

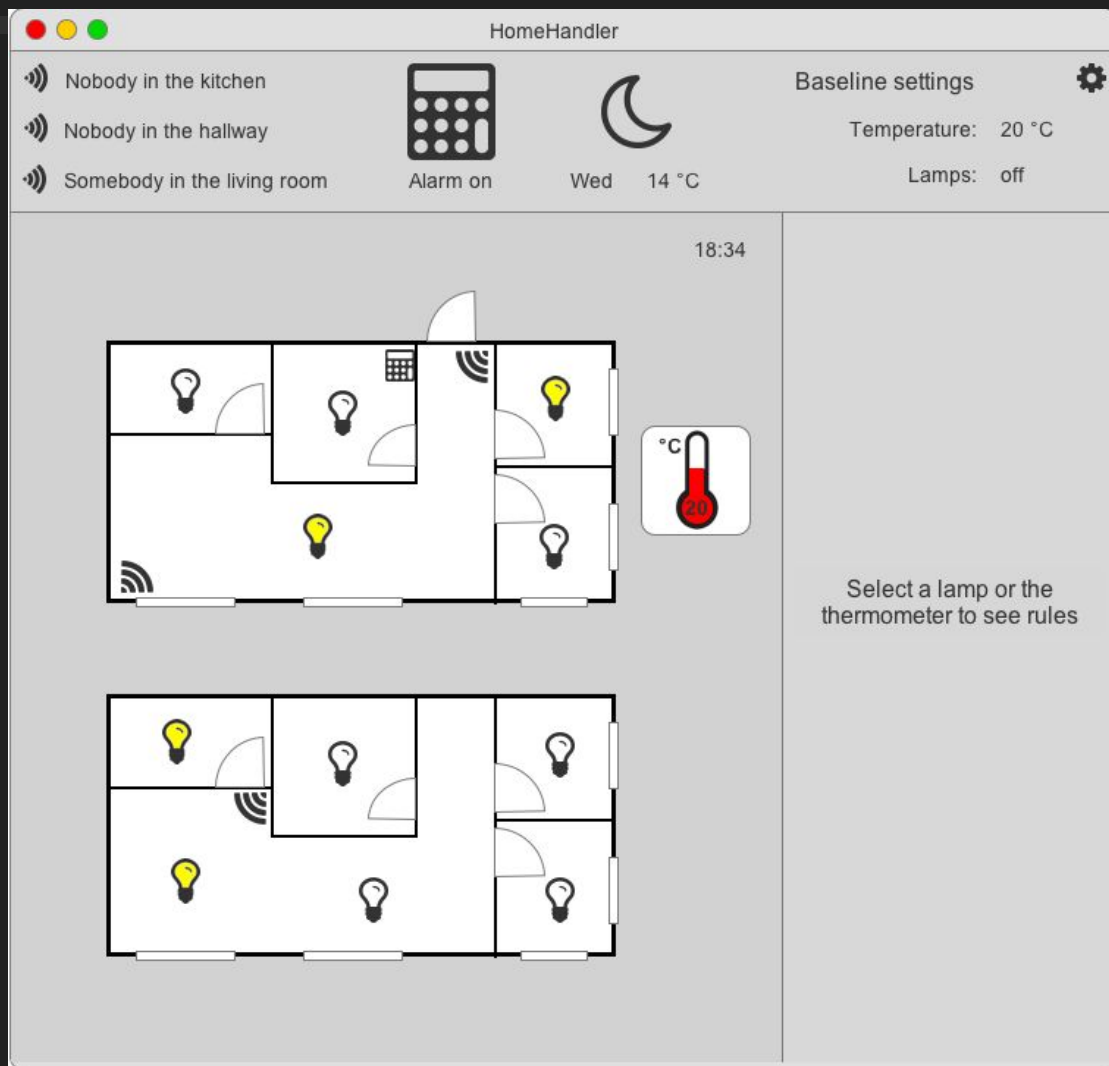
Start screen

Top bar with state information

Content pane with selectable objects

Lamp and temperature state shown

Directions for the user



Thermometer selected

Selection indicated with light blue

Rules are listed according to priority

Rules can have one too many conditions

Checkmarks indicate that conditions are
currently met

The screenshot shows the HomeHandler application interface. At the top, there are three status indicators: "Nobody in the kitchen", "Nobody in the hallway", and "Somebody in the living room". To the right of these are icons for a calculator, a moon, and a clock showing "Wed 14 °C". Further right, under "Baseline settings", it shows "Temperature: 20 °C" and "Lamps: off".

The main area displays two floor plans. The top floor plan has a light blue highlight on the top-right room, which contains a thermometer icon. A light blue line connects this icon to the "Rules for indoor temperature" section on the right. The bottom floor plan shows a different layout with light bulbs in various rooms.

The "Rules for indoor temperature" section lists two rules, each with a green checkmark indicating it is currently met:

- Rule 1: "Below 24 °C outside" with a value of "18 °C". It includes an "Edit rule" button.
- Rule 2: "Alarm on" with a value of "19 °C".

Below the rules, there is a "New rule" button and a "Baseline setting" section showing "20 °C".

Rule selected

First rule selected

All available conditions shown

Conditions that are chosen are highlighted

All conditions have to be met for the rule to be active

HomeHandler

Keep the temperature at 18 °C when the:

☐ Clock is

Between

13:30

30 min after

Dawn

and

14:00

30 min after

Dawn

Monday

Tuesday

Wednesday

Thursday

Friday

Saturday

Sunday

Skip every

1

week

Indoor temperature is

☒ Below

Above

24 °C

Outdoor temperature is

☒ Below

Above

24 °C

Alarm is

☒ On

Off

Outdoors is

This bright:

☐

☒

☐

Cancel

Save

Baseline settings

Temperature: 20 °C

Lamps: off

Rules for indoor temperature

✓ Below 24 °C outside

Editing...

→ 18 °C

Move the rule downwards in the list to give it lower priority. Only one rule can be active at the same time.

✓ Alarm on

→ 19 °C

New rule

Baseline setting

→ 20 °C

New rule

Start by adding a condition

Then manage the condition

See the rule change in the list

Change priority by moving the rule

Apply it or cancel

Keep the temperature at °C when the:

☒ Clock is

☒ Between

☐ Between

☐ and

☒ and

Day is

☐ Monday

☐ Tuesday

☐ Wednesday

☐ Thursday

☐ Friday

☐ Saturday

☐ Sunday

☐ Skip every week

Indoor temperature is

☒ Below

☐ Above

°C

Outdoor temperature is

☒ Below

☐ Above

°C

Alarm is

☒ On

☐ Off

Outdoors is

This bright:

☐

☐

☐

Cancel

Apply

HomeHandler

Baseline settings

Temperature: °C

Lamps:

Rules for indoor temperature

✓ Below 24 °C outside

°C

✓ Alarm on

°C

Choose condition

°C

Baseline setting

°C

Condition selected

Chosen condition highlighted

Rule immediately changed

Hints about priority

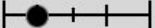
Apply button now highlighted

HomeHandler

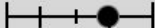
Keep the temperature at °C when the:

Clock is

☐ Between

☒ Between  30 min before

☐ and

☒ and  30 min after

Day is

☐ Monday ☐ Tuesday ☐ Wednesday ☐ Thursday

☐ Friday ☐ Saturday ☐ Sunday

☐ Skip every week

Indoor temperature is

☒ Below ☐ Above °C


Outdoor temperature is

☒ Below ☐ Above °C

Alarm is


☒ On ☐ Off

Outdoors is

This bright: 

Cancel


Apply

Baseline settings 


Temperature: °C

Lamps:


Rules for indoor temperature


✓ Below 24 °C outside 

→ 18 °C

✓ Alarm on 


→ 19 °C

30 min before dawn - 

30 min after dawn 

→ 20 °C

Move the rule upwards in the list to give it higher priority. Only one rule can be active at the same time.

Baseline setting 

→ 20 °C

Rule applied

Applying takes you back to the overview

Same object still selected

Feedback is given at the bottom

HomeHandler

Nobody in the kitchen

Nobody in the hallway

Somebody in the living room

Alarm on

Wed 14 °C

Baseline settings

Temperature: 20 °C

Lamps: off

18:34

Rules for indoor temperature

Below 24 °C outside → 18 °C

Alarm on → 19 °C

30 min before dawn - 30 min after dawn → 20 °C

New rule

Baseline setting → 20 °C

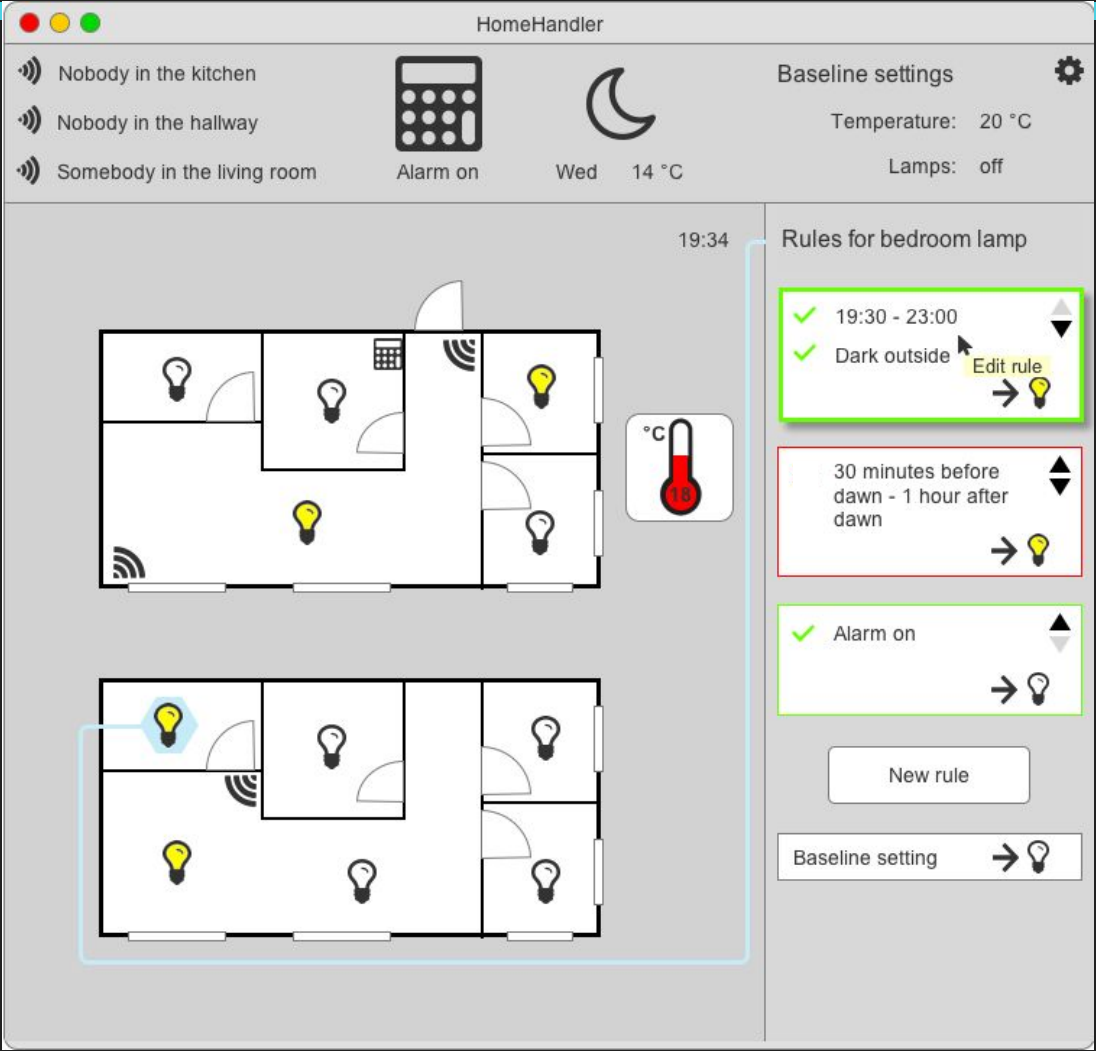
New rule with low priority for the indoor temperature applied

Lamp selected

Lamps and temperature works similar

User wonders why the bedroom lamp is currently on

Decides to edit the active rule



Rule edited

Several conditions in the same rule

All conditions have to be met

The user edits the rule so it becomes inactive

System clearly shows that there is a new active rule

Keep the bedroom lamp ☒ On ☐ Off when the:

Clock is

☒ Between 19:30

☐ Between 30 min after Dawn

☐ Gradually dim for 30 minutes after start

☒ and 23:00

☐ and 30 min after Dawn

☐ Gradually dim for 30 minutes before end

Day is

☒ Monday ☒ Tuesday ☒ Wednesday ☒ Thursday

☒ Friday ☐ Saturday ☐ Sunday

☐ Skip every 1 week

Alarm is

☒ On ☒ Off

Somebody is

In the Kitchen

Outdoors is

This bright: ☐ ☒ ☐

Cancel

Save

Baseline settings

Temperature: 20 °C

Lamps: off

Rules for bedroom lamp

✓ 19:30 - 23:00

✓ Dark outside

Alarm off

Editing...

→

30 minutes before dawn - 1 hour after dawn

→

✓ Alarm on

→

New rule

Baseline setting →

Rule saved

Saving gives feedback

Right click rule for more options

Simply copy and paste rule to add it to another lamp

Deletion is undoable until more changes have been made

⏮

Nobody in the kitchen

⏮

Nobody in the hallway

⏮

Somebody in the living room

📱

Alarm on

🌙

Wed 14 °C

⚙️

Baseline settings

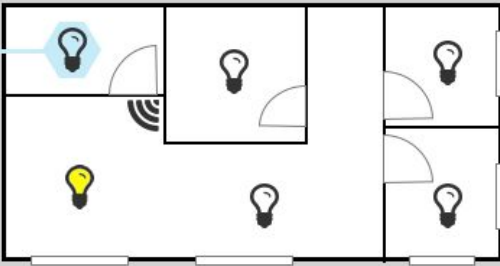

🌡️

Temperature: 20 °C

💡

Lamps: off

19:34



°C

18

Rules for bedroom lamp

✓ 19:30 - 23:00

✖

✓ Alarm on

➔

Edit

Undo

Cut

Copy

Paste

Delete

Prioritise higher

Prioritise lower

New rule

Baseline setting

➔

Bedroom lamp turned off due to its third rule

Simulation enabled

Enable baseline settings

Enable simulation settings

Controls in the top bar

Lamp state, indoor temperature and the rules changes

The screenshot displays the HomeHandler simulation interface. At the top, there are three status indicators (red, yellow, green) and the title 'HomeHandler'. Below this, a control bar includes three sensor status icons with labels: 'Nobody in the kitchen', 'Nobody in the hallway', and 'Somebody in the living room' (which is highlighted with a blue box). To the right of these are an 'Alarm on' button (highlighted with a blue box), a date/time selector showing 'Wednesday' and '20 °C', and an 'Outdoor light' control with three circular buttons. Further right are two checked checkboxes: 'Enable baseline settings' and 'Enable simulation settings'. On the far right of the top bar, there is a 'Lamps:' label and a light bulb icon with the text 'off'.

The main area of the interface shows two floor plans of a house. The top floor plan has a light bulb in the living room highlighted with a blue box. To the right of the floor plans is a thermometer icon showing a temperature of 18 °C. The bottom floor plan also has a light bulb in the living room highlighted with a blue box.

On the right side, there is a panel titled 'Rules for bedroom lamp'. It contains three rules, each with a green checkmark and a light bulb icon: '19:30 - 23:00', 'Dark outside', and 'Alarm on' (which is highlighted with a green box). Below the rules are two buttons: 'New rule' and 'Baseline setting' (which has a light bulb icon next to it).

At the bottom of the interface, a status bar reads: 'Simulation enabled - use the controls to simulate the state of the system'.

Simulation

Lamps, temperature and rules are changed accordingly

Buttons on state is lightblue

Buttons off state is white

Changes to baseline settings are shown in the baseline rule

The screenshot displays the HomeHandler simulation interface. At the top, there are three colored window control buttons (red, yellow, green) and the title 'HomeHandler'. Below this, a status bar shows sensor inputs: 'Nobody in the kitchen', 'Nobody in the hallway', and 'Somebody in the living room' (highlighted with a light blue button). To the right, there's a calculator icon, 'Outdoor light:' controls, 'Alarm off' (highlighted with a light blue button), a day selector set to 'Wednesday', and a temperature display set to '20 °C'. Further right, 'Baseline settings' show 'Temperature: 20 °C' and 'Lamps: on' (highlighted with a light blue button). The main area features a house layout with two floors. The top floor has three rooms, each with a light bulb icon. The bottom floor has three rooms, each with a light bulb icon. A thermometer icon shows a temperature of 18 °C. A light blue box highlights the bottom floor, and a light blue button is visible in the top-left room. On the right, a panel titled 'Rules for bedroom lamp' lists three rules: '19:30 - 23:00', 'Dark outside', and 'Alarm off', each with a green checkmark and a light blue button. Below these are two more rules: '30 minutes before dawn - 1 hour after dawn' and 'Alarm on', each with a red box and a light blue button. At the bottom of the rules panel, there are buttons for 'New rule' and 'Baseline setting' (highlighted with a light blue button). A footer message states 'Lamps are now on if there are no rules applied'.

HomeHandler

Nobody in the kitchen
Nobody in the hallway
Somebody in the living room

Alarm off Wednesday 20 °C

Outdoor light: [Off] [On] [On]

Baseline settings
Temperature: 20 °C
Lamps: on

19:34

Rules for bedroom lamp

- ✓ 19:30 - 23:00
- ✓ Dark outside
- ✓ Alarm off

30 minutes before dawn - 1 hour after dawn

Alarm on

New rule

Baseline setting

Lamps are now on if there are no rules applied

Simulation cont.

The user changed the time

The selected lamp gets a new active rule

The lamps changes state

The handle of the slider shows when it is dusk and dawn

The screenshot displays the HomeHandler simulation interface. At the top, there are three status indicators (red, yellow, green) and the title "HomeHandler". Below this, a row of controls includes three sensor status icons with labels: "Nobody in the kitchen", "Somebody in the hallway", and "Somebody in the living room". To the right of these is a calculator icon and an "Alarm off" button. Further right is the "Outdoor light:" section with three circular indicators (one is blue, two are black) and a temperature display showing "Wednesday 14 °C". On the far right, the "Baseline settings" section shows "Temperature: 20 °C" and "Lamps: on" with a light bulb icon.

The main area of the interface shows a house layout with several rooms, each containing a light bulb icon. A slider at the top of this area is set to "08:23". A red thermometer icon with "16" inside is positioned to the right of the house layout. A blue box highlights a specific light bulb in the top-left room of the house layout.

On the right side, the "Rules for bedroom lamp" section lists three rules:

- 19:30 - 23:00
Dark outside
✓ Alarm off
→ Light bulb icon
- ✓ 30 minutes before dawn - 1 hour after dawn
→ Light bulb icon
- Alarm on
→ Light bulb icon

Below the rules, there are two buttons: "New rule" and "Baseline setting → Light bulb icon".

At the bottom of the interface, it says "Simulation - time set to 08:23".

Dropdowns

00:00	Dawn	Monday
00:30	Dusk	Tuesday
01:00		Wednesday
01:30		Thursday
...		Friday
23:30		Saturday
24:00		Sunday

Does not allow
end time to be
before start time