

Home Office

1. Add Device

- Blinds
- Lamps (2x)
- Speaker (2x)
- Air Sensor
- Air Purifier
- Air Conditioner
- Control Panel
- Switch (2x)

2. Create Automations

- I. If Switch 1 is pressed downwards:
 - a. Blinds closed
 - b. Lamps turning {Color of your choice} and On
 - c. Air Conditioner turns on
- II. If Switch 1 is pressed upwards:
 - a. Blinds open
 - b. Lamps Turning Off
 - c. Air Conditioner turns off
- III. If Switch 2 is pressed downwards:
 - a. Speaker are playing any music
- IV. If Switch 2 is pressed upwards:
 - a. Speaker are pausing the music
- V. If Air Quality goes bad
 - a. Air Purifier turns on

3. Test the automations

Home Office

1. Add Device (Floorplanner)

- Blinds
- Lamps (2x)
- Speaker (2x)
- Air Sensor
- Air Purifier
- Air Conditioner
- Control Panel
- Switch (2x)

2. Create Automations (Home Assistant)

- I. If Generic Switch 1 (Entity) changes to On:
 - a. Blinds closed
 - script: close_blinds
 - b. Lamps turning {Color of your choice} and On
 - script: set_virtual_light_{number}_color
 - Three dots -> Edit in YAML -> replace:
 „data: {}“
 with:
 „data
 red: {0-255}
 blue: {0-255}
 green: {0-255}“
 - Script: set_virtual_light_{number}_brightness
 - Three dots -> Edit in YAML -> replace:
 „data: {}“
 with:
 „data
 brightness : 255
 - c. Air Conditioner turns on
 - Input boolean: Turn on
 - Targets -> Entity -> Virtual Air Conditioner

- II. If Generic Switch 1 (Entity) changes to Off:
 - a. Blinds open (script: open_blinds)

- b. Lamps Turning White and brighter (same as I. But different values for red/blue/green/brightness)
- c. Air Conditioner turns on (Input boolean: Turn off)

III. If Generic Switch 2 (Entity) changes to On:

- a. Speaker are playing music
 - Media Player: Play
 - Targets -> Entity -> Kitchen

IV. If Generic Switch 2 (Entity) changes to Off:

- a. Speaker are pausing music (Media Player: Pause)

V. If Air Quality (Entity) goes bad

- a. Air Purifier turns on
 - Input boolean: Turn On
 - Targets -> Entity -> Air Purifier

3. Test the automations