

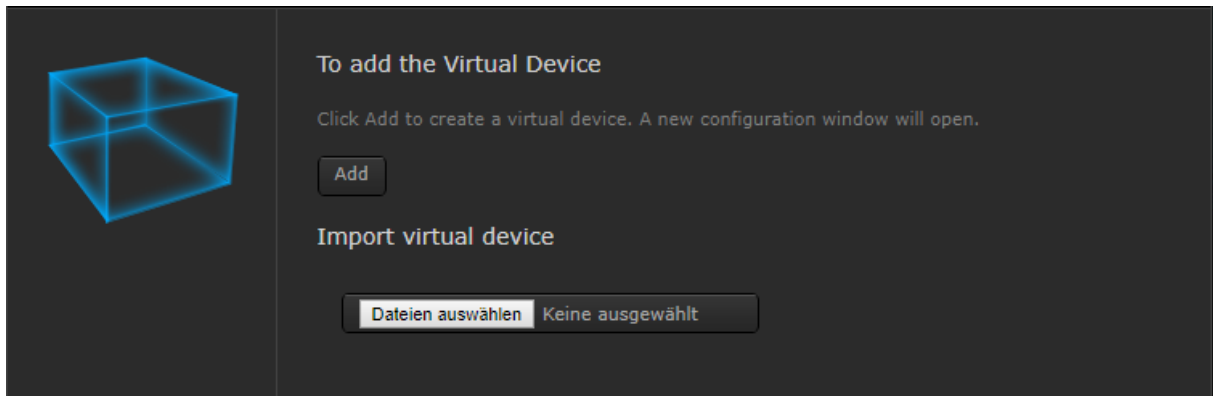
# Siren 6 using in Scenes of FIBARO Home Center 2/Lite

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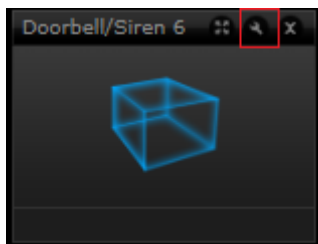
To use the siren in HomeCenter Lite, please download the Virtual Device and integrate it into your HomeCenter Lite.

## 1. Preparation

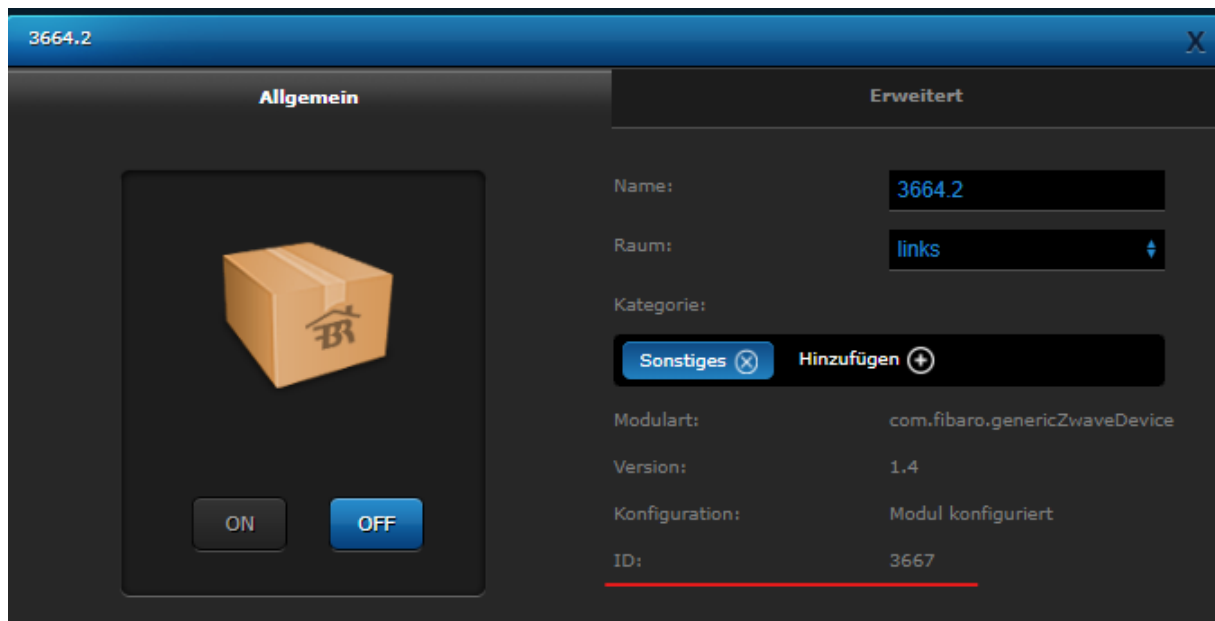
- 1.1. Open your browser and log in to your HomeCenter 2/lite interface.
- 1.2. Pair/Include the Siren 6 as described in the manual.
- 1.3. Go to the "**Devices**" page.
- 1.4. Press the button "**Add or Remove device**" on the left side.
- 1.5. Select the enclosed file via selection field and confirm with open.



- 1.6. Then go back to "**Devices**".
- 1.7. Now you'll find Siren 6 listed under this page.

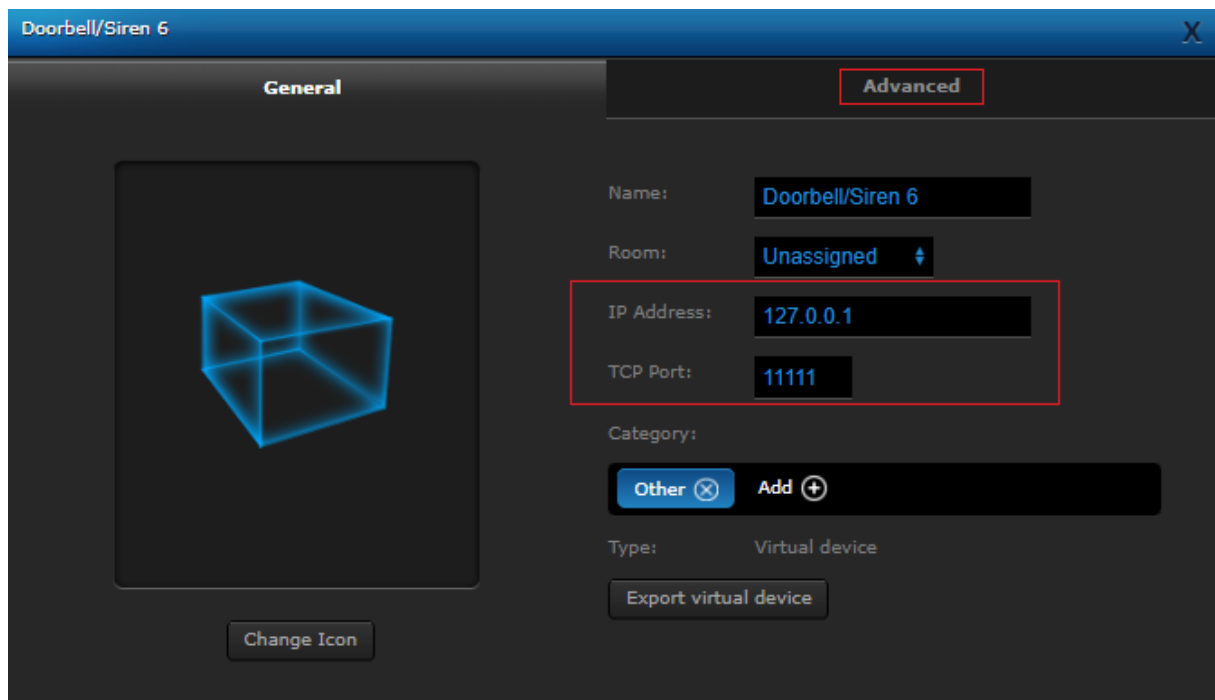


- 1.8. Open Siren 6 settings by pressing the small wrench icon.
- 1.9. Determine the Device ID of your Siren 6 listed under "ID:" and record it.



## 2.Settings

- 2.1. Open the configuration of your Virtual Module.
- 2.2. Change the tab to "Advanced".
- 2.3. **Add** in the line "IP-Address" **127.0.0.1**
- 2.4. **Add** in the line "TCP-Port" **11111**



- 2.5. Scroll down and change the following settings:
  - 2.5.1. **DEVICEID**: Add the Fibaro Device ID (see point 1.9).

**Note:** You must assign the device ID of the respective child device to each ON/OFF key pair.

Example:

- Sound 1 ON = Device ID 3666
- Sound 1 OFF = Device ID 3666
- Sound 2 ON = Device ID 3667
- Sound 2 OFF = Device ID 3667

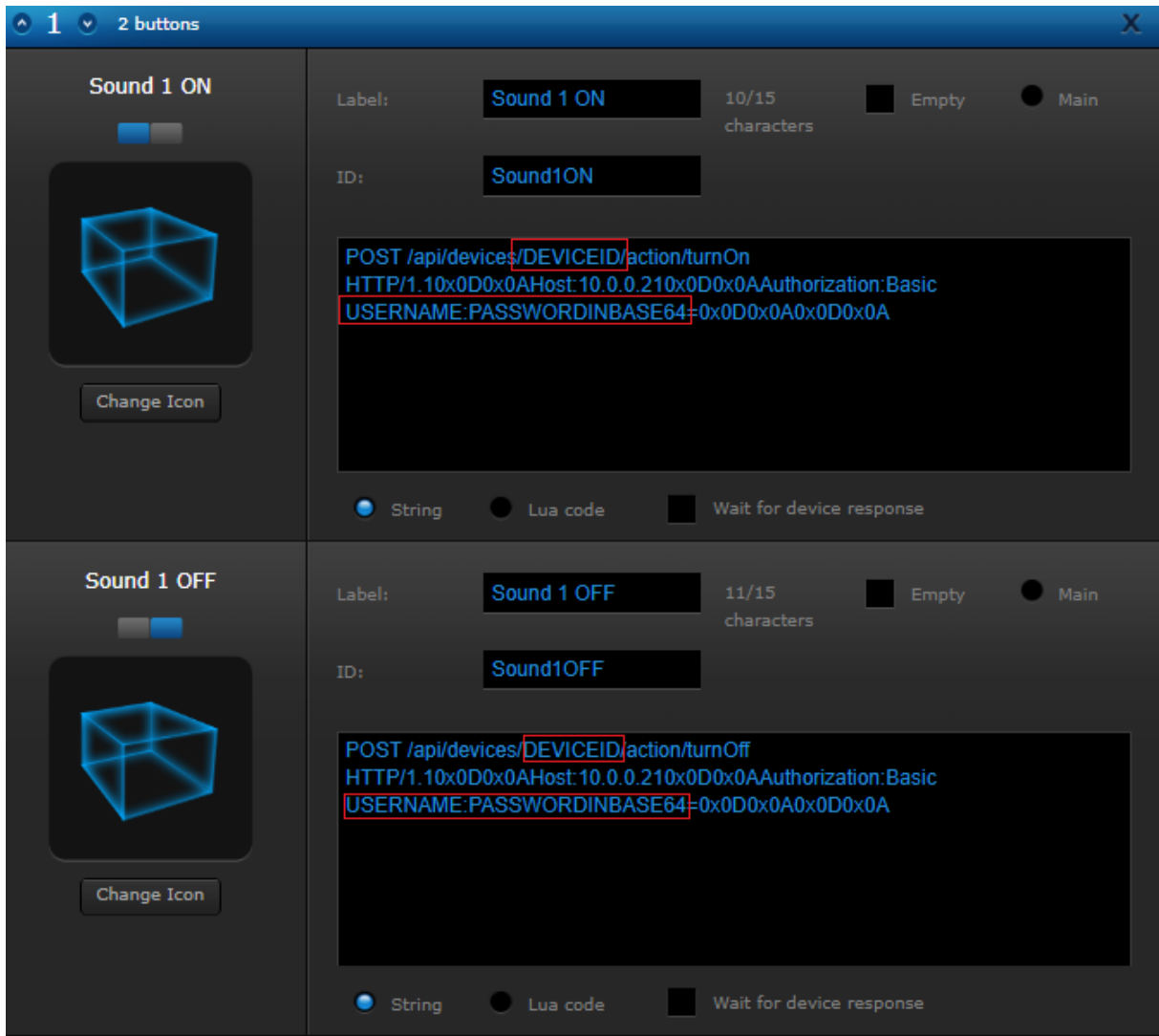
## 2.5.2. USER:PASSWORDINBASE64CODE:

2.5.2.1. Go to Webpage [BASE64 Encode](#)

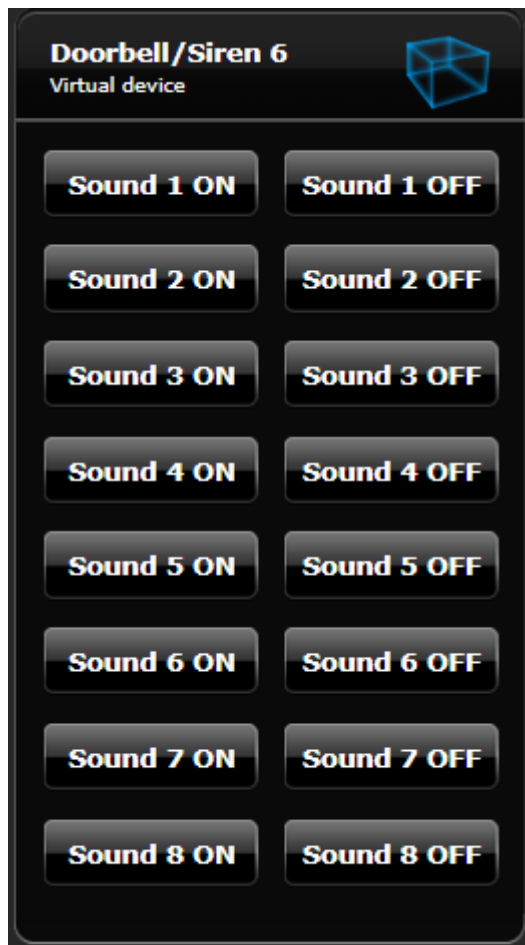
2.5.2.2. Enter your username and password separated by a colon from Home Center access and press Encode Base64

The screenshot shows a web-based Base64 encoding tool. At the top, there is a text input field containing the string "admin@admin.de:Admin123". Below this field is the label "In Base 64 Encode". Underneath the label is another text input field containing the Base64 encoded string "YWRTaW5AYWRtaW4uZGU6QWRtaW4xMjM=". At the bottom of the interface, there are three rows of buttons. The first row has "Encode", "URL", and "Decode" buttons. The second row has "Encode", "Base 64", and "Decode" buttons, with the "Base 64" button highlighted by a red rectangular border. The third row has "Encode", "Hex", and "Decode" buttons. Below these rows is a "Clear" button.

2.5.2.3. Replace the placeholder with the encrypted user name and password for all buttons



2.6. Press save on the right side and test the virtual module.



### 3. Using in Block Scenes

#### 3.1 Create a new Block Scene

##### 3.1.1 Select your trigger

3.1.2 Now select "Virtual module" as the device to be triggered and the associated button

3.1.3 Save the scene

The screenshot shows a control panel interface with a top navigation bar containing a home icon, a dropdown menu with '3626.0', a yellow diamond icon with '==', a green play button with 'Opened', and a red timer showing '0 s'. Below the navigation bar is a sidebar menu with options: Variables, Scenes, Rooms, Devices, Cameras, Virtual devices (highlighted with a red box), and Notifications. The 'Virtual devices' menu is expanded to show 'Unassigned' and 'Roomname'. The 'Roomname' menu is further expanded to show 'Doorbell/Siren 6', which is also highlighted with a red box. To the right of this menu is a list of sound options: Sound1ON, Sound1OFF, Sound2ON, Sound2OFF, Sound3ON, Sound3OFF, Sound4ON, Sound4OFF, Sound5ON, Sound5OFF, Sound6ON, Sound6OFF, Sound7ON, Sound7OFF, Sound8ON, and Sound8OFF. Below the menu is a section titled 'Switch scene edit mode to LUA based' with a clapperboard icon and an 'if(?)' icon, and a 'Change' button. Below that is a section titled 'Copy scene' with a clapperboard icon and a 'Copy' button.

**Example:**

The screenshot shows a control panel interface with a top navigation bar containing a home icon, a dropdown menu with '3626.0', a yellow diamond icon with '==', a green play button with 'Opened', and a red timer showing '0 s'. Below the navigation bar is a sidebar menu with options: Variables, Scenes, Rooms, Devices, Cameras, Virtual devices, and Notifications. The 'Virtual devices' menu is expanded to show 'Unassigned' and 'Roomname'. The 'Roomname' menu is further expanded to show 'Doorbell/Siren 6', which is highlighted with a red box. Below the menu is a section titled 'Switch scene edit mode to LUA based' with a clapperboard icon and an 'if(?)' icon, and a 'Change' button. Below that is a section titled 'Copy scene' with a clapperboard icon and a 'Copy' button. Below the 'Copy scene' section is a 'Then' block with a yellow diamond icon and a dropdown menu. The 'Then' block is expanded to show a sound trigger: 'Doorbell/Siren 6 Sound2ON' with a dropdown arrow, and a red timer showing '10 s'. Below the 'Then' block is a 'Save' button.