



REAL SMART HOME

REAL SMART HOME GmbH

APPMODULE

Sequencer App Documentation

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1 INTRODUCTION

Thank you for your trust, and the purchase of the **Sequencer** -app for the BAB **APPMODULE**. The **Sequencer** - app allows you to integrate complex scenes into building automation at a competitive price. 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 This entails the possibility that parts of this documentation might be out-of-date.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 SEQUENCER – FUNCTIONAL OVERVIEW

With this app, you can easily control any KNX components and switch them individually or in groups to a schedule. You can thus create complex scenarios for the individual lighting of buildings and comfort scenes or use the energy-saving potential of the app. Almost anything is possible with »**Sequencer**«.

2.1.1 HIGHLIGHTS

- Start commands with 1 bit or 1 Byte / pause / stop
- Store current status with 1 Byte
- Up to 64 components and steps per scene
- Each step with adjustable delay
- Each step can be deactivated by check box

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

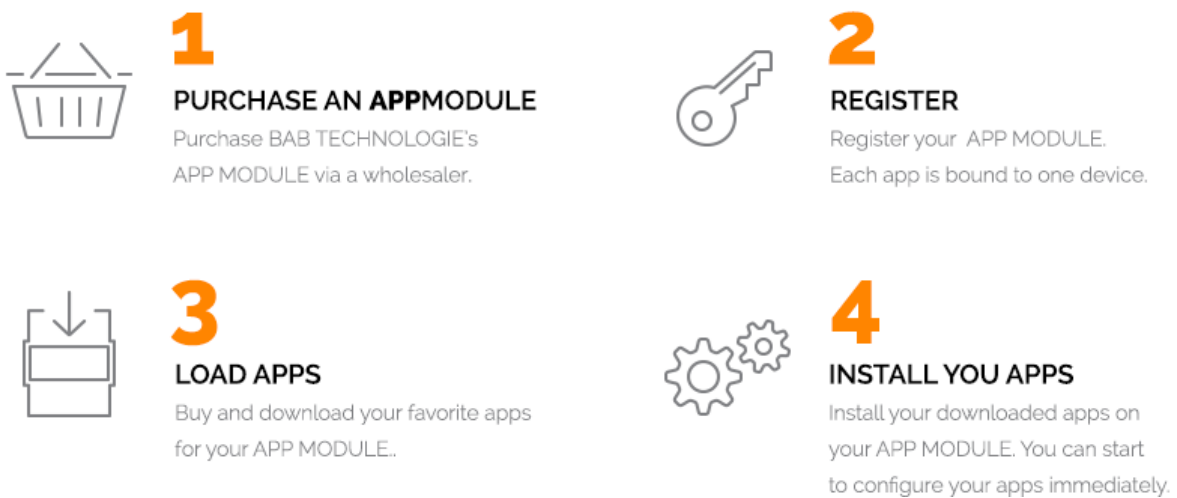


Figure 1: APPMODULE - How it works

Manufacturer of the **APPMODULE**

<http://bab-tec.de/>

Distribution of all apps for the **APPMODULE**

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

App developer

<http://www.realsmarthome.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 Extension** – for use in an IP-based KNX installation (KNXnet/IP) or as extension for an EIBPORT

4 APP INSTALLATION

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 »Sequencer« and click "OK". The Smart Home App "Sequencer" 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 this app, you can easily control any KNX components and switch them individually or in groups to a schedule. You can thus create complex scenarios for the individual lighting of buildings and comfort scenes or use the energy-saving potential of the app. Almost anything is possible with »Sequencer«.

5.1 INSTANCE

Information

The browser-session expires after a period of 60 minutes due to inactivity. Unsaved changes to the configuration will be lost.

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".

5.1.1 LIGHT SCENE CONTROL

Instance Name:

Choose a name for this new instance.

Comment:

Insert a description what this instance does.

5.1.2 SETTINGS

ID-Number:

Assign a unique ID to this light scene in order to start or save it using the Start/Save object. See tool tip of said object for further details.

5.1.3 GROUP ADDRESSES

Start Switch (EIS1):

Insert group address of the start switch.

Start with:

Choose a value (0 or 1) with which this scene can be started. It is therefore possible to start two separate instances (or groups of instances) by moving the same switch to different positions:

- 0
- 1

Start/Save (EIS 14):

Insert group address of the Start/Save input. With this it is possible to load and start a desired instance by inserting the ID of said instance. In addition, changes to the parameters of an instance can be saved by inserting the value of the ID increased by 128. This logic is in accordance with DPT_SceneControl (18.001).

Pause (EIS 1):

Insert group address of the pause button (1: pause scene, 0: resume scene).

Stop (EIS 1):

Insert group address of the stop button.

Instance Name Display (EIS 15):

Insert group address of the instance name display. The instance name is sent when the light scene starts. Therefore several instances of this app could, for example, share a common address and the name of the scene that was started most recently is displayed.

5.1.4 SCENE PARTS

Scene Parts:

Up to 64 scene parts using one or more KNX devices can be configured and compiled on this list. These parts will then be played in sequence during runtime. Click 'Add' for further details concerning configuration parameters of each list component.

Name:

Insert name of the scene part.

Group Address:

Insert group address of the KNX device.

Data Type:

Insert data type of the value.

- EIS_1
- EIS_2_switch
- EIS_14u
- EIS_15
- 0%..100%
- 4 Byte -2147483648..2147483647
- Relative Dimming
- 2 Byte -32768..32767
- EIS_2_abs
- EIS_5
- EIS_6
- EIS_9
- EIS_11s
- EIS_11u
- 2 Byte 0..65535
- 4 Byte 0..4294967295
- 1 Byte 0..255
- EIS_2_rel
- EIS_10s
- EIS_10u
- 1 Bit
- 2 Byte FP
- 1 Byte -128..127
- EIS_14s
- 4 Byte FP

Default Value

The value to be sent to the device during the scene part. If you have updated the scene with runtime data using the save function, then the updated value will be send instead of this default value. Note that the value must be in range of the data type for functionality to work properly.

Delay (in 1/10s)

Insert the amount of time, in tenths of seconds, separating this part from the execution of the following part.

Active

Uncheck if you want this part to be skipped.

6 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)