

**GUIDE**

# SUNSET SCHEDULING FOR **SUMMER**

A common feature amongst Telldus users is to turn on a light when the sun goes down and turn them off again at bed time. This can be done in Telldus Live! using the scheduler. But what if, like sometimes in the summer, the sun goes down after bed time? In that case we have to use events.

**LET'S GET STARTED!**

**YOU WILL NEED**

-  WALL SOCKET RECEIVER
-  TELLDUS LIVE!

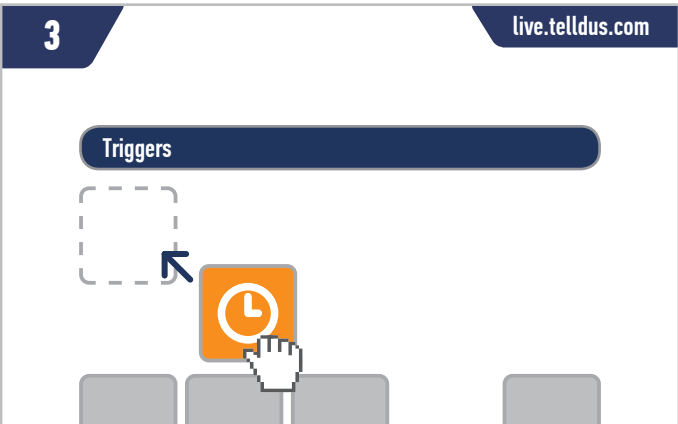
1 live.telldus.com



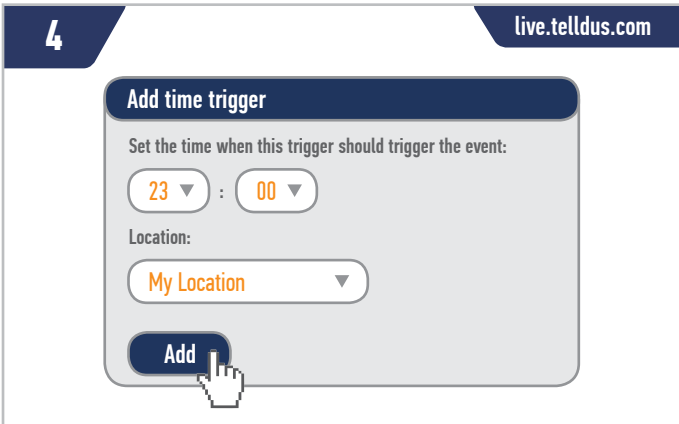
2 live.telldus.com



3 live.telldus.com



4 live.telldus.com




5 live.telldus.com



6 live.telldus.com



7 live.tellus.com



8 live.tellus.com

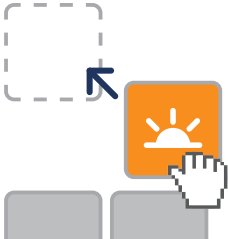
**Create new event**

Event name:

**Create**

9 live.tellus.com

**Triggers**



10 live.tellus.com

**Add sunrise trigger**

Set the time when this trigger should trigger the event:

When the sun rises  When the sun sets

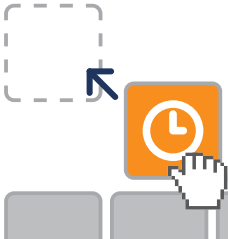
Offset:  minutes

Location:

**Add**

11 live.tellus.com

**Conditions**



12 live.tellus.com

**Add time condition**

Select the time interval this event should run:

:  to  :

**Add**

13 live.tellus.com

**Actions**



14 live.tellus.com

**Add device action**

Choose device:

Choose action:  On  Off

**Add**



**Note!** The start time of the time condition in step 12 is not important, it just need to be earlier than the earliest sunset time throughout the year. The end time of the condition makes sure that the light never turns on later than 22:30 even if the sun has not set. You can tweak the times for the trigger and condition if you want. This setup works even in winter so no adjustments or additional scheduling is needed.

**RESULT**

You should now have two events that look like this:

Turn light off

Triggers



Conditions

Actions



Turn light on at sundown

Triggers



Conditions



Actions



**Note!** For time and sunrise/sunset triggers and conditions to work it is important that you have set the time zone and geographical position of your location. This is done in My Locations → click on the location → Time zone/Position.