REAL SMART HOME

REAL SMART HOME GmbH

APPMODULE

Logitech HARMONY

Smarthome App Documentation

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1 INTRODUCTION

Thank you for your trust, and the purchase of the **Logitech HARMONY** app for the BAB **APP**MODULE. With **Logitech HARMONY** app you get Integrate **Logitech HARMONY Hub** into your Smart Home based on KNX, EnOcean and IP.

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 This entails the possibility that parts of this documentation might be out-of-date.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 Logitech. Neither **BAB** APPMARKET GmbH nor the developer of this Smarthome App take any claim in the trademarks owned by Logitech.

2 FUNCTIONAL OVERVIEW

The KNX integration for **Logitech® Harmony** remote controls. The universal remote-control Harmony from Logitech® compatible with more than 270,000 entertainment and multimedia components.

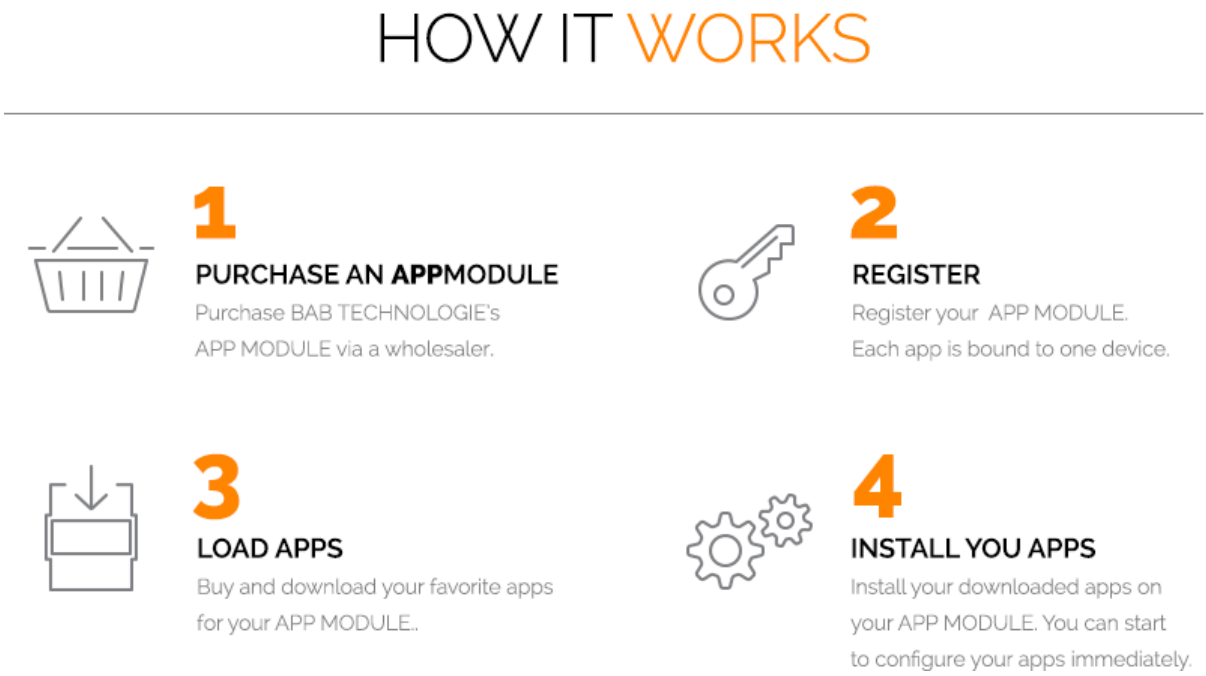
With Harmony Activities, you control entire groups of devices. For example, you can start all the components for the perfect movie theater experience at home with the touch of a button. With this app, you can now start these "Activities" particularly conveniently with KNX or EnOcean components. You can link your multimedia setup with KNX scenes just as easily. This makes home entertainment fun!

HIGHLIGHTS

- Up to 10 "Activities" controllable via KNX

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

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



Manufacturer of the **APP**MODULE BAB TECHNOLOGIE GmbH

Distribution of all Smarthome Apps for the **APP**MODULE BAB APP MARKET GmbH

Smarthome App developer REAL SMART HOME GmbH

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

- **APP**MODULE KNX/TP – for stand-alone use on KNX/TP Bus
- **APP**MODULE EnOcean – for stand-alone use in the EnOcean wireless network
- **APP**MODULE IP – for use in an IP-based KNX installation (KNXnet/IP) or as extension for an EIB**PORT**

4 SMARTHOME APP INSTALLATION / UPDATE

Please proceed as follows to install a Smarthome App.

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

2. Log in with your user credentials. Please refer to the **APP**MODULE 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 »Harmony Connect« and click "OK".

The Smarthome App »Harmony Connect« 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 configurate the Smarthome App please use Google Chrome.

5 SMARTHOME APP SETTINGS

The KNX integration for Logitech® Harmony remote controls. The universal remote-control Harmony from Logitech® compatible with more than 270,000 entertainment and multimedia components. With Harmony Activities, you control entire groups of devices. For example, you can start all the components for the perfect movie theatre experience at home with the touch of a button. With this Smarthome App, you can now start these "Activities" particularly conveniently with KNX or EnOcean components. You can link your multimedia setup with KNX scenes just as easily.

5.1 LOGITECH HARMONY

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

Generate GAs

Here you automatically create group addresses, starting and continuously from a first address to be entered.

Save Instance

That your settings become effective the changes must be saved in the device.

Instance Name:

Choose a name for this new instance.

Comment:

Insert a description what this instance does.

5.2 PARAMETER

IP address Harmony Hub:

The IP address of the Harmony Hub with which the **APP**MODULE communicates and the scenes are triggered.

Start choosen activity (EIS 14 / 1-255)

Enter the KNX group address that triggers scenes. The KNX telegram value determines exactly which scene triggers.
Permitted values are 0...255.

Assign activity:

The scenes are managed in this list. Up to 256 scenes are allowed. Each scene is assigned an integer number.
The scenes are triggered on the Harmony Hub when the KNX group address "Start choosen activity" receives the assigned integer.

Important! In order for the Harmony Hub to output the existing scene for selection, its IP address must be entered first!

The buttons "Add", "Copy" and "Edit" open a dialog window where you can select the existing scenes from the Harmony Hub and link them with an integer.

Szenen

Under the pull-down menu are the scenes loaded from the Harmony Hub.

Szenen

... if the number is sent as the content of a telegram.

6 ATTACHMENT

6.1 DATAPOINT TYPES

function	EIS type	DPT	typical function	typical values	data	identifier
PriorityPosi-tion	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 xxxx=relative dimming 0-255=absolute dimming	1Bit 4Bit 8Bit	3-bit controlled
Time	EIS3	DPT 10*	Time	hh:mm:ss	3Byte	Time
Date	EIS4	DPT 11*	Date	dd:mm:yyyy	3Byte	Date
Value	EIS5	DPT 9*	Float Vaue IEEE	[-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*	Angle 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	0=up; 1= down; 0 or 1 during movement=stop	1Bit	1-bit
PriorityCont-rol	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	4Byte	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 signed	-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 signed	-2.147.483.648 ... +2.147.483.647	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 signed	-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)