

Scenes

The terminology for scene has dual meanings in **loX** because in some cases it describes the group (scene) object that contains a set of **controller** and **responder** nodes, and in others it describes a single controller (and its links to responders) within the **group** (scene).

Controller

A node such as a light switch that can control responders (e.g. can turn something on/off). In some cases, a controller may also be a responder.

Responder

A node such as a lamp that can be controlled by a controller (e.g. can be turned on/off)

Group

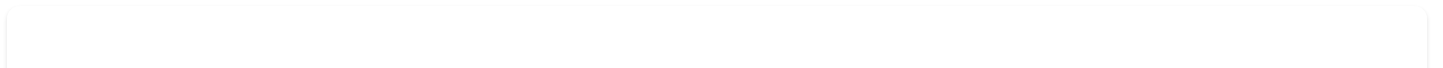
Often referred to as a scene, a group is an object containing a collection controllers and responders. It may contain many controllers and many responders. The group itself acts as a scene controller that also supports native Insteon links.

Scene

A single controller linked to one or more responders.

loX scenes define how controllers control and communicate with responders in the scene. The loX group itself acts as a controller and therefore also has links to all of the responders in the scene.

Exmample of how loX represents scenes:



https://eisy.local:8443/rest/links/groups/39520

```
<groups>
  <group id="39520">
    <ctl id="1B 99 17 1">
      <rsp>
        <link linkdef="I_DIMMER" type="native" node="A B9 44 1">
          <p id="OL">
            <val uom="51" prec="0">85</val>
          </p>
          <p id="RR">
            <val uom="25" prec="0">27</val>
          </p>
        </link>
        <link linkdef="I_TEMPLINC" type="native" node="1D 6F 15 1">
          <p id="CLISPH">
            <val uom="14" prec="0">61</val>
          </p>
          <p id="CLISPC">
            <val uom="14" prec="0">81</val>
          </p>
          <p id="CLIFS">
            <val uom="99" prec="0">8</val>
          </p>
          <p id="CLIMD">
            <val uom="98" prec="0">3</val>
          </p>
          <p id="CLIEMD">
            <val uom="2" prec="0">0</val>
          </p>
        </link>
        <link type="ignore" node="ZW060_1"/>
        <link type="default" node="ZW033_1"/>
        <link type="default" node="1B 99 17 1"/>
      </rsp>
    </ctl>
  <ctl id="39520">
    <rsp>
      <link linkdef="I_DIMMER" type="native" node="A B9 44 1">
        <p id="OL">
          <val uom="51" prec="0">100</val>
        </p>
```

```

        <p id="RR">
            <val uom="25" prec="0">31</val>
        </p>
    </link>
    <link linkdef="I_DIMMER" type="native" node="1B 99 17 1">
        <p id="OL">
            <val uom="51" prec="0">100</val>
        </p>
        <p id="RR">
            <val uom="25" prec="0">31</val>
        </p>
    </link>
    <link linkdef="I_TEMPLINC" type="native" node="1D 6F 15 1">
        <p id="CLISPH">
            <val uom="14" prec="0">68</val>
        </p>
        <p id="CLISPC">
            <val uom="14" prec="0">75</val>
        </p>
        <p id="CLIFS">
            <val uom="99" prec="0">8</val>
        </p>
        <p id="CLIMD">
            <val uom="98" prec="0">3</val>
        </p>
        <p id="CLIEMD">
            <val uom="2" prec="0">0</val>
        </p>
    </link>
    <link type="cmd" node="ZW060_1" cmd="CLIMD">
        <p id="">
            <val uom="67" prec="0">3</val>
        </p>
    </link>
    <link type="default" node="ZW033_1"/>
</rsp>
</ctl>
</group>
</groups>

```

Link Types

Native

```
type="native"
```

A direct link between the controller and the responder (e.g. Insteon links, Z-Wave associations, etc.). (Controller→Responder).

For more information see [Native Links](#).

Command

```
type="cmd"
```

Same as Default except when the controller sends an On command the ISY sends the command specified in the link to the responder. (Controller→ISY→Responder)

Default

```
type="default"
```

Whatever command is sent by the controller is forwarded to the responder by the ISY. (Controller→ISY→Responder)

Ignore

```
type="ignore"
```

No link is made between the controller and responder.