

Menu Créer - Fonction shift

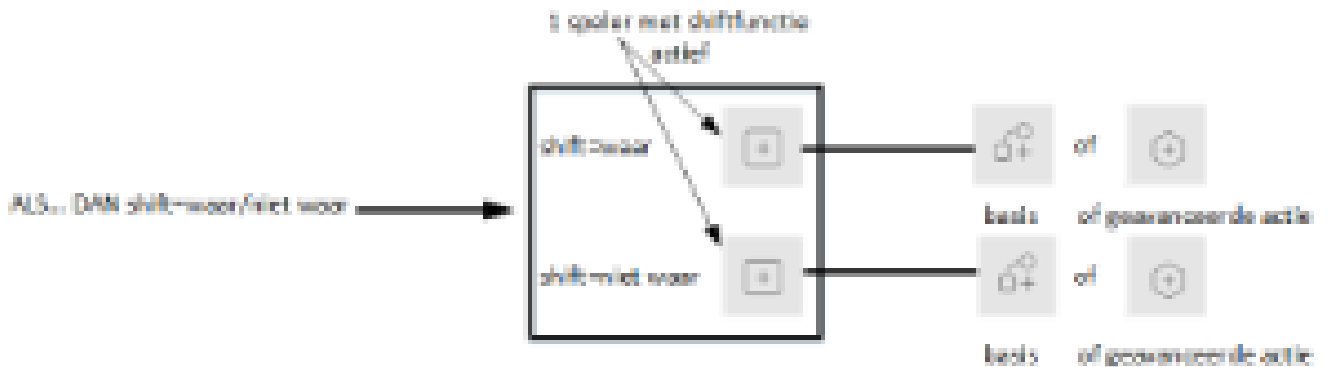
What is the shift function?

You can create a shift function for the following controls:

- generic button, except wireless generic button
- specific dimming control
- specific motor control

With the shift function you can make a button perform different actions (basic actions or advanced actions) depending on its mode (normal or shift).

If the condition is fulfilled, the button will be either in normal or in shift mode.



Starting point

- You have created the necessary players.
- You have created a time schedule (e.g. 6:30 a.m. to 11:00 p.m.)
- You are in the **Create** overview window.

Procedure

1. Click on the control to activate the switch function.
Result:
The pane with player information appears.
2. Click on **Shift disabled** and select **Shift enabled** to activate the shift function.
Result:
The control will appear with an 'S' in the drawing area.
3. Create a **Free start/stop action** for the **normal** mode.

Behaviour	What?	How?
A	Select a control that will initiate the action.	Click on the player. In this example we opt for a single push button. Result: Two possibilities are shown: normal and shift . Choose normal .
B	Select an output player.	Click on the player. In this example we choose the lamp: its start behaviour is to be on at 100%, its stop behaviour to be on at 0%.

4. Create a **Free start/stop action** for the **shift** mode.

Behaviour	What?	How?
A	Select a control that will initiate the action.	Click on the player. In this example we opt for a single push button. Result: Two possibilities are shown: normal and shift . Choose shift .

B	Select an output player.	Click on the player. In this example we choose the lamp: its start behaviour is to be on at 100%, its stop behaviour to be on at 0%.
---	--------------------------	---

5. Set the conditions for the normal mode and the shift mode.

	IF...	THEN...	ELSE...
Example	If it is between 6:00 a.m. and 11:00 p.m....	Then the mode is normal (behaviour A).	Else the mode is shift (behaviour B).
What?	Choose a time schedule as a condition.	Choose the behaviour of the player within that time schedule.	Choose the behaviour of the player if the condition is not fulfilled.

Video

See an example here. Turn on the sound to watch the video.

In this example, when the push button is pressed, the light in the hall will be on at 100% during the day and at 40% at night.