Device Preferences	
Note: Not all preference are applicable for your individual devices. All available preference are in the preferences section of	
the Device's Edit page.	
Common Preferences to all devices	
30 minutes of debug logging	Used for troubleshooting only. Provides detailed logging of normal events.
Enable Information Logging	Will log whenever a device attribute changes. Also logs when device settings are updated.
Kasa Cloud Binding	A. When false (white), your device is in Local Control Only and can not be controlled through the Kasa Cloud. The Kasa Phone App can control if the phone is on your local wifi. B. When true, the device is in kasa default control and can be controlled from the Kasa Cloud. The Kasa Phone App can control the device world-wide. To transition from False to True, Kasa Credentials and a Token must first be set up in the Hubitat Kasa Integration App.
Use Kasa Cloud for Device Control	Appears in preferences section only when Kasa Cloud Binding is true. When false, all device control is LOCAL LAN only and the attribute connection = "LAN" To be true (and to go from false to true), the "Interface to Kasa Cloud for device control" must be selected in the App. When selected, all device control is through the Kasa Cloud and connection = "CLOUD"
Reboot device	Used for troubleshooting only. Use sparingly. Reboots the Kasa device.
Energy Monitor Devices	
Enable Enery Monitor	Enables the Energy Monitor function.
Bulbs and Light Strips.	
Default Transition Time (seconds)	Used for a smooth transition from one state to another.
Sync Bulb Preset Data	Color Bulbs and Light Strips Only. I have created an ability to define and name bulb color / color temperature presets that can then be shared with other color bulbs. You can then set the color by name. This function will overwrite the bulb preset data in other bulbs of the same device with the data stored for this device.
Sync Effect Preset Data	Light Strip Only . I have create the capability to define light strip effects. You can then set these in the bulb by the effect name. This function will overwrite the light Effect preset data in other light stripss with the data stored for this light strip.