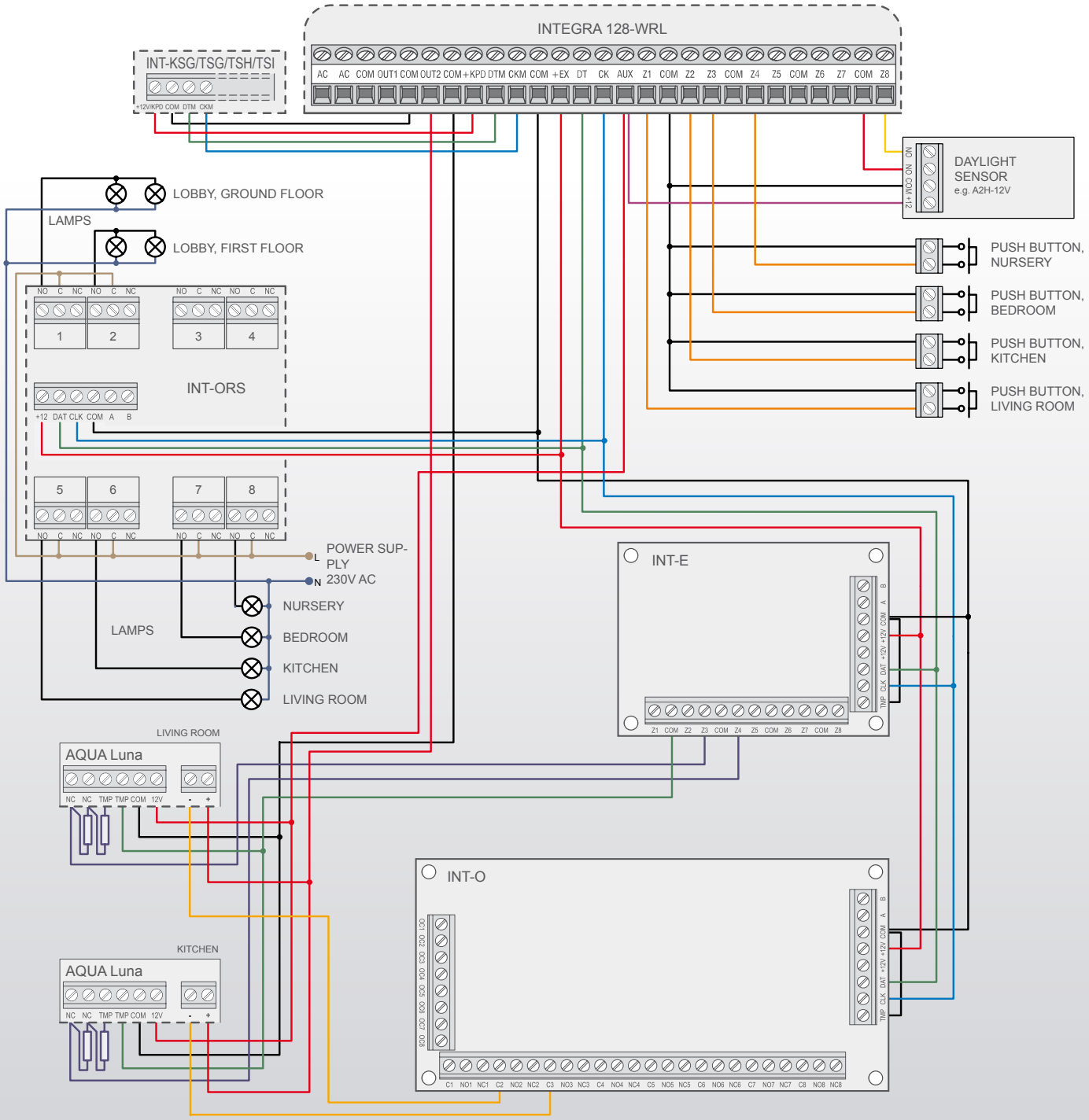
Intelligent
Security Solutions

# LIGHTING
## Control

The use of the INTEGRA control panel allows you to successfully implement an intelligent lighting control system. For this purpose, it is possible to take advantage of signals coming from various detectors, e.g. motion detectors or daylight detectors, in conjunction with timer control and user commands. An additional option is to use the macro functions of INT-KSG keypad or INT-TSG, INT-TSH and INT-TSI touchscreen keypads, so that a single user command can start the entire sequence of events. In this way, the so-called "lighting scenarios" can be carried out. The control over many different lighting points can be implemented via the dedicated INT-ORS and INT-IORS modules. In the case of more complex functions, it is possible to cooperate with the devices of the KNX bus, which in turn grants a wide access to dedicated actuators such as lighting dimmer switches.

**Implementation example:**
In the house shown as an example, AQUA Luna detectors have been installed. Due to poor natural daylight, the lighting in the lobby, on the ground floor and on the first floor is activated automatically on the detection of movement, regardless of the time of day. In the absence of 230 V voltage, the AQUA Luna emergency lighting is switched on in the lobby, instead of the main lamps. In the remaining rooms, after dusk and in the absence of 230 V voltage, the light is provided thanks to the AQUA Luna detectors. The nursery is an exception – the night lamp which facilitates falling asleep is automatically switched off at midnight and the AQUA Luna emergency lighting is switched on to maintain a gentle twilight. On leaving the house, lighting in all the rooms is automatically switched off.

**Method of operation:**
The INT-ORS expansion module controls lighting supplied with 230 V voltage. The AQUA Luna detector emergency lighting is controlled by means of the INT-O expansion module. The inputs of instant light push-buttons located in various rooms are connected to the main board inputs. Inputs which activate lighting have reduced sensitivity in order to limit the delay.

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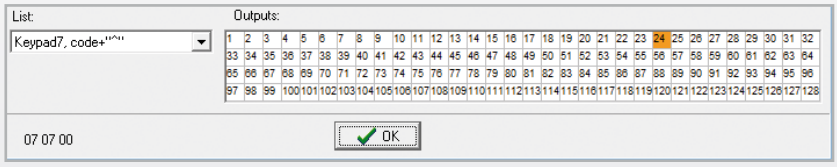
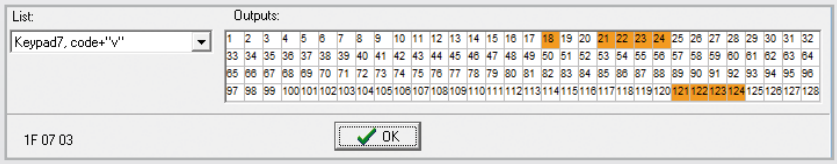
## **input** configuration

| No. | Zone name | Part. | Wiring type | Sensitivity | Zone type | Entry delay | Max.Viol. Tim | Max.No Viol. | Powe | Priorit | Video | Video | Bypas | Bypas | Auto-( | Auto- | Clear | Pre-al | Bell d | Abort | Restc | Restore | Alarm | Alarm | Tamp | Report |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | Button Living room | 1 | 2: NO | 100 ms. | 47: No alarm action | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | | | | |
| 2 | Button Kitchen | 1 | 2: NO | 100 ms. | 47: No alarm action | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | | | | |
| 3 | Button Bedroom | 1 | 2: NO | 100 ms. | 47: No alarm action | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | | | | |
| 4 | Button Playroom | 1 | 2: NO | 100 ms. | 47: No alarm action | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | | | | |
| 5 | Zone 5 | 1 | 0: Not used | 320 ms. | 5: Instant | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | × | × | × | × |
| 6 | Zone 6 | 1 | 0: Not used | 320 ms. | 5: Instant | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | × | × | × | × |
| 7 | Zone 7 | 1 | 0: Not used | 320 ms. | 5: Instant | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | × | × | × | × |
| 8 | Twilight Detect. | 1 | 2: NO | 1000 ms. | 47: No alarm action | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | | | | × |
| 9 | Luna Hall | 1 | 4: 2EOL/NC | 100 ms. | 0: Entry/Exit | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | × | × | × | |
| 10 | Luna Hall | 1 | 4: 2EOL/NC | 100 ms. | 5: Instant | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | × | × | × | |
| 11 | Luna Living room | 1 | 4: 2EOL/NC | 320 ms. | 5: Instant | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | × | × | × | |
| 12 | Luna Kitchen | 1 | 4: 2EOL/NC | 320 ms. | 5: Instant | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | × | × | × | |
| 13 | Luna Hall 1st | 1 | 4: 2EOL/NC | 100 ms. | 5: Instant | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | × | × | × | |
| 14 | Luna Hall 1st | 1 | 4: 2EOL/NC | 100 ms. | 5: Instant | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | × | × | × | |
| 15 | Luna Playroom | 1 | 4: 2EOL/NC | 320 ms. | 5: Instant | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | × | × | × | |
| 16 | Luna Bedroom | 1 | 4: 2EOL/NC | 320 ms. | 5: Instant | 0 sec. | 0 sec. | 0 h. | | | | | | | | | | | | | | | × | × | × | |

| No. | Zone name | Part. | Wiring type | Sensitivity | Zone type | Entry delay | Max.Viol. Tim | Max.No Viol. | Powe | Priorit | Video | Video | Bypas | Bypas | Auto-( | Auto- | Clear | Pre-al | Bell d | Abort | Re |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 127 | Turn Off | 1 | 8: follow output | OUT:127 | 92: Outputs group OFF | gr.Keypad ... | 0 sec. | 0 h. | | | | | | | × | | | | | × | |




| No. | Zone name | Part. | Wiring type | Sensitivity | Zone type | Entry delay | Max.Viol. Tim | Max.No Viol. | Powe | Priorit | Video | Video | Bypas | Bypas | Auto-( | Auto- | Clear | Pre-al | Bell d | Abort | Re |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 128 | Turn Off | 1 | 8: follow output | OUT:128 | 92: Outputs group OFF | gr.Keypad ... | 0 sec. | 0 h. | | | | | | | × | | | | | × | |




## **output** configuration

| No. | Output name | Output function | Cut off time | Pol.+ | Puls. | Latch | Triggering: | Triggering: | Triggerir |
|---|---|---|---|---|---|---|---|---|---|
| 9 | Luna Hall Fl.0 | 46: Outputs logical AND | 0 min. 0 sec. | × | | | outputs: 17,126 | | |
| 10 | Luna Living room | 46: Outputs logical AND | 0 min. 0 sec. | × | | | outputs: 119,121,126 | | |
| 11 | Luna Kitchen | 46: Outputs logical AND | 0 min. 0 sec. | × | | | outputs: 119,122,126 | | |
| 12 | Luna Hall 1st | 46: Outputs logical AND | 0 min. 15 sec. | × | | | outputs: 18,126 | | |
| 13 | Luna Playroom 2 | 47: Outputs logical OR | 0 min. 30 sec. | × | | | outputs: 120,127 | | |
| 14 | Luna Bedroom | 46: Outputs logical AND | 0 min. 30 sec. | × | | | outputs: 119,124,126 | | |
| 15 | Output 15 | 0: Not used | 0 min. 30 sec. | × | | | | | |
| 16 | Output 16 | 0: Not used | 0 min. 30 sec. | × | | | | | |
| 17 | Lights Hall Fl.0 | 24: MONO switch | 0 min. 30 sec. | × | | | zones: 9÷10 | | 1÷32 |
| 18 | Lights Hall FL.1 | 24: MONO switch | 0 min. 30 sec. | × | | | zones: 13÷14 | | 1÷32 |
| 19 | Output 19 | 0: Not used | 0 min. 0 sec. | × | | | | | |
| 20 | Output 20 | 0: Not used | 0 min. 0 sec. | × | | | | | |
| 21 | Lights Living room | 25: BI switch | 0 min. 2 sec. | × | | | zones: 1 | | 1÷32 |
| 22 | Lights Kitchen | 25: BI switch | 0 min. 2 sec. | × | | | zones: 2 | | 1÷32 |
| 23 | Lights Bedroom | 25: BI switch | 0 min. 2 sec. | × | | | zones: 3 | | 1÷32 |
| 24 | Lights Playroom 2 | 25: BI switch | 0 min. 2 sec. | × | | | zones: 4 | | - |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 119 | Dark | 17: READY status | 0 min. 30 sec. | | | | zones: 8 | | |
| 120 | Cont Luna Playroom | 46: Outputs logical AND | 0 min. 30 sec. | × | | | outputs: 119,123,126 | | |
| 121 | Cont Luna Living room | 24: MONO switch | 2 min. 0 sec. | × | | | zones: 11 | | 1÷32 |
| 122 | Cont Luna Kitchen | 24: MONO switch | 2 min. 0 sec. | × | | | zones: 12 | | 1÷32 |
| 123 | Cont Luna Playroom | 24: MONO switch | 2 min. 0 sec. | × | | | zones: 15 | | 1÷32 |
| 124 | Cont Luna Bedroom | 24: MONO switch | 2 min. 0 sec. | × | | | zones: 16 | | 1÷32 |
| 125 | Twilight | 17: READY status | 0 min. 30 sec. | | | | zones: 8 | | |
| 126 | No 230V | 28: AC loss (mainboard)-ir | 0 min. 30 sec. | × | | | | | |
| 127 | On for night | 26: Timer | 0 min. 30 sec. | × | | × | timers: 1 | | |
| 128 | Arm status | 22: Full Armed status | 0 min. 30 sec. | × | | × | | | 1÷32 |

# Notes