



sample system configuration





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To make your system more affordable and comfortable, you can use it to control both security and building automation. Using the same system components for security and building automation makes the whole installation more cost-effective.

Lighting Control

You can use the INTEGRA or INTEGRA Plus intruder alarm system to control various lights. To accomplish this, the system analyses different data collected by the connected devices, for example, movement detectors or dusk sensors. The system can also work according to a programmed schedule. With the so-called scenarios (also called macro commands), users can initiate several commands using a single button. The scenarios function is supported by the INT-TSH2, INT-TSG2, and INT-TSI touchscreen keypads as well as the INT-KSG2R touch keypad, and the INTEGRA CONTROL mobile app.

The INT-ORS and INT-IORS expansion modules, equipped with relay outputs, can be employed for controlling different light points. To enable even more advanced building automation functions, integrate the INTEGRA system with KNX devices. All INTEGRA control panel units are KNX-compatible, giving installers access to a wide range of various actuating devices - dimmers, for example.

Guidelines:

- Because limited access to natural light, the upstairs and downstairs hallways are lit by additional lights. These lights are turned on whenever movement is detected by the motion detectors, regardless of the time of day. During power cuts, with no access to a 230 V AC supply, the system turns on the emergency lights: the white LEDs of the SLIM-DUAL-LUNA motion detectors.
- When no power is detected, the SLIM-PIR-LUNA emergency lights are turned on in other rooms, too. However, this happens only when the detectors sense movement, and it's already dark.
- In the kids room, the main lights are turned off automatically at the specified hour. At the same time, the LEDs of the SLIM-PIR-LUNA motion detector are turned on, subtly illuminating the room.
- After everyone leaves the house, and the system gets armed, all lights that were left on unnecessarily are turned off instead.
- All the lights in the living room, kitchen, bedroom, kids room, and garden, can be controlled directly using wall switches, keypads, or a dedicated mobile app.

Example configuration:

- The alarm system is controlled by the INTEGRA 128 Plus control panel unit that additionally controls building automation.
- The outdoor OPAL Plus motion detector is installed in the garden. The detector features a built-in dusk sensor, which changes its status 15 minutes after dusk or dawn.
- Selected rooms are monitored by either a SLIM-PIR-LUNA or a SLIM-DUAL-LUNA motion detector. Their built-in white LEDs are used as emergency lighting. They are activated when the common ground from the control panel output is applied to the LUNA input.
- The control panel controls the lights using the INT-ORS output expansion module. All lights run on 230 V AC mains voltage.



INTEGRA CONTROL

- control of INTEGRA/INTEGRA Plus intruder alarm and building automation system
- secure and encrypted communication with control panel unit
- access to live camera feed
- supports MACRO commands
- Push notifications

	Zone name	Part.	Wiring type	Sensitivity	Zone type	Entry delay	Max.Viol. Tir	Max.No Viol.	im Pow Pri	ior Vide Vid	le Bypa By	pi Auto A	utc Clear	Pre- Bel	I Abor	Res Res	Alarm	Alarn	am Rep
	Living PIR	1	4: 2EOL/NC	320 ms.	5: Instant	O sec.	O sec.	0 h.				X			×			×	X
	Children PIR	1	4: 2EOL/NC	320 ms.	5: Instant	0 sec.	0 sec.	0 h.				X			X		х	X	X
}	Hall Down DUAL	1	4: 2EOL/NC	320 ms.	5: Instant	O sec.	0 sec.	0 h.				X			X		Х	X	X
ŧ	Hall Up DUAL	1	4: 2EOL/NC	320 ms.	5: Instant	0 sec.	0 sec.	0 h.				X			X		Х	X	X
5	Kitchen PIR	1	4: 2EOL/NC	320 ms.	5: Instant	0 sec.	0 sec.	0 h.				×			X		Х	х	X
6	Bedroom PIR	1	4: 2EOL/NC	320 ms.	5: Instant	0 sec.	O sec.	0 h.				×			Х		Х	×	×
3	Garden DUAL	1	4: 2EOL/NC	320 ms.	8: Exterior	O sec.	O sec.	0 h.				×			X		×	×	×
)	Dusk	1	2: NO	1000 ms.	47: No alarm action	0 sec.	0 sec.	0 h.				X			X		Х	X	X
0	Garden SWITCH	1	2: NO	100 ms.	47: No alarm action	0 sec.	0 sec.	0 h.				X			X		Х	х	X
1	Living SWITCH	1	2: NO	100 ms.	47: No alarm action	0 sec.	0 sec.	0 h.				×			X		Х	X	X
2	Kitchen SWITCH	1	2: NO	100 ms.	47: No alarm action	0 sec.	0 sec.	0 h.				×			X		Х	х	X
3	Bedroom SWITCH	1	2: NO	100 ms.	47: No alarm action	0 sec.	0 sec.	0 h.				X			X		Х	X	X
4	Children SWITCH	1	2: NO	100 ms.	47: No alarm action	0 sec.	0 sec.	0 h.				×			X		Х	х	×
7	TurnOff LAMP	1	8: follow output	OUT:125	92: Outputs group OFI	Fgr.Keypad7, '''	O sec.	0 h.				×			X		Х	×	X
ist			Outputs:							1									
	/pad7, code+"^"		-	5678	9 10 11 12 13 14 15 1	6 17 18 19 20	21 22 23 24 2	5 26 27 28 29	30 31 32										
(ey	pau/, coue+		33 34 35 36	37 38 39 40	41 42 43 44 45 48 47 4	8 49 50 51 52	53 54 55 56 5		62 63 64										
					73 74 75 76 77 78 79 8			9 90 91 92 93											
			a, as as in	0101102103104	105 106 107 108 109 110 111 1	12113114115110	1171101191201	21 122 123 124 12	12012/120										
			O: follow output	OUT:127	92: Outputs group OF	Fgr.Keypad7, ''	VO sec.	0 h.				×			X		Х	X	Х
28	TurnOff LIGHTS	1	o. Tollow output																
_			Q: fallow output	0117-127	92: Outputs group OF	Fgr.Keypad7, "	0 sec.	0 h.				×			×		×	X	

Tin	ner																		
				Mor	nday	Tues	sday	Wedne	esday	Thur	sday	Frie	lay	Satu	rday	Sun	day	Every	yday
	No.	Name	User edits	On	Off	On	Off	On	Off	On	Off	On	Off	On	Off	On	Off	On	Off
	1	Children Room																0:00 0	6:00

No.	Output name	Output function	Cut off time	State indication	Pol.+	Puls.	Latch	Triggering:
10	Living LUNA	46: Outputs logical AND	0 min. 30 sec.	0: standard	Х			outputs: 119,126,128
11	Kitchen LUNA	46: Outputs logical AND		0: standard	Х			outputs: 120,126,128
12	Bedroom LUNA	46: Outputs logical AND		0: standard	Х			outputs: 121,126,128
13	Children LUNA	47: Outputs logical OR		0: standard	х			outputs: 118,125
14	Hall SENS	21: Armed status		0: standard				
15	Hall Down LUNA	46: Outputs logical AND		0: standard	Х			outputs: 123,128
16	Hall Up LUNA	46: Outputs logical AND		0: standard	Х			outputs: 124,128
17	Hall Down LIGHT	24: MONO switch	0 min. 30 sec.	0: standard	х			zones: 3
18	Hall Up LIGHT	24: MONO switch	0 min. 30 sec.	0: standard	Х			zones: 4
19	Garden LIGHT	25: BI switch		0: standard	Х			zones: 10
20	Output 20	0: Not used		0: standard	х			
21	Living LIGHT	25: BI switch		0: standard	Х			zones: 11
22	Kitchen LIGHT	25: BI switch		0: standard	Х			zones: 12
23	Bedroom LIGHT	25: BI switch		0: standard	Х			zones: 13
24	Children LIGHT	25: BI switch		0: standard	Х			zones: 14

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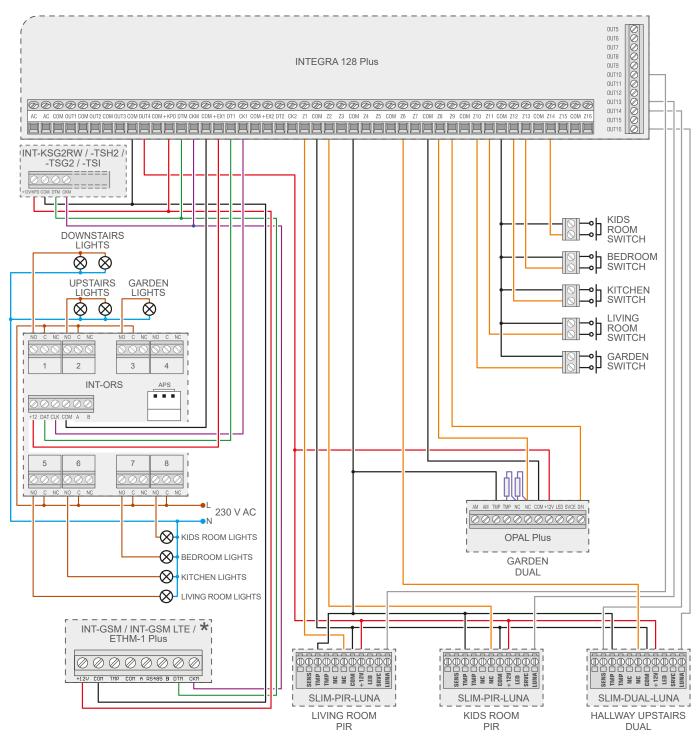
98 99 1001011021031041051081071081091101111121131141151181171181

Child CTRL LUNA	46: Outputs logical AND	0 min. 30 sec.	0: standard	X	0
Living MOTION	24: MONO switch	0 min. 30 sec.	0: standard	X	:
Kitchen MOTION	24: MONO switch	0 min. 30 sec.	0: standard	X	1
Bedroom MOTION	24: MONO switch	0 min. 30 sec.	0: standard	X	1
Children MOTION	24: MONO switch	0 min. 30 sec.	0: standard	X	1
Hall Down MOTION	24: MONO switch	0 min. 30 sec.	0: standard	×	1
Hall Up MOTION	24: MONO switch	0 min. 30 sec.	0: standard	X	1
Children NIGHT	26: Timer		0: standard	X	
DARK	17: READY status		0: standard		2
ARMED	22: Full Armed status		0: standard	X	
AC LOSS	28: AC loss (mainboard)-immediate	0 min. 30 sec.	0: standard	X	
	Child CTRL LUNA Living MOTION Kitchen MOTION Children MOTION Children MOTION Hall Down MOTION Hall Up MOTION Children NIGHT DARK ARKED ARK AC LOSS	Living MOTION 24: MOND switch Kitchen MOTION 24: MOND switch Bedroom MOTION 24: MOND switch Children MOTION 24: MOND switch Hall Down MOTION 24: MOND switch Hall Up MOTION 24: MOND switch Children NGTION 24: MOND switch Hall Up MOTION 24: MOND switch Children NIGHT 26: Timer DARK 17: READY status ARMED 22: Full Armed status	Living MOTION 24: MONO switch 0 min. 30 sec. Kitchen MOTION 24: MONO switch 0 min. 30 sec. Bedroom MOTION 24: MONO switch 0 min. 30 sec. Children MOTION 24: MONO switch 0 min. 30 sec. Children MOTION 24: MONO switch 0 min. 30 sec. Hall Down MOTION 24: MONO switch 0 min. 30 sec. Hall Up MOTION 24: MONO switch 0 min. 30 sec. Children NIGHT 26: Timer 50 min. 30 sec. DARK 17: READY status 0 min. 30 sec. ARMED 22: Full Armed status 24: MORD switch	Living MOTION 24: MOND switch 0 min. 30 sec. 0: standard Kitchen MOTION 24: MOND switch 0 min. 30 sec. 0: standard Bedroom MOTION 24: MOND switch 0 min. 30 sec. 0: standard Children MOTION 24: MOND switch 0 min. 30 sec. 0: standard Hall Down MOTION 24: MOND switch 0 min. 30 sec. 0: standard Hall Down MOTION 24: MOND switch 0 min. 30 sec. 0: standard Hall Up MOTION 24: MOND switch 0 min. 30 sec. 0: standard Children NIGHT 25: Timer 1 sen 30 sec. 0: standard DARK 17: READY status 1 sen 30 sec. 0: standard ARMED 22: Full Armed status 1 sen 30 sec. 0: standard	Living MOTION 24: MOND switch 0 min. 30 sec. 0: standard X Kitchen MOTION 24: MOND switch 0 min. 30 sec. 0: standard X Bedroom MOTION 24: MOND switch 0 min. 30 sec. 0: standard X Children MOTION 24: MOND switch 0 min. 30 sec. 0: standard X Hall Down MOTION 24: MOND switch 0 min. 30 sec. 0: standard X Hall Down MOTION 24: MOND switch 0 min. 30 sec. 0: standard X Children NIGHT 24: MOND switch 0 min. 30 sec. 0: standard X Children NIGHT 26: Timer 0 min. 30 sec. 0: standard X DARK 17: READY status 0 min. 30 sec. 0: standard X DARK 12: Full Armed status 2 min. 30 sec. 0: standard X

5	26	27	28	29	30	31	32
7	58	59	60	61	62	63	64
9	90	91	92	93	94	95	96
21	122	123	124	125	126	127	128
_	_	_	_				

utputs: 122,126,128
ones: 1
ones: 5
ones: 6
ones: 2
ones: 3
ones: 4
mers: 1
ones: 9

Connection diagram on the next page



* Allows controlling system with the INTEGRA CONTROL mobile app

This diagram is for demonstration purposes only, and includes only selected devices from the system.



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technical support
manuals