frogblue™

User Manual

frogblue HomeApp Version 1.2.0

frogblue[™]

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Kaiserslautern, 6th June 2020

Made in Germany



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1 About this manual

This manual describes how to use the frogblue **HomeApp** for simple control of intelligent smart home applications. You will learn:

- how to import a project created using the frogblue ProjectApp,
- how to control lamps, roller shutters and doors,
- how to configure frogDisplay.

Note

How you can plan, configure, and control a frogblue system using the frogblue **ProjectApp** is described in the User Manual for the frogblue **ProjectApp** \rightarrow *frogblueProject User Manual.*

1.1 Who is the manual for?

This manual is intended for users and anyone who wishes to plan, configure, and manage smart home applications.

1.2 Typographical conventions

The following typographical conventions are used in this manual:

Example	Meaning
Command	A command or code is shown in Courier.
Screen text	Text that is visible in the user interface is marked in bold .
Reference	References are marked in <i>italics</i> .

1.3 Abbreviations

Abbreviation	Meaning
Bluetooth LE	Bluetooth Low Energy
KNX	Fieldbus for building automation
SIP	Session Initiation Protocol
VPN	Virtual Private Network
WLAN	Wireless Local Area Network

2 frogblue - Introduction and Overview

Decentralized Bluetooth network with automatic configuration

frogblue devices are connected to the mains and use wireless Bluetooth technology to transmit switching commands and data. You therefore do not require any special cables, IT infrastructure or Internet. Communication with smartphones and tablets takes place directly via Bluetooth without additional devices. frogblue guarantees the highest possible data security based on double encryption of the data, because in addition to the Bluetooth encryption the frogblue data is also coded a second time (128-bit rollover).

The frogblue system is fail-safe, as the decentralized intelligence means a central unit for function control and communication is not necessary. If two units are outside the Bluetooth range, any frogblue devices in between will forward messages. For users and installers, this happens automatically and without programming. The switching commands and data information automatically find their way through the frogblue network.

If the frogblue devices are to be controlled remotely via the smartphone app, this takes place via a secured VPN connection and the Internet to a frogblue Display unit in the house (with a WLAN connection). The double encryption and the VPN connection and frogblue messages guarantee a very high level of data security.

Configuration via naming of messages

The connection between switching inputs and switching outputs (e.g. between a photoelectric proximity switch and a lamp) is made by naming messages assigned to the inputs or outputs in the frogblue **ProjectApp**. If the message for the switching input as well as for the switching output has the same name (for example "Kitchen light"), this establishes the connection between the two devices and their inputs or outputs. If another output with the same name (here "kitchen light") is on an additional device, both outputs will be virtually connected to each other and will switch synchronously.

The same applies to other inputs with the same name, so that multi-way switching is easy to realize with multiple light sensors. Switching inputs and outputs can be allocated as desired. The linking and message transmission to the switch take place automatically without further configuration.

Typing and space-based switching operations

The effort required for configuration is minimized by categorizing the inputs and outputs according to type and by configuring the devices room by room. To do this, the individual frogblue devices are allocated to a room (e.g. "Living room"), and their inputs and outputs are typed, which means an output may be marked as a light or roller shutter control or an input may be marked as a light sensor. These devices are then automatically linked by way of the "light on in the living room" type switching command without any further configuration and without assigning names to the inputs and outputs. It does not matter how many devices or inputs and outputs there are in a room.

Such a typing switching command "light on in living room" can be put on any switching input of frogblue devices in order to switch on the light in that room or start the shadowing from another location, without knowing the number of devices and switching outputs in that room.

Parameterization of switching signals

All switching outputs can be parameterized individually and very specifically So, amongst other things, the duty cycle, soft starts, dimming characteristics, delayed switching on and off and much more can be configured. The switching inputs can also be parameterized so that a different duty cycle or brightness of the lamp can be realized depending on the switch, for example

Overlay of switching signals (only in the frogblue ProjectApp)

Inputs and outputs can have multiple names and thus trigger different switching operations or actions simultaneously. A light switch can switch on the living room and dining room lights simultaneously, for instance, and send different messages with different parameters depending on how the button is pressed (short press, long press, double click etc.). The overlay of messages to the outputs can allow convenient scenery control or the signaling of incidents, such as the kitchen light blinking when the doorbell rings.

System-wide functions through macros (only in the frogblue ProjectApp)

For the simple configuration of central commands, such as central switching of multiple lamps, macros can be defined and assigned to the devices. If, for example, the central input (central control command for light) on all switches be converted from "double-click" to a "triple click", this only needs to be changed in one place, which is the macro. These macro functions ensure a clear configuration and significantly reduce the configuration effort.

Time control

All frogblue units have time functions for switching. Lamps or roller shutters can be controlled decentrally by the devices themselves by way of a weekly schedule. This means that a central unit is not necessary. The time in the individual frogblue modules is synchronized via the Bluetooth network with special frogblue devices with battery-buffered clocks or GPS time receivers. The frogblue display can as an option be supplied with the current time via its WLAN interface from a time server on the Internet.

This automatic time synchronization via the Bluetooth network ensures that even after a power failure in all devices, the current time is again available within seconds. Of course, this time synchronization via the frogblue network is encrypted in addition to the Bluetooth and therefore offers the highest possible security against manipulators.

Logic module decentralized in all devices (only in the frogblue ProjectApp)

In every frogblue device, input and output signals of other frogblue devices can be linked system-wide. So, for example, a lamp can be switched on in addition to the normal operation by overlay for as long as a door is open (once a door contact signals this to a frogblue input module). The logic linking of multiple signals, including together with time conditions or a weekly schedule, is possible and is done decentrally in the frogblue devices.

The typing of input signals with attributes, such as window contact, brightness sensor or frost monitor, allows fast implementation of sophisticated logic and control functions. With these functions for example, a children's room lamp can be limited to 30% of the maximum rating or an alarm can only be triggered by open doors on weekends.

Data backup of all data in one file

The entire project configuration of all frogblue data, i.e. both the configuration data of all frogblue units and the settings on the app such as passwords and project data, is stored in a single system backup. This system backup can be secured in every single frogblue unit and sent by email. This means that all data of a frogblue installation are stored in only one file.

End users are informed by the display or the app that they are in possession of all the necessary configuration data for their frogblue system. This ensures that the system configuration is available for maintenance by third parties at any time, even if the electrician cannot be reached. The end user also needs the associated project password of course.

Platform-independent on Android, iOS, and Windows

The frogblue software runs on Android, iOS, and Windows. The end user app (frogblue **HomeApp**) is identical to the app on frogDisplay, so when using a smartphone or tablet, the user simply must become accustomed to a user interface.

1.4 frogblue software - an overview

The following frogblue software is available for controlling and configuring a frogblue system:



With the frogblue **HomeApp** you can easily control the frogblue units for a project set up and configured with the frogblue **ProjectApp**. You will find detailed information on how to use the frogblue **HomeApp** in this manual.



With the frogblue **ProjectApp** you can plan, configure, and control a frogblue system. This app provides you with all the features you need to create and manage both simple and sophisticated smart home applications.

You will find detailed information on how to use the frogblue **ProjectApp** in the → *frogblueProject User Manual.*

frogware (firmware): The software in the frogblue devices (frogs, frogKey, frogLink, frogDisplay) that contains the system configuration and controls the frogblue system. You can configure frogs using the frogblue **ProjectApp** and in reduced form with the frogblue **HomeApp**. For information on updating the **frogware**, see the \rightarrow *frogblueProject User Manual*.

3 frogblueHome: Overview

The frogblue **HomeApp** enables you to control and operate devices such as lamps, roller shutters and doors which have been configured with the frogblue **ProjectApp**.

The frogblue **HomeApp** enables you to operate and control frogblue units from a tablet, smartphone or frogDisplay.

After starting the frogblue HomeApp, the following start screen appears on Android/iOS devices.



Figure: Start screen of the frogblue HomeApp on Android/iOS devices.



AppView

In the **AppView** you can control and operate the configured devices. The **AppView** gives you the following functions:

- Overview of all devices and their configured functions.
- Views for rooms, switches, exits, doors, and roller shutters in order to control and operate the devices listed in them.
- Configure pin code.
- Configure scenes and activate scenes.
- Make settings for the frogblue HomeApp.



Import Project

Here you can import a project that has been created with the frogblue ProjectApp.



Open Project

Here you can open a project whose project backup is saved in a frog.



Load Via Remote

Here you can load a project from a frogDisplay to a tablet/smartphone if both devices are connected via WLAN.

Note on installation

For information on installation and the system requirements of the frogblue **HomeApp** for Android/iOS devices, see chapter \rightarrow *Installation, page 11.*

For information on installing the frogware and the frogblue **HomeApp** for the frogDisplay contained in it, see the \rightarrow *frogblueProject User Manual.*

The configuration of the devices and frogs was saved in the frogblue **ProjectApp** in a project which was imported into the frogblue **HomeApp**.

Note on importing projects

For information on importing projects created with the frogblue **ProjectApp**, see chapter \rightarrow *Importing a project, page 13.*

Note on the frogblue Project App

How you can plan, configure, and control a frogblue system using the frogblue **ProjectApp** is described in the User Manual for the frogblue **ProjectApp** \rightarrow *frogblueProject User Manual*.

4 Installation

You can use the frogblue **HomeApp** on the operating systems Android and iOS for tablets and smartphones.

Note about frogDisplay

For information on installing the **frogware** and the frogblue **HomeApp** for the frogDisplay contained in it, see the \rightarrow *frogblueProject User Manual.*

You can download the frogblue HomeApp from the Google Play Store and the Apple App Store.



Search the Google Play Store for **frogblueHome**.



Figure: frogblue HomeApp in the Apple App Store.

In the Google Play Store, tap Install to install the app.



Search the Apple App Store for **frogblueHome**.



Figure: frogblue **HomeApp** in the Apple App Store.

In the Apple App Store, tap **Install** to install the app.

Starting the frogblue HomeApp

Note

```
Make sure Bluetooth (version 4.2 or higher) is enabled on your tablet or smartphone.
Android: Settings - > Connections -> Bluetooth
iOS: Settings - > Bluetooth
```

To start the frogblue HomeApp, tap frogblueHome 🧟 on your tablet after the installation.

The start screen is displayed.



Figure: Start screen of the frogblue HomeApp for Android/iOS devices.



Figure: Start screen of the frogblue **HomeApp** in the frogDisplay.

Start by importing a project which you have configured and exported in the frogblue **ProjectApp**, see \rightarrow *Importing a project, page 13.*

You can then control devices such as lamps, doors and roller shutters using the frogblue **HomeApp**, see \rightarrow *AppView: Controlling and operating devices, page 22.*

Control access to switches using pin codes, see \rightarrow Keypad: Control access, page 54.

5 Importing a project

Devices and frogs are configured in a project using the frogblue **ProjectApp**.

You can only use the frogblue **HomeApp** to control devices such as lamps and doors if you have previously imported a project created using the frogblue **ProjectApp**.

To do this you have to save and export a project created with the frogblue **ProjectApp** as follows:

In the frog

All data for a project is stored in a frog.

In a file

All data for a project is saved in a file or exported to a file. The file is stored in the **Documents** folder on the Android tablet. For iOS devices, the file is stored in the internal storage.

For detailed information on saving projects to a file or frog, see \rightarrow frogblueProject User Manual.

frogDisplay: Importing projects

For information on importing projects onto a frogDisplay, see \rightarrow frogblueProject User Manual.

Depending on how you have saved or exported the data using the frogblue **ProjectApp**, you can import the project into the frogblue **HomeApp**:

Importing a project from a frog

The data of a project is localized in a frog within range by the frogblue **HomeApp**. The data can then be downloaded from the frog and imported into the frogblue **HomeApp**. Information on importing a project from a frog, see \rightarrow *Importing a project from a frog, page 14.*

Importing a project from a file

The file with the project data is transferred to the device with the frogblue **HomeApp** installed on it and imported into the frogblue **HomeApp**.

Information on importing a project from a file, see \rightarrow *Importing a project from a file, page 17.*

You can import multiple projects into the frogblue **HomeApp**. If multiple projects have been imported, a list of the imported projects will be displayed when you start the frogblue **HomeApp**.

1.5 Importing a project from a frog

To be able to download project data from a frog and import it into the frogblue **HomeApp** you require the project password of the project in question and the device key.

Project password and device key

To be able to save a backup or configuration in a frog and then load them again from the same place, a device key is required.

When you create a new project in the frogblue **ProjectApp** and assign a project password to a project, this automatically creates an identical device key.

The project password can be shared with third parties, e.g. a technician who has configured the project. Once the project configuration is complete, you should change the device key to protect the configuration in the frogs from unauthorized access. Once the device key has been changed, the project password can still be used to configure the frogblue **ProjectApp** on the tablet, but the configuration can only be uploaded onto the devices with the altered device key. For further information on the project password and device key, see the \rightarrow *frogblueProject User Manual.*

1. In the start screen tap **Open Project**.

The Find project screen is displayed.

If no project has been found in a frog before, the entry **Unknown** is displayed.

If several projects are displayed, the desired project can be identified based on the **ID**. The **ID** is also displayed in the frogblue **ProjectApp** under **Project management**.

		Find project				% 82% ⊔	15:34
ID	Project		Frogs	Cubes	Keys	Links	
12	Unknown					G	5
127	Unknown]
		Cancel Open project					

Figure: Find project screen with entries Unknown.

2. Tap an entry **Unknown**.

The entry is highlighted in grey.

- 3. Tap Open project.
- 4. The Find Project Backup screen ais displayed.

A Bluetooth connection is established with the nearest frogblue device. The name of the frog appears in the **Find Project Backup** screen.

		\$ 82% ₿ 15:35
<	Find Project Backup	
	Connect to nearest Device	
	a8:36:7a:70:00:23	
	Next Other device Cancel	

Figure: Find Project Backup screen shows the nearest Frog.

Note

Tap Other device to display all devices with which a Bluetooth connection can be established.

- 5. In the **Enter device key** field, enter the frog key used to protect the project backup on the frog device.
- 6. Tap Next.

A Bluetooth connection is established with the frogblue device. The display indicates which project data is displayed on the frogblue device.

* 82% 🛙 15:
Find Project Backup
· · · · · · · · · · · · · · · · · · ·
Found Frog
a8:36/7a:70:00:23
Device in Range
Wechsel- und Kr (Version 574 - 14:56 Thu 07-05-2020)
Cancel Import project

Figure: Find Project Backup screen for importing a project.

7. Tap Import project.

The project data is loaded onto the frogblue HomeApp.

Sind Project Backup
Found Frog
a8:36:7a:70:00:23 46dm
Status: Downloading project information
Backup information downloaded
Cancel Import project

Figure: The project backup is downloaded.

The project can now be used in the frogblue **HomeApp**.

Note that when the project is the first time opened, it will be necessary to enter the project password.

1.6 Importing a project from a file

The first stage is to transfer the exported data from the frogblue **ProjectApp** to the device on which the frogblue **HomeApp** is installed.

The transfer method depends on whether the frogblue **HomeApp** is being used on an Android device or an iOS device.

The second stage is to import the transferred data into the frogblue HomeApp.

1.6.1 Transferring a project file onto an Android device

In order to import a project to an Android device, a **Documents** folder is required in the internal memory in which the exported file from the frogblue **ProjectApp** can be saved.

- 1. In the case of an Android tablet, tap the My Files app.
- 2. Under **Tablet**, create a folder with the name **Documents.**
- 3. Save the frogblue **ProjectApp** project file in the **Documents** folder.
- 1.6.2 Transferring a project file onto an iOS device

You can use AirDrop to transfer a frogblue **ProjectApp** project file from an iOS device to an iOS device with the frogblue **HomeApp** installed on it. The file is automatically saved in the correct folder.

If you wish to transfer a frogblue **ProjectApp** project file from an Android tablet onto an iOS device, the following options are available:

By e-mail

If an e-mail mailbox is configured on both the Android tablet and the iOS device, you can e-mail the file to the iOS device. Save the file in **Files** on the iOS device.

Via iTunes

Save the frogblue **ProjectApp** project file on a Mac or PC.

- 1. Open iTunes on your Mac or PC.
- 2. Connect your iOS device to the computer with a USB cable.
- 3. Select the iOS device in iTunes.
- 4. Click **Share** in the left-hand sidebar.
- 5. Select the frogblue **HomeApp**.
- 6. Click **Add** and select the project file on your computer.
- 7. Click **Done** and synchronize your iOS device with your computer.

1.6.3 Importing a project file into the frogblue HomeApp

If you have transferred the project file onto your Android or iOS device with the installed frogblue **HomeApp**, you can import it from there.

1. In start screen tap **Import Project**.

The Import Project screen is displayed.

* 83% O 150
injost Fridjek
Project name: Enter project name
Password: Enter password
Cancel Import project

Figure: Import Project screen for importing a project.

2. Tap Enter project name.

A screen for selecting a project is displayed.

* 85% Q 1555
Import Project
IOME
IOME1
IOME2
IOME42
10ME5
Austermann
b_Alternate, cross and central on-off switching_200220_101403
b_Alternate, cross and central on-off switching_200220_180619
b_Alternate, cross and central on-off switching_200303_162357
b_Alternate, cross and central on-off switching_700101_034919
b_Alternate, cross and central on-off switching_700104_022924
b_Alternate, cross and central on-off switching_700104_024328
b_Door control_200220_101422
b_Door control_200220_180626
b_Mustermann_190111_135312
b_Mustermann_190424_170750
b_Mustermann_190509_141515
b_Mustermann_190509_141641

Figure: Screen for selecting a project.

3. Tap the desired project.

The selected project is shown in the Import Project screen in the Project name field.

- 4. Under Enter password enter the project password of the project you wish to import.
- 5. Tap Import project.

The data is imported, and the project is available in the **frogblue HomeApp**. The **Overview** screen of the **AppView** is displayed.

1.7 Loading a project via remote

You can load a project from a tablet to a frogDisplay if the tablet and frogDisplay are connected via a WLAN.

The following steps are necessary:

- 1.) Activate Remote Access in the frogDisplay and the tablet.
- 2.) Connect the tablet and the frogDisplay with the same WLAN.
- 3.) Transfer the project from the tablet tot the frogDisplay.

Activating Remote Access in the frogDisplay and the tablet

The remote access is activated in the frogDisplay as well as in the frogblue **HomeApp** in the **Settings**.

- 1. Tap Network in the Settings and then Remote Access.
- 2. Activate Remote Access.

For information on the remote access, see \rightarrow *Remote access, page 46.*

Connecting the tablet and the frogDisplay with the same WLAN

To load a project from the tablet to a frogDisplay via WLAN, both devices must be connected to the same WLAN.

For information on configuring a WLAN for the frogDisplay, see \rightarrow WLAN, page 48.

In the tablet, the frogblue HomeApp uses the WLAN settings of the tablet.

Transferring a project from the tablet to the frogDisplay

1. Tap Load Via Remote on the start screen of the frogDisplay.

Note

When dialing into the frogDisplay via port forwarding the connection is not automatically detected. Then tap **Skip** and enter the correct **IP-Address** and the **Port**.

Load Via Remote 🛛 🌍					
Alternate, cross ang - Standard room					
Skip Cancel					

Figure: Project that can be loaded via remote.

2. Tap the project that you wish to load remote.

The project is highlighted in green.

3. Tap **Ok**.

A screen with the IP address and the port of the frogDisplay is displayed.

Load Via Remote 🛛 🛜				
IP-Address	192.168.2.111			
Port	8883			
OK	Cancel			

Figure: Screen with the IP address and the port of the frogDisplay.

4. Tap **OK**.

A screen for entering the username and project password is displayed.

By default, the Admin user with the project password is set up in the frogblue HomeApp.

You can change the password of the **Admin** user in the **Settings** under **Permissions**. The advantage is that the project can be loaded to the mobile devices even without the project password.

Load Via Remote								
Username	Username							
Password	Password							
OK	Cancel							

Figure: Screen for entering the username and the project password.

- 5. Enter **Admin** as username.
- 6. Enter the project password of the project to be imported.
- 7. Tap **OK**.

The project is transferred from the tablet to the frogDisplay.

6 AppView: Controlling and operating devices

In the **AppView** you can configure and control all functions of a frogblue system.

The devices and their connections to the frogs have been previously configured with the frogblue **ProjectApp** in a project and then imported into the frogblue **HomeApp** or downloaded from a frogDisplay.

For information on importing a project, see \rightarrow *Importing a project, page 13* and *Importing a project file into the frogblue HomeApp, page 18.*

Top **AppView** in the start screen to display the **AppView** overview.

а <i>С</i> с	3 tosk∎1 Overview	Title bar	
Ughting Shading Access Windows		Overview of configured functions	tions
☆ ☜ 🗆 ♀ 目 月 田 🎟		Menu bar	
		Menu bar	

Home

Figure: Overview screen of the AppView for Android/iOS devices.



Figure: **Overview** screen of the **AppView** in the frogDisplay.

The **Overview** screen gives you an overview of all configured functions in the current project. For information on the **Overview** screen, see \rightarrow *Overview*, *page 23*.

Numerous views and functions are available in the menu bar. For information on the individual views, see \rightarrow *Views, page 25.*

The frog List lists all frogs that are included in the project. For information on the frog list, see \rightarrow *Frog List, page 53.*

Tap the **Home** icon for about two seconds to return to the start screen.

1.8 Overview

In the **Overview** screen only the functions that have actually been configured in the imported project are displayed.

The following functions are available for control in the **Overview** screen:

Q	Lighting The configured inputs and outputs for the lighting are displayed here.
	Shading The configured inputs and outputs for roller shutters are displayed here.
	Access The configured inputs and outputs for controlling access points are displayed here.
	Windows The configured inputs and outputs for the windows are displayed here.
Ä	Alarm The configured alarms are displayed here.

In the **Overview** screen you can operate the configured devices, such as switching on lamps or closing a door.

t Ø	* 100% @1452-
	•
Shading	•
r Access	•
	ζ ^ο λ

Figure: **Overview** screen with the configured functions of a project.

Tap the arrow to display the functions relating to the rooms to be displayed.

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a	Overview	all
Ç	Lighting	•
-	₽ Kitchen	•
	♀ Light Kitchen	
	Iving room	•
	Shading	•
	Living room	•
-	Access	•
	r Kitchen	•
G		

Figure: Overview of the functions for the configured rooms.

Tap the function you wish to control.



Abbildung: Dialog box for switching on lamps.

A dialog box is displayed in which you can control a function, for example switching on a lamp. A simple tap activates or deactivates the function.

1.9 Views

Several views are available via the menu bar so as to be able to obtain detailed information on the functions and devices as well as to be able to operate and configure them. You can also define and activate scenes.

The following views and functions are available in the menu bar:

Scene \$ Here you can create a scene and activate a previously created scene. → Scene, page 32. Room view The functions that are defined for the selected room are displayed here. The Standard room is displayed here by default. \rightarrow Room view, page 26. Switch view All buttons and switches that have been configured for the frogs' inputs are displayed here. → Switch view, page 27. Õ Output view All lamps that have been configured for the current room are displayed here. → Output view, page 28. Roller shutter view All roller shutters that have been configured for the current room are displayed here. \rightarrow Roller shutter view, page 29. Door view All doors that have been configured for the project are displayed here. \rightarrow Doors view, page 30. Window view FF7 All windows that have been configured for the project are displayed here. \rightarrow Windows view, page 31. Configuring a pin code Here you can define pin codes for switches to ensure that a switch is only activated after a pin code has been entered. → Keypad: Control access, page 54. 5 Configuring a camera Here you can configure a camera. → Configuring video sources, page 59. **Notifications** C1 In the frogDisplay you can configure notifications here. \rightarrow Configuring notifications in the frog Display, page 57.

tor to

Settinas

Here you can make the basic settings for the frogblue HomeApp. → Settings, page 42.

1.9.1 Room view

The Room view shows all functions defined for the rooms that have been configured.

By default, the system displays the functions of the room that you have selected in the **settings** for the **location**.

For information on selecting the room, see section \rightarrow Location, page 45.

\square						Living ro	om			؛ ؛ ا	99% 🖻	16:14
合	\swarrow		9 E	F		202						

Figure: Room view.

If you tap **Room view** with twice, all configured rooms are displayed.

Note

If you wipe across the title bar (in the next figure, the title bar says **Rooms**), you can switch between the individual rooms. You can also wipe across the screen with two fingers to switch rooms.

	Rooms	¥ 99% ■ 16:14	
Kitchen		🖞 - >	
Living room		♥	 Function icon

Figure: Room view for all configured rooms.

Tap a function icon to activate or deactivate the function.



Figure: Activated function (here: light switched on) in a room (here: living room).

1.9.2 Switch view

The Switch view shows all switches and buttons for the room selected in the **Settings** for the **Location.**

The switches and buttons must have been previously created in the frogblue ProjectApp.

You can operate the switches in the Switch view.

Kitchen	* 99% # 16.15 [
Light Kitchen Light LivingLight Dinin	Light Kitchen Light Living Room Light Dining Table Light Dining Table
☆☆�� <u>□</u> ♀目∩田⊞竣	

Figure: Switch view.

You can control access to switches via pin codes. For information on configuring pin codes, see \rightarrow *Keypad: Control access, page 54.*

When you tap **Information** and then tap a switch, a screen appears that lists the action assigned to the switch.

		¥ 99% ■ 15:16
\langle	Kitchen	all.
Light Kitchen		
Light Kitchen-Dim		
t Light Kitchen-Dim		

Figure: Assigned actions and messages for a switch.

1.9.3 Output view

The Output view shows all outputs which have been configured for the selected room.

In the Output view you can operate and control the outputs, such as dimmable lamps.

															* 99	16:16
									Lights - R	ooms						-all
	••			\odot												
	Ŧ			Ŧ												
	100%			0%												
- 0	Kitchen		Livi	ng roon	1											
\bigtriangleup				0			Ħ	:::	500							
[L]	W	2		Ŧ				•••	225							

Figure: Output view.

1.9.4 Roller shutter view

The Roller shutter view shows all roller shutters for the current room (provided they have been configured) which you have selected in the **Settings** for the **Location**.

In the Roller shutter view you can control the roller shutters. The switches and buttons must have been previously created in the frogblue **ProjectApp**.

*	9% 🛙 16:16
Shutters - Rooms	aill
Living room	
ੇ ☆ 🔞 🔲 💡 📒 🖪 🖽 🎹 ‡	

Figure: Shutters screen.

Tap the roller shutter to open or close it.

	Shutters - Rooms	4 994 - 1015 .11
Living room		
	📃 FI 🖽 🖽 🕸	

Figure: Controlling a rolling shutter.

the roller shutter moves up.

the roller shutter moves down.

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1.9.5 Doors view

The Doors view shows all doors which have been configured for the project.

In the Doors view you can control and configure the doors. The doors must have been previously created in the frogblue **ProjectApp**.

Doors - Pooms	∦ 98% 🛙 16:16
·	
Kitchen	

Figure: Doors screen.

Tap the door to open or to close the door.

Doors - Rooms	all
F	
ll	
Kitchen	
F Contraction of the second	

Figure: Controlling a door.

1.9.6 Windows view

The Windows view shows all windows which have been configured for the project.

In the WindowS view you can control the windows and their status. The windows must have been previously created in the frogblue **ProjectApp**.

Windows - Rooms	* 95% * 11:31
Küche	
☆☆物□♀目Ⅰ₫∰☆	

Figure: Windows screen.

Tap the window to check the status of the window.

1.10 Scene

In a scene you can combine several functions, such as switching on a light and closing a door. When you activate a scene, all functions are then executed in the sequence in which you defined them in the scene.

You can create, activate, edit, and delete a scene in the Scene screen.

Scane	Adding a
	scene
No scenes defined	

Figure: Scene screen.

1.10.1 Creating a scene

You can create as many scenes as you wish. For example, scenes can be defined for specific events such as "Room is entered", "Room is exited" or "Lights from several lamps are switched on".

Besides the simple scene, you can also create a status scene. With a status scene you can for example set a status (for example **Night**) in the display of the frogDisplay.

1. Tap Add scene

The Scene or status screen is displayed:

\langle	Scene or status	* 98% 8 16:17 Next
	Scene Status	

Figure: Scene or status screen.

2. Tap **Scene** if you wish to create a simple scene.

— or —

2. Tap **Status** if you wish to create a status scene.

For a status scene a status message must already have been defined in the frogblue **ProjectApp** and it must be assigned to the project. Only then a status scene can be created in the frogblue **HomeApp**.

3. Tap Next.

The Scene Edit screen is displayed.

<	Scene Edit	Next >
	2	
	: Scine Name	
☆☆□♀		

Figure: Scene Edit screen.

- 4. Enter a name for the scene
- 5. Tap the question mark to add an icon to the scene.

A screen with the available icons is displayed.

6. Select an icon and tap Next.

The Scene Edit screen displays the name of the scene and the selected icon.



Figure: Scene Edit screen with the selected icon and the name of the scene.

7. Tap Next.

The Select Items screen is displayed.

Select 1	tems Next
Kitchen	Ŷ
Standard room	
► O Messages	
☆☆��□♀目∩田Ⅲ炎	

Figure: Select Items screen.

On the **Select Items** screen you can add the functions and/or messages, defined for a room, to a scene.

The current settings of the lamps and the roller shutters are used for the defined functions.

8. Tap the lamp or the roller shutter to control the lamps or the roller shutters of a room via the scene.

The lamp or the roller shutter is highlighted in green.

\langle	Select Items	Next >
Kitchen		₽
Standard room		
► O Messages		

Figure: Activated lamps are highlighted in green.

Optionally, you can tap the lamp longer to display the lamps, that can be controlled in the room.

			* 98% 🛢 15:11
\langle		Lights - Kitchen	li
`			
\bigcirc	\bigcirc		
-			
0%	100%		
Light Kitchen	Light Dining Table		
$\land \checkmark \square$			

Figure: Screen with lamps that can be controlled.

To change the settings of the lamp, tap a lamp and hold your finger on the tablet.

9. Tap **Messages** or the arrow to the left to add messages to the scene.

		🗚 97% 🛢 15:18
<	Select Items	Next >
Kitchen		Ŷ
Standard room		
P		
▼ O Messages		
Light Dining Table		
Light Dining Table-Dimm		
Light Kitchen		
Light Kitchen-Dimm		

Figure: Selection of messages that can be added to a scene.

Here you can add messages to a scene and search for messages.

When creating a status scene, you can select the status message(s) (for example **Night**) that is/are assigned to the project. The creation of the status messages is done in the frogblue **ProjectApp**.

10. Select the messages and/or the status message(s) that you wish to add to the scene.

The selected messages are marked with \heartsuit

11. Tap Next.

The Time Control screen is displayed.

\langle				Time control	Finish
Time o	control				off >
G	☆ 🖾	-] 🗄 🖽	202	

Figure: Time control screen.

In the **Time control** screen you can configure a timing function that determines when a scene should be executed.

In a status scene, the time control can be controlled by a status, for example **Night** for the **Astro** time control. An end time can also be defined via a status, thus defining a duration.

If you do not configure a time function, the scene is only activated manually.

12. Tap Time control.

Two time controls are available:

Point in time: Defines a time when the scene should be activated.

						💰 95% 🛢 15	
<				Time control		Finish	>
Time contro	bl					Point in time	>
Active							
Execute at						00:00	>
Random						+- 0 Minutes	>
Weekdays						MTWTFSS	>
命 📩		₽ 🗏	F 🕂 👯	262			

Figure: **Point in time** settings.

The following settings are available:

- **Execute at**: Defines the time when the scene is to be activated.
- **Random**: Defines a period with which the execution period should be randomly varied.
- Weekdays: Defines the days of the week on which the scene is to be activated.

Astro: Let a scene to be activated depending on the sunrise and the sunset. This time control is useful, for example, to control the raising and lowering of roller shutters depending on the actual sunrise and sunset rather than a fixed time.

For the scene to determine the time for the sunrise and the sunset, the current location must be specified in the frogDisplay in the **Settings, General** and in **Date, Time & Location** via the **Longitude** and **Latitude**. In the frogDiue **HomeApp** on the tablet this information is obtained from the tablet settings.

<	Time control	$_{ m Finish}$
Time control		Astro 🗦
Active		
Sunrise/-set		Sunrise >
Offset		0 Minutes later >
At the earliest		- >
At the latest		- >
Weekdays		MTWTFSS >
	♀ 目 ⊣ 田 Ⅲ 炎	

Figure: Astro settings.

The following settings are available:

- Sunrise/-set: Defines whether to activate the scene at sunrise or sunset.
- Offset: Defines a period that activates the scene before or after sunrise or sunset.
- At the earliest: If the sunrise or sunset is before this time, the scene will not be performed until that time.
- At the latest: If the sunrise or sunset is after this time, the scene will not be performed until that time.
- Weekdays: Defines the days of the week on which the scene is to be activated.
- 13. Configure the time control.
- 14. Tap Finish.

The Scene screen with the newly created scene is displayed.

	Scene	II. +
/૫ 🖉		
ĹÌŧ		
Living room		
☆ ☆ ☜ 🗆 💡 🗏 🕅 🗄	·	

Figure: Scene screen with the newly created scene with the time control Astro.

1.10.2 Activating a scene

After you have created scenes, you can activate them at any time in the Scene screen.

In the Scene screen, tap the scene you wish to activate.

		Scene	* 91% * 1 6:09
∠٦.″	<u>-></u>	69	
∟₽	\mathcal{H}	1 1	
Living room	Light on	Kitchen	
A			
		· ∐ Щ ∰	

Figure: Multiple scenes for selection in the **Scene** screen.

After a scene is activated, all functions and actions defined in the scene are executed.

1.10.3 Editing a scene

You can edit a scene, for example by changing a value for dimming.

1. In the Scene screen, tap the scene you wish to edit for about 2 seconds.

A long click also allows you to edit a scene.

The **Scene** screen is displayed.

Note

If you wish to completely delete a scene, tap the recycle bin $\overline{\mathbb{II}}$ in the title bar.

\langle	Scene Edit	* 91% 1 6:11
	田 🖽 🎲	

Figure: Scene Edit screen for editing a scene.

In the Scene Edit screen, you can change the name of the scene and the icon.

2. Tap **Next**.

The Select Items screen is displayed.

Select Items	
Kitchen	Ŷ
Standard room	Ŷ
Messages	
☆☆ 🔞 🗆 💡 🗏 🖪 🎞 🎟 🌣	

Figure: Select Items screen for changing the functions and messages.

In the **Select Items** screen you can add or remove functions and messages to a scene:

- Green border: The setting is defined in the scene.
- Green background: New setting were made.
- Without border or background: Function removed from scene.
- 3. Tap Next.

The Time control screen is displayed.

	* 91% 🛍 1	5:15
\langle	Time control Finish	\geq
Time control	Astro	>
Active		D
Sunrise/-set	Sunrise	>
Offset	0 Minutes later	>
At the earliest		>
At the latest	:	>
Weekdays	MTWTFSS	>
	्र इंद्रे	

Figure: **Time control** screen for changing the time control.

In the **Time control** screen you can change the configuration of the time control.

4. Tap Finish.

The **Scene** screen is displayed. The settings are automatically saved in the frogblue **HomeApp**.

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1.11 Settings

The settings in the AppView can be entered in the Settings screen.

The settings options are different in the frogblue **HomeApp** for Android/iOS devices and the frogblue **HomeApp** for the frogDisplay.

Settings	∦ 88% ■ 12:55
General	>
Display	>
Network	>
Permissions	>
Project	>
Save config	
Reset App	

Figure: Settings screen.

The **Settings** screen of the frogblue **HomeApp** provides you with the following functions:

- General: Provides the following setting options:
 - Location: Here you can define the room whose configurations are displayed in the views in the AppView by default.
 For information on defining the room, see → Location, page 45.
 - Language: Here you can set the language to be displayed in the interface.
 - **Start page:** Here you can define whether the project list or the last opened project should be displayed on the start page.
 - About: Shows the version of the frogblue HomeApp.
- **Display:** Here you can choose between three backgrounds to be displayed in the frogblue **HomeApp**.
- Network: Here you can configure a Remote Access to the frogblue system so that it can be operated remotely (for example from your workplace).
 For information on the remote access, see → Remote access page 46.
- **Permissions:** Provides the following setting options:
 - Login: Shows who is logged on to the frogblue HomeApp. Here you can also change the user.
 - Master PIN: Here you can define a master PIN that enables you to leave the keypad view. For information on the keypad, see \rightarrow Keypad: Control access, page 54.

- **Project:** Provides the following setting options:
 - Open project: Here you can open a project.
 - **Import project**: Here you can import a project that you have created with the frogblue **ProjectApp**.

For information on importing projects, see \rightarrow *Importing a* project, *page 13.*

- Save config: Here you can save the configuration locally in the frogblue HomeApp.
- **Reset App:** Here you can reset frogblue **HomeApp**. This deletes all settings and configurations created.

In addition, the following setting options are available in the frogDisplay:

- **General:** Provides for the frogDisplay the following setting options:
 - **Date, Time & Location**: Here you can define with which device the date and time is synchronized with. In addition, the location can be specified, also using the longitude and latitude.
 - o Audio: Here you can adjust the volume at which sounds are played.
 - **Temperature**: Here you can set the temperature of the location where the frogDisplay is located.
 - Notifications: Here you can configure when notifications are sent and with which deactivation pin they can be deactivated.
 For information on configuring the settings for notifications, see → Notifications, page 52.
- **Display:** Provides for the frogDisplay the following setting options:
 - **Brightness**: Here you can define whether and how the brightness of the frogDisplay is to be adjusted.
 - Screensaver: Here you can define the settings for the screen saver of the frogDisplay.
 - Proximity sensor: Here you can activate the proximity sensor and define its sensitivity.
- **Network:** Provides for the frogDisplay the following setting options:
 - **Bluetooth**: The MAC address of frogDisplay is shown here.
 - WLAN: Here you can configure the access to a WLAN. The access to a WLAN is necessary if you want to import a project to a frogDisplay.
 For information on configuring the WLAN, see → WLAN, page 48.
 - **Telephone (SIP)**: Here you can configure the data for a SIP telephone provider. For information on configuring the Telephone (SIP), see \rightarrow *Telephony (SIP), page 51.*
 - **E-mail:** Here you can enter the configuration for SMTP servers so that the notifications can be sent by e-mail.

- **Bridge:** Here you can transfer the messages and commands from a frogDisplay to another frogDisplay via WLAN, that means without a Bluetooth connection. For information on the Bridge mode, see \rightarrow *Bridge, page 49*.
- Remote Control (SIP) Here you can configure a remote control for the frogDisplay if you dial into the frogDisplay by phone.
 For information on the remote control, see → Remote Control (SIP), page 50.
- **Permissions:** Provides for the frogDisplay the following setting option:
 - **Users:** Here you can add users (with **Username** and **Password**) and control who has access to the frogblue **HomeApp**.
- **Reboot:** Enables the reboot of the frogDisplay.

1.11.1 Location

In **Location** you can define the room whose frogs and settings are displayed by default in the views of the **AppView**.

- 5. Tap General in the Settings screen.
- 6. Tap Location.

The **Location** screen is displayed.

All rooms configured for the project are listed.

\langle	Location	all
Automatic room detection		
Standard room		
Kitchen		
	- F III ‰	

Figure: Location screen.

7. Tap the room that is to be displayed by default in the **AppView**.

The selected room is highlighted in green.

Note

If you activate **Automatic room detection**, the room changes depending on where the device is located on which the frogblue **HomeApp** is installed.

The settings are automatically saved in the frogblue **HomeApp**.

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1.11.2 Remote access

Remote Access allows you to control a frogblue system even when you are not on site.

Remote access is either via port forwarding or via a VPN (port 8883).

- 1. Tap Network in the Settings screen.
- 2. Tap Remote Access.

The Remote Access screen is displayed.

\langle	8 92 Remote Access	5% 🛍 11:45
Remote Access		
Bluetooth preferred		$\overline{\mathbb{D}}$
Home Network		
Remote Access Points		>
Public Address		: >
	R III 🗰 🙀	

Figure: Remote Access screen.

The following configuration options are available:

- Remote Access: Activation of the remote access.
- Bluetooth preferred: When activated, Bluetooth is always used instead of WLAN for devices from the project within range.
- Home Network: The home WLAN. This specification is required to distinguish between a Remote Access Points and a Public Address.
- **Remote Access Points**: The address or the frogDisplay which is used to access the local WLAN.
- **Public Address**: Public IP address that can be accessed from outside if the mobile device is not located in home WLAN.

1.11.3 Open a project

You can switch to another project and open it if you have imported multiple projects. For information on importing projects, see \rightarrow *Importing a project, page 13.*

- 1. Tap **Project** in the **Settings** screen.
- 2. Tap Open project.

The **Find project** screen is displayed.

\langle	Find project				4 044 I	all
ID	Project	Frogs	Cubes	Keys	Links	
47	Alternate, cross and central on-off switching 14:57 Tue 02-06-2020	0	0	0	0	
127	Wechsel- und Kreuzschaltung 15:31 Wed 06-05-2020	6	1	1	0	
12	Unknown				(]
	Open project					
俞						

Figure: Find project screen.

- 3. Tap the project you wish to open.
- 4. Tap Open project.

The selected project is opened in the frogblue **HomeApp**.

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1.11.4 Save

The settings of the frogblue **HomeApp** are saved automatically by default. However, you can also save the configurations explicitly.

Note

You do not need to save and back up data on the tablet where the app is installed and which you have used to configure the frogs. The configuration data is stored in the frogs.

1.11.5 WLAN

In the frogDisplay you can configure access to a WLAN.

Access to a WLAN is required to import projects or to update the **frogware** of the frogDisplay. You can also access the frogblue system from remote.

- 1. Tap **Network** in the **Settings** screen.
- 2. Tap **WLAN**.
- 3. Activate the slider for WLAN.

All WLANs within range are displayed.



Figure: WLAN settings.

- 4. Tap the WLAN you wish to use.
- 5. Tap **Password** to enter the WLAN password.
- 6. Enter the password for the WLAN.
- 7. Tap Connect.
- 8. Tap Connect automatically.

If the connection is successful, the WLAN name will turn green.

1.11.6 Bridge

In bridge mode one frogDisplay can connect to another frogDisplay via WLAN and tunnels the Bluetooth messages. This allows for example to connect two parts of a building, even if there is no Bluetooth connection between the two parts of the building.

- 1. Tap Network in the Settings screen.
- 2. Tap Bridge.

Der **Bridge** screen is displayed.

C Bridge	
Allow Bridge Access	\bigcirc
Filter	>
Connect to:	

Figure: Bridge settings.

3. Activate Allow Bridge Access.

With Filter you can define which signals should be exchanged with the connected frogDisplay.

- 4. Tap **Connect to**
- 5. Select the frogDisplay with which a connection should be established in bridge mode.

Note

Make sure that you do not configure a loop!

The following configuration is possible, for example:

A -> B -> C

The following configurations are not possible, for example:

A -> B -> A A -> B -> C -> A

1.11.7 Remote Control (SIP)

In the frogDisplay you can configure a remote control if you dial into the frogDisplay by phone.

The entered phone numbers are the released numbers that can dial in. You can enter only a single phone number or only a part of a phone number.

- 1. Tap **Network** in the **Settings** screen.
- 2. Tap Remote Control (SIP).
- 3. Tap Add Remote Control

The Remote Control screen is displayed.

<	Ren	note	Contro	ol 🕂	$\widehat{(\mathbf{\hat{o}}}$
\bigcirc	C	\triangleright	PIN		

Figure: Remote Control settings.

The following configuration for a notification is possible:

Profile: Here you can set which telephone number is to be called in case of a notification (with repetition).

Trigger: Here you can set which trigger will initiate a notification.

Audio file: Here you can select an audio file to be played in case of a notification. If no audio file is available, you can also record an audio file by clicking and holding.

PIN: Here you can define a pin that must be entered to confirm a notification.

Remote control: Here you can define which messages should be sent to the entered number.

4. Configure the remote control.

When you dial into the frogDisplay by phone, the configured messages are sent.

1.11.8 Telephony (SIP)

In frogDisplay you can make the settings for activating SIP calls.

With the help of the SIP-Telephony, calls can be made via IP networks or even conventional telephone networks. This requires a SIP server – also called SIP registrar, – which is the most important component of an IP telephone system. Access to the SIP server is by means of a username and password.

- 1. Tap Network in the Settings screen.
- 2. Tap Telephone (SIP).

The Telephone (SIP) screen is displayed.

C Telephone (SIP)	$(\hat{\bullet})$
Enable telephony	\bigcirc
SIP registrar	>
Account	>
Password	>
Status	
Test call	>

Figure: Telephone (SIP) settings.

Here you can enter the data for the SIP Registrar as well as the relevant access data.

- 3. In the Telephone (SIP) screen, tap SIP registrar and enter the data for the Registrar.
- 4. Tap Account to enter the username for the SIP registrar.
- 5. Tap **Password** to enter the password for the SIP registrar.
- 6. Activate the slider for Enable telephony.

This enables you to use telephony (SIP) for notifications. For information on notifications, see \rightarrow *Configuring notifications in the frogDisplay, page 57.*

1.11.9 Notifications

In the frogDisplay you can define when notifications are activated and with which **Deactivation Pin** they can be deactivated.

Tap General in the Settings screen and then tap Notifications.

Notifications	
Activation delay	10s >
Alarm delay	0s >
Deactivation Pin	>

Figure: Notifications settings.

The following settings are possible:

Activation delay: Defines the time period after which notifications are actually activated after the alarm has been activated.

Alarm delay: Defines the period after which alarms are triggered.

Deactivation Pin: Sets the PIN that can be used to disable notifications.

1.11.10 Reset app (factory settings)

In Reset app you can delete all settings and configurations. The data cannot be restored.

1. In the Settings screen, tap Reset App.

A dialog box for resetting the frogblue **HomeApp** is displayed.

		★ 815 ■14:49
	Settings	ath
General		>
Display		>
Network		>
Permissions		\rightarrow
Project		>
Save config		
Reset App	You are about to reset. Any unsaved changes will be lost. Continue? Cancel Reset	

Figure: Dialog box for resetting the frogblue **HomeApp**.

2. Tap Reset.

All configuration data is deleted.

1.12 Frog List

The **Frog List** screen shows all frogs integrated in the project. Here you can see with which frogs the frogblue **HomeApp** has established a connection.

<	¥ 8 Frog List	1% 🖬 14:50
al	Living room	Ð
all	Passage	
all	Shutter	
all	Kitchen	
af	Door	H
त्रि		

Figure: Frog List screen.

7 Keypad: Control access

You can control access to switches via the keypad.

The first step is to create a master PIN to activate the keypad. With the master PIN you can also leave the keypad view.

In the second step you can assign an individual pin code to each switch.

1.13 Setting the master PIN

A master PIN used to activate the keypad. With the master PIN you can also leave the Keypad view.

- 1. In the start screen tap **AppView**.
- 2. Tap Settings in the menu bar.
- 3. Tap **Permissions**.
- 4. Tap Master PIN.

The Master PIN screen is displayed.

_										\$ 82% ■ 14:20
<									Master PIN	
Pleas	e setup a	master P	IN before	you con	figure oth	er pinco	des. With	this PIN y	you will come back from keypad.	
			Enter P	PIN						
			Confirm	n PIN						
									Ok	
G	$\stackrel{\wedge}{\sim}$	Ø		Q		-		•••	tor	

Figure: Master PIN screen.

- 5. Enter a pin code in the **Enter PIN** input field.
- 6. Enter a pin code once again in the **Confirm PIN** input field.
- 7. Tap **OK**.

The master PIN is saved.

1.13.1 Configuring a pin code

Before you can set a pin code for a switch, a master PIN must first be defined, \rightarrow Setting the master PIN, page 54.

1. In the menu bar, tap Switch view \square

Kitchen	e sear and and a search and a search and a search and a search a search a search a search a search a search a s
Light Kitchen Light Living Light Living Light Living	Light Kitchen

Figure: Switch view.

2. In the menu bar, tap Configure pin code \blacksquare

The menu bar begins to flash.

Note

If you tap **Configure pin code** for about two seconds, the **Keypad configuration** screen is displayed. Here, all created pin codes are list, which can also be changed here.

3. Tap the switch to which you wish to assign a pin code.

The **Pincode** screen is displayed.

\langle						Pincode	* 81% #1454
						Enter pincode for Light Kitchen	
~						Ok	
쉾	3	4	Q ⊒ □	-	Ш	ર્સ્ટે	

Figure: Pincode screen.

- 4. Enter a pin code.
- 5. Tap **OK**.

The pin code is assigned to the switch.

You can now enter the pin code in keypad view to enable a switch.

1. Tap **Keypad** III in the menu bar.

The Keypad Configuration screen is displayed.

2. Tap Keypad.

The Keypad view is displayed.

9 8 7 C 0 0

Figure: Keypad view

3. Enter a pin code to enable the switch.

— or —

3. Enter the master PIN to leave the keypad view again.

8 Configuring notifications in the frogDisplay

In the frogDisplay you can activate and configure notifications.

A notification can be made via a phone call, by e-mail or by optical signals on a connected video camera.

When you are notified of a telephone call, you must first configure the telephone provider in the **Settings.**

For information on configuring the telephony (SIP), see \rightarrow Telephony (SIP), page 5148.

You can configure when notifications are activated and with which deactivation PIN they can be deactivated in the **settings**.

For information on configuring settings for notifications, see \rightarrow *Notifications, page 52.*

Notifications can be configured and activated in the AppView.

1. Tap **Notification** \square in the menu bar.

The Notifications screen is displayed.

2. Tap Add notification

The following notification types are available:

- Call: Notification by a telephone call.
- **E-Mail:** Notification by an E-mail. To do this, the e-mail server settings and the e-mail address must be configured in the **Settings**.
- Video: Notification by optical signal via a video camera. Therefore, a video camera must be configured in the frogDisplay → *Configuring video sources, page 59.*
- 3. Tap Call.

The Notification screen is displayed.



Figure: **Notifications** settings.

The following configurations are possible for a notification:

Phone profile: Here you can set which phone number is to be called in the event of a notification.

Trigger: Here you can set which trigger is to trigger a notification.

Audio file: Here you can select an audio file to be played in the event of a notification. If no audio file is available, you can also record an audio file by means of a long click.

PIN: Here you can define a pin that has to be entered to confirm a notification.

Remote control: Here you can define which messages are to be sent to the number entered.

Filter: Here you can define pins that trigger certain messages.

- 4. Configure the notifications.
- 5. Tap **Notification** \square in the title bar to activate the notifications.



Figure: Activation of a notification.

9 Configuring video sources

In the frogDisplay you can configure a camera as input-

1. Tap **Camera** $\stackrel{\flat}{\sim}$ in the menu bar.

The Video source screen is displayed.

2. Tap Add video source

The Add video sources screen is displayed.

3. Tap Add manually.

The Video settings screen is displayed.

< Video settings									
Name	Untitled 0 $>$								
Protocol	mobotix >								
SSL	\bigcirc								
IP address	>								
Username	>								
Finis	h								
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Figure: Video settings screen.

The following configurations are possible for a video source:

Name: Name of the camera or video source.

Protocol: The protocol by which the data is transferred from the video source to the frogDisplay.

SSL: Option for encrypted transmission.

IP address: IP address of the video source.

Username: The username to login to the camera.

Password: The password to login to the camera.

Framerate: Frame rate at which the video is to be recorded.

De-skew: Option to equalize the images.

- 4. Configure the data for the video source.
- 5. Tap Finish.
- 6. Tap **Play video** fin the menu bar, to view the received images from the video source.

10 Backup status

In the frogblue **HomeApp** you can check the status of a project backup.

1. In the **Overview** screen, tap the frog in the title bar.

The **Backup Status** screen is displayed.

\langle	Backup Status	* 80% ≌ 14:58 [.
	62	
	26	
	Enter frog Key	
	Enter Project Key	
	Clear Check	

Figure: Backup Status screen.

- 2. Enter the device key (Enter frog Key) and the project password (Enter Project Key).
- 3. Tap Check.

The project backup status is checked.

The color of the frog indicates the status of the project backup:

Green: The project backup matches the configuration of the frogs. The system is up to date.

Red: The configuration of one or more frogs has been changed and does not match the current configuration.

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