

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.

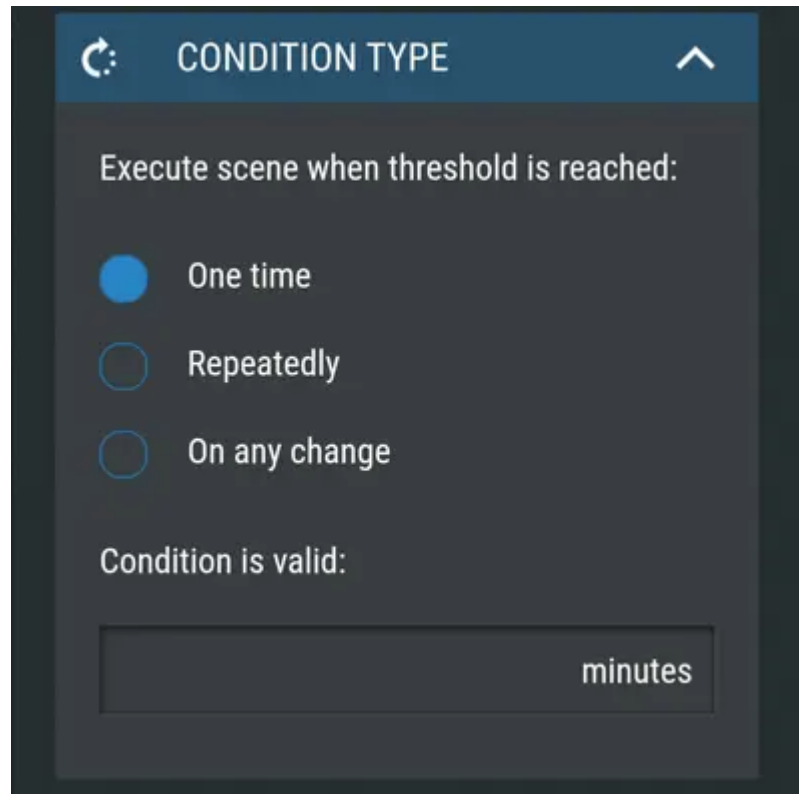
If you additionally insert a time in the On time field below and in the **Condition is valid** field, the scene will not be started until the >When<state has existed for at least this time.

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.



The screenshot shows the 'CONDITION TYPE' configuration screen in the Shelly Cloud App. At the top, there is a blue header with a refresh icon on the left and an upward arrow on the right. Below the header, the text 'Execute scene when threshold is reached:' is displayed. Three radio button options are listed: 'One time' (which is selected with a blue dot), 'Repeatedly', and 'On any change'. Below these options, the text 'Condition is valid:' is shown, followed by a text input field and the label 'minutes'.