

# NESS G1 ZWAVE GATEWAY

Part Number: 101-800 | Revision: 1.1



## SCENES

## SCENES ENGINE

The scenes engine is similar to a rules engine, which makes things happen when events occur on the gateway.

You can have up to 60 Scenes per system. Each scene can have up to 6 events and 12 actions.

A scene is made up of an IF, THEN, WHEN. However, you don't need to use all 3 in a scene. A scene can have a IF and an THEN. Or it might only have a IF with no THEN or WHEN. This can be useful when only wanting to get notifications when an event occurs without running a THEN in the scene.



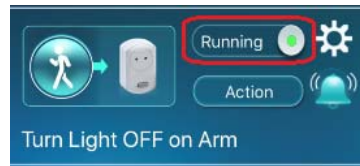
### Edit Scene

To edit a scene, simply tap on the scene icon up the top left of the scene. This will take you into the IF, THEN, WHEN section and you can modify the scene.



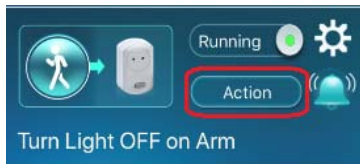
### Delete Scene

You can delete the scene by swiping the scene to the left, or clicking on the minus icon up the top of the scene list. A delete button will then appear next to each scene and you can delete it. Once a scene has been deleted you can't undo the delete function and you will require to create the scene again.



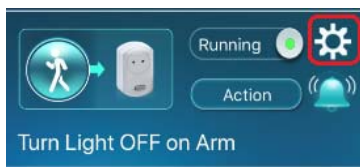
### Disabling Scene

You can disable the scene without deleting it by tapping on the 'running' toggle button. This will enable and disable the scene.



### Manually Activating Scene

You can manually activate the scene by tapping on the 'Action' button. This will run the scene. This will check the WHEN/IF function and if it meets the condition it will trigger the THEN function of the scene.



### Rename Scene name / Changing Scene Icon

You can change the scene icon/image by tapping on the gear icon and choosing Choose picture. This will then display your phones photo album and you can choose a new image.



### Bell Icon / Notification

When the bell icon is enabled, it will display a notification every time the scene is triggered.

Note: The main notification bell icon on the main screen down the bottom right must also be enabled for any scene notifications to display.

## Add a scene

As an example of a scene:

### SCENE 1

WHEN: System Armed Away  
THEN: Turn OFF Z-Wave device.

### SCENE 2

WHEN: System Disarmed  
THEN: Turn ON Z-Wave device.

Below is a simple scene on how to turn a Z-Wave device on/off based on the Arm status of the gateway.

In this example, we are going to make the Z-Wave Smart Switch turn ON when the system is disarmed, and turn OFF when the system arms away. For this to happen you need to write 2 scenes. One for turning the Smart switch ON, and another to turn it OFF.

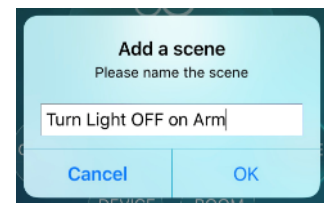
1. From the main screen, tap on the 'Scene' button. Then click on the plus icon to add the scene.



2. It will then prompt you to give the scene a name.

This name can be anything.

In this scene we are going to turn the light OFF when the system arms.



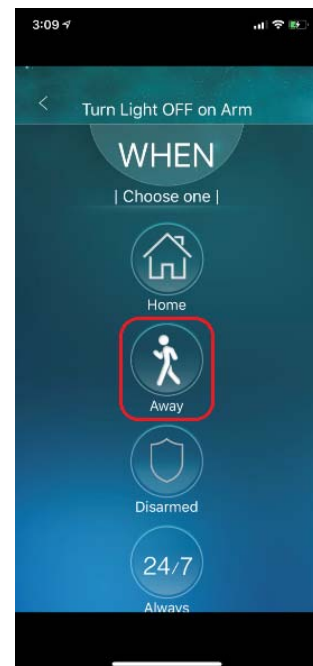
3. As we want to turn the Smart Switch OFF when the system arms, we select WHEN.

This will be our trigger for the scene.

“WHEN something happens..”



4. Now you need to select 'Away', as we want to make it when the system is armed away.



5. Select the 'THEN' button.

This will do the action part of the scene.

"Then do.."

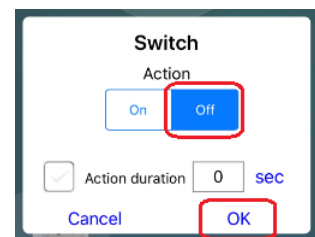


6. Select the Z-Wave device you want to control.

In this example, since we are going to turn OFF the smart switch we would select the Smart Switch from the paired devices.



7. Select the OFF switch and tap on OK.



8. Tap on the 'Update' button to apply the new scene to the Gateway.



9. The new scene will then appear in the list.

The above scene will only run when the system arms in Away mode.

To make it turn the device ON, you would need to create another scene, but this time step 4 you would select 'Disarmed', and step 7 you would select 'ON'.

Then you can test it by setting the Gateway to Arm and Disarm modes and you would see the Z-Wave device trigger.

