



REAL SMART HOME

REAL SMART HOME GmbH

APPMODULE

PRESENCE App Documentation

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INTRODUCTION

Thank you for your trust, and the purchase of the **PRESENCE**-app for the BAB **APP**MODULE. With **PRESENCE**-app you get an advanced presence simulation. 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 This entails the possibility that parts of this documentation might be out-of-date.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

2 PRESENCE – FUNCTIONAL OVERVIEW

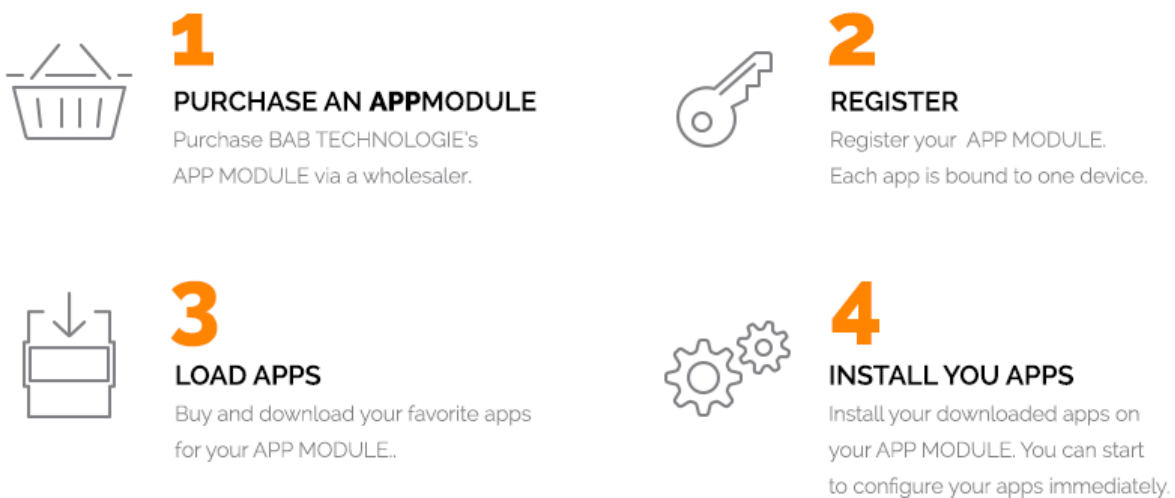
»Presence« is an intelligent presence simulation. Outside, the impression is given that everything in the house takes place according to your regular daily routine, even though you are on holiday. Programming is child's play: the app records the desired switching operations while you are at home. In your absence, the recorded data is played back – creating a particularly realistic simulation. Other features such as the alarm function, external recording and holiday function make »Presence« one of the most attractive presence simulations on the market.

- Free selection of recording objects
- Automatic recording function
- Automatic and manual start of simulation
- Setting start and stop times for simulation
- Entries for public holidays
- Variance due to random time difference for telegram transmission
- No separate recording required for public holidays
- Alarm function
- Status messages about the status and operating mode
- Cyclic message for external app monitoring

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** IP – 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 » **PRESENCE** « and click "OK". The Smart Home App » **PRESENCE** « 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

After the APP is installed on the APPMODULE and an instance of the APP is created, the following configurations are necessary. These are explained in detail below and their function explained:

5.1 INSTANCE

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 symbol "Create Instance".

Instance Name:

Choose a name for this new instance.

Comment:

Insert a description what this instance does.

5.2 OBJECTS TO RECORD

KNX group addresses to record and play back

Please specify the group addresses of the KNX participants which the app should record and play back.

Description

Description for this KNX communication object.

KNX Communication Object

Notation a/b/c(d/e/f,x/y/z). All values on the up to 5 specified KNX group addresses will be recorded. The app will send them all on the first group address during playback.

Data point type

Select the data point type of this KNX communication object

- EIS1 (1 bit)
- EIS5 (2 byte)
- EIS6 (1 byte)

5.3 RECORDING CONTROL

Recording Mode

Choose between constant recording, which will always record and store the latest week, or manual recording, where you start and stop the recording individually.

- Constant Recording
- Manual Recording

Recording Control (depending on configured behaviour)

In case of constant recording this object allow you to pause recording by sending a 1. You can resume recording by sending a 0.

In manual recording mode, the behaviour is reversed. Value 1 starts the recording, value 0 will stop it.

Start automatic recording (format dd.MM.yyyy)

For constant recording this setting has no effect. In case of manual recording it starts recording at the configured date.

Stop automatic recording (format dd.MM.yyyy)

For constant recording this setting has no effect. In case of manual recording it stops recording at the configured date.

Recording State Feedback

This KNX group address reports the state of the recording mode. A telegram will be sent to the specified KNX group address when the recording is activated or deactivated. (1Bit) ON/OFF - recording has started / stopped.

5.4 PLAYBACK CONTROL

Manual Playback

Controls manual playback. In order to manually start and stop playback, automatic playback must be disabled. Playback can started with (1Bit) ON (1) and stopped with with OFF (0).

Automatic Playback

Activates automatic playback. Playback will be started and stopped on the specified dates. (1Bit): ON (1) - playback will be active between the specified start date and stop dates. OFF (0) - deactivates automatic playback.

Automatic Playback State Feedback

Reports with the value 1 that the playback will be started and stopped as planned. The value 0 indicates that playback will be started and stopped manually.

Start playback on (format dd.MM.yyyy HH:mm:ss)

Date when the playback should be started if automatic playback is active.
Format: dd.MM.yyyy HH:mm:ss

Stop playback on (format dd.MM.yyyy HH:mm:ss)

Date when the playback should be stopped if automatic playback is active.
Format: dd.MM.yyyy HH:mm:ss

Playback State Feedback

This KNX group address reports the state of playback. A telegram will be sent when the playback is activated or stopped. (1Bit) ON/OFF - playback has started / stopped.

5.5 PLAYBACK OPTIONS

Maximum random time shift in minutes

The recorded switch time will be shifted by a random value. Enter a maximum value for deviation in minutes. Leave blank to disable random shifting.

Holidays

You can add holidays to this list. On these specified (work-free) days, the simulation will play back the recording from Sunday.

Date (format dd.MM.yyyy)

On the specified date, the recording from Sunday will be played back rather than that of the actual weekday. Format dd.MM.yyyy

Comment

Identifier respectively name of the given date.

5.6 MESSAGES

Cyclical Report

The value 1 will be sent cyclically as soon as an instance of the app has been created and saved. The cyclic sending will stop when the instance is deleted or paused.

Error Message

In case of a fault, an error code will be sent to this group address. The error codes are explained in the documentation.

5.7 ALARM FUNCTION

Target for alarms

If a telegram from one of the listed trigger addresses is received during playback, the app will send a telegram with the value 1 on this group address. In this case the value of the KNX telegram doesn't matter.

Trigger objects

The alarm is triggered by the KNX group addresses listed here.

Identifier

Identifier for this KNX group address.

Trigger address (input)

The KNX group address which triggers the alarm.

Data point types

Select the data point type of this KNX group address.

- EIS6 (1 byte)
- EIS1 (1 bit)
- EIS5 (2 byte)

Important! The alarm message function does not replace an alarm system!

Note! No KNX group addresses may be entered which have been recorded for playback.

6 WORKING WITH THE APP

TIPS: This chapter explains the steps needed to work with the APP. It is helpful to send the "error messages" of the APP to a KNX group address in order to display any error messages on visualization. This is helpful to understand why functions are not performed. The error codes are listed under "supplements / additional information".

In addition, the status feedback is still helpful to check the condition of the APP. These can be entered as active feedback, as "listening" KNX group addresses in the visualization. So the visualization shows the actual state of the APP.

At first an instance is created and configured. The state of the APP can be checked in the instance view at the first icon after the instance name. If a icon "play" (a small triangle pointing to the right) is displayed, the app is disabled. In this case, click on this icon to start the app. If, however, a "pause" symbol is displayed, the APP is activated.

6.1 START THE RECORDING

To start recording, playback must be disabled. IMPORTANT: IF RECORDING IS ENABLED, ALL PREVIOUS RECORDED DATA WILL BE DELETED.

IF THE RECORDING IS STARTED, THE RECORDING IS PERFORMED FOR ONE WEEK. **DURING THE RECORDING, NO CHANGES AT THE APP MUST BE PERFORMED.**

The status of the playback is indicated by the group address "Status Playback". The value 1 on this group address means that the playback is active.

NOTE: If you still try to start the recording, the APP reports an error code via the KNX group address "Error message".

The recording is started and stopped via the group address "Control recording". A 1 or a 0 on this group address starts or stops the recording (more precisely: aborted).

When the recording is started, it is automatically stopped by the APP. The status of the recording is displayed via the group address "Status recording". At the beginning of the recording is sent 1 and 0 at the end of the recording. With this group address, e.g. be shown on a visualization of the status.

When the recording is finished, the APP sends a KNX telegram to the KNX group address "Status recording". Telegram value is 0. This signals that the recording has ended.

6.2 START THE PLAYBACK

That the playback can be started, a full recording is required. Playback can only be activated if no other function (playback / recording) is currently running.

6.2.1 MANUAL PLAYBACK

Manual playback can simply be started (value 1) and stopped (value 0) by the KNX group address "Manual control".

6.2.2 AUTOMATIC PLAYBACK

Automatic playback is controlled by the start and stop dates. However, in order to start playback on this date, it is necessary to activate the automatic playback. The KNX group address "automatic playback" is activated (value 1) and deactivated (value 0).

7 SUPPLEMENTS / ADDITIONAL INFORMATION

7.1 ERROR CODE

- 00 OK
- 06 INIT APP. MISCONFIGURED START DATE FOR AUTMATIC PLAYBACK
- 07 INIT APP. MISCONFIGURED STOP DATE FOR AUTMATIC PLAYBACK
- 08 WRITE DATA TO FILE. CAN NOT WRITE RECORDED TELEGRAMS TO FILE
- 10 MANUAL PLAYBACK. CAN NOT ACTIVATE. MANUAL PLAYBACK NOT POSSIBLE BECAUSE RECORD ACTIVE.
- 11 MANUAL PLAYBACK. CAN NOT ACTIVATE. MANUAL PLAYBACK NOT POSSIBLE BECAUSE RECORD DATA NOT AVAILABLE.
- 12 MANUAL PLAYBACK. CAN NOT ACTIVATE. MANUAL PLAYBACK ALREADY ACTIVE.
- 13 MANUAL PLAYBACK. CAN NOT ACTIVATE. AUTOMATIC PLAYBACK ALREADY ACTIVE.
- 14 MANUAL PLAYBACK. CAN NOT DEACTIVATE. MANUAL PLAYBACK ALREADY DEACTIVE.
- 20 RECORD. CAN NOT ACTIVATE. PLAYBACK IS ACTIVE.
- 21 RECORD. CAN NOT ACTIVATE. RECORDING ALREADY ACTIV.
- 22 RECORD. RECORDING INTERRUPTED AFTER INIT APP.
- 24 RECORD. SIMULATION IS SCHEDULED! START RECORDING IS NOT POSSIBLE, STOP FIRST AUTOMATIC MODE.
- 30 AUTOMATIC PLAYBACK. CAN NOT ACTIVATE. PLAYBACK NOT POSSIBLE BECAUSE RECORD ACTIVE.
- 31 AUTOMATIC PLAYBACK. CAN NOT ACTIVATE. AUTOMATIC PLAYBACK NOT POSSIBLE BECAUSE RECORD DATA NOT AVAILABLE.
- 32 AUTOMATIC PLAYBACK. CAN NOT ACTIVATE. AUTOMATIC PLAYBACK ALREADY ACTIVE.
- 33 AUTOMATIC PLAYBACK. CAN NOT ACTIVATE. MANUAL PLAYBACK ALREADY ACTIVE.
- 34 AUTOMATIC PLAYBACK. CAN NOT DEACTIVATE. AUTOMATIC PLAYBACK ALREADY DEACTIVE.
- 35 AUTOMATIC PLAYBACK. CAN NOT START AUTOMATIC PLAYBACK BECAUSE START DATE EXPIRED.
- 36 AUTOMATIC PLAYBACK. CAN NOT START AUTOMATIC PLAYBACK BECAUSE END DATE EXPIRED.

8 ATTACHMENT

function	EIS type	DPT	typical function	typical values	data	identifier
PriorityPosition	EIS1	DPT 1*	Wind alarm	1=high and inhibit	1 Bit	1-bit
Switch	EIS1	DPT 1*	Light switching	0=Off; 1=On	1 Bit	1-bit
DimControl	EIS2	DPT 3*	Dimming	0=Off; 1=On xxx=relative dimming 0-255=absolute dimming	1Bit 4Bit 8Bit	3-bit controlled
Time	EIS3	DPT 10*	Time	Hhh:mm:ss	3 Byte	Time
Date	EIS4	DPT 11*	Date	dd:mm:yyyy	3 Byte	Date
Value	EIS5	DPT 9*	Value	[-671088.64 ... 670760.96]	1Byte	2-byte float value
DimValue	EIS6	DPT 5*	Percent	0-100%	1Byte	8-bit unsigned value
DriveBlade Value	EIS6	DPT 5*	Position value	0-100%; 0-255	1Byte	8-bit unsigned value
DriveShutter Value	EIS6	DPT 5*	Position value	0-100%; 0-255	1Byte	8-bit unsigned value
Position	EIS6	DPT 5*	Control value Heating	0-100%; 0-255	1Byte	8-bit unsigned value
DriveMove	EIS7	DPT 1*	Move shutter	0=up 1=down	1Bit	1-bit
DriveStep	EIS7	DPT 1*	Adjusting the slat blind	0=up; 1= down; 0 or 1 during movement=stop	1Bit	1-bit
PriorityControl	EIS8	DPT 2*	Priority	0,1 switch; 3=forced off; 4=forced on	2Bit	1-bit controlled
FloatValue	EIS9	DPT 14*	IEEE	Floating-point value	4 Byte	4-byte float value
Counter 16bit	EIS10	DPT 7*	Counter 16 bit	0 - 65.535	2Byte	2-byte unsigned value
Counter 16bit	EIS10	DPT 8*	Counter 16 bit with sign	-32.768 - 32.767	2Byte	2-byte signed value
Counter 32bit	EIS11	DPT 12*	Counter 32 bit	0 - 4.294.967.295	4Byte	4-byte unsigned value
Counter 32bit	EIS11	DPT 13*	Counter 32 bit with sign	0 - 4.294.967.295	4Byte	4-byte signed value
Access Control	EIS12	DPT 15*	Access control	Card number	4Byte	Entrance access
Char	EIS13	DPT 4*	ASCII characters	Character	1Byte	Character
Counter 8bit	EIS14	DPT 5*	Value	0 - 255	1Byte	8-bit unsigned value
Counter 8bit	EIS14	DPT 6*	Value with sign	-128 - 127	1Byte	8-bit signed value
String	EIS15	DPT 16*	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)