

Condition type scene

Meaning of Condition Type in scene

For the trigger in scenes in the Shelly Cloud App there is the item Condition Type.

Here is a short explanation of the meaning of the three choices.

On time:

Here the scene is started as soon as the >When< state is detected. Only after the scene has run through completely, the scene can be restarted by changing the >When< state.

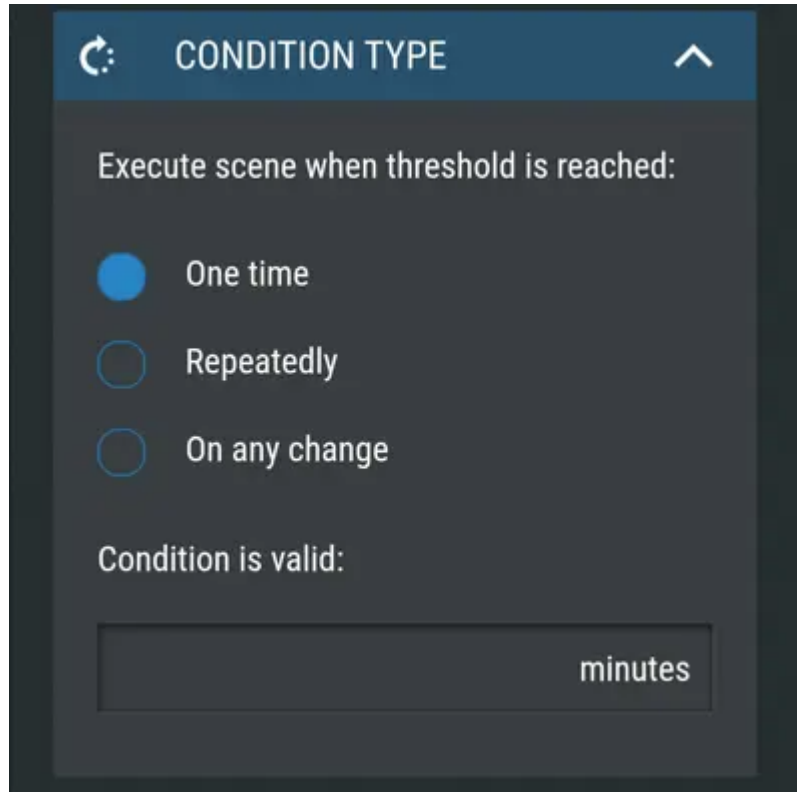
If you additionally insert a time in the On time field below and in the **Condition is valid** field, the scene will not be started until the >When<state has existed for at least this time.

Repeatedly:

Here, the >When<state is constantly queried every full minute. And all set >DO< also every minute if the When is not changed.

On any change:

Here, with every new state of the >When<, the scene is started anew. Even if the originally started scene has not yet run out.



CONDITION TYPE

Execute scene when threshold is reached:

☒ One time

☐ Repeatedly

☐ On any change

Condition is valid:

minutes