

**Partner: Lutron**  
**Model: Vive**  
**Device Type: Lighting**



## GENERAL INFORMATION

<b>SIMPLWINDOWS NAME:</b>	Lutron Vive Scene Control v1.0
<b>CATEGORY:</b>	Lighting
<b>VERSION:</b>	1.0
<b>SUMMARY:</b>	This module provides control capability for a Scene component as part of a Lutron Vive solution.
<b>GENERAL NOTES:</b>	This module supports up to 50 scenes. If more than 50 scenes need to be managed, additional modules can be to support the number of scenes required. This module requires one instance of the Lutron Vive Command Processor module to register with.
<b>CRESTRON HARDWARE REQUIRED:</b>	Crestron 3-Series processor.
<b>SETUP OF CRESTRON HARDWARE:</b>	N/A
<b>VENDOR FIRMWARE:</b>	N/A
<b>VENDOR SETUP:</b>	N/A

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**PARAMETER:**

<b>Command_Processor_ID</b>	Setting indicates the identifier of the Command Processor module this module registers with.
<b>Scene_Href_ID[1]..Scene_Href_ID[50]</b>	Setting indicates the reference identifier for the scene the corresponding digital input signal will trigger. Example: for scene href: /vbutton/5, enter the value 5 in the parameter field.

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**CONTROL:**

Scene\_Href\_ID[01]..Scene\_Href\_ID[50]     D     Pulse to trigger the scene specified by the corresponding Scene\_Href\_ID parameter.

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**FEEDBACK:**

Is\_Initialized

- D High indicates the module is initialized. The module is initialized when all component state information has been updated in the module to reflect current component state.

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**TESTING:**

<b>OPS USED FOR TESTING:</b>	CP3 1.603.4242.34642
<b>SIMPL WINDOWS USED FOR TESTING:</b>	4.14.21
<b>CRES DB USED FOR TESTING:</b>	201.05.001.00
<b>DEVICE DATABASE:</b>	200.15.001.00
<b>SYMBOL LIBRARY USED FOR TESTING:</b>	1116
<b>SAMPLE PROGRAM:</b>	Lutron Vive Demo IP CP3.smw
<b>REVISION HISTORY:</b>	v1.0 – Initial Release