



Programming Tips and Tricks

FLASH THE LIGHTS WHEN THE DOORBELL RINGS

The way we built this programming was to take a snapshot of select lights around the house, then activate a flashing lighting scene, delay a few seconds, and then recall the previous state.

We have used similar programming in Theaters and media rooms in order to pause the media for doorbells or other announcements.

Set up your lighting scene

1. Go to **Agents > Advanced Lighting**.
2. Click **Add..** to add the lighting scene (named Doorbell Flash in this example).
3. Click **Add/Remove Loads** and add the lights you want to flash in the scene.
4. Then, for each light, click **Add Action** to add in flashing actions when the scene executes. For example, add four actions for each light and set the **Level** to **100%** on **Action 1** and **Action 3** and set the **Level** to **0%** on **Action 2** and **Action 4**.

The screenshot shows the 'Advanced Lighting Scenes' interface for a scene named 'Doorbell'. The scene is currently 'Active'. The interface includes controls for colors, tracking (set to 'All Loads'), hold rates (Up: 5, Down: 5), and a 'Toggle Scene' dropdown set to 'Doorbell (Toggle)'. Below these are buttons for 'Activate Scene', 'Deactivate Scene', 'Ramp Up', and 'Ramp Down'. The main table lists lighting loads and their actions:

Name	Tracking	Delay	Rate	Level	Hold Ramp/Fade	Apply To
[-] Hallway						
[-] Hallway Cans	At Scene Final Level				Include	Apply to...
Action 1		0 sec	1 sec	100 %		
Action 2		0 sec	1 sec	0 %		
Action 3		0 sec	1 sec	100 %		
Action 4		0 sec	2 sec	0 %		
[-] Foyer Pendant	At Scene Final Level				Include	Apply to...
Action 1		0 sec	1 sec	100 %		
Action 2		0 sec	1 sec	0 %		
Action 3		0 sec	1 sec	100 %		
Action 4		0 sec	2 sec	0 %		
[-] Upstairs Cans	At Scene Final Level				Include	Apply to...
Action 1		0 sec	1 sec	100 %		
Action 2		0 sec	1 sec	0 %		
Action 3		0 sec	1 sec	100 %		
Action 4		0 sec	2 sec	0 %		
[-] Downstairs Cans	At Scene Final Level				Include	Apply to...
Action 1		0 sec	1 sec	100 %		
Action 2		0 sec	1 sec	0 %		
Action 3		0 sec	1 sec	100 %		
Action 4		0 sec	2 sec	0 %		



Create the snapshot

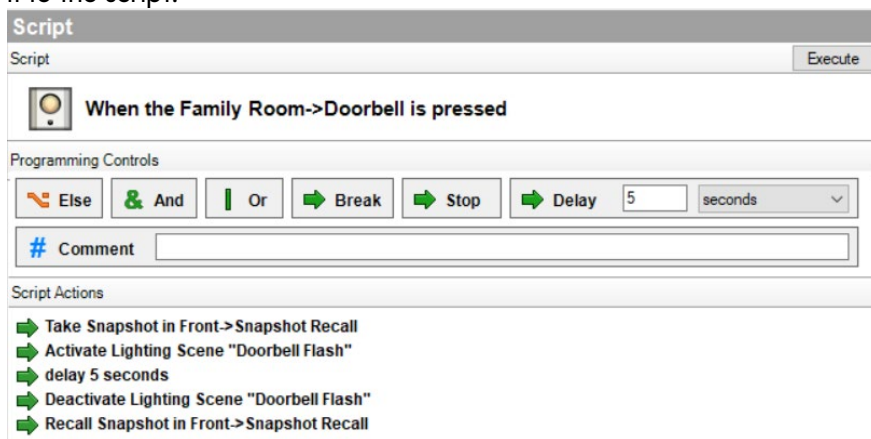
Add the snapshot driver and configure it to save and recall the lights you added to the lighting scene:

1. Add the **Snapshot (OS 2.9+)** driver to the project. In the driver properties, click **Select** next to Lights and select the rooms or lights you added to the light flash lighting scene.

Add programming to the doorbell button press

Take a snapshot, flash the lights, and recall the snapshot when the doorbell is pressed:

1. In the Programming tab, select the doorbell in **Device Events** (right side) and select the event **When the doorbell is pressed**.
2. Select the **Snapshot** driver under **Device Actions** (right side). Click the button next to **Device Specific Command** and select **Take Snapshot** in the menu. Double-click the command to add it to the script.
3. Click on **Advanced Lighting**. Select the scene from the list (**Doorbell Flash**) and click the **Activate** button. Double-click the command to add it to the script.
4. Click on **Programming Control**. Select **Delay** and enter 5 seconds. Double-click the command to add it to the script.
5. Click on **Advanced Lighting**. Select the scene from the list (**Doorbell Flash**) and click the **Deactivate** button. Double-click the command to add it to the script.
6. Select the **Snapshot** driver under **Device Actions** (right side). Click the button next to **Device Specific Command** and select **Recall Snapshot** in the menu. Double-click the command to add it to the script.



And that's it. Happy integrating!

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