



## User Manual

frogblue HomeApp Version 1.3



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## 1 About this manual

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

- ✓ how to import a project created using the frogblue ProjectApp,
- ✓ how to control the lighting, roller shutters, or ventilators,
- ✓ how to configure frogDisplay.

### Note

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

### 1.1 Who is the manual for?

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

### 1.2 Typographical conventions

The following typographical conventions are used in this manual:

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

### 1.3 Abbreviations

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

## 2 frogblue – introduction and overview

### **Decentralized Bluetooth® network with automatic configuration**

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

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

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

### **Configuration via naming of messages**

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

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

### **Typing and space-based switching operations**

The effort required for configuration is minimized by categorizing the inputs and outputs according to type and by configuring the devices room by room. To do this, the individual frogblue devices are allocated to a room (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. These devices are then automatically linked by way of the “light on in the living room” type switching command without any further configuration and without assigning names to the inputs and outputs. It does not matter how many devices or inputs and outputs there are in a room.

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

### **Parameterization of switching signals**

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

### **Overlay of switching signals (only in the frogblue ProjectApp)**

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

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

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

### **Time control**

All frogblue units have time functions for switching. Lamps or roller shutters can be controlled 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® network with special frogblue devices with battery-buffered clocks or GPS time receivers. The frogblue display can as an option be supplied with the current time via its WLAN interface from a time server on the Internet.

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

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

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

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

### **Data backup of all data in one file**

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

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

### **Platform-independent on Android, iOS, and Windows**

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

## 2.1 frogblue software – overview

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



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



With the frogblue **ProjectApp** you can plan, configure, and control a frogblue system. This app provides you with all the features you need to create and manage both simple and sophisticated smart home applications. You find detailed information on how to use the frogblue **ProjectApp** in the → *frogblueProject User Manual*.

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

### 3 frogblueHome: Overview

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

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

After starting the frogblue **HomeApp**, the following start screen is displayed on Android and iOS devices.



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



#### **AppView**

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

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



#### **Import Project**

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



#### **Open Project**

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



#### **Load Via Remote**

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

**Note on installation**

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

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

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

**Note on importing projects**

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

**Note on the frogblue Project App**

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

## 4 Installation

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

### Note about frogDisplay

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

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



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

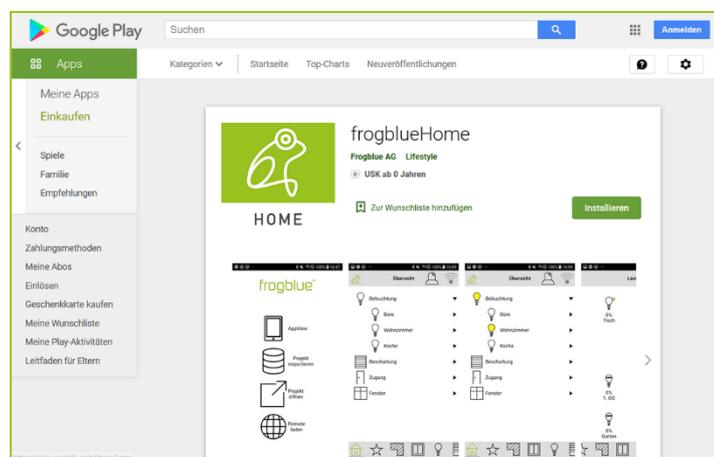


Figure: frogblue **HomeApp** in the Google Play Store.

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



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

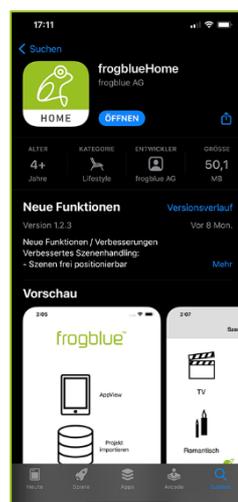


Figure: frogblue **HomeApp** in the Apple App Store.

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

## Starting the frogblue HomeApp

### Note

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

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

The start screen is displayed.



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

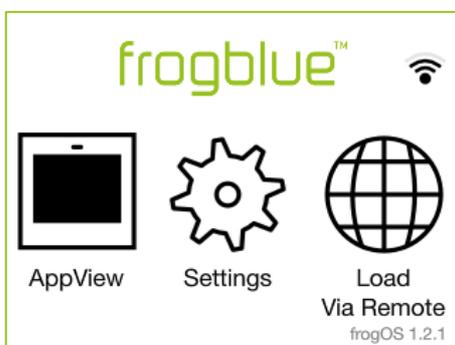


Figure: Start screen of the frogblue **HomeApp** in the frogDisplay.

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

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

Control access to switches using pin codes, see → *Keypad: Control access, page 68*.

## 5 Importing a project

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

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

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

### **In the frog**

All data for a project is stored in a frog.

### **In a file**

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

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

### **frogDisplay: Importing projects**

For information on importing projects onto a frogDisplay, see → *frogblueProject User Manual*.

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

### **Importing a project from a frog**

The data of a project is located by the frogblue **HomeApp** in a frog within reach. The data can then be downloaded from the frog and imported into the frogblue **HomeApp**.

Information on importing a project from a frog, see → *Importing a project from a frog*, page 14.

### **Importing a project from a file**

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

Information on importing a project from a file, see → *Importing a project from a frogblueHome configuration file*, page 17.

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

## 5.1 Importing a project from a frog

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

### Project password and device key

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

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

The project password can be shared with third parties, 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 frogblue **ProjectApp** on the tablet, but the configuration can only be uploaded onto the devices with the altered device key. For further information on the project password and device key, see the → *frogblueProject User Manual*.

1. On the start screen, tap **Open Project**.

The **Find project** screen is displayed.

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

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

When you tap **Devices** , all devices on which a project backup is located are displayed.

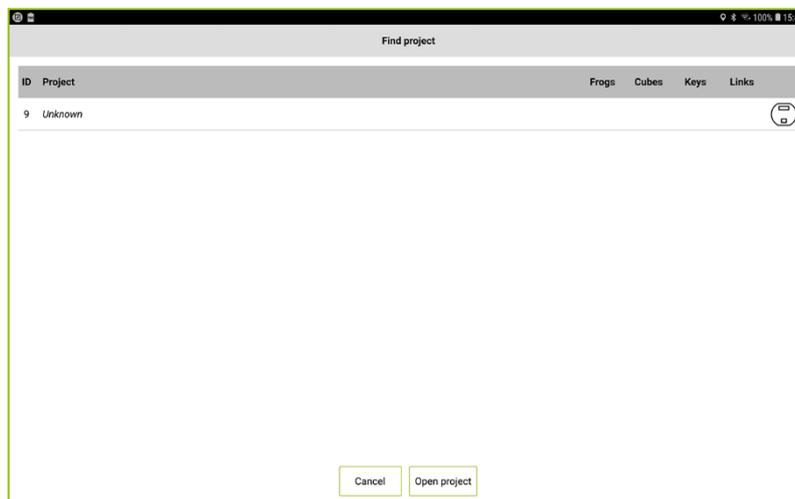


Figure: **Find project** screen with an **Unknown** entry.

2. Tap an entry **Unknown**.  
The entry is highlighted in grey.
3. Tap **Open project**.
4. The **Find Project Backup** screen is displayed.

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

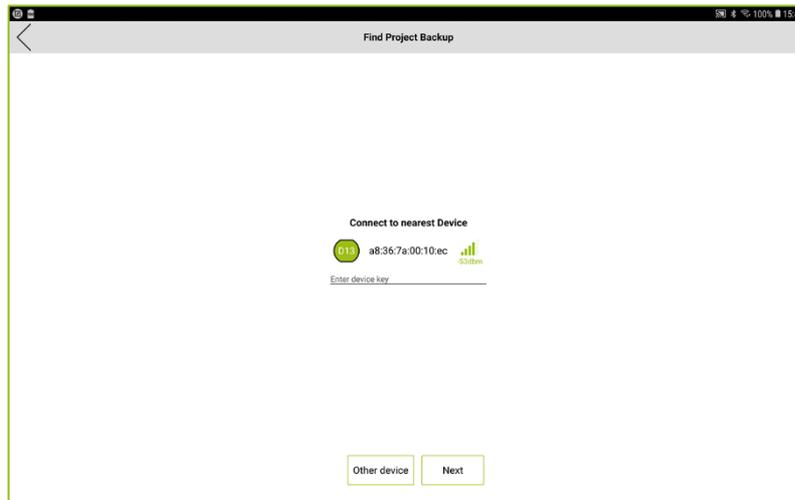


Figure: **Find Project Backup** screen shows the nearest frog.

### Note

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

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

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

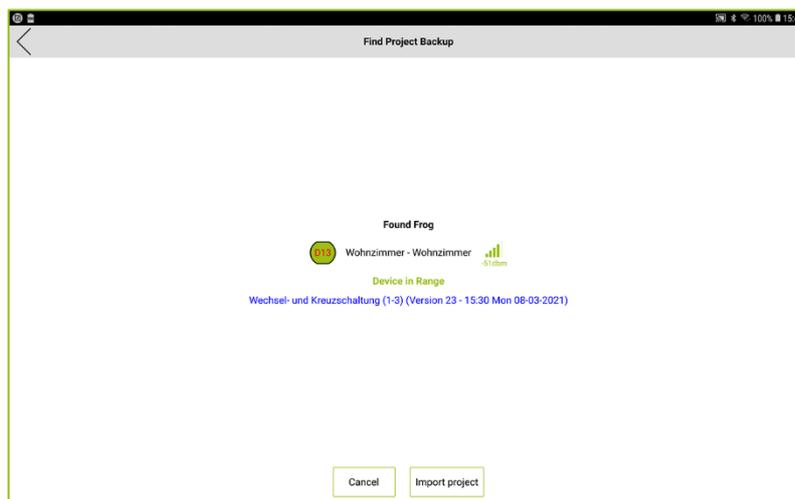


Figure: **Find Project Backup** screen for importing a project.

7. Tap **Import project**.

The project data is loaded onto the frogblue **HomeApp**.

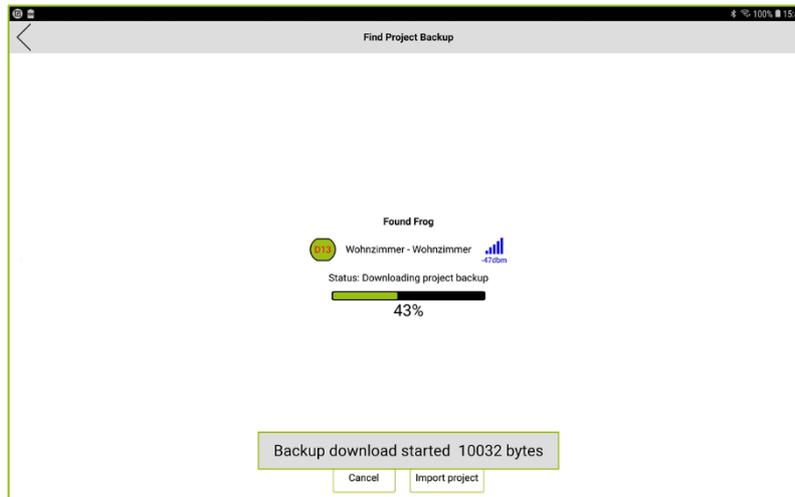


Figure: The project backup is downloaded.

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

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

## 5.2 Importing a project from a frogblueHome configuration file

The first step is to transfer the exported data stored in a frogblueHome configuration file from the frogblue **ProjectApp** to the device where the frogblue **HomeApp** is installed. Depending on whether the frogblue **HomeApp** is used on an Android or iOS device, the procedure for transferring the frogblueHome configuration file differs.

In the second step the transferred data is imported into the frogblue **HomeApp**.

### 5.2.1 Transferring a frogblueHome configuration file to an Android device

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

1. In the case of an Android tablet, tap the **My Files** app.
2. Under **Tablet**, create a folder with the name **Documents**.
3. Save the frogblueHome configuration file in the **Documents** folder.

### 5.2.2 Transferring a frogblueHome configuration file to an iOS device

To transfer a frogblueHome configuration file from one iOS device to another iOS device, you can use AirDrop. The frogblueHome configuration file is automatically saved in the correct directory.

To transfer a frogblueHome configuration file from an Android tablet to an iOS device, the following options are available:

#### By e-mail

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

#### Via iTunes

Save the frogblueHome configuration file on a Mac or PC.

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

### 5.2.3 Importing a frogblueHome configuration file into the frogblue HomeApp

If you have transferred the frogblueHome configuration file onto your Android or iOS device with the installed frogblue **HomeApp**, you can import it from there. You can import several files or projects.

1. On start screen, tap **Import Project**.

The **Import Project** screen is displayed.

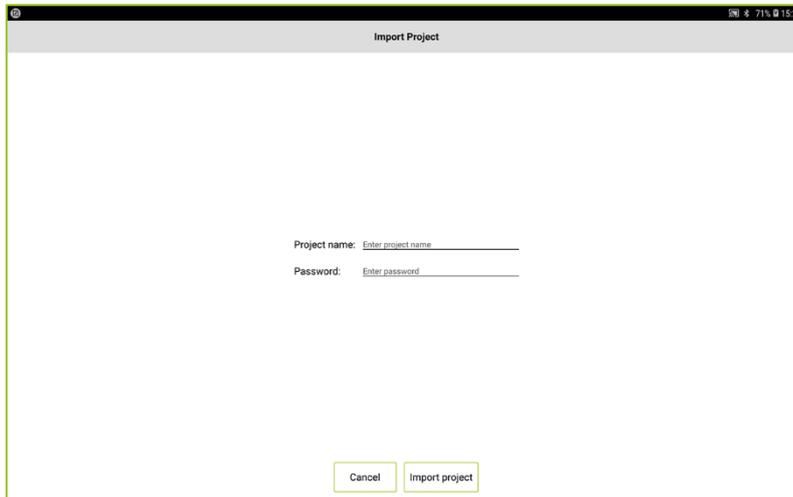


Figure: **Import Project** screen for importing a project.

2. Tap **Enter project name**.

A screen for selecting a project is displayed.

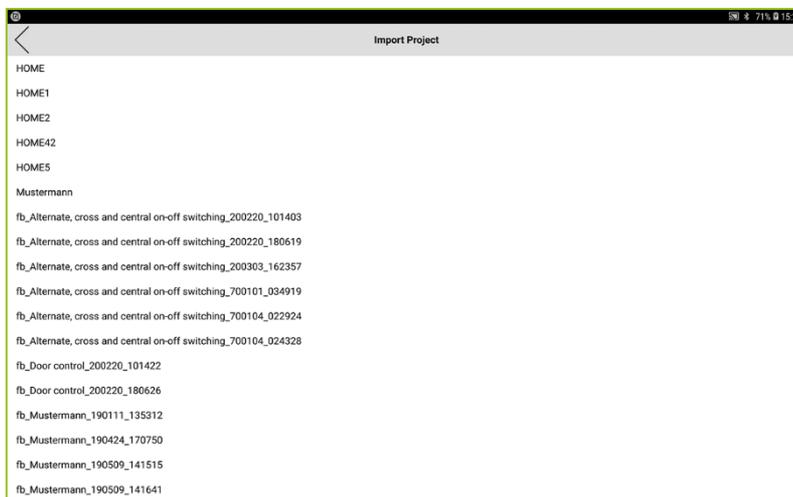


Figure: Screen for selecting a project.

3. Tap the desired project.

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

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

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

### 5.3 Loading a project via remote

You can load a project from a frogDisplay to a tablet if the frogDisplay and the tablet are connected via the WLAN. This allows you to make a configured project on the frogDisplay, where for example new users have been created, also available on a tablet.

The following steps are necessary:

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

#### Activating Remote Access in the frogDisplay and the tablet

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

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

For information on the remote access, see → *Remote access, page 57*.

#### Connecting the tablet and the frogDisplay with the same WLAN

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

For information on configuring a WLAN for the frogDisplay, see → *WLAN, page 59*.

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

#### Transferring a project from the frogDisplay to the table

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

#### Note

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

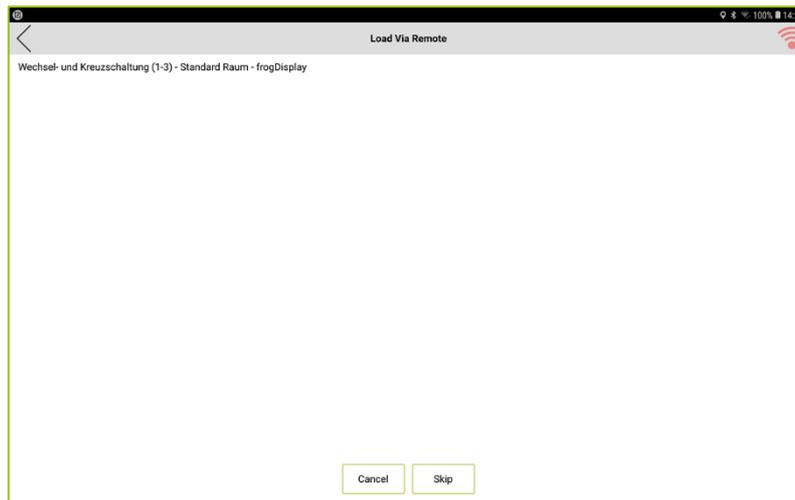


Figure: Project that can be loaded via remote.

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

The project is highlighted in green.

3. Tap **Ok**.

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

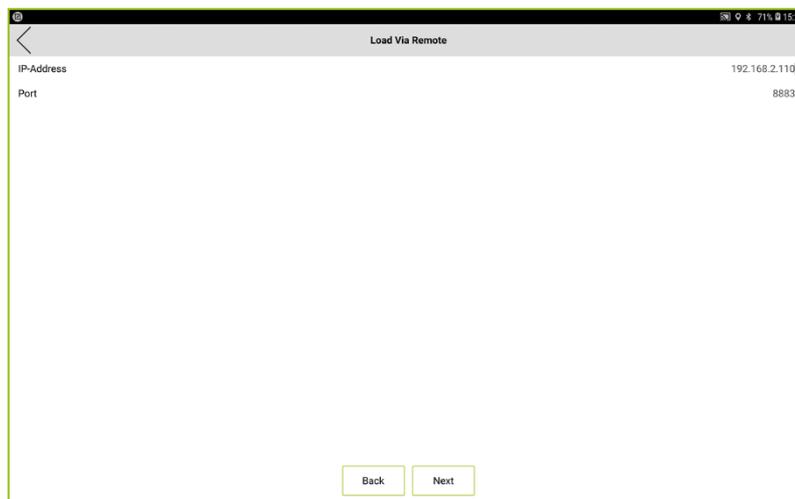


Figure: Screen with the IP address and the port of the frogDisplay.

4. Tap **OK**.

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

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

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

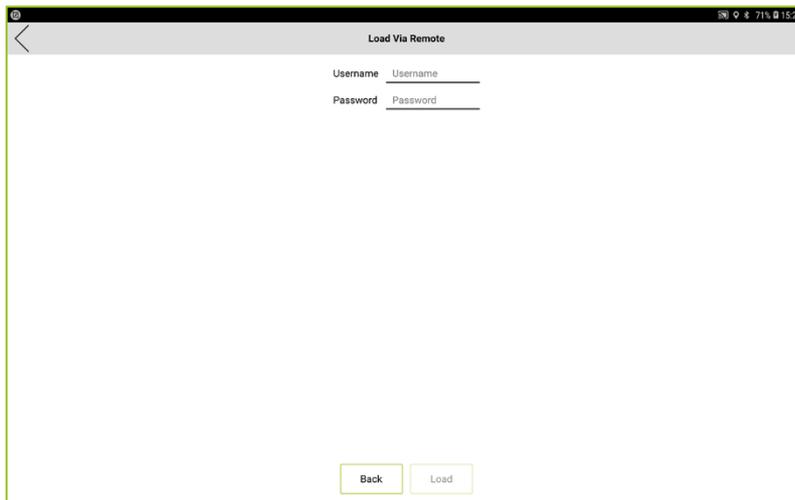


Figure: Screen for entering the username and the project password.

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

The project is transferred from the frogDisplay to the tablet.

## 6 AppView: Controlling and operating devices

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

The devices and their connections to the frogblue devices were configured in a project in the frogblue **ProjectApp** and then imported into the frogblue **HomeApp**.

For information on importing a project, see → *Importing a project, page 13*.

On the start screen, tap **AppView** to display the **Overview** screen in the **AppView**.

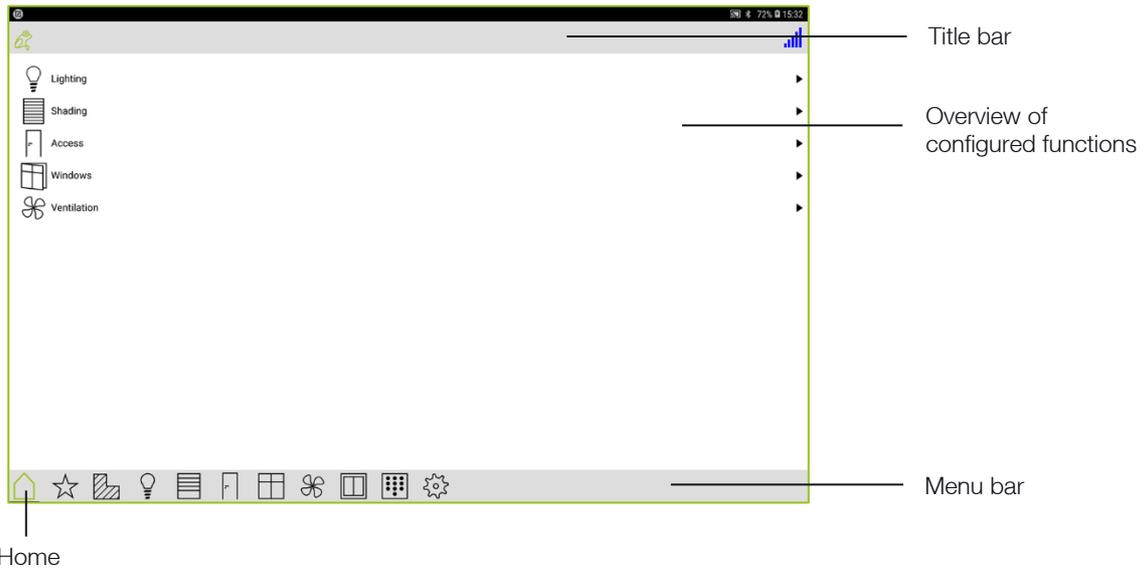


Figure: **Overview** screen of the **AppView** for Android and iOS devices.

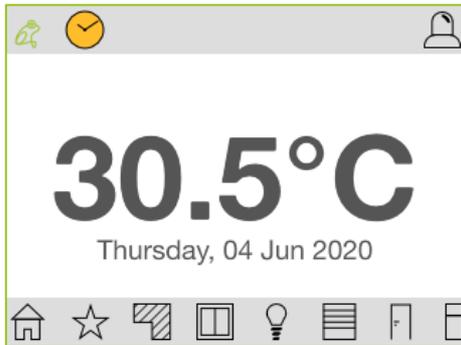


Figure: **Overview** screen of the **AppView** in the frogDisplay.

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

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

The frog list lists all frogs that are included in the project. For information on the frog list, see → *Frog List, page 67*.

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

## 6.1 Overview

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

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

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

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

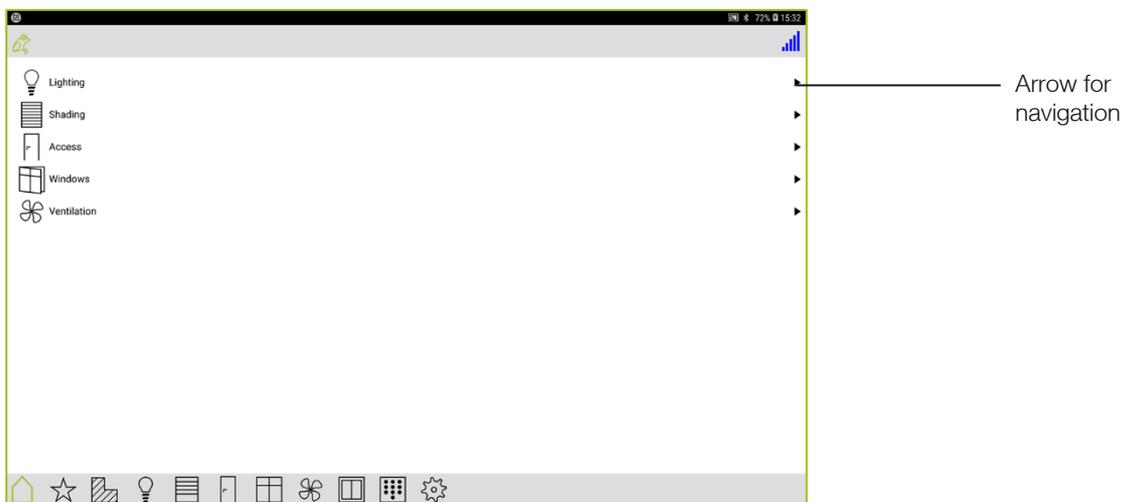


Figure: **Overview** screen with the configured functions of a project.

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

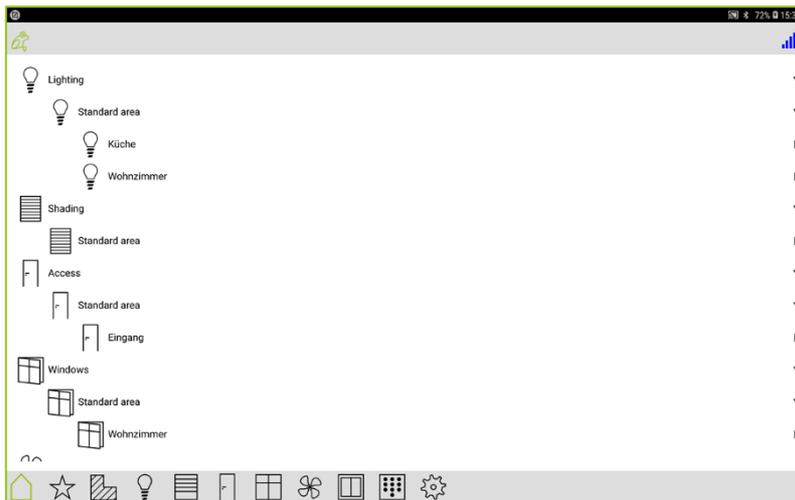


Figure: Overview of the functions for the configured rooms.

Tap the function you wish to control.

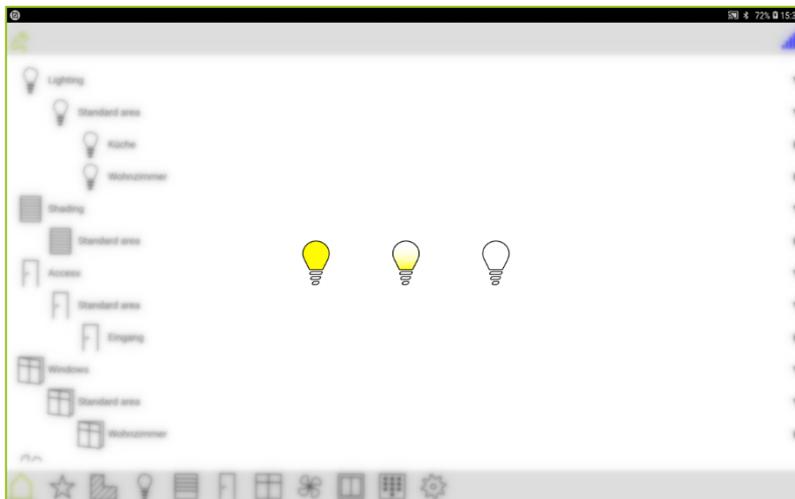


Abbildung: Dialog box for switching on lamps.

The functions are highlighted that you can control, for example, a lamp.

A lamp you can:

-  switch on,
-  switch on with 50 percent dimming. If you hold down the icon longer, you can save the current dimming value,
-  switch off.

## 6.2 Views

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

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

-  **Scene**  
Here you can create a scene and activate a previously created scene.  
→ *Scene, page 40.*
-  **Watched groups**  
Here you can create watched groups and activate a previously created groups.  
→ *Watched groups and favorites, page 49.*
-  **Room view**  
The functions that are defined for the selected room are displayed here. The **Standard room** is displayed here by default.  
→ *Room view, page 26.*
-  **Output view**  
All lamps that have been configured for the current room are displayed here.  
→ *Output view, page 28.*
-  **Heating view**  
All heaters that have been configured for the project are displayed here.  
→ *Heating view, page 31.*
-  **Roller shutter view**  
All roller shutters that have been configured for the current room are displayed here.  
→ *Roller shutter view, page 30.*
-  **Door view**  
All doors that have been configured for the project are displayed here.  
→ *Door view, page 36.*
-  **Window view**  
All windows that have been configured for the project are displayed here.  
→ *Windows view, page 37.*
-  **Ventilation view**  
Hier werden alle Ventilatoren angezeigt, die für das Projekt konfiguriert worden sind.  
→ *Ventilation viewSwitch view, page 38.*
-  **Switch view**  
All buttons and switches that have been configured for the frogs' inputs are displayed here.  
→ *Switch view, page 39.*
-  **Configuring a pin code**  
Here you can define pin codes for switches to ensure that a switch is only activated after a pin code has been entered.  
→ *Keypad: Control access, page 68.*
-  **Configuring a camera**  
Here you can configure a camera.  
→ *Configuring video sources, page 73.*



### Notifications

In the frogDisplay you can configure notifications here.

→ *Configuring notifications in the frogDisplay, page 71.*



### Settings

Here you can make the basic settings for the frogblue **HomeApp**.

→ *Settings, page 52.*

#### 6.2.1 Room view

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

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

For information on selecting the room, see section → *Location, page 55.*

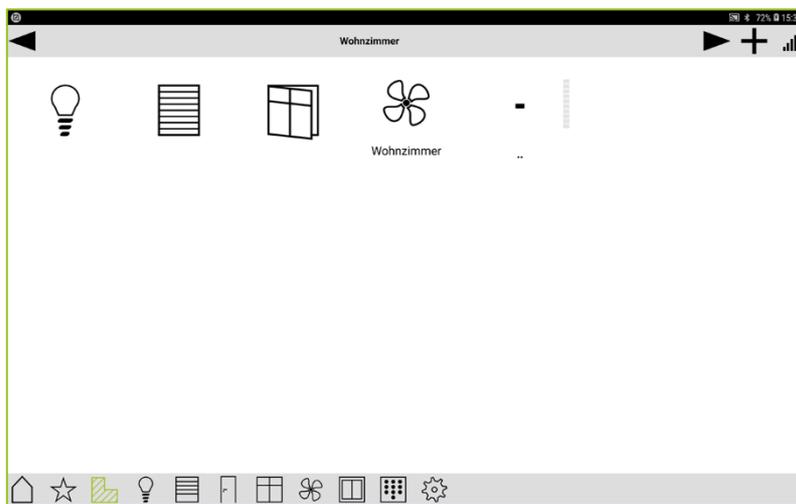
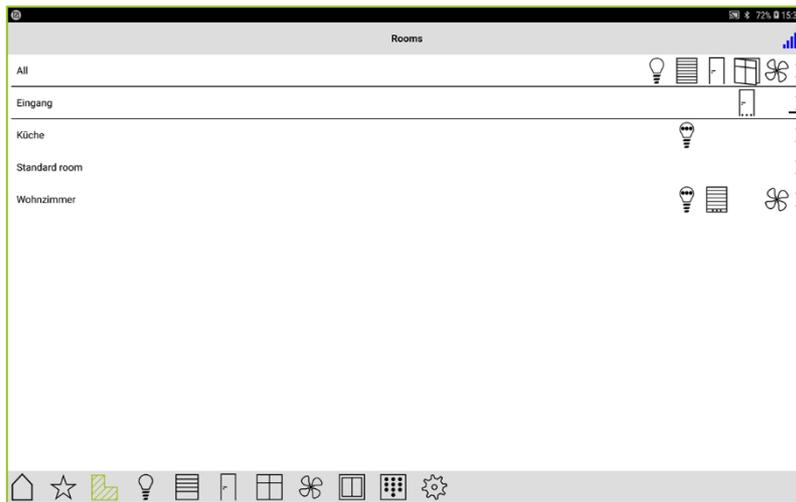


Figure: Room view.

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

#### Note

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



Function icon for configured functions

Figure: Room view for all configured rooms.

Tap a function icon to activate or deactivate the function.

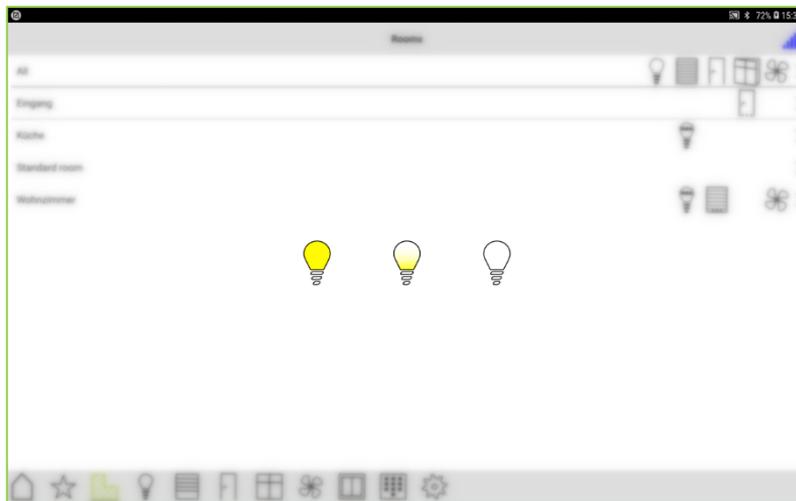


Figure: Functions, here lamps that can be controlled.

A lamp you can:

-  switch on,
-  switch on with 50 percent dimming. If you hold down the icon longer, you can save the current dimming value,
-  switch off.

### 6.2.2 Output view

The Output view displays the outputs that have been configured in the **frogblue** ProjectApp. The display of the outputs is structured by:

**All:** All outputs of all rooms.

**Standard area:** Outputs that have been configured for a specific area (for example, a floor).

**Room:** Outputs that have been configured for the room in question.

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

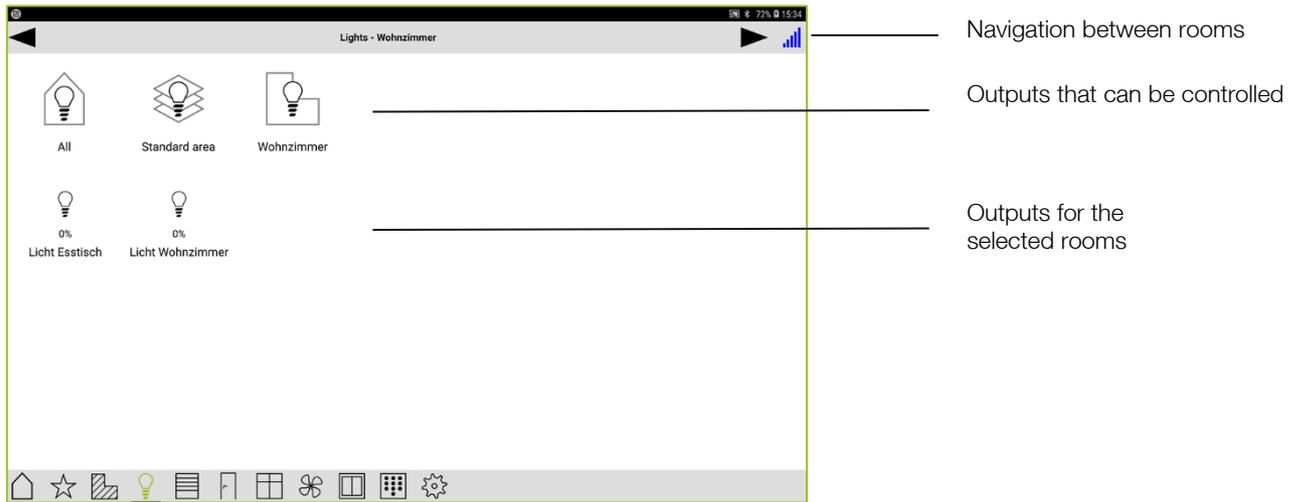


Figure: Output view.

1. Tap an output to switch it on or off.

— or —

1. Tap and hold an output to change the dimming value.

An arc with a green slider is displayed, with which you can set the dimming value..

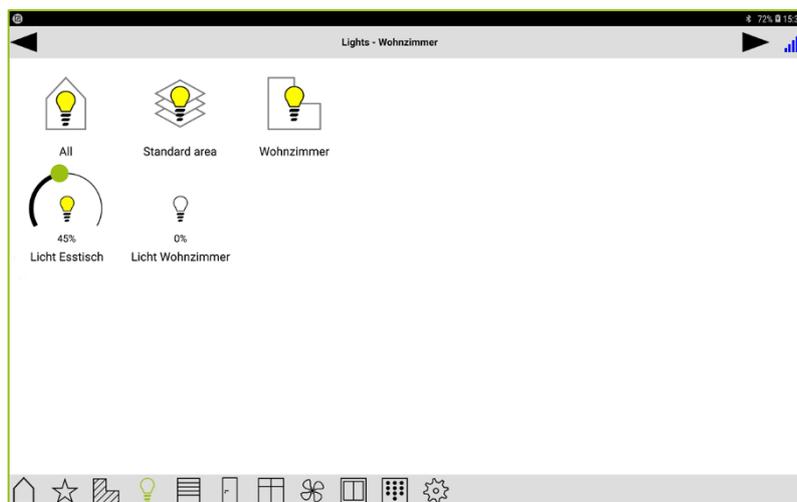


Figure: Slider for setting a value for dimming.

— or —

1. Tap and hold an output if you want to change the dimming value precisely.

A slider for precise setting of a value is displayed.

### Note

To be able to set the dimming value via the slider, the **Enable focus dim** option must be activated in the **Display** settings.

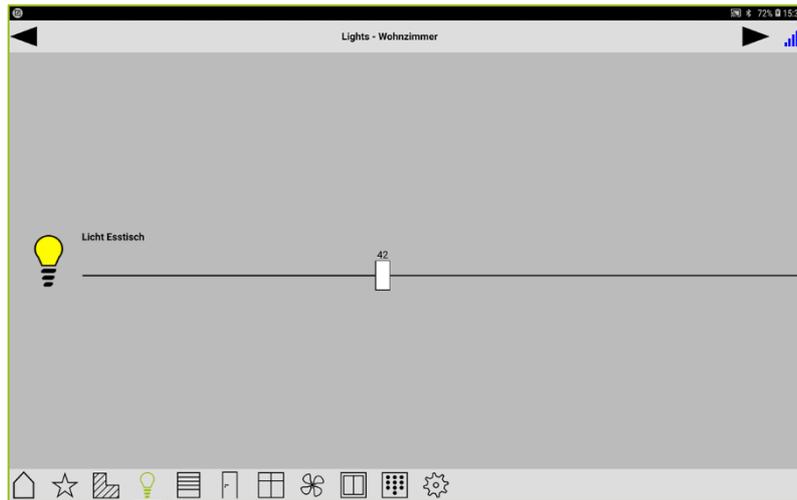


Figure: Slider for precise setting of a value for dimming.

### 6.2.3 Roller shutter view

The roller shutter view shows all shutters that have been configured in the frogblue **ProjectApp**. The display of the roller shutters is structured by:

**All:** All roller shutters of all rooms.

**Standard area:** Roller shutters that have been configured for a specific area (for example, a floor).

**Room:** Roller shutters that have been configured for the room in question.

In the Roller shutter view you can control the roller shutters.

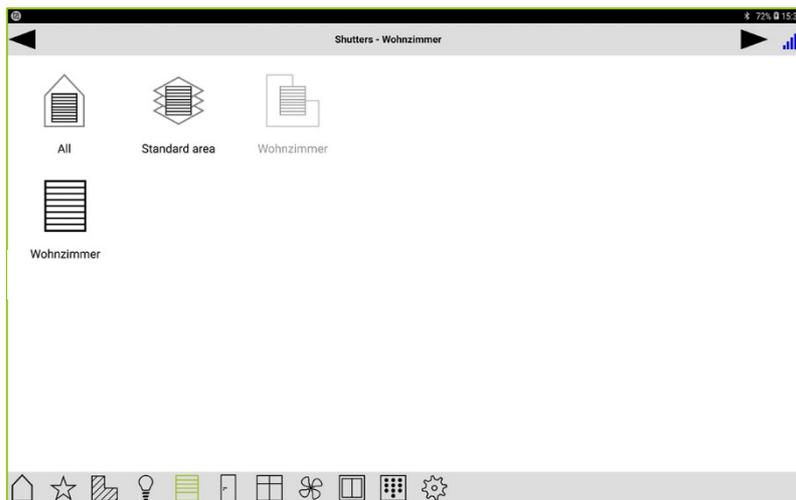


Figure: **Shutters** screen.

Tap the roller shutter to open or close it.

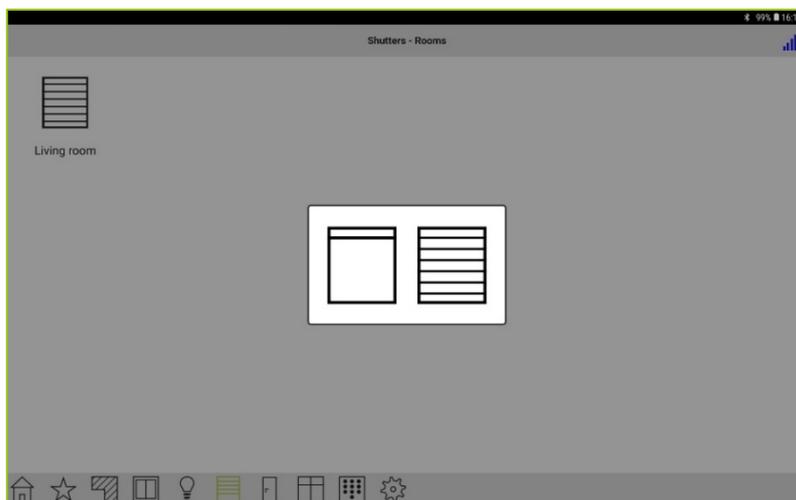


Figure: Controlling a rolling shutter.

 the roller shutter moves up.

 the roller shutter moves down.

### 6.2.4 Heating view

In the Heating view all heaters can be controlled that have been configured in the frogblue **ProjectApp**.



Figure: Heating view in the frogDisplay.

All rooms controlled by this frogDisplay or for which remote access is enabled will switch to one of the following control options:

-  **Party:** After activation (tap once), you can extend the day temperature by x hours (tap once per additional hour). The newly set time is valid until the next day or until manual switch-off (tap once).
-  **Travel:** After activation (tap once), you can set the set-back temperature for x days (tap once per additional day). After long tap you can set a date until when the set-back temperature is valid. The set-back temperature also becomes invalid after manual switch-off (tap once).
-  **Away:** After activation (tap once), you can set the setback temperature for x hours (tap once per additional hour). The newly set time is valid until the next day or until manual switch-off (tap once).

In the Heating view, you can view the status of the heaters:

-  **Room:** Tapping twice shows a room view with the configured heaters.
-  **Area:** Tapping twice shows an area view with the configured heaters.
-  **Heating:** Displays the status of the heaters:
  - Green: Everything is OK.
  - Red: Actual temperature is missing.
  - Blue: Set temperature is missing.

## Heating overview

Tap  twice in the menu bar to display the overview of configured heaters.

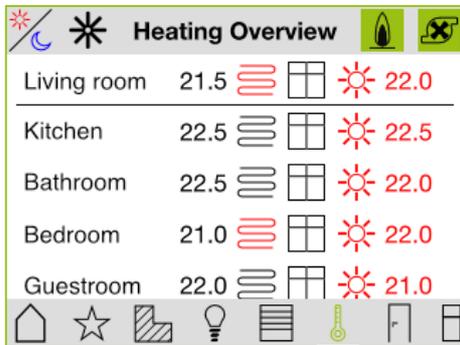


Figure: Heating overview.

The following functions are available in the header:

-  Switch to automatic mode. Either lower all channels to set-back temperature, heat up or switch off.
-  Activate cooling mode (if supported by the heater).  
Inverse operation: open valves when it is too hot; close valves when it is too cold.
-  Request for burner (frogBoxHeat sends to heater that the burner should be activated).
-  Request for pump (frogBoxHeat sends to heating that the pump should be activated).

The following data are listed in the list:

- Room** Room in which there is a heater.  
Tapping on the room opens the temperature control.
- 22.0** Actual temperature, that is, the current temperature in the room.
-  Indicates whether the heating is active  or not .
-  Indicates whether a window is open in the room.
-  Program for the day or night .
- 22.0** Set temperature.

## Temperature control

If you tap on a room in the overview, the temperature control is displayed.

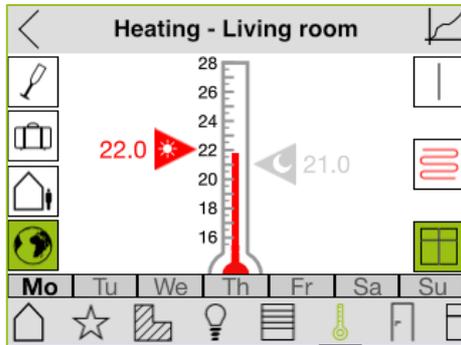


Figure: Temperature control.

The following information is displayed on the left side of the temperature control:

-  **Party:** After activation (tap once), you can extend the day temperature by x hours (tap once per additional hour). The newly set time is valid until the next day or until manual switch-off (tap once).
-  **Travel:** After activation (tap once), you can set the set-back temperature for x days (tap once per additional day). After long tap you can set a date until when the set-back temperature is valid. The set-back temperature also becomes invalid after manual switch-off (tap once).
-  **Away:** After activation (tap once), you can set the setback temperature for x hours (tap once per additional hour). The newly set time is valid until the next day or until manual switch-off (tap once).
-  Activation of the control via remote access for the heaters in this room.

In the middle of the temperature control, the red bar in the thermometer shows the actual temperature. You can set the daytime temperature via the red triangle. Via the blue triangle you can set the night temperature.

The following information is displayed on the right side of the temperature control:

-  Indicates which device controls the heating in this room.
  - I:** The frogDisplay controls the heating of this room.
  - 0:** The frogDisplay does not control the heating of this room.
- Lock:** The heating of this room is controlled by another device.
-  Indicates whether the heating is active  or not .
-  Indicates whether a window is open in the room.

By tapping on the days of the week, you can configure a weekly program.

## Configuring a weekly program

You can use a weekly program to define when the set daytime temperature is to be used. Outside the defined times, the set night temperature is used.

You can activate the weekly program for individual days. You can set a time range for these days. You can create several weekly programs.

You define a weekly program in the temperature control.

1. Tap one of the days of the week in the temperature control.

A screen for creating a weekly program is displayed.

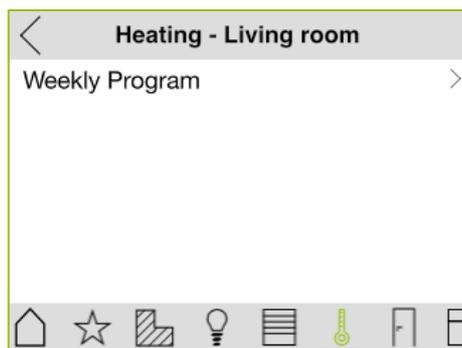


Figure: **Weekly Program** screen.

2. Tap **Weekly Program**.

A screen is displayed listing the weekly programs that have been created.

3. Tap **+**

A screen for configuring the weekly program is displayed.

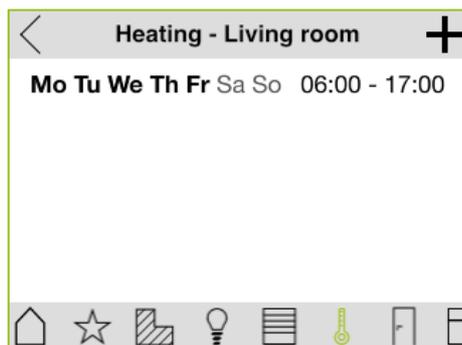


Figure: Days for a weekly program.

Tap one of the days to set the time range.

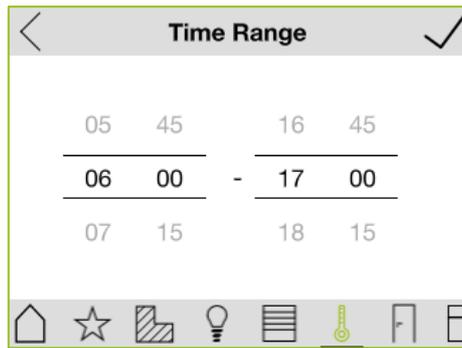


Figure: Time range for one day in the weekly program.

4. Configure the time range for the weekly program.

### 6.2.5 Door view

The Door view shows all doors which have been configured for the project in the frogblue **ProjectApp**. The display of the doors is structured by:

**All:** All doors of all rooms.

**Standard area:** Doors that have been configured for a specific area (for example, a floor).

**Room:** Doors that have been configured for the room in question.

In the Door view you can open the doors.

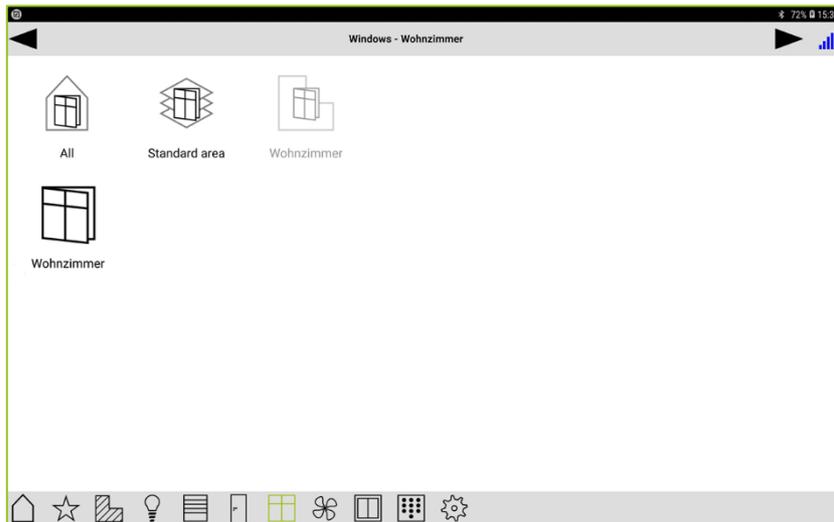


Figure: **Doors** screen.

Tap the door to open the door.

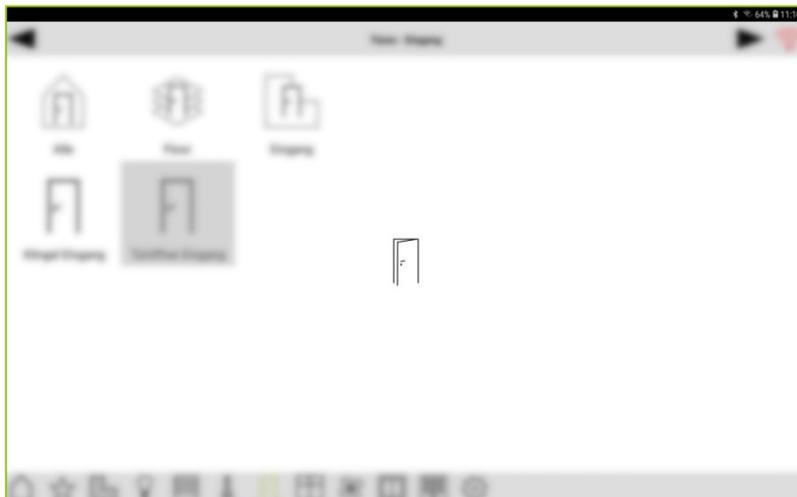


Figure: Opening a door.

### 6.2.6 Windows view

The Windows view shows all windows which have been configured for the project in the frogblue **ProjectApp**. The display of the windows is structured by:

**All:** All windows of all rooms.

**Standard area:** Windows that have been configured for a specific area (for example, a floor).

**Room:** Windows that have been configured for the room in question

In the Window view you can control the windows and their status.

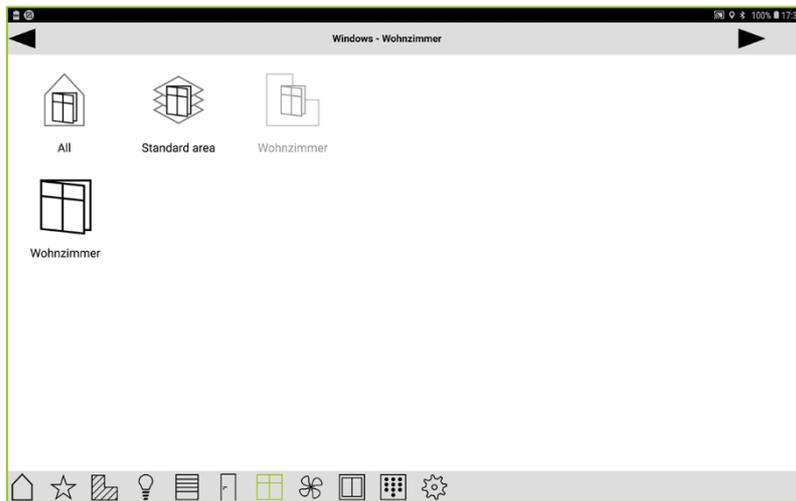


Figure: **Windows** screen.

Tap the window to check the status of the window.

### 6.2.7 Ventilation view

In the Ventilation view, all fans or ventilations are displayed that have been configured in the frogblue **ProjectApp**. The display of the ventilators is structured by:

**All:** All ventilators of all rooms.

**Standard area:** Ventilators that have been configured for a specific area (for example, a floor).

**Room:** Ventilators that have been configured for the room in question

In the ventilation view you can operate and control the fans.

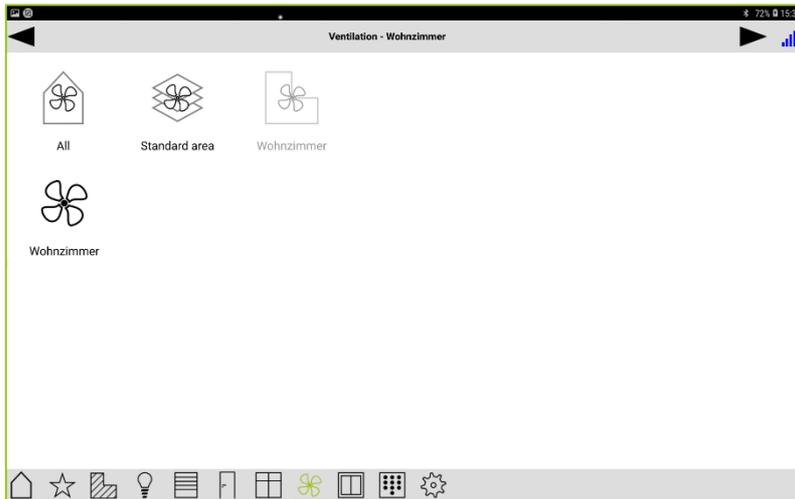


Figure: Ventilation view.

1. In the menu bar, tap **Ventilation** 

The **Ventilation – Rooms** screen is displayed.

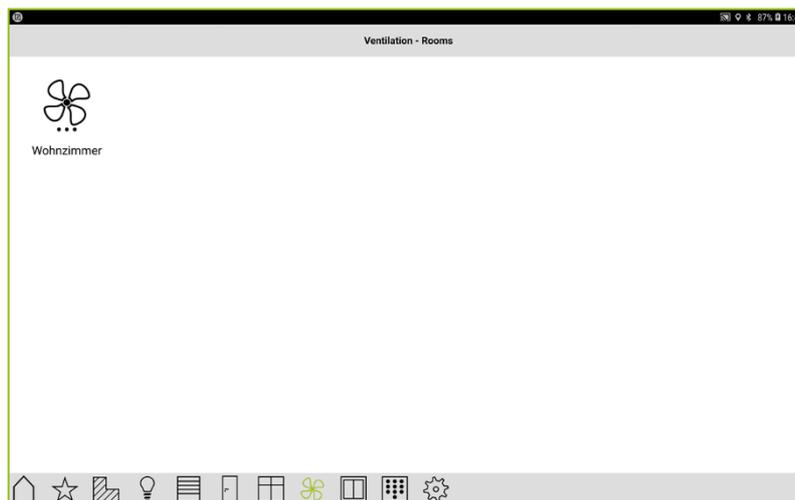


Figure: **Ventilation – Rooms** screen.

2. Tap on the ventilator that you want to switch on.

The ventilator starts to rotate, and the fan is switched on.

### 6.2.8 Switch view

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

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

You can operate the switches in the Switch view.

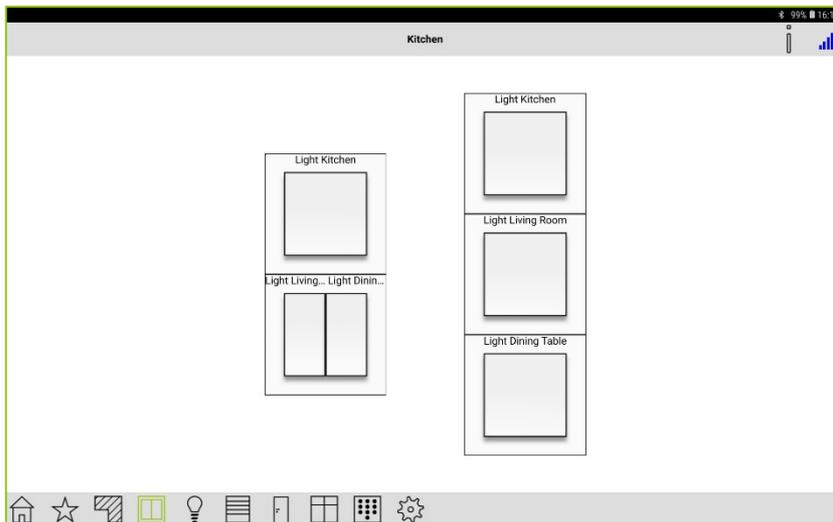


Figure: Switch view.

You can control access to switches via pin codes. For information on configuring pin codes, see → *Keypad: Control access, page 68*.

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

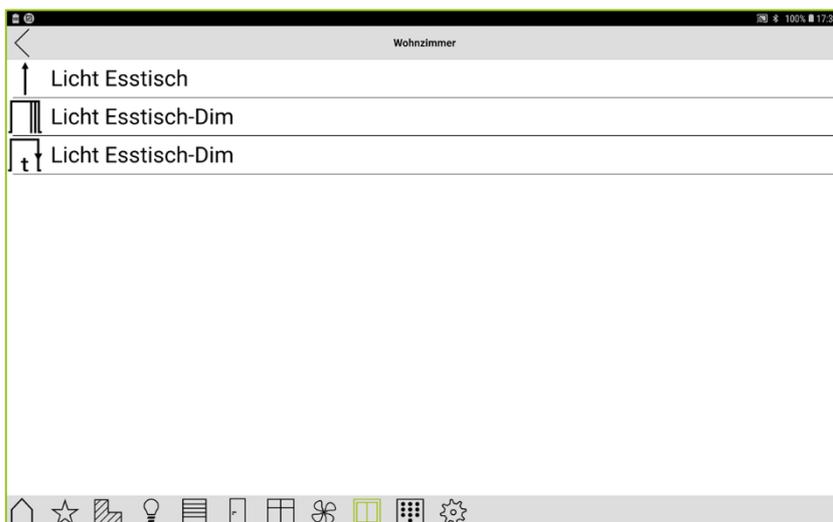


Figure: Assigned actions and messages for a switch.

### 6.3 Scene

In a scene you can combine several functions, such as switching on a light or moving blinds or shutters.

When you activate a scene, all functions are then executed in the sequence in which you defined them in the scene.

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

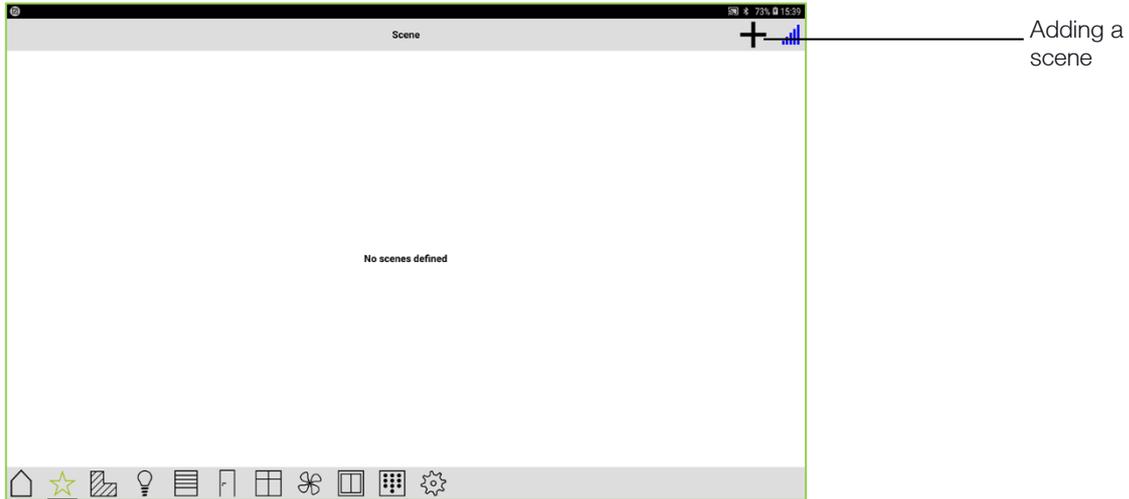


Figure: **Scene** screen.

#### 6.3.1 Creating a scene

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

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

1. Tap **Add scene** +

The **Scene or status** screen is displayed:

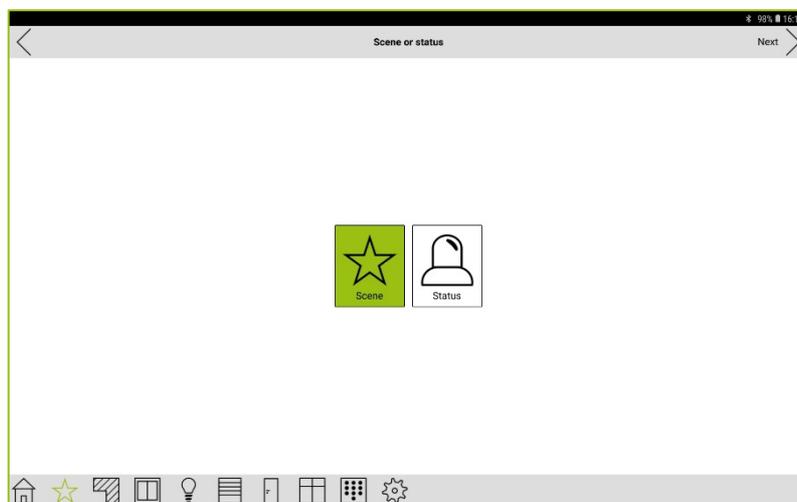


Figure: **Scene or status** screen.

1. Tap **Scene** if you wish to create a simple scene.  
— or —

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

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

2. Tap **Next**.

The **Scene Edit** screen is displayed.

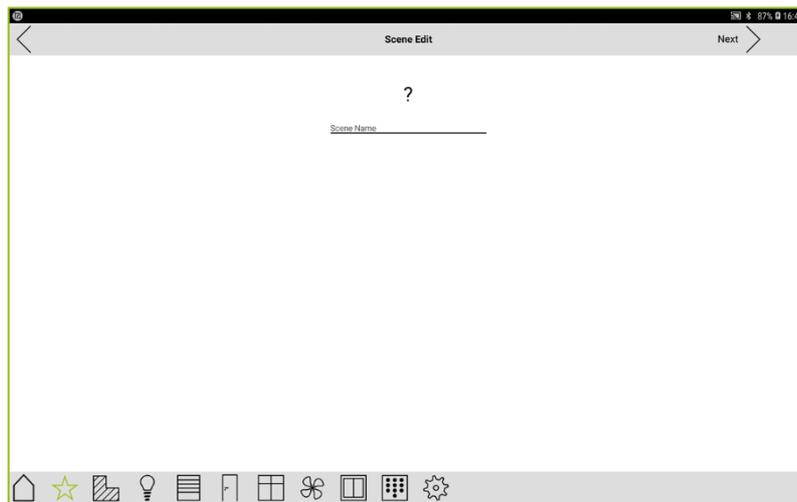


Figure: **Scene Edit** screen.

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

A screen with the available icons is displayed.

5. Select an icon and tap **Next**.

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

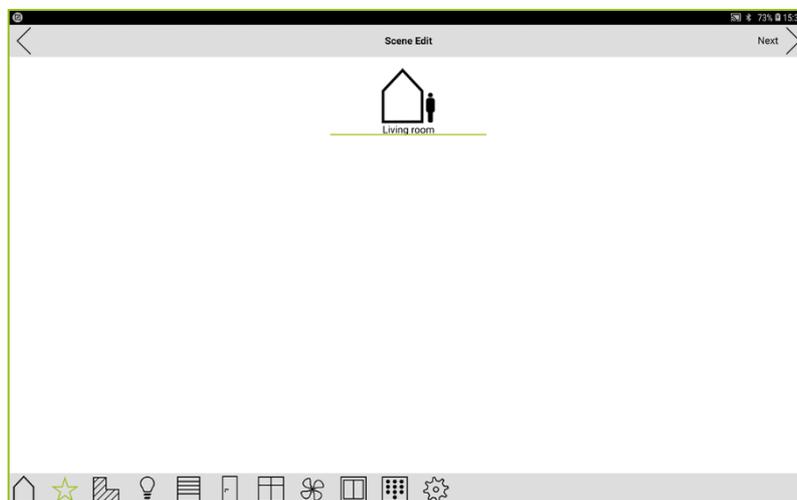


Figure: **Scene Edit** screen with the selected icon and the name of the scene.

6. Tap **Next**.

The **Select Items** screen is displayed.

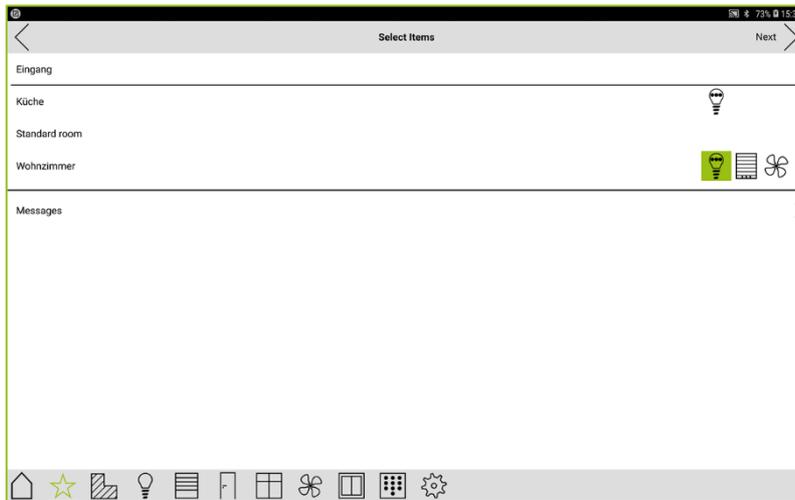


Figure: **Select Items** screen.

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

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

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

The lamp or the roller shutter is highlighted in green.

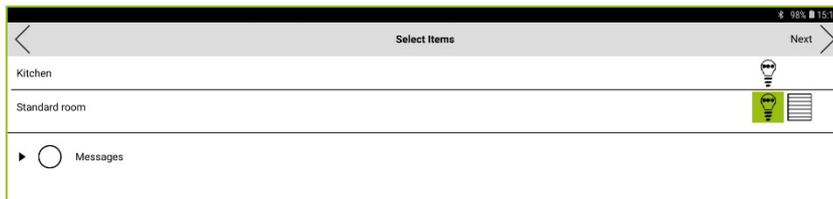


Figure: Activated lamps are highlighted in green.

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

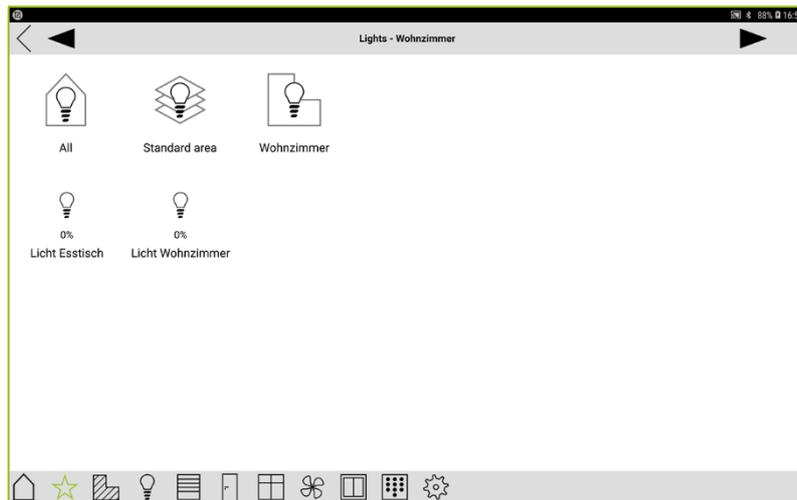


Figure: Screen with lamps that can be controlled.

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

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

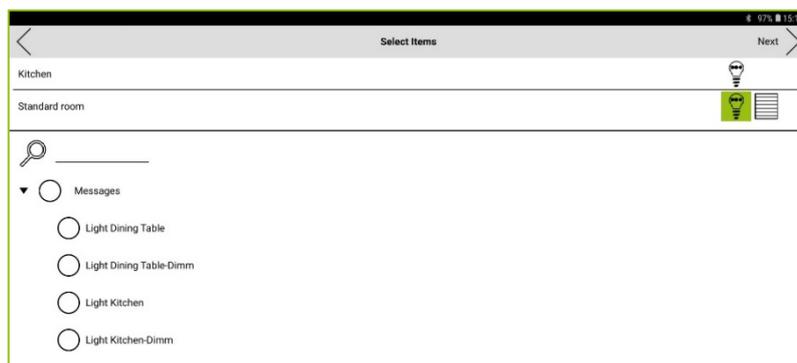


Figure: Selection of messages that can be added to a scene.

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

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

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

The selected messages are marked with 

## 10. Tap **Next**.

The **Time Control** screen is displayed.

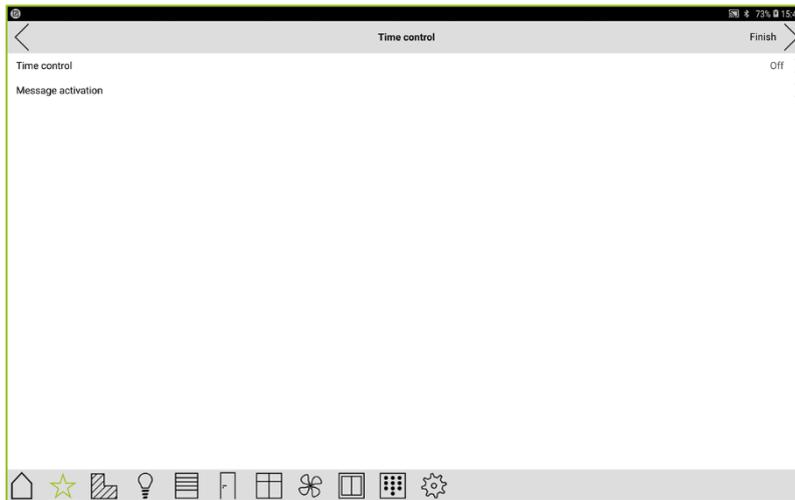


Figure: **Time control** screen.

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

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

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

## 11. Tap **Time control**.

Two time controls are available:

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

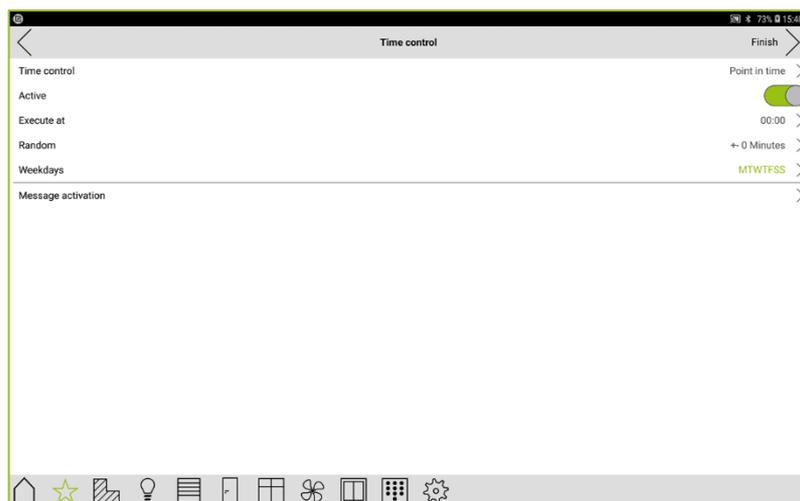


Figure: **Point in time** settings.

The following settings are available:

**Execute at:** Defines the time when the scene is to be activated.

**Random:** Defines a period with which the execution period should be randomly varied.

**Weekdays:** Defines the days of the week on which the scene is to be activated.

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

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

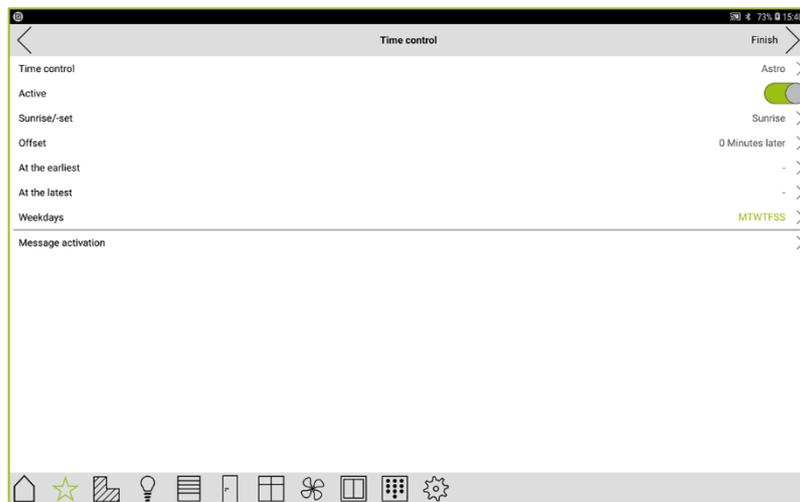


Figure: **Astro** settings.

The following settings are available:

**Sunrise/-set:** Defines whether to activate the scene at sunrise or sunset.

**Offset:** Defines a period that activates the scene before or after sunrise or sunset.

**At the earliest:** If the sunrise or sunset is before this time, the scene will not be performed until that time.

**At the latest:** If the sunrise or sunset is after this time, the scene will not be performed until that time.

**Weekdays:** Defines the days of the week on which the scene is to be activated.

12. Configure the time control.

13. Tap **Finish**.

The **Scene** screen with the newly created scene is displayed.

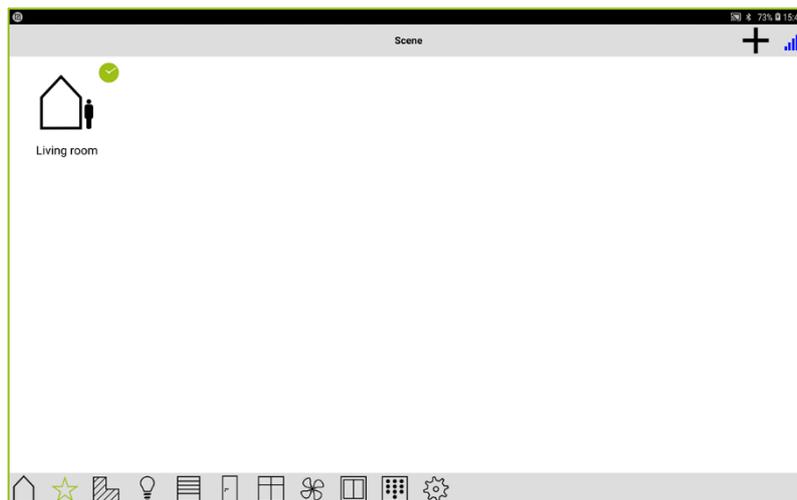


Figure: **Scene** screen with the newly created scene with the time control **Point in time**.

### 6.3.2 Activating a scene

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

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

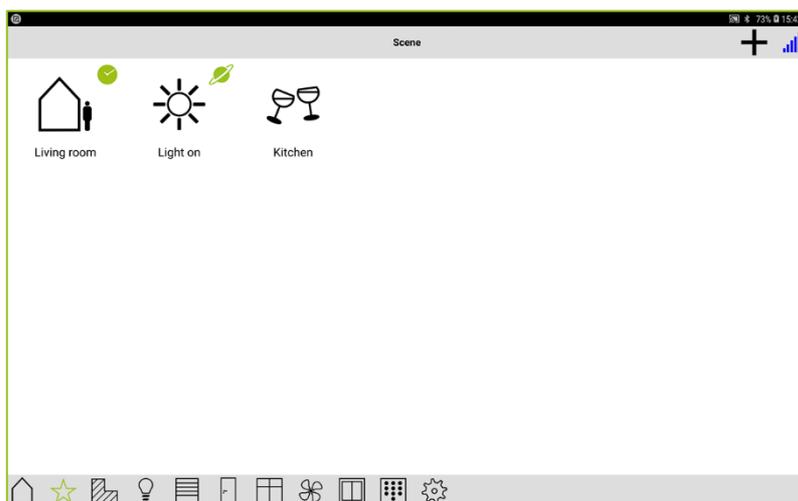


Figure: Multiple scenes for selection in the **Scene** screen.

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

### 6.3.3 Editing a scene

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

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

The **Scene** screen is displayed.

#### Note

If you wish to completely delete a scene, tap the recycle bin  in the title bar.

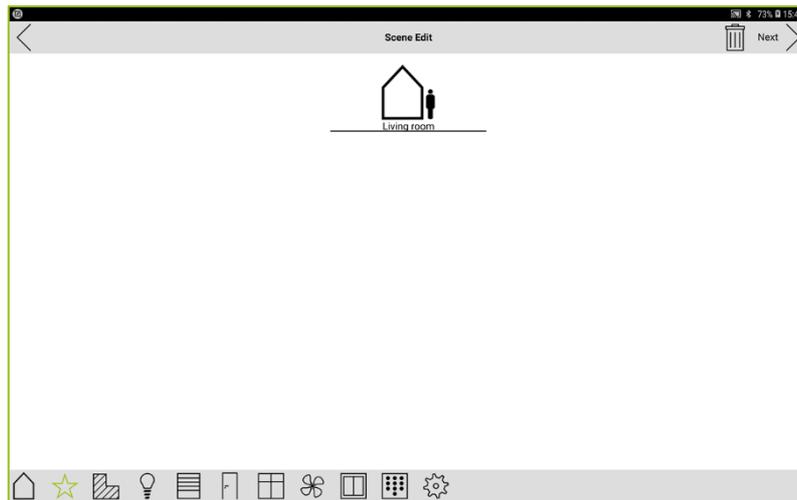


Figure: **Scene Edit** screen for editing a scene.

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

2. Tap **Next**.

The **Select Items** screen is displayed.

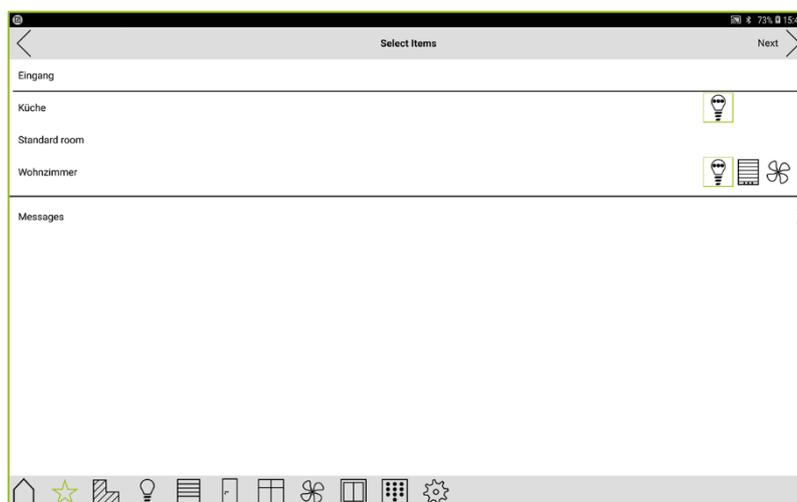


Figure: **Select Items** screen for changing the functions and messages.

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

Green border: The setting is defined in the scene.

Green background: New setting were made.

Without border or background: Function removed from scene.

3. Tap **Next**.

The **Time control** screen is displayed.

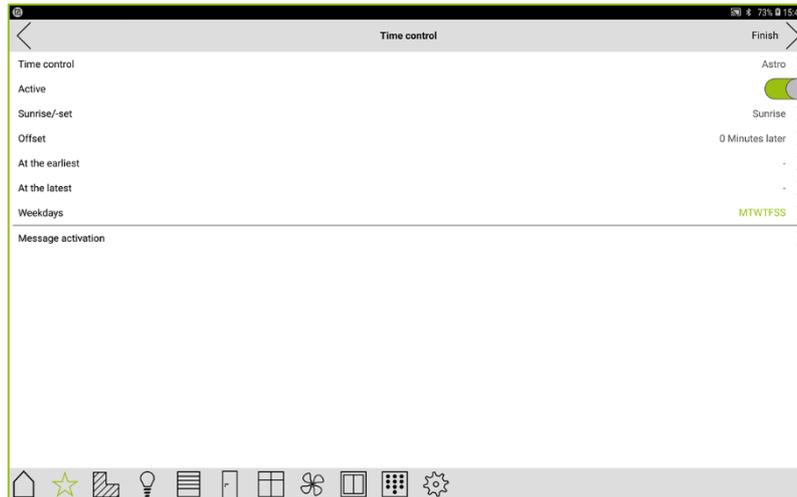


Figure: **Time control** screen for changing the time control.

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

4. Tap **Finish**.

The **Scene** screen is displayed.

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

## 6.4 Watched groups and favorites

Watched groups are used to monitor open doors and windows. For example, if a window is open when leaving the house, the LED of the frogDisplay lights up red. You can then see directly in the frogDisplay which window is open.

Only the windows and doors that are assigned as favorites to a watched group are supervised.

You can create watched groups only in the frogDisplay.

### 6.4.1 Creating a group

In the first step, a watched group is created. In the second step, the windows, and doors to be monitored are added to the group as favorites.

1. Tap twice on the window or door you want to add to a group.

Also tap twice if you want to edit an already existing group.

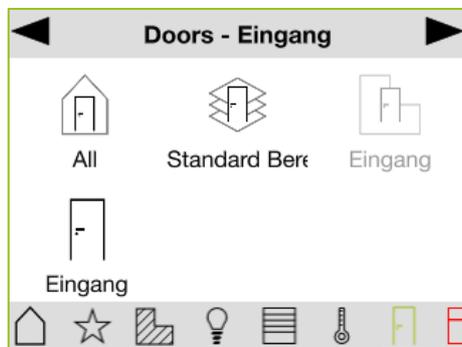


Figure: A door is to be added to a group as a favorite.

A screen for creating a group and favorites is displayed.

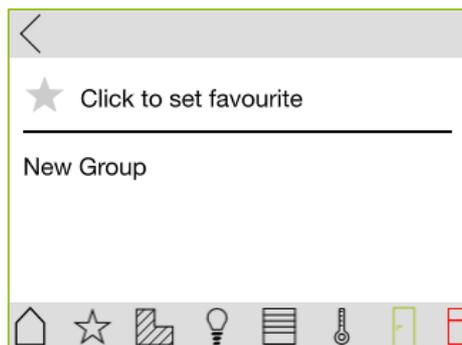


Figure: Screen for creating a group and adding a favorite

First create a group to which you can then add individual favorites.

2. Tap **New Group**.

The **New Group** screen is displayed.

3. Enter a group name and tap **Ok**.

The group is displayed.

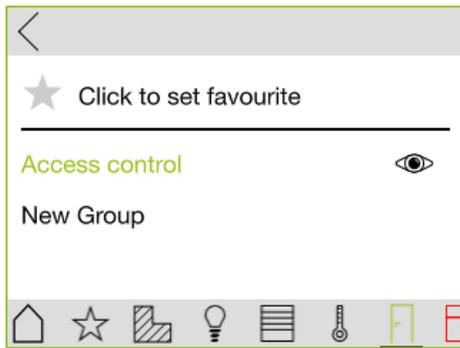


Figure: Newly created group.

If you have created several groups, you must first select a group to which you want to add the favorite

4. Tap the group to which you want to assign the favorite.

The group name is highlighted in green.

5. Tap **Favourite** ★ to add the favorite to the group.

The favourite ★ is added.

6. Tap **Back** < to return to the previous screen.

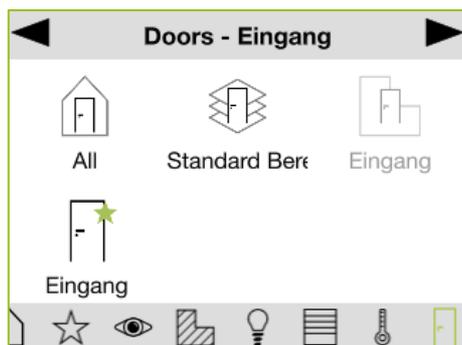


Figure: A door has been added to a group as a favorite.

The window or door for which a favorite has been created is marked with a green star ★

In the next step you can activate the group with the added favorites.

## 6.4.2 Activating a group

1. Tap twice on a window or door that has already been added to a group as a favorite.

A screen with the available watched groups is displayed.

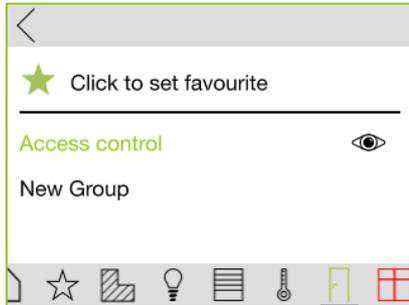


Figure: Available groups.

2. Tap  to activate a group.

The group is activated and the  icon is displayed in the menu bar.

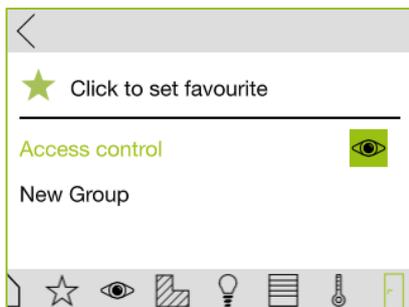


Figure: Activated group.

3. Tap on the menu bar  to display all watched groups.

When the LED of the frogDisplay is red, it indicates which window or door is open.

The **Watched Groups** screen is displayed.

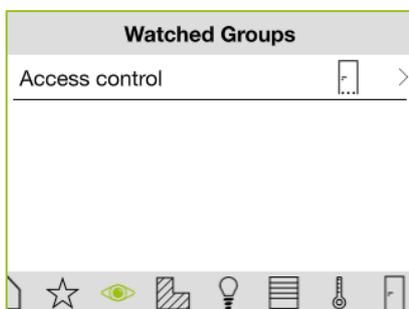


Figure: **Watched Groups** screen.

### Deleting groups

Tap on a group entry and swipe to the left. The group entry is highlighted in red. Tap the recycle bin  to delete the group.

## 6.5 Settings

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

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

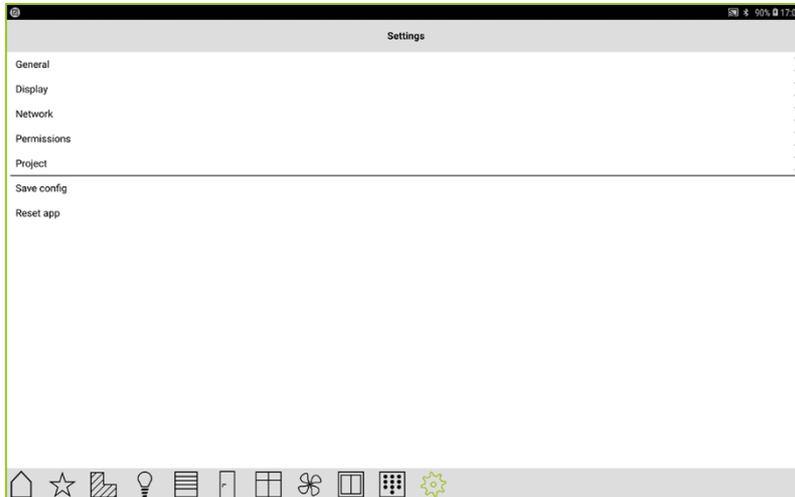


Figure: **Settings** screen.

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

- **General:** Provides the following setting options:
  - **Location:** Here you can define the room whose configurations are displayed in the views in the **AppView** by default.  
For information on defining the room, see → *Location, page 55*.
  - **Geo location:** Here you can set the location of the frogDisplay, also via longitude and latitude.
  - **Language:** Here you can set the language to be displayed in the interface.
  - **Start page:** Here you can define whether the project list or the last opened project should be displayed on the start page.
  - **About:** Shows the version of the frogblue **HomeApp**.
- **Display:** Provides the following setting options:
  - **Background:** Here you can choose between three backgrounds to be displayed in the frogblue **HomeApp**.
  - **Enable focus dim:** Allows a more precise control for the outputs in the Output view.
- **Network:** Provides the following setting options:
  - **Remote Access:** Here you can configure a remote access to the frogblue system so that it can be operated remotely (for example from your workplace).  
For information on the remote access, see → *Remote access page 57*.
  - **Message Log:** The received Bluetooth® messages are logged here.

- **Permissions:** Provides the following setting options:
  - **Login:** Shows who is logged on to the frogblue **HomeApp**. Here you can also change the user.
  - **Master PIN:** Here you can define a master PIN that enables you to leave the keypad view. For information on the keypad, see → *Keypad: Control access, page 68*.
- **Project:** Provides the following setting options:
  - **Open project:** Here you can open a project.
  - **Import project:** Here you can import a project that you have created with the frogblue **ProjectApp**.  
For information on importing projects, see → *Importing a project, page 13*.
- **Save config:** Here you can save the configuration locally in the frogblue **HomeApp**.
- **Reset App:** Here you can reset frogblue **HomeApp**. This deletes all settings and configurations created.

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

- **General:** Provides for the frogDisplay the following setting options:
  - **Date, Time & Location:** Here you can define with which device the date and time is synchronized with. In addition, the location can be specified, also using the longitude and latitude.
  - **Audio:** Here you can adjust the volume at which sounds are played.
  - **Temperature:** Here you can set the temperature of the location where the frogDisplay is located.
  - **Notifications:** Here you can configure when notifications are sent and with which deactivation pin they can be deactivated.  
For information on configuring the settings for notifications, see → *Notifications, page 66*.
- **Display:** Provides for the frogDisplay the following setting options:
  - **Brightness:** Here you can define whether and how the brightness of the frogDisplay is to be adjusted.
  - **Screensaver:** Here you can define the settings for the screen saver of the frogDisplay.
  - **Proximity sensor:** Here you can activate the proximity sensor and define its sensitivity.
  - **Room control view:** Here you can control some settings for the behavior of the display in the room controller.  
For information on configuring the settings for notifications, see → *Room control view, page 56*.

- **Network:** Provides for the frogDisplay the following setting options:
  - **Bluetooth:** The MAC address of frogDisplay is shown here.
  - **WLAN:** Here you can configure the access to a WLAN. The access to a WLAN is necessary if you want to import a project to a frogDisplay.  
For information on configuring the WLAN, see → *WLAN, page 59*.
  - **Telephone (SIP):** Here you can configure the data for a SIP telephone provider.  
For information on configuring the Telephone (SIP), see → *Telephony (SIP), page 65*.
  - **E-mail:** Here you can enter the configuration for SMTP servers so that the notifications can be sent by e-mail.
  - **Bridge:** Here you can transfer the messages and commands from a frogDisplay to another frogDisplay via WLAN, that means without a Bluetooth® connection.  
For information on the Bridge mode, see → *Bridge, page 60*.
  - **Remote Control (SIP)** Here you can configure a remote control for the frogDisplay if you dial into the frogDisplay by phone.  
For information on the remote control, see → *Remote Control (SIP), page 63*.
  - **Access point:** Here you can temporarily set up a WLAN to perform software updates on the frogDisplay  
For information on the remote control, see → *Access point, page 61*.
- **Permissions:** Provides for the frogDisplay the following setting option:
  - **Users:** Here you can add users (with **Username** and **Password**) and control who has access to the frogblue **HomeApp**.
- **Reboot:** Enables the reboot of the frogDisplay.

### 6.5.1 Location

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

1. On the **Settings** screen, tap **General**.
2. Tap **Location**.

The **Location** screen is displayed.

All rooms configured for the project are listed.

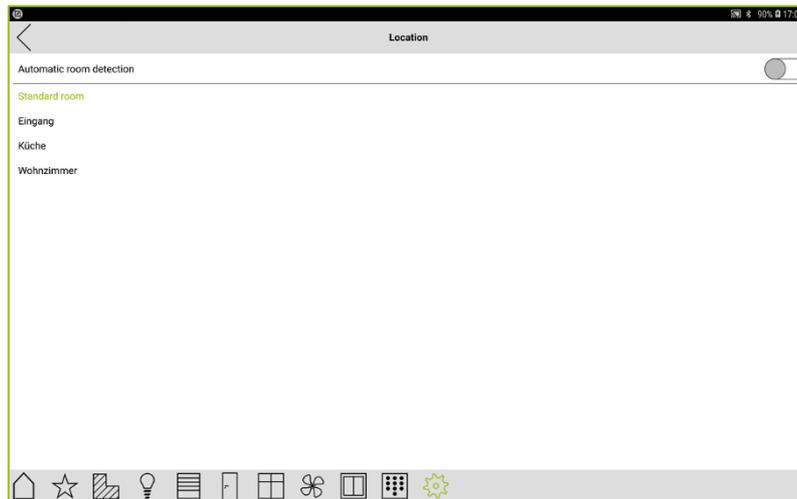


Figure: **Location** screen.

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

The selected room is highlighted in green.

#### Note

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

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

## 6.5.2 Room control view

In the **Room control view** you can make some settings for the behavior of the display in the room controller.



Figure: Room controller.

1. On the **Settings** screen, tap **Display**.
2. Tap **Room control view**.

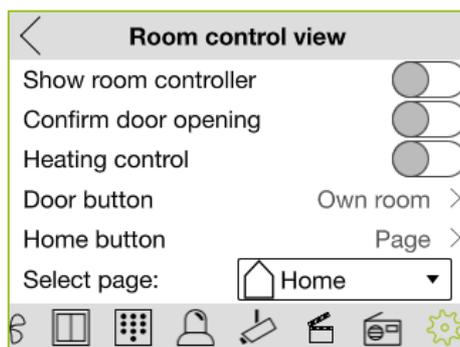


Figure: **Room control view** screen.

The following settings are possible:

**Show room controller:** Shows the room controller after the screen saver is finished.

**Confirm door opening:** Enables opening a door in the Room Controller.

**Heating control:** Activates the heating control so that the temperature of the corresponding room can be temporarily adjusted. When changing the weekly program, the temperature from the heating settings is used again.

**Door button:** Defines which door is to be opened when a key is pressed.

**Home button:** Determines what should be displayed when the **Home** icon is tapped. You can choose between the home screen, the scene screen, and a page of your choice.

**Select page:** If you have selected the **Page** option for **Home button**, you can select the page to be displayed when the **Home** icon is tapped here.

### 6.5.3 Remote access

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

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

1. On the **Settings** screen, tap **Network**.
2. Tap **Remote Access**.

The **Remote Access** screen is displayed.

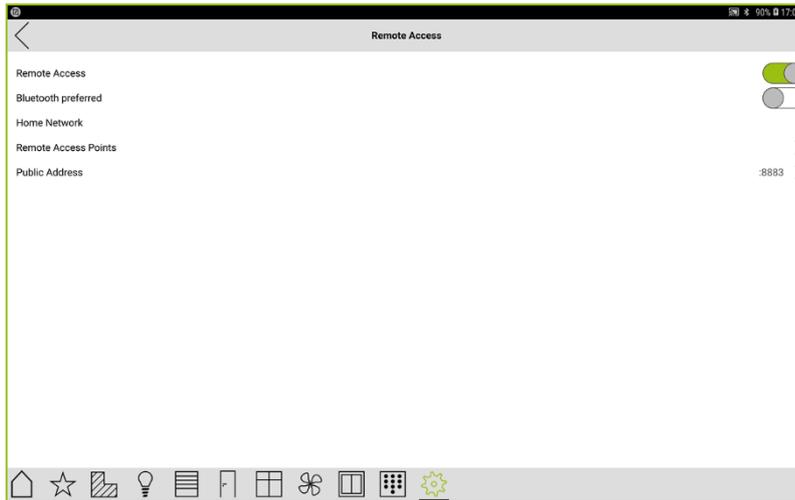


Figure: **Remote Access** screen.

The following configuration options are available:

**Remote Access:** Activation of the remote access.

**Bluetooth preferred:** When activated, Bluetooth® is always used instead of WLAN for devices from the project within range.

**Home Network:** The home WLAN. This specification is required to distinguish between a **Remote Access Points** and a **Public Address**.

**Remote Access Points:** The address or the frogDisplay which is used to access the local WLAN.

**Public Address:** Public IP address that can be accessed from outside if the mobile device is not located in home WLAN.

#### 6.5.4 Open a project

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

1. On the **Settings** screen, tap **Project**.
2. Tap **Open project**.

The **Find project** screen is displayed.

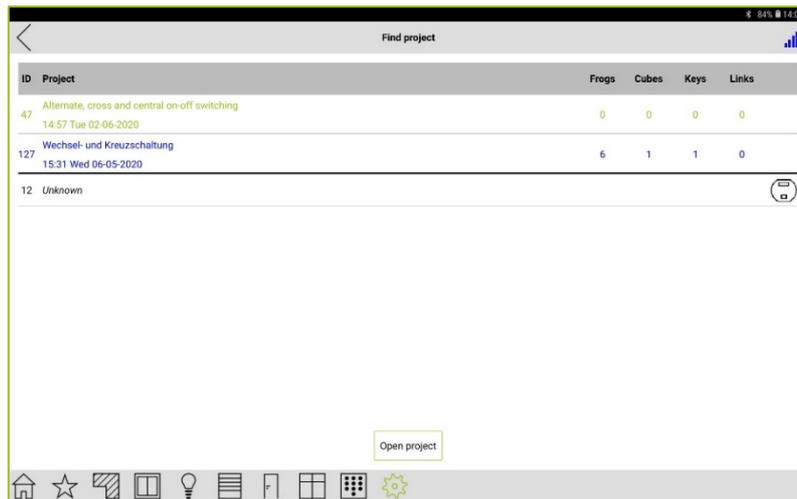


Figure: **Find project** screen.

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

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

### 6.5.5 Save

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

#### Note

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

### 6.5.6 WLAN

In the frogDisplay you can configure access to a WLAN.

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

1. On the **Settings** screen, tap **Network**.
2. Tap **WLAN**.
3. Activate the slider for WLAN.

All WLANs within range are displayed.

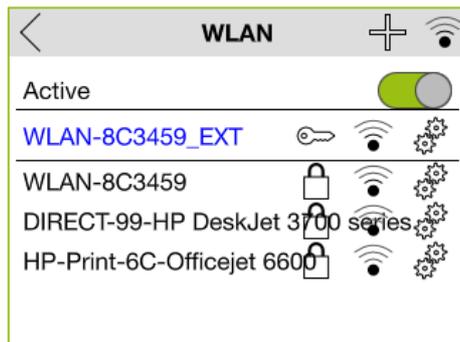


Figure: WLAN settings.

4. Tap the WLAN you wish to use.
5. Tap **Password** to enter the WLAN password and enter the WLAN password
6. Tap **Connect**.

If the connection is successful, the WLAN name is highlighted in green.

### 6.5.7 Bridge

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

1. On the **Settings** screen, tap **Network**.
2. Tap **Bridge**.

Der **Bridge** screen is displayed.

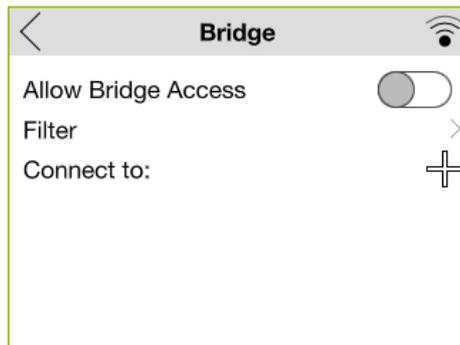


Figure: **Bridge** settings.

3. Activate **Allow Bridge Access**.

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

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

#### Note

Make sure that you do not configure a loop!

The following configuration is possible, for example:

A -> B -> C

The following configurations are not possible, for example:

A -> B -> A

A -> B -> C -> A

### 6.5.8 Access point

If no WLAN is available or the access data of the WLAN is not known, you can temporarily set up an access point.

You can then update the frogware of the frogDisplay or upload a project configuration via the set-up access point.

1. On the **Settings** screen, tap **Network**.
2. Tap **Access point**.
3. Activate the slider for the access point.

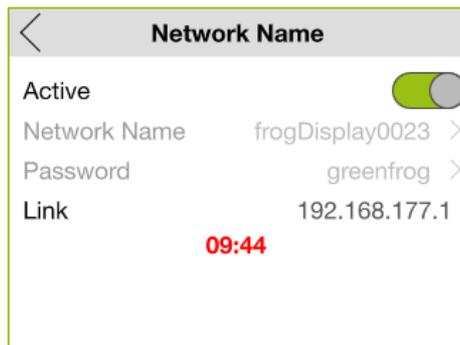


Figure: Activated access point.

A WLAN with the name **frogDisplay0023** is initially set up for ten minutes.

Now you can connect your computer with frogDisplay via WLAN **frogDisplay0023**.

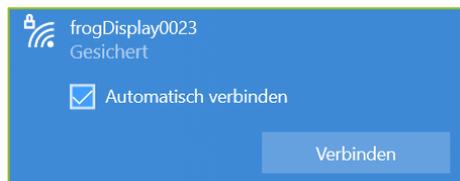


Figure: Connect with the **frogDisplay0023** network (Windows 10).

4. Click **Connect**.
5. Enter the following the network key: **greenfrog**

Once the connection is established, the access point remains activated for another 30 minutes.

Now you can access the frogDisplay from your computer via a browser.

6. Start a browser on your computer.
7. Enter the following IP address in the address bar of the browser: **192.168.177.1**

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

**Note**

When updating the frogware of the frogDisplay for the first time, the access data are as follows:

User name: **frogblue**

Passwort: **greenfrog**

For further, subsequent updates, the access data will then be as follows:

User name: **frogblue**

Passwort: *<project password>*

The project password corresponds to the password of the project uploaded to the frogDisplay.

8. Enter the user name and password.

A warning for the security of the certificate is displayed.

9. Ignore the warning for the certificate and load the web page.

10. Enter the user name and password again.

The **Overview** page is displayed.

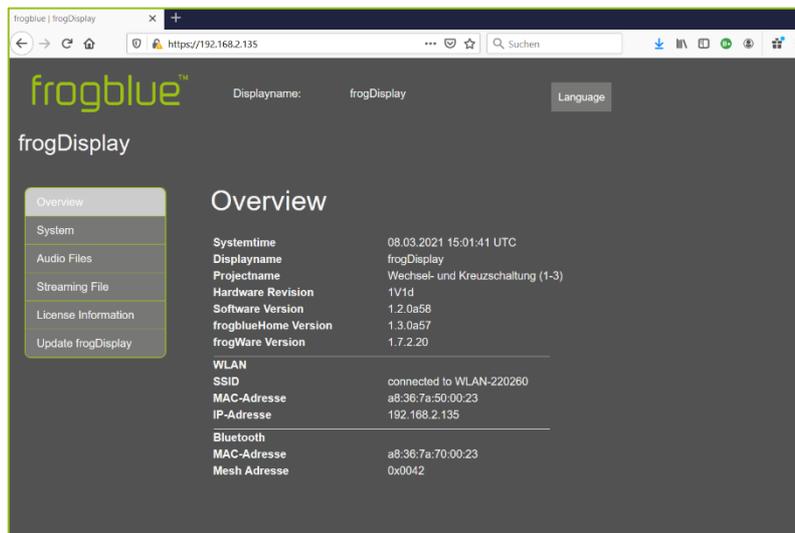


Figure: **Overview** page.

11. Click **Update frogDisplay** if you want to update the frogware of the frogDisplay.

You can update the frogware on the **Software Update** page.

12. Click **System** if you want to upload a project configuration.

On the **Control Panel** page, you can upload a project configuration.

After you have made the updates, deactivate again the Access point in the frogDisplay.

### 6.5.9 Remote Control (SIP)

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

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

1. On the **Settings** screen, tap **Network**.
2. Tap **Remote Control (SIP)**.
3. Tap **Add Remote Control** 

The **Remote Control** screen is displayed.

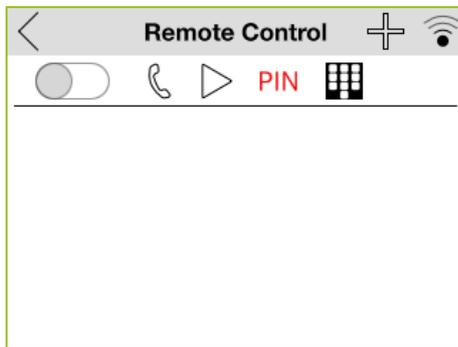


Figure: **Remote Control** screen.

The following configuration for a notification is possible:

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

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

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

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

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

4. Configure the remote control.

The following predefined remote control commands are available:

Command	Function	Parameter innerhalb von 3 Sekunden	Parameter function	Comments
*1#	Light central	0#/1#/#	Off/On	„#“ without digit input returns current status
*2#	Roller shutter central	0#/1#/#/xx#	Up/Down/xx%	„#“ without digit input returns current status
*3#	Door	0#/1#	Open door	
*5#	Audio	0#/1#/#2/3#/4-9#	0 - Audio 1 - Hear 2 - Announcement 3 - Intercom	
*8#	Trigger line	1-24# (0#/#)	Off for x hours (0: switch off)	Only when calling to phone
*9#	Notification	1-24# (0#/#)	Off for x hours (0: Off/on)	

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

### 6.5.10 Telephony (SIP)

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

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

1. On the **Settings** screen, tap **Network**.
2. Tap **Telephone (SIP)**.

The **Telephone (SIP)** screen is displayed.

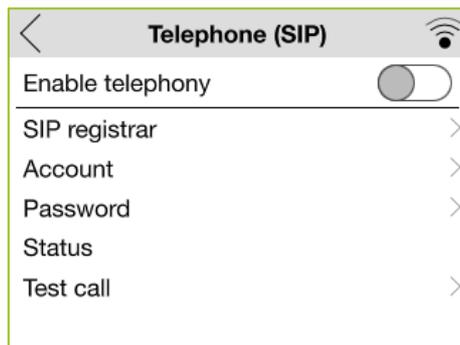


Figure: **Telephone (SIP)** settings.

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

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

This enables you to use telephony (SIP) for notifications.

For information on notifications, see → *Configuring notifications in the frogDisplay, page 71*.

### 6.5.11 Notifications

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

Tap **General** in the **Settings** screen, and then tap **Notifications**.

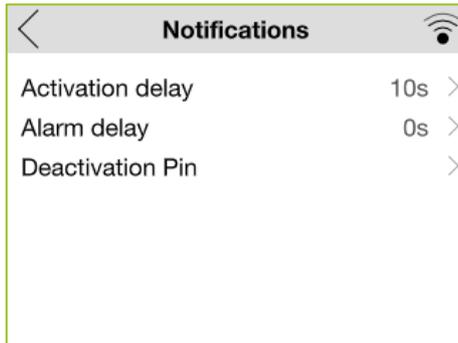


Figure: **Notifications** screen.

The following settings are possible:

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

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

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

### 6.5.12 Reset app (factory settings)

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

1. On the **Settings** screen, tap **Reset App**.

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

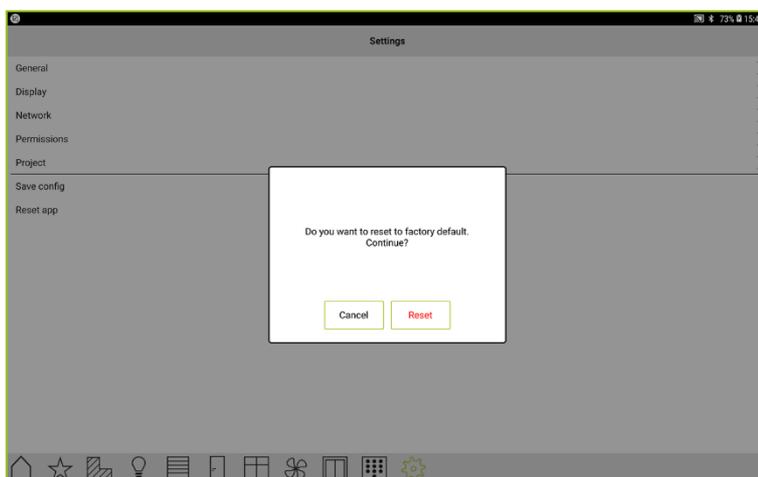


Figure: Dialog box for resetting the frogblue **HomeApp**.

2. Tap **Reset**.

All configuration data is deleted.

## 6.6 Frog List

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

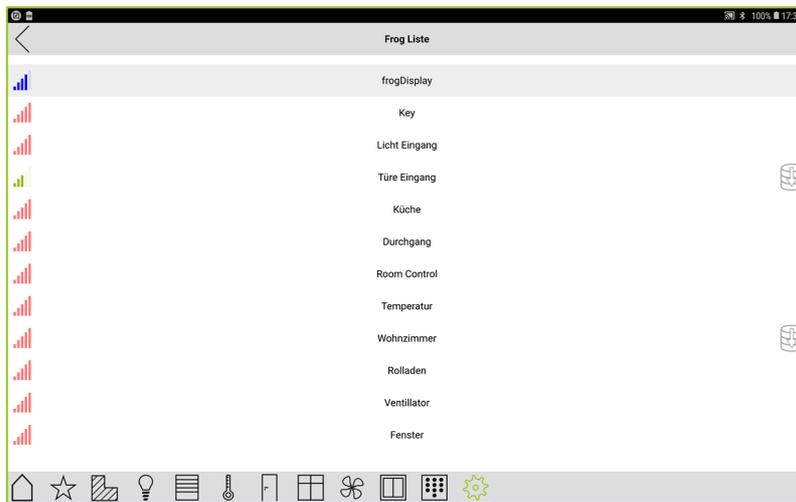


Figure: **Frog List** screen.

## 7 Keypad: Control access

You can control access to switches via the keypad.

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

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

### 7.1 Setting the master PIN

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

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

The **Master PIN** screen is displayed.

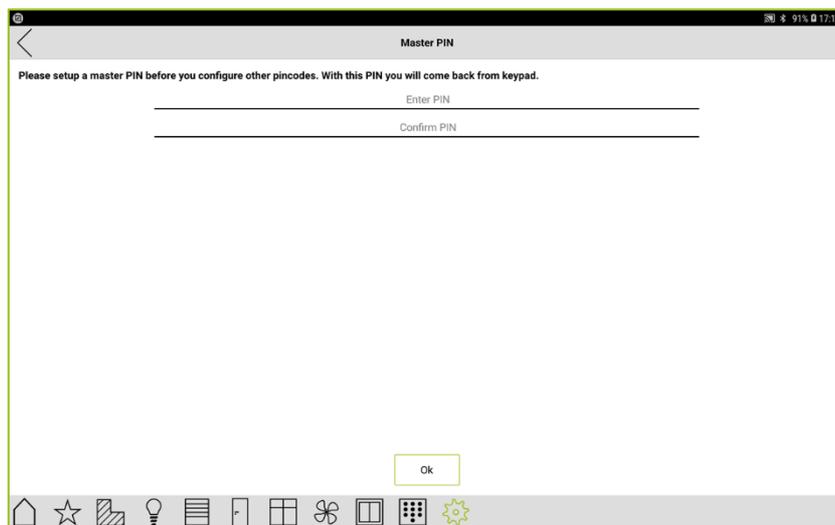


Figure: **Master PIN** screen.

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

The master PIN is saved.

## 7.2 Configuring a pin code

Before you can set a pin code for a switch, a master PIN must first be defined, → *Setting the master PIN, page 68.*

1. In the menu bar, tap **Switch view** 

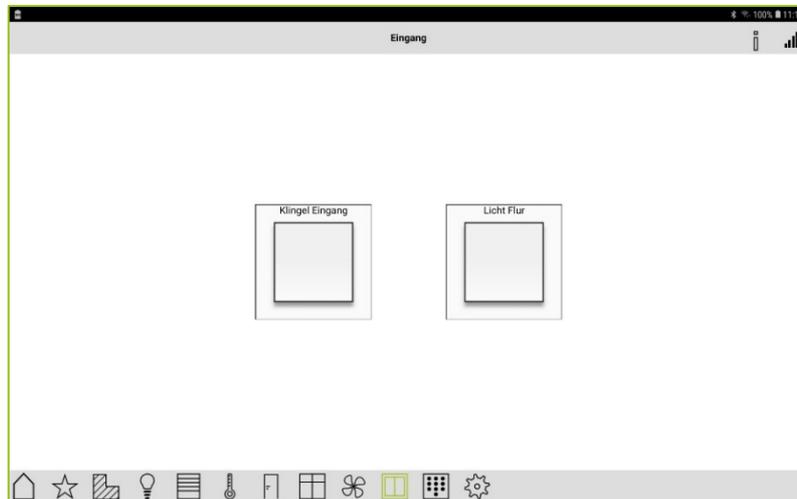


Figure: Switch view.

2. In the menu bar, tap **Configure pin code** 

The menu bar begins to flash.

### Note

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

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

The **Pincode** screen is displayed.

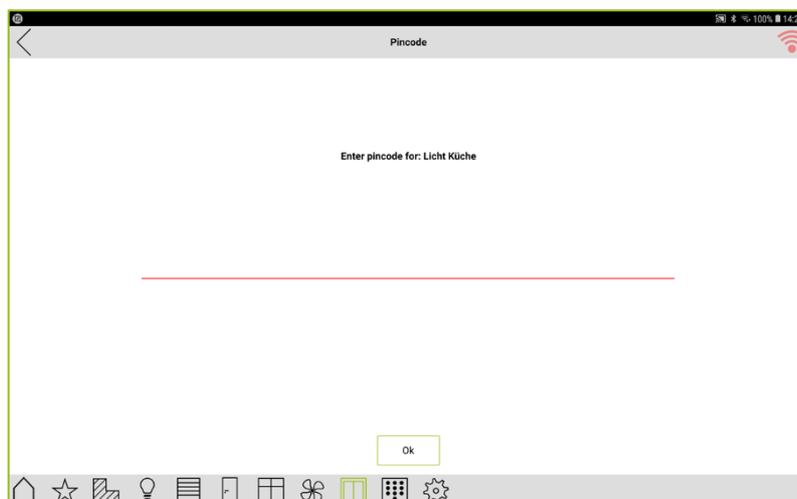


Figure: **Pincode** screen.

4. Enter a pin code.

5. Tap **OK**.

The pin code is assigned to the switch.

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

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

The **Keypad Configuration** screen is displayed.

2. Tap **Keypad**.

The Keypad view is displayed.

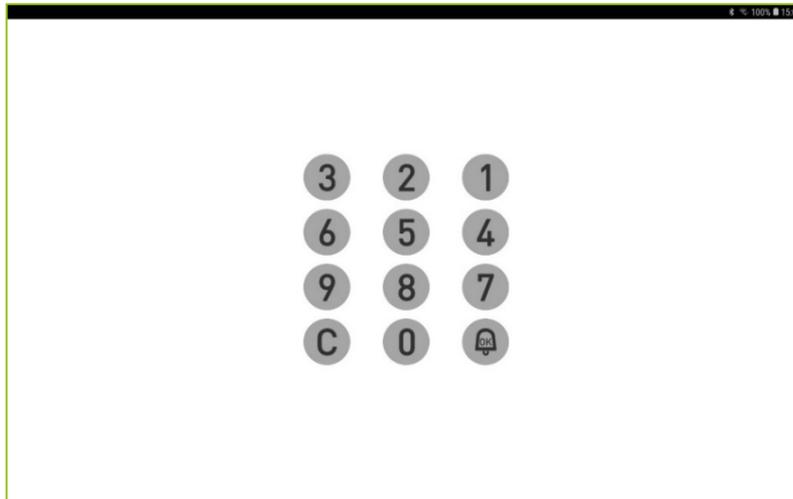


Figure: Keypad view

3. Enter a pin code to enable the switch.

— or —

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

## 8 Configuring notifications in the frogDisplay

In the frogDisplay you can activate and configure notifications.

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

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

For information on configuring the telephony (SIP), see → *Telephony (SIP)*, page 6559.

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

For information on configuring settings for notifications, see → *Notifications*, page 66.

Notifications can be configured and activated in the **AppView**.

1. In the menu bar, tap **Notification** .

The **Notifications** screen is displayed.

2. Tap **Add notification** .

The following notification types are available:

**Call:** Notification by a telephone call.

**E-Mail:** Notification by an E-mail. To do this, the e-mail server settings and the e-mail address must be configured in the **Settings**.

**Video:** Notification by optical signal via a video camera. Therefore, a video camera must be configured in the frogDisplay → *Configuring video sources* page 73.

3. Tap **Call**.

The **Notification** screen is displayed.

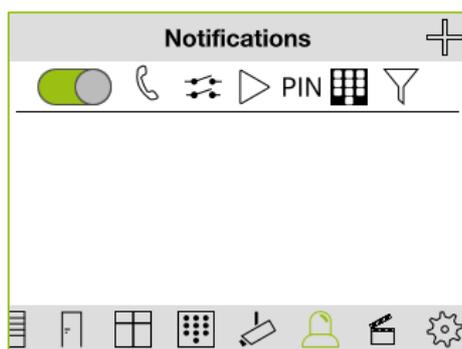


Figure: **Notifications** settings.

The following configurations are possible for a notification:

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

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

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

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

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

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

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

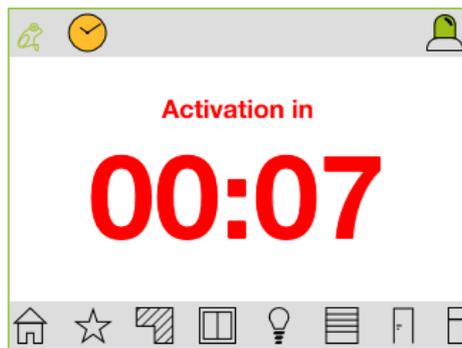


Figure: Activation of a notification.

## 9 Configuring video sources

In the frogDisplay you can configure a video camera as input.

1. In the menu bar, tap **Camera** .

The **Video source** screen is displayed.

2. Tap **Add video source** .

The **Add video sources** screen is displayed.

3. Tap **Add manually**.

The **Video settings** screen is displayed.

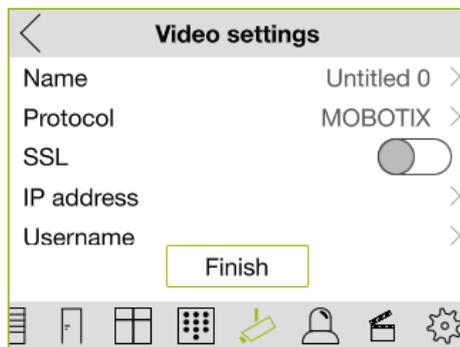


Figure: **Video settings** screen.

The following configurations are possible for a video source:

**Name:** Name of the camera or video source.

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

**SSL:** Option for encrypted transmission.

**IP address:** IP address of the video source.

**Username:** The username to login to the camera.

**Password:** The password to login to the camera.

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

**De-skew:** Option to equalize the images.

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

## 10 Backup status

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

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

The **Backup Status** screen is displayed.

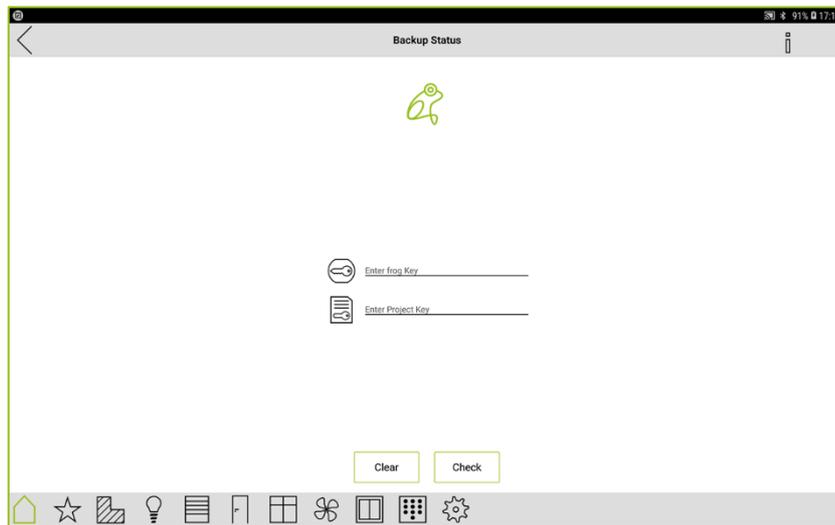


Figure: **Backup Status** screen.

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

The project backup status is checked.

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

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

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

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