

Version: 1.0

Smoke

The Smoke component handles the monitoring of device's smoke sensors. Smoke components are identified with `smoke:<id>` in objects containing multiple component payloads.

The Smoke component uses `Smoke` as RPC namespace and implements the minimal component interface:

- `Smoke.GetConfig` to obtain the component's configuration
- `Smoke.SetConfig` to update the component's configuration
- `Smoke.GetStatus` to obtain the component's status
- `Smoke.Mute` to mute alarm of the associated smoke sensor

Methods

Smoke.SetConfig

Property	Type	Description
<code>id</code>	<code>number</code>	Id of the Smoke component instance
<code>config</code>	<code>object</code>	Configuration that the method takes

Find more about the config properties in [config section](#)

Smoke.GetConfig

Property	Type	Description
<code>id</code>	<code>number</code>	Id of the Smoke component instance

Find the `Smoke.GetConfig` response properties in [config section](#)

Smoke.GetStatus

Property	Type	Description
<code>id</code>	<code>number</code>	Id of the Smoke component instance

Find more about the status response properties in [status section](#)

Smoke.Mute

This method mute alarm of the associated smoke sensor.

Property	Type	Description
<code>id</code>	<code>number</code>	Id of the Smoke component instance

Configuration

To Get/Set the configuration of the Smoke component its `id` must be specified.

Properties:

Property	Type	Description
<code>id</code>	<code>number</code>	Id of the Smoke component instance

Property	Type	Description
<code>name</code>	<i>string or null</i>	Name of the Smoke instance. <code>name</code> length should not exceed 64 chars

Status

The status of the Smoke component represents the alarm and mute state of the associated smoke sensor. To obtain the status of the Smoke component its `id` must be specified.

Properties:

Property	Type	Description
<code>id</code>	<i>number</i>	Id of the Smoke component instance
<code>alarm</code>	<i>boolean</i>	Alarm state
<code>mute</code>	<i>boolean</i>	Mute state

Webhook Events

There are two events related to the Smoke component that can trigger webhooks:

- `smoke.alarm` - produced when smoke alarm is triggered
- `smoke.alarm_off` - produced when smoke alarm goes off
- `smoke.alarm_test` - produced when alarm test is invoked

Examples

Smoke.SetConfig example

Smoke.SetConfig HTTP GET Request**Smoke.SetConfig Curl Request****Smoke.SetConfig Mos Request**

```
http://192.168.33.1/rpc/Smoke.SetConfig?id=0&config={"name": "Smoke0"}
```

Response

```
{  
  "restart_required": false  
}
```

Smoke.GetConfig example

Smoke.GetConfig HTTP GET Request**Smoke.GetConfig Curl Request****Smoke.GetConfig Mos Request**

```
http://192.168.33.1/rpc/Smoke.GetConfig?id=0
```

Response

```
{  
  "id": 0,  
  "name": null  
}
```

Smoke.GetStatus example

Smoke.GetStatus HTTP GET Request**Smoke.GetStatus Curl Request****Smoke.GetStatus Mos Request**

```
http://192.168.33.1/rpc/Smoke.GetStatus?id=0
```

Response

```
{  
  "id": 0,  
  "alarm": true,  
  "mute": false  
}
```

Smoke.Mute example

Smoke.Mute HTTP GET

Request

Smoke.Mute Curl

Request

Smoke.Mute Mos

Request

```
http://192.168.33.1/rpc/Smoke.Mute?id=0
```

Response

```
null
```