

SMART BUILDING TECHNOLOGY GERMANY



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Made in Germany



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### 1 About this manual

Read this manual carefully and follow the instructions provided. This will prevent personal injury and damage to property and ensure reliable operation as well as the long service life of the equipment.

Keep the manual in a safe place.

If you pass on devices for others to use, include this manual.

frogblue AG accepts no liability for damage caused by non-observance of this manual.

If you require further information or have questions about the devices, please contact frogblue AG or visit us on the internet at  $\rightarrow$  *frogblue.com.* 

This manual describes how to set up and configure smart home applications quickly and easily with frogblue. You will learn:

- ✓ how to plan a smart home application with Frogs,
- ✓ how to install Frogs,
- ✓ how to configure and manage a frogblue system with the Frogs app.

#### 1.1 Who is the manual for?

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

Installation, commissioning, and maintenance of the devices may only be carried out by trained electricians with appropriate qualifications.

#### 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 <b>bold</b> .
Reference	References are marked in <i>italics</i> .

#### 1.3 Abbreviations

Abbreviation	Meaning
Bluetooth LE	Bluetooth Low Energy
KNX	Fieldbus for building automation
MAC address	Media Access Control Address
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<sup>®</sup> 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<sup>®</sup> without additional devices. frogblue guarantees the highest possible data security based on double encryption of the data, because in addition to the Bluetooth<sup>®</sup> 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<sup>®</sup> range, any frogblue devices in between will forward messages. For users and installers, this happens automatically and without programming. The switching commands or data information automatically find their way in the frogblue network.

If the frogblue devices are controlled remotely via the **frogblueProject** app; this is realized by means of a secured VPN connection via the Internet to an in-house frogblue display (via 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 (for example between a photoelectric proximity switch and a lamp) is made by naming messages assigned to the inputs or outputs in the **frogblueProject** app. 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

By typing inputs and outputs and the space-based configuration of the devices, it is possible minimize the effort involved in configuration. To do this, the individual frogblue devices are allocated to a room (for example "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. Accordingly, these devices are automatically linked by way of the tying switching command "light on in the living room" without further configuration and without name assignment of 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 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

Inputs and outputs can have multiple names and as such trigger different switching operations or actions. A light sensor can therefore switch on the living and dining room lights simultaneously and send different messages with different parameters depending on the button touch (short, long, doubleclick 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

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 decentral 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<sup>®</sup> 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<sup>®</sup> 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<sup>®</sup> and therefore offers the highest possible security against manipulators.

#### Logic module decentralized in all devices

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 decentral 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 data, therefore both the configuration data of all frogblue units and the settings on the **frogblueProject** app, such as passwords and project data, are 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.

A system function signals the end user via the display, and if applicable the **frogblueProject** 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 (**frogblueHome**) is identical to the app on the frogDisplay, that is the end user only needs to be familiar with one control panel, regardless of whether they are using the display on site or the smartphone app.

#### 2.1 Revolutionary simplicity – the functional principle

This is what you are accustomed to: after the electrician has connected a lamp, the lamp goes on as soon as the button is pressed.

However, this does not allow automatic controls.



Figure: A connected lamp is switched on when a switch is actuated.

A Frog is connected to the circuit (in a flush-mounted box) to enable controls such as time control or central control.



Figure: A Frog is connected to a circuit.

The button is connected to the input In, the lamp to the output Out.

A text message is assigned to the input **In** via the **frogblueProject** app, for example **LightOn**. This is sent when the button is pressed.

If the output **Out** knows the text message **LightOn** (also assigned there via the **frogblueProject** app), the lamp is switched on when the switch is pressed.



Figure: The Frog switches through when the text message in the input and output match.

If the **Out** output has been configured for another text message, for example for the text message **Lights**, the lamp remains off even if the switch is pressed.



Figure: The Frog does not switch through if the text message in the input and output do not match.

If several Frogs are present in a building, all those frogs at whose output the text message **LightOn** has been configured will switch through.

The Frogs receive the message **LightOn** via Bluetooth<sup>®</sup>, this is they are not wired to each other. The message functions like a virtual cable that can be adapted at any time.

If different scenes are to be set up, several messages can be entered both at the output and at the input, for example to make the lamps light up differently.



Figure: All Frogs that recognize the text message LightOn switch through.

In addition to activating switches, the sending of messages can also be controlled via logic functions.

#### 2.2 frogblue software - an overview

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



With the **frogblueProject** app 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 **frogblueProject** app in this manual.



With the **frogblueHome** app you can easily control the frogblue units for a project set up and configured with the **frogblueProject** app. You will find detailed information on how to use the **frogblueProject** app in the  $\rightarrow$  *frogblueHome User Manual.* 

**frogware:** The software (firmware) ) in the Frogs and frogKeys, which contains the system configuration and controls the frogblue system. The **frogware** is downloaded along with the **frogblueProject** app and must be updated in the Frogs and frogKeys afterwards. Information on updating the **frogware** can be found in this manual in section  $\rightarrow$  *Updating frogware, page 33.* 

### 3 Safety: frogblue devices

The devices are built according to the currently valid rules of technology and are safe to operate. They are tested and leave the factory in a technically safe condition.

Nevertheless, there are residual risks. Read and follow the safety instructions to avoid hazards.

frogblue AG accepts no liability for damage caused by non-observance of safety instructions.

#### 3.1 Notes and symbols used

The following information points out special dangers when handling the devices or provides useful indications:



#### Danger

Danger to life/serious damage to health

The respective warning symbol in conjunction with the signal word **Danger** indicates an imminent danger that may lead to death or serious (irreversible) injury.



#### Warning

Severe damage to health

The respective warning symbol in conjunction with the signal word **Warning** indicates an impending danger which can lead to death or serious (irreversible) injury.



#### Caution

Damage to health

The respective warning symbol in conjunction with the signal word **Caution** indicates a danger that can lead to minor (reversible) injuries.



#### Attention

Damage to property

This symbol in conjunction with the signal word **Attention** indicates a situation which may result in damage to the product itself or to objects in its vicinity.



This symbol warns of electrical voltage.

#### Note

The signal word **Note** indicates useful tips and recommendations for efficient handling of the product.

#### 3.2 Intended use

The devices are Bluetooth<sup>®</sup> receivers and transmitters designed for flush-mounting. The devices form part of the frogblue system.

The devices are intended for the following:

- ✓ operation according to the technical data listed,
- ✓ installation in dry interiors and suitable flush-mounted boxes,
- $\checkmark$  use with the connection options available on the devices.

Intended use also includes compliance with all information in this manual.

#### 3.3 Improper use

Any use which is not mentioned under  $\rightarrow$  *Intended use* is considered to be contrary to the intended use and can lead to personal injury and damage to property.

frogblue AG is not liable for damages caused by improper use of the devices. The risk is borne solely by the user or operator.

The devices are not intended for the following:

- Unauthorized structural changes
- Repairs
- Outdoor use without appropriate protective housing

#### 3.4 Safety instructions



#### Danger - Electrical voltage!

Electrical voltage! Danger of death and fire due to electrical voltage of 100 ... 240 V.

Direct or indirect contact with live parts results in a dangerous body current. Electrical shock, burns or death can result.

Work on the 100 V... 240 V mains must only be carried out by qualified electricians.

Switch off the mains voltage before mounting or dismounting.

Never use the devices with damaged connection cables.

Do not open any firmly screwed or glued covers on the housing of the devices.

Only use the devices if they are in perfect technical condition.

Do not make any changes or repairs to the equipment, its components, or accessories.

Keep the units away from water and humid environments.



#### Attention! - Equipment damage due to external impact!

Moisture and soiling of the devices can lead to the destruction of the devices.

Protect the equipment from moisture, dirt and damage during transport, storage and operation.



#### Attention! - Fire hazard!

When operating with inductive transformers, protect each transformer on the primary side according to the manufacturer's instructions. Only use safety transformers according to EN 61558-2-6210-4 (VDE 0570 part 2-6:2010-04).



#### Attention!

Do not connect luminaires with integrated dimmers.

### 4 Security: frogblueProject app – passwords

All device configurations of the frogblue devices are saved in the **frogblueProject** app in a project configuration with the help of a project file.

The project is protected by three passwords :

- project password
- 🗸 🖌 device key
- random network key

#### Project password

The project password protects the project file on the tablet or laptop. A project file can only be imported to another device if the correct project password is entered.

The project password is assigned by you when you create a project with the **frogblueProject** app.

#### Keep the project password in a safe place.

You need the project password to restore a project or to transfer a project to another device.

#### Device key

The device key secures communication with the frogblue devices, that is accessing the Frogs with a tablet. Only with the device key can you change the device configuration.

The device key is assigned automatically when you create a project on the **frogblueProject** app and is identical to the project password.

#### Keep the device key in a safe place!

Only with a device key can you access to a Frog via Bluetooth<sup>®</sup>.

#### Radom network key

The key for communication between the devices is randomly assigned when the project is created and can be reset if the device key is changed.

#### Note

When devices are removed from the project, the key for the network should be reset.

#### Changing the project password and device key

You can change both the project password and the device key at a later stage. If the device key is changed, all frogblue devices must be updated.

#### Project password and device key have been lost

If the project password and the device key are no longer available, any frogblue device can be reset using the reset key. The Reset Key is always printed on the housing of the device and is only valid for that device.

### 5 Notes on environmental protection



This symbol indicates that this product must not be disposed of with normal household waste in accordance with local laws.

Please take your old electrical equipment to a designated collection point.



Batteries and rechargeable batteries must not be disposed of with household waste, but you are legally obliged to return used batteries and rechargeable batteries.

Used batteries can contain harmful substances which, if not stored or disposed of properly, can harm the environment or your health. However, batteries also contain important raw materials such as iron, zinc, manganese, or nickel, which can be recycled. Please return the batteries free of charge after use in your immediate vicinity (for example in shops or municipal collection points).

#### Handling batteries

Keep batteries away from children!

Remove batteries if they have gone flat or if the unit has not been used for an extended period of time.

If a battery has leaked, remove all batteries, and ensure that skin and clothing do not come into contact with the liquid.

Battery fluid is corrosive and may be toxic. If this happens, rinse the affected area thoroughly under running water. Use a slightly moistened paper towel to clean the unit. Only use batteries of the correct size and type.

The declarations of conformity according to CE marking for the products can be found below:  $\rightarrow$  *https://www.frogblue.com/de-de/support/downloads/* 

### 6 General wiring instructions

Installation, commissioning, and maintenance of the devices may only be carried out by trained electricians with appropriate qualifications.

The electrician must have read and understood the manual and follow the instructions.

The electrician must comply with the national regulations applicable in their country regarding the installation, functional testing, repair, and maintenance of electrical products.

The electrician must be familiar with and correctly apply the "Five Safety Rules" (DIN VDE 0105, EN 50110):

- 1. Unlock
- 2. Secure against restarting
- 3. Determine the absence of voltage
- 4. Grounding and short-circuiting
- 5. Cover or barrier adjacent live parts.

#### In this chapter you will find information on:

#### **VDE** certifications

Information on VDE certifications.  $\rightarrow$  VDE – Tested and certified, page 18.

#### Installation information

Frogs are connected in flush-mounted boxes. We recommend deep, ideally larger-sized flush-mounted boxes for new construction or renovation projects. Detailed information on the installation of a Frog can also be found in the enclosed operating instructions for the respective Frog.  $\rightarrow$  *Installation information, page 19* 

#### Wiring examples

Typical Frogs wiring examples in flush-mounted boxes are presented here.  $\rightarrow$  *Wiring examples, page 22.* 

#### Range of Frogs

The typical free field range for Frogs is about 30 meters. Inside a building, the range is up to 10 meters, depending on the structure of the building. In the case of influencing factors or greater distances, you can simply connect a Frog as a repeater in between.

→ Range of Frogs, page 28.

#### 6.1 VDE - Tested and certified

The technical conformity of the product with the requirements of the harmonization regulations is demonstrated by the technical documentation and compliance with the following standards:

DIN EN 60669-1 (VDE 0632 Part 1):2009-10; EN 60669-1:1999 + A1:2002 + A2:2008

IEC 60669-1:1998 + IEC 60669-1:1998/AMD1:1999 + IEC 60669-1:1998/AMD2:2006

Switches for household and similar fixed electrical installations - Part 1: General requirements

DIN EN 60669-2-1 (VDE 0632-2-1):2010-03; EN 60669-2-1:2004 + A1:2009

IEC 60669-2-1:2002 + IEC 60669-2-1:2002/AMD1:2008

Switches for household and similar fixed electrical installations – Part 2-1: Particular requirements – Electronic switches

DIN EN 60669-2-1/A12 (VDE 0632-2-1/A12) 2010-09; EN60669-2-1:2004/A12:2010

Switches for household and similar fixed electrical installations – Part 2-1: Particular requirements – Electronic switches

DIN EN 60669-2-5 (VDE 0632-2-5):2017-05; EN 60669-2-5:2016

IEC 60669-2-5:2013

Switches for household and similar fixed electrical installations – Part 2 -5: Particular requirements – Switches and similar accessories for use in home and building electronic systems (ESHG)

DIN EN 50428 (VDE 0632-400):2010-02; EN 50428:2005 + A1:2007 + A2:2009

Switches for household and similar fixed electrical installations – Collateral standard – Switches and similar accessories for use in home and building electronic systems (ESHG)

#### Note

Updates and additional information can be found on the website at  $\rightarrow$  *frogblue.com*.

#### Note

frogblue cannot guarantee that all LED lamps will work correctly due to the large number of manufacturers and lamp types.

In particular, if non-dimmable lamps are connected to a dimmer, the lamps may not switch off completely.

#### 6.2 Installation information

Frog are simply connected to the household power supply. Further cables or other wiring between the Frogs is not required.

We recommend using the Frogs with rigid conductors.

#### Note

When planning, make sure that there is sufficient space for frogs *and* normal wiring. Choose sufficiently large flush-mounted boxes or provide sufficient space for the Frogs and the wiring.

If there is not enough space for Frogs and wiring, the following measures are recommended:

- ✓ Installation of Frogs behind a cavity wall.
- Provision of a second multiple-unit flush-mounted box. For example, an unused chamber of a multiple-unit flush-mounted box can be used as a socket.
- ✓ Use of larger flush-mounted boxes with an additional side connection space. Use the → flushmounted boxes for new construction or renovation projects, as presented in the next section.
- ✓ Install the Frog behind a lamp or behind a suspended ceiling.

#### Reset key

On each Frog, a reset key is printed on the back of each Frog. Make a note of the reset keys of all frogs before installing them and keep the reset keys in a safe place. You can use a reset key to reset a Frog if necessary.

For information on resetting Frogs, see section  $\rightarrow$  Resetting a frog, page 146.

# frogblue<sup>™</sup>

#### 6.2.1 Flush-mounted boxes

#### Note

When selecting the flush-mounted box, make sure that there is sufficient space for the Frog *and* the normal wiring.

#### Boxes for flush mounting

→ f-tronic GmbH: Flush-mounted box, solid, 2-unit, Type: UP20



→ f-tronic GmbH: Flush-mounted box, solid, 3-unit, Type: UP30



→ f-tronic GmbH: Flush-mounted box, solid, 4-unit, Type: UP40



#### Boxes for mounting in hollow walls

For installation in hollow walls, we recommend the following combinations of two, three or four boxes, since they offer more space for the Frog and the wiring:



#### Flush-mounted boxes for new construction or renovation projects

For new construction or renovation projects, we recommend the following larger-sized flush-mounted boxes for more convenient installation of Frogs:

→ KAISER GmbH & Co. KG: Electronic box ECON® Flex



→ KAISER GmbH & Co. KG: Electronic box



#### 6.3 Wiring examples

The following examples show how a Frog and the wiring are distributed in the corresponding flushmounted box. It is often advisable to use larger flush-mounted boxes than the wiring logic would require. This guarantees you greater flexibility so that the frogblue system can be expanded even after the planning phase has been completed.

#### 6.3.1 frogIn3-AC in 2-unit flush-mounted box

The following circuit diagram shows the wiring of a frogIn3-AC is located in a 2-unit flush-mounted box.

In the lower chamber of the 2-unit flush-mounted box, the voltage is connected through.

The frogIn3-AC is located in the chamber of the 2-unit flush-mounted box.



Figure: Wiring of a frogIn3-AC in a 2-unit flush-mounted box.

The following is suitable as a 2-unit flush-mounted box:  $\rightarrow$  *f-tronic GmbH: Flush-mounted box, solid, 2-unit, Type: UP20.* 



Figure: f-tronic GmbH: Flush-mounted box solid, 2-unit, type: UP20.

#### 6.3.2 frogDim1-3 in 2-unit flush-mounted box

The following circuit diagram shows the wiring of a frogDim1 -3 in a 2-unit flush-mounted box.

In the lower chamber of the 2-unit flush-mounted box, the voltage is connected through.

The frogDim1 -3 is located in the upper chamber of the 2-unit flush-mounted box.



Figure: Wiring of a frogDIm1 -3 in a 2-unit flush-mounted box.

The following is suitable as a 2-unit flush-mounted box:  $\rightarrow$  *f-tronic GmbH: Flush-mounted box, solid, 2-unit, Type: UP20.* 



Figure: Flush-mounted box solid, 2-unit, type: UP20.

Also a 3-unit flush-mounted box such as the  $\rightarrow$  *f-tronic GmbH: Flush-mounted box solid, 3-unit, type: UP30* could be used to ensure that there is sufficient space for the Frog and the wiring as soon as the connections of the frogDim1-3 are to be wired.

#### 6.3.3 frogDim1-3 with connected lamp

The following circuit diagram shows the wiring of a frogDim1 -3 in a 3-unit flush-mounted box.

In the lower chamber of the 3-unit flush-mounted box, the voltage is connected through.

The frogDim1 -3 is located in the middle chamber of the 3-unit flush-mounted box.

The wiring to the branch circuit is located in the upper chamber of the 3-unit flush-mounted box.



Figure: Wiring of a frogDim1 -3 in a 3-unit flush-mounted box.

The following is suitable as a 3-unit flush-mounted box:  $\rightarrow$  *f-tronic GmbH: Flush-mounted box, solid, 3-unit, Type: UP30.* 



Figure: Flush-mounted box solid, 3-unit, type: UP30.

#### 6.3.4 frogDim2-2 with two connected lamps

The following circuit diagram shows the wiring of a frogDim2 -2 in a 3-unit flush-mounted box.

In the lower chamber of the 3-unit flush-mounted box, the voltage is connected through.

The frogDim2 -2 is located in the middle chamber of the 3-unit flush-mounted box.

The wiring to the branch circuit is located in the upper chamber of the 3-unit flush-mounted box.



Figure: Wiring of a frogDim2 -2 in a 3-unit flush-mounted box.

In addition to the 3-unit flush-mounted box such as the  $\rightarrow$  *f-tronic GmbH: Flush-mounted box solid, 3-unit, type: UP30,* a 4-unit flush-mounted box such as the  $\rightarrow$  *f-tronic GmbH: Flush-mounted box solid, 4-unit, type: UP40* would also be suitable so as to ensure that there is sufficient space for the Frog and the cabling.



Figure: Flush-mounted box solid, 4-unit, type: UP40.

#### 6.3.5 Bedroom scenario

The following diagram shows how different electronic devices in a bedroom can be controlled with Frogs.

When planning, make sure that there is sufficient space for the Frogs and for the wiring by means of deeper flush-mounted boxes or flush-mounted boxes with an additional lateral connection space.



Figure: Wiring for one bedroom to control several lamps and electronic devices.

The following circuits are shown:

- yellow/orange: Basic circuit.
- **blue:** Window circuit.
- red: Emergency power, can be connected to the yellow/orange circuit (optional).

If the basic circuit fails, the emergency power supplies the display so that the frogblue system can still be operated. In addition, the frogContact5 and the frogMotion remain supplied with power, so the functions of the motion detector and alarm system remain guaranteed.

#### 6.3.6 Bathroom scenario

The following diagram shows how different electronic devices in a bathroom can be controlled with Frogs.

When planning, make sure that there is sufficient space for the Frogs and for the wiring by means of deeper flush-mounted boxes or flush-mounted boxes with an additional lateral connection space.



Figure: Wiring for a bathroom to control several lamps and electronic devices.

The following circuits are shown:

- yellow/orange: Basic circuit.
- blue: Window and heating circuit.
- red: Emergency power, can be connected to the yellow/orange circuit (optional).

If the basic circuit fails, the emergency power supplies the display so that the frogblue system can still be operated. In addition, the frogContact5 remains supplied with power, so the function of the alarm system remains guaranteed.

### 6.4 Range of Frogs

The Frogs communicate with each other via Bluetooth<sup>®</sup>. The typical free field range for Frogs is about 30 meters.

The range essentially depends on which building materials have been used and which sources of interference are present. Typical sources of interference for Bluetooth<sup>®</sup> are microwaves, LCD displays or wireless loudspeakers. Devices operating within a bandwidth between 2.4 GHz and 5 GHz are often responsible for a disturbed Bluetooth<sup>®</sup> connection.

To ensure a secure Bluetooth<sup>®</sup> connection between the Frogs, the recommendation is to measure the Bluetooth<sup>®</sup> field strength via the tablet and, if necessary, connect a Frog as a repeater in between. The field strength is displayed in the **frogblueProject** app.



Figure: An additional Frog is connected between the living room, bedroom, and children's bedroom (diagram).

A Frog which is used as repeater may only be connected to the power in the flush-mounted box and added to the project via the **frogblueProject** app. The inputs and outputs do not have to be configured or connected.

Any Frog can be used as a repeater.

#### Note

Messages are automatically forwarded or redirected if the range is insufficient.

### 7 Installing and updating the frogblueProject app

You can install and use the **frogblueProject** app on the operating systems iOS, Android and Windows (full version).

You can download the frogblueProject app from the Google Play Store and the Apple App Store.

You can download the Windows version of **frogblueProject** from the frogblue website. → *frogblue.com*.

#### Note

The Android and iOS versions of the **frogblueProject** app run exclusively on tablets. The Android and iOS versions of the **frogblueProject** app can be found in the Google Play Store and in the Apple App Store via tablet only.

#### Note

If a new version of the **frogware** is available, the latest version of the **frogware** is automatically downloaded along with the **frogblue Project** app.

Android: Is stored in the internal memory in the **Documents** folder.

**iOS**: stored in the internal memory.

Windows: stored in the /User/Username/Documents/frogblue folder.

For information on updating the **frogware** of Frogs and frogKeys, see  $\rightarrow$  Updating frogware, page 33.



#### Search the Google Play Store for frogblueProject.



Figure: frogblueProject app in the Google Play Store.

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



Search the Apple App Store for frogblueProject.



Figure: frogblueProject app in the Apple App Store.

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

#### Starting frogblueProject

#### Note

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

To start the **frogblueProject** app, tap the following button on your tablet after the installation **frogblueProject** 

```
When starting the frogblueProject app, allow access to the location of the device. This is required by Bluetooth<sup>®</sup>.
```

The start screen is displayed.



Figure: Start screen of the frogblueProject app.

7.1 Installing the frogblueProject app in Windows

The **frogblueProject** app can be used on Windows 7/8/10 64bit. A USB2.0 interface and a frogLink are required.

For information on frogLinks, see section  $\rightarrow$  Configuring frogLinks, page 166.

- 1. Download the **frogblueProject** app from the frogblue website  $\rightarrow$  *frogblue.com*
- 2. Unzip the zip file.
- 3. Double-click the unzipped .exe file.
- 4. Follow the installation instructions on the screen.

During installation, a dialog box for installing device software is displayed.

E Windows-Sicherheit	×
Möchten Sie diese Gerätesoftware installieren?	
Name: frogblue TECHNOLOGY GmbH USB-Geräte	
Software von "frogblue TECHNOLOGY GmbH" immer vertrauen	Installieren Nicht installieren
Sie sollten nur Treibersoftware von vertrauenswürdigen Herausget werden, welche Gerätesoftware bedenkenlos installiert werden kan	

Figure: Dialog box for installing the device software.

5. Click Install.

The frogblueProject app is installed.

During installation, the frogware is stored in the folder User/Username/Documents/frogblue.

To be able to use the **frogblueProject** app in Windows, you need a frogLink for which editing mode **frogblue mode** is configured. A frogLink is a Bluetooth<sup>®</sup> LE USB stick for the configuration and control of the frogblue components with Windows computers. For information on how to configure a frogLink, see section  $\rightarrow$  *Configuring frogLinks, page 166.* 

#### 7.2 Updating the frogblueProject app

New versions of the **frogblueProject** app are available for download in the Google Play Store or Apple App Store.

A new version of the **frogware** App can also be made available with a new version of the **frogblueProject** app. When the **frogblueProject** app is downloaded, the **frogware** is automatically downloaded along with it.



#### Attention!

While the **frogblueProject** app can be updated automatically, the **frogware** must be updated manually on the Frogs. On this point, see the next section  $\rightarrow$  *Updating frogware, page 33.* 

If the **frogware** is not updated, new functions provided by the updated **frogblueProject** app cannot be used.



Depending on the settings in the Google Play Store the **frogblueProject** app will be updated automatically.

# How to check on an Android device whether apps are updated automatically:

- 1. Open the **Play Store** app.
- 2. Tap the Menu icon, then tap Settings.
- 3. Tap Automatic app updates
- 4. Check the option **Do not update app automatically**.



Depending on the settings in the Apple App Store, the **frogblueProject** app will be updated automatically.

How to check on an iOS device whether apps are updated automatically:

- 1. Open the Apple App Store.
- 2. Tap App Store and then Preferences.
- 3. Check the Automatic Updates option.

#### 7.3 Updating frogware

In the **Device manager** you can update the **frogware** on the following devices:

- Frogs, see → Updating frogware for Frogs on page 33.
- frogKeys, see → Updating frogware for frogKeys and frogContact5-BAT on page 36.

For information on updating the **frogware** of frogDisplays, see section  $\rightarrow$  *Updating the frogware* for frogDisplay *on page 36*.

If the **frogblueProject** app is updated from the Google Play Store or the Apple App Store, the latest version of the **frogware** (for Frogs and frogKeys) for Android devices is stored in the **Documents** folder. For iOS devices the **frogware** is stored in the internal memory.

#### 7.3.1 Updating frogware for Frogs

For devices you can update the **frogware** of all frogs, such as frogDim1-3, frogDim2-2 frogEntry2-3 or frogContact5-BAT.

- 1. Tap Menu
- 2. Tap Device manager.

The Device manager screen is displayed.

20				154							2	∎ 🕸 🕾 100% 🖬 17:02
		frog	JPIN	e		Device mana Heating	ager				ć	ê 🧲 🚽
Туре		Connect	Error	Name			Config	Time	Project backup		frogware	
013							•	$\bigcirc$				ŝ
		-86dbm					•	$\bigcirc$				63
	3	-82dbm		a8:36:7a:70:00:23			ę	$\bigcirc$				٢
Connectio	on:	O All	O Direc	t 🔘 Indirect Room:	All	• Type: All		•				All None
Configurat	tion:		O Error	O Dirty							Project versio	<b>n:</b> 1 - Today 17:01
			C	Scan 💽 Config	Project			Search	Delete	CSV ex	(port	

Figure: **Device manager** screen.

3. In the **Device manager**, tap the Frogs for which you wish to perform the **frogware** update.

=	fi	rogl	olue"		Device manager White House			á	· · · · · · · · · · · · · · · · · · ·
Туре	Connect	Error	Name		Config	Time	Project backup	frogware	Settings
Ū	othm				Ŷ	0			٤
						$\odot$			٤٠
0			f2:06:b1:00:be:a5		φ	0			$\langle \rangle$
(23)					Ŷ	•			٤٠
013					Ŷ	0			<u></u>
Connect	tion: 🔘 A	• O	Direct O Indirect	Room: Global	•				All None
Filter:	0 4	0	Error Only Config					Project version: 106 - 17:54	
			C Scan 🔯 Co	nfig 📄 Project	frogware f	la s	earch Delete	CSV export	

Figure: Device manager screen with two selected Frogs.

By activating **All** you can select all Frogs and frogKeys at the same time.

4. Tap frogware  $\mathbb{O}$ 

The frogware upload dialog box is displayed.

			frogware uplo	bad		
frogwa	re name	:: frogware_2021-02-2	26.fbfw			
Overall	progres	s: 0/2				
Devices	s ready t	for update:				
Туре	RSSI	Name			Status	Version
<b>(23)</b>	-58dbm	Tür			61%	1.7.3.2
	-48dbm	Wohnzimmer				1.7.3.2
Status:	Writing	frogware				
Transfe	er speed	: 10370 bytes/s (4s r	remaining)	Close	]	

Figure: frogware upload dialog box.

5. Tap frogware name: <Select File>.

The **Select frogware** dialog box is displayed.

	Select frogware
Name	Date
frogware_2021-02-26.fbfw	19/03/2021 11:48
	Close

Figure: Select frogware dialog box.

6. Tap the **frogware** you wish to use for the update.

The selected **frogware** is displayed in the **frogware upload** dialog box.

7. Tap Start programming  $\bigcirc$ 

#### The **frogware** is installed.

In the **frogware upload** dialog box you can see the progress of the upload and the installation.

			frogware uple	bad						
frogwa	frogware name: frogware_2021-02-26.fbfw									
Overall	progres	s: 0/2								
Device	s ready	for update:								
Туре	RSSI	Name			Status	Version				
<b>(23</b> )	-58dbm	Tür		_	61%	1.7.3.2				
	-48dbm	Wohnzimmer				1.7.3.2				
	Status: Writing frogware									
Transfe	er speed	: 10370 bytes/s (4s	remaining)							
			Stop programming	Close	]					

Figure: The frogware is installed on the Frogs.

After finishing the update, check to make sure all Frogs have been updated. If necessary, repeat the upload of the **frogware**.

After a successful update, tap Close.

7.3.2 Updating frogware for frogKeys and frogContact5-BAT

The **frogware** for a frogKey and a frogContact5-BAT is updated in the same way as the **frogware** for a Frog.

#### Note

To ensure the longest possible battery life the frogKey and the frogContact5-BAT use energy saving functions. For this reason, the frogKey and the frogContact5-BAT must be set to configuration mode to update the **frogware**.

1. To activate the configuration mode for the frogKey for 60 seconds, click the frogKey four times quickly, holding the last click until the middle LED flashes.

The frogKey flashes green when it is assigned to a project.



Figure: Green flashing frogKey is assigned to a project.

- 1. To activate the configuration mode for the frogContact5-BAT for 60 seconds, click a button connected to the frogContact5-BAT with three short clicks and one long click (within 2 seconds).
- Update the **frogware** in the same way as for a Frog.
  For information on updating the **frogware** of a Frog, see → section *Updating frogware for Frogs, page 33*.
- 7.3.3 Updating the frogware for frogDisplay

The frogDisplay requires a different **frogware** from Frogs and frogKeys. You can download the **frogware** for the frogDisplay from the frogblue website  $\rightarrow$  *frogblue.com* 

For information on how to configure the frogDisplay, see chapter  $\rightarrow$  Configuring frogDisplay, page 170.

The **frogware** for the frogDisplay is transferred via a WLAN to the frogDisplay. The first step you have to carry out is to configure the WLAN on the frogDisplay. Only then does the actual update of the **frogware** for the frogDisplay take place.

1. Connect the frogDisplay to the power circuit.

The frogDisplay starts and then displays the start page.


Figure: Start page of the frogDisplay.

#### 2. Tap Settings.

#### Note

Tap Language to change the language of the frogDisplay user interface.

- 3. Tap WLAN.
- 4. Activate the slider for WLAN.

All wireless LANs within range are displayed.

- 5. Tap the WLAN you wish to use.
- 6. Tap **Password** to enter the password of the wireless LAN.
- 7. Enter the password for the wireless LAN.
- 8. Tap **OK**.
- 9. Tap Connect.

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

Via the configured WLAN the frogware can now be transferred to the frogDisplay. In the next step, the IP address must be determined which is to be used to access the frogDisplay.

- 1. In the **Settings**, tap **WLAN**.
- 2. Tap the settings of the active wireless LAN.
- 3. Tap IPv4 address.

The IPv4 address screen displays the IP address.

4. Make a note of the IP address, for example 192.168.2.116.

Using the set IP address, you can access the frogDisplay via a browser. You can then go on to upload and update the frogware of the frogDisplay.

- 1. Start a browser on a PC which can be accessed in the same wireless LAN.
- 2. Enter the IP address of the frogDisplay in the address line of the browser.

A dialog box for entering a user name and a password is displayed.

#### Note

The first time you update the frogware for the frogDisplay, the access data is as follows: Username: **frogblue** Password: **greenfrog** 

For further updates, the access data is as follows: Username: **frogblue** Password: *<Project password>* 

The project password is the same as the password of the project uploaded to the frogDisplay. Information on uploading a project to a frogDisplay can be found in the section  $\rightarrow$  Loading a project on the frogDisplay, page 170.

3. Enter the user name and password.

A warning regarding the security of the certificate is displayed.

- 4. Ignore the warning for the certificate and load the website.
- 5. Re-enter the user name and password.

The **Overview** page is displayed.

frogblue   frogDisplay × +								
	s://192.168.2.135	··· 🛛 🕁 🔍	Suchen	li	1	] 🕒	۲	≡
frogblue	I Displayname:	frogDisplay	Language					
frogDisplay								
nogelopiaj								
Overview	Overview							
System	Systemtime	10.05.2021 15:06:25 UTC						
Audio Files	Displayname	frogDisplay						
Streaming File	Projectname	Wechsel- und Kreuzschaltung	(1-7)					
	Hardware Revision Software Version	1V1d 1.2.0a58						
License Information	frogblueHome Version	n 1.3.0a57						
Update frogDisplay	frogWare Version	1.7.2.20						
	WLAN							
	SSID	connected to WLAN-220260						
	MAC-Adresse IP-Adresse	a8:36:7a:50:00:23 192.168.2.135						
	Bluetooth	192.100.2.135						
	Bluetootn MAC-Adresse	a8:36:7a:70:00:23						
MAC-Adresse a8:36:7a:70:00:23 Mesh Adresse 0x0421								

Figure: **Overview** page.

6. Click Update frogDisplay.

The Software update page appears.

7. Click Browse ...

A dialog box for selecting a file is displayed.

8. Select the **frogware** for the frogDisplay.

You can recognize the frogware for the frogDisplay by the file extension .frogos.

9. Click Upload.

The frogware is loaded onto the frogDisplay and updated there. Then the frogDisplay must be restarted.

#### 10. Click Reboot.

The frogDisplay will be restarted. The start page is displayed again in the frogDisplay.

Now you can configure and operate the frogDisplay.

### 8 frogblueProject - Overview of icons and color codes

This chapter provides an overview of the functions of the icons and the color codes used for the configuration screen.

The devices of the frogblue system are configured in the configuration screen.

In addition to the **title bar**, the screen is divided into three areas from left to right:

- **Device list**: Here all devices such as Frogs, frogKeys, or frogDisplay that have been added to the project are listed.
- **Display area**: Here an overview is provided of a selected device. In the display area the configuration of the device can be saved, and switches can be configured.
- **Configuration area**: Here the inputs and outputs of the device can be configured.



Figure: Configuration screen.

In the following sections, the icons are introduced along with the colors and color codes for the individual areas.

#### 8.1 Title bar

	Menu	Access to all functions.
ô?	Backup status	Display the current backup status.
B	Time server configuration	Configuration of the Time Frog.
	Creating a backup	Save the configuration in a Frog or file. $\rightarrow$ page 192

#### Colors and color codes in the title bar

B	Time server configuration	white	Status OK.
		red flashing	At least one Frog has the wrong time.
		blue flashing	The Time Frog just sent a message.
		white flashing	An error has occurred.
â	Backup status	red	No project backup was saved, or the configuration of a Frog was changed, and no project backup was saved in the frogs.
		Green	The project backup matches the configuration of the Frogs. The system is up to date.
		with crown	Project password and device key match the last project backup.
		without crown	Project password and device key do not match the last project backup.

#### 8.2 Device list

	Search for inputs	Displays the nearest Frog where an input signal is registered.	
-Ô	Show room	Displays the room of the currently selected Frog.	
Q	Search for Frogs/rooms	Search for Frogs or rooms using a keyword.	
	Display details	Displays the detailed information of the devices in the device list .	
÷	Add	Add Frogs, rooms, and areas to a project.	<i>→ page 103</i>
	Edit	Edit mode for adding rooms.	→ page 110
A Z↓	Sort devices	Sorting of devices according to different criteria.	
DZZ	Select Frog	Selection of a Frog to display the details in the display area and configuration area.	<i>→ page 109</i>

#### Colors and color codes in the device list

D22	Frogs	Green	Standard
		Frog with clock symbol	Time Frog
		blue	Master
		white	Slave
		orange	Slave with old configuration.
<b>.il</b> -68dbm	Signal strength	green	Within direct range the tablet.
		orange	In mesh range
		red	Unavailable.
		blue	Connected
		white	Connection is being established.

# frogblue<sup>™</sup>

### 8.3 Display area

013	Time Frog	Frog with clock (displayed on the bottom right of the Frog.)	
	Room detection	Activating room detection.	→ page 149
¥	Back up configuration	Load configuration onto Frog.	<i>→ page 150</i>
5	Undo changes	Undo the changes since the last save.	<i>→ page 150</i>
Connection		Establishing a fast Bluetooth <sup>®</sup> connection to a Frog.	$\rightarrow$ page 51
	Frog view	View of the configuration of a Frog (standard view).	<i>→ page 142</i>
Q	Advanced device settings	Definition of power limits for outputs, input debounce time, dimming curves and lamp failure detection.	<i>→ page 142</i>
Ģ	Master/clone configuration	Configuration of master and clone frogs.	<i>→ page 146</i>
	Status	Display of how inputs and outputs are assigned	<i>→ page 148</i>
B	User view	View to add buttons and switches to a Frog.	<i>→ page 122</i>
0	Monitor temperature	Monitoring the temperature in housing of the Frog.	<i>→ page 149</i>
	Power measurement	Measuring power consumption at the outputs.	<i>→ page 149</i>

### 8.4 Configuration area

In the configuration area you can configure the inputs and outputs.

#### 8.4.1 Inputs

In a, In b,		Name of the input		$\rightarrow$ page 114
	Macro	Assigning a macro to an input.		<i>→ page 178</i>
503	System group	Assigning a system group to an input.		<i>→ page 184</i>
?	Function	A selection of the following functions for an input:		→ page 115
		Button - light	A button.	
		Button - dim	A button for a dim	mable lamp.
		Button - on	A button for a lam at click.	o which switches on
		Button - off	A button for a lam at click.	o which switches off
		Button - hue	A button for contro light device.	olling the hue of a
		Button - saturation	A button for contro of a light device.	olling the saturation
		Button - color temperature	A button for contro temperature of a li	
		Switch	A simple switch.	
	¢	Button - shutter	A switch for raising roller shutter.	g and lowering a
		Button - screen	A switch for raising screen.	g and lowering a
	$\square$	Button - bell	A switch for a doo	rbell.
		Button - door	A switch to open a	a door.
		Button – furniture lock	A button for openi	ng a furniture lock.
	Free Contraction	Motion	Option to query a	motion sensor.
		Custom	Possibility to define	e your own button.
		Scene	Option to integrate scene.	a button to a

0

Status

Option to query a contact.

Predefined status: Status night, Status alarm, Status frost, Status wind, Status smoke, Status rain, Status fire, Status gas, Status flow, Status level, Status leak, Status window tilted, Status window open, Status window closed, Status door closed, Status door open, Status door locked, Status furniture door locked, Status garage open, Status garage locked, Status gate open, Status gate closed, Status gate locked.

- Action	A selection of the following actions for $\rightarrow$ page 116 an input:		
-	Inactive	The input is not assigned.	
	Status	A status message is sent whenever there is a change in status. If there is no change, the status is repeated cyclically.	
	Rising	Short input signal in the case of a ascending edge. A change of 0 to 1.	
	Falling	Short input signal in the case of an ascending edge. A change of 1 to 0.	
X	Edge	Short input signal in the case of an ascending and falling edge.	
Î	Click	A short input signal < 250 ms (the value can be changed in the settings).	
	Double click	Two input signals in short succession.	
	Triple click	Three input signals in short succession.	
<u>∫ ₹</u>	Hold Levels 0 and 1 are available. The signal is triggered when for long than 250 ms (default) level 1 is present, that is, the switch is cle A level hold time increases this ms by the hold time.		
∫ t t	Release	The signal is triggered when the level (set hold time) has elapsed, and the button is released (long hold time).	
	Click hold	The signal is triggered if, after a click, the signal is present for longer than 250 ms or if the button is held down again after a click.	
Ît	Click release	The signal is triggered when the button is held again after a click and then released.	

\_

Ŭ.C.	Double click hold	The signal is triggered if the signal is present for longer than 250ms after a double click, or if the button is held down again after a double click.
Űt	Double click release	The signal is triggered when the button is held again after a double click and then released.

Enter signal		Entry field to define messages.	$\rightarrow$ page 115
÷	Add messages	Add further messages to an input.	<i>→ page 124</i>
R	Send message	Send message immediately.	<i>→ page 115</i>
$\bigcirc$	Range	Range of the message in the frogblue system.	→ page 141
- -	Gate/Time editor	Gate/Time editor to define logic functions.	$\rightarrow$ page 127
ſ	Minimal on	Minimal on time. Time adjustable from 1/10s to 63h.	<i>→ page 130</i>
	Dim	Values for dimming: up/down activate/deactivate; brightness pre- settings; dimming speed.	<i>→ page 130</i>
	Input matrix	Logical linking of inputs.	$\rightarrow$ page 131
	Hold time	Dead time for <b>Hold</b> and <b>Release</b> actions.	<i>→ page 132</i>
Ċ	Rolling messages	Sending the next message with the same action.	<i>→ page 132</i>
	Shutter	Setting the shading position and slat position for roller shutters.	<i>→ page 136</i>
1si1m 	Status	Definition of a status.	<i>→ page 133</i>

#### 8.4.2 Outputs

Out A, Out B		Name of the output.	→ page 117	
	Macro	Assigning a macro to an output. $\rightarrow$ page 178		
50.5 20.5	System group	Assigning a system group to an output. $\rightarrow$ page 184		
	Function	A selection of the following connections $\rightarrow$ page 118 for an input:		
		Light	A switchable light.	
		Dimmable light	A dimmable light.	
		Status light	Shows the state for a status (does not respond to <b>TYPE:Light</b> ).	
		Shutter	Raise und lowering a shading	
	Ç	Bell	A simple doorbell.	
	-	Door	Connection for a door.	
	H	Ventilation	Connection for a ventilation	
	A V A	Screen	Connection for a screen.	
		Gate	Connection for a gate.	
		Garage	Connection for a garage	
		Irrigation	Connection for an irrigation.	
		Pump	Connection for a pump.	
	<u> </u>	Heating	Connection for a heating.	
		Climate	Connection for a cooling system.	
		Furniture lock	Connection for a furniture lock.	
	∕.*	Custom	Possibility to define your own connection.	

– Action	A selection of the following actions for $\rightarrow$ page 119			
	an output:			
	Toggle	Switch on and off.		
Ŷ	Switch in	Switch on only.		
Ϋ́	Switch off	Switch off only.		
>	Follow	Follow the status of another output, $\rightarrow$ page 140.		
	Dim	Dimming from minimum 20% to maximum 100% (default).		
$\bigtriangleup$	Dim up	Dimmer increase only.		
$\bigtriangledown$	Dim down	Dimmer decrease only.		
$\bigcirc$	Time	The output is switched at the set time.		
	On	Without gate: The output is on at the set brightness level. With gate: The output is on when the gate is TRUE. If the gate is FALSE, the output goes off.		
	Off	Without gate: The output is off at the set brightness value. With gate: The output is off if the gate is TRUE. If the gate is FALSE, the output goes off.		
	On transparency	Without gate: The output is on at the set brightness level. With gate: The output is on when the gate is TRUE. If the gate is FALSE, the output is assigned the state by the incoming messages.		
0	Off transparency	Without gate: The output is off at the set brightness value. With gate: The output is off if the gate is TRUE. If the gate is FALSE, the output is assigned the state by the incoming messages.		

Enter signal		Entry field to define messages.	<i>→ page 118</i>
÷	Add messages	Add further messages to an output.	<i>→ page 124</i>
$\vee$	Other messages	Displays additional entries for a message.	<i>→ page 124</i>
>	Detailed view	Displays all configurations of a message.	<i>→ page 118</i>
	Delete message	Delete message and its configuration	
R	Send message	Send message immediately.	<i>→ page 118</i>
$\bigcirc$	Range	Range of the message in the frogblue system.	<i>→ page 141</i>
	Time control	Time when the output connected to the input is to be switched off.	<i>→ page 130</i>
	Gate/Time editor	Gate/Time editor to define logic functions	<i>→ page 127</i>
	Dim	Values for dimming.	<i>→ page 130</i>
$\land$	Soft Function	Duration of dimming.	<i>→ page 135</i>
¢.	Delay function	Time to wait for a message until the output is switched off.	<i>→ page 135</i>
	Shutter	Setting the travel time and reversal time for roller shutters.	<i>→ page 136</i>

### 9 Quick guides

This chapter contains quick guides to the following topics:

- ✓ Add a Frog to a project and assign it to a room.
- ✓ Cross, alternate, and central on/off for living room, kitchen, and dining area.
- ✓ Time control for child's bedrooms with dimming.
- ✓ Door control with an additional optical signal.
- Monitor doors and windows.

The first two quick guides build on each other.

Here you will get to know the configuration tables which will help you carry out configurations for larger projects.

#### 9.1 Adding a Frog to a project and assigning it to a room

The following example shows how you can add a frogDim1-3 to a project and assign it to a room. You also assign a name to the Frog.

The result of the individual steps is summarized in a configuration table.

The device configuration carried out is the first step for the realization of an alternate and crossswitching as is presented in the quick guide in the next section.  $\rightarrow$  Alternate, cross and central on/off switching, page 57.

- ✓ A project has already been created or loaded and the Frog is supplied with power. For information on how to create projects, see section → *Managing projects, page 89.* 
  - 1. Start the frogblueProject app and open a new project.

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The **Configuration** screen appears.

Figure: **Configuration** screen of the **frogblueProject** app with the device list and the two icon lines.

2. In the device list, tap Add 🕂

The Add dialog box appears.



Figure: Add dialog box.

3. Tap Search device 🔍

The **Devices** dialog box is displayed.

All Frogs that are still configured with the factory settings and to which a Bluetooth<sup>®</sup> connection exists are displayed.

You can use the **Filter** to select which devices are to be displayed:

**New Devices:** Displays all frogs that are not assigned to a project or that are still configured with factory settings.

Other Devices: Displays all Frogs already assigned to other projects.

All Devices: Shows all accessible devices.

In this example, the connected frogDim1-3 is displayed.



Figure: The **Devices** dialog box shows a connected frogDim1-3.

4. Tap the checkbox for the frogDim1-3.

The activated checkbox gets a check mark.

- 5. Tap **Add**.
- 6. Tap Close.

The added Frog is displayed in the device list.



Figure: The added Frog is displayed in the device list.

7. Tap the Frog icon in the device list to configure the Frog.

The display area and the configuration area are displayed.



Figure: Display area and configuration area.

Next, the Frog is assigned to a room.

8. In the device list, tap Add 🕂

The **Add** dialog box appears.



Figure: Add dialog box.

9. Tap Add room 🖧

A New room entry is displayed in the device list.

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	- New room		
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Figure: Displayed keyboard for entering a name for a room.

You can give the room a new name by replacing the **New room** text or selecting a default room name.

10. Use the keyboard to enter a name, such as **Living room**.

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Figure: The Frog and the label Living room in the device list.

The Frog and the Living room are listed in the device list.

11. In the display area, tap **Standard room** in the selection list.

The entries in the selection list are displayed.

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Figure: Selection list to select the room in the display area.

12. Tap Living room in the selection list.

The Frog is assigned to the room Living room.

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Figure: The Frog is assigned to the room Living room.

Next a name is assigned to the Frog.

13. Tap the **Enter name** field in the display area.

The keyboard appears.

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Figure: Keyboard shown for entering a name in the Enter name field.

14. Use the keyboard to enter the name for the Frog, for example Living room.



Figure: A frogDim1-3 with the name Living room is assigned to the room Living room.

The result of the device configuration is summarized in a configuration table :

frogDim1-3	
Name	Living room
Assigned room	Living room

The device configuration is now complete. The configuration is automatically saved in the **frogblueProject** app.

In order for the configuration to take effect on the Frog, it must be loaded onto the Frog.

1. In the Frog view, tap **Connect** in the display area.

A Bluetooth<sup>®</sup> connection is established to the Frog. Once a Bluetooth<sup>®</sup> connection is established, the button is renamed **Disconnect**.

#### 2. Tap Save configuration $\Psi$

The changes are loaded into the corresponding Frog and saved.

#### 9.2 Alternate, cross and central on/off switching

The following configurations are presented in this section:

- Alternate switching in the living room and dining area
- Cross-switching for living room, dining area and kitchen
- Central on/off
- 9.2.1 Alternate switching in the living room

For alternate switching in the living room, two frogDim1-3 are configured. One Frog is in the entrance of the living room, the other in the passage to the kitchen.



Figure: One frogDim1-3 in the living room, one frogDim1-3 in the passage to the kitchen.

The following device configurations have already been carried out:

frogDim1-3	
Name	Living room
Assigned room	Living room

frogDim1-3		
Name	Passage	
Assigned room	Living room	

Information on adding frogs and assigning frogs to rooms can be found in the quick guide  $\rightarrow$  Adding a Frog to a project and assigning it to a room, page 51.

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Figure: Two frogDim1-3 in the device list.

First the input **In a** in the Frog **Living room** is connected to the output **Out** ~ via the message. **Light Living Room**.

1. Tap ? in the input In a.



Figure: Input In a.

A selection of buttons and functions is displayed.

#### 2. Tap Button - dim

The selected button is displayed in the input In a.



Figure: Input In a with the button Button - dim.

The action **Click**  $\hat{1}$  is automatically selected.

Next, a connection is configured for the **Out** ~ output.

3. Tap 😨 in the output **Out** ~.



Figure: Output Out ~.

A selection of connections and consumers is displayed.

### 4. Tap **Dimmable light**



Figure: Output Out ~ with the connection Dimmable light.

The action **Toggle**  $\underbrace{\textcircled{}}$  is automatically selected.

Now the input In a and the output Out ~ are connected via the message Light Living Room.

5. For the In a input in Enter signal, enter the name Light Living Room.



Figure: Input In a with the message Light Living Room.

6. Also enter the name Light Living Room for the output Out ~ in the Enter signal field.



Figure: Output **Out** ~ with the message **Light Living Room**.

#### Note

You can enter previously defined messages in the **Enter signal** input field more quickly using the autocomplete function.

For example, if you enter Lic, the message Light Living Room will be suggested.



Figure: The message Light Living Room for the input In a and the output Out ~.

The following configuration has now been carried out for the Frog **Living Room** (marked grey in the following table):

frogDim1-3	
Name	Living room
Assigned room	Living room
In a	
Button	Button - dim
Message	Light Living Room
Action	Click
Out ~	
Power connection	Dimmable light
Message	Light Living Room
Action	Toggle

#### 7. Load the configuration onto the Frog Living room.

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Figure: The message Light Living Room for the input In a and the output Out ~.

To realize alternate switching, the input of the Frog **Passage** is assigned to the same message **Light Living Room** as was previously defined in input **In a** of the Frog **Living room**.

1. To do this, configure the following settings for the Frog **Passage** (marked grey in the following table):

frogDim1-3		
Name	Passage	
Assigned room	Living room	
In a		
Button	Button - dim	
Message	Light Living Room	
Action	Click	



Figure: The message Light Living Room in the input In a for the Frog Passage.

2. Load the configuration onto the Frog **Passage**.

Cross-switching for living room, dining area and kitchen 9.2.2

First, lighting in a dining area is added to the alternative switching. The dining area is in the living room.



Figure: Additional lighting in the dining area.

The first step is to configure the input In b and the output Out ~ for the Frog Passage. To connect the input In b with the output Out ~, the message Light Dining Table is defined.

1. To do this, configure the following settings for the Frog Passage (marked grey in the following table):

frogDim1-3	
Name	Passage
Assigned room	Living room
In a	
Button	Button - dim
Message	Light Living Room
Action	Click
In b	
Button	Button - dim
Message	Light Dining Table
Action	Click
Out ~	
Power connection	Dimmable light
Message	Light Dining Table
Action	Toggle

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Passage	att	Power -	ca.89.dd.3		Temperature	3.		Light Dining Table	~		
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Figure: Input In b and output Out ~ with the message Light Dining Table for the Frog Passage.

To realize alternative switching, the input **In b** of the Frog **Living room** is connected to the input **In b** of the Frog **Passage** via the message **Light Dining Table**.

2. To do this, configure the following settings for the Frog **Living room** (marked grey in the following table):

frogDim1-3	
Name	Living room
Assigned room	Living room
In a	
Button	Button - dim
Message	Light Living Room
Action	Click
In b	
Button	Button - dim
Message	Light Dining Table
Action	Click
Out ~	
Power connection	Dimmable light
Message	Light Living Room
Action	Toggle

#### frogDim1-3

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Figure: The configured input In b for the Frog Living room.

3. Load the device configurations onto the Frog Living room and onto the Frog Passage.

In the next step, additional lighting – the kitchen lighting – is integrated in addition to the existing alternate switching. For this purpose, another frogDim1-3 is added to the project, which is located in the kitchen.



Figure: Alternate switching for the living room, the dining area and the kitchen.

The following device configuration has already been carried out:

frogDim1-3		
Name	Kitchen	
Assigned room	Kitchen	



Figure: Another Frog Kitchen was added to the project.

To be able to integrate the kitchen lighting into the existing alternative switching **Light Living Room** and **Light Dining Table**, the corresponding inputs and outputs are connected to the message **Light Kitchen**.

1. To do this, configure the following settings for the Frog **Kitchen** (marked grey in the following table):

frogDim1-3		
Name	Input	
Assigned room	Kitchen	
In a		
Button	Button - dim	
Message	Light Kitchen	
Action	Click	
Out ~		
Power connection	Dimmable light	
Message	Light Kitchen	
Action	Toggle	

#### User Manual Version 1.7

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Figure: The message Light Kitchen for the input In a and the output Out ~.

To convert the button in the kitchen into the cross-switching, the input **In b** is connected to the output **Out** ~ of the Frog Living room with the message Light Dining Table. In addition, the input **In c** is connected to the output **Out** ~ of the Frog Living room via the message Light Living Room.

2. To do this, configure the following settings for the Frog **Kitchen** (marked grey in the following table):

trogDim 1-3	
Name	Kitchen
Assigned room	Kitchen
In a	
Button	Button - dim
Message	Light Kitchen
Action	Click
In b	
Button	Button - dim
Message	Light Dining Table
Action	Click
In c	
Button	Button - dim
Message	Light Living Room
Action	Click
Out ~	
Power connection	Dimmable light
Message	Light Kitchen
Action	Toggle

#### frogDim1-3

## frogblue<sup>™</sup>

The Frog **Kitchen** is now switched as follows:

- In a switches Out ~ (Light Kitchen) in the kitchen.
- In b switches Out ~ (Light Dining Table) in the dining area.
- In c switches Out ~ (Light Living Room) in the living room.



Figure: The messages of the inputs In a, In b and In c for the Frog Kitchen.

The next step is to connect the unused inputs In c of the Frogs Living room and Passage to the output Out ~ of the Frog Kitchen via messages.

3. To do this, configure the following settings for the Frog **Living room** (marked grey in the following table):

Name	Living room
Assigned room	Living room
In a	
Button	Button - dim
Message	Light Living Room
Action	Click
In b	
Button	Button - dim
Message	Light Dining Table
Action	Click
In c	
Button	Button - dim
Message	Light Kitchen
Action	Click
Out ~	
Power connection	Dimmable light
Message	Light Living Room
Action	Toggle

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Living room .1	Power 1000000	Temperature	<b>%</b>			
Kitchen $\lor$	Backup 57 - Today 10:08	Configuration Changed				ථ
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Figure: The configured inputs of the Frog Living room.

Now the input In c is configured for the Frog Passage.

4. To do this, configure the following settings for the Frog **Passage** (marked grey in the following table):

#### frogDim1-3

ilogoiiii1-5	
Name	Passage
Assigned room	Living room
In a	
Button	Button - dim
Message	Light Living Room
Action	Click
ln b	
Button	Button - dim
Message	Light Dining Table
Action Click	
In c	
Button	Button - dim
Message	Light Kitchen
Action	Click
Out ~	
Power connection	Dimmable light
Message	Light Dining Table
Action	Toggle

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First Floor 🗸 🗸	Passage		🐁 😐 Light Living Room			
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			💡 Out ~ 📃			
			Light Living Room	-		
	Connect		- 🔚 🕨 🗼	-2		
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Figure: The configured inputs of the Frog **Passage**.

This completes the configuration of the cross-switching.

5. Load the configuration onto the Frogs Living room, Passage and Kitchen.

The following device configurations have been carried out:

IrogDill1-3	
Name	Living room
Assigned room	Living room
In a	
Button	Button - dim
Message	Light Living Room
Action	Click
ln b	
Button	Button - dim
Message	Light Dining Table
Action	Click
In c	
Button	Button - dim
Message	Light Kitchen
Action	Click
Out ~	
Power connection	Dimmable light
Message	Light Living Room
Action	Toggle

#### frogDim1-3

# frogblue<sup>™</sup>

frogDim1-3	
Name	Passage
Assigned room	Living room
In a	
Button	Button - dim
Message	Light Living Room
Action	Click
ln b	
Button	Button - dim
Message	Light Dining Table
Action	Click
In c	
Button	Button Dimming
Message	Light Kitchen
Action	Click
Out ~	
Power connection	Dimmable light
Message	Light Dining Table
Action	Toggle
frogDim1-3 Name	Kitchen
Assigned room	Kitchen
In a	
Button	Button - dim
Message	Light Kitchen
Action	Click
In b	
Button	
Message	Light Dining Table
Action	Click
In c	Light dimping
Button	Light dimming
Message	Light Living Room
Action	Click
Out ~	Dimmeble light
Power connection	Dimmable light
Maaaaaa	
Message Action	Light Kitchen Toggle

#### 9.2.3 Central On/Off

Double-click to switch on the lighting in the living room, dining area and kitchen. The lighting in the living room, dining area and kitchen can be switched off again by means of a triple click.

Central control across several Frogs is implemented via system groups, which are activated in the inputs and outputs of the Frogs. System groups are made up of individual system signals. Some system signals and system groups are already predefined in the **frogblueProject** app, such as the system group **Central**.

	<	frog	gblue"		Central Input group						in * ≈ 100 Ž	% 🛚 17:12
In group	Active	Trigger		Signal		Mode	Gate	Settings	Parameter	Hold time	Rolling message	+
							-)-				ల	
							<b>)</b> -				ల	
							<b>)</b> -				ల	
							-)-				ల	
							<b>_</b> )-	-			ల	
							<b>_</b> )-				ల	

Figure: System signals of the system group Central.

The system signal **Central\_ON** is triggered by a double click and the system signal **Central\_OFF** by a triple click.

The system group **Central** must therefore only be activated in the inputs and outputs of all Frogs to implement a central on/off.

For information on system groups, see section  $\rightarrow$  *Creating and managing system groups, page 182*.



Figure: The configured Frog Living room in cross-switching.

For the Frogs Living Room, Passage and Kitchen, for the input In a and for the output Out ~ the system group Central is activated.

- 1. Tap the Frog Living Room in the device list to configure it.
- 2. In the In a input, tap System group <sup>(i)</sup>

A selection of the available system groups is displayed.



Figure: For the input In a, the system group Central is available for selection, among others.

- 3. Tap the system group **Central**.
- 4. Tap the screen.

The system group Central is enabled for input In a.

n	In a	📃 🚺 +	Ī	>
£	Î	Light Living Room	$\square$	
$\sim$			ථ	

Figure: Activated system group for the input In a.

For the output **Out** ~, the system group **Central** also must be activated.

5. In Out ~, tap System group 💿

A selection of the available system groups is displayed.

- 6. Tap the system group **Central**.
- 7. Tap the screen.

The system group is enabled for the output Out ~.
80							\$ 😤 100	0% 🛢 17:12
🔳 frogt	lue	Configuration Alternating and cross switc	hing (1-7)			à	$\mathbf{i}$	
+ ℤ <sup>Z</sup> <sub>A</sub> ! >	×	Living room 🔹	۲	n	ln a	1. 🔅		<b>i</b> >
First Floor	~	Living room		•	Light Living R			
Living room	Voltage	v1732	Time		▶ 📑	🔊 🚥		උ
Passage		D13	09-05-2021 17:12	n	In b		+	<b>i</b> >
Living room	1 Power 	a8:36:7a:00:10:ec	Temperature -	<u>.</u>	Light Dining 1			
Kitchen	Backup 57 - Today 10:08		Configuration Changed		·			
Kitchen "I				~				
				n	In c		+	
				•	Light Kitchen			
	Out ~ 0				) 🕨 💼	• • • • • • • • • • • • • • • • • • •		ల
				<b>?</b>	Out ~	📃 🖸		)
				۲.	ight Living Room			
		Connect		1	📑 🕩 🚠	A -8		
		Connect						
🔲 🔶 Q 🚍		V 🗣 🕹 👌 Ϋ	7					

Figure: Activated system group for input In a and output Out ~.

The following configuration has now been carried out for the Frog **Living Room** (marked grey in the following table):

NameLiving roomAssigned roomLiving roomIn aButton - dimButtonButton - dimMessageLight Living RoomActionCickContral: - Central:ON, action: Double click - Central_ON, action: Triple click - Central_OFF, action: Triple	nogDinn-3		
In a         Button       Button - dim         Message       Light Living Room         Action       Click         System group       Central: - Central_ON, action: Double click - Central_OFF, action: Triple click         In b       Button - dim         Button       Button - dim         Message       Light Dining Table         Action       Click         In c       Click         Button       Button - dim         Message       Light Kitchen         Action       Click         Out ~       Click         Power connection       Dimmable light         Message       Light Dining Table	Name	Living room	
Button       Button - dim         Message       Light Living Room         Action       Click         Imb       System group       Central: - Central_ON, action: Double click - Central_OFF, action: Triple click         Button       Button - dim         Message       Light Dining Table         Action       Click         In c       Inton         Button       Button - dim         Message       Light Dining Table         Action       Click         In c       Inton         Button       Button - dim         Message       Light Kitchen         Message       Light Kitchen         Message       Light Kitchen         Action       Olick         Power connection       Dimmable light         Message       Light Dining Table	Assigned room	Living room	
MessageLight Living RoomActionClickSystem groupCentral: - Central_ON, action: Double click - Central_OFF, action: Triple clickIn bCentral_OFF, action: Triple clickButtonButton - dimMessageLight Dining TableActionClickIn cButtonButton - dimMessageLight KitchenMessageLight KitchenActionClickDut ~Out ~Power connectionDimmable lightMessageLight Dining Table	In a		
ActionClickSystem groupCentral: - Central_ON, action: Double click - Central_OFF, action: Triple click - Central_OFF, action: Triple click - Central_OFF, action: Triple clickIn bButton - dimMessageLight Dining TableActionClickIn cIn cButtonButton - dimMessageLight KitchenActionClickActionClickMessageLight KitchenActionClickPower connectionDimmable lightMessageLight Dining Table	Button	Button - dim	
System groupCentral: - Central_ON, action: Double click - Central_OFF, action: Triple click - Central_OFF, action: Triple click - Central_OFF, action: Triple clickIn bButton - dimMessageLight Dining TableActionClickIn cButton - dimMessageLight KitchenActionClickOut ~Power connectionDimmable light Light Dining TableMessageLight Dining Table	Message	Light Living Room	
- Central_ON, action: Double click - Central_OFF, action: Triple clickIn bButtonButton - dimMessageLight Dining TableActionClickIn cButton - dimMessageLight KitchenMessageLight KitchenActionClickOut ~Dimmable lightPower connectionDimmable lightMessageLight Dining Table	Action	Click	
ButtonButton - dimMessageLight Dining TableActionClickIn cSutton - dimButtonButton - dimMessageLight KitchenActionClickOut ~Sutton - dimPower connectionDimmable lightMessageLight Dining Table		System group	- Central_ON, action: Double click
MessageLight Dining TableActionClickIn cEditorialButtonButton - dimMessageLight KitchenActionClickOut ~EditorialPower connectionDimmable lightMessageLight Dining Table	In b		
ActionClickIn cButtonButton - dimMessageLight KitchenActionClickOut ~Dimmable lightPower connectionDimmable lightMessageLight Dining Table	Button	Button - dim	
In cButtonButton - dimMessageLight KitchenActionClickOut ~Dimmable lightPower connectionDimmable lightMessageLight Dining Table	Message	Light Dining Table	
ButtonButton - dimMessageLight KitchenActionClickOut ~Dimmable lightPower connectionDimmable lightMessageLight Dining Table	Action	Click	
MessageLight KitchenActionClickOut ~Dimmable lightPower connectionDimmable lightMessageLight Dining Table	In c		
ActionClickOut ~Dimmable lightPower connectionDimmable lightMessageLight Dining Table	Button	Button - dim	
Out ~Power connectionDimmable lightMessageLight Dining Table	Message	Light Kitchen	
Power connectionDimmable lightMessageLight Dining Table	Action	Click	
Message Light Dining Table	Out ~		
	Power connection	Dimmable light	
Action Switch over	Message	Light Dining Table	
	Action	Switch over	
System group       Central:         - Central_ON, action; On with brightness 100         - Central_OFF, action: Off with brightness 0		System group	- Central_ON, action; On with brightness 100

## frogDim1-3

- Also activate the system group Central in the inputs In a and outputs. Out ~ of the Frogs Passage and Kitchen.
- 9. Load the configuration onto the Frogs Living Room, Passage and Kitchen.

In this way the following device configurations have been performed for the Frogs **Passage** and **Kitchen** (marked grey in the table):

frogDim1-3		
Name	Passage	
Assigned room	Living room	
In a		
Button	Button - dim	
Message	Light Living Room	
Action	Click	
	System group	Central: - Central_ON, action: Double click - Central_OFF, action: Triple click
ln b		
Button	Button - dim	
Message	Light Dining Table	
Action	Click	
In c		
Button	Button - dim	
Message	Light Kitchen	
Action	Click	
Out ~		
Power connection	Dimmable light	
Message	Light Living Room	
Action	Toggle	
	System group	Central: - Central_ON, action: On with brightness 100 - Central_OFF, action: Off with brightness 0

frogDim1-3		
Name	Kitchen	
Assigned room	Kitchen	
In a		
Button	Button- dim	
Message	Light Kitchen	
Action	Click	
	System group	Central: - Central_ON, action: Double click - Central_OFF, action: Triple click
ln b		
Button	Button - dim	
Message	Light Dining Table	
Action	Click	
In c		
Button	Button - dim	
Message	Light Living Room	
Action	Click	
Out ~		
Power connection	Dimmable light	
Message	Light Kitchen	
Action	Toggle	
	System group	Central: - Central_ON, action: On with brightness 100 - Central_OFF, action: Off with brightness 0

## 9.3 Time control for child's bedroom with dimming

This quick guide shows you how to configure a level for the brightness of a lamp in a child's bedroom depending on the time of day. At night, the lamp should automatically switch to 20% brightness. A frogDim2-2 is used to implement the time control.

Information on adding frogs and assigning frogs to rooms can be found in the quick guide  $\rightarrow$  Adding a Frog to a project and assigning it to a room, page 51.

For information on configuring messages, refer to the quick guide.  $\rightarrow$  *Alternate, cross and central on/off switching, page 57.* 

The following device configuration has already been carried out:

frogDim2-2	
Name	Lamp
Assigned room	Child's bedroom
In a	
Button	Button - dim
Message	Light child's bedroom
Action	Click
Out A	
Power connection	Dimmable light
Message	Light child's bedroom
Action	Toggle



Figure: A configured frogDim2-2.

The configuration is carried out for output **Out A**, to which the lamp to be dimmed is connected.

1. In the Out A output, tap Gate/Time editor.

The Gate/Time editor dialog box is displayed.

	<b>me editor</b> d/or status messages
Status messages:	invert result
TYPE:Night	invert
Select stat	us message
Expert Ca	ncel OK

Figure: Gate/Time editor dialog box.

- 2. Tap Expert.
- 3. Tap Time range  $\odot$

Add the Add week profile dialog box is displayed.

	Add week profile					
	Activ	ation		Deacti	vation	
	23			22		
	00	: 00		23 :	59	
	01	01		00	00	
Mon	Tue	Wed	Thu	Fri	Sat	Sun
De	Deactivate Reset OK					

Figure: Add week profile dialog box.

- 4. Set a start time in Activation, for example 06:30 hrs.
- 5. Set an end time in **Deactivation**, for example **20:30** hrs.

This configures the time switch for the day, that is, the day starts at 06:30 and ends at 20:30.

6. Tap **OK**.

The Gate/Time editor dialog box with activated time range is displayed.

Gate/Time editor Select timerange and/or status messages			
Status messages: invert result			
Select status mess	age		
Condition: O Single message	All messages		
Time range:			
Basic Cancel	ок		

Figure: Gate/Time editor dialog box with activated time range.

7. Tap **OK**.



Figure: A configured output Out A.

The next step is to set the time switch for the night, this is the night starts at 20:30 hrs and ends at 06:30 hrs.

To set the time switch for the night, a second message is configured for output Out A.

1. In the output Out A tap Add messages

Another **Enter signal** input field is shown.



Figure: Another message can be entered for output Out A.

2. Tap the second **Enter signal** input field and select the message **Light child's bedroom**.



Figure: The second message Light child's bedroom for output Out A.

- 3. For the second message, tap the Gate/Time editor 1)-
- 4. Tap Expert.
- 5. Activate invert result.

Gate/Time editor Select timerange and/or status messages		
Status messages:	invert result 📈	
Select status m	essage	
Expert Cancel	ок	

Figure: Activated invert result in the Gate/Time Editor.

6. Tap Time range  $\bigcirc$ 

The Add week profile dialog box is displayed.

The same times are set as for the first message for the purpose of **Activation** and **Deactivation**.

Since the gate is inverted, the time from 20:30 to 06:30 is active and not from 06:30 to 20:30 as for the first message.

- 7. For Activation, set the time to 06:30.
- 8. For Deactivation, set the time to 20:30.
- 9. Tap **OK**.

The Gate/Time editor dialog box with activated time range is displayed.

10. Tap **OK**.

The time switch for the night is now configured.

The next step is to set the brightness values for dimming. During the day to 80% and at night to 20%.

1. In output **Out A**, tap **Dim**  $\Delta \nabla$  in the functions in the first message.

The **Dim** dialog box is displayed.

Dim			
	Set dim value		
	100%		
	1 - s/100% Stop		
	Cancel OK		

Figure: Dim dialog box.

- 2. Activate Set dim value.
- 3. Set the **Brightness** to **80%.**
- 4. Tap **OK.**
- 5. In output **Out A**, tap the dash (parameter) in the second message.



Figure: Dash (parameter).

The **Dim** dialog box is displayed.

- 6. Activate Set dim value.
- 7. Set the dim value to **20%.**
- 8. Tap **OK.**

The value for dimming is now set for both the first and the second message.



Figure: Dimming values for the first and second message.

9. Load the configuration onto the Frog Lamp.

The complete configuration for the Frog **Lamp** is summarized in the following configuration table:

frogDim2-2		
Name	Lamp	
Assigned room	Child's bedroom	
In a		
Button	Button dimming	
Message	Light child's bedroom	
Action	Click	
Out A		
Power connection	Dimmable light	
1st message	Light child's bedroom	
Action	Toggle	
	Gate/Time editor	Timer function Activation: 6:30
		Timer function Deactivation: 20:30
	Brightness	Parameter 80%
2nd message	Light child's bedroom	
Action	Toggle	
	Gate/Time editor	Invert gate result: on
		Timer function Activation: 6:30
		Timer function Deactivation: 20:30
	Brightness	Parameter 20%

## 9.4 Door control

In the following example a door control for a Mediator (DC voltage) is configured with a frogEntry2-3 and a frogDim1-3.

In addition, the configuration is presented of how the light in the entrance is switched on when the door is opened.

The following device configurations have already been carried out:

frogEntry2-3		
Name	Entrance Door	
Assigned room	Input	

#### frogDim1-3

Name	Light Entrance
Assigned room	Input



Figure: A frogEntry2-3 and a frogDim1-3.

In the first step, the inputs of the frogEntry2-3 are configured.

For the input **In r** a button for a bell is selected and for the input **In I** a door button is selected. In input **In c** a status is queried.

Output **Out O** is assigned the connection **Motor lock.** This automatically couples the outputs **Out P** and **Out O** to output **Out P & O**.

#### Motor lock and e-opener

You can use a motor lock or an e-opener. An e-opener opens on impulse and only requires the output **Out P** with 12 V / 1.3 A. A motor lock requires continuous voltage and opens on impulse. Both outputs (**Out P** and **Out O**) are required. 1. To do this, configure the following settings for the Frog **Entrance Door** (marked grey in the following table):

frogEntry2-3	
Name	Entrance Door
Assigned room	Input
ln r	
Button	Button - bell
In I	
Button	Button - door
In c	
Button	Status: Door is closed
Out P & O	
Power connection Action	Door Motor lock

# Next, messages are defined for the inputs and output **Out P & O**. The input **In I** and the output **Out P & O** are connected via the message **Door opener Entrance**.

2. For this purpose, configure the following settings for the Frog Entrance door (marked grey in the following table):

frogEntry2-3		
Name	Entrance Door	
Assigned room	Input	
ln r		
Button	Button - bell	
Message	Doorbell Entrance	
In I		
Button	Button - door	
Message	Door opener Entrance	
In c		
Button	Status: Door is closed	
Message	Door contact Entrance	
Out P & O		
Power connection Action	Door Motor lock	
Message	Door opener Entrance	

	1.	<sup>™</sup>		Configur	ation						\$ \$ 10	0% 🛙 16	5:16 0
🔳 frog	וסנ	Je		Door contr	ation ol (1-7)					Ő,			
+ ℤ ²!	> ~	$\mathbf{i}$	In	nput	•	Ø		In r		۰	+	Ō	>
Input	$\sim$		Entrar				•		Doorbell Entrance			$\mathbf{}$	
Entrance Door	aff	Voltage		â		Time			)- 💼 -			ථ	
Light Entrance	af	- Power		E23 B		- Temperature		In l		٠	+	Ì	>
			0a:86:a	18:dc:ed.97			<b>L</b> .	∫t I				$\land$	
		Backup -	φ	5		Configuration OK			) 💼 -	00		ల	
							ŀ	In c		۰	+	Ī	>
							\$		TYPE:Door is close	d		$\mathbf{}$	
			Out P & O	0					) 💼 📩			ථ	
				U			ŀ	Out P	٤٥ 📘	۰	+	Ī	>
							\$				Mot. ∫t →[		
									)- · -=				
			Cor	nnect									
<u> </u>	-		) 🗣 🗣 🕻	<b>R</b> 2 1	<b>X</b>								

Figure: The messages for the inputs of the Frog Entrance Door.

For the input **In c** for which a status has been defined, the input **In c** is automatically set to **open** in the **Input matrix**.

3. To do this, configure the following settings for the Frog **Entrance Door** (marked grey in the following table):

Name	Entrance Door			
Assigned room	Input			
ln r				
Button	Button - bell	Button - bell		
Message	Doorbell Entrance			
In I				
Button	Button - door			
Message	Door opener Entrance			
In c				
Button	Status: Door is closed			
	Input matrix	Input In c: Open		
Out O & P				
Power connection	Door			
Action	Motor lock			
Message	Door opener Entrance			

#### frogEntry2-3

Now the inputs and outputs of the frogEntry2-3 are completely configured.

4. Load the device configuration on the Frog **Door Entrance**.

Next, the frogDim1-3 is configured. The light in the corridor is to be switched on automatically as soon as the door opens.

## frogDim1-3

Name	Light Entrance
Assigned room	Input



Figure: The frogDim1-3.

For the input In a and the output Out ~ the message Light Corridor is defined first.

1. To do this, configure the following settings for the Frog **Light input** (marked grey in the following table):

frogDim1-3	
Name	Light Entrance
Assigned room	Input
In a	
Button	Button - dim
Message	Light Corridor
Action	Click
Out ~	
Power connection	Dimmable light
Message	Light Corridor
Action	Toggle

To ensure the additional function "light on when door is opened" can be integrated into the **Out** ~ output, a further message is defined for the **Out** ~ output. The switching on of the light is controlled via the action **On** and the **Gate/Time editor**.

2. To do this, configure the following settings for the Frog **Light input** (marked grey in the following table):

frogDim1-3		
Name	Light Entrance	
Assigned room	Input	
In a		
Button	Button - dim	
Message	Light Corridor	
Action	Click	
Out ~		
Power connection	Dimmable light	
1. Add	Light Corridor	
Action	Toggle	
2nd message		
Action	On-Transparency	
	Gate/Time editor	Selected message: Door contact Entrance



Figure: The configuration for the Frog Light Entrance.

The configuration for the Frog Light Entrance is now complete.

3. Load the configurations onto the Frog Light Entrance.

## 9.5 Monitoring of doors and windows

In the following examples it is shown how doors and windows are to be configured so that they can be monitored.

If you have configured the doors and windows accordingly, you can add them to a watched group in the frogDisplay there. For example, if a window is open when you leave the house, the LED of the frogDisplay will turn red. You can then see directly in the frogDisplay which window is open. Information about watched groups can be found in the  $\rightarrow$  *frogDisplay-frome User Manual.* 

#### Monitoring of multiple windows

A frogContact5 is configured for monitoring multiple windows.

Three windows are to be monitored: Kitchen window, living room window and basement window. To determine the status of the corresponding window, the function **Status window closed** is required. Each input that monitors a window receives a status message.

frogContact5	
Name	Window
Assigned room	Office
In a	
Button	Status window closed
Message	Kitchen window
ln b	
Button	Status window closed
Message	Living room window
ln c	
Power connection	Status window closed
Message	Basement window



Figure: Configuration for monitoring windows.

## Monitoring a door

For monitoring a door, for example, a frogEntry2-3 is configured.

The functions **Status door closed** and **Status door locked** are used to check whether the door is closed or locked. The door that is being monitored is connected in the **Out P** output. The configuration of output **Out P** is not necessary for the actual monitoring.

frogEntry2-3	
Name	Door
Assigned room	Office
In I	
Button	Status door closed
Message	Front door
ln c	
Button	Status door locked
Message	Front door
Out P	
Power connection	Door
Message	Front door



Figure: Configuration for monitoring a door.

## 10 Configuring frogblue projects

You can use the **frogblueProject** app to configure and manage all connected Frogs, frogKeys, frogDisplays etc. as well as buttons and controllers for a smart home application, that is for a frogblue project. For this purpose, ensure that all Frogs, buttons, and switches are properly connected and wired.

## 10.1 Managing projects

In the Project management screen, you can:

- create new projects and find projects,
- load projects and edit existing projects,
- import and export projects,
- ✓ delete projects that are no longer required.

Each project is protected by a project password.

1. Tap Menu 📃

#### Note

When you create the first project, this is no other project has been previously created in the **frogblueProject** app, tap **New project** on the start screen.

2. Tap Project management.

The Project management screen for managing projects is displayed.



Figure: Project management screen for managing projects.

#### **Project colors**

Blue: Data is being received from the project.

White: No data is being received from the project.

#### 10.1.1 Creating a project

The first step in setting up a frogblue system is to create a project.

You can create as many projects as you wish. You can use different projects to try out different configurations, for example.

#### Note

You assign a project password to each project. You need the project password to restore a project or to transfer a project to another device.

#### Keep the project password in a safe place!

#### Project password and device key

When you create a new project and therefore assign a project password to the project, a device key identical to the project password is automatically assigned.

The project password can be shared with third parties, for example a technician who has configured the project. Once the project configuration is complete, you should change the device key to protect the device configuration in the Frogs from unauthorized access. After changing the device key, you can still configure the **frogblueProject** app on the tablet. However, the device configuration is always carried out using the device key.

For information on changing the project password, see section  $\rightarrow$  *Changing the project password, page 100.* 

For information on changing the device key, see section  $\rightarrow$  Changing the device key, page 101.

1. In the **Project management** screen, tap **New**.

The **Project management** screen is displayed.

			೫₪ 🕸 🐃 100% 🖬 16:56
<b>≡</b> <	frogblue	Start Screen Alternating and cross switching (1-7)	<i>ž</i> 😒
Project name:	Enter project name	Project description:	
Electrician:	Enter electrician	Enter project description	
Owner:	Enter owner		
Owner - E-Mail:	Enter email of owner		
Phone number:	Enter phone number of owner		
Post code:	Enter post code		
City:	Enter city		
Street:			
House number:	Enter house number		
		Create project	

Figure: Project management screen for creating a new project.

2. Enter a project name in the **Project name** input field.

You can enter additional optional details relating to the project in the input fields **Electrician**, **Owner**, **Owner-E-mail**, **Phone number**, **Post code**, **City**, **Street** and **House number**.

3. Tap Create project.

The Set project password dialog box is displayed.

Set project password			
Enter project password:	Project password		
Confirm password:	Confirm project password		
	ок		

Figure: Set project password dialog box for creating a project password.

4. In Enter project password, enter a project password with at least eight characters.

Keep the project password in a safe place!

- 5. Confirm the project password in **Confirm password**.
- 6. Tap **OK**.
- 7. Tap Create project.

The project is created, and the **Configuration** screen is displayed.

The next step involved in setting up a frogblue system is to add Frogs and other devices to a project.

For information on adding Frogs to a project, see section  $\rightarrow$  Adding devices to a project, page 103.

#### 10.1.2 Editing project information

You can change the project information of an existing project.

1. In the **Project management** screen, tap the project you wish to edit.

The project is marked.

2. Tap Information ①

The Project management screen is displayed.

			🔊 🕏 😒 100% 🛢 16:57
$\equiv$ <	frogblue™	Project management Heating	å; 🧲
Project name:	Door control (1-7)	Project description:	
Electrician:	Enter electrician	Enter project description	
Owner:	Enter owner		
Owner - E-Mail:	Enter email of owner		
Phone number:	Enter phone number of owner		
Post code:	Enter post code		
City:	Enter city		
Street:	Enter street		
House number:	Enter house number		
		n project	

Figure: Project management screen to change project details.

#### 3. Tap Edit information.

The button Edit information is highlighted in green and the editing mode is activated.

- 4. Change the project details as you wish.
- 5. Then tap Edit information.

The changes are automatically saved in the **frogblueProject** app.

To go back to the previous menu, tap **Back**  $\leq$  on the right of the **Menu**  $\blacksquare$ .

## 10.1.3 Open a project

## Note

The most recently opened project is shown on the start page and can be opened directly from there.

You can change to a different project by opening a previously created project. The current and active project is marked with a Frog.

1. In the **Project management** screen, tap the project you wish to open.

The project is marked.

	frogblue	Project managemen Heating	nt						a * ⊂ ∂,	100% 🗈 16:58
	Project name	Date		Frogs	Cubes	Keys	Links	Time		
								$\bigcirc$		
								$\bigcirc$		
6Z	Heating							$\bigcirc$		
	New ]	7 Open 🔛 Import	8		Delete	1				
		Open Import	Ext	ort	U Delete					

Figure: Selected project on the Project management screen.

2. Tap **Open**.

The **Open project** dialog box is displayed.



Figure: **Open project** dialog box.

3. Tap **OK**.

The **Configuration** screen for the selected project is displayed.

#### 10.1.4 Exporting a project

You can export the data of a project to create a backup, for example, or to load the data onto a different tablet.

You can import the exported project file into the **frogblueHome** app to be able to control the frogblue system from there.

#### Note

For the export, a **Documents** folder is automatically created in the internal memory of the Android tablet to which the file is exported.

In the case of iOS devices, the exported files are stored in an existing directory in the internal memory.

1. In the **Project management** screen, tap the project you wish to export.

	frogblue		Pro	oject managemer Heating	ıt						- 4	100% 🗎 16:58
	Project name		Date			Frogs	Cubes	Keys	Links	Time		
										$\bigcirc$		
										$\bigcirc$		
Ê										$\bigcirc$		
		New [	Open	Import	Expo	ort	Delete					

The project is marked.

Figure: Selected project on the **Project management** screen.

### 2. Tap Export.

The **Export project** dialog box is displayed.

Export project
Project name: Alternating and cross switching (1-7)
Export project as: O Backup file (frogblueProject)
O Configuration file (frogblueHome)
Cancel Export project

Figure: Export project dialog box for exporting the current project.

You can export a project as:

Backup file (frogblueProject): You can import this file back into the frogblueProject app and for further configurations. The project password already used in the frogblueProject app is used.

**Configuration file (frogblueHome):** You can import the configuration file into the **frogblueHome** app.

Information about the frogblueHome app can be found in the  $\rightarrow$  frogblueHome User Manual.

In the **frogblueHome** app you can operate and control the configured frogblue devices. This configuration file cannot be written to, that is changed, in the **frogblueHome** app or in the **frogblueProject** app.

A new password must be used for the exported configuration file. This does not change the project password in the **frogblueProject** app.

3. Select the file type and tap **Export project**.

The project data is encrypted and stored in the **Documents** directory for Android devices and in the internal memory for iOS devices.

You can import the exported project file into the **frogblueHome** app. Information about the **frogblueHome** app is available in the  $\rightarrow$  *frogblueHome User Manual.* 

#### 10.1.5 Importing a project

You can import projects you have created on other tablets with the **frogblueProject** app and have exported there. To import a project, you require the project password of that project.

- 1. Save the data of the project to be imported in the **Documents** folder.
- 2. In the Project management screen, tap Import.

The Import project dialog box is displayed.

Import project						
Project name:						
Project password: Enter project password						
Cancel OK						

Figure: Import project dialog box for importing the current project.

## 3. Tap Select project name.

The Select project dialog box is displayed.

	Select project	
Back: 🔶 Selected folder: Documents		
Folder		Date
Sheets		
fb_Wechsel- und Kreuzschaltung (1-7)_20.fbpj		2021-03-19 12:35
Φ_Wechsel- und Kreuzschaltung (1-7)_9 flip)	Cancel	

Figure: Select project dialog box for selecting a

project.

4. Tap the desired project.

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

- 5. Under Project password, enter the password of the project to be imported.
- 6. Tap **OK**.

The data is imported, and the project is displayed in the **Project management** screen.

#### 10.1.6 Finding a project

If a project already exists but is not yet known to the **frogblueProject** app, you can import this project via a project backup from a Frog or another device and open it. For this you need the device key of the corresponding device.

You can recognize projects which are not yet known to the **frogblueProject** app by looking out for the entry **Unknown-x** in the **Project management** screen.

< frogblue"		Project managemer	ıt					<b>21 ⊀</b> ₹	100% 🛢 14:42
Project name		Date		Frogs	Cubes	Keys	Links	Time	
								$\bigcirc$	
	New	Open Import	Exp	ort	Delete				

Figure: Unknown\_x shows an unknown project.

**Show devices** Shows all devices contained in the unknown project to which a Bluetooth<sup>®</sup> connection exists.

1. In the **Project management** screen, tap the **Unknown\_x** entry.

The entry is highlighted in grey.

- 2. Tap **Open**.
- 3. The Find project backup dialog box is displayed.

Find project backup Unknown_43							
Connect to nearest device							
(D13) all a8:36:7a:00:10:ec							
Device key: Enter key							
Other device Cancel Connect							

Figure: Find project backup dialog boy.

The nearest device with a project backup is displayed.

Via **Other device** you can change the device and download the project backup from this device.

4. Enter the **device key** of the displayed device.

### 5. Tap Connect.

A Bluetooth<sup>®</sup> connection is established, and the project backup is downloaded to the tablet. After the project backup is downloaded, you can load the project.

Alternating and cross switching (1-7) Unknown_43							
Device with backup found							
48:36:7a:00:10:ec							
Device in range							
Alternating and cross switching (1-7) (Version 68 - Today							
Status: Backup device found							
Cancel Load project							

Figure: A downloaded project can be loaded.

### 6. Tap Load project.

A dialog box for entering the project password is displayed.

### 7. Enter the project password and tap Import project.

The project opens.

#### 10.1.7 Deleting projects

You can delete a project which you no longer require. In doing so, all project data is deleted. Active projects cannot be deleted.

1. In the **Project management** screen, tap the project you wish to delete.

The project is marked.

2. Tap Delete.

The **Delete project** dialog box is displayed.

Delete project Heating
Do you want to delete the project?
Do not ask me again Cancel OK

Figure: Delete project dialog box.

3. Tap **OK**.

The project is deleted along with all the configuration data.

### 10.1.8 Changing the project password

The project password assigned when creating a project can be changed at a later stage.

For information on the project password, see chapter  $\rightarrow$  Security: frogblueProject app – passwords, page 15 and section  $\rightarrow$  Creating a project, page 90.

For information on changing the device key, see section -> Changing the device key, page 101

- 1. Tap Menu
- 2. Tap Change project password.

The Change project password screen is displayed.

		💲 🕾 94% 🛢 10:15
frogblue	Change project password Alternate, cross and central on-off switching	<i>å</i> ; 🔗
	New project password: Enter new password	
	Confirm project password: Confirm new password	
	Change project password	

Figure: Change project password screen.

- 3. In **New project password**, enter a new project password with at least eight characters.
- 4. Confirm the new project password in **Confirm project password**.
- 5. Tap Change project password.

The new project password is saved and must be entered the next time the project is opened.

#### 10.1.9 Changing the device key

To save a backup or configuration in a Frog, a device key is required to enable the access to the Frog.

When you create a new project and assign a project password to a project, the device key is set to be identical to the project password. Since the project password and the device key are identical, you can backup the project or upload a configuration to a Frog with the project password data.

The project password can be shared with third parties, for example 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 **frogblueProject** app 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 the device key, see chapter  $\rightarrow$  Security: frogblueProject app – passwords, page 15.

For information on changing a project password, see section  $\rightarrow$  *Changing the project password, page 100.* 

- 1. Tap **Menu**
- 2. Tap Change device keys.

The Change device keys screen is displayed.

frogblue	Change device keys Alternate, cross and central on-off switching	S ≤ 34% ■ 10.13
nogoloe	Alternate, cross and central on-off switching	<i>ä</i> , 🧡
	New device key: Enter new key	
	Confirm device key: Confirm new key	
New	andom network key:	
	Check device keys	

Figure: Change device key screen.

- 3. In **New device key**, enter a device key with at least eight characters.
- 4. Confirm the device key in **Confirm device key**.

## Note

Enable **New random network key** to encrypt the Bluetooth<sup>®</sup> network communication with a new key. This ensures, among other things, that no external commands can be sent to the Bluetooth<sup>®</sup> network after a device has been replaced (or if the device key is no longer available).

5. Tap Check device keys.

The Change device keys dialog box is displayed.

			Change de	vice keys	
Туре	RSSI	Name			Кеу
(113)		Kitchen			Old
		Living room			Old
(13)		Passage			Old
			Change keys	Cancel	

Figure: Change device keys dialog box.

### Note

The changed device key must be transferred to all devices in the frogblue system.

### 6. Tap Change keys.

The new device key is uploaded to all devices in the frogblue system.

## 10.2 Adding devices to a project

To configure and manage Frogs, frogKeys, switches and controllers, you must first add them to a project.

You can add the following devices to a project:

- Frogs
- frogKey
- frogLink
- frogDisplay
- frogContact5-BAT

#### Notes on frogKey and frogContact5-BAT

To ensure the longest possible battery life, the frogKey and the frogContact5-BAT use energysaving functions. For this reason, the frogKey and the frogContact5-BAT have to be set to configuration mode for configuration purposes. Only then you can add a frogKey and a frogContact5-BAT to a project.

1. To activate the configuration mode for the frogKey for 60 seconds, click **four times quickly,** holding the last click.

The frogKey flashes red because it has not been assigned to a project yet.



Figure: A flashing frogKey indicates the activated configuration mode.

- 1. To activate the configuration mode for the frogContact5-BAT for 60 seconds, click a button connected to the frogContact5-BAT with three short clicks and one long click (within 2 seconds).
- ✓ The devices are properly wired or powered.
   For information on installing Frogs, see chapter → General wiring instructions, page 17.
- ✓ A project was created or opened. For information on how to create projects, see section → Managing projects, page 89.
  - 1. Tap **Menu**
  - 2. Tap Configuration.

The **Configuration** screen is displayed.



Figure: **Configuration** screen with the device list.

3. In the device list, tap Add 🕂

The **Add** dialog box appears.

Add Add device, room or area
Search device
Add device
. Add room
🐳 Add area
Close

Figure: Add dialog box.

4. Tap Search device 🔍

The **Devices** dialog box is displayed.



Figure: Frogs can be added to a project via the **Devices** dialog box.

The following options are available in the **Devices** dialog box:

**Search:** Enables the user to search for devices based on MAC addresses. When searching for a full MAC address, enter the colon as well. Usually, however, it is sufficient to enter the last two digits.

Filter: The following options are available to choose from:

**New Devices:** Displays all devices that are not assigned to a project or that are still configured with factory settings.

Other Devices: Displays all devices already assigned to other projects.

All Devices: Shows all accessible devices.

All: Displays all device types that can be searched for.

All/None: Allows selection of all visible devices found and filtered based on the Search text.

Add devices to room: If you have already created a room, you can assign the devices to a room here when you add them. Tap the checkboxes of the devices you wish to add to the project.

- 5. Tap the checkboxes of the devices you want to add to the project.
- 6. Tap **Add**.
- 7. Tap Close.

The selected devices are displayed in the device list.

frogblue       Configuration Atternating and cross switching (1-7)       C       C       C         Standard area   <				🔊 🕏 100% 🗎 1
Standard room   frogDisplay   all   all   frogKey   all   all   bling room   all   bling room   all   all   all   all   bling room   all		frogblue	Configuration Alternating and cross switching (1-7)	🍂 🔗 🛢
Standard room   frogDisplay   all   all   frogKey   all   all   all   bland room   all   bland room   bland room   bland room   all   bland room   bland	+ 🗹 🕺	1 > ~		
frogDisplaydl   Image: Constraint of the second of the sec	Standard area	~		
Image: The second s	Standard room	~		
frogKey all frogKey all frogKey all frogKey all frogKey all kitchen > Living room all frog all from all fro				
Interface   Interface   Kitchen   Living room   Living room   Iting room   Iting room   Iting room   Iting room   Iting room	<b>F</b>			
First Floor  Kitchen  Kitchen  Living room	frogKey	atl		
Kitchen       Living room       Living room       aill       aill       aill       aill       aill       aill       aill       aill	0	#5		
Living room Living room all app a all passage all app a all	First Floor	~		
Living room all passage all passage all passage all	Kitchen	>		
Image: main state     #17       Passage	Living room	~		
Pasage all		atl		
(m) #2	🐢 🗣			
		ath		
	<b>(13)</b>	#2		
	•	् 🗖		

Figure: Added devices (frogKey, frogDisplay and Frogs) in the device list.

#### Note

With 2 you can sort the Frogs shown in the device list:

- Sort from A to Z.
- Sort from Z to A.
- From minimum to maximum Bluetooth<sup>®</sup> field strength.
- From maximum to minimum Bluetooth<sup>®</sup> field strength.
- Sort Frog types.

8. Tap a device in the device list.

The **Configuration** screen appears. For information on the icons in the **Configuration** screen, see chapter  $\rightarrow$  frogblueProject – Overview of icons and color codes, page 40.



Figure: The display area in the **Configuration** screen.

#### Note

By default, all device configurations are automatically stored in the tablet's system memory. Projects can be loaded from this area.

If the tablet is defective, this project data is no longer available.

If the device configuration is to be activated in a Frog, the configuration must be uploaded to the Frog in question. You can do this in the display area of the **Configuration** screen and using the Device manager.

When you perform a data backup or wish to share the project file, you should save the project configuration externally.

For information on exporting a project, see the section  $\rightarrow$  *Exporting a project, page 94.* 

9. Tap **Connect** to establish a fast Bluetooth<sup>®</sup> connection between the tablet and the Frog.

A Bluetooth<sup>®</sup> connection to the Frog is established.

#### 10. Tap Save configuration 9

The device configuration is uploaded to the corresponding Frog.

#### 10.2.1 Adding unconnected devices

You can also add devices to a project that are not yet connected. This way you can plan a frogblue system, for example.

1. In the device list, tap Add Frog 🕂

The **Add** dialog box appears.

2. Tap Add Frog.

The Add device manually dialog box is displayed.

Add device manually				
	?			
Туре:	<select device="" type=""> ▼</select>			
Serial number:	Optional (random)			
Select room:	Standard room 🔹			
Add via QR co	de Cancel OK			

Figure: Add device manually dialog box.

3. Select the **Type** of device you wish to add to the project.

### Adding devices via QR code

If the camera of the tablet is activated, you can add this device to a project using the QR code printed on the frogblue device.

To do this, tap **Add via QR code** and scan the QR code of the device via the **Scan QR code** scan dialog box. The detected **Type** and **Serial number** are displayed in the **Add Device manually** dialog box.



Frog: Scanning a QR code from a Frog.

## 4. Tap **OK**.

The selected device is displayed in the device list and can now be configured.

10.2.2 Replacing Frogs

You can replace Frogs in a project.

- 1. In the device list, tap the Frog you wish to replace.
- 2. In the device list, tap Add 🕂

The **Add** dialog box appears.

3. Tap Search device 🔍

The **Devices** dialog box is displayed.

- 4. Select a Frog to replace the existing Frog in the project.
- 5. Tap **Replace**.

The replaced Frog is displayed in the device list.
## 10.3 Configuring Frogs

You can use the **frogblueProject** app to configure devices such as Frogs, frogKeys, frogDisplays etc. as well as buttons and switches. All devices connected to the mains must be properly correctly to enable correct configuration.

- ✓ The devices, switches and controllers are properly wired.
   For information on installing Frogs, see chapter → *General wiring instructions, page 17.*
- ✓ A project was created or opened.
   For information on how to create projects, see section → Managing projects, page 89.

Carry out the following steps to configure the input of a Frog in a project:

- Assign Frogs to rooms and areas
- Configuring inputs
- Configuring outputs
- Configure buttons and switches
- Assigning inputs to buttons and switches

An overview of all configured Frogs can be found in the **Device manager**. For information on the **Device manager** see the section  $\rightarrow$  *Device manager, page 189.* 

## frogblue™

## 10.3.1 Assigning Frogs to a room and an area

You can assign Frogs in a project to rooms and areas. This allows you to type the inputs and outputs, that us to limit them to certain rooms. This significantly minimizes the configuration effort involved.

- ✓ The Frogs, switches and controllers are properly wired.
   For information on installing Frogs, see chapter → General wiring instructions, page 17.
- ✓ A project was created or opened.
   For information on how to create projects, see section → Managing projects, page 89.
- ✓ Frogs have been added to a project. For information on adding Frogs to a project, see section → Adding devices to a project, page 103.
- 10.3.1.1 Assigning a device to a room
  - 1. In the device list, tap Add 🕂

The **Add** dialog box appears.

Add Add device, room or area
Search device
C Add device
Add room
😽 Add area
Close

Figure: Add dialog box.

2. Tap Add room 🖧

The New room dialog box is displayed, and the keyboard appears.



Figure: Keyboard displayed for entering a name for a room.

## frogblue

When you tap Room  $\Box$ , you can choose some default names for rooms.

3. Use the keyboard to enter a name, for example Living room.



Figure: The Frog and the Living Room label in the device list.

The Frog and the room **Living rm** are listed in the device list.

4. In the display area, tap **Standard room** in the selection list.

The available rooms are displayed in a selection list.

<b>1</b>												🕏 100	1% 🗎 17:	56
🔳 fr	ogblu	Je™	Altern	Configu ating and cro		hing (1-7)					ó,	8		
+ 🗹 👌	> ~	$\bigtriangledown$	Standar	rd room	•		?	In a			٠		Ô	
Standard room	$\sim$	Ŭ	Standard room				<b>L</b>							
a8:36:7a:00:10:ec	aff	Voltage	Living room			Time							ථ	
<b>B</b>	#20						?	In b			٠		Ō	
Living room	$\sim$	Power -	a8:36:7a	:00:10:ec		Temperature 31.9°C	<b>3</b>							
		<b>Backup</b> 57 - Today 10:08	<b>P</b>	5		Configuration OK							_ د	
							?	ln c			÷		<u>أ</u>	
							<u> </u>			-6	~			
									<b>)</b>				<b>–</b>	
			Out ~	Ŷ			9	Out -	~			 +	前	
							<b>*</b>		-					
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<u> </u>				- 4	ያ   <u>ሰ</u>									

Figure: The newly created room Living room is displayed in the selection list.

- 5. In the selection list, tap Living room.
- 6. The Frog is assigned to the **Living room.**

e frogt	lue <sup>™</sup>	Configura Alternating and cross	<b>tion</b> switching (1-7)				a S	* ® 10	0% 🛙 17	:57
+ 🜌 <sup>A</sup> <sub>Z</sub>   >	× 🕜 🦳	Living room	• @	?	In a		٠	+	Ì	>
Living room	~			•						
Living room .1	Voltage	v1.7.3.2	Time			•			ථ	
<b>#</b> #2	0 228V Power	<b>D</b> 13	09-05-2021 17:57 Temperature	?	In b		٠	+	Ì	>
		a8:36:7a:00:10:ec		<b>3</b>						
	Backup 57 - Today 10:08	₽ <b>9</b>	Configuration Changed			▶ 📷			ථ	
				?	In c		٠	+	Ì	>
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		Out ~ 💡				) 💼			ථ	
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<b>□</b> • < <b>=</b>		. 🖶 🗬 🧶 🌡	<b>∀</b>							

Figure: A Frog is assigned to the room Living Room.

In the next step you can assign the Frog to an area or configure the inputs directly.

## 10.3.1.2 Assigning a room to an area

You can assign several rooms to one area, for example to one floor. This allows you, for example, to control and operate the devices of several rooms in combined form in the frogDisplay.

1. In the device list, tap Add 🕂

The **Add** dialog box is displayed.



Figure: Add dialog box.

2. Tap Add area 💱

The **New area** dialog box is displayed, and the keyboard appears.

## frogblue<sup>™</sup>

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				Co Alternating an	nfiguration d cross switchir					r 🖌 🛃
+ 🜌 🗄										
Living room										
Living room										
							_			
					New area		1			
						area.				
<b>Z</b> >			Area	name: New an		\&`				
(u)					1					$\sim$
1	2 @	3 *	4 /	5 %	6 ^	7 &	8 *	9 (	0 )	Del
q	w	e	r	t	у	u	i	ο	р	$\langle \times \rangle$
	а	s	d <u>f</u>	g	h	j	k	I.		Done
令	z	x	с	v	b	n	m	, 1	. ?	Ŷ
Ctrl	!#1			Er	nglish (UK)				٩	Þ

Figure: Keyboard displayed for entering a name for an area.

When you tap **Area**  $\bigotimes$ , you can choose some default names for areas.

3. Use the keyboard to enter a name, for example **First floor**.

The area is listed in the device list

4. Tap and hold a room in the display area and drag it to the **First floor** label.

The room is assigned to the area.

•				🔊 🕸 😤 100% 🛢 15:18
	frogblue	Cont Alternating and	fi <b>guration</b> cross switching (1-7)	in 🕑 🥩
+ 🗹 🕺	. > ~			
Standard area	~			
Living room	~			
Living room	ail			
First floor	~			
	Q 🗖			

Figure: The Living room and the area First floor.

## 10.3.2 Configuring inputs

The connection between the switching inputs and the switching outputs of the Frogs is made by sending messages.

## Example

On the input side, enter the message **LightOn**, which is to be sent when a button is pressed, for example. All Frogs for which you have entered the message **LightOn** at the output will then switch this output. An assignment via IDs or addresses is therefore not necessary.



Figure: The Frog switches through when the text message in the input and output match.

- ✓ The Frogs, switches and controllers are properly wired.
   For information on installing Frogs, see chapter → General wiring instructions, page 17.
- ✓ A project was created or opened.
   For information on how to create projects, see section → Managing projects, page 89.
- ✓ Adding a Frog to a project and assigning it to a room.
   For information on adding Frogs to a project, see section → Adding devices to a project, page 103.

Carry out the following steps to configure the input of a Frog:

- Select a function.
- Define a message.
- Select an action.

To configure the inputs of a Frog, tap a Frog in the device list.

The input of a Frog is configured in the configuration area.



Figure: Configuration of an input In a.

## Changing the name of the input

Tap the name of the input until the cursor starts blinking. Then you can change the name of the input. By assigning the same name, inputs and outputs that are configured on different frogs can be combined.

If the input has its own name, the frogDisplay shows the name of the input instead of the name of the message.

For information on the extended configuration of inputs, see section  $\rightarrow$  *Extended configurations for inputs and outputs, page 126.* 

#### 10.3.2.1 Selecting functions and defining messages

You can use the selected function to specify the type of the input. The type of an input can be different buttons or a status that is queried at the input.

1. Tap 🖸

A selection of buttons and functions is displayed. For information on possible buttons and functions see section  $\rightarrow$  *Inputs, page 44.* 

2. Tap the desired button.

For an input to connect to an output, the same message must be assigned to the input and the output.

## 3. Tap Enter signal.

Predefined standard messages are displayed in a selection list. You will recognize standard messages by the **TYPE:** that appears in front of them, for example **TYPE:Light**.

#### TYPE messages and text messages

If a **TYPE:**Message is entered at an input, this messages switches all outputs of the same type.

The message **TYPE: Light** switches all outputs at which a lighting device has been defined.

ATTENTION: No TYPE: message may be entered at the output!

**TYPE:** messages are mainly suitable for operating several identical devices in a single room. If three roller shutters are installed in a living room with one frogRelay2-2 each, for example, it is possible to select the **TYPE:** messages **TYPE:Shutter – up** and **TYPE:Shutter – down** at the outputs, for example, without having to create special text messages.

## Note

You can enter previously defined messages in the **Enter signal** input field using the autocomplete function. For example, if you enter **Lic**, the message **Light Child's Bedroom** will be suggested.

## frogblue



Figure: A selected button.

#### Note

To be able to configure the frogblue system according to your wishes, it is recommended that you define your own messages. This gives you full control over every input and output of all devices in the frogblue system.

4. Enter a unique name for the message.

The entered message is displayed.

#### Message colors

The entered messages are displayed in the input in different colors:

**Red:** The message only occurs once in the frogblue system. This might be an indication that a typo crept into your entry.

Yellow: The message is a status message.

White: The message is a normal message. The message occurs at least twice, either at two inputs or at one input and one output.

Blue: A message occurs at least twice, but only at outputs.

You can define up to nine messages for an input. For information on creating other messages  $\rightarrow$  *Define several messages, page 124.* 

The settings are automatically saved in the **frogblueProject** app.

#### 10.3.2.2 Selecting an action

With an action, you can specify how a button or switch must be pressed to trigger a message. When you select a button, the action (**Click**)  $\dagger$  is selected by default.

## 1. Tap = next to Enter signal

A selection of actions is displayed. For information on potential actions, see section  $\rightarrow$  *Inputs, page 44.* 

2. Tap the desired action.

The selected action is displayed.

# frogblue"



Figure: A click has been selected as an action.

The settings are automatically saved in the **frogblueProject** app.

This is the easiest way to configure an input.

With the advanced settings, you can configure additional functions such as logic functions and time functions.

For information on extended configuration, see section  $\rightarrow$  *Extended configurations for inputs and outputs, page 126* 

The next step involves defining an output with the same message so that a Frog can be switched through.

## 10.3.3 Configuring outputs

The connection between the switching inputs and the switching outputs of Frogs is made by sending messages. If the sent message of the input is the same as the message assigned to an output, the Frog is switched through.

- ✓ The Frogs, switches and controllers are properly wired.
   For information on installing Frogs, see chapter → *General wiring instructions, page 17.*
- ✓ A project was created or opened.
  For information on how to create projects, see section → Managing projects, page 89.
- ✓ Adding a Frog to a project and assigning it to a room.
   For information on adding Frogs to a project, see section
   → Adding devices to a project, page 103.
- ✓ The inputs of the Frogs are configured.
   Information on the configuration of the inputs can be found in section
   → Configuring inputs, page 114.

Carry out the following steps to configure the outputs of a Frog:

- Select a connection.
- Select a message.
- Select an action.

To configure the inputs of a Frog, tap a Frog in the device list.

The output of a Frog is configured in the configuration area.

# frogblue



Figure: Configuration of an output **Out** ~.

#### Changing the name of the output

Tap the name of the output until the cursor starts blinking. Then you can change the name of the output. By assigning the same name, inputs and outputs that are configured on different frogs can be combined.

For information on extended configuration of outputs, see section  $\rightarrow$  *Extended configurations for inputs and outputs, page 126.* 

10.3.3.1 Selecting connections and messages

With the selected connection you determine the type of the output . Typical connections are lamps, doors, bells, and venetian blinds.

1. Tap 🚆

A selection of connections and consumers is displayed. For information on potential consumers, see section  $\rightarrow$  *Outputs, page 47.* 

Depending on the selected consumer, the corresponding messages are automatically prepared. For a dimmable light, for example, three messages are created: Switch on, dim and switch to a specific level. Tap >to display the messages.

2. Tap the desired connection.

The selected port is displayed.



Figure: The selected connection Dimmable light in output Out ~.

3. Tap Enter signal.

Standard messages and the messages you have defined are displayed in a selection list. Standard messages can be identified by a **TYPE:** appearing before the message, such as **TYPE:Light**.

#### Note

You can enter previously defined messages in the **Enter message** input field more quickly using the autocomplete function. For example, if you enter **Lic**, the message **Light Child's Bedroom** will be suggested.

4. Tap the desired message.

The selected message is displayed.

Only if the message of an input matches the message of an output is the Frog switched through.

The settings are automatically saved in the **frogblueProject** app.

#### Note

Tap **Send message** <sup>(b)</sup>, if you wish to send the message immediately, for example for test purposes. Note that the set range influences the possible outcome of the message.

The next step involves selecting an action for the selected connection.

#### 10.3.3.2 Selecting an action

With an action you can determine how a connection should behave in relation to a message.

#### 1. Tap Action -

A selection of functions is displayed. For information on potential consumers, see section  $\rightarrow$  *Outputs, page 47.* 

#### Override on and off with a gate (Overlay)

If the action **On** is used without a gate, the output is permanently switched on. In this way, further messages will be ignored.

If you temporarily select the action **On** for an output, the output switches on without losing the other configurations of the output.

The action **On** is best used in conjunction with a gate. For example, if a night light is to remain all the time except during the day, the lamp will be on as long as the status **Night** is true.

The action **On-Transparency** has the same function. In addition, messages continue to be processed here in the background. If the gate is not true, the last message is processed.

If the action **Off-Transparency** is used with gate, the output is switched off as soon as the gate is **TRUE**. Other messages continue to be processed in the background, so the status after the last message after termination of the gate applies.

With this configuration, for example, the terrace light, which is activated by movement for 10 minutes, can be reactivated via buttons.

If the action **On-Transparency** is used with gate, the output is switched on as soon as the gate is **TRUE**. Other messages continue to be processed in the background, so the status after the last message after termination of the gate applies.

With this configuration, for example, the light can be switched on when the door is opened, or a staircase switch (switch off after 5 minutes) is overridden.

2. Tap the desired action.

The selected action is displayed.



Figure: **Dim up** has been selected as an action.

The settings are automatically saved in the **frogblueProject** app.

This completes the basic configuration for a Frog. The configured Frog is now functional in the frogblue system.

#### Example

To find out how to configure the messages for alternate and cross-switching, see the quick guide  $\rightarrow$  *Alternate, cross and central on/off switching, page 57.* 

For information on advanced configuration options, see section  $\rightarrow$  *Extended configurations, page 124.* 

10.3.4 Copying and exchanging configurations for inputs and outputs

Once you have fully configured an output and require this configuration for another input in the same Frog, you can copy the configuration of the input. You can also exchange the configuration of one input with that of another input in the same Frog.

Accordingly, you can copy or exchange the configuration of an output in a Frog.

The following describes how to exchange or copy the configuration of an input.

1. Tap the name of an input, for example **In a**, for approximately one second and keep the input pressed down.



The entire first line of the input is highlighted in dark.

Figure: Input In a is highlighted in dark.

2. Drag the marked input to the input you wish to replace, for example to input In c.

The input **In c** to be replaced is highlighted in light green.

E 🖻 🙆								\$ 🕾 10	0% 🛢 11:56
	frogblu	Je Conf	iguration cross switching (1-7)				ð,	0	) 🔮
+ 🗹 👌	> ~	C Living room	• @	n	In a		٠	+	)
Standard area	~	Living room		4					
Standard room	>	Voltage	Time			D- 🔜 🕹			ల
First Floor	~		09-05-2021 11:57	n	In b		-	+	<b>†</b> >
Kitchen	>	Power - a8.36.7a.00.10.ec	Temperature -	3		Light Dining Table	-		
Living room	$\sim$	Backup 57 - Today 10:08 😯 💽	Configuration Changed				00		<u>_</u>
Living room		10							-
Passage	at							+	
Ventilation	af				In a			+	<u> </u>
Second Floor	~	Out ~ 0				1 🖃 🗖	œ	r	ථ
Bathroom	>			<b>?</b>	Out /	- E	٠		)
Bedroom	>			-				<u>+</u>	
		Connect				♪ 🗴 🔺	-2		
	২ 🗖	🔁 🕈 🕈 🚺	8						

Figure: Input In c is marked light green and can be replaced.

3. Release the input **In a** in the input **In c**.

The Copy or swap configuration dialog box is displayed.

	Сору с	or swap configu	Iration
Do yo	ou want to copy	or swap the ch	annel configuration?
	Swap	Cancel	Сору

Figure: Copy or swap configuration dialog box.

4. Tap **Copy** if you wish to copy the configuration of the **In a** input to input **In c**.

An existing configuration in input **In c** is overwritten.

4. Tap **Swap** if you wish to exchange the configuration of input **In a** with that of input **In c**.

The configuration of input **In a** is written to input **In c**, and the configuration of input **In c** is written to input **In a**.

## 10.3.5 Adding buttons and assigning inputs

Depending on the Frog, you can add buttons and switches. This allows you to operate the buttons and switches directly in the **frogblueProject** app.

### Note

If you want to use the **frogblueHome** app or the frogDisplay, you should add buttons and switches to use the app more comfortably. For example, you can assign a pin to a button in the **frogblueHome** app.

The number of buttons to select depends on how many inputs a Frog has.

1. In the device list shown in **Configuration screen**, tap the Frog to which you wish to add buttons and controllers.

The selected Frog is highlighted in grey in the device list, and the display area and configuration area are displayed.

<b>1</b> Ø								5	। 🕏 🕾 1(	0% 🛢 11:	31
≡	frogblu	Je	Configura Alternating and cross	tion switching (1-7)				6	2	) 🝯	
+ 🗹 🕺	1 > ~				n	In a		L 🔅	+	Ī	
Standard area	~				3						
Standard room	>		Living room 🔹				▶	🗸 🚥		ථ	
First Floor	~				n	In b				Ŵ	
Kitchen	>				S.		Light Dining Tat	ble			
Living room	~						-			0	
Living room	all				n	ln c				<u></u>	
Passage	al		Drop switches here			+		₽.₩			
Ventilation	af				*		Light Kitchen				
Second Floor	~						-)- 🔳 2			ථ	
Bathroom	>				<b>?</b>	Out		l. 🔅	+	Ī	
Bedroom	>				4				<u></u>		
•	Q <b>=</b>		) 🖸   🖶 🖶 🖶 🛃 ၂				<b>)</b> - 🔭 .	A -E			

2. In the display area, tap **User view**  $\overset{\textcircled{}}{\otimes}$ 

Figure: The user view in the display area with a selection of configurable buttons.

3. Tap the button you wish to add and drag it to the center of the display area.

Tap III to display all switches configured in the system so far.

The button is displayed in the display area.

## frogblue

± 0	frogblue®	Configuration Alternating and cross switching (1-7	7)			ज्ञ ३ का 🔏 🖓	
+ 🗹 🕺				In a		<mark>்</mark> +	)
Standard area	~ 🗂						
Standard room	>	Living room 🔻			1		ථ
First Floor	$\checkmark$			In b		<b>*</b> +	<b>—</b> >
Kitchen	>		4		Light Dining Table		
Living room	~						<u>د</u>
Living room	att			ln c	l.	<b>Ö</b> +	<b>†</b> >
Passage	all		3.	- t	Light Kitchen		
Ventilation	all		-				<u>د</u>
Second Floor	Ň		Ŷ	Out	_		<b>i</b> >
Bathroom Bedroom			-		_iving Room		
Bedroom				Light I			ы.
						-121	
	৫ 🗖	V 🗟 🖶 🖶 🛃					

Figure: A selected button in the display area.

## Deleting a button

Tap **Edit**  $\square$  and drag the button into the rubbish bin.

4. Tap **In a** and drag the heading to the display area on the button to which you wish to assign the input.

The selected button turns white, and the input heading is displayed on the button.

5. Repeat the first step for all inputs to which you wish to assign a button.



Figure: Two buttons are assigned to two inputs.

The buttons are now assigned to the inputs.

## 10.4 Extended configurations

This section provides information on advanced Frog configuration options.

## Define several messages

Several messages can be defined for the input as well as for the output of a Frog. For example, buttons can be assigned several times.

→ Define several messages, page 124.

## Extended configurations for inputs and outputs

You can configure numerous logic functions for the inputs and outputs.  $\rightarrow$  *Extended configurations for inputs and outputs, page 126.* 

## Special configurations for outputs

Special configurations are required for special outputs such as shading, screen or ventilation.  $\rightarrow$  Special configurations for outputs, page136.

## Configuring the range

For each input and output, you can determine the range within which components in the frogblue system the messages are sent.

 $\rightarrow$  Configuring the range, page 141.

10.4.1 Define several messages

For one input, you can define up to nine messages and for an output you can define up to 13 messages. This enables you to implement logic functions, for example, or to assign a button several times.

## Example

Frogs	Messages Output In a	Action	Message Output Out A
Frog A	Light on All light on	Click Double click	Light on
Frog B			All light on
Frog C			All light on
Frog D			All light on

For Frog A, the two messages **Light on** and **All light on** are defined for the input **In a**. A simple click on the button of Frog A triggers the message **Light on**. A double click on the button of Frog A triggers the message **All light on**. Since the message **All light on** is assigned to output **Out A** of Frogs B, C and D, a double click activates the Outputs of Frogs B, C and D. The following describes how you can define another message for an input. In the same way you can define further messages for outputs.

1. In the input for which you wish to define another message, tap Add message



Figure: Adding a new message.

A new input field for defining another message is displayed.



Figure: Additional input field for defining another message

- 2. Enter a message into the new input field
- 3. Tap **Action** = and select an action.

You can make further settings for each new message. For information on the configuration of additional settings, see the sections  $\rightarrow$  *Configuring inputs, page 114* and  $\rightarrow$  *Configuring outputs, page 117.* 



Figure: Two messages with two different actions for one switch.

The settings are automatically saved in the **frogblueProject** app.

#### Note

When messages are sent, they are processed in order from top to bottom. The first message is also called the main message.

10.4.2 Extended configurations for inputs and outputs

For inputs and outputs you can configure additional functions, such as logic functions or time functions.

#### Note

If certain settings are required for several Frogs, we recommend defining the settings in a macro and then assigning the macro to several Frogs.

For information on creating macros, see section  $\rightarrow$  *Creating and managing macros, page 171*.

### Inputs

The following functions are available for inputs:

Switch off after

])-

**Gate/Time editor** Dialog box to define logic functions.

Time adjustable from 1/10 s to 63 h.

## Dim

Up/down activate/deactivate; brightness pre-settings; dimming speed.

## Input matrix

Link local inputs with each other logically.

## J Hold time

Debouncing of an input signal. The input does not react to a status change at the input within the set time.



## Rolling messages

Send multiple messages in succession.

#### Shutter

Set the shading position and the slat position for roller shutters.

#### Note

If you have selected the function **Status** as the type for the input, you can also use the settings for the **Status**.

#### Outputs

The following functions are available for outputs:

#### Time control

Dialog box for configuring a time control.

## Gate/Time editor

Dialog box to define logic functions.

R

Configuration of the dimming parameters.

#### Soft Function

Dim

Slowly switch outputs on and off (for dimmable outputs).

## Delay functions

Debouncing of an input signal. The input does not react to a status change at the input within the set time.

Shutter

Set the travel time and reversal time for roller shutters.

#### Note

The set parameters at the output overwrite the set parameters at the input, except in the settings for **Switch off after** or if the parameter at the input is equal to is equal to 0.

The functions are described in detail in the following sections.

1. Tap the function for which you wish to make further settings.

#### Note

If settings have already been made for the function, tap the function for about two seconds to edit it. The corresponding dialog box then opens for processing purposes.

2. Configure the desired setting.

All settings are automatically saved in the **frogblueProject** app.

#### 10.4.2.1 Gate/Time editor

In the **Gate/Time editor**  $\mathbb{P}$  you can implement logic functions for inputs and outputs. By using status messages, it is possible to permit or prevent the sending of the actual message.

	Bate/Time editor nge and/or status r	nessages
Status messages:	in	vert result
Sele	ect status message	
Expert	Cancel	ок

Figure: Gate/Time editor dialog box.

#### Example

With the **Gate/Time editor** functions such as *Button only available in darkness* can be implemented. For this purpose, a message Dark is saved in the Gate/Time Editor. The gate only is only usable when the input receives the status message **Dark**.

Tap **Select status messages** to display all status messages in the frogblue system in the **Message** center.

	Message Select me								
Message name		Devices	Rooms	in Channel	Out Channel	ln Sys	Out Sys	In Macro	Out Macro
TYPE:Night	11	0	0	0	0	0	0	0	0 >
TYPE:Frost	12	0	0	0	0	0	0	0	0 >
TYPE:Window is tilted	14	0	0	0	0	0	0	0	0 >
TYPE:Window is open	15	0	0	0	0	0	0	0	0 >
TYPE:Window is closed	16	0	0	0	0	0	0	0	0 >
TYPE:Door is open	17	0	0	0	0	0	0	0	0 >
TYPE:Door is closed	18	0	0	0	0	0	0	0	0 >
TYPE:Door is locked									
TYPE:Alarm	20	0	0	0	0	0	0	0	0 >
Search: Search message Message type: All			Status:						negate
Room: All   Device type: All									negate
🕇 Add 🥂 Rename	Delet	te	CSV exp	port	Close				

Figure: The Message center displays the status messages used.

For information on the message center, see the section  $\rightarrow$  Message center, page 186.

Tap the status message for which you wish to define a logic function. The selected status message is displayed in the **Gate/Time editor**.

	Gate/Time editor ange and/or status messages	
Status messages:	invert result	
TYPE:Night	invert [	
Sel	lect status message	
Expert	Cancel OK	

Figure: Gate/Time editor with selected status message.

Via invert result, the determined result can be inverted. This defines a logical NOT.

#### Note

To delete a selected status message, tap the name of the status message and swipe it to the left.



Then tap the rubbish bin to remove the status message from the Gate/Time editor.

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Via Expert, the expert mode of the Gate/Time editor is available.

Gate/Time editor Select timerange and/or status	messages
Status messages:	invert result
	_
Select status messag	je
Condition: O Single message	All messages
Time range:	$\bigotimes$
Basic Cancel	ок

Abbildung: Expert mode in the Gate/Time editor.

The following options are available to choose from:

**All messages:** A logical AND gate. If the option **Single message** is not activated, a logical OR gate is used.

invert: The determined result is inverted. This defines a logical NOT.

Via Time control  $\bigcirc$  you can configure a time range where the selected message will be sent only in the set time period.

Add week profile						
	Activ	ation		Deacti	vation	
	23			22		
	00	: 00		23	59	
	01	01		00	00	
Mon	Tue	Wed	Thu	Fri	Sat	Sun
De	activat	e	Reset		ОК	

Figure: Time control in the Gate/Time Editor.

You can get an example of a time control in the section  $\rightarrow$  *Time control for child's bedroom with dimming, page 76.* 

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## 10.4.2.2 Minimal on

In them **Minimal on** indialog box you can define for inputs when the output connected to the input is to be switched off.

The settings for the input overwrite the settings in the assigned output.

Minimal On				
Minimal On				
62	1/10sec			
63	sec			
00	min			
01	h			
02				
	ок			

Figure: **Minimal on** dialog box.

## 10.4.2.3 Dim

In the **Dim** dialog box you can set the dimming parameters for inputs and outputs. The settings of the assigned output overwrite the settings for the input.

Dim
Set dim value
100%
Set color
4
Dim <u>3 s/100%</u>
2
Cancel OK

Figure: Dim dialog box.

The following options are available:

**Set dim value** Here you can define which dimming value is to be set when switching on. If the option is switched off, the last brightness value used is used.

Set color: Here you can set the color, if supported by the lighting device.



Here you can set the direction of dimming (up and down) for the input.

Defines the speed for dimming.

### 10.4.2.4 Input matrix

In the **Input matrix** C dialog box you can link several local inputs of a Frog to each other logically. The own input is always closed unless a status has been defined. Then the state of the own input can also be defined.

Insert if comma	<b>Input n</b> and deper	<b>natrix</b> nds on another channel	
	In b	In c	
	Closed	Closed	
Ca	ncel	ок	

Figure: Input matrix dialog box.

#### Note

If you have selected a **Status** as the action, the corresponding setting is automatically configured in the **Input matrix**.

Insert if comma	Input matr and depends	<b>ix</b> on another chanı	nel
In a	In b	In c	
Close	ed -		
Oper	n Closed	Closed	
Car	ncel	ок	

Figure: The settings in the input matrix if a status has been set for Input In a.

A message is only sent if the logical combination of the input with other inputs of the same device is logically TRUE.

For example, it is possible to implement the function that the door contact only locks the door if the door contact and the bolt contact are closed.

#### 10.4.2.5 Hold time

In the **Hold time** I dialog box you can define for an input how long a button must be pressed before a message is sent.

The dead time is only available for the actions Hold and Release.

	Hol	d time
	Hol	d time
	63	
	00	1/10sec
	01	
Car	ncel	ОК

Figure: Hold time dialog box.

#### **Example of Hold and Release**

Several messages are configured with Hold 1 s, Hold 2 s, Hold 3 s.

When a switch is pressed, only one message is sent after 1 s, after 2 s and after 3 s.

Several messages are configured with **Release** 1 s, **Release** 2 s, **Release** 3 s.

If the switch is pressed for 1 s and then released, message 1 is sent. If the switch is pressed for 2 seconds and then released, only message 2 is transmitted. If the switch is pressed for 3 seconds and then released, only message 3 is transmitted.

#### 10.4.2.6 Rolling Message

By activating **Rolling Message**  $\bigcirc$  the messages defined for the input are sent one after the other each time the action is activated. To do this, several messages must be defined for one input. Rolling messages are only valid for the same action.

For information on creating several messages, see section -> Define several messages, page 124.

### Example

The following four messages are defined:

Message 1 - Click - Light 10%

Message 2 - Click - Light 100%

Message 3 – Click – Light 0%

Message 4 - Double click - Light 40%

With one click the messages are always sent in the following order: Message 1, message 2, message 3. Message 4 is only triggered by a double click.

If you double-click at any time, the light will always be set to 40%.

If the double-click occurs after message 2, the light is set to 40%. Another click sets the light to 0% (message 3).

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10.4.2.7 Status

If **Status** is selected as the action, you can configure it using the **Status** dialog box.

A status message is sent every time a status is changed. If there is no change, the status is repeated cyclically.

If you have selected a **Status** as the action, the corresponding settings are automatically configured in the **Input matrix**.

For information on the **Input matrix**, see section  $\rightarrow$  *Input matrix, page 131.* 

Γ			Status			
	Hold	time	Status	C	ycle	
	62		False			
	00	sec	True	4	min	
	01					
		Cance		OK		

Figure: Status dialog box.

The following options are available to choose from:

Hold time: This time defines for how long no new status is sent.Status: Here you can set whether a closed switch is TRUE or FALSE.Cycle: This time defines how often the status is repeated.

# nnhlue

## 10.4.2.8 Time control

In the **Time control** indialog box, you can set actions for an output that depend on defined times.

	Time control						
	Out ~		Light Living Room			<u></u>	
Activate timer	 00 r	nin h					
Actions when a time	<u>t</u> .		]	Warning	29 	1/10sec	Quitable off and underside
is defined						 min	— Switch-off pre-warning
O at the a defined a		04					
Set the blink period	 Blink period						
			Cancel OK				

Figure: Time control dialog box.

### Activating a timer

You can activate a timer for an output.

With Minimal off you can define after which time the output should be switched off. With Minimal on you can define how long the output should remain switched off.



Only this message may change the output status when a time is running.

You can use activation to specify that a set time at the input overwrites the switch-off time at the output. If, for example, two minutes are set for the input and one minute for the output, the two minutes set for the input apply

#### Actions when a time is defined



With this selection you can define what is to happen if a message arrives while a timer is running in the output.



With this selection you can define what is to happen after the set time. With Off the output is switched off and with **On** the output remains switched on. With - nothing happens

#### Note

You can activate a switch-off pre-warning.

For a dimmable output you set the time for the output in which the output reduces the brightness in four steps to indicate that the output is about to be switched off. For a non-dimmable output, the lamp flashes briefly every 3 seconds.

## Setting the flashing time

By activating the **Blink period** you can define the period of time for flashing.

The time determines how long the output is switched on or off within the flashing period, that is, the flashing speed is defined here.

#### Note

As soon as flashing is activated, the defined action (for example. **switch over**) is ignored and only the flashing is carried out.

#### 10.4.2.9 Soft Function

For an output, you can use **Soft Function**  $\triangle$  dialog box to define how long the dimming is to last until the desired brightness value is reached.

Soft Function					
	Sc	oft On	Soft Off		
	00	sec	00	sec	
		Cancel	с	к	

Figure: Soft Function dialog box.

The following options are available to choose from:

**Soft On**: This time determines how long dimming from 0% brightness to the desired brightness value takes.

**Soft Off:** This time determines how long dimming from the current brightness to 0% brightness value takes.

#### 10.4.2.10 Delay functions

In the **Delay functions** adialog box for an output, you can set for an output how long the system is to wait after receiving the message until the output is switched on or off.

Delay functions						
	Dela	y on	Dela	Delay off		
	00	min	00	min		
	Ca	incel	01	<		

Figure: **Delay functions** dialog box.

The following options are available to choose from:

**Delay on**: With this value you can ensure that the lamps are only switched on gradually over a long period of time, for example. It is also possible to configure the system so that a fan in the bathroom is switched on automatically if a lamp has already been switched on for five minutes.

**Delay off:** With this value you can ensure that the corridor light is only switched off after a certain time after you have left the house, for example.

10.4.3 Special configurations for outputs

The following sections describe the following special configurations for outputs:

- Configuring Shutter and Screen
- Follow output

10.4.3.1 Shutter and Screens

With **Shutter** (for roller shutters and blinds) and for **Screens**, you can make the following configurations in the output:

- travel time
- changeover time

For a **Shutter** you can also configure a **Reverse time**.

First configure the output by specifying the **Travel time** or determining it via a measurement. Then configure the inputs for which the following configurations are possible:

- Start/Stop
- Position
- Manually (long)

For **Shutter** you can also configure the position of the **Slats**.

## Note

indicates that no **Travel time** has yet been defined in the output. This means that possible settings in the input may not become effective.

#### Measuring and configuring Travel time, Changeover time and Reverse time

To measure the **Travel time** and the **Reversal time**, the shutter, blind or screen must be properly connected to a frogRelay2-2.

The following describes how to configure the settings for a **Shutte**r. The settings for a **Screen** are analogous, but no **Reverse time** can be configured here.

1. In the output, tap **Shutter settings** 

The Shutter settings dialog boy box is displayed.

	Shutter	settings	
	Down	Up	
	Closir	ng time	
	100	sec	
	📈 End sto	p detection	
	Overpo	wer detection	
	Reverse time	Changeover time	
	- sec	0.5 sec	
Meas	surement	ancel Ok	:

Figure: Shutter settings dialog box.

In the **Shutter settings** dialog box, you can set the **Travel time**, the **Reverse time** and the **Changeover time** for startup and shutdown or determine them via a measurement.

In the **Screen settings** dialog box, you can set the **Travel time** and the **Changeover time** or determine them via a measurement.

The **Reverse time** is the time required by the blind to tilt the slats from open to closed.

The **Changeover time** is the time that is waited before the direction of travel of a roller shutter changes from one direction to the other.

For information on the changeover time, please refer to the documentation of your roller shutter, blind or screen manufacturer.

If you know the **Travel time** and **Reverse time** of your shutter or blind or screen, you can set them directly for the **Travel time** and **Reverse time**.

If you do not know the **Travel time** and the **Reverse time**, you can determine them via a measurement. The travel time is measured both for shutting up and for shutting down.

#### 2. Tap Measurement.

The Shutter configuration dialog box is displayed

3. Tap Continue.

The Time measurement up/down dialog box is displayed.

## frogblue



Figure: Time measurement up dialog box.

- 4. Tap Continue.
- 5. Tap **Start** to start the measurement.

The Travel time is measured. You can stop the measurement with Stop.

After the measurement, save the determined configuration to the frogRelay2-2.

6. Tap Save configuration

The configuration is written to the frogRelay2-2.

7. Tap **OK**.

The determined measurement values are shown in the output.



Figure: The measurement values in the output Out A & B.

In the next step you can configure the inputs.

## Setting the position and slats in the input

You set the **Position**, that is, how far the roller shutter is to be lowered, and the position of the **Slats**, that is, how far the slats of the roller shutter are to be opened, in the input.

1. In the input, tap **Shutter input action settings** .

The Shutter input action settings dialog box is displayed.



Figure: Shutter input action settings dialog boy.

2. First determine the **Position.** 

#### Note

The **Reverse time** of the roller shutter must be set before the slats can be moved into position. Information on setting the **Reverse time** can be found in  $\rightarrow$  **Measuring and configuring Travel** time, Changeover time and Reverse time is provided above in this section.

$\square$	Position at the top.
-	Position
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	ОК
	Figure: <b>Position</b> dialog box.



- Position at the bottom.
- 3. Determine the position of the **Slats**.

## frogblue



Figure: Slats position dialog box.

4. Tap **OK**.

The settings are shown in the inputs.



Figure: Settings for the shutter in the inputs.

- 5. Configure the settings for both inputs.
- 10.4.3.2 Follow output

Via **Follow**  $\Rightarrow$  the output can follow the status of another output.

For example, a ventilation can follow the status of a light so that the ventilation switches on when the light is off or after a defined time after the light has been switched off. You can set the delay via the delay functions, see section  $\rightarrow$  *Delay functions, page 135.* 



Figure: Follow a status.

#### 10.4.4 Configuring the range

You can establish a range for the messages defined for the input and output. The range defines to which components in the frogblue system the messages are sent. This makes it easy to create large installations with little configuration effort.

#### 1. Tap **Range**

The following options are available to choose from:

**In-house:** Messages are distributed throughout the project. All Frogs that listen to the same message will respond.

In-area: Messages are only forwarded in the area. Only Frogs in the same area respond.

**In-room**: Messages are only forwarded in the room. Only Frogs in the same room respond.

 In-frog: Messages are only sent within the Frog. Only outputs in the same Frog can react to the message.

#### Example

In a garden, several lamps are installed, each with a motion detector and a Frog. Each motion detector is connected to the input of a Frog. Each lamp is connected to the output of a Frog. If a movement is detected, the message **Light on** is sent. If the **In-room** option is activated for the message, all Frogs switch on the lamps in the garden.

In addition, a Flashing message is sent, but with the option In-frog.

Now only the lamp flashes to which the triggering motion detector is connected.

## 10.5 Managing Frogs

For the Frogs listed in the device list, you can make configurations, save these or display detailed information.

1. In the device list, tap the Frog you wish to configure.

The Frog view is displayed in the display area.



Figure: The Frog view in the display area.

If you establish a Bluetooth<sup>®</sup> connection to the selected Frog, you receive the current data of the Frog and can upload the configuration to the Frogs.

## 2. Tap Connect.

A Bluetooth<sup>®</sup> connection is established with the Frog. When the Bluetooth<sup>®</sup> connection is established, you can upload the current configuration to the corresponding Frog.

## 3. Tap Save configuration

The following functions and views are available in the icon line in the Frog view:

Advanced settings



- 🕤 Status
- G User view
- Monitor temperature
- Power measurement

#### 10.5.1 Advanced device settings

The advanced device settings are divided into three areas:

**In:** Here you can define a debounce time for the input. The debounce time is the minimum time that a signal must be present for a click to be detected. If the input is switched without a button being pressed, this time must be increased.

**Out:** Here you can configure the advanced settings for the outputs, see section  $\rightarrow$  *Advanced settings for outputs, page 143.* 

**Expert:** Here you can restart the device, reset to factory settings, or delete the device configuration, see section  $\rightarrow$  *Expert settings, page 146.* 

10.5.1.1 Advanced settings for outputs

In the advanced settings for outputs, you can:

- ✓ adjust the dimming curve,
- detect defective bulbs for one or more bulbs,
- ✓ define power limits.



Figure: Advanced settings for an output.

## Adjusting the dimming curve

You can use the **Dim editor** to adjust the dimming curve for an output.

## Note

The **Dim editor** is only available for the action **Dimmable light**  $\mathbb{P}$ .

In the display area, tap **Dim editor** 



Figure: Dim editor.

#### Dim curve

With the **Dim curve** you can adapt the dimming response to different light sources. If, for example, a light source very quickly changes the perceptible brightness in the lower range (approximately 10% - 50%) of a linear curve, but then shows barely perceptible changes in the high range, this can be corrected with an exponential curve. If necessary, the curve in the graph can also be adjusted manually.

The following options are available to choose from:

/	Linear curve (default setting)
	Exponential curve
	Logarithmic curve

#### Note

Only switching and dimming is possible for all reverse phase control and phase control-approved light sources.

#### Min. dim value, max. dim value

Here you can select the lowest and highest dimming level (in per cent, starting from 100%). The setting of a high dimming level is recommended, for example, if an output (lamp) is generally to be limited to a reduced brightness.

## Overshoot threshold, Overshoot time

Some light sources require a higher inrush current to be switched on than that provided in **min. dim value**. For example, a light source can be dimmed down to 10%, but not started at 10%.

With the **Overshoot time** value, you can determine which dimming level a light source is to be started at. Use the **Overshoot time** to set the duration of how long the higher dimming level is to be used.
## Example

A lamp (mostly LED) can be dimmed down to 10%. If the lamp is switched on at 10%, there is no response, however, that is, the lamp remains dark.

In this case the **Overshoot threshold** value is set to 20%, while the value **Overshoot time** is set to 80 ms.

When the lamp is switched on again, the dimming level is set to 20% for 80 ms, which makes the lamp go on. After this, the dimming level is reduced to 10%.

### Defective bulb detection

Here you can set up a defective bulb detection for an output to which one or more lamps are connected.

## 1. Tap Defective bulb detection So

Defective bulb detec	tion	
Total number of bulbs in this output:	- 0	+
Start measurement	Close	

Figure: Defective bulb detection dialog box.

Tap **Start measurement** to start a power measurement with different dimming values. If a lamp in the output circuit fails, this is detected by the reduced power output and indicated by an orange frame in the output.

#### **Defining power limits**

You can define an **Upper power limit** and a **Lower power limit**. The selected message is sent as soon as the upper power limit is exceeded, or the lower power limit is undershot, and the output is not switched off.

Tap **Power** I to define the power level in the **Power** dialog box.

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Figure: **Power** dialog box.

### 10.5.1.2 Expert settings

In the **Expert settings** you can configure message forwarding, reset the Frog's configuration as well as restart the Frog.



Figure: Expert settings.

## **Resetting a Frog**

Resetting a frog may be necessary if you forget the project password.

To reset a Frog, you need the device key and the reset key of the Frog.

For information on the device key, see section  $\rightarrow$  Changing the device key, page 101.

For information on the reset key, see section  $\rightarrow$  Installation information, page 19.

#### Note

The reset key is only accepted within three minutes after Frog has been reconnected to the circuit. Thus, a Frog can only be reset after, for example, the fuse has been switched off and on again.

#### 2. Tap Reset.

The **Default settings** dialog box is displayed.

3. Tap **OK**.

The Frog is reset to the factory settings.

## 10.5.2 Master/clone configuration

In the view for the **Master/clone configuration** you can assign slaves to a Frog which has been defined as the master. The clone takes on the configuration for the inputs and outputs from the master.

1. In the device list, tap the Frog that is to serve as the master.

The selected Frog is displayed in the display area of the Master/clone configuration.



Figure: Master/clone configuration.

2. Drag the Frog that is to serve as clone from the device list into the display area.

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You can define any number of Frogs as clones.

Figure: The Frog selected as a clone in the display area.

The master is marked blue, and the clone is displayed in the display area.

A white marked clone then shows that the configuration is correct.

An orange marked clone indicates that the configuration does not correspond to that in the **frogblueProject** app. Here the configuration must be changed accordingly.

If you now tap a Frog in the device list that has been assigned to a master as a clone, this dependency is displayed in the display area.

The configuration of the clone is then only possible via the master.

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Bedroom	>	Jump to master			Living room			
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Figure: A Frog that has been defined as clone can only be configured via the master.

#### 10.5.3 Status

The status view shows whether the inputs and outputs are open or closed. In addition, the gates and their assignment are displayed, if any have been defined.

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Figure: Status view for a Frog.

#### 10.5.4 User view

In the User view you can add buttons and switches to a Frog and assign these to the inputs of the Frog.

Information on assigning buttons and switches to inputs can be found in the section  $\rightarrow$  Adding buttons and assigning inputs, page 122



Figure: User view of a Frog.

#### 10.5.5 Temperature view

In the temperature view, you can check the development of the temperature in the Frog's housing. From a temperature of 75 °C, the Frog switches off electronically for safety reasons.

### 10.5.6 Power measurement

In the Power measurement view, the consumption at the outputs is recorded. The last 100 hours, days, weeks, or months can be displayed.

## 10.6 Loading a device configuration onto a device

Only when a device configuration has been loaded to a Frog will it take effect in the Frog. You can load the device configuration of a Frog after the Frog has been configured, or you can load it onto all devices if the device configurations of all Frogs have been changed.

All data of the device configurations are automatically saved in the **frogblueProject** app. The configuration can then only be opened via the **frogblueProject** app. If the device configurations are to be passed on, the device configuration must be exported to a file, the project configuration.

## Loading a device configuration onto a Frog

For a device configuration to take effect in the Frog, it must be loaded onto a Frog.

1. In the Frog view, tap **Connect** in the display area.

A fast Bluetooth<sup>®</sup> connection is established to the Frog. Once a Bluetooth<sup>®</sup> connection is established, the button is renamed **Disconnect**.

2. Tap Save configuration  $\Psi$ 

The device configuration is loaded onto the corresponding Frog and saved there.

## Undo the device configuration

You can undo a device configuration by restoring the last saved configuration on the Frog.

- 1. In the Frog view in the display area, tap **Connect**.
- 2. Tap Undo changes 💆

The Undo changes dialog box is displayed.



Figure: **Undo changes** dialog box.

3. Tap **OK**.

The changes since the last save are undone.

## Loading a device configuration on all devices

If you have made changes whose configuration has to be saved, the icon **Save configuration** is displayed in the upper title bar with a number.

## 1. Tap Save configuration <sup>€</sup>

The **Configuration** dialog box is displayed.

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Figure: **Configuration** dialog box.

All devices that are in the project are listed.

- 2. Tap All to select all devices.
- 3. Tap **Config**  $\Psi$

The device configuration is loaded onto all devices.

## 10.7 Configuring heating control

For a heating control you need a frogMultiSense, frogRoomSense, frogAccess or frogMotion which measures the temperature and a frogBoxHeat1 or a frogHeatBar which controls the temperature of the heating.

First, for example, a frogMultiSense is added to the room to which the temperature is to be controlled.



Figure: A frogMultiSense.

After that, a frogBoxHeat1 is added for the actual temperature control.

One frogboxHeat1 can control the temperature in several rooms.

#### Connection of a frogBoxHeat1

Several actuators can be connected to one output on a frogBoxHeat1. Five outputs can be connected directly, in addition six further control loops can be connected via further frogs and virtual outputs.



Figure: Schematic diagram for connecting a frogBoxHeat1.

For instructions on how to install a frogBoxHeat1 to a heating manifold, refer to the enclosed operating instructions of the frogBoxHeat1.

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Figure: A frogBoxHeat1.

For a heating control the output of the frogBoxHeat1 is configured.

- 1. Tap Standard room and select the room where the frogBoxHeat1 will control the heating.
- 2. Tap 2 to select the heating type.

You can choose between Radiator, Floor heating and Electric heater.

3. Tap **<Select sensor>** to select the sensor that measures the temperature in the desired room.

Only the sensors from the selected room are listed. Since a frogMultiSense has been installed for temperature measurement, select the frogMultiSense here.

4. Tap Out A to assign a valve of the heating distributor to an output.

If all outputs are assigned, you can configure a virtual output, which can then be activated via a message. For example, a heater can be connected to a frogAct2-2, which can be activated via the message assigned in **Virtual**.

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	MultiSens	e			•
	Virtual 🔻	Leg 1 🔻	Radiator		
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Figure: Example of a virtual output.

Optionally, you can assign a leg to the output for pump control.

5. Tap Leg *n* to assign the output for the pump control to a string.

This adds a heating circuit to the **frogblueProject** app.

#### Note

Tap <sup>+</sup> to add more heating circuits and sensors for heating control.

After that you can make the configuration for the heating circuit. In addition, you can make further heating settings via the Advanced Settings of the frogBoxHeat1.

#### Configuring the heating the circuit

#### Normally closed and normally open

Select one of the following two options according to the installed and connected actuators:

At MC (Normally close) the actuator is closed without current.

At  $\widehat{\mathbb{N}}$  (Normally open) the actuator is closed without current.

#### Maximal on phase (only for electric heater)

For an electric heater, you can set here the maximum switch-on phase in minutes.

Maximal on phase
238
239
min
241
242
Cancel OK

Abbildung: Maximal on phase dialog box.

#### Heating mode

With **Heating mode** you can define the behavior of the heating. In combination with the **Radiator**, **Floor heating** or **Electric heater**, the frogBoxHeat1 regulates differently accordingly.

Heating mode
Slow
Fast
Cancel

Figure: Settings for the heating mode.

In addition to the Slow, Medium, and Fast options, Expert values are also available.

# frogblue

<			Heating	mode		
Minimal off 03	phase Mir	imal o	n phase	Off thresho	old On three 0.3	shold
04		04		0.4	0.4	
r	min -	05	min	0.5 °C	0.5	°C
06		06		0.6	0.6	
07						
	Back		Cancel	0	<	

Figure: Expert values for the heating mode.

**Minimal off phase** defines the minimum time for which the heating circuit remains switched off after it has been switched off.

**Minimal on phase** defines the minimum time for which the heating circuit remains switched on after it has been switched on.

**Off threshold** sets the temperature difference from the setpoint that is allowed before the heating circuit switches off.

**On threshold** sets the temperature difference from the setpoint that is allowed before the heating circuit switches on.

#### Desired day temperature

The desired daytime temperature (red color) can be set after a **Time control**  $\overset{[]]}{=}$  has been configured.

Desired day temperature
20.0
20.5
21.0 °C
21.5
22.0
Cancel OK

Figure: Desired day temperature.

### Desired night temperature

The desired night temperature (blue color) can be set after a Time control  $\hfill$  has been configured.

Desired night temperature
Always on Always off
20.0
20.5
<u>21.0</u> °C
21.5
22.0
Cancel OK

Figure: Desired night temperature.

With **Always on** and **Always off** you can specify whether heating should always be on or off when needed.

#### Time control

For the heating control you can define a **Time control** if, for example a weekly schedule. If you have configured a time control, you can then set the **Desired day temperature** and the **Desired night temperature**.

The **Time control** is also used if, for example, the frogDisplay does not send temperature values or if the control is only realized via the frogBoxHeat1 or via the frogHeatBar.

Time intervals for day time	+
Cancel OK	

Figure: Time intervals for day time dialog box.

## frogblue

1. Tap  $\stackrel{\text{\tiny fb}}{=}$  to add one or more time intervals.

In the Time intervals for day time dialog box a time interval is displayed.



Abbildung: A time interval in the Time intervals for day time dialog box.

2. Tap the time interval.

The Start and end time dialog box is displayed.

Start and end time											
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Mon	Tue	Wed	Thu	Fri	Sat	Sun					
Cancel OK											

Figure: Start and end time dialog box.

Here you can specify times for individual days when the temperature is to be controlled via the heating.

3. Define the days and times, and then tap OK.

In the Time intervals for day time dialog box, the defined days and times are displayed.

4. Tap **OK**.

#### Heating / Cooling mode

Via  $\stackrel{>}{\sim}$  you can specify whether the heater should be operated in heating or cooling mode (if supported by the heating).

A setting is only necessary if the control is realized independently via the frogBoxHeat1 or the frogHeatBar.

Heating / cooling mode
<ul> <li>Heating mode</li> <li>Cooling mode</li> <li>Exclude from cooling</li> </ul>
Cancel

Figure: Heating / cooling mode dialog box.

You can exclude individual devices, for example a radiator in the bathroom, from cooling.

#### Messages from the room controller

Via <sup>1</sup> you can define whether messages from the room controller, for example a frogDisplay, should be ignored or not. If messages from the frogDisplay are ignored, the heating cannot be controlled via the frogDisplay.

If the heating can be controlled via the frogDisplay, the frogDisplay transmits the set temperature to the frogBoxHeat1 every eight minutes. Thus, the heating is controlled based on this temperature, otherwise by the temperature set in the **frogBlueProject** app.

#### Advanced settings for a frogBoxHeat1

You can directly control the heating via the **Advanced settings** of the frogBoxHeat1 or the frogHeatBar.

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Figure: The Heating settings in the Advanced setttings of a frogBoxHeat1.

#### **Burner requirement**

If it is supported by the heating, another Frog (for example with a frogRelay2-2-PF) can be used to switch a contact on the heating to signal the burner request.

A burner request is triggered as soon as a heating circuit has received a heat request (that is, the actuator is opened).

The message entered here must be entered on the Frog connected to the heating.

## Leg n requirement

If it is supported by the heating, another Frog (for example with a frogRelay2-2-PF or a frogRelay2-2) can be used to control the pump.

A pump request is sent as soon as a heating circuit of the respective line has received a heat request (that is, the actuator is opened).

The message entered here must also be entered in the Frog that controls the pump.

#### Enable heating status LED

Activates the LED in the frogBoxHeat1, which indicates the status of the heating control:

Off: No heating channels configured, or LED switched off.

- **Red:** Error (for example, the desired temperature could not be reached within eight hours, no room temperature received, or no set temperature received).
- Blue: The heating was switched off manually (via the Switch off message option in the On/off actions).
- Yellow: The heating was manually switched to heat up (via the Switch warmup message option in the On/off actions).
- Cyan: The heating was manually switched to lowering (via the Switch reduction message option in the On/off actions).
- Green: Normal operation and at least one channel is heating or cooling.
- White: Normal operation and no channel is heating or cooling.

#### Standalone mode

The heating is only controlled via the **frogblueHome** app, but not via the frogDisplay. This turns off the fallback mode, which means that the temperature messages no longer need to be received at regular intervals (if, for example, the smartphone is not on site).

#### **Rinse interval and Rinse duration**

Here you can specify at what intervals and then for how long the valves of the heating are to be opened and rinsed. Particularly during periods when there is no heating, this ensures that the valves do not get stuck and that there are fewer sediments in the pipes.

## On/Off action

Via messages, the actions **Switch off**, **Warmup** and **Reduction** can be triggered for the heating. The actions triggered by the messages override possible other settings. Hereby, for example, the heating control can be overridden with a button or switch.

## 10.8 Configuring frogKeys

A frogKey is a transponder for operating the frogblue system by means of a position sensor.

Color codes for the frogKe	y
Middle LED	
1x red flash	No frogblue devices within range.
5x red flashing	frogblue devices within range, but in a different project from that of the frogKey.
1x green	Single message sent.
1x blue	Message sent based on room detection.
5x blue flashing	frogblue devices belonging to the project within range, but none found in the correct room.
2x red slow flashing	frogKey is not provisioned.
Middle LED after activated	configuration mode
Green or red flashing	Configuration mode.
Green on permanently	Connected with the <b>frogblueProject</b> App.
Right LED	
Red permanent	Low battery level

The position sensor distinguishes three directions in the room for which you can configure actions and functions:

- Upwards
- In the middle
- Downwards

You can also program a frogKey in such a way that the actions are executed depending on the location of the frogKey. The following options are available to choose from:

$\bigcirc$	<b>In-house:</b> Messages are distributed throughout the project. All Frogs that listen to the same message will respond.
$\bigotimes$	In-area: Messages are only forwarded in the area. Only Frogs in the same area respond.
	<b>In-room</b> : Messages are sent to the room where the frogKey is located. If the frogKey is not in one of the configured ones, the message is sent to the nearest room.

**In-frog:** Messages are sent to the corresponding Frog. Only outputs in the same Frog can react to the message.

#### Note

The frogKey is assigned to the **Standard room**. Since the frogKey can be used for different rooms, assignment to a room is not necessary.

# frogblue™

## Example

A single click for the **upward** direction:

- opens the front door when the frogKey is clicked in front of the front door,
- switches on the living room light when the frogKey is clicked in the living room,
- raises the roller shutter when the frogKey is clicked in the child's bedroom.

## Note on the frogKey

For the purpose of room detection, the frogKey can remember up to 100 Frogs.

If more Frogs are installed in a project, room detection should be switched off for individual Frogs. This is possible in the display area via **Room detection**.

## 10.8.1 Configuring directions

For a frogKey you can configure actions and functions for three directions in the room:

- 🕑 Upwards
- In the middle
- Downwards

Additionally, the following gestures can be configured for each directional message:

- Move down
- Move up



Figure: The three directions to configure for a frogKey.

## frogblue<sup>™</sup>

By setting the range, the messages can be sent depending on the location.



Figure: frogKey sends the predefined message as a broadcast.

#### Example

The Frogs Living room and Kitchen are configured.

If the Frog **Living room** is closest, the message **Blind East** is sent to this Frog (first message in the following figure). If the Frog **Kitchen** is closest, the message **Blind West** is sent to this Frog (second message in the following figure).



Figure: Defined directions.

# frogblue

### Example

Room: The message will be sent inside the room where the frogKey is located.



Figure: Message in the room.

The following example shows how the direction **Upwards** can be configured.

An action is defined for each of two rooms (living room and child's bedroom). After the frogKey has been configured, the device configuration must be loaded onto the frogKey.

1. Tap ? for the direction **Upwards** and select **Button – light**.

Next, select a message to be activated in the first room.

- 2. Select a message.
- 3. Tap Range
- 4. Choose In-room
- 5. Select a room.

This defines an action in a room for the direction Upwards.



Figure: Direction **Upwards** with the message **Blind East** in the **Living room**.

# frogblue"

## Note

Tap **Gesture** = to configure one gesture for the message.



Figure: Gestures.

Next, an action is defined for another room for the direction Upwards.

## 6. Tap Add messages 🕂

7. Select an action, a name, and the range for the second message.



Figure: Direction **Upwards** with two messages for two rooms.

You can make the same configuration for other directions in the same way as for the **Upwards** direction.

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	frogblu	Je <sup>™</sup>	A	Con Iternating and	figuration cross switchi	ing (1-7)				ð,	$\boldsymbol{\heartsuit}$	3
+ 🗹 💈	1 > ~		Sta	andard room	•	0	\$	0		D. 🔅	+ 1	>
Standard area	~	Ŭ		frogKey			•		Blind East	Livi	ing room	•
Standard room	· · ·					Time		-	$\overline{\Delta}$			
frogDisplay	ath			Key			1		Blind West	Kite	chen	•
<b>1</b>	#4		12:	06:b1:00:be:a5		Temperature -		_	$\overline{}$			
frogKey		Backup -	¢	P 🕓		Configuration OK		$\odot$			+ 1	<b>`</b> >
$\odot$										<b>-</b>		. í
First Floor	$\sim$						-		Both			
Kitchen	>											
Living room	>						¢	Ô		📙 🌻	+ 1	>
Second Floor	~						4		Blind East		ng room	•
Bathroom	>							-				
Bedroom	>			Connect			<b>3</b>		Blind West	Kite	chen	•
				Connect				_				
	् 🗖		] 🗟 🗮	9 3	8 🕈							

Figure: Configured frogKey for several directions and rooms.

After the configuration has been completed, it must be saved on the frogKey.

8. Click on the frogKey four times quickly and then hold the last click until the middle LED flashes so to activate the configuration mode for 60 seconds.

## 9. Tap Save configuration $\Psi$

The configuration is transferred to the frogKey and saved.

With the direction **Upwards** you can switch on the ceiling lamp in the living room and the dining table lamp in the kitchen.

With the direction **In the middle** you can illuminate the sofa corner in the living room and the play corner in the child's bedroom.

## 10.9 Configuring frogLinks

A frogLink is a Bluetooth<sup>®</sup> LE USB stick which can be connected to different devices via a USB interface. Communication with the frogblue components is established via the serial FTDI interface.

A frogLink is delivered in **Text mode** by default. For a frogLink to be used to configure frogs, the frogLink must use **frogblue mode**, see  $\rightarrow$  *Configuring the operating mode, page 167*.

To communicate with a project, the frogLink must be added to a project and the usable messages must be configured there.

10.9.1 Configuring usable messages

In the configuration area you can assign the usable messages to the frogLink.

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	frogblu	Je <sup>™</sup>	Configur Alternating and cros	ation s switching (1-7)		ð,	🔗 💕
+ 🗹 🕺	↓ > ∨		Standard room	•	Î	Messages	+
Standard area	~						
Standard room	~		<u> </u>	Time			
			Link				
frogDisplay	af		a8:36:7a:00:49:99	Temperature -			
frogKey	al	Backup -	<b>P</b> S	Configuration Error			
First Floor	~						
Kitchen					Π.	Rooms	+
Living room					-	ROOMS	Ŧ
	atl						
Ventilation							
Second Floor	~		Connect				
Bathroom							
- • •	Q 🗖		) 🗣 🖶 🗶 🤰	l ₩			

Figure: A frogLink in the device list.

1. Tap Add messages <sup>-</sup> <sup>-</sup> <sup>-</sup> <sup>-</sup>

The Message center dialog box is displayed.

Message conter Select message										
Message name		Devices	Rooms	in Channel	Out Channel		Out Sys	in Macro	Out Mecro	
TYPE:Light-Dim	2	5	4	4	4	0	0	0	0 >	
TYPE:Light-Value										
TYPE:Shutter-Up										
TYPE:Shutter-Up-Long										
TYPE:Shutter										
TYPE:Shutter-Long										
TYPE:Ring										
TYPE:Open door										
Search: Search message Message type: All •			Status:		•					
Room: All										
+ Add 🛛 🖉 Rename	Dele	te 🚺	CSV exp	oort	Close					

Figure: Message center dialog box

- 2. Tap to select the messages that are to be usable for the frogLink.
- 3. Tap **Back**  $\leq$  to close the **Message center** dialog box.

## frogblue™

The selected messages are displayed in the configuration area.

	frogblu	Je <sup>™</sup>	C Alternating a	onfiguration nd cross sw	n ritching (1-7)			al * 🕾 100%	12:41
+ 🗹 👌			Standard room		.] @	<b>İ</b>	Messages		+
Standard area	~		Enter name			Light Living Room		e á	-
Standard room	$\sim$		<u> </u>		Time	Light Dining Table		e á	
a8:36:7a:00:49:9	99 <b>1</b>		Link			Light Kitchen		e é	
frogDisplay	atl		a8:36:7a:00:49:99		Temperature -				
frogKey	atl	Backup -	<b>P</b> 😨		Configuration Error				
First Floor	~								
Kitchen	>					Π.	Rooms		+
Living room	$\sim$								ľ
Living room	atl								
Passage	atl								
Ventilation	atl								
Second Floor	~		Connect						
Bathroom	>								
	Q 🗖		] 🗣 🗬 🕄		Ŷ				

Figure: Usable messages for the frogLink in the configuration area.

- 4. Load the configuration onto the frogLink.
- 10.9.2 Configuring the operating mode

A frogLink offers two different operating modes:

**frogblue mode**: Use of the frogLink as a Bluetooth<sup>®</sup> communication interface for configuration and operation with a Windows computer.

**Text mode:** Use as a serial text gateway (ASCII or JSON) for frogblue integration from and into other systems.

A frogLink is supplied as standard in **Text mode**. In the **frogblueProject** app you can change the mode to the **frogblue mode** so the frogLink can be used with a Windows computer.

- ✓ frogblueProject app is installed on a Windows computer.
   Information on the installation of the frogblueProject app in Windows can be found in section
   → Installing the frogblueProject app in Windows, page 31.
- ✓ The frogLink is connected to a USB socket of the Windows computer.
  - 1. Start the **frogblueProject** app for Windows.

The start page is displayed

# frogblue

A frogblueProject			-		×
Datei Bearbeiten Ansichten					
😑 frogblue"	Startseite	į	ã,	$\bigcirc$	
	Neues Projekt				
	_				
	Projekte verwalten				

Figure: Homepage of the **frogblueProject** app for Windows.

- 2. Click Menu
- 3. Click frogLink-Manager

The connected frogLink is displayed in the **frogLink Manager**.

frogblueProject				-		$\times$
Datei Bearbeiten Ansichten					_	
📃 frogblue		frogLink Manager		à,		
Beschreibung	Hersteller	Seriennummer	Modus			
	frogblue TECHNOLOGY GmbH	FBA8367A004999				
		eln Frogware aktualisieren				

Figure: frogLink Manager with a frogLink.

4. Click the entry for the frogLink.

The line is marked, and the **Change mode** button activated.

5. Click Change mode.

A dialog box is displayed.

# frogblue™



Figure: Dialog box for changing the mode.

6. Click **OK** to change the mode.

The frogLink detected in frogblue mode! dialog box is displayed.

7. Click Next.

The frogLink is activated.

8. Remove the frogLink from the USB socket and plug it in again.

The frogLink is now ready for operation in **frogblue mode** and can be used with a Windows computer.

## 10.10 Configuring frogDisplays

The frogDisplay is a universal operating interface for controlling all frogblue units. The frogDisplay is operated and configured via the **frogblueHome** app.

#### frogblueHome app manual

Detailed information on the operation and configuration of the **frogblueHome** app as well as the frogDisplay can be found in the  $\rightarrow$  *frogblueHome User Manual.* 

10.10.1 Loading a project on the frogDisplay

To control the frogblue units of a project with the frogDisplay, a project must first be loaded onto the frogDisplay.



Figure: frogDisplay in the **configuration** screen.

- 1. Tap Connect.
- 2. Tap Save configuration  $\Psi$

The configuration is transferred to the frogDisplay.

The New configuration is received on the frogDisplay! dialog box is displayed.

Now the project has been transferred to the frogDisplay.

## 10.11 Creating and managing macros

You can use macros to define settings for inputs and outputs centrally and assign them to several Frogs. If for example you define the settings for an output in a macro, you can activate this macro in the output of any Frog, thereby ensuring that all outputs have the same settings.

A major advantage of a macro is that when changes are made, each individual Frog does not have to be reconfigured. If changes are made to a macro, writing the configuration to all devices allows you to load the configuration to each Frog that uses the macro.

### Note

Macros always apply to the currently opened Project. This means that independent macros can be created on a project-specific basis.

You can define macros for inputs and outputs:

- Input macros: Macros for inputs.
- **Output macros**: Macros for outputs.

Input macros can only be assigned to inputs. Output macros can only be assigned to outputs.

- ✓ Frogs have been added to the project and configured.
   For information on how to configure Frogs, see section → *Configuring Frogs, page 109.*
- ✓ The Frogs, switches and buttons are properly wired. For information on installing Frogs, see chapter → General wiring instructions, page 17.
- ✓ A project was created or opened.
   For information on how to create projects, see section → Managing projects, page 89.

#### 10.11.1 Creating macros

The creation of **Input macros** and **Output macros** differs only in the configuration of the macros. Identical steps are required from the creation of a macro through to the actual configuration.

- 1. Tap Menu
- 2. Tap Macro editor.

The Macro editor screen appears.

			🔊 🕏 3、100% 🛢 15:28
froqblue	Macro editor Alternating and cross switching (1-7)		🧞 🔗
	Paternating and cross switching (17)		
Input macros	+ 🛛 🖉	Output macros	+
	Input macros		

Figure: Macro editor screen.

Here you can create an **Input macro** or an **Output macro**.

3. Tap **Input macro** <sup>(+)</sup> if you wish to create an **Input macro**.

The Add input macro dialog box is displayed.



Figure: Add input macro dialog box.

— or —

3. Tap **Output macro** <sup>(+)</sup> if you wish to create an **Output macro**.

The Add output macro is displayed.

# frogblue



Figure: Add output macro dialog box.

- 4. Tap the Macro Name input field and enter a name for the macro.
- 5. Tap **Add**.
- 6. Tap Close.

The name of the macro you created appears in the Macro editor.

						🔊 🕸 🖘 100% 🛢 15:29
	frogblu	Ie	Macro Alternating and cro	editor ss switching (1-7)		à 🕙
		Input macros	+		Output macros	+
Li	ght On					

Figure: Newly created Input macro Light On in the Macro editor.

Now you can configure the macro.

### Note

If you wish to change the name of a macro, tap **Edit** You can also delete a macro.

## 10.11.1.1 Configuring input macros

The options for configuring an **Input macro** are the same as the options for configuring inputs. For information on configuring inputs, see section  $\rightarrow$  *Configuring inputs, page 114.* 

1. Tap the name of the **Input macro** that you wish to configure.

The screen for configuring the Input macro is displayed.



Figure: Screen for configuring an Input macro.

The following options are available for configuring a message:

#### Active

Here you can specify whether the message is active for the Input macro or not.

#### Trigger

Here you can select an action that triggers the message. For information on potential actions, see section  $\rightarrow$  *Selecting an* action, *page 116.* 

#### Signal

Tap the **Enter signal** input field to select a message or create a new message. For information on creating messages, see section  $\rightarrow$  *Selecting functions and defining message, page 115.* 

#### Mode

Here you can set the range of the message. For information on the range of messages, see section  $\rightarrow$  *Configuring the* range, *page 141*.

### Gate

You can use the **Gate/Time editor** to define logic functions for macros. For information on the **Gate/Time editor**, see section  $\rightarrow$  *Gate/Time editor*, page 127.

# frogblue™

## Settings

Here you can set when the output connected to the input is to be switched off. For information on setting the switch-off time, see section  $\rightarrow$ , *Minimal on page 130*.

## Parameter

Here you can set the brightness and the dimming speed.

## Hold time

Here you can set how long a button must be kept press down before a message is sent. The dead time can only be set for certain actions. For information on the **Hold time**, see section  $\rightarrow$  *Hold time*, page 132.

## Rolling message

If several messages are defined for the input, you can activate **Rolling messages** to determine that the defined messages are sent successively every time the action is triggered. For information on rolling messages, see section  $\rightarrow$  *Rolling Message, page 132.* 

Tap Add message 4 to configure another message for the Input macro.

## 2. Configure the **Input macro**.

The settings are saved automatically.

## frogblue<sup>\*\*</sup>

## 10.11.1.2 Configuring output macros

The options for configuring an **Output macro** are the same as the options for configuring outputs. For information configuration of outputs, see section  $\rightarrow$  *Configuring outputs, page 119.* 

1. Tap the name of the **Output macro** that you wish to configure.

The screen for configuring the **Output macro** is displayed.

	< frogblue"		Light Output r	Off nacro						ଲ ≉ ବ୍ର100 🧞 🔗	6 🛙 15:33
Active		Signal	Action	Mode	Settings	Gate	Parameter	Soft	Blink	Delay	+
						<b>-</b>			<b>A</b> .R.	-2	
I											I

Figure: Screen for configuring an Output macro.

The following options are available to you for configuring a message:

#### Active

Here you can specify whether the message is active for the Output macro or not.

## Signal

Tap **Enter signal** to select a message or create a new message. For information on creating messages, see section  $\rightarrow$  *Selecting connections and message, page 118.* 

## Action

Here you can select an action that triggers the message. For information on potential actions, see section  $\rightarrow$  *Selecting an* action, *page 47*.

## Mode

Here you can set the range of the message. For information on the range of messages, see section  $\rightarrow$  *Configuring the* range, *page 141*.

## Settings

In the **Time control** dialog box you can define actions dependent on specified times. For information on the **Time control**, see section  $\rightarrow$  *Time control*, *page 134*.

## Gate

You can use the **Gate/Time editor** to define logic functions for macros. For information on the **Gate/Time editor**, see section  $\rightarrow$  *Gate/Time editor*, page 127.

# frogblue

## Parameter

Here you can set the brightness and the dimming speed.

## Soft

In the **Soft Functions** dialog box, you can set the time until a device is switched on or off. For information on the **Soft Function**, see section  $\rightarrow$  *Soft* Function, *page 135*.

## Delay

In the **Delay functions** dialog box, you can set a time delay until the port is activated or deactivated.

For information on **Delay functions**, see section  $\rightarrow$  *Delay functions, page 135*.

Tap Add message <sup>-</sup> to configure another message for the **Output macro**.

## 2. Configure the **Output macro**.

The settings are automatically saved in the **frogblueProject** app.

#### 10.11.2 Assigning macros to inputs and outputs

You can assign **Input macros** to one or more inputs of any number of Frogs. You can assign **Output macros** to one or more outputs of any number of Frogs.

You can assign several macros to one input or output.

The macros are assigned to the inputs and outputs of the selected Frog in the **Configuration** screen.

1. Tap Macro 🗏

A list of available macros is displayed.

ר In a	٠	+	Ī	>
Edit				
Light On	 00		්	

Figure: For the input In a, the Input macro Light On is available for selection.

- 2. Tap the macro you wish to assign to the input or output.
- 3. Tap the screen.

The macro is activated for the input or output.



Figure: An Input macro is activated for the input In a.

4. Upload the device configuration to all Frogs for which a macro has been activated.

## 10.12 Creating and managing system signals

One or more system signals are combined into a system group, by means of which all Frogs configured in the frogblue system can be controlled simultaneously. In this way, a system signal can only be used in connection with a system group. In a system group, a system signal is identified by the message name.

For information on system groups, see chapter -> Creating and managing system groups, page 181.

You can define system signals for inputs and outputs:

- Input signal: System signals for inputs.
- **Output signal**: System signals for outputs.

Input signals can only be assigned to inputs. Output signals can only be assigned to outputs.

Some typical system signals are already defined in the **frogblueProject** app and can be activated.

10.12.1 Creating system signals

The creation of **Input signals** and **Output signals** differs only in the configuration of the system signals. Identical steps are required from the creation of a system signal through to the actual configuration.

- 1. Tap Menu
- 2. Tap System signals.

The System signals screen appears.

Typical and frequently used system signals, such as **Central**, **Open door** and **Panic**, are already provided as standard in the **frogblueProject** app.



Figure: **System signals** screen.

Here you can create an Input signal or an Output signal.

3. Tap the **Input signal** plus symbol <sup>4</sup> if you wish to create an **input signal**.

The Add input signal dialog box is displayed.

# frogblue™

	Add input signal
Signal name:	Enter signal name
	Add Close

Figure: Add input signal dialog box.

— or —

3. Tap the **Output signal** plus symbol <sup>4</sup> if you wish to create an **Output signal**.

The Add output signal dialog box is displayed.

	Add output signal
Signal name:	Enter signal name
	Add Close

Figure: Add output signal dialog box.

- 4. Tap the **Signal name** input field and enter a name for the system signal.
- 5. Tap **Add**.
- 6. Tap Close.

The name of the newly created system signal appears in the System signals screen.
# frogblue<sup>™</sup>

frogblu	e	System s Alternating and cros	<b>ignals</b> s switchi	ng (1-7)		ज्ञ ३ २ 10 者 🕑	
	Input signals	+			Output signals		+
				Blink ring			
Ventilation							

Figure: Newly created Input signal in the System signals screen.

Now you can configure the system signal.

#### Note

Tap **Edit** *I* if you wish to change the name of a system signal. You can also delete a system signal.

10.12.1.1 Configuring an input signal

#### An input signal is configured like an input macro.

For information on how to configure an input macro, see section  $\rightarrow$  *Configuring input macros, page 174.* 

10.12.1.2 Configuring an output signal

#### An output signal is configured in the same way as an output macro.

For information on configuring an output macro, see section  $\rightarrow$  Configuring output macros, page176.

#### 10.13 Creating and managing system groups

System groups enable you to implement central switch operations, such as central switching on and off for all devices. A system group consists of one or more system signals.

You can define system groups for inputs and outputs:

- Input groups: System groups for inputs.
- **Output groups**: System groups for outputs.

Input groups can only be assigned to inputs. Output groups can only be assigned to outputs.

Some typical system signals belonging a system group are already defined in the **frogblueProject** app and can be activated.

10.13.1 Creating system groups

The creation of **Input groups** and **Output groups** differs only in the configuration of the system signals. Identical steps are required from the creation of a system group through to the actual configuration.

- 1. Tap Menu 📃
- 2. Tap System groups.

The System groups screen appears.

+

Figure: System groups screen.

Here you can create Input group or an Output group.

3. Tap Input groups 4 if you wish to create an Input group.

The Add input group dialog box is displayed.

# frogblue

Add input group						
Group name:	Sys					
Γ	Add Close					

Figure: Add input group dialog box.

— or —

4. Tap **Output groups** <sup>(1)</sup> if you wish to create an **Output group**.

The Add output group dialog box is displayed.

	Add output group
Group name:	Sys
	Add Close

Figure: Add output group dialog box.

- 5. Tap the **Group name** input field and enter a name for the system group.
- 6. Tap **Add**.
- 7. Tap Close.

The system group name appears in the **System groups** screen.

					🔊 🕏 🛸 100% 🛢 15:41
	frogblue	Syste Alternating and	em groups cross switching (1-7)		<i>à</i> 🕑
	Input grou	ps +		Output groups	+
<b>\$</b>			Central		
	Central/Open door		Central/Panie		
<b>•</b>	Central/Panic		Central/Blink	r/Panic	
•	Central/Open door/Panic		Ventilation		
•	Ventilation				
<b>•</b>	Garden light				

Figure: Newly created Input group in the System groups screen.

Now you can configure the system group.

#### Note

Tap **Edit** *I* if you wish to change the name of a system group. You can also delete a system group.

10.13.1.1 Configuring an input group

An **input group** is configured in the same way as an **input macro**. For information on how to configure an input macro, see section  $\rightarrow$  *Configuring input macros, page 174*.

10.13.1.2 Configuring an output signal

An **output group** is configured in the same way as an **output macro**. For information on configuring an output macro, see section  $\rightarrow$  *Configuring output macros, page176*.

10.13.2 Assigning inputs and outputs to system groups

You can activate **Input groups** to an input or assign them to several inputs of any number of Frogs. You can activate **Output groups** to an output or assign them to several outputs of any number of Frogs.

Only one system group can be assigned to an input or output.

The system groups are activated in the configuration area of the **configuration screen** in the inputs and outputs.

#### 1. Tap System group 💿

A selection of the available system groups is displayed.



Figure: For the input In a, for example, the system group Garden light is available for selection.

- 2. Tap the system group that you want to activate in the input or output.
- 3. Tap the screen.

The system group is activated for the selected input or output.

#### Note

A maximum of one system group can be activated for each input and output.



Figure: A system group is activated for In a (identified by 1).

The system group is activated for the selected input or output.

#### 10.14 Message center

In the **Message center** you have an overview of all messages used in the frogblue system. In addition, the following functions are available:

- ✓ add new messages,
- rename messages,
- ✓ delete unused messages,
- ✓ export messages to a CSV file.
- 1. Tap Menu
- 2. Tap Message center.

The Message center screen appears.

<b>a</b> Ø									\$ 🖘 100% 🛢 15:4
= frogblue <sup>®</sup>	Message cente Alternating and cross swi		7)					Å	$\boldsymbol{\diamond}$
Message name		Devices	Rooms	In Channel	Out Channel	ln Sys	Out Sys	In Macro	Out Macro
Central_OFF									
Local_Blink	1003	0	0	0	0	0	1	0	0 >
Panic	1004	0	0	0	0	1	1	0	0 >
Light Living Room	1005	3	2	1	3	0	0	0	0 >
Light Living Room-Dim	1006	3	2	2	3	0	0	0	0 >
Light Living Room-Value	1007	3	2	0	3	0	0	0	0 >
Licht Esstisch	1008	3	2	3	0	0	0	0	0 >
Licht Esstisch-Dim	1009	3	2	6	0	0	0	0	0 >
Licht Küche	1011	3	2	3	0	0	0	0	0 >
Licht Küche-Dim	1012								
Light Bathroom	1030								
Search: Search message Message type: All	•	Stat	us:	•					negate
Room: All	•								negat
+ Add	Rename 👖 Da	elete	csv	export					

Figure: Message center screen.

You can search and filter messages in the Message center using the following options:

Search: Here you can search for messages.

Device Type: You can filter according to Frog types here.

Message Type: You can filter according to message types here.

Room: Here you can filter for messages that refer to a room.

Status: Here you can filter for status messages.

#### Note

If you tap the right arrow for a message, the room in which the message is used is displayed.



Figure: The message Light Living Room is used in the rooms Living room, Passage and Kitchen.

#### Adding a new message

In the **Message center** you can add messages which can later be assigned to the inputs and outputs of Frogs.

#### 1. Tap Add message.

The **Message** dialog box is displayed.

	<b>Message</b> Enter new message
New message:	Enter new message
O Normal mes	sssage 🛛 Status messsage
	Add

Figure: **Message** dialog to create a new message.

- 2. Type the name of a message in **Enter new message**.
- 3. Choose between a Normal message and a Status message.
- 4. Tap **Add**.

The message is created and displayed in the **Message center**.

#### Renaming a message

In the **Message center** you can rename messages. If the message is already assigned to inputs and outputs, it is automatically renamed there.

1. In the **Message center**, tap the message you wish to rename.

The message is then highlighted.

2. Tap Rename message.

The Rename message dialog box appears.

	Rename message
Do you real	ly want to rename the message "Licht Küche"?
	Rename

Figure: Rename message dialog box for renaming a new message.

3. Type the name of the new message in **Enter new message**.

#### 4. Tap Rename.

The renamed message appears in the **Message center**.

#### Deleting unused messages

In the **Message center** you can delete all messages that are not used or no longer used in the frogblue system.

1. Tap Delete messages.

The **Delete messages** dialog box is displayed.

Delete messages
Delete all unused messages?
Cancel OK

Figure: **Delete messages** dialog box for deleting unused messages.

2. Tap **OK**.

All unused messages are deleted. The messages predefined by the frogblue system are not deleted.

#### Exporting messages

You can export the messages listed in Message center into a CSV file.

#### 1. Tap CSV export.

The CSV file is stored in the **Documents/sheets** folder. The file name contains the name of the project as well as the **message** label and a date stamp, for example: fb\_Mustermann\_Messages\_190509\_145516.csv.

#### 10.15 Device manager

In the **Device manager** you will find an overview of all Frogs, frogKeys, frogDisplays etc. that have been added to the current project.

- 1. Tap Menu
- 2. Tap Device manager.

The **Device manager** screen is displayed.

<b>1</b> Ø										\$ 🕾 100% 🛢 17:02
	frog	30IU	2"	Device mana Heating	iger				ó,	
										_
Type #	Connect	Error	Name	(	Config	Time	Project backup		frogware	
2	al 78dbm		a8:36:7a:00:10:ec		•	$\bigcirc$				<u></u>
1	•III -86dbm				<b>P</b>	$\bigcirc$				
3					•	$\bigcirc$				<u></u>
			<u> </u>							
Connection:	() All	Direct	Indirect Room: All	▼ Type: All		•				All None
Configuration	- (O) All	O Error	O Dirty						Project version:	1 - Today 17:01
		C	Scan Config Project	C frogware		Search	Delete	CSV exp	port	

Figure: Device manager screen.

The following functions are available in the **Device manager**:



#### Scan

Check the status and accessibility of all devices such as Frogs, frogKeys, frogLinks etc.



#### Config

Upload the device configuration on the selected Frog. For information on uploading device configurations, see section  $\rightarrow$  Loading a device configuration onto a device, page 150

-	
	2
_	_
-	_
-	_

#### Project

Create a project backup for the current project in a file or in a selected Frog. For information on creating a backup, see section  $\rightarrow$  *Creating a backup, page 192.* 

# frogware

Update the **frogware** for Frogs and frogKeys. For information on updating the **frogware**, see section Updating frogware, page 33 and in section  $\rightarrow$  Updating frogware, page 36.



#### Search

The **Devices** dialog box is displayed that you can use to add devices to the current project.

For information on the  $\ensuremath{\text{devices}}$  dialog box, see section

 $\rightarrow$  Adding devices to a project, page 103.

# frogblue



Delete

Devices (Frogs, frogKey, frogDisplay etc.) can be removed from a project.

#### Note

For safety reasons, we recommend resetting devices to their factory settings before deleting them. For this reason, you can also reset devices in the **Delete** dialog box.

#### **CSV** export

Export the device list into a CSV file. The Frog type, name, room, network, MAC address and **frogware** version are saved in the CSV file. The CSV file is placed in the **Documents/sheets** folder.

If you select a Frog, frogKey or frogLink by tapping on it, a green number in the buttons shows you which actions are possible for the selected device.

	ſ	frool	olueï	Gerätemanager			2	* + 99% 14:08
		nuy	DIDE	Wechsel- und Kreuzscha	altung			
Тур	RSSI	Fehler	Name	Konfig	Zeit	Projekt Backup	frogware	Einstellungen
	-90dbm				Ø			
					$\odot$			<u>د</u> رېک
0	all		f2:06:b1:00:be:a5	ę	•	•	••	<u></u>
	all		Küche	ę	0	÷		<u></u>
	.11 -66dbm		Wohnzimmer		$\odot$	441 - 01:12 Do. 01-01-1970	1.5.1.17 - 1.0	<u>دې</u>
Verbindu	ing: 🔘	Alle O	Direkt OIndirekt Raum:	Global 🝷				Alle Kein
Filter:	0	Alle 🔿	Fehler O Nur Konfig			Projekt	/ersion: 449 - 01:34	Do. 01-01-1970
			C Scan	Projekt frogware	a Su	che	Export	

Figure: Green figures indicate possible actions for a Frog, frogKey or frogDisplay.

#### Note

When you tap the name of a Frog, the room is shown to which the Frog is assigned.

# frogblue<sup>™</sup>

#### 10.16 Message logger

Via the Message logger all Bluetooth® messages sent in the frogblue system can be tracked.

- 1. Tap Menu
- 2. Tap Message logger.

The **Message logger** screen is displayed.

					🔊 🕇 🕾 100% 🛙	15:52
	frogblue	Altero	Message logger ating and cross switchi	na (1-7)	🎽 🔗	
		Altern	and cross smeen	··g ( · /)		
Time	Type Class	Msg name	Src name	Info		
15:52:41	CONF -		Wohnzimmer			
15:52:41	CONF -		Wohnzimmer			
15:52:41	CONF -		Wohnzimmer			
15:52:41	MCMP ConfigTimeStamp		Wohnzimmer	Config: 08.05.21 15:52:41		
15:52:41	CONF ·		Wohnzimmer			
15:52:41	MCMP BackupStatusInfoRSP		Wohnzimmer	Backup: 54 08.05.2021 15:48:27 on 0	:0821 !	
15:52:41	MCMP BackupPwdCRCs		Wohnzimmer			
15:52:41	CONF -		Wohnzimmer			
15:52:42	CONF -		Wohnzimmer			
15:52:42	CONF -		Wohnzimmer			
15:52:42	CONF -		Wohnzimmer			
15:52:42	CONF ·		Wohnzimmer			
15:52:42	CONF -		Wohnzimmer			
15:52:42	CONF -		Wohnzimmer			
15:52:42	CONF -		Wohnzimmer			
15:52:42	CONF -		Wohnzimmer			
15:52:42	CONF -		Wohnzimmer			
15:52:42	CONF -		Wohnzimmer			
Filters: Typ	pe Class Msg name 💌	[s	irc name 🔹	Dst name 💌	Clear filt	ers
Listening	Autoscroll			. entries: - 1,000 +	Customize CSV export Cle	ear

Figure: Message logger screen.

3. Activate Listening to display all Bluetooth® messages sent in the frogblue system.

You can filter the recorded Bluetooth<sup>®</sup> messages according to various criteria and export them to a CSV file.

#### 10.17 Creating a backup

You can save the configurations and project data in a file or on a device to create a project backup. A project backup contains all the information and configurations for a project.

If you wish to save the entire configuration externally, you can export the project. For information on exporting projects, see section  $\rightarrow$  *Exporting a project, page 94*.

When using multiple Frogs, the project backup is saved to the selected Frogs one after the other.

1. Tap Save configuration <sup>€</sup>

The **Configuration** dialog box is displayed.

<						C Update o	onfigurati config of a	on II device	s				
Туре	Connect	Error	Name				Config	Time	Project bac	kun		frogware	
(013)	all	LIIG	Kitchen		-				·	inap		···	-
-	Odbm							-					
	dil Sister						<u> </u>	0					
	ull Odbm		Passage				Ŧ	9					
Connec	tion: 🔘 /		Direct 🔿	Indirect	Room:	Global	•					All	None
Filter:	<i>ب</i> ©		Error O	Only Config						Projec	t version: 125	5 - 03:48 Thu 01	-01-1970
				C	, Scan	Cor	nfig	Proje	ct Close				

Figure: Configuration dialog box.

All Frogs are listed which are assigned to the project.

2. Tap Project.

The System backup dialog box is displayed.



Figure: System backup dialog box.

3. Tap **Save**.

The **Save project backup** dialog box is displayed.

Save project backup							
Do you want to save a backup on the selected frogblue devices or save a local project backup?							
Last backup on a frogblue device:	Today 15:48						
Cancel On frogblue devices	Fri 12:35 19-03-2021 Local backup						

Figure: Save project backup dialog box.

4. Tap Local backup if you wish to save the entire set of configuration date in a file.

The project backup is stored locally in the project.

— or —

4. Tap **On frogblue devices** if you wish to save the entire set of configuration data on the devices.

In this case, however, you can only access the project backup if you have access to the device.

The project backup is uploaded to the devices.

# Appendix

Command reference ASCII

Queries are also sent with a dollar symbol "\$" in front.

10.17.1.1 For information on available rooms, messages etc.

\$help List of available commands.

\$project	Retrieve project information-
	Input:
	\$project
	Return:
	\$
	project=HomeJohnSmith
	frogLinkName=Camera2
	frogLinkRoom=Corridor
	frogLinkBuilding=
	SW-Version=1.4.0.0
	config=13.05.2019 13:47:52
	address=A8:36:7A:00:1D:C2
	netID=190
	\$
ф	List of queilable control recordence
\$messages	List of available control messages.
	Input:
	\$messages
	Return: \$
	CeilingLight
	LampsMirror OpenMainDoor
	Ring
	\$
	φ
\$rooms	List of available rooms.
	Input:
	\$rooms
	Return:
	\$
	Livingroom
	Kitchen
	Bedroom
	Bath
	\$
	*

# frogblue™

# \$typesList of available control types.Input:\$types\$typesReturn:\$LightShutterUpShutterDownRoom\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$

Can be combined with *room* in order to create a list of the available types in the respective room:

Input:
\$types
Return:
\$
Light
ShutterUp
ShutterDown
OpenDoor
\$

#### Sending control messages

Control messages are sent by simple use of the plain-text name of the control message or type.

#### Example

CeilingLight	Switches over all outputs which respond to CeilingLight (toggle).
	Input:
	CeilingLight
	Return:
	CeilingLight(255,0,0)
Light	Switches over all outputs which respond the type <i>Light</i> (toggle).
	Input:
	gLight
	Return:
	Light(255,0,0)

#### Optional parameters for control messages

Parameters can be optionally added to control messages.

CeilingLight(bright=50)		which respond to <i>CeilingLight</i> (toggle). hable outputs are set to 50% brightness.
	Input: CeilingLight(bright=50) Return: CeilingLight(50,0,0)	
CeilingLight(ON)	Switches on all outputs v	vhich respond to <i>CeilingLight</i> .
CeilingLight(OFF)	Switches off all outputs v	which respond to <i>CeilingLight</i> .
CeilingLight(ON,bright=50)	Switches all outputs on v <i>CeilingLight</i> .	vith a dimming level of 50% which response to
CeilingLight(time=5s)		which respond to <i>CeilingLight</i> (toggle). When h, the output is automatically switched off after five led at output).
	Input: CeilingLight(time=5s) Return: CeilingLight(255,0,5s)	
CeilingLight(room=Kitchen)	Switches over all outputs	in the room <i>Kitchen</i> that respond to <i>CeilingLight</i> .
Parameters can be combine	ed at will:	
CeilingLight(room=Kitchen,Ol	N,bright=60%,time=10m)	Switches on all outputs in the room <i>Kitchen</i> with a dimming level of 60% for 10 minutes.

#### Reception of control messages

Messages triggered by the frogblue system can also be received and further processed. The format of the received messages is the same as the return format when sending.

#### Example

In the frogblue system, a button is pressed which switches the *CeilingLight* to a dimming level of 70% for 20 seconds.

Return: CeilingLight(70,0,20s)

#### Query about output state (optional)

An output state of a device can be specifically queried.

#### Example

<b>A</b> · · · <b>/</b> · · · · · · · · · ·	
<pre>\$status(type=bright,target=device</pre>	address output= $X$ )
for a fight a	addiooojoatpat 79

Input: \$status(type=bright,target=0012,output=A) Return: \$status(source=0012,output=A,value=30%)

## Command reference JSON

#### For information on available rooms, messages etc.

{"cmd":"help"}	List of available commands.		
----------------	-----------------------------	--	--

{"cmd":"project"}	Retrieve project information-
	Input:
	{"cmd":"project"}
	Return:
	{"project":"HomeJohnSmith","frogLinkName":"Camera2","fro
	gLinkRoom":"Corridor","frogLinkBuilding":"","SWersion":"
	1.4.0.0","config":"13.05.2019 13:47:52","address":"A8:36:7A:
	00:1D:C2","netID":"190"}
["emd","massages"]	List of available control macagane
{"cmd":"messages"}	List of available control messages.
	Input:
	{"cmd":"messages"} Return:
	{"messages":["CeilingLight","LampsMirror","OpenMainDoor","Ring"]}
{"cmd":"rooms"}	List of available rooms.
	Input:
	{"cmd":"rooms"}
	Return:
	{"rooms":["Livingroom","Kitchen","Bedroom","Bath"]}
{"cmd":"types"}	List of available control types.
	Input:
	{"cmd":"types"}
	Return:
	{"types":["Light","ShutterUp","ShutterDown","OpenDoor"]}

# frogblue<sup>™</sup>

Can be combined with *room* to create a list of the available types in the respective room:

Input: {"cmd":"types","room":"Livingroom"} Return: {"types":["Light"]}

#### Sending control messages

#### Example

{"Msg":"Ceilinglight","on":true","bright":50}

Switches on all outputs that respond to the message Ceilinglight and sets the brightness to 50%.

# A

alternate switching 57 Android access to location of device 30 Documents folder 29 area 112

# В

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