


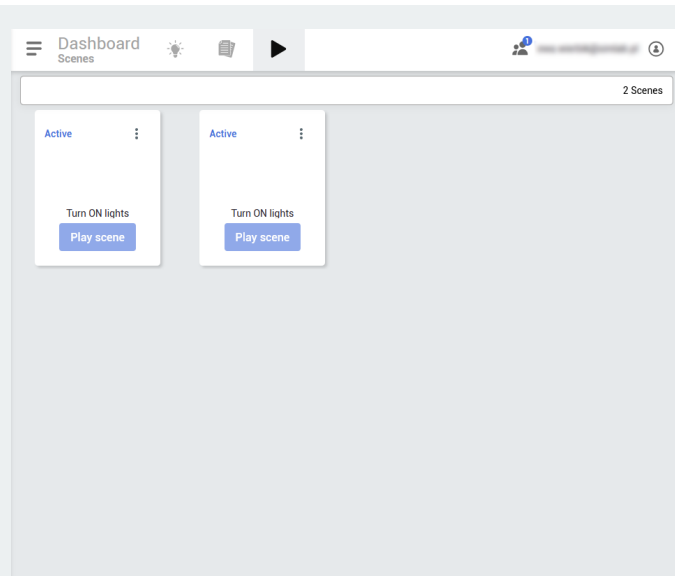
# Scenes

Automate the **Devices** behavior with various triggers and states within the project.

## Scene view

In the **Scene view** you can see all the scenes available. Scenes can manage different scenarios including turning on the lights on, planning to turn on or off different devices depending on the various triggers. Additionally you can add new scenes from here as well or delete the existing ones.

To delete a scene, click the **more options**  button on the scene tile. Clicking a Scene Tile will open Scene Editor view, where you can edit the scene if necessary.




## Scene editor

**Scene editor**

CancelSave

**1. Add name and icon**  
Set name and icon to characterize your scene better.



**2. Select scene trigger**  
Select option which will trigger your scene.

Manual

Time Trigger

at least one element required

**3. Create scene construction**  
Choose and organize elements to construct your scene.

Device

Scene

Delay

at least one element required

To add a new scene, click the

[Add new scene](#) button. This will invoke the Scene editor view. You need to provide a name, icon, select scene trigger and create scene construction and then save it.

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Revision #16

Created 16 October 2024 09:03:10 by JJanickiSIMLAB

Updated 29 January 2025 09:29:00 by JJanickiSIMLAB