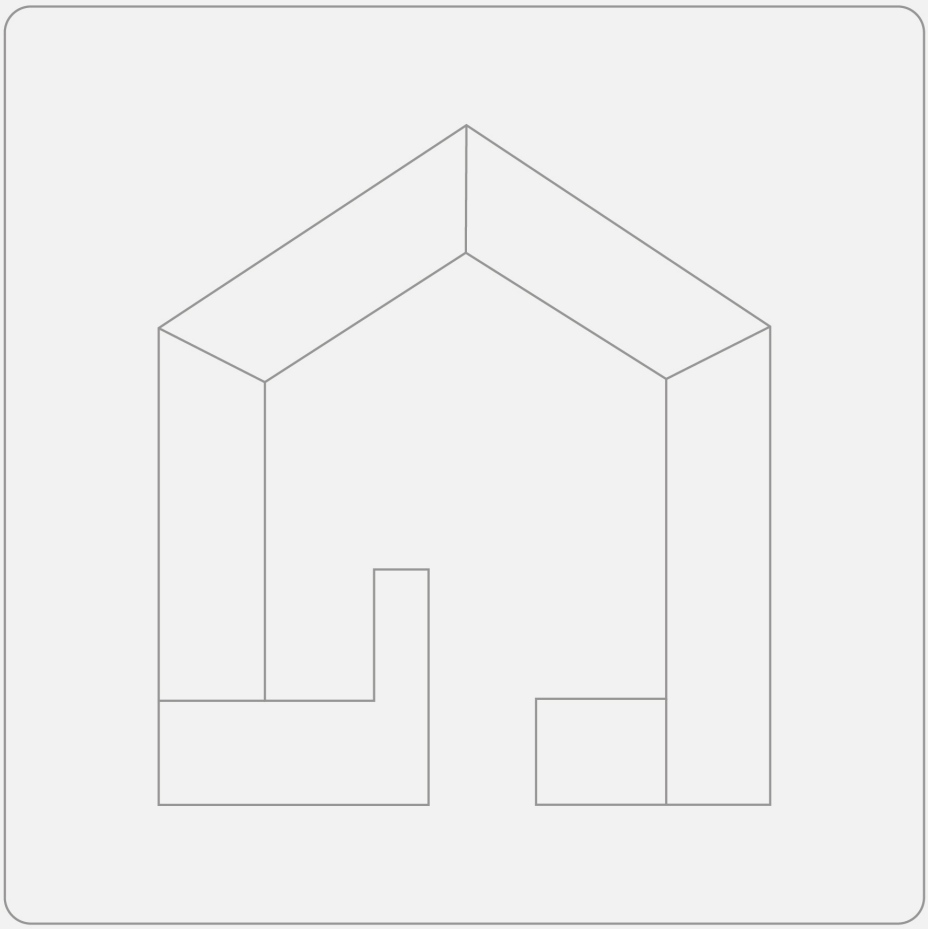


YOUVI software package

User manual

9/4/2023

Table of contents

1 What's new

The changes in the latest updates include:

YOUVI 4.5, Release September 2023

YOUVI

- Installer: New option: Convert YOUVI Client to YOUVI Server, find out more here.
- KNX-mapping: This option is available for the Tradfri, Netatmo, Yeelight, Philips Hue and ntuity bridges. During device import or in the "Edit devices" dialogue, group addresses can be assigned in order to send bridge device values via the KNX bus.
- Project Editor: Support for RGB control via XY data point types, support for heating control with multiple setpoints
- Project Editor: Support for drag-and-drop
- Project editor: Device types of devices from add-ons can no longer be changed
- Support of ETS 6.1 projects
- Button on the YOUVI Configuration page "About" to download logs
- Support for ISE remote connect, find out more here.

YOUVI Visu

- Temperature control in 0.5°C steps
- Support for ISE remote connect, find out more here.

Bus monitor

- Support of data point type 251.600

Logic

- Support sound systems as action: mute/unmute, volume, start playlists/favourites, pause
- Support door stations as trigger: doorbell ringing event
- Support door stations as action: mute/unmute door station on specific client
- Support camera streams as action: camera image is brought to the foreground in the visualisation
- Support device groups as conditions
- Support of the ISE Remote Connect
- Support actions for group shading: Up/Down, Step Up/Step Down

Fixed:

- Trigger with device group cannot be created

Door station

- Support multiple door stations, find out more here.
- Button for viewing the camera stream in the widget, as well as button for opening (for KNX and http), find out more here.

Philips Hue

- First release, find out more here

Yeelight

- First release, find out more here

Connect

- Better overview of the imported devices: New columns for room and device type

YOUVI 4.4, Release March 2023

YOUVI Logic

Fixed:

- Problem with Timers

YOUVI 4.4, Release January/Febuary 2023

YOUVI

- Performance improvements
- Added: RGBW light control via data point type 251.600, find out more here
- Added: White channel for RGB widget, type HSV control, find out more here
- Added: Brightness channel for RGB widget, type XY control, find out more here
- Added: White slider for RGBW-Widgets in timers
- Integration of plugin devices into group functions
- Performance and stability improvements
- Better handling of KNX scene numbers

Fixed:

- Error in parsing ventilation systems

- Problems when zooming web widgets
- Incorrect scaling or display of visual elements on certain devices
- Problems playing camera stream in full screen mode with Controlmicro in landscape mode

Netatmo

Fixed:

- Problem with CO2 values

YOUVI 4.4, Release November 2022

YOUVI

- Project editor, find out more here
- Button reorganization: Trigger button, Custom state button and Push-button are fused into a Custom Button
- Node red support
- Manually add a server to the server overview by entering the IP address, find out more here

Add-Ons

- Logout button added

YOUVI Visu

- Energy monitoring widget, find out more here
- Heating/cooling systems: support of multiple setpoints, find out more here.
- Ventilation widget, find out more here
- Support of RGB lights with XY color selection via data point type 242.600, find out more here
- HSV-Control support, find out more here
- Web-Widget improvements, a navigation bar is now integrated into the widget
- Overwriting KNX scenes (ETS data type 17.001). Find out more about this option here.
- Show current room temperature in Room button

Fixed:

- Adding Tunable White group address for DPT 5.001 in Visu

Sonos

Fixed:

- Handle mixing Sonos groups

Ntuity

- Initial release, find out more here

Ikea

- Initial release, find out more here

Door station

- Support for multiple call participants, find out more here
- Option to mute the ringtone
- Show gallery with photos of missed door calls, find out more here
- Default ring tone duration reduced from 60 seconds to 30 seconds

Fixed:

- Door intercom Visu rings but the widget doesn't open

Connect

- ProKNX voice control support

Logic

- Support for energy monitoring, ntuity, KNX
- Energy tracker support; data point types: mA (7.x), mA (9.x), kW (9.024), W (14.056), kWh (13.013), Wh (13.010)

Netatmo

- New authorisation method

YOUVI 4.3 June 2022 release

YOUVI

- Improvements in parsing blinds

- Improvements in parsing Dali Control Pro64 Gateway

Fixed:

- IP router deactivation

YOUVI Visu

- Improvements in camera streaming

Fixed:

- Diagram display on Controlmicro cut off in landscape mode
- Creating custom state button fails

YOUVI 4.3 April 2022 release

YOUVI

- Tunable White support for DPT 5.001
- Improvements on services synchronization: better stability of the KNX connection and Controlmicro sensors and RGB light after update

Fixed:

- Incorrect setpoint feedback (setpoint shift DPT 6.010 percent, temperature control)
- Update plugin devices when panel changes IP address
- Trigger button looses group address

YOUVI Visu

- Tunable White support for DPT 5.001
- Single channel RGB control via DPT 232.600: Brightness Write address added

Fixed:

- Crash on auto start option
- Camera crash when Visu goes to background
- Camera crash if streams are removed that are selected
- Camera full screen doesn’t work in portrait mode
- Visu cannot connect if sound zones are removed while Visu is not active
- Timer error message
- Single channel RGB control via DPT 232.600: Dimming address send value

YOUVI Client

- Handle network address change in panel service

Sonos

- Button to synchronize changes in Sonos playlists and favorites

trivum

- Button to synchronize changes in trivum playlists and favorites

Door station

- DTMF type configurable

YOUVI 4.3 December 2021 release

- RGBW integration

YOUVI 4.3 November 2021 release

Main changes in brief:

- Module: Door station with Echo Cancelation, for now only usable on one panel
- Bridge: Sonos (music player)
- Bridge: trivum (music player)
- Color temperature (Tunable White) integrated in dimmer
- New device type: rain amount sensor (l/m^2) (KNX and Netatmo)

All changes

YOUVI

New features:

- ETS functions can be used to (prioritize) room assignment (Important when using multiple switches for one device in multiple rooms)

Fixed:

- UI issues (YOUVI Configuration)
- Improved logs

YOUVI Client

New features:

- Client status check (Online/Offline)

Visualization

New features:

- Module: Door station with Echo Cancelation, for now only usable on one panel
- Bridge: Sonos (music player)
- Bridge: trivum (music player)
- Color temperature (Tunable White) integrated in dimmer
- New device type: rainfall sensor (l/m^2) (KNX and Netatmo)
- Added unit options for noise sensor (W/m^2, dB)
- Pressure sensor now supports 4-byte data type (14.058)
- Added slider for angle in degrees for blinds (scene editor)

Fixed:

- Problem when adding building parts
- UI issues on Controlmicro
- Camera errors: crash when adding, crash in fullscreen mode, button view doesn't work, flickering, streaming problem when password contains special characters

Connect

Fixed:

- Connect list is empty

Logic

New features:

- Integration of Tunable White
- Integration of rain sensor

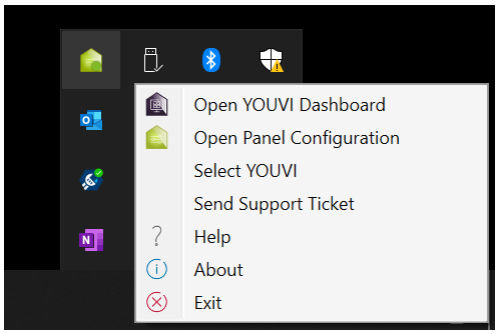
Fixed:

- Time shift for astro functions
- UI problems on the Controlmicro

YOUVI 4.2

Note: *With the update from version 4.1 to 4.2, the YOUVI structure changes and the YOUVI Dashboard app becomes part of YOUVI Configuration.*

- By right-clicking on the house icon in the taskbar, more options become visible:



YOUVI 4.2 October 2021 release

- ETS-6-projects are supported

YOUVI 4.2 July 2021 release

Most important changes in brief

- New structure: Dashboard App integrated in YOUVI Configuration
- Controlmicro integration (sensors and ambient light)
- Optionally disable parsing on import
- New sensor types:
  - Energy tracker (mA, W, kW, kWh)
  - Numeric sensor
- Sending push messages from logic module to YOUVI mobile app

Note: *To receive push notifications, you must connect the app via YOUVI Connect.*

All Changes

YOUVI

- Switch IP router on or off (Default setting: off)
- Enable or disable parsing on import (i)
- Own page as overview for connected clients

Note: *To also see connected mobile devices in the client view, you must connect the app via YOUVI Connect.*

- Own page as overview for updates
- Display/access integrated hardware of the ControlmicroControlmicro

Visualization

- Optimization of the user interface for display on the ControlmicroControlmicro
- ControlmicroControlmicro sensors and ControlmicroControlmicro RGB light appear in the visualization as individual widgets
- New device type "Numerical sensor"
    - for integrating different numerical value displays
    - Number format: signed, unsigned, or float value (ETS data point types 7.x, 8.x, 9.x) (i)
    - Unit can be entered freely
- New device type "energy tracker" with diagram display, ETS data point types: 7.012 (current in mA), 9.021 (current in mA), 9.024 (power in kW), 13.013 (active energy in kWh), 14.056 (power in W)
- RGB slider of group widgets available in scene editor
- RGB slider of group widgets available in timers
- Alphabetical sorting of rooms and floors

Logic and Connect module

- Sending push notifications to YOUVI mobile app

Note: *To receive push notifications, you must connect the app via YOUVI Connect.*

- Integration of ControlmicroControlmicro sensors and ControlmicroControlmicro RGB light into the logic module

Netatmo Bridge

- Automatic device detection and import into visualization (i)

YOUVI Help

New pages for

- Server/Client
- Backup options
- Reporter Tool

2 Welcome

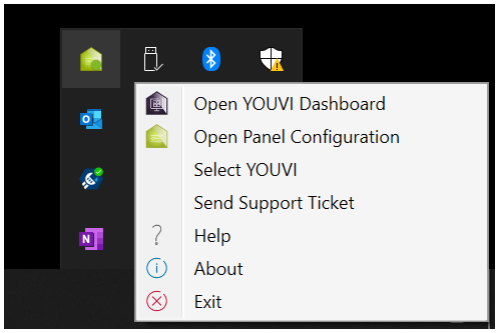
The YOUVI software is used to connect a touch panel to the KNX network of the house. The software makes it possible to visualize KNX devices in the home, such as dimmers, lamps or shutters, and to control them via the integrated KNX/IP router using a touch panel, app or the Amazon Echo.

This software consists of the following components:

1. YOUVI Dashboard

YOUVI Dashboard provides access to all YOUVI components. In addition to the add-ons, i.e. modules and bridges, the YOUVI Bus Monitor and the visualization can be accessed from here. Since version 4.2 YOUVI Dashboard is part of YOUVI Configuration.

You can access YOUVI Dashboard/Configuration by right-clicking on the house in the taskbar and selecting "Open YOUVI Dashboard".



2. YOUVI Configuration (Including IP router)

YOUVI Configuration runs as a browser app and is used to configure YOUVI programs. Furthermore, the IP router can be found on the *KNXnet/IP router* page. For more information take a look at the functional scope of YOUVI Configuration.

3. Visualization

The visualization is installed as an app on the Windows device. Which usage options it offers can be found in the functional scope of the visualization.

Note: *YOUVI cannot be used with USB connectors or IP routers from third-party manufacturers.*

In case of problems in YOUVI please refer to the FAQs for more information.

3 Server and client

YOUVI can be installed either fully with server function or as a client. In small projects, YOUVI is installed as a server on a panel with KNX access and YOUVI as a client on the remaining panels. The client is then connected to the server via the connection settings of the visualization. It is also possible to set up a connection manually in the visualization.

Here you will learn how to

- connect to the server configuration app
- change the server connection
- change the server name
- Find the IP address of the server
- change the name of the YOUVI client

How do I connect to the server configuration app?

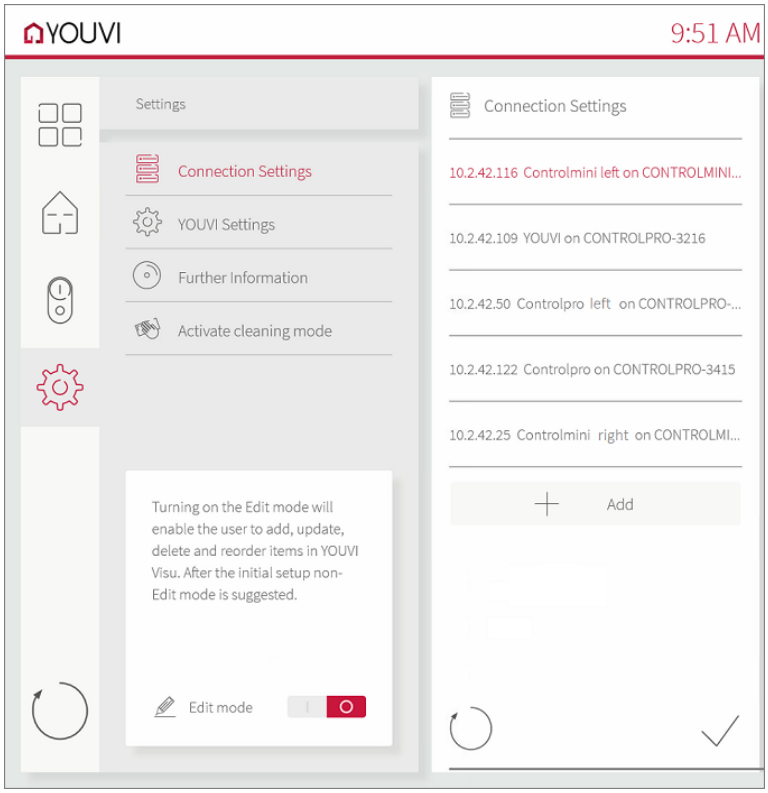
- You can reach the configuration app via your PC by entering the YOUVI server IP address and port "31228" or "31226" in your browser, e.g. 10.2.42.116:31228. Make sure that the YOUVI server and your PC are on the same network.

Change server connection:

You can adjust the server connection in two places:

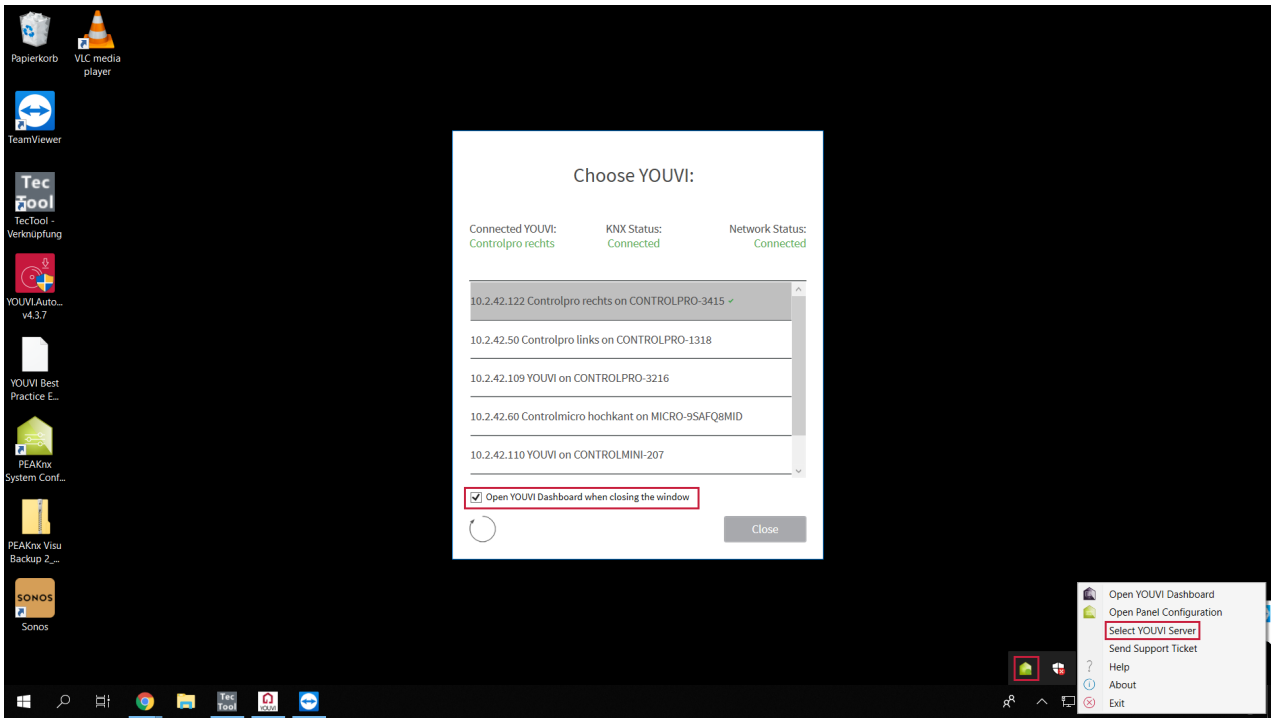
1. In the visualization:

- Open the visualization and connect to the desired server via the connection settings:



2. Via the system configuration:

- Right-click on the green house in the taskbar and select "Choose YOUVI Server".
- Select the desired server from the list to connect.
- The status "Connected YOUVI" indicates the currently connected server.
- Check the box for "Open YOUVI Dashboard when closing the window."
- Close the window.

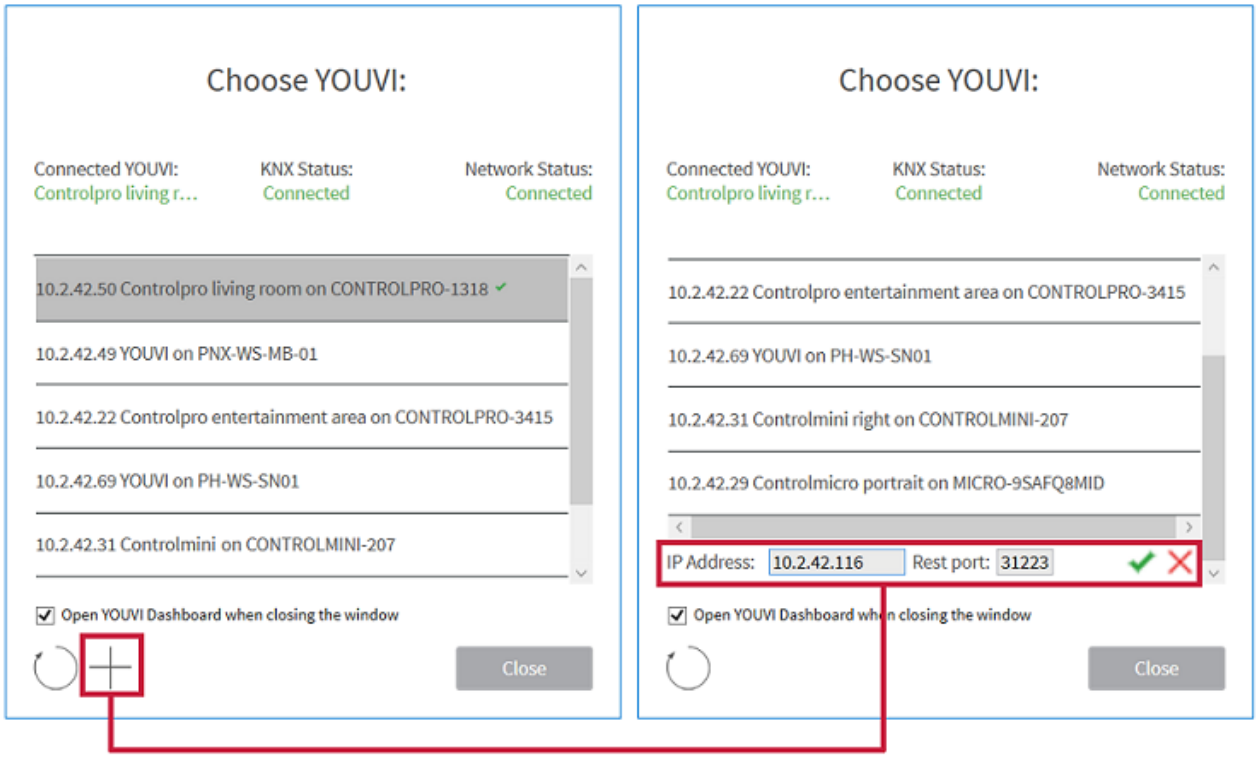


- By selecting the arrow symbol, YOUVI servers in the network are searched for again. This is helpful in case of connection problems, for example.

Manually add a server to the server overview

If the overview does not contain all or any YOUVI servers,

- use the "+" symbol to enter the IP address manually:



- Click on the tick to confirm the entry.

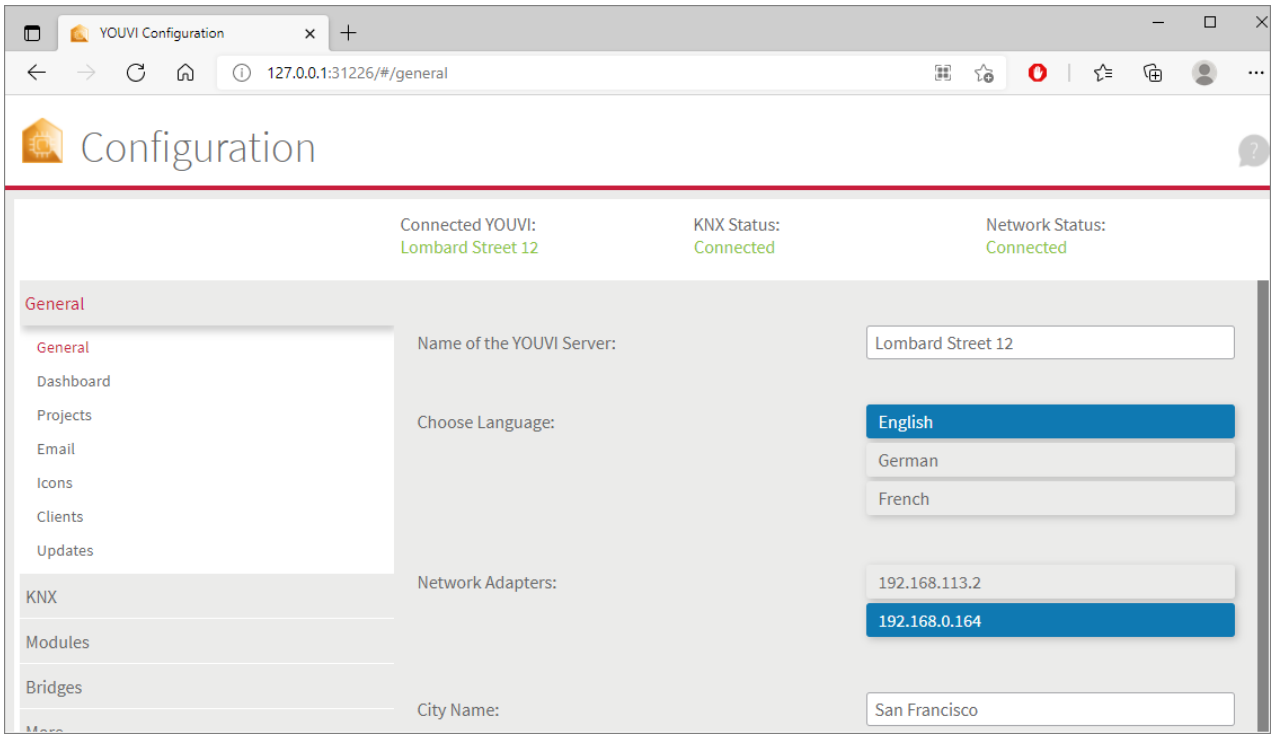
Change server name:

Option A:

- Open the configuration app on the desired server.
- Select the *General* > *General* tab and enter a suitable name under "Name of the YOUVI server".

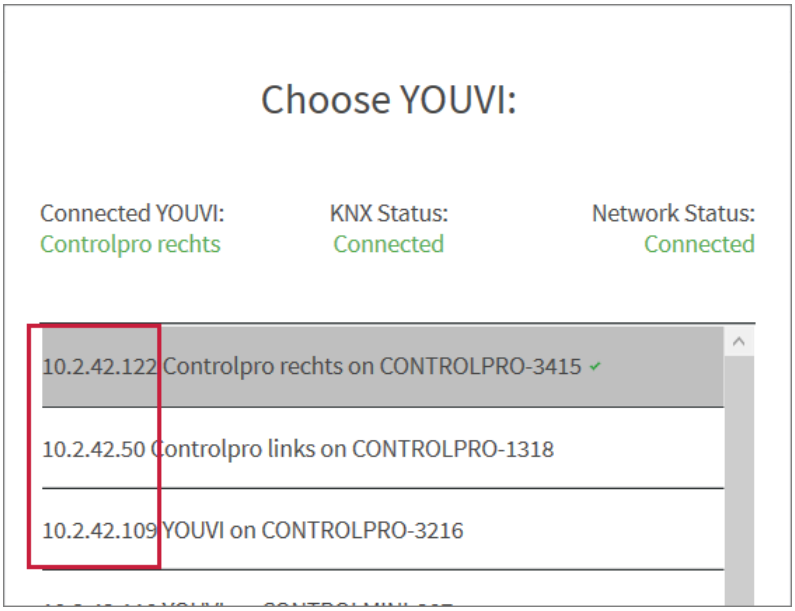
Option B:

- Connect to the server you want to rename.
- Use the menu in the taskbar to open YOUVI Dashboard.
- Select the *General* > *General* tab and enter a suitable name under "Name of the YOUVI server".



How do I find the IP address of the server?

- With a right click or long finger press on the green house icon in the right area of the taskbar, you open further options.
- Select "Select YOUVI".
- At the beginning of each server name in the list, the corresponding IP address is shown:



How do I change the name of the YOUVI client?

Option A:

- Open the configuration app on the desired server.
- Switch to the *General > Clients* page.
- Adjust the names accordingly.

Option B:

- Right-click on the green house in the taskbar and select "YOUVI Dashboard".
- Switch to the *General > Clients* page.
- Adjust the names accordingly.

4 Backups

In YOUVI there are two different backups:

- A central backup of the YOUVI settings, project, the building structure, all devices and the modules.
- A "client" backup that saves the visualization on a specific panel/client.

When do I make a backup?

After setting up the first client, it is recommended to perform a central backup and a client backup.

What does which backup contain?

Backup of the visualization

In the backup of the visualization all properties of the visualization are stored, which have to do with the appearance and display of the individual widgets or which are needed for the client:

- Theme of the visualization (light or dark mode)
- Edit-Mode password, if defined
- Placeholder
- Arrangement of the widgets on the dashboard and in the individual rooms
- Appearance of buttons (big button style, small button style, Christmas button style)
- Size of the tiles (collapsed or expanded)
- Device selection of indoor and outdoor temperature display in the title bar
- The visualization dashboard
- Created web widgets

Note: *Added modules, such as cameras, are stored in the YOUVI Configuration central backup.*

Central backup

The entire YOUVI project and all additional settings made in YOUVI Configuration are saved in this backup:

Data from the YOUVI project file:

- Devices (designations, type, icon, measurement units, status displays, room assignments, etc.)
- Building structure (new rooms/buildings/floors, as well as designations)
- Group addresses
- Physical addresses (internal usage)

- All data of your modules
- All data of your bridges
- Selection of the filter table of the IP router

Changes you have made in the visualization:

- Edited devices
- Edited building structure
- Edited group addresses
- New functions (group functions, scenes, timers)
- Minimum and maximum temperature display of the heating widgets

Settings made in YOUVI Configuration:

- YOUVI Server Name
- Location
- Language
- Icon library
- E-mail server
- KNX connection
- Physical and multicast address of the IP router

Creating a backup

- In YOUVI Configuration on the *General* > *General* page, you will find the item "YOUVI Server Backup". Click on the "Backup" button.
- The central backup is created.
- In the visualization under Settings > *YOUVI Settings* > *Visualization Backup* click on "Save".
- The backup of the visualization is created.
- Save both backups together.

Restoring the back-up

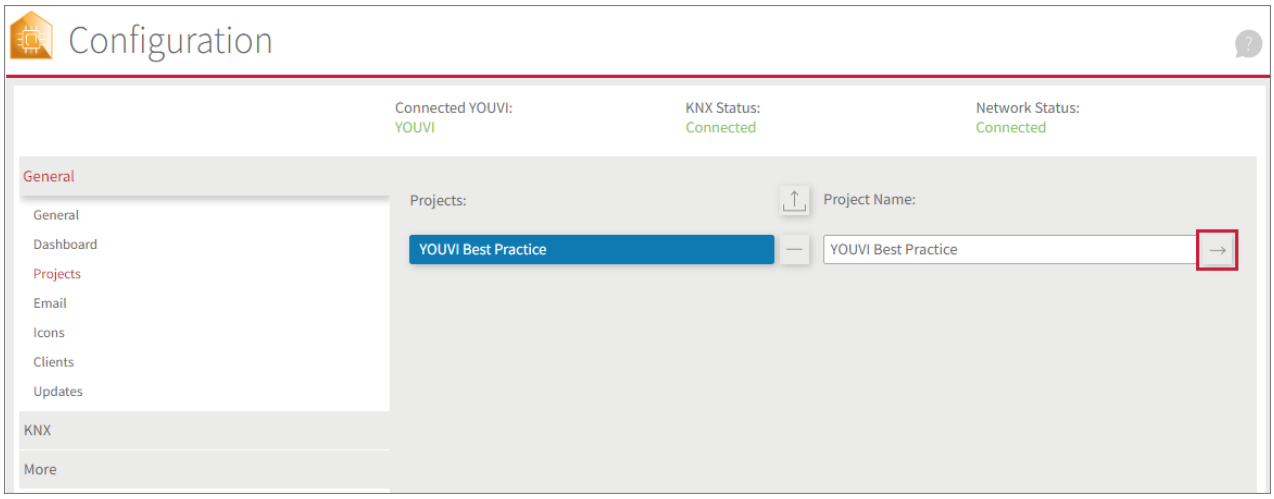
- Under YOUVI Configuration > *General* > *General*, you will find the item "YOUVI Server Backup" at the bottom of the page. Click on the "Restore" button.
- Upload your *.youvidb file.
- Open the visualization.
- Under Settings > *YOUVI Settings* > *Visualization Backup* select "Load".
- Upload the backup file of the visualization
- Close the visualization after loading the backup and open it again.

5 Project Editor

During YOUVI installation, the ETS project is read in, and the visualization of the building and devices is created. As of version 4.4, YOUVI includes the project editor, which makes it possible to view and edit the parsed project without having to switch to the visualization. If you are already used to the visualization, you can still change devices via the visualization.

Note: *Currently, ETS projects with 2-level and 3-level group addresses are supported.*

You can find the project editor in *YOUVI Configuration* > *Projects* by clicking on the arrow on the right side of the project name:



The following options are available in the project editor:

- Create, delete, edit devices (icon, name, group addresses, device type, room assignment)
- Create, delete, edit rooms/buildings/floors (icon, name, location)
- Move devices via drag-n-drop

Note: *All YOUVI Add-Ons (Camera, Connect, Door Station, Logic, Sound Systems, Ntuity, Netatmo, Tradfri, Philips Hue, Yeelight) are created in YOUVI Configuration. Devices created with the Tradfri, Philips Hue, Yeelight and Netatmo bridges also appear in the project editor.*

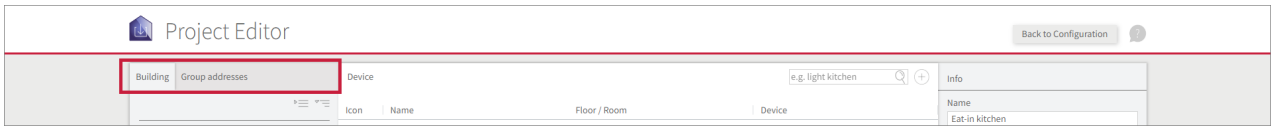
The following functions are not (yet) supported:

- RGB control with HSV control and via DPT 251.600
- Group functions
- Scenes
- Timers
- Energy Monitoring via own Widget

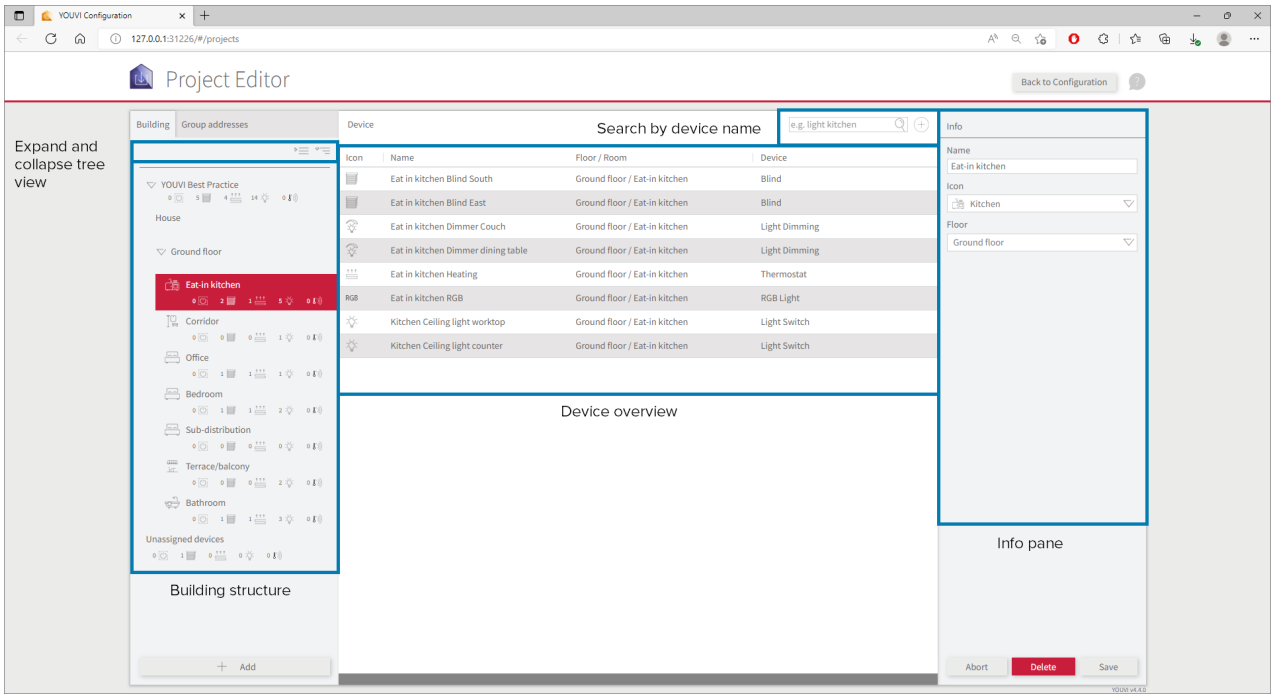
- Display of group addresses for KNX mapping

To get an overview, there are 2 possible views that can be changed via the tabs on the left side:

- Building structure
- Group addresses



View by building structure



In the view based on building structure you can select building parts in the left part and have the contained devices shown in the center. If a device is selected from the list in the middle, it can be edited in the right windowpane. If building parts are selected, they can also be edited in the right info pane.

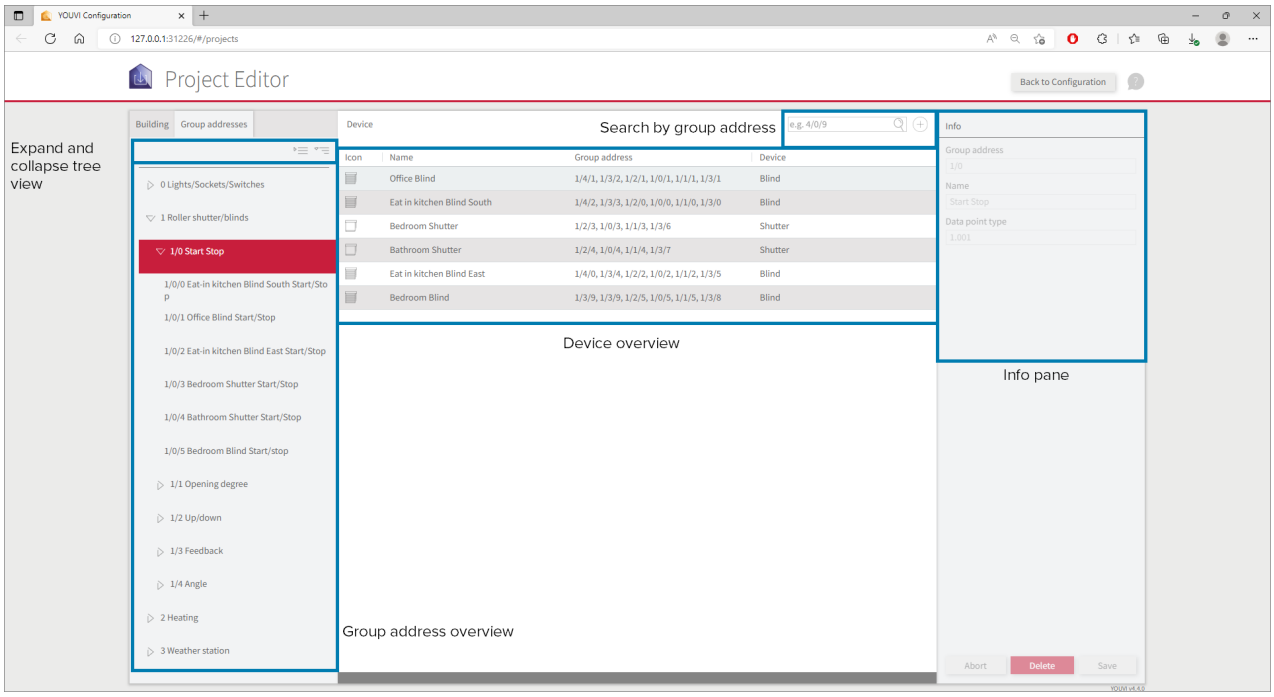
Devices can be moved by drag-and-drop if you click on the grid icon  and drag the device into the desired room while holding down the left mouse button.

The **search function** always searches through the device names* in the entire building.

*Device names are drawn during the project import from the designations of the group addresses in the ETS project.

The "**Add**" button is used to create new building parts or devices. Devices can also be added via the plus button next to the search. If a room is selected, this device will be created in the selected room.

View by group addresses



When the tab “Group addresses” next to the “Building” tab is selected, the group address view is displayed.

Group addresses are displayed hierarchically in the left area sorted by main and middle group. By clicking on the main group, all devices containing group addresses from this main group are shown in the middle view. The list behaves analogously when selecting middle groups and group addresses. When you select a group address from the left field, the group address, name, and data point type are shown on the right windowpane. When clicking on a device from the middle view, device properties can also be edited here on the right side.

The **search** function searches among all group addresses.

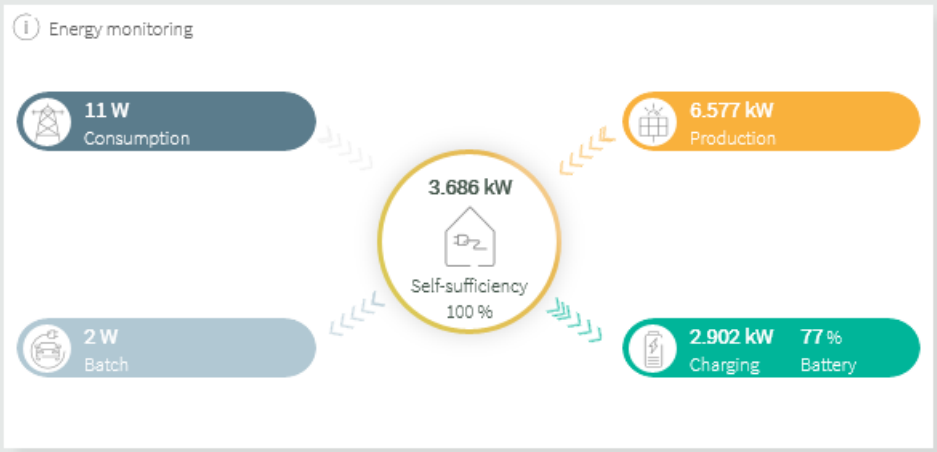
Note: *Group addresses that have not been assigned to an actuator are marked with an info icon.*

If you want to add a group address, this is only possible when creating new devices. Group addresses that are not assigned to any device can be created in the logic module as triggers and actions.

6 Energy Monitoring

In YOUVI, a special widget is available for an overview of the power currents in the household. The widget can be filled with values from the Ntuity app or with values transmitted via KNX.

A separate add-on is required to couple YOUVI with Ntuity. You can learn more about the Ntuity bridge here.



The following values are shown in the widget:

Measured variable	ETS data point type
Power fed into/taken from the grid Power delivered/generated in-house Vehicle, current charging batch Total consumption House battery, power fed in/withdrawn	9.024 Power (kW)
Vehicle, last charge	13.013 Active energy (kWh)
In-house battery, charging status Self-sufficiency	5.001 Percent (0...100 %)

Creation of an energy monitoring widget

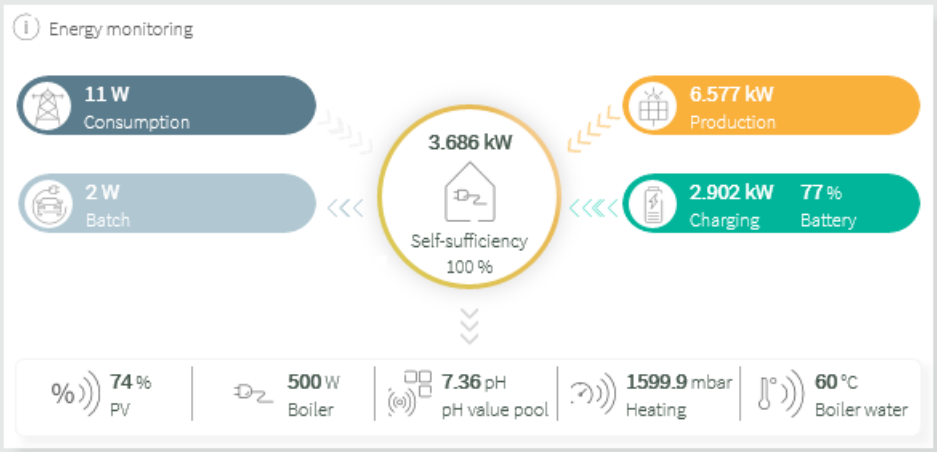
To create the widget, proceed as follows:

- Activate the Edit mode of the visualization.
- Go to the building structure and click on the **+ Add** > *Device* button.
- Enter a name and select "Energy monitoring" under Device type and confirm with the arrow in the lower right corner.

Integration of further sensors

Furthermore, up to 5 sensors can be displayed in the lower part of the widget.

- To do this, select the desired sensors from the drop-down menus.
- This selection can also remain empty.
- Confirm your selection by selecting the arrow in the lower right corner.



Entering the group addresses

In the last step you enter the corresponding group addresses for the individual fields.

- To do this, you can use the "..." button on the right side of a field to open the group address tree to select from the group addresses available in the project.
- Confirm your entries by clicking on the check mark.

7 YOUVI Mobile App

You set up the app belonging to the visualization as follows:

- Open the Playstore or AppStore on your mobile phone, download the YOUVI Mobile App and install it.
- Open the app.
- Build a connection to a YOUVI server:

Note: *The YOUVI server and the YOUVI Mobile app must be on the same network.*

- Select the desired server under *Settings* > *Connection*. Under "Add" you can manually configure a connection to a YOUVI Server. This will be necessary if the autodiscovery for the YOUVI Server does not work, e.g. when using a VPN connection. Therefore, enter the IP address and port of the YOUVI Server.
- Once you are connected to a YOUVI Server, the devices available in the visualization are displayed in the app.
- First go to the *Dashboard* page and tap "Select Dashboard Devices".
- Add devices to the dashboard by selecting the dashboard icon on the right side.
- Use the back arrow to return to the dashboard.
- Tap tiles to see more settings.
- *Rooms* takes you to the house overview, where you can find devices sorted by room.

Remote access with the YOUVI Mobile App

If you are no longer in your own WLAN, you can continue to access your devices as desired. For this you need a YOUVI Connect account. If you have already created a YOUVI Connect account while using the Alexa voice module, steps 1 & 2 do not apply to you:

Create a YOUVI Connect Account

- **In the YOUVI Mobile App:** Navigate to *Settings* > *Authentication* > *Register* and register your YOUVI Connect account.

OR

- **In the YOUVI Desktop Program:** Open YOUVI Dashboard > *YOUVI Connect* > *Register* and create your YOUVI Connect account.
- After you have entered e-mail and password, you will receive an e-mail whose confirmation link you must click on.
- **In YOUVI Configuration:** Go to the *Login* tab on the *YOUVI Connect* page and log in with the created account. You will now see devices that you can access via Amazon Alexa or the YOUVI Mobile App.
- With the check mark, you determine which devices can be controlled via the app, while you are outside of your home network.

- **In the YOUVI Mobile App:** Navigate to *Settings > Authentication* and log in here as well with the YOUVI Connect account data.

Now you can control your YOUVI devices also from outside the home network.

7.1 Functional scope

Supported functions in the YOUVI App:

Device Type	State/control option
Heating	▪ Temperature °C *Modes:*  Comfort,  Economy  Building Protection,  Standby,  Manual
Lights, sockets and Switches	▪ On/Off
RGB-Lights	▪ On/Off ▪ Brightness: 0-100 % ▪ RGB-Color
Dimmer	▪ On/Off ▪ Brightness: 0-100 % ▪ Color temperature (K and %)
Shutters	▪ Up/Down ▪ Position: 0-100 %
Blinds	▪ Up/Down ▪ Position: 0-100 % ▪ Angle: 0, 90°, 180°
Sensors	▪ Binary ▪ Brightness (lux) ▪ Humidity (%) ▪ Percent ▪ Temperature (°C) ▪ Time (12h and 24h Format) ▪ Wind speed (m/s) ▪ Noise (W/m²) ▪ CO_2 (ppm) ▪ Wind direction ▪ Pressure (Pa) ▪ Current (mA), DPT: 7.012, 9.021 ▪ Power (kW, W), DPT: 9.024, 14.056

Device Type	State/control option
	▪ Active energy (kWh) DPT: 13.013 ▪ Numeric values: signed, unsigned, or float value (ETS data point types 7.x, 8.x, 9.x) ▪ Rainfall (l/m²)
Add-ons	▪ IKEA Tradfri ▪ Netatmo ▪ Philips Hue ▪ Yeelight

General functions in the YOUVI Mobile App

- Visualization and control of KNX devices in a tile-like device representation
- Receive push notifications from YOUVI logic module
- Use buttons which haven been configured in YOUVI Visu
- Start Scenes which have been configured in YOUVI Visu
- Use weather stations which haven been configured in YOUVI Visu
- Add room buttons

Functions on the dashboard screen:

- Presents your most important devices in one screen

Functions on the building structure screen:

- Visualization of the building structure i.e. floors and rooms in hierarchical menus

Functions on the settings screen:

- Dis-/Enable YOUVI Dark Mode
- Connect to a YOUVI Server in the WiFi, create a connection manually (enter IP address)
- Connect to YOUVI via a YOUVI IoT account
- Send error report

7.2 Adding room buttons

To add a room button in the YOUVI Mobile App, proceed as follows:

- Open the app and connect to a YOUVI Server under *Settings* > *Connection* if necessary.

- Select the *Rooms* view.
- Select the dashboard icon  next to the desired room.
- The desired room button will now appear in the *Dashboard* view. It serves as a link to the respective room and shows a status overview of all device groups in this room.

8 Modules

YOUVI consists of a basic package and a constantly growing range of modules.

The basic package:

- Visualization
- IP router
- Bus monitor
- YOUVI Mobile*

Modules:

- Connect
    - Alexa
    - YOUVI Mobile*
- Camera
- Door intercom
- Logic

*The app YOUVI Mobile is included free of charge in the basic package and can be used in your home network. If you also want to use the app while on the move, the YOUVI Connect module is required.

8.1 Connect

The YOUVI Connect module is used to control KNX devices via app from outside the home network or via Alexa.

Setup

To use the Connect module you must first install it:

- You can find more information about the installation here.

- Here is a brief introduction to using the YOUVI Mobile app
- Here is a brief introduction to using the Alexa Voice module

8.1.1 Alexa

With Amazon Alexa, smart home devices and also devices connected to the KNX network can be controlled via voice inputs. In the following Quick Start, you can read how to set it up.

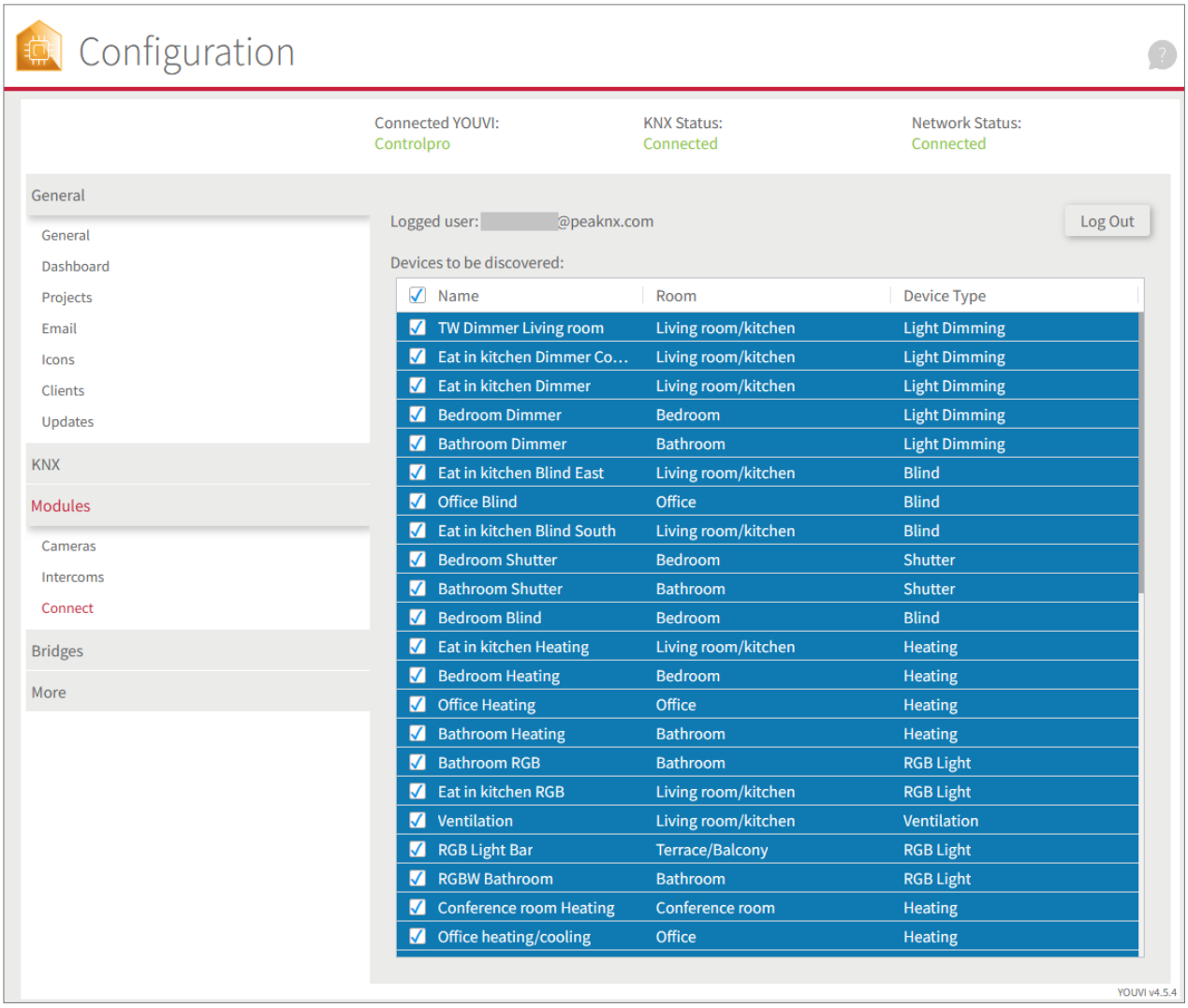
- You will also find **here** how to change device names.
- **Here**'s how to give voice commands to Alexa.

Quick start

The home control with Alexa is possible after registering your YOUVI Connect account.
To do this, follow these steps:

In YOUVI Configuration:

- Navigate to the *YOUVI Connect* page and the "Register" tab to create your account.
- Enter an email address and set your password for registration.
- You will then receive an email to activate the YOUVI Connect account.
- Open the confirmation link to complete the activation.
- Now select "Log in" in YOUVI Configuration and log in.
- After logging in, you will see all the devices of your KNX project as a list, as shown in the picture. From these devices, you can choose which will be controllable via the Amazon Echo by putting a checkmark or not.



- Download and install the Amazon Alexa App from the Google Play Store or App Store.

In the Amazon Alexa app:

- Navigate to *Skills & Games* and type "Peaknx youvi" into the Search box.
- The “PEAKNX YOUVI” skill is shown. Select and activate this.
- Log in with the account you have created. Allow the access for YOUVI.
- YOUVI is now linked to Alexa. After closing the window, select “Discover Devices” to connect the devices shared in YOUVI.

Creating groups

To control multiple devices together, you can assign them to different groups, such as “living room.”

You create the groups in the Alexa app under "Devices".

Some examples:

- “Alexa, turn on the living room.”
- “Alexa, set the living room temperature to 23 °C.”
- “Alexa, dim the living room to 15%.”

8.1.1.1 Alexa commands

The device control by voice commands is done via Alexa. The devices are addressed in the same way as they are displayed in YOUVI Visu.

For example, if the living room lighting is named "living room light" in YOUVI Visu, just say, "Alexa, turn on the living room light."

In the Alexa app you can also add devices to groups to use Alexa more efficiently.

Lights and sockets:

- “Alexa, turn on/off [device name].”

Dimmable lights:

- “Alexa, dim the [light name] to ... %.”
- “Alexa, set [light name] to ... %.”
- “Alexa, dim/brighten [light name] (by ... %).”
- “Alexa, increase/decrease [light name] (by ... %).”

RGB-lights:

- “Alexa, change the [light name] to [color].”
- “Alexa, turn [light name] to [color].”
- “Alexa, set the [light name] to [color].”

Radiators/thermostats:

- “Alexa, [radiator name] ... degrees.”
- “Alexa, set [radiator name] to ... degrees.”
- “Alexa, what temperature is [radiator name] set to?”
- “Alexa, make [radiator name] warmer/cooler.”*
- “Alexa, raise/lower the temperature of [radiator name].”*
- “Alexa, raise/lower (the temperature of) [radiator name] by 2 degrees..”

*Alexa changes the temperature by 1 degree.

Temperature sensors:

- “Alexa, what is the temperature at [sensor name/radiator name]?”

Blinds and shutters:

- “Alexa open/close the [blind/shutter name].”
- “Alexa raise/lower the [blind/shutter name].”*
- “Alexa set the [blind/shutter name] to ... %.”

*command changes the blind position by 20 %

Update devices

To update devices, for example after a name change in YOUVI Visu, just say:

- "Alexa, discover my devices"

8.1.1.2 Change device names

The device name can easily be changed via YOUVI Visu:

- To do so, activate the Edit Mode in the Settings  .
- Go to the tile settings, of the device you want to change and adjust the device name as desired.
- Press the circle arrow  in the bottom left corner of the YOUVI Visu to refresh the view.
- If you now view your device overview in YOUVI Configuration in the *YOUVI Connect* tab, you will find the new device name there.
- Say to Alexa: "Alexa, find my new devices"

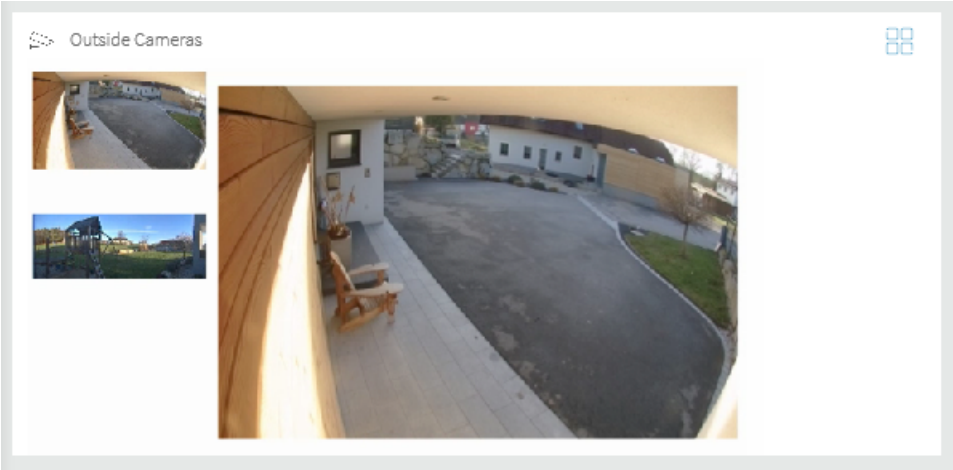
8.2 Cameras

In this tab, you can set up your IP cameras for use in YOUVI Visu, as shown in the image below.

Note: *The widget design "Small Stream Displays", shown in the image should only be used on the Controlpro panel. For the smaller panels, the widget design "Buttons" is recommended to keep the panel load moderate.*

Installation

- You can find more information about the installation here.



Set up a camera in YOUVI Configuration

- Below the plus icon next to **Camera Sets**, you can create a new camera group and associated camera streams. Each camera set is displayed as a camera widget (see picture), in YOUVI Visu. The widget displays all defined camera streams in a small view. The currently selected stream is displayed in a larger view or in full screen mode.
- In **Camera Set's Name** you assign a suitable name for the selected camera group.
- In **Select Camera Stream**, select the plus icon again to create a new stream for the selected camera set.
- Name the stream using the **Stream Name** field.
- **Low Resolution URL:** This URL is used for the small stream image of the camera widget.
- **High Resolution URL:** This URL is used for the full-screen view of stream.
- The **Stream Type** field allows you to choose between MJPEG, JPEG and RTSP as a streaming format.

MJPEG

- If you would like to use MJPEG as a streaming format, you can use up to 4 camera streams for each widget at a low frame rate. If you even want to define multiple camera sets, we recommend using the resolutions below and limiting the stream refresh rate to 4 fps.

JPEG

- If you would like to use JPEG as a streaming format, you can use up to 4 camera streams at a low frame rate per widget. If you even want to define multiple camera sets, we recommend using the resolutions below and limiting the refresh interval to 500 ms per stream.

RTSP

- We recommend that you use the resolutions below with the RTSP streaming format.

Note: *High* ***stream refresh rates*** *significantly increase CPU utilization and network traffic for each additional camera stream. Make sure you use the recommended resolutions (see blue box) and only define a maximum of 2 streams on the ControlMini/micro.*

Note: ***Always check*** **your CPU usage while defining new streams before adding more streams.**
We recommend using an RTSP streaming format.

Important!
Make sure the entered stream URL has the correct resolution. We recommend the following values:
Low Resolution URL: 320 x 240 pixels
High Resolution URL: 1920 x 1080 pixels

Add the camera to the dashboard

- Switch to YOUVI Visu and switch on the Edit mode in the Settings  .
- Switch to the Dashboard page and select the **+ Webcam** button. Select the defined camera set.

8.3 Door intercom

Via the door intercom module it is possible to integrate SIP intercom systems into YOUVI's visualization. To set this up, only the data for registration of the door station, a video link and the opening mechanism have to be entered in YOUVI Configuration. The door station module can then be added to the dashboard of the visualization (edit mode switched on).

Note: *If the panel is in standby, calls from the door station cannot be received! For the module to work, make sure that only the screen switches off to save energy.*

Note: *High* ***refresh rates*** *lead to a significant increase in your CPU usage and network traffic. Therefore, use a* ***maximum resolution of 1920x1080*** *on the PEAKnx panels. The refresh rate and resolution can usually be set in the respective video settings during setup of the door station.*

Installation

- You can find more information about the installation here.

Creating a door station in YOUVI Configuration

- Use the plus symbol  to create a new door station.
- Enter a name for the door station in the field on the right.
- **SIP server:** Enter the IP address of your SIP server.
- **Camera stream:** Enter the link of the camera stream from your door station here. The link is usually found in the documentation of the manufacturer of the door station. In the following table you will find some examples:

Door station	Stream link	Format
2N	rtsp://{2N_ip}:554/	rtsp
2N	http://{2N_ip}/enu/camera1280x960.jpg	jpeg
Agfeo	Go to AGFEO configuration website > Video.	mjpeg
Doorbird	rtsp://{app_user}:{app_password} @{Doorbird_ip}/mpeg/media.amp	rtsp
Mobotix	rtsp://{user}:{password} @{Mobotix_ip}:554/stream0/mobotix.mjpeg	rtsp
Siedle Access	Go to the Siedle user interface; Users in the properties of the SIP phone (PEAKnx Panel) > Switching and controlling > Video URL	mjpeg
Siedle InHome	Go to the Siedle user interface, page: Network users > IP users under Video decoupling	mjpeg
TCS	http://{TCS_ip}:12000/video.mjpg	mjpeg
wantec	http://{wantec_ip}:80/video.jpg	jpeg

- **Stream Type:** Select a suitable streaming format according to the specifications of the door station manufacturer. In the case of JPEG streams, an image refresh interval is also requested. For example, select 500 ms to receive a new image twice per second.
- **Unlocking method:** Select the mechanism to which your door opener function is connected.
- Then enter either the appropriate group address (telegram), Http command or the DTMF opening code.

Door station	DTMF code
2N	Enter the DTMF opening code that you defined in the “Switches” tab on

	the 2N configuration website. For confirmation, the code must be terminated with a “*” symbol, e.g. “00*”
Agfeo	Enter the DTMF opening code that you defined in the “Relay” tab on the Agfeo configuration website.
Doorbird	Enter the DTMF opening code that you defined in the doorbird configuration app. For confirmation, the code must be terminated with a “#” symbol, e.g. “00#”.
Siedle Access	You will find the code for DTMF under *Users* in the SIP phone properties (PEAKnx Panel). The only option currently available for activating the door opener in the Access System is via DTMF (either SIP INFO or RFC2833).
Siedle InHome	You can find the opening code for DTMF under: Basic settings > DTMF. To activate the door opener in the InHome system via the SG, the only option currently available is via DTMF (either SIP INFO or RFC2833)
wantec	Enter the DTMF opening code that you have defined under *Basic Settings > Relay* on the wantec configuration website.

- If a **group address** is specified, a 1 is sent to the group address when the door opener icon is touched and a 0 is sent when the opening interval has elapsed.
- **Duration of the opening interval:** Specify the opening duration for the controlled door/relay.
- **Forward call to:** Select whether the door call should arrive on all panels **(all)** or only a specific client **(specific panel(s))**. If you select "all", it is important to also add the door station module to the Dashboard on each client.
- **All Clients:** Enter the SIP user data predefined in the SIP server (for example a fritzbox) for YOUVI. The SIP user and password are used for all clients. Under *General > Clients* you can view which devices are currently connected to the YOUVI server and delete individual clients if necessary.

Note: *Depending on the SIP server, the number of allowed SIP users varies. If the allowed number is exceeded, registration cannot take place. If YOUVI displays a grey status during registration, switch to "Specific Clients" to view the status of the individual registrations and adjust the login data for each client. Then set up a call group in the SIP server.*

- **Specific Clients:** Enter the SIP user data predefined in the SIP server (for example a fritzbox) for each client. Each field must be filled to save the entries. The same user data for several clients is allowed. If a SIP account is not provided for each client, enter any characters for user and password to save your entries.
- The number of panels that can be used simultaneously depends on your SIP server. The same applies to the camera stream used.
- **Username:** Here you enter the name that you have assigned in your SIP server for the touch panel with YOUVI, e.g. "ControlmIni".
- **Password:** Enter the password associated with the username.

- Select "save". The status symbol is green if the login to the server is successful. If the login fails, check the IP address and the access data of your SIP account in the SIP server settings again. Make sure that the IP address really refers to the SIP server and not to the door station or the panel. Also check the correct spelling of username and password. Upper and lower case letters matter.

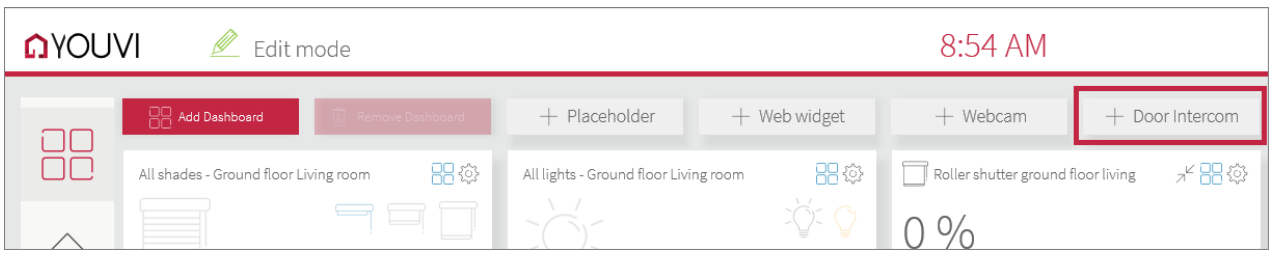
Status	Description
Orange	SIP server registration in progress
Green	SIP server registration successful
Red	SIP server registration failed
Grey	SIP server registration not yet initiated

- If you want to integrate a second door station, e.g. for a second entrance, select the plus symbol again and proceed in the same way for the second door station.

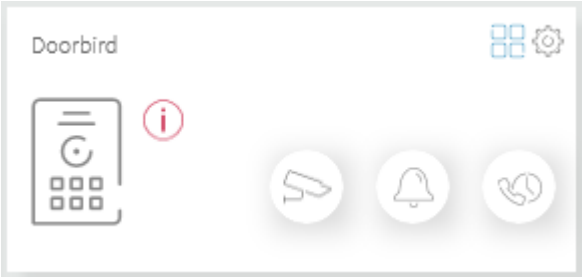
Note: *When creating a second door station, make sure to use a different SIP user, otherwise YOUVI cannot distinguish the door stations from each other.*

Adding the door station in the visualization

- Now open the **visualization.**
- To ensure that the visualization is started automatically when the system is rebooted, open the YOUVI-Visu settings under **Autostart** and activate it.
- Now switch on the Edit Mode and switch to the **Dashboard**.
- Select the **"Door Intercom"** button to select a door station created in YOUVI Configuration.



- In the picture, the door station widget shows a warning. In this case, check the SIP access data and the network connection of the panel again. As soon as the panel was able to register with the SIP server, the warning symbol disappears and the widget is ready for use.

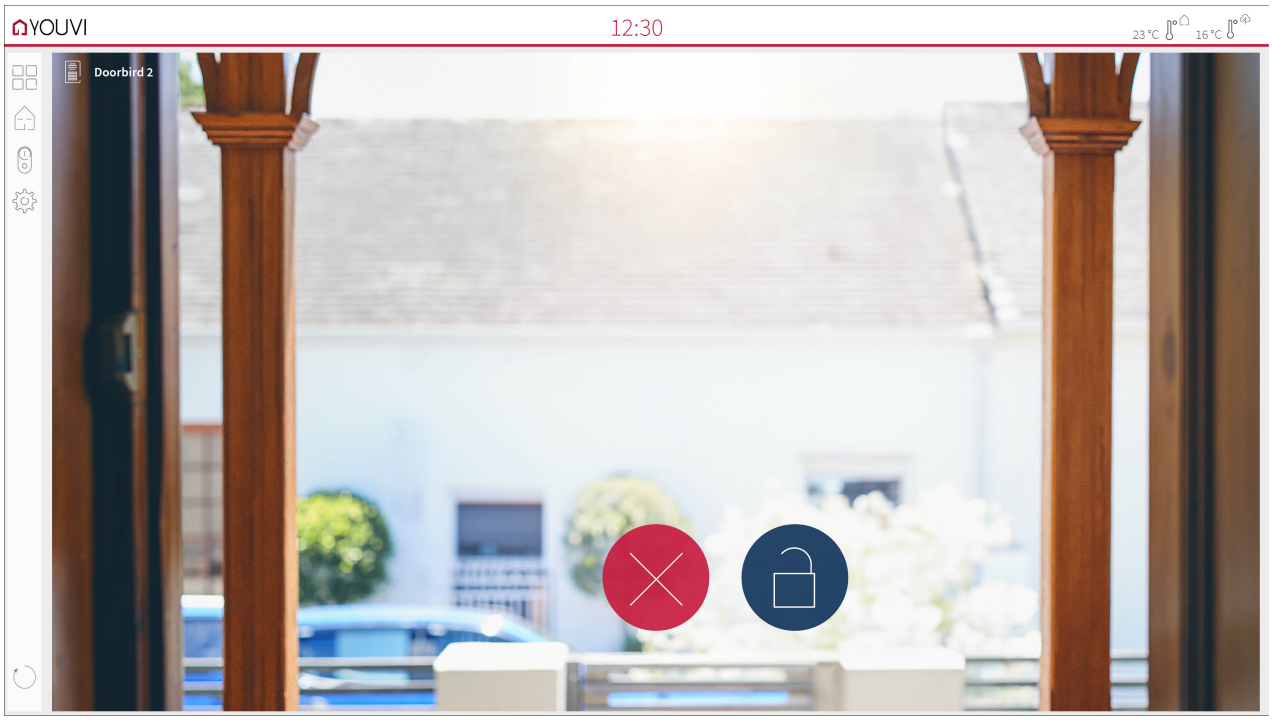


This image is interactive

- The buttons at the bottom right can also be used to access the camera stream of the door station, to silence the ringtone on the panel and to view missed calls.

Viewing the camera image and opening the door without a call from the door station

The camera button in the widget can be used to view the camera stream of the door station, even if no SIP call is currently being received. If the opening method "telegram" or "http request" was selected to open the door, a button for opening the door also appears on the camera image:



Functions of the full screen widget:

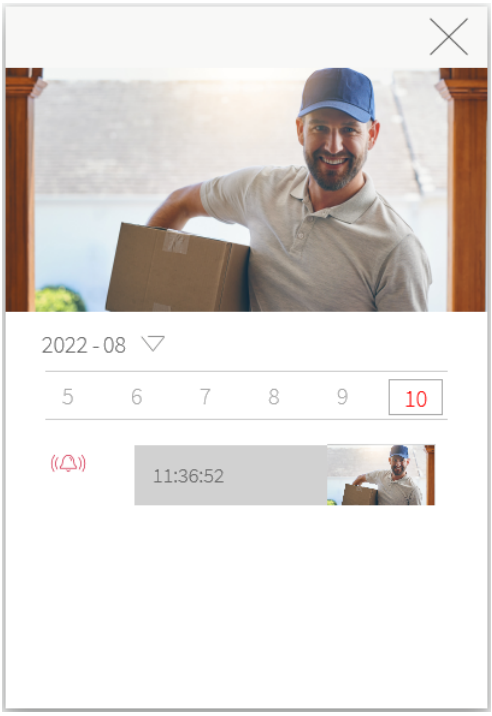
- **Before accepting the call:** accept video call from the door station, reject, or open the door directly
- **After accepting the call:** make video call, open door, mute, end call, deactivate camera image
- Select a ringtone of 5 predefined tunes or upload a ringtone in the tile settings of the Door intercom widget
- Define the duration of the ring tone in the tile settings of the Door intercom widget

Note: *After the duration of the ring tone has elapsed, the ring tone is silenced, but the widget remains open for the duration of the call. The call duration is determined by the SIP server or the settings in the door station.*

- The widget closes automatically after 3 seconds after the door is opened.
- Video transmission in MJPEG, JPEG and RTSP

Recording of missed calls

Missed door calls are stored in a gallery that you can access via an icon in the bottom right of the widget. If a door call is not accepted, 3 captures are made and stored at an interval of 3 seconds with the camera of the door station. The user can then view these images:



Images are stored until the storage space allocated for this purpose exceeds 200 MB. Images will then be deleted, starting with the oldest, if memory space is required for new photos.

Removing or deleting the door station

Removing the door station from the dashboard of a panel:

- Switch to the visualisation and switch on the Edit mode.
- Switch to the dashboard.
- Tap on the dashboard icon on the tile of the door station module.
- The widget is removed from the dashboard. The respective panel no longer reacts when the door bell rings.

Removing the door station completely:

- Go to *YOUVI Configuration > Modules > Intercoms.*
- Click on the minus button next to the name of the door station and confirm.
- The door station has been deleted. The associated widget disappears from the visualisation of all connected display units.

Compatible door stations

Compatible PEAKnx Products	Tested door stations
▪ Controlpro ▪ Controlmini ▪ Controlmicro	▪ AGFEO IP-Video TFE 1 ▪ 2N IP Verso ▪ DoorBird IP Video Door Station D10x/D11x/D21x Series, Firmware version: 000138 ▪ Mobotix T25 ▪ wantec Monolith C IP ▪ TCS AVE intercom outdoor, IP Gateway: FBI6119-0400, Supply and control unit: VBVS05-SG ▪ Siedle Access: ASH 671-0 S - Access server hardware, ATLC/NG 670-0 - Access door loudspeaker controller, ACM 673-03 - Access camera, ATLM 670-0 - Access door loudspeaker module, BTM 650-04 - Bus pushbutton module; Access system version: V6.1.0 ▪ Siedle InHome: BVNG 650-0 - Bus video line rectifier, SG 650-0 - Smart Gateway Professional, BCM 653-03 - Bus camera, BTLM 650-04 - Bus door loudspeaker module, BTM 650-04 - Bus pushbutton module, SG 650-0 System version: V2.1.1

You will find corresponding instructions in the download area under the respective panel

8.4 Logic

With the YOUVI Logic module you can let your house react to certain events. Here we show you how to do it.

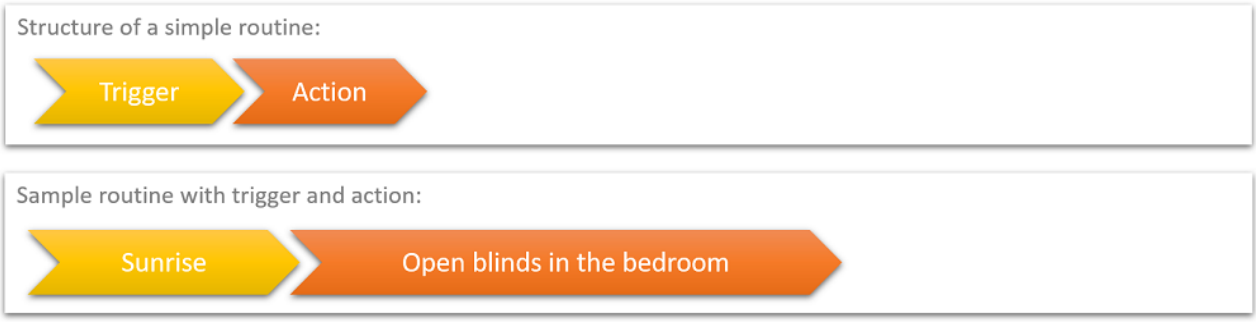
Setup

To use the logic module you must first install it:

- You can find more information about the installation here.

What is a routine?

In the simplest case, a routine consists of a trigger and an action. You first define a specific trigger event. For example, this could be a certain outdoor temperature value measured by your weather station. As soon as this event occurs, an action is triggered, for example, the heating switches to economy mode.

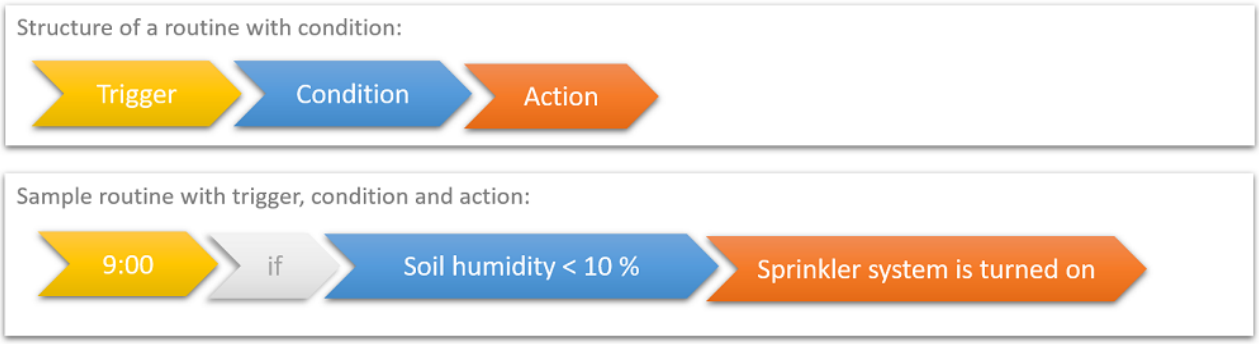


Triggers initiate one or more actions.

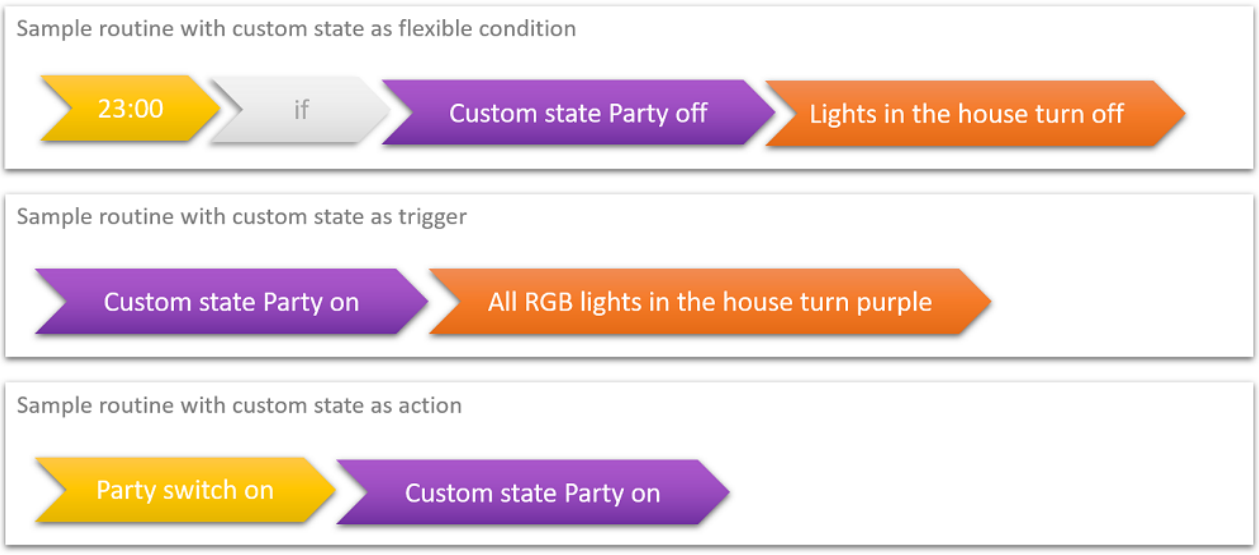
Actions are, for example device values, E-mail notifications, or http commands that are set or sent after their triggers occur.

Besides the classic if-then routines, you can also add conditions. For example, if you want to switch on your sprinkler system at a certain time every morning, you can set appropriate conditions, such as a certain soil moisture level.

Conditions restrict whether actions are played after their trigger occurs.



As an additional function we provide the **custom state**. This can be used in any part of the routine. For example, as an additional, flexible condition: For example, during a party in your house, normal logic such as "bedtime" logic can be deactivated while "party mode" is active. Or you can select the party mode as a trigger, for example to adjust your lighting to suit your needs.



Creating a routine

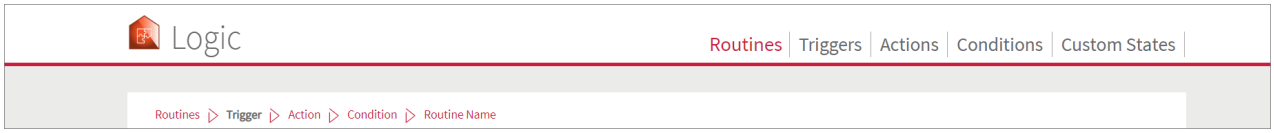
There are basically two ways to create a routine: You can first create all the building blocks (triggers, conditions, actions) of the routines separately, or you can create a routine and define the individual building blocks during the configuration of the routine. These newly defined triggers, actions and conditions are then also listed in the "Triggers", "Actions" or "Conditions" tabs and can be changed there.

Note: *To create a routine an ETS project must already be stored in YOUVI Configuration > Projects. From the project, all devices, their group addresses but also timers and scenes from the visualization are provided for the logic module.*

Note: *Scenes created in the visualization, YOUVI Visu can be found in the Logic Module under the "Actions" tab. They have the suffix "action visu". Timers created in YOUVI Visu can be found in the Logic module under the "Triggers" tab and with the corresponding devices in the Routines overview*

Creating the building blocks of a routine

The individual building blocks (actions, triggers and conditions) of all routines can be viewed in separate tabs in the Logic app. All created triggers are collected e.g. in the tab "Triggers", also those you created while defining a routine. Here you have an overview of your triggers, you can edit, rename or delete them. Furthermore, you can use the same building block in several routines. The same principle applies analogously to actions and conditions.



This is how you create e.g. a trigger:

- Switch to the "**Trigger**" tab
- Go to "**+New trigger**" there

For example, you may want to set a timer for your getting-up-routine,

- Select "Time" as the type of trigger.
- Set the appropriate time there, e.g. 7:00 a.m. and weekdays (WD), and save.

A message will appear indicating that the trigger was successfully created.

Note: *When you create a routine, you will find the created trigger under "Select Trigger".*

Creating a new routine

How to create a routine:

- In the "**Routines**" tab, select "**+ New Routine**".
- Either select a predefined trigger "**Select Trigger**" or create a new one "**+ New trigger**".
- Edit the autogenerated name if necessary.
- Proceed analogously for actions and conditions.
- At the end of the procedure you can edit the routine name, which is automatically generated from the settings you made, and add a label to the routine.
- A detailed description and examples for creating a routine can be found here.

Note: *If you change a trigger, action or condition used in a routine in the respective "Triggers", "Actions" or "Conditions" tab, the corresponding routine is also changed! In the lower part of the window, the routine view shows in which routine(s) the block is used.*

Labels

Labels are available to help you find and check routines more easily. You can name them freely and drag and drop them onto any routines. You can find the label overview by clicking on the red area on the left side of the routine table.

Search for routines

If you are looking for a routine, you can either filter for the label in the routine column or open the area on the left side of the routine table to use the text search.

Activating and deactivating routines

You can set whether the defined routine is to be played via the checkboxes under "Active". If the check mark is set, the routine will be executed.

History

All routines that were defined and would have been started according to their trigger are listed here. If they have taken place, "Successful" is displayed in the "Result" column. Testing of the routines via the "Test" Button does not appear in the history.

Testing routines

If you want to test a routine or better; an action, you will find the button "Test" on the main page "Routines". If it is pressed, the trigger and condition of the routine are skipped and the action of the routine is executed directly.

8.4.1 Example routine

In this example, we set the blinds to 50% with an angle of 90 ° at a certain time (summer) or at sunrise (winter), but only on days when you have to get up early.

Note: *If you have already created a timer for your blinds in the visualization before, you will already find the associated routine in the routines overview and only need to integrate the condition into the routine. To do this, select the routine, choose "Edit routine" and then "Condition" on the left, then switch to point 3. Creating the condition.*

This is how you create the complete routine:

- In the "Routines" tab, select "+ New routine".

1. Creating the trigger

a) Timer:

- Select "+ New Trigger" > "Time" and click on the displayed time.
- Set 7:00 AM and "WD" for weekdays.
- Edit the auto generated name if necessary.
- Click on "Next".
- The trigger is created.

b) Astro times (sunrise and sunset):

- If you have not already done so, create the astro times now.
- Click on "Select Trigger", and select from the predefined triggers "Sunrise in ...".
- Confirm with "Ok".
- Click on "Next".

2. Creating the action

- Select "New Action" > "Device" and click (on the right side) on the box under "Device" to open the device selection.

- Click on the "Shading" button, select the desired blind (the device is marked blue) and click on "Ok".
- Under "Action" select "Position" and drag the slider to 50 %.
- Under "Delay" you can define how much time should pass between the trigger and the action. This can be left at 0 in this case.
- Then click on the green "+" symbol to add another action.
- A new row appears in which a new action can be defined.
- Select the desired blind again.
- Under "Action", select "Angle" and set 90° in the slider.
- Change the delay as desired or leave it at 0.
- Edit the auto generated name if necessary.
- Click on "Next".
- The action is created.

3. Creating the condition

- To create the custom state select "+ New condition" and "custom state".
- Create a new custom state with the "+" symbol.
- For example, name it "Sleep in". For the status select e.g. for text if on: "Sleep in" and for text if off: "Get up early".
- Select "Save".
- Edit the auto generated name if necessary.
- Press "Save".

4. Naming and assigning labels

- At the end of the process, you can adjust the routine name that is automatically generated from the settings.
- You can also add a label to the routine.
- To do this, click on "Manage Labels" to create new labels.
- With a click on the color field you can adjust the colored of the label.

5. Save

- Click on "Save" to save the routine.

6. Switch on custom state if required

- On the previous day you switch on the custom state in your visualization if you know that you do not want to be woken up early the next day, see Create custom state button in Visu and the routine will not be played.

8.4.2 Creating times for sunrise and sunset

To always use the exact times for sunrise and sunset in your logics, proceed as follows:

- Switch to *YOUVI Configuration > General > General.*
- Enter your location e.g. "Darmstadt" as city name.
- Now switch back to the logic module and refresh the page.
- Under "Triggers" you will now find the predefined triggers for sunrise and sunset.

8.4.3 Creating a custom state

Custom states are used for cases that can influence your standard routines.

- To create a custom state, click on the "Custom State" tab.
- Click on "+ New Custom State".
- In the field on the right, under "Name", enter for example "Party".
- If you want to set a specific display text in the visualization, enter it in the "On Text " and "Off Text" fields.
- The current status of the custom state is displayed below this.
- Click on "Save".
- Proceed in the same way for other custom states, such as "holiday".

How to create a "Custom state button" in your visualization is explained here.

8.4.4 Functional scope

The following basic functions are provided by the logic module, listed by logic components:

Triggers

- Create, name, delete, edit triggers
- Overview in which routine(s) used

Trigger types:

- Timer: time, weekdays, sunset, sunrise
- Interval: Every x hours, x minutes, x seconds
- Device value: (Trigger on value change or on exact value under the condition that device value =, ≠, > or < x)
    - Sun protection: position, angle (blind)

    - Lights: On/Off, brightness, color (Hex, RGB value)
    - Heating: HVAC mode, actual value cooling, actual value heating, actual value temperature, setpoint temperature
    - Switches/buttons: On/Off
    - Scene: On
    - Sensors: unit depending on sensor
    - Door station: doorbell rings
    - ISE Remote Connect: Access to portal, access for installers, access for residents, remote access or Quick Connect allowed/denied
- Custom states: On/Off
- Http command: Generated Http trigger command, creates a link for you that triggers an event. The link is created when you select "Next/Save" and can be found in the "Triggers" tab.
- Telegram: Group address and command

Actions

- Create, name, delete, edit actions
- Overview in which routine(s) used
- Define an action with several elements
- Define a delay for each action and its elements

Action types:

- Device value:
    - Sun protection: position, step up/down, open/close, angle (blind)
    - Lights: On/Off, brightness, color (Hex, RGB value)
    - Heating: HVAC mode, temperature
    - Switches/Buttons: On/Off
    - Scene: On
    - Sound system: Mute/unmute, volume, start playlists/favourites, pause
    - Door station: Mute/unmute on a specific client
    - Camera: Camera image is brought to the foreground of the visualisation
    - ISE Remote Connect: allow/deny: access to portal, access for installers, access for residents, remote access, Quick Connect
- Action: Include an already created action
- http command: Methods: GET, PUT, POST, DELETE
- Custom states: On/Off
- Set the visualization theme of a specific panel, the YOUVI Mobile app or all clients to light/dark. You can change the naming of the clients under *YOUVI Configuration > General > Clients*.

- Send toast/push/popup notifications to the visualization of a specific panel, the YOUVI Mobile app or all clients. You can change the naming of the clients under *YOUVI Configuration > General > Clients*.
- E-mail: E-mail dispatch to a predefined recipient, Set up e-mail function
- Telegram: Group address and command

Conditions

- Create, name, delete, edit conditions
- Overview in which routine(s) used
- Create several conditions and link them with "AND" or "OR" operator

Condition types:

- Device value: (under the condition that device value =, ≠, > or < x)
  - Sun protection: position, angle (blind)
  - Lights: On/Off, brightness, color (Hex, RGB value)
  - Heating: HVAC mode, actual value cooling, actual value heating, actual value temperature, setpoint temperature
  - Switch: On/Off
  - Sensors: Unit depending on sensor
  - ISE Remote Connect: access to portal, access for installers, access for residents, remote access or Quick Connect allowed/denied
- Condition: Include an already created condition
- Time span: Action is executed only on time from hh:mm to hh:mm
- Day/night: Day and night times according to sunrise and sunset
- Custom states: On/Off

Custom States

- Create, name, delete, edit custom states
- Switching custom states on and off
- Assign status text

Routines

- Create, name, delete, edit and filter routines
- Activate/deactivate routines
- Create, edit and assign labels
- Test routines

- View history for played and blocked routines

9 Bridges

YOUVI consists of a basic package and a constantly growing range of bridges to other manufacturers.

The basic package:

- Visualization
- IP router
- Bus monitor
- YOUVI Mobile*

Bridges:

- IKEA Tradfri
- Ntuity
- Netatmo
- Philips Hue
- Sonos
- trivum
- Yeelight

*The app YOUVI Mobile is included free of charge in the basic package and can be used in your home network. If you also want to use the app while on the move, the YOUVI Connect module is required.

9.1 IKEA Tradfri

With this bridge, various Ikea devices are integrated into the YOUVI visualisation. The IKEA devices are displayed and operated in YOUVI in the usual widgets:

IKEA device	Device type in YOUVI
TRÅDFRI lights	Dimmer, dimmable RGB Light
TRÅDFRI socket	Switch
Fyrtur	Roller shutters/awnings

Note: *To use the YOUVI Tradfri Bridge you need an IKEA Tradfri Gateway.*

Tip: *Once created in YOUVI, IKEA devices are not only available in the visualisation, but also in the Logic module and in the YOUVI Mobile App.*

Setting up IKEA Tradfri units

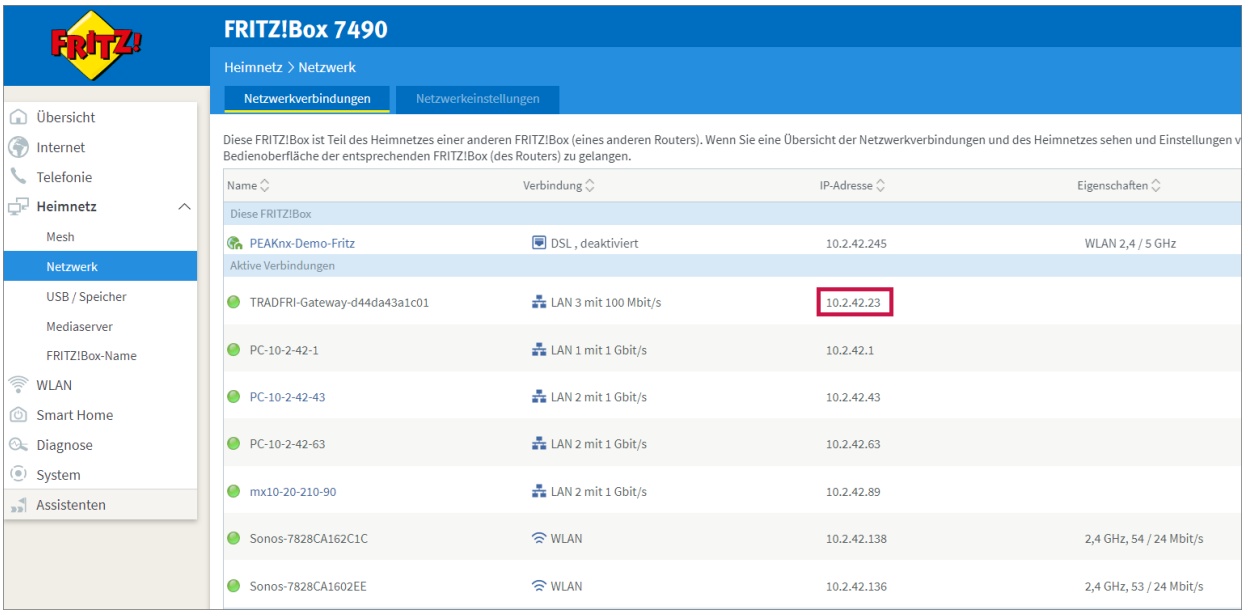
- Use the supplied documentation to set up the desired IKEA Tradfri appliances.

Installation

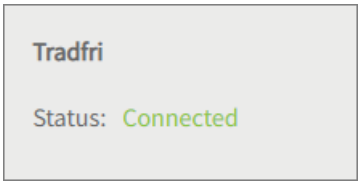
- You can find more information about the installation here.

Preparation

- Select the “Connect” button.
- Enter the IP address of the Tradfri Gateway. You can find this, for example, when you log into your Fritzbox under *Home Network > Network*.

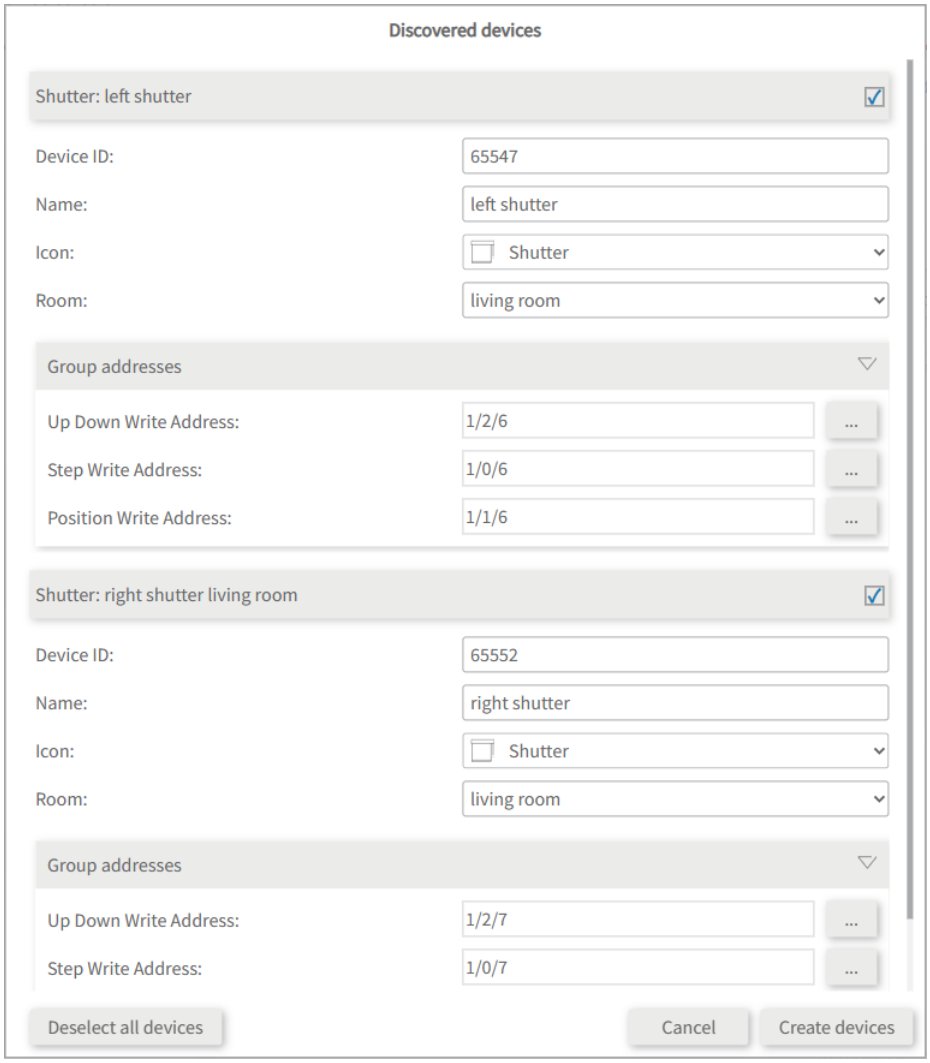


- Enter the security code that you will find on the bottom of the gateway.
- If the connection has been established successfully, the status “Connected” is displayed:



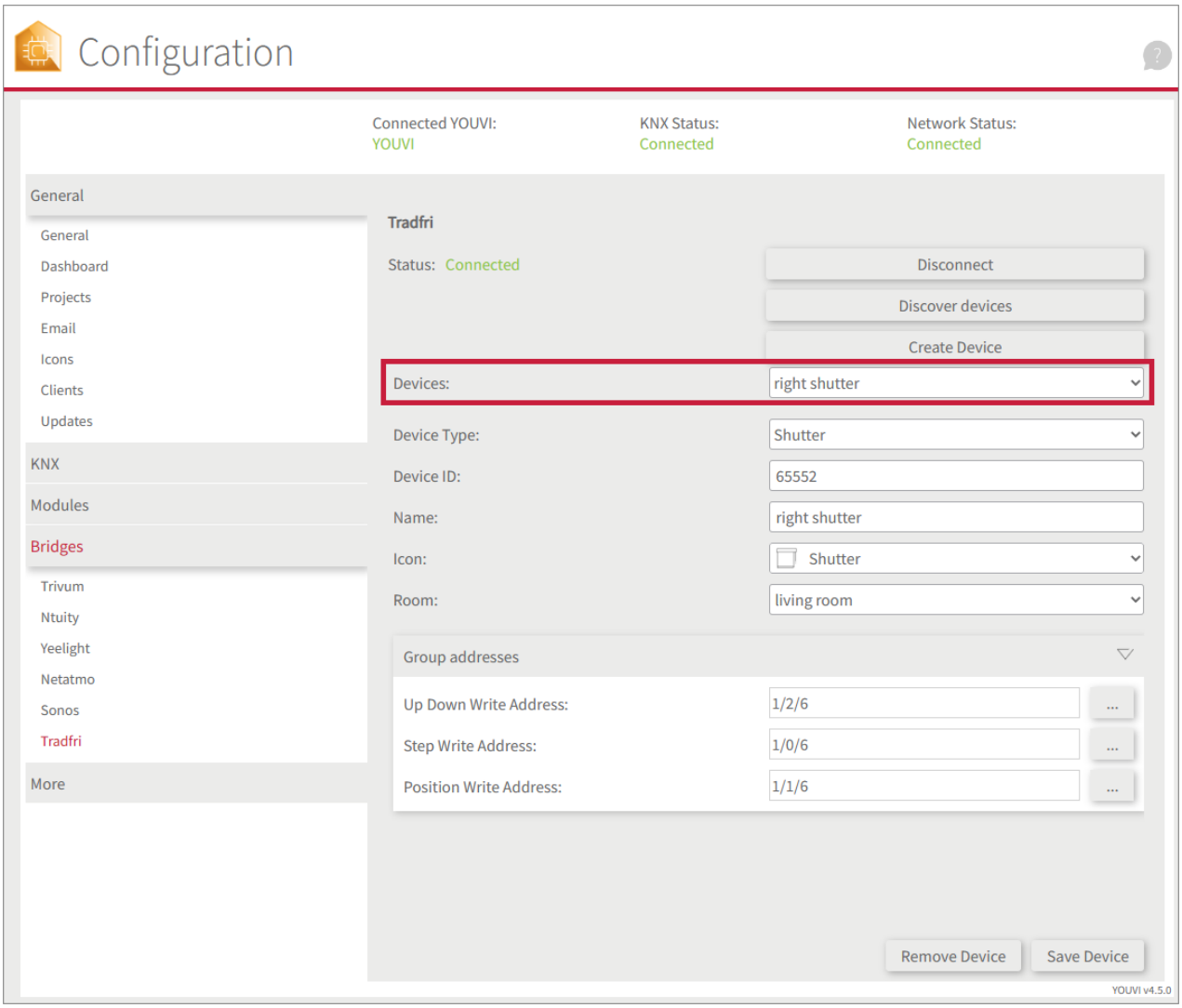
Device import

- Select the "Discover devices" button.
- A window will appear listing all devices found in IKEA.
- Use the checkmarks to select which devices to import into the visualization.
- With a click on the element, further properties can be set:



- If desired, change the name of the widget, the icon and the room in which the widget should appear in the visualisation.

- Below the device properties the element "Group addresses" is shown. If you want to send Tradfri device values over the KNX bus, e.g. to integrate them into a KNX push button, insert the desired group addresses here.
- Select the "Create devices" button.
- In the "Devices" drop-down menu, the devices can be viewed again, edited or deleted:



- Now switch to the visualization via the *Dashboard* page.
- Switch on the Edit mode.
- Switch to the room overview. You will find the imported devices in the previously selected rooms.
- If desired, add the devices to the dashboard and expand or collapse the tiles.

9.2 Ntuity

The YOUVI Bridge to ntuity allows you to always see core parameters of the Internet of Energy platform in your visualization.

The energy monitoring widget for ntuity integrates the following variables:

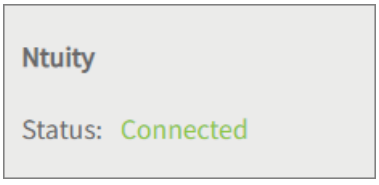
- Power fed into the grid
- Power taken from the grid
- Power supplied by yourself (e.g. via photovoltaics)
- Vehicle, current charging process
- House battery, fed-in/taken-out power
- House battery, charging status
- Total consumption
- Self-sufficiency

Installation

- You can find more information about the installation here.

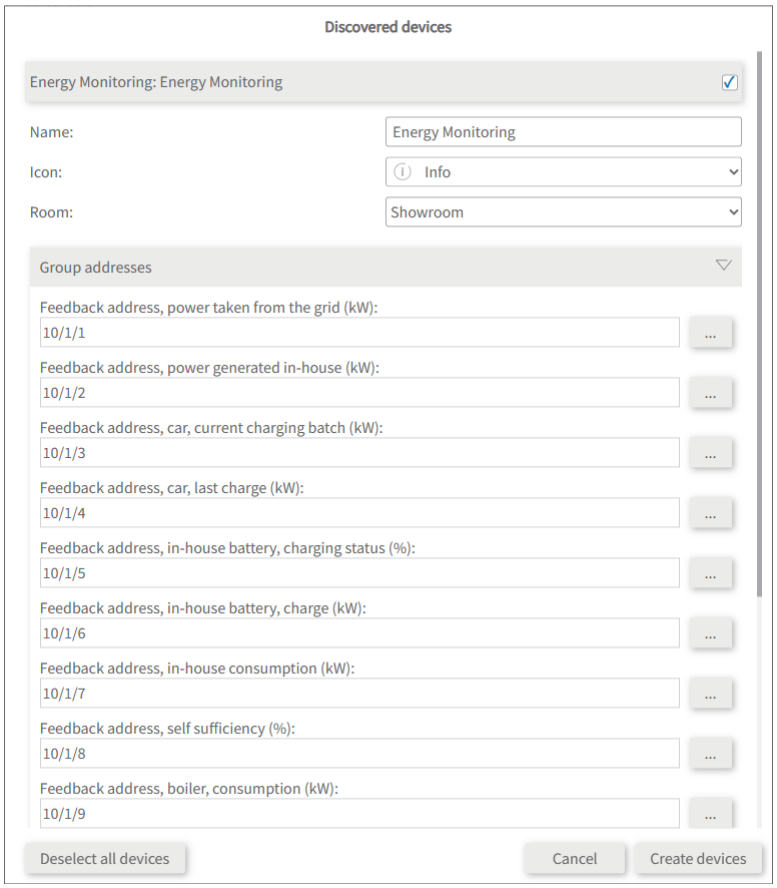
Preparation

- Select the "Connect" button. A window opens.
- Enter the API key and your location ID here.
- If the connection was established successfully, the status shows "Connected".



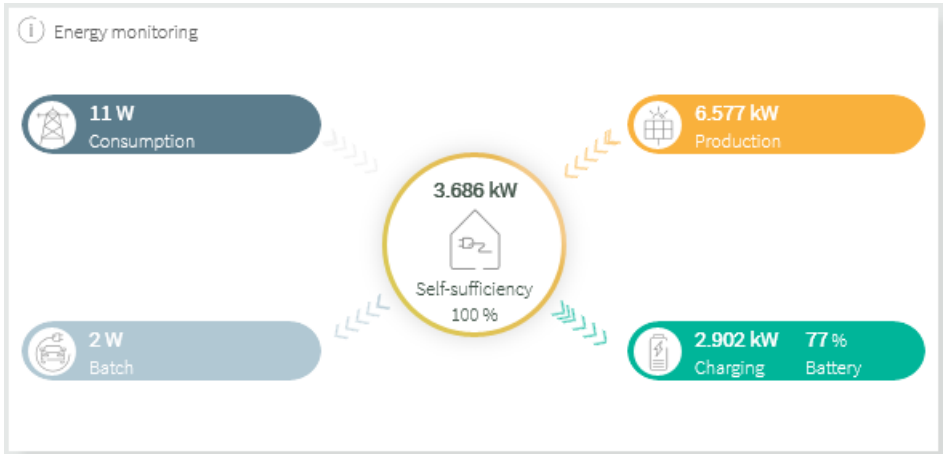
Device import

- Select the "Discover devices" button.
- A window appears in which the energy management found is shown.
- Select the element to set further parameters.



- Assign a name for the widget, select the appropriate room and another icon if needed.
- Below the device properties the element "Group addresses" is shown. If you want to send Ntuity values over the KNX bus, insert the desired group addresses here.
- Select the "Create devices" button.
- The widget is created in the previously selected room in the visualization.
- Open the visualization and switch on the edit mode.
- By selecting the Dashboard icon you add the widget to the Dashboard.

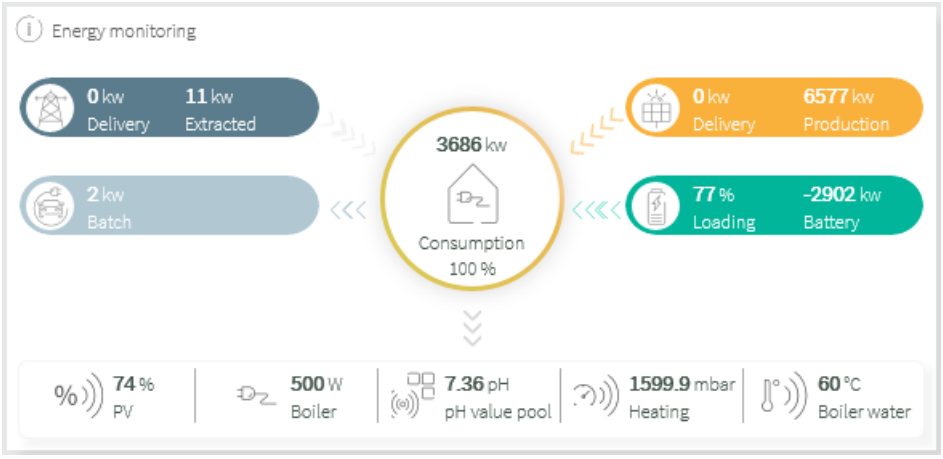
The widget visualizes the variables of the energy management from Ntuity in an animated graphic:



Integration of further sensors

Furthermore, up to 5 sensors can be displayed in the lower part of the widget.

- To do this, switch to the edit mode of the visualization and click on the gearwheel on the tile.
- Select the wrench  to make a sensor selection.
- Confirm your selection by selecting the check mark at the bottom right.



9.3 Netatmo

With this bridge, various Netatmo devices are integrated into the YOUVI visualisation. The values measured by the Netatmo devices – but also defined setpoints of the thermostats – are displayed and operated in YOUVI in the usual widgets:

Netatmo device	Device type in YOUVI
Smart Thermostat, Smart Radiator Valve	Heating
Smart Weather station, outdoor module	Sensor: Humidity, temperature, pressure
Smart Weather station, indoor module	Sensor: Humidity, temperature, noise, CO2
Smart Anemometer	Sensor: Wind direction, wind speed
Smart Rain Gauge	Sensor: Rain Gauge
Anemometer/outdoor module	Weather station (contains values for wind direction and speed, temperature and humidity)

Note: *Once created in YOUVI, Netatmo devices are not only available in the visualisation, but also in the Logic module and in the YOUVI Mobile App.*

Setting up Netatmo units

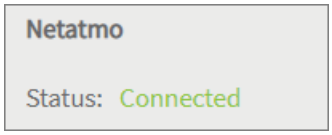
- Use the supplied documentation to set up the desired Netatmo appliances.

Installation

- You can find more information about the installation here.

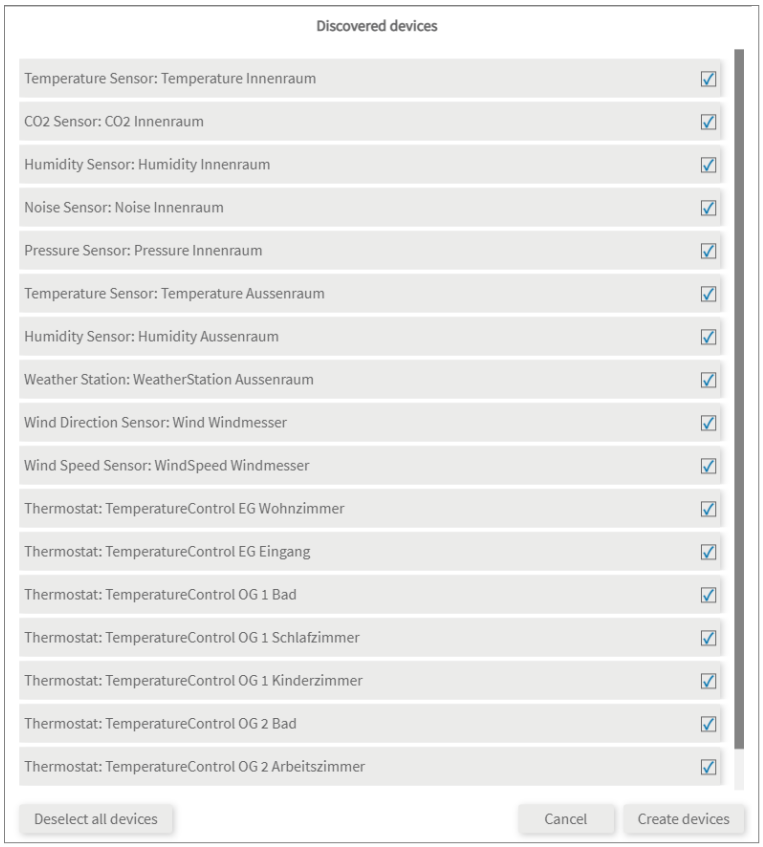
Preparation

- Select the “Connect” button. The Netatmo page opens.
- Log in with your Netatmo account. In the next step, give YOUVI the appropriate permissions.
- If the connection has been established successfully, the status “Connected” is displayed:

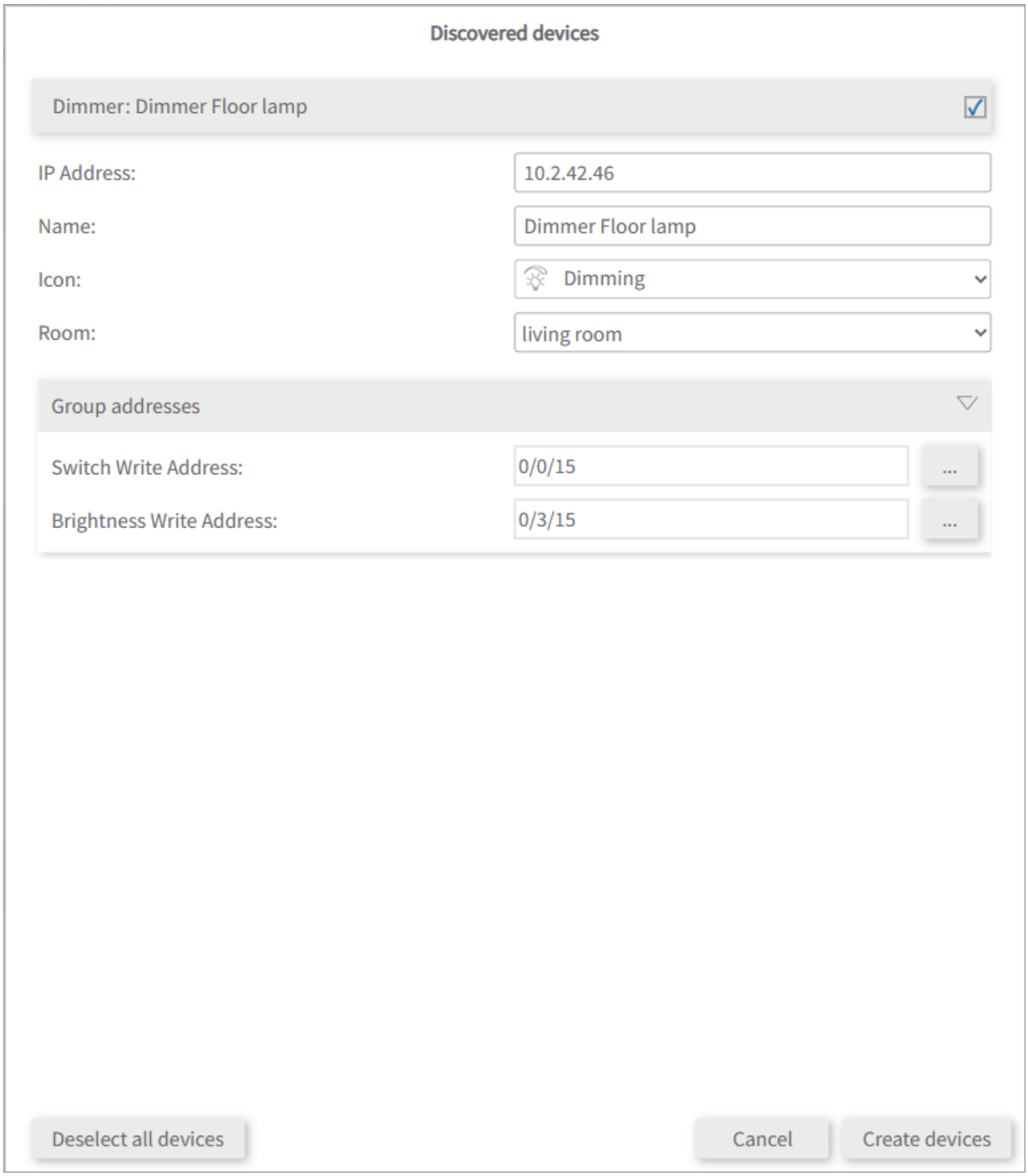


Device import

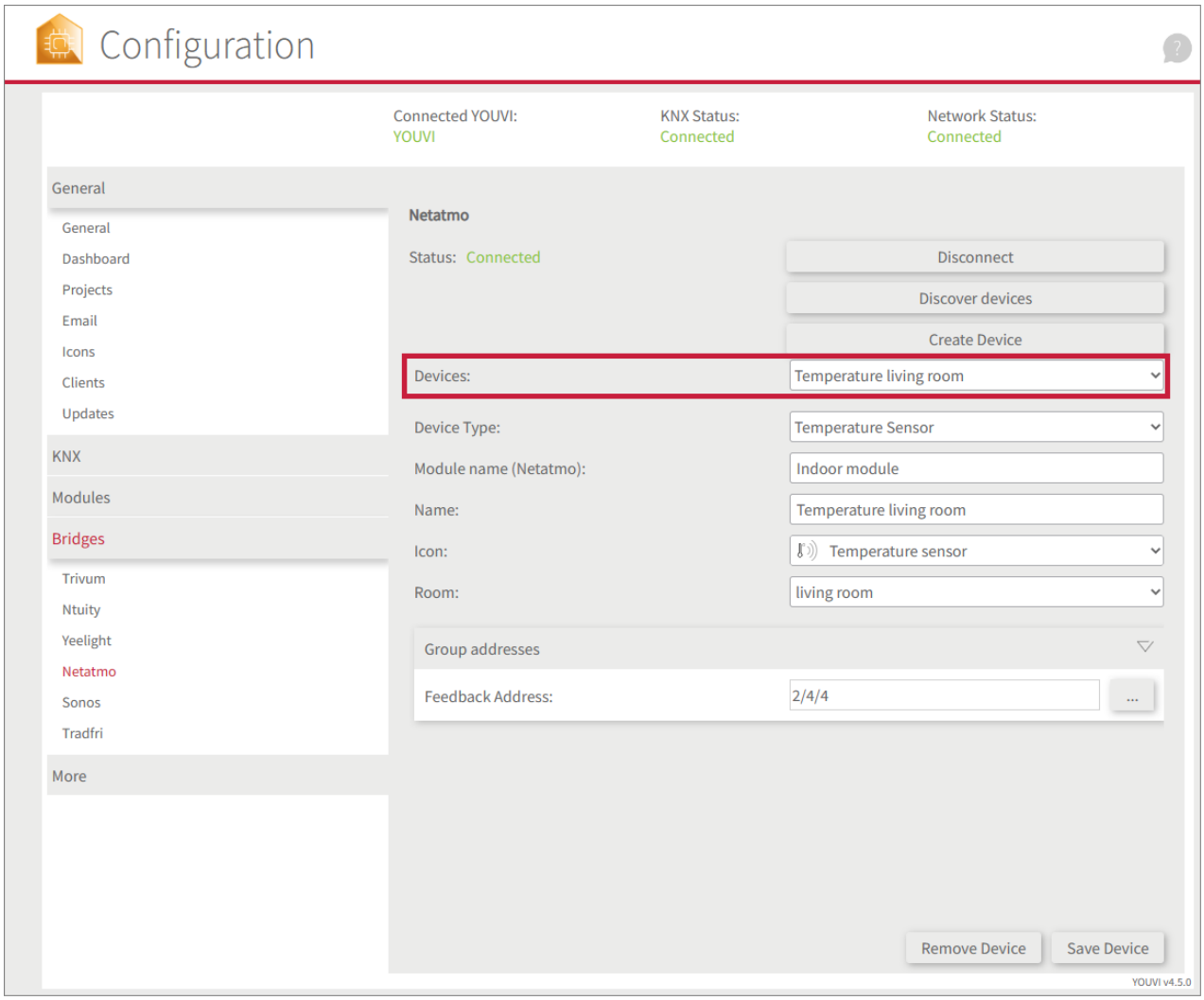
- Select the "Discover devices" button.
- A window will appear listing all devices found in Netatmo:



- If you have an outdoor weather station, make sure your location is stored on the *General* page to fill in the 3-day forecast in the widget. Otherwise, an error will be displayed when importing the weather station.
- Use the checkmarks to select which devices to import into the visualization.
- With a click on the element, further properties can be set:



- If desired, change the name of the widget, the icon and the room in which the widget should appear in the visualisation.
- Below the device properties the element "Group addresses" is shown. If you want to send Netatmo device values over the KNX bus, e.g. to integrate them into a KNX push button, insert the desired group addresses here.
- Select the "Create devices" button.
- In the "Devices" drop-down menu, the devices can be viewed again, edited or deleted:



- Now switch to the visualization via the *Dashboard* page.
- Switch on the Edit mode.
- Switch to the room overview. You will find the imported devices in the previously selected rooms.
- If desired, add the devices to the dashboard and expand or collapse the tiles.

Quick tutorials

In addition to the automatic import, it is also possible to create devices manually:

- Creating a weather station widget
- Creating a heating widget
- Creating a sensor widget

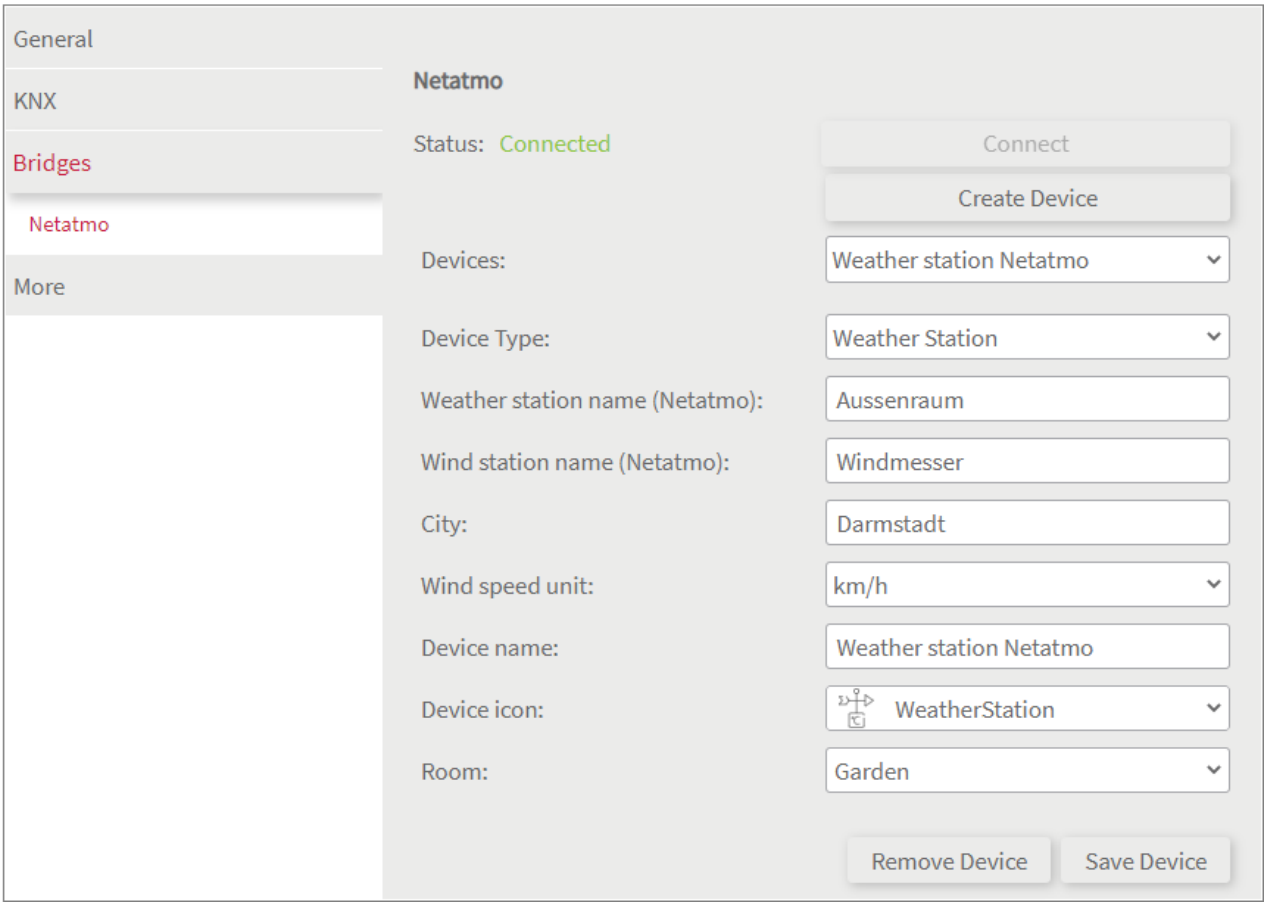
Creating a weather station widget

- Select “Create Device”.

- Fill in the fields as follows:
    - **Device type:** “Weather station”.
    - **Weather station name (Netatmo):** Enter the name of the Netatmo weather station, see picture.
    - **Wind station name (Netatmo):** Enter the name of a Netatmo anemometer, if available, see picture.

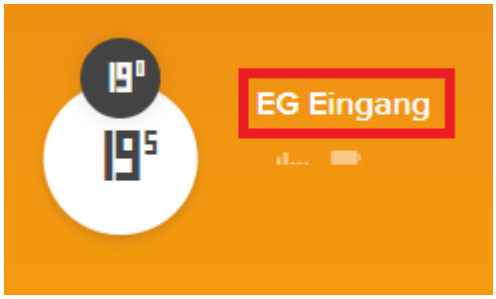
    - **City*:** Enter the city where the weather station is located.
    - **Wind speed unit:** Select the preferred unit.
    - **Device name:** Set the widget name for the YOUVI visualisation.
    - **Device icon:** Select a preferred icon for the widget.
    - **Room:** Set where in the YOUVI visualisation the widget will be placed.
- Select “Save device”.

*From this location data, the 3-day forecast in the weather station widget is pulled. Missing data, such as wind speed if the user does not have an anemometer, is also completed.

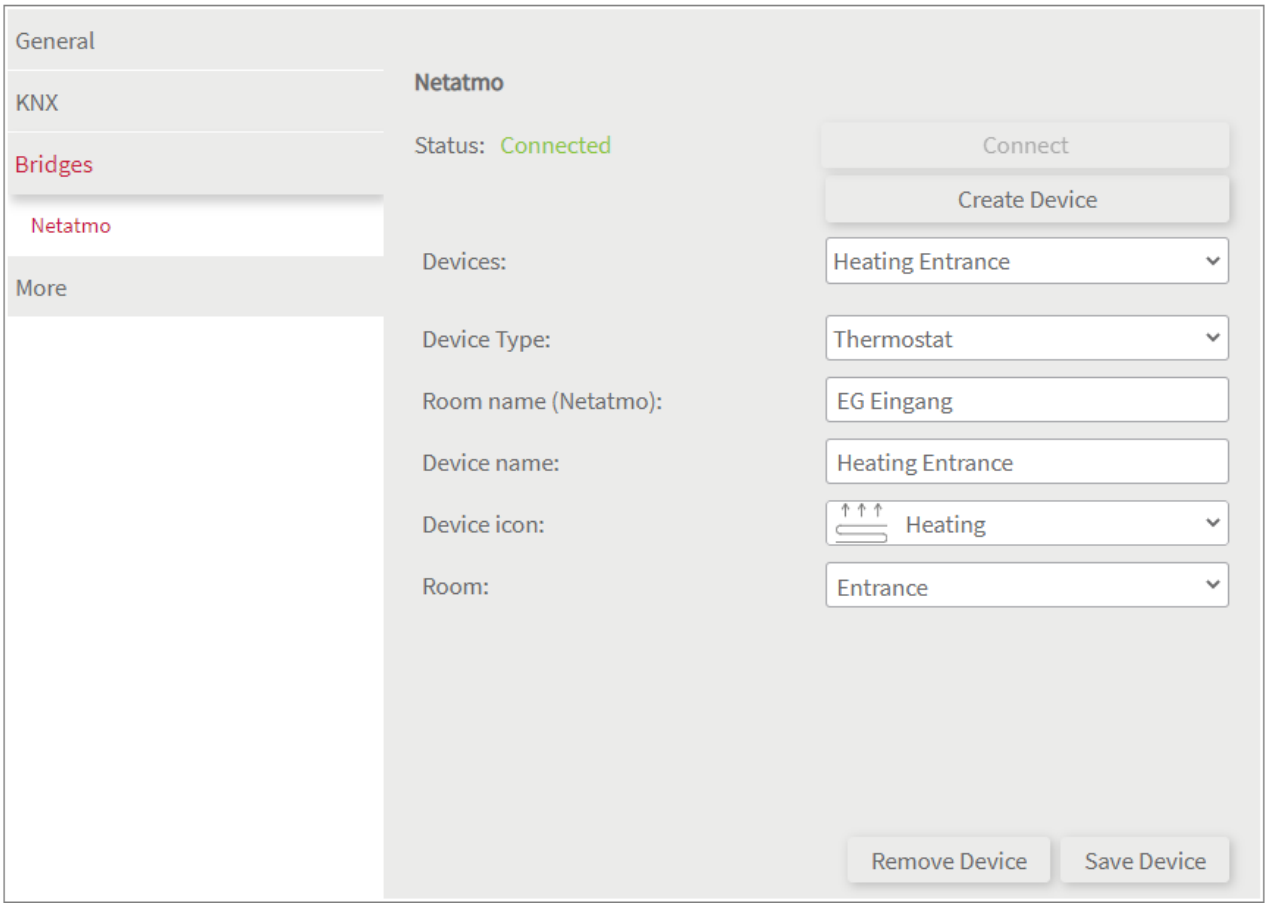


Creating a heating widget

- Select “Create Device”.
- Fill in the fields as follows:
  - **Device type:** “Thermostat”.
  - **Room name (Netatmo):** Enter the room in which the Netatmo thermostat is located, see picture.

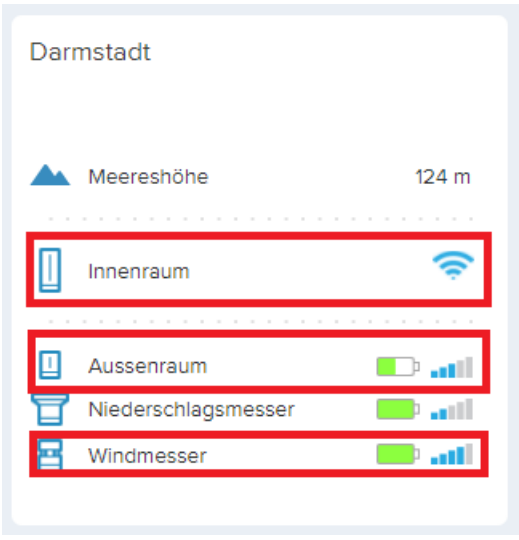


  - **Device name:** Set the widget name for the YOUVI visualisation.
  - **Device icon:** Select a preferred icon for the widget.
  - **Room:** Set where in the YOUVI visualisation the widget will be placed.
- Select “Save device”.



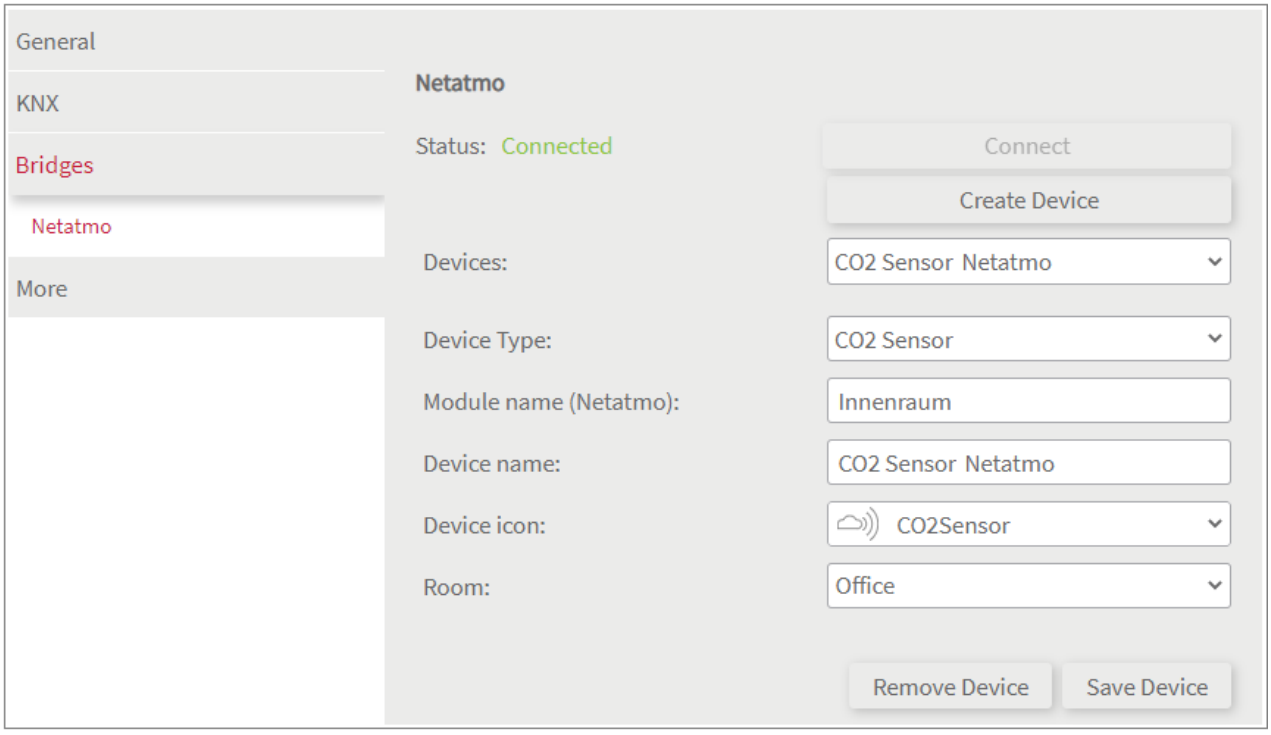
Creating a sensor widget

- Select “Create Device”.
- Fill in the fields as follows:
  - **Device type:** “...sensor”.
  - **Module name (Netatmo):** Enter the name of the Netatmo station, that includes the desired sensor, see picture.



- **Device Name:** Set the widget name for the YOUVI visualisation.
- **Device icon:** Select a preferred icon for the widget.
- **Room:** Set where in the YOUVI visualisation the widget will be placed.

- Select “Save device”.



9.4 Philips Hue

With this bridge, various Philips Hue devices are integrated into the YOUVI visualisation. The smart lights are displayed and operated in YOUVI in the common widgets:

Philips Hue device	Device type in YOUVI
Light	RGB light, dimmer, dimmer with Tunable White support
Smart socket	Light/switch
Motion sensor	Binary sensor, brightness sensor, temperature sensor

Note: *The YOUVI Hue Bridge only works along with with a Philips Hue Bridge.*

Tip: *Once created in YOUVI, Philips Hue devices are not only available in the visualisation, but also in the Logic module and in the YOUVI Mobile App.*

Setting up Philips Hue devices

- Use the supplied documentation to set up the desired Philips Hue devices.

Note: *Make sure that the Hue app can access the local network to find the Hue Bridge on the network.*

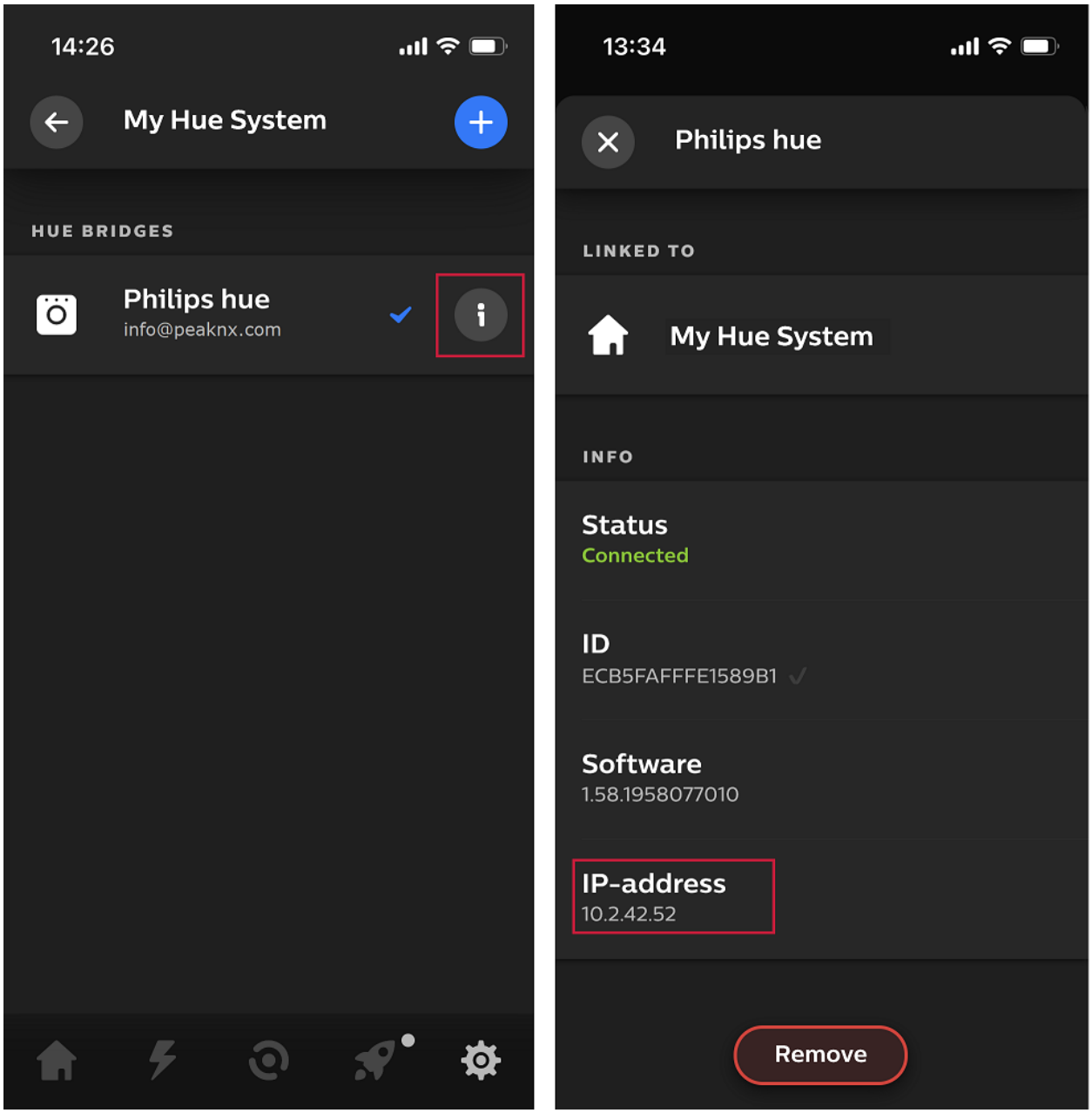
- First, set up devices in the Hue app and then return to YOUVI.

Installation

- You can find more information about the installation here.

Connecting to the Hue Bridge

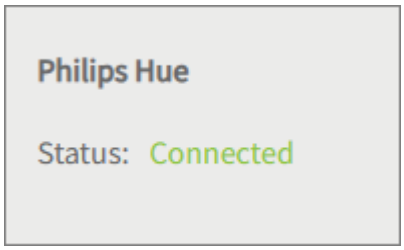
- You are on the YOUVI Configuration page "Philips Hue".
- Select the "Connect" button. A window opens.
- Enter the IP address of the Philips Hue Bridge.
  - You can find this in the *Hue App > Settings > My Hue System*. Tap the info icon next to the Bridge here and scroll to the very bottom:



- Press the large button on the Hue bridge and select "Okay" in the pop-up window where you entered the IP address. You have 4 to 5 seconds between pressing the button on the bridge and selecting "OK".

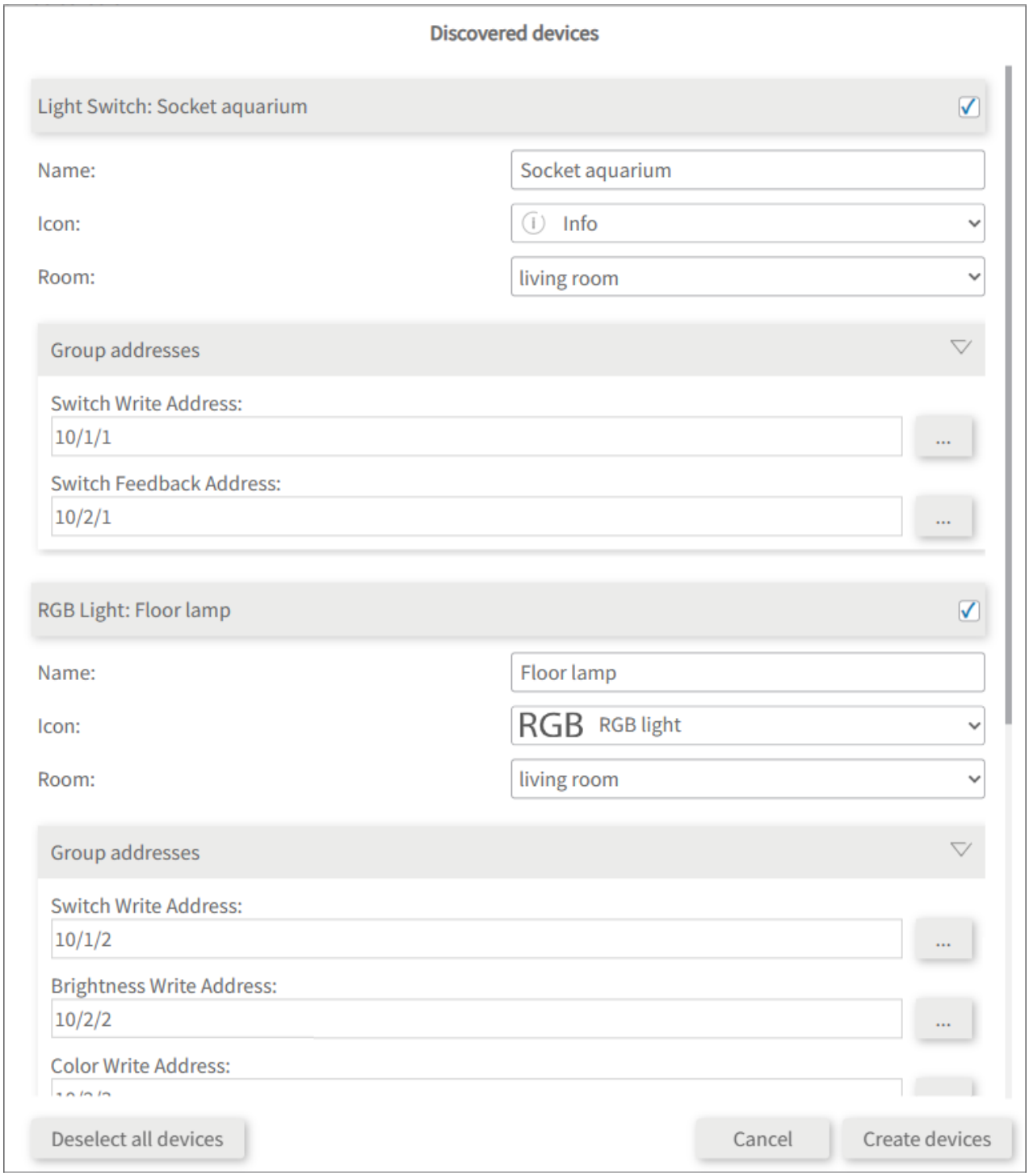
Note: *These three steps must also be carried out if you have manually disconnected the bridge and want to re-establish a connection.*

- The status shows connected:

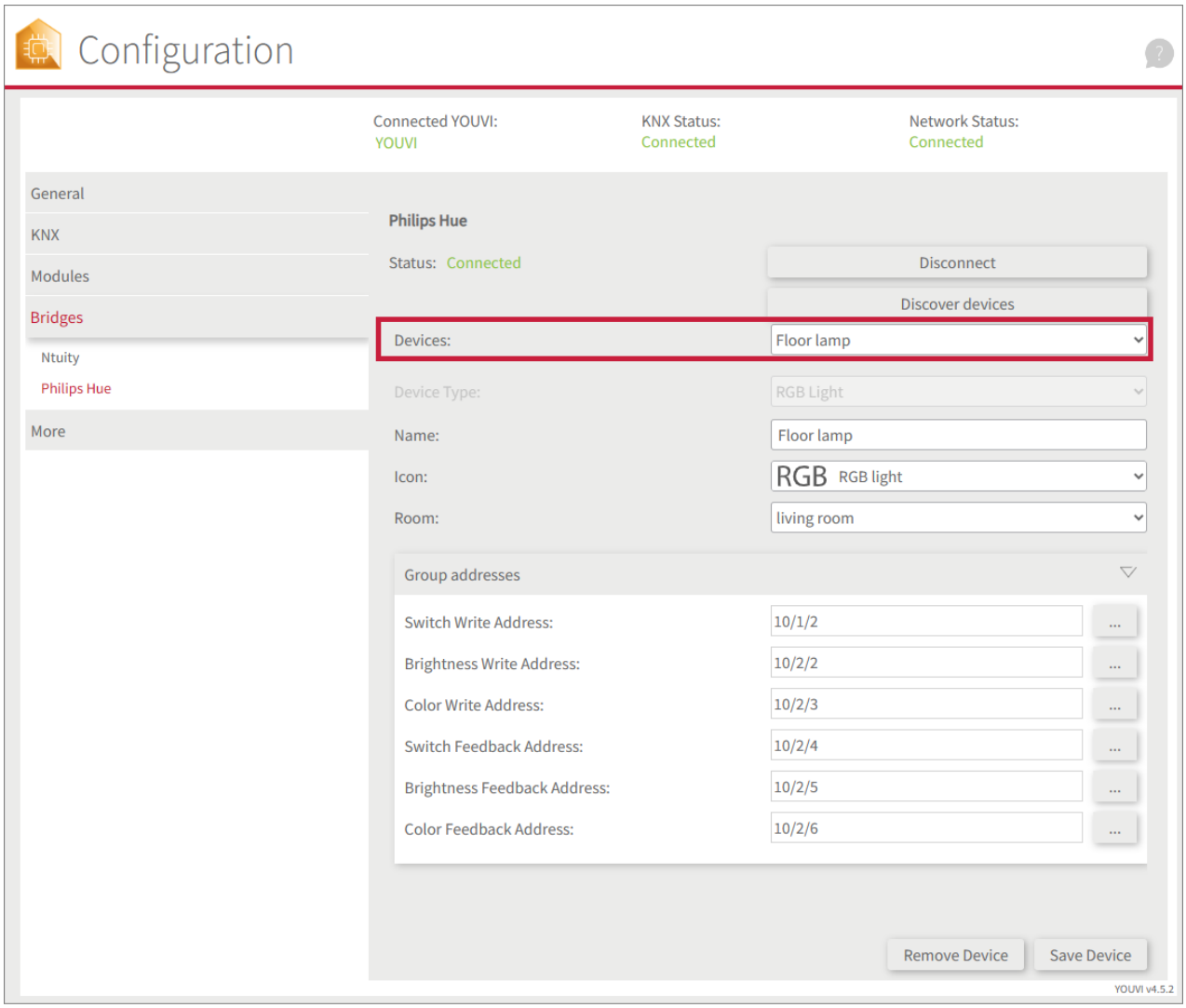


Device import

- Select the "Discover devices" button.
- A window will appear listing all discovered Philips Hue devices.
- Use the checkmarks to select which devices are to be imported into the visualisation.
- With a click on the element, further properties can be set:



- If desired, change the name of the widget, the icon and the room in which the widget should appear in the visualisation.
- Below the device properties you will see the element "Group addresses". If you want to send Philips Hue device values over the KNX bus, e.g. to integrate them into a KNX push button, insert the desired group addresses here.
- Select the "Create devices" button.
- In the "Devices" drop-down menu, the devices can be viewed again, edited or deleted:



- Now switch to the visualisation via the *Dashboard* page.
- Switch on the Edit mode.
- Switch to the room overview. You will find the imported devices in the previously selected rooms.
- If desired, add the devices to the dashboard and expand or collapse the tiles.

9.5 Sonos

You can use the sound system widgets to connect the following functions of your Sonos system:

- Sonos playlists
- Sonos favorites
- Music selection by zones

Supported functions

Player:

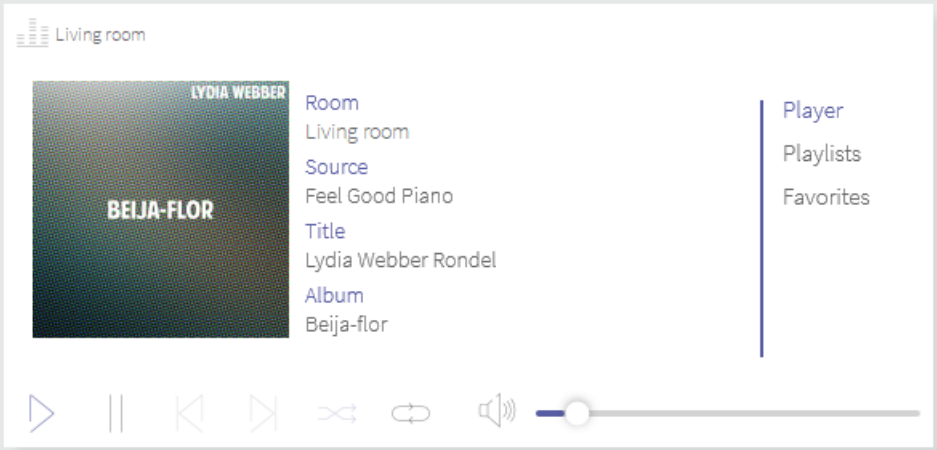
- Adjust volume, mute
- Play/Pause, next song, previous song
- Play mode: repeat, shuffle

Playlists and Favorites:

- Titles that you have added to your favorites or assigned to playlists in the Sonos app are selected for the player using the "Playlists" and "Favorites" tabs.

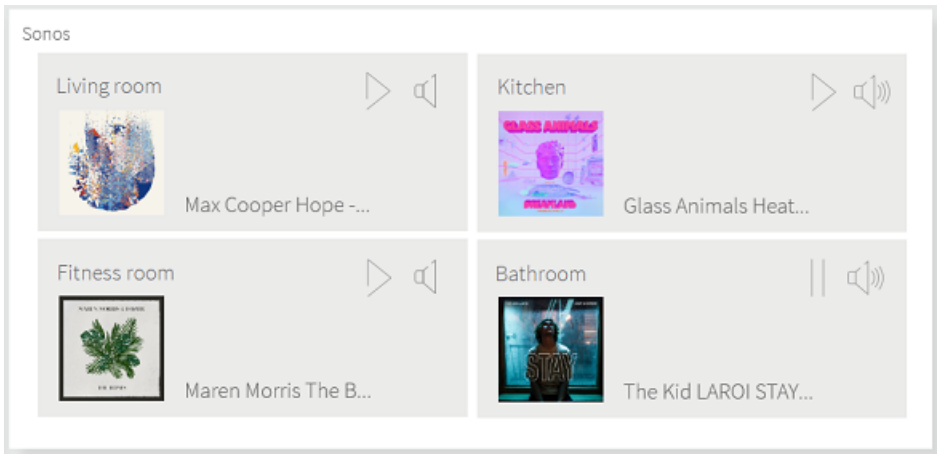
Zone widgets

Each zone is visualized by a widget in the respective room. These are imported during sound zone discovery:

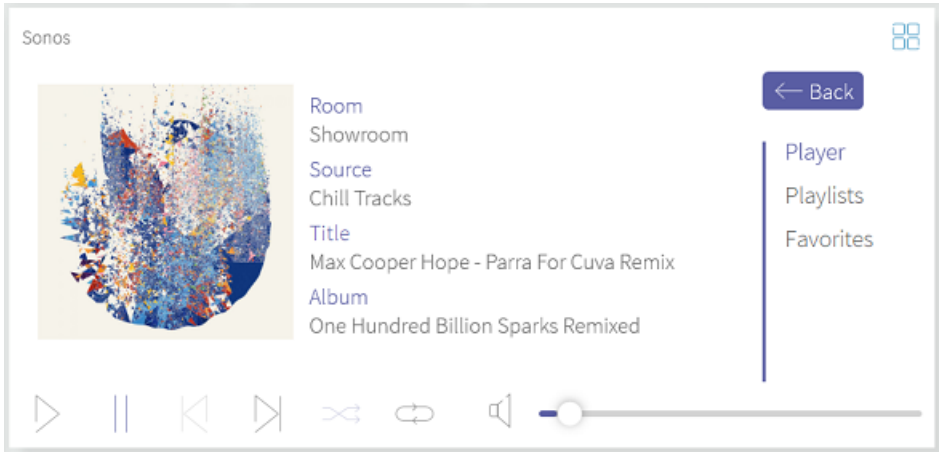


Group-Widget

The entire Sonos system is visualized by a group widget on the dashboard, which includes all imported zones:



Tapping on the respective zone opens the corresponding player in the widget. The "Back" button takes you back to the group overview:

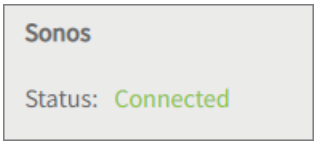


Installation

- You can find more information about the installation here.

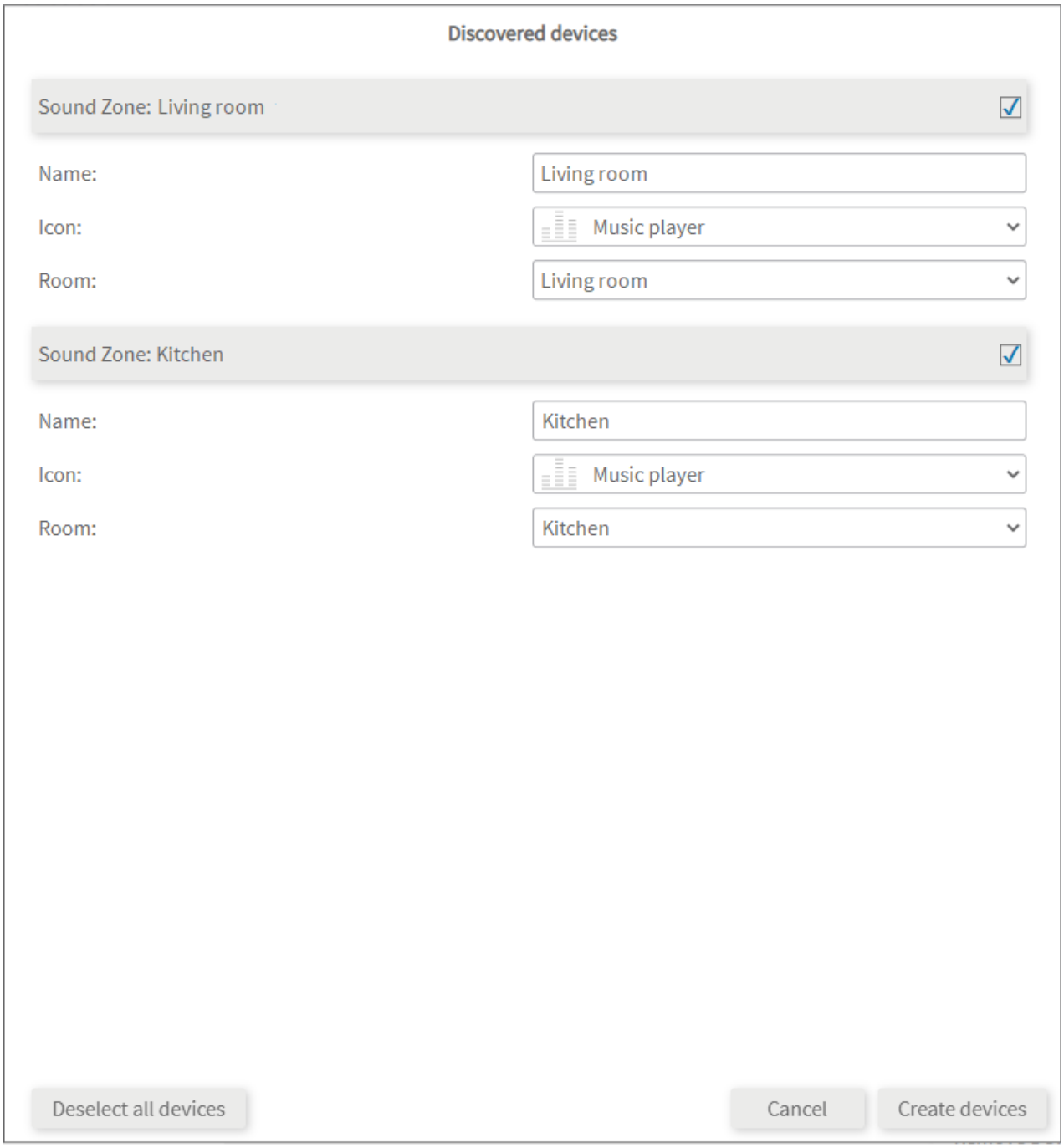
Preparation

- Select the "Connect" button. The Sonos page opens.
- Log in to Sonos with the same username and password used to access the app/web application. In the next step, grant YOUVI the appropriate access permissions.
- If the connection was established successfully, the status shows "Connected".



Detect Sonos zones

- Select the "Discover devices" button.
- A window appears that lists all Sonos zones.
- Use the check marks to select which zones should be imported into the visualization.
- Clicking on a zone will show more properties:



- Select the appropriate room and a different icon if needed.

- Select the "Create devices" button.
- The widgets will be created in the previously selected rooms of the visualization.
- Open the visualization and switch on the edit mode.
- By selecting the Dashboard icon, you can add the separate zone widgets to the dashboard.

Creating a Group widget

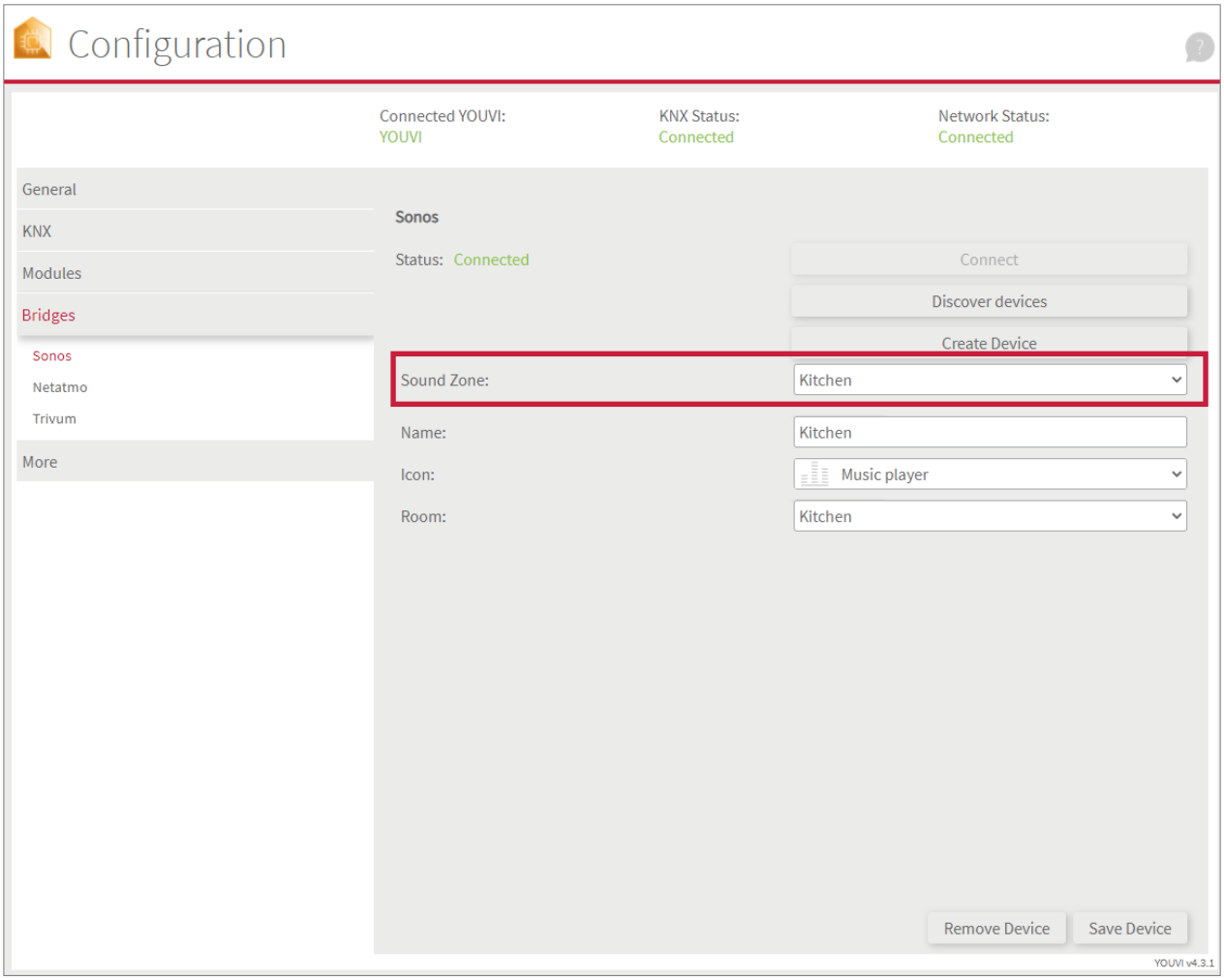
You create a widget with all zones as follows:

- Open the visualization and turn on the edit mode.
- Switch to the Dashboard page of the visualization.
- Select "+ Sound System" and "Sonos".
- The group widget will be created on the dashboard.

Device overview

All imported zones can be found in the "Sound Zone" drop-down menu on the Sonos page:

- Select the desired zone from the list to edit or delete it (for YOUVI).
- You can also delete zones (widgets) in the visualization in Settings of the widget.



9.6 Trivum

You can use the sound system widgets to connect the following functions of your trivum system:

- trivum playlists
- trivum favorites
- Music selection by zones

Supported functions

Player:

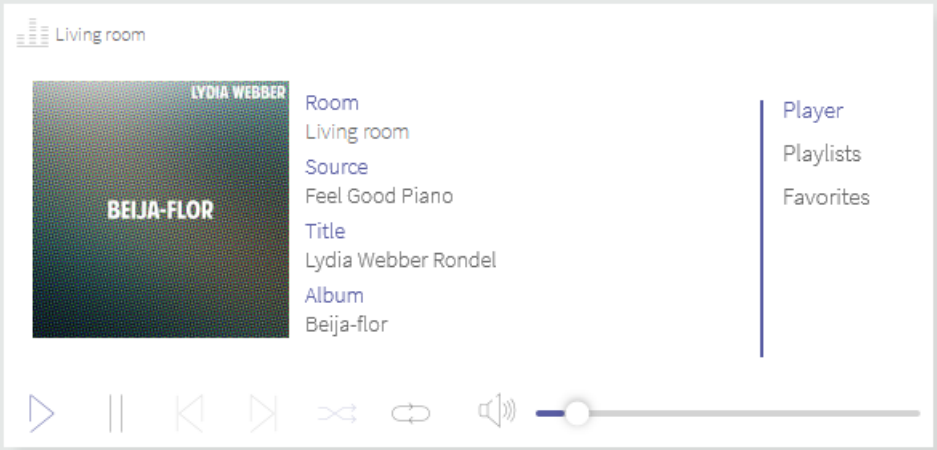
- Adjust volume, mute
- Play/Pause, next song, previous song
- Play mode: repeat, shuffle

Playlists and Favorites:

- Titles that you have added to your favorites or assigned to playlists in the trivum app are selected for the player using the "Playlists" and "Favorites" tabs.

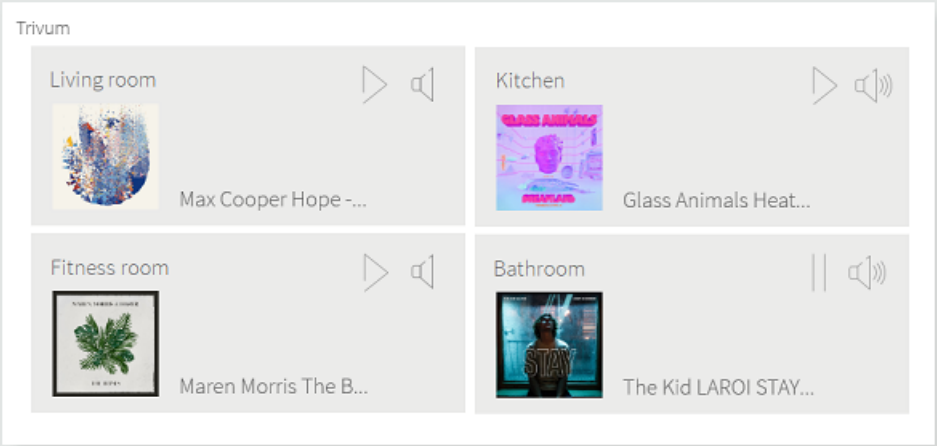
Zone widgets

Each zone is visualized by a widget in the respective room. These are imported during sound zone discovery:

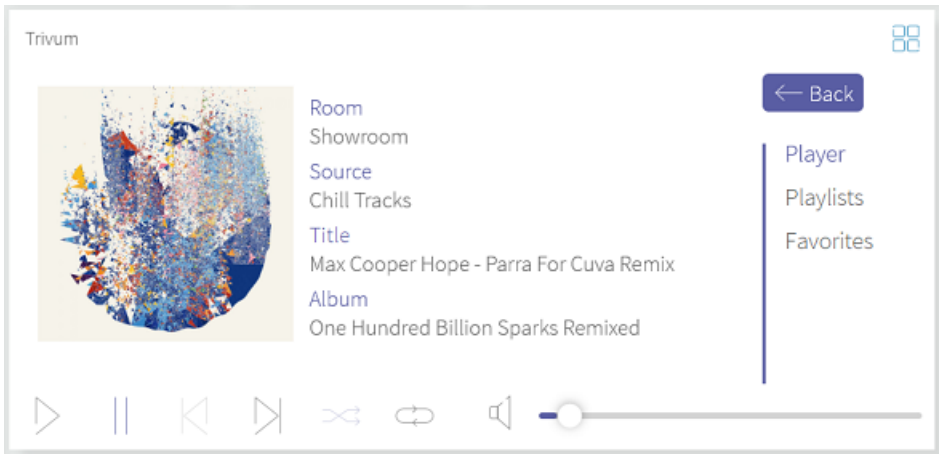


Group-Widget

The entire trivum system is visualized by a group widget on the dashboard, which includes all imported zones:



Tapping on the respective zone opens the corresponding player in the widget. The "Back" button takes you back to the group overview:

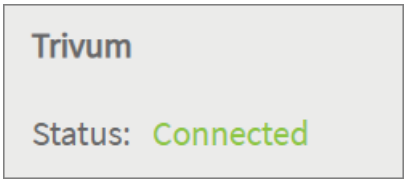


Installation

- You can find more information about the installation here.

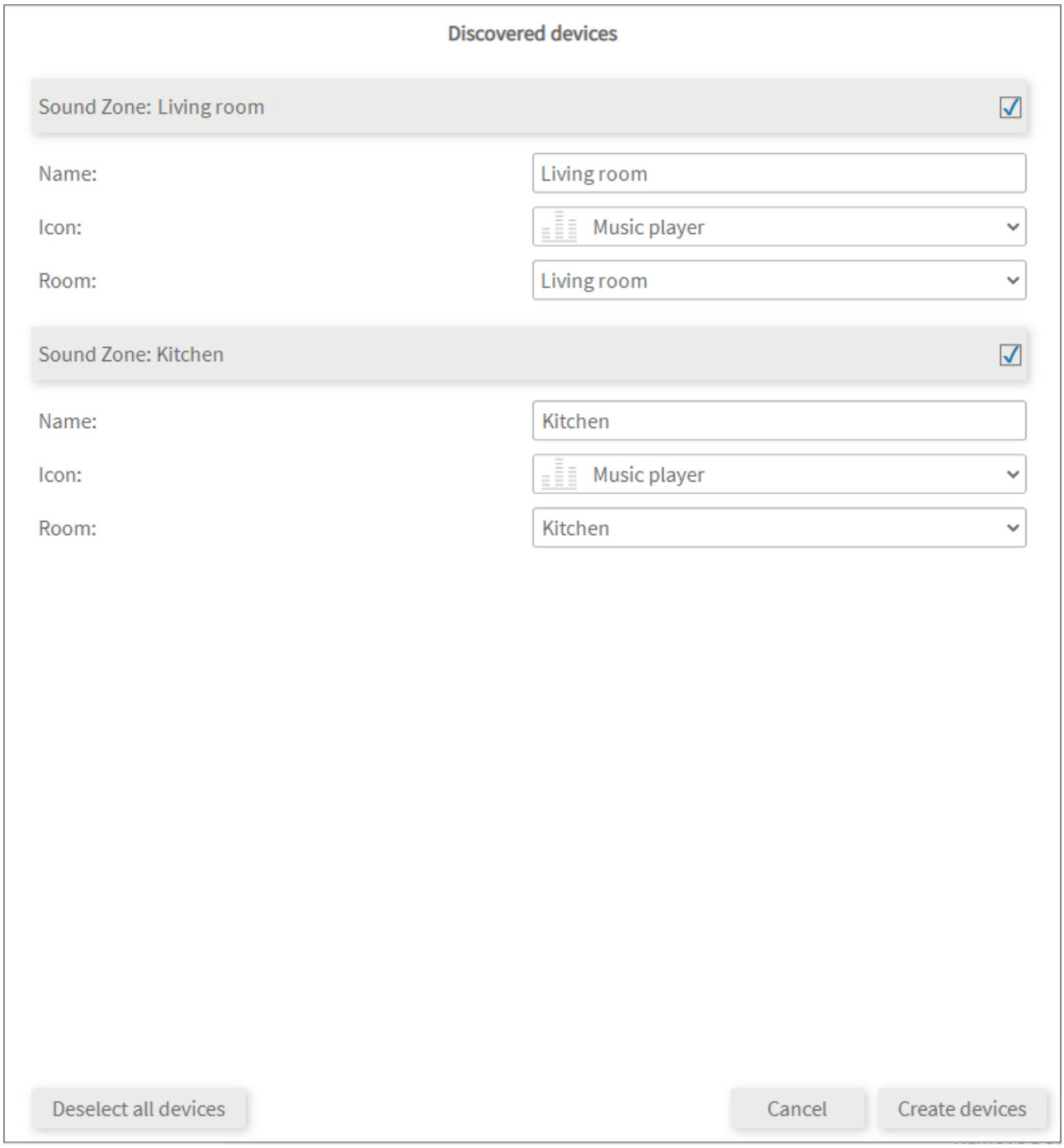
Preparation

- Select the "Connect" button.
- Enter the IP address of the trivum application.
- If the connection was established successfully, the status shows "Connected".



Detect trivum zones

- Select the "Discover devices" button.
- A window appears that lists all trivum zones.
- Use the check marks to select which zones should be imported into the visualization.
- Clicking on a zone will show more properties:



- Select the appropriate room and a different icon if needed.
- Select the "Create devices" button.
- The widgets will be created in the previously selected rooms of the visualization.
- Open the visualization and switch on the edit mode.
- By selecting the Dashboard icon, you can add the separate zone widgets to the dashboard.

Creating a Group widget

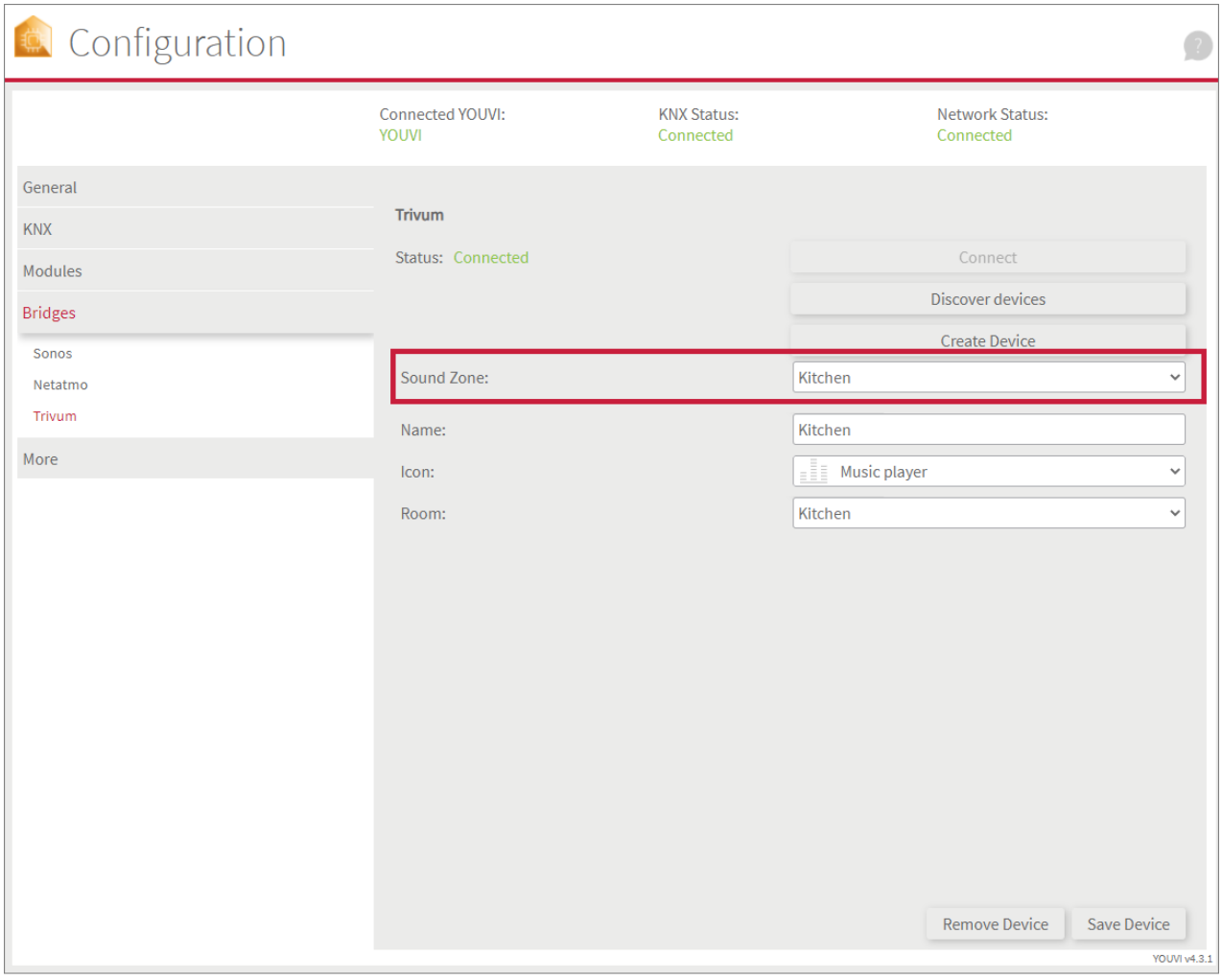
You create a widget with all zones as follows:

- Open the visualization and turn on the edit mode.
- Switch to the Dashboard page of the visualization.
- Select "+ Sound System" and "trivum".
- The group widget will be created on the dashboard.

Device overview

All imported zones can be found in the "Sound Zone" drop-down menu on the trivum page:

- Select the desired zone from the list to edit or delete it (for YOUVI).
- You can also delete zones (widgets) in the visualization in Settings of the widget.



9.7 Yeelight

With this bridge, various Yeelights are integrated into the YOUVI visualisation. The smart lights are displayed and operated in YOUVI in the common widgets:

- Lights
- Dimmers

- RGB(W)-lights

Note: *No separate registration is necessary for using the Yeelights. As soon as a Yeelight is found in the network, it is displayed during device import ("Detect devices" button).*

Tip: *Once created in YOUVI, Yeelight devices are not only available in the visualisation, but also in the Logic module and in the YOUVI Mobile App.*

Setting up Yeelights

- Use the supplied documentation to set up the desired Yeelights.

Note: *Make sure to use the exact location and Bluetooth in the Yeelight app so that the app can log into the network and connect to the Yeelights.*

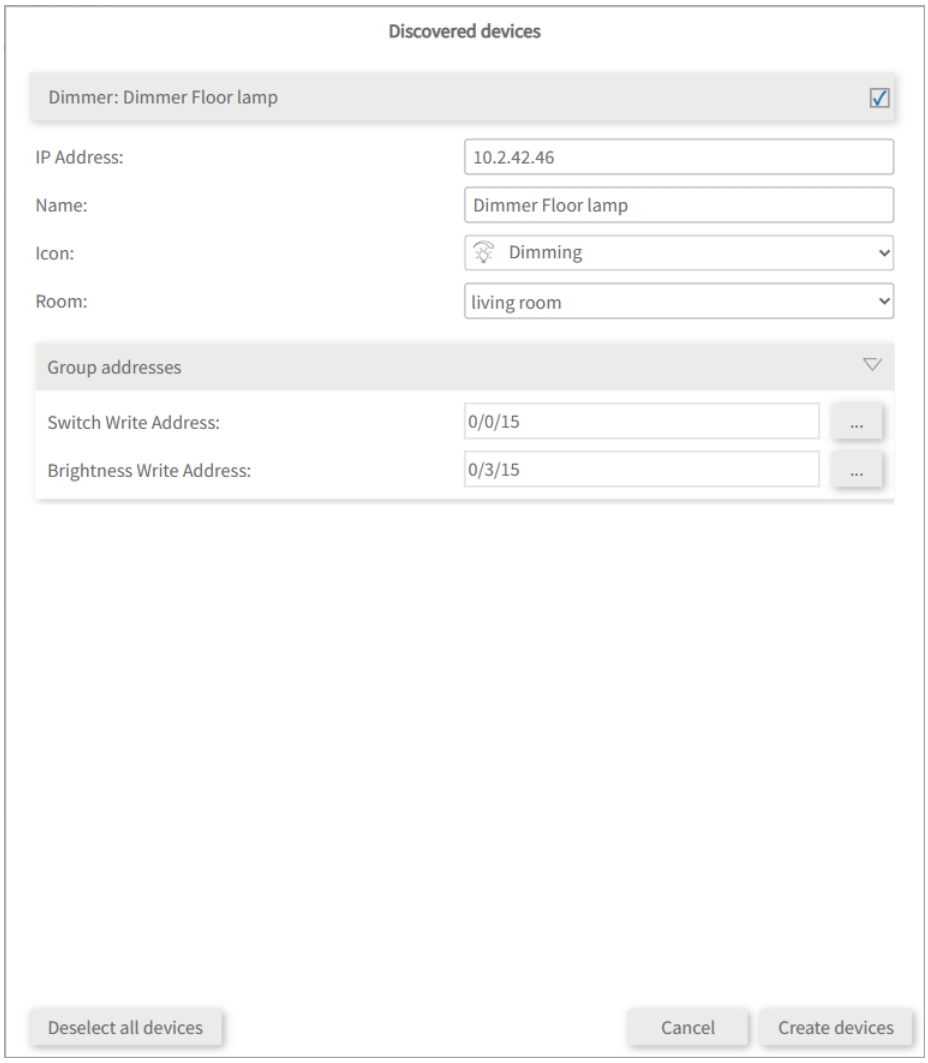
- Turn on LAN control for the lights so they can be found by YOUVI.
- First set up devices in the app and then return to YOUVI.

Installation

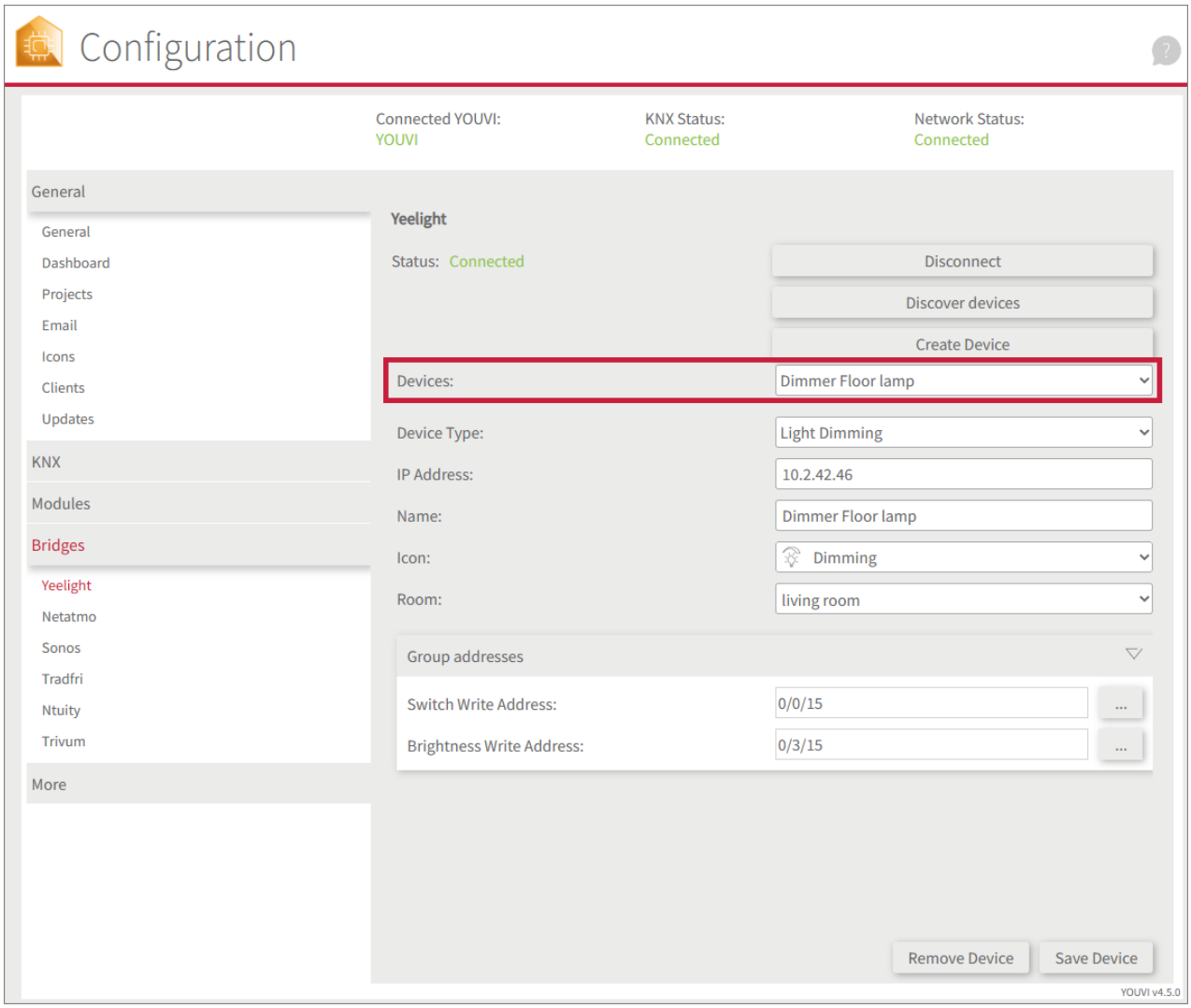
- You can find more information about the installation here.

Device import

- Select the "Discover devices" button.
- A window will appear listing all devices found in the network.
- Use the checkmarks to select which devices are to be imported into the visualisation.
- With a click on the element, further properties can be set:



- If desired, change the name of the widget, the icon and the room in which the widget should appear in the visualisation.
- Below the device properties you will see the element "Group addresses". If you want to send Yeelight device values over the KNX bus, e.g. to integrate them into a KNX push button, insert the desired group addresses here.
- Select the "Create devices" button.
- In the "Devices" drop-down menu, the devices can be viewed again, edited or deleted:



- Now switch to the visualization via the *Dashboard* page.
- Switch on the Edit mode.
- Switch to the room overview. You will find the imported devices in the previously selected rooms.
- If desired, add the devices to the dashboard and expand or collapse the tiles.

10 YOUVI Configuration

YOUVI Configuration is used to configure the YOUVI server.

Tip: *You can access the configuration app via your PC by entering the IP address of the YOUVI server and the port "31228" or "31226" in your browser, e.g. 10.2.42.116:31228. Make sure that the YOUVI server and your PC are in the same network.*

Functional scope

General > General

- Rename YOUVI Server
- Change language
- Select network connection
- Edit location for logic module and weather station
- Create/restore a server back-up

General > Dashboard

- Access and install YOUVI modules, bridges, visualization and bus monitor

General > Projects

- Upload, update, rename and delete ETS projects
- Access to the YOUVI Project Editor

General > E-mail

- Configure SMTP server for sending e-mails from the logic module

General > Icons

- Manage icon library

General > Clients

- Overview of connected clients, rename clients, status of the client (online/offline), access to ambient light and sensors of the client (ControlmicRo)

General > Updates

- Overview of the current version and update function

KNX > KNX connection

- Establishing or disconnecting a KNX connection
- Send time and date to the KNX bus

KNX > KNXnet/IP router

- Configure the integrated IP router, switch it on and off.

Modules

- Connect: Alexa voice control, app access outside of own WLAN
- Camera: IP cameras and streams for YOUVI Visu
- Logic: creation of if-then routines
- Door intercom: Integration of a SIP door intercom system

Bridges

- Netatmo: integration of Netatmo weather stations, thermostats and sensors for air quality and room comfort
- Sonos: Integration of a Sonos sound system
- trivum: Integration of a trivum sound system
- Ikea Tradfri: Integration of Tradfri dimmers and blinds
- Ntuity: Integration of the Internet-of-Energy-Platform Ntuity

More > License

- View or activate running licenses

More > Services

- View and restart YOUVI services

More > About

- Change user status

10.1 General

General settings for YOUVI are made in this tab:

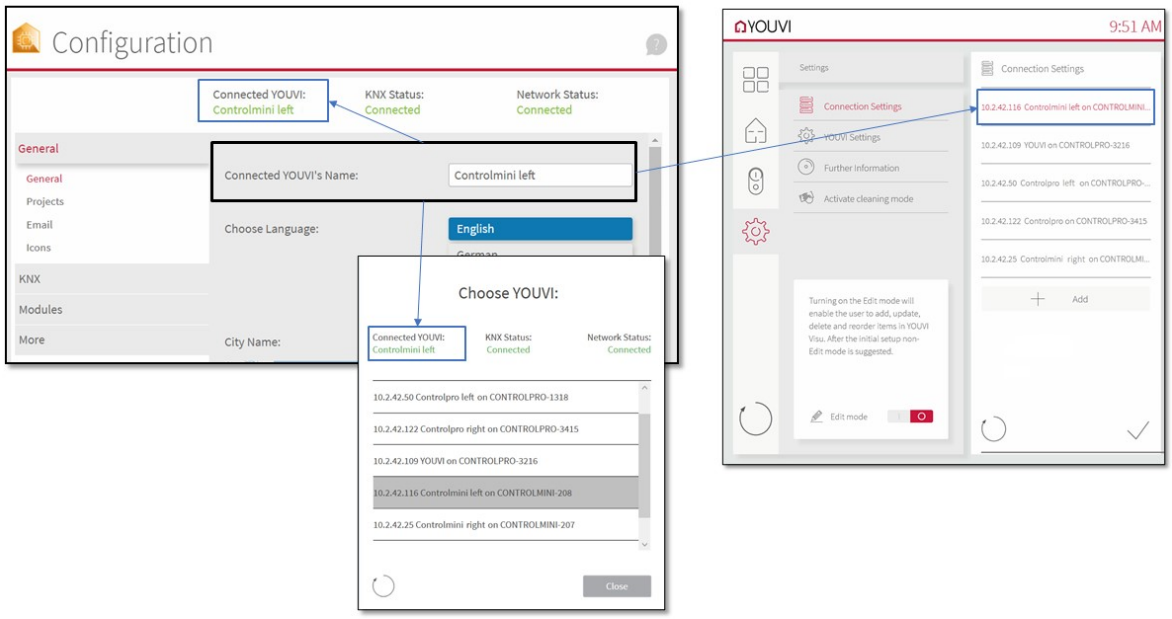
- YOUVI Server Name
- YOUVI Backup
- Language: English, German, French
- Network Adapters

- Location

Name of the YOUVI Server

- Assign a name to the YOUVI Server.

This name is displayed in YOUVI Configuration, the server selection and in the visualization in the list of YOUVI servers.



For more information about the YOUVI server and client, click here.

YOUVI Backup

Creating a YOUVI backup

In this backup, the entire YOUVI project and all additional settings made in YOUVI Configuration are saved.

Note: *The representation of the project in the visualization of the respective client, such as the set up dashboard, must be saved separately in the visualization.*

Restore a YOUVI backup

Note: *To restore the add-ons, they must be installed before restoring the back-up.*

If a created backup is restored, all information from the YOUVI project and settings made in YOUVI Configuration are restored from this backup.

- You can find more about the backup here.

Network adapters

If the YOUVI server is connected to several networks, you can select here in which network YOUVI should be found.

Location

For the astro function (times for sunrise and sunset) of the logic module and the 3-day forecast of the weather station widget a location is entered here.

10.2 Dashboard

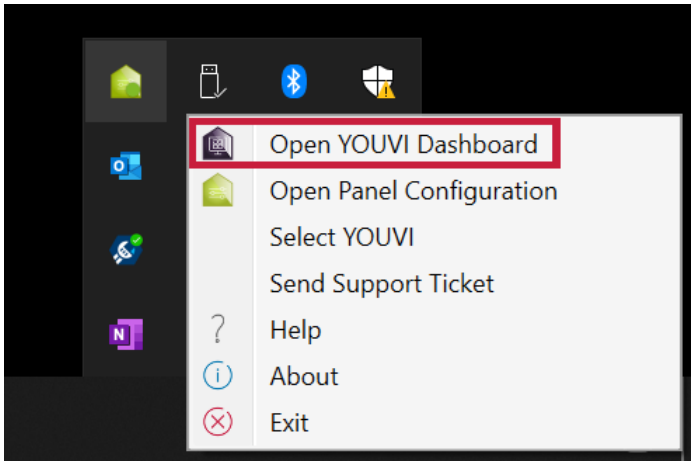
YOUVI Dashboard provides access to all YOUVI components. In addition to the add-ons, i.e. modules and bridges, the YOUVI Bus Monitor and the visualisation can be accessed from here.

How do I reach YOUVI Dashboard?

You can access YOUVI Dashboard/Configuration in different ways, depending on whether you are on the server (panel) or not:

Access from the server panel

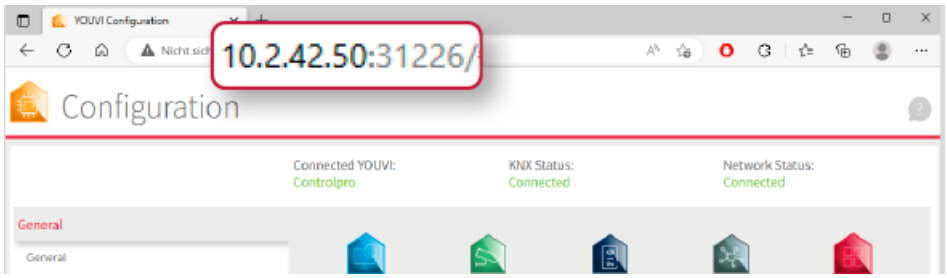
a) Right click on the house in the taskbar and select "Open YOUVI Dashboard":



b) Use the desktop link from YOUVI (Green House) labelled "PEAKnx System Configuration".

Access via the browser

- Enter <server IP>:31226 in the browser to get to the server configuration menu:

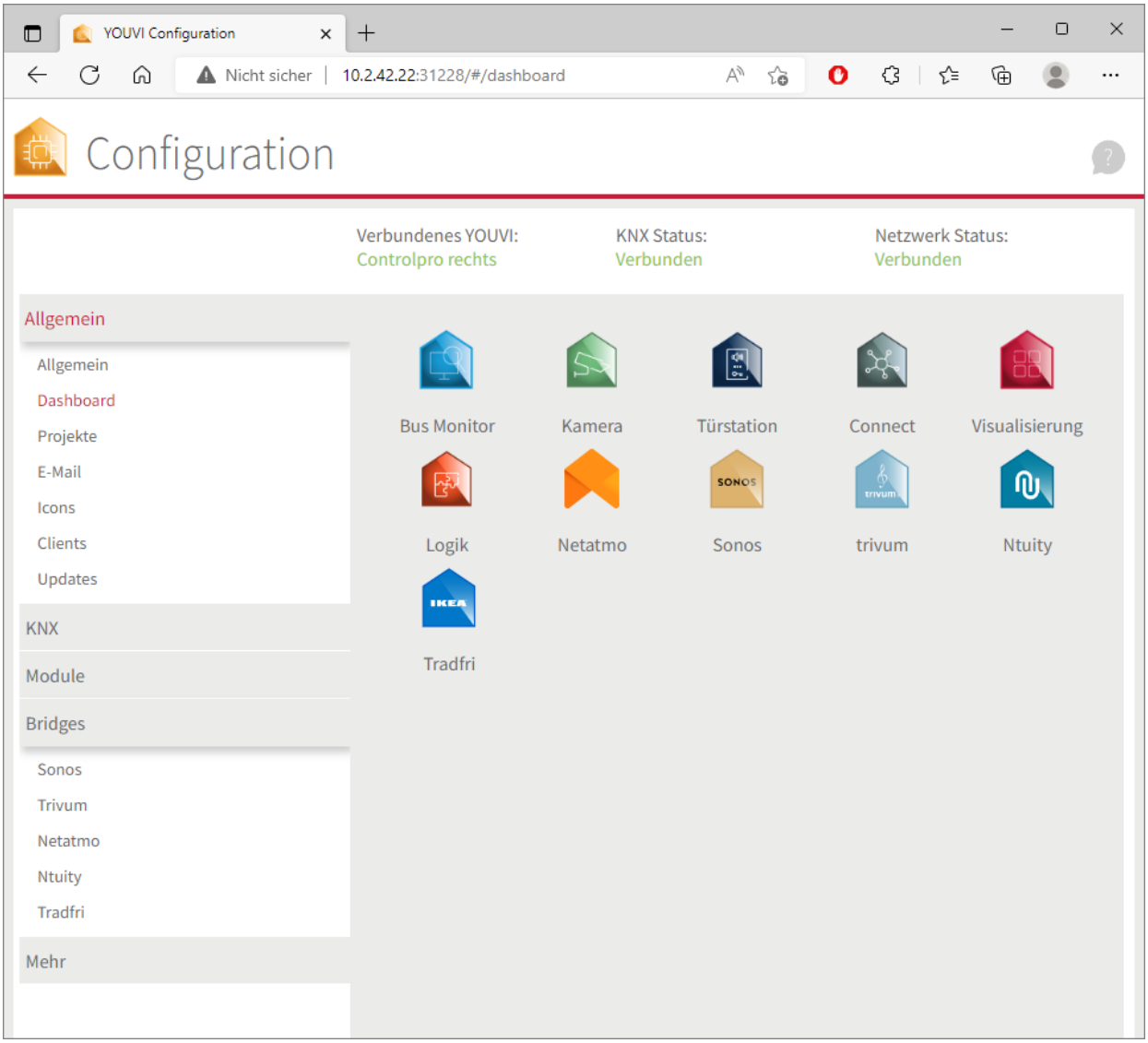


Note: *Depending on the available ports, access to YOUVI Configuration may vary. By default, port 31226 is used.*

- When you open YOUVI Configuration via the desktop shortcut on the panel, you can see the port used there. The IP address is shown in the server overview.

Installing a YOUVI Add-On

- Open the *Dashboard* page of the desired YOUVI server, see the previous chapter for more information.
- Select the house of the desired add-on to install it. Confirm the message.
- Under *More* > *Licence* you can view the remaining days of your trial licence.
- For unlimited use, please purchase the add-on in the PEAKnx Shop.
- Return to the *Dashboard* page. Select the house of the add-on to open it:



10.3 Projects

The KNX project is managed on this page.

Note: *To use the visualisation, it is mandatory to upload a KNX project on this page. Read the section* *Tips for your ETS project* *before uploading the project!*

You have the following options on the page:

- Upload projects
- Update projects
- Switch between projects
- Rename projects

- Delete projects

Attention: *In the uploaded project, all settings and changes concerning connected devices of the Smart Home are saved! It is therefore always recommended to make a backup after the first commissioning and configuration. Use the update function when making changes to the ETS project.*

Upload projects

- Click on the Upload button  to upload a project.

Note: *If you do not want to update a project but import it as a new project: Open your ETS. Right-click on the project in the ETS overview and select "Copy" or "Duplicate" select "As new project". Now the project can be imported into YOUVI as another project.*

Parsing option:

- During the upload, you will be asked whether you want to allow parsing. With the parsing function, the building structure and devices are automatically parsed from the ETS project and visible in the visualization. If you only want to import group addresses, switch off this parsing function. For example, if you want to import the project again and do not want to overwrite any changes in the project status.

Update projects

- Leave the old project in the overview!
- Upload the new project.
- During the update you will be asked if you want to allow parsing. If you only want to import group addresses, uncheck "Enable device parsing", If you want to parse devices (automatically create them from the group addresses), please note the points in the following section.
- *You will be asked whether you want to update the project.*
- Agree to this.

How are changes applied during the project update with parsing?

- All changes of the ETS project are added to YOUVI.
- Devices that have been deleted once in YOUVI are not imported again from the ETS project.
- If changes were made to a device both in the ETS project and in YOUVI, the changes of the ETS project are prioritised.

Rename projects

- Change the project name under **Project Name**. Make sure that no special characters are used in the name of the project.

Delete projects

- Click on the minus button  next to the project to delete it.

Attention: *If you delete the project, all settings from modules and bridges as well as all contents of the visualization will be deleted!*

What does YOUVI save in the project?

- Devices (names, type, icon, measuring units, status displays, room assignments, etc.)*
- Building structure (new rooms/buildings/floors, as well as naming)*
- Group addresses*
- Physical addresses (internal use)*
- All data of your modules
- All data of your bridges
- Selection of the filter table of the IP router
- Changes you have made in the visualisation to devices, building structure and group addresses or new functions created in the visualisation (group functions, scenes, timers).

* These points are updated after a change in the ETS project.

What is not saved in the project?

General settings such as:

- Name of the YOUVI server, location, language
- Icon repository
- Email server
- KNX connection
- Physical and multicast address of the IP router

First steps

- To visualise a project, select it. It will then be highlighted in blue.

- Then open the visualisation. The project (building structure and devices) is shown in the visualisation.

10.4 KNX connection

In this menu item all KNX interfaces discovered by YOUVI are listed. Note that YOUVI Configuration only shows USB-Connectors from PEAKnx. To connect to the KNX network, select the desired interface and press **Connect**.

Note: *YOUVI cannot be used with USB connectors or IP routers from third-party manufacturer.*

- The PEAKnx **USB-Connector** is a KNX-to-USB adapter with which Windows devices, such as laptops, panels and tablets, can be connected to a KNX network. When the KNX network is accessed from a Windows device via the USB-Connector, the connector is displayed on this page and can be selected to connect to the KNX network.
- In the case of the **ControlmIni and the ControlPro, Gen 2.**, a USB interface is integrated and is displayed as "PEAKnx USB-Connector". Because of the two KNX connections, two interfaces are also listed. If the KNX connection fails, try to connect with the other interface.

Refresh

The refresh button  triggers a manual search for changed KNX-Interfaces.

Send time and date to KNX bus

If you want to connect KNX devices to the KNX bus that have a timer, time display or similar, you can have the current time and date sent there via the KNX bus. Simply enter the required group addresses, as defined in the ETS for the device, and the time interval in which the information is to be sent to the device.

10.5 KNXnet/IP router

The PEAKnx IP router represents a software component, which acts as a KNXnet/IP server, i. e. it connects the KNX world to the IP world. This means that the IP router can be used by any KNX enabled software (for example the YOUVI Bus Monitor or the Engineering Tool Software, ETS 5) that implements the KNXnet/IP client protocol. Further Information about the IP router and background information can be found here.

Tip: *By importing an ETS file on the Projects page, the IP router knows which KNX group addresses are used and how they are named. This makes the routing filter usable for you.*

Note: *YOUVI cannot be used with USB-Connectors or IP routers from third-party manufacturer. The IP router has to be used with PEAKnx Hardware such as the USB-Connector, the Controlpro or the Controlmini.*

Physical address

The physical address is used as source address for all telegrams that are sent from YOUVI to the bus. For example, it is used as the source address when sending telegrams via the YOUVI Bus Monitor . The physical address can be changed manually to uniquely identify telegrams sent by YOUVI. The default physical address assigned to the IP router is 15.15.0.

Switching the IP router on and off

If there are several YOUVI servers in your network, you can switch off the IP router here to avoid circulating messages.

Multicast address and IP routing

The main purpose of the routing interface is to enable KNXnet/IP clients to connect to a KNX network using a routing interface. The second way to use the IP router is to connect different KNX networks and share telegrams over the IP network. Thereby the user has the possibility to forward data of several KNX networks through an IP network.

Note:*If you want to operate more than one KNX-IP router in a KNX network, the multicast address must be different. If they both communicate over the same multicast address, this will result in a circulating message.*

Structure of an IP routing multicast address

An IPv4 multicast address consists of 4 bytes, each in a certain digit range. The allowed digit ranges of each address section is given in the following table:

Structure	Byte 1	Byte 2	Byte 3	Byte 4
Digit range	224-239	0-255	0-255	0-255

KNX telegram filter

On this page all the group addresses of the KNX project are shown in a directory style. By importing the ETS project the IP router knows all the used group addresses, the address style and names and shows them in the categories *Incoming* and *Outgoing*. By selecting the small boxes you can select or deselect different group addresses and that way filter them. By setting this up, the chosen group address will (check mark set) or will not (blank box) be transmitted for the chosen direction (Incoming or Outgoing). To use the filter effectively the group address names in the ETS should be precise and understandable.

Incoming

The **Incoming** tab shows all the telegrams coming from the IP network (Computer, Smartphone etc.) and being sent to the KNX network in a directory style.

Outgoing

The **Outgoing** tab shows all telegrams that are sent from the KNX network to the IP network in a directory style.

☑	Checkmark: The address/address range will be transmitted.
☐	Blank Box: The address/address range will NOT be transmitted.
■	Blue Box: A part of this address range is transmitted. For more detail, you need to expand that branch of the directory.

Depiction of group addresses

After importing the ETS file, the different addresses will be displayed depending on the group address style used in the ETS. This can be a 2-level, 3-level or free group address style. If the ETS-file is created by using the Project Wizard, the 3-level configuration is used.

10.5.1 Functionality of the IP router

The KNX specification classifies the PEAKnx IP router as a class B KNXnet/IP device. This means that the IP router supports the following service types:

Core function of a KNXnet/IP router

- The IP router supports discovery and self-description features

Device management

- Device management features

Routing and tunneling

- KNXnet/IP Tunneling and KNXnet/IP-Routing
- KNXnet/IP Tunneling: up to 15 simultaneous connections
- KNXnet/IP Routing: communication between KNX lines and areas

Filter function

- Filter and forward incoming and outgoing telegrams depending on group addresses

Supported protocols:

- IGMP

- UDP/IP
- TCP/IP

Further functions:

- Supports extended frames

Background information

Connection between IP and KNX

As defined in the KNX specification, a KNXnet/IP router has to be capable to forward KNX telegrams to a local area network. Therefore, the IP router has to be installed on a device that is physically connected to the KNX network and to the local network via LAN or WLAN. The KNX connection is established by a special driver created by PEAKnx, which is integrated in YOUVI as a Windows Service. On the other hand, information has to be transmitted to other devices that are not connected to the KNX network. This is realized by using an existing IP network (LAN or WLAN), as described in the KNX specification.

IP Address and tunneling

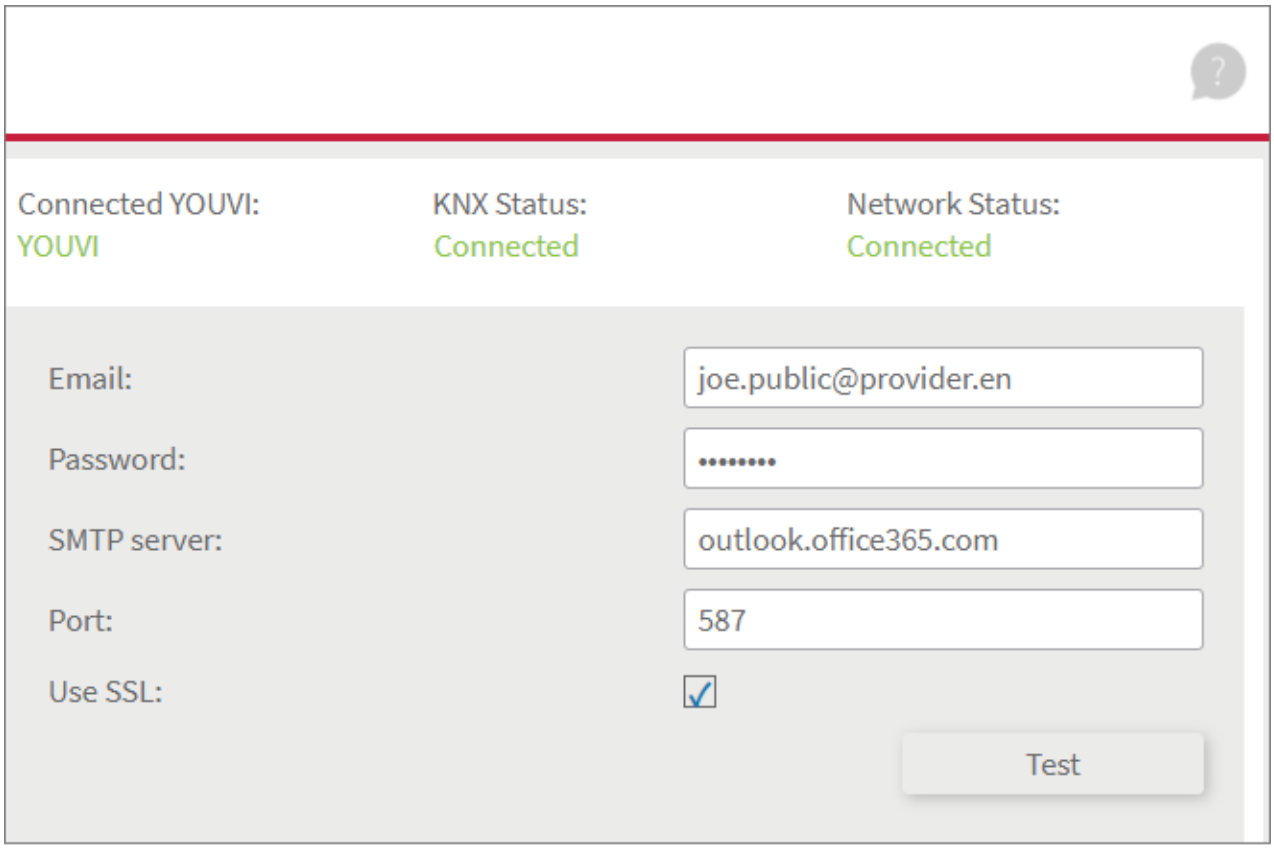
The device receives its IP address from the local area network. This IP is used for direct contact to the PEAKnx IP router. This can either be used to connect with the ETS or via any PC client. It is a one to one connection, meaning that the receiver is only listening to one sender and vice versa.

10.6 Email

In order to enable e-mail transmission from the logic module, an SMTP server is to be set up first.

To do this, fill in the fields as follows:

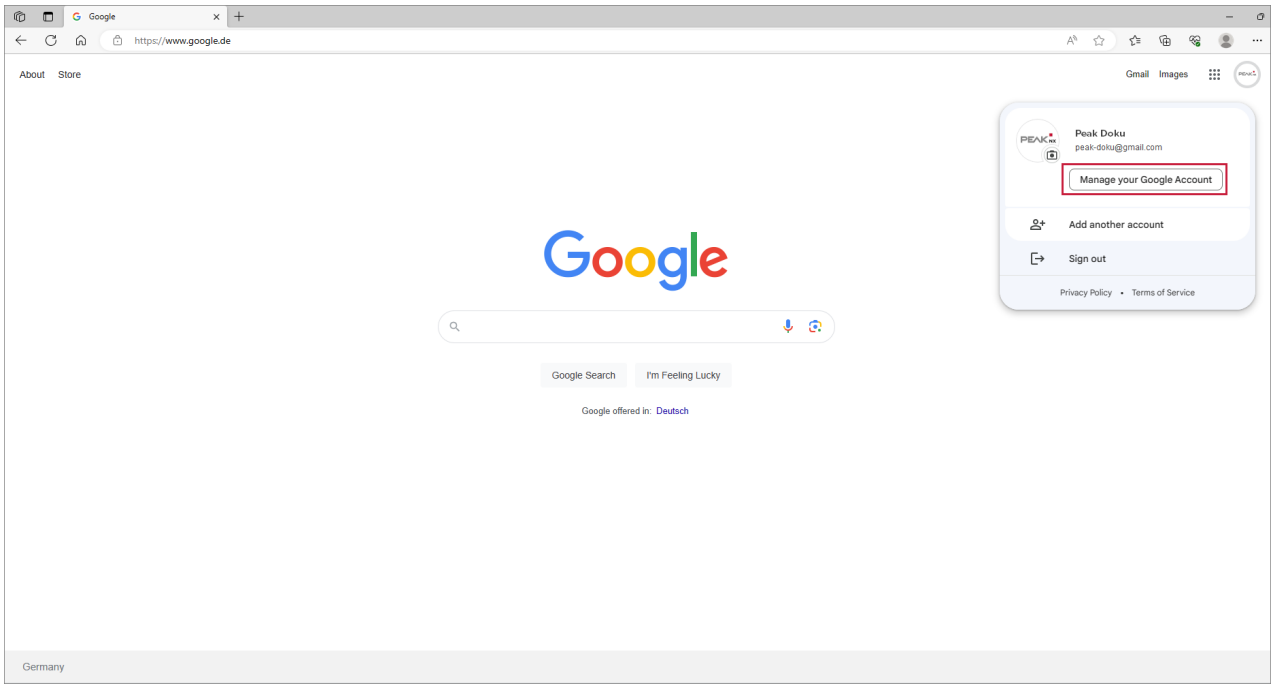
- **E-Mail:** Enter the e-mail address from which the logic module should send the e-mails.
- **Password:** Enter the password for the selected e-mail account. In the case of Office 365, for example, your Microsoft password.
- **SMTP server**: Specify the address of the SMTP server. For Office 365 this would be: "outlook.office365.com". If you don't know this address, enter "SMTP Server *your service provider*" in a search engine to find the address.
- **Port:** 587
- **Use SSL:** Yes
- Select the "Test" button to send a test e-mail.



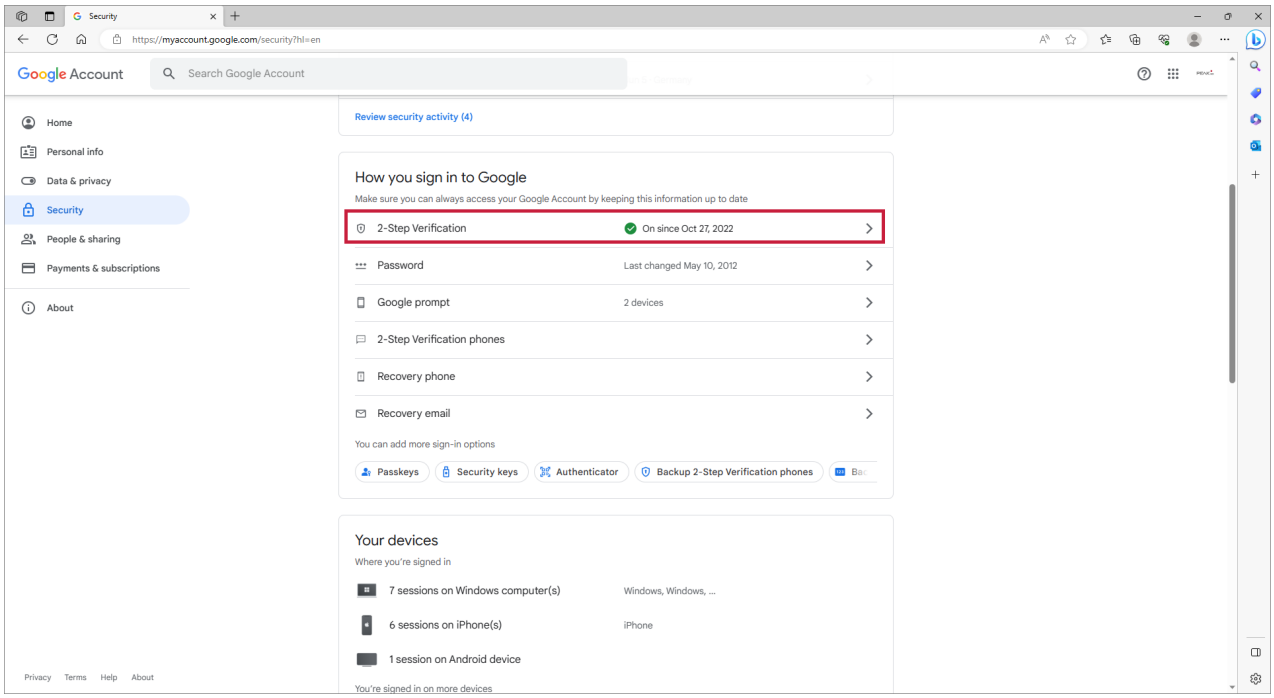
Gmail

To use a Gmail account for sending e-mails, proceed as follows:

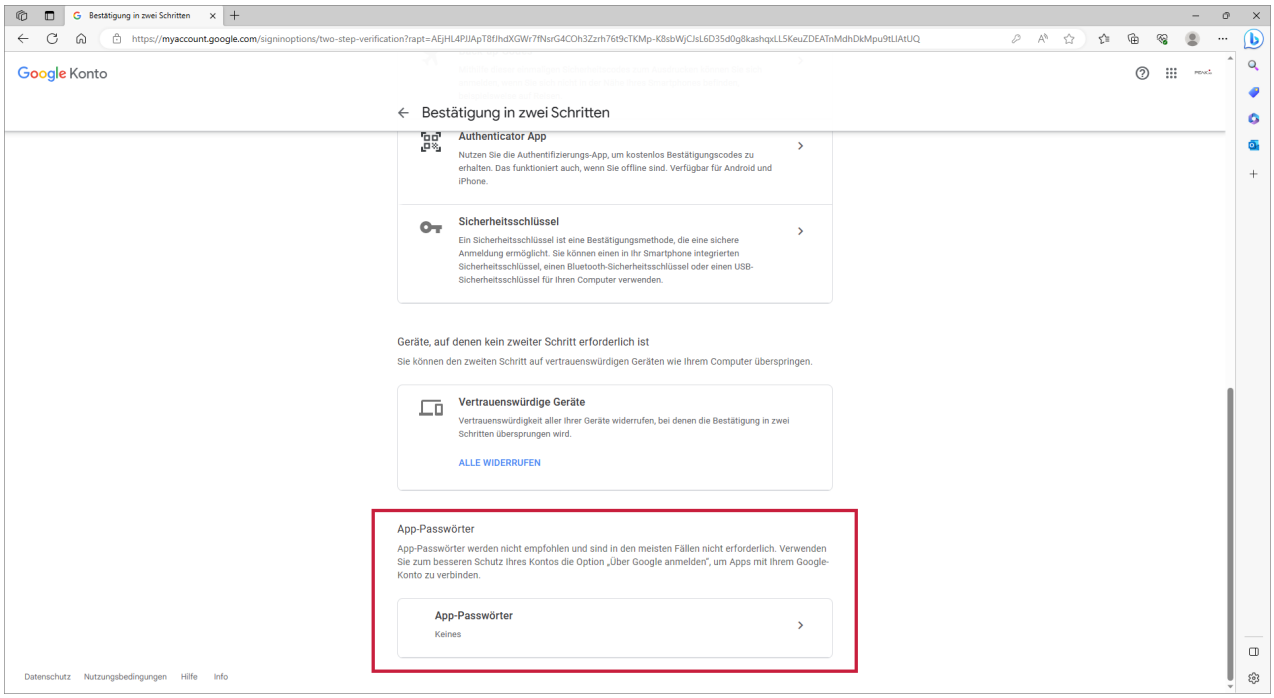
- Open the Google search engine and log in to your Google account.
- Click on the profile picture or the letter of the account in the upper right corner to open the menu.
- Select the item "Manage your Google Account" to switch to the settings:



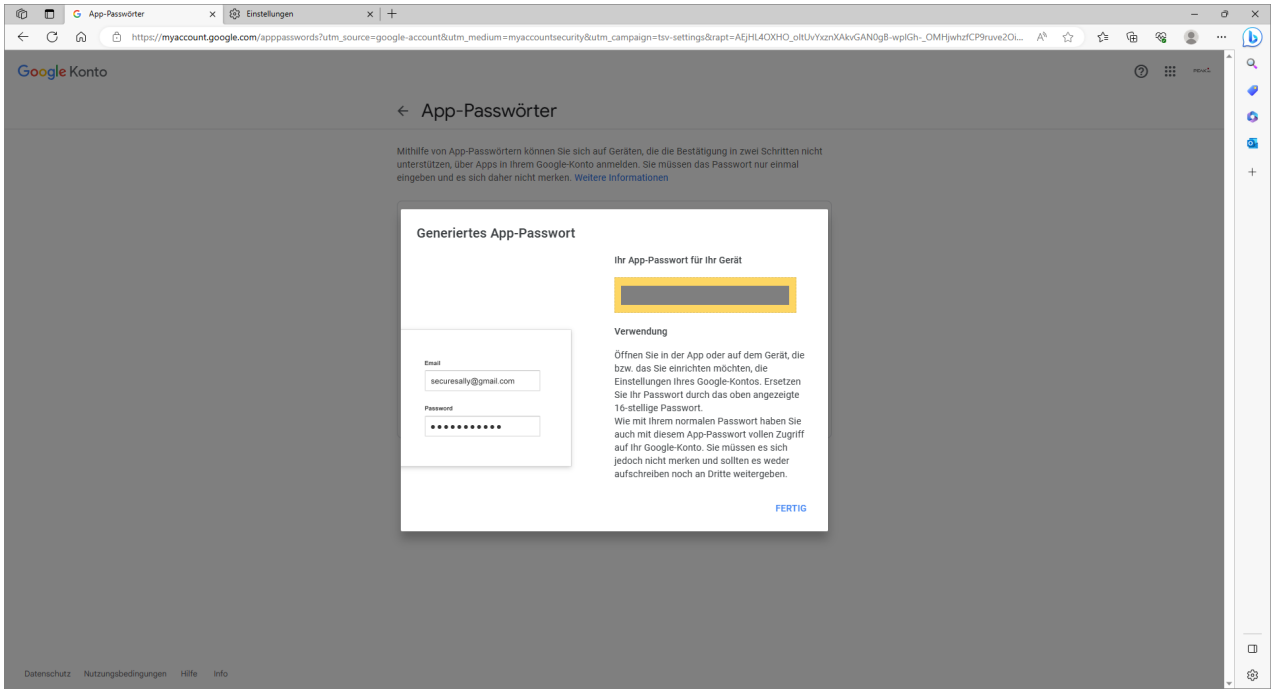
- Select the item "Security" on the left-hand side.
- On this page, under "How you sign in to Google", select the item "2-Step Verification".



- Log in again if necessary.
- Scroll all the way down to the item "App passwords".

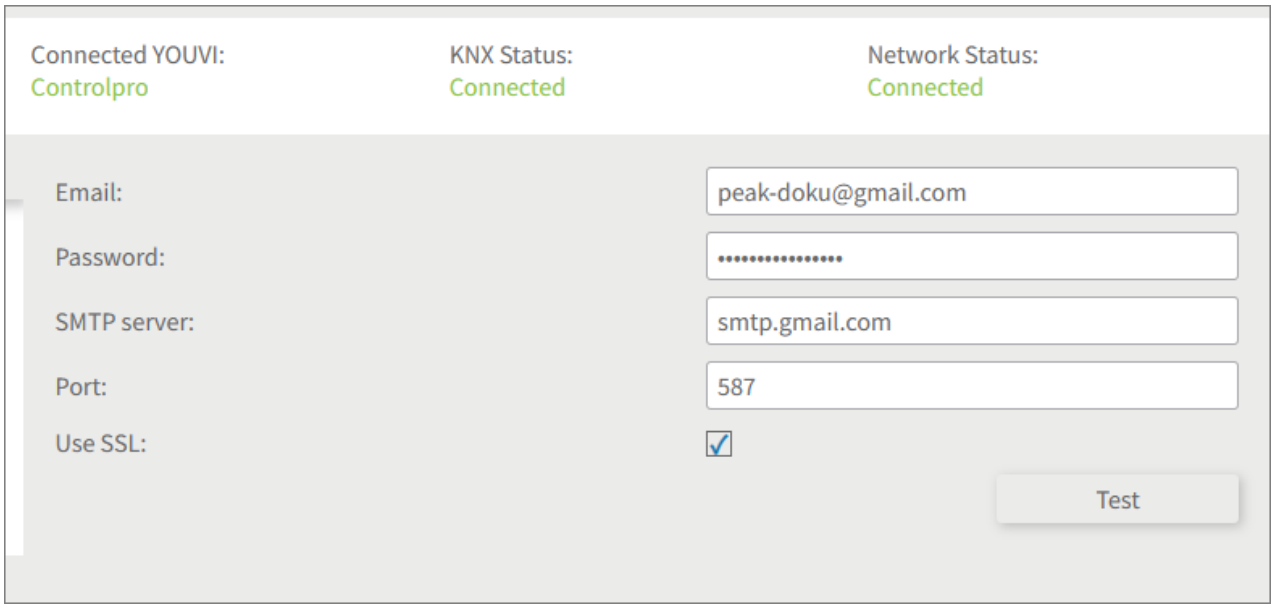


- Select "Other (custom name)" from the drop-down menu (Select App) and name the app, for example, "YOUVI" and then click on "Generate".
- A new window opens with a secure password:



- Use this password to log in to *YOUVI Configuration > E-mail* with the corresponding Gmail address.
- Enter the following data as SMTP server address and port:

- smtp.gmail.com
- 587



10.7 Icons

The Icons tab lists all icons that you can use in the visualization. Here you can assign the icons to categories, create categories, and add new icons.

Move Icons

Multiple icons can be moved between categories at the same time. Therefore, proceed as follows:

- Select the category to which the icons should be moved.
- Select the button "Move icons to selected category".
- Select icons to be moved from all the desired categories.
- Click on "OK".

Upload your own icons

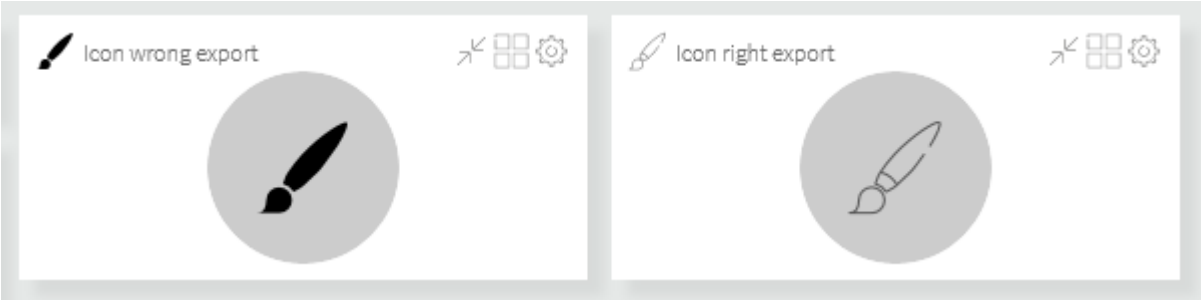
YOUVI icons, in addition to PEAKnx touch panels, must be displayed on many different devices such as tablets or smartphones. Therefore, YOUVI cannot use fixed size icons, but only scalable vector graphics. If you want to use your own icon in the visualization, please note the following points:

- Format: svg
- Path color: white (#fff)
- Background: transparent

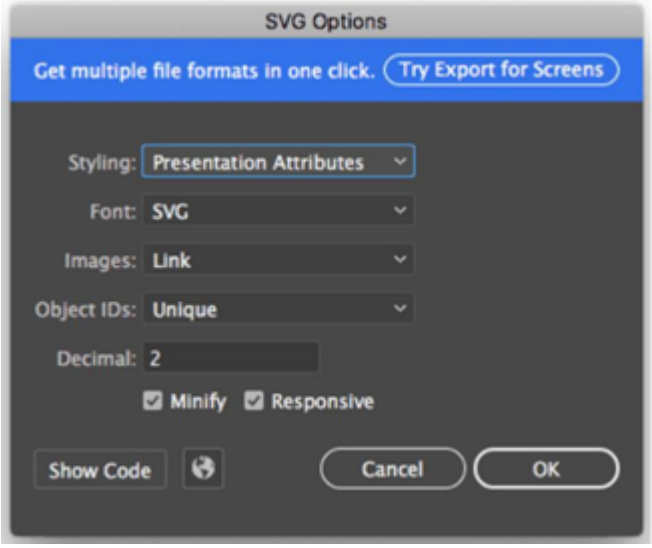
- Responsive svg: The icon must be scalable *
- Aspect ratio of the image: 1:1
- No padding: The best way to create the icon is if there is no distance between the path and the edge of the image

* This usually requires deleting the "height" and "width" information in svg. To do this, right-click on the icon and go to "Open with" Choose e.g. Code Writer, Notepad ++ or the Editor).

Unintentional filling of the icons



If your icon consists of lines but is displayed in the visualization as a filled form, please note the following export settings from Illustrator:



Tool suggestion for creating svg icons: Vectr - Free Online Vector Graphics Editor

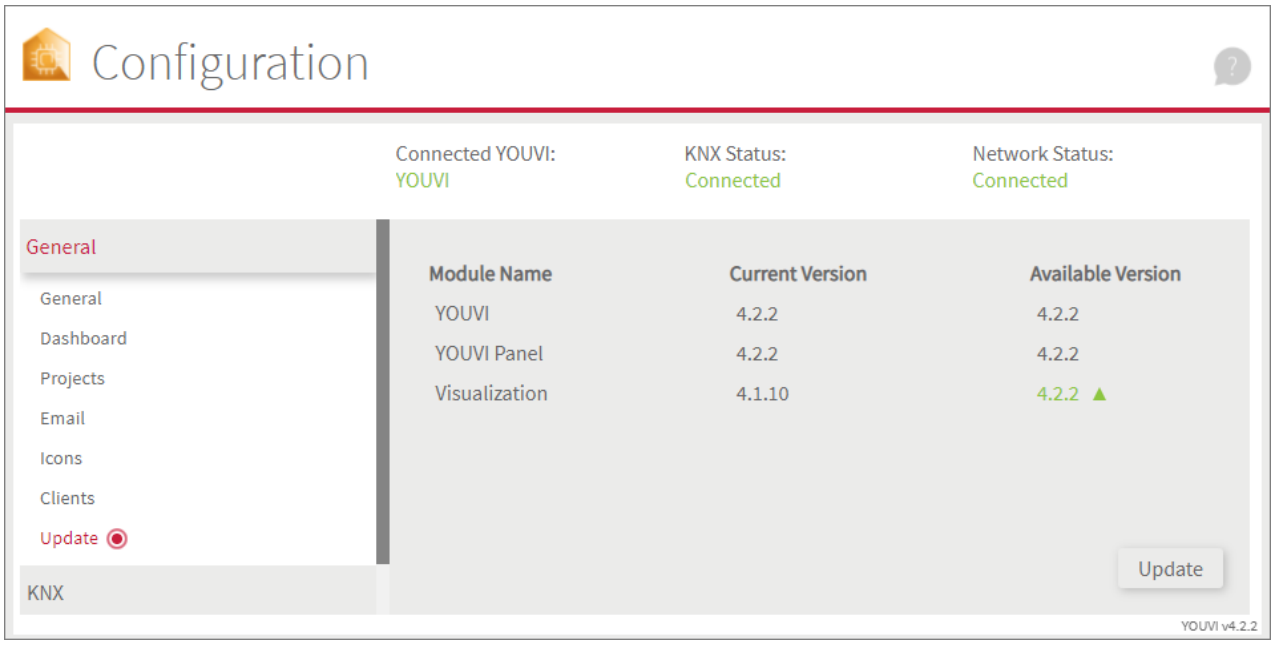
Tool suggestion for converting png to svg icons: Online Converter

Here you can find an icon Template for the upload.

10.8 Updates

Software updates are performed in YOUVI via the *Updates* page. If an update of the software is available, this is indicated via icon on the tab. If you want to install the updates, click the "Update" button.

Note: *Always carry out client updates consecutively, otherwise complications may arise in the update process.*



10.9 Services

Here you can see the status of the YOUVI services. Each service has different tasks he is taking care of. The most important services are the YOUVI Service Manager and the YOUVI Message Bus. Here you will find a brief explanation of each.

Furthermore, next to some services you will find the corresponding port numbers, when you select the circled **i** next to them. The different ports are used by the services for communication.

YOUVI consists of the following services:

- YOUVI service manager, YOUVI Bus Monitor , YOUVI database service, YOUVI IoTBridge service, YOUVI KNX adapter, YOUVI logic service, YOUVI Logic UI Service, YOUVI message bus, YOUVI MySQL, YOUVI Panel Service, YOUVI Plug-in Service, YOUVI REST service, YOUVI configuration service

Service manager

The Service Manager is a Windows service which is responsible for checking the status of all parts of the system. It is for example checking if other services are running without any issues. In case of a problem it can start, stop or restart the other services.

Bus monitor service

The bus monitor Service is responsible for hosting the YOUVI Bus Monitor Web application. The YOUVI Bus Monitor can be used for monitoring and debugging of the KNX network.

Database service

The Database Service's main purpose is storing telegrams into the database. It listens to the KNX traffic and stores all telegrams in the database, see MySQL.

IoTBridge service

The IoTBridge Service is designed to leverage cloud-based features, such as voice control with Alexa. The service establishes a secure connection to the associated web-based services and thus makes it possible to use compatible features of the Internet of Things or "IoT".

KNX adapter

The Service KNX Adapter enables the communication with the KNX network for YOUVI. The IP router is also part of the KNX Adapter.

Logic service

The Logic Service is responsible for advanced home automation features. For example the timer functionality is a part of the logic module service.

Logic UI Service

The Logic UI Service provides the user interface of the logic module.

Message bus

The Message Bus is the main communication channel of YOUVI. All the services are communicating with each other through the message bus.

MySQL

My SQL is a database which is used by YOUVI to store all data, like telegrams, information about imported projects, the KNX connection being used or language data.

Panel Service

This service is the heart of the YOUVI client and is essential e.g. for the function of the visualization and its updates. Furthermore, the service communicates with hardware components of the Controlmicro, i.e. RGB light and sensors. It is also used to generate the display of connected clients under YOUVI Configuration > *General* > *Clients*.

Plug-in Service

This service is used for communication of connected bridges, such as Netatmo.

REST service

The main purpose of the REST service is to provide an interface to YOUVI. Client applications such as the Visualization and the YOUVI Bus Monitor can communicate with the YOUVI server through the REST service. Also they receive notification messages from the REST service via websockets.

Configuration service

The Configuration Service hosts the YOUVI Configuration Web-Application.

10.10 License

YOUVI only works with a valid license. When purchasing related PEAKnx hardware it will be included in the following way:

- If you buy a PEAKnx USB-Connector and the PEAKnx bus monitor and IP router Softwarepackage, there will be a 90-day test license for you available. A full license is available in the PEAKnx web shop.
- If you buy a PEAKnx USB-Connector and the YOUVI Softwarepackage, there will be a full license for you available.
- For other PEAKnx hardware, namely the Performance Server, the ControlmIni, ControlmIcro and the ControlpIro there is a full license for YOUVI included.

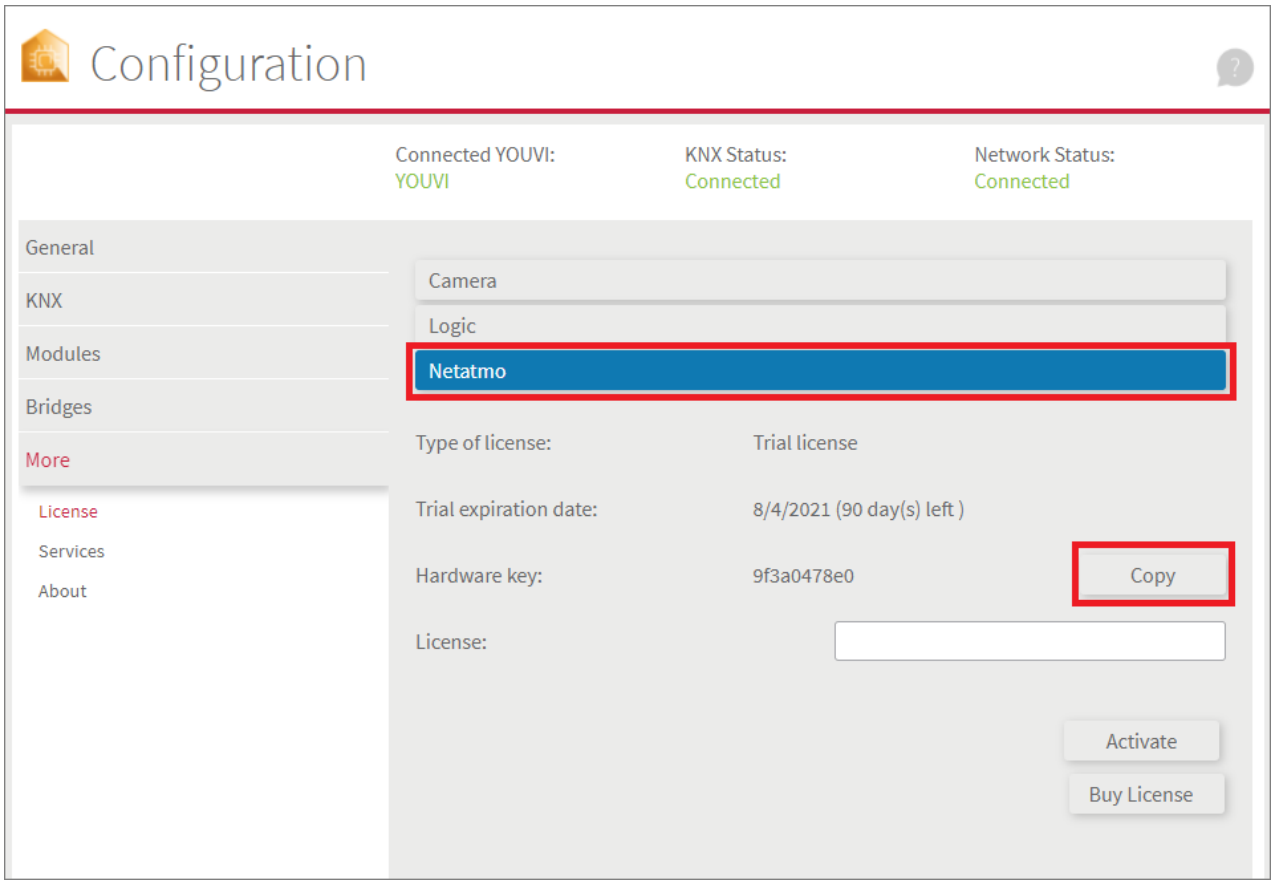
Further licenses for the **YOUVI Modules**, for example for the use of Alexa or the integration of additional Webcams can be bought separately in the PEAKnx web shop.

Activate YOUVI modules

Note: *To be able to use modules for YOUVI, you must first buy them in the PEAKnx Shop. Further information is given in this chapter.*

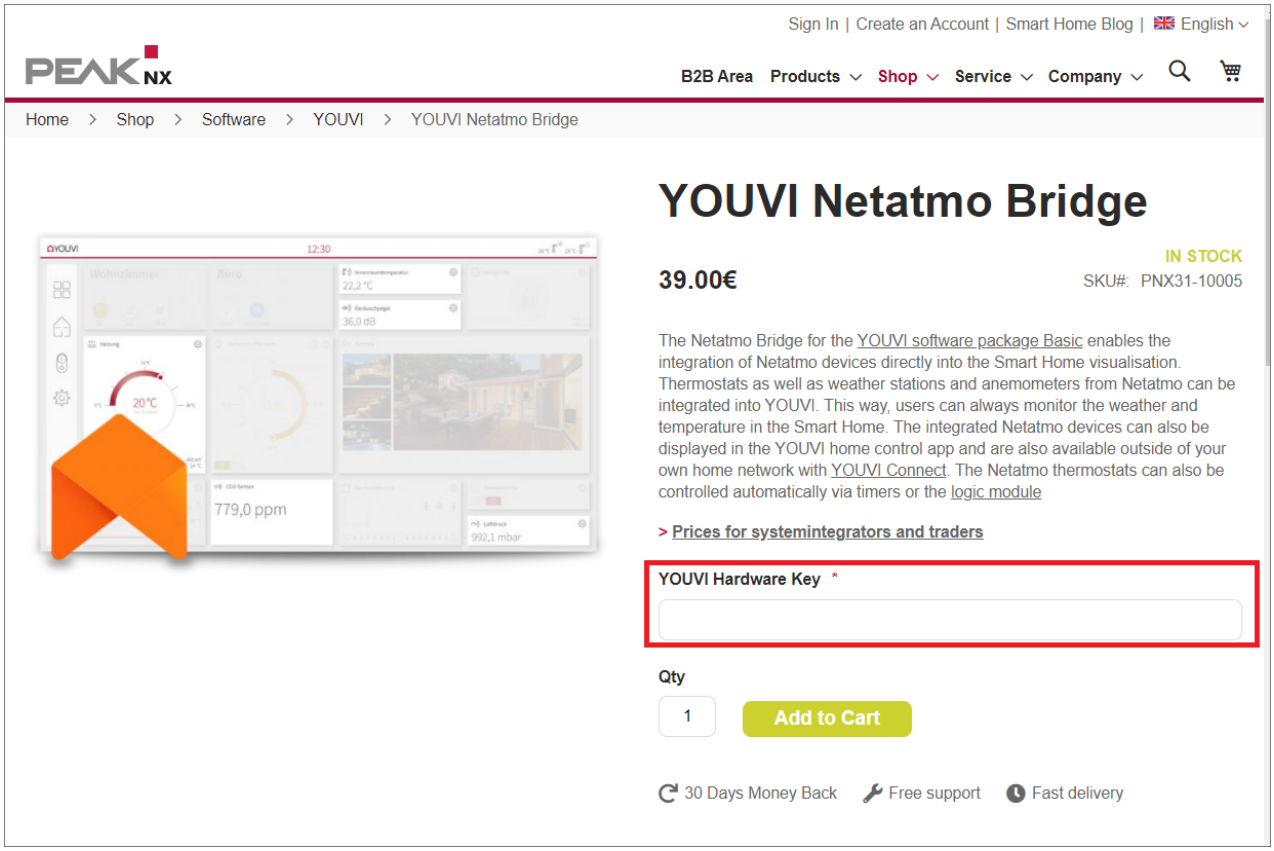
First perform the following steps in YOUVI:

- If the desired module has not yet been installed, do it now via YOUVI Dashboard. For example, in case of the YOUVI Netatmo bridge, click on "Install Netatmo".
- Then open *YOUVI Configuration > More > License* and select the desired module.
- Copy the hardware key.



Then carry out the following steps in the [PEAKnx web shop]:

- Enter the copied code under "Hardware Key". A license key will be generated from it and stored in the following.
- After completing the order process and paying the invoice, you can take the license key from your customer account. In the tab "My license keys" you will find all purchased license keys.



Return to YOUVI:

- Open *YOUVI Configuration > More > License* and make sure that the correct module/bridge is selected.
- Enter the license key under the "License" field and select "Activate".

11 Visualization

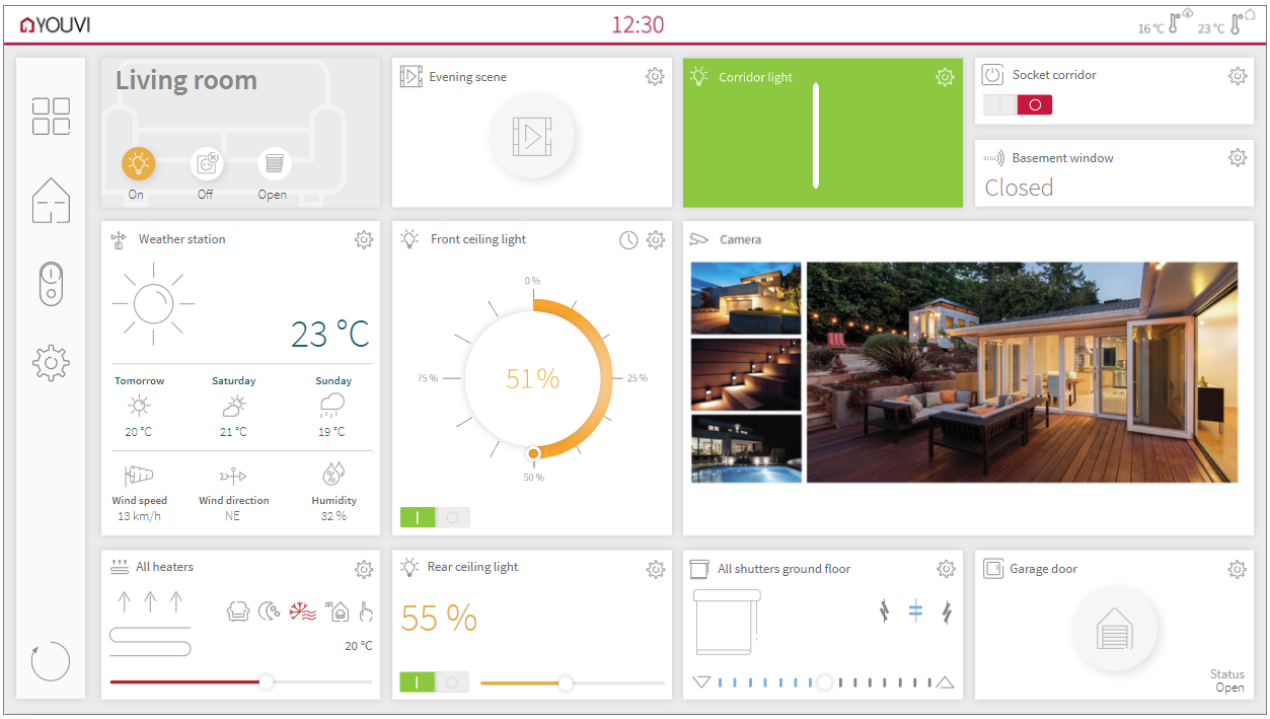
The visualization is the interface for controlling a KNX Smart Home, such as dimming the lights, selecting a room temperature or setting a timer for your shutters.

The YOUVI server can either run on the same panel or on a separate device.

Further information can be found in the functional scope of the visualization.

Language settings

The language used by the visualization is the default language of the Windows device YOUVI Visu is running on.



11.1 Functional scope

Device types and functions supported by the visualization can be found in the following table.

Device Type	State/control option

Heating	▪ Temperature °C
	▪ Multiple absolute setpoints
	▪ Setpoint shift
	  ▪ 9.002: Absolute temperature shift
	  ▪ 6.001: Temperature shift in percent
	  ▪ 1.001: 1-bit temperature shift
	
	Modes:
	Comfort, Economy

Device Type	State/control option
	 Building Protection,  Standby,  Manual
Lights, sockets and Switches	▪ On/Off
RGB(W)-Lights	▪ On/Off ▪ Brightness: 0-100 % ▪ RGB-Color ▪ For RGBW: Brightness of the white channel
Dimmer	▪ On/Off ▪ Brightness: 0-100 % ▪ Color temperature (K and %)
Ventilation	▪ Preset, level (1-3) ▪ Auto mode ▪ Setpoint temperature ▪ Ventilation, boost ▪ Filter change ▪ Room temperature ▪ Humidity ▪ CO2 value
Shutters	▪ Up/Down ▪ Position: 0-100 %
Blinds	▪ Up/Down ▪ Position: 0-100 % ▪ Angle: 0-180°
Sensors	▪ Binary ▪ Brightness (lux) ▪ Humidity (%) ▪ Percent ▪ Temperature (°C) ▪ Time (12h and 24h Format) ▪ Wind speed (m/s) ▪ Noise (W/m^2) ▪ CO_2 (ppm) ▪ Wind direction ▪ Pressure (Pa) ▪ Current (mA), DPT: 7,012, 9,021 ▪ Power (kW, W), DPT: 9.024, 14.056 ▪ Active energy (kWh) DPT: 13.013 ▪ Numeric values: signed, unsigned, or float value (ETS data point types 7.x, 8.x, 9.x) ▪ Rainfall (l/m^2)
Remote maintenance	ISE Remote Connect

Modules/Bridges	
Camera	IP cameras, streaming types: RTSP, JPEG, MJPEG
Connect	Alexa voice control YOUVI Mobile: Android, iOS
Door intercom	Integration of SIP door stations
Ikea Tradfri	Tradfri lights, Tradfri sockets, Fyrtur
Philips Hue	RGB luminaires, dimmers, dimmers with Tunable White support, motion detectors, smart sockets
Netatmo	Temperature control, Sensors: Humidity, Temperature, Air Pressure, Noise, CO2, Wind Direction, Wind Speed, Weather Station, Rain Gauge
ntuity	Integration of ntuity energy monitoring
Sonos	Integration of Sonos sound systems
trivum	Integration of trivum sound systems
Yeelight	RGB luminaires, dimmers, dimmers with Tunable White support

The functional scope of the visualization

To set up the visualization, switch to the edit mode. With it, all settings of the visualization are accessible. The daily use takes place outside the edit mode, there are only very basic settings possible, such as setting a timer.

Functions that are possible when the Edit mode is enabled are shown highlighted in this list:

General functions in YOUVI Visu

- Visualization and control of KNX devices in a tile-like device representation
- Moving the device tiles via drag & drop
- Make changes to existing devices:
  - Change device icon, design, name, type, room assignment, group addresses
  - Enlarge or reduce the tile display
  - Add tile to the dashboard
  - Delete devices
  - Set a Timer
- Diagram view of the device values, representation: day, week, month and year view
- Update the view on all panels

Functions on the dashboard screen:

- Presents your most important devices in one screen
- Choose between 3 different layouts
- Create up to 5 different dashboard pages
- Add placeholders
- Add web widgets
- Add camera sets
- Adding a door station
- Adding a sound system (Sonos or trivum)

Functions on the building structure screen:

- Visualization of the building structure i.e. floors and rooms in hierarchical menus
- Show devices by room, by floor, or another KNX area
- Move devices via drag & drop into other rooms
- Change room names and Icons
- Add/delete rooms, floors, buildings
- Add placeholders
- Add new devices, more
- Add weather station
- Add energy monitoring
- Add room button
- Add specific device groups of one type
- Creating Scenes

Functions on the device filter screen:

- Filter the devices according to:
    - Type (lights, radiators, roller shutters, ...)
    - Status (active/ inactive, Comfort/Economy/ ...)
    - Location (floor, room, KNX area)
- Use filtered master tiles to overview and control device groups
- Pin master tiles to the *dashboard*

Functions on the settings screen:

- Settings for the minimum and maximum temperature of the heating widgets
- Selection of sensors for outdoor and indoor temperature display
- Create a backup of the client view
- Enable the cleaning mode
- Dis-/Enable, lock the Edit Mode
- Dis-/Enable Autostart
- Dis-/Enable YOUVI Dark Mode
- Autodiscovery of YOUVI servers on the IP network, adding YOUVI servers manually via IP address

11.2 Dashboard

The *dashboard* page serves as a screen to overview your favorite device tiles. The tiles are pinned to the *dashboard* by selecting the dashboard icon on each item with the edit mode enabled.

In Edit Mode you can also

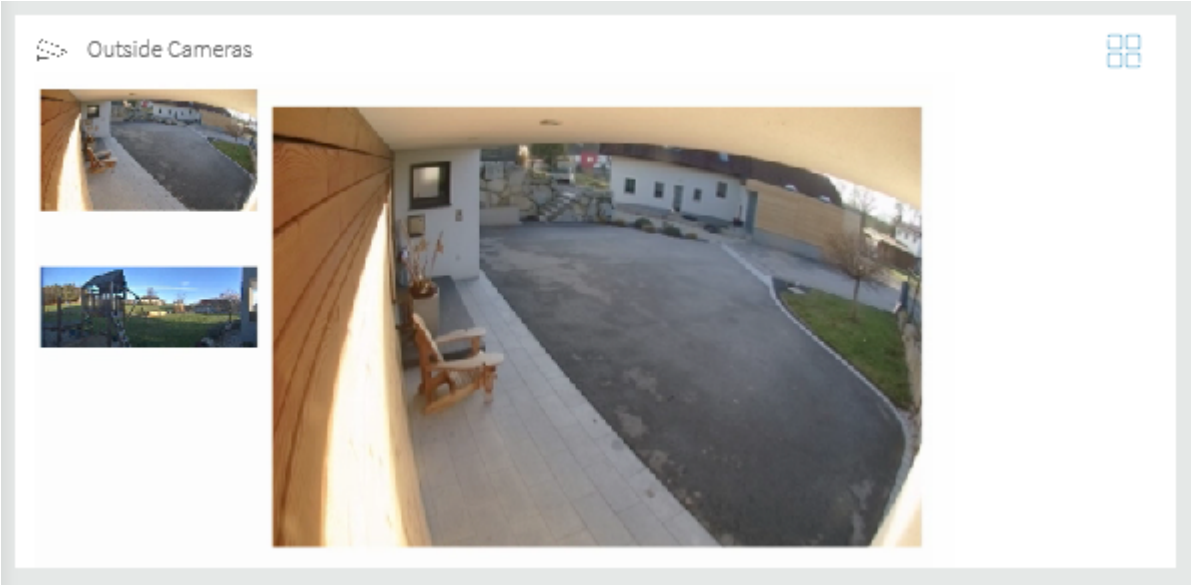
- move the tiles on the dashboard via drag & drop
- adding camera widgets, web widgets, music widgets(Sonos, trivum), door stations and placeholders
- make a choice between 3 dashboard layouts
- create up to 5 different dashboard pages

Set up the dashboard of YOUVI Visu

As soon as you have activated the Edit mode in the settings , you will be able to add placeholders, web widgets and IP cameras to the dashboard.

Camera sets

In YOUVI Configuration you can set up camera sets for the YOUVI Visu *dashboard*. More about this topic can be found **here**. Each camera set is displayed as one widget, with multiple camera streams. An example with 2 streams is shown in the picture. You can add the Camera Stream by selecting **+ Webcam.** On the widget you can choose between the individual streams and have them displayed larger. Selecting the large stream shows it in full screen mode.

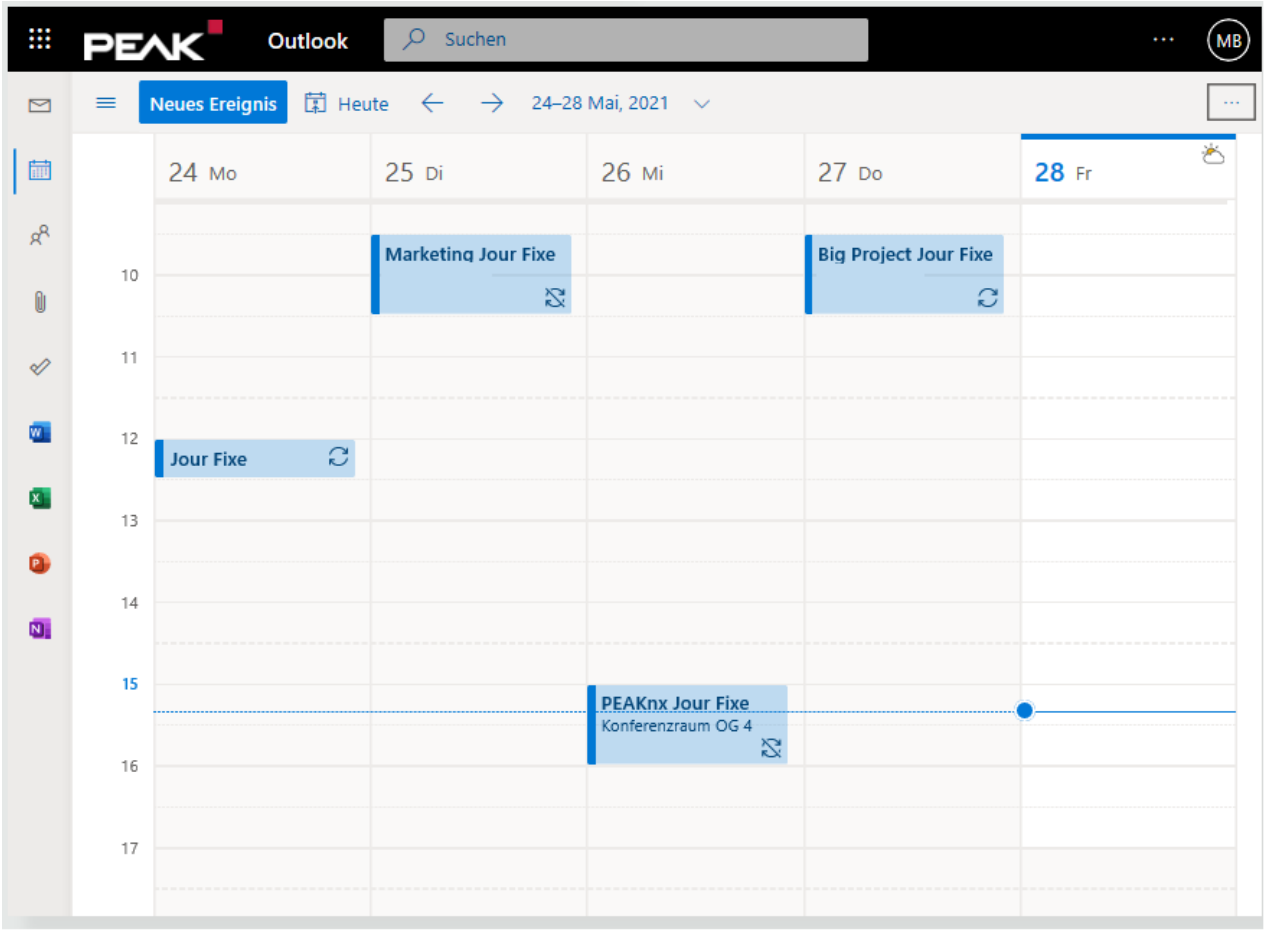


Web widgets

Web widgets allow the user to pin websites to the dashboard.

Adding a Web Widget:

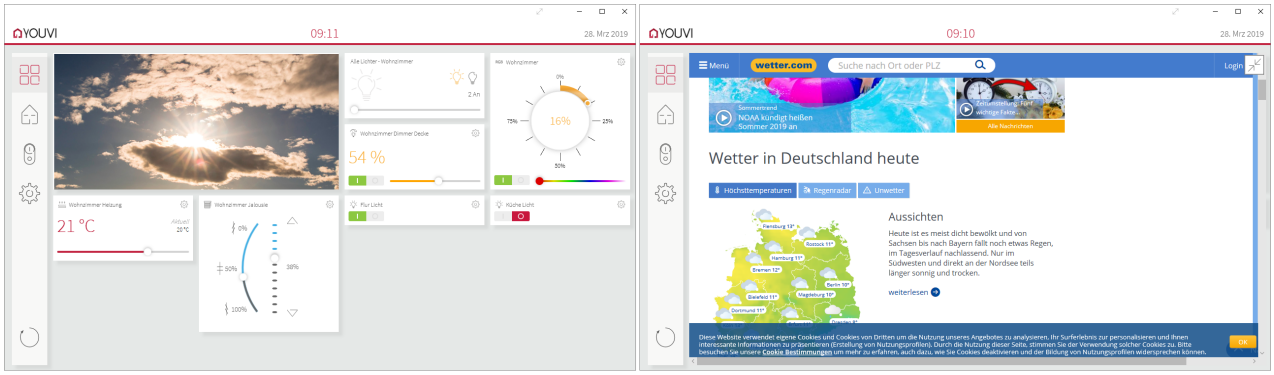
- Switch on the Edit mode and go to the dashboard .
- Select the "**+ Web widget**" button.
- **Address:** Specify the link to the website to be shown in the widget.
- **Full screen address:** If you want to use the widget interactively, do not specify an address here and only check the "interactive" box. If you want the website to appear in full screen when you tap on the widget, enter the corresponding link here.
- **Username/Password:** If the server uses digest authentication, enter the appropriate credentials here. For other password-protected sites, check "Interactive" and log in directly from the site displayed in the widget. Place a check mark by "Stay logged in" once you are logged in.
- **Zoom factor:** If only parts of the website are visible, the magnification of the page can be adjusted here.
- **Interactive:** If the checkmark is set, not only text can be read on the website in the widget, but also, for example, all links and navigation elements can be used. A navigation bar appears in the upper part of the widget. The full screen page is always interactive.



Full screen web widgets

If a URL is entered in the **Fullscreen address** field when configuring a Web widget, the function of the widget changes. In this configuration, a web widget is generated that serves as a display unit for a full-screen display. If the display widget, see Figure 1, is touched, the full screen display opens, see Figure 2.

To set up the display, copy a URL into the **Address** field. This URL can be a display image or a website for status display. For example, you can use the Google Image Search and right-click on the desired image > "Copy image address" to use it as a display image for the website. If you don't find anything suitable, you can also use the same URL for both fields.



Left: Display Widget, right: Fullscreen display of the Web Widget

Placeholders

The YOUVI dashboard builds up from left to right and from top to bottom. Newly added tiles will be inserted to the right of the last element, if there is enough space, or as the first element of the next line. In order to simplify the arrangement of the device tiles, placeholders can be used. They prevent the unwanted automatic placement of the next tile by blocking existing gaps. You can add a placeholder by selecting the **+ Placeholder** field.

Placeholders are e.g. useful if different tile sizes are selected. In Edit Mode, the placeholder is displayed as a white tile, see Figure 3. If the Edit Mode is switched off, it will be invisible, see Figure 4.

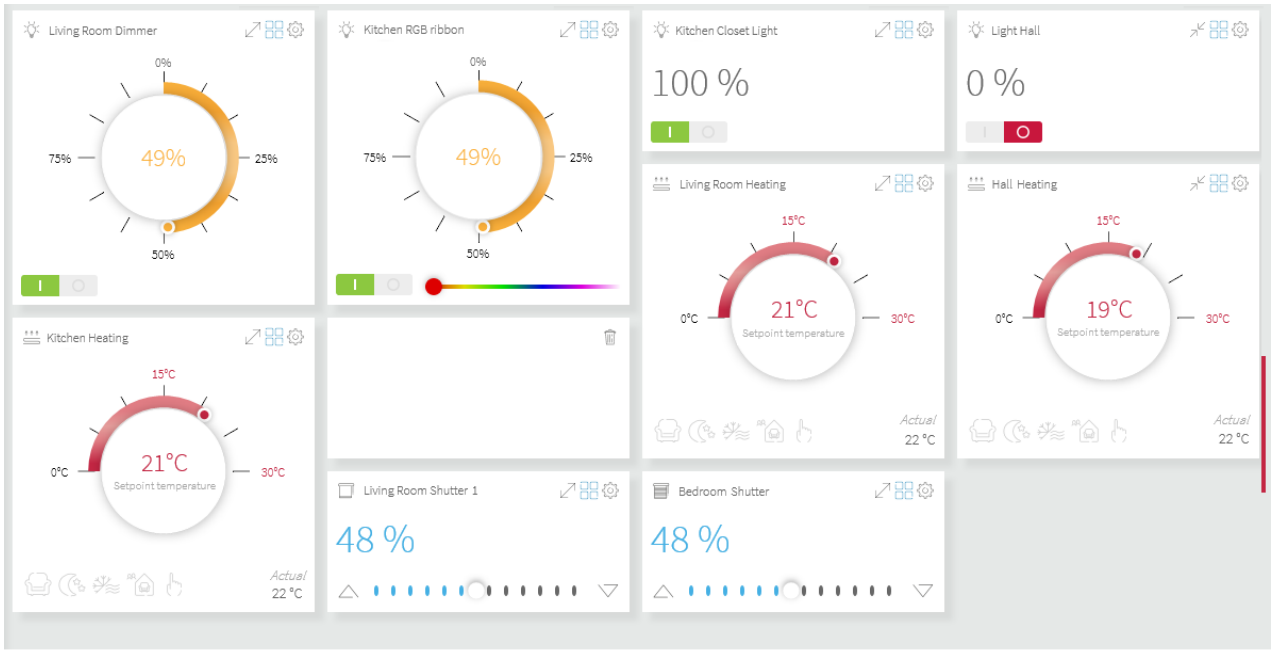


Figure 3: Placeholders in Edit mode

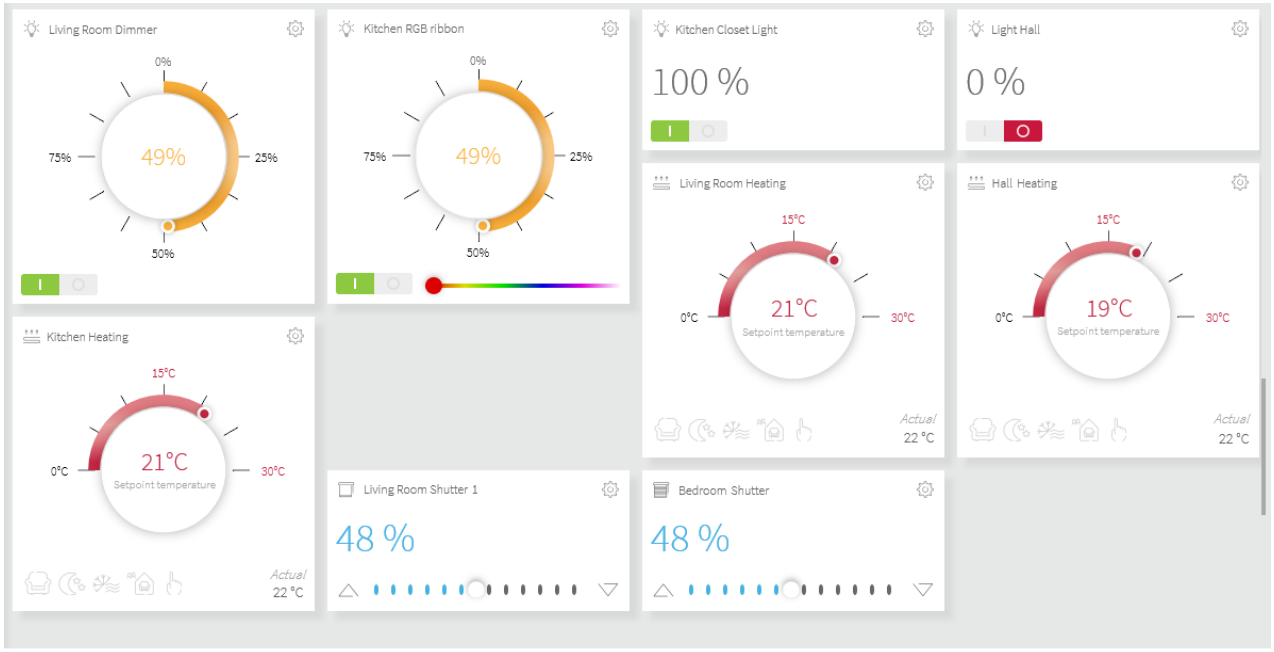
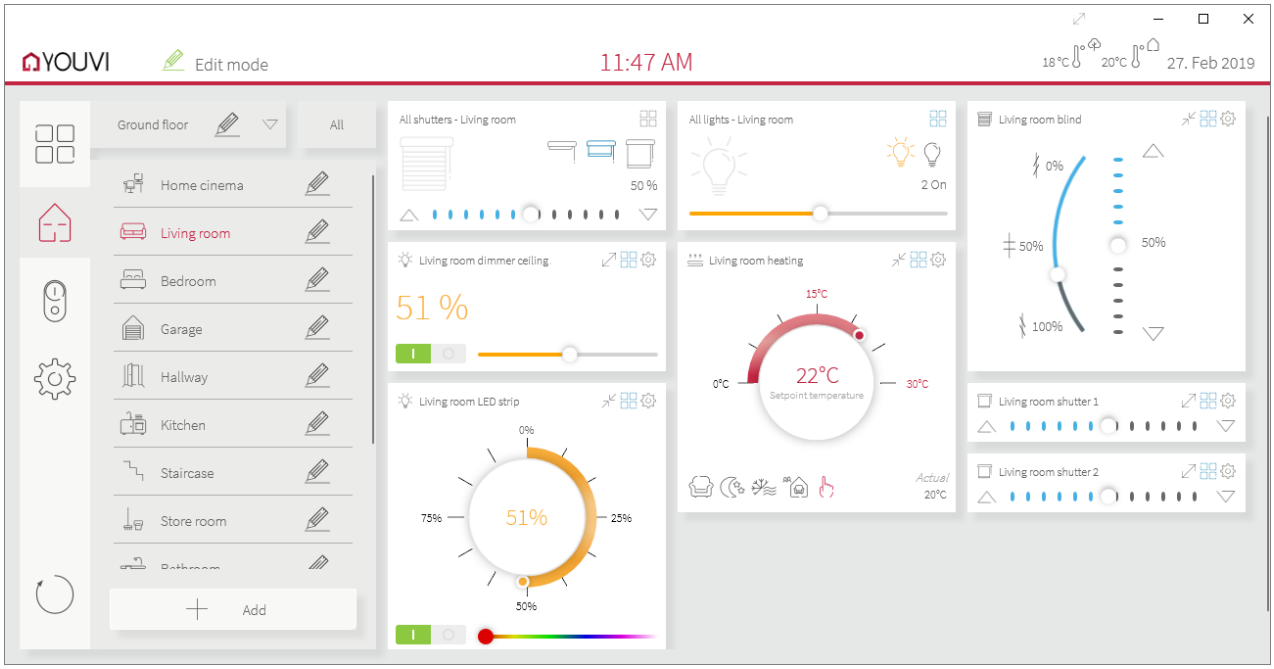


Figure 4: Placeholders, Edit mode disabled

11.3 Building overview



In the menu item *Building overview*, the devices are shown according to their location in the building, i.e. floor and room.

In this view in edit mode, new devices, placeholders, scenes, group functions, rooms, floors or even buildings (field: + **Add**) can be added.

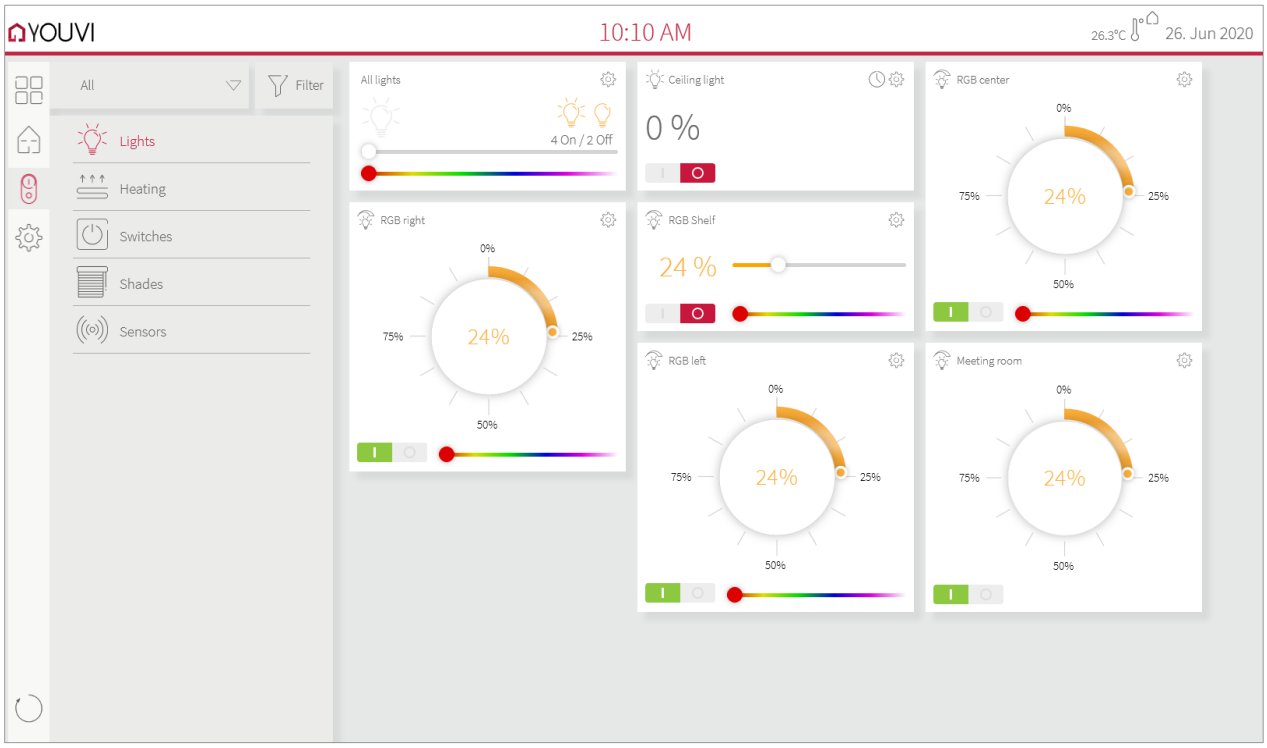
Moving the tiles:

- Switch on the edit mode.
- Drag and drop the tile to the desired room or use the gear menu at the tile.

All button: shows all devices of a floor.

Folder or "Room" **Unassigned devices**: All devices that could not be clearly assigned to a room from the ETS project structure are displayed here. This folder is only displayed in Edit Mode.

11.4 Device filter

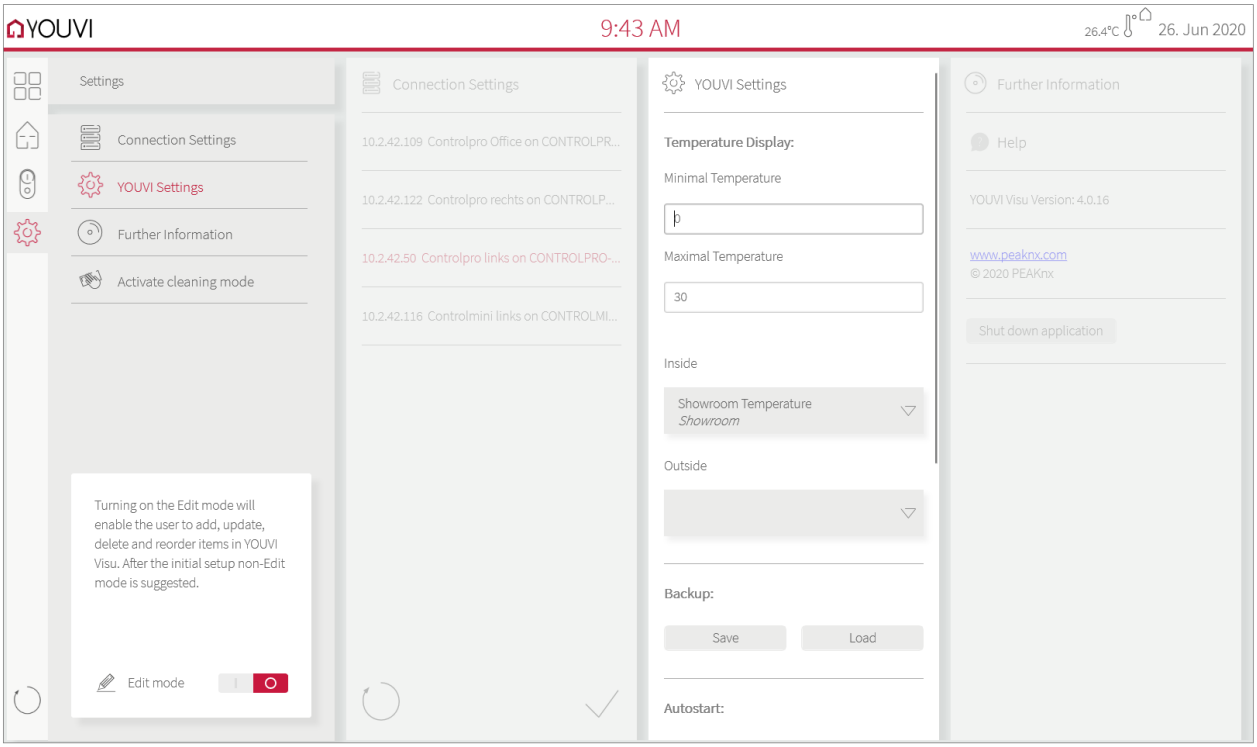


This page shows the devices by type:

For example, the **All** field shows all the lights in the house. A master tile that allows to control all lights together is the first item in the list. The **All** field is used to select the **device state**. For example, if **active** is selected, a list of all the lights in the house that are turned on will appear.

The **Filter** field is used to show devices of a certain part of the building, for example all lights on the first floor. After filtering the devices, the filter result appears as a master tile as the first element of the filtered list. With the master tile it is possible to control each filtered group of devices.

11.5 Settings



The following functions can be used in the *settings*:

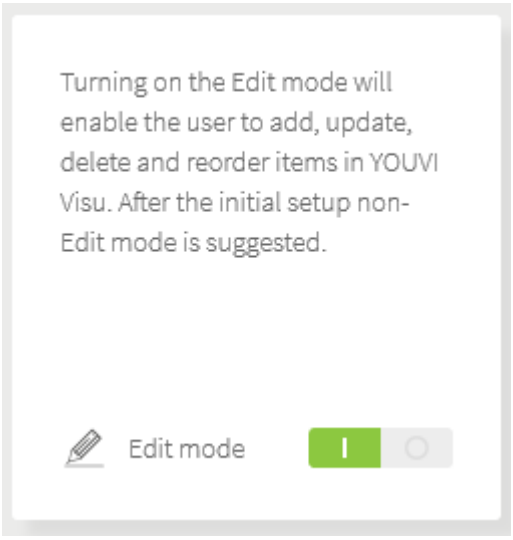
Cleaning mode

- This mode is used to clean the touch-sensitive surface. It deactivates the YOUVI Visu user interface for 20 seconds.

Note: *In cleaning mode, Windows functions such as closing or maximizing the window are not disabled*.

Edit Mode

- By switching on the Edit Mode in the settings  further (device) settings can be made, see scope of functions.



- If it is preferred that only certain users can edit the visualization, the edit mode can be **locked with a password**. To do this, go to "YOUVI Settings" > **Lock Edit Mode** and "Lock". Set your password and write it down if necessary. If you do not remember your password, please contact our support.

Note: *The Edit Mode deactivates all YOUVI tiles in order not to unintentionally change device values while dragging and dropping. To test new functions, always switch off the Edit Mode first.*

Connection settings

Here you can see a list of all YOUVI servers found in the network. The server to which a connection exists is displayed in red.

- Tap on a server to connect to it.
- With "**+ Add**" you can manually configure a connection to a YOUVI server. This will be necessary if the autodiscovery for the YOUVI server does not work, e.g. when using a VPN connection. Therefore, enter the IP address and port of the YOUVI Server.

YOUVI Settings

- Settings for the minimum and maximum temperature of the heating widgets
- Select sensors for the temperature display in the right area of the title bar.

Make a backup of the YOUVI Visualization

- This saves the Dashboard and all settings made in YOUVI Visu that affect the local device.
- You can find out more about this in the Backup topic.

Note: *When a backup of the Visualization is created in YOUVI Visu, a YOUVI backup should also be created in YOUVI Configuration > General >General. This saves specific settings of the visualization with the associated project data.*

Activate/deactivate Autostart

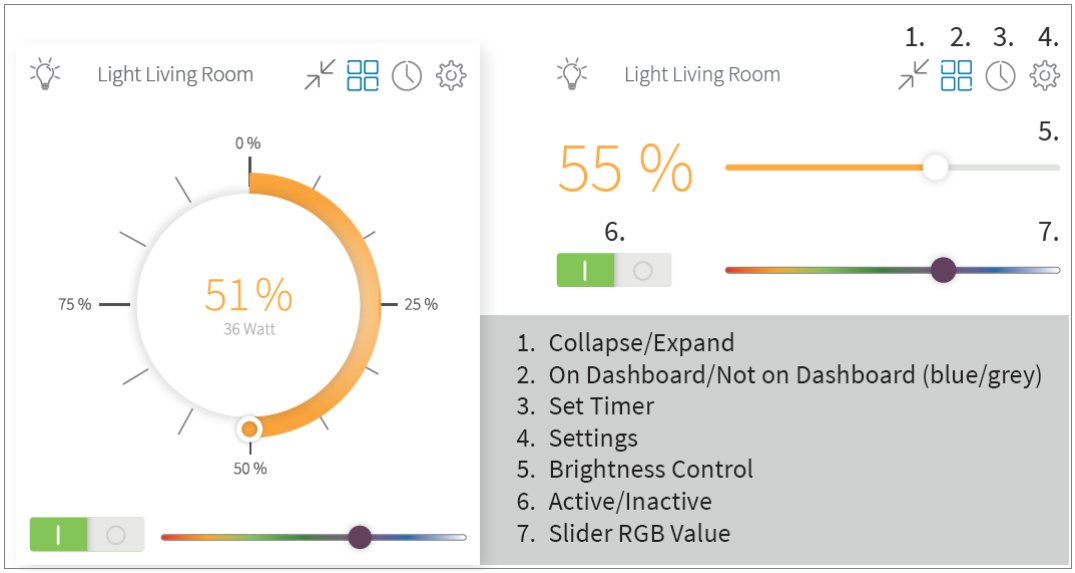
- If the autostart of the app is activated, YOUVI Visu starts automatically after each reboot.

Activate/deactivate YOUVI Dark Mode

- YOUVI's night view (dark mode) can be switched here manually.

11.6 Device tiles

All the devices contained in the KNX network are shown as individual tiles in the visualization. The tiles are displayed collapsed or expanded, depending on your preference on the *dashboard*. Each item has an icon (position 2) to add it to the *dashboard*. Each tile can be configured when position 4: Settings is selected. Each device can be further configured there respectively.



In addition to the standard device tiles for roller shutters, blinds, heating, dimmers, (RGB) lights, sockets and sensors, additional widgets are also included:

- Switch
- Custom-Button
- Room button
- Weather station
- Custom group tiles

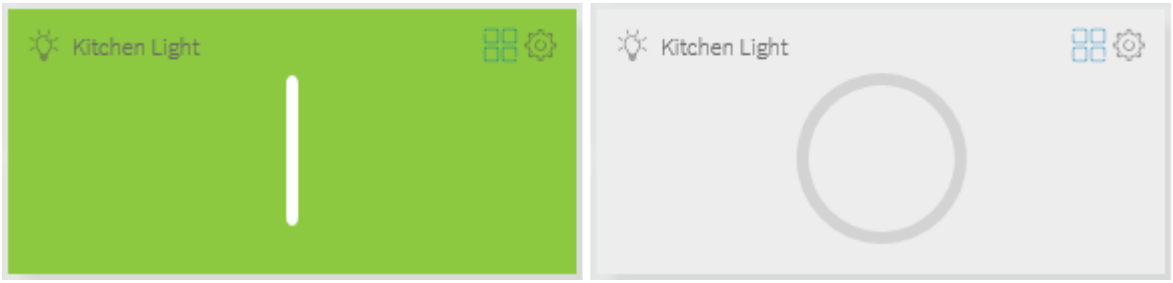
- Web widget
- Webcams
- Music Widget (Sonos, trivum)
- Placeholders

(Light) Switch

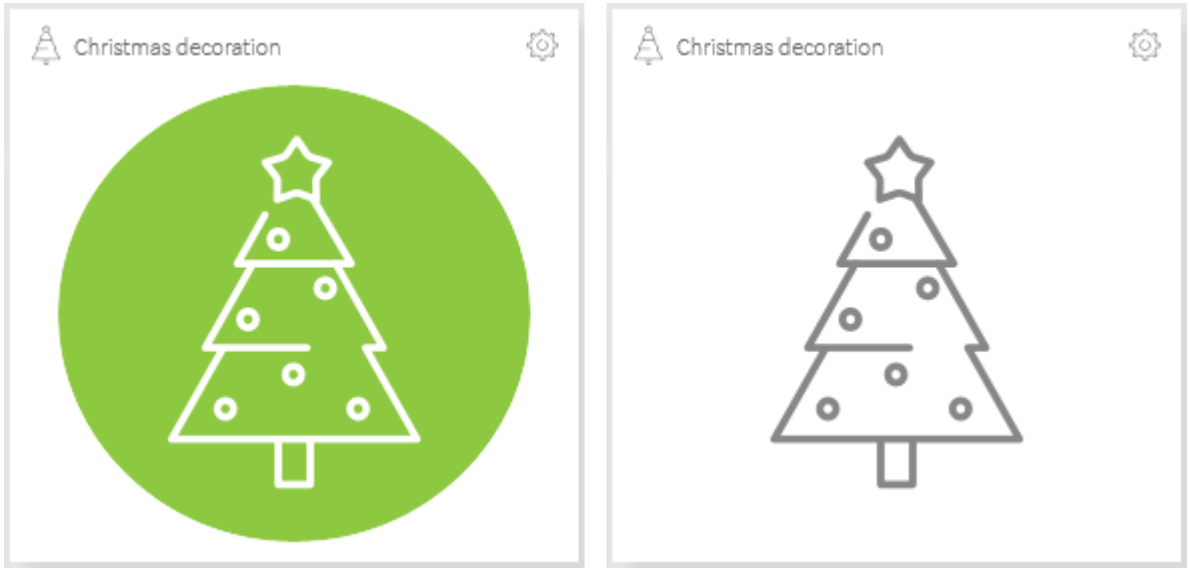
The switch widget is used for the classic on/off function of luminaires, devices, sockets or other applications. Input are also group addresses of the application.

The widget is available in three designs. The classic design (smaller switch style) can also be resized after the tile has been created.

Small button style



Big button style



Christmas button style

To create a switch, switch on the Edit mode of the visualization. Go to the building structure and click on the + **Add** > *Device* button. Select "Switch" or in case of a luminaire "light" under Device type.

Custom Button

Further switch configurations are made via the device type "Custom Button". The device type allows the following combinations:

Button type	Possible action	Status feedback
Action on press	Group address Custom state (logic) Action (logic) (does not contain status feedback)	Always included if "custom state" was selected before Optional, if a binary group address was previously selected. A binary feedback address is needed. Status shown: Text state 1 Text state 2 Icon state 1 Icon state 2
Action on press and release	Group address Custom state (logic)	-
Toggle (normal switch function)	Group address (binary) Custom state (logic)	Always included if "custom state" was selected before If binary group address was selected before, a binary feedback address is required. Status shown: Text state 1 Text state 2 Icon state 1 Icon state 2

- To create a Custom button, switch to the Edit mode of the visualization. Go to the building structure and click on the + **Add** > *Device* button. Under *Device type*, select "Custom button".

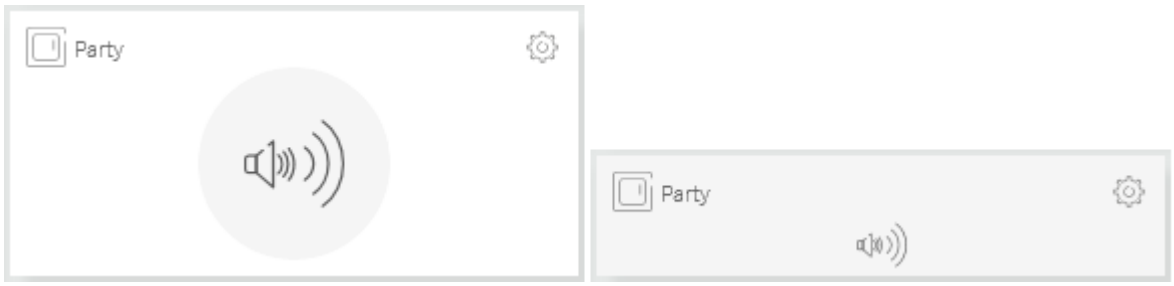
Action on press

This button type sends a **value to a group address**, for example On or Off, a numerical value or a command to call up a KNX scene when the button is pressed. Furthermore, an **action created in the logic module** or a custom state can be started or switched.

If a feedback address or the custom state is specified for the object, the widget also shows the status of the object. The exact status message can be entered freely.

Note: *This button type can only be configured to* ***one command at a time: 1 (On) or 0 (Off)****. Sending both switching commands (On/Off) is only possible via the button type "Toggle".*

The button in the picture shows an application example. Here the custom state "Party" is activated when the button is pressed.



Call up KNX scenes

If "Group address" is selected under "Action type", you can enter a group address with KNX data type 18.001 and call up a scene predefined in the ETS. The entered value must be between 0 and 63.

Option KNX scene overwrite

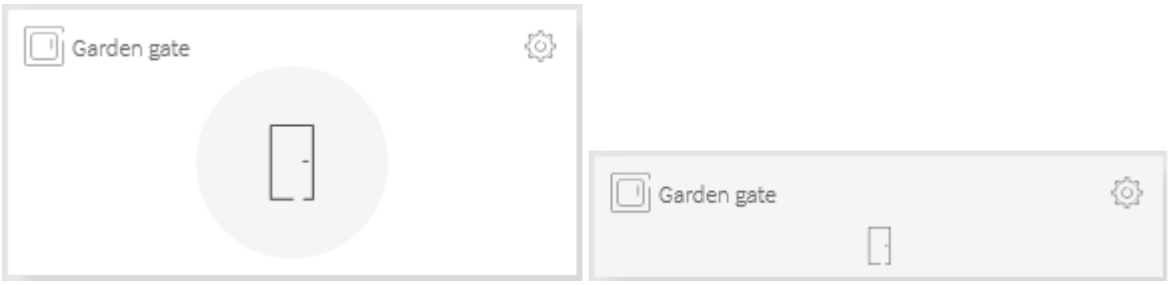
This option appears if you have created the button once with a KNX scene and then switch to edit mode and the editing dialog of the device again.

Attention! *Overwriting the scene at the actuator cannot be undone! If you want to change scenes without reprogramming the actuators, we recommend using the YOUVI scenes.*

If a KNX programmed scene is to be reset to different values you can do so by setting the devices of the corresponding actuators to the desired new value and then selecting the option “overwrite KNX scene” under the scene number. A telegram is then sent out which reprograms the actuators belonging to the scene to the current device values.

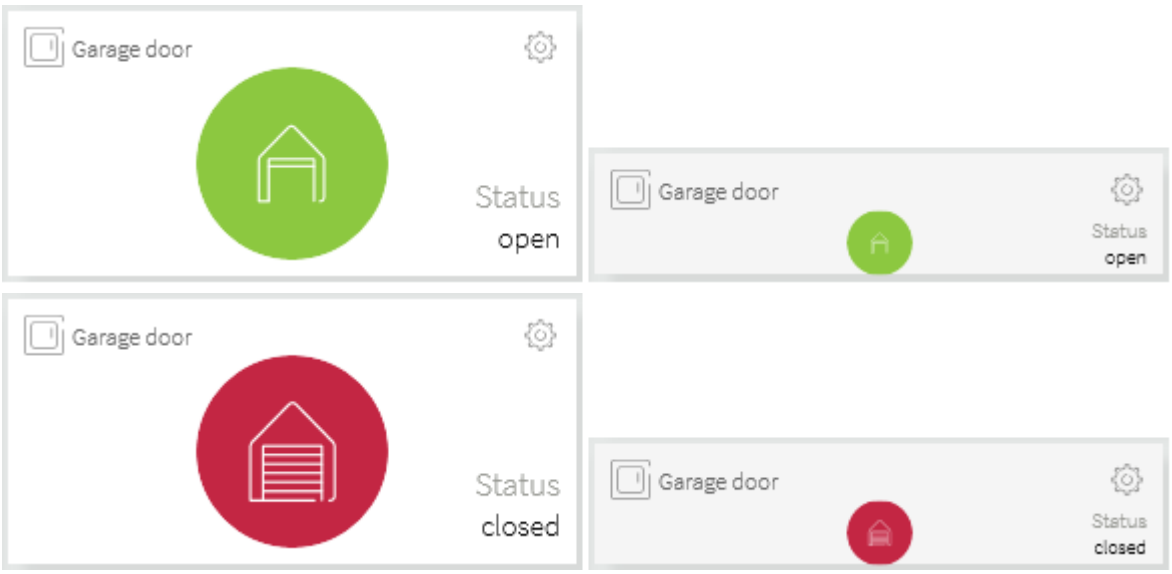
Action on press and release

This button type is used for the application of a door buzzer. As long as it is pressed, it sends a 1 to the stored group address. As soon as the finger is removed from the button, a 0 is sent to the group address.



Toggle

This button type corresponds to the classic switch widget with additional status feedback via text and icon. Input are also group addresses or a custom state generated in the logic module.



Custom State Button for switching and toggling

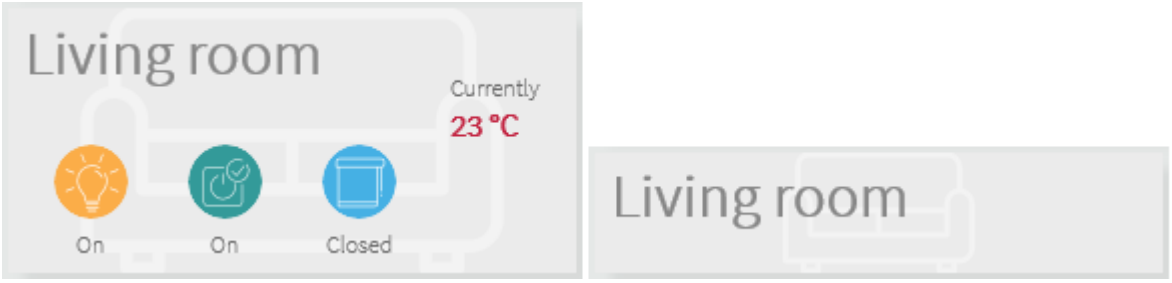
If you select the "custom state" action type, you can switch or set a specific value of a custom state via the custom button in the visualization .

The "custom state" function contained in the logic module allows you to design your logics for special, user-specific cases. For example, the custom state can be used to suspend your evening routine when visitors are present. In this case, you can create a custom state button on your dashboard that you can simply press when guests are visiting to suspend evening routines. Depending on the button type, you can switch the user mode on and off via the button (type: toggle) or generate a button that can only activate or deactivate the custom state (type: action on press).

Room button

The room button serves as a quick access to the functions of a room. It can be pinned to the dashboard as a large or small variant. In the small version it serves as a link to get directly into the room. In the larger version you can also see the main functions of the room: lights, switches

(sockets and switches), shading (blinds and shutters). When you touch one of these buttons for example the light, all the lights in the room are switched on or off. As soon as a light is switched on, the button displays the light status as "On". The same applies to roller shutters and blinds: As soon as a roller shutter or blind is open, the function button displays the status of the roller shutters/blinds in this room as "Open".

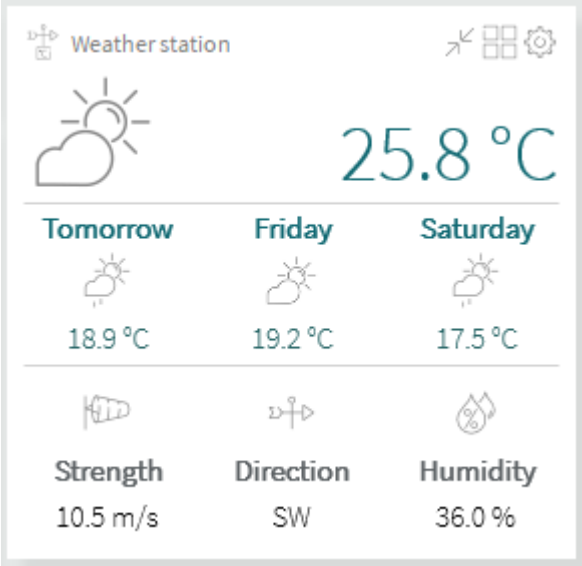


To create a room button, switch to the Edit mode of the visualization. Go to the building structure  . Next to the rooms you will see the dashboard icon. Select this for the rooms you want to add to the dashboard.

Weather station

With YOUVI you can add a weather station to your dashboard, even without your own sensors.

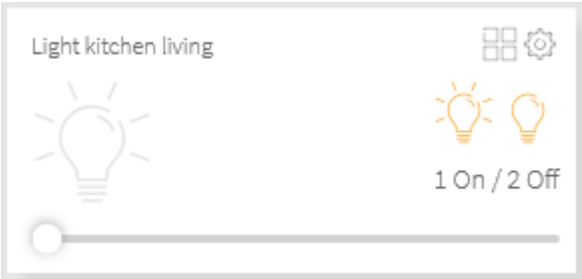
Activate the Edit mode, go to the building structure  and select **+ Add** > *Device*. Select under device type "weather station". To be able to call up local weather data, enter your place of residence. If you also have weather sensors, you can enter the appropriate group addresses in the next window. In this case the weather station shows your sensor values.



Custom Group Tiles

Besides the automatically generated group tiles for all lights of a room, floor or the whole building, user-defined group tiles can be created.

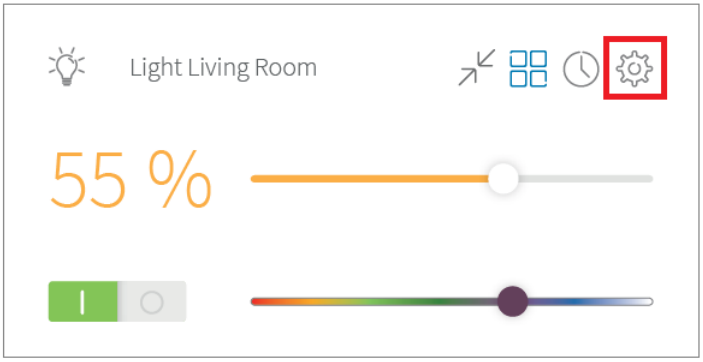
These **can contain only one device type** (roller shutters, lights, etc.). With this widget, for example, lights from the kitchen and living room can be controlled simultaneously.



To create a group tile, switch on the Edit mode of the visualization. Go to the building structure and click on the **+ Add** > *Group function*.

11.6.1 Tile settings

To use the full scope of the device settings, turn on the Edit mode.



In the tile settings the following things can be changed:

- Change device name, type, icon, pin to dashboard, room assignment
- Set a timer
- Change group addresses
- Delete a device

11.7 Changes in existing projects

If changes are made to the KNX structure in the building by introducing new devices, they can also be transferred to the visualization without a new ETS project import via YOUVI Configuration. After programming the actuator via the ETS, the change is made in the visualization.

To do so, follow these steps:

- Navigate to *settings* and switch on the Edit Mode.

Note: *The Edit Mode deactivates all YOUVI tiles in order not to unintentionally change device values while dragging and dropping. To test new functions, always switch off the Edit Mode first.*

- Go to *building structure* and click on, + **Add** and **Device**.
- Assign a type, name, icon, (dashboard) and room and continue the dialog by selecting the arrow at the bottom of the window.
- In case of a light/switch or socket, select the button representation.
- Assign the corresponding write and feedback addresses, programed for the new device in the ETS and confirm by selecting the check mark.
- By pressing the arrow symbol in the bottom left corner of the screen, the visualization is refreshed.

Tip: Using the + Add Button you can also add rooms, floors, or whole buildings to your YOUVI project.

Changing an existing device

If you want to reprogram actuators, it is possible - after the change in the ETS - to change only the corresponding device in the visualization. To do this, update the project and remove the checkmark from "Enable parsing". This way, only the new group addresses will be imported. Then open the device tile settings on the device tile and change the corresponding write and feedback address(es). For each group address field a selection menu with already existing group addresses is available.

11.8 Creating Scenes

A scene contains a set of predefined values for a selection of your smart home devices. The "Scene Button" is used to trigger a scene. When it is pressed, the devices switch to the values defined in the scene.

With a scene you can therefore set several devices, such as a blind, the ceiling light and the heating to a desired value at the same time - simply by pressing a "scene button". By entering a delay for each device, you can define exactly in which order devices are switched to the desired value and thus let a scene begin harmoniously. This function can be used, for example, to create different lighting scenes, a scene after work or a scene for leaving the house.

This is how you create a scene:

- Activate the Edit mode in the visualization settings.
- Switch to the building overview  .
- Select "+ Add" > "Scene".
- An area is displayed at the bottom where you can drag and drop all devices that are to be part of your scene.
- Once the device is included in the scene, an icon with the device symbol appears in the red bar.

- After you have dragged all the devices you want to use into the red bar, select the check mark in the red area to configure the scene.
- The table view opens. Here you can define the desired action for each device using the controls under "Action".
- "Value" shows you the set value on the slider as a numerical value.

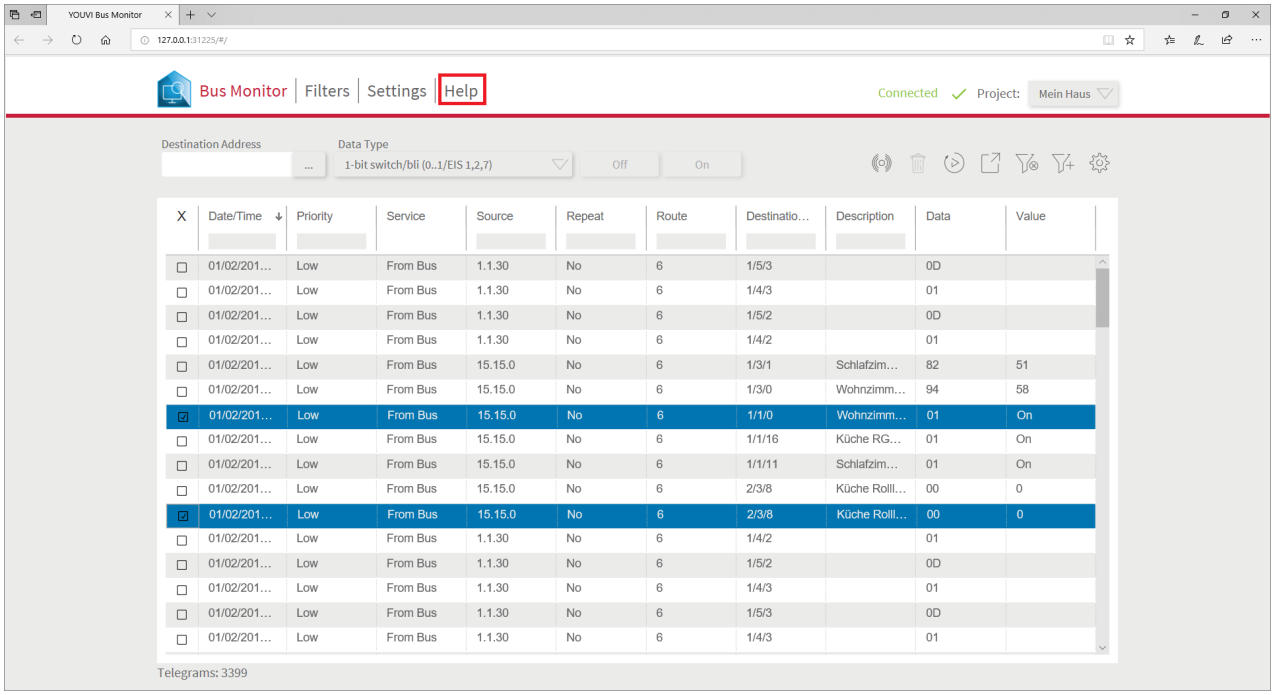
- Via "Delay" you can set a time interval in hours:minutes:seconds after which the devices change to the set value after the scene button has been pressed.
- Via "Delay" you can also set a sequence in which actions are executed.
- Then enter a name for the created scene in the lower left area of the visualization, a room in which the scene button should appear and select the appropriate icon.
- Next to the icon selection, select the dashboard icon to display the scene button on the dashboard.
- Save the scene by selecting the check-mark at the bottom right.

12 YOUVI Bus Monitor

The YOUVI Bus Monitor is intended to monitor KNX telegrams, bus events, or switching actions. It is also useful for remote diagnosis, e.g. by the system integrator, as status information can easily be filtered and exported as a csv file.

It can be accessed via **YOUVI Dashboard.**

Further information is located in the YOUVI Bus Monitor Help.



13 Status information

On this page you will find the 3 statuses that are displayed in YOUVI Configuration and their meaning.

Connected YOUVI

This status becomes interesting if there are several devices in your network, on which the YOUVI server is installed. The status shows which YOUVI server is currently connected.

In YOUVI Configuration you can then rename the connected YOUVI server.

KNX status

The KNX status reflects whether YOUVI is connected to the KNX network.

Status information	Description
Connected	The KNX connection is established
Limited	YOUVI is connected to a USB-Connector, but the connection to the KNX network failed. This could be due to a flawed KNX cable.
Disconnected	No working connection to a USB-Connector.

Network status

The network status displays the connection to the LAN

Status information	Description
Connected	YOUVI is connected to the local area network.
Disconnected	YOUVI is not connected to the local area network.

14 Limit of saved telegrams

Due to possible performance issues, YOUVI records only a limited number of telegrams. The default limit value is 2.5 million.

Cleaning task

Every day at 3 AM local time the telegrams cleaning task is executed. If the number of telegrams exceeds the set limit (default setting: 2.5 million), the exceeding telegrams will be deleted, starting from the oldest telegrams in the database.

Change the number of recorded telegrams

Note: *If a user changes the telegram limitation number, the limit for the telegram cleaning task is automatically updated. This leads to the cleaning task being executed immediately after the change.*

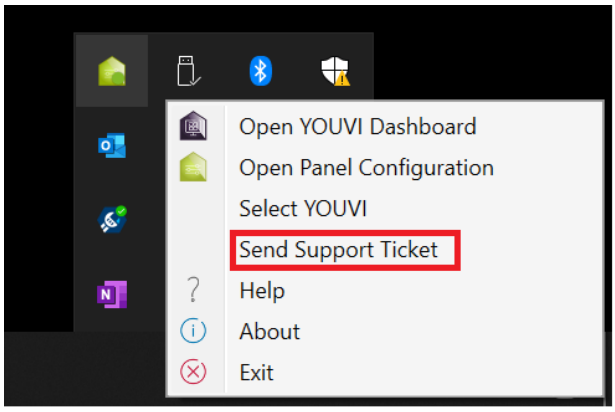
To change the recorded number of telegrams you need to adapt the YOUVI Database Service configuration file. Therefore, do the following steps:

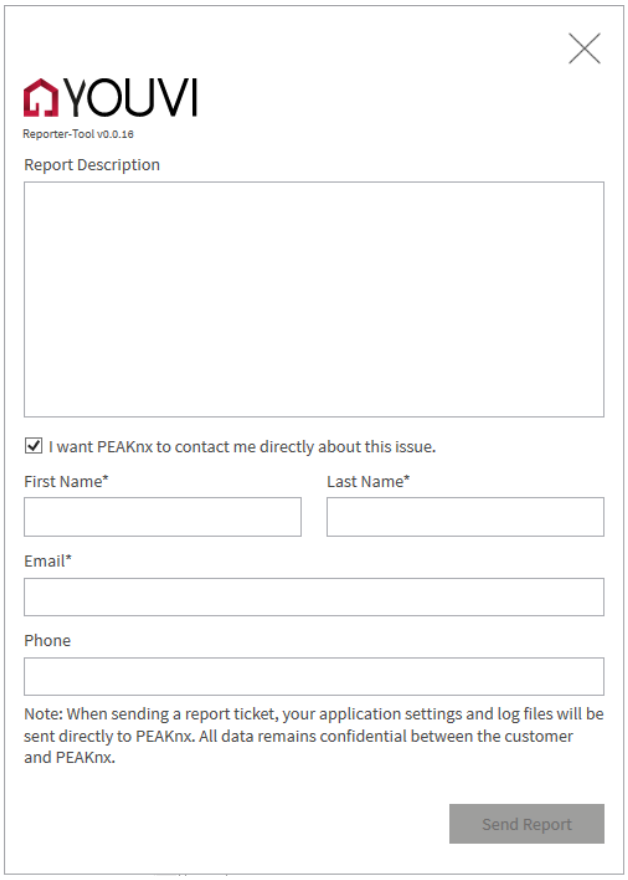
- Navigate to the installation directory of YOUVI: *Local Disk (C:) > Program Files (x86)* and then: *PEAKnx > YOUVI > YOUVI - Database Service*.
- Open the configuration file (".config"): "YOUVI.Database.Service.dll.config". Set the value for: "TelegramsLimitation" to the desired number of recordings.

15 Reporter Tool

In case of problems with YOUVI, use the Reporter Tool to contact our support.

- To do this, make a long finger press or right click on the green house in the taskbar and select "Send Support Ticket".
- Provide a brief description of the problem and, if possible, what you did in the software before the problem occurred.
- When you send the report, the required log files (logs) are automatically sent with it.

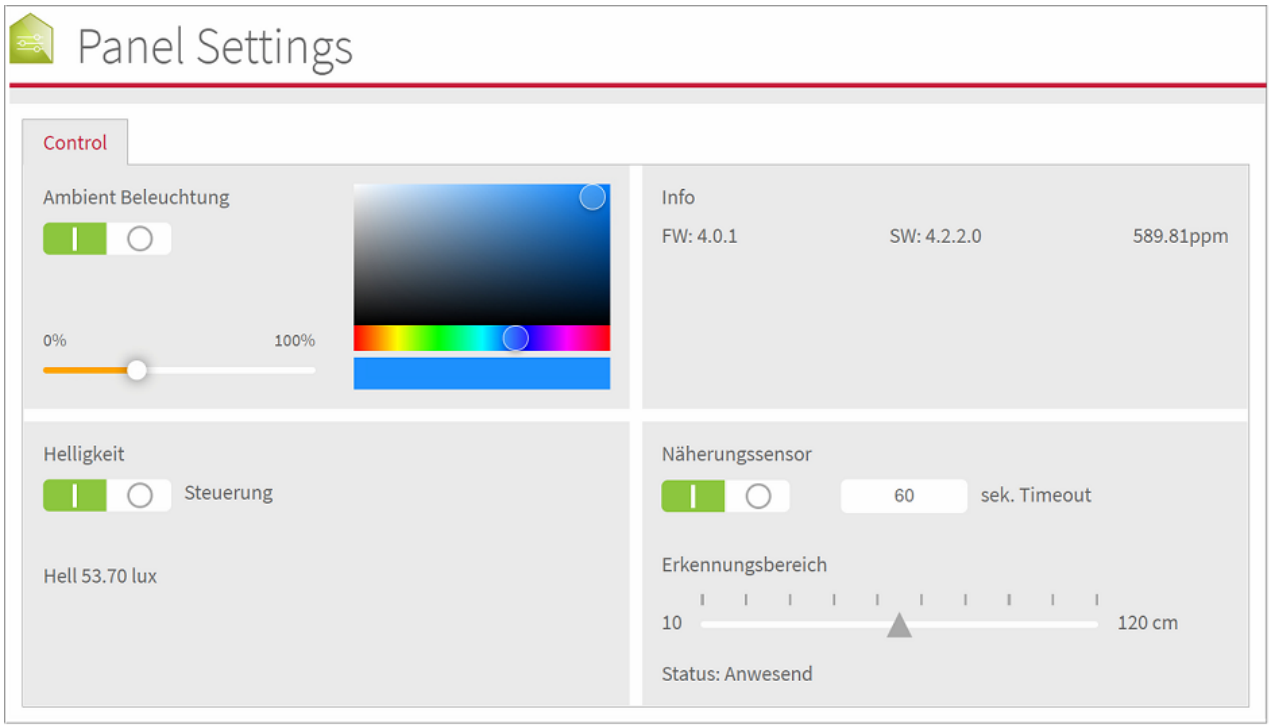




16 Controlmicro Hardware Integration

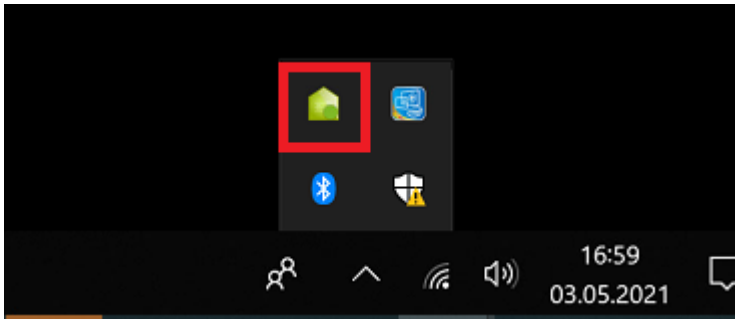
Controlmicro panel settings

This tool gives you access to the CO2 value and to the brightness value, to the ambient light and the proximity sensor.



- You open the application by typing http://localhost:31521/ into the panel's browser or using the icon in the taskbar*:

*If YOUVI is not yet installed, this icon will take you directly to the Panel Settings, if YOUVI is already installed, right click on the house and select "Panel Configuration".



Control and query of the sensors and the ambient light via http

- Under the address http://localhost:31521/swagger you will find all usable http commands for the sensors and the ambient light of the Controlmicro.

  - For “localhost” enter the IP address of the Controlmicro, e.g.: http://10.2.42.60:31521/swagger, if you access the page from a PC in the network.
- Under the heading “Panel” you will find all http commands for querying and controlling the installed hardware.
- Click on the desired link to open more options.
- Select “Try it out”.
- Test the function by clicking on “Execute”.
- A corresponding “Request URL” link will be created to copy the command.
- At the end of the expanded area it will be shown if the execution was successful: “Success“.

Example: control the RGB light

- Click on the third “POST” command under the category “Panel” (/api/v1/panel/led/color Setting led color)
- The link area will expand.
- Click on “Try it out”.
- In the following “Color of led” field, enter the appropriate RGB value for the desired color:

- Click “Execute” to test the light and generate the appropriate link.
- Under “Request URL” you will find the generated http command.

17 Supported KNX devices

In the topic Tips for your ETS project you will find all the information needed to parse a device in YOUVI. Supported device types can be found in the topic Scope of functions under Visualisation.

More about integration and examples for specific devices can be found here:

- Dimmer
- Heating
- Temperature control via multiple setpoints
- RGB(W)
- Ventilation
- ISE Remote Connect

17.1 Example: Dimmer and tunable white

This example shows how to create a dimmer with optional Tunable White functionality for the visualization.

Parsing requirements

To detect a dimmer, at least 3 group objects for writing (flags "Write" set) must be defined in the ETS*:

- 1 bit object, e.g. 1.001 switch, write
- 4-bit object, e.g. 3.007 dimmer step, write
- 8-bit/1-byte object, e.g. 5.001 percent, write

* Information about the detection of other devices can be found on the help page Tips for your ETS Project.

Creating an active feedback

To ensure that the current dimming status is also displayed in the visualization after using the physical switches, an "active signaling object" is required for feedback. For this purpose, the feedback channels for the switch status and the current brightness value may have to be enabled for the dimming actuator, see Figure 1.

Feedback objects for the switching status and the dimmer brightness can have the following form:

- 1.001 switching, feedback
- 5.001 brightness, feedback

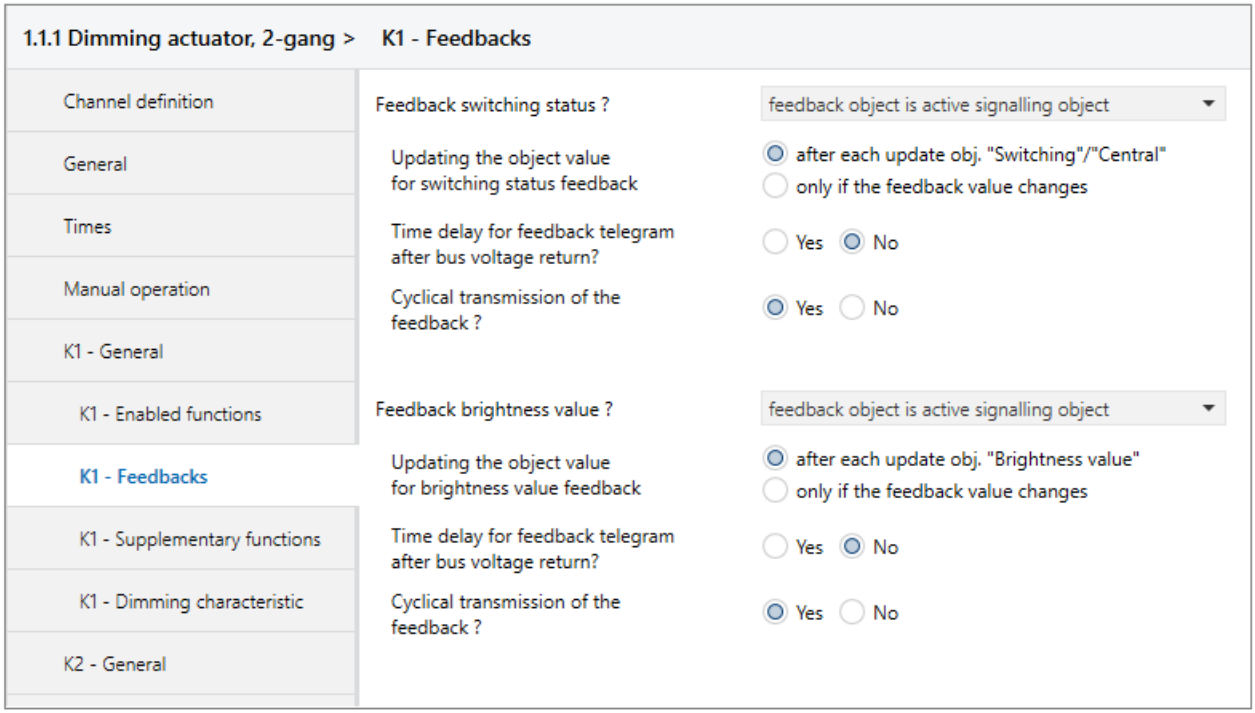


Figure 1: Settings for the feedback of the dimmer

Creating a push button

In the ETS, the actuator is created in the control cabinet and the light switch in the corresponding room. The group addresses are then assigned to both the actuator and the switch/button. During the project import YOUVI places the dimmer in the room where the corresponding switch is located. Only devices that have no switches in another room and whose actuator has been assigned to the control cabinet are also displayed in the control cabinet in the visualization. The device definition in the ETS, as well as the result in the visualization can be seen in Figure 2 and 3.

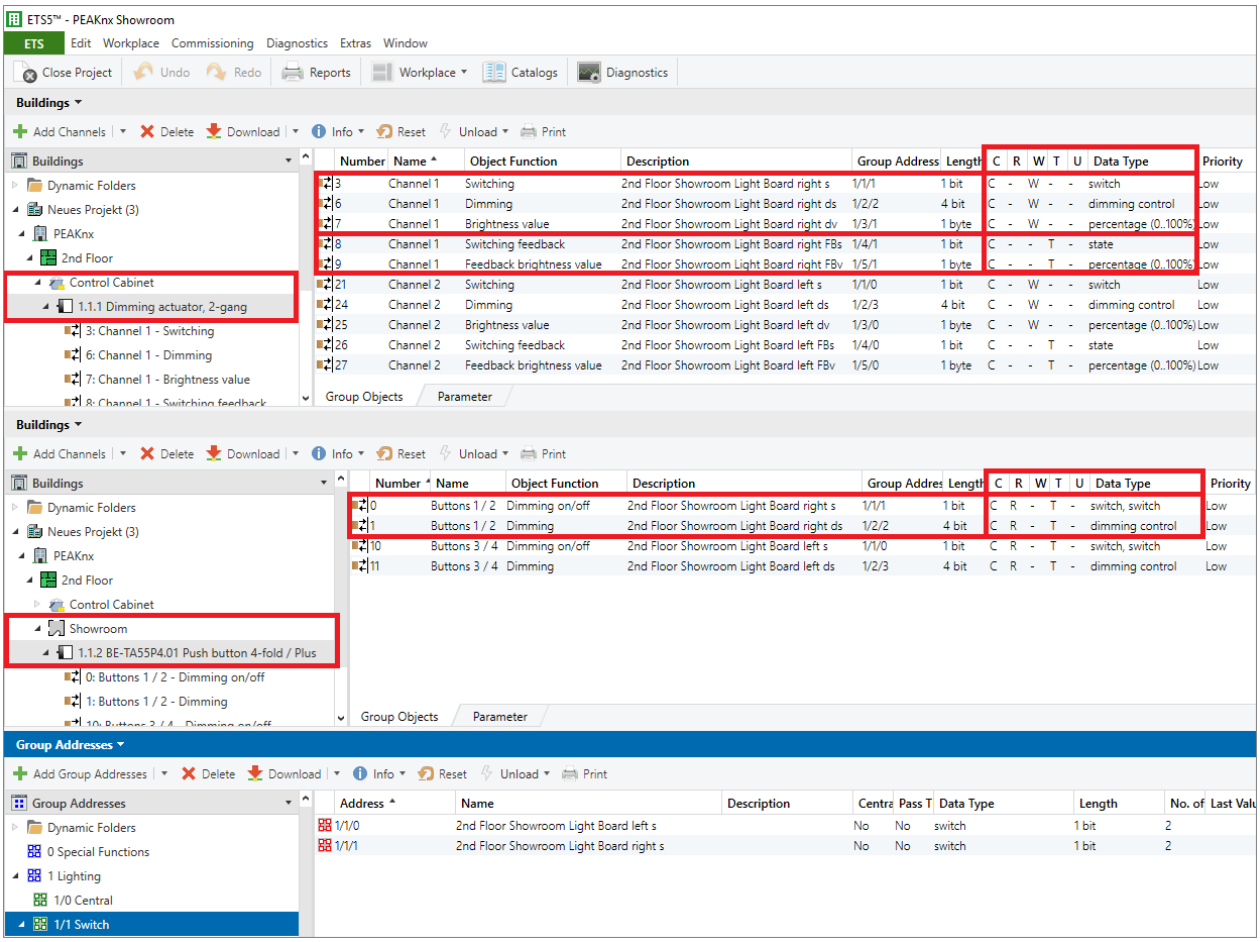


Figure 2: Configuration of dimming actuator and switch in the ETS

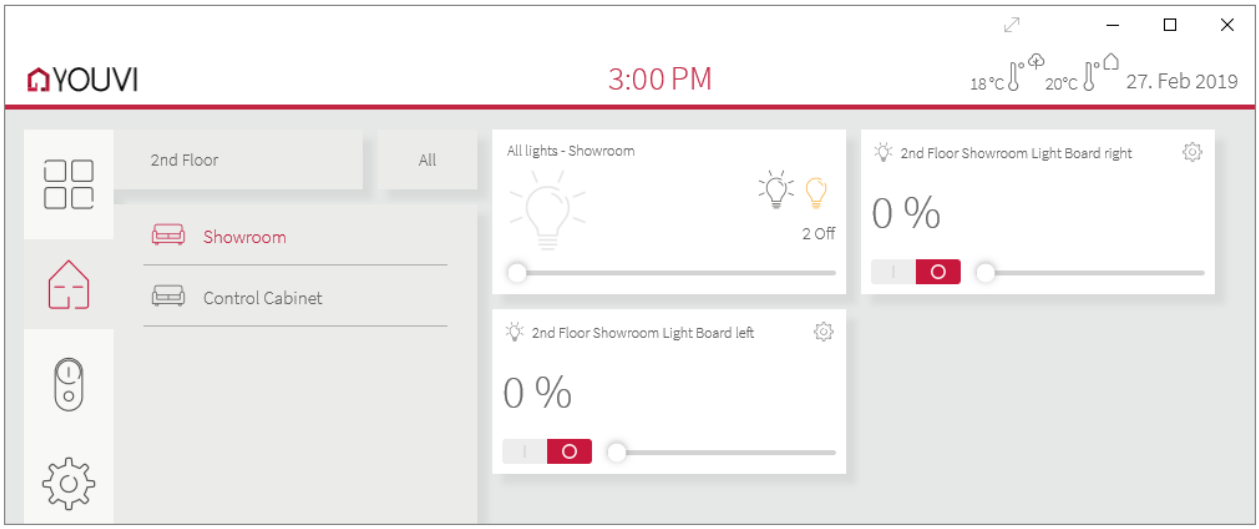


Figure 3: Result of the dimmer in the visualization

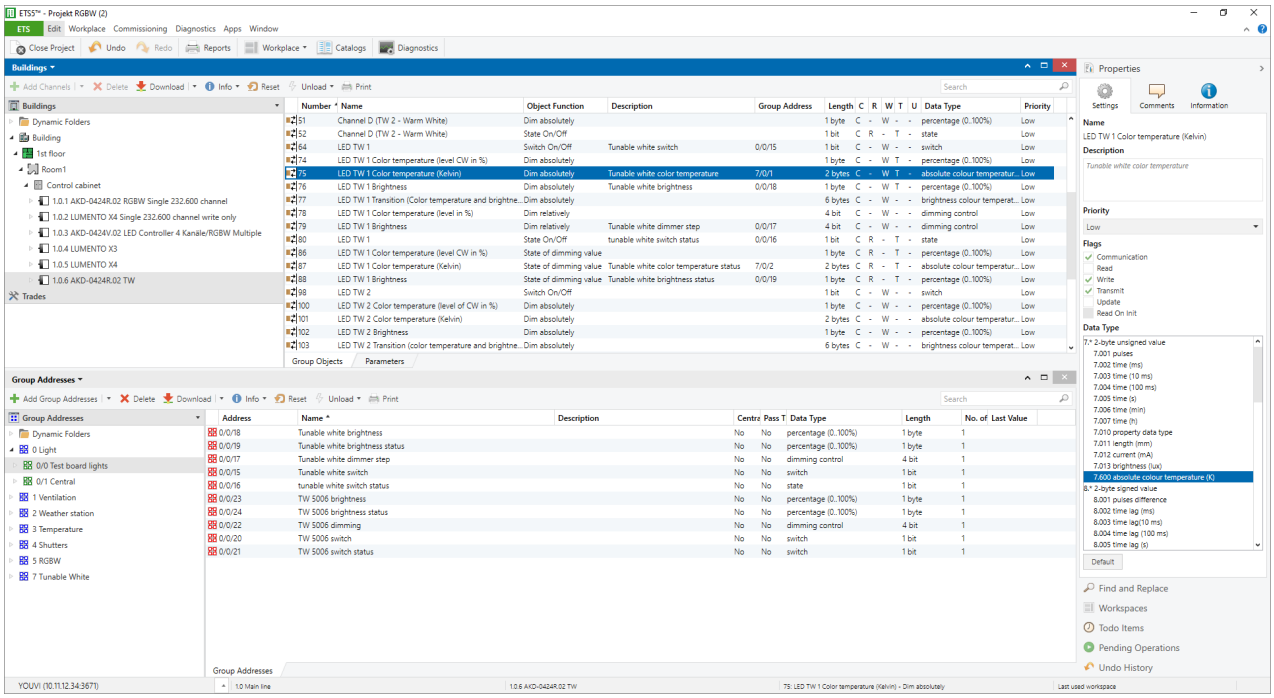
Tunable White

In addition to the objects required for a dimmer, dimmers with Tunable White functionality require objects to control the color temperature. For this purpose, 2 different data point types are supported:

- 7.600 color temperature in K, write or 5.001 color temperature in %, write.

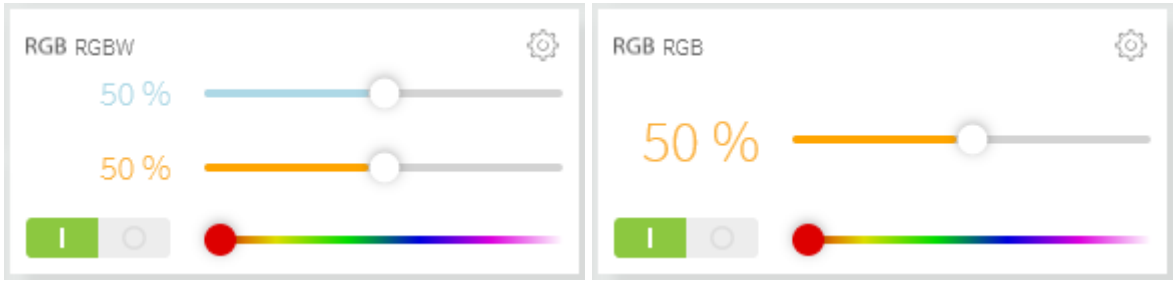
- 7.600 color temperature in K feedback or 5.001 color temperature in %, feedback

A dimmer with tunable white functionality can be implemented in the ETS as follows:



17.2 Example: RGBW

YOUVI Visu supports RGB lights and RGBW lights. Two different widgets are available for those device types:



In the case of the RGBW widget (left), the white channel can be controlled separately (blue slider). The orange slider is used to dim the remaining channels (RGB).

The following table shows all supported RGB(W) setups. On the right-hand side, the communication objects are listed that must at least be present for parsing* RGB lights. The important thing here is to use the data types and flags as listed in the table. Bold text is text that must appear in the group address designation to distinguish the channels.

Subsequently, it is shown for each setup which group addresses can be optionally assigned and an example implementation in the ETS is shown.

*If the group addresses are created and linked as described, a widget is created for each RGB light and the associated group addresses are automatically taken over from the ETS project for the widget.

RGB(W) types	Required group objects	Write	Read
Single 232.600 channel	1.001 Switching, write	Yes	
	1.001 Switching, feedback		Yes
	232.600 Color, write	Yes	
	232.600 Color, feedback		Yes
	5.001 Brightness absolute, write	Yes	
Single 232.600 channel for writing only	1.001 Switching, write	Yes	
	232.600 Color, write	Yes	
	5.001 Brightness red, feedback		Yes
	5.001 Brightness blue, feedback		Yes
	5.001 Brightness green, feedback		Yes
	5.001 Brightness absolute, write	Yes	
Multiple 5.001 channels	Contained objects: 4 objects per color, max. 20 objects, e.g.: 1.001 Switching write, red	Yes	
	1.001 Switching feedback, red		Yes
	5.001 Brightness absolute, write, red	Yes	
	5.001 Brightness absolute, feedback, red ... Green, blue and white analogously		Yes
Single XY 242.600 channel	1.001 Switching write	Yes	
	1.001 Switching feedback		Yes
	242.600 colour xy write	Yes	
	242.600 colour xy feedback		Yes

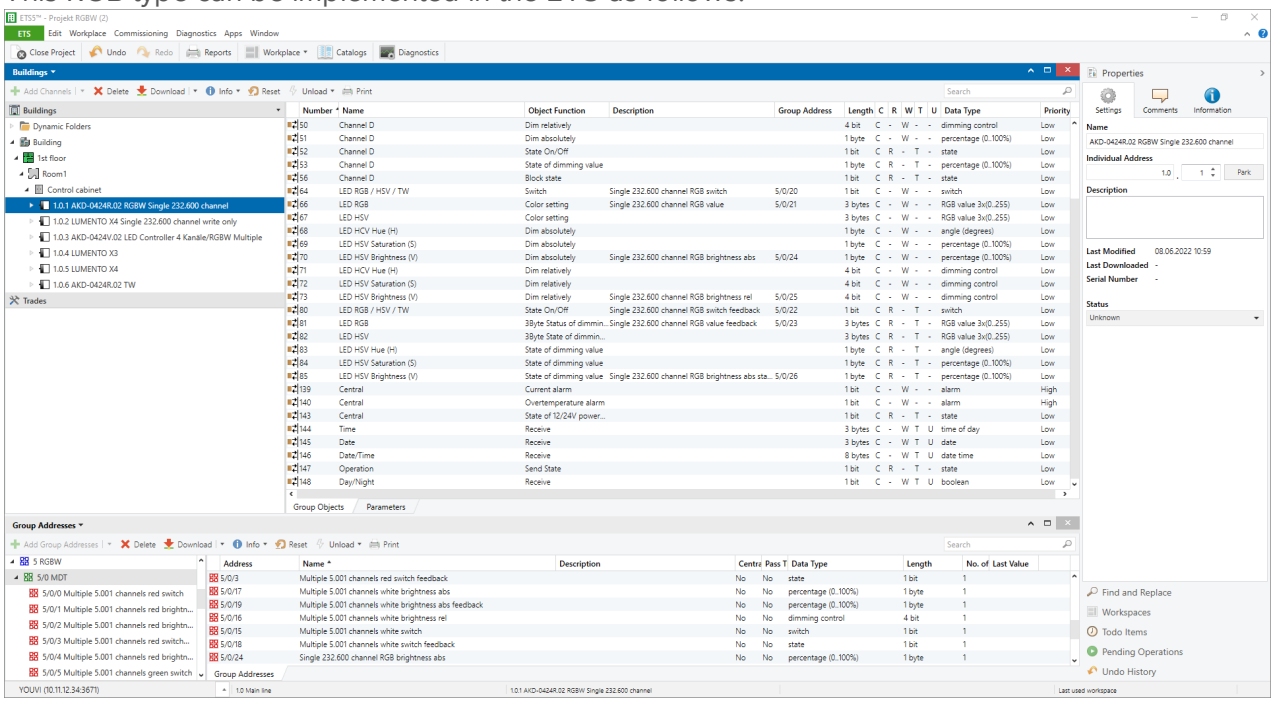
RGB(W) types	Required group objects	Write	Read
HSV Control	1.001 Switching write	Yes	
	1.001 Switching feedback		Yes
	5.003 Hue (H), dim abs., write	Yes	
	5.003 Hue (H), dim abs., feedback		Yes
	5.001 Saturation (S), dim abs., write	Yes	
	5.001 Saturation (S), dim abs., feedback		Yes
	5.001 Brightness (V), dim abs., write	Yes	
	5.001 Brightness (V), dim abs., feedback		Yes
Single 251.600 channel	1.001 Switching write	Yes	
	1.001 Switching feedback		Yes
	251.600 colour write	Yes	
	251.600 colour feedback		Yes

Single 232.600 channel (RGB only)

Contained objects:

- 1.001 Switching, write
- 1.001 Switching, feedback
- 232.600 Color, write
- 232.600 Color, feedback
- 3.007 Brightness relative, write (optional)
- 5.001 Brightness absolute, write

This RGB type can be implemented in the ETS as follows:

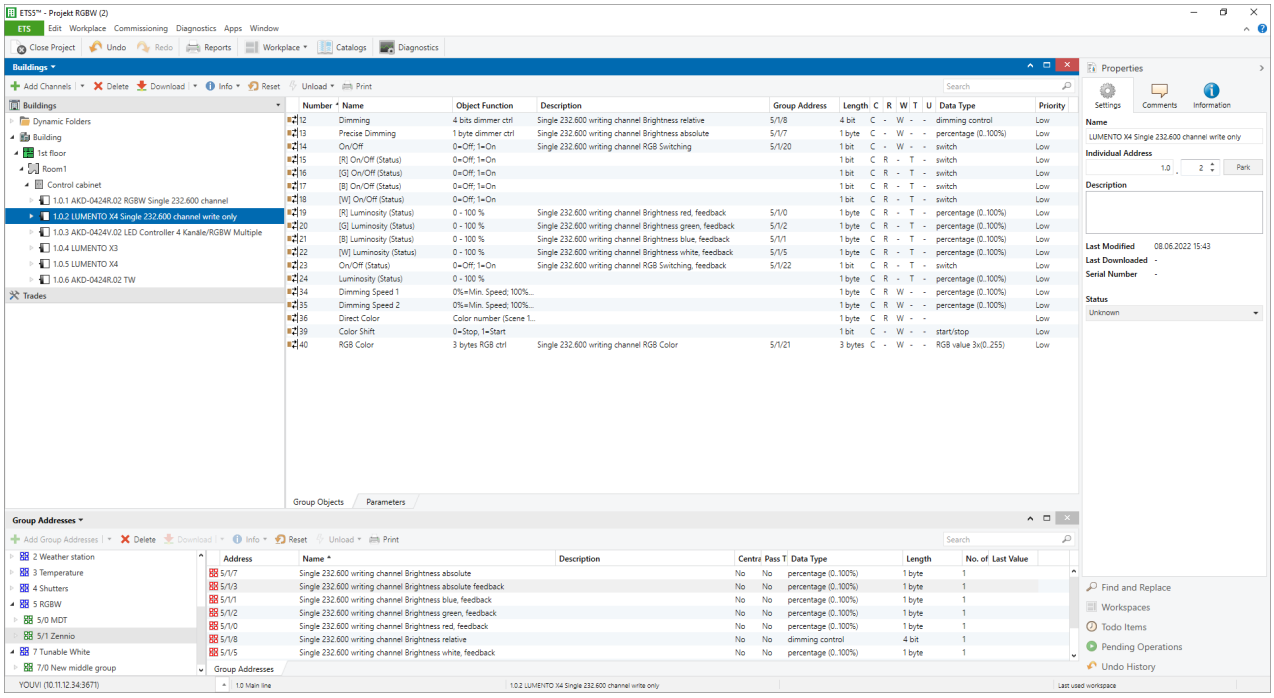


Single 232.600 channel for writing only

Contained objects:

- 1.001 Switching, write
- 1.001 Switching, feedback (optional)
- 232.600 Color, write
- 5.001 Brightness white, write (optional)
- 5.001 Brightness white, feedback (optional)
- 5.001 Brightness red, feedback
- 5.001 Brightness blue, feedback
- 5.001 Brightness green, feedback
- 3.007 Brightness relative, write (optional)
- 5.001 Brightness absolute, write
- 5.001 Brightness absolute, feedback (optional)

This RGB type can be implemented in the ETS as follows:



Multiple 5.001 channels

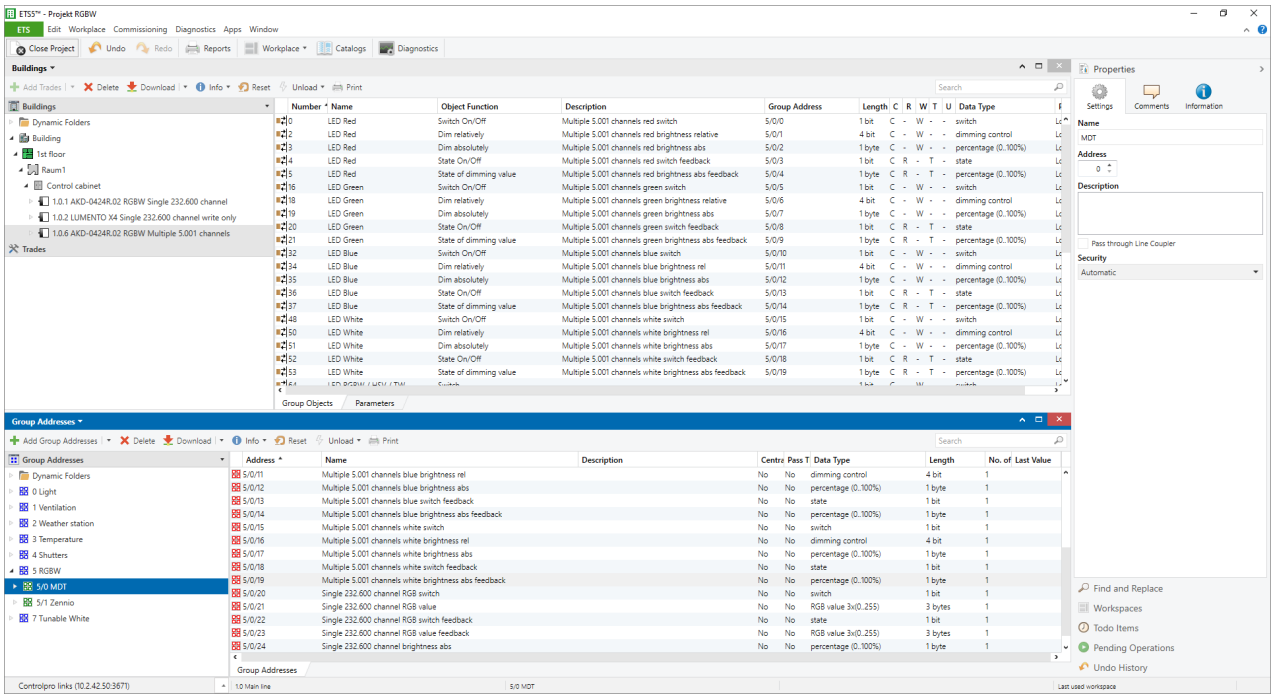
Contained objects; 5 objects per color:

- 1.001 Switching write, red
- 1.001 Switching feedback, red
- 3.007 Brightness relative, write, red (optional)
- 5.001 Brightness absolute, write, red
- 5.001 Brightness absolute, feedback, red

...

Green, blue and white analogously

This RGB(W) type can be implemented in the ETS as follows:

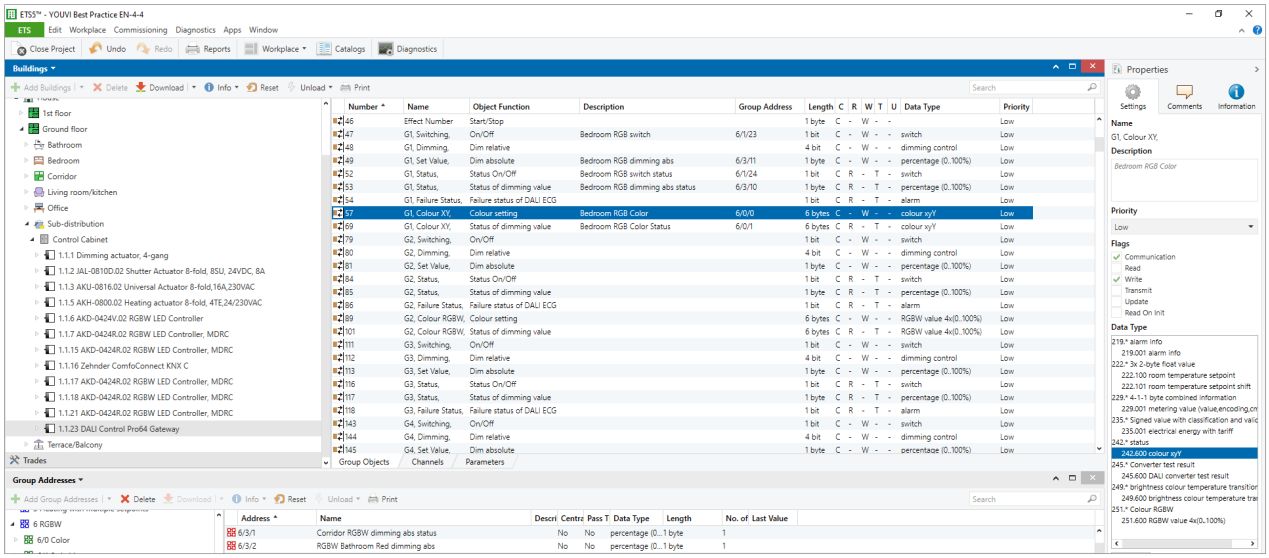


Single XY 242.600 channel

The communication objects that must be available for parsing the group addresses for an RGB widget are listed below. To ensure successful parsing, the data types and flags (write flag for write address and read flag for feedback address) must be present as shown below.

- 1.001 Switching write
- 1.001 Switching feedback
- 5.001 Brightness, write
- 5.001 Brightness, feedback
- 242.600 colour xy write
- 242.600 colour xy feedback

This RGB type can be implemented in the ETS as follows:

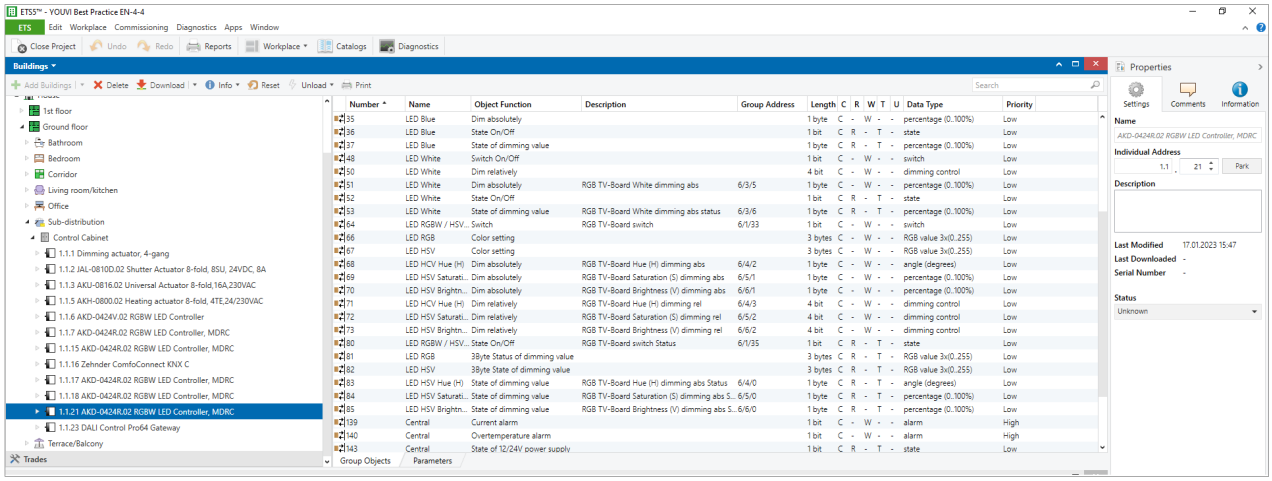


HSV(W) Control

The communication objects that must be available for parsing the group addresses for an RGB(W) widget are listed below. For step-by-step dimming of the channels, e.g. via speech, the write addresses for "Dimming control" can optionally be assigned. To ensure successful parsing, the data types and flags (write flag for write address and read flag for feedback address) must be present as shown below. Bold text is text that must appear in the group address designation to distinguish the channels.

- 1.001 Switching, writing
- 1.011 Switching, feedback
- 5.003 Colour **(H)**, dim abs., write
- 3.007 Colour **(H)**, dim rel., write (optional)
- 5.003 Colour **(H)**, dim abs., feedback
- 5.001 Saturation **(S)**, dim abs., write
- 3.007 Saturation **(S)**, dim rel., write (optional)
- 5.001 Saturation **(S)**, dim abs., feedback
- 5.001 Brightness **(V)**, dim abs., write
- 3.007 Brightness **(V)**, dim rel., write (optional)
- 5.001 Brightness **(V)**, dim abs., feedback
- 5.001 **W**hite, dim abs. (optional)
- 5.001 **W**hite, dim abs., feedback (optional)

This RGB(W) type can be implemented in the ETS as follows:

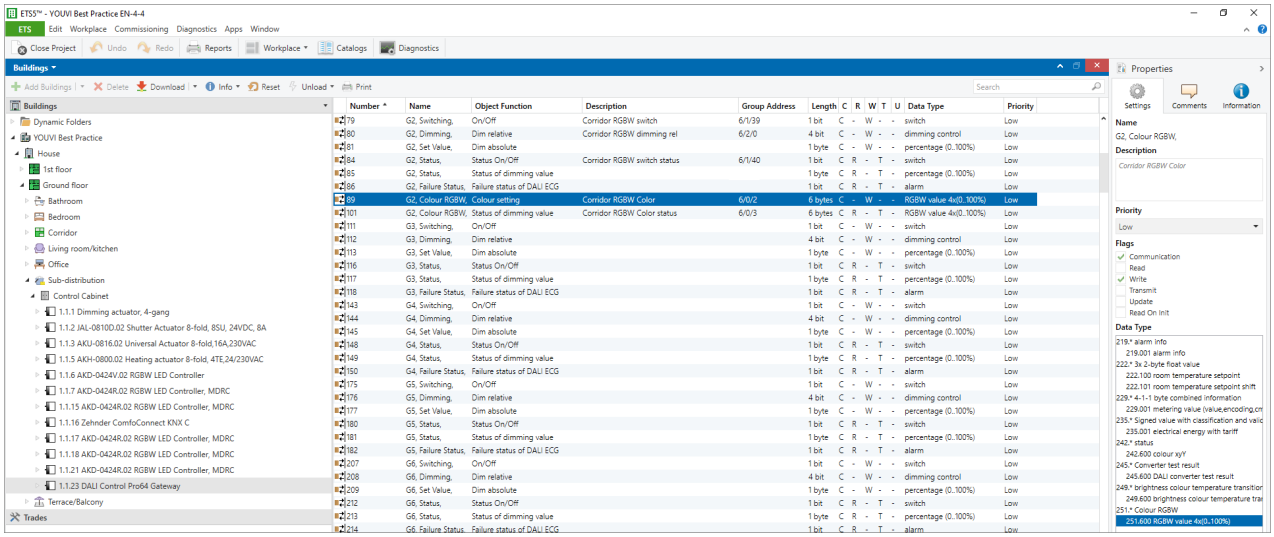


Single 251.600 channel

The communication objects that must be available for parsing the group addresses for an RGBW widget are listed below. For step-by-step dimming of the channels, e.g. via speech, the write addresses for "Dimming control" can optionally be assigned. To ensure successful parsing, the data types and flags (write flag for write address and read flag for feedback address) must be present as shown below.

- 1.001 Switching write
- 1.001 Switching feedback
- 251.600 colour write
- 251.600 colour feedback
- 3.007 Brightness relative, write (optional)

This RGBW type can be implemented in the ETS as follows:



Create an RGB(W)-Light manually

To create an RGB or RGBW light manually, change to the Project Editor or the visualization, the house overview and klick on *Add > Device*. Select “RGB(W) light” as device type.

17.3 Example: Heating device

The second example shows how to create a heating control. At least three group objects are required for automatic detection of a heating system: A group object that transmits the temperature setpoint, one for the feedback of the current temperature and one for the feedback of the setpoint temperature.

Each heating widget in YOUVI Visu also has a mode selection, see Figure 2: Comfort, economy mode, building protection, standby and manual. To use these modes, two group objects are further created for writing and status of the HVAC mode.

A short summary of the required group objects:

- First group object: **Data type:** 9.001/Temperature, Flag: Write set, **temperature setpoint**
- Second group object: **Data type:** 9.001/temperature, Flag: Transmit set, Write not set, **current temperature**
- Third group object: **Data type:** 9.001/Temperature, Flag: Transmit set, Write not set, **feedback setpoint temperature**

Optional:

- Fourth group object: **Data type:** 20.102/HVAC mode, Flag: Write set, **HVAC mode**
- Fifth group objects: **Data type:** 20.102/HVAC mode, Flag: Transmit set, Write not set, **feedback HVAC mode**

Note: *When defining the group objects, make sure that group addresses have the correct data types and flags as show above and in figure 1.*

Creating a button

As in the example of the dimmer, it is not decisive where the actuator is located in the ETS project, but where the associated controller is created. The placement of the controller also defines the placement of the widget in the visualization. In this example it is located in the kitchen.

You have two options when creating a heater, depending on the actuator:

1. Mode and setpoint temperature are processed by a controller which gives the heating command to a heating actuator if the actual temperature falls below the setpoint temperature.

2. The heating actuator gives the heating command after receiving the current and set temperature.

In the case of an air conditioning system, the command for cooling is sent by the controller or actuator in the same way as the heating system when the setpoint temperature is exceeded. Both variants are supported by YOUVI.

Feedback

For the temperature display in the widget, it is also important to either regularly send the current temperature and setpoint temperature via the bus or to have a status sent after a temperature change.

An example of the parameterization of a controller for a heating widget is shown in the picture below. The result in the visualization is shown in figure 2.

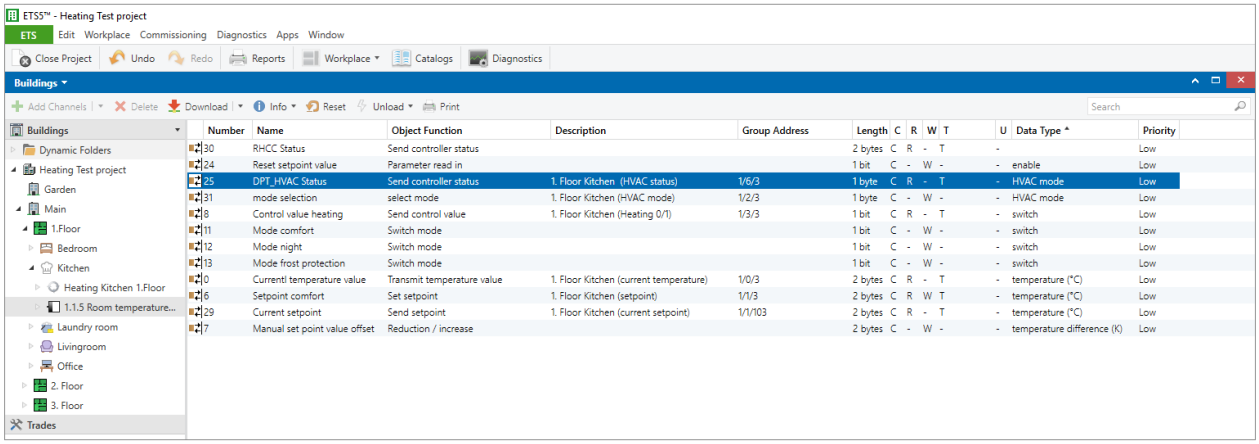


Figure 1: ETS-Parameterization of a temperature controller in the kitchen

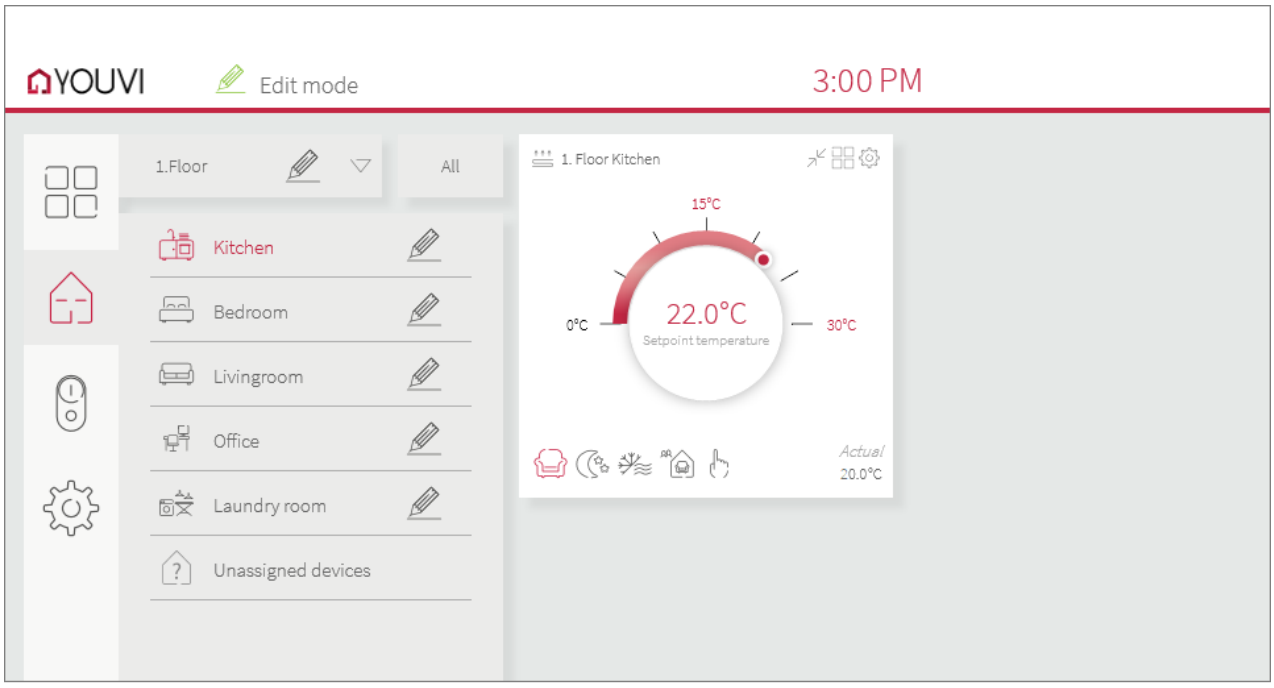


Figure 2: Heating Widget after ETS-Import, showing the temperature control and mode selection

Heating control with setpoint shift

In addition to the usual setting of an individual setpoint temperature in every room of your house, there are also heating controllers which adjust the respective room temperature by means of a setpoint value shift. Depending on the actuator, various technical variants are available. The exact actuator and switch configuration can be found in the operating instructions for the respective

actuators. Depending on the configuration, the setpoint shift must be **adjusted in the visualization** after the project import. To do this, switch on the edit mode and go to the tile settings  and the device settings  of the heating widget. YOUVI supports setpoint shifts with the following data types in addition to the usual setpoint specification:

- 9.002: Absolute temperature shift
- 6.001: Temperature shift in percent
- 1.001: 1-bit temperature shift

In case of a temperature shift via data point 9.002 (temperature difference in K), select either the standard KNX data point (20.102) or MDT specific (if you have an MDT actuator). For both variants, the setpoint temperature in comfort mode that you assigned in the ETS must also be entered in the visualization and serves as a basis.

For 1-bit objects and a temperature shift in percent, the step width assigned in the ETS is also entered in the visualization.

17.4 Example: Temperature control

Temperature control via multiple setpoints

The "Multiple absolute setpoints" device type not only takes one setpoint as a basis, but allows each setpoint to be configured individually. In this category, 4 setpoints for heating (comfort, standby, night and frost protection) and/or 4 setpoints for cooling (comfort, standby, night and heat protection) can be defined.

Depending on the configuration in the ETS or the actuator used, 3 options are possible:

- Heating only
- Cooling only
- Heating and cooling.

In order to automatically parse these devices, the group objects must be assigned **certain data types**. These can be found in the following tables.

Since a distinction must be made between the temperature objects, depending on the function, certain words must be used in the **naming**. Upper and lower case is not relevant:

Differentiation according to cooling/heating: **"cooling"** or **"heating".**

Assignment of the HVAC mode: **"comfort", "standby", "night", "protection"***

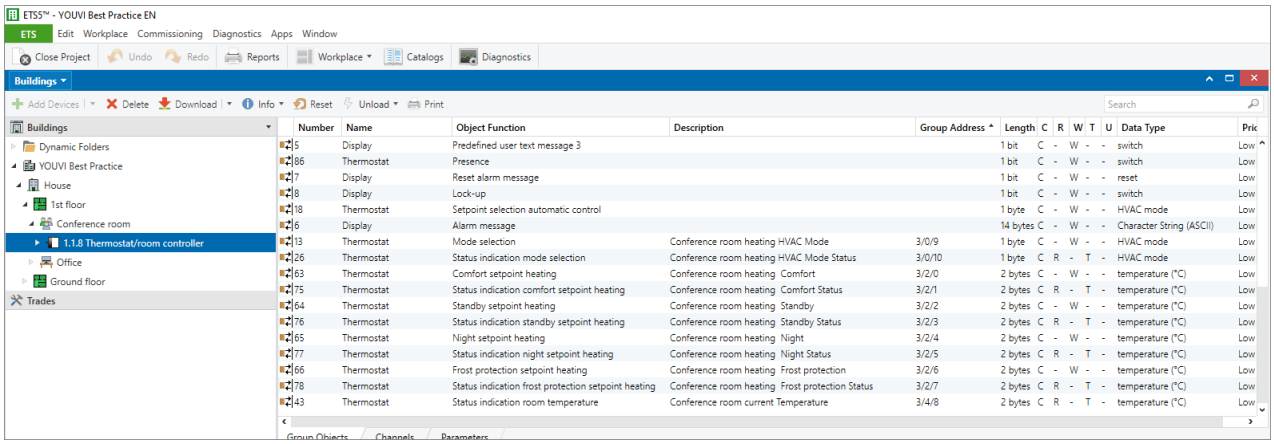
*via the terms "heating" or "cooling" in the name of the group address a distinction between frost and heat protection is made

Heating only:

Setpoint	Data point type	Write	Read
Comfort, Heating	9.001	Yes	
Comfort, Heating Status	9.001		Yes

Setpoint	Data point type	Write	Read
Standby, Heating	9.001	Yes	
Standby, Heating Status	9.001		Yes
Night, Heating	9.001	Yes	
Night, Heating Status	9.001		Yes
Frost protection, Heating	9.001	Yes	
Frost protection, Heating Status	9.001		Yes
HVAC	20.102	Yes	
HVAC Status	20.102		Yes
Current Temperature	9.001		Yes

Exemplary implementation in the ETS shown on a Berker Thermostat 8044 01 00:



Cooling only:

Setpoint	Data point type	Write	Read
Comfort, Cooling	9.001	Yes	
Comfort, Cooling Status	9.001		Yes
Standby, Cooling	9.001	Yes	
Standby, Cooling Status	9.001		Yes
Night, Cooling	9.001	Yes	

Setpoint	Data point type	Write	Read
Night, Cooling Status	9.001		Yes
Heat protection, Cooling	9.001	Yes	
Heat protection, Cooling Status	9.001		Yes
HVAC	20.102	Yes	
HVAC Status	20.102		Yes
Current Temperature	9.001		Yes

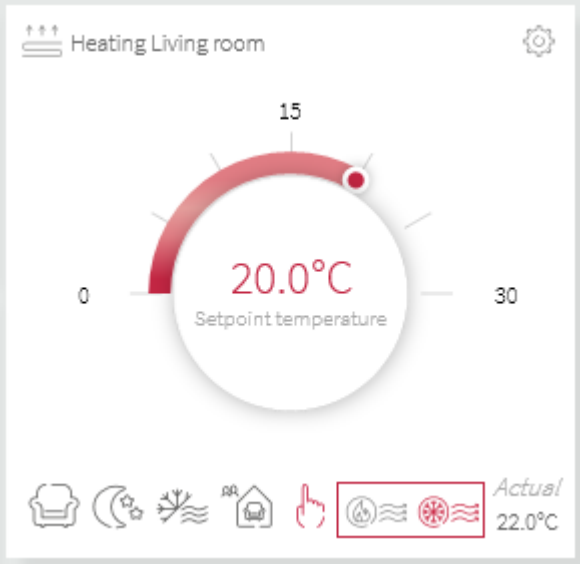
The assignment of the actuators for systems that only cool is analogous to the assignment of the previously described heating systems

Heating and cooling:

Setpoint	Data point type	Write	Read
Comfort, Heating	9.001	Yes	
Comfort, Heating Status	9.001		Yes
Comfort, Cooling	9.001	Yes	
Comfort, Cooling Status	9.001		Yes
Standby, Heating	9.001	Yes	
Standby, Heating Status	9.001		Yes
Standby, Cooling	9.001	Yes	
Standby, Cooling Status	9.001		Yes
Night, Heating	9.001	Yes	
Night, Heating Status	9.001		Yes
Night, Cooling	9.001	Yes	
Night, Cooling Status	9.001		Yes
Frost protection, Heating	9.001	Yes	
Frost protection, Heating Status	9.001		Yes
Heat protection, Cooling	9.001	Yes	

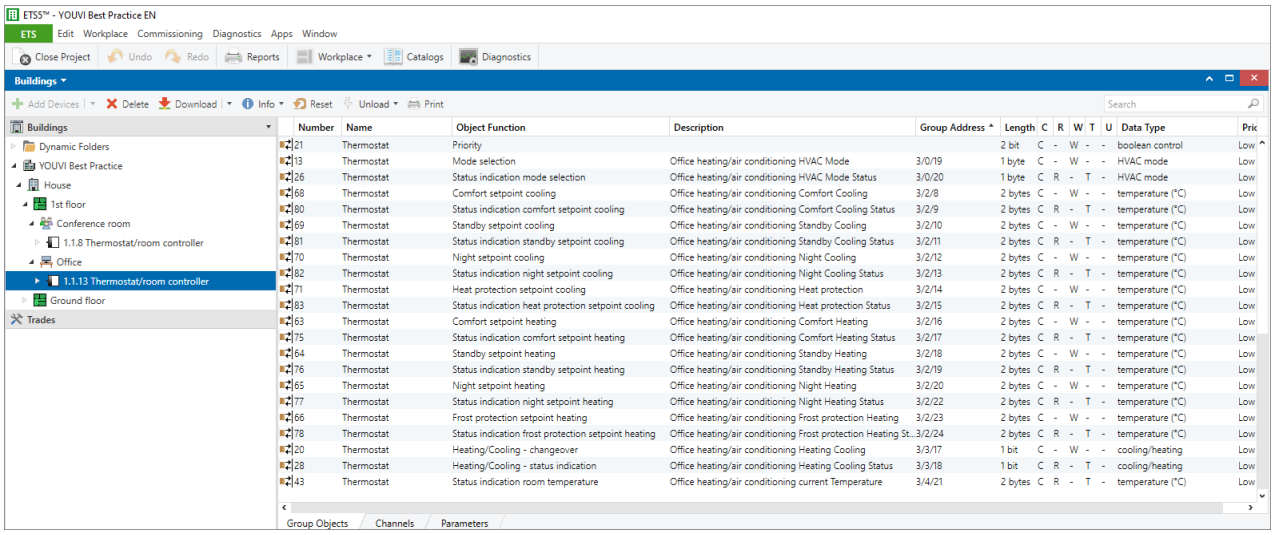
Setpoint	Data point type	Write	Read
Heat protection, Cooling Status	9.001		Yes
HVAC	20.102	Yes	
HVAC Status	20.102		Yes
Current Temperature	9.001		Yes
Heating/cooling	1.100	Yes	
Heating/cooling Status	1.100		Yes

If a system is used that can both heat and cool, the group object for transmitting the heating/cooling status is very important. That is, whether the system is currently heating or cooling and whether corresponding setpoints for heating mode or for cooling are to be used. Whether the system is currently heating or cooling is also shown via an icon on the widget:



These icons can also be used to switch the mode between heating and cooling.

Exemplary implementation in the ETS shown on a Berker Thermostat 8044 01 00:



17.5 Example: Ventilation

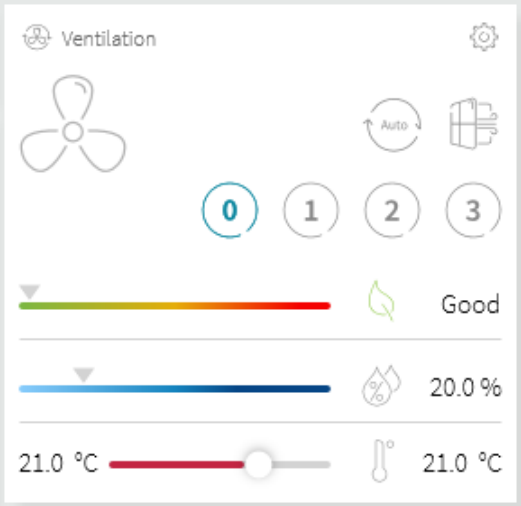
YOUVI currently supports ventilation systems through which the following parameters can be viewed and controlled:

Control

- Auto mode
- Ventilation preset (level)
- Ventilation Mode: boost
- Setpoint temperature

Status

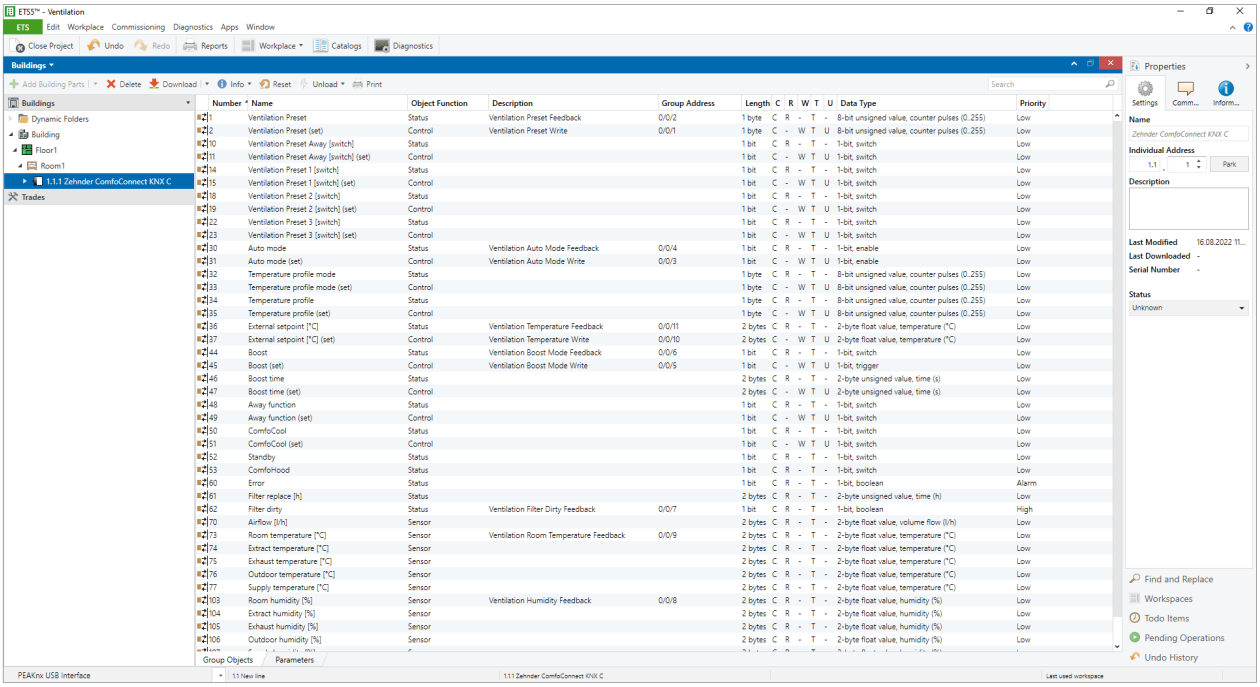
- Auto mode
- Air quality (CO_2 value)
- Filter change
- Air humidity
- Ventilation status (%)
- Ventilation preset (level)
- Room temperature
- Setpoint temperature
- Ventilation Mode: boost



To display the widget, at least the ventilation preset, i.e. the ventilation level, must be entered or assigned a group address in the ETS. If the other values are also assigned with group addresses, these are also parsed, provided they contain the following data types:

- Auto mode, write; Enable 1.003
- Auto mode, status; Enable 1.003
- CO2 value, status; parts/million (ppm) 9.008
- Filter Change; Boolean 1.002
- Humidity; Humidity (%) 9.007
- Ventilation status; Percent (0...100%) 5.001
- Ventilation preset, write; Counter pulses 5.010
- Ventilation preset, status; Counter pulses 5.010
- Room temperature; Temperature (°C) 9.001
- Setpoint temperature, write; temperature (°C) 9.001
- Setpoint temperature, status; temperature (°C) 9.001
- Ventilation Boost, write; trigger 1.017
- Ventilation Boost, status; switch 1.001

In the ETS, the actuator would be configured as follows. In this example the ComfoConnect from Zehnder is used:



In this example there is no CO2 value in the actuator configuration. Here, an external CO2 sensor can additionally be used for the display in the widget.

Air quality

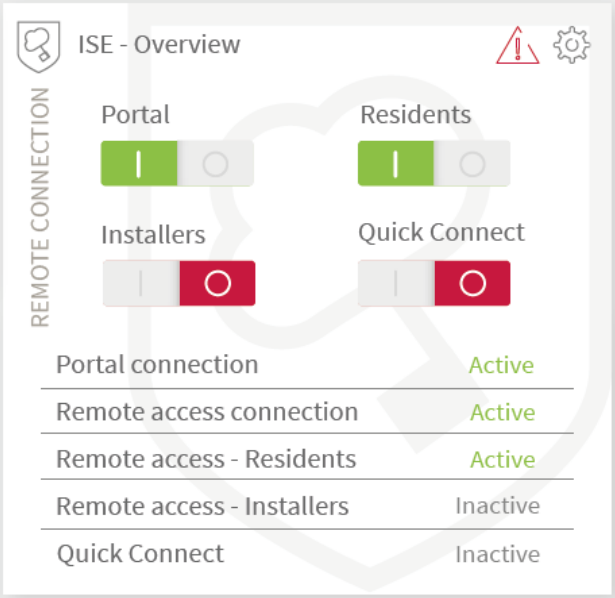
The ventilation traffic light is used to display the air quality in the room:

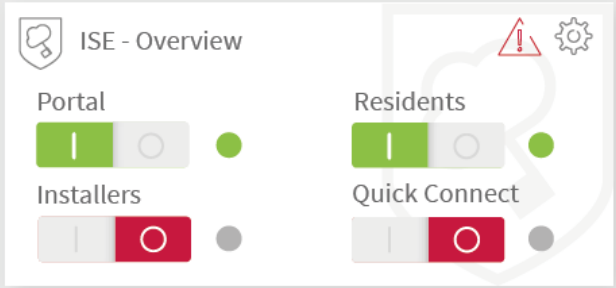
	Carbon dioxide concentration (ppm)	Ventilation traffic light	Hygienic evaluation	Recommendations
Concentrations under 1000 ppm carbon dioxide in indoor air: Uncritical	<1000	Green	Hygienically uncritical (target value)	No further measures
Concentrations 1000 to 2000 ppm: Critical	1000 to 2000	Yellow	Hygienically critical	Ventilation measures (increase external air quality/air exchange Check and improve ventilation behavior
Concentrations over 2000 ppm: Unacceptable	>2000	Red	Hygienically unacceptable	Check ventilation options of room. Check possible further measures

17.6 ISE Remote Connect

YOUVI supports the ise SMART CONNECT KNX Remote Access as a remote maintenance tool. It establishes a VPN connection for remote maintenance between the integrator and the end customer. The integrator thus gains access to the KNX network of his customer and can make changes via the ETS. The end customer can activate or deactivate access at any time with a KNX telegram to the ISE device.

To use the remote maintenance tool for the control cabinet, a separate widget is available after importing the ETS project:





Parsing

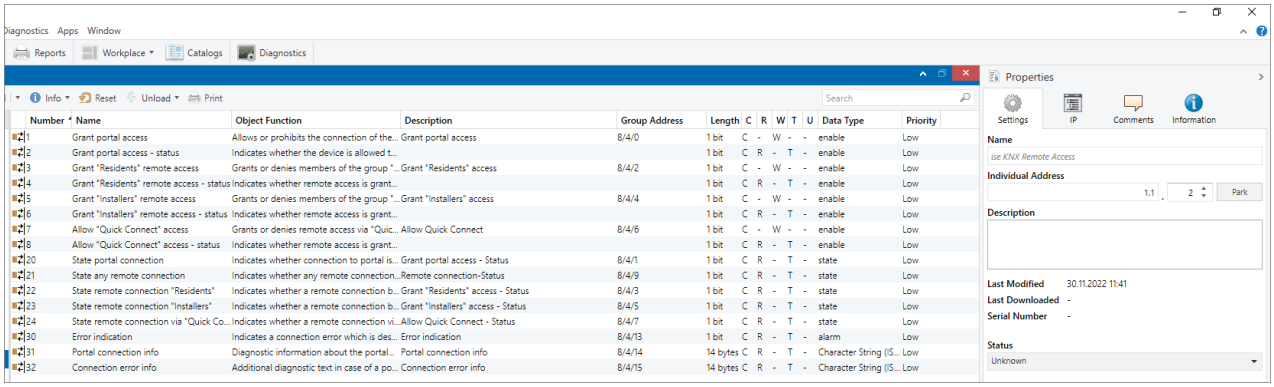
To ensure that the widget is recognised when the ETS project is imported, the following group addresses must be assigned:

- 1.003 Write address Grant portal access
- 1.003 Write address Grant "Residents" access
- 1.003 Write address Grant "Installers" access
- 1.003 Write address Allow Quick-Connect
- 1.011 Feedback address Grant portal access
- 1.011 Feedback address remote connection
- 1.011 Feedback address Grant "Residents" access
- 1.011 Feedback address Grant "Installers" access
- 1.011 Feedback address Allow Quick Connect

Optionally for error indication, also assign the following addresses:

- 1.005 Feedback address error indication (optional)

- 16.001 Feedback address Info portal connection (optional)
- 16.001 Feedback address Info connection error (optional)



Set-up

- After importing the project via the *Projects* page, open the Project Editor.
- Search for the ISE device and check the parsed data.

Creating ISE Remote Connect Manually

To create the ISE Remote Connect manually, change to the Project Editor or the visualization, the house overview and klick on *Add > Device*. Select "ISE Remote Connect" as the device type.

18 Tips for your ETS project

The big advantage of using YOUVI is that you can set up the visualization of your KNX project without further configuration. Your ETS project will be read out by YOUVI and the visualization will be created automatically. However, eliminating the configuration level makes it all the more important to clearly define all the group objects in your ETS project so they can be recognized by YOUVI.

Therefore please note the following points:

Nine points to consider for your ETS project:

1. Work with the ETS 5 or 6.
2. Use group addresses in a 3-level address style for a better overview in your project.
3. Create a control cabinet in the rooms for the sub-distribution.
4. The room assignment of the devices (light, shutter, etc.) is realized via push buttons or functions that are located in the corresponding room. If push buttons for a device are located in different rooms, or if there are no push buttons for certain devices, use functions to make the room assignment unique. The push buttons or functions share at least one group address with the actuator in order to realize the room assignment of the device.
5. Make sure to always assign only one device to a function.
6. Mind the rules for device naming.
7. Use the tables below to ensure that YOUVI identifies your devices. Here you can see which group objects with which data types and flags must be at least present for device identification.
8. Define active feedback for the devices.
9. Export your project as a knxproj-file.

Some examples for the device definition:

- Example: Dimmer and tunable white
- Example: ISE Remote Connect
- Example: Heating device
- Example: RGBW
- Example: Temperature control
- Example: Ventilation
-

How devices are named

Depending on the area of application, other rules for naming devices, i.e. group addresses and functions in YOUVI must be taken in mind:

Use of functions

When using functions, you assign the corresponding group addresses to the function and the device is named like the function in the visualization.

Use of switches (group addresses)

If functions are not used, the names of the group addresses are used for device naming. The following must be considered for this:

YOUVI searches all group addresses of a device during the import and selects the part of the description as device name which is the same in all others.

Example 1:

If two group addresses have been created for a lamp, e.g.

- "GF Living room ceiling light (switching)" and
- "GF living room ceiling light (status)"

YOUVI adopts the part of the description as the device name, which is identical for both designations:

- GF Living room ceiling light

Example 2:

Caution: If words at the end of the description will match again as in this example,

- "GF living room ceiling light (switch) switch 1" and
- "GF living room ceiling light (status) switch 1",

only the first identical part of the description is used:

- GF living room ceiling light

Device naming with and without voice control

If you are planning building control **without voice control**, it is advantageous to name the devices as specifically as possible, as this allows each device to be assigned and checked without much effort, even after import, e.g. "1st floor living room ceiling light". In this way, devices are clearly identifiable, especially in the filter by trades and on the dashboard.

When planning **with voice control**, it is advantageous to keep the device name as simple and short as possible. Here, the use of room names or cryptic designations in the device name is a disadvantage.

Tips for naming devices when using voice control

If YOUVI is used with **ProKNX's Snips** voice control, the **room name is filtered from the device name**. This makes device names shorter and provides better intelligibility in voice control. For example, a device named "living room roller shutter" in the visualization is transformed to "roller shutter" for ProKNX. The room assignment is already stored in Snips, so that "Hey Snips, open 'roller shutter' in the living room." also works as a command.

Other recommendations for device naming when using voice control:

- Do not use special characters
- Write out numbers: "nursery two", instead of "nursery 2"
- Do not use abbreviations

If you are accustomed to writing the floor in the device name by using abbreviations, you should rather assign room names more specifically instead, e.g. "nursery one" for the children's room on the first floor and "nursery two" for the children's room on the upper floor. You can adjust the name of the devices directly in the visualization or already in the ETS project.

How your devices are detected

YOUVI distinguishes devices when reading out the ETS project based on their group objects, flags and data types. Thus, a minimum number of group objects is assumed for each device to e.g. recognize roller shutter. Only when these are correctly defined, the device can be correctly recognized and controlled.

***Note**: Group objects that exclusively use the data type "1.001 (switch)" are automatically created as a light in YOUVI. If the defined object is a different device, the device type must then be changed in the visualization in the device settings.*

Assign correct data types and flags for group objects

The table below lists the devices supported by the visualization. It shows the minimum number of group objects, that must be present to recognize the device and depict it in the visualization. A list of assignable data types, which the respective group object can have, is given in column 3 of the table. Further, the flags for write and transmit must be set correctly for the corresponding group object, see columns 4 and 5.

Detected device		Data type, signal length	W*	T*
Lights at least 1 group object:		1.001/Switch	Yes	No
Shutters at least 3 group objects:		1.008, 1.023, (1.001)* / UpDown, ShutterBlinds Mode, (Switch)	Yes	No
		1.007, 1.009, 1.010, (1.001)* / Step, Open/Close, StartStop, (Switch)	Yes	No
		5.001/Percent (0...100%)	Yes	No
Blinds at least 4 group objects:		1.008, 1.023, (1.001)* / UpDown, ShutterBlinds Mode, (Switch)	Yes	No
		1.007, 1.009, 1.010, (1.001)* / Step, Open/Close, StartStop, (Switch)	Yes	No

Detected device		Data type, signal length	W*	T*
		5.001/Percent (0...100%)	Yes	No
		5.001, 5.003/ Percent (0...100%), Angle (degrees)	Yes	No
Dimmers (option: with color temperature) at least 3 group objects: You can find more information here.		1 bit/e.g. Switch	Yes	-
		4 bits/e.g. Dimming Control	Yes	-
		8 bits (1byte)/e.g. Percent	Yes	-
		7.600, 5.001/absolute color temperature (K), Percent (0...100%)	Yes	-
RGB-Lights (Single 232.600 channel) at least 2 group objects: You can find more information here.		1.001/Switch	Yes	No
		232.600/RGB-Value 3x(0...255)	Yes	No
RGB-Lights (Single XY 242.600 channel) at least 4 group objects: You can find more information here.		1.001/Switch	Yes	-
		1.001/Switch	-	Yes
		242.600/colour xy	Yes	-
		242.600/colour xy	-	Yes
Ventilation at least 2 group objects: You can find more information here.		Counter pulses 5.010 (Ventilation preset, write)	Yes	-
		Counter pulses 5.010 (Ventilation preset, status)	-	Yes
Radiators at least 3 group objects: For more information on control with one setpoint, click here. For more information on		9.001, 9.002, 6.001, 1.001 /Temperature (°C), Absolute temperature shift, Temperature shift in percent, 1-bit temperature shift	Yes	-

Detected device		Data type, signal length	W*	T*
control with multiple setpoints, click here.		9.001/Temperature (°C)	-	Yes
		9.001/Temperature (°C)	-	Yes

*W= Write, T=Transmit

*YOUVI first searches for the more specific data types 1.008 and 1.023 to detect a shutter or blind. These data types are therefore recommended for better processing of the project.

Detected sensor		Data type, signal length	W*	T*
Temperature at least 1 group object:		9.001/Temperature (°C)	No	Yes
Wind Speed at least 1 group object:		9.005/Speed (m/s)	No	Yes
Brightness at least 1 group object:		7.013, 9.004/Brightness (lux), Lux (Lux)	No	Yes
Binary at least 1 group object:		1.002, 1.005, 1.006, 1.009, 1.011/ boolean, alarm, binary value, open/close, state	No	Yes
Humidity at least 1 group object:		9.007/Humidity (%)	No	Yes
Percent at least 1 group object:		5.001/Percent (0...100%)	No	Yes
Time at least 1 group object:		10.001/Time of day	No	Yes
Noise at least 1 group object:		14.064/Sound intensity (W/m^2)	No	Yes
Pressure at least 1 group object:		14.058, 9.006/Pressure (Pa)	No	Yes
CO_2 at least 1 group object:		9.008/Parts/million (ppm)	No	Yes

Wind direction at least 1 group object:		5.003/Angle (degrees)	No	Yes
Rain Gauge at least 1 group object		9.026/rainfall (l/m^2)	No	Yes
Energy Tracker at least 1 group object		7.012, 9.021, 9.024, 13.013, 14.056/ current (mA), current (mA), power (kW), active energy (kWh), power (W)	No	Yes
Numeric at least 1 group object		7.002 (ms), 7.005 (s), 7.006 (min), 7.007 (h), 7.011 (mm), 7.600 (K), 8.002 (ms), 8.005 (s), 8.006 (min), 8.007 (h), 9.002 (K)	No	Yes

*W= Write, T=Transmit

19 FAQs

Possible problems are collected on this page and briefly answered. By selecting the specific problem in the list, you will get to the detailed description.

Why can't I open YOUVI Dashboard on my Controlmicro? How do I convert the YOUVI client into a YOUVI server?

Currently, our customers can choose which visualisation they want to install on the panel. Therefore, YOUVI is supplied with the panels but not pre-installed. The YOUVI Client (YOUVI Panel) is installed on the Controlmicro by default, as a minimal installation of the YOUVI software is necessary to enable the control of the ambient lighting and the display of the sensor technology for the user. To use the YOUVI Server on the Controlmicro, run the installer again and select the option "Convert YOUVI Client to YOUVI Server" during the "Pre-installation". Then upload your KNX project to continue with the setup. You will be asked during the installation whether you want to repair, uninstall or skip the client. Select "Skip".

My bridge devices (Sonos, Tradfri, trivum, Hue, Yeelight, Netatmo) no longer work after an update, what can I do?

First check whether the Bridge device can also be operated via the app of the respective manufacturer. Changes in the network settings may also have led to problems, so that access rights or IP addresses may have changed.

If there has been an update for a device that is connected in YOUVI via a bridge, this also leads to problems in some cases: If, for example, device IDs are changed, they can no longer be addressed even though YOUVI is connected to the bridge.

To solve the problem in YOUVI, switch to the YOUVI configuration page of the respective bridge, disconnect and reconnect. If the problem persists, delete the respective bridge devices and re-import them. If the problem persists, restart the plug-in service under *More > Services* or contact us directly.

I cannot register my door station module with my SIP server, the status shows grey.

If the status shows grey for longer, it is possible that the server has already received a request for these login data from another device and it is already registered. When creating the door station in YOUVI Configuration, make sure that you carry out the registration on the panel itself and not from a client, for example via the browser. If necessary, create a new SIP account in the server or restart it.

Problem	Possible Cause(s)
▪ Devices are shown incorrectly	▪ The ETS project cannot be interpreted correctly.
▪ Keyboard does not show	▪ The keyboard display is disabled.
▪ Unexpected Device Behavior	▪ The Multicast address is used by multiple routers in the same KNX network.
▪ YOUVI Connection failed	▪ YOUVI Services are not running. ▪ There is no network connection (LAN or WLAN.)

Problem	Possible Cause(s)
▪ YOUVI cannot load the visualization and modules after installation.	▪ The services are not running ▪ No network or internet connection

Typical visualization errors

The table below shows common errors that can occur in the visualization after the project import and how to solve them. Further information can be found here.

Typical Visualization Errors	How to Avoid Typical Errors in your ETS Project
YOUVI Visu shows the wrong device type/The device is not shown.	▪ Assign the correct data types and flags to the group objects of your devices.
Many devices are "Unassigned devices".	▪ Place the actuators or operating devices, such as switches, touch panels or similar, in the room of the corresponding device.
The visualization does not show the current KNX device status.	▪ Create active signaling objects for the status feedback of your devices.
Devices, floors or rooms have ambiguous or rare names.	▪ All devices rooms, floors or buildings can be renamed in the visualization. ▪ The device names (group addresses) should include their location, as on the YOUVI Visu *dashboard*, the assigned room or floor is not shown on the device tile. For example: Living Room lights left.

19.1 YOUVI connection failed

If the connection to the YOUVI server fails, check the following points:

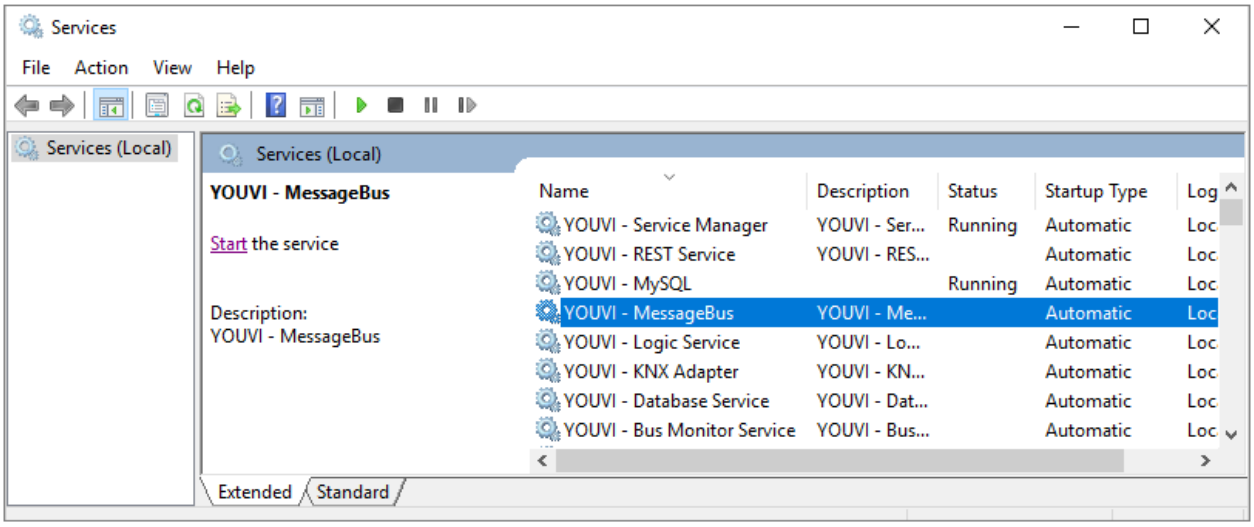
1. Check the network connection

- Make sure YOUVI is connected to the network via LAN or Wi-Fi.

2. Check the YOUVI services

- Open YOUVI Configuration via YOUVI Dashboard.
- Go to the *Services* page and check if the YOUVI services are running (labeled by a green square).

- If the services do not run or YOUVI Configuration is inactive, open the Windows Services, for example via the Windows input field.
- In the Windows Services restart all the YOUVI Services by using "Start the service", as shown in the picture below.



- Switch to the visualization again and refresh the connection view.
- Connect to the desired server again.
- If you cannot fix the problem this way, please send a short report via the Reporter tool.

19.2 Keyboard isn't shown

The on-screen keyboard is not automatically displayed when typing in an input field. Here you have 2 options:

To display the keyboard icon in the taskbar

- right-click on the taskbar and select “Show touch keyboard button”.
- When you need the keyboard, tap the keyboard icon in the taskbar.

Enable automatic keyboard input

To automatically display the keyboard when tapping on a text input field, do the following:

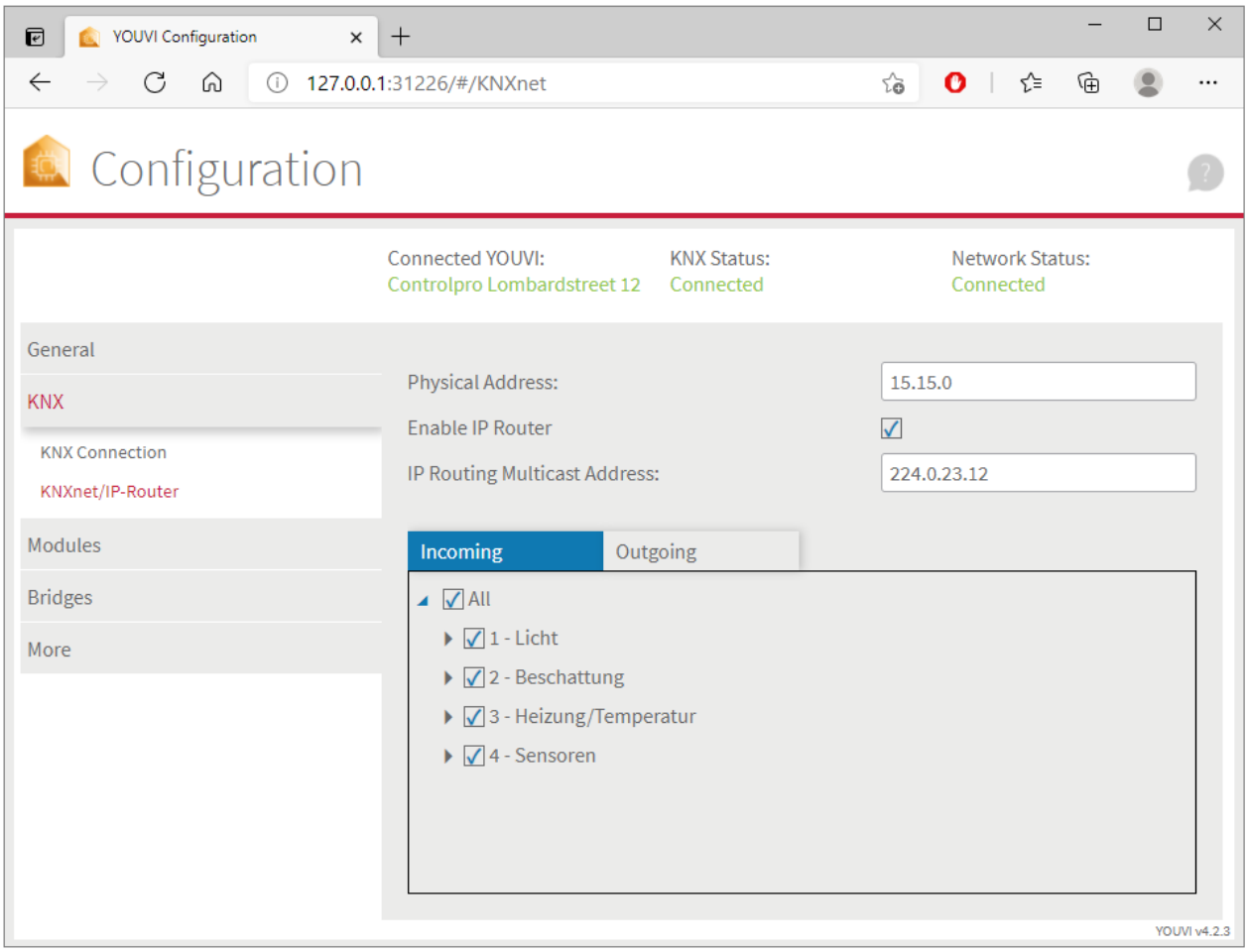
- Swipe into the screen from the right and select “All settings”.
- Select “Devices” > “Typing”.
- Under “Touch keyboard”, check the last item: “Show the touch keyboard when not in tablet mode and there’s no keyboard attached.”

19.3 Unexpected device behavior

During device control, unexpected behavior occurs after entering the desired value. For example, shutters move to different positions, lights go on and off, or the dimmer behavior differs from the input value. The reason for this behavior is that there are several IP routers that communicate over an identical multicast address in the same KNX network.

Proceed as follows:

- In YOUVI Configuration go to the *KNX Connection* page and disconnect from the KNX-Bus .
- Check whether another router is active in the KNX network and communicates via the same multicast address as the YOUVI IP router.
- If this is the case, a circulating message has been generated.
- Go to the *KNX > KNXnet/IP Router* page and change the multicast address. In YOUVI Configuration you can adjust them on the KNXnet/IP-Router page as shown in the figure. In case of multiple YOUVI servers in the network, turn off the IP router by unchecking "Turn on IP router" so that only one IP router is running in the network.
- Then reconnect to the KNX on the *KNX Connection* page.



19.4 No program icons on the dashboard page

If no program icons appear on the Dashboard page, it can be due to two reasons:

A) The server connection failed

B) The network connection has failed

Note: *YOUVI requires network and Internet access during the first startup to obtain an IP address and to load the visualization or further add-ons. After that, no Internet connection is required to function, but only to install updates.*

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20 Hard- and software requirements

Requirements to run YOUVI:

Minimum requirements	
YOUVI Basic/YOUVI Visu	
ETS-Version	ETS 5 - 6.0
Operating System	Windows 10, Version 1809 (32/64-Bit) or higher
CPU	1,44 GHz Quad-Core
RAM	4 GB (64 Bit)
Disk Space	2 GB
Graphics	DirectX 12
.NET Version	ID 4.7.0. (in Windows 10)
Ethernet	LAN or WLAN
YOUVI Mobile App	
Android	Android 6.0 (SDK 23) **Recommended:** Android 9.0 (SDK 28)
iOS	iPhone/iPad: iOS 8.0

Additionally recommended:

Display	Specification
To use touch navigation	a PEAKnx touch panel, a touch-sensitive monitor or tablet that supports multi-touch

21 Version and contact

Version

Help created:	2023-09-04
Help version:	4.5.6
YOUVI Version:	YOUVI 4.5.6 and YOUVI Visu 4.5.3

Service & support

Here you will find all the necessary contact details to reach a member of the PEAKnx team. If you have problems with YOUVI, our support team will be happy to help.

E-Mail:	support@peaknx.com
Support:	+49-6151-279-1825
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22 About PEAKnx

As a manufacturer of innovative hardware and software components, PEAKnx develops products for future-proof building automation. For example, individual front-end panels including visualization, which make all information of an intelligent building available at a central point. Great importance is attached to the longevity of the products and the qualitative interaction of design and functionality.

As the newest division of the PEAK group headquartered in Darmstadt, Germany, PEAKnx can draw from more than 30 years of experience in hardware and software development. Through a broad network of certified partners, PEAKnx also offers the associated services - from consulting to the installation and implementation of automation projects. The goal is to make home and building automation comfortable, cost-saving and future-proof through innovative solutions.

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