

wiControl

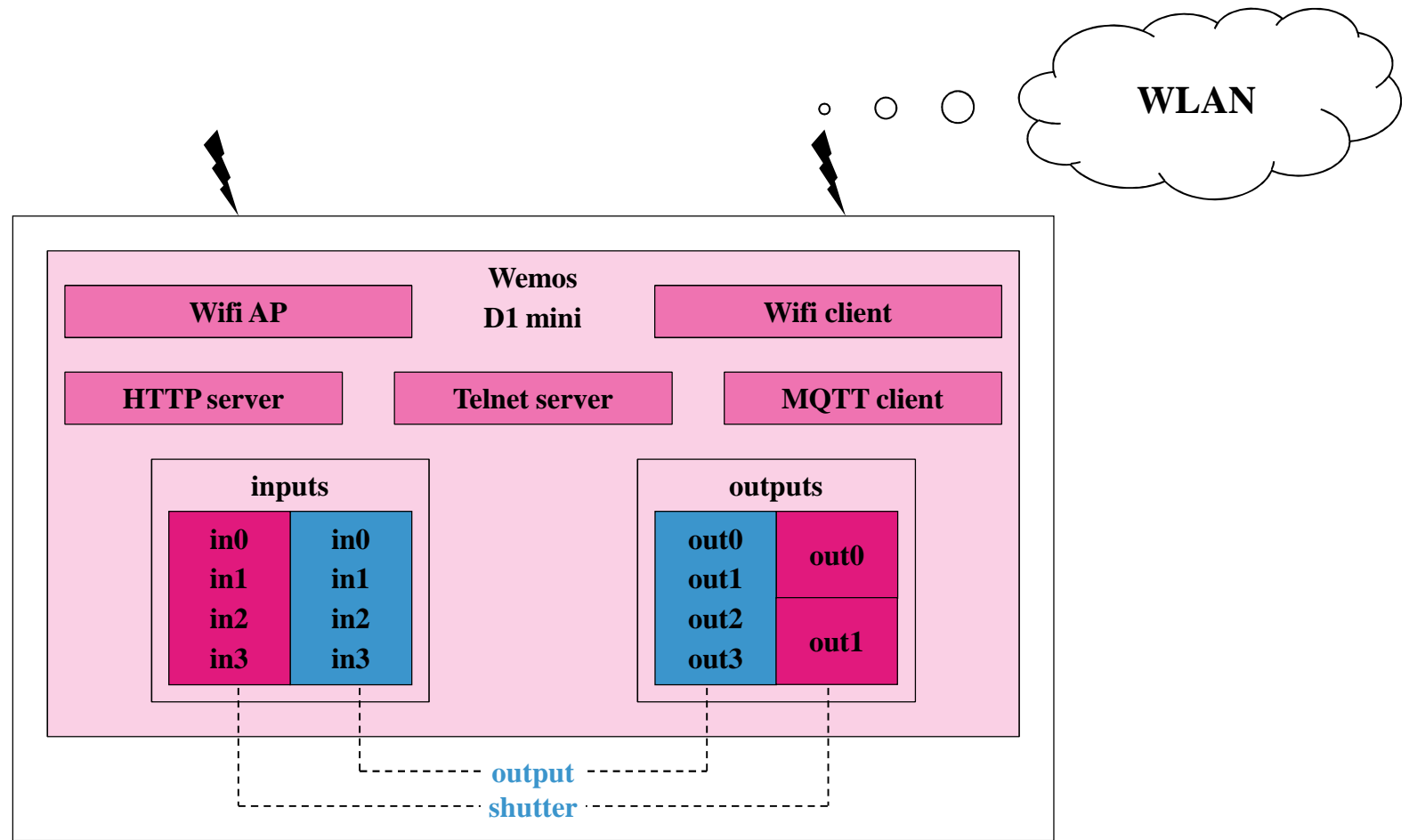


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Project Target

- Build simple module to control lights and shutters
- Must be small enough to retrofit an existing 220V electrical system (unterputz)
- Able to work standalone
- Or work centralized but then in a wireless fashion
- Upgradable over-the-air
- Remote diagnostic and test functionality
- Secure when connected wireless
- Scalable software framework for different configurations
- Low cost

Module Structure (1/5)

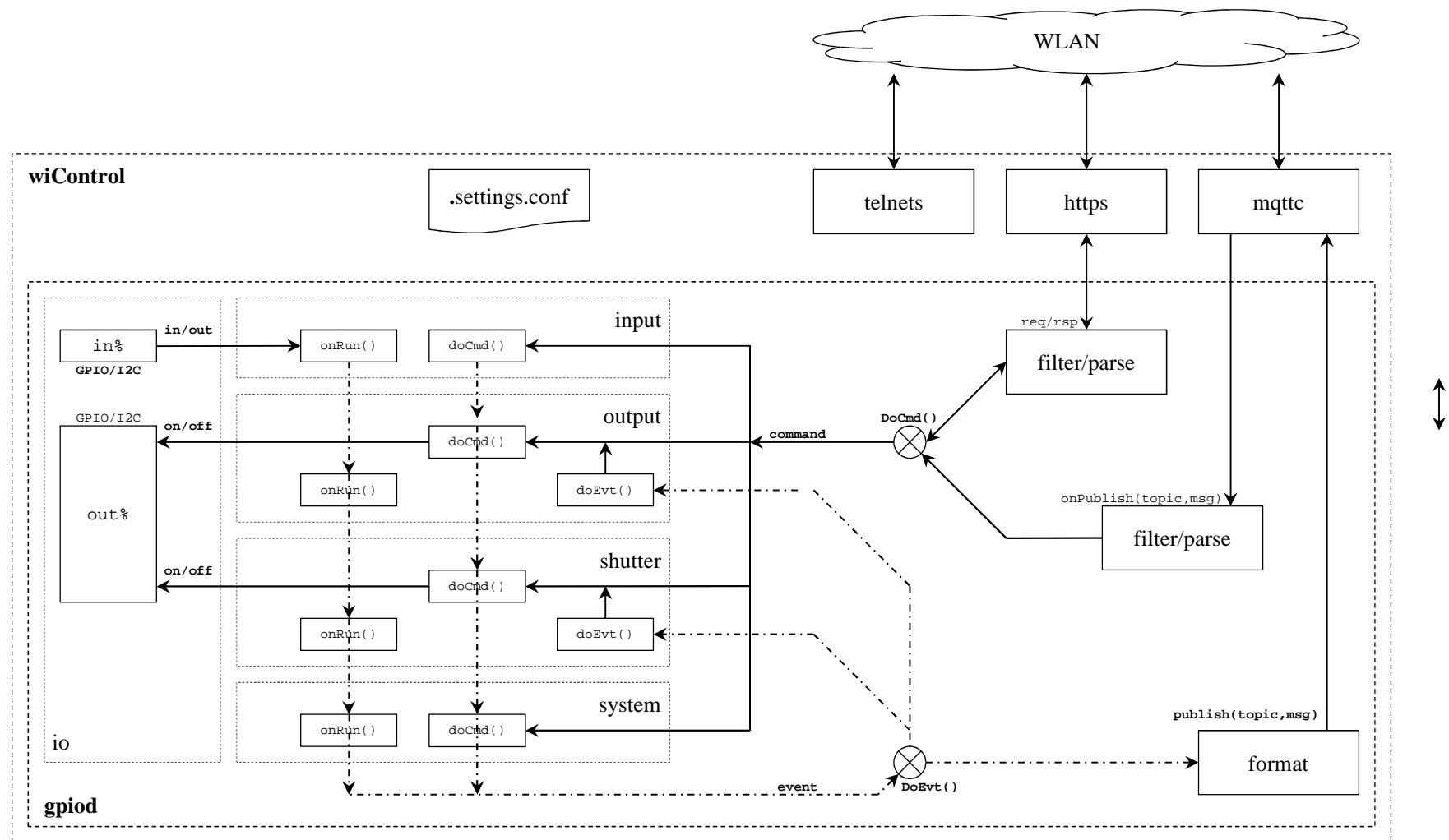


Module Structure (2/5)

- Makes use of ESP8266 module on Wemos D1 mini subassembly
 - Easy due to built-in USB interface and 5V-to-3V3 convertor
 - Doesn't require implicit boardspace due to it's leveraged mounting
 - Has Wifi client to connect to remote access point
 - Not required if you want to operate the module in standalone mode
 - Else configure SSID + security method + secret
 - Has Wifi AP accessible @ 192.168.4.1
 - Can be secured with password and/or turned off
 - If Wifi client is disabled or fails, the Wifi AP will be turned on at module boot
 - Configuration/setup can be done via HTTP
 - 9 GPIO's used
- Controllable objects included are:
 - 4 low-voltage inputs supporting normal-open push-buttons that connect to ground when pressed
 - 4 high-voltage (220V) SSR outputs upto 1A
- System LED
 - Helps to locate a module
- 3D printed protective cover
 - Against accidental touching 220V contacts
 - For mounting in installation box
 - For attaching Niko blind frontplate

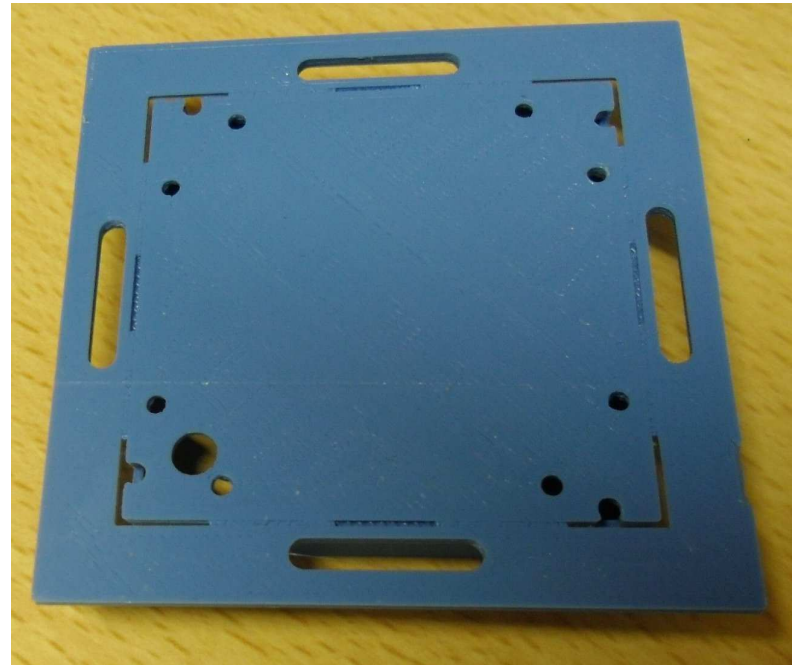
Module Structure (3/5)

- Functional Block Diagram



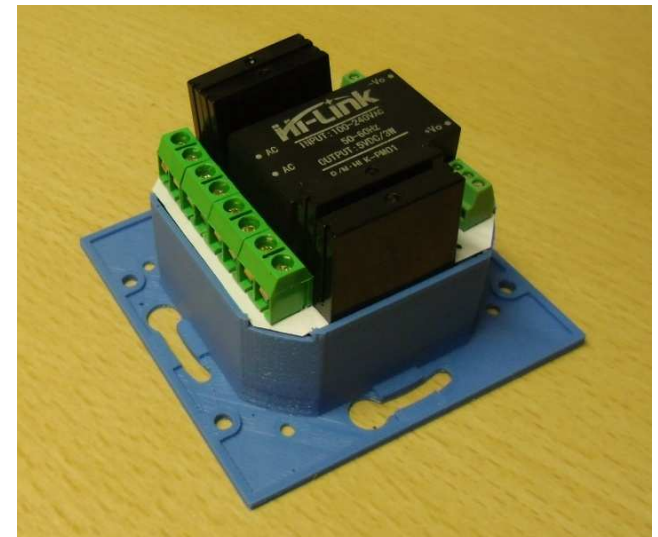
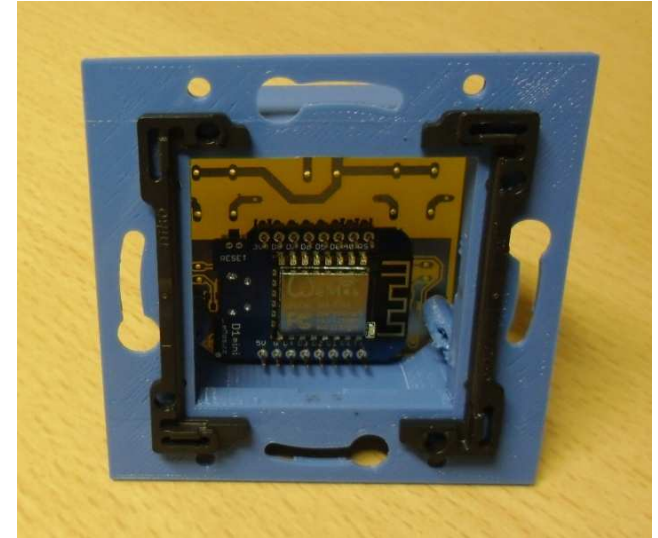
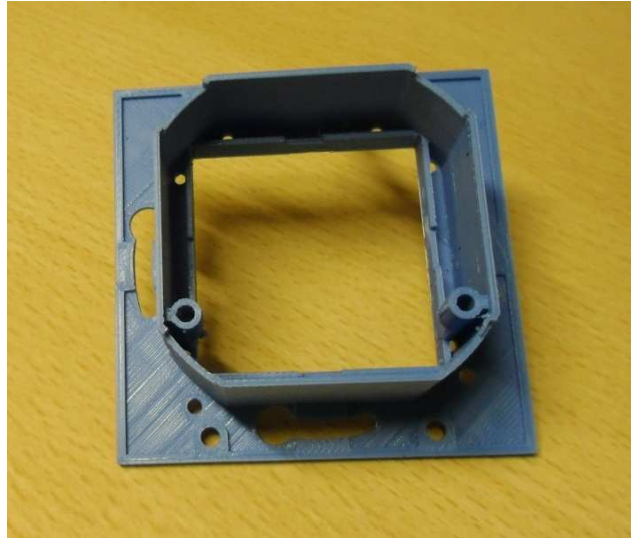
Module Structure (4/5)

- PCB edition 01



Module Structure (5/5)

- PCB edition 02



Features (1/3)

- Supported emulations:
 - Output
 - drives 4 individual outputs
 - dedicated set of commands: off, on, toggle, on timed, ...
 - Shutter
 - combines 2x2 outputs to drive 2 shutter/jalousie
 - dedicated set of commands: stop, up, down, ...
- Supported modes:
 - Standalone
 - inputs control outputs locally
 - requires no extra infrastructure to operate
 - emulator has fixed logic onboard to link input events to output commands
 - MQTT
 - connects to MQTT broker, so extra infrastructure is required
 - allows remote operation via MQTT protocol
 - Both
 - combines standalone and MQTT modes
- Safe mode:
 - To be defined

Features (2/3)

▪ MQTT Client

- Not possible if there is no Wifi connection
- Not required if you want to operate the module in standalone mode
- Else configure broker IP address/port, optional username/password, optional <node-id> override
 - default <node-id> is module chipid, i.e. esp12345
 - structured <node-id> can be <location>/<floor>/<number>
- Requires an MQTT broker to be operational (i.e. Mosquitto on Synology NAS)
- Uses a request only model
- Is low on memory overhead for the system
- Also used for automatic testing
- Once connected to broker
 - the module will subscribe to command topic `<node-id>/cmd/#`
 - the module will publish it's topology and version `<node-id>/boo/hw=<topo>, <node-id>/boo/sw=<version>`
- In general
 - incoming publish messages will be handled by emulator `<node-id>/cmd/<object>=<cmd> * [<parm>]`
 - object generated events are published to broker `<node-id>/evt/<object>=<event>`
 - object status requests are published to broker `<node-id>/sta/<object>=<state>` In general
- Event/status formats
 - can be textual (default) i.e. myHouse/3/0/out0=on
 - can be numerical i.e. myHouse/3/0/out0=1

Features (3/3)

■ HTTP Server

- Not possible if there is no Wifi connection
- Uses a request-response model
- Has more overhead on memory for the system, can drain the system
- Main task is to configure the module with a browser
- Also allows to send commands to the controllable objects using structured URL
 - URL: `http://<ip-address>/ats?ccmd=<object>.<cmd> * [<parm>] [; <object>.<cmd> * [<parm>]]`
 - command results are sent in HTTP response in terse mode
 - also used for automatic testing

■ Telnet Server

- Not possible if there is no Wifi connection
- Mainly used for remote diagnostic/support

Terminology

- The module contains controllable objects
 - in0..in3
 - out0..out3 (or out0..out1 for shutter emulation)

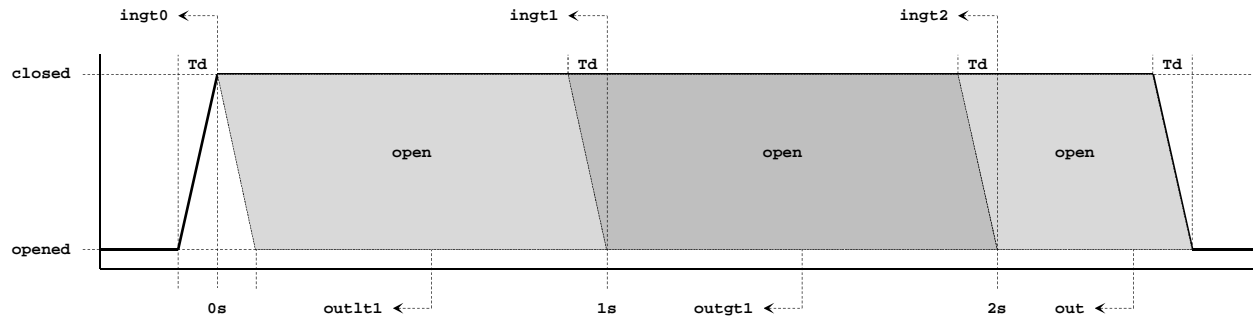
- Objects accept commands
 - That instructs it to do something and update it's state
 - MQTT `<node-id>/cmd/<object>=<cmd> * [<.parm>] * [; <cmd> * [<.parm>]]`
 - HTTP `http://<ip-address>/ats?ccmd=<object>.<cmd> * [<.parm>] * [; <object>.<cmd> * [<.parm>]]`
 - returns current state in numerical terse format, i.e. '0', '1', '2'
 - response of multiple commands will be concatenated, i.e. '0;1'

- When an object changes state
 - It will raise an event which will be distributed depending on configuration
 - To output objects as per emulation
 - To MQTT `<node-id>/evt/<object>=<event>`
 - Not to HTTP !!!

- A status command will report an objects state regardless of change
 - To MQTT `<node-id>/sta/<object>=<state>`
 - To HTTP `http://<ip-address>/ats?ccmd=<object>.status`
 - returns current state in numerical terse format, i.e. '0', '1', '2'
 - response of multiple commands will be concatenated, i.e. '0;1'

Inputs (1/2)

- Input changes are validated with an adjustable decouple period (T_d), default=100ms
- Validated changes are fed into a time based state machine to generate events



- Supported events

- | | |
|--------------|--|
| - ingt0 (2) | input was initially closed |
| - outlt1 (3) | input was opened after less than 1 second |
| - ingt1 (4) | input was closed for more than 1 second |
| - outgt1 (5) | input was opened after more than 1 but less than 2 seconds |
| - ingt2 (6) | input was closed for more than 2 seconds |
| - out (7) | input was opened after more than 2 seconds |

Inputs (2/2)

- **Supported commands**

- status return current state of input, 0=out|1=in
- ingt0 simulate input closed initially
- outlt1 simulate input opened after less than 1 second
- ingt1 simulate input closed for more than 1 second
- outgt1 simulate input opened after more than 1 but less than 2 seconds
- ingt2 simulate input closed for more than 2 seconds
- out simulate input opened after more than 2 seconds
- debounce [.<time>] get or set debounce time (Td) 0..3600000 ms

- **Parameters**

- time 0-3600000 ms

Outputs - Output Emulation (1/2)

▪ Supported commands

- status return current status of output, 0=off|1=on
- on turn output on
- off turn output off
- onlocked turn output on and lock it
- offlocked turn output off and lock it
- toggle toggle output between off and on
- unlock unlock output, all commands will be executed after this
- ondelayed.<delay> turn output on after <delay> seconds
- offdelayed.<delay> turn output off after <delay> seconds
- ontimed.<run> turn output on during <run> seconds, then back off
- offtimed.<run> turn output off during <run> seconds, then back on
- toggledelayed.<delay> toggle output after <delay> seconds, lock it till command done
- toggletimed.<run> toggle output for <run> seconds, lock it till command done
- lock lock output, no command except unlock will be executed
- locktimed.<run> lock output for <run> seconds
- timeset.<run> set running time again to <run> seconds
- timeadd.<run> add <run> seconds to running time
- timeabort abort running time without unlocking or final action, will leave output as-is !!!
- blink alternate output between on and off with a 1s cadence, all outputs are synched
- blinktimed.<run> blink output for <run> seconds
- emultime <def-run> set default run time for standalone emulation

Outputs - Output Emulation (2/2)

- **Supported events**

- off (0) output was turned off
- on (1) output was turned on

- **Parameters**

- delay 1-3600 seconds
- run, def-run 1-3600 seconds

Outputs - Shutter Emulation (1/2)

- Uses the concept of priority level (0=highest, 5=lowest) and lock (0=no-lock, 1=lock)
 - When a command of a given level sets the lock, any lower level commands are refused
 - Useful for protecting extending sunblinds against strong winds or rain with a sensor locking the blinds in prio 0 or 1
 - Mask versus level: a priority mask has a bit per level, level 0=0x01, 1=0x02, 2=0x04, 3=0x08, 4=0x10, 5=0x20

- Supported commands
 - status return current status of shutter, 0=stop|1=up|2=down
 - stop.<level> stop shutter
 - toggleup.<level>.<lock>.<run> toggle between stop and up for given run time
 - toggledown.<level>.<lock>.<run> toggle between stop and down for given run time
 - up.<level>.<lock>.<run> move shutter up for given run time
 - down.<level>.<lock>.<run> move shutter down for given run time
 - tipup.<level>.<lock>.<run> short move up to tip the lamello's on a jalousie
 - tipdown.<level>.<lock>.<run> short move down to tip the lamello's on a jalousie
 - priolock.<mask> lock given levels, all non-locked levels remain operational
 - priounlock.<mask> unlock given levels
 - prioset.<mask> set given levels, only set level and higher levels remain operational
 - prioreset.<mask> reset given levels
 - delayedup.<level>.<lock>.<delay>.<run> move shutter up for given run time after delay
 - delayeddown.<level>.<lock>.<delay>.<run> move shutter down for given run time after delay
 - tipdelayedup.<level>.<lock>.<delay>.<run>.<tip> move shutter up for given run time after delay, do reverse tip move
 - tipdelayeddown.<level>.<lock>.<delay>.<run>.<tip> move shutter down for given run time after delay, do reverse tip move
 - emultime <def-run> set default run time for standalone operation

Outputs - Shutter Emulation (2/2)

■ Supported Events

- upon (1)
- downon (2)
- upoff (3)
- downoff (4)

shutter started moving up
shutter started moving down
shutter stopped moving up
shutter stopped moving down

■ Parameters

- <level>
- <lock>
- <delay>
- <run>, <def-run>
- <tip>
- <mask>

0 (highest) - 5 (lowest)
0 (no lock) - 1 (lock)
0-3600 seconds
1-3600 seconds
0-3600 1/10th seconds
bit per level, 0=0x01, 1=0x02, 2=0x04, 3=0x08, 4=0x10, 5=0x20

System

▪ Supported commands

- ping will blink the LED for about 10 seconds
- version get current sw version
- memory get current memory statistics
- restart.ack restart module
- loglevel [.<level>] get or set loglevel where level can be decimal or hexadecimal
- emul [.<emul>] get or set emulation, 1=output|2=shutter
- mode [.<mode>] get or set mode, 1=standalone|2=MQTT|3=both
- efmt [.<format>] get or set MQTT event formatting, 1=numerical|2=textual
- lock [.<lock>] get or set lock state of system commands, when locked only get commands and ping will work

▪ Supported events

- version 4.x.y.z
- memory <bytes>
- restart 1
- loglevel %d or 0x%08X
- emul 1-2 or output|shutter
- mode 1-3 or standalone|mqtt|both
- efmt 1 or textual
- lock 0-1 or off|on

Standalone Mode

- Allows module to work without further infrastructure by using input events to control outputs

- Emulation=output
 - in%.outlt1 -> out%.toggle
 - in%.ingt2 -> out%.blink (if <def-run> == 0)
 - in%.ingt2 -> out%.blinktimed <emul-time> (if <def-run> != 0)

- Emulation=shutter
 - in0.ingt0/in1.ingt0 -> out0.stop
 - in0.ingt1 -> out0.up. <emul-time>
 - in1.ingt1 -> out0.down. <emul-time>
 - in2.ingt0/in3.ingt0 -> out1.stop
 - in2.ingt1 -> out1.up. <emul-time>
 - in3.ingt1 -> out1.down. <emul-time>

Outstanding

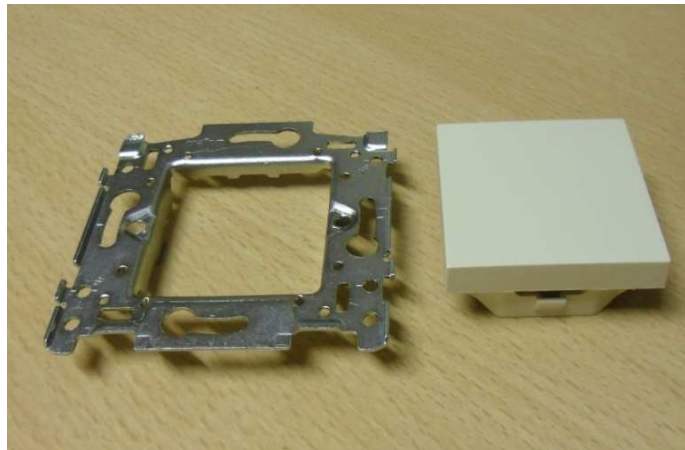
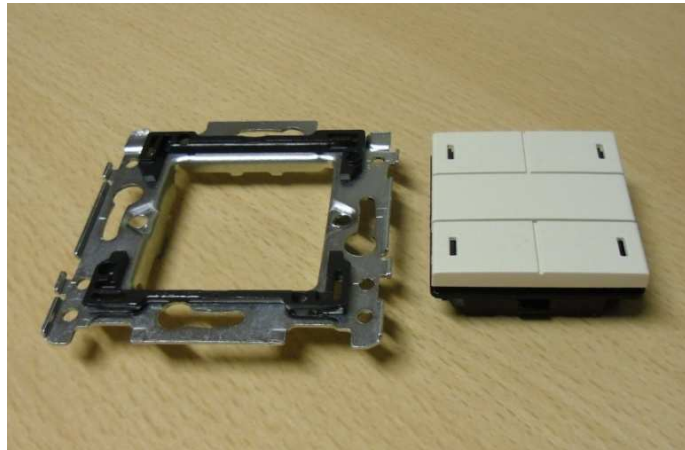
- Additional timer or clock objects
- Compact mode
 - reduce required pushbuttons
 - i.e. outlt1 -> out0.toggle, ingt2 -> out1.toggle
- Variants
 - DIN rail module with 8-16 outputs...
- Telnet command interface
- Enhance shutter logic
 - introduce clocks
 - couple to internet dawn/sunset markers
- Check overall handling of Wifi / broker connection vs mode

Backup slides

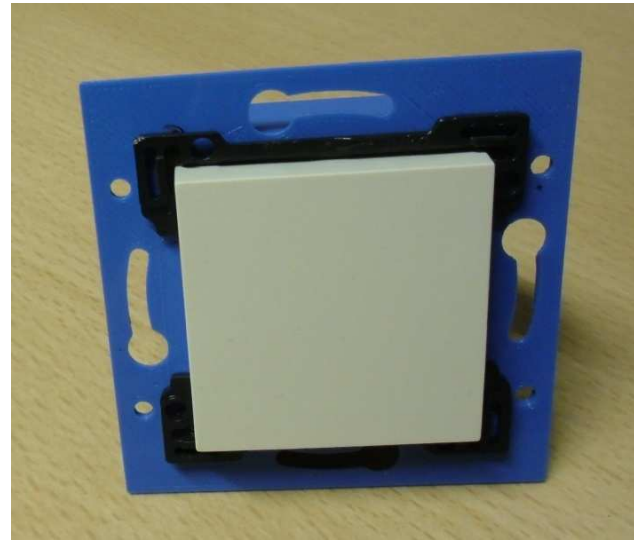
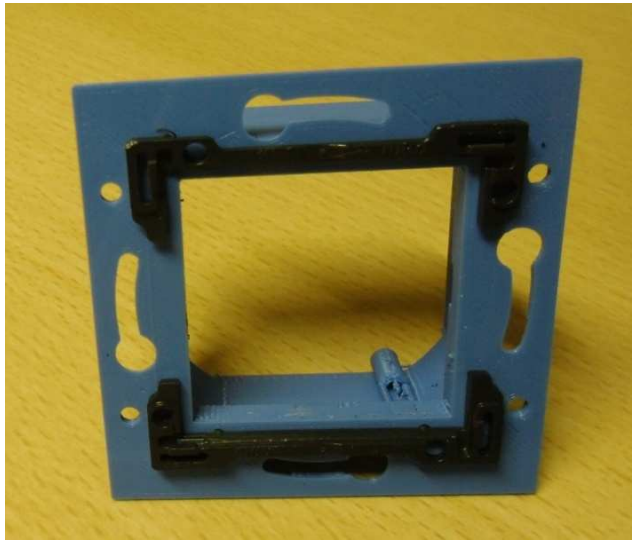


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Niko Integration: Disassembly Blindplate/4-Fold Button

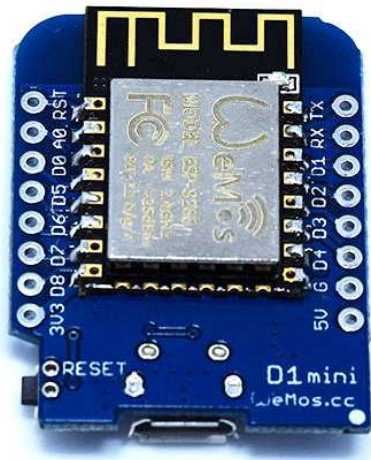


Niko Integration: Assembly Blindplate/4-Fold Button



Wemos D1 Mini (1/2)

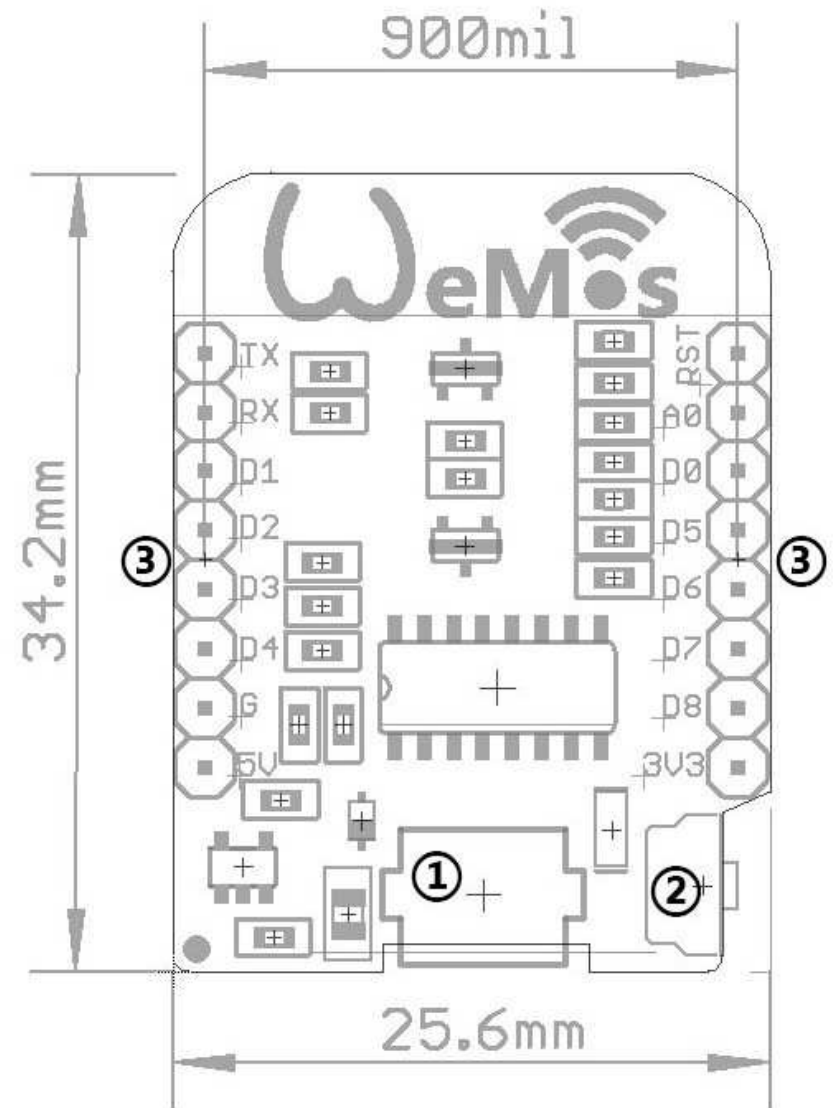
- ESP8266 based



TOP



BOTTOM



Wemos D1 Mini (2/2)

