

Zigbee[™] network Management

CleoBee V5.0

User Manual

Version 5.0 Document reference: UM_CLEOBEE_20090130_005_00_00

WARRANTY

The device supplied to the buyer and/or the recipient is guaranteed by CLEODE against any malfunctions originating from a design and/or manufacturing flaw, for a period of twelve (12) months following delivery. The buyer and/or recipient is (are) responsible for proving the existence of the said defects or flaws. This warranty is applicable in accordance with articles 1641 to 1648 of the French Civil Code and in compliance with the French statutory warranty. The warranty covers the replacement free of charge of devices and parts affected by a design and/or manufacturing flaw excluding conspicuous defects in the device that are covered by the buyer and/or the recipient.

In order to invoke the warranty, the buyer must immediately send written notice to CLEODE of the flaws that it attributes to the device. It must enable CLEODE to have access to the device to observe these defects and repair them. The warranty provided by CLEODE is strictly limited to the equipment provided and shall only have for effect the replacement or repair, at CLEODE's expense, on its own premises, of all devices or parts that are not functioning as a result of defects or flaws. CLEODE reserves the right to modify the devices in order to comply with the warranty.

The warranty does not apply to replacement or repairs that may result from normal wear and tear of devices, systems or products, damage or accidents resulting from negligence, failure to supervise or maintain, or incorrect use of the devices, systems and/or products.

The maintenance service is provided by CLEODE with all reasonable care possible and in compliance with the current state of the arts.

The exchange of parts or repairs performed under the warranty cannot result in extending the length of the warranty. In no event can the unavailability of the device due to servicing give rise to compensation for any reason whatsoever. The seller is released from all obligations relating to the warranty if the product or device has been modified without prior written consent, or if original parts have been replaced by parts which it has not manufactured without prior consent. If unforeseen damage is caused by the device, it is expressly agreed that the seller can only be liable for the reimbursement of monies received for the purchase of the device if it has been destroyed. Under no circumstances can the seller be held liable for indirect or contingent damage. The seller is released from any liability and the buyer waives any rights against it if an accident or direct or indirect damage is caused to the buyer following a defect, incorrect usage, incorrect maintenance or normal wear of the device sold.

TABLE OF CONTENT

II.2.4DELETE A ZIGBEE NODE20II.3TOPOLOGICAL VIEW20II.4VIEW OF ALARMS LOG21II.5VIEW OF SOFTWARE ACTIONS LOG22II.6POP-UP MENU OF ZIGBEE NODES23II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE23II.6.3DELETE A ZIGBEE NODE24II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE25II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A BINDING27II.7.2DELETE A BINDING28II.8.8EDITION OF GROUPS28II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9EDITION OF SCENES33II.9EDITION OF SCENES35II.9.4REMOVE A SCENE35II.9.5STORE A SCENE36II.9.4REMOVE A SCENE36II.9.5STORE A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE38II.9.4REMOVE A SCENE36II.9.5STORE A SCENE38II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39 <td< th=""><th>I INTRODUCTION</th><th>8</th></td<>	I INTRODUCTION	8
12 FIRST USE 9 12.1 EVALUATION VERSION 9 12.2 EVALUATION VERSION 11 12.3 REMONTE CONNECTION TO A WIBEE 12 12.4 AUTO UPDATE OF CLEOBEE 14 II USE 16 II USE 16 II.1 DEFINE A PROJECT 16 II.1.2 LOAD A PROJECT 16 II.1.3 BACK UP THE CURRENT PROJECT 17 II.4 DELETE THE CURRENT PROJECT 17 II.5 DISPLAY THE CURRENT PROJECT 17 II.2 GEOGRAPHICAL VIEW 18 II.2.1 ADD A PLAN 18 II.2.2 DELETE A PLAN 19 II.2.3 ADD A ZIGBEE NODE 19 II.4 DELETE A PLAN 18 II.2.1 ADD CALAREME LOGG 21 I.4 VEW OF SOFTWARE ACTIONS LOG 21 I.4 VEW OF SOFTWARE ACTIONS LOG 22 II.5 VIEWE OF ALARMS LOG 21 I.6.1 ROPTEN AZIGBEE NODE 23 I.6.2	I 1 FONTIONALITIES	8
12.1 STANDARD VERSION 9 12.2 EVALUATION VERSION 11 12.3 REMONTE CONNECTION TO A WIBEE 12 12.4 AUTO UPDATE OF CLEOBEE 14 11 USE 16 11.1 CRATE A NEW PROJECT 16 11.2 LOAD A PROJECT 16 11.3 BACK UP THE CURRENT PROJECT 17 11.4 DELETE THE CURRENT PROJECT 17 11.5 DISPLAY THE CURRENT PROJECT 17 11.2 GEOGRAPHICAL VIEW 18 11.2.1 ADD A PLAN 18 11.2.2 DELETA A ZIGBEE NODE 19 11.3 TOPOGICAL VIEW 20 11.4 DELETE A ZIGBEE NODE 23 11.5 DISPLATE ACTIONS LOG 21 11.5 VIEW OF SOFTWARE ACTIONS LOG 23 11.6 POPERTIES OF ZIGBEE NODE 23 11.6.1 PROPERTIES OF ZIGBEE NODE 23		
12.2 EVALUATION VERSION 11 12.3 REMONTE CONNECTION TO A WIBEE 12 12.4 AUTO UPDATE OF CLEOBEE 14 11 USE 16 11.1 CRÉATE A PROJECT 16 11.1 CRÉATE A NEW PROJECT 16 11.1 CRÉATE A NEW PROJECT 16 11.1 CRÉATE A NEW PROJECT 16 11.1 DELETE THE CURRENT PROJECT 17 11.4 DELETE THE CURRENT PROJECT 17 11.4 DELETE THE CURRENT PROJECT 17 11.2 GEOGRAPHICAL VIEW 18 11.2.1 ADD A PLAN 18 11.2.2 DELETE A JAN 19 11.3 BACK UP THE CURRENT PROJECT 17 11.4 DELETE A ZIGBEE NODE 19 11.3 DACK UP THE CURRENT PROJECT 17 11.4 DELETE A JAN 19 11.3 DACK UP THE CURRENT PROJECT 17 11.4 DELETE A ZIGBEE NODE 20 11.4 VIEW OF ALARNS LOG 21 11.4 DELETE A ZIGBEE NODE FROM THE NETWORK		
12.3REMONTE CONNECTION TO A WIBEE1212.4.4AUTO UPDATE OF CLEOBEE1411USE1611.1CRÉATE A PROJECT1611.1.1CRÉATE A NEW PROJECT1611.1.2LOAD A PROJECT1611.1.3BACK UF THE CURRENT PROJECT1711.4DELETE THE CURRENT PROJECT1711.5DISPLAY THE CURRENT PROJECT1711.5DISPLAY THE CURRENT PROJECT1711.4DELETE A TERGENENT PROJECT1711.5DISPLAY THE CURRENT PROJECT1711.4DELETE A TERGENENT PROJECT1711.5DISPLAY THE CURRENT PROJECT1711.4DELETE A ZIGBEE NODE1911.2.1ADD A PLAN1811.2.2DELETE A ZIGBEE NODE2011.3TOPOLOGICAL VIEW2011.4VIEW OF SOFTWARE ACTIONS LOG2111.5VIEW OF SOFTWARE ACTIONS LOG2211.6POP-UP MENU OF ZIGBEE NODE2311.6.1PROPERTIES OF ZIGBEE NODE2411.6.2CLUTERS OF A ZIGBEE NODE2511.6.3DELETE A ZIGBEE NODE2511.6.4SOFTWARE UPCRADE OF A ZIGBEE NODE2611.7ADD A BINDINGS2611.7ADD A GROUP3011.8.1LIST OF GROUPS OF A ZIGBEE NODE2911.8.2ADD A GROUP3011.8.3DELETE A MEMBER FROM A GROUP3111.8.5DELETE A MEMBER FROM A GROUP3111.8.5<		
12.4 AUTO UPDATE OF CLEOBEE 14 II USE 16 II.1 DEFINE A PROJECT 16 II.1.2 LOAD A PROJECT 16 II.1.3 BACK UP THE CURRENT PROJECT 17 II.1.4 DELETE THE CURRENT PROJECT 17 II.1.5 DISPLAY THE CURRENT PROJECT 17 II.2 GEOGRAPHICAL VIEW 18 II.2.1 ADD A PLAN 18 II.2.2 DELETE A THE CURRENT PROJECT 17 II.3 BACK UP THE CURRENT PROJECT 17 II.4 DELETE AND 18 II.2.2 DELETE A PLAN 18 II.2.3 ADD A ZIGBEE NODE 19 II.4 VIEW OF ALARNS LOG 21 II.4 VIEW OF ALARNS LOG 21 II.5 VIEW OF ALARNS LOG 22 II.6 PROPERTIES OF ZIGBEE NODE 23 II.6.1 PROPERTIES OF ZIGBEE NODE 23 II.6.2 CLUSTERS OF A ZIGBEE NODE 23 II.6.3 DELETE A ZIGBEE NODE 23 II.6.4 SOFTWARE UFGRADE OF A ZIGBEE NODE 25 II.7 EDITION OF BINDINGS 26 II.7.1 ADD A BINDING 27 II.8.2 DOL A GROUP 30 II.8.3 REMOVE A GROUP 31		
II.1 DEFINE A PROJECT 16 II.1.1 CRÉATE A NEW PROJECT 16 II.1.2 LOAD A PROJECT 16 II.1.3 BACK UP THE CURRENT PROJECT 17 II.1.4 DELETE THE CURRENT PROJECT 17 II.1.5 DISPLAY THE CURRENT PROJECT 17 II.2 GEOGRAPHICAL VIEW 18 II.2.1 ADD A PLAN 18 II.2.2 DELETE A PLAN 19 II.2.3 ADD A ZIGBEE NODE 19 II.2.4 DELETE A ZIGBEE NODE 19 II.2.4 DELETE A ZIGBEE NODE 20 II.5 VIEW OF SOFTWARE ACTIONS LOG 21 II.5 VIEW OF SOFTWARE ACTIONS LOG 21 II.5 VIEW OF SOFTWARE ACTIONS LOG 23 II.6.1 PROPERTIES OF ZIGBEE NODE 23 II.6.2 CLUSTERS OF A ZIGBEE NODE 23 II.6.3 DELETE A ZIGBEE NODE 24 II.6.4 SOFTWARE UPGRADE OF A ZIGBEE NODE 25 II.7 EDITION OF BINDINGS 26 II.7.1 ADD A BINDING 27 II.8.1 LIST OF GROUPS A ZIGBEE NODE 28 II.8.1 LIST OF GROUPS A ZIGBEE NODE 28 II.8.1 LIST OF GROUPS A ZIGBEE NODE 28		
II.1.1 CRÉATE A NEW PROJECT 16 II.1.2 LOAD A PROJECT 16 II.1.3 BACK UP THE CURRENT PROJECT 17 II.1.4 DELETE THE CURRENT PROJECT 17 II.1.5 DISPLAY THE CURRENT PROJECT 17 II.2 GEOGRAPHICAL VIEW 18 II.2.1 ADD A PLAN 18 II.2.2 DELETE A PLAN 19 II.3 TOPOLOGICAL VIEW 20 II.4 VIEW OF ALARMS LOG 21 II.5 VIEW OF SOFTWARE ACTIONS LOG 21 II.6 POP-UP MENU OF ZIGBEE NODE 23 II.6.1 PROPERTIES OF ZIGBEE NODE 23 II.6.2 CLUSTERS OF ZIGBEE NODE 23 II.6.2 CLUSTERS OF A ZIGBEE NODE 23 II.6.3 DELETE A ZIGBEE NODE 23 II.6.4 SOFTWARE UPGRAPE OF A ZIGBEE NODE 24 II.6.5 DELETE A ZIGBEE NODE 25 II.7 EDITION OF BINDINGS 26 II.7.1 ADD A BENDING 27 II.7.2 DELETE A BINDING 27 II.8.4	II USE	16
II.1.1 CRÉATE A NEW PROJECT 16 II.1.2 LOAD A PROJECT 16 II.1.3 BACK UP THE CURRENT PROJECT 17 II.1.4 DELETE THE CURRENT PROJECT 17 II.1.5 DISPLAY THE CURRENT PROJECT 17 II.2 GEOGRAPHICAL VIEW 18 II.2.1 ADD A PLAN 18 II.2.2 DELETE A PLAN 19 II.3 TOPOLOGICAL VIEW 20 II.4 VIEW OF ALARMS LOG 21 II.5 VIEW OF SOFTWARE ACTIONS LOG 21 II.6 POP-UP MENU OF ZIGBEE NODE 23 II.6.1 PROPERTIES OF ZIGBEE NODE 23 II.6.2 CLUSTERS OF ZIGBEE NODE 23 II.6.2 CLUSTERS OF A ZIGBEE NODE 23 II.6.3 DELETE A ZIGBEE NODE 23 II.6.4 SOFTWARE UPGRAPE OF A ZIGBEE NODE 24 II.6.5 DELETE A ZIGBEE NODE 25 II.7 EDITION OF BINDINGS 26 II.7.1 ADD A BENDING 27 II.7.2 DELETE A BINDING 27 II.8.4		
II.1.1CRÉATE A NEW PROJECT16II.1.2LOAD A PROJECT17II.1.3BACK UP THE CURRENT PROJECT17II.1.4DELETE THE CURRENT PROJECT17II.1.5DISPLAY THE CURRENT PROJECT17II.2GEOGRAPHICAL VIEW18II.2.1ADD A PLAN18II.2.2DELETE A PLAN19II.3TOPOLOGICAL VIEW20II.4DELETE A ZIGBEE NODE19II.2.4DELETE A ZIGBEE NODE20II.4VIEW OF SOTTWARE ACTIONS LOG21II.5VIEW OF SOTTWARE ACTIONS LOG21II.6POP-UP MENU OF ZIGBEE NODE23II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE23II.6.3DELETE A ZIGBEE NODE23II.6.4SOTTWARE UFACIÐE OF A ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE24II.6.3DELETE A ZIGBEE NODE25II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A BINDING27II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP34II.9.1LIST OF SCENES35II.9.3ADD A A SCENE36II.9.4REMOVE A SCENE36II.9.5STORE A SCENE36II.9.4REMOVE A SCENE38II	II.1 DEFINE A PROJECT	16
II.1.2LOAD A PROJECT16II.1.3BACK UP THE CURRENT PROJECT17II.1.4DELETE THE CURRENT PROJECT17II.5DISPLAY THE CURRENT PROJECT17II.2GEOGRAPHICAL VIEW18II.2.1ADD A PLAN18II.2.2DELETE A PLAN19II.2.3ADD A ZIGBEE NODE20II.3TOPOLOGICAL VIEW20II.4DELETE A ALANS LOG21II.5VIEW OF ALARMS LOG21II.5VIEW OF SOFTWARE ACTIONS LOG22II.6POP-UP MENU OF ZIGBEE NODE23II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE23II.6.3DELETE A ZIGBEE NODE23II.6.4SOFTWARE ACTIONS LOG24II.6.5VIEW OF ALARMS LOG23II.6.6PROPERTIES OF A ZIGBEE NODE23II.6.7POPERTIES OF A ZIGBEE NODE23II.6.8EDITION OF BINDINGS26II.7DELETE A JIGBEE NODE25II.7ADD A BINDING27II.7.2DELETE A BINDING28II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3DELETE A MEMBER FROM A GROUP30II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3 </td <td></td> <td></td>		
II.1.3BACK UP THE CURRENT PROJECT17II.1.4DELETE THE CURRENT PROJECT17II.1.5DISPLAY THE CURRENT PROJECT17II.2GEOGRAPHICAL VIEW18II.2.1ADD A PLAN18II.2.2DELETE A PLAN19II.2.3ADD A ZIGBEE NODE20II.3TOPOLOGICAL VIEW20II.4VIEW OF ALARMS LOG21II.5VIEW OF ALARMS LOG21II.5VIEW OF SOFTWARE ACTIONS LOG23II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE23II.6.3DELETE A ZIGBEE NODE23II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE25II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A ZIGBEE NODE28II.8.4EDITION OF GROUPS28II.8.5DELETE A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A ALGBEE NODE35II.9.1LIST OF SCENES33II.9.2LIST OF SCENES ASSOCIATED TO A GROUP34II.9.3ADD A SCENE37II.9.4REMOVE A SCENE37II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.9STORE THE STATE OF A MEMBER OF A SCENE39 <td></td> <td></td>		
II.1.5DISPLAY THE CURRENT PROJECT17II.2GEOGRAPHICAL VIEW18II.2.1ADD A PLAN18II.2.2DELETE A PLAN19II.2.3ADD A ZIGBEE NODE19II.2.4DELETE A PLAN20II.3TOPOLOGICAL VIEW20II.4VIEW OF ALARMS LOG21II.5VIEW OF SOFTWARE ACTIONS LOG22II.6POP-UP MENU OF ZIGBEE NODES23II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE24II.6.3DELETE A ZIGBEE NODE24II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE25II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A BINDING27II.7.2DELETE A BINDING28II.8.4ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP30II.8.5DELETE A MEMBER FROM A GROUP31II.8.4ADD A MEMBER INTO A GROUP31II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCENE36II.9.4REMOVE A SCENE36II.9.5STORE A SCENE36II.9.6RECALL A SCENE36II.9.7ADD A MEMBER INTO A SCENE38II.9.8STORE A SCENE36II.9.9STORE THE STATE OF A SCENE39 <tr< td=""><td>II.1.3 BACK UP THE CURRENT PROJECT</td><td></td></tr<>	II.1.3 BACK UP THE CURRENT PROJECT	
II.2GEOGRAPHICAL VIEW18II.2.1ADD A PLAN18II.2.2DELETE A PLAN19II.2.3ADD A ZIGBEE NODE19II.2.4DELETE A ZIGBEE NODE20II.3TOPOLOGICAL VIEW20II.4VIEW OF ALARMS LOG21II.5VIEW OF SOFTWARE ACTIONS LOG22II.6POP-UP MENU OF ZIGBEE NODES23II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE23II.6.3DELETE A ZIGBEE NODE25II.7EDITION OF BINDINGS26II.7EDITION OF BINDINGS26II.8EDITION OF GROUPS28II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP31II.8.4ADD A GROUP30II.8.5DELETE A MEMBER FROM A GROUP33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP33II.9.2LIST OF SCENES ASSOCIATED TO A GROUP33II.9.3ADD A SCENE35II.9.4REMOVE A SCENE35II.9.5STORE A SCENE36II.9.4REMOVE A SCENE36II.9.5STORE A SCENE36II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A SCENE38II.9.8DELETE A MEMBER FROM A SCENE38II.9.9STORE THE STATE OF A	II.1.4 DELETE THE CURRENT PROJECT	17
II.2.1ADD A PLAN18II.2.2DELETE A PLAN19II.2.3ADD A ZIGBEE NODE20II.3TOPOLOGICAL VIEW20II.4VIEW OF ALARMS LOG21II.5VIEW OF ALARMS LOG21II.5VIEW OF SOFTWARE ACTIONS LOG22II.6POP-UP MENU OF ZIGBEE NODES23II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE24II.6.3DELETE A ZIGBEE NODE24II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE25II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A BINDING28II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP31II.8.5DELETE A BINDING AGROUP31II.8.5DELETE A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP31II.8.5DELETE A MEMBER FROM A GROUP31II.9.6RECALL A SCENE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE38II.9.9STORE THE STATE OF A MEMBER OF A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE39 <tr< td=""><td>II.1.5 DISPLAY THE CURRENT PROJECT</td><td>17</td></tr<>	II.1.5 DISPLAY THE CURRENT PROJECT	17
II.2.2DELETE A PLAN19II.2.3ADD A ZIGBEE NODE19II.2.4DELETE A ZIGBEE NODE20II.3TOPOLOGICAL VIEW20II.4VIEW OF ALARMS LOG21II.5VIEW OF SOFTWARE ACTIONS LOG22II.6POP-UP MENU OF ZIGBEE NODES23II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE23II.6.3DELETE A ZIGBEE NODE FROM THE NETWORK25II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE25II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A ZIGBEE NODE28II.8.4ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A AGROUP30II.8.5DELETE A A ZIGBEE NODE33II.9EDITION OF SCENES ASSOCIATED TO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9.1LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A ASCENE35II.9.4REMOVE A SCENE35II.9.5STORE A SCENE36II.9.6RECALL A SCENE38II.9.7ADD A ANEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE36II.9.4REMOVE A SCENE36II.9.5STORE A SCENE38II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A	II.2 GEOGRAPHICAL VIEW	18
II.2.3ADD A ZIGBEE NODE19II.2.4DELETE A ZIGBEE NODE20II.3TOPOLOGICAL VIEW20II.4VIEW OF ALARMS LOG21II.5VIEW OF ALARMS LOG21II.5VIEW OF SOFTWARE ACTIONS LOG22II.6POP-UP MENU OF ZIGBEE NODES23II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE24II.6.3DELETE A ZIGBEE NODE25II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE26II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A BINDING28II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9.1LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE35II.9.5STORE A SCENE36II.9.4REMOVE A SCENE38II.9.5STORE A SCENE38II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.9STORE THE STATE OF A MEMBER OF A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40	II.2.1 ADD A PLAN	18
II.2.4DELETE A ZIGBEE NODE20II.3TOPOLOGICAL VIEW20II.4VIEW OF ALARMS LOG21II.5VIEW OF SOFTWARE ACTIONS LOG22II.6POP-UP MENU OF ZIGBEE NODES23II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE23II.6.3DELETE A ZIGBEE NODE24II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE25II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A BINDING27II.7.2DELETE A BINDING28II.8.8EDITION OF GROUPS28II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9EDITION OF SCENES33II.9EDITION OF SCENES35II.9.4REMOVE A SCENE35II.9.5STORE A SCENE36II.9.4REMOVE A SCENE36II.9.5STORE A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE38II.9.4REMOVE A SCENE36II.9.5STORE A SCENE38II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39 <td< td=""><td>II.2.2 DELETE A PLAN</td><td>19</td></td<>	II.2.2 DELETE A PLAN	19
II.3TOPOLOGICAL VIEW20II.4VIEW OF ALARMS LOG21II.5VIEW OF SOFTWARE ACTIONS LOG22II.6POP-UP MENU OF ZIGBEE NODES23II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE24II.6.3DELETE A ZIGBEE NODE FROM THE NETWORK25II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE25II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A BINDING27II.7.2DELETE A BINDING28II.8.1LIST OF GROUPS28II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.4REMOVE A SCENE36II.9.5STORE A SCENE38II.9.4REMOVE A SCENE38II.9.5STORE THE STATE OF A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE39II.9.9STORE THE STATE	II.2.3 ADD A ZIGBEE NODE	19
II.4VIEW OF ALARMS LOG21II.5VIEW OF SOFTWARE ACTIONS LOG22II.6POP-UP MENU OF ZIGBEE NODES23II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE24II.6.3DELETE A ZIGBEE NODE FROM THE NETWORK25II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE25II.7EDITION OF BINDINGS26II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A BINDING28II.8EDITION OF GROUPS28II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP31II.8.5DELETE A MEMBER FROM A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP33II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE35II.9.5STORE A SCENE36II.9.4REMOVE A SCENE36II.9.5STORE A SCENE38II.9.4REMOVE A SCENE38II.9.5STORE A SCENE38II.9.6RECALL A SCENE38II.9.7ADD A MEMBER FROM A SCENE39II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE39	II.2.4 DELETE A ZIGBEE NODE	20
II.5VIEW OF SOFTWARE ACTIONS LOG22II.6POP-UP MENU OF ZIGBEE NODES23II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE24II.6.3DELETE A ZIGBEE NODE FROM THE NETWORK25II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE25II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A BINDING28II.8EDITION OF GROUPS28II.8EDITION OF GROUPS28II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP31II.8.5DELETE A MEMBER FROM A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34I.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCENE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40	II.3 TOPOLOGICAL VIEW	20
II.6POP-UP MENU OF ZIGBEE NODES23II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE24II.6.3DELETE A ZIGBEE NODE FROM THE NETWORK25II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE25II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A BINDING28II.8.1LIST OF GROUPS28II.8.1LIST OF GROUPS29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP30II.8.5DELETE A MEMBER FROM A GROUP33II.9EDITION OF SCENES33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP33II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE38II.9.9STORE THE STATE OF A MEMBER OF A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40	II.4 VIEW OF ALARMS LOG	21
II.6.1PROPERTIES OF ZIGBEE NODE23II.6.2CLUSTERS OF A ZIGBEE NODE24II.6.3DELETE A ZIGBEE NODE FROM THE NETWORK25II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE25 II.7 EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A BINDING28II.8.8EDITION OF GROUPS28II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP30II.8.5DELETE A MEMBER FROM A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9EDITION OF SCENES33II.9.1LIST OF SCENES OF A ZIGBEE NODE35II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE35II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE38II.9.9STORE THE STATE OF A MEMBER OF A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40	II.5 VIEW OF SOFTWARE ACTIONS LOG	22
II.6.2CLUSTERS OF A ZIGBEE NODE24II.6.3DELETE A ZIGBEE NODE FROM THE NETWORK25II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE25 II.7EDITION OF BINDINGS 26II.7.1ADD A BINDING27II.7.2DELETE A BINDING28 II.8EDITION OF GROUPS 28II.8 EDITION OF GROUPS 28II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP30II.8.5DELETE A MEMBER FROM A GROUP31II.9.1LIST OF SCENES33II.9.1LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE35II.9.5STORE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.6.3DELETE A ZIGBEE NODE FROM THE NETWORK25II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE25II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A BINDING28II.8EDITION OF GROUPS28II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP30II.8.5DELETE A MEMBER FROM A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9.1LIST OF SCENES33II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE35II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE39		
II.6.4SOFTWARE UPGRADE OF A ZIGBEE NODE25II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A BINDING28II.8EDITION OF GROUPS28II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP30II.8.5DELETE A MEMBER FROM A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9EDITION OF SCENES33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.7EDITION OF BINDINGS26II.7.1ADD A BINDING27II.7.2DELETE A BINDING28II.8EDITION OF GROUPS28II.8EDITION OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9EDITION OF SCENES33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.7.1ADD A BINDING27II.7.2DELETE A BINDING28II.8EDITION OF GROUPS28II.8LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9EDITION OF SCENES33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.7.2DELETE A BINDING28II.8.EDITION OF GROUPS28II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9EDITION OF SCENES33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.8EDITION OF GROUPS28II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9EDITION OF SCENES33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE36II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.8.1LIST OF GROUPS OF A ZIGBEE NODE29II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33 II.9EDITION OF SCENES33 II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE36II.9.6RECALL A SCENE37II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.8.2ADD A GROUP30II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33 II.9EDITION OF SCENES33 II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.8.3REMOVE A GROUP30II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9EDITION OF SCENES33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.8.4ADD A MEMBER INTO A GROUP31II.8.5DELETE A MEMBER FROM A GROUP33II.9 EDITION OF SCENES 33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.8.5DELETE A MEMBER FROM A GROUP33II.9EDITION OF SCENES33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.9EDITION OF SCENES33II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.9.1LIST OF SCENES ASSOCIATED TO A GROUP34II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.9.2LIST OF SCENES OF A ZIGBEE NODE35II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.9.3ADD A SCÈNE35II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.9.4REMOVE A SCENE36II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.9.5STORE A SCENE37II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.9.6RECALL A SCENE38II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.9.7ADD A MEMBER INTO A SCENE38II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.9.8DELETE A MEMBER FROM A SCENE39II.9.9STORE THE STATE OF A MEMBER OF A SCENE40		
II.9.9 STORE THE STATE OF A MEMBER OF A SCENE 40		
	II.9.9 STOKE THE STATE OF A MEMBER OF A SCENE II.9.10 RECALL THE STATE OF A MEMBER OF A SCENE	40 40

II.10	EDITION OF SOFTWARE ACTIONS	41
II.10.1	ADD AN SOFTWARE ACTION	42
II.10.2	UPDATE AN SOFTWARE ACTION	43
II.10.3	REMOVE AN SOFTWARE ACTION	45
II.10.4	TEST AN SOFTWARE ACTION	45
II.11	EDITION OF DEVICE TRIGGERS	46
II.11.1	ADD A DEVICE TRIGGER	46
II.11.2	UPDATE A DEVICE TRIGGER	47
II.11.3		48
	EDITION OF TIMER TRIGGERS	48
II.12.1	ADD A TIME EVENT	49
	UPDATE A TIME EVENT	50
II.12.3		51
	EDITION OF MULTI-TRIGGERS	52
II.13.1	ADD A MULTI-TRIGGER	53
II.13.2	UPDATE A MULTI-TRIGGER	54
II.13.3	REMOVE A MULTI-TRIGGER	55
	EDITION OF DEVICE COMMANDS	55
II.14.1	ADD A DEVICE COMMAND	56
II.14.2		57
II.14.3		58
II.14.4		58
	EDITION OF SCENE COMMANDS	58
II.15.1	ADD A SCENE COMMAND	59
II.15.2	UPDATE A SCENE COMMAND	60
II.15.3	REMOVE A SCENE COMMAND	60
II.15.4	TEST A SCENE COMMAND	61
	EDITION OF NETWORK COMMANDS	61
II.16.1		62
II.16.2		66
II.16.3	REMOVE A NETWORK COMMAND	66
	EDITION OF MACROS	67
II.17.1	ADD A MACRO OF COMMANDS	68
II.17.2	UPDATE A MACRO OF COMMANDS	69
II.17.3	REMOVE A MACRO OF COMMANDS	70
II.18	CONFIGURATION OF EMAIL ACCOUNTS	71
II.18.1	ADD AN EMAIL ACCOUNT	72
II.18.2	UPDATE AN EMAIL ACCOUNT	74
II.18.3		74
II.19	CONFIGURATION OF THE ZIGBEE NETWORK	75
II.19.1	EDITION OF THE NETWORK PARAMETERS	75
II.19.2	SAVE THE NETWORK PARAMETERS	76
II.19.3	RESTORE THE NETWORK PARAMETERS	77
II.19.4	OPENING OF THE ASSOCIATION DURATION	78
II.19.5	EDITION OF THE FILTER OF AUTHORIZED ZIGBEE NODES	79
II.19.6		81
	PROGRAMMING OF UBEE FIRMWARE	81
II.21	_	
	INSTALLATION OF THE ACCESS BY INTERNET	82
II.21.1	CONFIGURATION OF THE DATABASE	83
II.21.2	CONFIGURATION OF THE DATABASE CONFIGURATION OF THE HTTP SERVER	83 83
II.21.2 II.21.3	CONFIGURATION OF THE DATABASE CONFIGURATION OF THE HTTP SERVER PROTECTION OF THE WEB SITE	83 83 84
II.21.2 II.21.3 II.21.4	CONFIGURATION OF THE DATABASE CONFIGURATION OF THE HTTP SERVER PROTECTION OF THE WEB SITE CONNEXION TO THE WEB SITE	83 83 84 84
П.21.2 П.21.3 П.21.4 П.21.5	CONFIGURATION OF THE DATABASE CONFIGURATION OF THE HTTP SERVER PROTECTION OF THE WEB SITE	83 83 84

III INSTALLATION OF CLEOBEETM

LIST OF FIGURES

Figure 1: Geographical View	
Figure 2: Topological View	
Figure 3: View of alarms log	
Figure 4: View of software actions log	
Figure 5: Properties of a Zigbee node	
Figure 6: Clusters of a Zigbee node	
Figure 7: Basic cluster of a ZPlug	
Figure 8: Software upgrade of Zigbee node	
Figure 9: Edition of bindings	
Figure 10: Edition of software actions	
Figure 11: Edition of network commands	
Figure 12: Creation of an Email command	
Figure 13: Creation of a HTTP command	
Figure 14: Edition of macros	
Figure 15: List of Email accounts	71
Figure 16: Email account no secure	
Figure 17: Email account secure	73
Figure 18: Parameters of Internet Email	74
Figure 19: Edition of the network parameters	76
Figure 20: Filter of authorized Zigbee nodes	
Figure 21 : Change of the password	

87

СleoВеетм	Software of Network management
UBEE	Coordinator
ZPlug	Router and Power Outlet
ZRC	Wall switch for ZPlug or Zlight and Temperature sensor
ZMove	PIR motion detector
ZDoor	Open Door Detector
ZGas	Detector of carbon monoxide and smoke
ZHum	Humidity and temperature sensor
ZLum	Illuminance sensor
ZLeak	Water leak detector
ZMeter	Metering of water or electricity
ZLight	2 lights 500 W max command
ZLock	Door lock command
ZShade	Roller shutter or blind command
ZSC	Remote control for ZShade or ZLock
ZScreen	LCD screen to show measures of sensors
ZXpand	Router to expand the Zigbee network
ZLoad	Product for updating CLEODE objects
SMTP	Simple Mail Transfer Protocol
SSL	Secure Socket Layer
TLS	Transport Layer Security

GLOSSAIRE

TABLE OF RÉVISIONS

Version	Author(s)	Description	Date
1.0	CLEODE	Initial version	12/12/2008
1.2	CLEODE	Add functionalities	30/01/2008
1.3	CLEODE	Add software actions	12/08/2009
1.4	CLEODE	Add bindings	06/10/2009
1.5	CLEODE	Change in the license management	21/10/2009
1.6	CLEODE	Add network actions (Email, URL, SMS)	29/01/2010
1.7	CLEODE	Add filter of ZigBee nodes, storage in database, configuration Zigbee network parameters	18/05/2010
2.0	CLEODE	Major change for download of the UBee (Zstack 2.3.0)	29/06/2010
2.5	CLEODE	Add opening of the association duration, Network security keys and improvement of several functionalities	09/03/2011
3.0	CLEODE	Major change in the network management by UBee and add network parameters save/restore	23/05/2011
4.0	CLEODE	Major change concerning the software actions to allow the remote access to a Wibee by CleoBee	07/05/2012
5.0	CLEODE	Major change concerning the multi-triggers, the auto-update of CleoBee.	17/02/2014

I INTRODUCTION

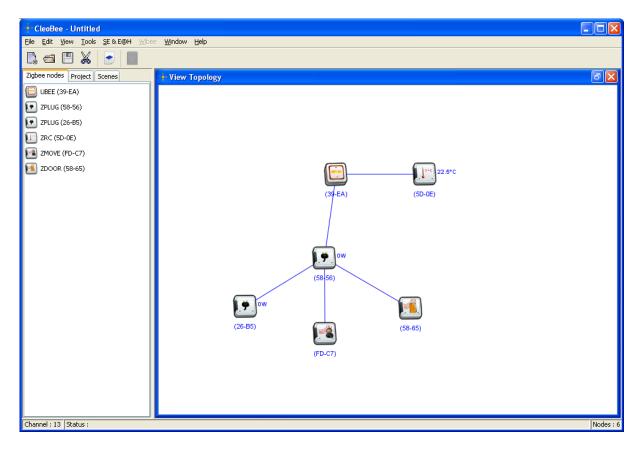
I.1 FONTIONALITIES

The manager of network CleoBeeTM has to manage the Zigbee nodes. That is:

- Display Zigbee nodes belonging to the network,
- Authorize the Zigbee nodes to enter in the network,
- Configure Zigbee nodes of the network,
- Configure the Zigbee network parameters,
- Display alarms generated by Zigbee nodes,
- Define binding between Zigbee nodes of the network.
- Define groups and scenes on Zigbee nodes of the network.
- Define software actions,
- Display software actions triggered.

Below the main screen of the manager with on the left the list of Zigbee nodes is belonging to the network and on the right a geographical view presenting the position of some objects.

On the left in the state bar is displayed the Zigbee network channel and on the right the number of Zigbee nodes detected on this channel.



I.2 FIRST USE

I.2.1 STANDARD VERSION

- 1) Run the installation program of CleoBeeTM « cleobee_install.exe » being on Cd-Rom (cf. Chap.III).
- 2) Launch CleoBeeTM with the shortcut installed on the desktop.

After few seconds, the coordinator should appear in the list of Zigbee nodes on the left side of the screen in the tab "Zigbee nodes".

🐏 CleoBee - Untitled				
<mark>File E</mark> dit ⊻iew <u>T</u> ools <u>S</u> E&E@H ∭ibe	e <u>W</u> indow <u>H</u> elp			
📭 📹 💾 👗 📄 🔳				
Zigbee nodes Project Scenes	🕂 View Topology			
📴 UBEE (39-EA)				

If the following message is displayed in the status bar in the screen bottom, it means that the license typed during the installation of CleoBeeTM does not correspond to your UBEE key.

Channel : 13 Status : Jovalid or expired license for LIBEE 00-12-48-00-01-00-39-EA L		
	Channel : 13 Status :	Invalid or expired license for UBEE 00-12-48-00-01-00-39-EA !

In that case, click on *Help* of the menu bar then on *License/Permanent license*, the following window opens and allows you to write your license number supplied with the Cd-Rom or to load a file containing your license.

Permanent license	×
Modification of the license You can enter a new license or load a new one from a file.	
AAAAA BBBBBB CCCCC DDDDD EEEEE	
OK Cancel Load	
Status :	

If you use several UBee separately on your PC, you can create as many license files and change license easily according to the UBee used.

To create a license file to load, copy 5 blocks of 5 characters without space in a ".lic" file with the IEEE address of the UBee in the file name.

🐏 Open		X
Look in	icence	🖌 🍺 📂 📖 📟
Mes documents récents Bureau Mes documents	 licence.lic licence_00124B00010039EA.lic licence_00124B0001072258.lic licence_00124B000111A31B.lic licence_00124B0001236406.lic licence_00124B0001236412.lic licence_00124B0001661981.lic 	
Poste de	File name: Files of type: License file (*.lic)	Open Cancel

If the problem persists, please contact <u>support@cleode.com</u> by specifying the IEEE address of your UBEE key and the license.

I.2.2 EVALUATION VERSION

At the first use of CleoBeeTM, the following message will be shown in the state bar at the bottom of the screen for the evaluation version.

Channel : 13 Status : Invalid or expired license for UBEE 00-12-4B-00-01-00-39-EA !

Click on *Help* of the menu bar then on *License/Temporary license*, the following window opens and allows you to write your license number (That is the secondary key).

License	X
Invalid or expired license ! Please, contact the <u>support</u> of CLEODE.	
Primary key MQL252IQIESEWSWEQEMSMSPCSQL0LKSRNEQBVQVLPLYPYE	
Secondary key	
OK Cancel	

Contact support@cleode.com to ask a license and give the primary key.



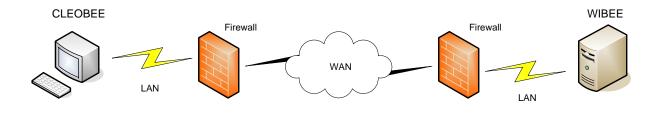
The primary key is regenerated each time you open the window, then you must not close it before type the secondary key when you ask the support.

Quit and reload CleoBeeTM, after few seconds, the coordinator should appear in the list of Zigbee nodes on the left side of the screen in the tab "Zigbee nodes".



I.2.3 REMONTE CONNECTION TO A WIBEE

It is possible to make a remote connection of CleoBee to Wibee if equipments are connected to the same local area network but it also possible to connect on Wibee through the global Internet. For that purpose, it is necessary to authorize the port 22 (SSH port by default) or that of your choice and to redirect this port towards the port 22 of Wibee in the configuration of the firewall situated in front of Wibee.



The remote connection of CleoBee to Wibee is realized through SSH tunnelling. The user of the server SSH is "admin" and its password is "admin" by default. This password may have been changed through the application console of Wibee.

The user of the Wibee is "admin" and its password is "admin" by default. This password can be changed through the Wibee specific screens in CleoBee.

If you want to save the passwords for the next use of CleoBee, tick the box "Save the passwords".

To have access to this screen during the launch of CleoBee, it is necessary to set the variable WIBEE_REMOTE_ACCESS in true in the file " CleoBee.conf ".

Enable/disable WiBee remote access WIBEE_REMOTE_ACCESS=true

🛎 Connection login					
Connection login You can choose between a connection on UBee of a USB serial port either a remote connection by SSH on a WiBee of the IP network.					
C Local connection : USB Serial port					
Remote connection :					
Wibee name wibee-040 wibee-012	IP Address 192.168.85.34 192.168.1.53				
wibee-imx raspberrypi	192.168.85.161				
wibee-012	192.168.85.22				
SSH Server					
SSH Server: 192.168.85.2	9 SSH port: 22				
User: pi	Password:				
Wibee					
User: admin	Password: •••••				
Change defaut port Wibee port: 8585					
Save the passwords					
Refresh Connect					
Status :					

I.2.4 AUTO UPDATE OF CLEOBEE

It is possible to verify if there is a more recent version of CleoBee by going to the menu "**Help / About CleoBee**".

An Http request will be sent to the website of Cleode to determine if the current version is the last one or not.

If the current version is the last one available, the message "*CleoBee is up to date*" will be displayed after a few seconds.

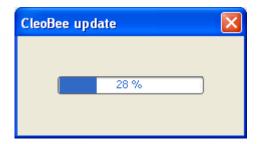
About CleoBee	×
CLEODE CLEODE CLEODE CLEODE CLEODE CLEODE CLEODE CLEODE CLEODE CLEODE CLEODE CLEODE CLEODE CLEODE CLEODE CLEODE CLEODE CLEODE CLEODE CleoBee is up to date Copyright(c) CLEODE 2003-2014. Tous droits réservés. CleoBee is up to date Copyright(c) CLEODE 2003-2014. Tous droits réservés. CLEODE CL	
Site web : <u>http://www.cleode.com</u> Ok	

Otherwise the message "*A new version X.Y is available*" will be displayed after a few seconds and a window will suggest you downloading this new version.

About CleoBee	×
CleoBee - V5.0 - Windows32 A new version 5.1 is available	
CleoBee update 🔀 .	
Do you want to download and install the new version? OK Cancel	
Site web : <u>http://www.cleode.com</u> Ok]

Warning: The download of a new version will force the closure of the CleoBee application.

If you accept the download of the new version, a window will indicate you the download progress.



II USE

II.1 DEFINE A PROJECT

A project allows saving a representation of a network Zigbee to allow the user to get back his configuration.

A project is constituted by the following elements:

- One or several geographical views placed Zigbee nodes,
- > Information concerning the symbolism of Zigbee nodes,
- ➢ Information concerning the software actions.

II.1.1 CRÉATE A NEW PROJECT

Click on the button is of tool bar. If a not empty project is opened, the following window opens to record it before closing this project.

Confirmation	×
Do you want to save the current project	t?
Yes No Cancel]

II.1.2 LOAD A PROJECT

Click on the button $\stackrel{\text{click}}{=}$ of the tool bar, the following window opens to load the project.

••• Open						×
Look in:	🚞 demo		~	1		
Mes documents récents	reseau-sim	I				
Dureau						
Mes documents						
Poste de travail						
	File name:	projet.xml			Open	
Favoris réseau	Files of type:	Projects *.xml		~	Cancel	

If the file « .xml » is not recognized like a file describing a CleoBeeTM project, the following message will be shown in the status bar at the bottom of the screen.

Channel : 12 Status :	Impossible to load the project : erroned file !	Nodes: 10

II.1.3 BACK UP THE CURRENT PROJECT

Click on the button of tool bar, the following window opens to choose the name and the place of the file « .xml » to record the project.

🕂 Save					×
Save in:	🚞 demo		*	ø 🕫 🛄	
Mes documents récents	 network-sin project.xml projet.xml reseau-simi 	I			
Direau Bureau					
Mes documents					
Poste de travail					
	File name:	project.xml			Save
Favoris réseau	Files of type:	Projects *.xml		~	Cancel

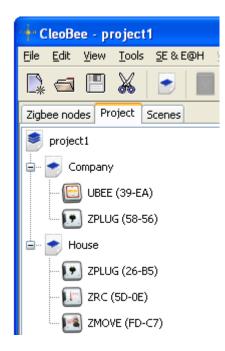
II.1.4 DELETE THE CURRENT PROJECT

Click on the button so of the tool bar, a window opens and ask you to confirm the deletion of the current project. This action removes the file « .xml » of the hard disk.

II.1.5 DISPLAY THE CURRENT PROJECT

By clicking the tab "Project" to the left of the screen, a vision of the current project is presented under treelike shape.

The root node is the name of the project, the intermediate nodes are plans belonging to the project and leaves are the present Zigbee nodes on the various plans.



II.2 GEOGRAPHICAL VIEW

A geographic view is a plan allowing placing a Zigbee node. An object can be placed only once on the various plans establishing the project.

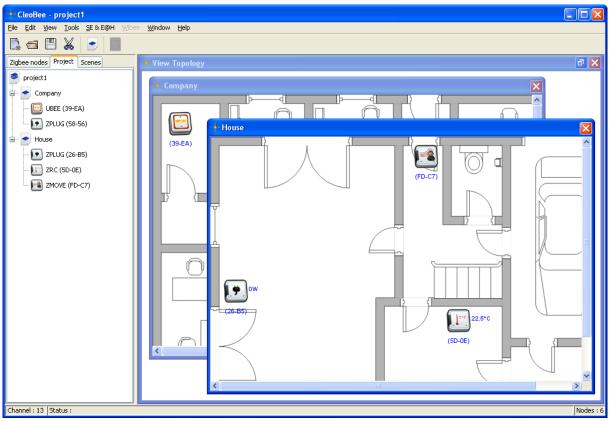
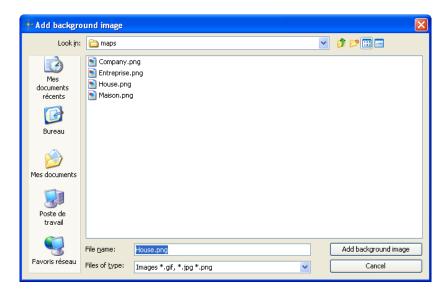


Figure 1: Geographical View

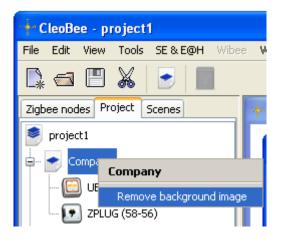
II.2.1 ADD A PLAN

Click on the button \square of the tool bar, the following window opens and choose a plan to creation a new geographic view.

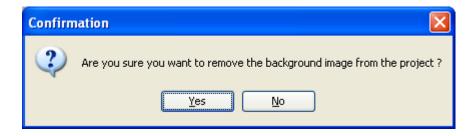


II.2.2 DELETE A PLAN

Select the plan in the tree, click on the right button on the mouse to access to the popup menu. Choose the action « Remove Background image ».



The following window appear to ask a confirmation



II.2.3 ADD A ZIGBEE NODE

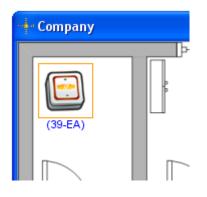
Make a drag and drop of a present Zigbee node in the list of the tab "Zigbee nodes" on a geographical view.

t CleoBee - project1	
File Edit View Tools SE & E@H Wibee Window Help	
Zigbee nodes Project Scenes View Topology	a 🗙
UBEE (39-EA)	
DPUIG (58-56)	
2Move (FD-C7)	
1 ZDOOR (58-65)	
(5D-0E)	
Channel : 13 Status :	Nodes : 6

II.2.4 DELETE A ZIGBEE NODE

Select the Zigbee node that is present in a plan by a click and press the touch « del » to delete it. The multi-selection of the Zigbee nodes is possible by maintaining the touch « Shift » supported during the selection of objects.

A frame of orange color around this object visualizes a selected Zigbee node.



II.3 TOPOLOGICAL VIEW

The topological view present associations between the various Zigbee nodes managed by the administrator; an association is a link of communication between two Zigbee nodes. On the topological view below, we have seen a coordinator in communication with 5 Zigbee nodes, a node of which acts as router for 3 of these Zigbee nodes.

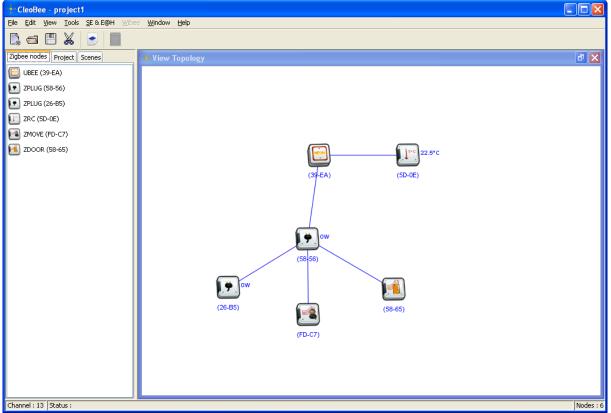


Figure 2: Topological View

II.4 VIEW OF ALARMS LOG

The window of alarms log is accessible from the menu "View/Log Alarms".

This view displays the log of Zigbee node alarms with the time stamp and the cluster, which has generated it.

However, this view doesn't display the current state of the alarms because the end of alarms is not signaled by the Zigbee nodes. It is thus possible that an alarm is not present any more.

Time stamp	Zigbee node	Cluster	Alarm
18:05:22	ZRC (65-04)	Power_Configuration	Battery voltage too low
	18:05:22	18:05:22 ZRC (65-04)	18:05:22 ZRC (65-04) Power_Configuration

Figure 3: View of alarms log

A pop-up menu accessible on the right button of the mouse allows to:

- \blacktriangleright Remove the selected alarm,
- \succ Remove all alarms,
- Save the alarms in a cave file.

Power_Configuration	Battery voltage to	o low
	Log Alarms	
	Remove selection	
	Remove all	
	Save as	

II.5 VIEW OF SOFTWARE ACTIONS LOG

The window of software actions log is accessible from the menu "View/Log Actions".

This view displays the log of the software actions executed with the triggering time and the description of the software action.

It is limited to the 50 software actions, oldest are deleted for the benefit of the new software actions.

2010/03/02 17:01:30 Zigbee (Toggle command) : triggered by [Température > 25] incoming from ZRC (65-04) 2010/03/02 17:01:16 Zigbee (Off command) : triggered by [Zone status bit 0 = 0] incoming from ZDOOR (64-0A) 2010/03/02 17:01:12 Zigbee (On command) : triggered by [Zone status bit 0 = 1] incoming from ZDOOR (64-0A) 2010/03/02 17:01:12 Zigbee (On command) : triggered by [Zone status bit 0 = 1] incoming from ZDOOR (64-0A) 2010/03/02 17:01:12 Zigbee (On command) : triggered by [Zone status bit 0 = 1] incoming from ZDOOR (64-0A) 2010/03/02 17:01:12 Zigbee (On command) : triggered by [Zone status bit 0 = 1] incoming from ZDOOR (64-0A) 2010/03/02 17:01:12 Zigbee (Toggle command) : triggered by [On/Off : Toggle state received] incoming from ZRC (65-04) 2010/03/02 17:00:41 Zigbee (Toggle command) : triggered by [Huriditu < 40] incoming from ZRC (65-04) 2010/03/02 16:41:38 Ziebee (Off command) : triggered by [Huriditu < 40] incoming from ZRC (65-04)	Time stamp	Software actions
2010/03/02 17:01:12 Zigbee (On command) : triggered by [Zone status bit 0 = 1] incoming from ZDOOR (64-0A) 2010/03/02 17:01:12 Zigbee (On command) : triggered by [Zone status bit 0 = 1] incoming from ZDOOR (64-0A) 2010/03/02 17:00:41 Zigbee (Toggle command) : triggered by [On/Off : Toggle state received] incoming from ZRC (65-04)	2010/03/02 17:01:30	Zigbee (Toggle command) : triggered by [Température > 25] incoming from ZRC (65-04)
2010/03/02 17:01:12 Zigbee (On command) : triggered by [Zone status bit 0 = 1] incoming from ZDOOR (64-0A) 2010/03/02 17:00:41 Zigbee (Toggle command) : triggered by [On/Off : Toggle state received] incoming from ZRC (65-04)	2010/03/02 17:01:16	Zigbee (Off command) : triggered by [Zone status bit 0 = 0] incoming from ZDOOR (64-0A)
2010/03/02 17:00:41 Zigbee (Toggle command) : triggered by [On/Off : Toggle state received] incoming from ZRC (65-04)	2010/03/02 17:01:12	Zigbee (On command) : triggered by [Zone status bit $0 = 1$] incoming from ZDOOR (64-0A)
	2010/03/02 17:01:12	Zigbee (On command) : triggered by [Zone status bit $0 = 1$] incoming from ZDOOR (64-0A)
2010/02/02 16:41:29 Ziphos (Off command) - triangered by [Humidity - 40] incoming from 740 M (66-02)	2010/03/02 17:00:41	Zigbee (Toggle command) : triggered by [On/Off : Toggle state received] incoming from ZRC (65-04)
2010/03/02 16:41:36 [ziguee (Officialitatio) : driggered by [indiniativ] < 40 [incoming from 2004 (66-02)	2010/03/02 16:41:38	Zigbee (Off command) : triggered by [Humidity < 40] incoming from ZHUM (66-02)

Figure 4: View of software actions log

A pop-up menu accessible on the right button of the mouse allows to:

- Remove the selected software action,
- \succ Remove all,
- Save the software actions in a csv file.

ered by [Température > 25 l'incoming fro	m ZRC
i by [Zo	Software actions	ZDOC
by [Zor	Remove selection	ZDOC
	Remove all	
by [Zor	Save as	ZDOC

II.6 POP-UP MENU OF ZIGBEE NODES

The pop-up menu of Zigbee nodes allows showing the following information or deleting this node from the Zigbee network:

- \succ The properties of this node,
- ➤ The clusters of this node,
- Software upgrade.

Click on the right button of the mouse to display the pop-up menu, the following window opens to choose the information to be shown.

The pop-up menu is accessible from Zigbee nodes being on plans but also from Zigbee nodes being in the lists of the tabs "Zigbee nodes" and "Project".



II.6.1 **PROPERTIES OF ZIGBEE NODE**

The properties of a Zigbee node are the following ones:

- IEEE address of the Zigbee node (not modifiable)
- Network address of the Zigbee node (not modifiable)
- A name given by the operator, which will be stored in the project.
- A description given by the operator which will be stored in the project
- > The « ModelIdentifier » of the Zigbee object (not modifiable)
- > The device type of the Zigbee object (not modifiable)
- > The manufacturer code of the Zigbee node (not modifiable)
- ➤ A modifiable graphic symbol by the operator, which will be stored in the project.

PLUG Office				
Properties of the Zigbee node The name and the description will be stored in the current project The name will be possibly recorded in the Zigbee node if the option Sync is marked.				
IEEE Address : Network address : Name : Description : Model Identifier : Device type ;	00-12-48-00-01-24-58-56 0xE708 Office 2PLUG Router	✓ Sync		
Manufacturer code : Graphical symbol : Apply this symbol to all : having the same Model	2000 2000 2000			
OK Cancel				

Figure 5: Properties of a Zigbee node

II.6.2 CLUSTERS OF A ZIGBEE NODE

A cluster is a related collection of commands and attributes, which together define an interface to specific functionality and which allow to communicate between two Zigbee nodes.

Double-click on the cluster to display its attributes.



Figure 6: Clusters of a Zigbee node

Below the "Basic cluster" of a ZPlug of Cleode.

Provide a state of the second	luster 🛛 🔀
Status :	
ZCL version :	001
Application version :	025
Stack version :	002
Hardware version :	005
Manufacturer name :	CLEODE
Model identifier :	ZPLUG
Date code :	04 Feb 2013
Power source :	Mains_single_phase
Location description :	Office
Physical environment :	Unspecified_environment
Device enabled :	Enabled 💌
Alarm mask :	00000000
Disable local config :	
Reset to factory defaults :	Reset
ОК	Cancel

Figure 7: Basic cluster of a ZPlug

II.6.3 DELETE A ZIGBEE NODE FROM THE NETWORK

The deleting of a Zigbee node consists in forcing this object to leave the network and\or in remove this object from the list of Zigbee nodes in CleoBee.

The following window appear to ask a confirmation

Confirm	nation 🔀
?	Are you sure you want to force the Zigbee node 'ZPLUG Couloir' to leave the network ?
	Yes No

II.6.4 SOFTWARE UPGRADE OF A ZIGBEE NODE

The menu "Software upgrade" allows the Zigbee node Cleode selected to switch in the programming mode. Then, the tool ZLOAD of Cleode must upgrade the node.

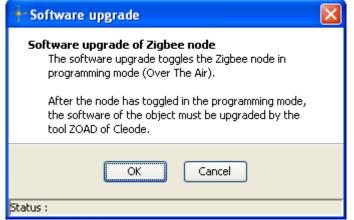
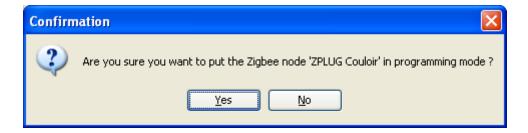


Figure 8: Software upgrade of Zigbee node

The following window appears to request a confirmation



If your node Zigbee of Cleode has not this feature, an error message will appear in the window status.





After confirmation, the node will remain in programming mode until that a software upgrade is done.

II.7 EDITION OF BINDINGS

The edition window of the bindings is accessible from the menu "Edit/Bindings".

A binding is a unidirectional logical link between a source endpoint/cluster identifier pair and a destination endpoint, which may exist on one or more Zigbee nodes.

The button "Refresh" allows updating the list of bindings by requesting all Zigbee nodes. The refreshment can take several tens of seconds depending on the sleep time of the Zigbee nodes.

Below the window displaying the list of bindings in the network.

Bindings					
Edition of bindings Add a new bindin	g or select one for remov	ving it.			
Source ZRC (65-04)	End Point	Cluster On_Off	Destination ZPLUG (6A-BC)	End Point 10	
2/(0/00/01)	1			10	Add
		0%]
		ОК	Refresh		

Figure 9: Edition of bindings

II.7.1 ADD A BINDING

Click on the button « Add », the following window opens and allows selecting the cluster, the source and the destination.

The addition can take few seconds depending on the sleep time of the Zigbee node.

🐏 Add binding				
Select the cluster				
Cluster : On_Off	~			
Select the source]			
Zigbee node :	ZRC Cuisine 🕑			
End Point :	1			
]			
Select the destination	n			
Zigbee node :	ZPLUG Couloir 🛛 👻			
End Point :	10 💌			
OK Cancel				
Status :				

II.7.2 DELETE A BINDING

Select a binding in the list and click on the button "Remove".

The following window appears to ask a confirmation.

The deletion can take few seconds depending on the sleep time of the Zigbee node.

🕂 Remove binding 🛛 🔀				
Cluster :	On_Off			
Source :	ZRC Cuisine			
End Point :	1			
Destination :	ZPLUG Couloir			
End Point :	10			
OK Cancel				
Status :				

II.8 EDITION OF GROUPS

The edition window of the groups is accessible from the menu "Edit/Groups…" A group is a set of Zigbee nodes / endpoint which can be reachable by a common network address, in this particular case the group identifier.

The button "Refresh" allows updating the list of the groups and the scenes by requesting all Zigbee nodes of the network. The refreshment can take several tens of seconds.

Below the window displaying the list of current groups in the network

Groups		×		
Edition of groups Add a new group or select one for updating it or removing it.				
List of groups : Group ID 0x0001 0x0002	Name Add Rolling shutters Remove MainsPowerOutlet Remove]		
0%				
Zigbee node	0x0002 - MainsPowerOutlet End Point Add	n l		
ZPLUG (00-00)		J		
ZPLUG (6A-BC)	10 Remove			
ZPLUG (6A-B2)	10			
Status :	OK Cancel Refresh			

The selection of a group in the list of the groups allows displaying the members of this group in the list "Members of group".

A member is characterized by a Zigbee node and an Endpoint.

II.8.1 LIST OF GROUPS OF A ZIGBEE NODE

To know about which groups belongs a Zigbee node, double-click on its symbol in the topological view (cf. II.6.2). The following window opens and allows displaying in a synthetic way, the membership of a Zigbee node in various groups.

🔶 ZPLUG (6A-B2) - Clusters list 🛛 🛛 🔀
0x14 - Metering_Device
In - Basic_Attributes
In - Identify
In - Simple_Metering
0x0A - Mains_Power_Outlet
In - Basic_Attributes
In - Identify
⊡…In - Groups
Group 0x0001 - Rolling shutters
Group 0x0002 - MainsPowerOutlet
Group 0x0003 - Lights
In - Scenes
In - On_Off
-

II.8.2 ADD A GROUP

Click on the button « Add », the following window opens and allows defining the identifier and the name (optional) of the group. The creation of a group becomes effective only when a member is added to this group. That is no request is emitted at this stage of the operation.

🕂 Edition of groups				
Creation of a new group The group creation will become effective when a member is added to the group.				
Group ID : Group Name :	0x0002			
OK Cancel				

II.8.3 REMOVE A GROUP

Select a group in the list of groups and click on the button "Remove", the following window appears to require a confirmation of you.

A request is sent to all members of the group to delete them of this group.

It is not possible to delete a group if a scene is always associated with this group to delete.

rin Groups	×
Edition of groups Add a new group or select one for updating it or removing it.	
List of groups : Group ID Name 0x0001 Rolling shutters 0x0003 Lights	Add Remove
Confirmation X Image: Confirmation <td< td=""><td></td></td<>	
Zigbee node I ZSHADE Hall I ZPLUG (6A-B2) I0	Add
OK Cancel Refresh	
Status :	

II.8.4 ADD A MEMBER INTO A GROUP

Select a group in the list of groups, and then click on the button "Add" situated at the level of the list "Members of group"; the following window opens and allows adding a member into the group.

A request is sent to this Zigbee node to add it into the group.

🕂 Edition of groups 🛛 🔀			
Add a member into this group Select the Zigbee node by its network address and its endpoint.			
Zigbee node : ZPLUG (00-00)			
OK Cancel			

If the operation is successful the window closes automatically and the Zigbee node is inserted into the list of the members.

🕂 Groups	X
Edition of groups Add a new group or select one for updating it or removing it.	
List of groups : Group ID Name 0x0001 Rolling shutters 0x0002 MainsPowerOutlet 0x0003 Lights	Add Remove
0%	
Members of group : 0x0002 - MainsPowerOutlet Zigbee node End Point	Add
ZPLUG (6A-B2) 10	
	Remove
OK Cancel Refresh	

II.8.5 DELETE A MEMBER FROM A GROUP

Select a member in the list of "Members of group" and click on the button "Remove", the following window appears to require a confirmation of you.

A request is sent to this Zigbee node to delete it from the group.

🐨 Groups 🔀
Edition of groups Add a new group or select one for updating it or removing it.
List of groups : Add
OK Cancel Refresh

II.9 EDITION OF SCENES

The edition window of the scenes is accessible from the menu "Edit/Scenes…" A scene is a set of predefined states of Zigbee nodes belonging to this scene.

The button "Refresh" allows updating the list of the groups and the scenes by requesting all Zigbee nodes of the network. The refreshment can take several tens of seconds.

Below the window displaying the list of current scenes in the network

🕂 Scenes				
Edition of scen Add a new s		or updating it or rem	oving it.	
0×02	Name Opened shutter Closed shutter	Group associated 0x0001 0x0001	Transition time 0 0	Add Remove
	Light On Light Off	0x0003 0x0003	0	Store
		0%		
Members of sce	ne :			Add
Zigbee node	End Point	Cluster	Value	
				Remove
				Store
				Recall
Status :	ОК	Cancel	Refresh	

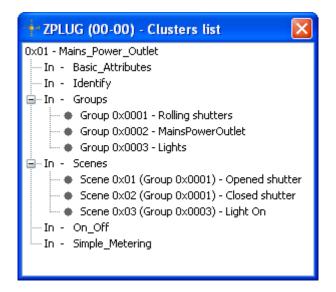
II.9.1 LIST OF SCENES ASSOCIATED TO A GROUP

The scenes associated to a group are also displayed on the left side of the screen in the tab "Scenes". It is possible to recall a scene by double-clicking on its name.

CleoBee - Untitled	
File Edit View Tools Wibee Window	Help
📭 📹 🛄 🔏 📄 🔳	
Zigbee nodes Project Scenes	View 1
© Group 0x0001 - Rolling shutters	
🛯 🕒 🕲 Scene 0x01 - Opened shutter	
Scene 0x02 - Closed shutter	
l Group 0x0003 - Lights	
🛯 🗐 Scene 0x03 - Light On	
Scene 0x04 - Light Off	

II.9.2 LIST OF SCENES OF A ZIGBEE NODE

To know about which scenes belongs a Zigbee node, double-click on its symbol in the topological view (cf.II.6.2). The following window opens and allows displaying in a synthetic way, the membership of a Zigbee node in various scenes.



II.9.3 ADD A SCENE

Click on the button « Add », the following window opens and allows defining the identifier, the group associated to the group, the name (optional) of the scene and the transition time (not used for the moment in Zigbee nodes Cleode).

The creation of a scene becomes effective only when a member is added to this scene. That is no request is emitted at this stage of the operation.

Scenes		×	
	ene will become effective added to the scene.		
Scene Id : Group Id : Scene name : Transition time :	1 Group 0x0001 - Rolling shu 💌 Opened shutter		
OK Cancel Status :			

II.9.4 REMOVE A SCENE

Select a scene in the list of scenes and click on the button "Remove", the following window appears to require a confirmation of you.

A request is sent to all members of the scene to delete them of this scene.

- Scenes				×			
Edition of sce Add a new		for updating it or rem	oving it.				
List of scenes :							
Scene ID	Name	Group associated	Transition time	Add			
0x01	Opened shutter	0×0001	0	Demons			
0x02	Closed shutter	0×0001	0	Remove			
0x03	Light On	0×0003	0	Store			
	Confirmation			Recall			
	Are yo	Yes No					
Members of sce Zigbee node	ne : 0x01 - Opene End Point	d shutter Cluster	Value	Add			
ZSHADE Hall	1	Window_Covering	0/0	Remove			
ZPLUG (00-00)	1	On_Off	On				
				Store			
				Recall			
				- Rocali			
OK Cancel Refresh							
tatus :							

II.9.5 STORE A SCENE

Select a scene in the list of scenes and click on the button "Store", the following window appears to require a confirmation of you.



A request is sent en broadcast (on the common network address of group) to store the current state of Zigbee nodes which are member of this scene as the predefined states of this scene.

II.9.6 RECALL A SCENE

Select a scene in the list of scenes, and then click on the button "Recall". A request is sent in broadcast (on the common network address of group) to set the Zigbee nodes which are member of the scene in their predefined states for this scene scene.

II.9.7 ADD A MEMBER INTO A SCENE

Select a scene in the list of scenes, and then click on the button "Add" situated at the level of the list "Members of scene"; the following window opens and allows adding a member into the scene.

A request is sent to this Zigbee node to add it into the scene.

Only the Zigbee nodes being a member of the group associated with the scene and possessing in the same endpoint the cluster "Scenes" and at least one of the following clusters can be added in a scene :

- ➢ On_Off
- Level_Control
- Color_Control
- Door_Lock
- > Thermostat
- Window_Covering

The selection of the predefined state of the scene is different according to the cluster of the selected Zigbee node.

Input screen for the cluster "On Off"

🕂 Scenes 🛛 🔀						
Add the Zigbee node into this scene Select a Zigbee node to add into the scene.						
Zigbee node : ZPLUG (6A-B2)						
End Point :	10	~				
On/Off cluster State :						
OK Cancel						
Status :						

Input screen	for the	cluster	<i>"Window</i>	Covering"
--------------	---------	---------	----------------	-----------

Scenes	×					
Add the Zigbee node into this scene Select a Zigbee node to add into the scene.						
Zigbee node : ZSHADE Hall End Point : 1 Window Covering cluster Current position Lift (in %) : 100 Current position Tilt (in %) : 0						
OK Status :	Cancel					

If the operation is successful the window closes automatically and the Zigbee node is inserted into the list of the members.

II.9.8 DELETE A MEMBER FROM A SCENE

Select a member in the list of "Members of scene" and click on the button "Remove", the following window appears to require a confirmation of you.

A request is sent to this Zigbee node to delete it from the scene.

Age Scenes				×
Edition of scenes Add a new scene	e or select one f	or updating it or rem	oving it.	
0x02 Close 0x03 Light Confirmation	ned shutter ed shutter t On n you sure you wa	'es No	Transition time 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Add Remove Store Recall ? Add Remove Store Recall
Status :	ОК	Cancel	Refresh	

II.9.9 STORE THE STATE OF A MEMBER OF A SCENE

Select a member in the list of "Members of scene" and then click on the button "Store". A request is sent to the selected member to store the current state of the cluster as the predefined state for this scene.

II.9.10 RECALL THE STATE OF A MEMBER OF A SCENE

Select a member in the list of "Members of scene" and then click on the button "Recall". A request is sent to the selected member to this Zigbee node in the predefined state for this scene.

II.10 Edition of software actions

The edition window of the software actions is accessible from the menu "Edit/Software actions..."

An action is to execute one or more commands depending of the state of a trigger. The trigger can be a receipt of a command or an incoming notification from a source as a Zigbee node or a temporal event.

It is thus necessary to define the source with its trigger and the target in order to execute one or more commands.

A source trigger can be:

- ➤ a Zigbee node,
- \triangleright a time event,
- ▶ a multi-trigger.

A device trigger is characterized by its type and by its operators (binary or unary, according of the type). A value must be defined for the binary operators.

A time event is characterized by one hour during the day and its weekly, monthly or annual periodicity.

A target command can be:

- \succ a device command,
- ➤ a scene command,
- ➤ an Email sending,
- ➢ an HTTP URL call,
- ➤ a macro of commands.

It is possible to put into service, or out of service, a software action, without it being deleted, by modifying the checkbox "In service".

It is possible to define an operating range on the hours of the day, on the days of the week and over the months of the year.

It is possible to delay the execution of the command associated with a software action.

The asterisk that is situated in the first column of each software action indicates that this software action is not validated. This action is not validated because it has just been added or it has just been modified. Press the button "Ok" or "Apply" to take account of this software action.

• Software actions						×
Edition of software actions Add a new software action or (Unselect by right mouse click)	select one for updating it or re)	emoving it.				
Trigger Opening door (device) Low battery alarm door (MTWTF_8am (timer)	Switch on heating (device)	Time lag O O O	Operational Yes Yes Yes	In service	Remove	
Closing door (device)	Switch off light (device)	20	Yes			
Consumption 1000W (de	SMS sending (http)	0	Yes		Test	
Enter the software action name Name : Operating range Time lag Select a trigger Device trigger Multi-trigger Opening door Copening door Edit device triggers Edit device triggers SMS sending Edit device triggers						
Status :	OK Car	ncel 4	Apply			

Figure 10: Edition of software actions

II.10.1 ADD AN SOFTWARE ACTION

Select the source and target of a software action then click on the button "Add" to the right of the screen for adding this new action in the list.

It is necessary to validate by the button "Ok" or "Apply" to take account of this software action. The only difference being that the button "Ok" close the windows of edition of software actions.

So that a device trigger is functional, it is necessary to create a binding between the source Zigbee node and the coordinator. The following window can appear to ask for the confirmation to create immediately the binding.

Example for a trigger using the cluster "On Off"

🛉 Add binding 🛛 🔀							
Add binding A binding is necessary to make operational the software action. Do you want to create this binding now ?							
Cluster On_Off							
Source Zigbee node : ZPLUG Office End Point : 1							
Target Zigbee node : UBEE (39-EA)							
End Point : 10							
OK Cancel							
Status :							

II.10.2 UPDATE AN SOFTWARE ACTION

Select a software action in the list; the input fields of the source and the target are filled according to the values of this action.

Change these values then click the button "Update" on the right of the screen for updating the action in the list.

It is necessary to validate by the button "Ok" or "Apply" to take account of this software action. Otherwise to cancel the current modifications, leave by the button "Cancel".

To modify the operating range, click the button "Operating range".

The following window appears to allow defining the hours of the day, the days of the week and the months of the year during which the software action will be functional.

🛉 Software actions 🛛 🔀						
Define the operating range You can define the operating range on the hours of the day, on the days of the week and over the months of the year.						
Software action name Alert Plug to ON						
Operating hours						
Start 19:00 💌 End 06:00 💌						
00:00 04:00 08:00 12:00 16:00 20:00 24:00						
Days of week						
🗹 Monday 🛛 🔽 Tuesday 🔽 Wednesday						
🗸 Thursday 🔽 Friday 🔽 Saturday 🔽 Sunday						
Months of the year						
🗸 Jan 🗸 Feb 🗸 Mar 🗸 Apr 🗸 May 🗸 Jun						
🗸 Jul 🗸 Aug 🗸 Sep 🔽 Oct 🔽 Nov 🔽 Dec						
OK Cancel						

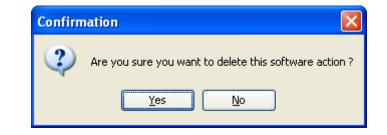
To modify the temporization of a software action, click on the button "Temporization". The following window appears to allow to define a fixed or random time in the execution of the command associated with the software action.

🔸 Software actions 🛛 🔀				
Define the time lag You can define the fixed or random time lag in the execution of the command.				
Software action name Closing door				
Time lag				
🔿 Immediate				
⊙ Fixed time (1 to 3600 sec.) 20 🗘				
🔿 Random time (1 to 3600 sec.) 900 🤤				
OK Cancel				
Status :				

II.10.3 REMOVE AN SOFTWARE ACTION

Select a software action in the list of software actions and click on the button "Remove" on the right of the screen.

The following window appears to require a confirmation of you.



So that the software action is not operational any more, it is necessary to validate by the button "Ok" or "Apply". Otherwise to cancel the current modifications, leave by the button "Cancel".

II.10.4 TEST AN SOFTWARE ACTION

Select a software action in the list of software actions and click on the button "Test" on the right of the screen.

The result of the test is shown in the status bar.

Status :	Successful Test

II.11 EDITION OF DEVICE TRIGGERS

The edition window of device triggers is accessible from the edition window of software actions when you click on the button "Edit device triggers ..." in the trigger zone.

Edition of device trigger or select one for updating it or removing it. (Unselect by right mouse click) List of device triggers : Name Device trigger Plug to Off Off state Received from ZPLUG (58-56) Plug to On On state Received from ZPLUG (58-56) * Temperature too high Temperature > 20 from ZRC (5D-0E) Remove		Pevice triggers							
Name Device trigger Plug to Off Off state Received from ZPLUG (58-56) Plug to On On state Received from ZPLUG (58-56) * Temperature too high Temperature > 20 from ZRC (5D-0E) Remove		Edition of device triggers Add a new device trigger or select one for updating it or removing it.							
Plug to Off Off state Received from ZPLUG (58-56) Plug to On On state Received from ZPLUG (58-56) * Temperature too high Temperature > 20 from ZRC (5D-0E) Remove	1	List	of device triggers :						
Plug to On On state Received from ZPLUG (58-56) Update * Temperature too high Temperature > 20 from ZRC (5D-0E) Remove			Name	Device trigger	Add				
Temperature too high Temperature > 20 from ZRC (5D-0E) Remove			Plug to Off	Off state Received from ZPLUG (58-56)					
			-		Update				
		*	Temperature too high	Temperature > 20 from ZRC (5D-0E)	Remove				
OK Cancel Apply									
Status :	Charl			Cancel Apply					

The asterisk that is situated in the first column indicates that this Device trigger has not been taken into account.

It is necessary to validate by the button "Ok" or "Apply" to take into account this device trigger. The only difference being that the "OK" button closes the edition window.

II.11.1 ADD A DEVICE TRIGGER

Click on the button "Add", the following window appears and allows you to define the parameters necessary for a time event.

- Trigger name,
- Source Zigbee node,
- Trigger,
- Operator,
- Value for a binary operator.

🛉 Device triggers 🛛 🔀							
Creation of device trigger Fields Name, Zigbee node, Trigger and Operator are mandatory.							
Name : Temperature too high							
Zigbee node :	ZRC (5D-0E)			*			
Trigger :	Temperature 💌						
Operator : > 💌 20							
Temperature (°C) is superior to the typed value							
OK Cancel							
Status :							

II.11.2 UPDATE A DEVICE TRIGGER

Select a device trigger into the list of device triggers and click on the button "Update" or simply double-click on the trigger that must be updated.

The following window appears and allows you to change all the parameters of the device trigger except the name given that it is unique and that it corresponds to the name of this trigger and the source Zigbee node.

🕂 Device trigge	rs	×
Update device trigger Fields Name, Zigbee node, Trigger and Operator are mandatory.		
Name :	Temperature too high	
Zigbee node :	ZRC (5D-0E)	~
Trigger :	Temperature	*
Operator :	> 💙 25	
Temperature (°C) is superior to the typed value		
OK Cancel		
Status :		

II.11.3 REMOVE A DEVICE TRIGGER

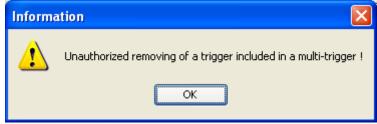
Select a device trigger in the list of device triggers and click on the button "Remove". The following window appears to require a confirmation of you.



It is not possible to delete a device trigger used in an already created software action or one is ongoing of edition; in that case the following information window opens to indicate it.



It is not possible to delete a device trigger included in a multi-trigger; in that case the following information window opens to indicate it.



So that the deletion of a device trigger becomes permanent, it is necessary to leave the window "Edition of device triggers" by the button "Ok" or "Apply". Otherwise to cancel the current modifications, click on the button "Cancel".

II.12 EDITION OF TIMER TRIGGERS

The edition window of time events is accessible from the edition window of software actions when you click on the button "Edit time events ..." in the trigger zone.

	🛉 Time events 🛛 🗙			
		t ion of time event Add a new time ever	s nt or select one for updating it or removing it.	
	List	of time events :		
		Name	Description Add	
	*	MTWTF_8H First day at 8h	Every morning of the workweek at 8 am Update Update	
			Remove	
			OK Cancel Apply	
Stat	us :	1		

The asterisk that is situated in the first column indicates that this time event has not been taken into account.

It is necessary to validate by the button "Ok" or "Apply" to take into account this time event. The only difference being that the "OK" button closes the edition window.

II.12.1 ADD A TIME EVENT

Click on the button "Add", the following window appears and allows you to define the parameters necessary for a time event.

- Event name,
- Event description
- Trigger time,
- Information of periodicity.

🛉 Time events	
Creation of new time event Fields Name and Hour are mandatory.	
Time events	
Name : MTWTF_8H	Hour: 08:00 🗸
Description : Every morning of the wor	kweek at 8 am
○ Monthly Monday Tu ○ Annual	lected of the week lesday
OK	Cancel

II.12.2 UPDATE A TIME EVENT

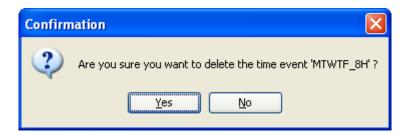
Select a time event into the list of time events and click on the button "Update" or simply double-click on the event that must be updated.

The following window appears and allows you to change all the parameters of the time event except the name given that it is unique and that it corresponds to the name of this trigger.

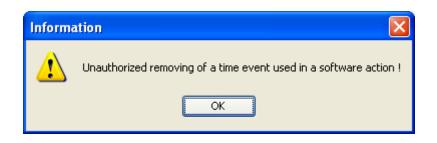
🐏 Time events		×
Update time eve Fields Name an	ent d Hour are mandatory.	
Time events		
Name :	MTWTF_8H Hour : 08:00 💌	
Description :	Every first day of the month at 8 am	
Periodicity O Weekly Monthly Annual	 I of every month The last day of every month Jan V Feb V Mar V Apr V May V Jun Jul V Aug V Sep V Oct V Nov V Dec 	
Status :	OK Cancel	

II.12.3 REMOVE A TIME EVENT

Select a time event in the list of time events and click on the button "Remove". The following window appears to require a confirmation of you.



It is not possible to delete a time event used in an already created software action or one is ongoing of edition; in that case the following information window opens to indicate it.



So that the deletion of a time event is permanent, it is necessary to leave the window "Edition of time events" by the button "Ok". Otherwise to cancel the current modifications, leave by the button "Cancel".

II.13 EDITION OF MULTI-TRIGGERS

The edition window of multi-triggers is accessible from the edition window of software actions when you click on the button "Edit multi-triggers ..." in the trigger zone.

et.	Multi-triggers		
	Edition of multi-triggers Add a new multi-trigger or select one for updating it or removing it. (Unselect by right mouse click)		
l	List of multi-triggers :		
	Name	Description	Add
	No opening of door	No opening of door during the day	
	Open door and night	Open door and illuminence too low	Update
			Remove
l			
		OK Cancel Apply	
Stat	us :		

The asterisk that is situated in the first column indicates that this multi-trigger has not been taken into account.

It is necessary to validate by the button "Ok" or "Apply" to take into account this multitrigger. The only difference being that the "OK" button closes the edition window.

II.13.1 ADD A MULTI-TRIGGER

Click on the button "Add" of the edition window, the following window appears and allows you to define the parameters necessary for a multi-trigger.

- Multi-trigger name,
- Description of multi-trigger (optional)
- Operator,
- Contents of multi-trigger.

+ Multi-triggers		
Creation of new multi- Fields Name and Oper	trigger ator are mandatory and at least one trigger.	
Multi-trigger		
Name :	Open door and night	
Description :	Open door and illuminence too low]
Operator :	AND	
Contents of multi-trigge	r	
Name	Type Ad	d
Open door	device	
Illuminence too low	device	ove
Status :	OK Cancel	
platus ;		

A multi-trigger with the operator "AND" consists only of device triggers. It starts when all triggers are active at the same time. The evaluation of the multi-trigger is done in every change of one of these triggers.

A multi-trigger with the operator "No activity" consists of a time event and one or several device triggers. It starts when the time event is triggered and no device trigger was activated since the last evaluation of the time event.

Click on the button "Add", the following window appears and allows you to add the contents of multi-trigger.

🕂 Multi-triggers 🛛 🔀	
Add trigger Select a type of trigger then add one trigger by its name	
Type : Trigger :	device
	OK Cancel

II.13.2 UPDATE A MULTI-TRIGGER

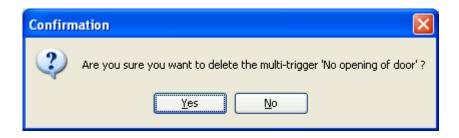
Select a multi-trigger into the list of multi-triggers and click on the button "Update" or simply double-click on the trigger that must be updated.

The following window appears and allows you to change all parameters of the multi-trigger except the name given that it is unique and that it corresponds to the name of this trigger and the operator.

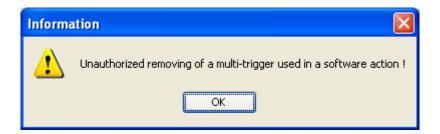
Hulti-triggers		X
Update multi-trigger Fields Name and Operator are mandatory and at least one trigger.		
Multi-trigger		
Name :	No opening of door	
Description :	No opening of door during the da	γ
Operator :	No activity	~
Contents of multi-trigge	r	
Name	Туре	Add
Open door	device	
MTWTF_6pm	timer	Remove
Status :	OK Cancel	

II.13.3 REMOVE A MULTI-TRIGGER

Select a multi-trigger in the list of multi-triggers and click on the button "Remove". The following window appears to require a confirmation of you.



It is not possible to delete a multi-trigger used in an already created software action or one is ongoing of edition; in that case the following information window opens to indicate it.



So that the deletion of a multi-trigger becomes permanent, it is necessary to leave the window "Edition of multi-triggers" by the button "Ok". Otherwise to cancel the current modifications, click on the button "Cancel".

II.14 EDITION OF DEVICE COMMANDS

The edition window of device commands is accessible from the edition window of software actions when you click on the button "Edit device commands ..." in the command zone.

·••	Device commands		
E	dit of device commands Add a new device comman (Unselect by right mouse c	d or select one for updating it or removing it. (lick)	
L	ist of device commands :		
	Name	Device command	Add
	Set Plug to Off	Off command to ZPLUG (26-B5)	
	Set Plug to On	On command to ZPLUG (26-B5)	Update
	Set Plug to Toggle	Toggle command to ZPLUG (26-B5)	Remove
			Test
			_
		OK Cancel Apply	
Statu	IS (

II.14.1 ADD A DEVICE COMMAND

Click on the button "Add" of the edition window, the following window appears and allows you to define the parameters necessary for a device command

- Device command name,
- Target Zigbee node,
- Command,
- Manufacturer code if necessary,
- Parameter if necessary.

🕂 Device commands		
Creation of device command Fields Name, Zigbee node and Command are mandatory.		
Name :	Set Plug to On	
Name :		
Zigbee node :	ZPLUG (26-B5)	
Command :	On command 💌	
Manufacturer code :		
Parameter :		
OK Cancel		
Status :		

II.14.2 UPDATE A DEVICE COMMAND

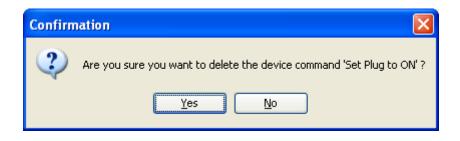
Select a device command into the list of device commands and click on the button "Update" or simply double-click on the command that must be updated.

The following window appears and allows you to change all parameters of the device command except the name given that it is unique and that it corresponds to the name of this command.

🕂 Device commands 🛛 🔀		
Update device command Fields Name, Zigbee node and Command are mandatory.		
Name :	Set Plug to On	
Zigbee node :	ZPLUG (26-85)	
Command :	On command 💌	
Manufacturer code :		
Parameter :		
OK Cancel		
Status :		

II.14.3 REMOVE A DEVICE COMMAND

Select a device command in the list of device commands and click on the button "Remove". The following window appears to require a confirmation of you.



It is not possible to delete a device command used in an already created software action or one is ongoing of edition; in that case the following information window opens to indicate it.

Informa	ation 🔀
⚠	Unauthorized removing of a command used in a software action !
	ОК

So that the deletion of a device command becomes permanent, it is necessary to leave the window "Edition of device commands" by the button "Ok". Otherwise to cancel the current modifications, click on the button "Cancel".

II.14.4 TEST A DEVICE COMMAND

Select a device command in the list of device commands and click on the button "Test". The result of the test is shown in the status bar.

Status :	Successful Test

II.15 Edition of Scene commands

The edition window of scene commands is accessible from the edition window of software actions when you click on the button "Edit scenes to recall ..." in the command zone.

1. je 1	🛧 Scenes to recall 🛛 🔀				
E	Edition of scene commands Add a new scene command or select one for updating it or removing it. (Unselect by right mouse click)				
Li	st of scene commands :				
	Name	Scene to recall	Add		
	Turn Off the lights	Scene 0x02 to Group 0x0001			
	Turn On the lights	Scene 0x01 to Group 0x0001	Update		
			Remove		
			Test		
	OK Cancel Apply				
Statu	is :				

II.15.1 ADD A SCENE COMMAND

Click on the button "Add" of the edition window, the following window appears and allows you to define the parameters necessary for a scene command

- Scene command name,
- Scene to recall,
- Group or Target Zigbee node.

Scenes to recall			
Creation of scene command Fields Name, Scene and Destination are mandatory.			
Name :	Turn On the lights		
Scene :	Scene 0x01 (Group 0x0001) - Scene ON	~	
Destination :	Group 0x0001 - Group1	~	
	OK Cancel		
Status :			

II.15.2 UPDATE A SCENE COMMAND

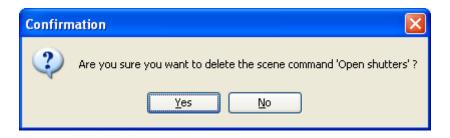
Select a scene command into the list of scene commands and click on the button "Update" or simply double-click on the command that must be updated.

The following window appears and allows you to change all parameters of the scene command except the name given that it is unique and that it corresponds to the name of this command.

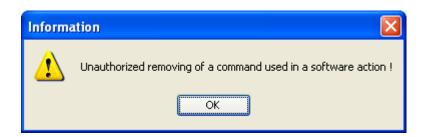
Scenes to recall				
Update scene command Fields Name, Scene and Destination are mandatory.				
Name :	Turn Off the lights			
Scene :	Scene 0x02 (Group 0x0001) - Scene OFF	 Image: A start of the start of		
Destination :	Group 0x0001 - Group1	~		
	OK Cancel			
Status :				

II.15.3 REMOVE A SCENE COMMAND

Select a scene command in the list of scene commands and click on the button "Remove". The following window appears to require a confirmation of you.



It is not possible to delete a scene command used in an already created software action or one is ongoing of edition; in that case the following information window opens to indicate it.



So that the deletion of a scene command becomes permanent, it is necessary to leave the window "Edition of scene commands" by the button "Ok". Otherwise to cancel the current modifications, click on the button "Cancel".

II.15.4 TEST A SCENE COMMAND

Select a scene command in the list of scene commands and click on the button "Test". The result of the test is shown in the status bar.

Status : Successful Test

II.16 Edition of Network Commands

The edition window of network commands is accessible from the menu "Edit Email/HTTP ..." or from the software actions edition window when you click on the button "Edit Email/HTTP ..." in the command zone.

A network command is:

- ➢ The Email sending on Internet,
- ➤ The HTTP URL call of Web site,

It is characterized by a name that must be unique and the information appropriate for each type of command: Email or HTTP.

🛉 Email/HTTP 🛛 🔀			
Edition of network commands : Email, HTTP, SMS Add a new network command or select one for updating it or removing it. (Unselect by right mouse click)			
List of Email commands :			
Name	Description	Add	
Low battery alert	Low battery alert	Update	
		Remove	
		Test	
List of HTTP commands :			
Name	Description	Add	
SMS sending	www.smsenvoi.com/smsEnvoi.php?userLogin=\$user&	Update	
		Remove	
		Test	
	OK Cancel Apply		
Status :			

Figure 11: Edition of network commands

II.16.1 ADD A NETWORK COMMAND

Click on one of the buttons "Add", one of the following windows opens and allows defining the information corresponding to the new network command.

Creation of a new Email command

🕂 Email/HTTP 🛛 🔀				
Creation of new Email command Fields Email name, Email account, Recipient and Subject are mandatory. @				
Email name :	Low battery alert			
Email account :	John Smith <john.smith@company.fr></john.smith@company.fr>			
Recipient :	maintenance@societe.fr			
Recipient in copy :				
Subject :	Low battery alert			
Contents :	Low battery = \$report/10 V incoming from \$name			
Insertion of extra text : 💿 Yes 🔘 No				
OK Cancel Test				
Status :				

Figure 12: Creation of an Email command

- The field "Email name" allows defining a unique name in this network command (mandatory field).
- The field "Email account" allows choosing on which SMTP server, the Email will be sent (mandatory field). At least an Email account must be beforehand created (cf. chap. II.18).
- The field "Recipient" allows defining the recipient of this Email (mandatory field). No check is made on the validity of this address.
- The field "Recipient in copy" allows defining a recipient in copy of this Email (optional field). No check is made on the validity of this address.
- > The field "Subject" allows defining the subject of this e-mail (mandatory field).
- > The field "Contents" allows defining the contents of this e-mail (optional field).
- > The extra text is a text describing the triggering of the software action.

To display a brief help on the Email contents building, you can click on the symbol @ being at the top of the window.

Brief help on the Email contents building The Email contents can contain variables informing about the trigger.		
Yariables which can be inserted into an Email contents :		
\$nwkAddr :	The network address of the source Zigbee node	
\$ieeeAddr :	The IEEE address of the source Zigbee node	
\$modelId :	The ModelIdentifier of the source Zigbee node	
\$name :	The name of the source Zigbee node	
\$date :	The triggering date of the software action	
<pre>\$report :</pre>	The reported value which triggered the software action	
\$text :	The text on the triggering of the software action	
	n ts Alert Low Battery (\$report V) incoming from \$name	
	its Alert Instantaneous demand ntaneous demand = \$report W incoming from \$modelId \$ieeeAddr	

Creation of a new HTTP command

Creation of new HTTP command			
Creation of new HTTP command Fields HTTP name and URL are mandatory. 🔞			
HTTP name : SMS sending			
URL : http://www.smsenvoi.com/smsEnvoi.php?userLogin=\$us			
User : johnsmith			
Password : ••••••			
Connection with Authentication (Basic)			
Session identifier :			
Password :			
Connection by Proxy server			
Proxy name :			
Proxy port :			
Proxy login :			
Proxy password :			
OK Cancel Test			

Figure 13: Creation of a HTTP command

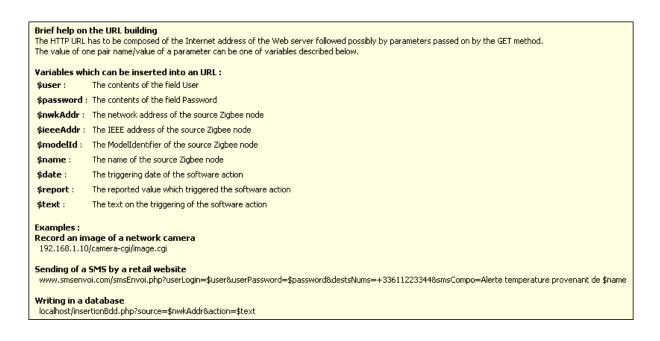
- The field "URL name" allows defining a unique name in this network command (mandatory field).
- The field "User" allows defining a user name that we can insert into the URL thanks to the variable \$user (optional field).
- The field "Password" allows to define a password that we can insert into the URL thanks to the variable \$password (optional field).
- The field "URL" allows defining the URL to be called. It is composed of the Web site to be reached and variables (mandatory field).
- Fields "Session identifier" and its "Password" are used for a connection to the Web server with authentication (optional fields).
- Fields "Proxy name" and its "Port of the proxy" are used for a connection to the Web server through a proxy (optional fields).

To facilitate the typing of the URL, it is possible to write it in a file text and to make a copy / paste to the field "URL".

It is also possible to display completely the URL by a right click on the mouse in the field "URL".



To display a brief help on the URL building, you can click on the symbol @ being at the top of the window.



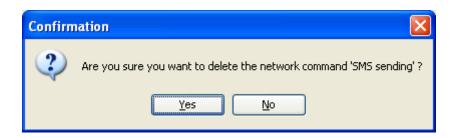
II.16.2 UPDATE A NETWORK COMMAND

Select a network command in one of the lists and click on the button "Update" or simply double-click on the network action to be modified.

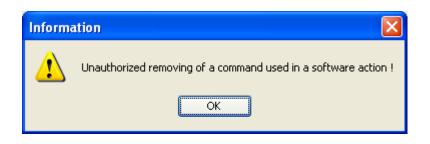
The window corresponding to the type of the selected action opens and allows you to change all the parameters of the network command except the name given that it is unique and identify this command.

II.16.3 REMOVE A NETWORK COMMAND

Select a network command in one of the lists and click on the button "Remove". The following window appears to require a confirmation of you.



It is not possible to delete a network command used in an already created software action or one is ongoing of edition; in that case the following information window opens to indicate it.



So that the deletion of a network command becomes permanent, it is necessary to leave the window "Edition of network actions" by the button "Ok". Otherwise to cancel the current modifications, click on the button "Cancel".

II.17 EDITION OF MACROS

The edition window of macros is accessible from the menu "Edit/Macros of commands" or from the edition window of software actions" when you click on the button "Edit macros of commands..." in the command zone.

A macro is a set of commands of different type: Device, Scene, Email, HTTP and SMS. It is characterized by a name, which must be unique, and an optional description.

Macro of commands		
Edition of macros Add a new macro or select one for u Unselect by right mouse click)	updating it or removing it.	
List of macros :		
Name De:	scription	
Intrusion Intru	usion south door	
		Add Remove
Content of macro : Intrusion Name	Туре	
Set Plug to ON	device	
Sending alert	email	Add Remove
ОК	Cancel Apply	
Status :		

Figure 14: Edition of macros

II.17.1 ADD A MACRO OF COMMANDS

Click on the button « Add », the following window opens and allows defining the name and the (optional) description of the new macro.

+		
Add a macro of commands Field Macro name is mandatory.		
Macro name : Description :		
OK Cancel		

At this stage, the contents of the macro are empty; it is thus necessary to select it in the list of macros and to modify its contents (cf. Chapter "Update a macro").

It is necessary to leave the window "Edit macros" by the button "Ok" for taking into account the add of this macro. Otherwise to cancel the current modifications, leave by the button "Cancel".

II.17.2 UPDATE A MACRO OF COMMANDS

It is necessary to leave the window "Edit macros" by the button "Ok" for taking into account the update of this macro. Otherwise to cancel the current modifications, leave by the button "Cancel".

Beforehand, select the macro to be modified in the list of macros.

To modify the description of the macro: double-click on the field "description" of the macro in the table, type the new description and validate by the touch "Enter".

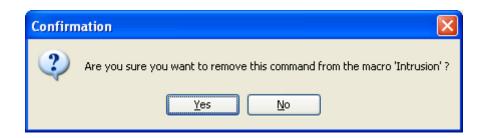
Name Description Intrusion Intrusion south door Add	Unselect by right mo	r select one for updating it or removing it. ouse click)	
	ist of macros :		
Add		Description	
	Name		
Remov	Name		

To add a command: click on the button "Add", the following window opens and allows choosing the type of command and the command.

🕂 Macro of c	ommands	×	
Add command Select a type of command then add one command by its name			
Type :	scene	•	
Command :	Close shutters		
	Close shutters		
	Turn off the lights		
	Open shutters Turn on the lights		

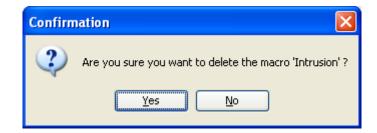
To remove a command: select the command in the contents of the macro and click on the button "Remove".

The following window appears to require a confirmation of you.

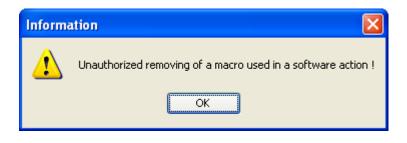


II.17.3 REMOVE A MACRO OF COMMANDS

Select a macro in the list of macros of commands and click on the button "Remove". The following window appears to require a confirmation of you n.



It is not possible to delete a macro used in an already created software action or one is ongoing of edition. In this case the following information window opens to indicate it.



It is necessary to leave the window "Edit macros" by the button "Ok" or "Apply" for taking into account the remove of this macro. Otherwise to cancel the current modifications, leave by the button "Cancel".

II.18 CONFIGURATION OF EMAIL ACCOUNTS

The window of configuration of Email accounts is accessible from the menu "Tools/Email accounts..."

An Email account is a set of information on the SMTP server used to send Emails on Internet network and on the sender name.

1. 1 . 1	Email accounts		×	
Edition of Email accounts Add a new Email account or select one for updating it or removing it.				
	List of Email accounts			
	Sender name	Email address Add		
	John Smith Yahoo	john.smith@ymail.com	-	
	John Smith GMail	john.smith@gmail.fr Update		
	John Smith	john.smith@company.fr Remove		
			_	
OK Cancel				

Figure 15: List of Email accounts

II.18.1 ADD AN EMAIL ACCOUNT

Click on the button "Add", the following window appears and allows you to define the parameters necessary for an Email account.

- Sender name,
- Email address,
- SMTP server and its port
- Session identifier and its password for a connection with authentication to the SMTP server,
- Secure mode.

The button "Test" allows sending a message on the Email address of the sender, in order to test the connection parameters to the SMTP server. This action is displayed in the window of the log actions (cf. Chapter II.5).

Below, the example for an Email account with a not secure connection to a SMTP server.

🕂 Email accounts 🛛 🔀				
Parameters of Internet Email The first four parameters are mandatory so that your Email account works. 🔞				
User information				
Sender name :	John Smith			
Email address :	john.smith@company.fr			
Email server information				
Outgoing Email server (SMTP) :	smtp.company.fr			
Port of the Email server (SMTP) :	25			
Connection with Authentication				
Session identifier :				
Password :				
Secure mode of the session :	None SSL TLS			
ОК	Test Cancel			
Status :				

Figure 16: Email account no secure

To display a brief help on the Email account configuration, you can click on the symbol @ located at the top of the window.

Brief help on the Email account configuration An Email account has to contain at least the name of the sender, its Email address, the SMTP server and its port. The connection to the SMTP server often requires an authentication on a secured protocol SSL or TLS.
Examples :
Orange
SMTP server : smtp-msa.orange.fr
Port of server : 587
Secure mode : None
Yahoo
SMTP server : smtp.mail.yahoo.fr
Port of server : 465
Secure mode : SSL
GMail
SMTP server : smtp.gmail.com
Port of server : 587
Secure mode : TLS

The second example shows the settings for an Email account with a secure connection to a server SMTP as Yahoo, Gmail, etc....

• Email accounts		×
Parameters of Internet Email The first four parameters are mandato	ry so that your Email account works. 🔞	
User information		
Sender name :	John Smith Yahoo	
Email address :	john.smith@ymail.com	
Email server information		
Outgoing Email server (SMTP) :	smtp.mail.yahoo.fr	
Port of the Email server (SMTP) :	465	
Connection with Authentication		
Session identifier :	john.smith@ymail.com	
Password :	••••••	
Secure mode of the session :	None ○ SSL ○ TLS	
ОК	Test Cancel	
Status :		

Figure 17: Email account secure

II.18.2 UPDATE AN EMAIL ACCOUNT

Select an Email account into the list of Email accounts and click on the button "Update" or simply double-click on the account that must be updated.

The following window appears and allows you to change all the parameters of the Email account except the sender name given that it is unique and that it corresponds to the name of this network action.

🛉 Email accounts					
Parameters of Internet Email The first four parameters are mandatory so that your Email account works. 🍘					
User information					
Sender name :	John Smith GMail				
Email address :	john.smith@gmail.fr				
Email server information					
Outgoing Email server (SMTP) :	smtp.gmail.com				
Port of the Email server (SMTP) :	587				
Connection with Authentication					
Session identifier :	john.smith@gmail.fr				
Password :	•••••				
Secure mode of the session :	○ None ○ SSL ④ TLS				
ОК	Test Cancel				
Status :					

Figure 18: Parameters of Internet Email

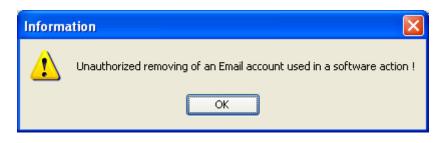
So that the modification of an Email account become permanent, it is necessary to leave the window of "Parameters of Internet Email" by clicking on the button "Ok". Otherwise, to cancel the current modifications, click the button "Cancel".

II.18.3 REMOVE AN EMAIL ACCOUNT

Select an Email account into the list of the Email accounts and click on the button "Remove". The following window appears to require a confirmation of you.



It is not possible to delete an Email account used in an already created software action or one is ongoing of edition; in that case the following information window appears to indicate it.



So that the deletion of an Email account become permanent, it is necessary to leave the window "Edition of Email accounts" by clicking on the button "Ok". Otherwise, to cancel the current modifications, click on the button "Cancel".

II.19 CONFIGURATION OF THE ZIGBEE NETWORK

II.19.1 EDITION OF THE NETWORK PARAMETERS

The edition window of network parameters is accessible from the menu "Tools/Zigbee network parameters/Configure...".

🕂 Zig	🕂 Zigbee network parameters 🛛 🔀				
Edition of Zigbee network parameters Update the channel of Zigbee network . All Zigbee nodes are going to change channel by remaining associated to the coordinator.					
	Zigbee network secure				
	Zigbee Channel (11 to 26) 13				
	Pan ID (0x0001 to 0xFFFF) 0x5809				
Vithout creation of a new network					
OK Cancel					
Status :					

The first window shows how to change the channel of the Zigbee network without creation of a new network. All Zigbee nodes are going to change channel by remaining associated to the coordinator.

🕂 Zigbee network parameters					
Edition of Zigbee network parameters Update the parameters of Zigbee network, No more Zigbee node will be associated with the coordinator. The value of 10 corresponds to all channels. It means that the UBee chooses the channel to be occupied among 16.					
	Zigbee network secure				
	Zigbee Channel (10 to 26) 13				
	Pan ID (0x0001 to 0xFFFF) 0x5809				
Without creation of a new network					
OK Cancel					
Status :					

Figure 19: Edition of the network parameters

As it leaves the factory, the UBee chooses a Zigbee channel among 16 available channels according to the criteria of radio quality and also chooses the identifier of network (Pan ID).

To force the UBee to use a particular channel, you have to enter a value of channel included between 11 and 26. It is also possible to choose a particular Pan ID by entering a value included between 1 and 65534.

To enter a value in hexadecimal, you have to enter the value by beginning by 0x and tap on the TAB key to validate the value.

To note that the value 10 for the channel allows restoring the choice of the channel by the UBee and the value 0xffff (65535) for the Pan ID allows you to restore the choice of the identifier of network by the UBee

II.19.2 SAVE THE NETWORK PARAMETERS

The edition window of network parameters is accessible from the menu "Tools/Zigbee network parameters/Save...".

This file will afterward allow restoring the parameters of a Zigbee network on any UBee.

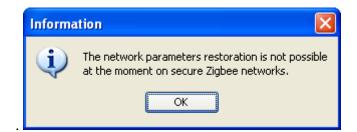
🕌 Save					×
Save įn:	CLEODE		~ 6	ا 📰 💙 🌶	
Mes documents récents Bureau Mes documents	CleoBee	38			
Poste de travail					
	File <u>n</u> ame:	network_param			<u>S</u> ave
Favoris réseau	Files of <u>t</u> ype:	Parameters *.xml		*	Cancel

II.19.3 RESTORE THE NETWORK PARAMETERS

The edition window of network parameters is accessible from the menu "Tools/Zigbee network parameters/Restore...".

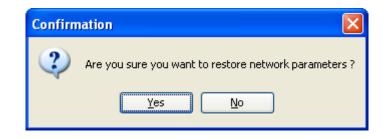
The network parameters restore allows to change a defective UBee by a new UBee and to apply the saved parameters to it.

The network parameters restore is possible at the moment only on the Zigbee networks not secure. Otherwise, the following window will be displayed.



🕌 Open						
Look <u>i</u> n:	CLEODE			*	ø 🕫 🔃	
Mes documents récents Direau	CleoBee					
Mes documents						
Poste de travail						
	File <u>n</u> ame:	network_param.x	ml			Open
Favoris réseau	Files of <u>typ</u> e:	Parameters *.xm			*	Cancel

The following window appear to ask a confirmation



II.19.4 OPENING OF THE ASSOCIATION DURATION

The settings window of the pairing duration is accessible from the menu "Tools/ Opening association duration...".

The Zigbee pairing allows new Zigbee nodes to join the network during a specified duration. By default the duration of opening is 2 minutes.

The led of the UBee blinks during the Zigbee pairing.

The "Stop" button allows you to close the pairing process.

🕂 Opening association duration 🛛 🛛 🔀		
Opening of the association duration Choose a duration of opening during which Zigbee nodes are authorized to join the network.		
Duration in seconds (1 to 65534) 20		
OK Cancel Stop		
Status :		

II.19.5 EDITION OF THE FILTER OF AUTHORIZED ZIGBEE NODES

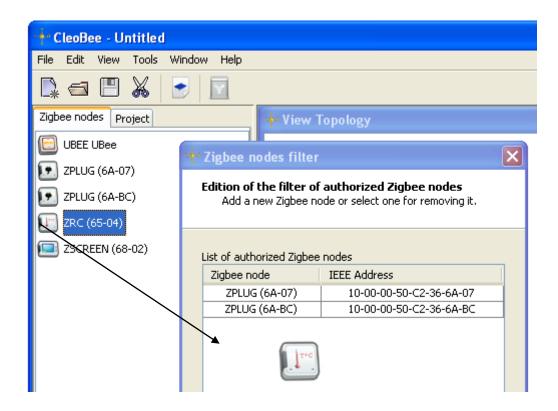
The edition window of Zigbee nodes authorized to enter in the network is accessible from the menu "Tools/ Zigbee nodes filter...".

-	Zigbee nodes filter 🛛 🔀					
	Edition of the filter of authorized Zigbee nodes Add a new Zigbee node or select one for removing it.					
	List of authorized Zigbee	nodes				
	Zigbee node	IEEE Address				
	ZPLUG (6A-BC)	10-00-00-50-C2-36-6A-BC				
	ZPLUG (6A-07)	10-00-00-50-C2-36-6A-07				
	ZRC (65-04)	10-00-00-50-C2-36-65-04				
	ZSCREEN (68-02)	10-00-00-50-C2-36-68-02				
	ОК	Cancel				

Figure 20: Filter of authorized Zigbee nodes

To add a new Zigbee node already present in the network, make a drag and drop of this node in the list of the window of filter edition.

After validation of the filter by the touch "OK", the Zigbee nodes not present in the filter are forced to leave the network. Except when the filter is empty which corresponds to accept all Zigbee nodes in the network.



A pop-up menu accessible on the right button of the mouse allows to:

- ➢ Add a new Zigbee node by its IEEE address,
- Remove the selected Zigbee node(s),
- ➢ Add all Zigbee nodes of the network,
- Remove all Zigbee nodes.

List of authorized Zigbee nodes			
Zigbee node	IEEE Address		
ZPLUG (6A-BC)	10-00-00-50-C2-36-6A-BC		
ZPLUG (6A-07)			
ZRC (65-04)	Zigbee nodes filter		
ZSCREEN (68-02)	Add new object		
	Remove selection		
	Add all network Remove all		

II.19.6 ADD A NEW ZIGBEE NODE

To accept a new Zigbee node in the network if a filter is present, it is necessary to enter the IEEE address of this new object, then to validate this addition and then to reset the Zigbee node so that it begins again its association phase with the UBee.

Zigbee nodes filter		
Add a new Zigbee node Enter its IEEE address.		
10-00-00-50-C2-36-00-00		
OK Cancel		

II.20 PROGRAMMING OF UBEE FIRMWARE

The window of the programming of UBee firmware is accessible from the menu "File/UBee update..."

Select the HEX file of the UBee supplied by CLEODE thanks to the button "File" and validate to begin the download.

🕂 UBee update 🛛 🔀				
Programming of UBee firmware Select the file to be programmed in UBee.				
C:\Projets\CleoBee\Ubee.hex File				
0%				
OK Cancel				
Status :				

The following window appear to ask a confirmation



The UBee update time is estimated at approximately 15 minutes.

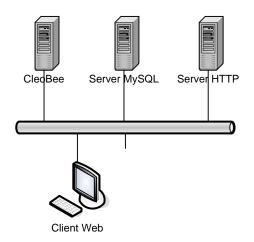
Warning: don't turn off the computer or remove the UBee during the download at the risk of a defective programming of the UBee.

II.21 INSTALLATION OF THE ACCESS BY INTERNET

The access by Internet to the management of the Zigbee network requires a MySQL / PostgreSQL server and a HTTP server (Apache for example) with an interpreter PHP 5.2.5 at least.

Each of 2 servers can run on the computer where CleoBee is launched or on another computer connected to the same IP network.

Refer to the documentation of MySQL and Apache for the installation of these servers.



For computers under Windows, a simple solution is to use "wampserver" (http://www.wampserver.com) which includes an Apache server, a MySQL server and a PHP interpreter. A version of "wampserver" is available on the CD-ROM of CleoBee.

II.21.1 CONFIGURATION OF THE DATABASE

It is necessary to create a user account and a database on MySQL / PostgreSQL server and to update the configuration file "CleoBee.conf" being in the directory of installation of CleoBee.

```
#Activation du stockage en Database
DBASE STORAGE=true
# Driver Base de donnees : mysql / postgresql
DBASE DRIVER=mysql
# Adresse IP du serveur de base de donnees
DBASE SERVER=localhost
# Utilisateur de la base de donnees
DBASE USER=zcleode
# Mot de passe de l'utilisateur de la base de donnees
DBASE PASSWORD=zcleode
# Nom de la base de donnees
DBASE NAME=zcleode
# Nombre maximum de logs par objet Zigbee
DBASE LOGS MAX=1000
# Port du serveur de commande ZCL
ZCL SERVER PORT=8585
# Enable/disable WiBee remote access
WIBEE REMOTE ACCESS=false
```

At the first starting up of CleoBee in mode "storage in database", the tables of the database will be automatically created.

II.21.2 CONFIGURATION OF THE HTTP SERVER

It is necessary to activate the following PHP modules:

- php_mysql or php_pgsql
- php_pdo_mysql or php_pdo_pgsql
- php_sockets
- ▶ php_gb2

It is necessary to recopy PHP pages of the Web site in the appropriate directory of your HTTP server, and to modify the configuration file "siteweb.conf" being among PHP pages.

```
; Adresse IP du serveur de base de donnees
DBASE_SERVER=localhost
; Utilisateur de la base de donnees
DBASE_USER=zcleode
; Mot de passe de l'utilisateur de la base de donnees
DBASE_PASSWORD=zcleode
; Nom de la base de donnees
```

DBASE_NAME=<u>zcleode</u> ; Type <u>du serveur</u> <u>de</u> base <u>de</u> <u>donnees</u> : <u>mysql</u> / <u>postgresql</u> DBASE TYPE=mysql

II.21.3 PROTECTION OF THE WEB SITE

The Web site is protected by password thanks to the ".htaccess" file of the Apache server.

In the ".htaccess" file being in the root of the Web site, not to forget to change the absolute path towards the ".htpasswd" file which is in the directory "private".

```
AuthUserFile C:\wamp\www\cleobee\private\.htpasswd
```

The ".htpasswd" file groups together the users authorized to reach the Web site. By default, the user "admin" with password "admin" is defined.

To modify the password of a user or to add a new user

C:\wamp\bin\apache\Apache2.2.11\bin\htpasswd.exe .htpasswd admin

To remove a user

```
C:\wamp\bin\apache\Apache2.2.11\bin\htpasswd.exe -D .htpasswd toto
```

II.21.4 CONNEXION TO THE WEB SITE

For each connection to the Web site from a browser, the following dialog box will display to ask you for your user's name and your password.

Authentificatio	on requise	×
•	Le site http://192.168.85.27 demande un nom d'utilisateur et un mot de passe. Le site indique : « Acces Restreint »	
Utilisateur :	admin	
Mot de passe :	•••••	
	OK Annuler	

By default, the user's name is " admin " and the password is " admin ". It is strongly recommended to change the password at the first connection (cf. chap. II.21.5).

II.21.5 CHANGE OF THE PASSWORD

This screen allows you to change the password of the user "admin". It is accessible by clicking the link "Administration" in the general menu.

Give the old password, then the new password twice and validate by the button named "Apply".

Change the password			
User :	admin		
Old password :	••••		
New password :	•••••		
Confirm the new password :	••••••		
Apply Cancel			

Figure 21 : Change of the password

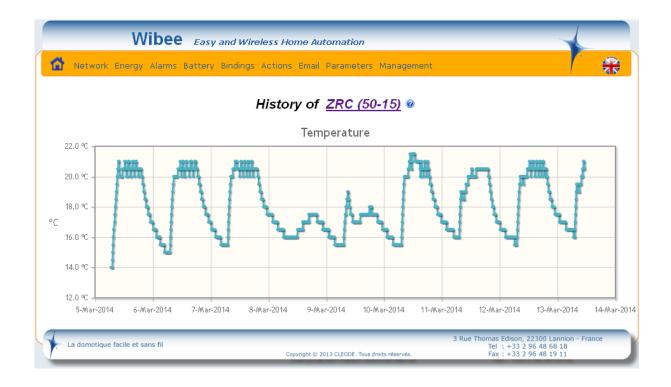
If the change of the password is successful, a new identification will be required via the dialog box (cf. chap. II.21.4) of connection.

If you forgot your password, it is possible to reset it (cf. chap. II.21.3).

II.21.6 EXAMPLE OF WEB PAGES

L	.ist of Zigbee™ nod	les (6) All residences 💌 🛛 R	esidence
Name	Location	Useful	information
UBEE (39-EA)	No name	Started	2014/13/03 11:35:20
ZRC (5D-0E)	No name	23.0 °C	
ZPLUG (26-B5)	No name	0 VV	25.82 kWh
ZPLUG (58-56)	No name	46 VV	0.32 KWh
ZMOVE (FD-C7)	No name	Presence	2014/13/03 11:46:49
ZDOOR (58-65)	No name	Closed	2014/13/03 11:35:31
 <u>Zigbee ghost nodes</u> <u>No accessible Zigbee node</u> 	25		

Network Energy Alarms Battery Bind	ings Parameters Management
	Properties of <u>ZPLUG (26-B5)</u>
Modelldentifier	ZPLUG
Device Type	ROUTER
Network Address	0x8DC0
EEE Address	00-12-48-00-02-20-26-B5 Identifier
Name	No name Apply
Location	Apply
Manufcaturer code	0×10B9
Application version	021
Parent	ZPLUG (58-56)
Children	ZRC (5D-0E) ZMOVE (FD-C7) ZDOOR (58-65)
Instantaneous consumption	Reset of History
Accumulation consumption	25.82 kWh Reset of History
Power outlet state	History Reset of History
Power outlet state	On Off



III INSTALLATION OF CLEOBEE[™]

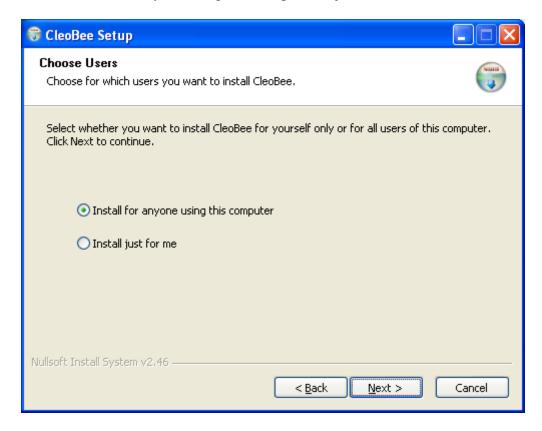
1) In the root of the CD-ROM, run application *cleobee_install.exe*, choose the language and click on *Next*:



2) Accept the conditions of the user license by clicking on *I Agree*

🗑 CleoBee Setup	×
License Agreement Please review the license terms before installing CleoBee.	
Press Page Down to see the rest of the agreement.	
Installation de CleoBee - version : 5.0 Copyright (c) 2003-2013 - CLEODE S.A.	-
Support technique : <u>mailto:support@cleode.fr</u>	
3 Rue Thomas Edison 22300 LANNION - France Tel. +33 (0) 2 96 48 68 18 http://www.cleode.fr	
If you accept the terms of the agreement, click I Agree to continue. You must accept the agreement to install CleoBee.	
Nullsoft Install System v2,46	
< <u>B</u> ack I <u>A</u> gree Cancel	

3) Choice to install for anyone using this computer or just for me



4) Choose the directory of installation and click on *Install*

😚 CleoBee Setup	
Choose Install Location Choose the folder in which to install CleoBee.	
Setup will install CleoBee in the following folder. To install in a different folder, click & and select another folder. Click Next to continue.	Browse
Destination Folder C:\Program Files\CLEODE\CleoBee Browse	
Space required: 11.9MB Space available: 123.1GB Nullsoft Install System v2.46	
< <u>B</u> ack <u>N</u> ext >	Cancel

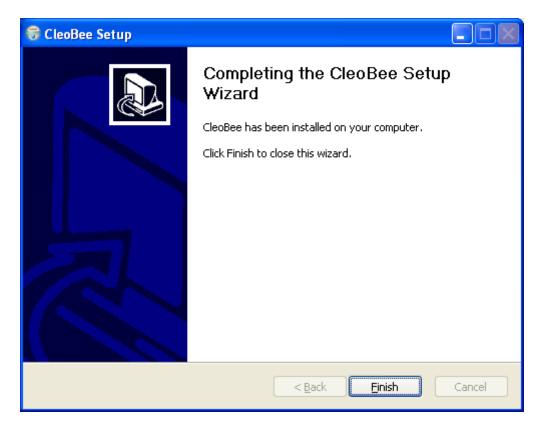
5) Enter your license being on the CD jacket, and click on *Install* to continue.

😽 CleoBee Setup	
License information For help, please contact the CLEODE support.	
Enter your license (press Tab to get to the next field).	
Nullsoft Install System v2.46	Cancel

6) A window of progress appears, to click on *Next* to continue.

🗑 CleoBee Setup	
Installation Complete Setup was completed successfully.	
Completed Show <u>d</u> etails	
Nullsoft Install System v2,46	Cancel

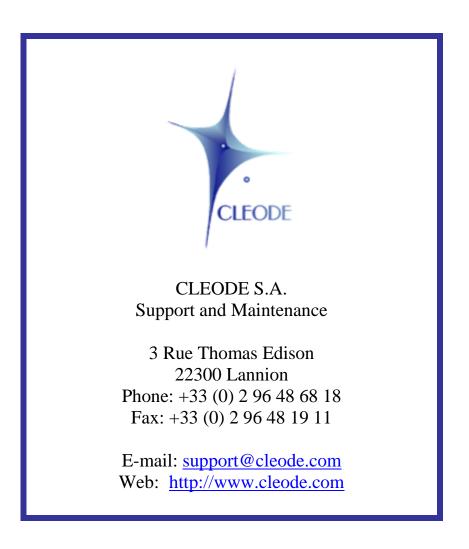
7) Click to *Finish* to Finish the install.



8) A shortcut to CleoBeeTM was installed on the desktop of the computer:



Any request of support must be sent at following mail address or by email at support@cleode.com:



End of the user manual