

Basic entities that are auto created in home assistant.

‘window’ relates to the actual AM43 blind controller

‘am4d’ – is the ESP32 – which can control 1 to 3 x AM43’s

		Integrations	Devices	Entities	Areas
←					
Q	window				X
<input type="checkbox"/>	↑ Name		Entity ID	Integration	Status
<input type="checkbox"/>	am4d switch window		switch.am4d_switch	MQTT	
<input type="checkbox"/>	window		cover.window	MQTT	!
<input type="checkbox"/>	window Battery		sensor.window_battery	MQTT	!
<input type="checkbox"/>	window Light		sensor.window_light	MQTT	!
<input type="checkbox"/>	am4d switch window		switch.am4d_switch	MQTT	

extra entity I created to remember the desired state of the switch – so that it can be turned off again if it turns itself on when it shouldnt.

<input type="checkbox"/>	am4d_on	input_boolean.am4d_on	Input Boolean
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Scripts created – the first two of which kick off the opening and closing

<input type="checkbox"/>	Close_Window	script.close_window	Scripts	X
<input type="checkbox"/>	Open_window	script.open_window	Scripts	X

With this extra one being a sub script called by both of the two above

<input type="checkbox"/>	Switch on AM4d and wait	script.switch_on_am4d_and_...	Scripts	X
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Automations

Automation that fires whenever ESP32 switches on – to check that it doesn't need to be turned off again



Am4d switched on

automation.am4a_switched_...

Automation

Scripts -

Close Blind script

←

Automations

Scenes

Scripts

Helpers

🗑️

Close_Window

Use scripts to execute a sequence of actions.

Name

Close_Window

Icon

The mode controls what happens when script is invoked while it is still running from one or more previous invocations. Check the [script documentation](#) for more info.

Mode

Single (default) ▾

Sequence

The sequence of actions of this script.

[Learn more about available actions.](#)

Action type

Call service ▾

↓ ⋮

Service

script.switch_on_am4d_and_wait ✕ ▾

Service data

1

First thing to do is turn on Bluetooth...

Then actually close the blind, wait for it to report closed, then once closed first turn off switch flag

Action type

Call service

↑

↓

⋮

Service

cover.close_cover

✕

▼

Name(s) of cover(s) to close.

cover.window

✕

▼

Service data

1

Action type

Wait

↑

↓

⋮

Wait Template

{{ is_state('cover.window', 'closed') }}

Timeout (optional)

00:00:30

Action type

Call service

↑

↓

⋮

Service

input_boolean.turn_off

✕

▼

Entity id of the input boolean to turn off.

input_boolean.am4d_on

✕

▼

Service data

1

Then once flag turned off then actually turn off Bluetooth switch.

Action type

Call service

↑

⋮

Service

switch.turn_off

×

▾

Name(s) of entities to turn off.

switch.am4d_switch

×

▾

Service data

1

ADD ACTION

The switch on and wait sub script

Only execute if switch off – so exit immediately if switch already on

Switch on AM4d and wait

Use scripts to execute a sequence of actions.

Name

Switch on AM4d and wait

Icon

The mode controls what happens when script is invoked while it is still running from one or more previous invocations. Check the [script documentation](#) for more info.

Mode

Single (default)

Sequence

The sequence of actions of this script.

[Learn more about available actions.](#)

Action type

Condition



Condition type

State

Entity

switch.am4d_switch



State

off

First turn on switch flag, then actually turn on switch, then wait until blind reports its status.

Action type

Call service

↑

↓

⋮

Service

input_boolean.turn_on

×

▼

Entity id of the input boolean to turn on.

input_boolean.am4d_on

×

▼

Service data

1

Action type

Call service

↑

↓

⋮

Service

switch.turn_on

×

▼

Name(s) of entities to turn on

switch.am4d_switch

×

▼

Service data

1

Action type

Wait

↑

↓

⋮

Wait Template

{{ not is_state('cover.window', 'unavailable') }}

Timeout (optional)

00:05:00

Action type

Delay

↑

⋮

Delay

00:00:05

ADD ACTION

Open script similar to close script

Open_window

Use scripts to execute a sequence of actions.

Name

Open_window

Icon

The mode controls what happens when script is invoked while it is still running from one or more previous invocations. Check the [script documentation](#) for more info.

Mode

Single (default)

Sequence

The sequence of actions of this script.

[Learn more about available actions.](#)

Action type

Call service



Service

script.switch_on_am4d_and_wait



Service data

1

Action type

Call service

↑ ↓ ⋮

Service

cover.open_cover

✕ ▾

Name(s) of cover(s) to open.

cover.window

✕ ▾

Service data

1

Action type

Wait

↑ ↓ ⋮

Wait Template

{{ is_state('cover.window', 'open') }}

Timeout (optional)

00:00:30

Action type

Call service

↑ ↓ ⋮

Service

switch.turn_off

✕ ▾

Name(s) of entities to turn off.

switch.am4d_switch

✕ ▾

Service data

1

Action type

Call service

↑ ⋮

Service

input_boolean.turn_off

✕ ▾

Entity id of the input boolean to turn off.

input_boolean.am4d_on

✕ ▾

Service data

1

ADD ACTION

Automation that gets fired every time the ESP32 reports that it has been switched on

←

Automations

Scenes

Scripts

Helpers

Am4d switched on

Use automations to bring your home alive.

Name

Am4d switched on

Description

Optional description

The mode controls what happens when the automation is triggered while the actions are still running from a previous trigger. Check the [automation documentation](#) for more info.

Mode

Single (default) ▼

☒ Enable/Disable automation

EXECUTE

Triggers

Triggers are what starts the processing of an automation rule. It is possible to specify multiple triggers for the same rule. Once a trigger starts, Home Assistant will validate the conditions, if any, and call the action.

[Learn more about triggers](#)

Trigger type

State ▼

⋮

Entity

switch.am4d_switch

✕ ▼

From

off

To

on

For

ADD TRIGGER

Automation only continues if flag indicates that switch shouldn't be on

Conditions

Conditions are optional and will prevent further execution unless all conditions are satisfied.

[Learn more about conditions](#)

Condition type

State

Entity

input_boolean.am4d_on

X

State

off

ADD CONDITION

Action then fires to turn switch back off again

Actions

The actions are what Home Assistant will do when the automation is triggered.

[Learn more about actions](#)

Action type

Call service

Service

switch.turn_off

X

Name(s) of entities to turn off.

switch.am4d_switch

X

Service data

1

ADD ACTION