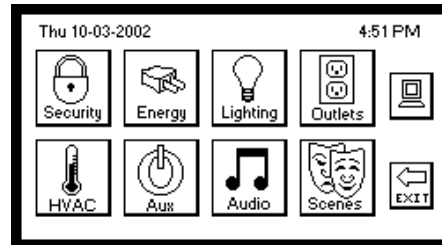
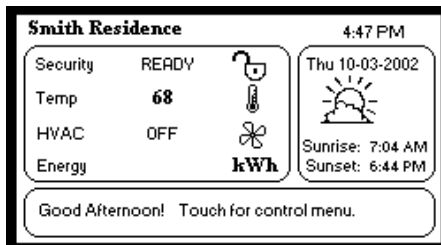


Scenes – Configuration and Operation

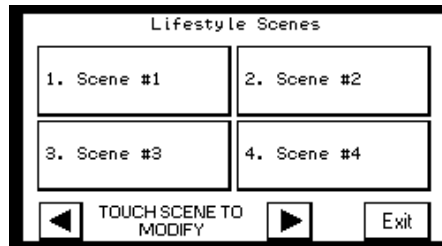
The idea behind Scenes is to simplify your life by utilizing your *empower* system to take care of the routine controls you handle manually. For example: a ‘Goodnight’ Scene might turn off all the controlled lights in the house, Arm your security system in ‘Stay’ mode and set back your HVAC system; all with the touch of a single icon in the Scene Menu.

Strictly speaking, a Scene is a series or sequence of commands that can be activated by a single action (the Touchscreen) or event such as incoming power line signals (X10), Smart Keys, Time and Security Zones. Scenes may include as many (or as few) combinations of any system control feature. A scene may be lighting only or a complete roster of features with lighting, HVAC, outlets and more.

To begin programming a scene, press the Opening Screen and select the Scenes Icon.

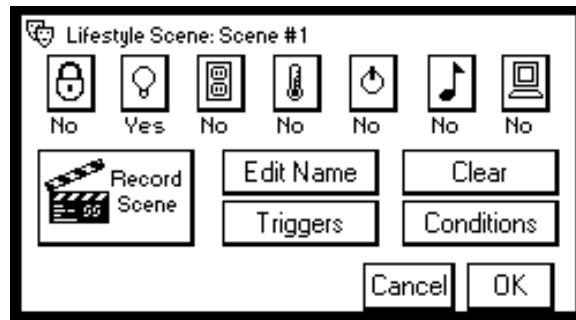


Selecting the Scenes Icon will make the Scene Control Menu appear.



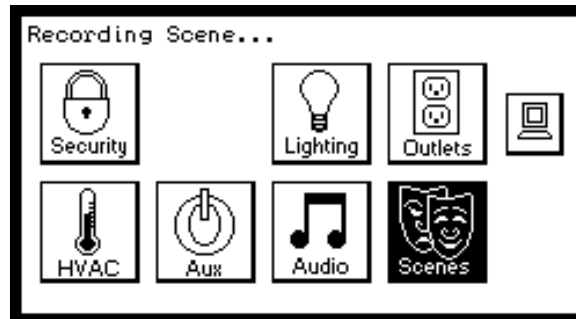
Programming a Scene

1. From the Lifestyle Scenes Menu, select the Modify Icon, which is then replaced by the text “Choose a Scene to be Modified”. From this point, you can either program a new scene or modify an existing scene.
2. To program a new scene, select a scene that has not had the scene label changed.
3. The Scene Programming Menu will come up.



This screen contains the following configuration options:

- Control Icons: Allows the user to instantly view the types of control commands entered into a scene. By pressing on each individual control icon, a list of the commands entered as part of this scene will appear on a separate menu.
- Record Scene: Returns the user to a modified Control Menu Screen for recording control specific commands (lighting, security, etc.).
- Edit Name: Scene Label (up to 20 characters).
- Clear: Used to delete all commands within the selected scene.
- Triggers: Allows you to select additional methods in which to activate the scene.
- Conditions: Configures the conditions that must be 'true' for the scene to be triggered automatically.
- Cancel: Cancels any changes and returns the user to the Scene Control Menu.
- OK: Approves any configuration and/or modification and returns the user to the Scene Control Menu.



The figure above is the Scene Recording Menu, which offers the following Scene Command Features:

- Security
- Lighting
- Outlets
- HVAC
- Relays
- Programming

Adding Commands to A Scene

Security

1. Press the Modify Icon and select a blank or existing Scene to reach the Scene Recording Menu.
2. Select the 'Record Scene' Icon.
3. Select the Security Icon from the Scene Recording Menu.
4. Select the security level for this scene: Away, Stay or Disarm.
5. Enter a valid Security Code. Once a valid code has been entered, the screen will default back to Scene Recording Menu 1.
6. To review the entry of the command, select the highlighted Scenes Icon, and the security level just programmed will be displayed in the Scene Command Box.

Lighting

1. Press the 'Modify' Icon and select a blank or existing Scene to reach the Scene Recording Menu.
2. Select the 'Record Scene' Icon.
3. Select the Lighting Icon on Scene Recording Menu 1. This will bring up the Lighting Control Menu for Scenes. This screen looks very much like the Lighting Control Menu; however, the dim values which were numbers in that menu are replaced by "??". Any Light that has "??" under the name, is a Light that has no command for this scene.
4. Select a Light you wish to include in the Scene. When the Light label is highlighted, you can select a dim value. More than one Light can be incorporated into a scene, but each Light's dim value must be set individually.
5. Once you have selected all the Lights you wish to include in that scene, press 'Exit' to return to Scene Recording Menu 1.
6. Select the highlighted Scene Icon to return to the Scene Programming Menu to review the scene's Lighting commands or continue into other Scene Command Features.

Outlets

1. Press the 'Modify' Icon and select a blank or existing Scene to reach the Scene Recording Menu.
2. Select the 'Record Scene' Icon.
3. Select the Outlet Icon on Scene Recording Menu 1. This will bring up the Outlet Control Menu for Scenes. This screen looks very much like the Outlet Control Menu; however, the On/Off values are replaced by "??". Any outlet that has "??" under the name, is an Outlet that has no command for this scene.
4. Select an Outlet you wish to include in the Scene. When the Outlet label is highlighted, you can select an On/Off value. More than one Outlet can be incorporated into a scene, but each Outlet's On/Off value must be set individually.
5. Once you have selected all the Outlets you wish to include in that scene, press 'Exit' to return to Scene Recording Menu 1.
6. Select the highlighted Scene Icon to return to the Scene Programming Menu to review the scene's Outlet commands or continue into other Scene Command Features.

HVAC

1. Press the 'Modify' Icon and select a blank or existing Scene to reach the Scene Recording Menu.
2. Select the 'Record Scene' Icon..
3. Select the HVAC Icon from Scene Recording Menu 1, which brings up the HVAC Control Menu for scenes.
4. Before selecting the desired temperature set point, select the proper mode for this command by pressing the Fan Icon. For example, select Auto Heat & Cool, select OK at the bottom of the menu, then select the desired temperature set point.
5. Depending on the mode you selected, you can adjust the Cooling and Heating set points accordingly.
6. Only one HVAC command is allowed per scene.

Auxiliary Relays

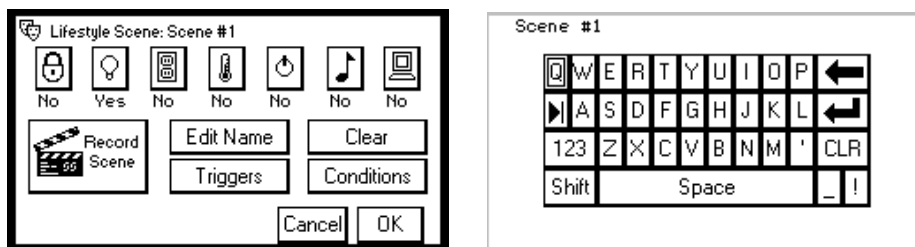
1. Press the 'Modify' Icon and select a blank or existing scene to reach the Scene Recording Menu.
2. Select the 'Edit' Icon.
3. Select the Aux Icon on Scene Recording Menu 2. This will bring up the Auxiliary Relay Control Menu for Scenes. This screen looks very much like the Outlet Recording Menu, however, the On/Off values are replaced by “??” in this menu. Any Relay that has “??” under the name is a Relay that has no command for this scene.
4. Select an Auxiliary Relay you wish to include in the Scene. When the label is highlighted, you can select an On/Off value. More than one Relay can be incorporated into a scene, but each Relay's On/Off value must be set individually.
5. Once you have selected all the Relays you wish to include in that scene, press 'Exit' to return to Scene Recording Menu 1.
6. Select the highlighted Scene Icon to return to the Scene Programming Menu to review the scene's Relay commands or continue into other Scene Command Features.

Clear Commands (Deleting an entire Scene)

1. Clear is used to delete all commands from the selected scene.

Naming a Scene

Selecting the 'Edit Name' Icon in the Scene Programming Menu will bring up the alphanumeric keypad allowing the user to enter a custom 20-character scene label.



1. Use the Backspace or CLR Button in the upper right to delete the default scene name.
2. Enter the Scene Name using the characters provided or use 'Shift' in the lower left for lower case and '123' for numbers.
3. When finished, select the 'Return' Icon directly underneath the Backspace Icon.

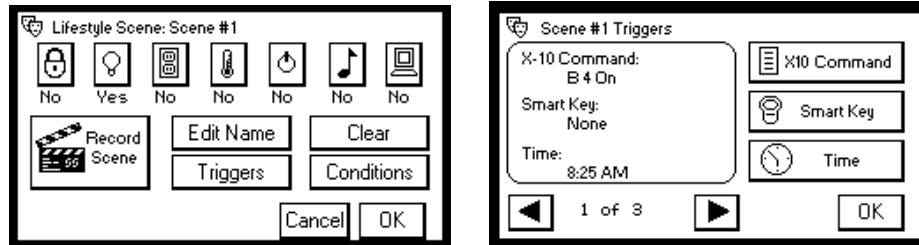
Triggering a Scene

Any scene can be initiated by selecting the icon in the Scene Control Menu; however, there will probably be circumstances where you want additional ways and means to initiate a scene. Additional methods to initiate a scene are incoming power line signals, Smart Keys, Time Flags and Security Zones. The most commonly used triggers are Smart Keys and Time Flags for turning off lights, outlets and HVAC when leaving, or at a particular time. The *empower* system also allows up to three Conditions for making the trigger respond even more intelligently to your needs.

For example, a scene to turn the exterior garage lights on might be set to trigger at 7:00PM with the condition that the security is 'Armed'. If the system is Armed, it's because you're probably not home yet. If you're home, you may not particularly care if the lights outside the garage are on.

Setting a Trigger

From the Scene Programming Menu select the 'Trigger' Icon. This will bring up the Trigger Control Menu.

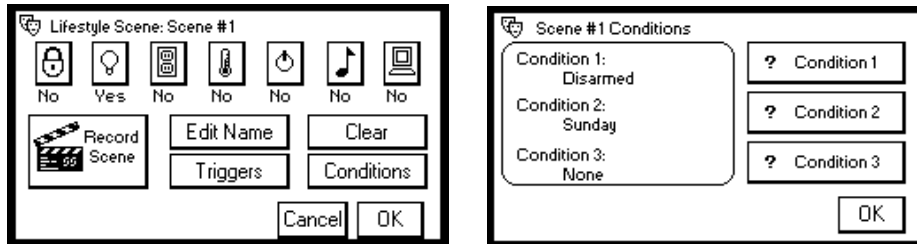


- Left/Right Arrows: Use the Left and Right arrows to toggle the '+' between the Triggers. To add or adjust each Trigger, press the 'Edit' button to toggle through the selections.
- X10 Command: If there is an additional X10 Transmitter in the building, (e.g. Keypads, Remotes, etc.) an incoming X10 Address can be used to initiate a scene.
- Smart Keys: Any individual Smart Key or all Smart Keys can be used to run scenes when they are used with the Key Reader. (Keys not set up with Scene privileges will not trigger scenes, even when 'All' is selected.)
- Time: Any set time can trigger a scene. For example 5:00PM can be programmed in and whenever 5:00PM rolls around that scene will run. Selecting Time will bring up the Time Configuration Menu.
- Security Zone: The opening or tripping of any security zone can be used as a scene trigger. For example, a Motion Sensor can be used to light a path to the kitchen.
- Indoor Temp: The indoor temperature at either touchscreen will trigger a scene to run, for example a high temperature trigger may activate ceiling fans.
- Outdoor Temp: The outdoor temperature may be used to trigger a scene when there is an outdoor temp sensor connected to the *empower* system. (Not available yet.)

Triggers should be thought of as "or" commands. In other words, an X10 command, or a Smart Key, or a Time Flag, a Security Zone or Indoor Temperature set point can cause a scene to run.

Setting a Condition (or Conditions)

From the Scene Programming Menu select the 'Cond' Icon. This will bring up the Condition Control Menu. Selecting a Condition button will toggle the user through the available condition options.



- Conditions options include:
 - Daytime
 - Nighttime
 - Armed
 - Armed/Stay
 - Armed/Away
 - Disarmed
 - Weekend
 - Weekday
 - Any individual day of the week

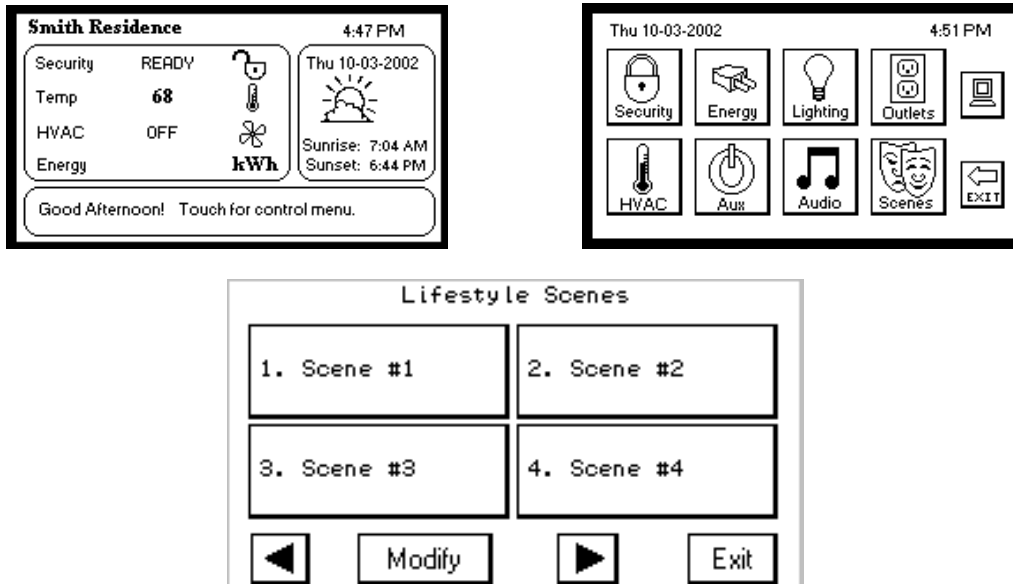
You can assign up to three conditions to each scene. Conditions need to be true for a scene to run. Conditions are best thought of as “and” commands.

Example: A scene to turn the exterior garage lights on might be set to trigger at 7:00PM, with the condition that the security is ‘Armed’. If the system is Armed, it’s because you’re probably not home yet.

An additional Condition you may want to add might be ‘Weekday’. With both of these conditions selected, the Garage lights would only activate at 7PM if the system was ‘Armed’ *and* it was a ‘Weekday’, ensuring that it reacts to your lifestyle!

Activating a Scene from the Touchscreen:

Begin at the Opening Screen. Press anywhere on the Touchscreen to bring up the Control Menu which includes the Scenes Icon. Select the Scenes Icon to enter the Scene Control Menu.



From this screen you can control all of the Lifestyle Scenes that are programmed into your system. This screen consists of:

- Scene #1: Scene #1, #2, etc., are generic labels used to bookmark non-configured scene positions. When a scene includes commands, a name is usually entered in this position.
- Left/Right Arrow Icons: Allows the user to scroll between the different Scene Control pages.
- Modify: Allows the user to Configure and Modify a scene (See 'Learning More' for how to program a scene).
- Exit: Returns the user to Control Menu 1.

To activate a Scene, simply press the desired Scene Number or Name.