



Trigger, Condition, Action Functions

ESA Pro 2 & ESA Pro 2.1 use an engine called the NSA engine to give you powerful triggering options for a multitude of circumstances, these are called TCA triggers (Trigger, Condition, Action).

In this document, you can find the function of each Trigger & Action.

<u>Trigger/Condition</u>	<u>Function</u>
Time	Trigger an event at a specific time and/or date
Port - Released	Trigger an event when a port is released
Port - Pressed	Trigger an event when a port is pressed
Port - Held	Trigger an event when a port is held
Button Released	Trigger an event when a button is released
Button - Pressed	Trigger an event when a button is pressed
Button - Held	Trigger an event when a button is held

Scene - Resumed	Trigger an event when a scene is resumed
Scene - Paused	Trigger an event when a scene is paused
Scene - About to Stop	Trigger an event when a scene is about to stop
Scene - Stopped	Trigger an event when a scene is stopped
Playing in Zone	Trigger an event when something is playing in a zone
Blackout	Trigger an event when a blackout occurs
Beat	Trigger an event on a beat

<u>Action</u>	<u>Function</u>
Scene - Start Scene	Start the specified scene
Scene - Resume Scene	Resume a paused or stopped scene
Scene - Pause Scene	Pause the specified scene
Scene - Stop Scene	Stop the specified scene
Scene - Start Last Scene	Starts the last scene in a list
Scene - Start First Scene	Starts the first scene in a list
Scene - Start Previous Scene	Starts the scene that was previous scene in a list
Scene - Start Next Scene	Starts the next scene in a list
Stop All Scenes	Stops all scenes currently playing

Start Random Scene	Starts a random scene in the specified zone
Next Step in a Scene	Transitions to the next step in a specified scene/zone
Dimmer - Increase	Increases the dimmer in a specified zone/scene to a pre determined value
Dimmer - Decrease	Decreases the dimmer in a specified zone/scene to a pre determined value
Dimmer - Set Value	Increases/Decreases the dimmer in a specified zone/scene to a pre determined value
Saturation - Increase	Increases the saturation in a specified zone/scene to a pre determined value
Saturation - Decrease	Decreases the dimmer in a specified zone/scene to a pre determined value
Saturation - Set Value	Increases/Decreases the dimmer in a specified zone/scene to a pre determined value
Hue - Increase	Increases the Hue in a specified zone/scene to a pre determined value
Hue - Decrease	Decreases the dimmer in a specified zone/scene to a pre determined value

Hue - Set Value	Increases/Decreases the dimmer in a specified zone/scene to a pre determined value
Speed - Increase	Increases the speed in a specified zone/scene to a pre determined value
Speed - Decrease	Decreases the dimmer in a specified zone/scene to a pre determined value

Speed - Set Value	Increases/Decreases the speed in a specified zone/scene to a pre determined value
Extra Colour - Increase	Increases the value of an extra colour channel in a specified zone/scene to a pre determined value
Extra Colour - Decrease	Decreases the value of an extra colour channel in a specified zone/scene to a predetermined value
Extra Colour - Set Value	Increases/Decreases the value of an extra colour channel in a specified zone/scene to a pre determined value
Colour	Set a predetermined colour in a specified scene/zone
Reset	Reset the specified scene/zon
Blackout - On	Activate a blackout
Blackout - Off	Deactivate a blackout
Blackout - Toggle	Toggle a blackout on/off depending on what's currently happening.