

Test 12.7.2.11.
STORE DTR AS SCENE X /
GO TO SCENE X

SEND TWICE
BROADCAST
RESET

wait
(300 ms + Response time)

8 SEND TO DEVICE TYPE
BROADCAST
QUERY COLOUR TYPE FEATURES

supp[0] := (answer and 0x1) > 0
supp[1] := (answer and 0x2) > 0
supp[2] := (answer and 0x1C) > 0
supp[3] := (answer and 0xE0) > 0

scene := 0
count := 1
col := 0
phase := 0
performGoToScene := true

8 SEND TO DEVICE TYPE
BROADCAST
QUERY COLOUR STATUS

actColType = answer and 0xF0

EXECUTE
SEQUENCE(12.7.2.11.1.)
SetTemporaries(col, count)

expMsb := msb
expVal := val

SEND TWICE
BROADCAST
REMOVE FROM SCENE(scene)

SEND
SPECIAL COMMAND
DTR(count)

SEND TWICE
BROADCAST
STORE DTR AS SCENE(scene)

SEND
BROADCAST
QUERY SCENE LEVEL(scene)

SEND
BROADCAST
DTR (240 – (phase * 32))

8 SEND TO DEVICE TYPE
BROADCAST
QUERY COLOUR VALUE

supp[col] ?

Yes

phase = 0 ?

No

performGoToScene ?

Yes

answer = MASK ?

No

answer = MASK ?

No

performGoToScene ?

Yes

answer = MASK ?

No

answer = actColType ?

No

answer = MASK ?

No

Store Colour Scene table : Grey part is filled dynamically

| supp | | | | |
|------------|-----------|-----------|-------------|-----------|
| colourType | 0 | 1 | 2 | 3 |
| expColType | 0001 0000 | 0010 0000 | 0100 0000 | 1000 0000 |
| dtrVal | 224 (x) | 226 (Tc) | 227 (Prim0) | 233 (R) |
| nrQuery | 2 | 1 | 6 | 6 |

Read colour
type features

Store supported
colour types

Test information

Test goes through the following loops, using the following variables:

performGoToScene true – GO TO SCENE command not executed

performGoToScene false – GO TO SCENE command was executed

count – loops through each bit: 1, 2, 4, 8, 16, 32, 128

col – loops through each colour: xy, Tc, Primary N, RGBWAF

phase 0 – checks report colour settings when automatic activation bit is set

phase 1 – checks temporary colour settings when automatic activation bit is not set

scene – loops through each scene: 0 to 15

Set temporaries to count

Set scene colour type to MASK

Set scene colour settings to temporary
colour settings, and set temporary colour
settings to MASK

Set report colour settings to scene
colour settings

Read report colour type when phase
is 0, and read temporary colour type
when phase is 1

answer = expColType[col] ?

No

Error 72111, count, col, phase, scene
"Expected colour type is incorrect !"

Yes

k := 0

SEND
SPECIAL COMMAND
DTR(k + dtrVal[col] - (phase * 32))

For supported colour type, read report colour
values when phase is 0, and read temporary
colour values when phase is 1

8 SEND TO DEVICE TYPE
BROADCAST
QUERY COLOUR VALUE

queryResult := answer

col = 3 ?

No

Yes

SEND
BROADCAST
QUERY CONTENT DTR1

val := answer
msb := answer

(val = expVal) and (msb =
expMsb) ?

No

Error 72114, count, col, phase, scene
"Stored and queried colour value are
not the same !"

Yes

queryResult = msb ?

No

Error 72115, count, col, phase, scene
"QUERY COLOUR VALUE answer
not equal to DTR1 !"

Yes

k := k + 1

k > nrQueries[col] ?

No

col = 3 ?

Yes

SEND
BROADCAST
DTR(239)

Read report
RGBWAF control

8 SEND TO DEVICE TYPE
BROADCAST
QUERY COLOUR VALUE

Error 72116, count, col, scene, phase
"Report RGBWAF control incorrect
after STORE DTR AS SCENE !"

answer = '01XXXXX1'b ?

Yes

performGoToScene ?

Yes

count := count * 2
performGoToScene := true

count > 255 ?

No

count := 1
col := col + 1

col > 3 ?

No

col := 0
phase := (phase + 1) mod 2

SEND
BROADCAST
DTR (phase)

8 SEND TWICE TO DEVICE TYPE
BROADCAST
STORE GEAR FEATURES/
STATUS

phase = 1 ?

No

scene := scene + 1

scene > 15 ?

No

Test
done

Yes