«Skip Record If...»###

### «Zone\_friendly\_name» Heat Demand Group

###

- platform: group

name: "«Zone\_friendly\_name» Heat Demand Group"

unique\_id: «Zone\_entity\_name»\_heat\_demand\_group

entities:

- binary\_sensor.«Device\_entity\_name»\_heat\_demand Yes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.2 Ground Floor\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demandYes«Next Record If»

- binary\_sensor.billiard\_room\_north\_trv\_heat\_demand