Motion Buffer Utilization Example

Use Case is to enable motion sensing when the lights have been turned off via a keypad and disable motion sensing when the lights have been turned on via a keypad.

Due to design constraints inherent in Crestron Home as both motion events (occupied/vacant) and keypad presses only allow for trigger of quick actions. As such, 4 motion buffer quick actions and 2 keypad quick actions will need to be created. Additionally, there will be 2 events that need to be configured to handle the occupied state and vacant state when the motion buffer is enabled.

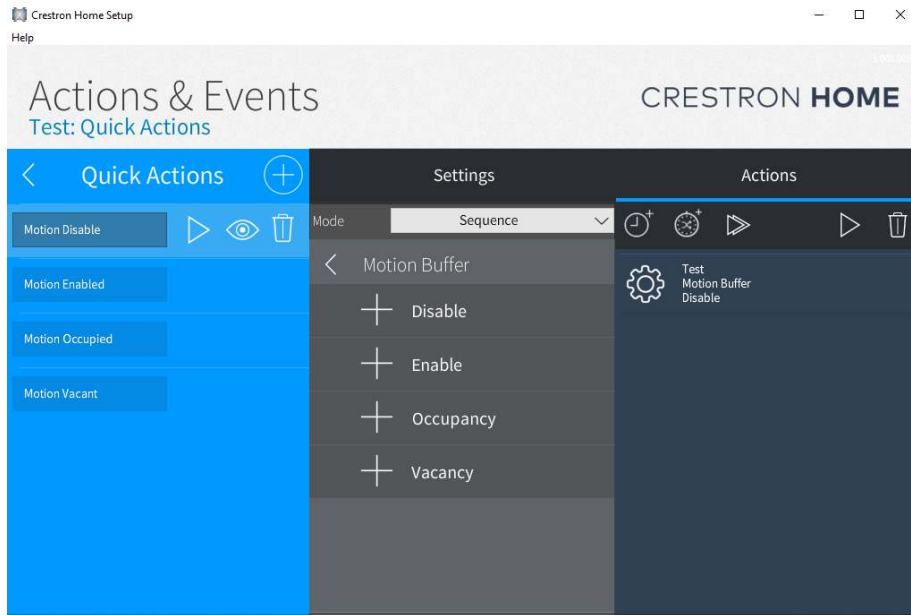If Creston Home allowed sequences in the motion and keypress events this would be a lot simpler to implement.

Motion Buffer Quick Actions (these should be hidden)

- **Motion Disabled** – Disables the motion sensor buffer from passing any signals
- **Motion Enabled** – Enables the motion sensor buffer to pass any signals
- **Motion Occupied** – Receives a motion sensor occupied signal
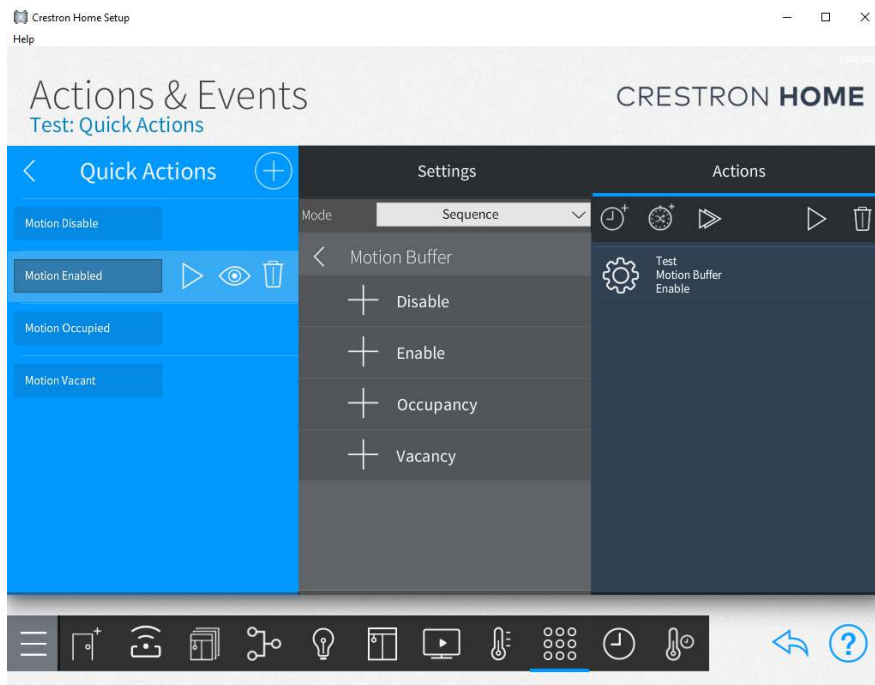- **Motion Vacant** – Receives a motion sensor vacant signal

Keypad Press Quick Actions (these should be hidden)

- **Keypress On –** manually turn lights on (disable the motion sensor buffer)
- **Keypress Off -** manually turn lights off (enable the motion sensor buffer)
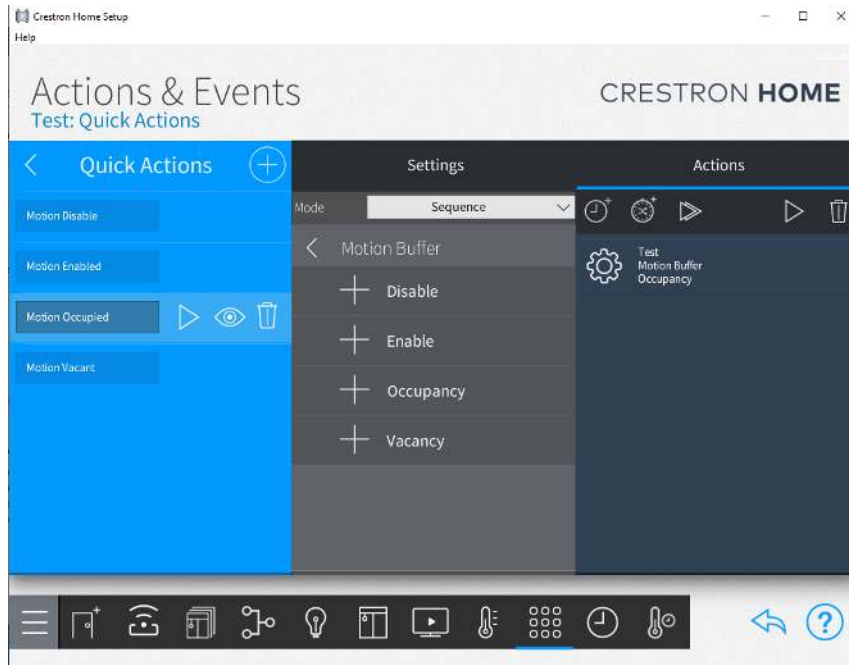
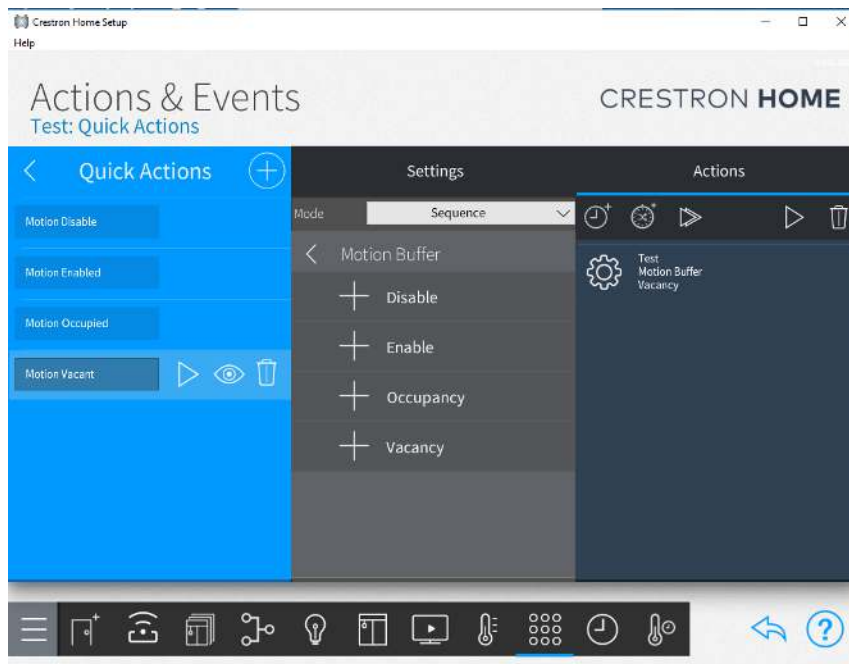**Motion Buffer Disabled –** quick action to disable the motion buffer

Motion Buffer Enabled – quick action to enable the motion buffer
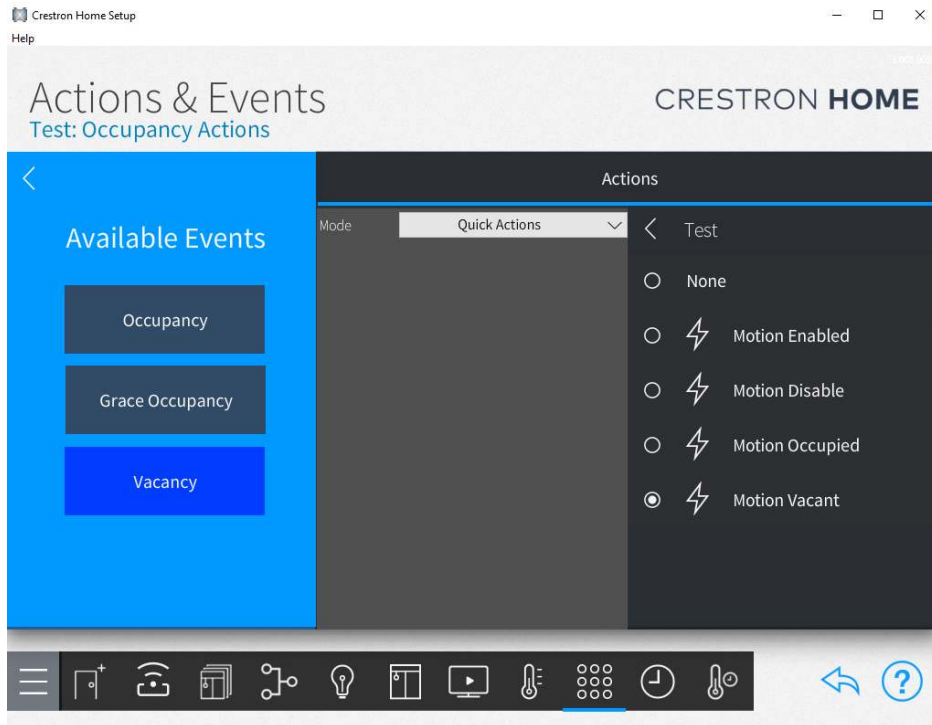
Motion Buffer Occupied – quick action to indicate that occupancy has been detected
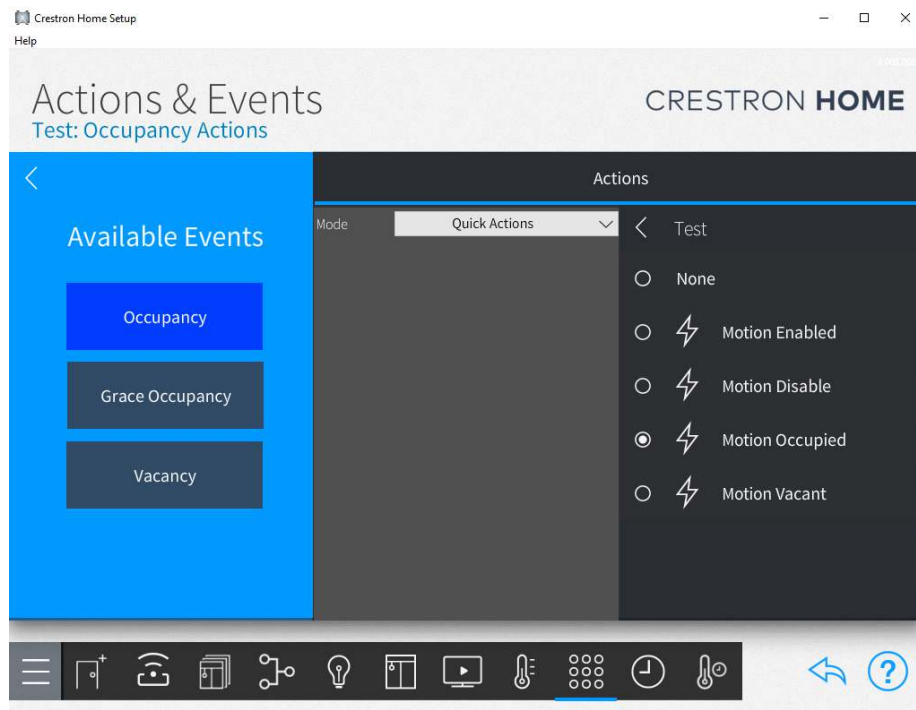

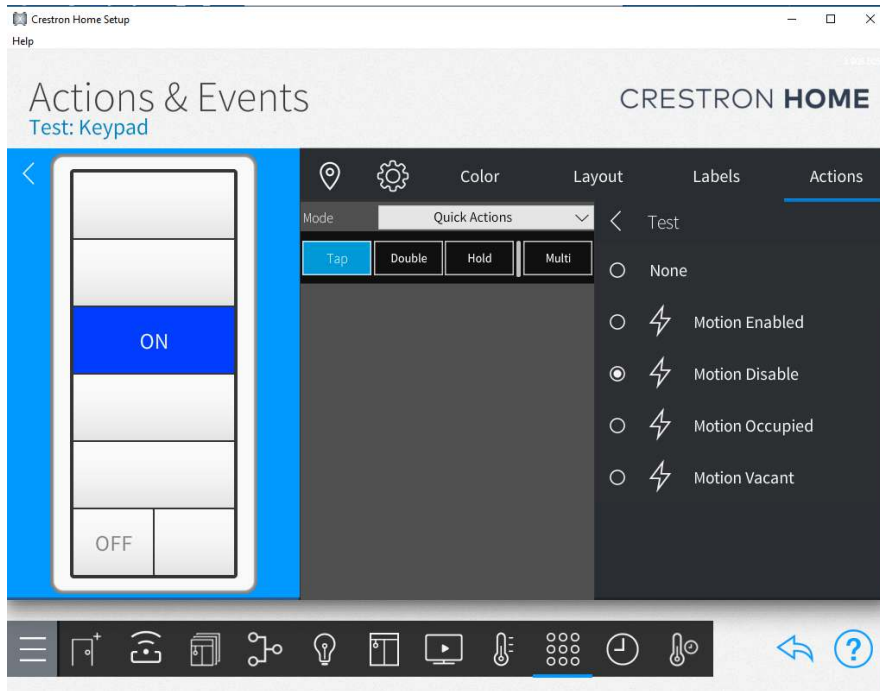**Motion Buffer Vacant –** quick action to indicate that vacancy has been detected

Motion Sensor Event – Occupancy – this is the input signal to the motion buffer that occupancy has been detected
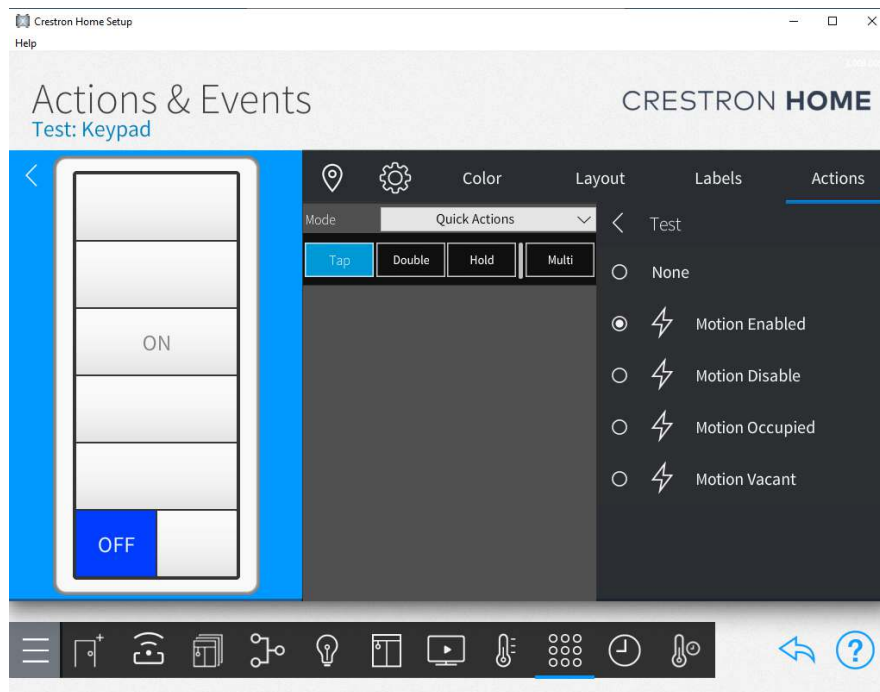

Motion Sensor Event – Vacancy – this is the input signal to the motion buffer that vacancy has been detected
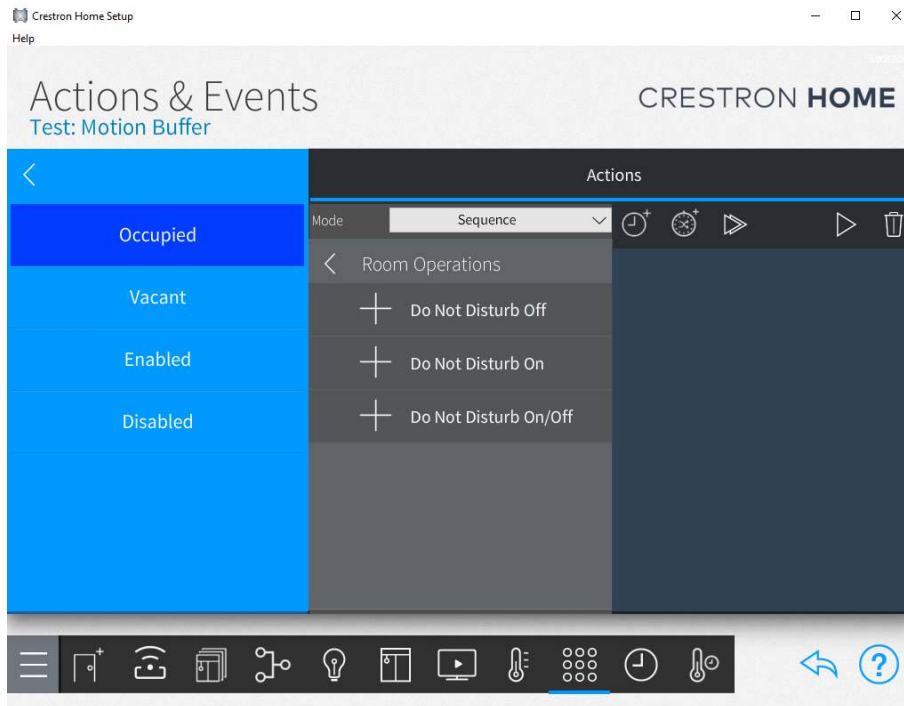
Keypad Press On – disables the motion sensor

Keypad Press Off – enables the motion sensor

Motion Buffer Handle Occupancy – a sequence would be created that implements the Occupancy state if the motion buffer is enabled. An example would be to turn off lights.

Motion Buffer Handle Vacancy – a sequence would be created that implement the Vacancy state if the motion buffer is enabled. An example would be to turn off lights.