ZEN77/ZEN32/ZEN77 companion running on EzloPlus

2/5/2024

Scenes for ZEN77/ZEN32

- Assumes a ZEN77 wired to the load, a ZEN32 acting as a scene controller, and a second ZEN77 acting as a companion dimmer with Zwave direct association between the two ZEN77s.

- dimmerCompanion2Down. Sets up a double click on lower paddle of secondary ZEN77 does the same as single click mirroring ZEN32 behavior.

- dimmerDownHeld. Holding down button on ZEN32 initiates a downward ramp on ZEN77, requires dimmerStop to complete otherwise ramps to zero.

- dimmerDownMin. Single or double click on ZEN32 down button causes dimmer to be set to zero and follow default ramp rate in ZEN77.

- dimmerStop. Upon release of up or down button on ZEN32 the stop dimmer command is issued ceasing the dimmer ramp.

- dimmerUpHeld. Same as dimmer DownHeld except a ramp upwards.

- dimmerUpLast. Single click on the ZEN32 up button mirros a sigle click on the ZEN77 that being return to last dimmer setting.

- dimmerUpMax. Double click on ZEN32 up switch cause light to go to 100% mirroring ZEN77 behavior.

MeshBot Name

dimmerCompanion2Down

Add label ⌄

TRIGGER

NOT	Node Type	Node	Capability	value
	Device ⌄	ZEN77companion ⌄	Button state 2 ⌄	Press 2 times ⌄	ƒ 🗑

Current value (button_state): {"button_number":2,"button_state":"idle"}

+ Add Trigger   **+ Add Group**

ACTION

Execute actions in parallel ⌄

TRUE	FALSE

Device ⌄	Controllable	Capability		
	ZEN77 InWall Dimmer ⌄	dimmer_down ⌄	Inherit global setting ⌄	Exception	🗑
		Current value (integer): 0		

| Value | | |
| 0 ⇕ | Immediately ⬤ Delay | |

+ Add Action

MeshBot Name

dimmerDownHeld

Add label ⌄

TRIGGER

NOT | **Node Type** Device ⌄ | **Node** ZEN32 Scene Controller ⌄ | **Capability** Button state 2 ⌄ | **value** Held down ⌄ | *f* 🗑

Current value (button_state): {"button_number":2,"button_state":"idle"}

+ Add Trigger | + Add Group

ACTION

Execute actions in parallel ⌄

TRUE | FAL SE

Device ⌄ | **Controllable** ZEN77 InWall Dimmer ⌄ | **Capability** dimmer_down ⌄ | Inherit global setting ⌄ | Exception | 🗑

Current value (integer): 0

Value 10 ⇅ | Immediately ⬤ Delay

+ Add Action

MeshBot Name

dimmerDownMin
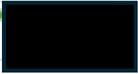
Add label ⌄

TRIGGER

| AND | **OR** | XOR |

NOT

Node Type: **Device** ⌄
Node: **ZEN32 Scene Controller** ⌄
Capability: **Button state 2** ⌄
value: **Press 1 time** ⌄

Current value (button_state): {"button_number":2,"button_state":"idle"}

f 🗑

NOT

Node Type: **Device** ⌄
Node: **ZEN32 Scene Controller** ⌄
Capability: **Button state 2** ⌄
value: **Press 2 times** ⌄

Current value (button_state): {"button_number":2,"button_state":"idle"}

f 🗑

➕ **Add Trigger**   ➕ **Add Group**

ACTION

Execute actions in parallel ⌄

TRUE — **FALSE**

Device ⌄
Controllable: **ZEN77 InWall Dimmer** ⌄
Capability: **dimmer** ⌄
Current value (integer): 0

Inherit global setting ⌄   **Exception**   🗑

Value: **0**   Immediately ⬤ Delay

➕ **Add Action**

MeshBot Name

dimmerStop

TRIGGER

| AND | **OR** | XOR | | | | | | f |

	NOT	Node Type		Node		Capability		value			f	🗑
		Device ▾		ZEN32 Scene Controller ▾		Button state 1 ▾		Released ▾				

Current value (button_state): {"button_number":1,"button_state":"idle"}

	NOT	Node Type		Node		Capability		value			f	🗑
		Device ▾		ZEN32 Scene Controller ▾		Button state 2 ▾		Released ▾				

Current value (button_state): {"button_number":2,"button_state":"idle"}

+ Add Trigger   **+ Add Group**

ACTION   Execute actions in parallel ▾

TRUE	FAL SE

Device ▾	Controllable	Capability		Inherit global setting ▾	Exception	🗑
	ZEN77 InWall Dimmer ▾	dimmer_stop ▾				
		Current value (integer): 0				

Value		
0 ↕	Immediately ⬤ Delay	

+ Add Action

MeshBot Name

dimmerUpHeld

Add label ⌄

TRIGGER

NOT	Node Type	Node	Capability	value
	Device ▾	ZEN32 Scene Controller ▾	Button state 1 ▾	Held down ▾

Current value (button_state): {"button_number":1,"button_state":"idle"}

+ Add Trigger   **+ Add Group**

ACTION

Execute actions in parallel ▾

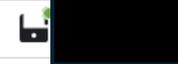| TRUE	FAL SE

	Controllable	Capability		
Device ▾	ZEN77 InWall Dimmer ▾	dimmer_up ▾	Inherit global setting ▾	**Exception**

Current value (integer): 0

Value

10 ⇕   Immediately ⬤ Delay

+ Add Action

MeshBot Name

dimmerUpLast

TRIGGER

NOT	Node Type	Node	Capability	value		
	Device ▾	ZEN32 Scene Controller ▾	Button state 1 ▾	Press 1 time ▾	*f*	🗑

Current value (button_state): {"button_number":1,"button_state":"idle"}

+ Add Trigger   **+ Add Group**

ACTION   Execute actions in parallel ▾

TRUE		FALSE	

	Device ▾	Controllable	Capability	value	Inherit global setting ▾	Exception	🗑
		ZEN77 InWall Dimmer ▾	switch ▾	true ▾			

Current value (boolean): false

Immediately ⬤ Delay

+ Add Action

MeshBot Name

dimmerUpMax

Add label ⌄

TRIGGER

NOT	Node Type	Node	Capability	value
	Device ▾	ZEN32 Scene Controller ▾	Button state 1 ▾	Press 2 times ▾

Current value (button_state): {"button_number":1,"button_state":"idle"}

+ Add Trigger   **+ Add Group**

ACTION

Execute actions in parallel ▾

TRUE   FALSE

Device ▾	Controllable	Capability		Inherit global setting ▾	Exception	🗑
	ZEN77 InWall Dimmer ▾	dimmer ▾				

Current value (integer): 0

Value
100 ⇅   Immediately ⬤ Delay

+ Add Action