

1 Read Me

The following documentation provides instructions on how to install and use the application.

1.1 Installation

To install the application to a physical device it is necessary to enable the setting to allow for installation of apps from unknown sources; this is required as the application is not available from the play store. The setting to allow unknown sources can be found in Settings → Security → Unknown sources:

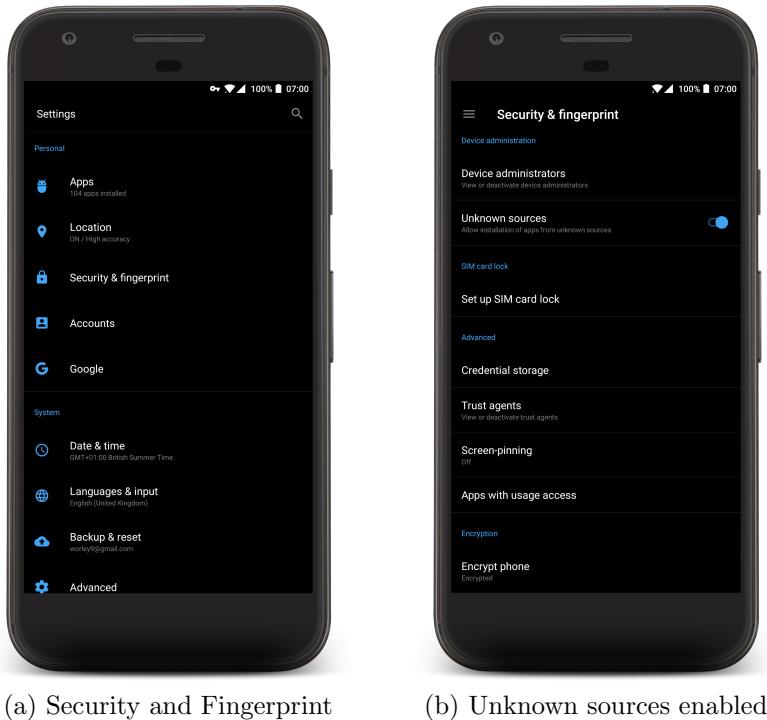


Figure 1: Enabling unknown sources

Once installation from unknown sources has been enabled, copy the application

APK to the device. On the device navigate to the location that APK was copied to within the file browser on the device. Tap on the APK and an installation prompt will be presented; accept the installation and wait for the app to be installed.

When installation has been completed the app will now be available from within the application draw or on the home-screen.

1.2 Alarms

This section will provide instructions for the functionality of the alarm functionality.

1.2.1 Create

By clicking on the alarm create button at the bottom of the screen (as seen in figure 2) a time picker dialog will appear.

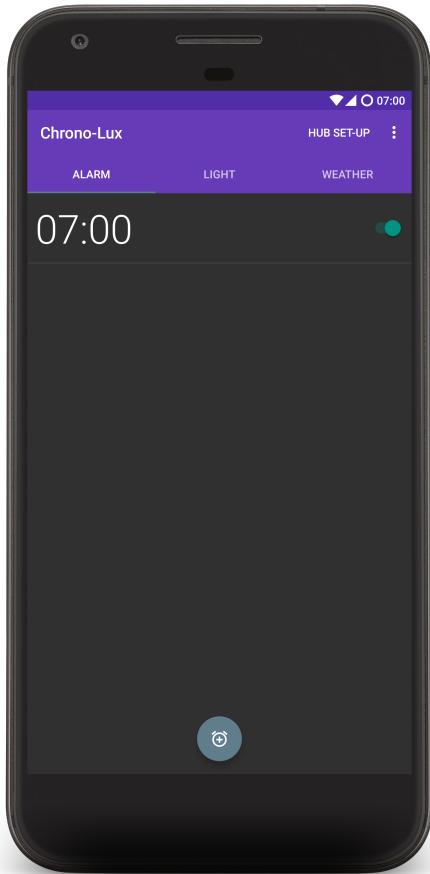


Figure 2: Create alarm button

First the hour will be selected, to select the hour desired for the alarm either tap on time or for more precision, press and drag the *hand* of the clock to the desired time. When released the picker will now allow for the selection of the minutes; repeat the same action as for the hour to select the chosen time.

1.2.2 Rename

Renaming an alarm is simple, by taping the alarm that needs renaming an edit text pop-up will appear (as seen in figure 3); enter the new label desired and confirm the change, the alarm is now called something else.

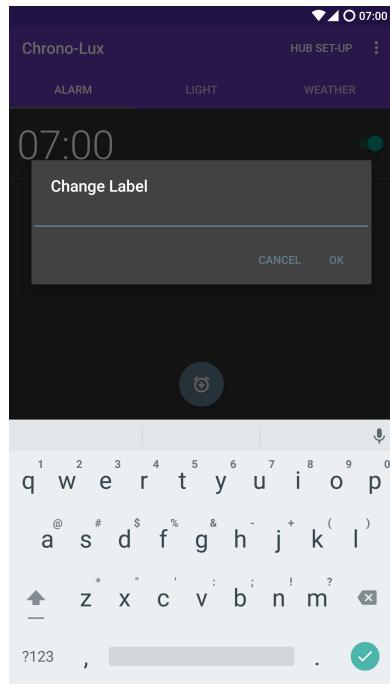


Figure 3: Change label edit text

The label provided to the alarm will appear when the alarm goes off and be displayed in the alarm notification.

1.2.3 Turning Off/On an Alarm

By pressing the switch on the right hand side of the screen, it is possible to toggle the alarm on or off.

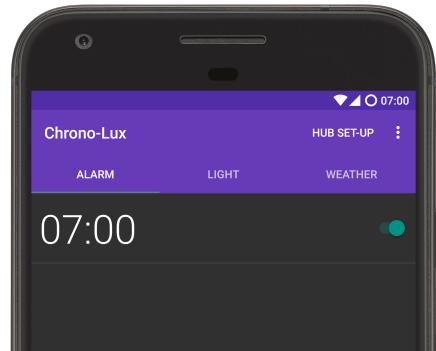


Figure 4: Toggle alarm switch

1.2.4 Delete

To delete an existing alarm, simply press and hold the alarm to be deleted, a prompt will appear asking to confirm the action.

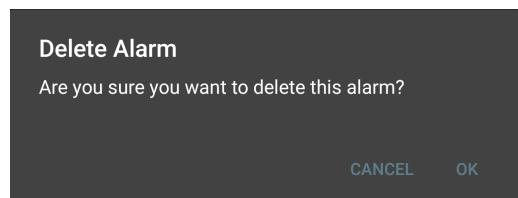


Figure 5: Delete alarm dialog box

1.3 Lights

It is required to connect the application to a lighting bridge to be able to enable the lighting functionality within the application. The alarms and weather will work without the lighting being configured.

1.3.1 Connecting to the Bridge

To be able to use the smart-light functionality it is necessary to pair the application with the bridge prior to use, this allows the application to be *white-listed* and provide access to the lighting interface.

When navigating to the lighting tab, if no bridge has been configured a text prompt will appear and at the press of the button will take you to the set-up activity. If the activity does not automatically begin searching for a bridge, pressing the search for bridge button will begin a search.

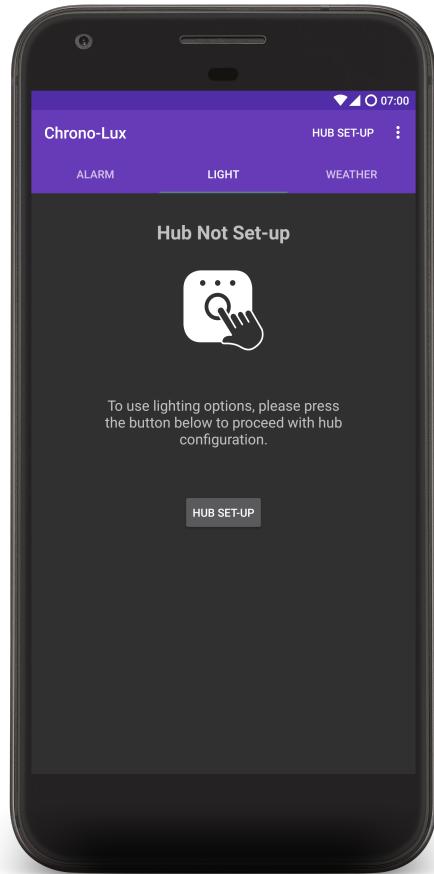


Figure 6: Bridge set-up prompt screen

If no bridges are returned please ensure you are on the same local network as the bridge and there are no firewalls, VPNs or other potential network configuration that could be blocking communications. If no bridges are found or you would like to search again, simply press the search button again.

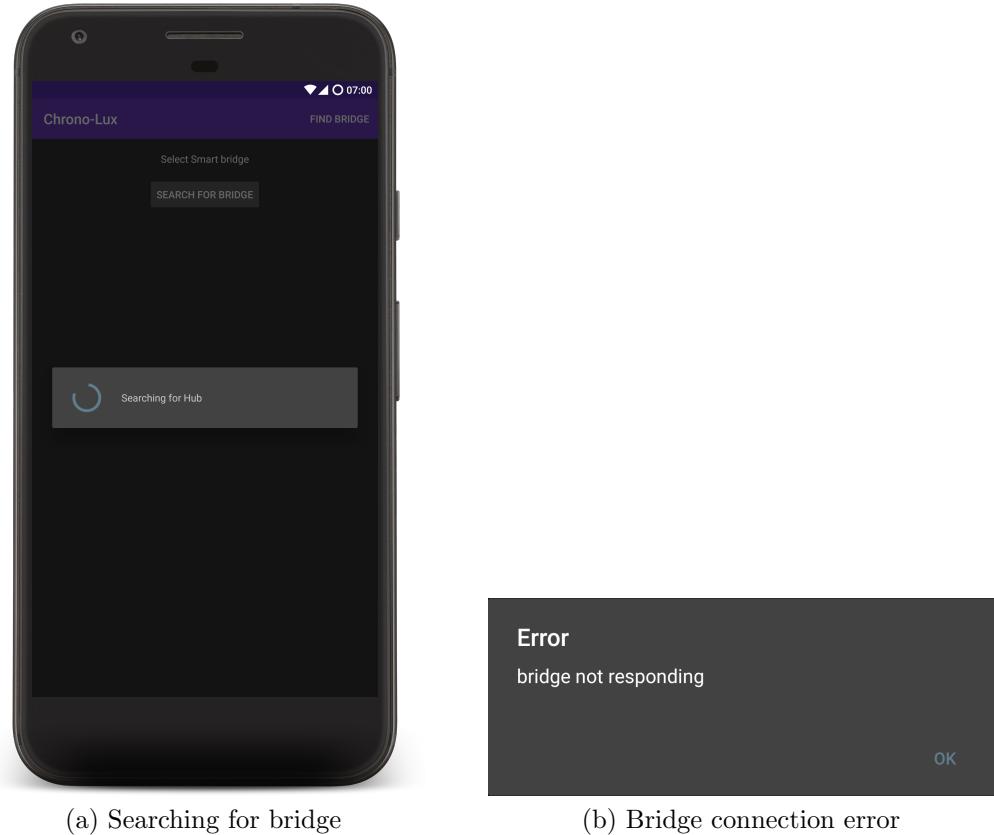
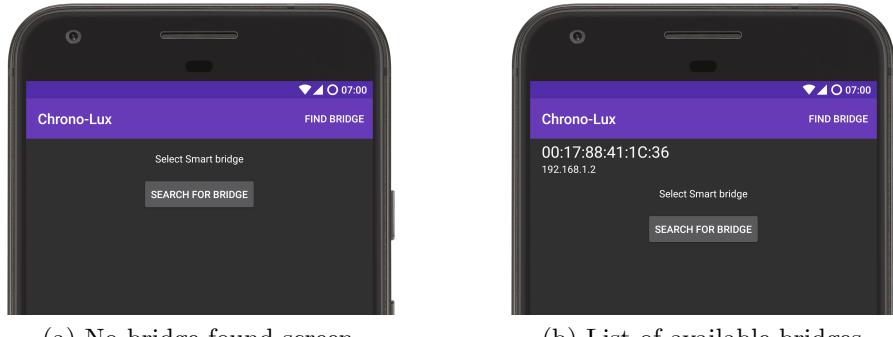


Figure 7: Finding available bridges

When the search is completed a list of all found bridges will be displayed, to select one tap on it to begin the authentication process.



(a) No bridge found screen

(b) List of available bridges

Figure 8: Finding available bridges

On selecting a bridge the push-button authentication will occur, please press the large push-link button on the front/top of the bridge. This action is to ensure that there is physical access to the bridge as a security measure to prevent un-authorised applications or intruders on the network gaining access to the lighting interface.



Figure 9: The push-link prompt and countdown

On successful authentication you shall be returned back to the main application, now when navigating to the lighting tab any connected lights shall be displayed similar to that shown in figure 10.

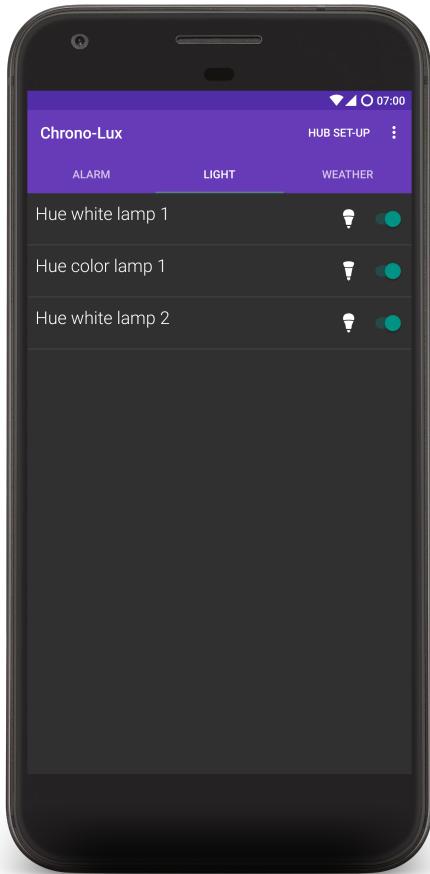


Figure 10: List of available lights

1.3.2 Toggling the lights

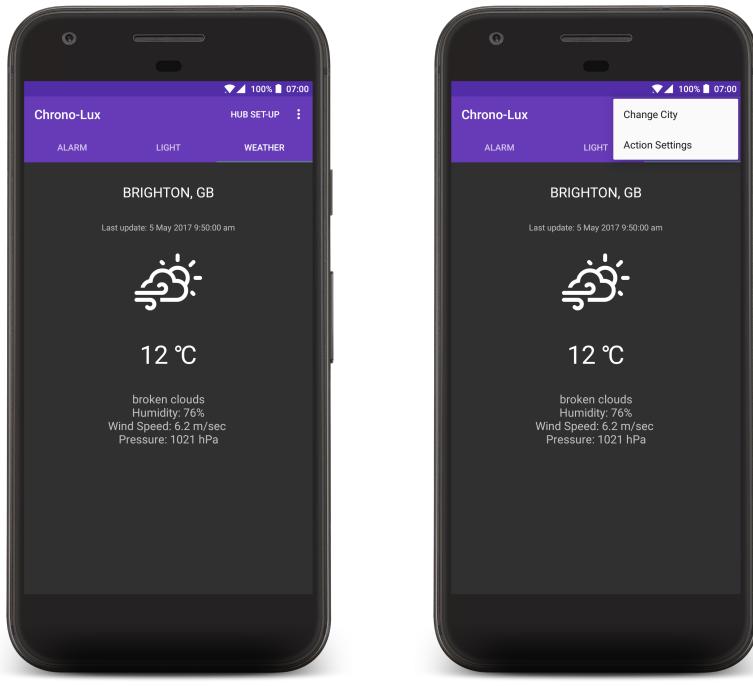
Any lights assigned to the bridge will be displayed in a list, displaying their name and an icon indicating the light type.

Each alarm can be turned on/off easily by tapping the switch on the right hand side of the screen.

It should be noted that if a light is turned off at the wall/switch the last known light state will be displayed within the application when displayed.

1.4 Weather

Weather will be displayed on the weather tab. To change the location of the weather being displayed, press on the menu expansion button from anywhere within the application as seen in figure 11, this will display the option to change the city stored.



(a) The options menu is in the top right

(b) Change city option

Figure 11: The city selection option

when the change city option is selected a text dialog will appear allowing for the entry of a different city, simply type in the name of the city desired and accept the change, the weather will be updated when the weather tab is loaded next.