



REAL SMART HOME

REAL SMART HOME GmbH

APPMODULE

IFTTT Connect App

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TABLE OF CONTENTS

1	Introduction.....	4
	Important information on the operating instructions	4
2	IFTTT Connect – Functional overview	5
3	The innovative, modular App-conept for the building automation.....	6
3.1	Information about the APPMODULE.....	6
4	App installation / Update	7
5	App Settings	8
5.1	IFTTT Connect	8
5.2	Telegram Trigger for IFTTT Maker Event	8
5.3	Values to include (optional)	9
5.4	External address of the APPMODULE (for Webhooks).....	9
6	Attachment	10

1 INTRODUCTION

Thank you for your trust, and the purchase of the **IFTTT Connect**-app for the BAB **APPMODULE**. With «IFTTT Connect» you connect all functions of the APPMODULE with the web applications of ifttt.com. Transfer KNX counter readings to Google tables and much more. 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 right 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 This entails the possibility that parts of this documentation might be out-of-date.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 IFTTT Inc. Neither **BAB APP MARKET** GmbH nor the developer of this app take any claim in the trademarks owned by IFTTT Inc.

2 IFTTT CONNECT – FUNCTIONAL OVERVIEW

With this app for the APPMODULE you connect over 600 IoT and web services with KNX or EnOcean. For example, transfer KNX counter readings to Google Tables or link your current geographical location to KNX scenes.

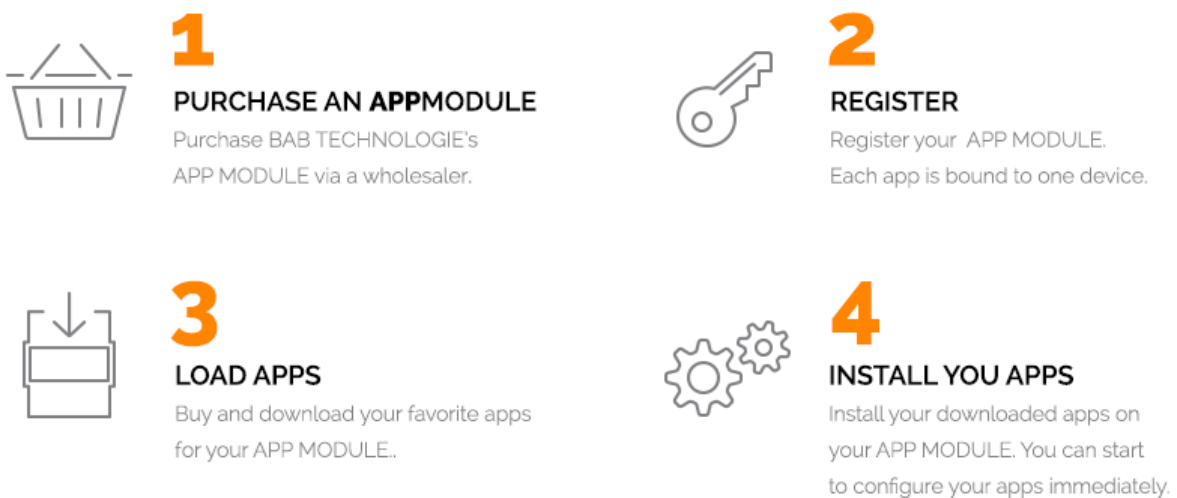
Highlights

- Connects over 600 IoT services with KNX, Up to 10 bidirectional connections
- Convenient URL generator
- Flexible use through the use of webhooks

3 THE INNOVATIVE, MODULAR APP-CONCEPT FOR THE BUILDING AUTOMATION

The innovative, modular app concept for building automation. The **APPMODULE** brings the innovative, modular app concept into building automation. You can mix and match any of the diverse applications that are available to integrate third-party solutions. With these apps from the dedicated **BAB APP MARKET**, the **APPMODULE** 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 [REAL SMART HOME GmbH](#)

3.1 INFORMATION ABOUT THE APPMODULE

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

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

Product variants:

The **APPMODULE** 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 / UPDATE

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 »IFTTT Connect« and click "OK". The Smart Home App "IFTTT Connect" 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

With «IFTTT Connect» you connect all functions of the APPMODULE with the web applications of ifttt.com. Transfer KNX counter readings to Google tables and much more

5.1 IFTTT CONNECT

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.

5.2 TELEGRAM TRIGGER FOR IFTTT MAKER EVENT

Trigger Address:

Insert the group address on which to trigger a request to IFTTT.

Data Type:

Insert the data type of the telegrams on the trigger address.

- EIS 1,
- EIS 5: 2 Byte Float
- EIS 6: 0%...100%
- EIS 9: 4 Byte Float
- EIS 10s: 2 Byte -32768...32767
- EIS 10u: 2 Byte 0...65535",
- EIS 11s: 4 Byte -2147483648...2147483647
- EIS 11u: 4 Byte 0...4294967295
- EIS 14s: 1 Byte (-128...127)
- EIS 14u: 1 Byte (0...255)
- EIS 15: Text

Trigger Condition:

Configure which condition should be met in order for a request to request to be send to IFTTT.

A note regarding the condition 'is equal to':

Due to possible precision issues, floating point values are considered as equal in this case if their difference is less than 0.01.

Trigger URL:

Your IFTTT Trigger URL (you can find it at Service / Webhooks).
Format: `https://ifttt.com/trigger/{EVENT}/with/key/{YOUR_KEY}`

5.3 VALUES TO INCLUDE (OPTIONAL)

Values Addresses:

A list of group addresses used to exchange values between this instance and IFTTT. You can either send values from these group addresses to IFTTT, receive values from IFTTT via web request which will then be sent to the corresponding group addresses as a telegram or do both. Data from IFTTT to this instance must be sent as JSON. You can view the latest request from IFTTT to this instance via link in order to check the validity of the data sent from IFTTT.

Value Address Key:

Assign a key to the value group address. This key is sent along with the value to IFTTT and it also serves to send a value received from IFTTT to the correct group address.

Group Address:

Insert the group address for the value.

Data Type:

Insert the data type of the telegrams on this value address.

- EIS 1,
- EIS 5: 2 Byte Float
- EIS 6: 0%...100%
- EIS 9: 4 Byte Float
- EIS 10s: 2 Byte -32768...32767
- EIS 10u: 2 Byte 0...65535",
- EIS 11s: 4 Byte -2147483648...2147483647
- EIS 11u: 4 Byte 0...4294967295
- EIS 14s: 1 Byte (-128...127)
- EIS 14u: 1 Byte (0...255)
- EIS 15: Text

5.4 EXTERNAL ADDRESS OF THE APPMODULE (FOR WEBHOOKS)

Internet Address:

Insert your external internet addresses (DNS; DynDNS or public IP address). Please make sure to include the protocol ("http://" or "https://").

Forwarded Port:

Insert the port number which you configured as port forward to port 81 (http) or port 444 (https) of the APPMODULE.

Web Callback URL for Value Inputs:

This field displays the generated Web Callback URL (Webhook) for this instance which contains both the internet address and forwarded port. Click on the button below to copy the address to the clipboard. Enter this URL into the URL field at IFTTT when creating »Action« (Webhooks).

Web Request JSON Object:

This field displays a template of a JSON object which includes a property for each configured value address. Click on the button below to copy the JSON object to the clipboard and simply replace the placeholder "TELEGRAM VALUE" with a desired value that you want to be sent to the corresponding value address via an IFTTT web request. Remove a property altogether if you do not wish a value to be sent to a certain value address. Insert the modified JSON object onto the Body field when creating an Action (Webhooks).

Latest received web request body:

Here you can display the last Web request body received.

6 ATTACHMENT

function	EIS type	DPT	typical function	typical values	data	identifier
PriorityPosition	EIS1	DPT1	Wind alarm	1=high and inhibit	1 Bit	1-bit
Switch	EIS1	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
PriorityControl	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)