



REAL SMART HOME

REAL SMART HOME GmbH

APPMODULE

Speech

Smarthome App Documentation

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1 INTRODUCTION

Thank you for your trust, and the purchase of the Speech -Smarthome App for the BAB **APP**MODULE. With Speech -Smarthome App you create audio files in different languages and with different speaker voices. The audio files are automatically stored in the APP MODULE and can be transferred to other apps or streamed to the network via URL.

This documentation will help you get started with the Smarthome 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 This entails the possibility that parts of this documentation might be out-of-date.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 Smarthome App is an independent product, with no legal ties to other manufacturers. Neither **BAB APPMARKET** GmbH nor the developer of this Smarthome App take any claim in the trademarks owned by named brands.

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SPEECH FUNCTIONAL OVERVIEW

With "Speech" you can create audio files in different languages and with different speaker voices. The audio files are automatically stored in the APP MODULE and can be transferred to other apps or streamed via URL into the network. Let your smart home greet you friendly when you enter the house or inform you acoustically if there are still windows open when you leave the building. You can choose from 28 languages and different speakers. In our smart home app "PLAY" for integrating Sonos products, the "SPEECH" files appear automatically and can be configured as announcements.

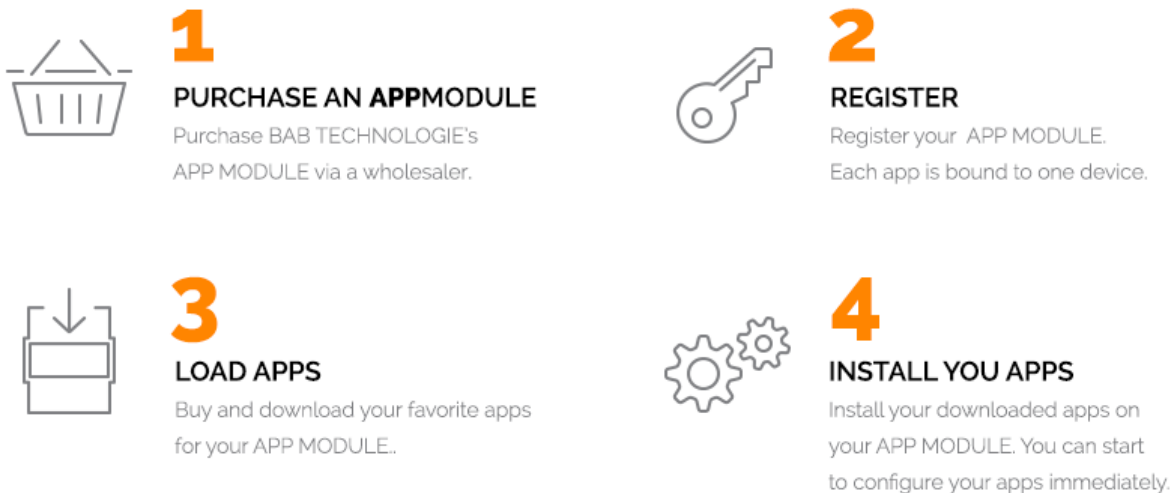
Highlights:

- Sprachsynthese für das APP MODULE
- Audiodateien werden sicher auf dem APP MODULE gespeichert
- 28 Sprachen und viele verschiedene Stimmen verfügbar
- Audiodateien stehen umgehen in der App »PLAY« bereit

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

The innovative, modular Smarthome App concept for building automation. The **APPMODULE** brings the innovative, modular Smarthome 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 Smarthome Apps from the dedicated **BAB APPMARKET**, the **APPMODULE** becomes a tailor-made integration unit for your building automation.

HOW IT WORKS



Manufacturer of the **APPMODULE** [BAB TECHNOLOGIE GmbH](http://www.bab-tec.de)

Distribution of all Smarthome Apps for the **APPMODULE** [BAB APPMARKET GmbH](http://www.bab-appmarket.de)

Smarthome App developer [REAL SMART HOME GmbH](http://www.real-smart-home.de)

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 IP** – for use in an IP-based KNX installation (KNXnet/IP) or as extension for an EIBPORT

4 SMARTHOME APP INSTALLATION / UPDATE

Please proceed as follows to install a Smarthome 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 Smarthome Apps are listed. The list will be empty if no Smarthome Apps have been installed. Click "Install App" in order to install a new Smarthome App.
5. Now click on "Select App"; a file selector window will appear. Choose the Smarthome App »Speech« and click "OK".

The Smarthome App »Speech« must first be downloaded from the **BAB** APPMARKET (www.bab-appmarket.de).

After the message "Installation successful" appears, click "OK". You are ready to configure the Smarthome App.

To update a Smarthome App manually you have to proceed as follows

1. To update an already installed Smarthome App, click on the App icon in the "App Manager".
2. The detail view of the Smarthome App appears. Click on "Update App" to select the Smarthome App package and start the update. The update version must be downloaded from the **BAB** APPMARKET.

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

The Smarthome App can also be updated directly in the web interface. Without having to download the Smarthome App from the **BAB** APPMARKET first.

In the "App Manager" available Smarthome App updates are reported

Information

To configure the Smarthome App please use Google Chrome.

5 SMARTHOME APP SETTINGS

With "Speech" you create audio files in different languages and with different speaker voices. The audio files are automatically stored in the APP MODULE and can be transferred to other apps or streamed to the network via URL.

5.1 INSTANCE

Note:

After inactivity of 60 minutes the browser session is automatically closed. Unsaved changes will be lost.

As soon as the Smarthome 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 symbol "Create Instance".

Instance Name:

Choose a name for this new instance.

Comment:

Insert a description what this instance does.

5.2 MY LANGUAGE FILES

Create language files

This feature allows you to create audio files via Amazon Polly.

When activated by adding, copying and editing, another window opens.

Display name of the language file

Assign a name for your language file.

Output language

Select the output language of the language file.

Engine

You can use a neural system for some speech output, This has the advantage that the produced voices has a more naturally and higher quality.

Voices

Choose a voice for the generation of the language file.

Spoken text (maximum 1024 characters)

Enter the text to be used for the speech output. You can use a maximum of 1024 characters (including spaces).

Play preview

Play a preview of the speech output.