

REAL SMART HOME GmbH

APPMODULE PushIT App Documentation

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TABLE OF CONTENTS

| 1 | Intro | duction | 4 | | | | | | |
|---|--|---|---|--|--|--|--|--|--|
| | | Important information on the operating instructions | 4 | | | | | | |
| 2 | Push | IT – Functional overview | 5 | | | | | | |
| | 2.1 | Highlights | 5 | | | | | | |
| | 2.2 | Per rule | 5 | | | | | | |
| 3 | 3 The innovative, modular App-conept for the building automation | | | | | | | | |
| | 3.1 | Information about the APPMODULE | 6 | | | | | | |
| 4 | Арр | installation | 7 | | | | | | |
| 5 | Арр | Settings | 8 | | | | | | |
| | 5.1 | Instance | 8 | | | | | | |
| | 5.1. | 1 Settings | 8 | | | | | | |
| | 5.1.4 | 2 Rules | 8 | | | | | | |
| 6 | Atta | chment 1 | 1 | | | | | | |

1 INTRODUCTION

Thank you for your trust, and the purchase of the **PushIT** -app for the BAB **APP**MODULE. With the **PushIT** - app you obtain professional integration of the **PushIT** notification service into building automation. This documentation will help you get started with the app and aims to improve your setup experience.

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IMPORTANT INFORMATION ON THE OPERATING INSTRUCTIONS

We reserve the rights continually improve the product. This entails the possibility that parts of this documentation might be out-of-date. You will find the latest information at:

www.bab-appmarket.de

This app is an independent product, with no legal ties to Philips[®]. Neither **BAB** APP MARKET GmbH nor the developers of this app take any claim in the trademarks owned by Pushbullet[®].

2 PUSHIT – FUNCTIONAL OVERVIEW

Stay up to date! **PushIT**« brings the push notification service to building automation. With the help of technology from PushBullet, it is thus possible to transmit images or text messages almost instantaneously. Activities at your door station, for example, – including camera snapshots (!) – can thus be »pushed« to your mobile phone. Likewise, values from temperature sensors, motion detectors or air quality sensors can be used as notifications. The conditions – e.g. if values are exceeded – are freely definable. As a result, any possible data type can be used to trigger a notification.

2.1 HIGHLIGHTS

128 rules for push messages

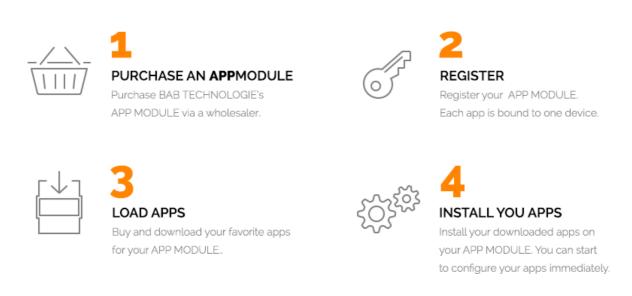
2.2 PER RULE

- Any data type for triggering a notification
- Conditions for notification: Value: any, larger, smaller, equal
- Optional value entry, any data type
- Freely definable message text (supplemented with the trigger value at any point in the text)
- Free definition of the URL for an image which is attached to a notification
- Username and password for HTTP Basic authentication (useful for protected image URLs; e.g. webcams)

THE INNOVATIVE, MODULAR APP-CONEPT FOR THE BUILDING AUTOMATION

The innovative, modular app concept for building automation. The **APP**MODULE brings the innovative, modular app concept into building automation. You can mix and match any of the diverse applications that are available to ingrate third-party solutions. With these apps from the dedicated **BAB** APP MARKET, the **APP**MODULE becomes a tailor-made integration unit for your building automation.

HOW IT WORKS



Manufacturer of the APPMODULE BAB TECHNOLOGIE GmbH

Distribution of all apps for the APPMODULE BAB APP MARKET GmbH

App developer <u>REAL SMART HOME GmbH</u>

3.1 INFORMATION ABOUT THE APPMODULE

Please refer to the separate product documentation of the **APP**MODULE for a detailed product description and setup instructions.

http://www.bab-tec.de/index.php/download_de.html

Product variants:

3

The **APP**MODULE is available in three variants:

- APPMODULE KNX/TP for stand-alone use on KNX/TP Bus
- APPMODULE EnOcean for stand-alone use in the EnOcean wireless network
- APPMODULE Extension for use in an IP-based KNX installation (KNXnet/IP) or as extension for an EIBPORT

4 APP INSTALLATION

Please proceed as follows to install an App.

1. Open the APPMODULE web page: Enter <IP Address of APPMODULE> into your browser's address bar and press Enter. The APPMODULE web interface will appear.

2. Log in with your user credentials. Please refer to the APPMODULE documentation for login details.

- 3. Click on the menu entry "App Manager"
- 4. You are now on the page where already installed Apps are listed. The list will be empty if no apps have been installed. Click "Install App" in order to install a new app.
- 5. Now click on "Select App"; a file selector window will appear. Choose the app »PushIT« and click "OK". The Smart Home App "PushIT" must first be downloaded from the BAB APP MARKET (www.bab-appmarket.de).
- 6. After the message "Installation successful" appears, click "OK". You are ready to configure the App.
- 7. To update an already installed app, click on the App icon in the "App Manager".
- 8. The detail view of the App appears. Click on "Update App" to select the app package and start the update. The update version must be downloaded from the BAB APP MARKET.

After the message "Installation successful" appears, click "OK". The app has been updated. Your instance configurations will remain unchanged.

Information

To configurate the App please use Google Chrome.

5 APP SETTINGS

Stay up to date! **»PushIT**« brings the push notification service to building automation. With the help of technology from PushBullet, it is thus possible to transmit images or text messages almost instantaneously. Activities at your door station, for example, – including camera snapshots (!) – can thus be "pushed" to your mobile phone. Likewise, values from temperature sensors, motion detectors or air quality sensors can be used as notifications. The conditions – e.g. if values are exceeded – are freely definable. As a result, any possible data type can be used to trigger a notification.

5.1 INSTANCE

Information

The browser-session expires after a period of 60 minutes due to inactivity. Unsaved changes to the configuration will be lost.

As soon as the App is installed, you can create so called "Instance". An Instance is one of several objects of the same class.

In order to create an instance, click on the following symbol "Create Instance".

Instance Name:

Choose a name for this new instance.

Comment:

Insert a description what this instance does.

5.1.1 SETTINGS

Pushbullet Access Token:

Insert the access token of your Pushbullet account. You can find it under "Account Settings" on pushbullet.com.

APPMODULE Nickname:

Assign a nickname to your **APP**MODULE. Your **APP**MODULE will then be registered as a Pushbullet device under this nickname.

5.1.2 RULES

<u>Rules</u>

Up to 128 rules can be configured and compiled on this list. Click 'Add' for further details concerning configuration parameters of each list component.

<u>Name</u>

Insert the name of the rule. This will also be set as the title of the notification.

Pushbullet Devices

Select Pushbullet Device

Trigger Address

Insert the group address of the KNX device which triggers the push.

Trigger Data Type

Insert the data type of the trigger value.Select Pushbullet Device

- EIS_2_rel
- EIS_9
- 2 Byte FP
- 0%..100%
- 2 Byte 0..65535
- 4 Byte -2147483648..2147483647
- 1 Byte -128..127
- 1 Byte 0..255
- EIS_10s
- EIS_11u
- EIS_14s
- 4 Byte FP
- EIS_1
- EIS_10u
- EIS_11s
- EIS_14u
- EIS_15
- 1 Bit
- Relative Dimming
- EIS_2_abs
- EIS_2_switch
- EIS_5
- EIS_6
- 2 Byte -32768..32767
- 4 Byte 0..4294967295

Send if incoming value...

Set a condition in relation to the threshold to trigger the push notification.

- is arbitary (no threshold)
- is equal to threshold
- is greater than threshold
- is less than threshold

Threshold

Insert the threshold.

Value Address

Insert the group address of the KNX device, so you can add the incoming value to the notification. This setting is optional.

<u>Value Data Type</u>

Insert the data type of the value.

- 1 Byte 0..255
- EIS_2_rel
- EIS_6
- EIS_9
- EIS_10s
- EIS_14s
- 1 Byte -128..127
- 2 Byte FP
- 4 Byte 0..4294967295
- EIS_1
- EIS_2_switch
- EIS_10u
- EIS_14u
- 1 Bit
- Relative Dimming
- EIS_2_abs
- EIS_11s
- EIS_11u
- EIS_15
- 0%..100%
- 2 Byte -32768..32767
- EIS_5
- 4 Byte FP
- 2 Byte 0..65535
- 4 Byte -2147483648..2147483647

<u>Message</u>

Insert a message to be included within the notification. This setting is optional. If you specify a value object, its current value will be attached at the end of the message by default. To insert the value anywhere within the message instead, just add %d for decimal values, %f for floating point values or %s for strings at any position into the text. Please note that expert settings for the wildcard are possible. Check sprintf documentation. For example %02d will output one digit integer values as 0x instead of x.

URL

Insert a URL of an image file to be attached to the notification. This setting is optional. In case the image cannot be accessed, only the message configured above will be sent.

<u>Username</u>

Insert a username in case accessing the URL needs authentication.

Password

Insert a password in case accessing the URL needs authentication.

6 ATTACHMENT

| function | EIS type | DPT | typical function | typical values | data | identifier |
|-----------------------|-------------|-----------|-----------------------------|---|----------------------|--------------------------|
| PriorityPosi- tion | EIS1 | DPT1 | Wind alarm | 1=high and inhibit | 1 Bit | 1-bit |
| Switch | EIS 1 | DPT1 | Light switching | 0=Off; 1=On | 1 Bit | 1-bit |
| DimControl | EIS2 | DPT3 | Dimming | 0=Off; 1=On xxxx=relative dimming 0-255=absolute dimming | 1Bit 4Bit 8Bit | 3-bit controlled |
| Time | EIS3 | DPT1 0 | Time | Hhh:mm:ss | 3 Byte | Time |
| Date | EIS4 | DPT1 1 | Date | dd:mm:yyyy | 3 Byte | Date |
| Value | EIS5 | DPT9 | Value | 0-255 | 1Byte | 2-byte float value |
| DimValue | EIS6 | DPT5 | Percent | 0-100% | 1Byte | 8-bit unsigned value |
| DriveBlade Value | EIS6 | DPT5 | Position value | 0-100%; 0-255 | 1Byte | 8-bit unsigned value |
| DriveShutter Value | EIS6 | DPT5 | Position value | 0-100%; 0-255 | 1Byte | 8-bit unsigned value |
| Position | EIS6 | DPT5 | Control value Heating | 0-100%; 0-255 | 1Byte | 8-bit unsigned value |
| DriveMove | EIS7 | DPT1 | Move shutter | 0=up 1=down | 1Bit | 1-bit |
| DriveStep | EIS7 | DPT1 | Adjusting the slat blind | 0=up; 1= down; 0 or 1 during movement=stop | 1Bit | 1-bit |
| PriorityCont- rol | EIS8 | DPT2 | Priority | 0,1 switch; 3=forced off; 4=forced on | 2Bit | 1-bit controlled |
| FloatValue | EIS9 | DPT1 4 | IEEE | Floating-point value | 4 Byte | 4-byte float value |
| Counter 16bit | EIS10 | DPT7 | Counter 16 bit | 0 - 65.535 | 2Byte | 2-byte unsigned value |
| Counter 16bit | EIS10 | DPT8 | Counter 16 bit with sign | -32.768 - 32.767 | 2Byte | 2-byte signed value |
| Counter 32bit | EIS11 | DPT1 2 | Counter 32 bit | 0 - 4.294.967.295 | 4Byte | 4-byte unsigned value |
| Counter 32bit | EIS11 | DPT1 3 | Counter 32 bit with sign | 0 - 4.294.967.295 | 4Byte | 4-byte signed value |
| Access Control | EIS12 | DPT1 5 | Access control | Card number | 4Byte | Entrance access |
| Char | EIS13 | DPT4 | ASCII characters | Character | 1Byte | Character |
| Counter 8bit | EIS14 | DPT5 | Value | 0 - 255 | 1Byte | 8-bit unsigned value |
| Counter 8bit | EIS14 | DPT6 | Value with sign | -128 - 127 | 1Byte | 8-bit signed value |
| String | EIS15 | DPT1 6 | String | max. 14 characters | 14 Byte | Character string |

EIB/KNX devices exchange fixed prescribed data formats with each other. These are defined in types. The old designations of the types are EIS (EIB Interworking Standard) The new designations are DPT (Data Point Type)