

## How to save a scene in xxter using a scene command on knx

In knx you can start a scene that's stored in the actuators with a byte value of 0 to 63, from a sensor.

Short push:

- Start scene 1 when value is 0,
- Start scene 2 when value is 1
- and so on.

The same byte value is used to store the scene, in actuators, when pushed long:

- save scene 1 when value is 64
- save scene 2 when value is 65
- and so on.

xxter can also start a scene when receiving this value.

Scenario	Woonkamer bezoek	10/2/0	11
Scenario	Woonkamer eten	10/2/0	12
Scenario	Woonkamer tv kijken	10/2/0	10

So if 10/2/0 "scenebyte" has value 10, 11 or 12 the corresponding scene is started.

With a simple script xxter can also save the scene like you normally would in the actuator.

Script called "Scene opslaan" (Save Scene)

```
1 #a scene is a 8 bit value 0-127.
2 #
3 #value 0 = start scene 1
4 #value 1 = start scene 2
5 #etc.
6 #
7 #value 64 = save scene 1
8 #value 65 = save scene 2
9 #etc.
10 #
11 #tv kijken = scene 11 = value 10 to start = value 74 to save
12 #bezoek = scene 12 = value 11 to start = value 75 to save
13 #eten = scene 13 = value 12 to start = value 76 to save
14 #
15 IF BYTE(292/scenebyte)=74
16 LEARN SCENARIO(51/woonkamer tv kijken)
17 #
18 IF BYTE(292/scenebyte)=75
19 LEARN SCENARIO(52/woonkamer bezoek)
20 #
21 IF BYTE(292/scenebyte)=76
22 LEARN SCENARIO(60/woonkamer eten)
23
```

### Action to start script

#### Action

Enabled:  Name:

#### Conditions

      

#### Actions

    