

12 CO Scene 740601**Devices Employing the Program**

Product family: Controller

Product type: Controller

Manufacturer: Siemens

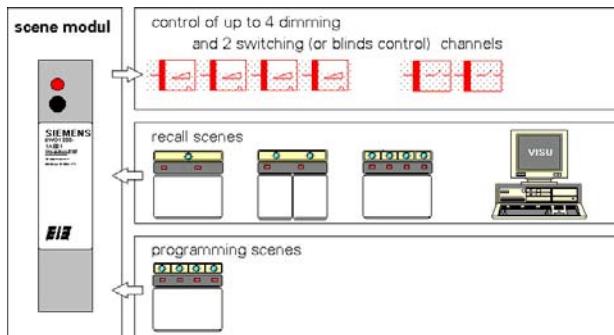
Name: Scene Module N300

Order-no.: 5WG1 300-1AB01

Application Description

This application program allows you to store and recall up to 4 scenes for handling the specified light intensity values of up to four dimming channels and the switching states of up to two 1 bit switching channels (e.g. lighting on/off, raise/lower blinds, etc.) each.

On recalling a scene, the scene module sends the desired light intensity values or switching states to the appropriate actuators as 8 bit or 1 bit telegrams respectively.



By employing more than one scene module any number of dimming or switching channels can be allocated to a single scene. However, no more than 5 scene modules (= 20 dimming and 10 switching channels) should be accessed by a scene simultaneously. Otherwise hardly any information could be sent while the bus is busy dealing with the individual switching channels.

The preselection of the desired light intensity values to the individual scenes takes place when modifying the application's parameter list with the ETS.

Alternatively, these light intensity values and switching states can be adjusted and stored anew via a 4-fold push button and the application 11 S4 Scene 240B01. The scenes are stored via a special 2 byte telegram.

Thus, the push button 4-fold establishes the desired state to every group in turn and stores the settings to the scene module.

These settings are preserved in case of resetting the device (i.e. on bus voltage failure).

Scenes are recalled with 1 bit telegrams. The scenes 1 and 3 are recalled with "0" telegrams, the scenes 2 and 4 are recalled with "1" telegrams respectively. Thus, the scenes can be recalled with any available switching telegram. However, the scenes can be programmed only with the ETS or, at any time, with the push button 4-fold in combination with the application program 11 S4 Scene 240B01. When using all groups of the scene module an extra push button 4-fold is required to changing and storing the scenes to the scene module.

Communication Objects

Phys.Addr. no.	Program		Type
	Function	object name	
01.01.027	12 CO Scene 740601		
0	Groups	Group 1	1 Byte
1	Groups	Group 2	1 Byte
2	Groups	Group 3	1 Byte
3	Groups	Group 4	1 Byte
4	Groups	Group 5	1 Bit
5	Groups	Group 6	1 Bit
6	Recall scene	Scene 1 / 2	1 Bit
7	Recall scene	Scene 3 / 4	1 Bit
8	Save	Save	2 Byte

Note:

The order of the entries may vary from the above due to individual customization of the table.

Obj	Function	Object name	Type	Flag
0	Groups	Group 1	1-Byte	CTU
Via this object's group address the stored light intensity value is sent to dimming group 1 when recalling the scene. This group address must also be assigned to the "Set value" object of the respective switching/dimming actuators of this group.				
1	Groups	Group 2	1-Byte	CTU
Via this object's group address the stored light intensity value is sent to dimming group 2 when recalling the scene. This group address must also be assigned to the "Set value" object of the respective switching/dimming actuators of this group.				

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Obj	Function	Object name	Type	Flag
2	Groups	Group 3	1-Byte	CTU
		Via this object's group address the stored light intensity value is sent to dimming group 3 when recalling the scene. This group address must also be assigned to the "Set value" object of the respective switching/dimming actuators of this group.		
3	Groups	Group 4	1-Byte	CTU
		Via this object's group address the stored light intensity value is sent to dimming group 4 when recalling the scene. This group address must also be assigned to the "Set value" object of the respective switching/dimming actuators of this group.		
4	Groups	Group 5	1-Bit	CTU
		Via this object's group address the stored switching and blinds control telegrams are sent to group 5 when recalling the scene. This group address must also be assigned to the appropriate switching object or in the blinds control object of the respective actuator s of this group.		
5	Groups	Group 6	1-Bit	CTU
		Via this object's group address the stored switching and blinds control telegrams are sent to group 6 when recalling the scene. This group address must also be assigned to the appropriate switching object or in the blinds control object of the respective actuator s of this group.		
6	Recall scene	Scene 1/2	1-Bit	CWTU
		Via this object's group address the scenes 1 and 2 are recalled. On receiving a "0" telegram, the scene module sends the stored light intensity values and switching and blinds control telegrams to scene 1 to the appropriate actuators via the group addresses assigned to the group objects. On receiving a "1", the information to scene 2 are sent.		
7	Recall scene	Scene 3/4	1-Bit	CWTU
		Via this object's group address the scenes 3 and 4 are recalled. On receiving a "0" telegram, the scene module sends the stored light intensity values and switching and blinds control telegrams to scene 3 to the appropriate actuators via the group addresses assigned to the group objects. On receiving a "1", the information to scene 4 are sent. .		
8	Save	Save	2-Byte	CWTU
		Via the group address of this object the telegrams from the push button 4-fold are received when programming the scenes. According to the groups specified with the push button the actuator is set via the corresponding group address and subsequently the actual states are stored to the selected scene. The address must be assigned to the special 2 byte programming object of the corresponding "scene" push button.		

Maximum number of group addresses: 9
 Maximum number of assignments: 9

Parameters

Basic Settings:

Basic settings	Scene 1	Scene 2	Scene 3	Scene 4
Range of scenes	Range A			
Range of groups	Range A			
Used groups (in the range)	Group 1 onwards			
Used groups (in the range)	up to Group 6			
Group 5 and 6 used for	Switch function (On/Off)			

Parameters	Settings
Range of scenes	Range A Range B
If more than four scenes are required, a second scene module and another push button 4-fold is required. However, when programming the scenes, different group addresses must be assigned to the device pairs push button #1 (scenes 1 to 4) and corresponding scene module #1 (scenes 1 to 4), and push button #2 (scenes 5 to 8) and corresponding scene module #2 (scenes 5 to 8). When using the same programming address to both device pairs the allocation must be resolved via the scene range. When using different programming addresses to each pair (push button and corresponding scene module) the default setting can be maintained. "Range A": Scene range A is selected. The same programming address and "Scene range" must be entered to the corresponding scene module. "Range B": Scene range B is selected. The same programming address and "Scene range" must be entered to the corresponding scene module.	
Range of groups	Range A Range B Range C Range D
If more than eight groups are required, a second scene module and another push button 4-fold is required. However, when programming the scenes, different group addresses must be assigned to the device pairs push button #1 (scenes 1 to 4) and corresponding scene module #1 (scenes 1 to 4), and push button #2 (scenes 5 to 8) and corresponding scene module #2 (scenes 5 to 8). When using the same programming address to both device pairs the allocation must be resolved via the scene range. When using different programming addresses to each pair (push button and corresponding scene module) the default setting can be maintained. "Range A": Range A is selected. The same programming address and "Group range" must be entered to the corresponding scene module. "Range B": Range B is selected. The same programming address and "Group range" must be entered to the corresponding scene module. "Range C": Range C is selected. The same programming address and "Group range" must be entered to the corresponding scene module. "Range D": Range D is selected. The same programming address and "Group range" must be entered to the corresponding scene module.	

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Parameters	Settings
Used groups (in the range)	Group 1 onwards Group 2 onwards Group 5 onwards Group 6 onwards
	If less than the scene module's eight groups are used, the unused groups must be disabled. Thus, an unused group cannot be selected in the programming mode. Otherwise the scene module might malfunction. To the enabled groups a range must be specified. All groups outside this range are disabled by the application program while all groups within the range are enabled. Apart from that, individual groups cannot be enabled or disabled. "From group 2": Object [1] is the first object enabled. "From group 3": Object [2] is the first object enabled. "From group 4": Object [3] is the first object enabled. "From group 5": Object [4] is the first object enabled. "From group 6": Object [5] is the first object enabled. "From group 7": Object [6] is the first object enabled.
Used groups (in the range)	up to Group 6 up to Group 5 up to Group 2 up to Group 1
	If less than the scene module's eight groups are used, the unused groups must be disabled. Thus, an unused group cannot be selected in the programming mode. Otherwise the scene module might malfunction. To the enabled groups a range must be specified. All groups outside this range are disabled by the application program while all groups within the range are enabled. Apart from that, individual groups cannot be enabled or disabled. "Up to group 1": Object [0] is the last object enabled. "Up to group 2": Object [1] is the last object enabled. "Up to group 3": Object [2] is the last object enabled. "Up to group 4": Object [3] is the last object enabled. "Up to group 5": Object [4] is the last object enabled. "Up to group 6": Object [5] is the last object enabled.
Group 5 and 6 used for	Switch function (On/Off) Shutter (Up/Down)
	This parameter rules the operating mode to groups 5 and 6, switching (on/off) or blind control (raise/lower). This is very important when programming scenes as blinds are lowered with a logic "1" (lower switching point) while the lighting is switched on (upper switching point). "Switch function (On/Off)": The groups 5 and 6 will be used to switching tasks. "Shutter function (Up/Down)": The groups 5 and 6 will be used to moving blinds.

Scene 1:

Basic settings	Scene 1	Scene 2	Scene 3	Scene 4
Starting value (0-255), Group 1	255			
Starting value (0-255), Group 2	255			
Starting value (0-255), Group 3	255			
Starting value (0-255), Group 4	255			
Starting value (0-255), Group 5	On / Down			
Starting value (0-255), Group 6	On / Down			

The parameters of the scenes 2 to 4 can be set accordingly.

Parameters	Settings
Start value (0...255), Group 1	255
Start value (0...255), Group 2	255
Start value (0...255), Group 3	255
Start value (0...255), Group 4	255

These parameters hold the light intensity values to the eight groups of scene 1. This allows you to configure scene settings that can be used directly via the ETS on loading the scene module. The values are stored in the scene module until they are overwritten when re-programming the scene module via the "scene" push button.

To each of the eight groups an individual light intensity can be specified where ranges are given as 0 = 0% light intensity and 255 = 100% light intensity.

Start value, group 5:	On / Down Off / Up
Start value, group 6:	On / Down Off / Up

These parameters hold the desired switching states to the groups 5 and 6 of scene 1. This allows you to configure scene settings that can be used directly via the ETS on loading the scene module. The states are preserved in the scene module until they are overwritten when re-programming the scene module via the "scene" push button.

"On / Down": When recalling scene 1 the lighting is switched on and the blinds are lowered according to the specified mode.

"Off / Up": When recalling scene 1 the lighting is switched off and the blinds are raised according to the specified mode.

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Notes: