STRUCTURE FILE

Loxone Config 8.3

The aim of this document is to give you a fundamental understanding on how the static structure of a Miniservers Configuration is represented. At Loxone we call this representation "Structure-File" and it is available as "LoxAPP3.json".

In order to create a UI for remote controlling a Smart-Home different infos are required. There is the static structure which changes due to modifications in the configuration itself. On the other side there are the states that change over time due to the permanently changing environment (temperature, movement, ..) or actions taken.

While "Communicating with the Miniserver" did go into detail on how the dynamic states are structured and communicated, this document is going to focus on the fixed structure.

Table of contents

Config 8.3

Config 8.3

General Info

An Smart Home is a set of various sensors and actuators that are linked together by our Miniserver. Rooms and Categories are used to group these sensors and actuators (which we'll be calling controls from now on). And besides those controls and the rooms and categories

Config 8.3

which they belong to, there are some other global and external informations, like the weather-server or info about the Miniserver itself. These different types of informations lay out the basic structure of this file and in the next chapters, we're going to go into detail on each one of these.

Structure changes in 8.3

Heating and cooling periods

Up to now, the only way to modify these periods was via Loxone Config. With 8.3 they can be modified by users with administrative rights from the UI too. That is why they will be removed from the structure file. They can now be retrieved using separate webservice commands.

- jdev/sps/calendargetheatperiod
  - Returns the current heating period on the Miniserver. It returns only the date information of the heating period entry in a different format.
  - This command is used e.g. to
  - The return value comes as ISO-Date start / end, z.B. 10-15/04-15
- jdev/sps/calendargetcoolperiod
  - Same as with the heating period.

Intelligent Room Controller
Details

- heatPeriodStart, heatPeriodEnd
  - Provided if this room controller is using a custom heating period. Returns the month and day when the heating period of this IRoomController will start and end. Missing if the global heating period is used.
  - Modified in Config 8.3
- coolPeriodStart, coolPeriodEnd
  - the same as heatPeriodStart/heatPeriodEnd but for the cooling period.

Intercom
Details

- lastBellEventImages
  - true if the Miniserver does store images for the last bell event entries.
  - false or missing if it does not.

WindowMonitor
Covered Config Item

Config 8.3

Window- and Door Monitor

Details

- windows
    - An array of objects containing information on a window or a door monitored by this block.
    - The index of the object inside this array will correspond to the position of the state for this door or window in the windowStates array.
    - An object contains a name for the door or window and the uuid of the room it is in.

States

- windowStates
    - Will return a string containing the states of each of the windows and doors monitored by this block.
    - The individual states are separated by a comma. The position of the state in this string corresponds to the position of the object this state is for inside the windows-array in the details.
    - Each state is a integer value that represents a bitmask where the individual bits correspond to the following states:
        - none → state unknown / sensor offline
        - 1 →   closed
        - 2 →   tilted
        - 4 →   open
        - 8 →   locked
        - 16 →   unlocked
- numOpen, numClosed, numTilted, numOffline, numLocked, numUnlocked
    - The number of windows & doors in the corresponding states.
    - The sum of the values from all these states is equal to the number of windows & doors monitored.
    - The windows/doors with two states will always be counted to the "worst" state.
        - e.g.: A lockable door is unlocked and closed. It will be counted to numUnlocked and not to numClosed.

lastModified

Since the Structure-File can grow rather large, it would not be a good idea to download a completely new version each time the UI is built up. So once you download the Structure-File, make sure that you cache it and to safe the "lastModified" attribute value. Every time you

Config 8.3

reconnect you can use the command "jdev/sps/LoxAPPversion3" to compare whether or not the Structure you've cached is still up to date.

msInfo

The msInfo area contains static information on the Miniserver and it's configuration. While some of these are pretty self explanatory, the need for others might be unclear at first.

- serialNr
  - serial number of this Miniserver
- msName
  - Name of the Miniserver as specified in the configuration document
- projectName
  - Name of the configuration document used for this Miniserver.
- localUrl
  - IP & Port that are used to connect to this Miniserver inside its local network.
- remoteUrl
  - Url/IP & Port using which the Miniserver is globally reachable.
- tempUnit
  - Gives info what temperature unit is used by this Miniserver.
    - 0 = °C
    - 1 = °F
- currency
  - a string containing the currency symbol to use (€, $, …)
- squareMeasure
  - the unit of area (for rooms)
- location
  - The address of this Miniserver, where is it located. This info is also used for calculating the sunrise & sunset as well as for the cloud-weather.
- heatPeriodStart
  - **DEPRECATED**
    - Replaced by the command jdev/sps/calendargetheatperiod
  - Month and day when the heating period starts each year, used by the intelligent room-controller.
- heatPeriodEnd
  - **DEPRECATED**
    - Replaced by the command jdev/sps/calendargetheatperiod
  - End of the heating period.
- coolPeriodStart
  - **DEPRECATED**

Config 8.3

- ■ Replaced by the command jdev/sps/calendargetcoolperiod
  - ○ Start of the cooling period.
- ● coolPeriodEnd
  - ○ **DEPRECATED**
    - ■ Replaced by the command jdev/sps/calendargetcoolperiod
  - ○ End of the cooling period.
- ● catTitle
  - ○ Top level name for all the categories, maybe there is a different kind of grouping.
- ● roomTitle
  - ○ Some configurations handle the location grouping differently, they might not want to call it "Room" but "Zone" or alike.
- ● miniserverType
  - ○ 0 or missing → regular Miniserver
  - ○ 1 → Miniserver Go
- ● sortByRating
  - ○ Indicates whether or not the controls are to be sorted based on their rating, which was specified in the config using the stars (0-5).
- ● currentUser
  - ○ name
  - ○ uuid
  - ○ isAdmin
  - ○ changePassword
    - ■ if the user is allowed to change the password via WebService

globalStates

This section lists all states that affect not only a single control but the whole Miniserver. The UUIDs here can be used to lookup the corresponding state values that arrive with all the other controls state updates.

- ● sunrise
  - ○ seconds since midnight, time when the sun will rise at the Miniservers location.
- ● sunset
  - ○ minutes since midnight, time when the sun will go down.
- ● notifications
  - ○ Push Notifications are also sent out to open WebSocket connections if the user is allowed for this notification
  - ○ {
    "uid": String,   // unique message id
    "ts": Number,   // unix timestamp
    "type": 10,   // type, 10 = normal message

Config 8.3

```
  "title": String,              // title
  "message": String,            // message
  "data": {                     // additional data
    "lvl": Number,              // level, 1 = Info, 2 = Error, 3 = SystemError
    ["uuid": String]            // optional uuid (from Control, eg. Alarm)
  }
}
```

operatingModes

Operating Modes are used by the Miniserver to respond to time-based events, like a weekday, weekend, vacation or alike. Mostly this is used in daytimers and the intelligent roomcontrollers.

rooms

In this section, there's a list of all the rooms that are used to group the controls in the configuration.

- uuid
  - Unique identifier for this room on this Miniserver
- name
- image
  - Icon for this Room
- defaultRating
  - Based on this number, the rooms are sorted in the UI (depending on the sortByRating-Attribute in msInfo

cats

Just like the rooms that group controls based on their location, categories group them logically.

- type
  - Categories can be given a type, that provide semantic info on what the controls in this categorie are for.
    - lights
    - indoortemperature
    - shading
    - media
- color
  - categories can be given a color on the UI

Config 8.3

weatherServer

If a Cloud Weather is configured, this section is added to the Structure-File.

states

There are only two states listed here, actual and forecast. Along with the state-updates of the other controls, the weather-updates are also delivered. See the corresponding section in the "Communicating with the Miniserver" document for details on how to parse the Weather-State-Events.

- actual
  - the current weather data for the moment
- forecast
  - the weather data for the future (for the next 96 hours)

format

This is a list on what (C-Style) formats to use for the different states.

- relativeHumidity
- temperature
- windSpeed
- precipitation
- barometricPressure

weatherTypeTexts

Each forecast and the actual weather situation has a type that is visualized differently. This section gives the user friendly texts for each of this weather situations.

weatherFieldTypes

Available since Config 8. Returns the possible weather field types. This types are the same as in the Loxone Config (e. g. Temperature)

times

Available since Config 8. Returns a list of possible time fields. This types are the same as in the Loxone Config (e. g. Minutes until sunset).

Config 8.3

caller

Available since Config 8. Returns a list of configured caller service in the Loxone Config.

autopilot

Available since Config 8. This section is used for the autopilot generator configuration. An autopilot is a rule which can be created on the app side and is executed on the Miniserver as soon as all events of the rule are matched. The API isn't publicly available.

mediaServer

This section is present as soon as one or more Loxone Music Servers (or Castatunes Servers) are in use on this Miniserver. They are generically referred to as "mediaServer" and each one is identified by a UUID.

- type
  - 1 = Loxone Music Server
  - 0 = Casatunes
- host
  - IP and port used for communicating with the server

Loxone Music Server

The Loxone Music Server provides a powerful API to clients that are connected directly to it, here are some examples:

- adding/removing and browsing external services like Spotify or Google Music
- browsing the music stored directly on the Music Server
- creating playlists
- browsing web-radio-stations
- modifying per zone favorites

This API is not covered in this documentation and is not publicly available as of now.

Controls

Controls are a term that covers both actuators and sensors, simple in- or outputs and complex block-controls like an intelligent roomcontroller.

Mandatory fields
- name
- type
  - this attribute identifies what kind of control this is (Jalousie, Daytimer, …)
  - an empty string as type indicates a control that should not be visualized.
- uuidAction
  - unique identifier for this control
- defaultRating
  - just like rooms and categories, controls can also be rated
- isSecured
  - whether or not the visualisation password has to be entered for this control

Optional fields
The optional fields might differ between the various types of controls as well as between different controls of the same type. More detailed information can be found in the documentation for the different types of controls.
- room
  - uuid of the room this control belongs to
- cat
  - uuid of the category this control belongs to
- states
  - list of state uuids for the control
- securedDetails
  - indicates that there is sensitive information available. for details see Secured Details
- details
  - visualisation details, like the format
- statistic
  - if a control is scheduled for recording its values to a statistic, this attributes contains all info necessary.

Statistic
Each control that has statistics enabled, will provide the following infos in its statistic attribute:

- frequency
  - how often is the statistic written

Config 8.3

Structure File

- ○ 1 = every change
- ○ 2 = average per minute
- ○ 3 = average per 5 minutes
- ○ 4 = average per 10 minutes
- ○ 5 = average per 30 minutes
- ○ 6 = average per hour
- ● outputs
  - ○ an array of outputs for whom statistic data is recorded
  - ○ each output has the following attributes
    - ■ id = Index, what datapoint-row is used for this output (0-6)
    - ■ name
    - ■ format
      - ● format specifier for analog values
    - ■ uuid
    - ■ visuType
      - ● 0 = line chart
      - ● 1 = digital
      - ● 2 = bar chart

Commands
- ● jdev/sps/getstatsdate
  - ○ date of statistics.json file
- ● statistics.json
  - ○ contains info of all stored statistics
- ● statistics.json/{controlUUID}
  - ○ filtered statistic file
  - ○ available since 6.1.10.16
- ● binstatisticdata/{controlUUID}/{date}
  - ○ returns a binary "stream", format below
  - ○ {date} = "YYYYMM" or "YYYYMMDD"

BinaryFormat
Via websocket binstatisticdata can be downloaded. Here's how it is structured.

- ● ts: Uint32 (4 Bytes)
  - ○ seconds since 1.1.2009 in local Miniserver-time
- ● values Float64 (8 Bytes)
  - ○ amount of values can be found in the LoxAPP3.json for each Control (property "statistic", length of "outputs" array)

Config 8.3

○ if multiple outputs are available (eg. meter) the order is the same as in outputs array of the control statistic details

Secured Details

If the flag "securedDetails" is set, this indicates that a control has sensitive information available, such as credentials for accessing an Intercoms video stream. This sensitive information needs to be requested using a separate, encrypted request.

Commands

- jdev/sps/io/{controlUUID}/securedDetails
    - ○ Will return all securedDetails of the control

Control Types

In the following sections you will find details on the different types for controls in our LoxAPP3.json. It will not provide a detailed documentation on how and what these controls are being used for. If you lack this info, please see our online documentation.

It will provide info on what commands these controls support and what states they will provide.

Alarm

Covered Config Items

- Burglar alarm

Details

- alert
    - ○ Not used
- presenceConnected
    - ○ TRUE if a presence detector is connected to DisMv

States

- armed
    - ○ If the AlarmControl is armed
- nextLevel
    - ○ the ID of the next alarm level
        - ■ 1 = Silent
        - ■ 2 = Acustic

Config 8.3

- ■ 3 = Optical
- ■ 4 = Internal
- ■ 5 = External
- ■ 6 = Remote
- ● nextLevelDelay
  - ○ The delay of the next level in seconds, this can be specified with the parameters D1 - D6 in Loxone Config. This increments every second…
- ● nextLevelDelayTotal
  - ○ The total delay of the next level in seconds, this can be specified with the parameters D1 - D6 in Loxone Config.
- ● level
  - ○ The ID of the current alarm level
    - ■ 1 = Silent
    - ■ 2 = Acustic
    - ■ 3 = Optical
    - ■ 4 = Internal
    - ■ 5 = External
    - ■ 6 = Remote
- ● armedDelay
  - ○ The delay of the alarm control being armed
- ● armedDelayTotal
  - ○ The total delay of the alarm control being armed
- ● sensors
  - ○ A string of sensors separated by a pipe ("|")
- ● disableMove
  - ○ If the movement is disabled or not
- ● startTime
  - ○ timestamp when alarm started

Commands

- ● on
  - ○ Arms the AlarmControl
- ● on/{number}
  - ○ number can be 0 or 1
    - ■ 0 = arm without movement
    - ■ 1 = arm with movement
  - ○ available since 7.4.4.14
- ● delayedon
  - ○ Arms the AlarmControl with the given delay (Parameter "Da")
- ● delayedon/{number}

Config 8.3

- ○ number can be 0 or 1
  - ■ 0 = delayed arm without movement
  - ■ 1 = delayed arm with movement
- ○ available since 7.4.4.14
- ● off
  - ○ Disarms the AlarmControl
- ● quit
  - ○ Acknowledge the alarm (quit the alarm)
- ● dismv/{number}
  - ○ number can be 0 or 1
    - ■ 0 = disable movement
    - ■ 1 = enable movement

AlarmClock

Operating mode 0, 1 and 2 are prioritized!

Covered Config Items

- ● Alarm clock

States

- ● isEnabled
  - ○ If the AlarmClock is enabled
- ● isAlarmActive
  - ○ If an entry is ringing
- ● confirmationNeeded
  - ○ If the User needs to confirm the entry
- ● entryList
  - ○ Object with all the entries
    - ■ {"entryID": {"name": "AlarmClock1", "isActive": true, "alarmTime": 29940, "modes": [0,1,2,3,5]}}
- ● currentEntry
  - ○ The "entryID" of the current entry
  - ○ 0 if there is no current entry
- ● nextEntry
  - ○ The "entryID" of the next entry
  - ○ 0 if there is no next entry
- ● nextEntryMode
  - ○ Represents operating modes 3 - 9 from our structure file

Config 8.3

- ringingTime
    - countdown in seconds how long the alarmClock will be ringing until it's going to snooze again
- ringDuration
    - The duration the AlarmClock is ringing
- prepareDuration
    - The preparation time in seconds
- snoozeTime
    - Seconds until snoozing ends
- snoozeDuration
    - Duration of snoozing
- nextEntryTime
    - Date of next entry in seconds since 1.1.2009
    - Available since 8.1

Commands

- snooze
    - snoozes the current active entry
- dismiss
    - dismisses the current active entry
- setActive/{active}
    - 1 = activate 0 = deactivate
    - This activates or deactivates the AlarmClock
- entryList/put/{entryID}/{name}/{alarmTime}/{isActive}/{modes}
    - Creates an entry or overrides it if the entryID is the same
    - entryID
        - The ID of the entry (Existing IDs will be overridden)
    - name
        - The name of the entry
    - alarmTime
        - Alarmtime in seconds since midnight
    - isActive
        - If the entry should be activated per default
    - modes
        - an array of mode IDs (operating modes found in our structure file)
            - Example: "1,3,5,6,7" -> "Holidays, Mondays, Wednesday, Thursday, Friday"
- entryList/delete/{entryID}
    - Deletes an entry with the same entryID
    - entryID

Config 8.3

- ■ The ID of the entry
- ● setPrepDuration/{number}
    - ○ Sets the prepare duration
        - ■ number = The Prepare duration in seconds
- ● setRingDuration/{number}
    - ○ Sets the ringing duration
        - ■ number = The Ringing duration in seconds
- ● setSnoozeDuration/{number}
    - ○ Sets the snoozing duration
        - ■ number = The snoozing duration in seconds
- ● setNeedsConf
    - ○ If the user needs to dismiss or snooze the alarm

AudioZone

Covered Config Items

- ● Music Server Zone

Details

- ● server
    - ○ the UUID of the Loxone Music Server this zone belongs to. See section on [Loxone Music Server](#) for details.
- ● playerid
    - ○ the ID used to identify this zone within the Loxone Music Server
- ● clientType
    - ○ 0 = physically connected
    - ○ 1 = UPNP

States

- ● serverState
    - ○ -3 = unknown/invalid zone
    - ○ -2 = not reachable
    - ○ -1 = unknown
    - ○ 0 = offline
    - ○ 1 = initializing (booting, trying to reach it)
    - ○ 2 = online
- ● playState

Config 8.3

- - ○ -1 = unknown
    - ○ 0 = stopped
    - ○ 1 = paused
    - ○ 2 = playing
- clientState
    - ○ only used for UPNP clients!
    - ○ 0 = offline
    - ○ 1 = initializing (booting, trying to reach it)
    - ○ 2 = online
- power
    - ○ whether or not the client power is active
- volume
    - ○ current volume
- maxVolume
    - ○ zones can be assigned a maximum volume
- volumeStep
    - ○ how large a single volume step is (important for button-control)
- shuffle
    - ○ shuffle/0 = off
    - ○ shuffle/1 = on
- sourceList
    - ○ JSON containing all zone-favorites.
    - ○ e.g.: { "getroomfavs_result": [{"id": 3, "type":4, "totalitems":6, "start":0, "items": [{ "slot": 1, "name": "Led Zeppelin" }, { "slot": 8, "name": "Stüberl" }, { "slot": 7, "name": "Dein Mix der Woche" }, { "slot": 2, "name": "07 Interlude 2.mp3" }, { "slot": 5, "name": "Johnny Cash" }, { "slot": 3, "name": "Große Liste" }] }], "command":"audio/cfg/getroomfavs/3/0/10" }
- repeat
    - ○ -1 = unknown
    - ○ 0 = off
    - ○ 1 = repeat all
    - ○ 2 = -not used-
    - ○ 3 = repeat current item
- songName
- duration
    - ○ how long the whole track is, -1 if not known (stream)
- progress
    - ○ current position in the track, will be updated every 10 seconds
- album
- artist

Config 8.3

- station
- genre
- cover
    - path to an image representing the current item.
- source
    - current selected source identifier (integer)
    - available since Miniserver 7.4.4.14, Music Server 1.1.4.14

Commands

- volume/{newVolume}
- volstep/{step}
    - increases or decreases the current volume by a step. E.g." volstep/+3" or "volstep/-3"
    - available since Miniserver 8.0
- prev
    - previous track
- next
    - next track
- play
    - (urns the client on if needed
- pause
- progress/{seconds}
- shuffle
    - toggles the shuffle state on/off
- repeat/{repeatState}
    - 0 = off
    - 1 = repeat list
    - 3 = repeat track
- on
    - turns the client on and starts playing right away
- off
    - turns the client off
- svpower/on
    - will wake the Music Server from standby
- svpower/off
    - will send the Music Server into standby
- source/{sourceNumber}
    - 1-8, starts playing the corresponding zone-favorite as specified by the app.

Config 8.3

- ○ as of now, the list of zone-favorites cannot be obtained from the Miniserver via this API

CarCharger

Covered Config Items

- Wallbox

Details

- chargerType
  - ○ -1 = no external charger, block only
  - ○ 0 = KEBA
  - ○ 1 = BMW
- limitAllowed
  - ○ whether or not the charging limit input is used. If false, limitMode 2 (Autopilot) will default to limitMode 0 (maxLImit)
  - ○ Available since Config 8.0

States

- status (0=Offline, 1=Initializing, 2=Online)
- charging (0,1)
- connected (0,1)
- chargingFinished (0,1)
- power (kW)
- energySession (kWh)
- limitMode (0=Off, 1 = Manual, 2= Autopilot)
- currentLimit (kW)
- minLimit (kW)
- maxLimit (kW)
- chargeDuration (Secs)
- showLoadManagement (0,1)
  - ○ Standalone, Keba
    - ■ always 1
  - ○ BMW
    - ■ "Loadmanagement with Miniserver" must be enabled on the BMW Wallbox

Commands

- charge/on (start charging)
- charge/off (stop/pause charging)

Config 8.3

- limitMode/{mode}
    - 0 = maxLimit
    - 1 = manually with App
    - 2 = Autopilot (Input (AIl) is used)
- limit/{limit}
    - charging limit between minLimit and maxLimit (kW)
    - changes only take every 15min affect (BMW only)

BMW Wallbox specific

Status:

- profiles (String, "|"-separated)
    - profiles must be set up on the BMW Wallbox
    - separate statistics (energy) are supported for each profile
- currentProfile (0,1)

Commands:

- profile/{profile}
    - switches the profile (0,1)

ColorPicker
This control type only appears as subcontrol of the LightController.

Details

- pickerType
    - Rgb for RGB Pickers
    - Lumitech for Lumitech Pickers

States

- color
    - The color as a string in the text property of the returned JSON
    - hsv(0,100,100) for RGB Values
    - lumitech(100,4483) for Lumitech Values
- favorites
    - The favorites colors in the text property of the returned JSON
    - An array of either hsv or lumitech colors

Commands

- on
    - Enables the ColorPicker

- off
  - Disables the ColorPicker
- setfav/{favIndex}/{color}
  - favIndex
    - The index of the favorit (1 - 4)
  - color
    - Either an HSV or an lumitech color string
      - hsv(0,100,100) for RGB Values
      - lumitech(100,4483) for Lumitech Values

Daytimer

Covered Config Items

- Timer/schedule

Details

- analog
  - indicates if the daytimer has an analog or digital output
- text (digital only)
  - on
    - the text if the value is 1
  - off
    - the text if the value is 0
- format (analog only)
  - the format of the value

States

- mode
  - current operating mode of the daytimer
- override
  - the remaining time of the time
- value
  - current value, 0 or 1 digital and a value for analog
- entriesAndDefaultValue
  - daytimer event with entries
  - a default value (used only for analog)

Config 8.3

Commands

- pulse
  - activates the new value if an entry needs activation
- default
  - changes the default value in the analog daytimer
  - e.g.: default/8
- startOverride
  - starts the timer with a new value
  - e.g.: startOverride/{value}/{howLongInSecs}
- stopOverride
  - stops the timer
- set
  - change entries of the daytimer,
  - set/{numberOfEntries}/{entry}/{entry}/…,
  - {entry} = {mode};{fromMin};{toMin};{needsActivation};{valueOfEntry}
    - valueOfEntry will always be "0" in digital daytimers, or left out. Digital daytimers outputs are "On" as long as an entry exists.
    - from and to are to be given as minutes since midnight.
- modeslist
  - operating modes list sorted by the priority, on the end all weekdays from 3-9
  - 7,1,2,3,4,5,6,7,8,9

Intelligent Room Controller Daytimer

The daytimers used in the intelligent Room Controller are analog daytimers where the entries values identify the target temperature (identified by the temperature id, e.g. Comfort Temperature, Empty House).

Commands

- setc
  - change entries of the cooling daytimer,
- set
  - for heating daytimer
- modeslistc
  - operating modes list for the cooling daytimer, modeslist for heating daytimer

Pool Daytimer

A pool daytimer is an analog daytimer where the analog value identifies what cycle (e.g. Backwash, Filter) is used while the entry is active.

Config 8.3

Dimmer

Covered Config Items

- Dimmer

States

- position
  - The current position for the dimmer
- min
  - The current min value
- max
  - The current max value
- step
  - The current step value

Commands

- on
  - Sets the Dimmer to the last known position
- off
  - Disables the dimmer, sets position to 0
- {pos}
  - The position of the Dimmer
  - If position if over max, max will be set and if position is over min, min will be set

Fronius

Covered Config Items

- Energy Monitor

States

- prodCurr
  - kW current production power
- prodCurrDay
  - kWh energy production all over the current day
- prodCurrMonth

Config 8.3

- prodCurrYear
- prodTotal
    - kWh energy production since setting up
- consCurr
    - kW current consumption power
- consCurrDay
    - kWh energy consumed throughout the current day
- gridCurr
    - kW current grid consumption/delivery power
    - if negative, power is being delivered to the grid
    - Available since Config 8.1
- batteryCurr
    - kW current battery charging/usage power.
    - if negative, the battery is charging
    - Available since Config 8.1
- stateOfCharge
    - 0-100, represents the charging state of the battery. 100 = fully charged.
    - Available since Config 8.1
- earningsDay
    - how much money was earned by either consuming the produced power yourself instead of consuming it from the grid, or by exporting unused produced power to the grid. Depends on priceDelivery and priceConsumption
- earningsMonth
- earningsYear
- earningsTotal
- priceDelivery
    - Price per unit when exporting to the grid
- priceConsumption
    - Price per Unit while consuming from the grid
- co2Factor
    - How much co2 does it take to produce one kWh, used to compute CO2 savings
- generatorType
    - 0 = Fronius
        - data supplied by a Fronius generator
    - 1 = Inputs
        - data supplied by the block inputs
    - 2 = Kostal
        - data supplied by a Kostal devices
- mode

Config 8.3

- ○ the mode gives info on what data sources are available on this energy monitor. As there are several combinations, a bitmask is used to determine whether or not certain sources are available.
  - ■ Bit 0 = Production data available
  - ■ Bit 1 = Consumption data available
  - ■ Bit 2 = Battery data available
    - ● Available since Config 8.1
- ○ Here are some examples for possible resulting values
  - ■ 3 = Production and Consumption available
  - ■ 1 = Production only
  - ■ 2 = Consumption only
  - ■ 0 = No data available
  - ■ 7 = Production, Consumption and Battery available
  - ■ ..
- ● online
  - ○ 0 = online
  - ○ 1 = offline

Gate

Covered Config Items

- ● Gate

Details

- ● animation
  - ○ 0 = Garage Door
  - ○ 1 = Single Gate opening to the left
  - ○ 2 = Single Gate opening to the right
  - ○ 3 = Gate opening to both sides
  - ○ 4 = Folding door opening to the left
  - ○ 5 = Folding door opening to the right

States

- ● position
  - ○ the position from 1 = up and 0 = down
- ● active
  - ○ -1 = close

Config 8.3

- ○ 0 = not moving
- ○ 1 = open
- preventOpen
  - ○ 0 = not preventing opening of door
  - ○ 1 = preventing opening of door
- preventClose
  - ○ 0 = not preventing closing of door
  - ○ 1 = preventing closing of door

Commands

- open
  - ○ Opens the Gate
- close
  - ○ Closes the Gate

Heatmixer

Covered Config Items

- Mixing Valve Controller

States

- tempTarget
  - ○ temperature the controller currently aims for
- tempActual
  - ○ actual temperature reported by the sensor attached to the input

Hourcounter

Covered Config Items

- Maintenance counter

States

- total
  - ○ total number of seconds the counter has been active so far
- remaining

Config 8.3

Structure File

- how many seconds left until the next maintenance is required
- 0 if required or overdue
- lastActivation
  - the timestamp (in seconds) when the counter was activated the last time.
  - updated on each new activation
- overdue
  - 0 if not overdue, otherwise maintenance is required
- maintenanceInterval
  - seconds until the next maintenance
- stateUnit
  - desired output unit on the UI (state values remain in seconds!)
    - 0 = seconds
    - 1 = minutes
    - 2 = hours
    - 3 = days
- active
  - 0/1, whether or not the counter is currently active
- overdueSince
  - seconds since the maintainanceInterval was exceeded
  - 0 maintenance is not required yet.

Commands

- reset
  - will cause a reset of the following values
    - remaining to maintenanceInterval
    - overdue to 0
    - overdueSince to 0
- resetAll
  - like reset, but also sets
    - total to 0
    - lastActivation to 0

InfoOnlyAnalog

Covered Config Items

- Virtual state

Config 8.3

Details

- format
    - the format of the value

States

- value
    - the current value of the virtual state

InfoOnlyDigital

Covered Config Items

- Virtual state

Details

- text
    - on
        - on text if the value is 1
    - off
        - off text if the value is 0
- image
    - on
        - uuid of the "on"-image
    - off
        - uuid of the "off"-image
- color
    - on
        - text color if the value is 1
    - off
        - text color if the value is 0

States

- value
    - the current value of the virtual state

Intelligent Room Controller

Covered Config Items

- Intelligent room controller

Details

- restrictedToMode
    - 0
        - Visualize heating and cooling
    - 1
        - Visualize cooling only
    - 2
        - Visualize heating only
- heatPeriodStart, heatPeriodEnd
    - Provided if this room controller is using a custom heating period. Returns the month and day when the heating period of this IRoomController will start and end. Missing if the global heating period is used.
    - Modified in Config 8.3
- coolPeriodStart, coolPeriodEnd
    - the same as heatPeriodStart/heatPeriodEnd but for the cooling period.
- temperatures
    - id's of the temperature modes to identify values from the states, e.g.
    - temperature-ids
        - 0 = Economy
        - 1 = Comfort Heating
        - 2 = Comfort Cooling
        - 3 = Empty House
        - 4 = Heat Protection
        - 5 = Increased Heat
        - 6 = Party
        - 7 = Manual
    - isAbsolute
        - is the value depending of comfort heating/cooling or an absolute value

States

- tempTarget
    - the current target temperature

Config 8.3

- tempActual
    - the current temperature
- error
    - could be a big difference between target and actual temperature, the actual temperature is bigger than the heat protection temperature or the actual temperature is lower than the empty house temperature
- mode
    - information about the mode of the IRoomController
    - modes:
        - 0 = Autopilot
            - cooling or heating depending on the heating/cooling period
            - only returned if neither a heating nor a cooling period is active
        - 1 = Autopilot (currently heating),
        - 2 = Autopilot (currently cooling),
        - 3 = Autopilot heating,
        - 4 = Autopilot cooling,
        - 5 = manual heating,
        - 6 = manual cooling
- serviceMode
    - the current service mode index
    - serviceModes:
        - 0 = off
        - 1 = heating and cooling off
        - 2 = heating on cooling of
        - 3 = heating off cooling on
        - 4 = heating and cooling on
- currHeatTempIx
    - the current heating temperature index of the temperatures
- currCoolTempIx
    - the current cooling temperature index of the temperatures
- override
    - the remaining time of the timer
- openWindow
    - if the window is currently opened
- overrideTotal
    - the total time with which the timer was started
- manualMode
    - if the user overrides with manual intervention
    - modes:
        - 0 = off

Config 8.3

- 1 = comfort overriding
- 2 = economy overriding
- 3 = timer overriding (through app)
- 4 = movement/presence
  - temperatures
    - an array of temperatures, index is the same as the id of the existing temperatures in the details object

Commands

- mode
  - in which mode the IRoomController should work (0-6)
    - Autopilot (currently cooling or heating, nr 1 & 2) are not manually selectable, they are chosen depending on the heating/cooling period. Use 3 & 4 instead.
- service
  - to activate the service mode with an id from 0 - 4
- starttimer
  - starts the timer with a temperature id and remaining seconds
- stoptimer
  - stops the timer
- settemp
  - changes the value of an temperature with a temperature id and the new value

Sub-Controls

- 2 Intelligent room controller daytimer for heating and cooling

Intercom

Covered Config Items

- Door Controller

Details

- deviceType
  - 0 = Custom/Unknown
  - 1 = Loxone Intercom
  - 2 = Loxone Intercom XL
  - available since Config 8.0

Config 8.3

- videoInfo
  - An empty object for legacy reasons
- audioInfo
  - An empty object for legacy reasons
- The content of videoInfo and audioInfo have been moved to securedDetails in Version 8.1
- lastBellEventImages
  - true if the Miniserver does store images for the last bell event entries.
  - false or missing if it does not.
  - available since Config 8.3

Secured Details

- videoInfo
  - alertImage
    - an (optional) path to a still image (jpg), used to save pictures for "lastBellEvents"
  - streamUrl
    - The path to either a mjpg stream or jpg images
  - user
  - pass
- audioInfo
  - host
    - the host portion for making a sip-call
  - user
    - the (optional) user portion for making an sip-call
  - pass
    - Loxone Intercoms only - the password to authenticate the call
    - available since Config 8.0

States

- bell
  - 0 = not ringing.
  - 1 = ringing.
- lastBellEvents
  - Text containing the timestamps for each bell-activity that wasn't answered.
  - YYYYMMDDHHMMSS, separated by a pipe
  - e.g.: "20151001074904|20151001075008|20151008171552"

Config 8.3

- recorded images (if available) can be accessed via "camimage/{*uuidAction*}/{*timestamp*}.jpg"
- version
    - Loxone Intercoms only - text containing the currently installed firmware versions.

Commands

- answer
    - Will deactivate the bell.

Sub-Controls

- 0-3 Outputs of type Pushbutton
    - since 8.0 outputs can handle a 'pulse' command. It was ignored in earlier versions.

Jalousie

Covered Config Items

- Blinds
- Automatic blinds
- Automatic blinds integrated

Details

- isAutomatic
    - If this is an Jalousie with Autopilot (automatic blinds, automatic blinds integrated)
- animation
    - The animation type of the JalousieControl
        - 0 = Blinds
        - 1 = Shutters
        - 2 = Curtain both sides
        - 3 = Not supported
        - 4 = Curtain Left
        - 5 = Curtain Right
- availableModes
    - ConfigMode, not documented.

Config 8.3

States

- up
  - Jalousie is moving up
- down
  - Jalousie is moving down
- position
  - The position of the Jalousie, a number from 0 to 1
    - Jalousie upper position = 0
    - Jalousie lower position = 1
- shadePosition
  - The shade position of the Jalousie (blinds), a number from 0 to 1
    - Blinds are not shaded = 0
    - Blinds are shaded = 1
- safetyActive
  - Only used by ones with Autopilot, this represents the safety shutdown
- autoAllowed
  - Only used by ones with Autopilot
- autoActive
  - Only used by ones with Autopilot
- locked
  - Only used by ones with Autopilot, this represents the output QI in Loxone Config
- hasEndposition
  - ConfigMode, not documented.
- mode
  - ConfigMode, not documented.
- learningStep
  - ConfigMode, not documented.

Commands

- up
  - Sends an Up command to the Jalousie, as long as no UpOff or other direction command has been sent the Jalousie will go UP
- UpOff
  - Sends an UpOff command to the Jalousie, this will stop the up motion of the Jalousie
- down
  - Sends an Down command to the Jalousie, as long as no DownOff or other direction command has been sent the Jalousie will go Down

---

Config 8.3

Structure File

- DownOff
    - Sends an DownOff command to the Jalousie, this will stop the down motion of the Jalousie
- FullUp
    - Triggers a full up motion
- FullDown
    - Triggers a full down motion
- shade
    - Shades the Jalousie to the perfect position
- auto
    - Enables the Autopilot of the Jalousie (if the control supports it)
- NoAuto
    - This disables the Autopilot mode for the Jalousie (if the control supports it)

LightController

Covered Config Items

- Lighting controller
- Hotel lighting controller

Details

- movementScene
    - The scene number that is assigned as the movement scene

States

- activeScene
    - The current active scene number
- sceneList
    - Returns a JSON-Object in the following format
    - uuid -> the UUID of the LightControl
    - uuidIcon -> This is only used by the Status Control
    - text -> This is an array of Scenes separated by a ","
        - "1=\"Szene1\",2=\"Szene2\",7=\"Szene7\""

Commands

- off
    - Enables lightscene 0 (All off)
- on
    - Enables lightscene 9 (All on)

Config 8.3

- {sceneNumber}
    - This will activate the scene
- {sceneNumber}/learn/{sceneName}
    - This learns the current output values to the given scene and overrides it if the scene already exists. Also used to rename a scene or create a new one.
- {sceneNumber}/delete
    - This deletes the given scene
- plus
    - Changes to the next scene
    - Available since Config 8.1
- minus
    - Changes to the previous scene
    - Available since Config 8.1

LightsceneRGB

Covered Config Items

- RGB lighting controller

Details

- sceneList
    - An array of scene names

States

- activeScene
    - The current active scene number
- color
    - A string of the current color
        - hsv(0, 100, 100)

Commands

- off
    - Enables lightscene 0 (All off)
- on
    - All on
- {sceneNumber}
    - this will activate the scene
- {sceneNumber}/learn

Config 8.3

- ○ this will override the selected scene with the new selected color If this scene does not exist no new scene will be created!

Meter

Covered Config Items

- Utility meter

Details

- actualFormat
  - ○ format specifier for the value of "actual"
- totalFormat
  - ○ format specifier for the value of "total"

States

- activeOutput
  - ○ ID of the currently active output.
  - ○ 0 means no output is selected, show "All Off" (if available)

Commands

- reset
  - ○ Deselects the currently

PoolController

Covered Config Items

- Pool Controller

Info

The PoolControl only works with an Aquastar Air Valve.

Details

- valveTypes
  - ○ The types of the valve

Config 8.3

- ■ 0 = No Valve
- ■ 1 = Aquastar
- ○ hasEco
  - ■ If something is connected to the ECO input
- ○ hasTargetTemp
  - ■ Is input T connected
- ○ hasActualTemp
  - ■ Is input AI connected
- ○ hasWaterLevel
  - ■ Is input WI connected
- ○ waterLevelUnit
  - ■ The unit for the waterlevel
- ○ hasCoverPosition
  - ■ Is input CP connected
- ○ hasCover
  - ■ Is output Qco and Qcc connected
- ○ swimmingMachineType
  - ■ Is dependent on output AQsm
    - ● 0 = no swimming machine
    - ● 1 = digital value
    - ● 2 = analog value
- ○ hasCustom1
  - ■ Is input AI1 connected
- ○ hasCustom2
  - ■ Is input AI2 connected
- ○ customName1
  - ■ Name for value of input AI1
- ○ customName2
  - ■ Name for value of input AI2
- ○ customUnit1
  - ■ Unit for value of AI1
- ○ customUnit2
  - ■ Unit for value of AI2
- ○ filterBounds
  - ■ Min and max values for mode "Filter" in seconds
- ○ backwashBounds
  - ■ Min and Max values for mode "backwash" in seconds
- ○ rinseBounds
  - ■ Min and Max values for mode "rinse" in seconds
- ○ circularBounds

Config 8.3

- - - ■ Min and Max values for mode "circulate" in seconds
    - ○ drainBounds
      - ■ Min and Max values for mode "drain" in seconds
    - ○ hasHeating
      - ■ Is output Qh connected
    - ○ hasCooling
      - ■ Is output Qc connected

States

- currentOpMode
  - ○ current operating mode
    - ■ 0 = Out of order
      - ● while the reset input is active
    - ■ 1 = Autopilot
    - ■ 2 = Servicemode
- currentTempMode
  - ○ current temperature mode
    - ■ 0 = off
    - ■ 1 = Autopilot
    - ■ 2 = Autopilot heating
    - ■ 3 = Autopilot cooling
    - ■ 4 = manual heating
    - ■ 5 = manual cooling
- tempActual
  - ○ The actual water temperature
- tempModeCycleActive
  - ○ If the temperature regulation cycle is active
- tempTarget
  - ○ The target temperature
- waterLevel
  - ○ The actual water level
- custom1
  - ○ The value of AI1
- custom2
  - ○ The value of AI2
- heatingApproved
  - ○ If heating is approved, only used if hasHeating is true
- coolingApproved
  - ○ If cooling is approved, only used if hasCooling is true
- ecoActive

Config 8.3

- ○ If the eco mode is active
- swimmingMachine
    - ○ This value can either be digital or analog, please refer to "swimmingMachineType" in the control details
- coverPosition
    - ○ Analog value of the cover position
        - ■ 0.0 = open
        - ■ 1.0 = closed
- coverOpening
    - ○ If the cover is opening right now
- coverClosing
    - ○ If the cover is closing right now
- currentCycle
    - ○ Current active cycle
        - ■ 0 = No cycle is active
        - ■ 1 = Filter
        - ■ 2 = Flushing
        - ■ 3 = Circulate
        - ■ 4 = Drain
- remainingTime
    - ○ Remaining time of the active cycle in seconds
- valvePosition
    - ○ The current position of the valve
        - ■ -1 = Valve moves
        - ■ 0 = Filter
        - ■ 1 = Backwash
        - ■ 2 = Clearwash
        - ■ 3 = Circulate
        - ■ 4 = Closed
        - ■ 5 = Drain
            - 2-way ball valve is activated
            - Valve moves to position drain
            - Activates pump for a given time
            - After given time valve will be deactivated, but the 2-way ball valve and the valve stays at the drain position
        - ■ 6 = Relieve
            - This is used to relieve the valve in the winter
- pump
    - ○ If the pump is active
- drainValve

Config 8.3

- If the drainvalve is opened. There might be a separate drainValve attached that needs to be opened besides setting the valvePosition to drain.
- delayTime
  - The time of the delay
    - This must be in the range of "delayBounds"
- filterTime
  - The time in seconds the mode "Filter" will be active
    - This must be in the range of "filterBounds"
- backwashTime
  - The time in seconds the mode "BackwashTime" will be active
    - This must be in the range of "backwashBounds"
- rinseTime
  - The time in seconds the mode "Rinse" will be active
    - This must be in the range of "rinseBounds"
- circulateTime
  - The time in seconds the mode "Circulate" will be active
    - This must be in the range of "circulateBounds"
- drainTime
  - The time in seconds the mode "Drain" will be active
- error
  - Error status of the PoolController (Available since config 8.0)
    - 0 = No error is or was present
    - 1 = An error was present
    - 2 = An error is currently present

Commands

- coverClose
  - Closes the cover if one is connected
- coverOpen
  - Opens the cover if one is connected
- operatingMode/{opMode}
  - Activates the given operating mode
    - 0 = Out of order
    - 1 = Autopilot
    - 2 = Servicemode
- tempMode/{tempMode}
  - Activates the given temperature mode
    - 0 = off
    - 1 = Autopilot
    - 2 = Autopilot heating

Config 8.3

- - - 3 = Autopilot cooling
    - 4 = manual heating
    - 5 = manual cooling
- eco/{state}
  - state
    - 0 = off
    - 1 = on
- targetTemp/{temperatur}
  - Sets the given target temperature
- swimmingMachine/{value}
  - value can be either analog (0.0 - 1.0) or digital. Please refer to "swimmingMachineType"
- startCycle/{cycleID}/{seconds1}/{seconds2}
  - starts the given cycle with the given seconds
    - cycleID"
      - 1 = Filter
      - 2 = Flushing
      - 3 = Circulate
      - 4 = Drain
    - seconds1 = The duration the cycle will be active
      - If no seconds are given the values from the states (filterTime, circleTime,..) will be used
- filter
  - Short for "startCycle/1"
- backwash
  - short for "startCycle/2"
- circulate
  - short for "startCycle/3"
- drain
  - short for "startCycle/4"
- valvePos/{position}
  - Sets the valve position
    - position
      - 0 = Filter
      - 1 = Backwash
      - 2 = Clearwash
      - 3 = Circulate
      - 4 = Closed
      - 5 = Drain
    - Position 6 = Relieve-position cannot be set using a command

Config 8.3

- pump/{state}
    - Activates or deactivates the pump
    - state
        - 0 = off
        - 1 = on
- drainValve/{state}
    - Opens or closes the drainvalve
    - state
        - 0 = open
        - 1 = close
- reset
    - Pulse for reset
    - reset/1 will activate "Out of order"
- disable/{state}
    - Disables or enables childlock
    - state
        - 0 = off
        - 1 = on
- delayTime/{time}
    - Sets the delaytime in seconds
    - NOTE: This value must be between "delayBounds"
- filterTime/{time}
    - Sets the filtertime in seconds
    - NOTE: This value must be between "filterBounds"
- backwashTime/{time}
    - Sets the backwashtime in seconds
    - NOTE: This value must be between "backwashBounds"
- rinseTime/{time}
    - Sets the rinseTime in seconds
    - NOTE: This value must be between "rinseBounds"
- circulateTime/{time}
    - Sets the circulateTime in seconds
    - NOTE: This value must be between "circulateBounds"
- drainTime/{time}
    - Sets the drainTime in seconds
    - NOTE: This value must be between "drainTime"
- approveHeating/{value}
    - Approves or disapproves heating
    - value
        - 0 = approve

Config 8.3

- 1 = disapprove
- approveCooling/{value}
    - Approves or disapproves heating
    - value
        - 0 = approve
        - 1 = disapprove
- skipDelay
    - This cancels the delay
- ackError
    - Acknowledges the current error (Available since config 8.0)

Pushbutton

Covered Config Items

- Virtual Input (Pushbutton)

States

- active
    - the current state of the pushbutton

Commands

- pulse
    - if the button was only tapped for a very short time, use pulse instead of on and off
- on
    - when the button is hit but not released immediately
- off
    - to deactivate the button after an on-command

Radio

Covered Config Items

- Radio buttons (8x)
- Radio buttons (16x)

Config 8.3

Details

- allOff
    - the name shown when no output is selected
    - Empty string if selecting neither one of the outputs is not an option
- outputs
    - set of output names with their ID as key. (1 - 16)
    - there might be missing IDs (e.g.: 1,2,5,8 is a valid set of IDs)

States

- activeOutput
    - ID of the currently active output.
    - 0 means no output is selected, show "All Off" (if available)

Commands

- reset
    - Deselects the currently selected ID, changes activeOutput to 0
- *ID*
    - Simply sending an ID will activate the corresponding output & change activeOutput
    - 0 cannot be selected directly, only via 'reset'

Remote

Covered Config Items

- Media controller

Details

- favoritePad
    - 0 = D-Pad should be initially visible
    - 1 = Favorite-Pad should be initially visible
- modeList
    - Object with the modes (usedButtons are currently not used!)
        - { "1": { "name": "Mode One", "usedButtons": []}}

States

- timeout

Config 8.3

- The timeout in milliseconds
- mode
  - The key for the current mode (The key is for the modeList)
  - 0 means "no mode selected" = all off.
- active
  - Will be true if the Miniserver is sending the commands for switching the modes or power on
  - since Config 8.0

Commands

- mode/{modeID}
  - This enables the mode with the given ID
  - cannot select mode "0" - use reset for that.
- on
  - This enables the AQp (Power) output
- off
  - This disables the AQp (Power) output
- mute
  - Represents the Mute Button
- play
  - Represents the Play Button
- pause
  - Represents the Pause Button
- stop
  - Represents the Stop Button
- rewind
  - Represents the Rewind Button
- previous
  - Represents the Previous Button
- next
  - Represents the Next Button
- forward
  - Represents the Forward Button
- menu
  - Represents the Menu Button
- info
  - Represents the Info Button
- exit
  - Represents the Exit Button
- guide

Config 8.3

- ○ Represents the Guide Button
- volplus
  - ○ Represents the press of the Volume Plus Button
- volminus
  - ○ Represents the press of the Volume Minus Button
- volplusoff
  - ○ Represents the release of the Volume Plus Button
- volminusoff
  - ○ Represents the release of the Volume Minus Button
- prgplus
  - ○ Represents the press of the Program Plus Button
- prgminus
  - ○ Represents the press of the Program Minus Button
- prgplusoff
  - ○ Represents the release of the Program Plus Button
- prgminusoff
  - ○ Represents the release of the Program Minus Button
- return
  - ○ Represents the Return Button
- btnred
  - ○ Represents the Red Button
- btnblue
  - ○ Represents the Blue Button
- btnyellow
  - ○ Represents the Yellow Button
- btngreen
  - ○ Represents the Green Button
- dirok
  - ○ Represents the D-Pad OK Button
- dirup
  - ○ Represents the press of the D-Pad Up Button
- dirupoff
  - ○ Represents the release of the D-Pad Up Button
- dirdown
  - ○ Represents the press of the D-Pad Down Button
- dirdownoff
  - ○ Represents the release of the D-Pad Down Button
- dirleft
  - ○ Represents the press of the D-Pad Left Button
- dirleftoff

Config 8.3

- ○ Represents the release of the D-Pad Left Button
- dirright
  - ○ Represents the press of the D-Pad Right Button
- dirrightoff
  - ○ Represents the release of the D-Pad Right Button
- num{x}
  - ○ This sends the number "x", "x" goes from 0-9
    - ■ Example: "num1" for number 1
- number/{x}
  - ○ This sends the number "x", "x" can be any positive number
    - ■ Example: "number/18" for number 18
- reset
  - ○ turns off all devices of the current mode & changes to mode 0 (= no mode active)
  - ○ Available since Config 8.0

Sauna

Covered Config Items

- Sauna controller
- Sauna controller with evaporator

Details

- hasVaporizer
  - ○ determines whether or not it is a full featured sauna with vaporizer
- hasDoorSensor
  - ○ whether or not the value of the door sensor can be visualized (might not be attached)

States

- active
  - ○ whether or not the sauna is active (!= power!)
- power
  - ○ is it currently heating up
- tempActual
  - ○ the actual temperature inside the sauna
- tempBench
  - ○ the actual temperature provided by the bench sensor
- tempTarget

Config 8.3

- the current target temperature
- fan
  - is the fan on
  - indicates the airing phase (if drying is on too)
  - the airing phase will stop after the airing-time configured on the block is reached.
- drying
  - indicates that the "drying phase" is on
  - if the fan is on too, it's called the "airing phase"
  - the drying will stop once the targetTemp is reached
- doorClosed
  - active if door is closed, only to be used if hasDoorSensor is true
- presence
  - forwards the state of the presence input of the block
- error
  - digital indicator for a sauna error
- saunaError
  - indicates what error has occurred and why the sauna has shut down.
  - 0 = no error
  - 1 = too hot
- timer
  - seconds left of the sauna timer
- timerTotal
  - total number of seconds of the sauna timer
- lessWater (evaporator only)
  - becomes active if the evaporator runs out of "water"
- humidityActual (evaporator only)
  - actual humidity inside the sauna
- humidityTarget (evaporator only)
  - target humidity inside the sauna
- mode (evaporator only)
  - when an evaporator is present, different sauna modes can be used, these are identified by a modeNr
  - 0 = Off
  - 1 = Finnish manual operation
  - 2 = Humidity manual operation
  - 3 = Finnish automatic operation (80°C)
  - 4 = Herbal automatic sauna (45°C, 50%)
  - 5 = Soft steam bath automatic (50°C, 50%)

Config 8.3

- ○ 6 = Warm air bath automatic (45°C, 45%)

Commands

- on
  - ○ turns the sauna on
- off
  - ○ turns the sauna off right away (no airing/drying phase)
- fanoff
  - ○ turns the fan off
- fanon
  - ○ turns the fan off, only works if sauna is active
- temp/{target}
  - ○ set the target temperature (for manual mode)
- humidity/{target}
  - ○ set the target humidity (hasVaporizer only)
- mode/{modeNr}
- pulse
  - ○ changes between the sauna activity-states
    - ■ off -> on
    - ■ on -> drying
    - ■ drying -> airing
    - ■ airing -> off
- starttimer
  - ○ starts the sand timer, will count down from timerTotal

Slider

Covered Config Items

- Virtual Input (Slider)

Details

- format
  - ○ the format of the value
- min
  - ○ the minimum value
- max
  - ○ the maximum value

Config 8.3

- step
    - the step to the next value of the slider when pressing "-" or "+"

States

- value
    - the current value of the slider
- error
    - indicates an invalid value of the slider

Commands

- {number}
    - value for the slider
    - between min and max

SmokeAlarm

Covered Config Items

- Fire/water alarm

Details

- hasAcousticAlarm
    - returns true if the smoke alarm control has an acoustic alarm configured
- availableAlarms
    - returns which alarm inputs are configured
        - 0 = no input
        - 1 = smoke detector only
        - 2 = water only
        - 3 = smoke and water
        - 4 = temperature only
        - 5 = fire and temperature
        - 6 = temperature and water
        - 7 = fire, temperature and water

States

- nextLevel
    - the ID of the next alarm level

Config 8.3

- - - 1 = Silent
    - 2 = Acustic
    - 3 = Optical
    - 4 = Internal
    - 5 = External
    - 6 = Remote
- nextLevelDelay
  - The delay of the next level in seconds, this can be specified with the parameters D1 - D6 in Loxone Config. This increments every second…
- nextLevelDelayTotal
  - The total delay of the next level in seconds, this can be specified with the parameters D1 - D6 in Loxone Config.
- level
  - The ID of the current alarm level
    - 1 = Pre Alarm
    - 2 = Main Alarm
- sensors
  - A string of sensors separated by a pipe ("|")
- acousticAlarm
  - The state of the acoustic alarm 0 for not active and 1 for active
  - This only can be 1 if something is connected to the "Qh" Output in Loxone Config and the main alarm is active
- testAlarm
  - 0 if testalarm is not active and 1 if it is active
- alarmCause
  - 1 = smoke detector only
  - 2 = water only
  - 3 = smoke and water
  - 4 = temperature only
  - 5 = fire and temperature
  - 6 = temperature and water
  - 7 = fire, temperature and water
- startTime
  - timestamp when alarm started

Commands

- mute
  - mutes the sirene
- quit
  - Acknowledge the Smokealarm

Config 8.3

- servicemode/{number}
  - number = Time in seconds until the service mode stops

Switch

Covered Config Items

- Virtual Input (Switch)
- Push button

States

- active
  - the current state of the switch

Commands

- on
  - activates the switch
- off
  - deactivates the switch

TextState

Covered Config Items

- State

States

- textAndIcon
  - TextEvent with text and icon

TimedSwitch

Covered Config Items

- Stairwell light switch

Config 8.3

- Multifunction switch

Details

- isStairwayLs
  - true = "Stairwell light switch"
  - false = "Multifunction switch"

States

- deactivationDelayTotal
  - seconds, how long the output will be active if the timer is used.
- deactivationDelay
  - countdown until the output is deactivated.
    - 0 = the output is turned off
    - -1 = the output is permanently on
    - otherwise it will count down from deactivationDelayTotal

Commands

- on
  - Permanently activates the TimedSwitch, deactivationDelay will change to -1
- off
  - Turns off the TimedSwitch, deactivationDelay will change to 0
- pulse
  - deactivationDelay = 0
    - Will start the countdown, from deactivationDelayTotal to 0
  - isStairwayLs = true
    - deactivationDelay = -1
      - No effect, will remain permanently on.
    - deactivationDelay > 0
      - Restarts the countdown
  - isStairwayLs = false
    - turns it off. (from countdown or permanent on state)

Tracker

Covered Config Items

- Tracker

Config 8.3

Details

- maxEntries
  - maximal count of entries returned by the miniserver

States

- entries
  - entries returned from the miniserver as string
  - entries are separated by a pipe symbol "|"

UpDownLeftRight digital

Covered Config Items

- Virtual Input (Left-right buttons)
- Virtual Input (up-down buttons)

Commands

- UpOn
  - activates the up/right output
- UpOff
  - deactivates the up/right output
- PulseUp
  - since Config 8.0
  - impuls on up/right output
- DownOn
  - activates the down/left output
- DownOff
  - deactivates the down/left output
- PulseDown
  - since Config 8.0
  - impuls on down/left output

UpDownLeftRight analog

Covered Config Items

Config 8.3

- Virtual Input (Left-Right buttons)
- Virtual Input (Up-Down buttons)

Details

- format
  - the format of the value
- min
  - the minimum value
- max
  - the maximum value
- step
  - the step to the next value of the virtual input when pressing up/down/left/right

States

- value
  - the current value of the virtual input
- error
  - indicates an invalid value of the virtual input

Commands

- {value}
  - value for the virtual input
  - between min and max

ValueSelector

Covered Config Items

- Push-button +/-
- Push-button +

Details

- increaseOnly
  - indicates if the button has only an "+"-input
- format
  - the format of the value

Details

- min
  - the minimum value
- max
  - the maximum value
- step
  - the step to the next value of the virtual input when pressing up/down/left/right
- value
  - the current value of the virtual input

Commands

- {value}
  - value for the virtual input
  - between min and max

Webpage

Covered Config Items

- Webpage

Details

- url
  - The defined low resolution URL (This will be the Internal URL if you are connected internally and the external URL if you are connected externally)
- urlHd
  - The defined high resolution URL (This will be the Internal URL if you are connected internally and the external URL if you are connected from externally)

WindowMonitor
Covered Config Items

Window- and Door Monitor

Details

- windows

Config 8.3

- An array of objects containing information on a window or a door monitored by this block.
- The index of the object inside this array will correspond to the position of the state for this door or window in the windowStates array.
- An object contains a name for the door or window and the uuid of the room it is in.

States

- windowStates
  - Will return a string containing the states of each of the windows and doors monitored by this block.
  - The individual states are separated by a comma. The position of the state in this string corresponds to the position of the object this state is for inside the windows-array in the details.
  - Each state is a integer value that represents a bitmask where the individual bits correspond to the following states:
    - none → state unknown / sensor offline
    - 1 →   closed
    - 2 →   tilted
    - 4 →   open
    - 8 →   locked
    - 16 →   unlocked
- numOpen, numClosed, numTilted, numOffline, numLocked, numUnlocked
  - The number of windows & doors in the corresponding states.
  - The sum of the values from all these states is equal to the number of windows & doors monitored.
  - The windows/doors with two states will always be counted to the "worst" state.
    - e.g.: A lockable door is unlocked and closed. It will be counted to numUnlocked and not to numClosed.

Config 8.3