

# **Movie Night**

## **1. Add Device**

- Blinds
- Lamps (2x)
- TV
- 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 darker
  - c. TV turns on
- II. If Switch 1 is pressed upwards:
  - a. Blinds open
  - b. Lamps Turning White and brighter
  - c. TV turns off
- III. If Switch 2 is pressed downwards:
  - a. Speaker playing music
  - b. Air Conditioner turns on
- IV. If Switch 2 is pressed upwards:
  - a. Speaker stopping music
  - b. Air Conditioner turns off
- V. If Air Quality goes bad
  - a. Air Purifier turns on

## **3. Test the automations**

# **Movie Night**

## **1. Add Device (Floorplanner)**

- Blinds
- Lamps (2x)
- TV
- 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 darker
    - 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 : {0-255}
  - c. TV turns on
    - Media Player: Play
    - Target -> Entity -> Lounge Room
  
- 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. TV turns off (Media Player: Pause)

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

- a. Speaker are used as tv output
  - Input select: Select
  - Targets -> Entity -> TV Output
  - Option: „Speaker"
- b. Air Conditioner turns on
  - Input boolean: Turn on
  - Targets -> Entity -> Virtual Air Conditioner

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

- a. TV is uses as tv output (Option „TV“)
- b. Air Conditioner turns off (Input boolean: Turn off)

V. If Air Quality (Entity) goes bad

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

### **3. Test the automations**