Tile Builder Thermostat Help

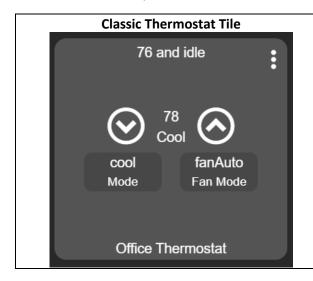
Revised 6/18/24

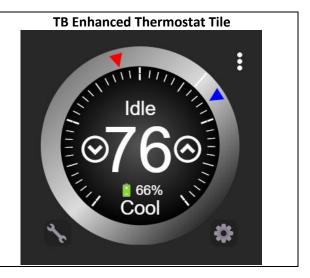
Table of Contents

| Table of Contents | 2 |
|------------------------------------|----|
| Introduction | 3 |
| Requirements | 3 |
| Creating a Tile Builder Thermostat | 4 |
| Understanding the Display | 7 |
| Customizing Your Thermostat | 7 |
| Testing Thermostat Modes | 9 |
| Managing Tile Size | 10 |
| Troubleshooting | 11 |

Introduction

The classic Hubitat Dashboard is functional and customizable, but rather dated in appearance. Tile Builder Thermostat allows you to add an attractive face to the classic Thermostat tile and maintain all of the same functionality.





Requirements

You must have the Tile Builder Parent version 1.5.1 or later installed. Thermostat is an optional module and you must choose to **Modify** the Tile Builder installation to have the code added as shown below.

Modify a Package

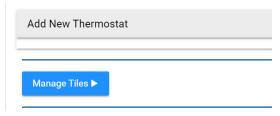
Items below that are checked are currently installed. Those that are not checked are currently not installed.

Select the apps to install/uninstall

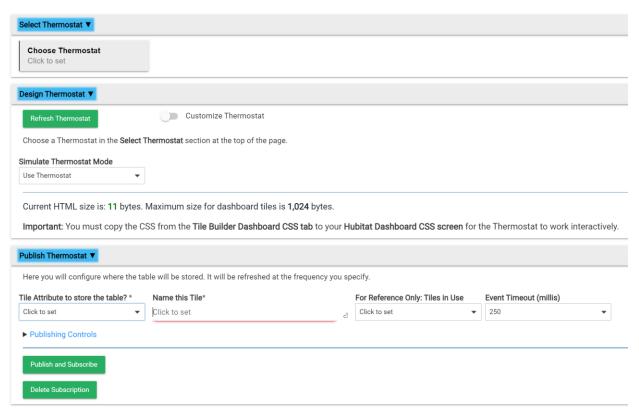


Creating a Tile Builder Thermostat

To create a new Thermostat launch Tile Builder and select Add New Thermostat



The main screen will launch and look like this.

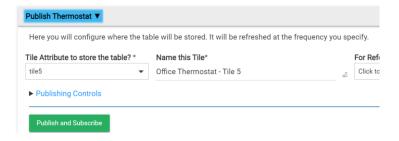


The configuration process is quite straightforward.

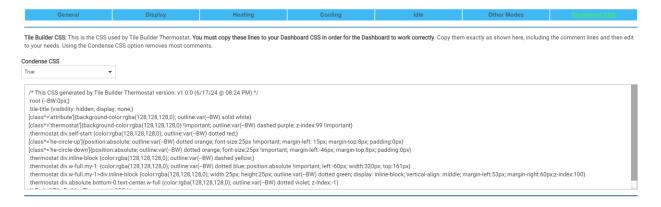
1) Select a Thermostat



2) Publish the Thermostat

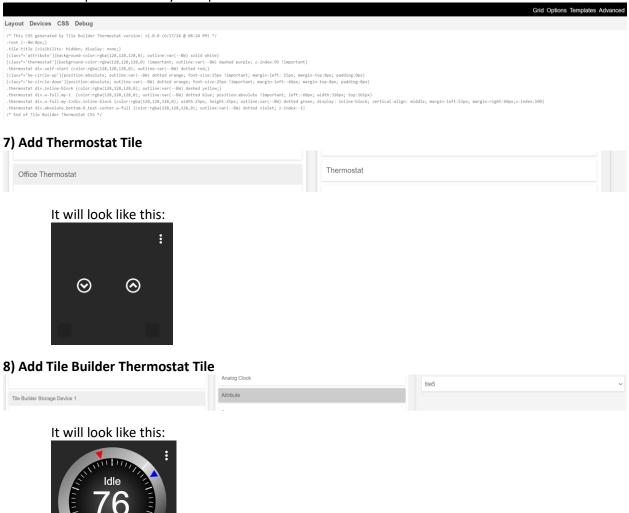


3) Copy the CSS from the Dashboard CSS tab which becomes visible when you click enable the Customize Thermostat control.



- 4) Close the Tile Builder Thermostat screen by clicking Done.
- 5) Authorize the Dashboard to use the Thermostat and the Tile Builder Storage Device.

6) Add the CSS to the Dashboard by opening the Dashboard, selecting the Gear Icon, click on Advanced, then CSS and paste the CSS you copied from Tile Builder Thermostat into here. It should look like this.



- 9) Relocate the tiles using the tile positioning menu so they occupy the same space.
- 10) Finished, your result should look something like this.



Understanding the Display

The diagram below shows the various attributes of the display and their significance.

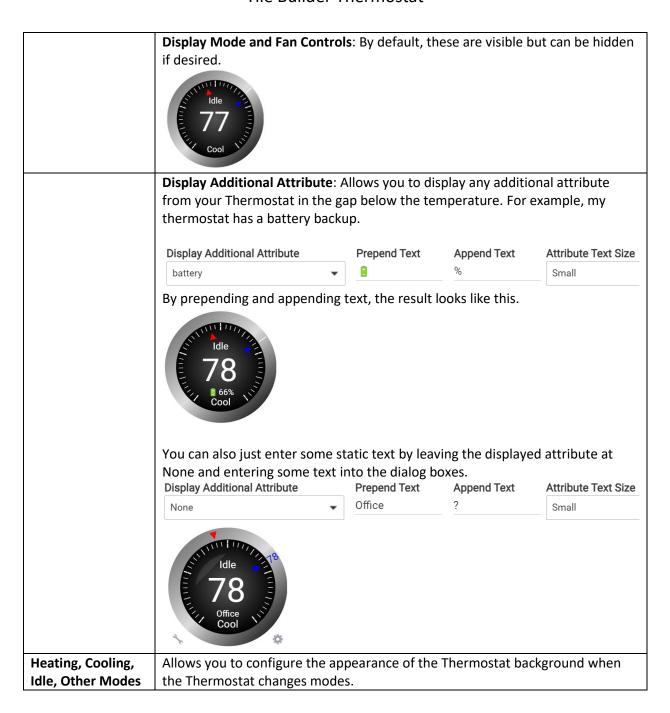


This diagram shows the display in Fahrenheit but Celsius is also supported.

Customizing Your Thermostat

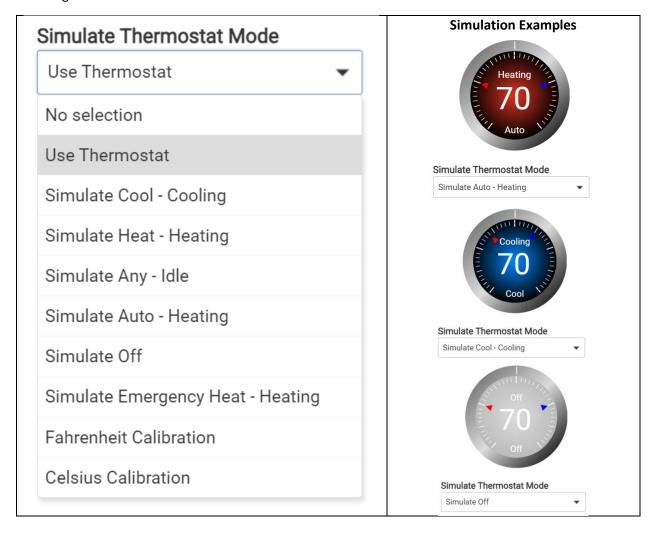
As with all Tile Builder modules there is a significant level of customization available should you choose to do that. In this section I will just focus on the less obvious settings.

| General Tab | Default Text Color: Affects the color of ALL text on the display including the |
|-------------|---|
| | gauge tick marks. |
| | Temperature Units: The default unit is Fahrenheit, but can be changed to |
| | Celsius. When using Fahrenheit, the vertical position marks 70 degrees and the |
| | gauge operates in the range 50 - 90 with marks at each of the 1, 5 and 10 |
| | degrees. When using Celsius, the vertical position marks 20 degrees and the |
| | gauge operates in the range 0 - 40 with marks at each of the 1, 5 and 10 degrees. |
| Display Tab | Thermostat Skin: This is the color\gradient of the outer circle. Options are: |
| | Black, Copper, Gold, Rose and Silver. Shown is Rose with Mark Ring setpoints. |
| | Idle Cool Little |
| | Display Heating, Cooling Setpoints: The location and the display style of the |
| | Heating and Cooling Setpoints can be modified. Shown is Mark and Temp followed by Mark. |
| | Idle TO THE COOL THE |



Testing Thermostat Modes

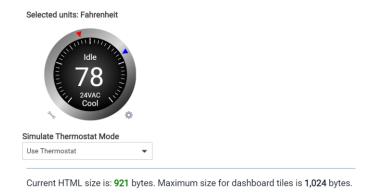
Rather than force your Thermostat mode to change you can preview the various mode settings by selecting a simulated mode.



When you are done be sure to set the simulation back to **Use Thermostat** so that you are getting live data.

Managing Tile Size

Tile Builder Thermostat requires that the size of your configuration is less than 1,024 bytes and always display the current size of your configuration on screen. This ensures that your Thermostat tiles will work within the Hubitat App interface regardless of whether you are connecting locally or via the internet.



If your tile exceeds 1,024 bytes it will appear like this on the dashboard.



Troubleshooting

Coming Soon