# **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.

Doorbell						Sync This Scene	Sync All So	cenes
Colors	Tracking Hol	d Rates (sec)	Toggle Scene	CurrentState	Activate Scene		-	
Top $\checkmark$	All Loads	Up 5 🔹	Doorbell (Toggle)	Active	Deactivate Scene Ramp Up			
Active	O Any Load Do	wn 5 🜲	Create Default					
Inactive	O Any Load	· ·	Create Default	Room Visibility				
					Ramp Down			
Add/Remove Load	s Get Lig	ght Levels A	dd Action Remov	ve Action		Show flash op	ption 🗾 🌌	C
Name	Tracking	Delay	Rate	Level	Hold Ramp/Fade	Apply To		
Hallway								
- Hallway Cans	At Scene Final Leve	el			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 Leve	el			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 Leve	el			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 Leve	el			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 %				

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### 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**.
- 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.
- 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.

Script	Execute
When the Family Room->Doorbell is pressed	
Programming Controls	
★ Eise & And Or ➡ Break ➡ Stop ➡ Delay 5	seconds ~
# Comment	
Script Actions	
📦 Take Snapshot in Front-> Snapshot Recall	
Activate Lighting Scene "Doorbell Flash"	
delay 5 seconds	
Deactivate Lighting Scene "Doorbell Flash"	

And that's it. Happy integrating!

Evan Stinson ListenUp

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