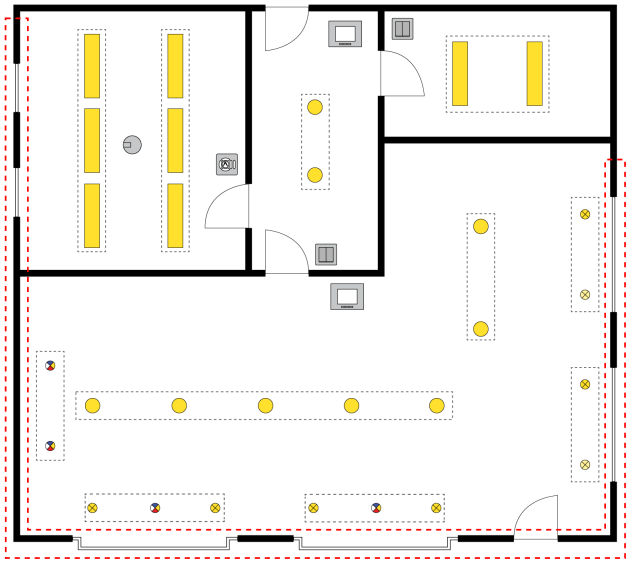


Figure 34: Example of a zone

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

Type	Description
Scene recall via the start page	You can recall the scene in a zone via the start page and temporarily change the scene settings. **Note** Detail control is disabled on the start page as soon as a zone is selected as the effective range. The following steps are required: 1. Create a zone in the **Zones** app. 2. Create one or more scenes for the zone in the **Scenes** app.
Presence linking	As soon as a presence detector detects the presence or absence of a person, a certain scene is recalled in the zone. The following steps are required: 1. Create a zone in the **Zones** app. 2. Create one or more scenes for the zone in the **Scenes** app. 3. Create presence linking with a zone as the effective range in the **Presence linking** app. **Note** For more information see Section Presence linking 95

10 Configuration

Type	Description
Conditional scene recall	There are different types of conditional scene recall. Depending on the configuration the scene can also be recalled in a zone using a conditional scene recall. The following steps are required: 1. Create a zone in the **Zones** app. 2. Create one or more scenes for the zone in the **Scenes** app. 3. Create a conditional scene recall with a zone as the effective range in the **Conditional scene recall** app. **Note** For more information see Section Conditional scene recall 84
Control equipment	You can also control a zone using control equipment (e.g. momentary-action switch, standard switch). The following steps are required: 1. Create a zone in the **Zones** app. 2. Address and configure control equipment in the **Zones** app. **Note** As soon as you have created a zone in your *sceneCOM* system, five standard scenes are enabled in this zone; one standard scene is automatically stored for the control equipment. 3. Change the standard scenes or create one or more scenes for the zone in the **Scenes** app. 4. If you have created new scenes, store these additionally for the control equipment in the **Zones** app or the **System image** app. **Note** A description of the **System image** app can be found in Section System image 43.

Table 48: Control types in zones

10 Configuration

10.7.1 Overview of the “Zones” app

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

Path: App overview > **Zones**

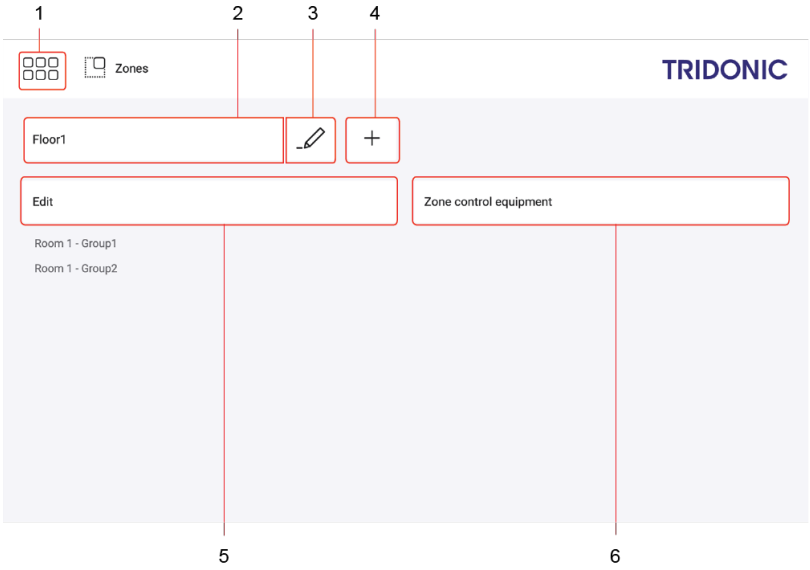


Figure 35: “Zones” app view

	Function	Brief description
(1)	Return to app overview	The app overview can be accessed via this button.
(2)	Select zone	Select an existing zone in order to change the assigned rooms and/or groups.
(3)	Rename zone	Change the name of an existing zone.
	Delete zone	When a zone is deleted all settings for the zone are deleted. If this zone is already used as the effective range for a function (e.g. conditional scene recall), this assignment is also deleted.
(4)	Create new zone	Create a new zone. Name the zone as required (e.g. **Façade**). As soon as a zone is created in your *sceneCOM* system, five standard scenes are enabled in the zone. You can configure the standard scene later in the **Scenes** app. **Note** For more information see Section Scenes 73
(5)	Assign rooms and/or groups	Select the rooms and/or groups to be assigned to the zone. The assignment can be changed at any time. Rooms and groups can be assigned to multiple zones.
(6)	Address control equipment	Address the control equipment (e.g. momentary-action switch, standard switch) you wish to use to control the zone directly in the app.

10 Configuration

	Function	Brief description
	Configuring the control equipment	You can configure the control equipment you wish to use to control the zone directly in the app. A standard scene is automatically stored for the control equipment (e.g. the **Absence** scene for a momentary-action switch, or the **Working** scene as the presence scene for a momentary-action switch). You can configure the standard scene later in the **Scenes** app. You can select another scene in the **System image** app.

Table 49: Functions in the “Zones” app

10 Configuration

10.8 User management

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

- Administrator: the administrator is not created and cannot be deleted. The administrator is able to create and delete other users and managers and reset their passwords. They can create different profiles (comprising rooms, groups and zones) and assign them to users and managers. They can also enable and disable the **User management** function. The administrator is the only one who can set the **Emergency lighting** start page as a default and access the rest of the functions of the *sceneCOM* web application, even if the **User management** app has been enabled.

- Manager: managers are user types that can create and delete other users and managers and reset their passwords. Managers can also create different profiles (comprising rooms, groups and zones) and assign them to users and other managers.

- User: users can only control areas (rooms, groups and/or zones) assigned to them.

10 Configuration

Enabling User management

Path: App overview > **User management**

Note
The administrator is the only one who can enable the **User management** app for the first time.

Note
If you wish to use the **User management** app with *sceneCOM infinity*, ensure that the cloud is set up first and only then is the app enabled.

1. Navigate to the path.
   ➲The **User management** view is displayed.
2. Tap the button.
   ➲The login screen for the administrator opens.

Note
- The user name **admin** is preset as standard and cannot be changed.
- The **Old password:** field can be left blank.

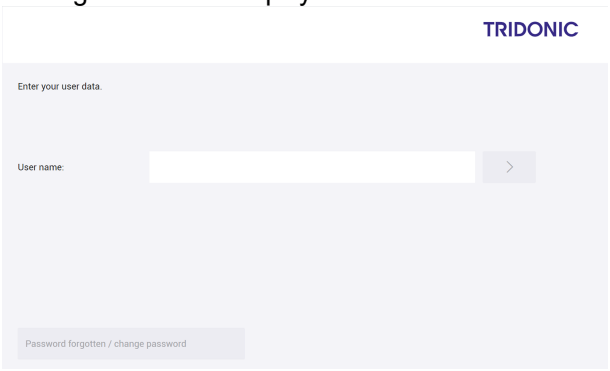
3. Enter a new password.
4. Enter the password a second time as confirmation.
   ➲The login screen is displayed.
5. Enter the user name **admin**.
6. Tap the button.
   ➲The **Password:** field is displayed.
7. Enter the password.
8. Enable the **Stay logged in** option if desired.
9. Tap the button.
   ➲The changes are saved.
   ➲The start page appears.

10 Configuration

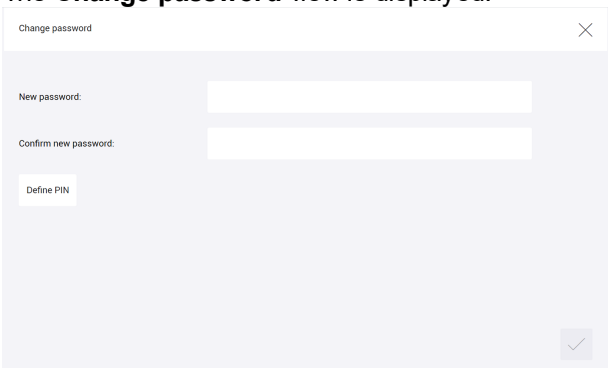
Logging in for the first time as a user or manager

As soon as **User management** has been enabled by the administrator, the *sceneCOM* web application can only be opened by entering a password. Each new user/manager must proceed as follows in this case:

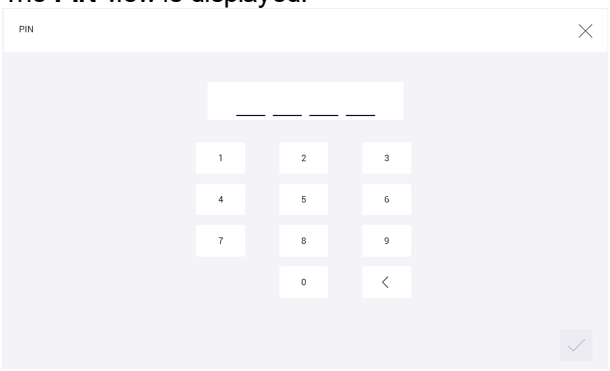
1. Open the *sceneCOM* web application.
   ➲The login screen is displayed.



2. Enter the user name.
3. Tap the button.
   ➲The **Change password** view is displayed.



4. Enter a new password.
5. Enter the password a second time as confirmation.
6. Tap the **Define PIN** button.
   ➲The **PIN** view is displayed.



10 Configuration

7. Enter the 4-digit PIN.
   ➲ The PIN is saved.
   ➲ A message confirming that the password has been successfully changed is displayed.

> **Note**
> The PIN is needed to set a new password.

✓ 8. Tap the tick mark.
   ➲ The **Change password** view is displayed.

✓ 9. Tap the tick mark.
   ➲ The **Start page settings** view is displayed.

10. Set user-defined settings for the start page.

> **Note**
> For more information see Section Start page settings 108

✓ 11. Tap the tick mark.
   ➲ The settings are saved.
   ➲ The start page appears.

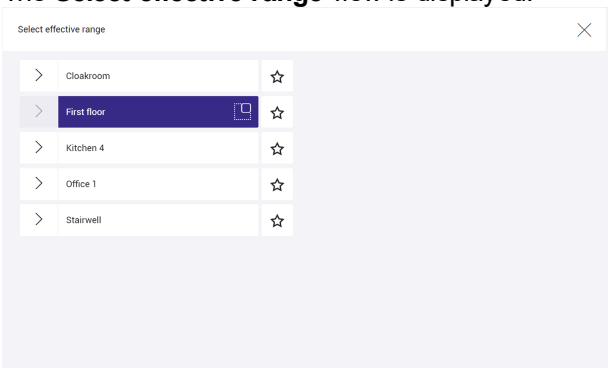
10 Configuration

Setting favourites

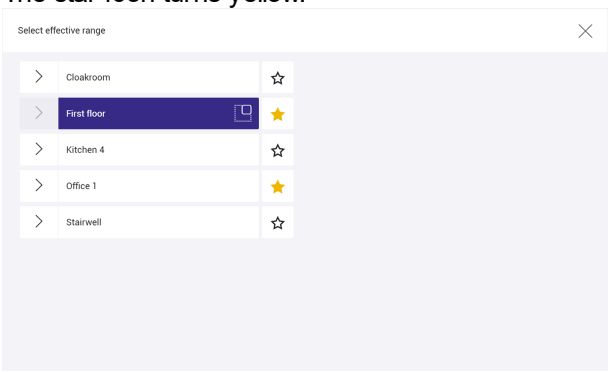
Users and managers can list the areas that they control most frequently at the top in the **Select effective range** view.

Path: Default start page > **Select effective range**

1. Navigate to the path.
   ➲The **Select effective range** view is displayed.



2. Tap the star icon to the right of the areas used most frequently.
   ➲The star icon turns yellow.



3. Select the area to be controlled next.
   ➲The start page appears.
   ➲When the **Select effective range** view is opened again, the previously favourited areas are listed first.

10 Configuration

10.8.1 Overview of the “User management” app

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

> **Note**
> Only the administrator and managers can access the **User management** app.

Path: App overview > **User management**

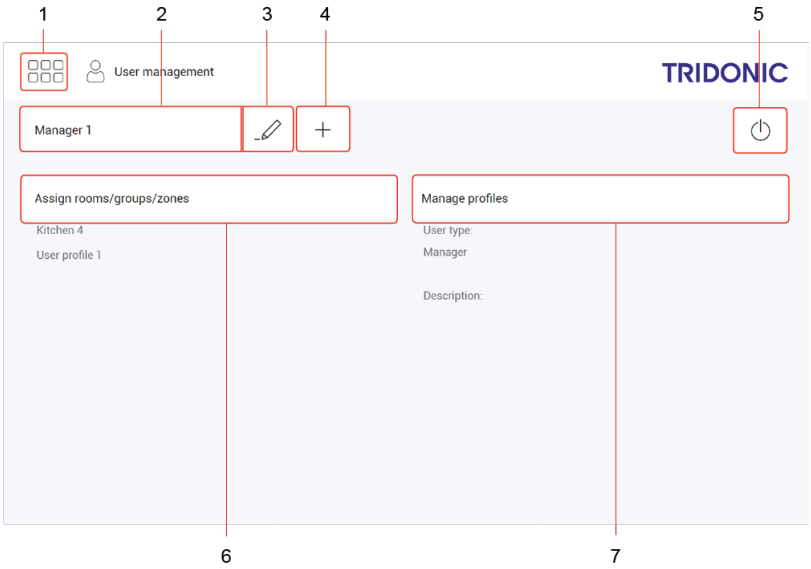


Figure 36: View of the “User management” app

	Function	Brief description
(1)	App overview	Use this button to go back to the app overview.
(2)	User selection	This button only becomes active once at least one user/manager has been created. Tap on this icon to access the **Select user** view.
(3)	Edit user	Tap this button to access the **Edit user** view. You can edit the selected user/manager here. You can change the name or description for the user/manager, change the user type, reset the password or delete the user/manager.
(4)	Create user/manager	Tap on the plus button to access the **Create user** view.
(5)	Enable/disable user management	Tap this button to switch user management on and off.
(6)	Assign rooms/groups/zones/profiles	Use the **Assign rooms/groups/zones** button to assign rooms, groups, zones or even previously created profiles directly to the selected user/manager.
(7)	Manage profiles	Use this button to create and edit profiles.

Table 50: Functions in the “User management” app

10 Configuration

10.8.2 Configuration options

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

Start page settings

Configuring the start page

With the **User management** app enabled, tap the icon on the start page to open the start page settings.

Each user can individually configure the start page settings. The following functions are available for this purpose:

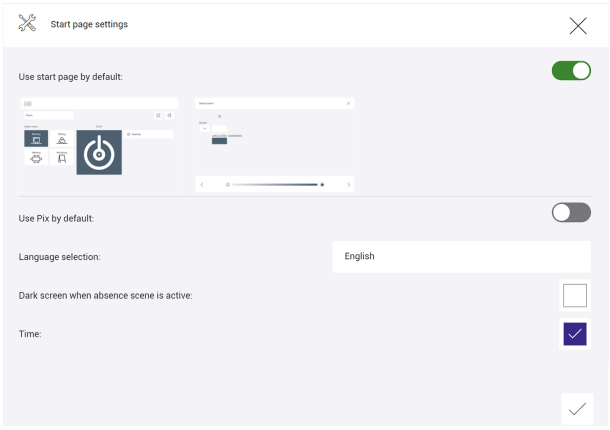


Figure 37: “Start page settings” view when the “User management” app is enabled

Function	Brief description
Use start page by default	The default start page is always displayed after login.
Use emergency lighting by default	The “Emergency lighting” view is always displayed after login. **Note** The administrator is the only one who can select the “Emergency lighting” view as the default start page. For more information see **Self-contained emergency luminaires** manual
Language selection	Select the desired language to be displayed in *sceneCOM*.

10 Configuration

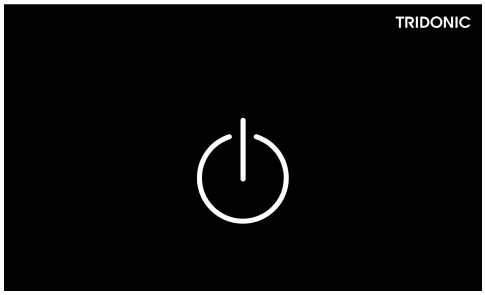
Function	Brief description
Dark screen when absence scene is active	As soon as the absence scene is recalled a dark screen is displayed. 
Time	The time is also displayed on the start page.

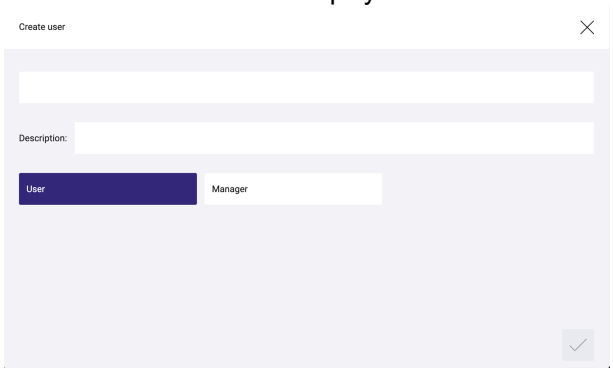
Table 51: Functions in the “Start page settings” view when the “User management” app is enabled

Managing users

Creating a new user

Path: App overview > **User management**

1. Navigate to the path.
   ➲The **User management** view is displayed.
2. Tap the + button.
   ➲The **Create user** view is displayed.



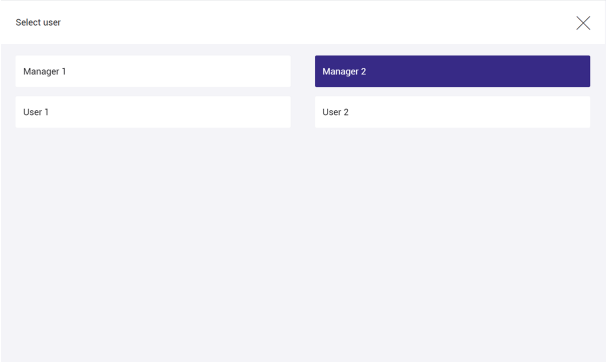
3. Enter your user name.
4. Add a description if necessary.
5. Select the user type.
6. Tap the ✓ tick mark.
   ➲The settings are saved.

10 Configuration

Selecting a user

Path: App overview > **User management**

1. Navigate to the path.
   ➲ The **User management** view is displayed.
2. Tap the button next to the pencil icon.
   ➲ The **Select user** view is displayed.

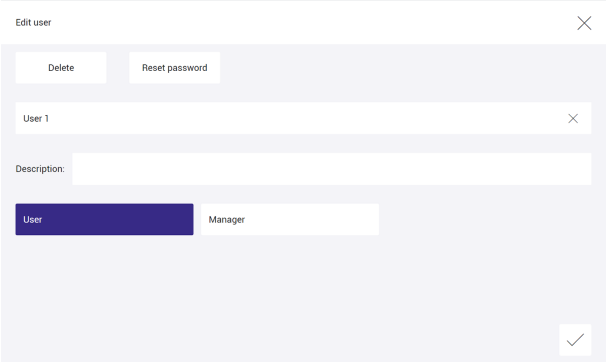


3. Select the user to be edited.
   ➲ The name of the selected user/manager is then displayed in the button next to the pencil icon.
   ➲ The selected user/manager can be edited (name, description or type can be changed; rooms, groups, zones and profiles assigned; password reset; user/manager deleted).
4. Tap the tick mark.
   ➲ The settings are saved.

Editing a user

Path: App overview > **User management**

1. Navigate to the path.
   ➲ The **User management** view is displayed.
2. Tap the button.
   ➲ The **Edit user** view is displayed.



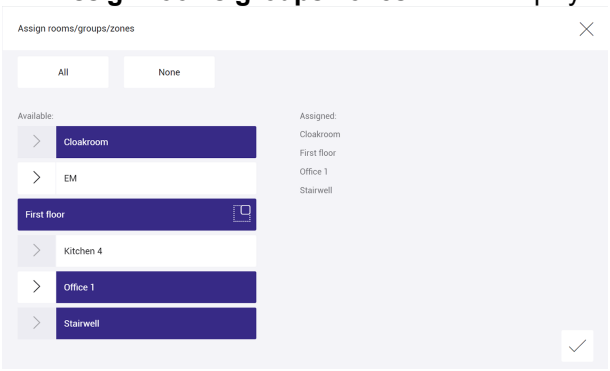
10 Configuration

3. Make the desired changes (change the name or description, change the user type, reset the password, delete the user/manager).
4. Tap the tick mark.
   ➲The settings are saved.

Assigning rooms, groups, zones and/or profiles

Path: App overview > **User management**

1. Navigate to the path.
   ➲The **User management** view is displayed.
2. Tap the **Assign rooms/groups/zones** button.
   ➲The **Assign rooms/groups/zones** view is displayed.



3. Select the desired rooms, groups, zones and profiles to be assigned to the user/manager.

Note

- Tap the **All** button to select all available rooms, groups, zones and profiles.
- To remove all previously assigned rooms, groups, zones and profiles, tap the **None** button.

4. Tap the tick mark.
   ➲The settings are saved.

10 Configuration

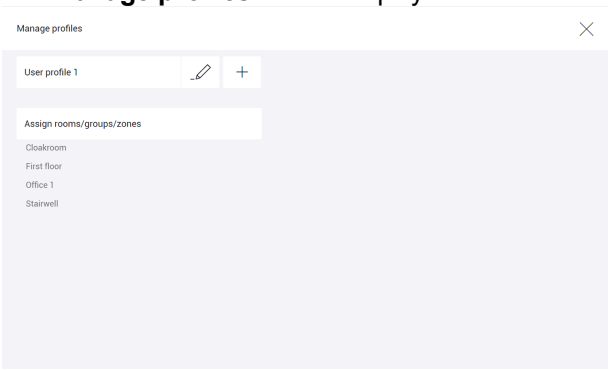
Managing profiles

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

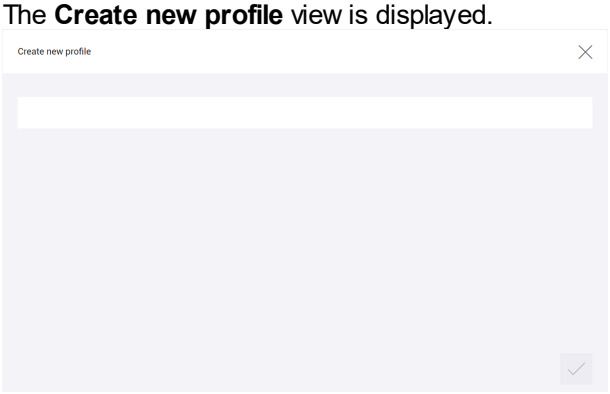
Creating a profile

Path: App overview > **User management**

1. Navigate to the path.
2. Tap the **Manage profiles** button.
   ➲The **Manage profiles** view is displayed.



3. Tap the icon.
   ➲The **Create new profile** view is displayed.



4. Enter a name.

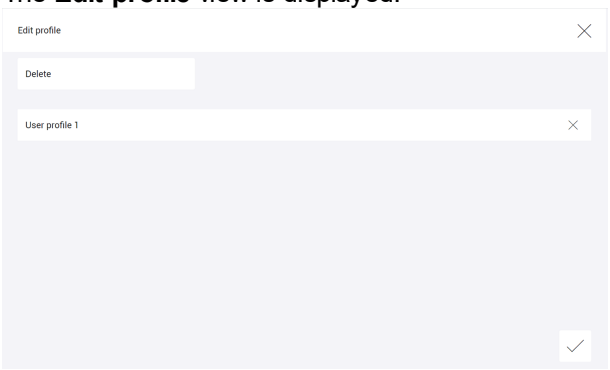
5. Tap the tick mark.
   ➲The settings are saved.

10 Configuration

Editing profiles

Path: App overview > **User management**

1. Navigate to the path.
2. Tap the **Manage profiles** button.
   ➲The **Manage profiles** view is displayed.
3. Tap the icon.
   ➲The **Edit profile** view is displayed.

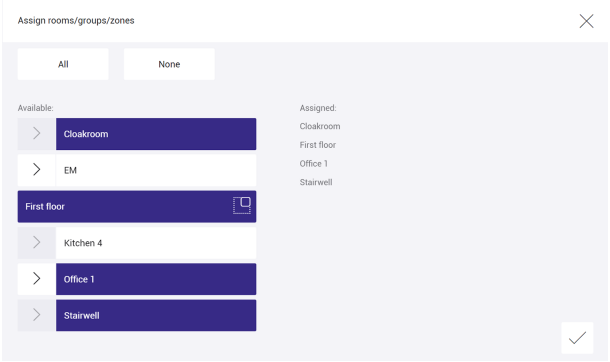


4. Make the desired change (change the name, delete the profile).
5. Tap the tick mark.
   ➲The settings are saved.

Assigning rooms, groups and/or zones

Path: App overview > **User management**

1. Navigate to the path.
2. Tap the **Manage profiles** button.
   ➲The **Manage profiles** view is displayed.
3. Tap the **Assign rooms/groups/zones** button.
   ➲The **Assign rooms/groups/zones** view is displayed.



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

10 Configuration

Note

- Tap the **All** button to select all available rooms, groups and zones.
- To remove all previously assigned rooms, groups and zones, tap the **None** button.

5. Tap the tick mark.
   ➲The settings are saved.

11 Maintenance

This section contains the following information:

11.1 Device replacement

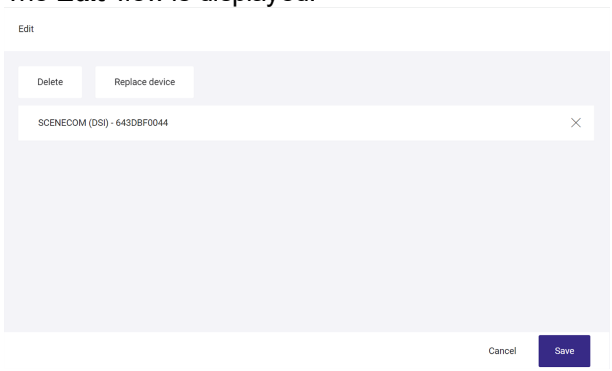
Faulty devices can be replaced with new devices directly via the **System image** app.

Requirements:

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

Path: App overview > **System image**

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



3. Tap the **Replace device** button.
   ➲A search for unaddressed luminaires is performed.
   ➲The **Locate luminaires** view is displayed.
4. Select the new device using visual location.
   ➲The **System image** view is displayed.
   ➲The device has been successfully replaced.
   ➲The new device adopts the configurations (e.g. name, RGA address, scenes) of the old device.

11 Maintenance

Note
In software version 3.2.0, only luminaires can be replaced using the **Replace device** function.

11.2 Lock function

Your *sceneCOM* system can be controlled using different display devices (computers, touch panel, mobile devices). The *sceneCOM* system can be locked against inadvertent or unauthorised operation by enabling the lock function. The lock function must be set up separately for each display device. If the lock function is enabled, a prompt to enter a password appears on any display device for which it has been enabled as soon as a user attempts to operate the *sceneCOM* system from the start page.

Path: App overview > **Lock function**

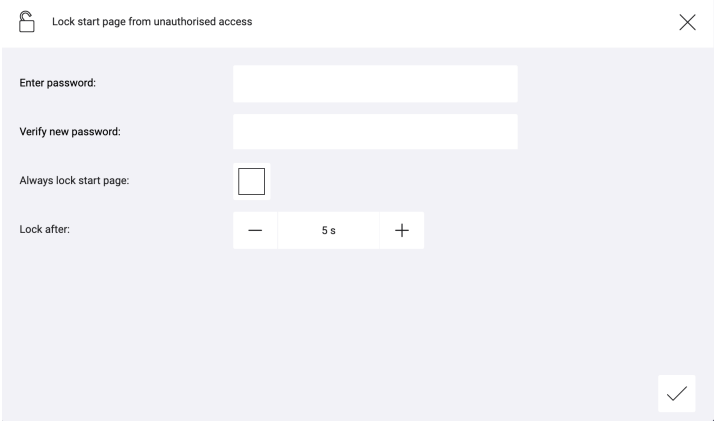
Note
To lock the *sceneCOM* system against inadvertent or unauthorised configuration, enable password protection.
For more information see Section Password protection 48

There are two ways to lock the start page: lock the start page one time and lock the start page permanently.

Locking the start page one time

Path: App overview > **Lock function**

1. Navigate to the correct page as indicated in the path.
   ➲The **Lock start page from unauthorised access** view is displayed.



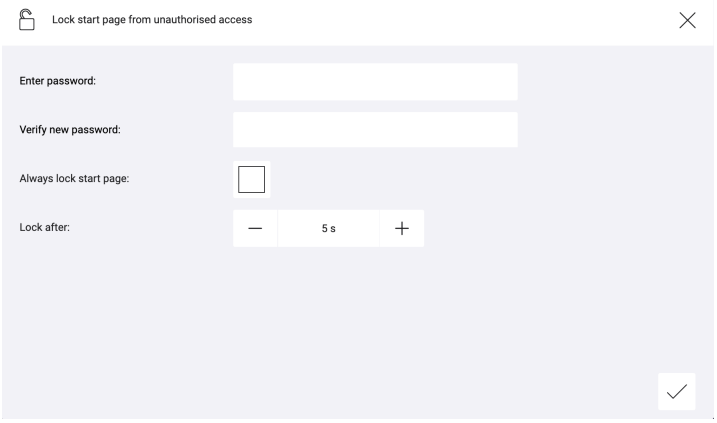
2. Enter the password.
3. Enter the password again in order to verify it.
4. Tap the tick mark.
   ➲The password is saved.
   ➲The start page reloads.
   ➲Operation is only possible once the password has been entered.

11 Maintenance

Locking the start page permanently

Path: App overview > **Lock function**

1. Navigate to the correct page as indicated in the path.
   ➲The **Lock start page from unauthorised access** view is displayed.



2. Enter the password.
3. Enter the password again in order to verify it.
4. Enable the **Always lock start page** tick mark.
5. Enter the desired value after which the start page is always locked.
6. Tap the tick mark.
   ➲The password is saved.
   ➲The app overview appears.
7. To enable the lock function, tap the **Log out** button.
   ➲The start page is locked for a defined time.
   ➲Operation is only possible once the password has been entered.

Note
To unlock the system, go to the **Lock function** app and disable the **Always lock start page** option.

11 Maintenance

11.3 Installation test

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

Path: App overview > **Installation test**

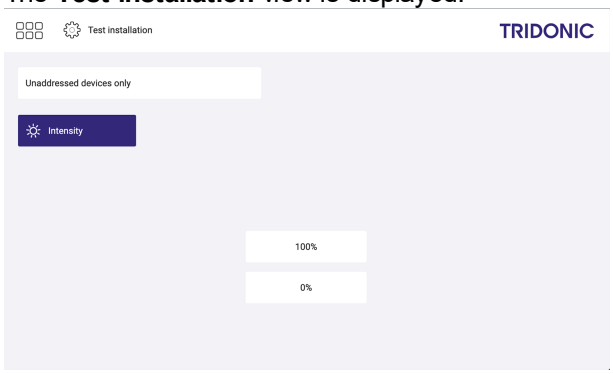
The scope of the installation test depends on the application:

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

Testing the installation

Path: App overview > **Installation test**

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



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

> **Note**
> The following options are available:
> - Intensity: **100%**, **0%**

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

11 Maintenance

11.4 Software versions

The *sceneCOM* controller contains the following software version:

- Software version of the *sceneCOM* controller:
  you can use a *SFF (sceneCOM Firmware File)* to update the software version of the *sceneCOM* controller. After updating the software, the *sceneCOM* system will be restarted.
  you can use a *PFF* file (*Platform Firmware File*) to update the platform version of the *sceneCOM* controller. After the update the *sceneCOM* system will be restarted.
  Path: App overview > **Basic settings** > **Software versions** > **sceneCOM**
  For more information see Section sceneCOM software update 119

Note

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

11.4.1 sceneCOM software update

Note

We recommend creating a complete data backup before every software update. In the event of the loss of any data, this can be used to restore your *sceneCOM* system data.
For more information see Section Data backup 123

Updating the sceneCOM controller software

Requirements:

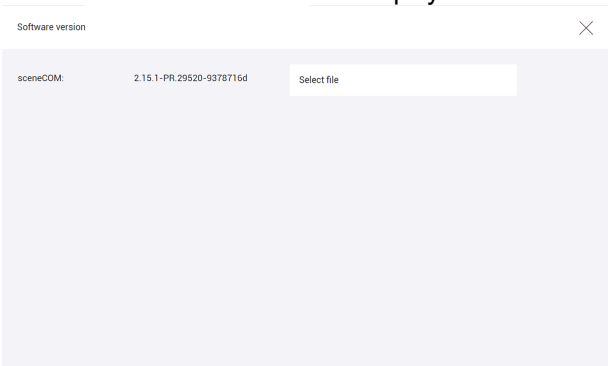
— *sceneCOM* controller and computer are connected via an Ethernet cable.

— A new *SFF* file has been saved on this computer.

— A complete data backup has been created.
Path: App overview > **Data backup** > **Complete data backup** > **Save backup**
For more information see Section Data backup 123

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

1. Navigate to the correct page as indicated in the path.
   ➲ The **Software version** view is displayed.



11 Maintenance

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

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

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

> **Note**
> Once the software has been successfully updated and you have connected to the web application with another display device, a message appears, indicating that the web application interface must be reloaded due to a software update.
>
> ▷Confirm the message.
> ➲The web application interface is reloaded.
> ➲The start page appears.

11 Maintenance

11.5 Log

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

Path: App overview > **Log**

The following information is displayed for each event:

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

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

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

11 Maintenance

11.6 Faults

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

Path: App overview > **Faults**

The following information is displayed for each fault:

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

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

Note
Messages about the occurrence and correction of faults can still be seen in the log.
For more information see Section Log 121

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

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

11 Maintenance

11.7 Data backup

It is possible to back up your *sceneCOM* system data. In the event of the loss of any data, this can be used to restore your *sceneCOM* system data.

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

Path: App overview > **Data backup**

There are two ways to back up your *sceneCOM* system data: by creating a complete data backup or partial data backup.

	Complete data backup	**Partial data backup**
Save location	On the computer; save location depends on the browser settings.	Locally on the *sceneCOM* controller
Requirement	The *sceneCOM* controller and computer must be connected via an Ethernet cable or wireless access point.	–
File type	*SCP* file	–
Method of data backup	Manual	• Manual: six manual data backups can be saved. As soon as the seventh data backup is created, the oldest manual data backup is overwritten. • Automatic: the data is automatically backed up every night. Three automatic data backups can be saved. As soon as the fourth data backup is created, the oldest automatic data backup is overwritten.
Scope of data backup	• Configuration of the *sceneCOM* system (e.g. system image) • Device-specific settings for the DALI field devices, which are connected directly to the *sceneCOM* and can be configured via *sceneCOM* • DALI database for the *sceneCOM* controller • Partial data backups (if there are any) • Log • Password for locking against inadvertent or unauthorised configuration • User-defined colours • All available images on the controls • Time zone • Network settings • Activated licences • Active API consumers	• Configuration of the *sceneCOM* system (e.g. system image) • Device-specific settings for the DALI field devices, which are connected directly to the *sceneCOM* and can be configured via *sceneCOM* • DALI database for the *sceneCOM* controller • Time zone
Area of application	After successful commissioning the *sceneCOM* controller has to be replaced so that the configuration can be restored.	Before a major reconfiguration; a previous version of the configuration can be restored if necessary.

Table 52: Differences between data backups

11 Maintenance

Note

The following settings are not saved:

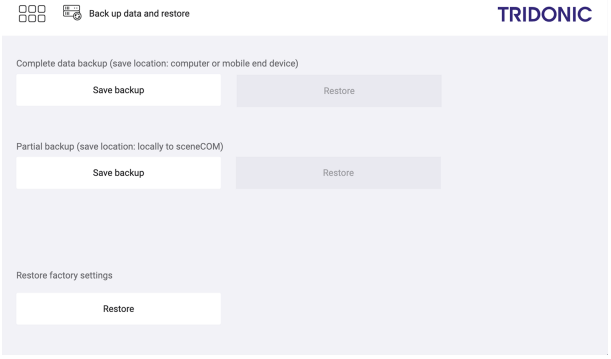
- Browser-specific settings, e.g. language, password to protect against inadvertent or unauthorised operation (lock function), start page settings
- Controller-specific settings
- Date and time

11 Maintenance

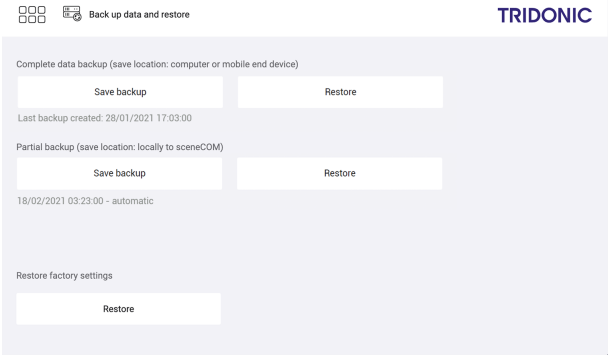
Backing up data

Path: App overview > **Data backup**

1. Navigate to the path.
   ➲The **Back up data and restore** view is displayed.



2. Go to Section **Complete data backup** or **Partial data backup** and tap the **Save backup** button.
   ➲The data backup is created.
   ➲The date and time of the data backup are displayed.



Note

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

3. Tap this button to access the app overview.

11 Maintenance

Restoring data

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

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

Path: App overview > **Data backup**

There are two ways to restore the data of your *sceneCOM* system: restore data from a complete data backup or a partial data backup.

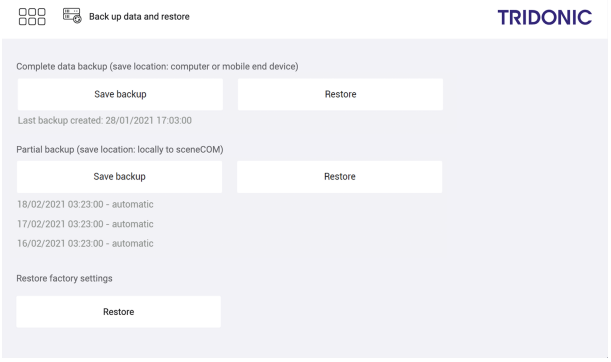
Restoring data from complete data backup

Requirement:

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

Path: App overview > **Data backup**

1. Navigate to the path.
   ➲The **Back up data and restore** view is displayed.



2. In Section **Complete data backup**, tap the **Restore** button.
   ➲The pop-up window for file selection opens.
3. Navigate to the save location of the data backup and select the file.
   ➲A compatibility check is performed.
   ➲If the data backup is compatible with the current software version, the data will be written to the *sceneCOM* system from the data backup. This procedure may take several minutes.
   ➲As soon as the data is restored, a corresponding message appears.

11 Maintenance

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

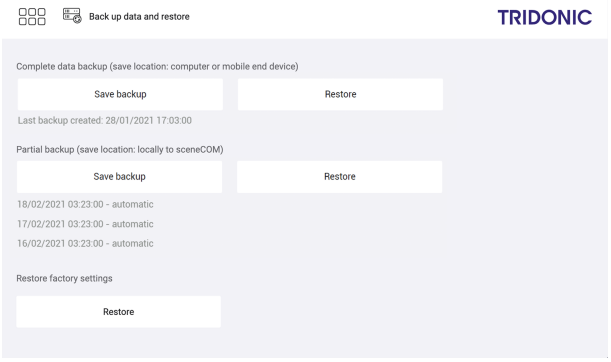
4. Tap the tick mark.
➲The **Back up data and restore** view is displayed.
5. Tap this button to access the app overview.

11 Maintenance

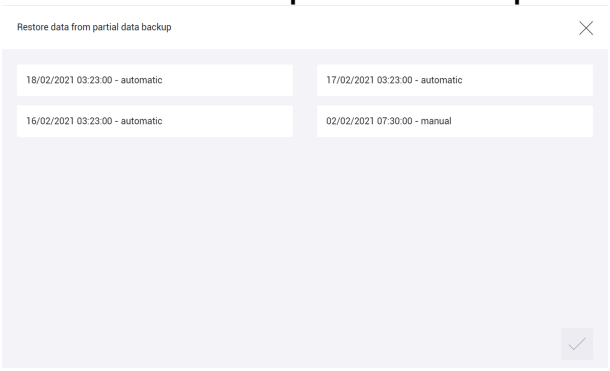
Restoring data from partial data backup

Path: App overview > **Data backup**

1. Navigate to the path.
   ➲The **Back up data and restore** view is displayed.



2. In Section **Partial data backup**, tap the **Restore** button.
   ➲The **Restore data from partial data backup** view is displayed.



3. Select the desired data backup.
4. Tap the tick mark.
   ➲A compatibility check is performed.
   ➲If the data backup is compatible with the current software version, the data will be written to the *sceneCOM* system from the data backup. This procedure may take several minutes.
   ➲As soon as the data is restored, a corresponding message appears.

> **Note**
> If the data backup is not compatible with the current software version, a corresponding message appears.
> ➲Update software version.
> ➲Restore data.

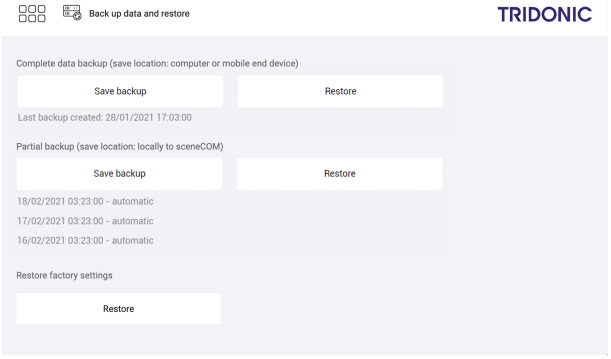
5. Tap the tick mark.
   ➲The **Back up data and restore** view is displayed.
6. Tap this button to access the app overview.

11 Maintenance

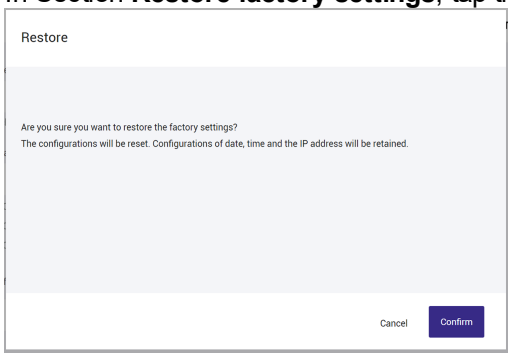
Restoring the factory settings

Path: App overview > **Data backup**

1. Navigate to the path.
   ➲The **Back up data and restore** view is displayed.



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



   ➲The **Restore** view is displayed.

✓ 3. Tap the tick mark.
   ➲This procedure may take several minutes.

✓ 4. Tap the tick mark.

5. Tap this button to access the app overview.

12 Appendix

This section contains the following information:

12.1 Factory settings

Standard scenes

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

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

Table 53: Standard scenes and their defaults

12 Appendix

12.2 Icons

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

“Scenes” app

Icon	Description
	Intensity
	Colour
	Tunable White
	Light balance
	Different settings are stored for this setting at room, group and device level
	Setting is controlled via daylight linking
	A show is stored for this setting; the settings can only be changed in the **Shows** app
	Configuration unknown
	Locate device
	Zone

Table 54: Icons in the "Scenes" app

“System image” app

Icon	Description
	Luminaire
	RGB luminaire
	TW luminaire
	Balance luminaire
	Free-standing luminaire
	Momentary-action switch/standard switch
	Presence detector (generic and *MSensorG3*)
	Light sensor
	CO2 sensor
	Humidity sensor
	Noise sensor (average, maximum and minimum)
	Temperature sensor
	Detection of power consumption

12 Appendix

Icon	Description
	VOC sensor
	Emergency luminaire/safety sign luminaire
	Emergency luminaire/safety sign luminaire (lighting management)
	DALI-2 master (generic and *MSensorG3*)

Table 55: Icons in the “System image” app

12 Appendix

12.3 Glossary

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

12 Appendix

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

12 Appendix

Term	Explanation
Special luminaire	Luminaire with multiple light sources (such as lamps, LED modules). The *sceneCOM* web application can be used to combine the light sources into one luminaire so that they can be controlled together.
Standard switch	Control point that upon being operated either closes or opens a circuit and “clicks” into place as it does so (as opposed to a momentary-action switch).
System extension	Process during which new network or bus subscribers are addressed, which are used in an existing and addressed system. Addressing for previously addressed network or bus subscribers will remain unchanged.
Timeframe	Limited time period between two or more events which already have set times. Example: two timeframes are defined for presence linking (07:00–12:00 and 14:00–18:00). Presence linking is enabled during these timeframes.
Tunable White	Option of dynamically changing the light of the LED in the white light range. Colour temperatures from 2700 K to 6500 K, for example, can be variably set using a control. The LED luminaires achieve high colour rendering of at least Ra 80 to Ra 90.
TW luminaire	Luminaire that supports Tunable White pursuant to IEC 62386-209. There are two types of TW luminaire: • Luminaires that consist of at least two individual lamps, one for warm-white and one for cool-white. • Luminaires that have one individual lamp that supports Tunable White.
Visual location	Type of location in which the address of a network or bus subscriber is used to visually locate this subscriber in the field. • A visually located luminaire, for example, responds by switching to the maximum level.