<xml xmlns="http://www.w3.org/1999/xhtml">

<block type="on" id="p;vZj7nVp3ygD+}TQncV" x="82" y="-725">

<field name="OID">javascript.0.Variablen.HUE.WZ\_VAR815\_Dunkel\_Genug</field>

<field name="CONDITION">false</field>

<field name="ACK\_CONDITION"></field>

<statement name="STATEMENT">

<block type="timeouts\_cleartimeout" id="Xo/eGxy(\_09rZiEhQ9dy">

<field name="NAME">Halbe</field>

<next>

<block type="timeouts\_cleartimeout" id="NW9:JK\*lBbptcr]BALeQ">

<field name="NAME">Aus</field>

<next>

<block type="control" id="bZK{282l^z)DI)I01Hgv">

<mutation delay\_input="false"></mutation>

<field name="OID">hue.0.Philips\_hue.Wohnzimmer.on</field>

<field name="WITH\_DELAY">FALSE</field>

<value name="VALUE">

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<field name="BOOL">FALSE</field>

</block>

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<next>

<block type="control" id="X%t9\_1HI.gn)]W\*~i-zQ">

<mutation delay\_input="false"></mutation>

<field name="OID">hue.0.Philips\_hue.Wohnzimmerdecke.on</field>

<field name="WITH\_DELAY">FALSE</field>

<value name="VALUE">

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<field name="BOOL">FALSE</field>

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<block type="control\_ex" id="-B(?S`@pzu}H(}:\_O(yS">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

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<shadow type="field\_oid" id="r,Q+laj[3z(#z\*g==dSD">

<field name="oid">javascript.0.Variablen.HUE.WZ\_VAR824\_1\_Motion\_Szene\_Aktiv\_ID</field>

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</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="mb(GAyDQ^/1P%mD5|\_!p">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="8wZ[SL|na-PAeC{|N7h9">

<field name="TEXT">L106 Licht aus - nicht mehr dunkel genug</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="Y/!y#E3t9\*\*-StbfYTbF">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id=":rK)(\*GLsv:2YY`Whh@Q">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="DfuM,6!UQxV~=Lc+\*|}y">

<field name="TEXT">L106 Licht aus - Nicht dunkel genug</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

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<block type="on\_ext" id="Ql2L,l?b^nSJI=S-I}Gh">

<mutation items="2"></mutation>

<field name="CONDITION">ne</field>

<field name="ACK\_CONDITION"></field>

<value name="OID0">

<shadow type="field\_oid" id="Riz=MAhcY)=x}QfLeS(Q">

<field name="oid">javascript.0.Variablen.Person.VAR101\_Schlaf</field>

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<value name="OID1">

<shadow type="field\_oid" id="b8s\_qBW,(N8PRk~J3B/+">

<field name="oid">javascript.0.Variablen.HUE.WHG\_VAR802\_Leuchtgenehmigung</field>

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<statement name="STATEMENT">

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<field name="NAME">Halbe</field>

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<block type="timeouts\_cleartimeout" id="Qu=)HI|6+5G\_RoRnAD0^">

<field name="NAME">Aus</field>

</block>

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</block>

</statement>

<next>

<block type="comment" id="kV#AqLi=oN|S5=hTXTI~">

<field name="COMMENT">\*\*\* Mit WZD und HiFi Ueberwachung \*\*\*</field>

<next>

<block type="comment" id="]X}{sv~1+U@\_|hkgjrs7">

<field name="COMMENT">Nur scriptEnabled gehen, mit Java... nicht wegen verschobenen Ordner</field>

<next>

<block type="comment" id="@Z^Ct)A..Q\*,oFU9AcMr">

<field name="COMMENT">Neue Szene nur Hue Scene anlegen und nach Bedingung eintragen</field>

<next>

<block type="comment" id="Bihai/\_~,~Sn(!DT.tQ;">

<field name="COMMENT">ACHTUNG: Variablen am Anfang und Bloecke mit Fragezeichen aendern beim Kopieren!!</field>

<next>

<block type="comment" id="{)05EN\_ayE?\_oE92ZGxx">

<field name="COMMENT">AZ Bewegungsmelder 20 Szenen</field>

<next>

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<mutation items="8"></mutation>

<field name="CONDITION">any</field>

<field name="ACK\_CONDITION"></field>

<value name="OID0">

<shadow type="field\_oid" id="C\*\_4o4lzR%RD%8qr()ea">

<field name="oid">javascript.0.1.WZ.BS0\_Bewegung\_Fusioniert</field>

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<value name="OID1">

<shadow type="field\_oid" id="DbT;BGEq|~HeBy9PPIMd">

<field name="oid">javascript.0.Variablen.HUE.WHG\_VAR802\_Leuchtgenehmigung</field>

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<value name="OID2">

<shadow type="field\_oid" id="bbdl=(oZb.j`l]2SOy,f">

<field name="oid">javascript.0.Variablen.HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<value name="OID3">

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<field name="oid">javascript.0.Variablen.HUE.AZ\_VAR856\_Manuelle\_Steuerung</field>

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<value name="OID4">

<shadow type="field\_oid" id="3}NJ-ZL(~2,d![inb98!">

<field name="oid">javascript.0.Variablen.WHG.VAR200\_HiFi\_An</field>

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<value name="OID5">

<shadow type="field\_oid" id="F3~6hI(%/bKd)SUSif7G">

<field name="oid">javascript.0.Variablen.HUE.WZ\_VAR815\_Dunkel\_Genug</field>

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<value name="OID6">

<shadow type="field\_oid" id="!{TN#Zr\*lf`8Gc2ZnKGB">

<field name="oid">javascript.0.1.WZ.BS0\_Manueller\_Trigger\_Bewegung\_Fusioniert</field>

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<value name="OID7">

<shadow type="field\_oid" id="QuC:\*7\_m~X\*BpR4o{I=/">

<field name="oid">javascript.0.Variablen.Helper.VAR502\_WZ\_Motion\_Szene\_Helper\_HiFi\_An</field>

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</value>

<statement name="STATEMENT">

<block type="variables\_set" id="aKj,d#T,\*cwsc3:dgZ7e">

<field name="VAR">WHG.VAR209\_Muecken</field>

<value name="VALUE">

<block type="get\_value" id="`/wdiw=I-^YR=0OHY8KG">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.WHG.VAR209\_WHG\_Muecken</field>

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<block type="variables\_set" id="pFqejcT~J;(,8BZKWPI+">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

<value name="VALUE">

<block type="get\_value" id="Cn8f}XTuKxLDlwRt;E;|">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.WHG.VAR200\_HiFi\_An</field>

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<block type="variables\_set" id="z+i\*%Y0fMnqs\*UUIC0o?">

<field name="VAR">HUE.WZ\_VAR815\_Dunkel Genug</field>

<value name="VALUE">

<block type="get\_value" id="uHT]muDs]R2jwNutADS~">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.WZ\_VAR815\_Dunkel\_Genug</field>

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<value name="VALUE">

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<field name="ATTR">val</field>

<field name="OID">javascript.0.1.WZ.BS0\_Bewegung\_Fusioniert</field>

</block>

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<block type="variables\_set" id="4NA3vTvYqs(-jUPnS7\*V">

<field name="VAR">HUE.WZ\_VAR855\_Leuchtgenehmigung</field>

<value name="VALUE">

<block type="get\_value" id="e#L]]fQ)O^;//eF}OHra">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.WZ\_VAR855\_Leuchtgenehmigung</field>

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<next>

<block type="variables\_set" id="t6Ap5!(C|E^CMN\*xxm:m">

<field name="VAR">HUE.WZ\_VAR824\_Motion\_Szene\_Aktiv</field>

<value name="VALUE">

<block type="get\_value" id="x9-lgHu\*;=d9W,xfjT(H">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.WZ\_VAR824\_Motion\_Szene\_Aktiv</field>

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<block type="variables\_set" id="G!1!H|n]\*)ZKOsGHI3Wa">

<field name="VAR">HUE.WZ\_VAR861\_Manuelle\_Steuerung</field>

<value name="VALUE">

<block type="get\_value" id="y(T:/V(6r]zir8[Cr86O">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.WZ\_VAR861\_Manuelle\_Steuerung</field>

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<block type="variables\_set" id="5=IJ6dv{yLt)-mAg[7!d">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

<value name="VALUE">

<block type="get\_value" id="R4i}?(()h?U}S,vEkj,{">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<block type="variables\_set" id="5q;.lVIgYmUBeHOD=]z~">

<field name="VAR">HUE.WHG\_VAR802\_Leuchtgenehmigung</field>

<value name="VALUE">

<block type="get\_value" id="Lga[q\_:H;4[nN^QTOj.@">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.WHG\_VAR802\_Leuchtgenehmigung</field>

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</value>

<next>

<block type="variables\_set" id="{=Vm]3Uqxv}nV=mk74z3">

<field name="VAR">Astro.VAR100\_Sonnenstand</field>

<value name="VALUE">

<block type="get\_value" id="mq0~iGsFV63D4STmqB0T">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.Astro.VAR001\_Sonnenstand</field>

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<block type="variables\_set" id="M8WdnLv9XLtV1+b8X5lZ">

<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

<value name="VALUE">

<block type="text" id="\_p\*pjNC0V}kmwtN`54?N">

<field name="TEXT">L106 WZ</field>

</block>

</value>

<next>

<block type="variables\_set" id=";fJsrl2ns0wu[2!`[#}}">

<field name="VAR">Temp\_Hue\_VAR1\_824\_Motion\_Szene\_Helper\_HiFi\_An</field>

<value name="VALUE">

<block type="get\_value" id="N.D,6Z/eGt:vHEnYYVMQ">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.Helper.VAR502\_WZ\_Motion\_Szene\_Helper\_HiFi\_An</field>

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<block type="variables\_set" id="N#R\*v(.O{@NH:M%p1n2u">

<field name="VAR">ID\_VAR1\_502\_Motion\_Szene\_Helper\_HiFi\_An</field>

<value name="VALUE">

<block type="field\_oid" id="elI2o},l|/^y3+JKeo@R">

<field name="oid">javascript.0.Variablen.Helper.VAR502\_WZ\_Motion\_Szene\_Helper\_HiFi\_An</field>

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<block type="variables\_set" id="j-7O96C#~zRizvvy0f~.">

<field name="VAR">WZ Manueller Trigger Fusioniert</field>

<value name="VALUE">

<block type="get\_value" id="{3@rvSI%vKE|[UR{o.;[">

<field name="ATTR">val</field>

<field name="OID">javascript.0.1.WZ.BS0\_Manueller\_Trigger\_Bewegung\_Fusioniert</field>

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</value>

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<block type="variables\_set" id="qxZRBm]p)\*w\*nHqH22h\*">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

<value name="VALUE">

<block type="field\_oid" id="X[D,!@M;^{WoUmGy5IPv">

<field name="oid">javascript.0.Variablen.HUE.WZ\_VAR824\_1\_Motion\_Szene\_Aktiv\_ID</field>

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</value>

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<block type="variables\_set" id="rp1B-y-EqTCIX\*IEq:Ss">

<field name="VAR">VAR824\_1\_Motion\_Szene\_Aktiv\_ID</field>

<value name="VALUE">

<block type="get\_value" id="`Su^n6kW/33!JD\*;^x7v">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.WZ\_VAR824\_1\_Motion\_Szene\_Aktiv\_ID</field>

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<block type="controls\_if" id="\*CCO-L?pzZd3a@uQ;bs0">

<mutation elseif="3"></mutation>

<value name="IF0">

<block type="logic\_operation" id="YX[Z-ipY!XA9y]\*fYO%s" inline="false">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_operation" id="esSc=moPr+VqU^YiXv?e" inline="false">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_operation" id="cv%V5WQ:b#,Am`|To;{=">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="4[;e(Yl%uNVm6RA7TIp(">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="k/qG/~W-vwAp\*{F`X~z?">

<field name="VAR">WZ.BS\_Bewegung</field>

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</value>

<value name="B">

<block type="logic\_boolean" id="/1#%kdY!/%4){YCIIMHb">

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</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id="!zNA`F+\*Ebk2f=6xA9k]">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="Lzd=,ys2qxC=yuSBERvK">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="cS;W]6c=PDmBl@xAJFzs">

<field name="VAR">HUE.WZ\_VAR855\_Leuchtgenehmigung</field>

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<value name="B">

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<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="dEoF+l593%H~gGw09g+k">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="19eVAnteV9`-h~aY:jT5">

<field name="VAR">Temp\_Hue\_VAR1\_824\_Motion\_Szene\_Helper\_HiFi\_An</field>

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</value>

<value name="B">

<block type="logic\_boolean" id="+0Hh`:aO(aPJ)o/#;9oa">

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<block type="logic\_compare" id="#^35QSD~R@l-B@hQVsNI">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="mv4ca6z8ec`^8+i)=YW@">

<field name="VAR">WZ Manueller Trigger Fusioniert</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="u-g8h;=8K]y9~XX^!P;q">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

</block>

</value>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id=".]459:svQ)fy+}xP/OOU">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id=",Tr:?B+;`}L(L`SJx9{o">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="A`SFTh7CU|CG~\_;uI]W,">

<field name="VAR">WZ.BS\_Bewegung</field>

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<value name="B">

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<block type="logic\_compare" id="P3s:SNL??R,Sq+\_~uPmT">

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<value name="A">

<block type="variables\_get" id="\*#\*544p{-Nr2uGT84SLN">

<field name="VAR">HUE.WZ\_VAR855\_Leuchtgenehmigung</field>

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<value name="B">

<block type="logic\_boolean" id="/IL{8\*A=KXRGrjp?^V0,">

<field name="BOOL">TRUE</field>

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</value>

</block>

</value>

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<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="l#2wLqHMC}2d6I[lG-qf">

<field name="VAR">Temp\_Hue\_VAR1\_824\_Motion\_Szene\_Helper\_HiFi\_An</field>

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<value name="B">

<block type="logic\_boolean" id="8qX.s;qFpPxQjdL,bbXF">

<field name="BOOL">FALSE</field>

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</block>

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<value name="B">

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<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="fq|ttU(|Cmeb-X@|Z`:}">

<field name="VAR">WZ Manueller Trigger Fusioniert</field>

</block>

</value>

<value name="B">

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<field name="BOOL">FALSE</field>

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</value>

<value name="B">

<block type="logic\_operation" id="@PU[Fz4|.Y|!~]\*Jp-XI" inline="false">

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<value name="A">

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<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="K!8bL,SJD(RxbDRax(@y">

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<value name="A">

<block type="variables\_get" id="4(?rVDji-A)9gJ2wsm}}">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="E}9w:fdTL%.%g|J92.\*^">

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</value>

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</value>

<value name="B">

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<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="--]UE6GdjhI2X8z^]G)V">

<field name="VAR">HUE.WZ\_VAR815\_Dunkel Genug</field>

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</value>

<value name="B">

<block type="logic\_boolean" id="wadZ!ai^G!010q.]C1wE">

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<value name="B">

<block type="logic\_operation" id="V\_a^\*6DtORa+Cr`!t)@\*">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="yN9|:F=Af/u7JtqoZ;{Z">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="gz=;=YPoAV07GC{H0MLO">

<field name="VAR">HUE.WZ\_VAR855\_Leuchtgenehmigung</field>

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</value>

<value name="B">

<block type="logic\_boolean" id="K~]4TSw;rWfS+/^5]|eY">

<field name="BOOL">TRUE</field>

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<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="bPmWu)CKL,B-43ORurVC">

<field name="OP">EQ</field>

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<value name="A">

<block type="variables\_get" id="kO|G1[ifzuZr@61?]E|d">

<field name="VAR">WZ Manueller Trigger Fusioniert</field>

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<value name="B">

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<value name="B">

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<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="s,({Qlep#1Za[e2d:dn,">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="X=^AY?ZwAp-GbF+HjyLM">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="aRgDm;F%U%9o62\_#iI%G">

<field name="BOOL">TRUE</field>

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<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id=".1tcZOhU}hPQ{eI]Npfl">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="51;Rwh9r-hHjx-c5aU2y">

<field name="VAR">HUE.WZ\_VAR815\_Dunkel Genug</field>

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<value name="B">

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<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="Rv!C{`=2i-{s5MtNvH\*,">

<field name="VAR">HUE.WZ\_VAR855\_Leuchtgenehmigung</field>

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<field name="BOOL">TRUE</field>

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<value name="B">

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<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="Wlmp:71F[D]8I2V{q(CS">

<field name="VAR">Temp\_Hue\_VAR1\_824\_Motion\_Szene\_Helper\_HiFi\_An</field>

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<field name="BOOL">FALSE</field>

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<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="v~jN{=j(jmY5:Uvwdryx">

<field name="VAR">WZ Manueller Trigger Fusioniert</field>

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<value name="B">

<block type="logic\_boolean" id="J%vYi+m\_+eyp{x,Xo8/\*">

<field name="BOOL">FALSE</field>

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<statement name="DO0">

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<field name="NAME">Halbe</field>

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<block type="timeouts\_cleartimeout" id="e+g6+3827XY-[F!~jBFb">

<field name="NAME">Aus</field>

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<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="QFB`J-!zHt[|UdhMv[uG">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<value name="B">

<block type="text" id="L@O9k/q+Jp5KPE04v\*Q1">

<field name="TEXT">WarmweissAufstehen</field>

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</value>

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</value>

<statement name="DO0">

<block type="comment" id="WzqoLmF}e5k%g1`m9iY6">

<field name="COMMENT">Skripte-Hue Scene IDs - IDs Hue Lights App</field>

<next>

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<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="3]P.Kj9U%fhc;W8,9.7r">

<field name="oid">javascript.0.skripte.hue.Szenenausleser.WZ\_Hell.EMi5hk0gKiT-Zw0</field>

</shadow>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="-cvVI8wa3\*QicwW3V.xM">

<field name="BOOL">TRUE</field>

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<value name="DELAY\_MS">

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<mutation name="Pruefe WZD EINschalten - fuer Hell"></mutation>

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<block type="debug" id="A#MJaQOGT;ido%IO/mU?">

<field name="Severity">log</field>

<value name="TEXT">

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<block type="text\_join" id="1(H;TOCdtw(vvDgt??t~">

<mutation items="2"></mutation>

<value name="ADD0">

<block type="variables\_get" id="Q-=tT`kZ8takd?6tv9}j">

<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

</block>

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<value name="ADD1">

<block type="text" id="5o8TJoa4yR\_#@.#kcND9">

<field name="TEXT"> WarmweissAufstehen</field>

</block>

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</block>

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</block>

</statement>

<value name="IF1">

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<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="0eZ,=s;a2;C~Cj,R#7qP">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<value name="B">

<block type="text" id="6#3gS@AoNUWP77V,W1;w">

<field name="TEXT">KaltweissAufstehen</field>

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<statement name="DO1">

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<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="#8Y]ICneWBa2?iB+Q5J8">

<field name="oid">javascript.0.skripte.hue.Szenenausleser.WZ\_Aktivieren.4FF9wcGFwY2ZDRA</field>

</shadow>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="^)o(T5M~4]QkJH,uv/qY">

<field name="BOOL">TRUE</field>

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</value>

<value name="DELAY\_MS">

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<mutation name="WZ Hue Szene AA Aktivieren EIN"></mutation>

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<mutation name="Pruefe WZD EINschalten - fuer Aktivieren"></mutation>

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<block type="debug" id="Cv:Or,RmxCpu@JSJ-n7/">

<field name="Severity">log</field>

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<block type="variables\_get" id="Rr@bnd6nOen#Raa=CB(}">

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<value name="ADD1">

<block type="text" id="yF/%{^VF@Z9{dh4|xfjF">

<field name="TEXT"> KaltweissAufstehen</field>

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</block>

</next>

</block>

</next>

</block>

</next>

</block>

</statement>

<value name="IF2">

<block type="logic\_compare" id="Ut~dC|7f61+?o7FPP3a7">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="v0Nx:oWbLFR^w7P]+[sc">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<value name="B">

<block type="text" id="@[!.o@yxuYfxdQW3X.t%">

<field name="TEXT">FruehlingDaemmerung Arbeit</field>

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<block type="procedures\_callcustomnoreturn" id="w@Zc+Fm)R:Ibz=!(;tIM">

<mutation name="WZ Hue Szene FDA Blubbel EIN"></mutation>

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<block type="procedures\_callnoreturn" id="n!Zpi|~QMpV|BF6x9xuy">

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<block type="variables\_get" id="1CU0y\_o4rl(822Glipx/">

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<value name="ADD1">

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<value name="IF3">

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<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="kpHf.(Fg(rC7Y\_eH=`p(">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

</block>

</value>

<value name="B">

<block type="text" id="|@l.F4/3@SbE7v/74vM~">

<field name="TEXT">SommerDaemmerung Arbeit</field>

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<statement name="DO3">

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<mutation name="Hue Szene SDA Eisberg EIN"></mutation>

<next>

<block type="procedures\_callnoreturn" id="hZ~RF^{D(eVKTs@n5B\_5">

<mutation name="Pruefe WZD EINschalten - fuer blaue Szenen"></mutation>

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<block type="debug" id="+`}e\*KCFt\*e/iPf,(5=9">

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<value name="TEXT">

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<block type="text" id="60g/+0p)T;YA2F@982us">

<field name="TEXT"> SommerDaemmerung Arbeit--</field>

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<value name="IF4">

<block type="logic\_compare" id=",/%C0h\_EUqlN}t/M77]#">

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<value name="A">

<block type="variables\_get" id="7R?==l!%Cvl8Pq]y%SOX">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<value name="B">

<block type="text" id="Cjf)W8NNNz?kxNt\*(4U:">

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<statement name="DO4">

<block type="procedures\_callcustomnoreturn" id="s-H%7~yE@3I={k7{esF]">

<mutation name="Hue Szene HDA Friedlichkeit WZ HerbstD Arbeit EIN"></mutation>

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<block type="procedures\_callnoreturn" id="ZeLiB.V!?v1uuc3Hu3uM">

<mutation name="Pruefe WZD EINschalten - fuer lila\_pinke Szenen"></mutation>

<next>

<block type="debug" id="dea+~3~xzw?G{kNq7jiY">

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<value name="TEXT">

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<block type="text\_join" id="X7;tvdfJ]8y1]@2L{VpU">

<mutation items="2"></mutation>

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<value name="ADD1">

<block type="text" id="#XA:SI^Jx[Cno=NZXYLs">

<field name="TEXT"> HerbstDaemmerung Arbeit--</field>

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<value name="A">

<block type="variables\_get" id="Zq+#4rju:;Xe{X^WaK9-">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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</value>

<value name="B">

<block type="text" id=";vE|Mu%;#@jTVywnm0G0">

<field name="TEXT">WinterDaemmerung Arbeit</field>

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<statement name="DO5">

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<mutation name="Hue Szene WDA Tiefsee WinterD Arbeit EIN"></mutation>

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<block type="procedures\_callnoreturn" id="tiZ5{H8k/4,WxB)hsCK8">

<mutation name="Pruefe WZD EINschalten - fuer blaue Szenen"></mutation>

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<mutation items="2"></mutation>

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<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

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<value name="ADD1">

<block type="text" id="(a`GzB=(\*`O%Q`K^Y:+%">

<field name="TEXT"> WinterDaemmerung Arbeit--</field>

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<value name="IF6">

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<value name="A">

<block type="variables\_get" id="lTgEFshEM1Uyv\_WiE;P(">

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</value>

<value name="B">

<block type="text" id="4-(a!w8!1B;W:/baRQ%[">

<field name="TEXT">FruehlingDaemmerung Frei</field>

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<statement name="DO6">

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<mutation name="WZ Hue Szene FDF Strandblumen EIN"></mutation>

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<block type="procedures\_callnoreturn" id="rB\*4CUN5[I6V^~mpM%rt">

<mutation name="Pruefe WZD EINschalten - fuer gruene Szenen"></mutation>

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<mutation items="2"></mutation>

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<value name="ADD1">

<block type="text" id="T0nj);}V/VIo9W[uG=NJ">

<field name="TEXT"> FruehlingDaemmerung Frei</field>

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</statement>

<value name="IF7">

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<value name="A">

<block type="variables\_get" id="@}\_rNTCp;).Enyl[)R,Y">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<value name="B">

<block type="text" id="~F#{namZEeCiY;ciGvbN">

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<statement name="DO7">

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<mutation name="Hue Szene SDF Eisgletscher EIN"></mutation>

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<block type="debug" id="f-lLXSgbb`WO(TUL]N2,">

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<mutation items="2"></mutation>

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<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

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<value name="ADD1">

<block type="text" id="jr%|`98Q+odx!G}STZ|,">

<field name="TEXT"> SommerDaemmerung Frei--</field>

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<value name="IF8">

<block type="logic\_compare" id="Di+I6?krk7.dZvHBlOtd">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="xOs.tEk~IHOU:+l-bRoq">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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</value>

<value name="B">

<block type="text" id="fTGoiVUy+5h{E?K8D2?w">

<field name="TEXT">HerbstDaemmerung Frei</field>

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<statement name="DO8">

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<mutation name="Hue Szene HDF Sonnenuntergang WZ HerbstD Frei EIN"></mutation>

<next>

<block type="procedures\_callnoreturn" id="3E@W.[cD3d-WY/vS9N=8">

<mutation name="Pruefe WZD EINschalten - fuer rot\_orange Szenen"></mutation>

<next>

<block type="debug" id="0#CY/F]Qb;TV?#V^:,?d">

<field name="Severity">log</field>

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<shadow type="text" id="e:gYOq2o:;Y7b7c)w27s">

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<block type="text\_join" id="S/eaM{,``RG?}6}SINsE">

<mutation items="2"></mutation>

<value name="ADD0">

<block type="variables\_get" id="7c{x])GG^wBQ^cM\_-dax">

<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

</block>

</value>

<value name="ADD1">

<block type="text" id="\*t].;)uMU;ET2xqdtw}x">

<field name="TEXT"> HerbstDaemmerung Frei--</field>

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<value name="IF9">

<block type="logic\_compare" id="{:/(-5/giobj^Gm)49ya">

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<value name="A">

<block type="variables\_get" id="B/7,Wb8\_tdV2HCz.%utu">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<block type="text" id="H}]Ny+xpu#o8p4F-30XN">

<field name="TEXT">WinterDaemmerung Frei</field>

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<statement name="DO9">

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<mutation name="Hue Szene Blubbel WDF WinterD Frei EIN"></mutation>

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<block type="procedures\_callnoreturn" id="vu#!\_vv56dw%/cg4gXz6">

<mutation name="Pruefe WZD EINschalten - fuer pink blaue Szenen"></mutation>

<next>

<block type="debug" id="D[;WR4;n||[z6+]Ev1|;">

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<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

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<value name="ADD1">

<block type="text" id="Y9jI[ce0yJdlgf]PW4cj">

<field name="TEXT"> WinterDaemmerung Frei--</field>

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<value name="IF10">

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<value name="A">

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<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<value name="B">

<block type="text" id="7k6]4wx?i=eo%Z/^{Z/N">

<field name="TEXT">MueckenFruehlingDaemmerung Frei</field>

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<statement name="DO10">

<block type="procedures\_callcustomnoreturn" id="d[~5ATKJbepV`8W2h5)!">

<mutation name="WZ Hue Szene FDF Strandblumen EIN"></mutation>

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<block type="procedures\_callnoreturn" id="Fh3iCd^OEk35`,=++t[A">

<mutation name="Muecken-Halbe Beleuchtung"></mutation>

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<mutation items="2"></mutation>

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<value name="A">

<block type="variables\_get" id="^D|2S~[Vg/u5@cUo.hqi">

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<value name="B">

<block type="text" id=")J};\_n\_QJv[g\*no{xkW,">

<field name="TEXT">MueckenSommerDaemmerung Frei</field>

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<statement name="DO11">

<block type="procedures\_callcustomnoreturn" id="4f,\_Fk0%n1oprDI^2woO">

<mutation name="Hue Szene SDF Eisgletscher EIN"></mutation>

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<mutation name="Muecken-Halbe Beleuchtung"></mutation>

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<value name="B">

<block type="text" id="3PF%2:\_d%,,tfeJJ?)EX">

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<mutation name="Hue Szene HDF Sonnenuntergang WZ HerbstD Frei EIN"></mutation>

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<block type="procedures\_callnoreturn" id="cOobG}NPT,B\*#Gc)|9K~">

<mutation name="Pruefe WZD EINschalten - fuer rot\_orange Szenen"></mutation>

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<block type="procedures\_callnoreturn" id="2T,5\*oo.3k%mR@52X7(x">

<mutation name="Muecken-Halbe Beleuchtung"></mutation>

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<value name="ADD1">

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<field name="TEXT"> MueckenHerbstDaemmerung Frei--</field>

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<value name="A">

<block type="variables\_get" id="z{AM`/;c63C7\_^}w@XrN">

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<value name="B">

<block type="text" id="W0:#,|BWU{.ymcF?rk?`">

<field name="TEXT">MueckenWinterDaemmerung Frei</field>

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<statement name="DO13">

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<value name="ADD1">

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<field name="TEXT"> MueckenWinterDaemmerung Frei--</field>

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<value name="IF14">

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<block type="variables\_get" id=";PUekYWu]jf;!/)\*#AL5">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<value name="B">

<block type="text" id="1.7(hF#g1T|\*H|)Bo|nT">

<field name="TEXT">MueckenFruehlingDaemmerung Arbeit</field>

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<mutation name="WZ Hue Szene FDA Blubbel EIN"></mutation>

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<block type="procedures\_callnoreturn" id="?3E?hr,|!0mn`FflP+-V">

<mutation name="Muecken-Halbe Beleuchtung"></mutation>

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<block type="debug" id="EXV:2o-)BSEv,^SFU!73">

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<value name="A">

<block type="variables\_get" id="cv9PDk|a?v32fGz:A#\_^">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<value name="B">

<block type="text" id="HdSpBPj035(weN||sBfi">

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<statement name="DO15">

<block type="procedures\_callcustomnoreturn" id="7s}3EnUSF-;Lc|h)/i0:">

<mutation name="Hue Szene SDA Eisberg EIN"></mutation>

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<block type="procedures\_callnoreturn" id="|(qCt[vLTmH|C=;SWo#0">

<mutation name="Muecken-Halbe Beleuchtung"></mutation>

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<value name="IF16">

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<value name="A">

<block type="variables\_get" id=":5alhQmTOm\*GL:,9EoU6">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<value name="B">

<block type="text" id="[KKWd=7VVoT[:P8JUw7l">

<field name="TEXT">MueckenHerbstDaemmerung Arbeit</field>

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<statement name="DO16">

<block type="procedures\_callcustomnoreturn" id="rQNAW|2gj\*\_^V:ZCYMCL">

<mutation name="Hue Szene HDA Friedlichkeit WZ HerbstD Arbeit EIN"></mutation>

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<block type="procedures\_callnoreturn" id="S}MQ{cU?huDSW2O9{iex">

<mutation name="Muecken-Halbe Beleuchtung"></mutation>

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<mutation items="2"></mutation>

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<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

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<value name="ADD1">

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<field name="TEXT"> MueckenHerbstDaemmerung Arbeit--</field>

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<block type="variables\_get" id="n|}i?%R06@Y!Y~Sis=o|">

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<value name="B">

<block type="text" id="]k[Z%DG4^korkZB?[Abs">

<field name="TEXT">MueckenWinterDaemmerung Arbeit</field>

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<statement name="DO17">

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<mutation name="Hue Szene WDA Tiefsee WinterD Arbeit EIN"></mutation>

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<mutation name="Muecken-Halbe Beleuchtung"></mutation>

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<mutation items="2"></mutation>

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<value name="ADD1">

<block type="text" id="Fh-KMzbb4p=7:{V-4Y^T">

<field name="TEXT"> MueckenWinterDaemmerung Arbeit--</field>

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<mutation name="WZ Hue Szene AA Aktivieren EIN"></mutation>

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<value name="A">

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<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<value name="B">

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<field name="TEXT">RegenKalt</field>

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<mutation name="WZ Hue Szene RK Pinke Wohnzimmersonne EIN"></mutation>

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<block type="procedures\_callnoreturn" id="AEBwC=TZDm;LS,m@[2UN">

<mutation name="Pruefe WZD EINschalten - fuer lila\_pinke Szenen"></mutation>

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<block type="text" id="}48zt\*u?JMcCIx.[ff;`">

<field name="TEXT"> RegenKalt</field>

</block>

</value>

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<next>

<block type="comment" id="U4k-]igtDhg{GSm%r+jX">

<field name="COMMENT">Warm auch fuer Muecken also Dunkle Szene</field>

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<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<value name="B">

<block type="text" id="ED}kvKE)\_PgLrpIdT9RZ">

<field name="TEXT">RegenWarm</field>

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<statement name="DO19">

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<mutation name="Hue Szene RW PROVISORISCH RegenWarm EIN"></mutation>

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<block type="procedures\_callnoreturn" id="PQ\_)5D25G#%dsB8\*8^67">

<mutation name="Muecken-Halbe Beleuchtung"></mutation>

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<block type="debug" id="E5`KCtZrAn[n,yvK?tn1">

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<mutation items="2"></mutation>

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<value name="ADD1">

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<field name="TEXT"> RegenWarm--</field>

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<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<value name="B">

<block type="text" id="-f}/v4+{a6x1N\*8?i!M2">

<field name="TEXT">WindKalt</field>

</block>

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<statement name="DO20">

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<mutation name="Hue Szene WK WindKalt EIN"></mutation>

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<block type="procedures\_callnoreturn" id="GTr-zSz@|]o4IY#jB0S`">

<mutation name="Pruefe WZD EINschalten - fuer Einschlaf"></mutation>

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<block type="comment" id="dqrH?nW!DLyD,+}4{:-m">

<field name="COMMENT">Warm auch fuer Muecken also Dunkle Szene</field>

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</statement>

<value name="IF21">

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<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

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<value name="B">

<block type="text" id="1}.+I.{Blbf.jV%?n.\_I">

<field name="TEXT">WindWarm</field>

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<statement name="DO21">

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<mutation name="Hue Szene WW PROVISORISCH WindWarm EIN"></mutation>

<next>

<block type="procedures\_callnoreturn" id="pzy52Y!-Sn,/kX)Ox@WB">

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<field name="TEXT"></field>

</shadow>

<block type="text\_join" id="Ozwu1!V]7TG|#(/`19fg">

<mutation items="2"></mutation>

<value name="ADD0">

<block type="variables\_get" id="z[HPP{L.;U:;fu#w.1]?">

<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

</block>

</value>

<value name="ADD1">

<block type="text" id=".@j[u0r]G4K.1%vRI+j:">

<field name="TEXT"> WindWarm--</field>

</block>

</value>

</block>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

<value name="IF22">

<block type="logic\_compare" id="puvp#S}^GFi6`nvW`Px4">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="!`5Of/dTgMX\*yJ\*Uy9q9">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

</block>

</value>

<value name="B">

<block type="text" id="xJw/TVCS{CxG:2wlg0[b">

<field name="TEXT">Schnee</field>

</block>

</value>

</block>

</value>

<statement name="DO22">

<block type="procedures\_callcustomnoreturn" id="?+UCj\_OoQ!;t!:6r)^NW">

<mutation name="Hue Szene S Schnee EIN"></mutation>

<next>

<block type="procedures\_callnoreturn" id="`DPQdNsc9X9Qgg~H\_!l[">

<mutation name="Pruefe WZD EINschalten - fuer blaue Szenen"></mutation>

<next>

<block type="debug" id="}%o.R-s%TsZM())wBn5^">

<field name="Severity">log</field>

<value name="TEXT">

<shadow type="text" id="604=I1[DiUtf^^0.B1Rf">

<field name="TEXT"></field>

</shadow>

<block type="text\_join" id="s1Sk:pkgW@ZEu{]oP#Mt">

<mutation items="2"></mutation>

<value name="ADD0">

<block type="variables\_get" id="@\*y\*U5%fRVz/\*k1.x;0F">

<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

</block>

</value>

<value name="ADD1">

<block type="text" id="7g+vV^vTC=CsYC4P\_NSZ">

<field name="TEXT"> Schnee--</field>

</block>

</value>

</block>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

<value name="IF23">

<block type="logic\_compare" id="IEY:r/|-ahExig\_=zI2.">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="smH%(6s{)`EkIkE~e\_lj">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

</block>

</value>

<value name="B">

<block type="text" id="TYg[z1!(2eh)]/9.T.AL">

<field name="TEXT">Einschlaf</field>

</block>

</value>

</block>

</value>

<statement name="DO23">

<block type="procedures\_callcustomnoreturn" id="/y8~+|Sp31)k.3A=(M3;">

<mutation name="WZ Hue Szene Entspannt-Einschlaf EIN"></mutation>

<next>

<block type="procedures\_callnoreturn" id="i-UA@Afs@ItjAA=V8@xL">

<mutation name="Pruefe WZD EINschalten - fuer Einschlaf"></mutation>

<next>

<block type="debug" id="93O!T3)M.72E?C^v7ip%">

<field name="Severity">log</field>

<value name="TEXT">

<shadow type="text" id="pIE%Rrhj[+%JEc^xJ#=8">

<field name="TEXT"></field>

</shadow>

<block type="text\_join" id="5Zk%K0Dl)Wzmm@S[j[1-">

<mutation items="2"></mutation>

<value name="ADD0">

<block type="variables\_get" id="x10R+9QPkK,\*KIgVhCKw">

<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

</block>

</value>

<value name="ADD1">

<block type="text" id="wIxM^`Oa0D,f8-bAMvhu">

<field name="TEXT"> Einschlaf</field>

</block>

</value>

</block>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

<value name="IF24">

<block type="logic\_compare" id="[dgNAe|Vov:SW}#CpRaX">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="^=bw,6AobrHTKs(CH%P/">

<field name="VAR">HUE.WHG\_VAR801\_Szeneneinteilung</field>

</block>

</value>

<value name="B">

<block type="text" id="/!?)rkvTBG\_c3R!1;\_so">

<field name="TEXT">MueckenEinschlaf</field>

</block>

</value>

</block>

</value>

<statement name="DO24">

<block type="procedures\_callcustomnoreturn" id="S/,[%.AgKE8|e];Dvg9P">

<mutation name="WZ Hue Szene Entspannt-Einschlaf EIN"></mutation>

<next>

<block type="procedures\_callnoreturn" id="J,G5Q6Y\*7,Y=5c?\_jO;f">

<mutation name="Muecken-Halbe Beleuchtung"></mutation>

<next>

<block type="debug" id="}z9\*?\_;;B.OfLcwCmnbd">

<field name="Severity">log</field>

<value name="TEXT">

<shadow type="text" id="51oo2bdAK`oNJ,lckGeD">

<field name="TEXT"></field>

</shadow>

<block type="text\_join" id="LJ#LHdxYBDNOL?:UGAcY">

<mutation items="2"></mutation>

<value name="ADD0">

<block type="variables\_get" id=",M%ON/uXFIErDaAaQ{?|">

<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

</block>

</value>

<value name="ADD1">

<block type="text" id="[8g]jSpa2(@uY+cerVJF">

<field name="TEXT"> MueckenEinschlaf--</field>

</block>

</value>

</block>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

<next>

<block type="comment" id="B9r/a:w5h8H]yfb1wR~,">

<field name="COMMENT">Objektvaribale zum Ueberwachen ob No Motion Licht ausschalten darf</field>

<next>

<block type="control" id="hGJb.]x!1XL\_ka[#bLId">

<mutation delay\_input="false"></mutation>

<field name="OID">javascript.0.Variablen.HUE.WZ\_VAR824\_Motion\_Szene\_Aktiv</field>

<field name="WITH\_DELAY">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="~[F0?-:0mzTPa!h(g[.1">

<field name="BOOL">TRUE</field>

</block>

</value>

<next>

<block type="comment" id="}eYn\_sb?:Cbl|kj].[]K">

<field name="COMMENT">Motion Szene Aktiv ID Baustein bei jedweiliger Funktion Pruefe WZD EINschalten</field>

<next>

<block type="comment" id="iJ!ihAw6gNMy8oCr)q5@">

<field name="COMMENT">zusaetzl. Pruefung ob HiFi An</field>

<next>

<block type="controls\_if" id="h}ZE6O6Ug,PP(|`4WLH4">

<value name="IF0">

<block type="logic\_compare" id="(B5\*(UiJ1vk/N9OBXxQj">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="p0^CxN:CRU83!wWe5s,X">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="k(InYCy4rmlN@{:J.Pl+">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<statement name="DO0">

<block type="control\_ex" id="}I.lXjH(8;T.~FrtTE^L">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="e[]B~3[hM7p#T-cq:VUF">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="Z+DN?PcwwMT=Rftvwr1f">

<field name="VAR">ID\_VAR1\_502\_Motion\_Szene\_Helper\_HiFi\_An</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="gb-V)PoRN:fA\*-/^QI03">

<field name="BOOL">TRUE</field>

</shadow>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="B!gY#uBFI00{}Q\_w]%hP">

<field name="NUM">0</field>

</shadow>

</value>

</block>

</statement>

</block>

</next>

</block>

</next>

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</next>

</block>

</next>

</block>

</next>

</block>

</next>

</block>

</statement>

<value name="IF1">

<block type="logic\_operation" id="ZvoV)|?6V}kYvA)5M/=m">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="Jzt{yS=6fN;8EI/%#lhV">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="{lq;-`Vpf,D,+GFF^Tn5">

<field name="VAR">WZ.BS\_Bewegung</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="f^XXK65=4d.4AgK]vEU4">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id="SRQJy#^B[^q|shR0H557">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id=";STw=6^fN@ut3#Q7,fpa">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="+}7XT^`r^D[Ec7\*-yb:~">

<field name="VAR">HUE.WHG\_VAR802\_Leuchtgenehmigung</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="JIU{mBi?vOp{^o.}G[pz">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id="7\*h2~GOfqPVx]g3o#.Ba">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="2N,t,9-l,XF3hMsXWHft">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="5mX)m%E=G3L~PHH6?EIC">

<field name="VAR">HUE.WZ\_VAR824\_Motion\_Szene\_Aktiv</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="A:pD@i3;-xqj25Q0ke;h">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id="xPwLSR.!fxoOmB;9\_45n">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="9Gqco30lR/|?6:AVzpH1">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="j}@tny!B|?26OYBJg.\_U">

<field name="VAR">HUE.WZ\_VAR861\_Manuelle\_Steuerung</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="?t+=\_wHpuOVy9@EiVw^:">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id="00GotPaBC7tomL7U/uwe">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="++\_;Rs-O]%P3`~t?y%XW">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="=1VxRY1ZRl\_9R|x^Baul">

<field name="VAR">WZ Manueller Trigger Fusioniert</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id=",cBVGMgyAhyRp\*j5m`\*P">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id="prZ4\*w0EWoa4;Bj:r1P1">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="uY3J!p4Vb.@fN,]L#w|2">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="Toi`/(SP1@gq\*yxobGiu">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="f((u\*LVUp+CdYbNvChI%">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="KDm[;L3kGDf\_wc(5#g)}">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="}l0A]+F}KXTKvA|\_AmT)">

<field name="VAR">VAR824\_1\_Motion\_Szene\_Aktiv\_ID</field>

</block>

</value>

<value name="B">

<block type="text" id="YADKE5Y}ersldj3Goq]r">

<field name="TEXT">Volle Beleuchtung mit WZD L106</field>

</block>

</value>

</block>

</value>

</block>

</value>

</block>

</value>

</block>

</value>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO1">

<block type="timeouts\_settimeout" id="Mijp:F\_)8z@3tVh[\*1QO">

<field name="NAME">Halbe</field>

<field name="DELAY">60</field>

<field name="UNIT">sec</field>

<statement name="STATEMENT">

<block type="comment" id="qt0%q4-(~/\_qv]4?/gO:">

<field name="COMMENT">LEUCHTWAND Steuerung</field>

<next>

<block type="controls\_if" id="Bu.a|[}FBCR)qtJZ!}BX">

<mutation elseif="1"></mutation>

<value name="IF0">

<block type="logic\_operation" id="DLXrt0cRLP%As7`o0H?2">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="EDe)C{FmFBW.bvCr-W,y">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="(\*^TM=.wB4U(Z+:TB0%Q">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR823\_Motion\_Szene\_Aktiv</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="ZQ@(hV:ctX7ly6g7[6PA">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id=":Qe,GRn!ebD)uZ?1VD7R">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="#Ei\_y^~\_|N)ui4@mHO]a">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="DG#\*R{nC=?}88dZ)fIns">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR859\_Manuelle\_Steuerung</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="~/hh[^ql\*PL|m?~Z:PUC">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="6+5UpCS/fdW\*bU5X/=0o">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="[nu.%(JsKrMXY.y!CU%w">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR825\_Anforderung\_Hauptlicht</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="GhU=YT-2hZr:7`3.@F0\*">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO0">

<block type="procedures\_callnoreturn" id="z+]EVSw%PZP53ol!?WZU">

<mutation name="Halbe Beleuchtung Ohne LW"></mutation>

<next>

<block type="control\_ex" id="/A}u!\*%TLe\*O145@H.EW">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="t#E-[7dFn8t3)cywL?`M">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="r=[(L[/Hlb\_|3(8t0GYB">

<field name="TEXT">Halbe Beleuchtung L106 aber Leuchtwand an</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="oACCFJvM=pOR/)}K~EP^">

<field name="NUM">0</field>

</shadow>

</value>

</block>

</next>

</block>

</statement>

<value name="IF1">

<block type="logic\_operation" id="KGMcSk]G#1ElwJEvNArf">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="=\*}Uo)tP/)la}|)MSw^g">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="3;q}gewxTif})DFhZ,M;">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR823\_Motion\_Szene\_Aktiv</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="uwtsLGOOS#)P^ERZ:-2C">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id="QQivtsH+lisGYXw?.{cA">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="N,||lUSWnNsyf}6SWB]y">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="FOVmZ:sfg2|;DC.#Sv`@">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR859\_Manuelle\_Steuerung</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="\_G!I@X~uuXihWTsiKnEc">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="#4.{a3v}1;(KZQT.^9Iy">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="S8De=[jd|;#-cDK@YMW~">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR825\_Anforderung\_Hauptlicht</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="!Sq+Kpa|mGC|K:+`?v;6">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO1">

<block type="procedures\_callnoreturn" id="ia\_V{l^v!gUJ{E-}MNG:">

<mutation name="Halbe Beleuchtung"></mutation>

<next>

<block type="control\_ex" id="a;R0Ijfknb%[x\*-9.^XR">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="]29tlPT]7jhz6B@V~\_Pp">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="QDHm!`~wpesYlq+qJZ)%">

<field name="TEXT">Halbe Beleuchtung L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="w;)c+gRokbqh|-tkL5yD">

<field name="NUM">0</field>

</shadow>

</value>

</block>

</next>

</block>

</statement>

<next>

<block type="timeouts\_settimeout" id="XObazsGJCK9KUxGS12f!">

<field name="NAME">Aus</field>

<field name="DELAY">15</field>

<field name="UNIT">sec</field>

<statement name="STATEMENT">

<block type="controls\_if" id="cn:qpT|KnE-sFT)#3Q[M">

<mutation elseif="1"></mutation>

<value name="IF0">

<block type="logic\_compare" id="A0jQ)BMt,:63VHY:D,+O">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="[u@-k@93VJ@@2-x@i`n=">

<field name="VAR">Astro.VAR100\_Sonnenstand</field>

</block>

</value>

<value name="B">

<block type="text" id="0XHvwmW?G\_3)w|y-zK0[">

<field name="TEXT">Tag</field>

</block>

</value>

</block>

</value>

<statement name="DO0">

<block type="controls\_if" id=")qr~S5}m;={4w4e~hrzD">

<mutation elseif="1"></mutation>

<value name="IF0">

<block type="logic\_operation" id="/3y)G](Bp]=AEX\*?Uk/p">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="x;5h--Gocdq1rJgO{?oi">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id=".LeNmUU)K/Wzo9!}12}V">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR823\_Motion\_Szene\_Aktiv</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="Sz3m;}~|y4SWAt#{e@=l">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id=")sJ=cyCPi\_pF2svzq:bR">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="AqZAu)-i\*+y?k\*=fUR~t">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="42?SXxKWsR\*p0=c?2JUN">

<field name="ATTR">val</field>

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</block>

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<value name="B">

<block type="logic\_boolean" id="jf3Ijs[}|^T!a^Bkj^!e">

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<mutation name="Aus Tag Ohne LW"></mutation>

<next>

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<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

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<block type="variables\_get" id="!7do~Q1EqS:y#d!?O:xi">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="kc2Y499KhUpGsQfZ`EGp">

<field name="TEXT">Aus TAG Beleuchtung L106 aber Leuchtwand an</field>

</block>

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<value name="DELAY\_MS">

<shadow type="math\_number" id="tp|;p.A#7uZvT7by`]TY">

<field name="NUM">0</field>

</shadow>

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<value name="IF1">

<block type="logic\_operation" id="@d0(zwx.(4ns`MQ%P~3=">

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<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="F|~z?Cz\_Kf}Y4fsdG/h-">

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<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR823\_Motion\_Szene\_Aktiv</field>

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<value name="A">

<block type="logic\_compare" id="G[9}MDlR`+!aG^\*|V.!G">

<field name="OP">EQ</field>

<value name="A">

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<value name="A">

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<mutation name="Aus Tag"></mutation>

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<block type="text" id="qWRDjecSd9!f)51lbSHN">

<field name="TEXT">Aus TAG Beleuchtung L106</field>

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<value name="A">

<block type="variables\_get" id="w7eQa=zTO%wgP\_AT=6nN">

<field name="VAR">Astro.VAR100\_Sonnenstand</field>

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</value>

<value name="B">

<block type="text" id="(c[PaQ,Z.EHun5I{DP!}">

<field name="TEXT">Nacht</field>

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<block type="logic\_compare" id="Ljw63{.Iq,0:[qczAzW\_">

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<value name="A">

<block type="get\_value" id="fFn+)7Cr{BccE4/4ZoV^">

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<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR823\_Motion\_Szene\_Aktiv</field>

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<block type="get\_value" id="mx4%X-38SXDirTD4LOOc">

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<block type="logic\_compare" id="(PAWxE2R7[Sn1QHOC~`u">

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<value name="A">

<block type="get\_value" id=";ASAnt{-`;?F`KH83nNX">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR825\_Anforderung\_Hauptlicht</field>

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<mutation name="Aus Nacht Ohne LW"></mutation>

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<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

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<value name="VALUE">

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<field name="BOOL">TRUE</field>

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<block type="text" id="k=J0tlg8SdjYpp%uyEyo">

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<field name="NUM">0</field>

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<value name="A">

<block type="get\_value" id="oosopJh=J:1]KJ97V|Z?">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR823\_Motion\_Szene\_Aktiv</field>

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<block type="logic\_boolean" id="BoV%,[UQalPq^|R/CL|^">

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<value name="A">

<block type="get\_value" id="l=Io~igG\_,Gm/lo}qPbS">

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<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR859\_Manuelle\_Steuerung</field>

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<value name="B">

<block type="logic\_boolean" id="6{^Q`8,(0pI.r8R)AWBH">

<field name="BOOL">FALSE</field>

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<value name="B">

<block type="logic\_compare" id="oh1EC|hqh:s\*C?\_~~29v">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="[E\*353pc8k}5sQggj?(L">

<field name="ATTR">val</field>

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<field name="oid">Object ID</field>

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<block type="variables\_get" id="4e!4}R`w8-H%Z0Tf=EK{">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

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<field name="BOOL">TRUE</field>

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<block type="text" id="U5Tgz6RF.C0ye#f-5#PV">

<field name="TEXT">Aus NACHT Beleuchtung L106</field>

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<value name="DELAY\_MS">

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</statement>

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</next>

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</block>

</statement>

<next>

<block type="comment" id="H%!\_UIftF+ua,DPI)wS1">

<field name="COMMENT">Stoppt Countdown bei Feuer-Rauch-Fluchtweg</field>

</block>

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<value name="IF2">

<block type="logic\_operation" id="eIx#/:zJ26ya.YdD=}R5">

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<value name="A">

<block type="logic\_compare" id="K3BWgdtseM=8!IvB#{%o">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="98!m[JCJ=ai\*f-fU=aMe">

<field name="VAR">WZ.BS\_Bewegung</field>

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</value>

<value name="B">

<block type="logic\_boolean" id="X?1~x[z^[mq@oksk\*fd}">

<field name="BOOL">FALSE</field>

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<value name="B">

<block type="logic\_operation" id="w2pBG]#(C2JJ6kb{B+AT">

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<block type="logic\_compare" id="W^RP-Maun|\*x1c~8Sq;w">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="8aM!NaWkAyyN=T(l]Ufd">

<field name="VAR">HUE.WHG\_VAR802\_Leuchtgenehmigung</field>

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<value name="B">

<block type="logic\_boolean" id="iaD/p^~e+X}~!o8|U\_BB">

<field name="BOOL">TRUE</field>

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<value name="B">

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<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="l6jCD@XUPxpM]cT7;C,S">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="ee9-3/S]n\_P9;l3Ap%F`">

<field name="VAR">HUE.WZ\_VAR824\_Motion\_Szene\_Aktiv</field>

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<value name="B">

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<block type="logic\_compare" id="e`#UE50MxDRI^{M3ZhcO">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="7hl?0Q@ByRVs#~Qo0UQa">

<field name="VAR">HUE.WZ\_VAR861\_Manuelle\_Steuerung</field>

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<value name="B">

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<field name="BOOL">FALSE</field>

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<block type="logic\_operation" id="RZfN.PbH.1ml(~ODN@``">

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<value name="A">

<block type="logic\_compare" id="aP\_o)mx4;\_6idQXnd^M;">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="]D%fXRRz{iM7Zz)2ta:?">

<field name="VAR">WZ Manueller Trigger Fusioniert</field>

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<value name="B">

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<block type="logic\_compare" id="Q.}LgAmIK/A6SufF9/~~">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="i\_#3#;C52twgnv\*t|XW3">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

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<field name="BOOL">FALSE</field>

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<value name="B">

<block type="logic\_compare" id="i:,1q+xWK[+LpeYG|`}L">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="75c!}\_`xLi(AR%1m,WrZ">

<field name="VAR">VAR824\_1\_Motion\_Szene\_Aktiv\_ID</field>

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<value name="B">

<block type="text" id="e5\_(puAlNB8\*QzR}eE7|">

<field name="TEXT">Volle Beleuchtung mit WZD L106</field>

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</value>

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</value>

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<statement name="DO2">

<block type="controls\_if" id="=!3q`MZ#,\_!T@.b!87BL">

<mutation elseif="1"></mutation>

<value name="IF0">

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<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="VG(Snem1A]yT}8I?(nd:">

<field name="VAR">Astro.VAR100\_Sonnenstand</field>

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</value>

<value name="B">

<block type="text" id=")[PoTtatN!aIM6-hh1n}">

<field name="TEXT">Tag</field>

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<statement name="DO0">

<block type="controls\_if" id="f8;0kp8H@3GI^cAM~X-4">

<mutation elseif="1"></mutation>

<value name="IF0">

<block type="logic\_operation" id="j.u^gt#`tW(NYFn4X|D3">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="ndU;~`|%tW!4(r5T^Zg5">

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<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR823\_Motion\_Szene\_Aktiv</field>

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<value name="B">

<block type="logic\_boolean" id="uaN\*W0?/(\*x4?Cs~+Zw;">

<field name="BOOL">TRUE</field>

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<value name="B">

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<value name="A">

<block type="logic\_compare" id="20\_\_7i41[Er9Ve|^nWTb">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="d9WcxZ2sB~Mdz842KnDp">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR859\_Manuelle\_Steuerung</field>

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<value name="B">

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<value name="A">

<block type="get\_value" id="YLRxha.zc.4%E3A9kHr~">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR825\_Anforderung\_Hauptlicht</field>

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<value name="B">

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<statement name="DO0">

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<mutation name="Aus Tag Ohne LW"></mutation>

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<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

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<block type="variables\_get" id="F2)1gt~@yPM7r,A\*^cEB">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

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<value name="VALUE">

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<block type="text" id="{x[ZQM/HmUbP9S2la]m=">

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<value name="DELAY\_MS">

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<value name="IF1">

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<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="!/~.xd:TG?yvvnv=ZIpe">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="XNJ+yJ!`ayLb=\*e1gs4+">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR823\_Motion\_Szene\_Aktiv</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="t+(zO\_vIxw8C`;{pN\_Q9">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id="VyBr:W8`3rI~yl^b,;Z#">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="BJX7v@]qmp:IN)f/gtpb">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="~\*eXr?8)ts/N@gl/g7LM">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR859\_Manuelle\_Steuerung</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="`L@=lx~:hSV]Py;W,Zbf">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="R^abxMI7GJJKS:)\*7Hr[">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="U@]hc4I^,(wbe5a#`A#.">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR825\_Anforderung\_Hauptlicht</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="NX:~rDxZFyu1txq9yn@-">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO1">

<block type="procedures\_callnoreturn" id="s`|;A}XT,Q#6^tK!TJSt">

<mutation name="Aus Tag"></mutation>

<next>

<block type="control\_ex" id="zJ5AE{;-`1,%lQ7M2GtQ">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="J)P@!^Rys5dB.UbQB@`m">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="?/4brgqupz]rDuk.Ui!~">

<field name="TEXT">Aus TAG Beleuchtung L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="dA9F[jWJ`S?J?PUt+qre">

<field name="NUM">0</field>

</shadow>

</value>

</block>

</next>

</block>

</statement>

</block>

</statement>

<value name="IF1">

<block type="logic\_compare" id="B%:K}=4wu,3vBJK6Pl:|">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="R{;(34=jzDOyS%p2,h:J">

<field name="VAR">Astro.VAR100\_Sonnenstand</field>

</block>

</value>

<value name="B">

<block type="text" id="/?rBX~TxQPJ#=B@bep);">

<field name="TEXT">Nacht</field>

</block>

</value>

</block>

</value>

<statement name="DO1">

<block type="controls\_if" id="n#D41;%QsRn)7wb2UVsl">

<mutation elseif="1"></mutation>

<value name="IF0">

<block type="logic\_operation" id="2rdgSwppH=X%Hg9syE=@">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="j??/T\_\_m\_Fi/=I,(\_mV/">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="!Sea]\*WB]qU!ad#tH}(V">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR823\_Motion\_Szene\_Aktiv</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="\_-pr),ZZuEHU/rgsKzEi">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id="4f.LKqt(Px~b0p?\*{2ol">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="zv-}Mi78N:I8nTL\_Nx-R">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="Akx5#d;v,+6NM@1Dt3CU">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR859\_Manuelle\_Steuerung</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="D]G(ZNs}H-ce`Fy0TpO:">

<field name="BOOL">TRUE</field>

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<value name="B">

<block type="logic\_compare" id="j%f:Xr=30xcHvqlls;{g">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id=".Ck#JDoP:a?@[X1dzu)%">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR825\_Anforderung\_Hauptlicht</field>

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</value>

<value name="B">

<block type="logic\_boolean" id="~ph}+(\*tW\*OIbnKXZDYB">

<field name="BOOL">TRUE</field>

</block>

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</value>

</block>

</value>

</block>

</value>

<statement name="DO0">

<block type="procedures\_callnoreturn" id="7}euPKa5\*H9IAX:^L}L%">

<mutation name="Aus Nacht Ohne LW"></mutation>

<next>

<block type="control\_ex" id="9(B@`YqjNQ]GY,oSV;z)">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="Y{aH/\*Q`]Pl(8ouQAr8b">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="[QhDf#\*Jf=+)~X4\_mozb">

<field name="TEXT">Aus NACHT Beleuchtung L106 aber Leuchtwand an</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="hd6o!Oy3:TJgnpBCl?\*:">

<field name="NUM">0</field>

</shadow>

</value>

</block>

</next>

</block>

</statement>

<value name="IF1">

<block type="logic\_operation" id="A}]#v`\_yIOy0|R^d{{.r">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="J-a592[((c(Ovfh0iaLl">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="42Ba!Nrjjy+#Icmf]yjx">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR823\_Motion\_Szene\_Aktiv</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="W-Jf\*I\*j))U14LA2jmWk">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id="bQ+/X`9-jOuP%lzzuU8!">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="`/ViU|!ha5be/:DM`q}9">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="Zwctf\*\*E:\*Jvr2LH2?)?">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR859\_Manuelle\_Steuerung</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="!o+(6~Qj|n}LnBlrZoO5">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="999=^+xy7eKiPUs4L77P">

<field name="OP">EQ</field>

<value name="A">

<block type="get\_value" id="|,I5kvdb5XDJLcVlOvsL">

<field name="ATTR">val</field>

<field name="OID">javascript.0.Variablen.HUE.Kueche\_VAR825\_Anforderung\_Hauptlicht</field>

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</value>

<value name="B">

<block type="logic\_boolean" id="N7GmTJ]p+/:g6t\_h?n-5">

<field name="BOOL">FALSE</field>

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</value>

</block>

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</value>

<statement name="DO1">

<block type="procedures\_callnoreturn" id=":m{o:2iMkM~(%T6/kRk]">

<mutation name="Aus Nacht"></mutation>

<next>

<block type="control\_ex" id="yt,GMs/^;yMRR2H.)\_,e">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="U?ZOT)3S\*!bXfhv:wwDc">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="u?`mAHZC?:K2+VJ,%\_gL">

<field name="TEXT">Aus NACHT Beleuchtung L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="OySzsra#Ply.N-7/9DLq">

<field name="NUM">0</field>

</shadow>

</value>

</block>

</next>

</block>

</statement>

</block>

</statement>

</block>

</statement>

<value name="IF3">

<block type="logic\_operation" id="[[RO6BfME-~z)m}?i0w," inline="false">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_operation" id="~,3Pa8#Co,Rj%-Q4Vf^S">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="+.t@@+D\*)K9awL8)Z0ay">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="D@s0lM}@?r)}D:||``8q">

<field name="VAR">HUE.WHG\_VAR802\_Leuchtgenehmigung</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="ysdJrNRsgH7|3zZ!7J\*7">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="dz}WdU\_D[,-!F4VA}9E|">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="lpWBwP,{@,z}o#}fkOO4">

<field name="VAR">HUE.WZ\_VAR861\_Manuelle\_Steuerung</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="%e2hwSQ3=tuIGcUB6S[u">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="w~I\*rjYiYfFBl5;S(yB|">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="QraaI`.3sD)zN.Oj6!!Y">

<field name="VAR">HUE.WZ\_VAR824\_Motion\_Szene\_Aktiv</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="QFi(okcn0!0z\*fERH7|e">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO3">

<block type="timeouts\_cleartimeout" id="(|jOY76JhY2JY)})v@SR">

<field name="NAME">Halbe</field>

<next>

<block type="timeouts\_cleartimeout" id="Fw|n%T3nX]?CO;~\_JxIA">

<field name="NAME">Aus</field>

<next>

<block type="debug" id="+HNz}T:j}r8,Yx5zz{34">

<field name="Severity">log</field>

<value name="TEXT">

<shadow type="text" id="sx=Zl\*(]Lyx9Q8se5twJ">

<field name="TEXT"></field>

</shadow>

<block type="text\_join" id="}l5{cZV)+2fWm)](.PN/">

<mutation items="2"></mutation>

<value name="ADD0">

<block type="variables\_get" id="Dyt{v,GAmi(ejuI1Y3K4">

<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

</block>

</value>

<value name="ADD1">

<block type="text" id="sYh;)]fF=6!=3ZZqR8k?">

<field name="TEXT"> Motion Countdown Stop durch manuelle Steuerung oder Verweigerung Leuchtgenehmigung</field>

</block>

</value>

</block>

</value>

<next>

<block type="control\_ex" id="4jCu#^uEJhV7MtkDN@gs">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="TR!0HMu#Il5dd(TnV@K\*">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="cm4^m7g#yLVZY{cM\*vU~">

<field name="TEXT">Aus keine Genehmigung Beleuchtung L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="1Wtw/za5yO|XofaXk\*E|">

<field name="NUM">0</field>

</shadow>

</value>

</block>

</next>

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</next>

</block>

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</statement>

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</block>

</next>

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</next>

</block>

</statement>

<next>

<block type="comment" id="Y;{2ee;XT^gX9qRk-Q~p">

<field name="COMMENT">WZD Aus, wenn HiFi An</field>

<next>

<block type="on\_ext" id="G%J@yOJx\_sY8]!O(qQ1M">

<mutation items="1"></mutation>

<field name="CONDITION">ne</field>

<field name="ACK\_CONDITION"></field>

<value name="OID0">

<shadow type="field\_oid" id="o.\*#\_7FZrBn,u1{k6]0]">

<field name="oid">javascript.0.Variablen.WHG.VAR200\_HiFi\_An</field>

</shadow>

</value>

<statement name="STATEMENT">

<block type="controls\_if" id="RTWW\_Ua#Y{(|fr|vGtnq">

<value name="IF0">

<block type="logic\_operation" id="wwmxnI5n/NTe@ks2zD-n">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="t%cIpQ+\_0,?qK:0!1ZNr">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="7r-WBO@~5)Z9ldgiJ36m">

<field name="VAR">HUE.WZ\_VAR824\_Motion\_Szene\_Aktiv</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="YiFH9A?2%h1KRj7%fep;">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="k,C90Kf8wL|=-K:W:rL-">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="-[wrv%|E?z|2lzx+Y/`y">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="+N.R4Unh?6QhZK~-PVV!">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO0">

<block type="procedures\_callnoreturn" id="^;aSUVctvFRep3g:e-UR">

<mutation name="VAR 877 Fadingsteuerung - AUS dimmen"></mutation>

<next>

<block type="control\_ex" id="YnyLG}=@WQXa46~JTqsT">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="B3L-qXC:zGcf|nI-7!Xb">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="VD+9VMp\*s8/!,}oZ:+hQ">

<field name="TEXT">WZD aus durch HiFi AN rest volle Beleuchtung L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="41L0|7-k/ce{^u%{(LGj">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id="DAzP{F%1+w3GXsc!4RFp">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="zjp1I%l7[]0n=obL=;(/">

<field name="TEXT">WZD - AUS wegen HiFi An unter Motion Szene (L106.M1)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

</block>

</statement>

</block>

</next>

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</block>

</next>

</block>

</next>

</block>

</next>

</block>

<block type="on\_ext" id="c!.s0GP5nCq6%E3iK,e{" x="-663" y="-388">

<mutation items="2"></mutation>

<field name="CONDITION">ne</field>

<field name="ACK\_CONDITION"></field>

<value name="OID0">

<shadow type="field\_oid" id=",a[5[T\*MAL}m}~L[BWQN">

<field name="oid">javascript.0.Variablen.WHG.VAR200\_HiFi\_An</field>

</shadow>

</value>

<value name="OID1">

<shadow type="field\_oid" id="B7k0tDhOiiV-gbH+gdn]">

<field name="oid">javascript.0.Variablen.HUE.WHG\_VAR801\_Szeneneinteilung</field>

</shadow>

</value>

<statement name="STATEMENT">

<block type="timeouts\_settimeout" id="7NTx+;wT@Rcoyc6E[g`o">

<field name="NAME">timeout</field>

<field name="DELAY">10000</field>

<field name="UNIT">ms</field>

<statement name="STATEMENT">

<block type="control\_ex" id="X3qrJ,=jV`2jJG%ZTTi8">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="r\*Y@9|N3Z33)QCe!|]uR">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id=";qE+VYCYSlzd}Z]b1UdP">

<field name="VAR">ID\_VAR1\_502\_Motion\_Szene\_Helper\_HiFi\_An</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="YM%}gS\*q;61%#a=Si:.~">

<field name="BOOL">FALSE</field>

</shadow>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="JZ%CS-3D.m|Q16I3v:X1">

<field name="NUM">0</field>

</shadow>

</value>

</block>

</statement>

</block>

</statement>

</block>

<block type="procedures\_defcustomnoreturn" id=")@!FOgoF)B.BC\_M%n|sy" x="-2113" y="362">

<mutation statements="false"></mutation>

<field name="NAME">WZD Hue Szene Aktivieren EIN</field>

<field name="SCRIPT">dmFyIEh1ZUFwaSA9IHJlcXVpcmUoIm5vZGUtaHVlLWFwaSIpLkh1ZUFwaSAsIGxpZ2h0U3RhdGUgPSByZXF1aXJlKCJub2RlLWh1ZS1hcGkiKS5saWdodFN0YXRlOwoKdmFyIGhvc3QgPSAiMTAuMC4xLjkiLCB1c2VybmFtZSA9ICJJNTFwNC1Hd3dXWEV6TEptVm1GUHpOZXltdGdsYTNqcG1Yd0lsdE1IIiwgYXBpID0gbmV3IEh1ZUFwaShob3N0LCB1c2VybmFtZSksIHNjZW5lSWQgPSAiS3Bydm9aUkY4d0JPYWdoIiwgbGlnaHRJZCA9IDEsIHN0YXRlID0gbGlnaHRTdGF0ZS5jcmVhdGUoKS5vbigpLmh1ZSgyMDAwKTsgYXBpLmFjdGl2YXRlU2NlbmUoc2NlbmVJZCkudGhlbigpLmRvbmUoKTs=</field>

<comment pinned="true" h="80" w="160">Szene ID Aufruf

Funktion nur in Pruefe WZD EINschalten einfuegen, nicht direkt

</comment>

</block>

<block type="procedures\_defcustomnoreturn" id="d\*A1BBOl\*kvzJvq5:|!z" x="-1212" y="363">

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<field name="NAME">Hue Szene HDF Sonnenuntergang WZ HerbstD Frei EIN</field>

<field name="SCRIPT">dmFyIEh1ZUFwaSA9IHJlcXVpcmUoIm5vZGUtaHVlLWFwaSIpLkh1ZUFwaSAsIGxpZ2h0U3RhdGUgPSByZXF1aXJlKCJub2RlLWh1ZS1hcGkiKS5saWdodFN0YXRlOwoKdmFyIGhvc3QgPSAiMTAuMC4xLjkiLCB1c2VybmFtZSA9ICJJNTFwNC1Hd3dXWEV6TEptVm1GUHpOZXltdGdsYTNqcG1Yd0lsdE1IIiwgYXBpID0gbmV3IEh1ZUFwaShob3N0LCB1c2VybmFtZSksIHNjZW5lSWQgPSAibk9qM2h4QllKenE4QUhqIiwgbGlnaHRJZCA9IDEsIHN0YXRlID0gbGlnaHRTdGF0ZS5jcmVhdGUoKS5vbigpLmh1ZSgyMDAwKTsgYXBpLmFjdGl2YXRlU2NlbmUoc2NlbmVJZCkudGhlbigpLmRvbmUoKTs=</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

</block>

<block type="procedures\_defcustomnoreturn" id="GN%?6np4AMe=AP[;et]J" x="-1212" y="1262">

<mutation statements="false"></mutation>

<field name="NAME">Hue Szene Blubbel WDF WinterD Frei EIN</field>

<field name="SCRIPT">dmFyIEh1ZUFwaSA9IHJlcXVpcmUoIm5vZGUtaHVlLWFwaSIpLkh1ZUFwaSAsIGxpZ2h0U3RhdGUgPSByZXF1aXJlKCJub2RlLWh1ZS1hcGkiKS5saWdodFN0YXRlOwoKdmFyIGhvc3QgPSAiMTAuMC4xLjkiLCB1c2VybmFtZSA9ICJJNTFwNC1Hd3dXWEV6TEptVm1GUHpOZXltdGdsYTNqcG1Yd0lsdE1IIiwgYXBpID0gbmV3IEh1ZUFwaShob3N0LCB1c2VybmFtZSksIHNjZW5lSWQgPSAicnN4ZW1NckRMWkRVZ2lmIiwgbGlnaHRJZCA9IDEsIHN0YXRlID0gbGlnaHRTdGF0ZS5jcmVhdGUoKS5vbigpLmh1ZSgyMDAwKTsgYXBpLmFjdGl2YXRlU2NlbmUoc2NlbmVJZCkudGhlbigpLmRvbmUoKTs=</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

</block>

<block type="procedures\_defcustomnoreturn" id="f;Wj{=uuK=A\*AV%gRz2E" x="-1212" y="1337">

<mutation statements="false"></mutation>

<field name="NAME">Hue Szene RW PROVISORISCH RegenWarm EIN</field>

<field name="SCRIPT">dmFyIEh1ZUFwaSA9IHJlcXVpcmUoIm5vZGUtaHVlLWFwaSIpLkh1ZUFwaSAsIGxpZ2h0U3RhdGUgPSByZXF1aXJlKCJub2RlLWh1ZS1hcGkiKS5saWdodFN0YXRlOwoKdmFyIGhvc3QgPSAiMTAuMC4xLjkiLCB1c2VybmFtZSA9ICJJNTFwNC1Hd3dXWEV6TEptVm1GUHpOZXltdGdsYTNqcG1Yd0lsdE1IIiwgYXBpID0gbmV3IEh1ZUFwaShob3N0LCB1c2VybmFtZSksIHNjZW5lSWQgPSAiRU1pNWhrMGdLaVQtWncwIiwgbGlnaHRJZCA9IDEsIHN0YXRlID0gbGlnaHRTdGF0ZS5jcmVhdGUoKS5vbigpLmh1ZSgyMDAwKTsgYXBpLmFjdGl2YXRlU2NlbmUoc2NlbmVJZCkudGhlbigpLmRvbmUoKTs=</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

</block>

<block type="procedures\_defcustomnoreturn" id="rDxY-isZ0Qh\*Zvgr+e%/" x="-1212" y="1412">

<mutation statements="false"></mutation>

<field name="NAME">Hue Szene WW PROVISORISCH WindWarm EIN</field>

<field name="SCRIPT">dmFyIEh1ZUFwaSA9IHJlcXVpcmUoIm5vZGUtaHVlLWFwaSIpLkh1ZUFwaSAsIGxpZ2h0U3RhdGUgPSByZXF1aXJlKCJub2RlLWh1ZS1hcGkiKS5saWdodFN0YXRlOwoKdmFyIGhvc3QgPSAiMTAuMC4xLjkiLCB1c2VybmFtZSA9ICJJNTFwNC1Hd3dXWEV6TEptVm1GUHpOZXltdGdsYTNqcG1Yd0lsdE1IIiwgYXBpID0gbmV3IEh1ZUFwaShob3N0LCB1c2VybmFtZSksIHNjZW5lSWQgPSAiRU1pNWhrMGdLaVQtWncwIiwgbGlnaHRJZCA9IDEsIHN0YXRlID0gbGlnaHRTdGF0ZS5jcmVhdGUoKS5vbigpLmh1ZSgyMDAwKTsgYXBpLmFjdGl2YXRlU2NlbmUoc2NlbmVJZCkudGhlbigpLmRvbmUoKTs=</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

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<block type="procedures\_defcustomnoreturn" id=":Kp;e4/t5;17LKS~5IV(" x="-1212" y="1487">

<mutation statements="false"></mutation>

<field name="NAME">Hue Szene WK WindKalt EIN</field>

<field name="SCRIPT">dmFyIEh1ZUFwaSA9IHJlcXVpcmUoIm5vZGUtaHVlLWFwaSIpLkh1ZUFwaSAsIGxpZ2h0U3RhdGUgPSByZXF1aXJlKCJub2RlLWh1ZS1hcGkiKS5saWdodFN0YXRlOwoKdmFyIGhvc3QgPSAiMTAuMC4xLjkiLCB1c2VybmFtZSA9ICJJNTFwNC1Hd3dXWEV6TEptVm1GUHpOZXltdGdsYTNqcG1Yd0lsdE1IIiwgYXBpID0gbmV3IEh1ZUFwaShob3N0LCB1c2VybmFtZSksIHNjZW5lSWQgPSAiLVRNdFFtRTVWdmRLWDlIIiwgbGlnaHRJZCA9IDEsIHN0YXRlID0gbGlnaHRTdGF0ZS5jcmVhdGUoKS5vbigpLmh1ZSgyMDAwKTsgYXBpLmFjdGl2YXRlU2NlbmUoc2NlbmVJZCkudGhlbigpLmRvbmUoKTs=</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

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<block type="procedures\_defcustomnoreturn" id=")JZc#3u7%8T,{-qaj7n?" x="-1212" y="1562">

<mutation statements="false"></mutation>

<field name="NAME">Hue Szene S Schnee EIN</field>

<field name="SCRIPT">dmFyIEh1ZUFwaSA9IHJlcXVpcmUoIm5vZGUtaHVlLWFwaSIpLkh1ZUFwaSAsIGxpZ2h0U3RhdGUgPSByZXF1aXJlKCJub2RlLWh1ZS1hcGkiKS5saWdodFN0YXRlOwoKdmFyIGhvc3QgPSAiMTAuMC4xLjkiLCB1c2VybmFtZSA9ICJJNTFwNC1Hd3dXWEV6TEptVm1GUHpOZXltdGdsYTNqcG1Yd0lsdE1IIiwgYXBpID0gbmV3IEh1ZUFwaShob3N0LCB1c2VybmFtZSksIHNjZW5lSWQgPSAiRng2b1ItUHhyVTFsVnVPIiwgbGlnaHRJZCA9IDEsIHN0YXRlID0gbGlnaHRTdGF0ZS5jcmVhdGUoKS5vbigpLmh1ZSgyMDAwKTsgYXBpLmFjdGl2YXRlU2NlbmUoc2NlbmVJZCkudGhlbigpLmRvbmUoKTs=</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

</block>

<block type="procedures\_defnoreturn" id="@`WiDh5dr(Wo1D#c6hP`" x="-2113" y="3412">

<field name="NAME">Halbe Beleuchtung Ohne LW</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="control" id="p\_Xl!c]kH#H^|X3N`Lef">

<mutation delay\_input="false"></mutation>

<field name="OID">scene.Hue.Motion.Keine\_Bewegung\_Dimmen\_WZ\_Ohne\_LW</field>

<field name="WITH\_DELAY">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="+me\*U~A{gRS!q^rDa}1x">

<field name="BOOL">TRUE</field>

</block>

</value>

<next>

<block type="control" id="Eb-ovHdX6zBh6`,sQ7dA">

<mutation delay\_input="false"></mutation>

<field name="OID">hue.0.Philips\_hue.Wohnzimmerdecke.on</field>

<field name="WITH\_DELAY">FALSE</field>

<comment pinned="false" h="80" w="160">Nur WZ!!! fuer WZD</comment>

<value name="VALUE">

<block type="logic\_boolean" id="ao1:/~utu!6m59wD#mQR">

<field name="BOOL">FALSE</field>

</block>

</value>

<next>

<block type="debug" id="PAj%#Tt]=n6bVWVkywe9">

<field name="Severity">log</field>

<value name="TEXT">

<shadow type="text" id="K9qVq9UAWvfD7#M6-FHa">

<field name="TEXT"></field>

</shadow>

<block type="text\_join" id="tQA;l23~L7boJ[R(?ia+">

<mutation items="2"></mutation>

<value name="ADD0">

<block type="variables\_get" id="UAPz0=Ni6L-`KvR6yS.s">

<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

</block>

</value>

<value name="ADD1">

<block type="text" id="He/loceLc,O\_!mjAto3b">

<field name="TEXT"> Hue Motion Halbe Beleuchtung ohne Leuchtwand</field>

</block>

</value>

</block>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

</block>

<block type="procedures\_defnoreturn" id="pyBumRl^sSAzKYNxFvL2" x="-688" y="3513">

<field name="NAME">Halbe Beleuchtung</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="control" id=")LBT4eXLyX3@4],^HcE]">

<mutation delay\_input="false"></mutation>

<field name="OID">scene.Hue.Motion.Keine\_Bewegung\_Dimmen\_WZ</field>

<field name="WITH\_DELAY">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="Re%%QtXA?WH\_j/X8Kn(O">

<field name="BOOL">TRUE</field>

</block>

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<block type="control" id="EU\_1}\*x.6k!O~G/?\_%Hr">

<mutation delay\_input="false"></mutation>

<field name="OID">hue.0.Philips\_hue.Wohnzimmerdecke.on</field>

<field name="WITH\_DELAY">FALSE</field>

<comment pinned="false" h="80" w="160">Nur WZ!!! fuer WZD</comment>

<value name="VALUE">

<block type="logic\_boolean" id="p1NpR3P5\_ROHp5M8:naO">

<field name="BOOL">FALSE</field>

</block>

</value>

<next>

<block type="debug" id="+Hrrz#,FmvtIluRILnR\_">

<field name="Severity">log</field>

<value name="TEXT">

<shadow type="text" id="K9qVq9UAWvfD7#M6-FHa">

<field name="TEXT"></field>

</shadow>

<block type="text\_join" id="cJZ7uv\_sCcPZWJW^5~Ga">

<mutation items="2"></mutation>

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</block>

</value>

<value name="ADD1">

<block type="text" id="i3ChDkLSUZ.H;?yf#,27">

<field name="TEXT"> Hue Motion Halbe Beleuchtung</field>

</block>

</value>

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</block>

</statement>

</block>

<block type="procedures\_defnoreturn" id="`N8m-2Zr!GiyD|l[f.gJ" x="-2062" y="3737">

<field name="NAME">Aus Tag Ohne LW</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="control" id="/uW2[L%RNam1xYnl?YI/">

<mutation delay\_input="false"></mutation>

<field name="OID">scene.Hue.Motion.Keine\_Bewegung\_Aus\_Tag\_WZ\_Ohne\_LW</field>

<field name="WITH\_DELAY">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="QSWr}nkw#V4~;Oz|vuyr">

<field name="BOOL">TRUE</field>

</block>

</value>

<next>

<block type="control" id="qVTpR+G)6wRnYD|n,?mb">

<mutation delay\_input="true"></mutation>

<field name="OID">hue.0.Philips\_hue.Fenster\_Links.on</field>

<field name="WITH\_DELAY">TRUE</field>

<field name="DELAY\_MS">1000</field>

<field name="UNIT">ms</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="dTqEcre@%D-]f3TTK?%d">

<field name="BOOL">FALSE</field>

</block>

</value>

<next>

<block type="control" id="BW9)dz~e=}x-xtOLonxu">

<mutation delay\_input="true"></mutation>

<field name="OID">hue.0.Philips\_hue.Fenster\_Mitte.on</field>

<field name="WITH\_DELAY">TRUE</field>

<field name="DELAY\_MS">1000</field>

<field name="UNIT">ms</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="cJS1Y@.\_mz{U3vI\*G^ZI">

<field name="BOOL">FALSE</field>

</block>

</value>

<next>

<block type="comment" id="wp{/%`2mn[#L20YKghkv">

<field name="COMMENT">Ueberwachungsobjektvariable</field>

<next>

<block type="control" id="=O[neJ=Bsos|IG=@k9`=">

<mutation delay\_input="false"></mutation>

<field name="OID">javascript.0.Variablen.HUE.WZ\_VAR824\_Motion\_Szene\_Aktiv</field>

<field name="WITH\_DELAY">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="7#N/1]Yl+}8Z?yn(JZl/">

<field name="BOOL">FALSE</field>

</block>

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<block type="debug" id="ZJI%sE%./@YR{)fmJk40">

<field name="Severity">log</field>

<value name="TEXT">

<shadow type="text" id="B:7gQB.^d{IEhSgx#7,z">

<field name="TEXT"></field>

</shadow>

<block type="text\_join" id="5UR~T^0yp+r?PySrs=E^">

<mutation items="2"></mutation>

<value name="ADD0">

<block type="variables\_get" id="Ba%J]rP.LZ~~SgwIG4ex">

<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

</block>

</value>

<value name="ADD1">

<block type="text" id="|4tgGYt8k--F04(jQIyw">

<field name="TEXT"> Hue Motion Aus TAG ohne Leuchtwand</field>

</block>

</value>

</block>

</value>

</block>

</next>

</block>

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</block>

</next>

</block>

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</block>

</statement>

</block>

<block type="procedures\_defnoreturn" id="hf9G2=nZ;de-c8GfW|P:" x="-863" y="3738">

<field name="NAME">Aus Tag</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="control" id="#+|oKc4(Ys474?T]MDxE">

<mutation delay\_input="false"></mutation>

<field name="OID">scene.Hue.Motion.Keine\_Bewegung\_Aus\_Tag\_WZ</field>

<field name="WITH\_DELAY">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="sk2fp[abORc.IzUUo(h4">

<field name="BOOL">TRUE</field>

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</value>

<next>

<block type="control" id="V~KU!c+Oud`B]}Swm@s:">

<mutation delay\_input="true"></mutation>

<field name="OID">hue.0.Philips\_hue.Fenster\_Links.on</field>

<field name="WITH\_DELAY">TRUE</field>

<field name="DELAY\_MS">1000</field>

<field name="UNIT">ms</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="AcmV(2QK+auZEUHt4gq6">

<field name="BOOL">FALSE</field>

</block>

</value>

<next>

<block type="control" id="gW/`jR9F5UyqtZ=kd`6y">

<mutation delay\_input="true"></mutation>

<field name="OID">hue.0.Philips\_hue.Fenster\_Mitte.on</field>

<field name="WITH\_DELAY">TRUE</field>

<field name="DELAY\_MS">1000</field>

<field name="UNIT">ms</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="=9|Wsn3k=k\*Ei,(dW~#w">

<field name="BOOL">FALSE</field>

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<block type="comment" id=")ONqh)yt|,.l\*m!=2-qr">

<field name="COMMENT">Ueberwachungsobjektvariable</field>

<next>

<block type="control" id="G96+grK=[:{{JYepNQss">

<mutation delay\_input="false"></mutation>

<field name="OID">javascript.0.Variablen.HUE.WZ\_VAR824\_Motion\_Szene\_Aktiv</field>

<field name="WITH\_DELAY">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

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<field name="BOOL">FALSE</field>

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<block type="debug" id="D:2ETfRMb,zs9#s3KaJ;">

<field name="Severity">log</field>

<value name="TEXT">

<shadow type="text" id="B:7gQB.^d{IEhSgx#7,z">

<field name="TEXT"></field>

</shadow>

<block type="text\_join" id="uOWp}O%ibaBq}9\*tpxDl">

<mutation items="2"></mutation>

<value name="ADD0">

<block type="variables\_get" id="8o;aboI}5F5^DMr{:[@h">

<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

</block>

</value>

<value name="ADD1">

<block type="text" id="mO(FyS,i}wkxbyUMg`o]">

<field name="TEXT"> Hue Motion Aus TAG</field>

</block>

</value>

</block>

</value>

</block>

</next>

</block>

</next>

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<block type="procedures\_defnoreturn" id="S#=@WkzfSv=Vk:\_kTaLK" x="-2063" y="4113">

<field name="NAME">Aus Nacht Ohne LW</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="control" id="d#|qbz/[ou}#5\*gNRBXf">

<mutation delay\_input="false"></mutation>

<field name="OID">scene.Hue.Motion.Keine\_Bewegung\_Aus\_Nacht\_WZ\_Ohne\_LW</field>

<field name="WITH\_DELAY">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="Zn\_1QU\_DtUlH;{v57.6d">

<field name="BOOL">TRUE</field>

</block>

</value>

<next>

<block type="control" id="g\_,i|ke/t8?`I@+ryt\*F">

<mutation delay\_input="true"></mutation>

<field name="OID">hue.0.Philips\_hue.Fenster\_Links.on</field>

<field name="WITH\_DELAY">TRUE</field>

<field name="DELAY\_MS">1000</field>

<field name="UNIT">ms</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="m`z#{RxDp`faD2x^0iKF">

<field name="BOOL">FALSE</field>

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<mutation delay\_input="true"></mutation>

<field name="OID">hue.0.Philips\_hue.Fenster\_Mitte.on</field>

<field name="WITH\_DELAY">TRUE</field>

<field name="DELAY\_MS">1000</field>

<field name="UNIT">ms</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

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<block type="logic\_boolean" id="Z?P[sX6l#\_bw:}l@Ke4?">

<field name="BOOL">FALSE</field>

</block>

</value>

<next>

<block type="comment" id="hwbU?\*%/!diCy5-swA%@">

<field name="COMMENT">Ueberwachungsobjektvariable</field>

<next>

<block type="control" id="-Y\_J-X.?\_oBmN#po?{UG">

<mutation delay\_input="false"></mutation>

<field name="OID">javascript.0.Variablen.HUE.WZ\_VAR824\_Motion\_Szene\_Aktiv</field>

<field name="WITH\_DELAY">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

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<field name="BOOL">FALSE</field>

</block>

</value>

<next>

<block type="debug" id=";F?c(oLbZaY1oecO8o#O">

<field name="Severity">log</field>

<value name="TEXT">

<shadow type="text" id="AvYm)tcCl9a=#fWzsZ{w">

<field name="TEXT"></field>

</shadow>

<block type="text\_join" id="WcaZ%wPcf(!%-n3kcCLg">

<mutation items="2"></mutation>

<value name="ADD0">

<block type="variables\_get" id="449k\*V49-977m%aKgKP~">

<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

</block>

</value>

<value name="ADD1">

<block type="text" id="smW?\*v?:h1=Q}9?my6EJ">

<field name="TEXT"> Hue Motion Aus NACHT ohne Leuchtwand</field>

</block>

</value>

</block>

</value>

</block>

</next>

</block>

</next>

</block>

</next>

</block>

</next>

</block>

</next>

</block>

</statement>

</block>

<block type="procedures\_defnoreturn" id="V\_rnoTNC2Cmoo{l#EeHt" x="-888" y="4112">

<field name="NAME">Aus Nacht</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="control" id="G.~Ho1lc#o#dQ2Vf.8%U">

<mutation delay\_input="false"></mutation>

<field name="OID">scene.Hue.Motion.Keine\_Bewegung\_Aus\_Nacht\_WZ</field>

<field name="WITH\_DELAY">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="Kdk5g{=u4e(D(]4s;WAd">

<field name="BOOL">TRUE</field>

</block>

</value>

<next>

<block type="control" id="u3={WmH4wndS:OE-NflT">

<mutation delay\_input="true"></mutation>

<field name="OID">hue.0.Philips\_hue.Fenster\_Links.on</field>

<field name="WITH\_DELAY">TRUE</field>

<field name="DELAY\_MS">1000</field>

<field name="UNIT">ms</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="h8]bpST(@jpap^oA=\_#~">

<field name="BOOL">FALSE</field>

</block>

</value>

<next>

<block type="control" id=":@P!,GV\_@L;)^o|y;z06">

<mutation delay\_input="true"></mutation>

<field name="OID">hue.0.Philips\_hue.Fenster\_Mitte.on</field>

<field name="WITH\_DELAY">TRUE</field>

<field name="DELAY\_MS">1000</field>

<field name="UNIT">ms</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="=wFHU#`ifZl#G9H{H(,V">

<field name="BOOL">FALSE</field>

</block>

</value>

<next>

<block type="comment" id="96^gqRC}H+(EJ{V^e0qZ">

<field name="COMMENT">Ueberwachungsobjektvariable</field>

<next>

<block type="control" id="d8arjRZ9%TM53x?(i`a=">

<mutation delay\_input="false"></mutation>

<field name="OID">javascript.0.Variablen.HUE.WZ\_VAR824\_Motion\_Szene\_Aktiv</field>

<field name="WITH\_DELAY">FALSE</field>

<comment pinned="false" h="80" w="160">Muss geaendert werden beim Kopieren!</comment>

<value name="VALUE">

<block type="logic\_boolean" id="+(wdj(tc^qkC(,RiwxlC">

<field name="BOOL">FALSE</field>

</block>

</value>

<next>

<block type="debug" id="B++[]9^8\_.vDNGB8h2)\*">

<field name="Severity">log</field>

<value name="TEXT">

<shadow type="text" id="AvYm)tcCl9a=#fWzsZ{w">

<field name="TEXT"></field>

</shadow>

<block type="text\_join" id="4.O;8SU9U=FWA{7cy?mG">

<mutation items="2"></mutation>

<value name="ADD0">

<block type="variables\_get" id="5h45%2(WEiGpR)Vt6AVB">

<field name="VAR">Logausgabe Zimmer+Skriptnummer</field>

</block>

</value>

<value name="ADD1">

<block type="text" id="iYyAS+Y.Ns9W4W@q,\_aQ">

<field name="TEXT"> Hue Motion Aus NACHT</field>

</block>

</value>

</block>

</value>

</block>

</next>

</block>

</next>

</block>

</next>

</block>

</next>

</block>

</next>

</block>

</statement>

</block>

<block type="procedures\_defnoreturn" id="n2e5B^MY294UNI3i#hIT" x="-688" y="4488">

<field name="NAME">Muecken-Halbe Beleuchtung</field>

<comment pinned="false" h="80" w="160">Halbe Beleuchtung schnell realisieren, vorsichtshalber ueber Funktion eingefuegt in die Kopiervorlage. Idee = ueber Szene ausschalten</comment>

<statement name="STACK">

<block type="debug" id="F`I)oi;#Z{SFmc@TiO\*e">

<field name="Severity">log</field>

<value name="TEXT">

<shadow type="text" id="Tgrx~JHB%hu,,@f^HAC=">

<field name="TEXT">siehe Funktionsbeschreibung, Szene anlegen oder direkt ausschalten?</field>

</shadow>

</value>

</block>

</statement>

</block>

<block type="procedures\_defnoreturn" id="C8@}l0uIPp6JY!;5b~ZH" x="-1387" y="6988">

<field name="NAME">VAR 877 Fadingsteuerung - AUS dimmen</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="control\_ex" id="!Ad@.9LhI5o6E2/DQG%e">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="?}qIt@XwJt0HFeTW.b:]">

<field name="oid">javascript.0.Variablen.HUE.WZD\_VAR877\_Fadingsteuerung</field>

</shadow>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="?P;`p9ePf;L6hmc;b|U\_">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="S!+\*Ub|E|Y\_L-Y7tx+or">

<field name="TEXT">AUS - Helligkeit 0</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="Wb8dGi52eG7g\*yVgct0]">

<field name="NUM">0</field>

</shadow>

</value>

</block>

</statement>

</block>

<block type="procedures\_defnoreturn" id="v;x5Ru)CG{k%zAy/@/N5" x="-1437" y="7512">

<field name="NAME">Pruefe WZD EINschalten - fuer lila\_pinke Szenen</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="controls\_if" id="-tsas/GD2.[;F?`wE`@@">

<mutation elseif="1"></mutation>

<value name="IF0">

<block type="logic\_operation" id="XY63bTlV93RD\_TWtA9L}">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id=")tFHd?-b`jQ-4~!}-7o3">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="qE)r5\*t3h.e]B-3[tH.C">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="}I6F`kYz37?k7|yHsr,;">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id=")Jv8rl}RakTqBB2%0^71">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="XJz/:/vwB{0uVVxKboFX">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="H.!!oz/n%+q:b5`V{Od\_">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO0">

<block type="procedures\_callcustomnoreturn" id="W0JwAf|S]0@tXB+NZ-\*\*">

<mutation name="WZD Hue Szene fuer Lila Pinke Szenen EIN"></mutation>

<next>

<block type="control\_ex" id="Y6Ter/Ze}{Dn;ljhyAQF">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="xZ3AF\*m\_RV%+TvlmdT%2">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="z0@pP4rM]4;M#Vq9c065">

<field name="TEXT">Volle Beleuchtung mit WZD L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="=\_}/.[kLD\*KA5j^K[3HA">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id="l,%;y(tYS.?NgC(7(rQJ">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="2pWdr,xSNUF@@gn@o./@">

<field name="TEXT">WZD - AN Ueberwachung lila/pinke Szenen (L106.WZD.M5)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

<value name="IF1">

<block type="logic\_operation" id="uGd4nqS]U`nVu!Ye`v\*=">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="p:sE?iF)l%|dCeSv`|5,">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="jH6L@]9M3kq6Bv36ZZD4">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="-jzh|pPD4T|^XP15}=vl">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id=";VO2{HYw/;cD\_HU}?Bl1">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="/pw0|7r21Y1rq+cDe^b2">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="op9(d6%@;I=yxq0~x!3k">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO1">

<block type="procedures\_callnoreturn" id="Vtp2}nP\*W@FtoQIlLD~1">

<mutation name="VAR 877 Fadingsteuerung - AUS dimmen"></mutation>

<next>

<block type="control\_ex" id="Cah#`w8(YWqBJ`+2%#.#">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="%+GM9Zwgaz6[Vd?9YB33">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="H:sxa.mXxPCzYrVlLN3U">

<field name="TEXT">Volle Beleuchtung ohne WZD L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="jmpCtE\*4R5o(:dBTw,n@">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id="r,oX-g@@.8?mg6~bY-a3">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="M9CS^!!!mk(-xM~IoA-l">

<field name="TEXT">WZD - AUS Ueberwachung lila/pinke Szenen (L106.WZD.M5)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

</block>

</statement>

</block>

<block type="procedures\_defnoreturn" id="IdiBGHn?K|Q8J|qA8O}W" x="-1413" y="8338">

<field name="NAME">Pruefe WZD EINschalten - fuer Aktivieren</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="controls\_if" id="MgJemSYXiWNwgizbusxr">

<mutation elseif="1"></mutation>

<value name="IF0">

<block type="logic\_operation" id="dd.an%f=sCi])|BR^cJR">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="[9K%z@@TQl+`WBH/t3S;">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="EkLQr-W~eCiUrB.cBpEj">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="ND}#`caYb.yzV]eAWnDI">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="U=%?x)@R@P9-h#`\_rZ0^">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="J:(c2By.3U;!(.BmGi.9">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id=".k1@C2I`DX~n}jJ4Iz4u">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO0">

<block type="control\_ex" id="\_,Y~rp9cASr2;my21\*+U">

<field name="TYPE">false</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="#tqTP)\_{@6,?=0tE2\_Y9">

<field name="oid">javascript.0.skripte.hue.Szenenausleser.WZD\_Aktivieren.KprvoZRF8wBOagh</field>

</shadow>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="=C,Bhp\_;9)uTA84H,ew+">

<field name="BOOL">TRUE</field>

</shadow>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="T3P^a@MEkyXvN?R{T4=^">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="control\_ex" id="NF~H96^bX]mL48,\*7JT\*">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="!yW9riFs:w5Jb+P4nb2!">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="c!y{~9I#~wzP@p5t;aOo">

<field name="TEXT">Volle Beleuchtung mit WZD L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="nTp2T6Fb~T3Q{X5)b]NY">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id="7Ume~dh]z0[pd|IzPu}H">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="~#e68[VFZqoCL2w|QqX;">

<field name="TEXT">WZD - AN Ueberwachung Aktivieren (L106.WZD.M7)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

<value name="IF1">

<block type="logic\_operation" id="k)vXSBA(kamdAn~7|8m:">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="yw+J%M0gT2gO6`U\*|Gw;">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="x;i?hU/z+[8O(];T-h`e">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="96tlgS3\*8+6oBec}P;g4">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="v^5b4`ic@jXO]hhRkG{3">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="/0v#sF{X0e\*GXh0a8,8Q">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id=",(TCA;EEib!Iq?XIf#|l">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO1">

<block type="procedures\_callnoreturn" id="]F;)!s/T/je~kq~dZ~9k">

<mutation name="VAR 877 Fadingsteuerung - AUS dimmen"></mutation>

<next>

<block type="control\_ex" id=",|33~b10tSLLIt~T/V#a">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="cp[LalVu?i)lLQ==,b##">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="eg6/6psI7qHe9P\_G`U~k">

<field name="TEXT">Volle Beleuchtung ohne WZD L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="`G\_rJzz^t}H6};^dPWa6">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id="Sf(Zhbl+iuj.r{js{d4J">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="yqBbrnLa!=K@aoY0Z6^|">

<field name="TEXT">WZD - AUS Ueberwachung Aktivieren (L106.WZD.M7)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

</block>

</statement>

</block>

<block type="procedures\_defnoreturn" id="nck%bH[u!2G20CQH,faK" x="-1412" y="9338">

<field name="NAME">Pruefe WZD EINschalten - fuer blaue Szenen</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="controls\_if" id="RV3q4b#Y0.6!U,)a-f@U">

<mutation elseif="1"></mutation>

<value name="IF0">

<block type="logic\_operation" id="=umNLSpdPCPn-OprT[5z">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="~B%\_{{oRgMkKp/M?UdhA">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="Sy#x18Sj3y:nQ=Up{@R%">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="v|8rv:RVU~;XCnN6KIZi">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="+LQ+ULz6E]`\_#\*+h{,?.">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="j{E3Mo0un9weYttmW{yF">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="RvXc]U[2}:6[1F#pP\*wM">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO0">

<block type="procedures\_callcustomnoreturn" id="\_d4d+xH~GUp]0JLj]0Q{">

<mutation name="WZD Hue Szene fuer Blaue Szenen EIN"></mutation>

<next>

<block type="control\_ex" id="wBd0(3#o86PIm\*qa=bK`">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id=".aYD|l7?VW]@Z(OL8FQ~">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="5oM?h[F:92tl#)/+0Ci.">

<field name="TEXT">Volle Beleuchtung mit WZD L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="^dn^)XR]@\*{cITHAO%`b">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id="b).QmS2pw%[iRM{DxK%;">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="w(pPTi7I)501.YH:ccJ:">

<field name="TEXT">WZD - AN Ueberwachung blau (L106.WZD.M2)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

<value name="IF1">

<block type="logic\_operation" id="x8AYh0=F92MHw1;}EXJ3">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="So1QnnzVzU}1Qks7#ORX">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="V^4R`wGN7kM2Gy;]Fjqe">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="7Y6p6ATM\*8qIRv%`r~[N">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="Ou4L.kt,]9Ty^CV),rUv">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="|Hz@La/}f0dp8gIIZ~51">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="6uS),LRx3h?^M\_QJvIM3">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO1">

<block type="procedures\_callnoreturn" id="\*(lHSW~JBAj}?NsC3wPd">

<mutation name="VAR 877 Fadingsteuerung - AUS dimmen"></mutation>

<next>

<block type="telegram" id="AA5snzac4ON55SuRe+t@">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="EOdQ|W6yD7ay\_E{56rQ-">

<field name="TEXT">WZD - AUS Ueberwachung blau (L106.WZD.M2)</field>

</shadow>

</value>

</block>

</next>

</block>

</statement>

</block>

</statement>

</block>

<block type="procedures\_defnoreturn" id="\*0/ST5QevMBO`ESFL8X[" x="-1413" y="10162">

<field name="NAME">Pruefe WZD EINschalten - fuer gruene Szenen</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="controls\_if" id="B@djb5iBUk,~\*{Ew|c[v">

<mutation elseif="1"></mutation>

<value name="IF0">

<block type="logic\_operation" id="hMHE7,D{d42Mpu;JdzBw">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="rS;w58h8B\_{a}q3h59fX">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="/sC%2;:rhR3O8vYNWb6A">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="j=L5E@qx:4?!BK1s)U%7">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="ErKc-|XI2QI!{6X1gNwe">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="Lg/aK^;6~{rcCe/{T/(4">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="+{tUB.Yi{u!+6vQcJP6/">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO0">

<block type="procedures\_callcustomnoreturn" id="2V6}bhBnQ\*[`[HK4e0[X">

<mutation name="WZD Hue Szene fuer Gruene Szenen EIN"></mutation>

<next>

<block type="control\_ex" id="DFEUiWmNV|1P7uGDd++{">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="y|a%zRY+Cz|s8^Feb^Wu">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="Hh73O:j10S~j=8.(B)}M">

<field name="TEXT">Volle Beleuchtung mit WZD L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="w9f@=#b#o,M@8iY`S}jh">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id="UmP3;J1G:gg1FB4^~865">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="W36q}V3Frqy\*i(Qic|qV">

<field name="TEXT">WZD - AN Ueberwachung gruene Szenen (L106.WZD.M4)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

<value name="IF1">

<block type="logic\_operation" id="O5|;Hz5^K[(vHH\*eb5}I">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="]{leI!9e^?ZliweGqLk+">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="T9zq;Uk.oI(PF.4IH41!">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="vL^~f9EC#5I?r!%,cT0|">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="((,Z^vsJ;sK7\*t=v+uHL">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="L!8K@8@etpG)BrIHvB8[">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="}{T`\*,3PVe{4SQzX\_i0F">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO1">

<block type="procedures\_callnoreturn" id="C:I3)NBTf^k[kTjWNum5">

<mutation name="VAR 877 Fadingsteuerung - AUS dimmen"></mutation>

<next>

<block type="control\_ex" id="+H|+4]s|\*=^brH/,AkIk">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="ZT^n\_T!jvA.TiZOOV75m">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="][%`v:V9-[v[\_\*FqA):r">

<field name="TEXT">Volle Beleuchtung ohne WZD L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="/29xcvQl8gOM#869m.`R">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id="Cn`Wp6OTk#BKJf/\_+3@q">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="0@lv0;u!lTQCS=`,Jyr(">

<field name="TEXT">WZD - AUS Ueberwachung gruene Szenen (L106.WZD.M4)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

</block>

</statement>

</block>

<block type="procedures\_defnoreturn" id="pY2@2pMO{8v(L,e@\_J\*[" x="88" y="10187">

<field name="NAME">Pruefe WZD EINschalten - fuer Einschlaf</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="controls\_if" id="@@^wwx}fs[^qFtvL%;%C">

<mutation elseif="1"></mutation>

<value name="IF0">

<block type="logic\_operation" id="!P6~+sZ#?7{lxaqU[;]f">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="q?GW(F,oIeJ%VL(`OPx:">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="T27+c{mVawy|qXDv!`\*H">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="3mZ4qEeQPpu0:hLIct|V">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id="b4zwv5aeE4m=e@!pqudE">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="R#b=m(!hFB{UVTh.z~8m">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="V3^~sBKZ9KA7\_F6|K1GK">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="o5\*SoXr@Sa\_{m(w6cIO[">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="[bUMhC)\_--]ACbeC~adC">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="7%][Y(vU]#dEvjJIXyD]">

<field name="VAR">HUE.WHG\_VAR802\_Leuchtgenehmigung</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="(6wVVenoK]+FDZ^gN6K(">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO0">

<block type="procedures\_callcustomnoreturn" id="AImGze[F{TeCwpk[I52~">

<mutation name="WZD Hue Szene Entspannt-Einschlaf EIN"></mutation>

<next>

<block type="control\_ex" id="%-Cvv-(!t=~yrbU);j,%">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="2QcM:Rq0kF3\_.77~\*?=z">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="ku+|[;L+|LTre4i(K2(s">

<field name="TEXT">Volle Beleuchtung mit WZD L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="Zf!RW(]B/,A@(ZOo4Yk0">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id="uod?5fa12[iA)%w#[Gp\_">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="[ao\_^RY,Ag71n,nv!Q9n">

<field name="TEXT">WZD - AN Ueberwachung Entspannt (L106.WZD.M3)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

<value name="IF1">

<block type="logic\_operation" id="18YDUvuP)D8AeZK,8Ca\_">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="i+9h4gYr;gN/K(DJ5k{k">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="38Fe)VMK{Ak+!,Hd9XHK">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="!db~9YJSy(W9-i2toX^|">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_operation" id="=O`qBR%topu)#!)zB7X2">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="i2;sX|#M0XGRSg\*zVRNk">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="mol=6+4cXJl|\*l,^v:i`">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="%Nt{wd5SK4J6)J)9tb|]">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="MJ70j\*3^8Ql{FGN.0-6-">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="Zb+:}!a}rKEYg8Dk5hbQ">

<field name="VAR">HUE.WHG\_VAR802\_Leuchtgenehmigung</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="h5JPRrEcuE,dgr-b,y]H">

<field name="BOOL">TRUE</field>

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</value>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO1">

<block type="procedures\_callnoreturn" id="sFvg(A#Uk::684)\*8;Gc">

<mutation name="VAR 877 Fadingsteuerung - AUS dimmen"></mutation>

<next>

<block type="control\_ex" id="kDR{m:(.n9R,}#w[Vkn`">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="Tk/F(ID,-W6uSF;f4/.w">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="pm06Fsx@,\*guo`4ykp7M">

<field name="TEXT">Volle Beleuchtung ohne WZD L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="ok\*\_9)SpMbD#d%dcs/7{">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id="aA//xB@Ns5xMXxxcwrEE">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="NcdUw)%WvRni:|(QxXcA">

<field name="TEXT">WZD - AUS Ueberwachung Entspannt (L106.WZD.M3)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

</block>

</statement>

</block>

<block type="procedures\_defnoreturn" id="POKw8dTGG[BaqNUXN+be" x="-1237" y="11238">

<field name="NAME">Pruefe WZD EINschalten - fuer pink blaue Szenen</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="controls\_if" id="6OdCh!;w),0t?{tC\_]Kk">

<mutation elseif="1"></mutation>

<value name="IF0">

<block type="logic\_operation" id="@MD`TO9IUpY|b}3mQUV@">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="\_jKKl:@Z^.2)fO7RPx^~">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="^}~gjn`Pr{n=.5bIfRg!">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="X.D}^+pjGSs/NW\*4T2e|">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="+{/jkk}0WX-@Z~\*te.C.">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="zU64cGXTTb8HKn}X?lap">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="PQ~7xVlIor%cbwJ8a;pp">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO0">

<block type="procedures\_callcustomnoreturn" id="RvC2|;]Q[3%7Zn=B|CF,">

<mutation name="WZD Hue Szene fuer Pink Blaue Szenen EIN"></mutation>

<next>

<block type="control\_ex" id="e/rWP7SkJXbEu%6v.=9i">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="lxn\*[!@.G/eLt/lt?QVV">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="OwJy1r3m{jQJG?,1q|H`">

<field name="TEXT">Volle Beleuchtung mit WZD L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="KA,TC{XY,8JWd+|bCjnb">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id="}4iopkK%k29O~C:{~:DY">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="(}rK(kk!2Hrd]UHfKwJ]">

<field name="TEXT">WZD - AN Ueberwachung blau (L106.WZD.M2)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

<value name="IF1">

<block type="logic\_operation" id="/-6@]3,0iOJNbN}gE9#|">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="^?8dG.Y~fuXs5qR8NXnw">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="tmxq,tZ/!DX%jBVGVxD#">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="wGQ/~irDMuZKYSg12=o`">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="JF;8yKr+xp{CX,\*jxTML">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="b|Fg~EXbcE\*\_wH\_fjhf}">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="cymh3)@,OCjrE8GN?]|Z">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO1">

<block type="procedures\_callnoreturn" id="-ZN~~pPFUvpz8?RM:ttA">

<mutation name="VAR 877 Fadingsteuerung - AUS dimmen"></mutation>

<next>

<block type="telegram" id=".:{vC#eE!^Oq7g5O@c#K">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="K`pA9nY40fG-uiF171QP">

<field name="TEXT">WZD - AUS Ueberwachung blau (L106.WZD.M2)</field>

</shadow>

</value>

</block>

</next>

</block>

</statement>

</block>

</statement>

</block>

<block type="procedures\_defnoreturn" id="mM}s#RSolZt[XaJRM.Rn" x="137" y="11212">

<field name="NAME">Pruefe WZD EINschalten - fuer Hell</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="controls\_if" id="d~yq1Xb#N@=%|j\*EWDQl">

<mutation elseif="1"></mutation>

<value name="IF0">

<block type="logic\_operation" id="uY((2LTh~%Xk)fJ(5tje">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id="}CS`v=1L7s~8r=zf3}Bj">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="|bOD{kt8b)lG^zlgvNOT">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="Pa82Bhmr!k3:.vs\_/]pl">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="-b~os`X6kEl%H;D61MQr">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="7LuwZv]2p%RrQ)=I\*dPR">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="ell%GVK)q=Prn-tc4Ir-">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO0">

<block type="procedures\_callcustomnoreturn" id="sndP+#In/byIiSVcyy:h">

<mutation name="WZD Hue Szene Hell EIN"></mutation>

<next>

<block type="control\_ex" id="oT/UjuA\_6y~^RC[x0`xG">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="SrP#iU/?Htv[cP4{,2pf">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id=":J1!dn-;1B,L.#;Ug%14">

<field name="TEXT">Volle Beleuchtung mit WZD L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="YLWHEIJL@dVV#+Vy!4}S">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id="x?Z5v!`hnzL:;NHpzX=E">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="!EDyW^/nF=G(VVxpnFLL">

<field name="TEXT">WZD - AN Ueberwachung Hell (L106.WZD.M8)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

<value name="IF1">

<block type="logic\_operation" id="YWn:ma\_H%yzop|Z|Ds-V">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="#4t0e.sZ}QI99h:)/D(V">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="VDy9SJ.yYMRq7|d%O988">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="EZ4]GXz5U9k4(9O@/bq?">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="nwyJH}00!XL#K}BFtUiP">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="zs/\*ro3-9-DBjOh)4+m-">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="2Ll~{?6fpNJUU.Cbh?P/">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO1">

<block type="procedures\_callnoreturn" id="(Hcz#M@y0VlWmmZ[hz%g">

<mutation name="VAR 877 Fadingsteuerung - AUS dimmen"></mutation>

<next>

<block type="control\_ex" id="Uo@bEpzV5K\_\*l.FNM2`v">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="M5KQrpDsTiOLw/Jldm2e">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="BZkV!B%?yCs?`2rT[c.q">

<field name="TEXT">Volle Beleuchtung ohne WZD L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="hQLD6EpI+^+X5s(=,I}9">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id="0ZO~@,Bxe:\_w1#xJ?))?">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id=")VPy[;CmB\*?9d3tk!HWr">

<field name="TEXT">WZD - AUS Ueberwachung Hell (L106.WZD.M8)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

</block>

</statement>

</block>

<block type="procedures\_defnoreturn" id=";+,-AYW(+@IDO,DSpk+5" x="1587" y="11238">

<field name="NAME">Pruefe WZD EINschalten - fuer rot\_orange Szenen</field>

<comment pinned="false" h="80" w="160">Beschreibe diese Funktion …</comment>

<statement name="STACK">

<block type="controls\_if" id="HbR\*ksez-39Shx\*Ts.WP">

<mutation elseif="1"></mutation>

<value name="IF0">

<block type="logic\_operation" id="b^Gg[8uAhSFUt+=M48Ej">

<field name="OP">AND</field>

<value name="A">

<block type="logic\_compare" id=")R\_z/kxW-ht\*M%]5[!.]">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="p@(GUWp+p?9l2#D(,/BE">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="?,@j/7-Bj%EA29GJqn==">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="G]BFS}(EKgjJ?2E9pc5@">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="m]^]oYAsr1)g\_{AfD5Ws">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="PB=Zoc@f)=b!bsd{L%[[">

<field name="BOOL">FALSE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO0">

<block type="procedures\_callcustomnoreturn" id="roQjp)pB:rlLLD\*`[+{B">

<mutation name="WZD Hue Szene fuer Rot Orange Szenen EIN"></mutation>

<next>

<block type="control\_ex" id="!YNi\*y.#z]If3ueD9!pF">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="e+Lmq3dr1`G,UB4z\*8]Z">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="y|h/1j{PdX\_(nD.|:N^H">

<field name="TEXT">Volle Beleuchtung mit WZD L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="~Wx=mEPWY=s/dv?I9Oz~">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id="fMgh(Wrd-OB]@fmCvSkV">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="ln3(Yre|cD-m9-XL~7t[">

<field name="TEXT">WZD - AN Ueberwachung rot/orange Szenen (L106.WZD.M6)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

<value name="IF1">

<block type="logic\_operation" id="tch^u(~#1:^MGZj(4)VB">

<field name="OP">OR</field>

<value name="A">

<block type="logic\_compare" id="jH~Zs7f)ca,+51?byA5q">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="#a2.z;=0?Vc!ZSOqW,94">

<field name="VAR">WHG.VAR200\_HiFi\_An</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="S~dB;3\_f]Tobbvs!m8[c">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

<value name="B">

<block type="logic\_compare" id="PYdb-wT20:1JX6+iX@/V">

<field name="OP">EQ</field>

<value name="A">

<block type="variables\_get" id="\*S?A9q@W\_J--M]Se9];4">

<field name="VAR">WHG.VAR209\_Muecken</field>

</block>

</value>

<value name="B">

<block type="logic\_boolean" id="|sQy..-]xHCU8Ox9#9oS">

<field name="BOOL">TRUE</field>

</block>

</value>

</block>

</value>

</block>

</value>

<statement name="DO1">

<block type="procedures\_callnoreturn" id=")a20)p\*(m\_wZgxr!Dt1S">

<mutation name="VAR 877 Fadingsteuerung - AUS dimmen"></mutation>

<next>

<block type="control\_ex" id="NLtDq;d}\_o,0AS[Me(w`">

<field name="TYPE">true</field>

<field name="CLEAR\_RUNNING">FALSE</field>

<value name="OID">

<shadow type="field\_oid" id="]}e{EVm95#LfG~\_{VQ/8">

<field name="oid">Object ID</field>

</shadow>

<block type="variables\_get" id="7M\_yh!LfMbuA.Fcu8(U\*">

<field name="VAR">ID VAR824\_1 WZ Motion Szene Aktiv ID</field>

</block>

</value>

<value name="VALUE">

<shadow type="logic\_boolean" id="|Y2.7|UT-D+pc|acCXK+">

<field name="BOOL">TRUE</field>

</shadow>

<block type="text" id="xzPvRp%5Csi9HI^atAHQ">

<field name="TEXT">Volle Beleuchtung ohne WZD L106</field>

</block>

</value>

<value name="DELAY\_MS">

<shadow type="math\_number" id="y`6\*|Gs~+?4c[.~)bhWO">

<field name="NUM">0</field>

</shadow>

</value>

<next>

<block type="telegram" id=";-(;{v}D2cXOW#Q#DR%K">

<field name="INSTANCE">.0</field>

<field name="LOG">log</field>

<field name="SILENT">FALSE</field>

<field name="PARSEMODE">default</field>

<value name="MESSAGE">

<shadow type="text" id="KUFR8~Tc2,#A/7l3L1|f">

<field name="TEXT">WZD - AUS Ueberwachung rot/orange Szenen (L106.WZD.M6)</field>

</shadow>

</value>

</block>

</next>

</block>

</next>

</block>

</statement>

</block>

</statement>

</block>

</xml>