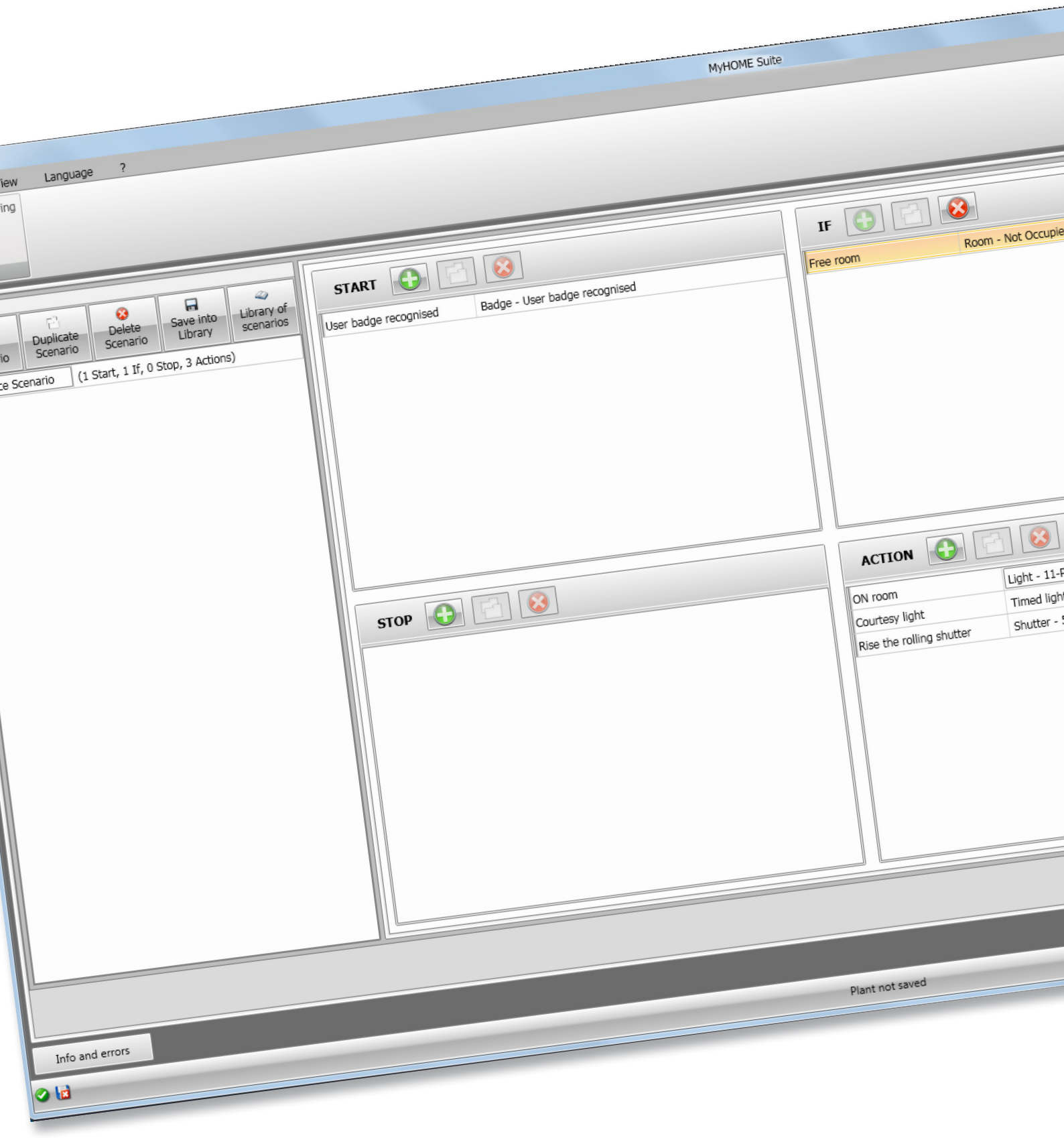
MyHOME

MH201

Software Manual



MH201

Software Manual

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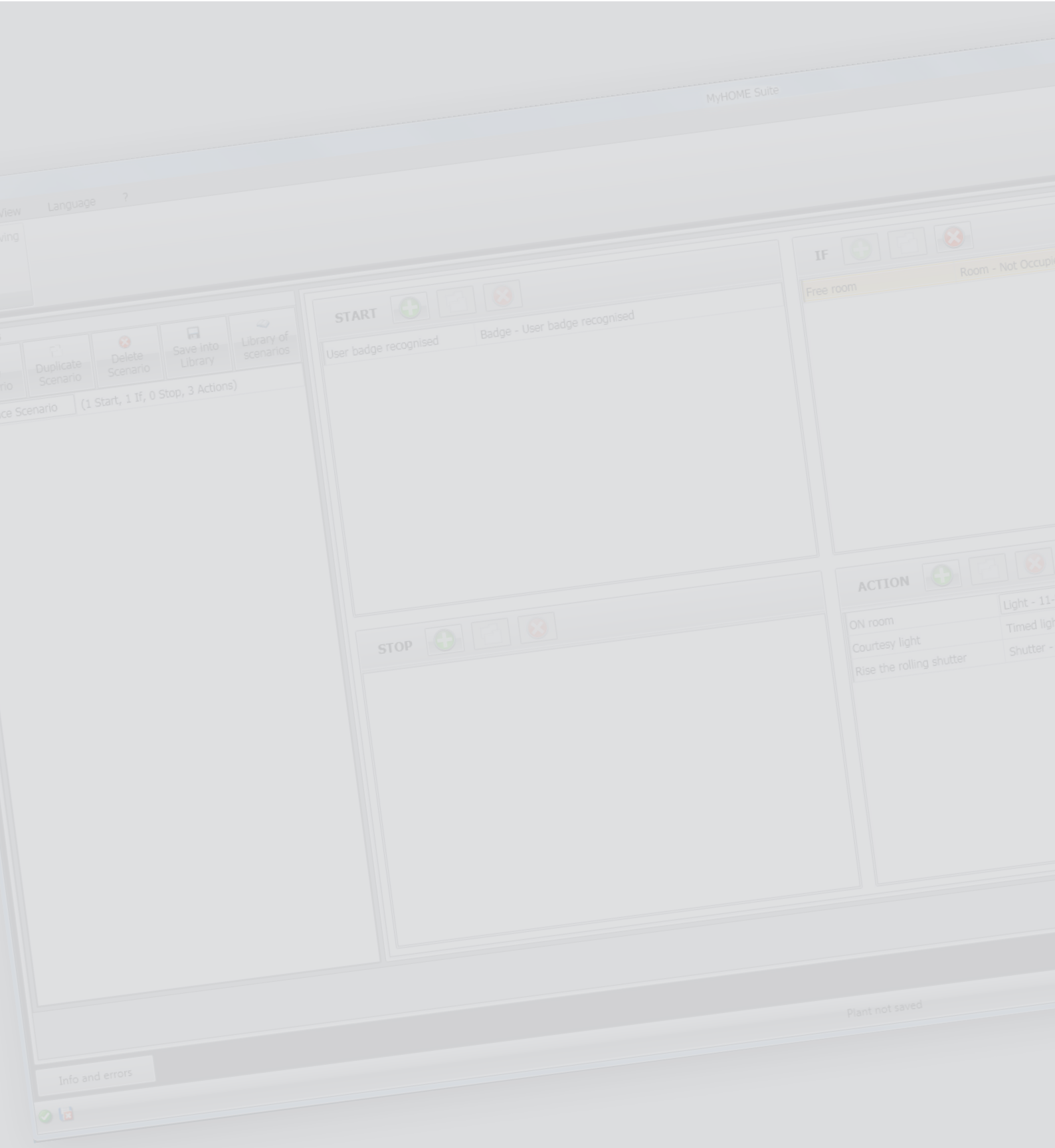


Contents

Start 4
- Interaction with the device 4
- Device configuration 5
- Send the configuration 8
- Receive the configuration 9
- Firmware update 10
- Request device info 10

Home page 11
- Common configurations 12

Project configuration 13
- General parameters 13
- Room parameters 16

Scenarios 22
- Scenario screenshot 22
- Scenario creation 23
- Objects 26

Example of scenarios 38

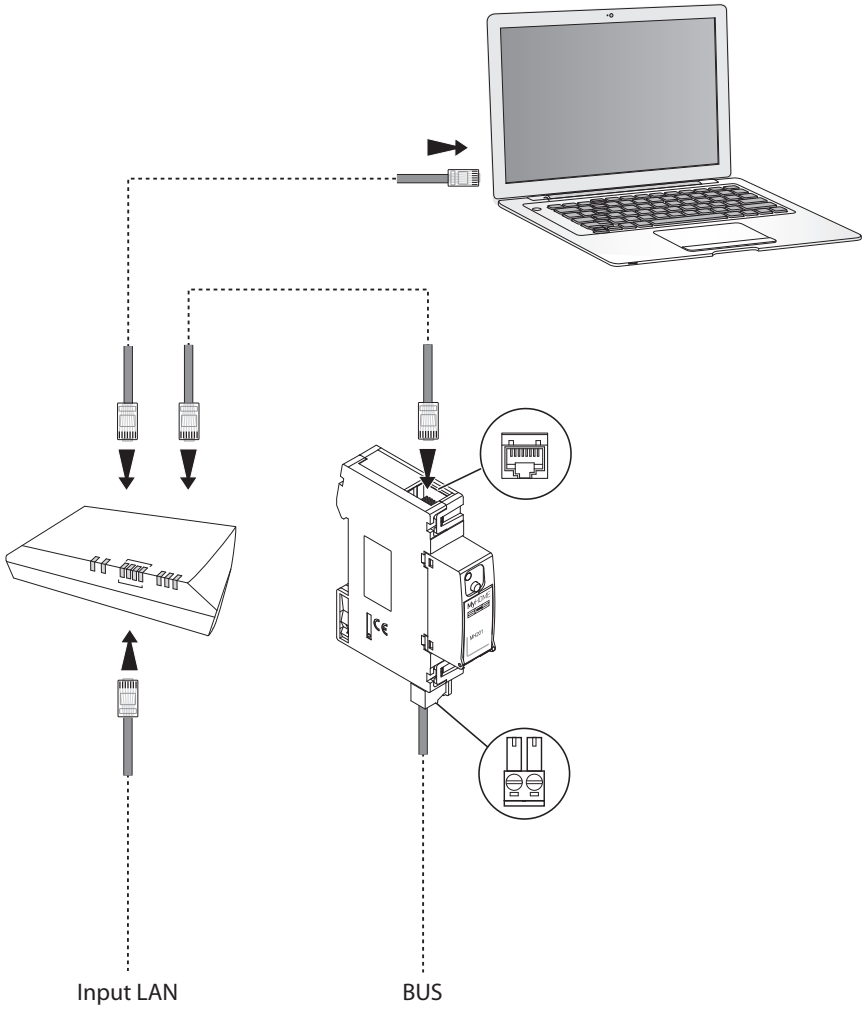
Start

This manual shows the procedures for the configuration of the MH201 Scenario Programmer.

Interaction with the device

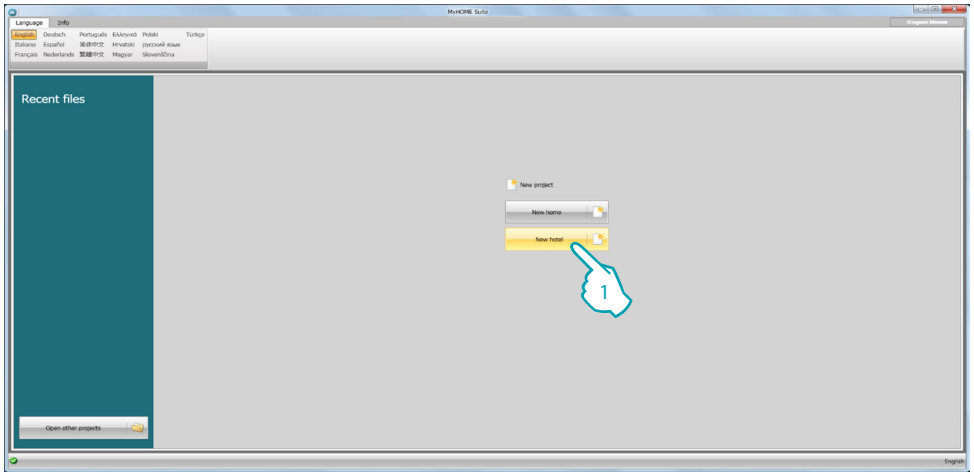
In order to Send and Receive the configuration, Update the firmware and Request device info, first of all connect the device to a PC, ensuring that the right port has been selected.
Connect the gateway to the LAN network, by connecting the cable to a switch, or directly to the PC that you want to use for the configuration.
To ensure that the communication is successful, the device must be connected to the BUS.

ETHERNET CONNECTION

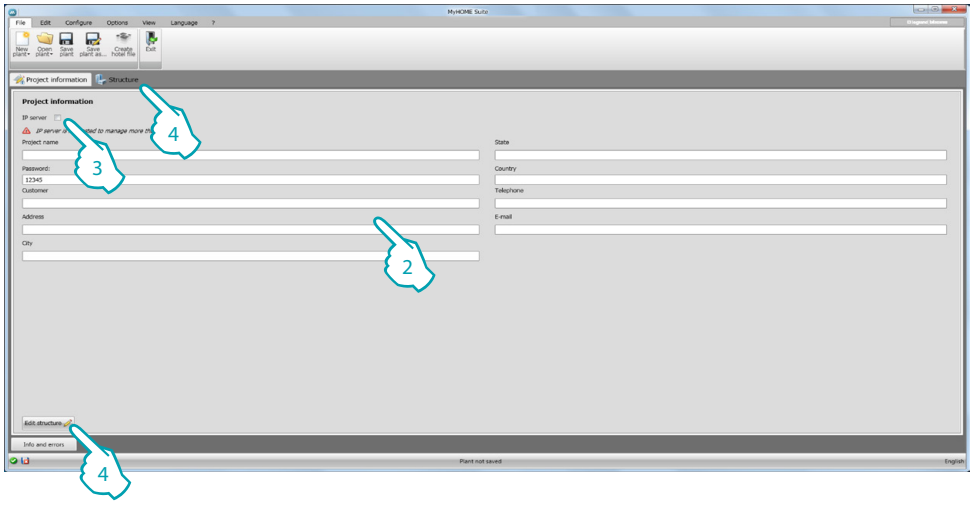


Device configuration

To configure a device you can create a new project, or open an existing one, which can then be changed and resent to the device.
In order to access the Configure screen of the software, the preliminary operations in the global area must be completed:



1. Click to enter the software dedicated to the configuration of a hotel system.

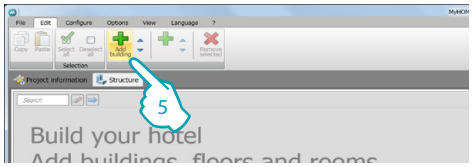


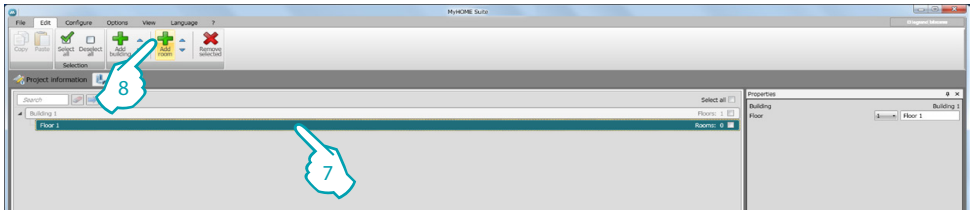
2. Fill any desired fields before proceeding with the creation of the structure

In the password field enter the default password for all the MH201 devices of the hotel.

3. If your project is for an overall number of rooms and common areas exceeding 100, it will be necessary to allow for the presence of an IP Server, item F458.

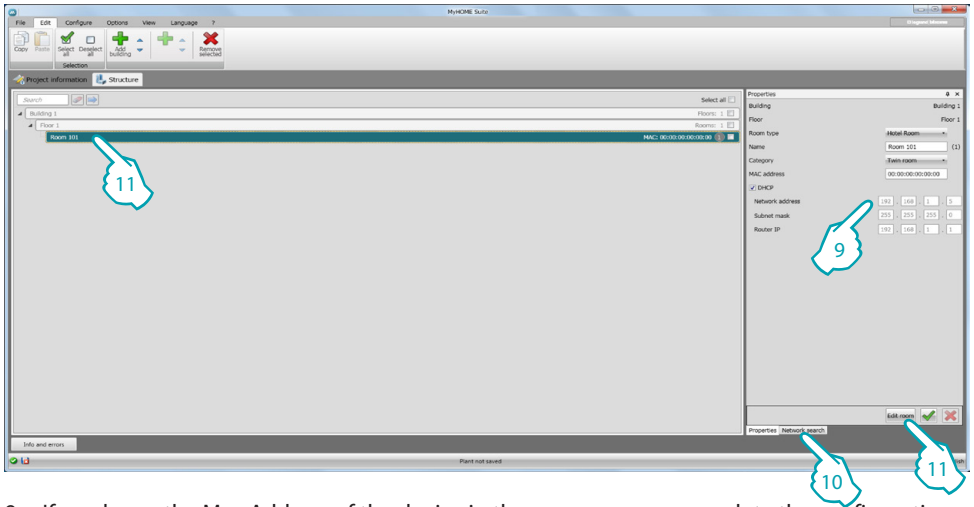
4. Click to create the structure of the hotel.



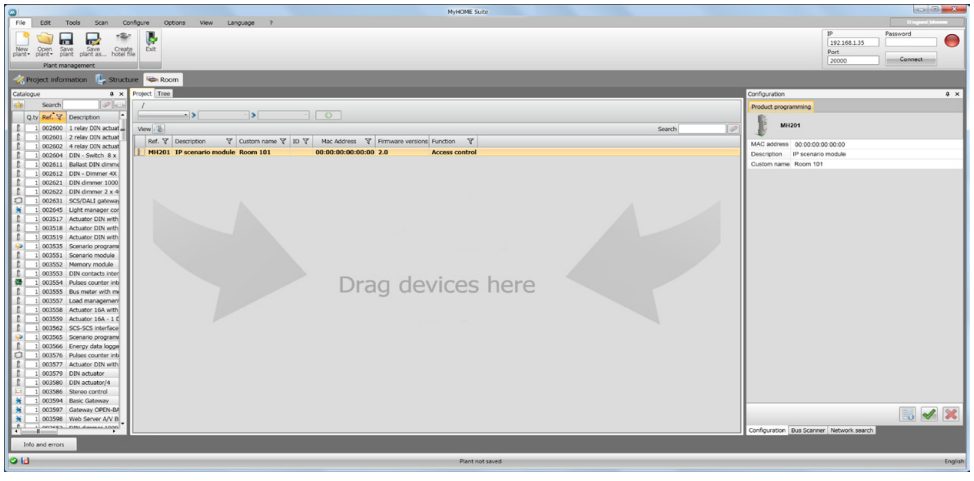


5. Add a building.
6. Add the floors of the building.
7. Select the floor.
8. Add the rooms.

For each room created the software automatically places one MH201.

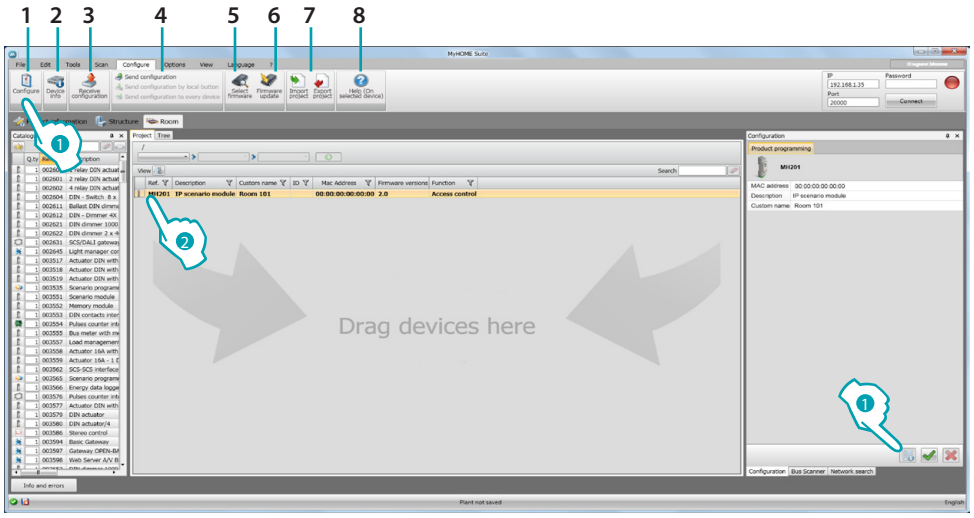


9. If you know the Mac Address of the device in the room, you can complete the configuration manually.
10. If you do not know the Mac Address of the device in the room, you can find it in the network, and then drag it in the room.
11. Click to enter the room or double click the name of the room in the list.



It is now possible to manage the device in the **Configure** section using some dedicated pushbuttons.

File Menu



1. Open the specific device configuration area
2. Request device info
3. Receive the configuration from the connected device
4. Send the configuration to the connected device
5. Select the firmware for the device
6. Update the device firmware (it only appears after the firmware has been selected)
7. Import project
   Export project
   To import or export the configuration project created in the specific area, select the device and click the corresponding key.
8. Open the help file for the selected device

To interact with the device, first select it, and then click the desired function keys.

To go to the specific device configuration area click **Configure** (1), or double click the device (2)

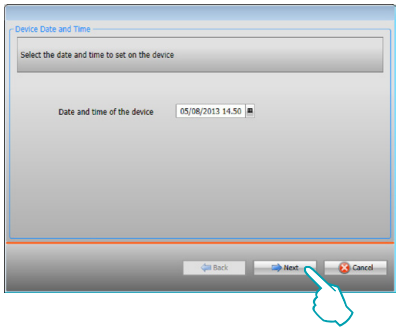
Send the configuration

After completing and saving the programming, the configuration must be sent to the devices.

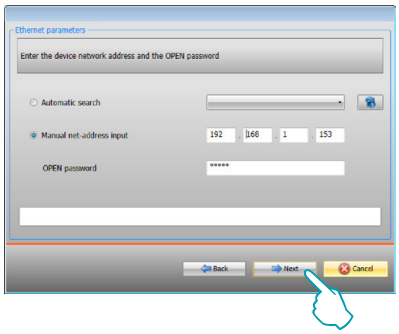
Procedure:

1. Connect the device to a PC through the Ethernet network
2. In the Configure toolbar select **Send Configuration**.

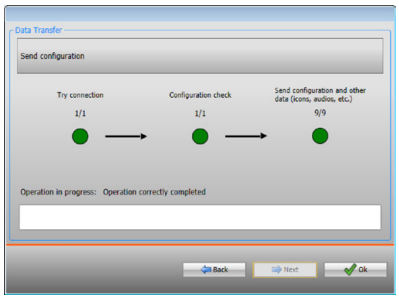
The screen for setting the date and time appears.



3. Select **Next** and enter the device address:



4. When **Next** is selected, the configuration is uploaded to the device.

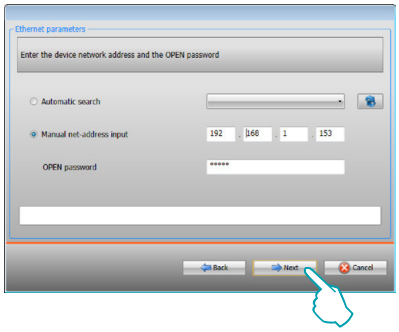


Receive the configuration

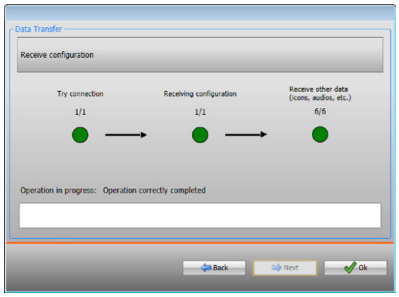
It gives the possibility of receiving the current device configuration. Once received, this can be modified, saved, and obviously sent back to the device.

Procedure:

1. Connect the device to a PC through the Ethernet network
2. In the Configure toolbar select **Receive Configuration**.
3. Enter the device address:



4. When **Next** is selected, the configuration downloading procedure starts.



Firmware update

It gives the possibility of updating the device firmware

Procedure:

- Connect the device to a PC.
- From the **Configure** pull-down menu select **Select Firmware**.

A window appears, enabling the user to browse the file containing the firmware file with .fwz extension.

- Select the file and click **Open** to continue.
- Select **Firmware update** to continue.

For the connection procedures see the Send Configuration section.

Request device info

It gives the possibility of displaying some information on the device connected to the PC

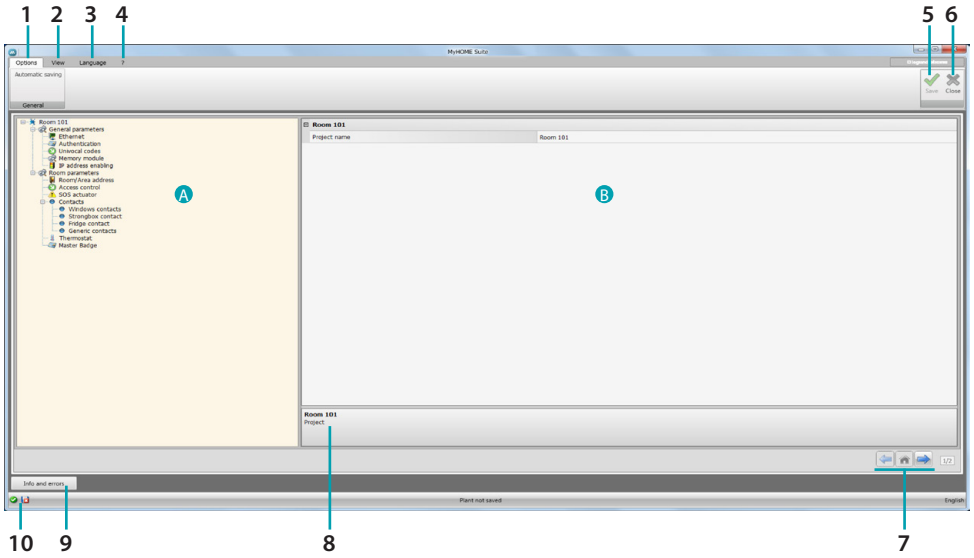
Procedure:

- Connect the device to a PC.
- From the **Configure** pull-down menu select **Device Info**.

For the connection procedures see the Send Configuration section.
Click Next to display a screen containing the device hardware and software features.

Home page

The user accessing the program is taken to the start page, which shows all the configuration parameters. The screen mainly consists of 2 areas: on the left side (A) are the parameters and the functions to configure, organised in a tree structure. Based on the selection made, the section on the right (B) shows the fields to select or to insert.



1. Options.

	Activate automatic save

2. View.

	Display/hide the configured objects
	Display/hide the info and error area
	Show the default settings

3. Language.
   Select the software interface language
4. Display the Guide icons (Software Manual)  , and some software information  .
5.  Save the project.
6.  Close and return to the global area.
7. Pushbuttons used to navigate through the pages.

	Navigate through the configuration pages
	Go to the start page

8. Function description.
9. Open the section showing any information, or error messages.
10. File saving and saving path display.

Common configurations

This section shows the configurations that are common to several functions.

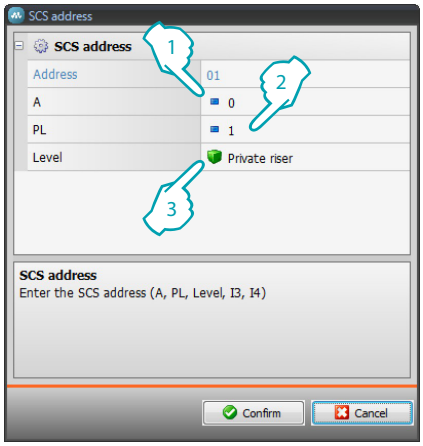
Inserting objects/pages

Managing objects

	Add an object
	Delete an object
	Delete all the objects
	Move the object up
	Move the object down

After an object has been added, a window appears, where its specific details can be entered.

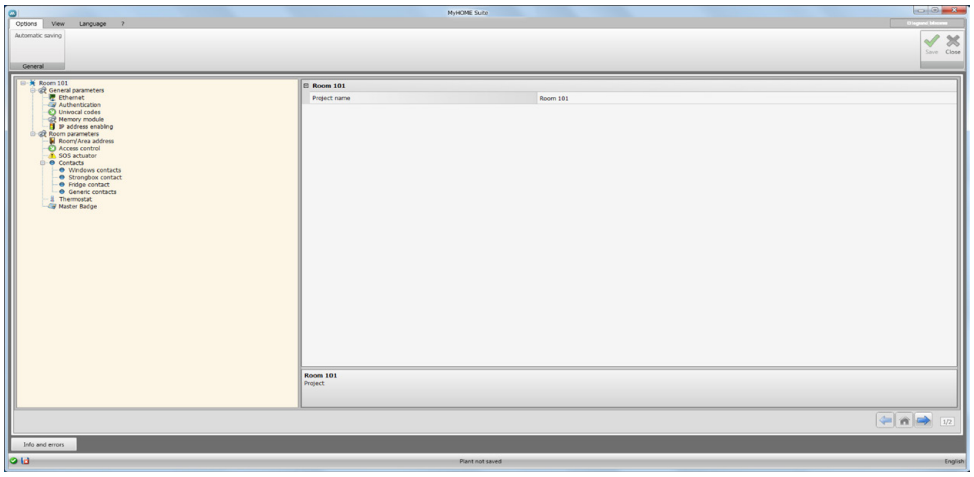
Inserting an SCS address



1. Enter the value of room configurator A (0 - 10; GEN, AMB, GR).
2. Enter the value of the configurator of the PL light point (the number depends on the function).
3. Select if the level is a private Riser or a Local BUS; in the second case also enter the I3, I4 values.

Project configuration

In this section it is possible to configure the parameters of the device and then, using the pushbutton, to enter the scenario creation screen.



Enter the configuration details in the various sections.

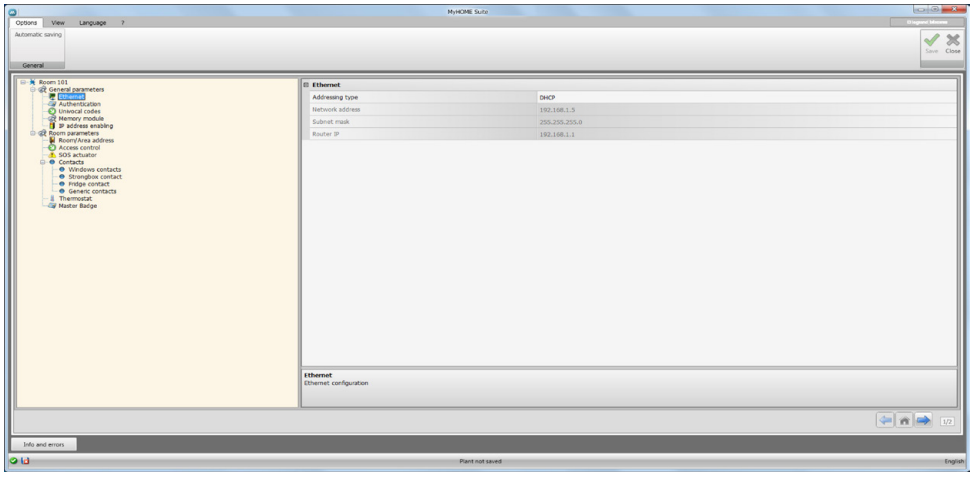
General parameters

This section is used to configure the technical parameters for network connections.

Ethernet

This section can be used to enter the parameters for connection to the Ethernet network.

Before changing the default values, contact the network administrator.
In addition to preventing the service from becoming active, wrong values can cause malfunctioning during the communication of other network devices.

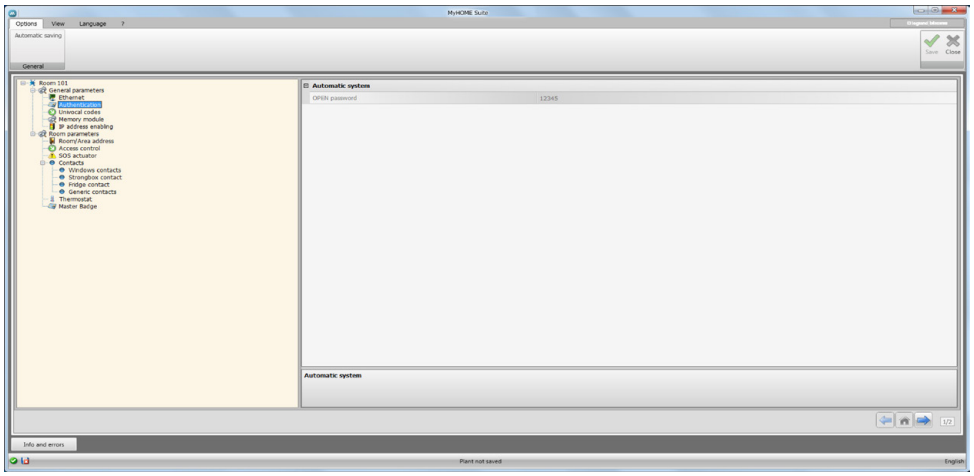


Configuration:

- **Type of addressing**: select if the address is a fixed address (in this case enter the parameters below), or a DHCP dynamic address.
- **IP address and Subnet mask**: enter the typical parameters of TCP/IP protocol networks, necessary for the identification of the device within the local network.
- **Router IP** : enter the IP address of the router, if required.

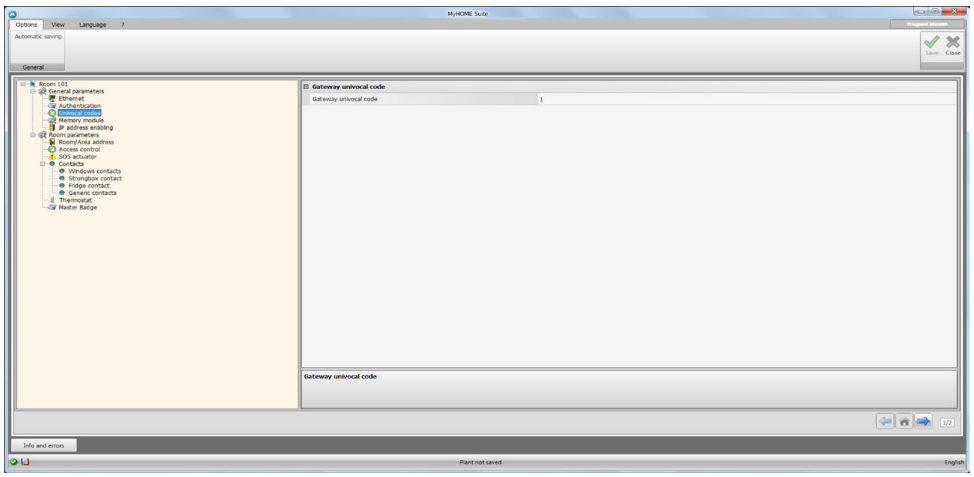
Authentication

In this screen it is possible to display the previously set password (default 12345) for connection to the device.



Univocal codes

This screen can be used to configure the univocal device identification.

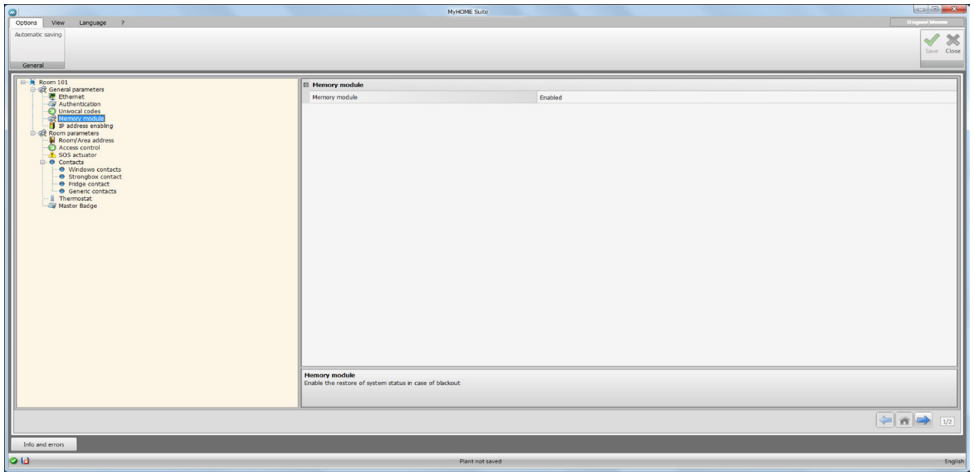


Configuration:

- **Gateway univocal Code**: enter a univocal device identification number.

Memory module

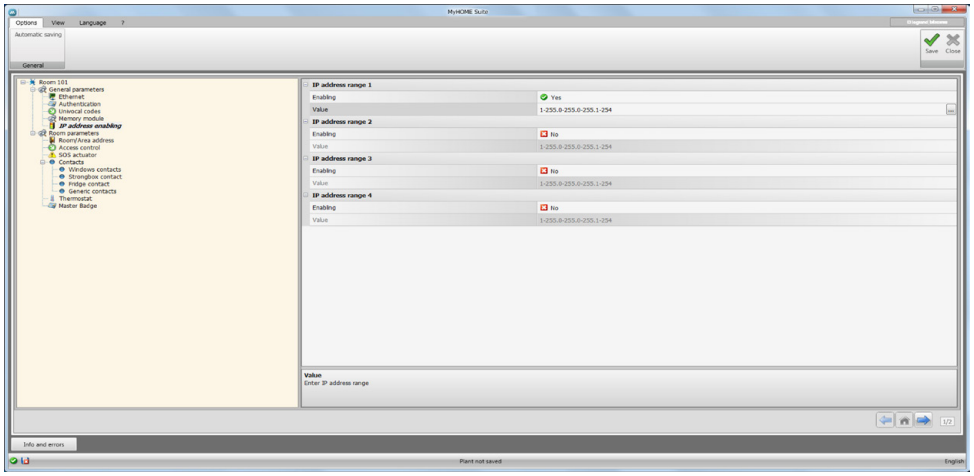
One of the functions of MH201 is to operate as a memory module.
If this function is enabled, in case of power cuts, MH201 will save the status of the associated devices, reinstating it when the power supply is reconnected.



- **Memory module**: enable/disable system status reset.

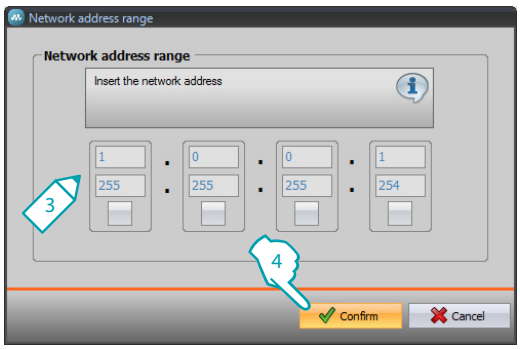
IP address enabling

This screen can be used to enter up to 4 intervals of IP addresses that will be enabled for connection to the device without need for identification using the OPEN password.



Procedure:

1. Enable the interval of IP addresses.
2. Click ...



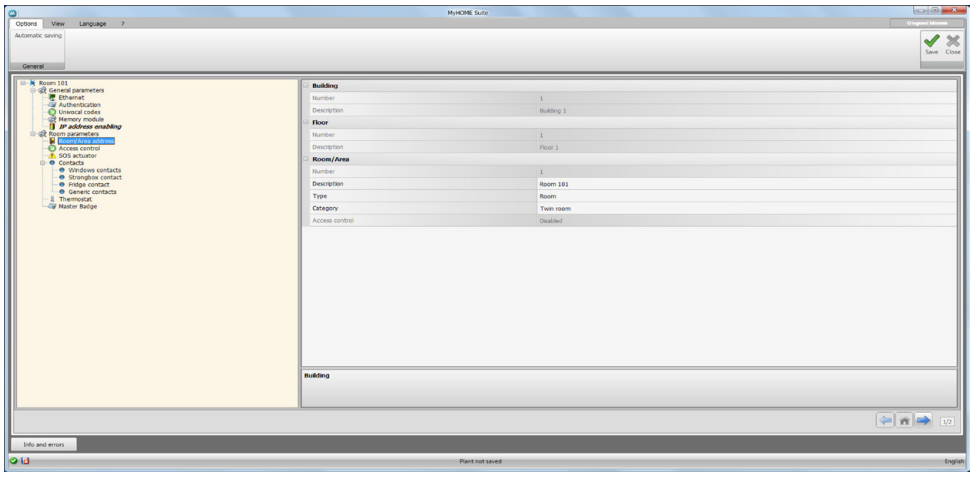
3. Enter the interval of network addresses to enable.
4. Confirmation

Room parameters

The configuration of a hotel system requires that the system of each room or common area is connected to the hotel system through an MH201 IP scenario module. All the relevant features must therefore be configured correctly.
The Room/area address and type settings will be used by the HotelSupervision software for identification purposes.

Room/area address

Within a hotel complex, a room (or common area) is identified by indicating the building, the floor, and the number. A customised description can also be entered.

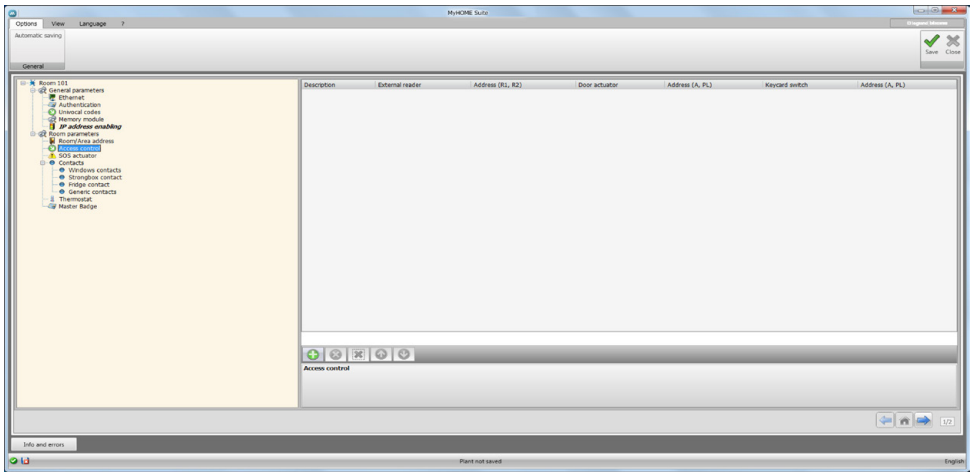


Configuration:

- **Building and Floor**: these fields cannot be edited, as they are set in the common area of the software.
- **Room/area**: Select the type; room, common area.
  Select the category among those suggested
  In case of common area set if the access to the area is subject to a fee.

Access control

The point of access of a room can be set in different ways based on the needs, the devices that characterise it must be set in this screenshot.



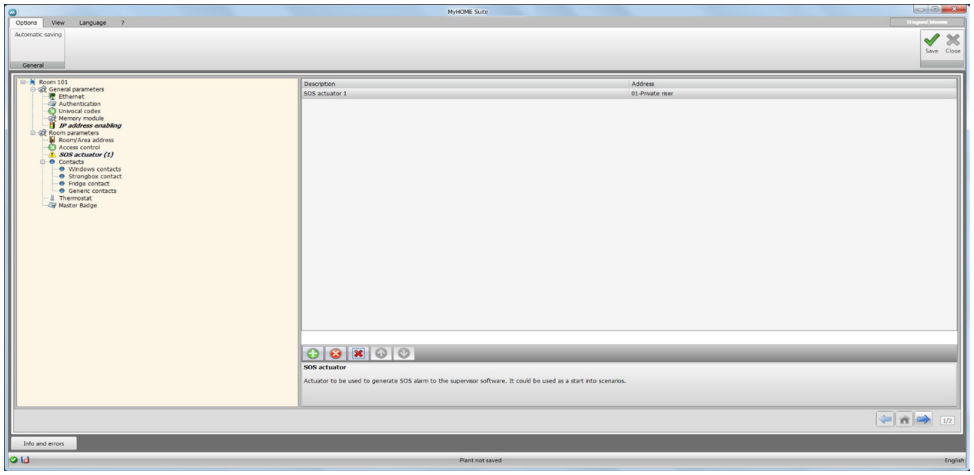
Up to 8 entries can be included.

Configuration:

- **External reader**: enable the possible presence of an out of door reader, assigning to it the correct address (**R1**, **R2** : from**1** to **99**).
- **Door actuator**: it is possible to install and actuator for the electric release of the entrance door. In this case enable the presence and the SCS address of this device (**A**,**PL**).
- **Keycard switch**: enable the presence of a keycard switch inside the room and indicate the address (**A**,**PL it must be the same as R1, R2 of the reader**).

SOS actuator

In each room it is possible to install up to 3 support actuators for the generation of various types of alarms triggered by events (for example the pulling of the shower cord will be notified as an SOS alarm by the HotelSupervision management software).



Configuration:

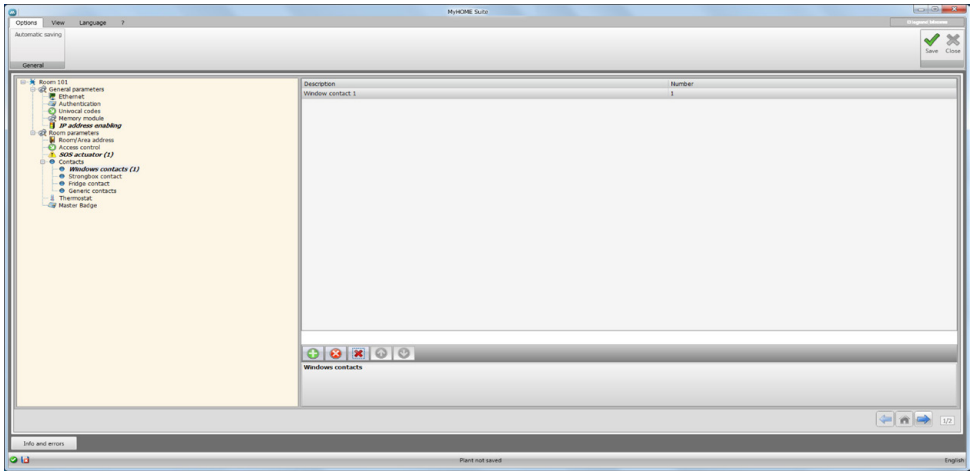
- **Description and address**: enter a customised name and the system address of the actuator

Contacts

This section can be used to configure contacts for the notification of certain events, or for the activation of scenarios, automations, etc. The contacts can be of two types, either generating certain notifications based on their specific functions (e.g. standard window contact, which generates an **Info** notification, with automatic reset when the contact returns to the default status), or generating customisable notifications based on specific needs (example customised **Window** type contact, generating a **Warning** notification, and requires a software reset).

The contact interface used to generate the notification must be correctly configured in "Contact " mode.

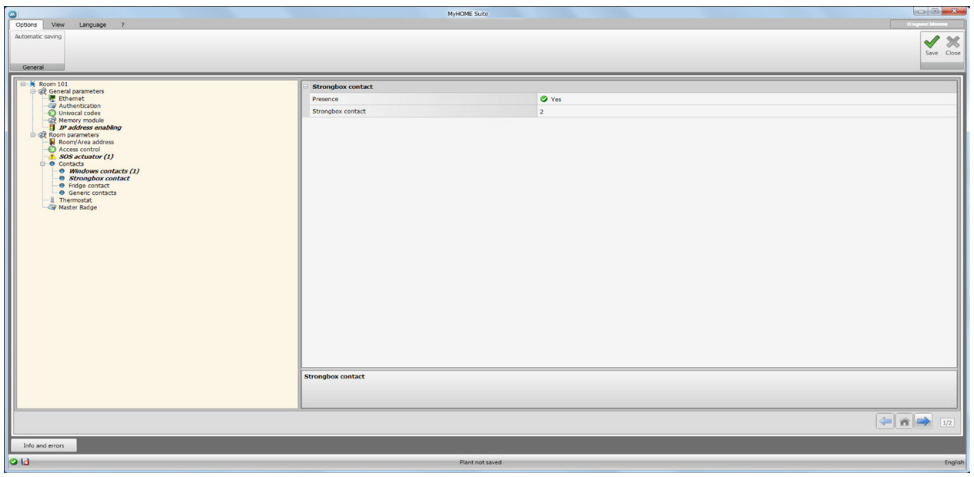
WINDOW CONTACTS In this screen it is possible to insert up to 3 window contacts. This type generates a notification when the window is opened, which is automatically reset when the window is closed again.



Configuration:

- **Number**: enter the contact identification number on the system.

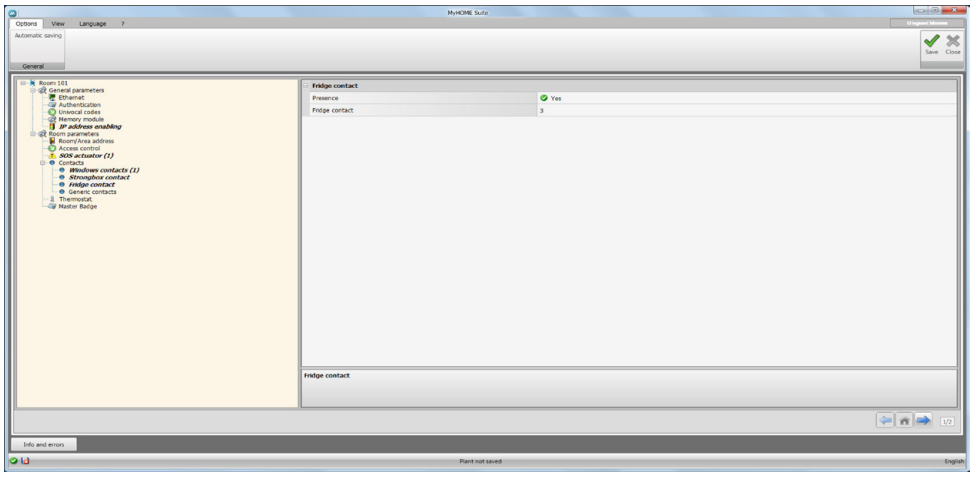
STRONGBOX CONTACT This screen can be used to define the strongbox contact. After 3minutes from the guest leaving the room, the opening of the strongbox will generate a notification that must only be reset using the software.



Configuration:

- **Presence**: set if the contact is installed in the room.
- **Strongbox contact**: enter the contact identification number on the system.

FRIDGE CONTACT
This screen can be used to define the fridge contact. After 3 minutes from the guest leaving the room, the opening of the fridge will generate a notification, which is reset when the fridge door is closed again.
The notifications generated by this contact and that of the strongbox are recorded in the events log of the supervision software.



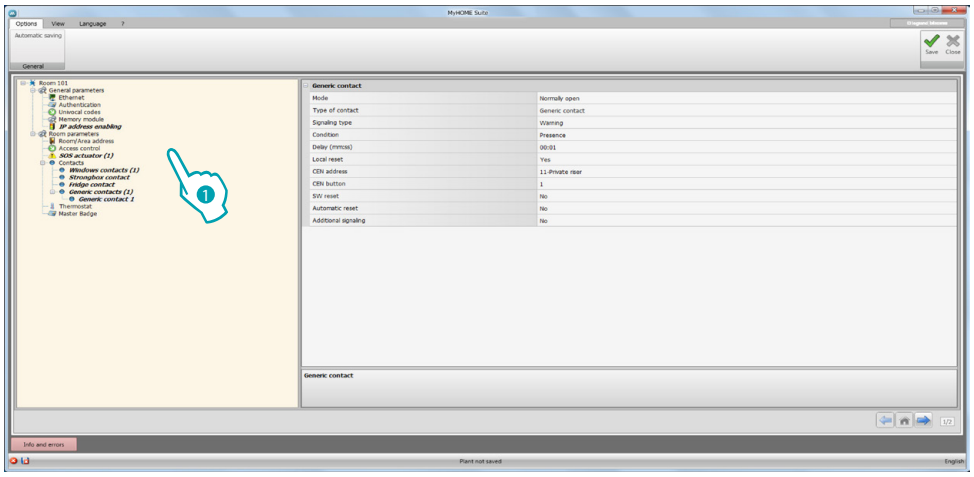
Configuration:

- **Presence**: set if the contact is installed in the room.
- **Fridge contact**: enter the contact identification number on the system.

GENERIC CONTACTS

This screen can be used to enter contacts and, based on their types, configure the parameters that will affect the display of notifications on the supervision software. These types of contacts can also be used as a **START condition** in the creation of the scenario.

Enter a contact, allocate an identification number to it, and once the address of the contact has been defined, select it in the tree menu (1) to configure its details.



Configuration:

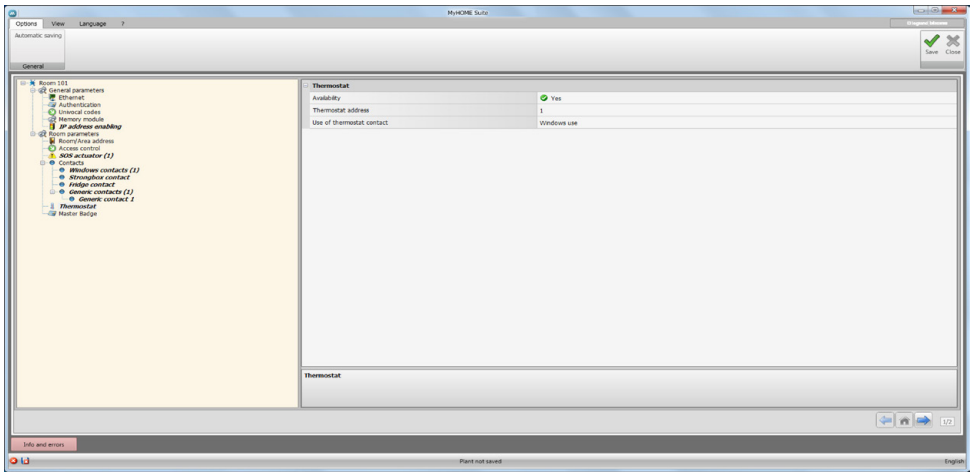
- **Mode**: select the default contact status, either normally open or normally closed.
- **Type of contact**: select the type that identifies the contact, and therefore the graphic representation of the notification shown in the supervision software.
- **Type of notification**:
  – **Info**: it generates a notification, the appearance of which should not be considered an alarm, but is nevertheless useful for monitoring purposes. Its reset is automatic and occurs when the contact returns to its default status. It leaves no trace in the events log of the supervision software.
  – **Warning**: it generates a notification, the appearance of which should be considered a warning.
  The type of reset can be configured (see subsequent parameters).
  The notification is recorded in the events log of the supervision software.
  – **Alarm**: it generates a notification, the appearance of which should be considered an alarm, as well as an audible signal.
  The type of reset can be configured (see subsequent parameters).
  The notification is recorded in the events log of the supervision software.

The following settings are active only for warning and alarm types

- **Condition**: condition that sends the notification:
  – **Always**: no condition, the notification is always sent
  – **Presence**: the notification is sent when the key card is in the keycard switch
  – **No presence**: The notification is sent when the key card is not in the keycard switch
- **Delay**: it is possible to set the time between the reading of the key card and its insertion in the keycard switch without a notification being sent following the change of status of this contact, or the time that elapses from the removal of the key card, during which the contact can be opened and closed, without sending a notification following the change of status of this contact.
- **Local reset**: it is possible to set a CEN command (address and pushbutton) for resetting the notification locally.
- **SW reset**: it is possible to enable the possibility of resetting the notification from the supervision software
- **Automatic reset** : it is possible to enable the reset of the notification when the contact returns to its default status.
- **Additional signalling**: it is possible to set the keycard switch to flash when the notification is active.

Thermostat

Inside the room there can be one or more thermostats. This screen can be used to configure one of them, to use the local contact status function.

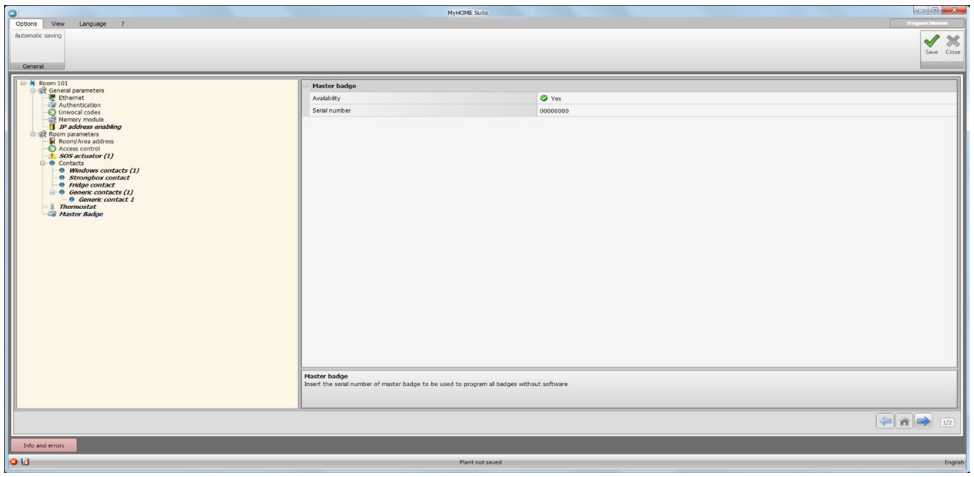


Configuration:

- **Availability**: set the availability in order to use the function
- **Thermostat address**: set the thermostat address
- **Use of the thermostat contact**: set the use of the contact, and therefore the graphic representation of the notification shown in the supervision software.

Master Badge

This screen can be used to set the availability of a Master Badge that will give the possibility of programming other key cards for the room guests without management software (the same Master Badge may be used for all the rooms).



Configuration:

- **Availability**: set the presence of a Master Badge
- **Serial number**: enter the serial number of the key card programmed as Master Badge

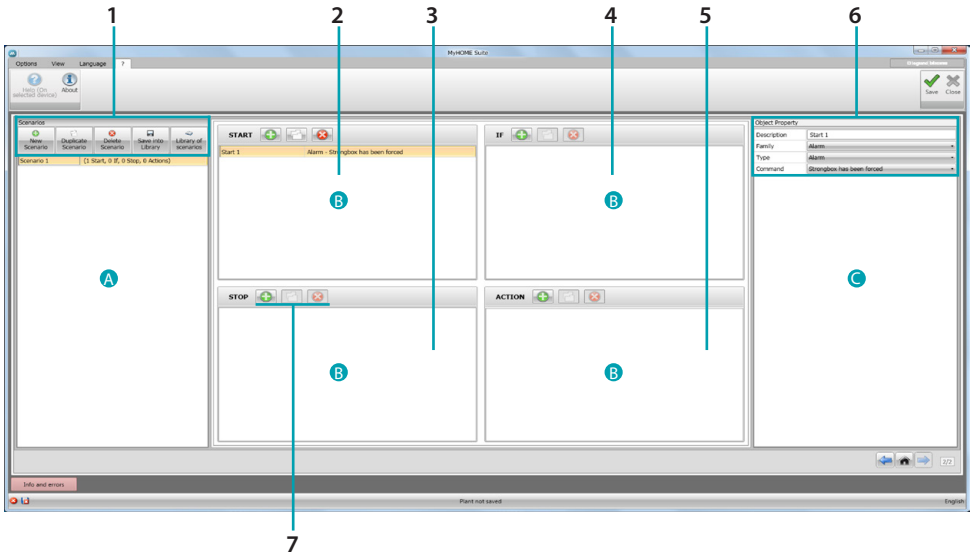
Click the pushbutton to enter the scenario area.

Scenarios

this section can be used to create scenarios of various degrees of complexity, triggered by events occurring in the hotel room. It is also possible to recall the scenarios created using the commands (configured as M=CEN), or the supervision software

Scenario screenshot

The screen is essentially split into three main areas: the (A) area can be used to manage the scenarios and
save them in the library, the (B) area shows the fields where it is possible to insert the objects that, once appropriately configured (C), will make up the scenario.



1. Scenarios.

	New scenario: create a new scenario
	Duplicate scenario: duplicate an existing scenario
	Delete scenario: delete the selected scenario
	Save into library: save the created scenario into a library, so that it can also be used for other projects
	Library of scenarios: open the scenario library, with the previously saved scenarios sorted into folders

2. **START** entry field.
   In this field it is possible to insert the objects to define the event/s that will activate the scenario.
3. **STOP** entry field.
   In this field it is possible to insert the objects to define the event that will stop the sequence of actions included in the **ACTION** field.
   Warning: the events in the **STOP** field stop the execution of the scenario. This means that any actions already performed will not change, those that are still to be performed will not completed, and the actions that started before the stop command, and have a delayed command, will complete their cycle.
4. **IF** entry field.
   In this field it is possible to insert the objects to define a status that constitutes a restriction for the execution of the scenario.
5. **ACTION** entry field.
   In this field it is possible to insert the objects to define the action and the sequence of actions to perform.

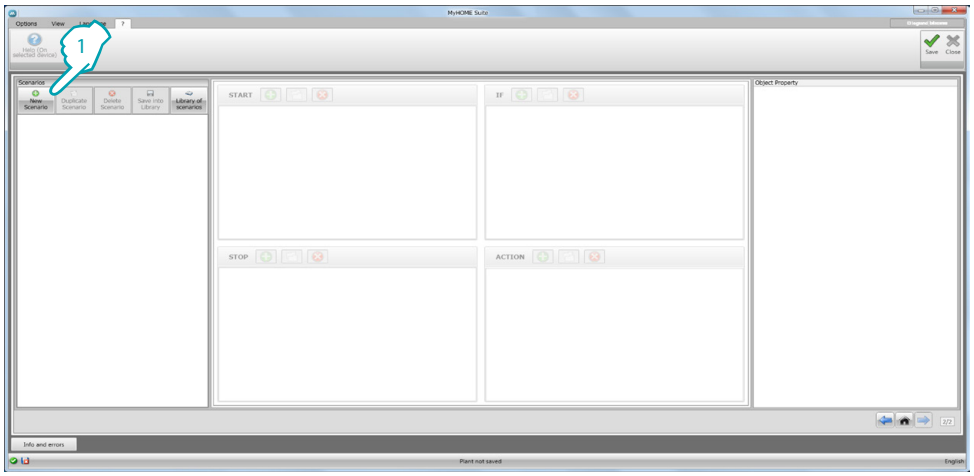
6. Object properties
   this window can be used to configure the object inserted.

	Object description
	Family the object belongs to
	Type (only for some objects)
	Command performed by the object (the behaviour changes based on the insertion field where it has been inserted)

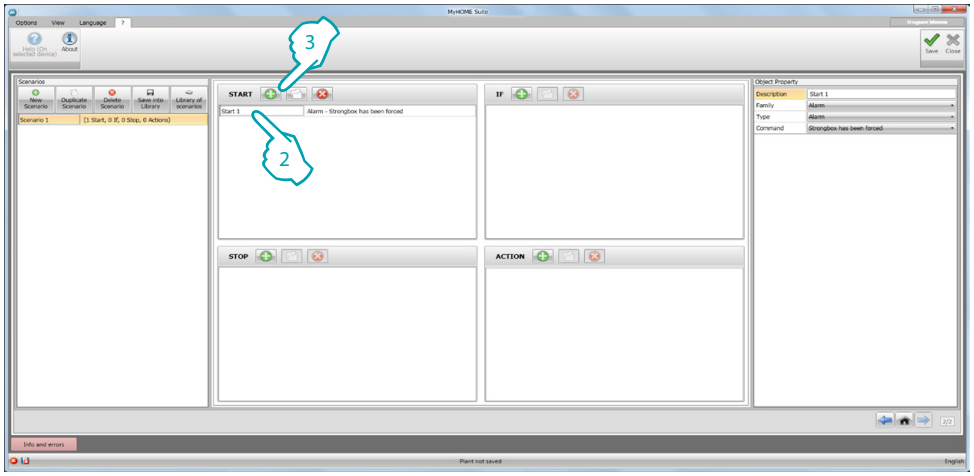
7. For each insertion field it is possible to:

	Add an object
	Copy an object
	Delete an object

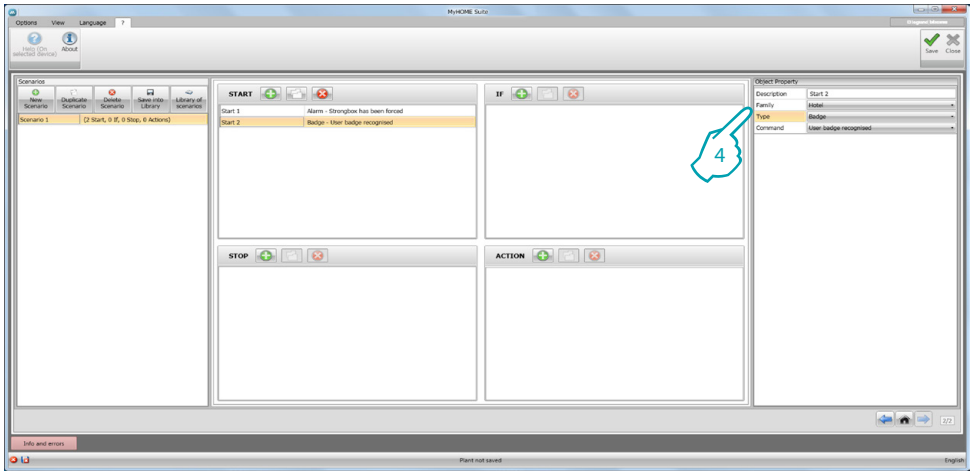
Scenario creation



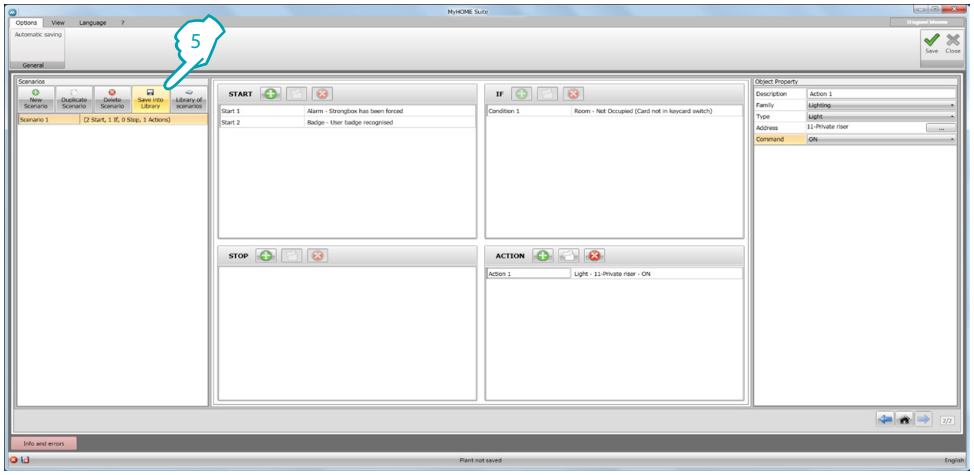
1. Click here to create the scenario.



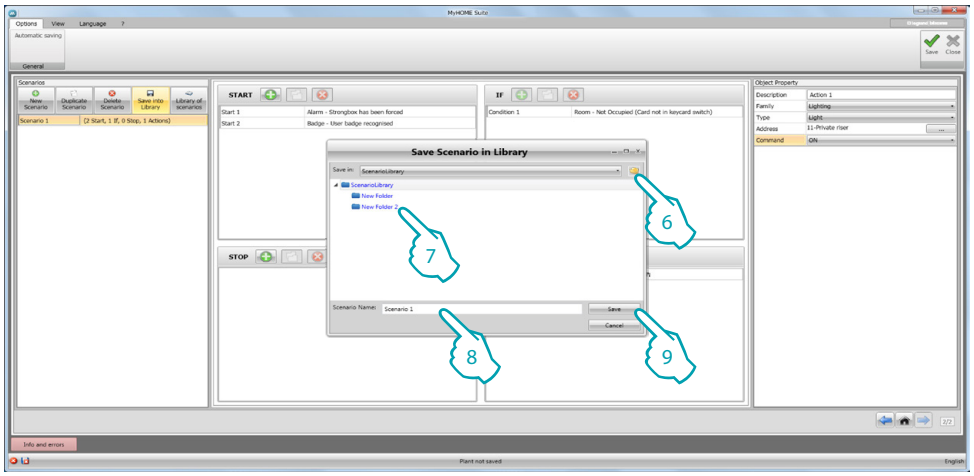
2. The software automatically inserts an object in the **START** field, which can then be modified, or
3. replaced with a different one



4. Using the pull-down menu of the **Object property** window, define the object by selecting in sequence the family, the type, and the command



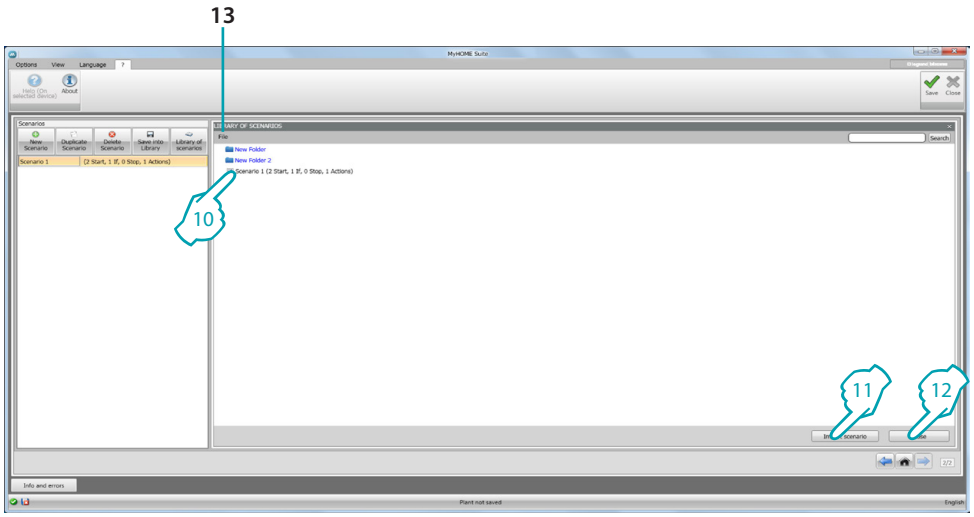
5. After completing the scenario, you can save it into the library, and use it for other projects as desired.



6. Create a folder where to save the scenario (optional)
7. Select it
8. Enter a name
9. Click to save

Clicking the right mouse key with the pointer on the folder gives access to the **New**, **Delete** and **Rename functions**.

The scenario is now available in the library, to be imported in new projects:

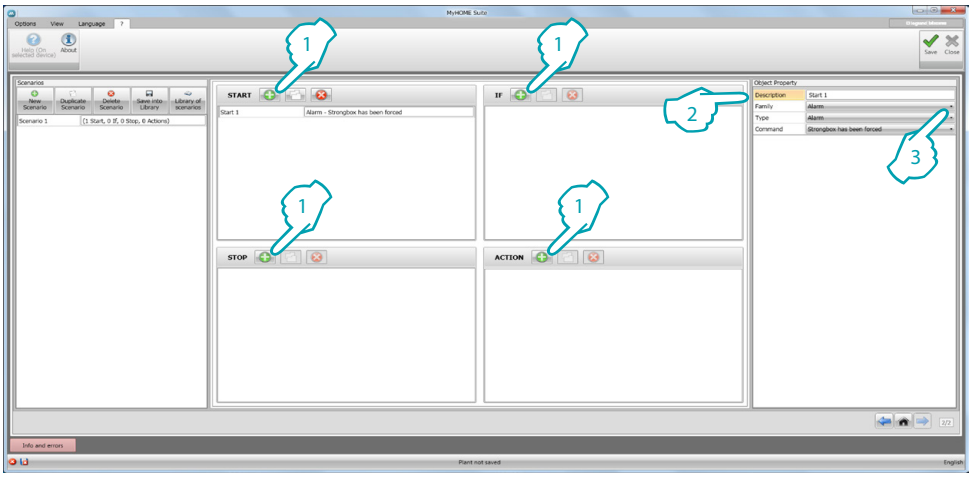


10. Select the scenario in the corresponding folder
11. Click to import
12. Once the procedure has been complete, click to close the library
13. Using the pull-down menu, it is possible to manage the folders and the scenarios(**New**, **Delete** and **Rename**).

Objects

This chapter describes the objects (organised into families), and their configurations, which can be used to make up the scenario.

Inserting an object



1. Click the pushbutton to insert an object in the desired field
2. Enter a description
3. Select the family the object belongs to, and therefore the type and the command to perform in the field where the object has been inserted

Object configuration

The families available vary based on the entry field where you want to insert the object:

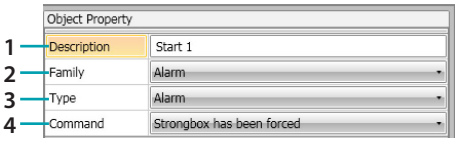
FAMILY	START	ONLY IF	STOP	ACTION
Alarm	●		●	●
Automation				●
Delay				●
Contacts	●	●	●	
Hotel	●	●	●	●
Lighting	●	●	●	●
Scenarios				●
Programmed scenario	●		●	
Special controls				●
Temperature control	●	●	●	●
Time	●	●	●	

Although belonging to the same family and type, some objects will have different commands based on the field they are included in.

Alarm Family

This family includes the alarm object, which represents the alarms generated inside the room.

ALARM configuration

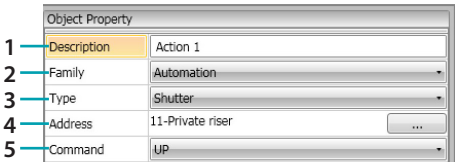


1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. COMMAND
   Select the type of alarm to use for the scenario

Automation Family

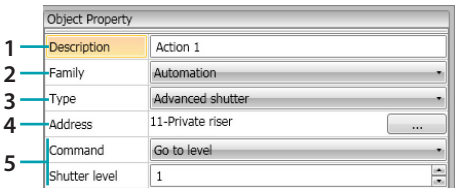
This family includes the objects that manage an automation.

SHUTTER, **CURTAIN**, **FAN**, **CONTROLLED SOCKET** and **AUTOMATION DOOR LOCK** Configuration



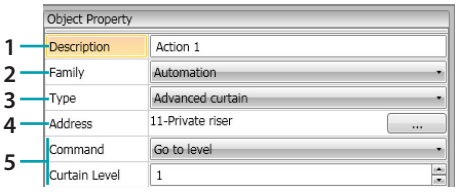
1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. ADDRESS
   Select the SCS address of the object
5. COMMAND
   Select the type of command performed by the object

ADVANCED SHUTTER Configuration



1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. ADDRESS
   Select the SCS address of the object
5. COMMAND
   Go to level: move the shutter to the set level.
   Advanced Up/Down: move the shutter up/down by the set steps.
   Advanced STOP: if the shutter is stopped, this command moves it to a preset level. The PRESET level is configured on the object.
   Up/Down step by step: move the shutter up/down with a step by step movement.

ADVANCED CURTAIN Configuration

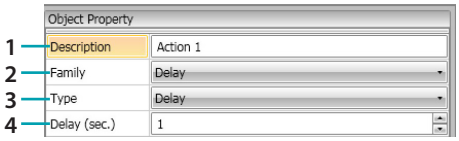


1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. ADDRESS
   Select the SCS address of the object
5. COMMAND
   Go to level: move the curtain to the set level
   Advanced Open/Close: move the curtain up/down by the set steps.
   Advanced STOP: if the curtain is stopped, this command moves it to a preset level. The PRESET level is configured on the object.
   Open/Close step by step: move the curtain fully up/down with a step by step movement.

Delay Family

This family includes the **DELAY** object, which sets a time delay before the execution of a new action, or between two actions.

DELAY configuration

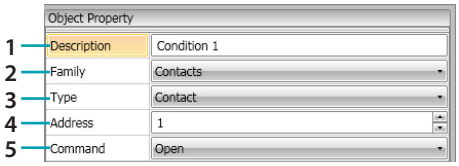


1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. COMMAND
   Select the delay in seconds

Contact Family

This family includes the contact object, which represents the notifications from the contacts inside the room.
This family can only include contacts configured in GENERIC CONTACTS

CONTACT configuration

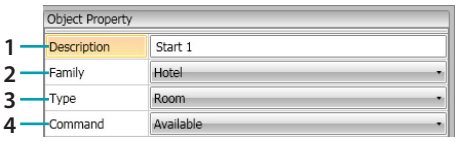


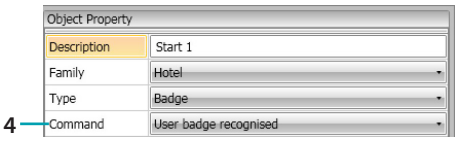
1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. ADDRESS
   enter the contact identification number on the system.
5. COMMAND
   select the contact status (open/closed)

Hotel Family

This family includes the objects for the management of the hotel room.

ROOM and **KEY CARD** Configuration



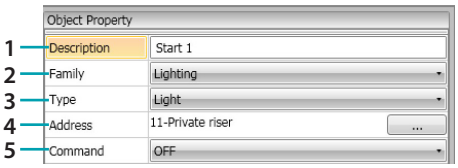


1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object (room, badge)
4. COMAMMAND
   Room command: select the status of the room
   Key card command: select if the recognised key card is the user key card, the staff key card, or both

Lighting family

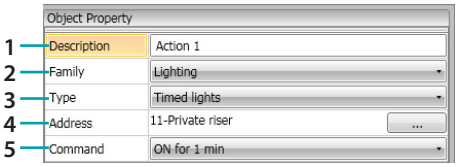
This family includes the objects that can have ON and OFF status

LIGHT Configuration



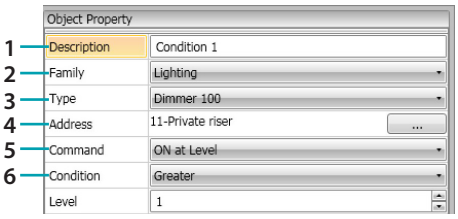
1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. ADDRESS
   Select the SCS address of the object
5. COMMAND
   Select the type of command performed by the object

TIMED LIGHTSconfiguration(**ACTION** field only)



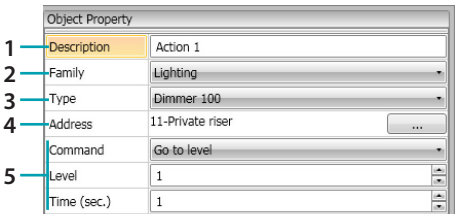
1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. ADDRESS
   Select the SCS address of the object
5. COMMAND
   Select the type of command executed by the object and the duration (fixed or customised)

DIMMER 100 Configuration (**IF** field)



1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. ADDRESS
   Select the SCS address of the object
5. COMMAND
   Select the type of command performed by the object
6. CONDITION (ON to level)
   Set the value of the lighting level (Higher/Lower/Value)

DIMMER 100 Configuration (**ACTION** field)

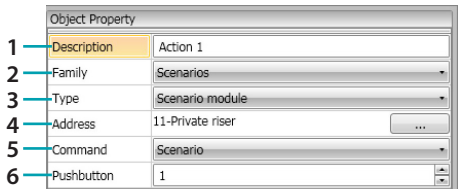


1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. ADDRESS
   Select the SCS address of the object
5. COMMAND
   ON/OFF: select the type of command
   Go to level: set the value of the lighting level, and the duration

Scenario family

This family includes the objects that that can generate scenarios.

SCENARIOS configuration

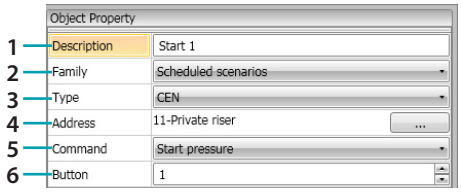


1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. ADDRESS
   Select the SCS address of the object
5. COMMAND
   Select the command mode
6. PUSHBUTTON
   Select the pushbutton corresponding to the scenario to activate

Programmed Scenario Family

This family includes the objects that that can generate scenarios.

PROGRAMMED SCENARIOS configuration

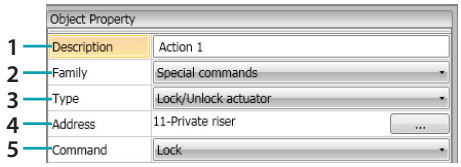


1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. ADDRESS
   Select the SCS address of the object
5. COMMAND
   Select the command mode
6. PUSHBUTTON
   Select the pushbutton corresponding to the scenario to activate

Special Commands family

This family includes the **LOCK/UNLOCK ACTUATOR** object, which gives the possibility to lock/unlock the action being performed by an actuator

LOCK/UNLOCK ACTUATOR Configuration

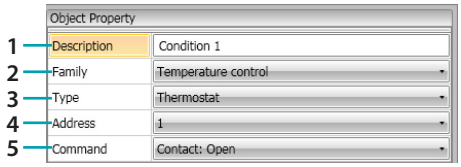


1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. ADDRESS
   Select the SCS address of the object
5. COMMAND
   Select the command mode

Temperature Control Family

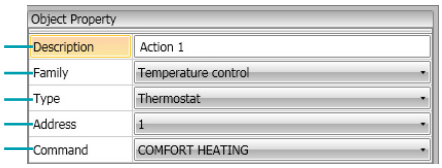
This family includes the objects of the temperature control system

THERMOSTAT configuration



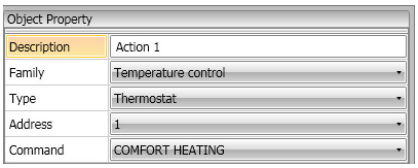
1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. ADDRESS
   Select the address of the thermostat
5. COMMAND
   Select the command mode

THERMOSTAT Configuration (**ACTION** field)

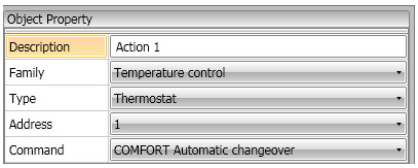


1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. ADDRESS
   Select the address of the thermostat
5. COMMAND
   Select the command mode between:

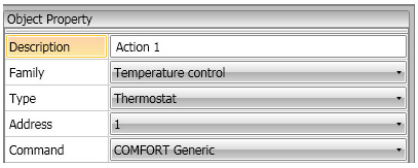
– **COMFORT Heating/cooling**:
set a temperature that the user has programmed as comfort, also changing the system settings (heating/cooling).



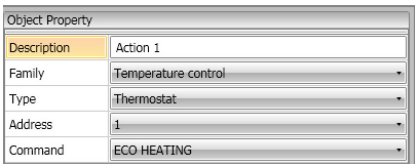
– **COMFORT Combined heating/cooling:**
set the thermostat in the automatic changeover mode, to automatically switch between the heating and cooling functions, based on the measured temperature.



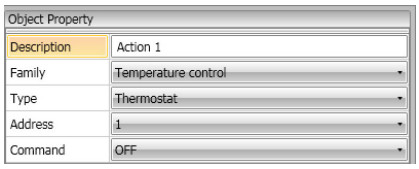
– **Generic COMFORT**:
set at the temperature programmed as the COMFORT temperature by the user, without changing the system settings (heating/cooling).



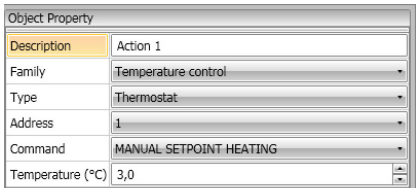
– **Heating/Cooling ECO;**
– **Combined Heating/Cooling ECO;**
– **Generic ECO:**
same function as the previous commands, but in ECO mode; ECO and COMFORT modes are only different for the different level of temperature set



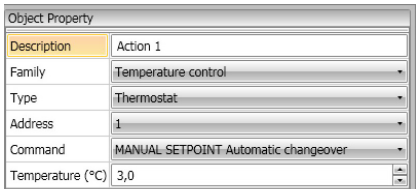
- **OFF;**
- **ANTIFREEZE;**
- **Cooling PROTECTION;**
- **ANTIFREEZE/PROTECTION combined heating/cooling**
- **Generic antifreeze/protection**:
  set to the programmed temperature



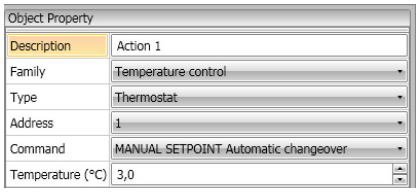
- **Heating/cooling manual setup**:
  set a fixed temperature on the system, also changing the mode of operation (heating/cooling) based on the selection



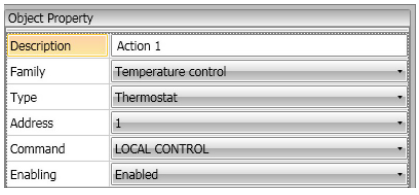
- **Combined heating/cooling manual setup**:
  set the thermostat in the automatic changeover mode, to automatically switch between the heating and cooling functions, in order to keep the set temperature



- **Generic manual setup**:
  set a fixed temperature on the system, keeping the mode of operation (heating/cooling) active at the time



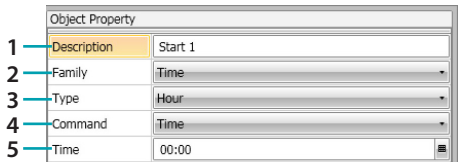
- **LOCAL BUTTON**:
  enable/disable the keys of the thermostat installed in the room



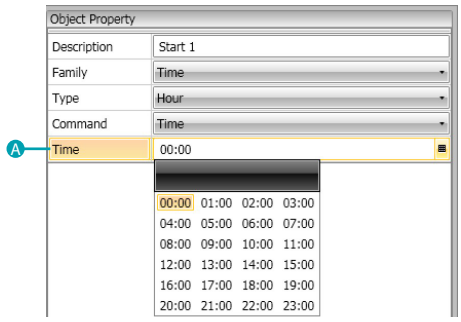
Time family

This family includes the objects that give the possibility of specifying a period of time.

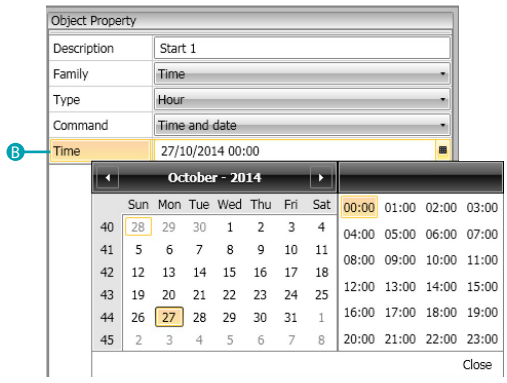
TIMEConfiguration (**START** and **STOP**fields)



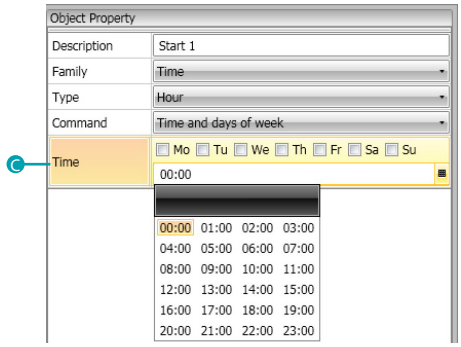
1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. COMMAND
   Select the command mode among **Time**, **Time and date**, and **Time and weekdays**
5. TIME
   A – **Time**: enter the time



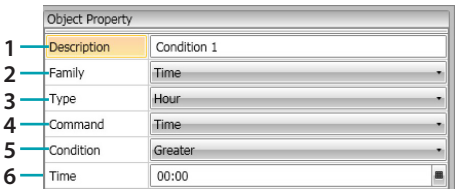
B – **Time and date**: enter the time and date



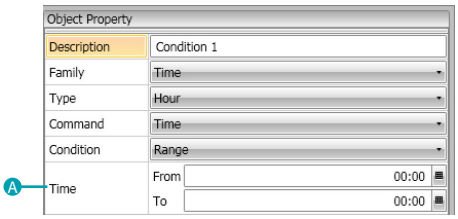
C – **Time and weekdays**: enter the time and weekday



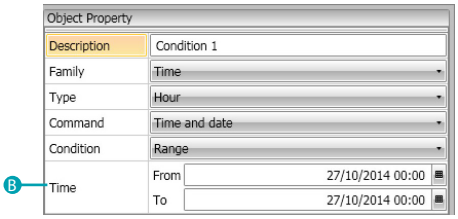
TIME Configuration (**IF** field)



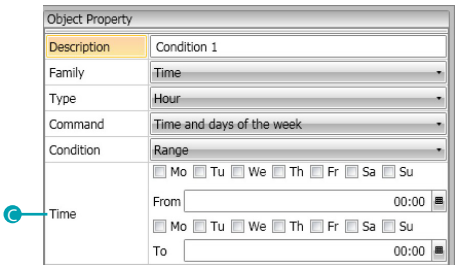
1. DESCRIPTION
   Enter a description
2. FAMILY
   Family the object belongs to
3. TYPE
   Type of object
4. COMMAND
   Select the command mode among **Time**, **Time and date**, and **Time and weekdays**
5. CONDITION
   Select the condition (**Higher**/**Lower**/**Interval**) to apply to the value set in the time item
6. TIME (**Interval**)
   A – **TIME**: enter the time interval



B – **Time and date**: enter the time and date intervals



C – **Time and weekdays**: enter the time and weekday intervals

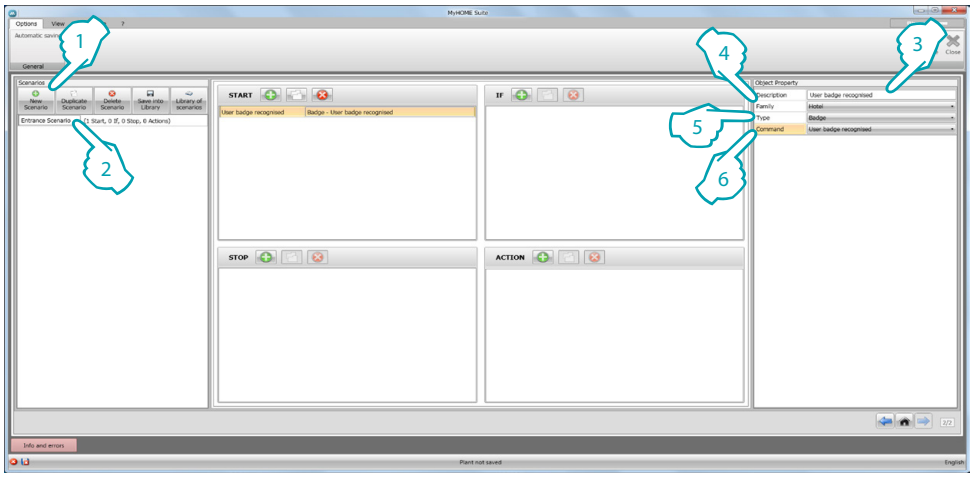


Example of scenarios

The following example shows how to configure a scenario to be activated when the guest enters the room, and one to be activated when the guest exits the room.
When the guest inserts the key card and this is recognised, a courtesy light comes on for 3 minutes, a general ON is activated (e.g. main lights, air conditioning, and television on), and the shutters go up. All this, on condition that the room was not already occupied (key card in the keycard switch).
Subsequently, when the guest leaves the room and remove the key card from the keycard switch, the shutters go down, the courtesy light goes on, and after three minutes a general OFF is activated.
There is also the possibility of stopping the exit scenario if during its execution a key card is inserted in the keycard switch.

	START FIELD	ACTION FIELD	IF FIELD	STOP FIELD
ENTRY	when to – guest key card recognised	execute – courtesy light switching on – general on – rise the rolling shutter	only if: – the room is not occupied	it stops when
EXIT	– the guest removes the key card from the keycard switch	– courtesy light switching on – general off – lower the rolling shutter		– the guest inserts the key card in the keycard switch

After configuring the parameters in the global area of the software, enter the specific area to create the scenario

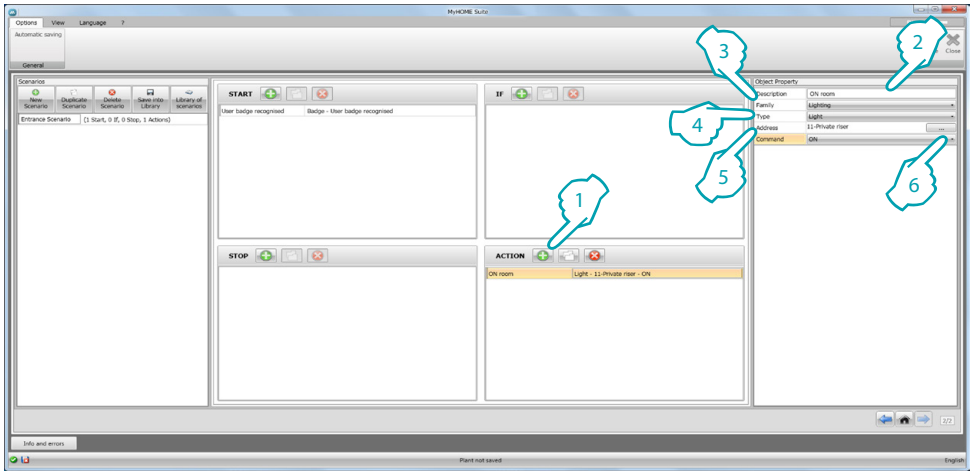


1. Add a scenario
2. Enter a name for the scenario

It is now possible to build a scenario by inserting the Hotel – Key card object in the start field, and configuring it so that the scenario starts when the key card is recognised

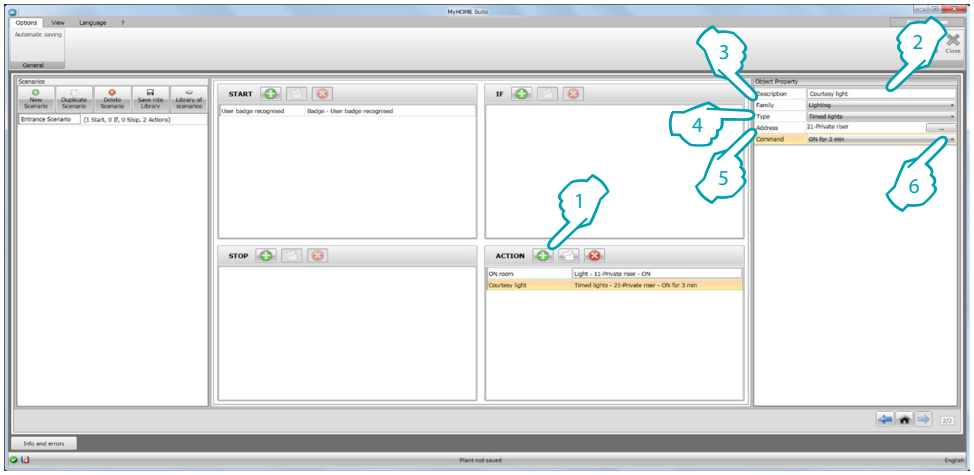
3. Enter a description for the object
4. Select the Hotel family
5. Select the Key card type
6. Select the **user key card recognised** command

After configuring the event that activates the scenario, it is possible to set the actions that will be performed: general ON, switching on of courtesy lights, and shutters UP.
For this purpose it is possible to use the object Lighting - Light



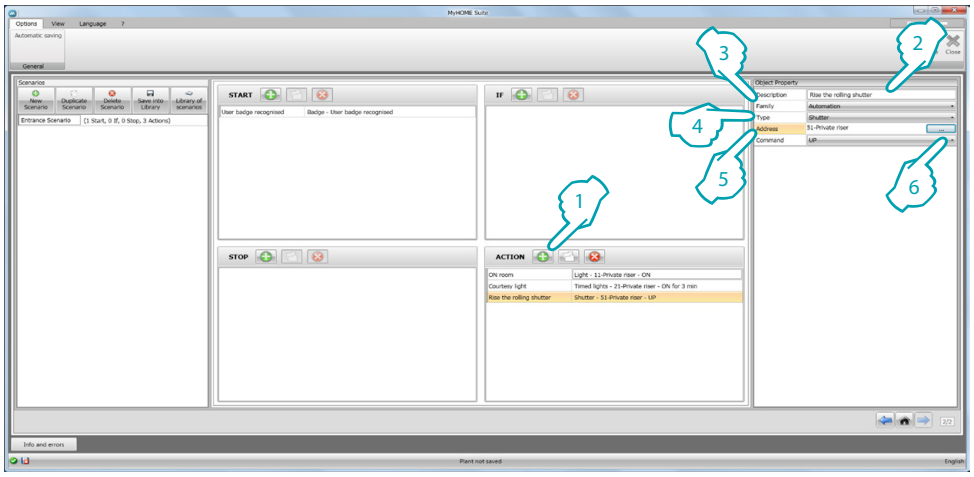
1. Click to add an object
2. Enter a description for the object
3. Select the Lighting family
4. Select the Light type
5. Enter address **11**
6. Select the **ON** command

Now insert the Lighting - Timed lights object to activate the courtesy lights for 3 minutes



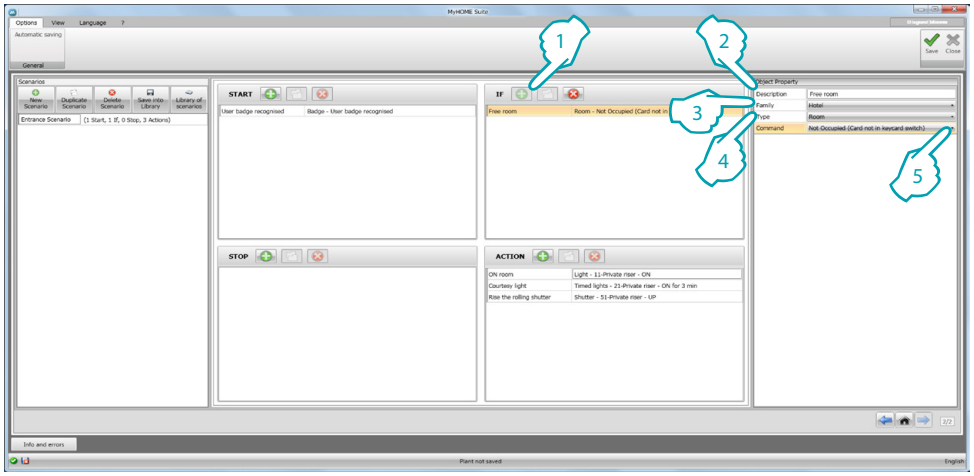
1. Click to add an object
2. Enter a description for the object
3. Select the Lighting family
4. Select the Timed lights type
5. Enter address **21**
6. Select the **ON for 3 min** command

Then insert the Automation - Shutter object to raise the shutter



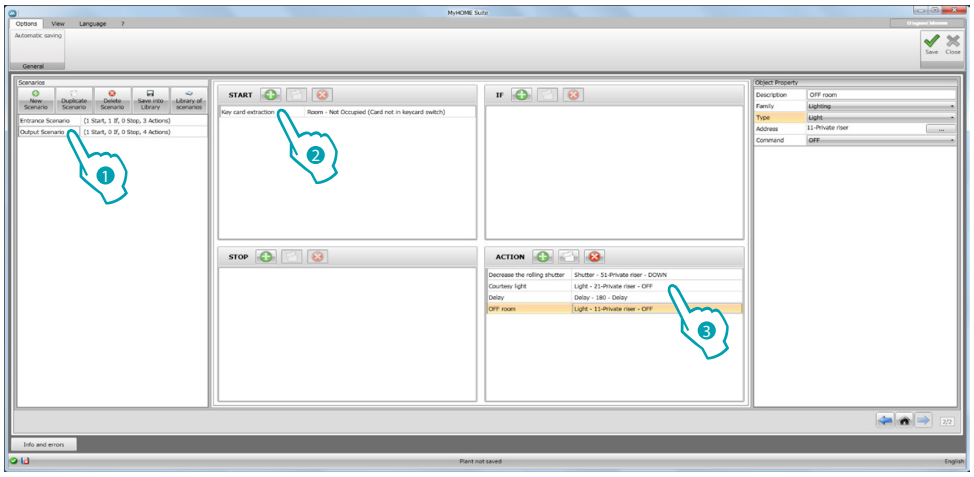
1. Click to add an object
2. Enter a description for the object
3. Select the Automation family
4. Select the Shutter type
5. Enter address **51**
6. Select the **UP** command

Now set the limitation for the execution of the scenario, which is that the room must be free. For this purpose use the object Hotel – Room, inserting it in the **IF** field

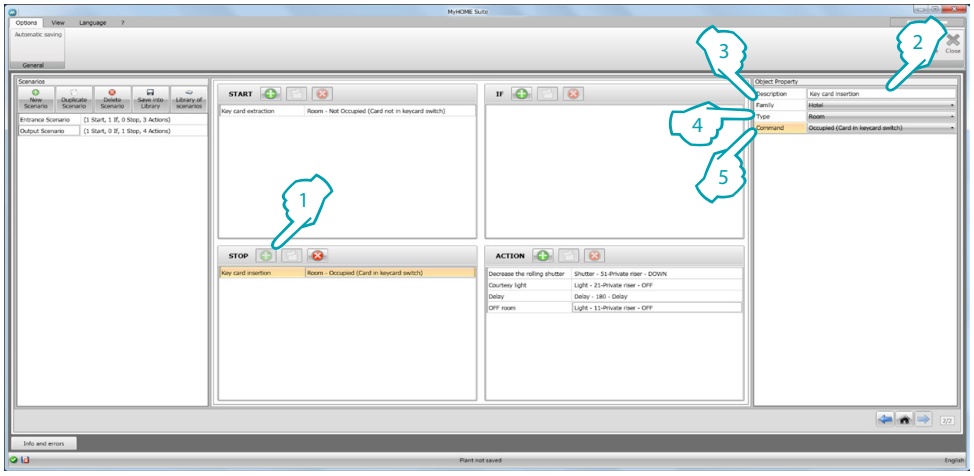


1. Click to add an object
2. Enter a description for the object
3. Select the Hotel family
4. Select the Room type
5. Select the **not occupied** command (**key card not in the keycard switch**)

It is now possible to also create a scenario that will activate when the guest exits the room (1), in the same way as that shown in the previous section, entering in the start field the activation of the scenario when the key card is no longer in the keycard switch (2), and in the action field the actions to be performed to bring the room back to the initial conditions (3)

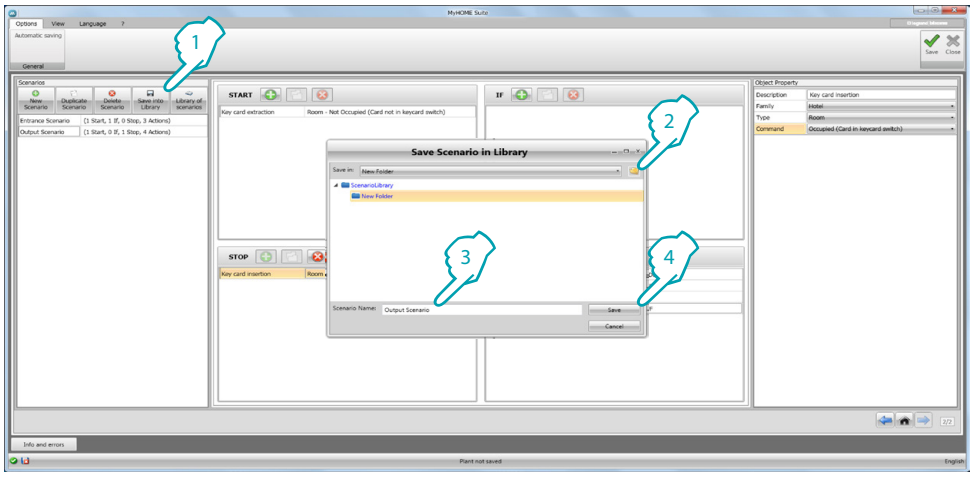


There is also the possibility of stopping the scenario if for example the guest wants to go back in the room after removing the key card from the keycard switch. To do this, insert the Hotel – Room object in the **STOP** field



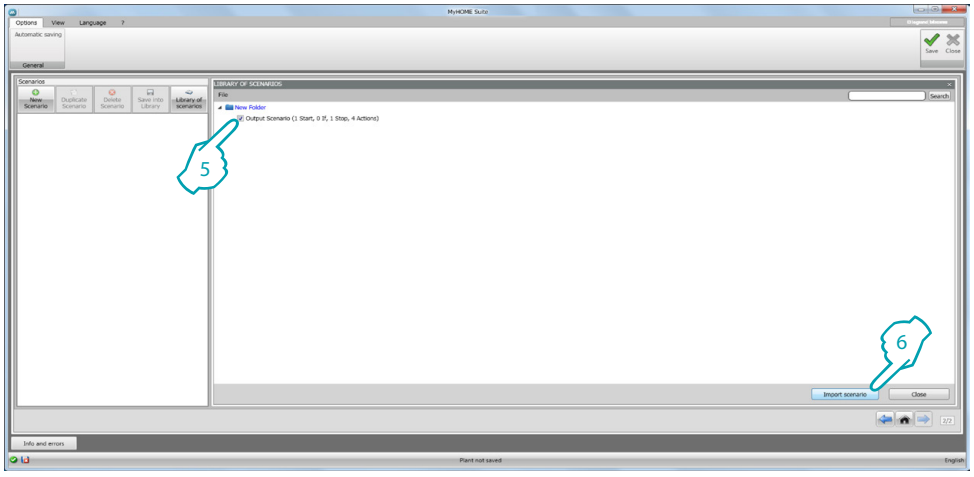
1. Click to add an object
2. Enter a description for the object
3. Select the Hotel family
4. Select the Room type
5. Select the **occupied** command (**key card in the keycard switch**)

The scenario is now available in the library, to be used for other projects:



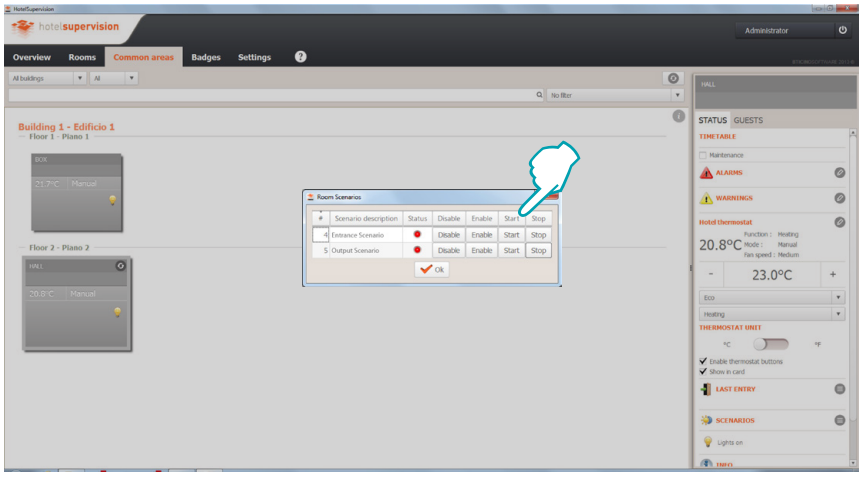
1. Click to save the scenario in the library
2. Click to create a folder
3. Enter a name for the scenario
4. Click to save

The scenario can now be imported in another project



5. Select the scenario in the corresponding folder
6. Click **Output scenario**

It is now possible to recall the scenarios from the supervision software at reception.



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