



NotifyMe

Smart Home App for the **APPMODULE**

Documentation

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Introduction

Thank you for buying the NotifyMe Smart Home App for the **APPMODULE** from **BAB** Technologie GmbH.

With NotifyMe you bring freely configurable push notifications from building automation to Android® and Apple® devices and via a webapp also to most browsers.

NotifyMe uses the notification service Ntfy (<https://ntfy.sh>) by Philipp C. Heckel and the developer's server by default. No login is needed for this.

Links to the apps:

Google Play Store: <https://play.google.com/store/apps/details?id=io.heckel.ntfy>

F-Droid: <https://f-droid.org/en/packages/io.heckel.ntfy/>

Apple App Store: <https://apps.apple.com/us/app/ntfy/id1625396347>

Webapp: <https://ntfy.sh/app>

For information on how to install the Smart Home App on the APPMODULE, please refer to the documentation for the APPMODULE. You can find this under

<https://bab-technologie.com/appmodule/>

We reserve the right to make technical and formal changes to the product in the interests of technical progress. Therefore, the information in this documentation may differ from the current status. Information about the current status of the Smart Home app can be found at

<https://www.bab-appmarket.de>

This app is an independent product and is not legally connected to BAB Technologie GmbH, BAB APP Market GmbH or the notification service Ntfy.

Disclaimer

We do not assume any liability or warranty for errors in the software or damages resulting from the use or inability to use the software. This includes loss of business profits, interruption of business operations, loss of data, and all other tangible and intangible losses and consequential damages.

Security/data transfer

NotifyMe uses free notification service Ntfy to deliver notifications. The server used by default is run by the developer and is located in the United States of America at the time of documentation.

When using the freely available Ntfy servers, authentication with username and password is not possible. Therefore, NotifyMe generates a UUID (Universally Unique Identifier) per instance, which is mandatorily used as the topic for the Ntfy server.

The probability that a generated UUID (and thus the Topic) is used twice on an Ntfy server is so low that it can be considered unique. Without knowledge of the topic, the notifications cannot be read.

The communication with the Ntfy server is encrypted (SSL/TLS). Nevertheless, no confidential or sensitive information should be sent via NotifyMe, as there is no end-to-end encryption.

The Ntfy server is open-source software. If required, such a server can be hosted by yourself. Information on this can be found on the developer's website at <https://ntfy.sh> under "Self-hosting".

Only in the Pro variant of NotifyMe a user-defined server can be entered. In addition, authentication with username and password is then also possible.

Scope of functions

NotifyMe is available in three variants. These differ in functionality as follows:

Lite

The Lite variant allows the configuration of a single NotifyMe instance with a maximum of 3 notification rules.

Standard

In the Standard variant only one single instance can be configured. Up to 16 notification rules can be defined.

Pro

The Pro variant allows the configuration of up to 10 instances, each with different topics. Up to 32 notification rules can be defined per instance.

In addition, in the Pro variant it is possible to use a user-defined server with optional authentication with username and password.

Configuration

After installing the smart home app NotifyMe, the first thing to do is to create an instance of the app. To do this, click on "+ Create instance" and set up the new instance:

Instance settings

Instance Name

Choose a name for the instance here.

Comment

Optional - here you can store a description of the function of this instance.

Basic Settings

Ntfy Server

Select the Ntfy server to be used here. In the Lite and Standard variants of NotifyMe, only the developer's default server (ntfy.sh) is currently selectable. In the Pro variant, "Custom" can also be selected here.

Ntfy Host (Pro variant only)

Here the Ntfy host to be used must be entered if a custom server is to be used. The FQDN has to be entered (e.g., ntfy.bluebay.de). In the Ntfy apps or in the web app, this server must be entered too when subscribing to the topic (e.g., <https://ntfy.bluebay.de>).

Username (Pro variant only)

The username that was set up on the custom server must be entered here. Authentication is only used if a password has also been entered.

Password (Pro variant only)

The password that was stored on the custom server for the username must be entered here. Authentication is only used if the username has also been entered.

Ntfy Topic

The Ntfy topic is a UUID that is generated by NotifyMe when the instance is created. It is temporary until the instance is saved. We recommend saving the instance before you start creating notification rules. Once saved, the topic cannot be changed. You need the topic in the Ntfy apps and in the webapp to subscribe to the topic.

Button „Copy topic to clipboard “

To ease the topic input you can use this button to copy the displayed topic to the clipboard.

Button „Test connection“

By clicking the "Test connection" button, the communication with the configured server can be tested. For this purpose, a test notification is sent to the server with the displayed topic. If you have already configured the Ntfy app or the webapp accordingly and subscribed to the topic, you will receive the notification.

Group address Send error

Optional 1-bit (EIS 1/DPT 1) group address on which is signaled whether the last notification was sent successfully (=0) or was not sent due to an error (=1). The error is logged in the app log.

Notification rules

In the list you will find the already configured notification rules. You can create a new rule by clicking the Add button. You can copy, edit and delete a selected notification rule using the buttons of the same name.

Note: changes to the notification rules are applied and saved only after saving the instance. If you have accidentally removed a notification rule in an already saved instance, cancel the complete configuration by clicking on the **APPMODULE** logo in the upper left corner. All changes since the last save will then be discarded.

Configure notification rule

Rule enabled

Only if this option is enabled, the notification rule will be executed. Notification rules that are not activated are saved but not executed.

Name

Enter a meaningful name for the notification rule here. The name stands for the notification rule in the list.

Groupaddress

The group address to be watched. The value received via this group address is then compared according to the control settings. With the setting "Value is arbitrary (no threshold)" as comparison operator, the address serves as trigger address. Each value change then triggers a notification.

Datatype

Select here the data type of the values on the group address to be able to evaluate the received value correctly:

- EIS 1/DPT 1: 1 Bit
- EIS 5/DPT 9: 2 Byte Float
- EIS 6/DPT 5: 0%..100%
- EIS 9/DPT 14: 4 Byte Float
- EIS 10s/DPT 8: 2 Byte (-32768..32767)
- EIS 10u/DPT 7: 2 Byte (0..65535)
- EIS 11s/DPT 13: 4 Byte (-2147483648..2147483647)
- EIS 11u/DPT 12: 4 Byte (0..4294967295)
- EIS 14s/DPT 6: 1 Byte (-128..127)
- EIS 14u/DPT 5: 1 Byte (0..255)
- EIS 15/DPT 16: Text

Note

For the Datatypes "EIS 1/DPT 1: 1 Bit" and "EIS 15/DPT 16: Text" only the comparison operators "Value is equal to threshold" and "Value is arbitrary (no threshold)" are available.

Comparison operator

Specify the condition when in relation to the comparison value the notification should be sent.

- Value is equal to threshold
- Value is greater than threshold
- Value is smaller than threshold
- Value is arbitrary (no threshold)

Notes

Floating point values are considered equal in this case due to possible rounding errors if the difference between the values is less than 0.01.

If "Value is arbitrary (no threshold)" is selected, the "Comparison value" field and the "Invert result of comparison" option are hidden.

Comparative value

The value with which the value received via the group address is compared.

Invert the result of the comparison

If this option is enabled, the result of the comparison is inverted.

"Value is equal to threshold" becomes "Value is not equal to threshold".

"Value is greater than threshold" becomes "Value is less than or equal to threshold".

"Value is less than threshold" becomes "Value is greater than threshold or equal".

Notification title

Optional - the notification title (heading).

Notification text

The text that will be sent as notification. The value received via the group address can be inserted by the placeholder @@1.

Notification priority

The priority with which the notification is signaled on the device. The following priorities can be set:

- Highest
- High
- Normal
- Low
- Lowest

Note

The signaling (display, acoustic signaling, vibration etc.) depends on the device or platform and the system or app settings.

Icon/Emoji

In this drop-down list you can choose an icon/emoji that will be displayed upon notification. The icons/emojis are loaded from the Ntfy page when the instance is started. An overview of the available icons/emojis can be found at <https://ntfy.sh/docs/emojis/>.

Note

The appearance and availability of the icon/emoji depends on the device or platform. The appearance can be different in the configuration dialog.