- id: «Room\_heating\_entity\_name»\_control

alias: «Room\_heating\_friendly\_name» Control

description: Controls the heating for the «Room» using the «Room\_heating\_friendly\_name» schedule

use\_blueprint:

path: AndySymons/heating\_x2.yaml

input:

thermostat\_controls:

- climate.«Device\_entity\_name»Yes«Next Record If»

- climate.billiard\_room\_north\_trv Yes«Next Record If»

- climate.billiard\_room\_north\_trv Yes«Next Record If»

- climate.billiard\_room\_north\_trv Yes«Next Record If»

- climate.billiard\_room\_north\_trv Yes«Next Record If»

- climate.billiard\_room\_north\_trv

away\_switch: «Away\_switch\_entity»

door\_or\_window\_open\_sensors: []

room\_occupancy\_sensors: []

room\_calendar: calendar.«Calendar\_entity\_name»

manual\_temperature: input\_number.«Room\_heating\_entity\_name»\_manual\_temperature

required\_temperature: input\_number.«Room\_heating\_entity\_name»\_required\_temperature

setting\_reason: input\_text.«Room\_heating\_entity\_name»\_setting\_reason

door\_or\_window\_open\_timer: timer.«Room\_heating\_entity\_name»\_door\_or\_window\_open\_timer

unoccupancy\_timer: timer.«Room\_heating\_entity\_name»\_room\_unoccupancy\_timer

warmup\_timer: timer.«Room\_heating\_entity\_name»\_warmup\_timer

manual\_override\_timer: timer.«Room\_heating\_entity\_name»\_manual\_override\_timer

echoblock\_timer: timer.«Room\_heating\_entity\_name»\_echoblock\_timer

minimum\_thermostat\_temperature: 5

maximum\_thermostat\_temperature: 30

away\_temperature: 5

background\_temperature: 5

door\_or\_window\_open\_period: 00:02:00

unoccupancy\_period: 00:30:00

warmup\_period: 02:00:00

manual\_override\_period: 02:00:00

logging\_service\_name: «Room\_heating\_entity\_name».log