Sensors & Controls

# sceneCOM S commissioning App

# Manual



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### Scope of documentation

This operating instruction is valid for the sceneCOM S system.

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

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

The latest version of these operating instructions is available on our home page at http://www.tridonic.com/com/en/operating-instructions.asp

### 1.1. Copyright

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

We are always open to comments, corrections and requests. Please send them to info@tridonic.com

#### 1.2. Imprint

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### **Safety instructions**

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

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

#### 2.1. Intended use

#### 2.1.1. Proper use

DALI-2 monitoring and control solution. DALI-2 devices can be configured locally via Bluetooth connection and app.

The device may only be used for this intended purpose.

#### 2.1.2. Improper use

Outdoor use. Extensions and modifications to the product.



Improper use could result in injury, malfunction or damage to property.

It must be ensured that the operator informs every user of existing hazards.

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



Danger of electrocution

Disconnect the power to the entire lighting system before working on the lighting system!



Risk of damage caused by condensation

Prior to commissioning the system, wait until the control device is at room temperature and completely dry!



Risk of damage caused by humidity

Only use the control device in dry rooms and protect it against humidity!



# **Safety instructions**



Electromagnetic compatibility (EMC)

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



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

Android iOS







### 3.1. First steps

Once you have downloaded and installed the app the commissioning process can begin.

- \_ Create a site
- \_ Create a section
- \_ Link with sceneCOM S
  - \_ Only necessary if you do the planing directly on site
  - \_ Sites and sections can be comfortably created and pre-configured in the office so that on site only devices have to be assigned to the right position on the plan.
- \_ Create floor plan
- Place luminaires, switches and sensors by drag and drop to the floor plan
- \_ Commission the luminaire, switches and sensors
- \_ Create groups
- \_ Create scenes

Once you have mastered those steps your sceneCOM S system is ready to be used.

#### 3.2. Create site

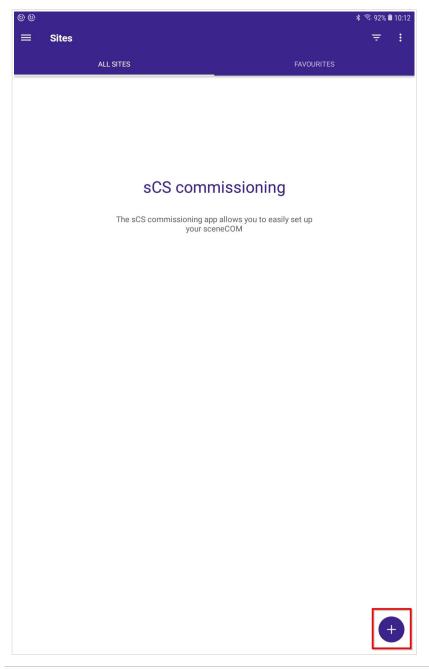


Creating a site, is the first step when working with scene COM  ${\sf S}.$ 

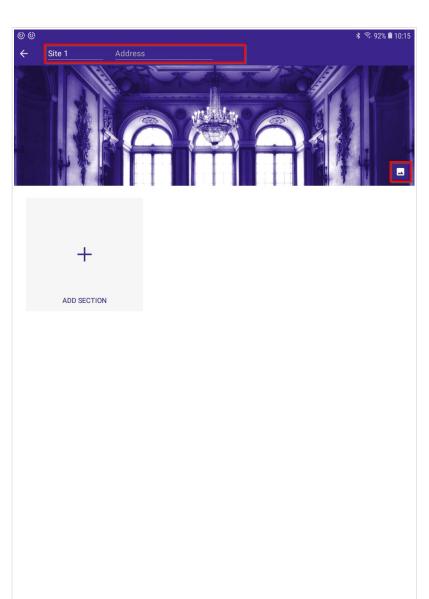
#### Proceed as follows:

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

TRIDONIC 8/77



- -> The **Sites** page opens.
- \_ Click the plus symbol at the bottom right to create a site.



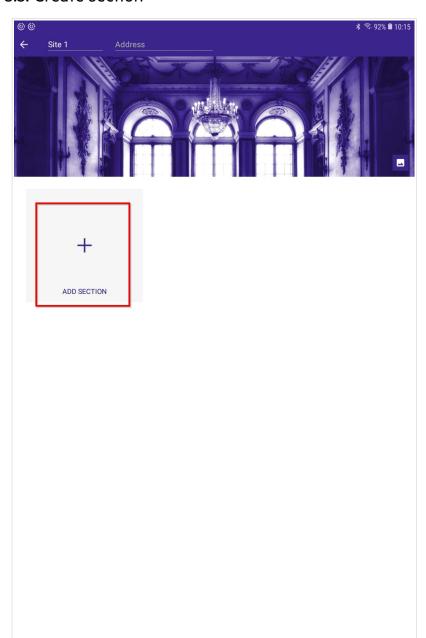
-> The configuration page for the site opens.

At the top of the page are input fields for the name of the site and the address.
Underneath there is a background image for the site.

This information can be changed:

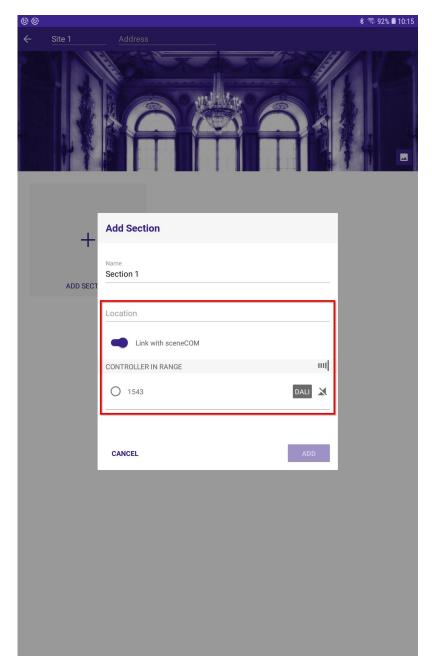
- \_ Enter text to name the site and add address information.
- Click the button at the right of the background image to change the background image.

### 3.3. Create section



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

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



-> The **Add Section** window opens.

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

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

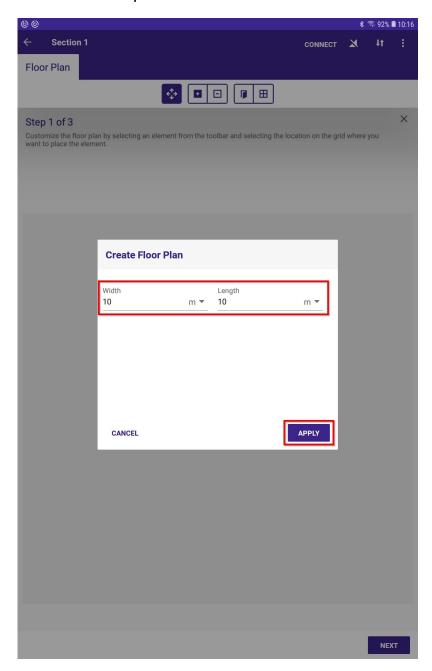
For that reason, the link to the sceneCOM S is only necessary if you are on site and are in the signal range of the sceneCOM S.

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

The Default PIN for the sceneCOM S is 123456

Further information can be found at Link sceneCOM S with section plan, p. 60.

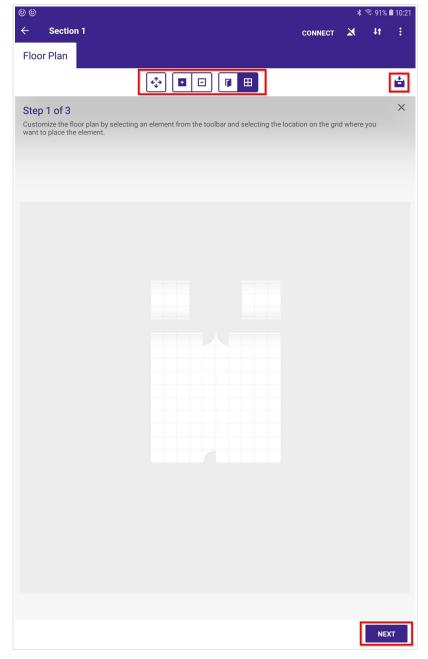
### 3.4. Create floor plan



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

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

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



-> A new page opens.

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

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



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

The symbols have the following function:



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



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



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



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



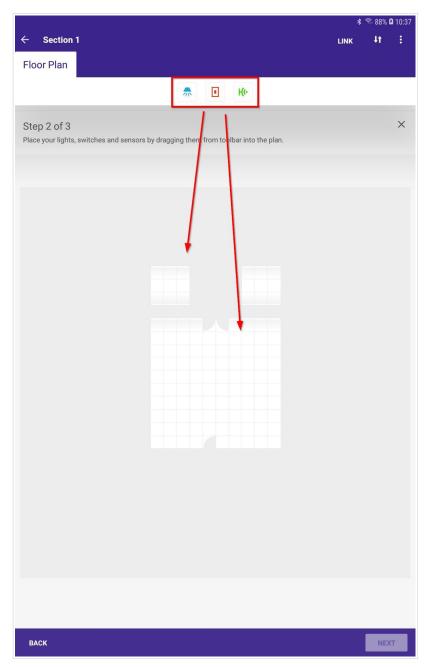
### i NOTICE

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





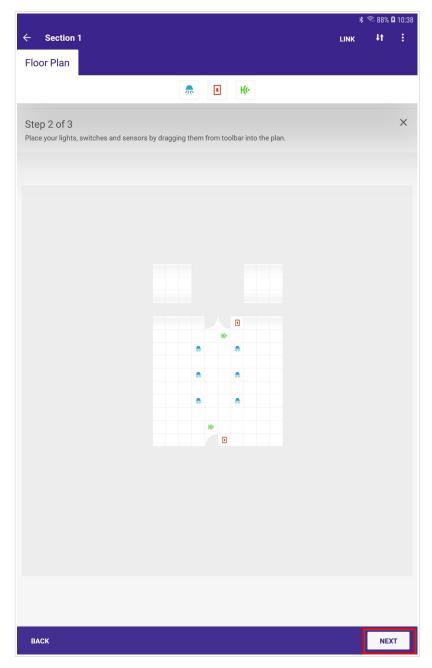
### 3.5. Place luminaires, switches and sensors



-> A new page opens.

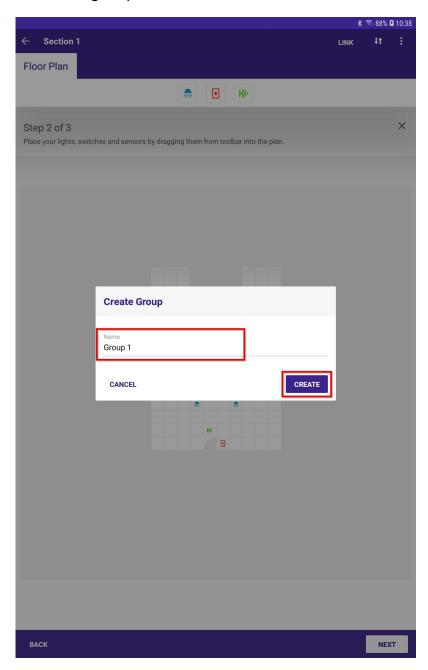
Here, the floor plan can be further customized: In this step 2 of 3, luminaires, switches and sensors can be added.

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

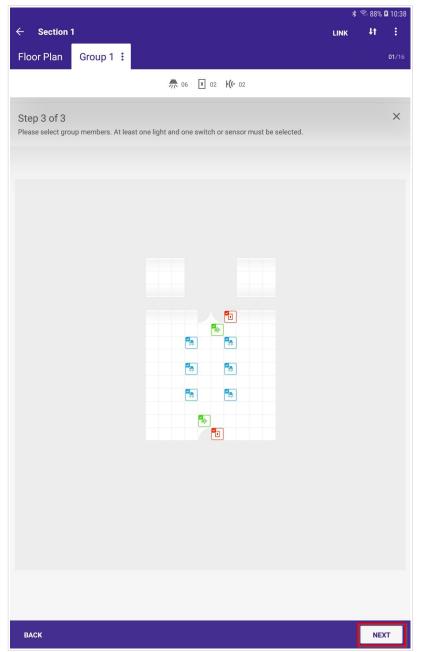


- -> When devices have been placed on the floor plan, the **NEXT** button becomes active.
- \_ Click **NEXT** to proceed to the next step.

### 3.6. Create groups



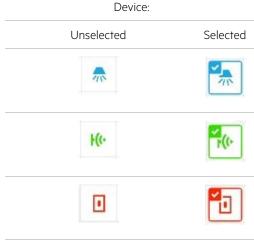
- -> The **Create Group** window opens.
- \_ Enter a name for the group.
- \_ Click **CREATE**.



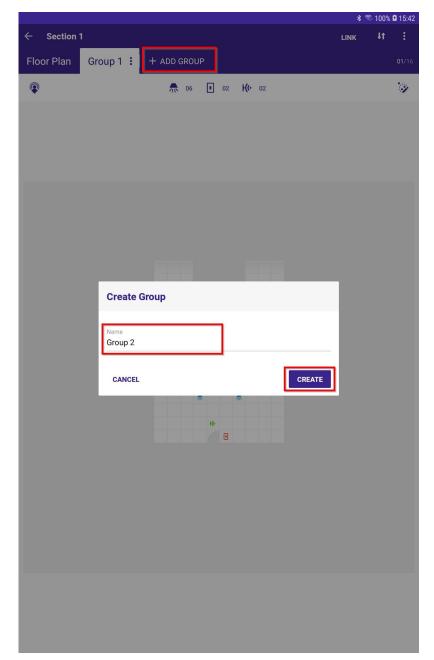
-> A new page opens.

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

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

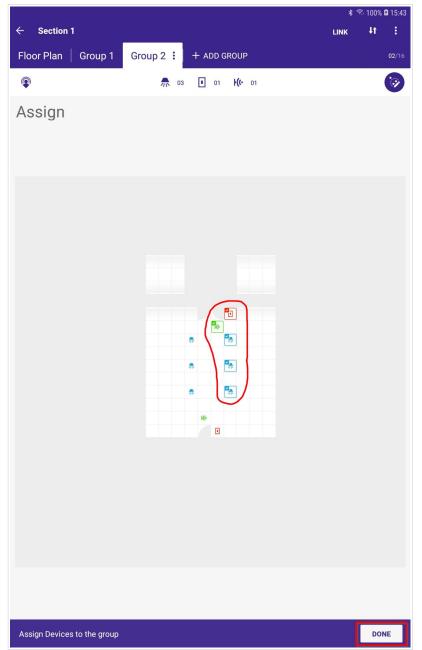


- Click **NEXT** when you have finished your selection.
  - -> The settings for the group will be saved.



New groups can be created as follows:

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



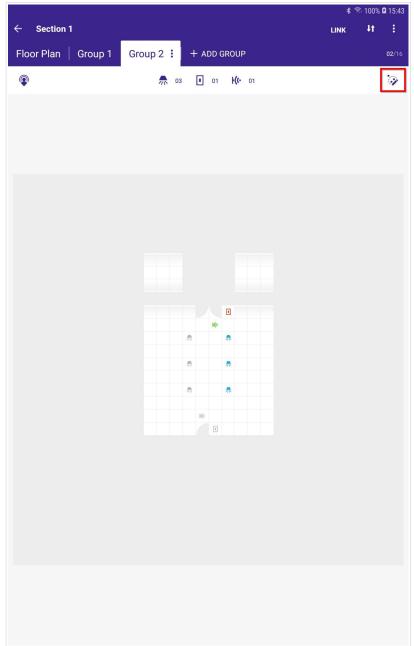
-> A new page opens.

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

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



- Click **DONE** when you have finished your selection.
  - -> The settings for the group will be saved.



After the group was created, the check mark next to device will no longer be visible.

Instead, non-members and members of the group are different in color:

Gro	up:
Non-member	Member
<b>₹</b>	<b>♣</b>
To modify an already crea	ated group is possible.
<ul> <li>Click the symbol at the the group modification</li> <li>The symbol changes</li> </ul>	page.
Group mo	dification:
Inactive	Active

Group settings can be

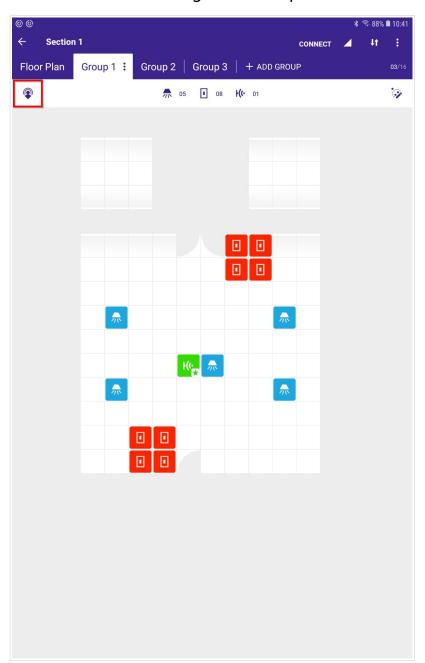
changed, group members can be removed, additional members can be added.

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

Group settings cannot

be changed.

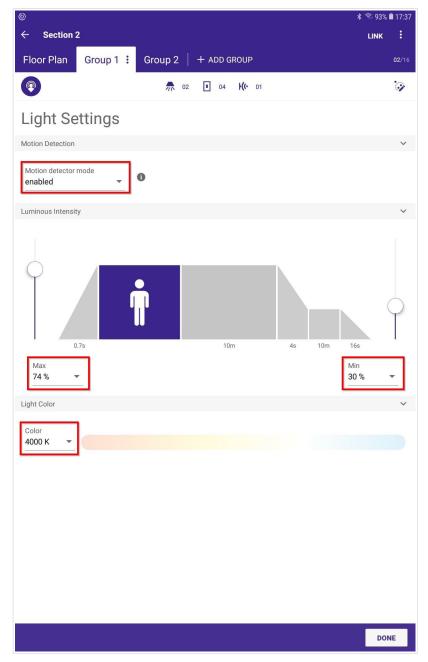
### 3.7. Sensor commissioning sensor recipe



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

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

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



-> The **Light Settings** of the sensor recipe page opens.

The page contains different settings:

#### Motion detector mode

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

#### **Luminous Intensity**

\_ Click the downward arrow or move the sliders at **Max** and **Min** to set light levels.



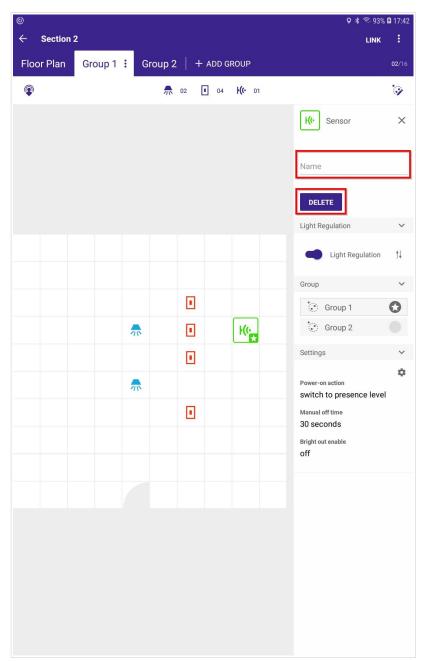
If the light regulation is active, the luminous intensity can be set in lux levels instead of **Max** and **Min** levels in percentages.

Further information about how to enable the light regulation can be found in the chapter sensor commissioning, p. 28.

#### **Light Color**

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

### 3.8. Sensor Commissioning

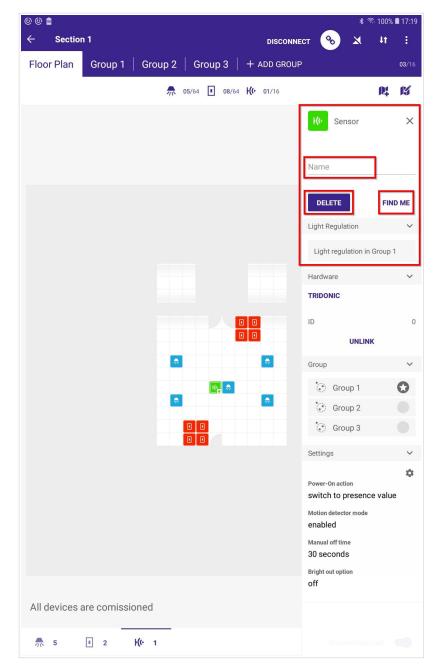


In addition to the sensor recipe, sensor settings can be viewed and modified in the **Sensor** page.

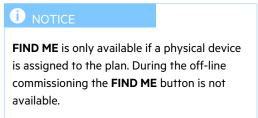
- \_ Click one of the group's sensors on the floor
  - -> The **Sensor** window opens on the right.

The sensor can be given a name.

When clicking **DELETE**, the sensor will be decommissioned.



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



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

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



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

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

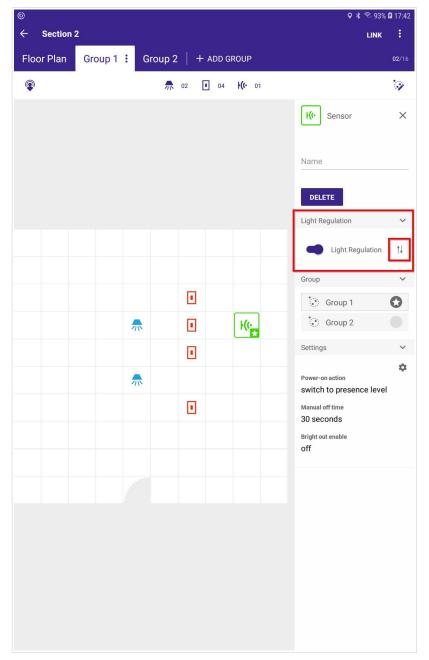
Light regulation in group:



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

Light regulation: Inactive	Active
H(t-	F(6)





To enable or disable light regulation, proceed as follows:

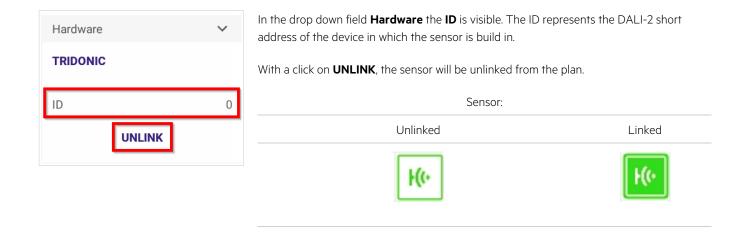
- Go to the group page in which the light regulation is active (in this case **Group 1**).
- \_ Activate the lever **Light Regulation**.



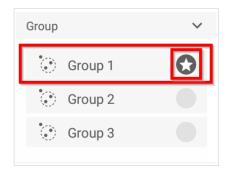
If you select the floor plan page, the light regulation option is not available.
Instead, the status information is available.

#### **1** NOTICE

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



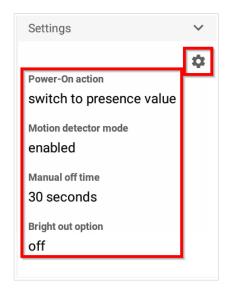




In the drop down field **Group** it is displayed to which groups the sensor is assigned to and if the light regulation is active in the group or not.







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

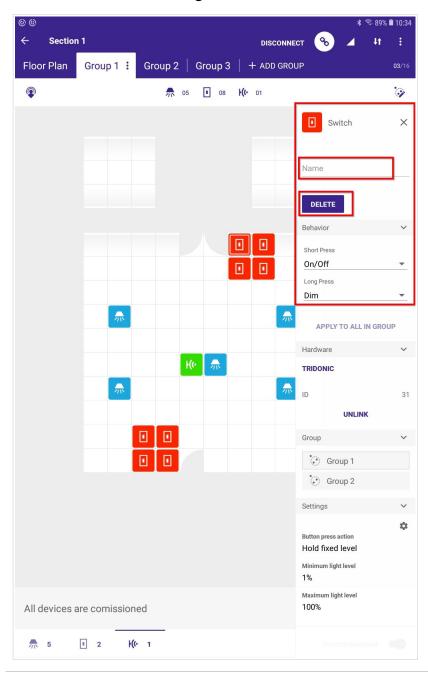
- \_ Power-On action
- \_ Motion detector mode
- \_ Manual off time
- \_ Bright out option

To change those values, proceed as follows:

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

Further information about changing values can be found at Global Settings, p. 41.

### 3.9. Switch commissioning



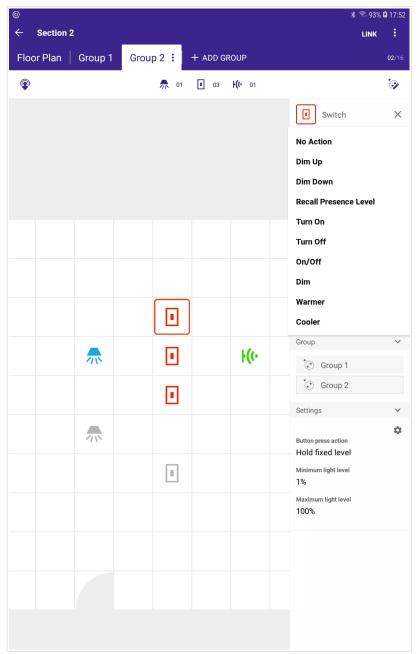
If a commissioned switch is selected, it can be configured in the **Switch** page which will be visible on the right.

The switch can be given a name.

When clicking **DELETE**, the switch will be decommissioned.

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





In the drop down field **Behavior** the behavior for short and long press can be configured.

The following options are available:

- \_ No Action
- \_ Dim Up
- Dim Down
- \_ Activate Presence Controller
- \_ Turn On
- \_ Turn Off
- On/Off
- \_ Dim

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



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

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

When clicking  $\mbox{\bf UNLINK}$  the switch will be unlinked from the plan.

Linked and unlinked switches use different symbols:

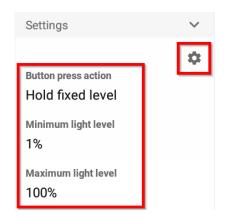




In the drop down field **Group** the groups are displayed to which the switch is assigned.

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





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

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

To change those values, proceed as follows:

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

Further information about changing values can be found at Global Settings, p. 41.



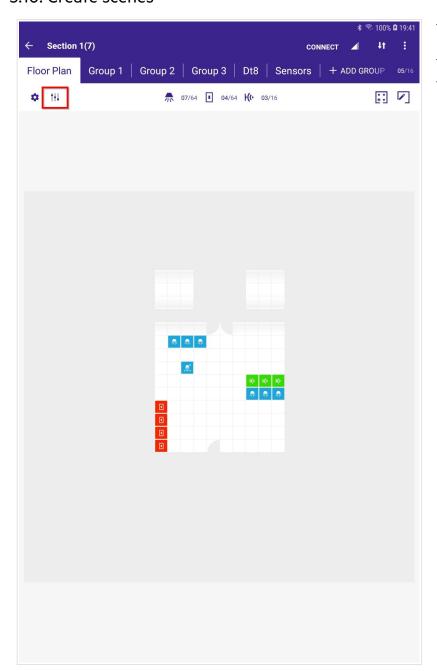
• NOTICE

#### How to localize switches:

If you are on site and have linked the sceneCOM S to a section, the push buttons can be localized with a press on the switch: Once the switch is pressed, it will start to "shake" in the floor plan.

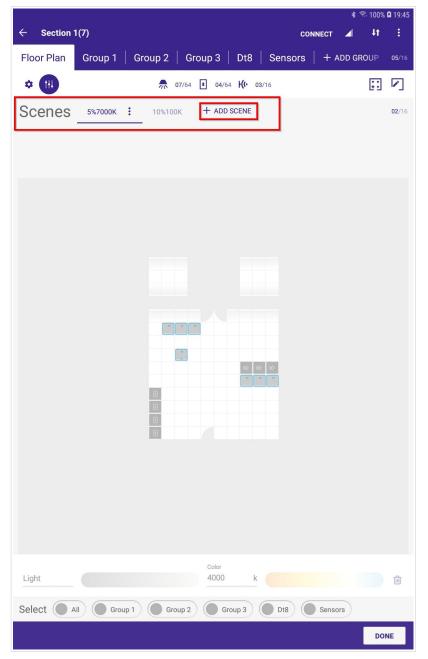


#### 3.10. Create scenes



To create scenes, proceed as follows:

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



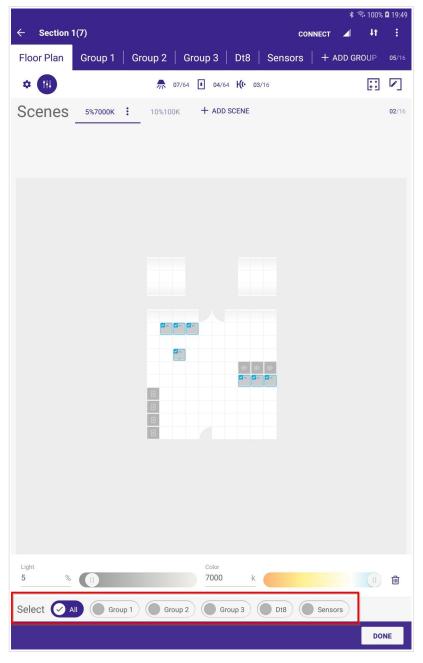
-> The **Scenes** configuration menu opens.

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

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

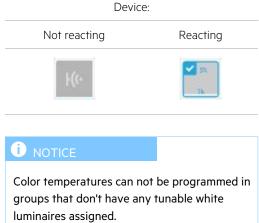
#### **I** NOTICE

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

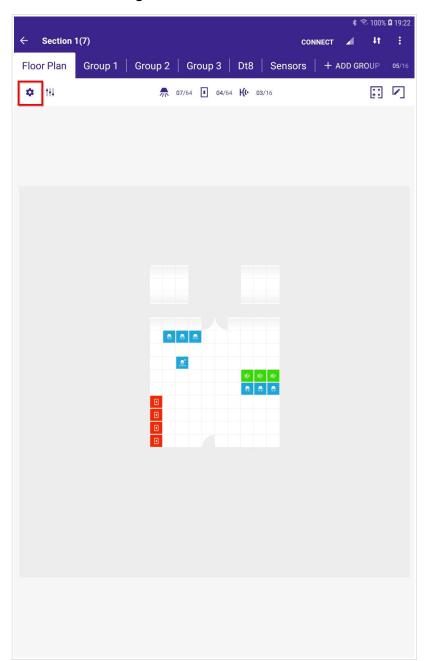


At the bottom you can select for which devices/groups the scene should be activated. You have the option to select **All** or single groups or specific devices.

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

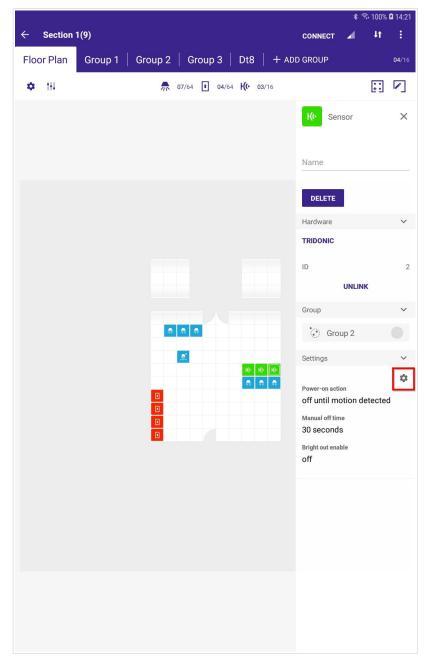


#### 3.11. Global settings



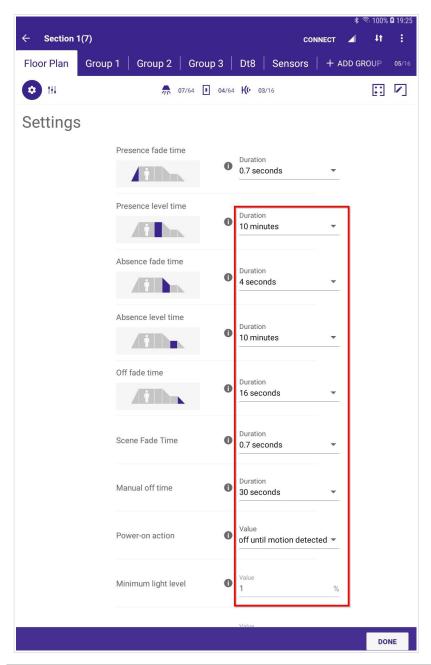
To open the global settings page, proceed as follows:

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



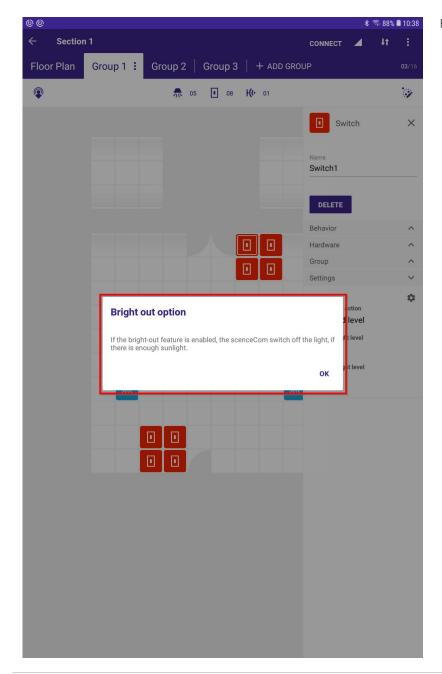
Alternatively, you can do the following:

- \_ Select a sensor.
- Click the gear wheel symbol at the bottom right.

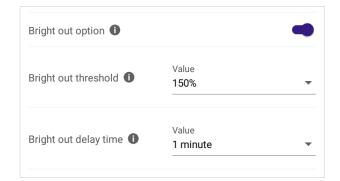


The global settings contain multiple settings related to the movement and light regulation of the sensors. In addition, also the scene fade time can be programmed.

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



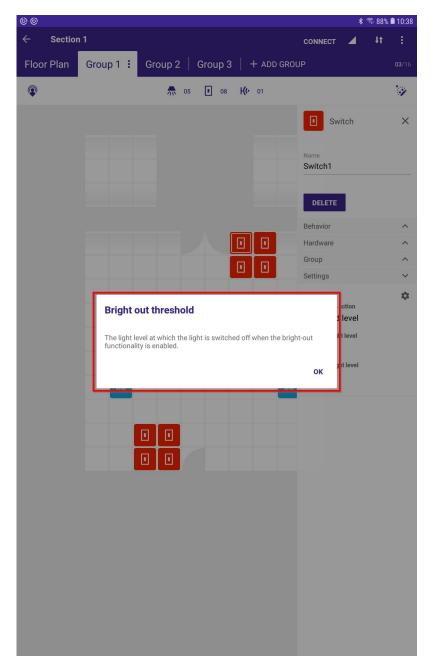
Bright out option



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

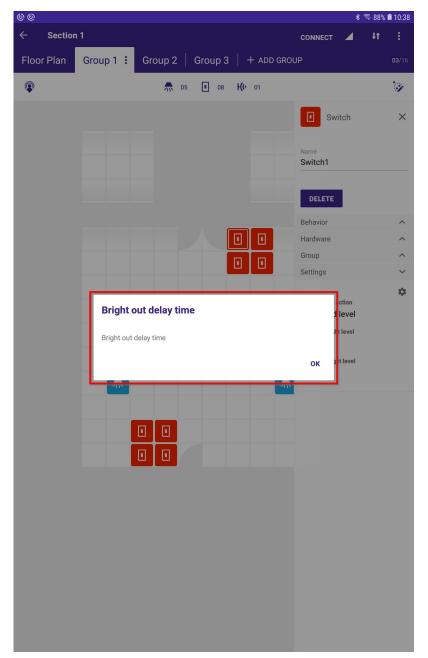
- \_ Bright out threshold
- \_ Bright out delay time





Bright out threshold

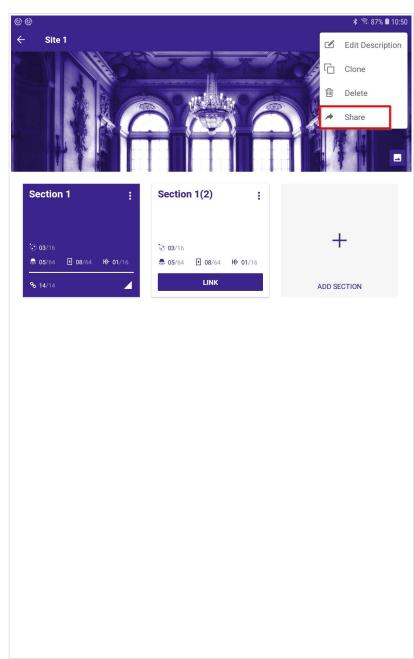
Defines at which level the bright out begins, e.g. 150 % means that if your set lux level is 100 lux, the bright out delay time will start when the sensor measures 150 lux.



Bright out delay time

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

#### 3.12. Share your plan

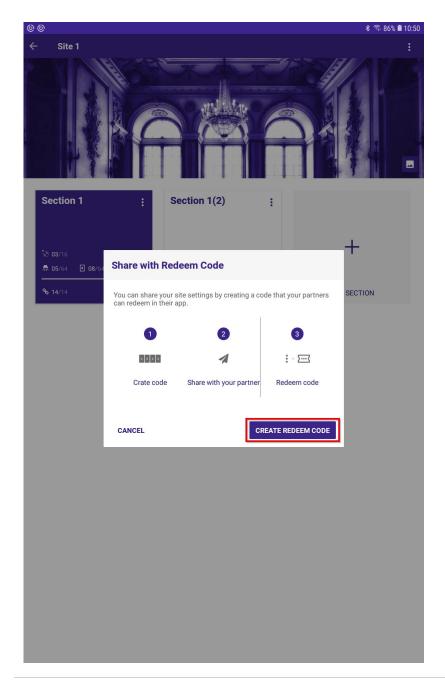


Once you have created a plan you can share it. The benefit of this feature is that the plan can be sent to multiple devices.

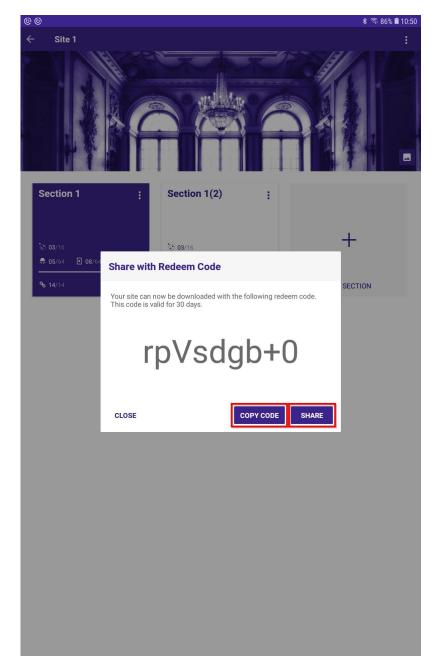
This allows you to create the plan in one place (e.g. the office) and then share it with someone else (e.g. a technician on site) via the redeem code.

To create a redeem code, proceed as follows:

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



- -> The **Share with Redeem Code** window opens.
- \_ Click CREATE REDEEM CODE.



- -> The redeem code will be automatically created.
- Click COPY CODE or SHARE to copy or to share directly from the app.

#### **1** NOTICE

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

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

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

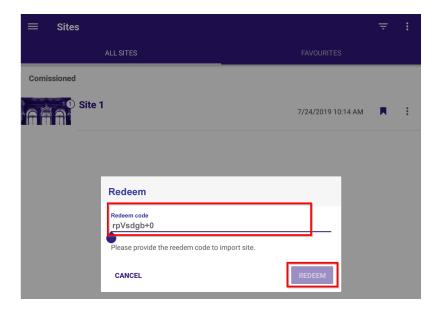


If you have received a redeem code, you can download the content.

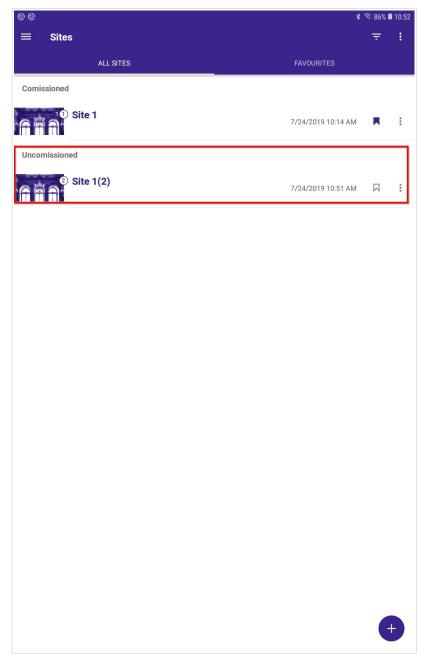
Proceed as follows:

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





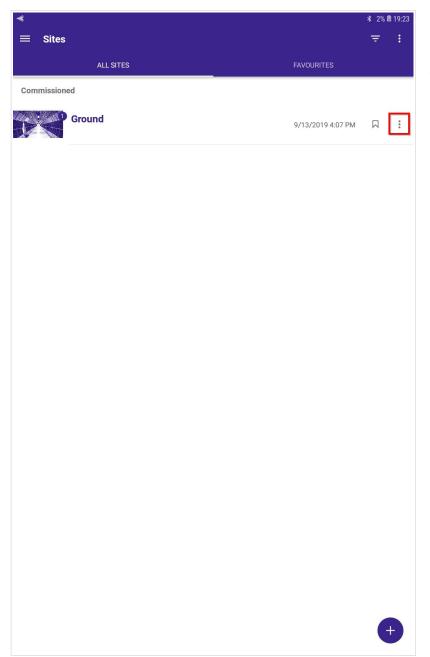
- -> The **Redeem** window opens.
- Enter the redeem code:
   Depending on how you received the redeem code, you can type it in or copy and paste it via clipboard.
- \_ Click **REDEEM**.



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

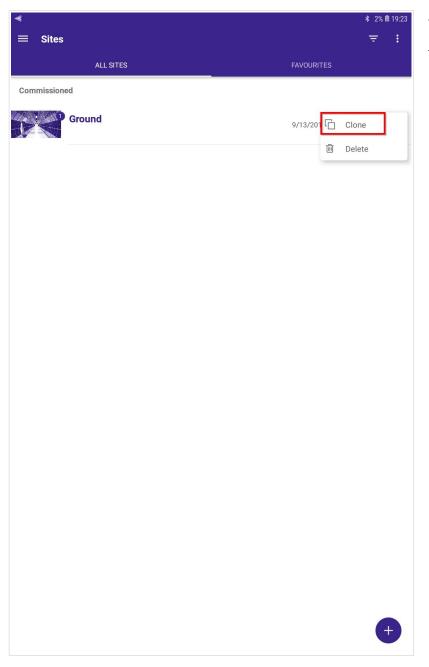
The name of the cloned section will have a number added, in this case (2).

#### 3.14. Clone a site

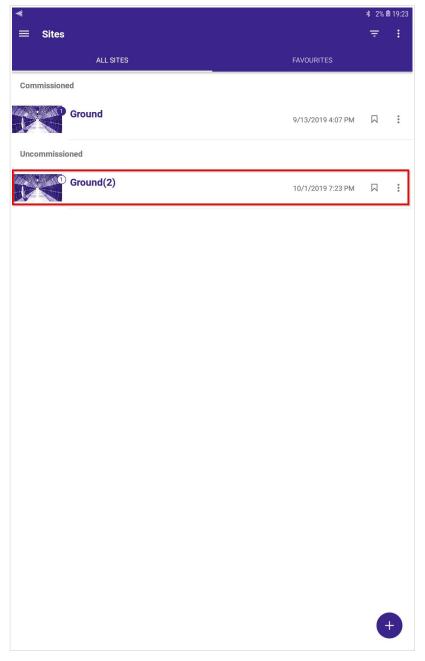


To clone a site, proceed as follows:

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

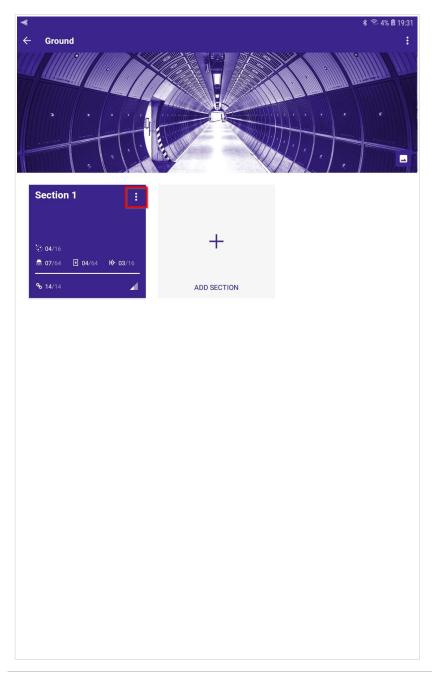


- -> A new window opens.
- \_ Select Clone.



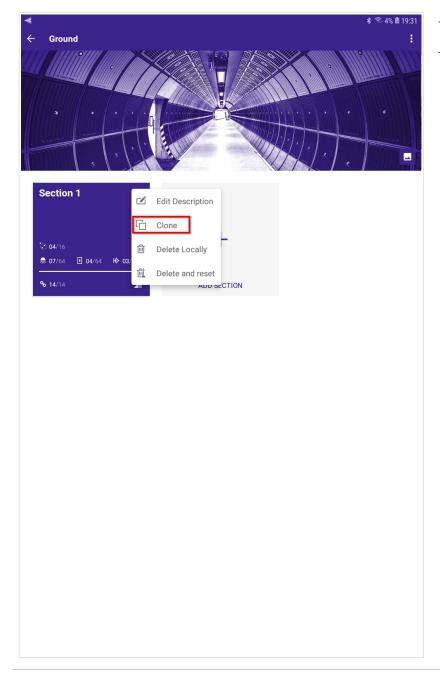
- -> The selected site will be cloned.
- -> The name of the cloned site will have a number added, in this case (2).

#### 3.15. Clone a section

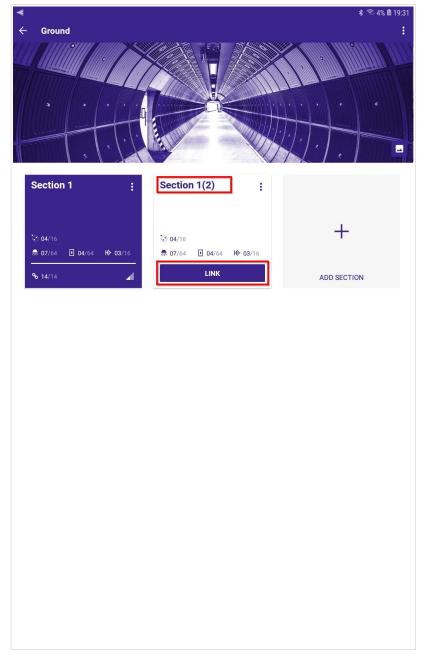


To clone a section, proceed as follows:

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



- -> A new window opens.
- \_ Select Clone.

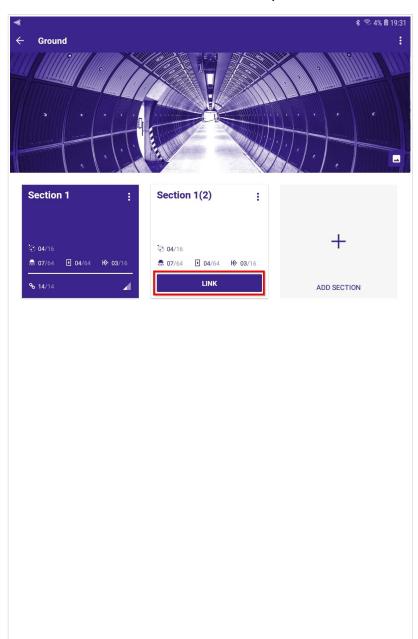


- -> Your section will be cloned.
- -> The name of the cloned section will have a number added, in this case (2).

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

Further information about the linking process can be found at Link sceneCOM S with section plan, p. 60.

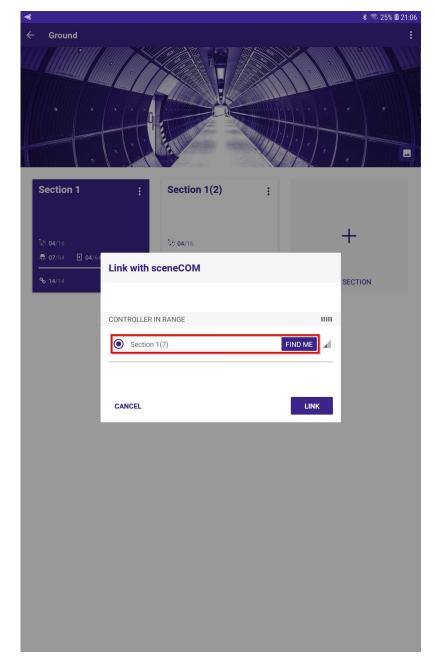
#### 3.16. Link sceneCOM S with section plan



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

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

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



-> The **Link with sceneCOM** window opens.

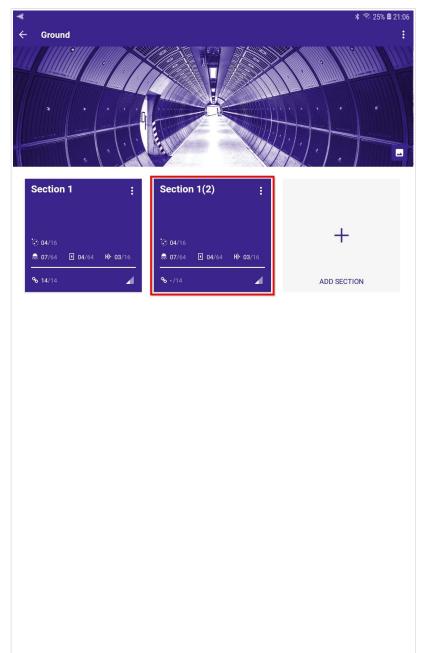
You can use the **FIND ME** function to localize the sceneCOM S that you want to link to your section plan.

- Select the controller in range and click FIND
   ME.
- -> The **FIND ME** button will change to another symbol:



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

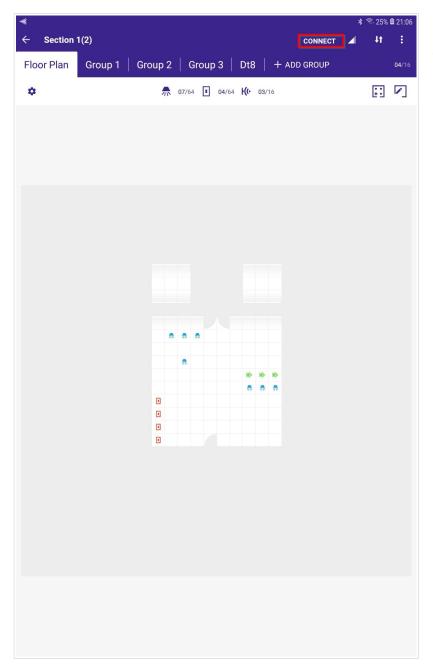
During the linking process you may be asked to enter the PIN for the sceneCOM S. Further information about the PIN and how to set or reset the PIN can be found at Reset and change PIN, p. 72.



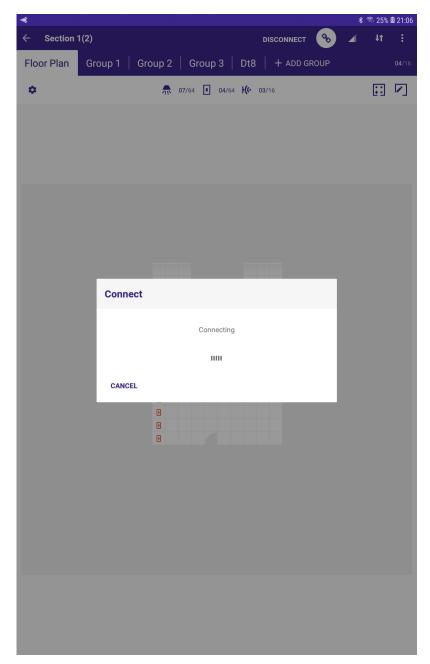
After linking the sceneCOM S to a section plan, the background color of the section will change:



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



- -> The **Floor Plan** window opens.
- Click CONNECT to connect to the linked sceneCOM S.



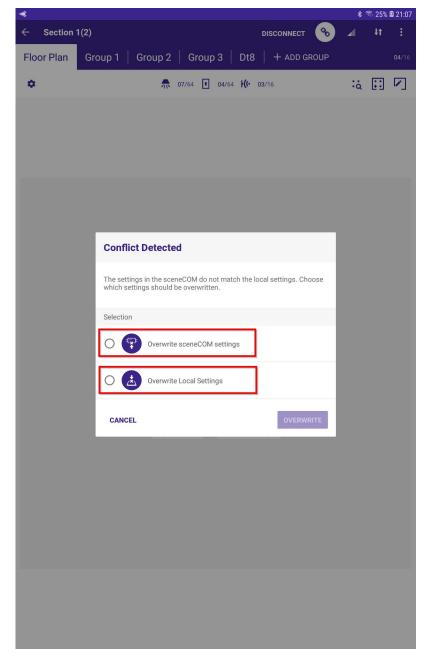
 $\mbox{--}\mbox{>}$  The sCS commissioning app will connect to the sceneCOM S.

#### • NOTICE

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



-> The sCS commissioning app will synchronize the sceneCOM database.



Once the sCS commissioning app has read out the data from the sceneCOM S, the  ${\bf Conflict\ Detected}$  window opens.

You have to select between two options:

# Overwrite sceneCOM settings or Overwrite local settings

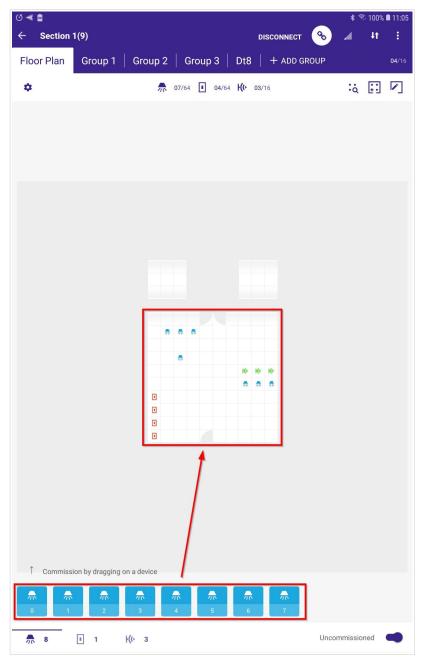
By selecting **Overwrite sceneCOM settings** the configuration from the sCS commissioning app will be sent to the devices connected to the sceneCOM S.

If you clone a section or connect to a new installation with an off-site created section plan, this is typically the option you will choose.
 In this case the devices will be configured as you place them in the floor plan with the configuration programmed in the sCS.

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

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

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



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

#### Uncommissioned



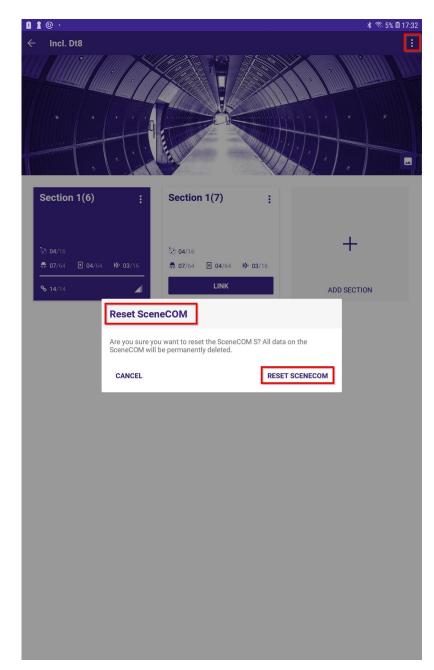
If the option **Uncommissioned** at the bottom right is active, only uncommissioned devices are shown.

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





#### 3.17. Reset sceneCOM S



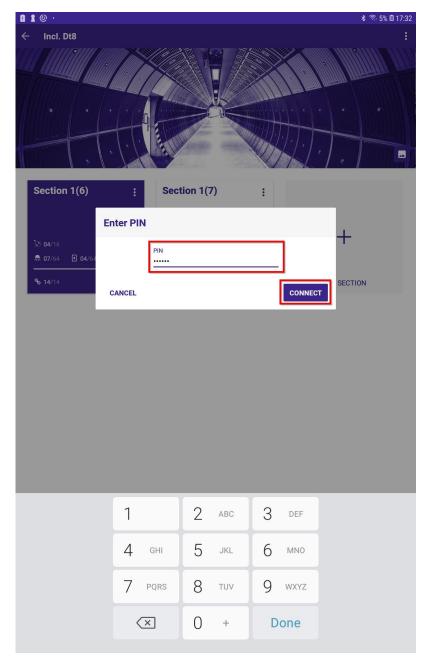
#### A CAUTION!

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

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

To reset sceneCOM S, proceed as follows:

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



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

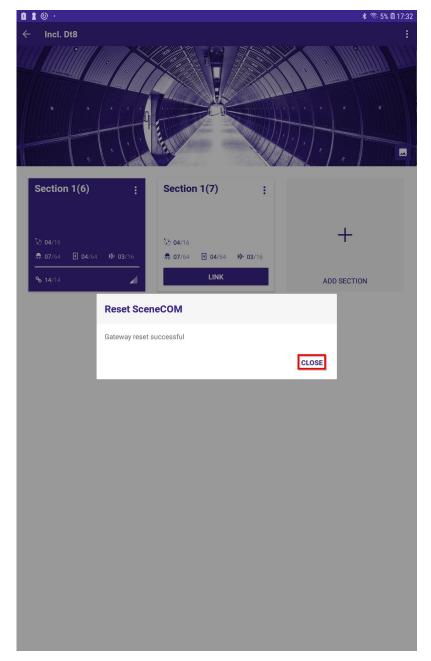
- \_ Enter the PIN.
- \_ Click **CONNECT**.

#### NOTICE

If you have not changed the PIN, enter the default PIN which is 123456.

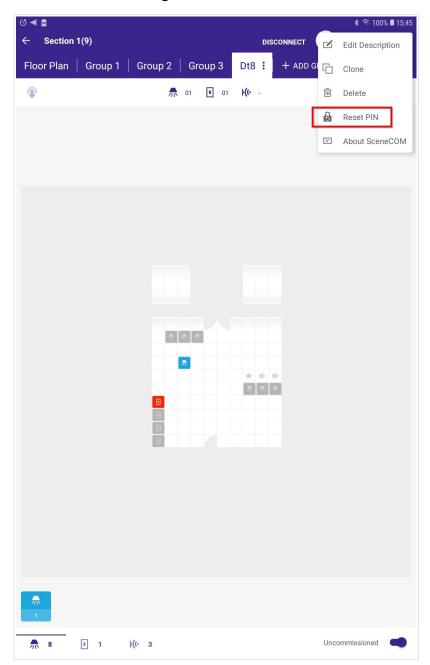
If you have already changed the PIN, enter this new PIN.

If you have changed the PIN but have forgotten the new PIN, you can reset the PIN. Further information can be found at Reset and change PIN, p. 72.



- -> The **Reset SceneCOM** window opens.
- -> The sCS commissioning app will confirm that the sceneCOM S was reset.
- \_ Select **CLOSE** to close this window.

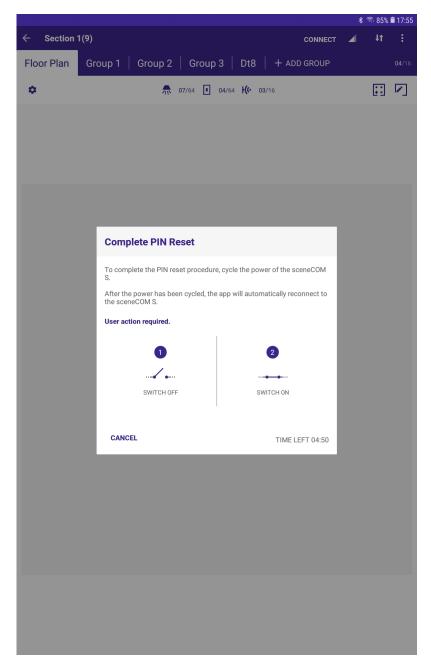
#### 3.18. Reset and change PIN



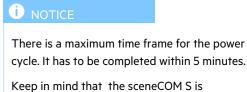
The default PIN for the sceneCOM S controller is "123456".

If needed, the PIN can be reset:

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



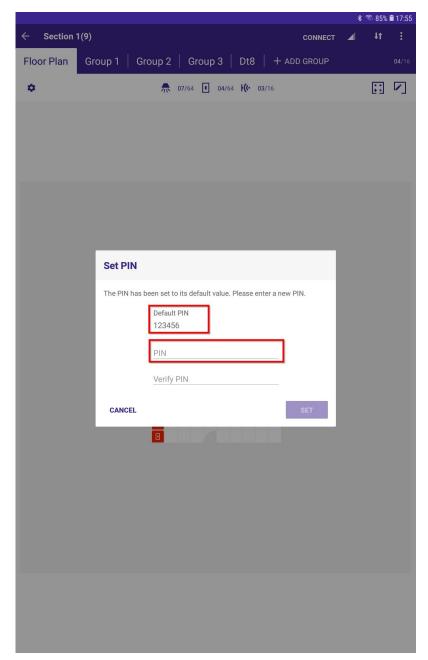
For the changes to take effect and complete the PIN reset, it is necessary to power the sceneCOM S off and on.



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



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



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

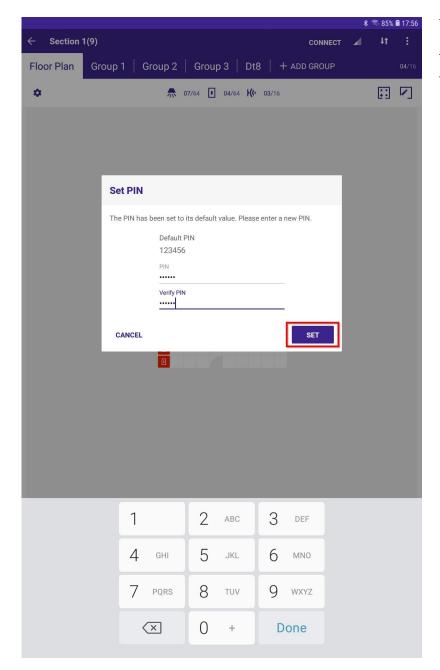
The default PIN "123456" is visible.

Below this information, you can enter a new PIN.

This will overwrite the current PIN (the default one or a PIN that replaced the default one before).

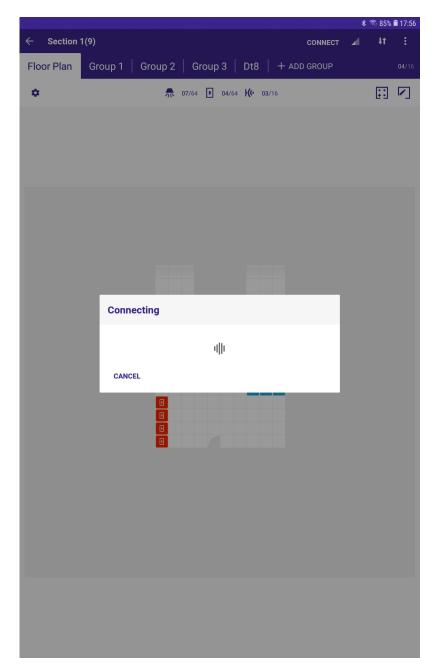
#### i NOTICE

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



To change the Default PIN, proceed as follows:

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



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