

1. Atmospheres

With atmospheres, occupants are able to modify the configuration of several home automation devices at once. Each atmosphere covers several outputs (light switches, shutter controls, infrared codes, etc.), with default values set for each output. The pre-programmed 'scene' is then linked to one or more input(s), through which these values are applied to the outputs. More than one value may be assigned to the same group of outputs. This means that occupants can change the status of several outputs using fewer buttons.

From a programming perspective, the use of atmospheres eliminates the need for multiple links between different outputs and a single input.

It is also possible to modify the values assigned to the outputs without using the configuration program. Instead, the 'save' function allows users to save the current values of the grouped outputs. These values will then be applied the next time a user pushes the atmosphere execution button.

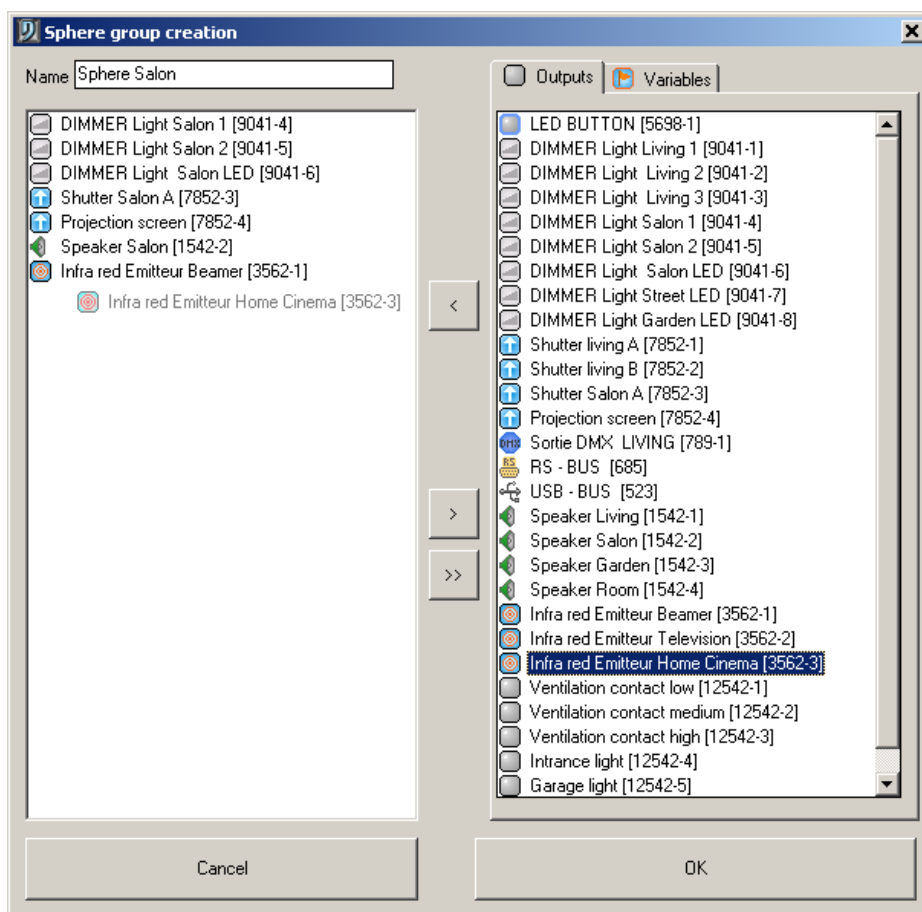
1. Creating the list of atmosphere devices

The first step in the atmosphere management process involves selecting the outputs that will be controlled simultaneously by the atmosphere. This list can contain all types of output (relays, dimmers, shutters, etc.), variable and message transmission command.

1. Right click on the *Atmospheres* icon in the right-hand column. Next, select the *Add a new group* option.



2. The screen that appears is the same as the memo creation screen. Assign a name to the new atmosphere.
3. You can then build your list of home automation outputs by dragging and dropping elements from the right-hand column to the left-hand column.



4. Once you have finished, click OK to confirm.

2. Creating scenes

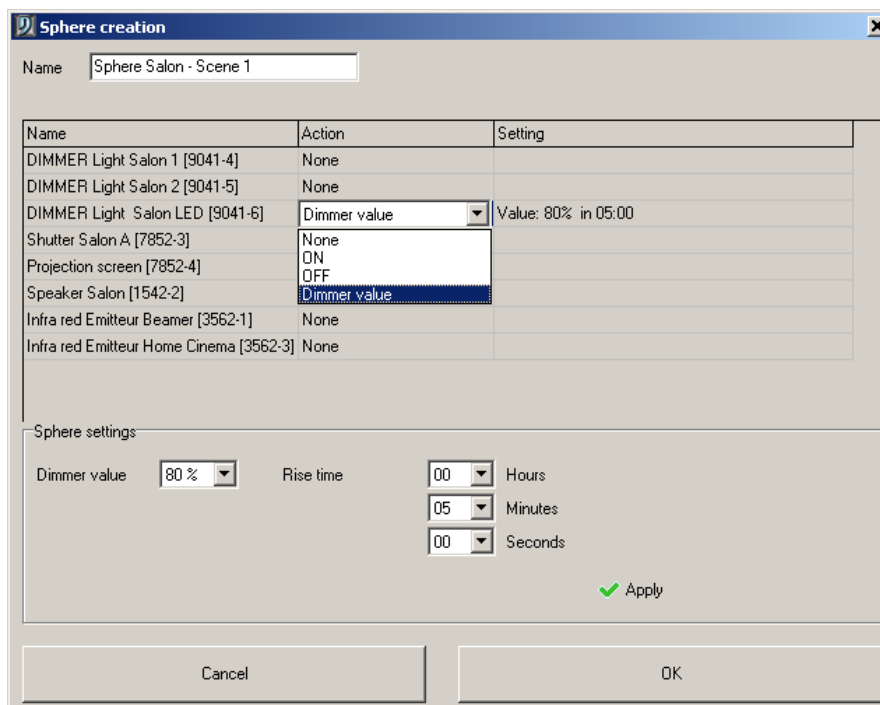
This process involves setting the default values for each output within the atmosphere. You can create more than one scene within each atmosphere. You can assign an unlimited number of scenes to a single group of outputs.

The values for each scene are programmed as follows:

1. Right click on the pre-configured atmosphere and select *Add scene*.



The following window will open:

A screenshot of a 'Sphere creation' dialog box. At the top, there's a text field for 'Name' containing 'Sphere Salon - Scene 1'. Below it is a table with three columns: 'Name', 'Action', and 'Setting'. The table lists several outputs: 'DIMMER Light Salon 1 [9041-4]', 'DIMMER Light Salon 2 [9041-5]', 'DIMMER Light Salon LED [9041-6]', 'Shutter Salon A [7852-3]', 'Projection screen [7852-4]', 'Speaker Salon [1542-2]', 'Infra red Emetteur Beamer [3562-1]', and 'Infra red Emetteur Home Cinema [3562-3]'. The 'Action' column has dropdown menus for each row, with 'Dimmer value' selected for the LED and Speaker outputs. The 'Setting' column shows 'Value: 80% in 05:00' for the LED output. Below the table is a section titled 'Sphere settings' with fields for 'Dimmer value' (80%), 'Rise time' (00:05:00), and an 'Apply' button. At the bottom are 'Cancel' and 'OK' buttons.

- The *Name* column displays the various outputs within the group
 - The *Action* column specifies the type of action applied to each output
 - The *Setting* column indicates the value associated with the type of action. This column only contains information for certain types of control, such as dimmer controls, audio controls, etc.
2. Rename the scene you have created.
 3. Select the desired output in the *Name* column. Then select the corresponding box in the *Action* column. You will then be able to select the action to assign to the output from a drop-down list.
 4. If the action you have selected is configurable, the possible settings associated with the type of action will be displayed in the *Sphere settings* section of the window. Once you have finished configuring the settings, click *Apply* to confirm your settings. Your settings will now be displayed in the *Setting* column next to the relevant output.
 5. Complete the steps in points 3 and 4 above for all outputs in the group.
 6. Once you have finished configuring the scene, click OK.

You can add several scenes to the list of scenes which, together, form the atmosphere. See the example below:

The living room in a house is fitted with dimmer interface modules (DDIM01), shutter modules (DTRV01), sound modules (DAMPLI01) and an infrared transmitter (DIREMI01). Each of these has been selected and added to the 'Living Room' atmosphere. This atmosphere contains three different scenes.

- The 'Cosy' scene: The dimmers are set to 70% and low-level music is played.
- The 'Home Cinema' scene: The screen descends, the projector powers up and the dimmers fade to darkness over a period of 5 minutes.
- The 'Eco' scene: A lamp is dimmed to 70%. The sound system and projector switch to standby mode.
- The 'Off' scene: All devices in the 'Living Room' atmosphere are switched off.

3. Executing atmospheres

In order to execute an atmosphere, you need to create a link between an input and one of the previously created scenes. Drag and drop the desired scene to a home automation input. When creating the link, select *Execute sphere*.

The screenshot shows a 'Link creation' window with the following elements:

- Pressing type:** Radio buttons for 'Short push' (selected) and 'Long push'. A checkbox for 'Action on end of push' is unchecked.
- Action:** Radio buttons for 'Execute sphere' (selected) and 'Memorise sphere'.
- Input tab:** Contains text boxes for 'Name' (Push button Salon), 'Card type' (DPBU01), 'Card version' (254), and 'Card address' (5698). A 'Card settings' button is next to the Card type field.
- Buttons:** 'Cancel' and 'OK' at the bottom.

You will need to link each scene to a different input in the same way. This means you will need a separate input for each of the scenes you have created.

4. Saving atmospheres

This process involves saving the current values of the atmosphere device outputs without modifying the values using the configuration program. This is a virtual atmosphere that will change the next time it is saved.

Example: The occupants are unhappy with the values assigned to the wall lamps when the 'video' scene is activated. They can adjust these values then save them by pressing an input (button or other type) specially reserved for this function. The values will be saved for this scene only. The programmed values for the other scenes will remain unchanged.

- ✓ A scene can be executed and saved using the same input. Use the *Short push* function to execute the scene and the *Long push* function to save the current values.